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---- Minecraft Crash Report ----
// I'm sorry, Dave.

Time: 23/06/16 11:33 AM
Description: Server forgot to send required information to construct
BlockEntity

java.lang.RuntimeException: Missing BlockEntity
        at bqy.b(SourceFile:162)
        at bqu.a(SourceFile:100)
        at bqt.b(SourceFile:140)
        at boh.a(SourceFile:913)
        at bnz.a(SourceFile:1237)
        at bnz.b(SourceFile:1171)
        at bnz.a(SourceFile:1018)
        at bcx.av(SourceFile:991)
        at bcx.a(SourceFile:396)
        at net.minecraft.client.main.Main.main(SourceFile:124)


A detailed walkthrough of the error, its code path and all known
details is as follows:
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-- Head --
Thread: Client thread
Stacktrace:
        at bqy.b(SourceFile:162)

-- BlockEntity missing instance data --
Details:
        BlockState: minecraft:wall_sign[facing=west]
        Block coordinates: World: (31,20,2), Chunk: (at 15,1,2 in
1,0; contains blocks 16,0,0 to 31,255,15), Region: (0,0; contains
chunks 0,0 to 31,31, blocks 0,0,0 to 511,255,511)
Stacktrace:
        at bqy.b(SourceFile:162)
        at bqu.a(SourceFile:100)
        at bqt.b(SourceFile:140)
        at boh.a(SourceFile:913)
        at bnz.a(SourceFile:1237)
        at bnz.b(SourceFile:1171)

-- Affected level --
Details:
        Level name: MpServer
        All players: 1 total; [bnn['staticparadise'/1591495,
l='MpServer', x=19.50, y=19.00, z=11.50]]
        Chunk stats: MultiplayerChunkCache: 1, 1
        Level seed: 0
        Level generator: ID 00 - default, ver 1. Features enabled:
false
        Level generator options:
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Level spawn location: World: (19,19,11), Chunk: (at 3,1,11
in 1,0; contains blocks 16,0,0 to 31,255,15), Region: (0,0; contains
chunks 0,0 to 31,31, blocks 0,0,0 to 511,255,511)
        Level time: 531080984 game time, 746850072 day time
        Level dimension: 0
        Level storage version: 0x00000 - Unknown?
        Level weather: Rain time: 0 (now: false), thunder time: 0
(now: false)
        Level game mode: Game mode: survival (ID 0). Hardcore:
false. Cheats: false
        Forced entities: 1 total; [bnn['staticparadise'/1591495,
l='MpServer', x=19.50, y=19.00, z=11.50]]
        Retry entities: 0 total; []
        Server brand: BungeeCord (git:BungeeCord-Bootstrap:1.10-
SNAPSHOT:e4cf010:1158) <- PaperSpigot
        Server type: Non-integrated multiplayer server
Stacktrace:
        at bln.a(SourceFile:364)
        at bcx.b(SourceFile:2535)
        at bcx.a(SourceFile:405)
        at net.minecraft.client.main.Main.main(SourceFile:124)

-- System Details --
Details:
        Minecraft Version: 1.10.1
        Operating System: Mac OS X (x86_64) version 10.11.5
        Java Version: 1.8.0_74, Oracle Corporation
        Java VM Version: Java HotSpot(TM) 64-Bit Server VM (mixed
mode), Oracle Corporation
        Memory: 109174792 bytes (104 MB) / 255066112 bytes (243 MB)
up to 1060372480 bytes (1011 MB)
        JVM Flags: 5 total; -Xmx1G -XX:+UseConcMarkSweepGC -XX:
+CMSIncrementalMode -XX:-UseAdaptiveSizePolicy -Xmn128M
        IntCache: cache: 0, tcache: 0, allocated: 13, tallocated: 95
        Launched Version: 1.10.1
        LWJGL: 2.9.2
        OpenGL: Intel HD Graphics 4000 OpenGL Engine GL version 2.1
INTEL-10.14.66, Intel Inc.
        GL Caps: Using GL 1.3 multitexturing.
Using GL 1.3 texture combiners.
Using framebuffer objects because ARB_framebuffer_object is
supported and separate blending is supported.
Shaders are available because OpenGL 2.1 is supported.
VBOs are available because OpenGL 1.5 is supported.

        Using VBOs: Yes
        Is Modded: Probably not. Jar signature remains and client
brand is untouched.
        Type: Client (map_client.txt)
        Resource Packs:
        Current Language: English (US)
        Profiler Position: N/A (disabled)
        CPU: 4x Intel(R) Core(TM) i5-3210M CPU @ 2.50GHz