Completely ignored arguments: [--nativeLauncherVersion, 301]

[20:51:24] [Client thread/INFO]: Setting user: FallingSociety

[20:51:26] [Client thread/INFO]: LWJGL Version: 2.9.4

[20:51:27] [Client thread/INFO]: Reloading ResourceManager: Default

[20:51:35] [Sound Library Loader/INFO]: Starting up SoundSystem...

[20:51:35] [Thread-5/INFO]: Initializing LWJGL OpenAL

[20:51:35] [Thread-5/INFO]: (The LWJGL binding of OpenAL. For more information, see http://www.lwjgl.org)

[20:51:36] [Thread-5/INFO]: OpenAL initialized.

[20:51:36] [Sound Library Loader/INFO]: Sound engine started

[20:51:38] [Client thread/INFO]: Created: 1024x512 textures-atlas

[20:51:49] [Server thread/INFO]: Starting integrated minecraft server version 1.9.4

[20:51:49] [Server thread/INFO]: Generating keypair

[20:51:50] [Server thread/INFO]: Preparing start region for level 0

[20:51:51] [Server thread/INFO]: Preparing spawn area: 5%

[20:51:52] [Server thread/INFO]: Preparing spawn area: 10%

[20:51:53] [Server thread/INFO]: Preparing spawn area: 15%

[20:51:54] [Server thread/INFO]: Preparing spawn area: 20%

[20:51:55] [Server thread/INFO]: Preparing spawn area: 26%

[20:51:56] [Server thread/INFO]: Preparing spawn area: 36%

[20:51:57] [Server thread/INFO]: Preparing spawn area: 44%

[20:51:58] [Server thread/INFO]: Preparing spawn area: 53%

[20:51:59] [Server thread/INFO]: Preparing spawn area: 62%

[20:52:00] [Server thread/INFO]: Preparing spawn area: 71%

[20:52:01] [Server thread/INFO]: Preparing spawn area: 79%

[20:52:02] [Server thread/INFO]: Preparing spawn area: 86%

[20:52:03] [Server thread/INFO]: Preparing spawn area: 93%

[20:52:04] [Server thread/INFO]: Changing view distance to 14, from 10

[20:52:05] [Server thread/INFO]: FallingSociety[local:E:ef08e34f] logged in with entity id 646 at (-229.5, 72.0, 261.5)

[20:52:05] [Server thread/INFO]: FallingSociety joined the game

[20:52:09] [Server thread/WARN]: Can't keep up! Did the system time change, or is the server overloaded? Running 5024ms behind, skipping 100 tick(s)

#

# A fatal error has been detected by the Java Runtime Environment:

#

# EXCEPTION\_ACCESS\_VIOLATION (0xc0000005) at pc=0x00007ff835082177, pid=6980, tid=11736

#

# JRE version: Java(TM) SE Runtime Environment (8.0\_25-b18) (build 1.8.0\_25-b18)

# Java VM: Java HotSpot(TM) 64-Bit Server VM (25.25-b02 mixed mode windows-amd64 compressed oops)

# Problematic frame:

# C [ig75icd64.dll+0x12177]

#

# Failed to write core dump. Minidumps are not enabled by default on client versions of Windows

#

# An error report file with more information is saved as:

# C:\Users\Jennifer\AppData\Roaming\.minecraft\hs\_err\_pid6980.log

#

# If you would like to submit a bug report, please visit:

# http://bugreport.sun.com/bugreport/crash.jsp

# The crash happened outside the Java Virtual Machine in native code.

# See problematic frame for where to report the bug.

#

AL lib: (EE) alc\_cleanup: 1 device not closed

Java HotSpot(TM) 64-Bit Server VM warning: Using incremental CMS is deprecated and will likely be removed in a future release