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----- Minecraft Crash Report -----
// Sorry :(

Time: 11/17/12 7:08 PM
Description: Unexpected error

java.lang.NullPointerException
    at org.lwjgl.opengl.GL11.glGetError(GL11.java:1278)
    at net.minecraft.client.Minecraft.d$SourceFile:464
    at net.minecraft.client.Minecraft.j$SourceFile:380
    at net.minecraft.client.Minecraft.run$SourceFile:234
    at java.lang.Thread.run(Thread.java:680)

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: 1.4.4
    Operating System: Mac OS X (x86_64) version 10.7.5
    Java Version: 1.6.0_27, Apple Inc.
    Java VM Version: Java HotSpot(TM) 64-Bit Server VM (retired mode), Apple Inc.
    Memory: 451182784 bytes (468 MB) / 534786304 bytes (CMB MB) up to 186265536 bytes (1815 MB)
    JVM Flags: 3 total; -Xbootclasspath:/System/Library/PrivateFrameworks/JavaApplicationLauncher.Framework/Resources/LauncherSupport.jar -Xms512M -Xmx1824M
    AABB Pool Size: 0 (0 bytes; 0 MB) allocated, 0 (0 bytes; 0 MB) used
    Suspicious classes: No suspicious classes found.
    Infuse: cache: 0, traces: 0, allocated: 0, not allocated: 0
    LWJGL: 2.4.2
    OpenGL: --GLSL-- NullPointerException: null
    Is Modded: Probably not. Jar signature remains and client brand is untouched.
    Type: Client (map_client.txt)
    Texture Pack: Default
    Profiler Position: N/A (disabled)
    Vec3 Pool Size: --GLSL-- NullPointerException: null
```