---- Minecraft Crash Report ----

// I'm sorry, Dave.

Time: 3/3/15 3:34 PM

Description: Updating screen events

java.lang.IllegalStateException: failed to create a child event loop

at io.netty.util.concurrent.MultithreadEventExecutorGroup.<init>(MultithreadEventExecutorGroup.java:61)

at io.netty.channel.MultithreadEventLoopGroup.<init>(MultithreadEventLoopGroup.java:49)

at io.netty.channel.nio.NioEventLoopGroup.<init>(NioEventLoopGroup.java:61)

at io.netty.channel.nio.NioEventLoopGroup.<init>(NioEventLoopGroup.java:52)

at rd.a(SourceFile:40)

at rd.b(SourceFile:37)

at up.c(SourceFile:10)

at rc.a(SourceFile:104)

at bsu.a(SourceFile:1914)

at bwf.a(SourceFile:210)

at bxf.a(SourceFile:342)

at bwf.a(SourceFile:350)

at bxf.k(SourceFile:405)

at bxf.p(SourceFile:382)

at bsu.r(SourceFile:1473)

at bsu.as(SourceFile:877)

at bsu.a(SourceFile:314)

at net.minecraft.client.main.Main.main(SourceFile:120)

Caused by: io.netty.channel.ChannelException: failed to open a new selector

at io.netty.channel.nio.NioEventLoop.openSelector(NioEventLoop.java:128)

at io.netty.channel.nio.NioEventLoop.<init>(NioEventLoop.java:120)

at io.netty.channel.nio.NioEventLoopGroup.newChild(NioEventLoopGroup.java:87)

at io.netty.util.concurrent.MultithreadEventExecutorGroup.<init>(MultithreadEventExecutorGroup.java:57)

... 17 more

Caused by: java.io.IOException: Unable to establish loopback connection

at sun.nio.ch.PipeImpl$Initializer.run(Unknown Source)

at sun.nio.ch.PipeImpl$Initializer.run(Unknown Source)

at java.security.AccessController.doPrivileged(Native Method)

at sun.nio.ch.PipeImpl.<init>(Unknown Source)

at sun.nio.ch.SelectorProviderImpl.openPipe(Unknown Source)

at java.nio.channels.Pipe.open(Unknown Source)

at sun.nio.ch.WindowsSelectorImpl.<init>(Unknown Source)

at sun.nio.ch.WindowsSelectorProvider.openSelector(Unknown Source)

at io.netty.channel.nio.NioEventLoop.openSelector(NioEventLoop.java:126)

... 20 more

Caused by: java.net.ConnectException: Connection timed out: connect

at sun.nio.ch.Net.connect0(Native Method)

at sun.nio.ch.Net.connect(Unknown Source)

at sun.nio.ch.Net.connect(Unknown Source)

at sun.nio.ch.SocketChannelImpl.connect(Unknown Source)

at java.nio.channels.SocketChannel.open(Unknown Source)

at sun.nio.ch.PipeImpl$Initializer$LoopbackConnector.run(Unknown Source)

... 29 more

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

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-- Head --

Stacktrace:

at io.netty.util.concurrent.MultithreadEventExecutorGroup.<init>(MultithreadEventExecutorGroup.java:61)

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at bxf.k(SourceFile:405)

at bxf.p(SourceFile:382)

-- Affected screen --

Details:

Screen name: bxq

Stacktrace:

at bsu.r(SourceFile:1473)

at bsu.as(SourceFile:877)

at bsu.a(SourceFile:314)

at net.minecraft.client.main.Main.main(SourceFile:120)

-- System Details --

Details:

Minecraft Version: 1.8

Operating System: Windows 7 (x86) version 6.1

Java Version: 1.8.0\_31, Oracle Corporation

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

Memory: 776260272 bytes (740 MB) / 1037959168 bytes (989 MB) up to 1037959168 bytes (989 MB)

JVM Flags: 3 total; -XX:HeapDumpPath=MojangTricksIntelDriversForPerformance\_javaw.exe\_minecraft.exe.heapdump -Xmx1G -Xms1G

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

Launched Version: 1.8

LWJGL: 2.9.1

OpenGL: GeForce GT 610/PCIe/SSE2 GL version 4.5.0 NVIDIA 347.52, NVIDIA Corporation

GL Caps: Using GL 1.3 multitexturing.

Using GL 1.3 texture combiners.

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

Shaders are available because OpenGL 2.1 is supported.

VBOs are available because OpenGL 1.5 is supported.

Using VBOs: No

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

Type: Client (map\_client.txt)

Resource Packs: []

Current Language: English (US)

Profiler Position: N/A (d