---- Minecraft Crash Report ----

// You should try our sister game, Minceraft!

Time: 9/8/14 8:14 PM

Description: Ticking screen

java.lang.IndexOutOfBoundsException

 at java.nio.Buffer.checkIndex(Buffer.java:512)

 at java.nio.DirectIntBufferU.get(DirectIntBufferU.java:248)

 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 bct.c(SourceFile:78)

 at ban.p(SourceFile:1343)

 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:512)

 at java.nio.DirectIntBufferU.get(DirectIntBufferU.java:248)

 at bom.a(SourceFile:271)

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 at bct.c(SourceFile:78)

-- Affected screen --

Details:

 Screen name: bct

-- Affected level --

Details:

 Level name: MpServer

 All players: 0 total; []

 Chunk stats: MultiplayerChunkCache: 0, 0

 Level seed: 0

 Level generator: ID 01 - flat, ver 0. 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: Non-integrated multiplayer server

Stacktrace:

 at blr.a(SourceFile:289)

 at ban.b(SourceFile:1972)

 at ban.f(SourceFile:737)

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

-- System Details --

Details:

 Minecraft Version: 1.7.9

 Operating System: Mac OS X (x86\_64) version 10.9

 Java Version: 1.6.0\_65, Apple Inc.

 Java VM Version: Java HotSpot(TM) 64-Bit Server VM (mixed mode), Apple Inc.

 Memory: 122527096 bytes (116 MB) / 182706176 bytes (174 MB) up to 1060372480 bytes (1011 MB)

 JVM Flags: 5 total; -Xmx1G -XX:+UseConcMarkSweepGC -XX:+CMSIncrementalMode -XX:-UseAdaptiveSizePolicy -Xmn128M

 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: 1.7.9

 LWJGL: 2.9.1

 OpenGL: Intel HD Graphics 5000 OpenGL Engine GL version 2.1 INTEL-8.18.26, Intel Inc.

 GL Caps: Using GL 1.3 multitexturing.

Using framebuffer objects because ARB\_framebuffer\_object 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: [Faithful\_3]

 Current Language: English (US)

 Profiler Position: N/A (disabled)

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

 Anisotropic Filtering: Off (1)