**How to Fix Minecraft Loading Freeze on the Dell-PC**

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**Simple Solution**

For a Dell OptiPlex 7060 running Windows 11: click on Start > Settings > System (in menu bar on left side of screen) > Sound. Under “Choose where to play sound” click on “Speakers/Headphones – Realtek(R) Audio” *{the only choice}*. Under “Output settings”, across from “Format”, click on the down-arrow next to “24 bit, 48100 Hz (Studio Quality)”. Then from the pop-up list, click on “**24 bit, 44100 Hz (Studio Quality)**” Then close the Settings window. Minecraft will now load and run operating with sound.

**Discussion**

After downloading Minecraft (v1.21.62) onto my Dell OptiPlex 7060 running Windows 11, when I started the Minecraft Launcher, and selected either the Bedrock Edition or Java Edition, and clicked on the “Play” Button, the Mojang loading screen appeared and showed the loading progress until 41% was reached. Then the screen would freeze.

I found part of the solution from a YouTube video by Menaka TechWorld at: <https://www.youtube.com/watch?v=uFMtCgF6f2U&t=14s> . It says to NOT use “Speakers (Realtek® Audio)” but use another output which the video showed as “Headphones (Realtek® Audio)”. However, the Dell OptiPlex 7060 running Windows 11 that I have shows only one choice for audio output: “Speakers/Headphones (Realtek® Audio)”.

When I disabled the audio output [“Speakers/Headphones (Realtek® Audio)”], I found that Minecraft would no longer freeze on loading. It would load and run after I tapped the “Play” Button. However, because I disabled the audio output, there was NO SOUND for Minecraft (or anything else I ran on the PC until I reenabled audio output). But this showed me that the Minecraft loading problem was related to the Realtek(R) Audio output.

I disabled the audio output by clicking on: Start > Settings > System (in menu bar on left side of screen) > Sound. Under “Choose where to play sound” click on “Speakers/Headphones – Realtek(R) Audio” *{the only choice}*. Under “General”, across from “Audio”, I clicked on the “Don’t Allow” Button on the right side of the screen. Then I closed the Settings window.

That disabled the Realtek® Audio and allowed Minecraft to load but there was no sound.

If I reenabled audio output after Minecraft was running, Minecraft would usually freeze. At least once, when I reenabled the audio, Minecraft kept running with sound. But this was rarely successful.

Then I found a Mojang blog titled, “All sound in Windows stops working after 40-41% loading” at: <https://bugs.mojang.com/browse/MCPE/issues/MCPE-175138> . I read (eventually in the long chain of correspondence, down at around 01/06/2024), that changing the digital audio sampling frequency got Minecraft to load and then the sampling frequency was changed back after Minecraft was running. This seemed to work most of the time.

I found how to change the digital audio sampling frequency on my Dell OptiPlex 7060 running Windows 11 by going to: Start > Settings > System (in menu bar on left side of screen) > Sound. Under “Choose where to play sound” click on “Speakers/Headphones – Realtek(R) Audio” *{the only choice}*. This time, under “Output settings”, across from “Format”, I clicked on the down-arrow next to “24 bit, 48100 Hz (Studio Quality)”. Then from the pop-up list, I clicked on “24 bit, 44100 Hz (Studio Quality)” Then I closed the Settings window.

Then when I started Minecraft, it loaded and ran with sound operating. I could close Minecraft and restart it again and it ran with sound operating. When I changed the digital audio sampling frequency back to “24 bit, 48100 Hz” again, same problem - Minecraft would freeze on loading. Changing the sampling frequency back to “24 bit, 44100 Hz” got Minecraft to load and run again. However, initially, when I tried to change the sampling frequency back to “24 bit, 44100 Hz”, the PC would not let me make the change. I had to restart the PC and go back into Settings before I could change the sampling frequency back to “24 bit, 44100 Hz”. The Minecraft loaded and ran again with sound operating.

I chose to leave the sampling frequency at “24 bit, 44100 Hz (Studio Quality)” for all applications run on the PC and not change it back to “24 bit, 48100 Hz (Studio Quality)”, which is the default setting. I haven’t noticed any problems with running any other apps on the PC. Also, the frequency range of the human ear is about 20 to 20,000 Hz, well below 44,100 Hz. I certainly can’t hear any difference.