---- 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