[09:43:56] [Client thread/INFO]: Setting user: Haze242

[09:43:57] [Client thread/WARN]: Skipping bad option: lastServer:

[09:43:57] [Client thread/INFO]: LWJGL Version: 2.9.4

[09:43:58] [Client thread/INFO]: Reloading ResourceManager: Default

[09:43:59] [Sound Library Loader/INFO]: Starting up SoundSystem...

[09:43:59] [Thread-5/INFO]: Initializing LWJGL OpenAL

[09:43:59] [Thread-5/INFO]: (The LWJGL binding of OpenAL. For more information, see [http://www.lwjgl.org](http://www.lwjgl.org/))

[09:43:59] [Thread-5/INFO]: OpenAL initialized.

[09:43:59] [Sound Library Loader/INFO]: Sound engine started

[09:44:00] [Client thread/INFO]: Created: 1024x512 textures-atlas

[09:44:11] [Server thread/INFO]: Starting integrated minecraft server version 1.10.2

[09:44:11] [Server thread/INFO]: Generating keypair

[09:44:11] [Server thread/INFO]: Preparing start region for level 0

[09:44:12] [Server thread/INFO]: Preparing spawn area: 20%

[09:44:13] [Server thread/INFO]: Preparing spawn area: 59%

[09:44:14] [Server thread/INFO]: Preparing spawn area: 99%

[09:44:14] [Server thread/WARN]: Keeping entity Villager that already exists with UUID 7c2f531d-430e-4661-add8-4e4033577295

[09:44:14] [Server thread/WARN]: Keeping entity Villager that already exists with UUID ae53eb90-59b5-4b19-a795-8b0f9d3bb91a

[09:44:14] [Server thread/WARN]: Keeping entity Villager that already exists with UUID 93a88c72-d7c3-4fb5-aea2-e5378657f663

[09:44:14] [Server thread/WARN]: Keeping entity Villager that already exists with UUID a769f432-80ac-4bb1-a1eb-c3a4b44bdc0a

[09:44:14] [Server thread/INFO]: Changing view distance to 6, from 10

[09:44:15] [Server thread/INFO]: Haze242[local:E:453d352c] logged in with entity id 273 at (994.4844546211853, 63.0, -337.53923942173867)

[09:44:15] [Server thread/INFO]: Haze242 joined the game

[09:44:16] [Server thread/WARN]: Keeping entity Villager that already exists with UUID 00f5d118-ebea-4178-849a-d7185aafefe4

#

# A fatal error has been detected by the Java Runtime Environment:

#

# EXCEPTION\_ACCESS\_VIOLATION (0xc0000005) at pc=0x5b2bf706, pid=7416, tid=7476

#

# JRE version: Java(TM) SE Runtime Environment (8.0\_91-b15) (build 1.8.0\_91-b15)

# Java VM: Java HotSpot(TM) Client VM (25.91-b15 mixed mode windows-x86 )

# Problematic frame:

# C [ig7icd32.dll+0x5f706]

#

# Failed to write core dump. Minidumps are not enabled by default on client versions of Windows

#

# An error report file with more information is saved as:

# C:\Users\Caitlyn\AppData\Roaming\.minecraft\hs\_err\_pid7416.log

#

# If you would like to submit a bug report, please visit:

# <http://bugreport.java.com/bugreport/crash.jsp>

# The crash happened outside the Java Virtual Machine in native code.

# See problematic frame for where to report the bug.

#

AL lib: (EE) alc\_cleanup: 1 device not closed

Java HotSpot(TM) Client VM warning: Using incremental CMS is deprecated and will likely be removed in a future release