I downloaded Minecraft about 3 months ago on my gaming laptop and added no mods. It has been running fine until about a month ago. When Minecraft Launcher 1.3.7 starts up, I click play, and the launcher immediately displays the crash tab. I have uninstalled then reinstalled Minecraft twice to see if that would help, but it has changed nothing.

---- Minecraft Crash Report ----

// Hi. I'm Minecraft, and I'm a crashaholic.

Time: 12/29/13 8:48 PM

Description: Initializing game

java.lang.NullPointerException: Initializing game

 at azd.a(SourceFile:502)

 at azd.Z(SourceFile:340)

 at azd.e(SourceFile:689)

 at net.minecraft.client.main.Main.main(SourceFile:103)

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

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-- Head --

Stacktrace:

 at azd.a(SourceFile:502)

 at azd.Z(SourceFile:340)

-- Initialization --

Details:

Stacktrace:

 at azd.e(SourceFile:689)

 at net.minecraft.client.main.Main.main(SourceFile:103)

-- System Details --

Details:

 Minecraft Version: 1.7.2

 Operating System: Windows 7 (amd64) version 6.1

 Java Version: 1.7.0\_40, Oracle Corporation

 Java VM Version: Java HotSpot(TM) 64-Bit Server VM (mixed mode), Oracle Corporation

 Memory: 152847616 bytes (145 MB) / 191365120 bytes (182 MB) up to 954728448 bytes (910 MB)

 JVM Flags: 2 total; -XX:HeapDumpPath=MojangTricksIntelDriversForPerformance\_javaw.exe\_minecraft.exe.heapdump -Xmx1G

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

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

 Launched Version: 1.7.2

 LWJGL: 2.9.0

 OpenGL: ~~ERROR~~ RuntimeException: No OpenGL context found in the current thread.

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

 Type: Client (map\_client.txt)

 Resource Packs: []

 Current Language: ~~ERROR~~ NullPointerException: null

 Profiler Position: N/A (disabled)

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

 Anisotropic Filtering: Off (1)