

---- Minecraft Crash Report ----
// Why did you do that?

Time: 03/04/15 21:14
Description: Ticking screen

```
java.lang.IndexOutOfBoundsException  
    at java.nio.Buffer.checkIndex(Buffer.java:540)  
    at java.nio.DirectIntBufferU.get(DirectIntBufferU.java:253)  
    at bma.a(SourceFile:271)  
    at bma.a(SourceFile:220)  
    at bao.a(SourceFile:1694)  
    at bao.a(SourceFile:1652)  
    at bjb.a(SourceFile:125)  
    at hd.a(SourceFile:70)  
    at hd.a(SourceFile:13)  
    at ej.a(SourceFile:174)  
    at bcx.e(SourceFile:78)  
    at bao.p(SourceFile:1343)  
    at bao.ak(SourceFile:774)  
    at bao.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:

-- Head --

Stacktrace:

```
    at java.nio.Buffer.checkIndex(Buffer.java:540)  
    at java.nio.DirectIntBufferU.get(DirectIntBufferU.java:253)  
    at bma.a(SourceFile:271)  
    at bma.a(SourceFile:220)  
    at bao.a(SourceFile:1694)  
    at bao.a(SourceFile:1652)  
    at bjb.a(SourceFile:125)  
    at hd.a(SourceFile:70)  
    at hd.a(SourceFile:13)  
    at ej.a(SourceFile:174)  
    at bcx.e(SourceFile:78)
```

-- Affected screen --

Details:

Screen name: bcx

-- Affected level --

Details:

```
Level name: MpServer  
All players: 0 total; []  
Chunk stats: MultiplayerChunkCache: 0, 0  
Level seed: 0  
Level generator: ID 00 - default, ver 1. 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 bjf.a(SourceFile:289)
at bao.b(SourceFile:1972)
at bao.f(SourceFile:737)
at net.minecraft.client.main.Main.main(SourceFile:148)

-- System Details --

Details:

Minecraft Version: 1.7.10
Operating System: Windows 8.1 (amd64) version 6.3
Java Version: 1.8.0_25, Oracle Corporation
Java VM Version: Java HotSpot(TM) 64-Bit Server VM (mixed mode), Oracle Corporation
Memory: 140441592 bytes (133 MB) / 207331328 bytes (197 MB) up to 2134114304 bytes (2035 MB)
JVM Flags: 6 total; -

XX:HeapDumpPath=MojangTricksIntelDriversForPerformance_javaw.exe_minecraft.exe.heapdump -Xmx2G -

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: 1.7.10

LWJGL: 2.9.1

OpenGL: GeForce GTX 760/PCIe/SSE2 GL version 4.5.0 NVIDIA 347.52, NVIDIA Corporation

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: [Avalons Faithful 64x v1.0.zip]

Current Language: Français (France)

Profiler Position: N/A (disabled)

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

Anisotropic Filtering: Off (1)