---- Minecraft Crash Report ----

// Don't be sad. I'll do better next time, I promise!

Time: 8/10/15 1:26 PM

Description: Manually triggered debug crash

java.lang.Throwable

at ave.s(SourceFile:1588)

at ave.av(SourceFile:889)

at ave.a(SourceFile:325)

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 --

Stacktrace:

at bdb.a(SourceFile:309)

-- Affected level --

Details:

Level name: MpServer

All players: 1 total; [bew['DuddyBean'/73, l='MpServer', x=13.70, y=95.00, z=-23.54]]

Chunk stats: MultiplayerChunkCache: 625, 625

Level seed: 0

Level generator: ID 02 - largeBiomes, ver 0. Features enabled: false

Level generator options:

Level spawn location: 17.00,64.00,-33.00 - World: (17,64,-33), Chunk: (at 1,4,15 in 1,-3; contains blocks 16,0,-48 to 31,255,-33), Region: (0,-1; contains chunks 0,-32 to 31,-1, blocks 0,0,-512 to 511,255,-1)

Level time: 181295 game time, 181295 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: 44 total; [tk['Bat'/15, l='MpServer', x=-62.81, y=45.63, z=-24.34], we['Zombie'/16, l='MpServer', x=-64.72, y=58.00, z=21.06], we['Zombie'/17, l='MpServer', x=-61.50, y=45.00, z=-51.09], wa['Skeleton'/18, l='MpServer', x=-59.50, y=47.00, z=-55.16], vn['Creeper'/19, l='MpServer', x=-56.50, y=46.00, z=4.50], wa['Skeleton'/20, l='MpServer', x=-62.41, y=26.00, z=27.09], vn['Creeper'/21, l='MpServer', x=-62.50, y=24.00, z=41.50], tk['Bat'/23, l='MpServer', x=-45.66, y=27.38, z=35.97], vn['Creeper'/25, l='MpServer', x=-25.50, y=18.00, z=-83.50], we['Zombie'/26, l='MpServer', x=-28.50, y=18.00, z=-84.50], tk['Bat'/27, l='MpServer', x=-42.53, y=42.63, z=-72.41], tk['Bat'/29, l='MpServer', x=-17.25, y=56.09, z=-77.47], wa['Skeleton'/30, l='MpServer', x=-18.50, y=15.00, z=-58.50], wa['Skeleton'/32, l='MpServer', x=-20.94, y=15.00, z=-61.47], vn['Creeper'/33, l='MpServer', x=-24.50, y=15.00, z=-63.50], tk['Bat'/34, l='MpServer', x=-20.25, y=34.10, z=-55.53], tk['Bat'/35, l='MpServer', x=-19.25, y=34.10, z=-51.50], tk['Bat'/36, l='MpServer', x=-25.59, y=39.78, z=3.84], vn['Creeper'/37, l='MpServer', x=-22.50, y=17.00, z=50.50], vn['Creeper'/38, l='MpServer', x=-20.91, y=17.00, z=49.09], vn['Creeper'/41, l='MpServer', x=-10.09, y=43.00, z=-71.50], vn['Creeper'/42, l='MpServer', x=-8.50, y=41.00, z=-65.50], we['Zombie'/43, l='MpServer', x=-3.50, y=78.00, z=56.50], uz['item.item.seeds'/45, l='MpServer', x=10.53, y=94.00, z=-26.38], we['Zombie'/46, l='MpServer', x=0.94, y=54.00, z=27.44], we['Zombie'/47, l='MpServer', x=0.50, y=54.00, z=24.50], we['Zombie'/49, l='MpServer', x=18.34, y=12.00, z=-10.72], wa['Skeleton'/50, l='MpServer', x=20.50, y=13.00, z=-11.16], we['Zombie'/51, l='MpServer', x=19.50, y=12.00, z=-8.50], wa['Skeleton'/52, l='MpServer', x=22.50, y=15.00, z=-7.50], vn['Creeper'/53, l='MpServer', x=17.50, y=17.00, z=-15.50], tk['Bat'/54, l='MpServer', x=28.00, y=20.00, z=4.72], we['Zombie'/55, l='MpServer', x=23.50, y=65.00, z=50.50], we['Zombie'/184, l='MpServer', x=-54.50, y=14.00, z=2.50], we['Zombie'/185, l='MpServer', x=-55.50, y=14.00, z=-0.50], wc['Spider'/57, l='MpServer', x=38.50, y=19.00, z=52.50], wa['Skeleton'/186, l='MpServer', x=-52.88, y=15.00, z=-3.19], wa['Skeleton'/187, l='MpServer', x=-61.09, y=14.00, z=-1.56], we['Zombie'/61, l='MpServer', x=78.50, y=84.00, z=-16.50], tk['Bat'/62, l='MpServer', x=93.75, y=57.10, z=16.25], vn['Creeper'/63, l='MpServer', x=81.50, y=39.00, z=49.50], vn['Creeper'/64, l='MpServer', x=83.50, y=39.00, z=50.50], tk['Bat'/66, l='MpServer', x=91.38, y=14.00, z=-32.66], bew['DuddyBean'/73, l='MpServer', x=13.70, y=95.00, z=-23.54]]

Retry entities: 0 total; []

Server brand: vanilla

Server type: Integrated singleplayer server

Stacktrace:

at bdb.a(SourceFile:309)

at ave.b(SourceFile:2311)

at ave.a(SourceFile:334)

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

-- System Details --

Details:

Minecraft Version: 1.8.8

Operating System: Windows 8.1 (amd64) version 6.3

Java Version: 1.8.0\_25, Oracle Corporation

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

Memory: 212320264 bytes (202 MB) / 459567104 bytes (438 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: 99

Launched Version: 1.8.8

LWJGL: 2.9.4

OpenGL: Intel(R) HD Graphics 5500 GL version 4.3.0 - Build 10.18.10.3977, Intel

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)

CPU: 4x Intel(R) Core(TM) i7-5500U CPU @ 2.40GHz