[15:39:53] [Client thread/INFO]: Setting user: Foltrox

[15:39:53] [Client thread/INFO]: (Session ID is token:8f492b27edb345e3bf563471d8f5ae8f:a5b571be309843b7b035f05298422d38)

[15:39:55] [Client thread/INFO]: LWJGL Version: 2.9.4

[15:39:56] [Client thread/INFO]: Reloading ResourceManager: Default

[15:39:57] [Sound Library Loader/INFO]: Starting up SoundSystem...

[15:39:57] [Thread-5/INFO]: Initializing LWJGL OpenAL

[15:39:57] [Thread-5/INFO]: (The LWJGL binding of OpenAL. For more information, see http://www.lwjgl.org)

[15:39:57] [Thread-5/INFO]: OpenAL initialized.

[15:39:57] [Sound Library Loader/INFO]: Sound engine started

[15:39:59] [Client thread/INFO]: Created: 1024x512 textures-atlas

[15:41:21] [Server thread/INFO]: Starting integrated minecraft server version 1.9-pre3

[15:41:21] [Server thread/INFO]: Generating keypair

[15:41:21] [Server thread/INFO]: Preparing start region for level 0

[15:41:22] [Server thread/INFO]: Changing view distance to 8, from 10

[15:41:22] [Server thread/INFO]: Foltrox[local:E:13a476ce] logged in with entity id 4 at (-1230.8023236974584, 6.185361946291688, -421.92834165911734)

[15:41:22] [Server thread/INFO]: Foltrox joined the game

[15:41:23] [Server thread/INFO]: Saving and pausing game...

[15:41:23] [Server thread/INFO]: Saving chunks for level 'Villager AI'/Overworld

[15:41:23] [Server thread/INFO]: Saving chunks for level 'Villager AI'/Nether

[15:41:23] [Server thread/INFO]: Saving chunks for level 'Villager AI'/The End

[15:41:44] [Server thread/INFO]: Saving and pausing game...

[15:41:44] [Server thread/INFO]: Saving chunks for level 'Villager AI'/Overworld

[15:41:44] [Server thread/INFO]: Saving chunks for level 'Villager AI'/Nether

[15:41:44] [Server thread/INFO]: Saving chunks for level 'Villager AI'/The End

[15:41:46] [Client thread/WARN]: Something's taking too long! 'root' took aprox 116.1498 ms

[15:41:53] [Server thread/INFO]: [Foltrox: Set own game mode to Survival Mode]

[15:41:53] [Client thread/INFO]: [CHAT] Your game mode has been updated to Survival Mode

[15:42:32] [Client thread/WARN]: Something's taking too long! 'root.tick.textures' took aprox 182.208276 ms

[15:42:32] [Client thread/WARN]: Something's taking too long! 'root.tick' took aprox 184.783304 ms

[15:42:32] [Client thread/WARN]: Something's taking too long! 'root' took aprox 209.169913 ms

[15:42:43] [Client thread/INFO]: [CHAT] [Debug]: Hitboxes: shown

[15:43:40] [Client thread/WARN]: Something's taking too long! 'root.tick.textures' took aprox 211.656658 ms

[15:43:40] [Client thread/WARN]: Something's taking too long! 'root.tick' took aprox 214.540068 ms

[15:43:40] [Client thread/WARN]: Something's taking too long! 'root' took aprox 245.086051 ms

[15:43:48] [Client thread/WARN]: Something's taking too long! 'root.tick.textures' took aprox 205.289917 ms

[15:43:48] [Client thread/WARN]: Something's taking too long! 'root.tick' took aprox 207.901493 ms

[15:43:48] [Client thread/WARN]: Something's taking too long! 'root' took aprox 238.304168 ms

[15:44:14] [Client thread/WARN]: Something's taking too long! 'root.tick.textures' took aprox 200.321766 ms

[15:44:14] [Client thread/WARN]: Something's taking too long! 'root.tick' took aprox 202.969886 ms

[15:44:14] [Client thread/WARN]: Something's taking too long! 'root' took aprox 237.098163 ms

[15:44:18] [Server thread/INFO]: Foltrox fell out of the world

[15:44:18] [Client thread/INFO]: [CHAT] Foltrox fell out of the world

[15:44:20] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain\_setup.rebuildNear' took aprox 120.691722 ms

[15:44:20] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain\_setup' took aprox 125.397896 ms

[15:44:20] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 155.261009 ms

[15:44:20] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 164.672124 ms

[15:44:20] [Client thread/WARN]: Something's taking too long! 'root' took aprox 225.887689 ms

[15:44:20] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain\_setup.rebuildNear' took aprox 106.579363 ms

[15:44:20] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain\_setup' took aprox 109.464002 ms

[15:44:20] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 119.515692 ms

[15:44:20] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 129.195767 ms

[15:44:20] [Client thread/WARN]: Something's taking too long! 'root' took aprox 141.931712 ms

[15:44:31] [Server thread/INFO]: [Foltrox: Object successfully summoned]

[15:44:31] [Client thread/INFO]: [CHAT] Object successfully summoned

[15:44:58] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 105.928111 ms

[15:44:58] [Client thread/WARN]: Something's taking too long! 'root' took aprox 110.896263 ms

[15:45:03] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 100.331292 ms

[15:45:03] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 109.532167 ms

[15:45:03] [Client thread/WARN]: Something's taking too long! 'root' took aprox 115.905478 ms

[15:45:04] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 107.62851 ms

[15:45:04] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 116.865929 ms

[15:45:04] [Client thread/WARN]: Something's taking too long! 'root' took aprox 123.012575 ms

[15:45:22] [Client thread/WARN]: Something's taking too long! 'root.tick.textures' took aprox 191.795548 ms

[15:45:22] [Client thread/WARN]: Something's taking too long! 'root.tick' took aprox 194.376737 ms

[15:45:22] [Client thread/WARN]: Something's taking too long! 'root' took aprox 228.769866 ms

[15:45:31] [Client thread/WARN]: Something's taking too long! 'root.tick.textures' took aprox 182.067431 ms

[15:45:31] [Client thread/WARN]: Something's taking too long! 'root.tick' took aprox 184.323405 ms

[15:45:31] [Client thread/WARN]: Something's taking too long! 'root' took aprox 220.713814 ms

[15:45:37] [Client thread/WARN]: Something's taking too long! 'root.tick.textures' took aprox 196.274235 ms

[15:45:37] [Client thread/WARN]: Something's taking too long! 'root.tick' took aprox 198.572092 ms

[15:45:37] [Client thread/WARN]: Something's taking too long! 'root' took aprox 236.633335 ms

[15:45:44] [Client thread/WARN]: Something's taking too long! 'root.tick.textures' took aprox 203.174788 ms

[15:45:44] [Client thread/WARN]: Something's taking too long! 'root.tick' took aprox 205.230788 ms

[15:45:44] [Client thread/WARN]: Something's taking too long! 'root' took aprox 238.792401 ms

[15:45:46] [Client thread/WARN]: Something's taking too long! 'root.tick.textures' took aprox 192.641025 ms

[15:45:46] [Client thread/WARN]: Something's taking too long! 'root.tick' took aprox 194.503209 ms

[15:45:46] [Client thread/WARN]: Something's taking too long! 'root' took aprox 240.865647 ms

[15:45:53] [Client thread/WARN]: Something's taking too long! 'root.tick.textures' took aprox 218.797838 ms

[15:45:53] [Client thread/WARN]: Something's taking too long! 'root.tick' took aprox 221.119101 ms

[15:45:53] [Client thread/WARN]: Something's taking too long! 'root' took aprox 252.198487 ms

[15:45:59] [Server thread/WARN]: Skipping Entity with id Villagers

[15:45:59] [Client thread/INFO]: [CHAT] Unable to summon object

[15:46:04] [Server thread/INFO]: [Foltrox: Object successfully summoned]

[15:46:04] [Client thread/INFO]: [CHAT] Object successfully summoned

[15:46:14] [Client thread/WARN]: Something's taking too long! 'root.tick.textures' took aprox 191.801297 ms

[15:46:14] [Client thread/WARN]: Something's taking too long! 'root.tick' took aprox 194.198115 ms

[15:46:14] [Client thread/WARN]: Something's taking too long! 'root' took aprox 221.049705 ms

[15:46:18] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 106.244292 ms

[15:46:18] [Client thread/WARN]: Something's taking too long! 'root' took aprox 115.541663 ms

[15:46:32] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 101.284763 ms

[15:46:32] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 110.282789 ms

[15:46:32] [Client thread/WARN]: Something's taking too long! 'root' took aprox 112.299779 ms

[15:46:51] [Server thread/INFO]: Foltrox fell out of the world

[15:46:51] [Client thread/INFO]: [CHAT] Foltrox fell out of the world

[15:46:53] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 105.695287 ms

[15:46:53] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 117.077401 ms

[15:46:53] [Client thread/WARN]: Something's taking too long! 'root' took aprox 121.415654 ms

[15:46:58] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 107.68805 ms

[15:46:58] [Client thread/WARN]: Something's taking too long! 'root' took aprox 114.641573 ms

[15:46:59] [Client thread/WARN]: Something's taking too long! 'root' took aprox 106.172023 ms

[15:47:09] [Server thread/INFO]: [Foltrox: Object successfully summoned]

[15:47:09] [Client thread/INFO]: [CHAT] Object successfully summoned

[15:47:18] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 104.897031 ms

[15:47:18] [Client thread/WARN]: Something's taking too long! 'root' took aprox 106.598661 ms

[15:47:19] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 107.506143 ms

[15:47:19] [Client thread/WARN]: Something's taking too long! 'root' took aprox 113.496751 ms

[15:47:21] [Client thread/WARN]: Something's taking too long! 'root' took aprox 111.548746 ms

[15:47:22] [Client thread/WARN]: Something's taking too long! 'root' took aprox 102.60985 ms

[15:47:43] [Client thread/WARN]: Something's taking too long! 'root' took aprox 102.921514 ms

[15:47:44] [Client thread/WARN]: Something's taking too long! 'root' took aprox 111.294159 ms

[15:47:45] [Client thread/WARN]: Something's taking too long! 'root' took aprox 110.614575 ms

[15:47:46] [Client thread/WARN]: Something's taking too long! 'root' took aprox 108.372151 ms

[15:47:47] [Client thread/WARN]: Something's taking too long! 'root' took aprox 100.076295 ms

[15:48:04] [Server thread/INFO]: [Foltrox: Given Saturation (ID 23) \* 0 to Foltrox for 30 seconds]

[15:48:04] [Client thread/INFO]: [CHAT] Given Saturation (ID 23) \* 0 to Foltrox for 30 seconds

[15:48:15] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 103.274652 ms

[15:48:15] [Client thread/WARN]: Something's taking too long! 'root' took aprox 117.060155 ms

[15:48:16] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 101.180875 ms

[15:48:16] [Client thread/WARN]: Something's taking too long! 'root' took aprox 118.067829 ms

[15:48:57] [Server thread/WARN]: Skipping Entity with id Villager'

[15:48:57] [Client thread/INFO]: [CHAT] Unable to summon object

[15:49:02] [Server thread/INFO]: [Foltrox: Object successfully summoned]

[15:49:02] [Client thread/INFO]: [CHAT] Object successfully summoned

[15:49:11] [Client thread/WARN]: Something's taking too long! 'root.tick.textures' took aprox 204.60171 ms

[15:49:11] [Client thread/WARN]: Something's taking too long! 'root.tick' took aprox 207.080653 ms

[15:49:11] [Client thread/WARN]: Something's taking too long! 'root' took aprox 237.544512 ms

[15:49:12] [Client thread/WARN]: Something's taking too long! 'root.tick.textures' took aprox 193.686066 ms

[15:49:12] [Client thread/WARN]: Something's taking too long! 'root.tick' took aprox 206.704521 ms

[15:49:12] [Client thread/WARN]: Something's taking too long! 'root' took aprox 230.787267 ms

[15:50:18] [Client thread/WARN]: Something's taking too long! 'root.tick.textures' took aprox 183.055806 ms

[15:50:18] [Client thread/WARN]: Something's taking too long! 'root.tick' took aprox 185.954407 ms

[15:50:18] [Client thread/WARN]: Something's taking too long! 'root' took aprox 218.776485 ms

[15:50:23] [Client thread/WARN]: Something's taking too long! 'root.tick.textures' took aprox 197.203069 ms

[15:50:23] [Client thread/WARN]: Something's taking too long! 'root.tick' took aprox 199.594138 ms

[15:50:23] [Client thread/WARN]: Something's taking too long! 'root' took aprox 229.156675 ms

[15:50:57] [Client thread/WARN]: Something's taking too long! 'root.tick.textures' took aprox 223.905602 ms

[15:50:57] [Client thread/WARN]: Something's taking too long! 'root.tick' took aprox 226.373459 ms

[15:50:58] [Client thread/WARN]: Something's taking too long! 'root' took aprox 251.824817 ms

[15:51:14] [Server thread/INFO]: [Foltrox: Object successfully summoned]

[15:51:14] [Client thread/INFO]: [CHAT] Object successfully summoned

[15:51:29] [Server thread/INFO]: Foltrox fell out of the world

[15:51:29] [Client thread/INFO]: [CHAT] Foltrox fell out of the world

[15:51:33] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 104.72498 ms

[15:51:33] [Client thread/WARN]: Something's taking too long! 'root' took aprox 167.805604 ms

[15:51:33] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain\_setup.rebuildNear' took aprox 107.835875 ms

[15:51:33] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain\_setup' took aprox 110.318103 ms

[15:51:33] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 118.999537 ms

[15:51:33] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 130.109407 ms

[15:51:33] [Client thread/WARN]: Something's taking too long! 'root' took aprox 136.092624 ms

[15:52:11] [Server thread/INFO]: [Foltrox: Object successfully summoned]

[15:52:11] [Client thread/INFO]: [CHAT] Object successfully summoned

[15:53:29] [Server thread/INFO]: [Foltrox: Object successfully summoned]

[15:53:29] [Client thread/INFO]: [CHAT] Object successfully summoned

[15:53:39] [Server thread/INFO]: Foltrox fell out of the world

[15:53:39] [Client thread/INFO]: [CHAT] Foltrox fell out of the world

[15:53:41] [Client thread/WARN]: Something's taking too long! 'root' took aprox 163.452157 ms

[15:53:42] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain\_setup.rebuildNear' took aprox 115.409032 ms

[15:53:42] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain\_setup' took aprox 117.593557 ms

[15:53:42] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 138.709948 ms

[15:53:42] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 151.059084 ms

[15:53:42] [Client thread/WARN]: Something's taking too long! 'root' took aprox 157.742006 ms

[15:53:50] [Server thread/INFO]: [Foltrox: Object successfully summoned]

[15:53:50] [Client thread/INFO]: [CHAT] Object successfully summoned

[15:54:06] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain\_setup.rebuildNear' took aprox 105.304782 ms

[15:54:06] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain\_setup' took aprox 107.655611 ms

[15:54:06] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 122.215962 ms

[15:54:06] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 131.733839 ms

[15:54:06] [Client thread/WARN]: Something's taking too long! 'root' took aprox 133.955321 ms

[15:54:09] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain\_setup.rebuildNear' took aprox 103.435206 ms

[15:54:09] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain\_setup' took aprox 106.22294 ms

[15:54:09] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 118.570844 ms

[15:54:09] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 129.548082 ms

[15:54:09] [Client thread/WARN]: Something's taking too long! 'root' took aprox 131.321162 ms

[15:54:14] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain\_setup.rebuildNear' took aprox 107.781262 ms

[15:54:14] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain\_setup' took aprox 110.780877 ms

[15:54:14] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 128.946106 ms

[15:54:14] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 138.264009 ms

[15:54:14] [Client thread/WARN]: Something's taking too long! 'root' took aprox 145.17606 ms

[15:54:35] [Server thread/INFO]: Foltrox fell out of the world

[15:54:35] [Client thread/INFO]: [CHAT] Foltrox fell out of the world

[15:54:37] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 106.266877 ms

[15:54:37] [Client thread/WARN]: Something's taking too long! 'root' took aprox 110.55298 ms

[15:54:40] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 118.063312 ms

[15:54:40] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 127.777057 ms

[15:54:40] [Client thread/WARN]: Something's taking too long! 'root' took aprox 129.751342 ms

[15:55:04] [Server thread/INFO]: [Foltrox: Object successfully summoned]

[15:55:04] [Client thread/INFO]: [CHAT] Object successfully summoned

[15:55:33] [Server thread/INFO]: Foltrox fell out of the world

[15:55:33] [Client thread/INFO]: [CHAT] Foltrox fell out of the world

[15:55:35] [Client thread/WARN]: Something's taking too long! 'root' took aprox 120.144359 ms

[15:55:43] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 105.701446 ms

[15:55:43] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 120.412498 ms

[15:55:43] [Client thread/WARN]: Something's taking too long! 'root' took aprox 122.349415 ms

[15:56:16] [Server thread/INFO]: [Foltrox: Object successfully summoned]

[15:56:16] [Client thread/INFO]: [CHAT] Object successfully summoned

[15:56:23] [Client thread/WARN]: Something's taking too long! 'root.tick.textures' took aprox 187.06638 ms

[15:56:23] [Client thread/WARN]: Something's taking too long! 'root.tick' took aprox 190.768986 ms

[15:56:23] [Client thread/WARN]: Something's taking too long! 'root' took aprox 220.45512 ms

[15:56:31] [Server thread/INFO]: Foltrox fell out of the world

[15:56:31] [Client thread/INFO]: [CHAT] Foltrox fell out of the world

[15:56:33] [Client thread/WARN]: Something's taking too long! 'root' took aprox 121.007904 ms

[15:56:42] [Server thread/INFO]: [Foltrox: Object successfully summoned]

[15:56:42] [Client thread/INFO]: [CHAT] Object successfully summoned

[15:57:27] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain\_setup.rebuildNear' took aprox 118.056331 ms

[15:57:27] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain\_setup' took aprox 121.791376 ms

[15:57:27] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 133.566459 ms

[15:57:27] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 143.548753 ms

[15:57:27] [Client thread/WARN]: Something's taking too long! 'root' took aprox 152.284389 ms

[15:57:49] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 102.896877 ms

[15:57:49] [Client thread/WARN]: Something's taking too long! 'root' took aprox 113.366583 ms

[15:58:35] [Server thread/INFO]: Foltrox fell out of the world

[15:58:35] [Client thread/INFO]: [CHAT] Foltrox fell out of the world

[15:58:37] [Client thread/WARN]: Something's taking too long! 'root' took aprox 157.912005 ms

[15:58:39] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 118.124905 ms

[15:58:39] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 128.361787 ms

[15:58:39] [Client thread/WARN]: Something's taking too long! 'root' took aprox 135.25536 ms

[15:58:48] [Server thread/INFO]: [Foltrox: Object successfully summoned]

[15:58:48] [Client thread/INFO]: [CHAT] Object successfully summoned

[15:58:54] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 115.109687 ms

[15:58:54] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 123.7517 ms

[15:58:54] [Client thread/WARN]: Something's taking too long! 'root' took aprox 125.267317 ms

[15:58:55] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain\_setup.rebuildNear' took aprox 109.145358 ms

[15:58:55] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain\_setup' took aprox 111.986472 ms

[15:58:55] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 133.224408 ms

[15:58:55] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 144.845507 ms

[15:58:55] [Client thread/WARN]: Something's taking too long! 'root' took aprox 150.411118 ms

[15:58:55] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain\_setup.rebuildNear' took aprox 105.858305 ms

[15:58:55] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain\_setup' took aprox 108.677656 ms

[15:58:55] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 130.605853 ms

[15:58:55] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 140.839038 ms

[15:58:55] [Client thread/WARN]: Something's taking too long! 'root' took aprox 146.844018 ms

[15:59:42] [Server thread/INFO]: [Foltrox: Object successfully summoned]

[15:59:42] [Client thread/INFO]: [CHAT] Object successfully summoned

[16:00:28] [Server thread/INFO]: Foltrox fell out of the world

[16:00:28] [Client thread/INFO]: [CHAT] Foltrox fell out of the world

[16:00:30] [Client thread/WARN]: Something's taking too long! 'root' took aprox 126.513564 ms

[16:00:32] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 106.552672 ms

[16:00:32] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 115.476785 ms

[16:00:32] [Client thread/WARN]: Something's taking too long! 'root' took aprox 121.576619 ms

[16:00:39] [Server thread/INFO]: [Foltrox: Object successfully summoned]

[16:00:39] [Client thread/INFO]: [CHAT] Object successfully summoned

[16:00:57] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 105.319976 ms

[16:00:57] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 114.981571 ms

[16:00:57] [Client thread/WARN]: Something's taking too long! 'root' took aprox 119.933298 ms

[16:01:54] [Server thread/INFO]: Foltrox fell out of the world

[16:01:54] [Client thread/INFO]: [CHAT] Foltrox fell out of the world

[16:01:56] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain\_setup.rebuildNear' took aprox 110.298803 ms

[16:01:56] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain\_setup' took aprox 116.352648 ms

[16:01:56] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 127.499885 ms

[16:01:56] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 137.040346 ms

[16:01:56] [Client thread/WARN]: Something's taking too long! 'root' took aprox 200.958235 ms

[16:01:56] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 109.390501 ms

[16:01:56] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 118.60739 ms

[16:01:56] [Client thread/WARN]: Something's taking too long! 'root' took aprox 133.732762 ms

[16:02:07] [Server thread/INFO]: [Foltrox: Object successfully summoned]

[16:02:07] [Client thread/INFO]: [CHAT] Object successfully summoned

[16:02:19] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain\_setup.rebuildNear' took aprox 104.688023 ms

[16:02:19] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain\_setup' took aprox 107.679016 ms

[16:02:19] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 124.826306 ms

[16:02:19] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 134.958067 ms

[16:02:19] [Client thread/WARN]: Something's taking too long! 'root' took aprox 137.021868 ms

[16:02:19] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 101.217421 ms

[16:02:19] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 110.37518 ms

[16:02:19] [Client thread/WARN]: Something's taking too long! 'root' took aprox 112.112534 ms

[16:02:22] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain\_setup.rebuildNear' took aprox 108.880094 ms

[16:02:22] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain\_setup' took aprox 111.586935 ms

[16:02:22] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 131.496498 ms

[16:02:22] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 142.443761 ms

[16:02:22] [Client thread/WARN]: Something's taking too long! 'root' took aprox 151.363768 ms

[16:03:20] [Server thread/INFO]: [Foltrox: Object successfully summoned]

[16:03:20] [Client thread/INFO]: [CHAT] Object successfully summoned

[16:04:41] [Client thread/WARN]: Something's taking too long! 'root.tick.textures' took aprox 185.513396 ms

[16:04:41] [Client thread/WARN]: Something's taking too long! 'root.tick' took aprox 188.228449 ms

[16:04:41] [Client thread/WARN]: Something's taking too long! 'root' took aprox 224.675935 ms

[16:05:09] [Client thread/WARN]: Something's taking too long! 'root.tick.textures' took aprox 183.809713 ms

[16:05:09] [Client thread/WARN]: Something's taking too long! 'root.tick' took aprox 186.148223 ms

[16:05:09] [Client thread/WARN]: Something's taking too long! 'root' took aprox 218.431971 ms

[16:05:34] [Client thread/WARN]: Something's taking too long! 'root.tick.textures' took aprox 183.659424 ms

[16:05:34] [Client thread/WARN]: Something's taking too long! 'root.tick' took aprox 187.032298 ms

[16:05:34] [Client thread/WARN]: Something's taking too long! 'root' took aprox 223.282274 ms

[16:06:12] [Server thread/INFO]: [Foltrox: Object successfully summoned]

[16:06:12] [Client thread/INFO]: [CHAT] Object successfully summoned

[16:06:27] [Server thread/INFO]: Foltrox fell out of the world

[16:06:27] [Client thread/INFO]: [CHAT] Foltrox fell out of the world

[16:06:30] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain\_setup.rebuildNear' took aprox 106.829433 ms

[16:06:30] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain\_setup' took aprox 115.514563 ms

[16:06:30] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 130.596819 ms

[16:06:30] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 140.269091 ms

[16:06:30] [Client thread/WARN]: Something's taking too long! 'root' took aprox 203.133315 ms

[16:06:30] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain\_setup' took aprox 102.951901 ms

[16:06:30] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 117.000204 ms

[16:06:30] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 126.427743 ms

[16:06:30] [Client thread/WARN]: Something's taking too long! 'root' took aprox 140.58363 ms

[16:06:30] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain\_setup.rebuildNear' took aprox 107.742663 ms

[16:06:30] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain\_setup' took aprox 109.920618 ms

[16:06:30] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 125.368741 ms

[16:06:30] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 135.087003 ms

[16:06:30] [Client thread/WARN]: Something's taking too long! 'root' took aprox 136.686387 ms

[16:06:32] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain\_setup.rebuildNear' took aprox 108.165607 ms

[16:06:32] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain\_setup' took aprox 110.596917 ms

[16:06:32] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 128.051354 ms

[16:06:32] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 138.234033 ms

[16:06:32] [Client thread/WARN]: Something's taking too long! 'root' took aprox 142.429389 ms

[16:06:35] [Server thread/INFO]: [Foltrox: Set own game mode to Creative Mode]

[16:06:35] [Client thread/INFO]: [CHAT] Your game mode has been updated to Creative Mode

[16:06:38] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain\_setup.rebuildNear' took aprox 108.340533 ms

[16:06:38] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain\_setup' took aprox 110.989886 ms

[16:06:38] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 129.196177 ms

[16:06:38] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 138.207753 ms

[16:06:38] [Client thread/WARN]: Something's taking too long! 'root' took aprox 142.995641 ms

[16:06:40] [Server thread/INFO]: [@: Killed Zombie]

[16:06:40] [Server thread/INFO]: [@: Killed Zombie]

[16:06:40] [Client thread/INFO]: [CHAT] [@: Killed Zombie]

[16:06:40] [Client thread/INFO]: [CHAT] [@: Killed Zombie]

[16:06:40] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level.terrain\_setup' took aprox 100.187163 ms

[16:06:40] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer.level' took aprox 119.916052 ms

[16:06:40] [Client thread/WARN]: Something's taking too long! 'root.gameRenderer' took aprox 129.639652 ms

[16:06:40] [Client thread/WARN]: Something's taking too long! 'root' took aprox 162.542623 ms

[16:06:45] [Server thread/INFO]: Saving and pausing game...

[16:06:45] [Server thread/INFO]: Saving chunks for level 'Villager AI'/Overworld

[16:06:45] [Server thread/INFO]: Saving chunks for level 'Villager AI'/Nether

[16:06:45] [Server thread/INFO]: Saving chunks for level 'Villager AI'/The End

[16:06:45] [Server thread/INFO]: Stopping server

[16:06:46] [Server thread/INFO]: Saving players

[16:06:46] [Server thread/INFO]: Saving worlds

[16:06:46] [Server thread/INFO]: Saving chunks for level 'Villager AI'/Overworld

[16:06:46] [Client thread/WARN]: Something's taking too long! 'root.tick.textures' took aprox 336.133522 ms

[16:06:46] [Client thread/WARN]: Something's taking too long! 'root.tick' took aprox 336.430404 ms

[16:06:46] [Server thread/INFO]: Saving chunks for level 'Villager AI'/Nether

[16:06:46] [Server thread/INFO]: Saving chunks for level 'Villager AI'/The End

[16:06:46] [Client thread/WARN]: Something's taking too long! 'root' took aprox 353.708272 ms

[16:06:52] [Server thread/INFO]: Starting integrated minecraft server version 1.9-pre3

[16:06:52] [Server thread/INFO]: Generating keypair

[16:06:52] [Server thread/INFO]: Preparing start region for level 0

[16:06:53] [Server thread/INFO]: Changing view distance to 8, from 10

[16:06:53] [Server thread/INFO]: Foltrox[local:E:0a9db91f] logged in with entity id 1424 at (1.6210379920886935, 5.038259160722564, 21.469689297498363)

[16:06:53] [Server thread/INFO]: Foltrox joined the game

[16:06:53] [Server thread/INFO]: Saving and pausing game...

[16:06:53] [Server thread/INFO]: Saving chunks for level 'Tester'/Overworld

[16:06:53] [Server thread/INFO]: Saving chunks for level 'Tester'/Nether

[16:06:53] [Server thread/INFO]: Saving chunks for level 'Tester'/The End

[16:06:57] [Server thread/INFO]: [Foltrox: Set own game mode to Spectator Mode]

[16:06:57] [Client thread/INFO]: [CHAT] Your game mode has been updated to Spectator Mode

[16:06:59] [Server thread/INFO]: [Foltrox: Set own game mode to Creative Mode]

[16:06:59] [Client thread/INFO]: [CHAT] Your game mode has been updated to Creative Mode

[16:07:00] [Client thread/INFO]: [CHAT] [Debug]: Hitboxes: hidden

[16:07:01] [Client thread/INFO]: [CHAT] [Debug]: Hitboxes: shown

[16:07:24] [Server thread/INFO]: [@: Object successfully summoned]

[16:07:24] [Client thread/INFO]: [CHAT] [@: Object successfully summoned]

[16:07:25] [Server thread/INFO]: [@: Object successfully summoned]

[16:07:25] [Client thread/INFO]: [CHAT] [@: Object successfully summoned]

[16:07:25] [Server thread/INFO]: [@: Object successfully summoned]

[16:07:25] [Client thread/INFO]: [CHAT] [@: Object successfully summoned]

[16:07:25] [Server thread/INFO]: [@: Object successfully summoned]

[16:07:25] [Client thread/INFO]: [CHAT] [@: Object successfully summoned]

[16:07:26] [Server thread/INFO]: [@: Object successfully summoned]

[16:07:26] [Client thread/INFO]: [CHAT] [@: Object successfully summoned]

[16:07:26] [Server thread/INFO]: [@: Object successfully summoned]

[16:07:26] [Client thread/INFO]: [CHAT] [@: Object successfully summoned]

[16:07:27] [Server thread/INFO]: [@: Object successfully summoned]

[16:07:27] [Client thread/INFO]: [CHAT] [@: Object successfully summoned]

[16:07:27] [Server thread/INFO]: [@: Object successfully summoned]

[16:07:27] [Client thread/INFO]: [CHAT] [@: Object successfully summoned]

[16:07:27] [Server thread/INFO]: [@: Object successfully summoned]

[16:07:27] [Client thread/INFO]: [CHAT] [@: Object successfully summoned]

[16:07:28] [Server thread/INFO]: [@: Object successfully summoned]

[16:07:28] [Client thread/INFO]: [CHAT] [@: Object successfully summoned]

[16:07:59] [Server thread/INFO]: [@: Killed item.item.rottenFlesh]

[16:07:59] [Server thread/INFO]: [@: Killed item.item.rottenFlesh]

[16:07:59] [Server thread/INFO]: [@: Killed item.item.rottenFlesh]

[16:07:59] [Server thread/INFO]: [@: Killed Zombie]

[16:07:59] [Server thread/INFO]: [@: Killed item.item.ingotIron]

[16:07:59] [Server thread/INFO]: [@: Killed item.tile.flower2.poppy]

[16:07:59] [Server thread/INFO]: [@: Killed Zombie]

[16:07:59] [Server thread/INFO]: [@: Killed item.item.rottenFlesh]

[16:07:59] [Server thread/INFO]: [@: Killed item.item.rottenFlesh]

[16:07:59] [Server thread/INFO]: [@: Killed Zombie]

[16:07:59] [Server thread/INFO]: [@: Killed Zombie]

[16:07:59] [Client thread/INFO]: [CHAT] [@: Killed item.item.rottenFlesh]

[16:07:59] [Client thread/INFO]: [CHAT] [@: Killed item.item.rottenFlesh]

[16:07:59] [Client thread/INFO]: [CHAT] [@: Killed item.item.rottenFlesh]

[16:07:59] [Client thread/INFO]: [CHAT] [@: Killed Zombie]

[16:07:59] [Client thread/INFO]: [CHAT] [@: Killed item.item.ingotIron]

[16:07:59] [Client thread/INFO]: [CHAT] [@: Killed item.tile.flower2.poppy]

[16:07:59] [Client thread/INFO]: [CHAT] [@: Killed Zombie]

[16:07:59] [Client thread/INFO]: [CHAT] [@: Killed item.item.rottenFlesh]

[16:07:59] [Client thread/INFO]: [CHAT] [@: Killed item.item.rottenFlesh]

[16:07:59] [Client thread/INFO]: [CHAT] [@: Killed Zombie]

[16:07:59] [Client thread/INFO]: [CHAT] [@: Killed Zombie]

[16:08:03] [Server thread/INFO]: Saving and pausing game...

[16:08:03] [Server thread/INFO]: Saving chunks for level 'Tester'/Overworld

[16:08:03] [Server thread/INFO]: Saving chunks for level 'Tester'/Nether

[16:08:03] [Server thread/INFO]: Saving chunks for level 'Tester'/The End

[16:08:04] [Server thread/INFO]: Stopping server

[16:08:04] [Server thread/INFO]: Saving players

[16:08:04] [Server thread/INFO]: Saving worlds

[16:08:04] [Server thread/INFO]: Saving chunks for level 'Tester'/Overworld

[16:08:04] [Server thread/INFO]: Saving chunks for level 'Tester'/Nether

[16:08:04] [Server thread/INFO]: Saving chunks for level 'Tester'/The End

[16:08:12] [Server thread/INFO]: Starting integrated minecraft server version 1.9-pre3

[16:08:12] [Server thread/INFO]: Generating keypair

[16:08:12] [Server thread/INFO]: Preparing start region for level 0

[16:08:13] [Server thread/INFO]: Changing view distance to 8, from 10

[16:08:13] [Server thread/INFO]: Foltrox[local:E:ec5a4eb0] logged in with entity id 1473 at (46.40064275818934, 12.58079743793109, 3.7327626626279384)

[16:08:13] [Server thread/INFO]: Foltrox joined the game

[16:08:14] [Client thread/FATAL]: Error executing task

java.util.concurrent.ExecutionException: java.lang.IllegalArgumentException: Cannot get property aro{name=facing, clazz=class cq, values=[down, up, north, south, west, east]} as it does not exist in ard{block=minecraft:air, properties=[]}

 at java.util.concurrent.FutureTask.report(Unknown Source) ~[?:1.8.0\_66]

 at java.util.concurrent.FutureTask.get(Unknown Source) ~[?:1.8.0\_66]

 at g.a(SourceFile:46) [1.9-pre3.jar:?]

 at bcf.av(SourceFile:954) [1.9-pre3.jar:?]

 at bcf.a(SourceFile:392) [1.9-pre3.jar:?]

 at net.minecraft.client.main.Main.main(SourceFile:124) [1.9-pre3.jar:?]

Caused by: java.lang.IllegalArgumentException: Cannot get property aro{name=facing, clazz=class cq, values=[down, up, north, south, west, east]} as it does not exist in ard{block=minecraft:air, properties=[]}

 at ard$a.c(SourceFile:165) ~[1.9-pre3.jar:?]

 at aqu.a(SourceFile:174) ~[1.9-pre3.jar:?]

 at aht.c(SourceFile:2688) ~[1.9-pre3.jar:?]

 at bks.a(SourceFile:1045) ~[1.9-pre3.jar:?]

 at ft.a(SourceFile:45) ~[1.9-pre3.jar:?]

 at ft.a(SourceFile:10) ~[1.9-pre3.jar:?]

 at fh$1.run(SourceFile:13) ~[1.9-pre3.jar:?]

 at java.util.concurrent.Executors$RunnableAdapter.call(Unknown Source) ~[?:1.8.0\_66]

 at java.util.concurrent.FutureTask.run(Unknown Source) ~[?:1.8.0\_66]

 at g.a(SourceFile:45) ~[1.9-pre3.jar:?]

 ... 3 more

[16:08:20] [Server thread/INFO]: Saving and pausing game...

[16:08:20] [Server thread/INFO]: Saving chunks for level 'Villager AI 3'/Overworld

[16:08:20] [Server thread/INFO]: Saving chunks for level 'Villager AI 3'/Nether

[16:08:20] [Server thread/INFO]: Saving chunks for level 'Villager AI 3'/The End

[16:08:21] [Server thread/INFO]: Stopping server

[16:08:21] [Server thread/INFO]: Saving players

[16:08:21] [Server thread/INFO]: Saving worlds

[16:08:21] [Server thread/INFO]: Saving chunks for level 'Villager AI 3'/Overworld

[16:08:21] [Server thread/INFO]: Saving chunks for level 'Villager AI 3'/Nether

[16:08:21] [Server thread/INFO]: Saving chunks for level 'Villager AI 3'/The End

[16:08:24] [Client thread/INFO]: Stopping!

[16:08:24] [Client thread/INFO]: SoundSystem shutting down...

[16:08:25] [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