Minecraft Crash Report ----

// Hey, that tickles! Hehehe!

Time: 12/04/15 19:25

Description: Unexpected error

java.lang.IndexOutOfBoundsException

 at java.nio.Buffer.checkIndex(Buffer.java:540)

 at java.nio.DirectIntBufferU.get(DirectIntBufferU.java:253)

 at bom.a(SourceFile:271)

 at bom.a(SourceFile:220)

 at ban.a(SourceFile:1694)

 at ban.a(SourceFile:1652)

 at bln.a(SourceFile:123)

 at hd.a(SourceFile:70)

 at hd.a(SourceFile:13)

 at ej.a(SourceFile:174)

 at ban.p(SourceFile:1585)

 at ban.ak(SourceFile:774)

 at ban.f(SourceFile:728)

 at net.minecraft.client.main.Main.main(SourceFile:148)

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

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-- Head --

Stacktrace:

 at java.nio.Buffer.checkIndex(Buffer.java:540)

 at java.nio.DirectIntBufferU.get(DirectIntBufferU.java:253)

 at bom.a(SourceFile:271)

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-- Affected level --

Details:

 Level name: MpServer

 All players: 0 total; []

 Chunk stats: MultiplayerChunkCache: 0, 0

 Level seed: 0

 Level generator: ID 00 - default, ver 1. Features enabled: false

 Level generator options:

 Level spawn location: World: (8,64,8), Chunk: (at 8,4,8 in 0,0; contains blocks 0,0,0 to 15,255,15), Region: (0,0; contains chunks 0,0 to 31,31, blocks 0,0,0 to 511,255,511)

 Level time: 0 game time, 0 day time

 Level dimension: 0

 Level storage version: 0x00000 - Unknown?

 Level weather: Rain time: 0 (now: false), thunder time: 0 (now: false)

 Level game mode: Game mode: survival (ID 0). Hardcore: false. Cheats: false

 Forced entities: 0 total; []

 Retry entities: 0 total; []

 Server brand: ~~ERROR~~ NullPointerException: null

 Server type: Integrated singleplayer server

Stacktrace:

 at blr.a(SourceFile:289)

 at ban.b(SourceFile:1972)

 at ban.f(SourceFile:742)

 at net.minecraft.client.main.Main.main(SourceFile:148)

-- System Details --

Details:

 Minecraft Version: 1.7.9

 Operating System: Windows 8.1 (amd64) version 6.3

 Java Version: 1.8.0\_25, Oracle Corporation

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

 Memory: 1837849944 bytes (1752 MB) / 2058354688 bytes (1963 MB) up to 2058354688 bytes (1963 MB)

 JVM Flags: 3 total; -XX:HeapDumpPath=MojangTricksIntelDriversForPerformance\_javaw.exe\_minecraft.exe.heapdump -Xmx2048M -Xms2048M

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

 IntCache: cache: 0, tcache: 0, allocated: 13, tallocated: 95

 Launched Version: 1.7.9

 LWJGL: 2.9.1

 OpenGL: AMD Radeon HD 7560D GL version 4.2.12422 Compatibility Profile Context 13.152.1.1000, ATI Technologies Inc.

 GL Caps: Using GL 1.3 multitexturing.

Using framebuffer objects because OpenGL 3.0 is supported and separate blending is supported.

Anisotropic filtering is supported and maximum anisotropy is 16.

Shaders are available because OpenGL 2.1 is supported.

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

 Type: Client (map\_client.txt)

 Resource Packs: []

 Current Language: English (UK)

 Profiler Position: N/A (disabled)

 Vec3 Pool Size: 0 (0 bytes; 0 MB) allocated, 0 (0 bytes; 0 MB) used

 Anisotropic Filtering: Off (1)