[15:19:37] [Client thread/INFO]: Setting user: Foltrox

[15:19:39] [Client thread/INFO]: LWJGL Version: 2.9.4

[15:19:40] [Client thread/INFO]: Reloading ResourceManager: Default

[15:19:40] [Sound Library Loader/INFO]: Starting up SoundSystem...

[15:19:40] [Thread-5/INFO]: Initializing LWJGL OpenAL

[15:19:40] [Thread-5/INFO]: (The LWJGL binding of OpenAL. For more information, see http://www.lwjgl.org)

[15:19:41] [Thread-5/INFO]: OpenAL initialized.

[15:19:41] [Sound Library Loader/INFO]: Sound engine started

[15:19:42] [Client thread/INFO]: Created: 1024x512 textures-atlas

[15:19:47] [Server thread/INFO]: Starting integrated minecraft server version 1.9.1-pre3

[15:19:47] [Server thread/INFO]: Generating keypair

[15:19:48] [Server thread/INFO]: Preparing start region for level 0

[15:19:49] [Server thread/INFO]: Preparing spawn area: 38%

[15:19:50] [Server thread/INFO]: Changing view distance to 8, from 10

[15:19:50] [Server thread/INFO]: Foltrox[local:E:5d1085d9] logged in with entity id 279 at (125.1151101801363, 45.05751625402064, 133.3262243905078)

[15:19:50] [Server thread/INFO]: Foltrox joined the game

[15:19:51] [Server thread/INFO]: Saving and pausing game...

[15:19:51] [Server thread/INFO]: Saving chunks for level 'Kill Villagers'/Overworld

[15:19:51] [Server thread/INFO]: Saving chunks for level 'Kill Villagers'/Nether

[15:19:51] [Server thread/INFO]: Saving chunks for level 'Kill Villagers'/The End

[15:20:40] [Client thread/WARN]: Something's taking too long! 'root' took aprox 104.938074 ms

[15:20:56] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 110.063474 ms

[15:20:56] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 121.535469 ms

[15:20:56] [Client thread/WARN]: Something's taking too long! 'root' took aprox 126.116383 ms

[15:20:58] [Client thread/WARN]: Something's taking too long! 'root' took aprox 108.942472 ms

[15:20:58] [Client thread/WARN]: Something's taking too long! 'root' took aprox 107.799297 ms

[15:20:59] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 101.782845 ms

[15:20:59] [Client thread/WARN]: Something's taking too long! 'root' took aprox 122.513984 ms

[15:21:21] [Client thread/INFO]: [CHAT] [Debug]: Hitboxes: shown

[15:21:46] [Client thread/WARN]: Something's taking too long! 'root' took aprox 100.112839 ms

[15:22:41] [Server thread/INFO]: Saving and pausing game...

[15:22:41] [Server thread/INFO]: Saving chunks for level 'Kill Villagers'/Overworld

[15:22:41] [Server thread/INFO]: Saving chunks for level 'Kill Villagers'/Nether

[15:22:41] [Server thread/INFO]: Saving chunks for level 'Kill Villagers'/The End

[15:22:44] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain.render\_Solid' took aprox 480.213705 ms

[15:22:44] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain' took aprox 491.697607 ms

[15:22:44] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 507.457741 ms

[15:22:44] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 540.57328 ms

[15:22:44] [Client thread/WARN]: Something's taking too long! 'root' took aprox 541.754643 ms

[15:22:44] [Client thread/ERROR]: ########## GL ERROR ##########

[15:22:44] [Client thread/ERROR]: @ Post render

[15:22:44] [Client thread/ERROR]: 1286: Invalid framebuffer operation

[15:22:44] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain.render\_Solid' took aprox 399.440402 ms

[15:22:44] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain' took aprox 409.403766 ms

[15:22:44] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 422.466927 ms

[15:22:44] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 450.635686 ms

[15:22:44] [Client thread/WARN]: Something's taking too long! 'root' took aprox 451.708645 ms

[15:22:44] [Client thread/ERROR]: ########## GL ERROR ##########

[15:22:44] [Client thread/ERROR]: @ Post render

[15:22:44] [Client thread/ERROR]: 1286: Invalid framebuffer operation

[15:22:45] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain.render\_Solid' took aprox 402.377592 ms

[15:22:45] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain' took aprox 412.993436 ms

[15:22:45] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 423.491431 ms

[15:22:45] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 451.565748 ms

[15:22:45] [Client thread/WARN]: Something's taking too long! 'root' took aprox 452.677305 ms

[15:22:45] [Client thread/ERROR]: ########## GL ERROR ##########

[15:22:45] [Client thread/ERROR]: @ Post render

[15:22:45] [Client thread/ERROR]: 1286: Invalid framebuffer operation

[15:22:45] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain.render\_Solid' took aprox 416.804021 ms

[15:22:45] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain' took aprox 428.807361 ms

[15:22:45] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 440.566381 ms

[15:22:45] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 475.047242 ms

[15:22:45] [Client thread/WARN]: Something's taking too long! 'root' took aprox 476.061482 ms

[15:22:45] [Client thread/ERROR]: ########## GL ERROR ##########

[15:22:45] [Client thread/ERROR]: @ Post render

[15:22:45] [Client thread/ERROR]: 1286: Invalid framebuffer operation

[15:22:46] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain.render\_Solid' took aprox 415.075707 ms

[15:22:46] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain' took aprox 427.325011 ms

[15:22:46] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 439.924166 ms

[15:22:46] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 472.112106 ms

[15:22:46] [Client thread/WARN]: Something's taking too long! 'root' took aprox 473.599384 ms

[15:22:46] [Client thread/ERROR]: ########## GL ERROR ##########

[15:22:46] [Client thread/ERROR]: @ Post render

[15:22:46] [Client thread/ERROR]: 1286: Invalid framebuffer operation

[15:22:46] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain.render\_Solid' took aprox 416.769528 ms

[15:22:46] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain' took aprox 427.644476 ms

[15:22:46] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 439.350936 ms

[15:22:46] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 475.87588 ms

[15:22:46] [Client thread/WARN]: Something's taking too long! 'root' took aprox 477.066277 ms

[15:22:46] [Client thread/ERROR]: ########## GL ERROR ##########

[15:22:46] [Client thread/ERROR]: @ Post render

[15:22:46] [Client thread/ERROR]: 1286: Invalid framebuffer operation

[15:22:47] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain.render\_Solid' took aprox 421.378774 ms

[15:22:47] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain' took aprox 433.368565 ms

[15:22:47] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 445.738181 ms

[15:22:47] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 477.965131 ms

[15:22:47] [Client thread/WARN]: Something's taking too long! 'root' took aprox 479.07751 ms

[15:22:47] [Client thread/ERROR]: ########## GL ERROR ##########

[15:22:47] [Client thread/ERROR]: @ Post render

[15:22:47] [Client thread/ERROR]: 1286: Invalid framebuffer operation

[15:22:47] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain.render\_Solid' took aprox 420.677019 ms

[15:22:47] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain' took aprox 431.355689 ms

[15:22:47] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 442.929108 ms

[15:22:47] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 475.662356 ms

[15:22:47] [Client thread/WARN]: Something's taking too long! 'root' took aprox 476.635944 ms

[15:22:47] [Client thread/ERROR]: ########## GL ERROR ##########

[15:22:47] [Client thread/ERROR]: @ Post render

[15:22:47] [Client thread/ERROR]: 1286: Invalid framebuffer operation

[15:22:48] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain.render\_Solid' took aprox 456.121613 ms

[15:22:48] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain' took aprox 466.281667 ms

[15:22:48] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 480.856741 ms

[15:22:48] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 515.464895 ms

[15:22:48] [Client thread/WARN]: Something's taking too long! 'root' took aprox 516.762876 ms

[15:22:48] [Client thread/ERROR]: ########## GL ERROR ##########

[15:22:48] [Client thread/ERROR]: @ Post render

[15:22:48] [Client thread/ERROR]: 1286: Invalid framebuffer operation

[15:22:48] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain.render\_Solid' took aprox 435.807667 ms

[15:22:48] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain' took aprox 446.8173 ms

[15:22:48] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 458.443277 ms

[15:22:48] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 494.352287 ms

[15:22:48] [Client thread/WARN]: Something's taking too long! 'root' took aprox 495.507371 ms

[15:22:48] [Client thread/ERROR]: ########## GL ERROR ##########

[15:22:48] [Client thread/ERROR]: @ Post render

[15:22:48] [Client thread/ERROR]: 1286: Invalid framebuffer operation

[15:22:49] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain.render\_Solid' took aprox 449.230122 ms

[15:22:49] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain' took aprox 460.190069 ms

[15:22:49] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 473.772667 ms

[15:22:49] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 506.742435 ms

[15:22:49] [Client thread/WARN]: Something's taking too long! 'root' took aprox 507.97759 ms

[15:22:49] [Client thread/ERROR]: ########## GL ERROR ##########

[15:22:49] [Client thread/ERROR]: @ Post render

[15:22:49] [Client thread/ERROR]: 1286: Invalid framebuffer operation

[15:22:49] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain.render\_Solid' took aprox 449.770913 ms

[15:22:49] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain' took aprox 461.483944 ms

[15:22:49] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 474.739275 ms

[15:22:49] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 506.825792 ms

[15:22:49] [Client thread/WARN]: Something's taking too long! 'root' took aprox 508.339349 ms

[15:22:49] [Client thread/ERROR]: ########## GL ERROR ##########

[15:22:49] [Client thread/ERROR]: @ Post render

[15:22:49] [Client thread/ERROR]: 1286: Invalid framebuffer operation

[15:22:50] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain.render\_Solid' took aprox 449.510989 ms

[15:22:50] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain' took aprox 460.743179 ms

[15:22:50] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 471.551606 ms

[15:22:50] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 506.757217 ms

[15:22:50] [Client thread/WARN]: Something's taking too long! 'root' took aprox 507.939402 ms

[15:22:50] [Client thread/ERROR]: ########## GL ERROR ##########

[15:22:50] [Client thread/ERROR]: @ Post render

[15:22:50] [Client thread/ERROR]: 1286: Invalid framebuffer operation

[15:22:50] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain.render\_Solid' took aprox 456.965444 ms

[15:22:50] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain' took aprox 467.569381 ms

[15:22:50] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 478.89971 ms

[15:22:50] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 510.601472 ms

[15:22:50] [Client thread/WARN]: Something's taking too long! 'root' took aprox 511.72576 ms

[15:22:50] [Client thread/ERROR]: ########## GL ERROR ##########

[15:22:50] [Client thread/ERROR]: @ Post render

[15:22:50] [Client thread/ERROR]: 1286: Invalid framebuffer operation

[15:22:51] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain.render\_Solid' took aprox 454.813778 ms

[15:22:51] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain' took aprox 466.353936 ms

[15:22:51] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 477.48306 ms

[15:22:51] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 510.452417 ms

[15:22:51] [Client thread/WARN]: Something's taking too long! 'root' took aprox 511.583273 ms

[15:22:51] [Client thread/ERROR]: ########## GL ERROR ##########

[15:22:51] [Client thread/ERROR]: @ Post render

[15:22:51] [Client thread/ERROR]: 1286: Invalid framebuffer operation

[15:22:53] [Server thread/INFO]: Stopping server

[15:22:53] [Server thread/INFO]: Saving players

[15:22:53] [Server thread/INFO]: Saving worlds

[15:22:53] [Server thread/INFO]: Saving chunks for level 'Kill Villagers'/Overworld

[15:22:53] [Server thread/INFO]: Saving chunks for level 'Kill Villagers'/Nether

[15:22:53] [Server thread/INFO]: Saving chunks for level 'Kill Villagers'/The End

[15:22:53] [Client thread/WARN]: Something's taking too long! 'root.tick.textures' took aprox 312.876079 ms

[15:22:53] [Client thread/WARN]: Something's taking too long! 'root.tick' took aprox 313.230858 ms

[15:22:53] [Client thread/WARN]: Something's taking too long! 'root' took aprox 329.959652 ms

[15:22:54] [Client thread/ERROR]: ########## GL ERROR ##########

[15:22:54] [Client thread/ERROR]: @ Post render

[15:22:54] [Client thread/ERROR]: 1286: Invalid framebuffer operation

[15:22:54] [Client thread/ERROR]: ########## GL ERROR ##########

[15:22:54] [Client thread/ERROR]: @ Post render

[15:22:54] [Client thread/ERROR]: 1286: Invalid framebuffer operation

[15:22:54] [Client thread/ERROR]: ########## GL ERROR ##########

[15:22:54] [Client thread/ERROR]: @ Post render

[15:22:54] [Client thread/ERROR]: 1286: Invalid framebuffer operation

[15:22:54] [Client thread/ERROR]: ########## GL ERROR ##########

[15:22:54] [Client thread/ERROR]: @ Post render

[15:22:54] [Client thread/ERROR]: 1286: Invalid framebuffer operation

[15:22:54] [Client thread/ERROR]: ########## GL ERROR ##########

[15:22:54] [Client thread/ERROR]: @ Post render

[15:22:54] [Client thread/ERROR]: 1286: Invalid framebuffer operation

[15:22:54] [Client thread/ERROR]: ########## GL ERROR ##########

[15:22:54] [Client thread/ERROR]: @ Post render

[15:22:54] [Client thread/ERROR]: 1286: Invalid framebuffer operation

[15:22:54] [Client thread/ERROR]: ########## GL ERROR ##########

[15:22:54] [Client thread/ERROR]: @ Post render

[15:22:54] [Client thread/ERROR]: 1286: Invalid framebuffer operation

[15:22:54] [Client thread/ERROR]: ########## GL ERROR ##########

[15:22:54] [Client thread/ERROR]: @ Post render

[15:22:54] [Client thread/ERROR]: 1286: Invalid framebuffer operation

[15:22:54] [Client thread/ERROR]: ########## GL ERROR ##########

[15:22:54] [Client thread/ERROR]: @ Post render

[15:22:54] [Client thread/ERROR]: 1286: Invalid framebuffer operation

[15:22:54] [Client thread/ERROR]: ########## GL ERROR ##########

[15:22:54] [Client thread/ERROR]: @ Post render

[15:22:54] [Client thread/ERROR]: 1286: Invalid framebuffer operation

[15:22:55] [Client thread/ERROR]: ########## GL ERROR ##########

[15:22:55] [Client thread/ERROR]: @ Post render

[15:22:55] [Client thread/ERROR]: 1286: Invalid framebuffer operation

[15:22:55] [Client thread/ERROR]: ########## GL ERROR ##########

[15:22:55] [Client thread/ERROR]: @ Post render

[15:22:55] [Client thread/ERROR]: 1286: Invalid framebuffer operation

[15:22:55] [Client thread/ERROR]: ########## GL ERROR ##########

[15:22:55] [Client thread/ERROR]: @ Post render

[15:22:55] [Client thread/ERROR]: 1286: Invalid framebuffer operation

[15:22:55] [Client thread/ERROR]: ########## GL ERROR ##########

[15:22:55] [Client thread/ERROR]: @ Post render

[15:22:55] [Client thread/ERROR]: 1286: Invalid framebuffer operation

[15:22:55] [Client thread/ERROR]: ########## GL ERROR ##########

[15:22:55] [Client thread/ERROR]: @ Post render

[15:22:55] [Client thread/ERROR]: 1286: Invalid framebuffer operation

[15:22:55] [Client thread/ERROR]: ########## GL ERROR ##########

[15:22:55] [Client thread/ERROR]: @ Post render

[15:22:55] [Client thread/ERROR]: 1286: Invalid framebuffer operation

[15:22:55] [Client thread/ERROR]: ########## GL ERROR ##########

[15:22:55] [Client thread/ERROR]: @ Post render

[15:22:55] [Client thread/ERROR]: 1286: Invalid framebuffer operation

[15:22:55] [Client thread/ERROR]: ########## GL ERROR ##########

[15:22:55] [Client thread/ERROR]: @ Post render

[15:22:55] [Client thread/ERROR]: 1286: Invalid framebuffer operation

[15:22:55] [Client thread/ERROR]: ########## GL ERROR ##########

[15:22:55] [Client thread/ERROR]: @ Post render

[15:22:55] [Client thread/ERROR]: 1286: Invalid framebuffer operation

[15:22:55] [Client thread/ERROR]: ########## GL ERROR ##########

[15:22:55] [Client thread/ERROR]: @ Post render

[15:22:55] [Client thread/ERROR]: 1286: Invalid framebuffer operation

[15:22:55] [Client thread/ERROR]: ########## GL ERROR ##########

[15:22:55] [Client thread/ERROR]: @ Post render

[15:22:55] [Client thread/ERROR]: 1286: Invalid framebuffer operation

[15:22:55] [Client thread/ERROR]: ########## GL ERROR ##########

[15:22:55] [Client thread/ERROR]: @ Post render

[15:22:55] [Client thread/ERROR]: 1286: Invalid framebuffer operation

[15:22:55] [Client thread/ERROR]: ########## GL ERROR ##########

[15:22:55] [Client thread/ERROR]: @ Post render

[15:22:55] [Client thread/ERROR]: 1286: Invalid framebuffer operation

[15:22:55] [Client thread/ERROR]: ########## GL ERROR ##########

[15:22:55] [Client thread/ERROR]: @ Post render

[15:22:55] [Client thread/ERROR]: 1286: Invalid framebuffer operation

[15:22:55] [Client thread/ERROR]: ########## GL ERROR ##########

[15:22:55] [Client thread/ERROR]: @ Post render

[15:22:55] [Client thread/ERROR]: 1286: Invalid framebuffer operation

[15:22:55] [Client thread/ERROR]: ########## GL ERROR ##########

[15:22:55] [Client thread/ERROR]: @ Post render

[15:22:55] [Client thread/ERROR]: 1286: Invalid framebuffer operation

[15:22:55] [Client thread/ERROR]: ########## GL ERROR ##########

[15:22:55] [Client thread/ERROR]: @ Post render

[15:22:55] [Client thread/ERROR]: 1286: Invalid framebuffer operation

[15:22:55] [Client thread/ERROR]: ########## GL ERROR ##########

[15:22:55] [Client thread/ERROR]: @ Post render

[15:22:55] [Client thread/ERROR]: 1286: Invalid framebuffer operation

[15:22:55] [Client thread/ERROR]: ########## GL ERROR ##########

[15:22:55] [Client thread/ERROR]: @ Post render

[15:22:55] [Client thread/ERROR]: 1286: Invalid framebuffer operation

[15:22:55] [Client thread/ERROR]: ########## GL ERROR ##########

[15:22:55] [Client thread/ERROR]: @ Post render

[15:22:55] [Client thread/ERROR]: 1286: Invalid framebuffer operation

[15:22:55] [Client thread/ERROR]: ########## GL ERROR ##########

[15:22:55] [Client thread/ERROR]: @ Post render

[15:22:55] [Client thread/ERROR]: 1286: Invalid framebuffer operation

[15:53:26] [Client thread/INFO]: Stopping!

[15:53:26] [Client thread/INFO]: SoundSystem shutting down...

[15:53:26] [Client thread/WARN]: Author: Paul Lamb, www.paulscode.com

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