

---- Minecraft Crash Report ----
// Shall we play a game?

Time: 12/2/15 10:08 PM

Description: Exception ticking world

```
java.lang.IllegalArgumentException: Cannot get property arh{name=half,
clazz=class als$a, values=[top, bottom]} as it does not exist in
aqv{block=mincraft:double_stone_slab, properties=[seamless, variant]}
    at aqv$a.c(SourceFile:165)
    at als.k(SourceFile:50)
    at aqv$a.q(SourceFile:388)
    at ahu.a(SourceFile:203)
    at ahu.a(SourceFile:132)
    at lp.d(SourceFile:198)
    at net.minecraft.server.MinecraftServer.D(SourceFile:617)
    at net.minecraft.server.MinecraftServer.C(SourceFile:553)
    at bxz.C(SourceFile:154)
    at net.minecraft.server.MinecraftServer.run(SourceFile:457)
    at java.lang.Thread.run(Thread.java:745)
```

A detailed walkthrough of the error, its code path and all known details is as follows:

-- Head --

Stacktrace:

```
    at aqv$a.c(SourceFile:165)
    at als.k(SourceFile:50)
    at aqv$a.q(SourceFile:388)
    at ahu.a(SourceFile:203)
    at ahu.a(SourceFile:132)
    at lp.d(SourceFile:198)
```

-- Affected level --

Details:

```
    Level name: Building027
    All players: 1 total; [lr['andrrew284'/240, l='Building027',
x=-63.73, y=70.00, z=326.72]]
    Chunk stats: ServerChunkCache: 722 Drop: 0
    Level seed: 2650808152480749297
    Level generator: ID 00 - default, ver 1. Features enabled:
true
    Level generator options:
    Level spawn location: World: (116,64,256), Chunk: (at 4,4,0 in
7,16; contains blocks 112,0,256 to 127,255,271), Region: (0,0;
contains chunks 0,0 to 31,31, blocks 0,0,0 to 511,255,511)
    Level time: 1582008 game time, 2305518 day time
```

Level dimension: 0
Level storage version: 0x04ABD - Anvil
Level weather: Rain time: 103371 (now: false), thunder time:
162704 (now: false)
Level game mode: Game mode: survival (ID 0). Hardcore: false.
Cheats: true

Stacktrace:
at net.minecraft.server.MinecraftServer.D(SourceFile:617)
at net.minecraft.server.MinecraftServer.C(SourceFile:553)
at bxz.C(SourceFile:154)
at net.minecraft.server.MinecraftServer.run(SourceFile:457)
at java.lang.Thread.run(Thread.java:745)

-- System Details --

Details:

Minecraft Version: 15w49a
Operating System: Mac OS X (x86_64) version 10.11.1
Java Version: 1.8.0_60, Oracle Corporation
Java VM Version: Java HotSpot(TM) 64-Bit Server VM (mixed
mode), Oracle Corporation
Memory: 118595544 bytes (113 MB) / 371302400 bytes (354 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: 12, tallocated: 94
Profiler Position: N/A (disabled)
Player Count: 1 / 8; [lr['andrrew284'/240, l='Building027',
x=-63.73, y=70.00, z=326.72]]
Type: Integrated Server (map_client.txt)
Is Modded: Probably not. Jar signature remains and both client
+ server brands are untouched.