---- Minecraft Crash Report ----

// Why is it breaking :(

Time: 18-1-13 17:29

Description: Ticking memory connection

java.lang.NullPointerException

at ur.f(SourceFile:129)

at ur.h(SourceFile:143)

at qw.a(SourceFile:219)

at px.c\_(SourceFile:189)

at qx.r(SourceFile:388)

at qx.c(SourceFile:380)

at md.j\_(SourceFile:540)

at qx.j\_(SourceFile:200)

at iq.g(SourceFile:175)

at iv.a(SourceFile:199)

at eb.a(SourceFile:136)

at cf.b(SourceFile:55)

at iv.d(SourceFile:57)

at iw.b(SourceFile:39)

at bec.b(SourceFile:84)

at net.minecraft.server.MinecraftServer.r(SourceFile:762)

at net.minecraft.server.MinecraftServer.q(SourceFile:679)

at bdz.q(SourceFile:117)

at net.minecraft.server.MinecraftServer.run(SourceFile:613)

at fy.run(SourceFile:849)

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

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-- System Details --

Details:

Minecraft Version: 1.4.7

Operating System: Windows Vista (x86) version 6.0

Java Version: 1.7.0\_07, Oracle Corporation

Java VM Version: Java HotSpot(TM) Client VM (mixed mode), Oracle Corporation

Memory: 327974968 bytes (312 MB) / 519110656 bytes (495 MB) up to 1037959168 bytes (989 MB)

JVM Flags: 2 total; -Xms512m -Xmx1024m

AABB Pool Size: 1599 (89544 bytes; 0 MB) allocated, 1056 (59136 bytes; 0 MB) used

Suspicious classes: No suspicious classes found.

IntCache: cache: 0, tcache: 0, allocated: 3, tallocated: 63

Profiler Position: N/A (disabled)

Vec3 Pool Size: 852 (47712 bytes; 0 MB) allocated, 783 (43848 bytes; 0 MB) used

Player Count: 1 / 8; [iq['Sstig'/731, l='city', x=72,95, y=74,81, z=-88,84]]

Type: Integrated Server (map\_client.txt)

Is Modded: Probably not. Jar signature remains and both client + server brands are untouched.

**Photo: **