---- Minecraft Crash Report ----

// Ouch. That hurt :(

Time: 2/19/14 2:43 PM

Description: Updating screen events

java.lang.IllegalStateException: Keyboard must be created before you can read events

at org.lwjgl.input.Keyboard.next(Keyboard.java:475)

at bcl.k(SourceFile:216)

at azi.p(SourceFile:1308)

at azi.ah(SourceFile:760)

at azi.f(SourceFile:711)

at net.minecraft.client.main.Main.main(SourceFile:152)

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

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-- Head --

Stacktrace:

at org.lwjgl.input.Keyboard.next(Keyboard.java:475)

at bcl.k(SourceFile:216)

-- Affected screen –

Details:

Screen name: bcb

Stacktrace:

at azi.p(SourceFile:1308)

at azi.ah(SourceFile:760)

at azi.f(SourceFile:711)

at net.minecraft.client.main.Main.main(SourceFile:152)

-- System Details --

Details:

Minecraft Version: 1.7.4

Operating System: Windows 8 (x86) version 6.2

Java Version: 1.7.0\_51, Oracle Corporation

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

Memory: 22745944 bytes (21 MB) / 68898816 bytes (65 MB) up to 518979584 bytes (494 MB)

JVM Flags: 2 total; -XX:HeapDumpPath=MojangTricksIntelDriversForPerformance\_javaw.exe\_minecraft.exe.heapdump -Xmx512M

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: 1.7.4

LWJGL: 2.9.1

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

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 (US)

Profiler Position: N/A (disabled)

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

Anisotropic Filtering: Off (1)