---- Minecraft Crash Report ----

// Oh - I know what I did wrong!

Time: 10/21/13 9:01 PM

Description: Registering texture

bij: Unable to fit: door\_iron\_upper - size: 512x512 - Maybe try a lowerresolution texturepack?

at big.c(SourceFile:63)

at bik.b(SourceFile:87)

at bik.a(SourceFile:54)

at bim.a(SourceFile:69)

at bim.a(SourceFile:58)

at bim.a(SourceFile:49)

at atv.O(SourceFile:378)

at atv.d(SourceFile:599)

at net.minecraft.client.main.Main.main(SourceFile:101)

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

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-- Head --

Stacktrace:

at big.c(SourceFile:63)

at bik.b(SourceFile:87)

at bik.a(SourceFile:54)

-- Resource location being registered --

Details:

Resource location: minecraft:textures/atlas/blocks.png

Texture object class: bik

Stacktrace:

at bim.a(SourceFile:69)

at bim.a(SourceFile:58)

at bim.a(SourceFile:49)

at atv.O(SourceFile:378)

-- Initialization --

Details:

Stacktrace:

at atv.d(SourceFile:599)

at net.minecraft.client.main.Main.main(SourceFile:101)

-- System Details --

Details:

Minecraft Version: 1.6.4

Operating System: Mac OS X (x86\_64) version 10.6.8

Java Version: 1.6.0\_65, Apple Inc.

Java VM Version: Java HotSpot(TM) 64-Bit Server VM (mixed mode), Apple Inc.

Memory: 243334720 bytes (232 MB) / 1059491840 bytes (1010 MB) up to 1069416448 bytes (1019 MB)

JVM Flags: 1 total; -Xmx1G

AABB Pool Size: 0 (0 bytes; 0 MB) allocated, 0 (0 bytes; 0 MB) used

Suspicious classes: No suspicious classes found.

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

Launched Version: 1.6.4

LWJGL: 2.9.0

OpenGL: NVIDIA GeForce 9400 OpenGL Engine GL version 2.1 NVIDIA-1.6.36, NVIDIA Corporation

Is Modded: Probably not. Jar signature remains and client brand is untouched.

Type: Client (map\_client.txt)

Resource Pack: Sphax PureBDcraft 512x MC16

Current Language: English (UK)

Profiler Position: N/A (disabled)

Vec3 Pool Size: ~~ERROR~~ NullPointerException: null