---- 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