

---- Minecraft Crash Report ----
// Don't be sad, have a hug! <3

Time: 31-7-13 11:19
Description: Registering texture

big: Unable to fit: door_iron_upper - size: 512x512 - Maybe try a lowerresolution texturepack?
at bid.c(SourceFile:63)
at bih.b(SourceFile:87)
at bih.a(SourceFile:54)
at bij.a(SourceFile:69)
at bij.a(SourceFile:58)
at bij.a(SourceFile:49)
at ats.0(SourceFile:378)
at ats.d(SourceFile:599)
at net.minecraft.client.main.Main.main(SourceFile:101)

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

-- Head --

Stacktrace:
at bid.c(SourceFile:63)
at bih.b(SourceFile:87)
at bih.a(SourceFile:54)

-- Resource location being registered --

Details:
Resource location: minecraft:textures/atlas/blocks.png
Texture object class: bih

Stacktrace:
at bij.a(SourceFile:69)
at bij.a(SourceFile:58)
at bij.a(SourceFile:49)
at ats.0(SourceFile:378)

-- Initialization --

Details:
Stacktrace:
at ats.d(SourceFile:599)
at net.minecraft.client.main.Main.main(SourceFile:101)

-- System Details --

Details:
Minecraft Version: 1.6.2
Operating System: Mac OS X (x86_64) version 10.8.4
Java Version: 1.6.0_51, Apple Inc.
Java VM Version: Java HotSpot(TM) 64-Bit Server VM (mixed mode), Apple Inc.
Memory: 242731864 bytes (231 MB) / 1059180544 bytes (1010 MB) up to 1069416448 bytes (1019 MB)
JVM Flags: 1 total; -Xmx1G
AABB Pool Size: 0 (0 bytes; 0 MB) allocated, 0 (0 bytes; 0 MB) used
Suspicious classes: No suspicious classes found.
IntCache: cache: 0, tcache: 0, allocated: 0, tallocated: 0
Launched Version: 1.6.2
LWJGL: 2.9.0
OpenGL: ATI Radeon HD 4670 OpenGL Engine GL version 2.1 ATI-8.12.47, ATI Technologies Inc.
Is Modded: Probably not. Jar signature remains and client brand is untouched.
Type: Client (map_client.txt)
Resource Pack: Sphax PureBDcraft 512x MC16
Current Language: Nederlands (Nederland)
Profiler Position: N/A (disabled)
Vec3 Pool Size: ~ERROR~ NullPointerException: null