---- Minecraft Crash Report ----

// You're mean.

Time: 11/7/15 12:55 PM

Description: Updating screen events

java.lang.IllegalStateException: failed to create a child event loop

at io.netty.util.concurrent.MultithreadEventExecutorGroup.<init>(MultithreadEventExecutorGroup.java:68)

at io.netty.channel.MultithreadEventLoopGroup.<init>(MultithreadEventLoopGroup.java:49)

at io.netty.channel.nio.NioEventLoopGroup.<init>(NioEventLoopGroup.java:61)

at io.netty.channel.nio.NioEventLoopGroup.<init>(NioEventLoopGroup.java:52)

at ll$1.a(SourceFile:44)

at ll$1.b(SourceFile:41)

at no.c(SourceFile:10)

at ll.a(SourceFile:121)

at ave.a(SourceFile:1941)

at axv.i(SourceFile:172)

at axv.a(SourceFile:135)

at axu.a(SourceFile:350)

at axu.k(SourceFile:413)

at axv.k(SourceFile:81)

at axu.p(SourceFile:390)

at ave.s(SourceFile:1497)

at ave.av(SourceFile:888)

at ave.a(SourceFile:325)

at net.minecraft.client.main.Main.main(SourceFile:124)

Caused by: io.netty.channel.ChannelException: failed to open a new selector

at io.netty.channel.nio.NioEventLoop.openSelector(NioEventLoop.java:128)

at io.netty.channel.nio.NioEventLoop.<init>(NioEventLoop.java:120)

at io.netty.channel.nio.NioEventLoopGroup.newChild(NioEventLoopGroup.java:87)

at io.netty.util.concurrent.MultithreadEventExecutorGroup.<init>(MultithreadEventExecutorGroup.java:64)

... 18 more

Caused by: java.io.IOException: Unable to establish loopback connection

at sun.nio.ch.PipeImpl$Initializer.run(PipeImpl.java:101)

at sun.nio.ch.PipeImpl$Initializer.run(PipeImpl.java:68)

at java.security.AccessController.doPrivileged(Native Method)

at sun.nio.ch.PipeImpl.<init>(PipeImpl.java:170)

at sun.nio.ch.SelectorProviderImpl.openPipe(SelectorProviderImpl.java:50)

at java.nio.channels.Pipe.open(Pipe.java:155)

at sun.nio.ch.WindowsSelectorImpl.<init>(WindowsSelectorImpl.java:127)

at sun.nio.ch.WindowsSelectorProvider.openSelector(WindowsSelectorProvider.java:44)

at io.netty.channel.nio.NioEventLoop.openSelector(NioEventLoop.java:126)

... 21 more

Caused by: java.net.SocketException: Unrecognized Windows Sockets error: 87: socket

at sun.nio.ch.Net.socket0(Native Method)

at sun.nio.ch.Net.serverSocket(Net.java:419)

at sun.nio.ch.ServerSocketChannelImpl.<init>(ServerSocketChannelImpl.java:88)

at sun.nio.ch.SelectorProviderImpl.openServerSocketChannel(SelectorProviderImpl.java:56)

at java.nio.channels.ServerSocketChannel.open(ServerSocketChannel.java:108)

at sun.nio.ch.PipeImpl$Initializer$LoopbackConnector.run(PipeImpl.java:123)

at sun.nio.ch.PipeImpl$Initializer.run(PipeImpl.java:83)

... 29 more

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

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-- Head --

Stacktrace:

at io.netty.util.concurrent.MultithreadEventExecutorGroup.<init>(MultithreadEventExecutorGroup.java:68)

at io.netty.channel.MultithreadEventLoopGroup.<init>(MultithreadEventLoopGroup.java:49)

at io.netty.channel.nio.NioEventLoopGroup.<init>(NioEventLoopGroup.java:61)

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at ll$1.a(SourceFile:44)

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at axu.a(SourceFile:350)

at axu.k(SourceFile:413)

at axv.k(SourceFile:81)

at axu.p(SourceFile:390)

-- Affected screen --

Details:

Screen name: aya

Stacktrace:

at ave.s(SourceFile:1497)

at ave.av(SourceFile:888)

at ave.a(SourceFile:325)

at net.minecraft.client.main.Main.main(SourceFile:124)

-- System Details --

Details:

Minecraft Version: 1.8.7

Operating System: Windows 7 (amd64) version 6.1

CPU: 2x AMD A4-3305M APU with Radeon(tm) HD Graphics

Java Version: 1.8.0\_25, Oracle Corporation

Java VM Version: Java HotSpot(TM) 64-Bit Server VM (mixed mode), Oracle Corporation

Memory: 68326968 bytes (65 MB) / 255856640 bytes (244 MB) up to 1060372480 bytes (1011 MB)

JVM Flags: 6 total; -XX:HeapDumpPath=MojangTricksIntelDriversForPerformance\_javaw.exe\_minecraft.exe.heapdump -Xmx1G -XX:+UseConcMarkSweepGC -XX:+CMSIncrementalMode -XX:-UseAdaptiveSizePolicy -Xmn128M

IntCache: cache: 0, tcache: 0, allocated: 13, tallocated: 95

Launched Version: 1.8.7

LWJGL: 2.9.4

OpenGL: AMD Radeon(TM) HD 6480G GL version 4.1.11156 Compatibility Profile Context, ATI Technologies Inc.

GL Caps: Using GL 1.3 multitexturing.

Using GL 1.3 texture combiners.

Using framebuffer objects because OpenGL 3.0 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: No

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)