

I made an account just so I could get help with this.

Any Ideas? It just stops during post initialization:

Java HotSpot(TM) 64-Bit Server VM warning: ignoring option PermSize=356m; support was removed in 8.0

Java HotSpot(TM) 64-Bit Server VM warning: ignoring option MaxPermSize=712m; support was removed in 8.0

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

[17:13:24] [main/INFO] [LaunchWrapper]: Loading tweak class name cpw.mods.fml.common.launcher.FMLTweaker

[17:13:24] [main/INFO] [LaunchWrapper]: Using primary tweak class name cpw.mods.fml.common.launcher.FMLTweaker

[17:13:24] [main/INFO] [LaunchWrapper]: Calling tweak class cpw.mods.fml.common.launcher.FMLTweaker

[17:13:24] [main/INFO] [FML]: Forge Mod Loader version 7.99.36.1558 for Minecraft 1.7.10 loading

[17:13:24] [main/INFO] [FML]: Java is Java HotSpot(TM) 64-Bit Server VM, version 1.8.0_73, running on Mac OS X:x86_64:10.10.4, installed at /Library/Java/JavaVirtualMachines/jdk1.8.0_73.jdk/Contents/Home/jre

[17:13:24] [main/WARN] [FML]: The coremod mods.battlegear2.coremod.BattlegearLoadingPlugin does not have a MCVersion annotation, it may cause issues with this version of Minecraft

[17:13:25] [main/WARN] [FML]: The coremod codechicken.core.launch.CodeChickenCorePlugin does not have a MCVersion annotation, it may cause issues with this version of Minecraft

[17:13:26] [main/INFO] [FML]: Loading tweaker forestry.shade.javacheck.Java7Checker from forestry_1.7.10-4.2.0.47.jar

[17:13:26] [main/WARN] [FML]: The coremod thaumcraft.codechicken.core.launch.DepLoader does not have a MCVersion annotation, it may cause issues with this version of Minecraft

[17:13:26] [main/WARN] [FML]: The coremod

thaumic.tinkerer.preloader.ThaumicTLoaderContainer does not have a MCVersion annotation, it may cause issues with this version of Minecraft

[17:13:26] [main/INFO] [LaunchWrapper]: Loading tweak class name cpw.mods.fml.common.launcher.FMLInjectionAndSortingTweaker

[17:13:26] [main/INFO] [LaunchWrapper]: Loading tweak class name forestry.shade.javacheck.Java7Checker

[17:13:26] [main/INFO] [LaunchWrapper]: Loading tweak class name cpw.mods.fml.common.launcher.FMLDeobfTweaker

[17:13:26] [main/INFO] [LaunchWrapper]: Calling tweak class cpw.mods.fml.common.launcher.FMLInjectionAndSortingTweaker

[17:13:26] [main/INFO] [LaunchWrapper]: Calling tweak class cpw.mods.fml.common.launcher.FMLInjectionAndSortingTweaker

[17:13:26] [main/INFO] [LaunchWrapper]: Calling tweak class cpw.mods.fml.relauncher.CoreModManager\$FMLPluginWrapper

[17:13:28] [main/INFO] [FML]: Found valid fingerprint for Minecraft Forge. Certificate fingerprint

e3c3d50c7c986df74c645c0ac54639741c90a557

[17:13:28] [main/INFO] [FML]: Found valid fingerprint for Minecraft. Certificate fingerprint cd99959656f753dc28d863b46769f7f8fbaefcfc

[17:13:28] [main/INFO] [LaunchWrapper]: Calling tweak class cpw.mods.fml.relauncher.CoreModManager\$FMLPluginWrapper

[17:13:28] [main/INFO] [LaunchWrapper]: Calling tweak class forestry.shade.javacheck.Java7Checker

[17:13:28] [main/INFO] [LaunchWrapper]: Calling tweak class cpw.mods.fml.common.launcher.FMLDeobfTweaker

[17:13:29] [main/INFO] [LaunchWrapper]: Calling tweak class cpw.mods.fml.relauncher.CoreModManager\$FMLPluginWrapper

[17:13:29] [main/INFO] [LaunchWrapper]: Calling tweak class cpw.mods.fml.relauncher.CoreModManager\$FMLPluginWrapper

[17:13:29] [main/INFO] [LaunchWrapper]: Loading tweak class name cpw.mods.fml.common.launcher.TerminalTweaker
[17:13:29] [main/INFO] [LaunchWrapper]: Calling tweak class cpw.mods.fml.common.launcher.TerminalTweaker
[17:13:29] [main/INFO] [LaunchWrapper]: Launching wrapped minecraft {net.minecraft.client.main.Main}
[17:13:29] [main/INFO] [battlegear2]: M&B - Patching Class Minecraft (bao)
[17:13:29] [main/INFO] [battlegear2]: Patching method Click Mouse in Minecraft
[17:13:29] [main/INFO] [battlegear2]: M&B - Patching Class Minecraft done
[17:13:30] [main/INFO] [battlegear2]: M&B - Patching Class EntityPlayer (yz)
[17:13:30] [main/INFO] [battlegear2]: Adding new fields to EntityPlayer
[17:13:30] [main/INFO] [battlegear2]: Patching constructor in EntityPlayer
[17:13:30] [main/INFO] [battlegear2]: Patching method onUpdate in EntityPlayer
[17:13:30] [main/INFO] [battlegear2]: Patching method onItemUseFinish in EntityPlayer
[17:13:30] [main/INFO] [battlegear2]: Patching method interactWith in EntityPlayer
[17:13:30] [main/INFO] [battlegear2]: Patching method setCurrentItemOrArmor in EntityPlayer
[17:13:30] [main/INFO] [battlegear2]: Creating new methods in EntityPlayer
[17:13:30] [main/INFO] [battlegear2]: M&B - Patching Class EntityPlayer done
[17:13:30] [main/INFO]: Setting user: XXXXX
[17:13:32] [main/INFO] [battlegear2]: M&B - Patching Class ItemStack (add)
[17:13:32] [main/INFO] [battlegear2]: M&B - Patching Class ItemStack done
[17:13:32] [Client thread/INFO]: LWJGL Version: 2.9.1
[17:13:33] [Client thread/INFO] [STDOUT]:
[cpw.mods.fml.client.SplashProgress:start:188]: ---- Minecraft Crash

Report ----
// You're mean.

Time: 3/4/16 5:13 PM
Description: Loading screen debug info

This is just a prompt for computer specs to be printed. THIS IS NOT A
ERROR

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

-- System Details --

Details:

Minecraft Version: 1.7.10
Operating System: Mac OS X (x86_64) version 10.10.4
Java Version: 1.8.0_73, Oracle Corporation
Java VM Version: Java HotSpot(TM) 64-Bit Server VM (mixed
mode), Oracle Corporation
Memory: 224845816 bytes (214 MB) / 509411328 bytes (485 MB) up
to 3122659328 bytes (2978 MB)
JVM Flags: 7 total; -Xmx3027M -XX:+UseConcMarkSweepGC -XX:
+CMSIncrementalMode -XX:-UseAdaptiveSizePolicy -Xmn500M -
XX:PermSize=356m -XX:MaxPermSize=712m
AABB Pool Size: 0 (0 bytes; 0 MB) allocated, 0 (0 bytes; 0 MB) used
IntCache: cache: 0, tcache: 0, allocated: 0, tallocated: 0
FML:
GL info: ' Vendor: 'Intel Inc.' Version: '2.1 INTEL-10.0.31' Renderer:
'Intel HD Graphics 3000 OpenGL Engine'
[17:13:33] [Client thread/INFO] [MinecraftForge]: Attempting early
MinecraftForge initialization
[17:13:33] [Client thread/INFO] [FML]: MinecraftForge v10.13.4.1558
Initialized
[17:13:33] [Client thread/INFO] [FML]: Replaced 183 ore recipies
[17:13:34] [Client thread/INFO] [MinecraftForge]: Completed early

MinecraftForge initialization

[17:13:34] [Client thread/INFO] [FML]: Found 0 mods from the command line. Injecting into mod discoverer

[17:13:34] [Client thread/INFO] [FML]: Searching /Users/XXXXXXX/Library/Application Support/minecraft/mods for mods

[17:13:34] [Client thread/INFO] [FML]: Also searching /Users/XXXXXXX/Library/Application Support/minecraft/mods/1.7.10 for mods

[17:13:43] [Client thread/WARN] [Botany]: Mod Botany is missing the required element 'version' and a version.properties file could not be found. Falling back to metadata version 2.0-pre14

[17:13:43] [Client thread/WARN] [BinnieCore]: Mod BinnieCore is missing the required element 'version' and a version.properties file could not be found. Falling back to metadata version 2.0-pre14

[17:13:43] [Client thread/WARN] [ExtraBees]: Mod ExtraBees is missing the required element 'version' and a version.properties file could not be found. Falling back to metadata version 2.0-pre14

[17:13:43] [Client thread/WARN] [ExtraTrees]: Mod ExtraTrees is missing the required element 'version' and a version.properties file could not be found. Falling back to metadata version 2.0-pre14

[17:13:43] [Client thread/WARN] [Genetics]: Mod Genetics is missing the required element 'version' and a version.properties file could not be found. Falling back to metadata version 2.0-pre14

[17:13:43] [Client thread/WARN] [ChickenChunks]: Mod ChickenChunks is missing the required element 'version' and a version.properties file could not be found. Falling back to metadata version 1.3.4.13

[17:13:44] [Client thread/WARN] [ForbiddenMagic]: Mod ForbiddenMagic is missing the required element 'version' and a version.properties file could not be found. Falling back to metadata version 1.7.10-0.573

[17:13:44] [Client thread/WARN] [MagicBees]: Mod MagicBees is missing the required element 'version' and a version.properties file could not be found. Falling back to metadata version 1.7.10-2.4.0

[17:13:46] [Client thread/INFO] [FML]: Forge Mod Loader has identified 38 mods to load

[17:13:47] [Client thread/INFO] [FML]: FML has found a non-mod file Binnie Patcher 1.6.jar in your mods directory. It will now be injected

into your classpath. This could severe stability issues, it should be removed if possible.

[17:13:47] [Client thread/INFO] [FML]: FML has found a non-mod file CodeChickenLib-1.7.10-1.1.1.99-universal.jar in your mods directory. It will now be injected into your classpath. This could severe stability issues, it should be removed if possible.

[17:13:47] [Client thread/INFO] [FML]: Attempting connection with missing mods [mcp, FML, Forge, CodeChickenCore, ThaumicTinkerer-preloader, BinniePatcher, battlegear2, Automagy, BiblioCraft, Botany, BinnieCore, ExtraBees, ExtraTrees, Genetics, BWG4, ChickenChunks, CoroAI, ExtendedRenderer, ConfigMod, craftguide, doggytalents, eplus, farlanders, ForbiddenMagic, Forestry, MagicBees, Metallurgy, MetallurgyCore, Mystcraft, SSR, Thaumcraft, ThaumicHorizons, ThaumicTinkerer, UtilityMobs, weather2, witchery, XaeroMinimap, Baubles] at CLIENT

[17:13:47] [Client thread/INFO] [FML]: Attempting connection with missing mods [mcp, FML, Forge, CodeChickenCore, ThaumicTinkerer-preloader, BinniePatcher, battlegear2, Automagy, BiblioCraft, Botany, BinnieCore, ExtraBees, ExtraTrees, Genetics, BWG4, ChickenChunks, CoroAI, ExtendedRenderer, ConfigMod, craftguide, doggytalents, eplus, farlanders, ForbiddenMagic, Forestry, MagicBees, Metallurgy, MetallurgyCore, Mystcraft, SSR, Thaumcraft, ThaumicHorizons, ThaumicTinkerer, UtilityMobs, weather2, witchery, XaeroMinimap, Baubles] at SERVER

[17:13:50] [Client thread/INFO] [Binnie Patcher]: Succeeded in transforming binnie.extratrees.block.decor.BlockFence

[17:13:51] [Client thread/INFO] [battlegear2]: M&B - Patching Class ModelBiped (bhm)

[17:13:51] [Client thread/INFO] [battlegear2]: Patching method setRotationAngles in ModelBiped

[17:13:51] [Client thread/INFO] [battlegear2]: M&B - Patching Class ModelBiped done

[17:13:53] [Client thread/INFO]: Reloading ResourceManager: Default, FMLFileResourcePack:Forge Mod Loader, FMLFileResourcePack:Minecraft Forge, FMLFileResourcePack:Mine & Blade Battlegear 2 - Bullseye, FMLFileResourcePack:Automagy, FMLFileResourcePack:BiblioCraft, FMLFileResourcePack:Botany, FMLFileResourcePack:Binnie Core, FMLFileResourcePack:Extra Bees,

FMLFileResourcePack:Extra Trees, FMLFileResourcePack:Genetics,
FMLFileResourcePack:Better World Generation 4,
FMLFileResourcePack:ChickenChunks, FMLFileResourcePack:CoroAI,
FMLFileResourcePack:Extended Renderer,
FMLFileResourcePack:Extended Mod Config,
FMLFileResourcePack:CraftGuide, FMLFileResourcePack:Doggy
Talents, FMLFileResourcePack:Enchanting Plus,
FMLFileResourcePack:The Farlanders,
FMLFileResourcePack:Forbidden Magic,
FMLFileResourcePack:Forestry for Minecraft,
FMLFileResourcePack:Magic Bees, FMLFileResourcePack:Metallurgy
4, FMLFileResourcePack:Metallurgy Core,
FMLFileResourcePack:Mystcraft, FMLFileResourcePack:Soul Shards:
Reborn, FMLFileResourcePack:Thaumcraft,
FMLFileResourcePack:Thaumic Horizons,
FMLFileResourcePack:Thaumic Tinkerer, FMLFileResourcePack:Utility
Mobs, FMLFileResourcePack:weather2,
FMLFileResourcePack:Witchery, FMLFileResourcePack:xaero's
Minimap, FMLFileResourcePack:Baubles

[17:13:53] [Client thread/WARN]: ResourcePack: ignored non-lowercase namespace: BWG4 in /Users/XXXXXXX/Library/Application Support/minecraft/mods/BWG4-1.2.1.jar

[17:13:53] [Client thread/WARN]: ResourcePack: ignored non-lowercase namespace: BWG4 in /Users/XXXXXXX/Library/Application Support/minecraft/mods/BWG4-1.2.1.jar

[17:13:53] [Client thread/WARN]: ResourcePack: ignored non-lowercase namespace: BWG4 in /Users/XXXXXXX/Library/Application Support/minecraft/mods/BWG4-1.2.1.jar

[17:13:53] [Client thread/WARN]: ResourcePack: ignored non-lowercase namespace: BWG4 in /Users/XXXXXXX/Library/Application Support/minecraft/mods/BWG4-1.2.1.jar

[17:13:53] [Client thread/WARN]: ResourcePack: ignored non-lowercase namespace: BWG4 in /Users/XXXXXXX/Library/Application Support/minecraft/mods/BWG4-1.2.1.jar

[17:13:53] [Client thread/WARN]: ResourcePack: ignored non-lowercase namespace: BWG4 in /Users/XXXXXXX/Library/Application Support/minecraft/mods/BWG4-1.2.1.jar

[17:13:53] [Client thread/WARN]: ResourcePack: ignored non-

lowercase namespace: BWG4 in /Users/XXXXXXX/Library/Application Support/minecraft/mods/BWG4-1.2.1.jar
[17:13:53] [Client thread/WARN]: ResourcePack: ignored non-lowercase namespace: BWG4 in /Users/XXXXXXX/Library/Application Support/minecraft/mods/BWG4-1.2.1.jar
[17:13:54] [Client thread/INFO] [FML]: Processing ObjectHolder annotations
[17:13:54] [Client thread/INFO] [FML]: Found 340 ObjectHolder annotations
[17:13:54] [Client thread/INFO] [FML]: Identifying ItemStackHolder annotations
[17:13:54] [Client thread/INFO] [FML]: Found 0 ItemStackHolder annotations
[17:13:54] [Client thread/INFO] [FML]: Configured a dormant chunk cache size of 0
[17:13:54] [Client thread/INFO] [battlegear2]: M&B - Patching Class PlayerControllerMP (bje)
[17:13:54] [Client thread/INFO] [battlegear2]: Patching method sendUseItem in PlayerControllerMP
[17:13:54] [Client thread/INFO] [battlegear2]: M&B - Patching Class PlayerControllerMP done
[17:13:54] [Client thread/INFO] [battlegear2]: M&B - Patching Class EntityOtherPlayerMP (bl)
[17:13:54] [Client thread/INFO] [battlegear2]: Patching method onUpdate in EntityOtherPlayerMP
[17:13:54] [Client thread/INFO] [battlegear2]: Patching method setCurrentItem in EntityOtherPlayerMP
[17:13:54] [Client thread/INFO] [battlegear2]: M&B - Patching Class EntityOtherPlayerMP done
[17:13:59] [Client thread/INFO] [Forestry]: Module BuildCraft 6 Fuels Plugin failed to load: Compatible BuildCraftAPI|fuels version not found
[17:13:59] [Client thread/INFO] [Forestry]: Module BuildCraft 6 Recipes Plugin failed to load: Compatible BuildCraftAPI|recipes version not found
[17:13:59] [Client thread/INFO] [Forestry]: Module BuildCraft 6 Statements Plugin failed to load: Compatible BuildCraftAPI|statements version not found

[17:13:59] [Client thread/INFO] [Forestry]: Module BuildCraft 6 Transport Plugin failed to load: BuildCraft|Transport not found

[17:13:59] [Client thread/INFO] [Forestry]: Module AgriCraft Plugin failed to load: AgriCraft not found

[17:13:59] [Client thread/INFO] [Forestry]: Module BiomesOPlenty Plugin failed to load: BiomesOPlenty not found

[17:13:59] [Client thread/INFO] [Forestry]: Module Chisel Plugin failed to load: Chisel not found

[17:13:59] [Client thread/INFO] [Forestry]: Module EnderIO Plugin failed to load: EnderIO not found

[17:13:59] [Client thread/INFO] [Forestry]: Module Erebus Plugin failed to load: Erebus not found

[17:13:59] [Client thread/INFO] [Forestry]: Module ExtraUtilities Plugin failed to load: ExtraUtilities not found

[17:13:59] [Client thread/INFO] [Forestry]: Module Growthcraft Plugin failed to load: GrowthCraft not found

[17:13:59] [Client thread/INFO] [Forestry]: Module HarvestCraft Plugin failed to load: HarvestCraft not found

[17:13:59] [Client thread/INFO] [Forestry]: Module ImmersiveEngineering Plugin failed to load: Immersive Engineering not found

[17:13:59] [Client thread/INFO] [Forestry]: Module IndustrialCraft2 Plugin failed to load: IndustrialCraft2 not found

[17:13:59] [Client thread/INFO] [Forestry]: Module MagicalCrops Plugin failed to load: Magical Crops not found

[17:13:59] [Client thread/INFO] [Forestry]: Module Natura Plugin failed to load: Natura not found

[17:13:59] [Client thread/INFO] [Forestry]: Module PlantMegaPack Plugin failed to load: Plant Mega Pack not found

[17:14:01] [Client thread/INFO] [BinniePatcher]: Succeeded in transforming binnie.core.genetics.BreedingSystem

[17:14:01] [Client thread/INFO] [BinniePatcher]: Succeeded in transforming binnie.core.genetics.BeeBreedingSystem

[17:14:01] [Client thread/INFO] [BinniePatcher]: Succeeded in transforming binnie.core.genetics.TreeBreedingSystem

[17:14:01] [Client thread/INFO] [BinniePatcher]: Succeeded in transforming binnie.botany.gardening.ModuleGardening

[17:14:01] [Client thread/INFO] [BinniePatcher]: Succeeded in

transforming binnie.botany.genetics.FlowerHelper
[17:14:01] [Client thread/INFO] [BinniePatcher]: Succeeded in
transforming binnie.botany.genetics.BotanistTracker
[17:14:01] [Client thread/INFO] [BinniePatcher]: Succeeded in
transforming binnie.extrabees.products.ModuleProducts
[17:14:01] [Client thread/INFO] [BinniePatcher]: Succeeded in
transforming binnie.extrabees.apiary.ItemHiveFrame
[17:14:02] [Client thread/INFO] [BinniePatcher]: Succeeded in
transforming binnie.extrabees.products.EnumHoneyComb
[17:14:02] [Client thread/INFO] [BinniePatcher]: Succeeded in
transforming binnie.extrabees.genetics.ExtraBeesSpecies
[17:14:02] [Client thread/INFO] [BinniePatcher]: Succeeded in
transforming binnie.extrabees.apiary.machine.AlvearyHatchery
\$PackageAlvearyHatchery
[17:14:02] [Client thread/INFO] [BinniePatcher]: Succeeded in
transforming binnie.extrabees.apiary.machine.AlvearyTransmission
\$PackageAlvearyTransmission
[17:14:02] [Client thread/INFO] [BinniePatcher]: Succeeded in
transforming binnie.extrabees.apiary.TileExtraBeeAlveary
[17:14:02] [Client thread/INFO] [STDOUT]:
[chocohead.patcher.extrabees.Root:patchStimulatorSlot:1937]:
<init> with ()V
[17:14:02] [Client thread/INFO] [STDOUT]:
[chocohead.patcher.extrabees.Root:patchStimulatorSlot:1937]:
isValid with (Lnet/minecraft/item/ItemStack;)Z
[17:14:02] [Client thread/INFO] [STDOUT]:
[chocohead.patcher.extrabees.Root:patchStimulatorSlot:1937]:
getTooltip with ()Ljava/lang/String;
[17:14:02] [Client thread/INFO] [STDOUT]:
[chocohead.patcher.extrabees.Root:patchStimulatorSlot:1937]:
isValid with (Ljava/lang/Object;)Z
[17:14:02] [Client thread/INFO] [BinniePatcher]: Succeeded in
transforming binnie.extrabees.apiary.machine.AlvearyStimulator
\$SlotValidatorCircuit
[17:14:02] [Client thread/INFO] [BinniePatcher]: Succeeded in
transforming binnie.extratrees.block.ModuleBlocks
[17:14:02] [Client thread/INFO] [BinniePatcher]: Succeeded in
transforming binnie.extratrees.item.ModuleItems

[17:14:02] [Client thread/INFO] [BinniePatcher]: Succeeded in transforming binnie.extratrees.block.PlankType\$ForestryPlanks
[17:14:02] [Client thread/INFO] [BinniePatcher]: Succeeded in transforming binnie.extratrees.block.ItemETDoor
[17:14:02] [Client thread/INFO] [BinniePatcher]: Succeeded in transforming binnie.extratrees.genetics.ModuleGenetics
[17:14:02] [Client thread/INFO] [BinniePatcher]: Succeeded in transforming binnie.extratrees.genetics.ExtraTreeSpecies
[17:14:02] [Client thread/INFO] [BinniePatcher]: Succeeded in transforming binnie.extratrees.block.ILogType\$ForestryLog
[17:14:03] [Client thread/INFO] [eplus]: Initializing Configurations.
[17:14:03] [Client thread/INFO] [eplus]: Plugin loaded:
Treecapitator
[17:14:03] [Client thread/INFO] [eplus]: Plugin loaded: TConPlugin
[17:14:03] [Client thread/INFO] [eplus]: Plugin loaded:
ThaumcraftPlugin
[17:14:03] [Client thread/INFO] [eplus]: Plugin initialized in Preinit... Treecapitator
[17:14:03] [Client thread/INFO] [eplus]: Plugin initialized in Preinit... ThaumcraftPlugin
[17:14:03] [Client thread/INFO] [eplus]: Initializing Blocks.
[17:14:03] [Client thread/INFO] [eplus]: Initializing Items.
[17:14:04] [Doggy Talents Version Check/INFO] [Doggy Talents]: Received version data: OUTDATED
[17:14:04] [Doggy Talents Version Check/INFO] [Doggy Talents]: A new Doggy Talents version exists v1.9.0h. Get it here: <http://adfoc.us/14766155916785>
[17:14:04] [Client thread/INFO] [MagicBees]: Preinit started
[17:14:05] [Client thread/INFO] [MagicBees]: Found nugget of type IRON
[17:14:05] [Client thread/INFO] [MagicBees]: Found nugget of type COPPER
[17:14:05] [Client thread/INFO] [MagicBees]: Found nugget of type TIN
[17:14:05] [Client thread/INFO] [MagicBees]: Found nugget of type SILVER
[17:14:05] [Client thread/INFO] [MagicBees]: Disabled nugget SILVER
[17:14:05] [Client thread/INFO] [MagicBees]: Found nugget of type

LEAD

[17:14:05] [Client thread/INFO] [MagicBees]: Disabled nugget LEAD

[17:14:05] [Client thread/INFO] [MagicBees]: Found nugget of type
DIAMOND

[17:14:05] [Client thread/INFO] [MagicBees]: Disabled nugget
DIAMOND

[17:14:05] [Client thread/INFO] [MagicBees]: Found nugget of type
EMERALD

[17:14:05] [Client thread/INFO] [MagicBees]: Disabled nugget
EMERALD

[17:14:05] [Client thread/INFO] [MagicBees]: Found nugget of type
APATITE

[17:14:05] [Client thread/INFO] [MagicBees]: Disabled nugget
APATITE

[17:14:05] [Client thread/INFO] [MagicBees]: Preinit completed

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]: * A broken ore dictionary registration with name ingotCopper has occurred. It adds an item (type: class com.teammetallurgy.metallurgy.metals.MetalItem) which is currently unknown to the game registry. This dictionary item can only support a single value when registered with ores like this, and NO I am not going to turn this spam off. Just register your ore dictionary entries after the GameRegistry.

TO USERS: YES this is a BUG in the mod Metallurgy 4 report it to them!

[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOreImpl(OreDictionary.java:534)

[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOre(OreDictionary.java:501)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.metals.MetalSet.load(MetalSet.java:380)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.injectMetalSet(BlockList.java:201)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.initMetalSets(BlockList.java:163)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.init(BlockList.java:91)...

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]: * A broken ore dictionary registration with name ingotTin has occurred. It adds an item (type: class com.teammetallurgy.metallurgy.metals.MetalItem) which is currently unknown to the game registry. This dictionary item can only support a single value when registered with ores like this, and NO I am not going to turn this spam off. Just register your ore dictionary entries after the GameRegistry.

TO USERS: YES this is a BUG in the mod Metallurgy 4 report it to them!

[17:14:05] [Client thread/WARN] [FML]: * at
net.minecraftforge.oredict.OreDictionary.registerOreImpl(OreDictionary.java:534)

[17:14:05] [Client thread/WARN] [FML]: * at
net.minecraftforge.oredict.OreDictionary.registerOre(OreDictionary.java:501)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.metals.MetalSet.load(MetalSet.java:380)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.injectMetalSet(BlockList.java:201)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.initMetalSets(BlockList.java:163)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.init(BlockList.java:91)...

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]: * A broken ore dictionary registration with name ingotManganese has occurred. It adds an item (type: class com.teammetallurgy.metallurgy.metals.MetalItem) which is currently unknown to the game registry. This dictionary item can only support a single value when registered with ores like this, and NO I am not going to turn this spam off. Just register your ore dictionary entries after the GameRegistry.

TO USERS: YES this is a BUG in the mod Metallurgy 4 report it to them!

[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOreImpl(OreDictionary.java:534)

[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOre(OreDictionary.java:501)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.metals.MetalSet.load(MetalSet.java:380)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.injectMetalSet(BlockList.java:201)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.initMetalSets(BlockList.java:163)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.init(BlockList.java:91)...

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]: * A broken ore dictionary registration with name ingotBronze has occurred. It adds an item (type: class com.teammetallurgy.metallurgy.metals.MetalItem) which is currently unknown to the game registry. This dictionary item can only support a single value when registered with ores like this, and NO I am not going to turn this spam off. Just register your ore dictionary entries after the GameRegistry.

TO USERS: YES this is a BUG in the mod Metallurgy 4 report it to them!

```
[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOreImpl(OreDictionary.java:534)
```

```
[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOre(OreDictionary.java:501)
```

```
[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.metals.MetalSet.load(MetalSet.java:380)
```

```
[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.injectMetalSet(BlockList.java:201)
```

```
[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.initMetalSets(BlockList.java:163)
```

```
[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.init(BlockList.java:91)...
```

```
[17:14:05] [Client thread/WARN] [FML]:
```

```
*****
```

```
[17:14:05] [Client thread/WARN] [FML]:
```

```
*****
```

```
[17:14:05] [Client thread/WARN] [FML]: * A broken ore dictionary registration with name ingotHepatitis has occurred. It adds an item (type: class com.teammetallurgy.metallurgy.metals.MetalItem) which is currently unknown to the game registry. This dictionary item can only support a single value when registered with ores like this, and NO I am not going to turn this spam off. Just register your ore dictionary entries after the GameRegistry.
```

TO USERS: YES this is a BUG in the mod Metallurgy 4 report it to them!

```
[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOreImpl(OreDictionary.java:534)
```

```
[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOre(OreDictionary.java:501)
```

```
[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.metals.MetalSet.load(MetalSet.java
:380)
[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.injectMetalSet(BlockList.j
ava:201)
[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.initMetalSets(BlockList.jav
a:163)
[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.init(BlockList.java:91)...
[17:14:05] [Client thread/WARN] [FML]:
*****
[17:14:05] [Client thread/WARN] [FML]:
*****
[17:14:05] [Client thread/WARN] [FML]: * A broken ore dictionary
registration with name ingotDamascusSteel has occurred. It adds an
item (type: class com.teammetallurgy.metallurgy.metals.MetalItem)
which is currently unknown to the game registry. This dictionary
item can only support a single value when registered with ores like
this, and NO I am not going to turn this spam off. Just register your
ore dictionary entries after the GameRegistry.
TO USERS: YES this is a BUG in the mod Metallurgy 4 report it to
them!
[17:14:05] [Client thread/WARN] [FML]: * at
net.minecraftforge.oredict.OreDictionary.registerOreImpl(OreDictio
nary.java:534)
[17:14:05] [Client thread/WARN] [FML]: * at
net.minecraftforge.oredict.OreDictionary.registerOre(OreDictionary.
java:501)
[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.metals.MetalSet.load(MetalSet.java
:380)
[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.injectMetalSet(BlockList.j
ava:201)
[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.initMetalSets(BlockList.jav
```

a:163)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.init(BlockList.java:91)...

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]: * A broken ore dictionary registration with name ingotAngmallen has occurred. It adds an item (type: class com.teammetallurgy.metallurgy.metals.MetalItem) which is currently unknown to the game registry. This dictionary item can only support a single value when registered with ores like this, and NO I am not going to turn this spam off. Just register your ore dictionary entries after the GameRegistry.

TO USERS: YES this is a BUG in the mod Metallurgy 4 report it to them!

[17:14:05] [Client thread/WARN] [FML]: * at
net.minecraftforge.oredict.OreDictionary.registerOreImpl(OreDictionary.java:534)

[17:14:05] [Client thread/WARN] [FML]: * at
net.minecraftforge.oredict.OreDictionary.registerOre(OreDictionary.java:501)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.metals.MetalSet.load(MetalSet.java:380)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.injectMetalSet(BlockList.java:201)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.initMetalSets(BlockList.java:163)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.init(BlockList.java:91)...

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]: * A broken ore dictionary

registration with name ingotSteel has occurred. It adds an item (type: class com.teammetallurgy.metallurgy.metals.MetalItem) which is currently unknown to the game registry. This dictionary item can only support a single value when registered with ores like this, and NO I am not going to turn this spam off. Just register your ore dictionary entries after the GameRegistry.

TO USERS: YES this is a BUG in the mod Metallurgy 4 report it to them!

```
[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOreImpl(OreDictionary.java:534)
```

```
[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOre(OreDictionary.java:501)
```

```
[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.metals.MetalSet.load(MetalSet.java:380)
```

```
[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.injectMetalSet(BlockList.java:201)
```

```
[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.initMetalSets(BlockList.java:163)
```

```
[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.init(BlockList.java:91)...
```

```
[17:14:05] [Client thread/WARN] [FML]:
```

```
*****
```

```
[17:14:05] [Client thread/WARN] [FML]:
```

```
*****
```

[17:14:05] [Client thread/WARN] [FML]: * A broken ore dictionary registration with name ingotEximite has occurred. It adds an item (type: class com.teammetallurgy.metallurgy.metals.MetalItem) which is currently unknown to the game registry. This dictionary item can only support a single value when registered with ores like this, and NO I am not going to turn this spam off. Just register your ore dictionary entries after the GameRegistry.

TO USERS: YES this is a BUG in the mod Metallurgy 4 report it to them!

```
[17:14:05] [Client thread/WARN] [FML]: * at
net.minecraftforge.oredict.OreDictionary.registerOreImpl(OreDictio
nary.java:534)
[17:14:05] [Client thread/WARN] [FML]: * at
net.minecraftforge.oredict.OreDictionary.registerOre(OreDictionary.
java:501)
[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.metals.MetalSet.load(MetalSet.java
:380)
[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.injectMetalSet(BlockList.j
ava:201)
[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.initMetalSets(BlockList.jav
a:163)
[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.init(BlockList.java:91)...
[17:14:05] [Client thread/WARN] [FML]:
*****
[17:14:05] [Client thread/WARN] [FML]:
*****
[17:14:05] [Client thread/WARN] [FML]: * A broken ore dictionary
registration with name ingotMeutoite has occurred. It adds an item
(type: class com.teammetallurgy.metallurgy.metals.MetalItem)
which is currently unknown to the game registry. This dictionary
item can only support a single value when registered with ores like
this, and NO I am not going to turn this spam off. Just register your
ore dictionary entries after the GameRegistry.
TO USERS: YES this is a BUG in the mod Metallurgy 4 report it to
them!
[17:14:05] [Client thread/WARN] [FML]: * at
net.minecraftforge.oredict.OreDictionary.registerOreImpl(OreDictio
nary.java:534)
[17:14:05] [Client thread/WARN] [FML]: * at
net.minecraftforge.oredict.OreDictionary.registerOre(OreDictionary.
java:501)
[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.metals.MetalSet.load(MetalSet.java
```

:380)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.injectMetalSet(BlockList.j
ava:201)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.initMetalSets(BlockList.jav
a:163)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.init(BlockList.java:91)...

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]: * A broken ore dictionary
registration with name ingotDesichalkos has occurred. It adds an
item (type: class com.teammetallurgy.metallurgy.metals.MetalItem)
which is currently unknown to the game registry. This dictionary
item can only support a single value when registered with ores like
this, and NO I am not going to turn this spam off. Just register your
ore dictionary entries after the GameRegistry.

TO USERS: YES this is a BUG in the mod Metallurgy 4 report it to
them!

[17:14:05] [Client thread/WARN] [FML]: * at
net.minecraftforge.oredict.OreDictionary.registerOreImpl(OreDictio
nary.java:534)

[17:14:05] [Client thread/WARN] [FML]: * at
net.minecraftforge.oredict.OreDictionary.registerOre(OreDictionary.
java:501)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.metals.MetalSet.load(MetalSet.java
:380)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.injectMetalSet(BlockList.j
ava:201)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.initMetalSets(BlockList.jav
a:163)

[17:14:05] [Client thread/WARN] [FML]: * at

com.teammetallurgy.metallurgy.BlockList.init(BlockList.java:91)...

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]: * A broken ore dictionary registration with name ingotPrometheum has occurred. It adds an item (type: class com.teammetallurgy.metallurgy.metals.MetalItem) which is currently unknown to the game registry. This dictionary item can only support a single value when registered with ores like this, and NO I am not going to turn this spam off. Just register your ore dictionary entries after the GameRegistry.

TO USERS: YES this is a BUG in the mod Metallurgy 4 report it to them!

[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOreImpl(OreDictionary.java:534)

[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOre(OreDictionary.java:501)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.metals.MetalSet.load(MetalSet.java:380)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.injectMetalSet(BlockList.java:201)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.initMetalSets(BlockList.java:163)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.init(BlockList.java:91)...

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]: * A broken ore dictionary registration with name ingotDeeplron has occurred. It adds an item (type: class com.teammetallurgy.metallurgy.metals.MetalItem)

which is currently unknown to the game registry. This dictionary item can only support a single value when registered with ores like this, and NO I am not going to turn this spam off. Just register your ore dictionary entries after the GameRegistry.

TO USERS: YES this is a BUG in the mod Metallurgy 4 report it to them!

```
[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOreImpl(OreDictionary.java:534)
```

```
[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOre(OreDictionary.java:501)
```

```
[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.metals.MetalSet.load(MetalSet.java:380)
```

```
[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.injectMetalSet(BlockList.java:201)
```

```
[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.initMetalSets(BlockList.java:163)
```

```
[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.init(BlockList.java:91)...
```

```
[17:14:05] [Client thread/WARN] [FML]:
```

```
*****
```

```
[17:14:05] [Client thread/WARN] [FML]:
```

```
*****
```

```
[17:14:05] [Client thread/WARN] [FML]: * A broken ore dictionary registration with name ingotInfuscolium has occurred. It adds an item (type: class com.teammetallurgy.metallurgy.metals.MetalItem) which is currently unknown to the game registry. This dictionary item can only support a single value when registered with ores like this, and NO I am not going to turn this spam off. Just register your ore dictionary entries after the GameRegistry.
```

TO USERS: YES this is a BUG in the mod Metallurgy 4 report it to them!

```
[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOreImpl(OreDictio
```

```
nary.java:534)
[17:14:05] [Client thread/WARN] [FML]: * at
net.minecraftforge.oredict.OreDictionary.registerOre(OreDictionary.
java:501)
[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.metals.MetalSet.load(MetalSet.java
:380)
[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.injectMetalSet(BlockList.j
ava:201)
[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.initMetalSets(BlockList.jav
a:163)
[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.init(BlockList.java:91)...
[17:14:05] [Client thread/WARN] [FML]:
*****
[17:14:05] [Client thread/WARN] [FML]:
*****
[17:14:05] [Client thread/WARN] [FML]: * A broken ore dictionary
registration with name ingotBlackSteel has occurred. It adds an item
(type: class com.teammetallurgy.metallurgy.metals.MetalItem)
which is currently unknown to the game registry. This dictionary
item can only support a single value when registered with ores like
this, and NO I am not going to turn this spam off. Just register your
ore dictionary entries after the GameRegistry.
TO USERS: YES this is a BUG in the mod Metallurgy 4 report it to
them!
[17:14:05] [Client thread/WARN] [FML]: * at
net.minecraftforge.oredict.OreDictionary.registerOreImpl(OreDictio
nary.java:534)
[17:14:05] [Client thread/WARN] [FML]: * at
net.minecraftforge.oredict.OreDictionary.registerOre(OreDictionary.
java:501)
[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.metals.MetalSet.load(MetalSet.java
:380)
[17:14:05] [Client thread/WARN] [FML]: * at
```

```
com.teammetallurgy.metallurgy.BlockList.injectMetalSet(BlockList.j
ava:201)
[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.initMetalSets(BlockList.jav
a:163)
[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.init(BlockList.java:91)...
[17:14:05] [Client thread/WARN] [FML]:
*****
[17:14:05] [Client thread/WARN] [FML]:
*****
[17:14:05] [Client thread/WARN] [FML]: * A broken ore dictionary
registration with name ingotOureclase has occurred. It adds an item
(type: class com.teammetallurgy.metallurgy.metals.MetalItem)
which is currently unknown to the game registry. This dictionary
item can only support a single value when registered with ores like
this, and NO I am not going to turn this spam off. Just register your
ore dictionary entries after the GameRegistry.
TO USERS: YES this is a BUG in the mod Metallurgy 4 report it to
them!
[17:14:05] [Client thread/WARN] [FML]: * at
net.minecraftforge.oredict.OreDictionary.registerOreImpl(OreDictio
nary.java:534)
[17:14:05] [Client thread/WARN] [FML]: * at
net.minecraftforge.oredict.OreDictionary.registerOre(OreDictionary.
java:501)
[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.metals.MetalSet.load(MetalSet.java
:380)
[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.injectMetalSet(BlockList.j
ava:201)
[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.initMetalSets(BlockList.jav
a:163)
[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.init(BlockList.java:91)...
[17:14:05] [Client thread/WARN] [FML]:
```

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]: * A broken ore dictionary registration with name ingotAstralSilver has occurred. It adds an item (type: class com.teammetallurgy.metallurgy.metals.MetalItem) which is currently unknown to the game registry. This dictionary item can only support a single value when registered with ores like this, and NO I am not going to turn this spam off. Just register your ore dictionary entries after the GameRegistry.

TO USERS: YES this is a BUG in the mod Metallurgy 4 report it to them!

[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOreImpl(OreDictionary.java:534)

[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOre(OreDictionary.java:501)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.metals.MetalSet.load(MetalSet.java:380)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.injectMetalSet(BlockList.java:201)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.initMetalSets(BlockList.java:163)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.init(BlockList.java:91)...

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]: * A broken ore dictionary registration with name ingotCarmot has occurred. It adds an item (type: class com.teammetallurgy.metallurgy.metals.MetalItem) which is currently unknown to the game registry. This dictionary item can only support a single value when registered with ores like

this, and NO I am not going to turn this spam off. Just register your ore dictionary entries after the GameRegistry.

TO USERS: YES this is a BUG in the mod Metallurgy 4 report it to them!

```
[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOreImpl(OreDictionary.java:534)
```

```
[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOre(OreDictionary.java:501)
```

```
[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.metals.MetalSet.load(MetalSet.java:380)
```

```
[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.injectMetalSet(BlockList.java:201)
```

```
[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.initMetalSets(BlockList.java:163)
```

```
[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.init(BlockList.java:91)...
```

```
[17:14:05] [Client thread/WARN] [FML]:
```

```
*****
```

```
[17:14:05] [Client thread/WARN] [FML]:
```

```
*****
```

```
[17:14:05] [Client thread/WARN] [FML]: * A broken ore dictionary registration with name ingotMithril has occurred. It adds an item (type: class com.teammetallurgy.metallurgy.metals.MetalItem) which is currently unknown to the game registry. This dictionary item can only support a single value when registered with ores like this, and NO I am not going to turn this spam off. Just register your ore dictionary entries after the GameRegistry.
```

TO USERS: YES this is a BUG in the mod Metallurgy 4 report it to them!

```
[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOreImpl(OreDictionary.java:534)
```

```
[17:14:05] [Client thread/WARN] [FML]: * at
```

net.minecraftforge.oredict.OreDictionary.registerOre(OreDictionary.java:501)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.metals.MetalSet.load(MetalSet.java:380)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.injectMetalSet(BlockList.java:201)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.initMetalSets(BlockList.java:163)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.init(BlockList.java:91)...

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]: * A broken ore dictionary registration with name ingotRubracium has occurred. It adds an item (type: class com.teammetallurgy.metallurgy.metals.MetalItem) which is currently unknown to the game registry. This dictionary item can only support a single value when registered with ores like this, and NO I am not going to turn this spam off. Just register your ore dictionary entries after the GameRegistry.

TO USERS: YES this is a BUG in the mod Metallurgy 4 report it to them!

[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOreImpl(OreDictionary.java:534)

[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOre(OreDictionary.java:501)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.metals.MetalSet.load(MetalSet.java:380)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.injectMetalSet(BlockList.java:201)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.initMetalSets(BlockList.java:163)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.init(BlockList.java:91)...

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]: * A broken ore dictionary registration with name ingotQuicksilver has occurred. It adds an item (type: class com.teammetallurgy.metallurgy.metals.MetalItem) which is currently unknown to the game registry. This dictionary item can only support a single value when registered with ores like this, and NO I am not going to turn this spam off. Just register your ore dictionary entries after the GameRegistry.

TO USERS: YES this is a BUG in the mod Metallurgy 4 report it to them!

[17:14:05] [Client thread/WARN] [FML]: * at
net.minecraftforge.oredict.OreDictionary.registerOreImpl(OreDictionary.java:534)

[17:14:05] [Client thread/WARN] [FML]: * at
net.minecraftforge.oredict.OreDictionary.registerOre(OreDictionary.java:501)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.metals.MetalSet.load(MetalSet.java:380)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.injectMetalSet(BlockList.java:201)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.initMetalSets(BlockList.java:163)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.init(BlockList.java:91)...

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]: * A broken ore dictionary registration with name ingotHaderoth has occurred. It adds an item (type: class com.teammetallurgy.metallurgy.metals.MetalItem) which is currently unknown to the game registry. This dictionary item can only support a single value when registered with ores like this, and NO I am not going to turn this spam off. Just register your ore dictionary entries after the GameRegistry.

TO USERS: YES this is a BUG in the mod Metallurgy 4 report it to them!

[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOreImpl(OreDictionary.java:534)

[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOre(OreDictionary.java:501)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.metals.MetalSet.load(MetalSet.java:380)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.injectMetalSet(BlockList.java:201)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.initMetalSets(BlockList.java:163)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.init(BlockList.java:91)...

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]: * A broken ore dictionary registration with name ingotOrichalcum has occurred. It adds an item (type: class com.teammetallurgy.metallurgy.metals.MetalItem) which is currently unknown to the game registry. This dictionary item can only support a single value when registered with ores like this, and NO I am not going to turn this spam off. Just register your ore dictionary entries after the GameRegistry.

TO USERS: YES this is a BUG in the mod Metallurgy 4 report it to them!

```
[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOreImpl(OreDictionary.java:534)
```

```
[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOre(OreDictionary.java:501)
```

```
[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.metals.MetalSet.load(MetalSet.java:380)
```

```
[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.injectMetalSet(BlockList.java:201)
```

```
[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.initMetalSets(BlockList.java:163)
```

```
[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.init(BlockList.java:91)...
```

```
[17:14:05] [Client thread/WARN] [FML]:
```

```
*****
```

```
[17:14:05] [Client thread/WARN] [FML]:
```

```
*****
```

```
[17:14:05] [Client thread/WARN] [FML]: * A broken ore dictionary registration with name ingotCelenegil has occurred. It adds an item (type: class com.teammetallurgy.metallurgy.metals.MetalItem) which is currently unknown to the game registry. This dictionary item can only support a single value when registered with ores like this, and NO I am not going to turn this spam off. Just register your ore dictionary entries after the GameRegistry.
```

TO USERS: YES this is a BUG in the mod Metallurgy 4 report it to them!

```
[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOreImpl(OreDictionary.java:534)
```

```
[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOre(OreDictionary.java:501)
```

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.metals.MetalSet.load(MetalSet.java
:380)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.injectMetalSet(BlockList.j
ava:201)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.initMetalSets(BlockList.jav
a:163)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.init(BlockList.java:91)...

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]: * A broken ore dictionary
registration with name ingotAdamantine has occurred. It adds an
item (type: class com.teammetallurgy.metallurgy.metals.MetalItem)
which is currently unknown to the game registry. This dictionary
item can only support a single value when registered with ores like
this, and NO I am not going to turn this spam off. Just register your
ore dictionary entries after the GameRegistry.

TO USERS: YES this is a BUG in the mod Metallurgy 4 report it to
them!

[17:14:05] [Client thread/WARN] [FML]: * at
net.minecraftforge.oredict.OreDictionary.registerOreImpl(OreDictio
nary.java:534)

[17:14:05] [Client thread/WARN] [FML]: * at
net.minecraftforge.oredict.OreDictionary.registerOre(OreDictionary.
java:501)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.metals.MetalSet.load(MetalSet.java
:380)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.injectMetalSet(BlockList.j
ava:201)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.initMetalSets(BlockList.jav

a:163)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.init(BlockList.java:91)...

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]: * A broken ore dictionary registration with name ingotAtlas has occurred. It adds an item (type: class com.teammetallurgy.metallurgy.metals.MetalItem) which is currently unknown to the game registry. This dictionary item can only support a single value when registered with ores like this, and NO I am not going to turn this spam off. Just register your ore dictionary entries after the GameRegistry.

TO USERS: YES this is a BUG in the mod Metallurgy 4 report it to them!

[17:14:05] [Client thread/WARN] [FML]: * at
net.minecraftforge.oredict.OreDictionary.registerOreImpl(OreDictionary.java:534)

[17:14:05] [Client thread/WARN] [FML]: * at
net.minecraftforge.oredict.OreDictionary.registerOre(OreDictionary.java:501)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.metals.MetalSet.load(MetalSet.java:380)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.injectMetalSet(BlockList.java:201)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.initMetalSets(BlockList.java:163)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.init(BlockList.java:91)...

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]: * A broken ore dictionary

registration with name ingotTartarite has occurred. It adds an item (type: class com.teammetallurgy.metallurgy.metals.MetalItem) which is currently unknown to the game registry. This dictionary item can only support a single value when registered with ores like this, and NO I am not going to turn this spam off. Just register your ore dictionary entries after the GameRegistry.

TO USERS: YES this is a BUG in the mod Metallurgy 4 report it to them!

```
[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOreImpl(OreDictionary.java:534)
```

```
[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOre(OreDictionary.java:501)
```

```
[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.metals.MetalSet.load(MetalSet.java:380)
```

```
[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.injectMetalSet(BlockList.java:201)
```

```
[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.initMetalSets(BlockList.java:163)
```

```
[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.init(BlockList.java:91)...
```

```
[17:14:05] [Client thread/WARN] [FML]:
```

```
*****
```

```
[17:14:05] [Client thread/WARN] [FML]:
```

```
*****
```

[17:14:05] [Client thread/WARN] [FML]: * A broken ore dictionary registration with name ingotIgnatius has occurred. It adds an item (type: class com.teammetallurgy.metallurgy.metals.MetalItem) which is currently unknown to the game registry. This dictionary item can only support a single value when registered with ores like this, and NO I am not going to turn this spam off. Just register your ore dictionary entries after the GameRegistry.

TO USERS: YES this is a BUG in the mod Metallurgy 4 report it to them!

[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOreImpl(OreDictionary.java:534)

[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOre(OreDictionary.java:501)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.metals.MetalSet.load(MetalSet.java:380)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.injectMetalSet(BlockList.java:201)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.initMetalSets(BlockList.java:163)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.init(BlockList.java:91)...

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]: * A broken ore dictionary registration with name ingotShadowIron has occurred. It adds an item (type: class com.teammetallurgy.metallurgy.metals.MetalItem) which is currently unknown to the game registry. This dictionary item can only support a single value when registered with ores like this, and NO I am not going to turn this spam off. Just register your ore dictionary entries after the GameRegistry.
TO USERS: YES this is a BUG in the mod Metallurgy 4 report it to them!

[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOreImpl(OreDictionary.java:534)

[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOre(OreDictionary.java:501)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.metals.MetalSet.load(MetalSet.java

:380)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.injectMetalSet(BlockList.j
ava:201)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.initMetalSets(BlockList.jav
a:163)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.init(BlockList.java:91)...

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]: * A broken ore dictionary
registration with name ingotLemurite has occurred. It adds an item
(type: class com.teammetallurgy.metallurgy.metals.MetalItem)
which is currently unknown to the game registry. This dictionary
item can only support a single value when registered with ores like
this, and NO I am not going to turn this spam off. Just register your
ore dictionary entries after the GameRegistry.

TO USERS: YES this is a BUG in the mod Metallurgy 4 report it to
them!

[17:14:05] [Client thread/WARN] [FML]: * at
net.minecraftforge.oredict.OreDictionary.registerOreImpl(OreDictio
nary.java:534)

[17:14:05] [Client thread/WARN] [FML]: * at
net.minecraftforge.oredict.OreDictionary.registerOre(OreDictionary.
java:501)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.metals.MetalSet.load(MetalSet.java
:380)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.injectMetalSet(BlockList.j
ava:201)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.initMetalSets(BlockList.jav
a:163)

[17:14:05] [Client thread/WARN] [FML]: * at

com.teammetallurgy.metallurgy.BlockList.init(BlockList.java:91)...
[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]: * A broken ore dictionary registration with name ingotMidasium has occurred. It adds an item (type: class com.teammetallurgy.metallurgy.metals.MetalItem) which is currently unknown to the game registry. This dictionary item can only support a single value when registered with ores like this, and NO I am not going to turn this spam off. Just register your ore dictionary entries after the GameRegistry.

TO USERS: YES this is a BUG in the mod Metallurgy 4 report it to them!

[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOreImpl(OreDictionary.java:534)

[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOre(OreDictionary.java:501)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.metals.MetalSet.load(MetalSet.java:380)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.injectMetalSet(BlockList.java:201)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.initMetalSets(BlockList.java:163)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.init(BlockList.java:91)...

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]: * A broken ore dictionary registration with name ingotVyroxeres has occurred. It adds an item (type: class com.teammetallurgy.metallurgy.metals.MetalItem)

which is currently unknown to the game registry. This dictionary item can only support a single value when registered with ores like this, and NO I am not going to turn this spam off. Just register your ore dictionary entries after the GameRegistry.

TO USERS: YES this is a BUG in the mod Metallurgy 4 report it to them!

```
[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOreImpl(OreDictionary.java:534)
```

```
[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOre(OreDictionary.java:501)
```

```
[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.metals.MetalSet.load(MetalSet.java:380)
```

```
[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.injectMetalSet(BlockList.java:201)
```

```
[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.initMetalSets(BlockList.java:163)
```

```
[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.init(BlockList.java:91)...
```

```
[17:14:05] [Client thread/WARN] [FML]:
```

```
*****
```

```
[17:14:05] [Client thread/WARN] [FML]:
```

```
*****
```

```
[17:14:05] [Client thread/WARN] [FML]: * A broken ore dictionary registration with name ingotCeruclase has occurred. It adds an item (type: class com.teammetallurgy.metallurgy.metals.MetalItem) which is currently unknown to the game registry. This dictionary item can only support a single value when registered with ores like this, and NO I am not going to turn this spam off. Just register your ore dictionary entries after the GameRegistry.
```

TO USERS: YES this is a BUG in the mod Metallurgy 4 report it to them!

```
[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOreImpl(OreDictio
```

```
nary.java:534)
[17:14:05] [Client thread/WARN] [FML]: * at
net.minecraftforge.oredict.OreDictionary.registerOre(OreDictionary.
java:501)
[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.metals.MetalSet.load(MetalSet.java
:380)
[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.injectMetalSet(BlockList.j
ava:201)
[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.initMetalSets(BlockList.jav
a:163)
[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.init(BlockList.java:91)...
[17:14:05] [Client thread/WARN] [FML]:
*****
[17:14:05] [Client thread/WARN] [FML]:
*****
[17:14:05] [Client thread/WARN] [FML]: * A broken ore dictionary
registration with name ingotAlduorite has occurred. It adds an item
(type: class com.teammetallurgy.metallurgy.metals.MetalItem)
which is currently unknown to the game registry. This dictionary
item can only support a single value when registered with ores like
this, and NO I am not going to turn this spam off. Just register your
ore dictionary entries after the GameRegistry.
TO USERS: YES this is a BUG in the mod Metallurgy 4 report it to
them!
[17:14:05] [Client thread/WARN] [FML]: * at
net.minecraftforge.oredict.OreDictionary.registerOreImpl(OreDictio
nary.java:534)
[17:14:05] [Client thread/WARN] [FML]: * at
net.minecraftforge.oredict.OreDictionary.registerOre(OreDictionary.
java:501)
[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.metals.MetalSet.load(MetalSet.java
:380)
[17:14:05] [Client thread/WARN] [FML]: * at
```

```
com.teammetallurgy.metallurgy.BlockList.injectMetalSet(BlockList.j
ava:201)
[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.initMetalSets(BlockList.jav
a:163)
[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.init(BlockList.java:91)...
[17:14:05] [Client thread/WARN] [FML]:
*****
[17:14:05] [Client thread/WARN] [FML]:
*****
[17:14:05] [Client thread/WARN] [FML]: * A broken ore dictionary
registration with name ingotKalendrite has occurred. It adds an item
(type: class com.teammetallurgy.metallurgy.metals.MetalItem)
which is currently unknown to the game registry. This dictionary
item can only support a single value when registered with ores like
this, and NO I am not going to turn this spam off. Just register your
ore dictionary entries after the GameRegistry.
TO USERS: YES this is a BUG in the mod Metallurgy 4 report it to
them!
[17:14:05] [Client thread/WARN] [FML]: * at
net.minecraftforge.oredict.OreDictionary.registerOreImpl(OreDictio
nary.java:534)
[17:14:05] [Client thread/WARN] [FML]: * at
net.minecraftforge.oredict.OreDictionary.registerOre(OreDictionary.
java:501)
[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.metals.MetalSet.load(MetalSet.java
:380)
[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.injectMetalSet(BlockList.j
ava:201)
[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.initMetalSets(BlockList.jav
a:163)
[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.init(BlockList.java:91)...
[17:14:05] [Client thread/WARN] [FML]:
```

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]: * A broken ore dictionary registration with name ingotVulcanite has occurred. It adds an item (type: class com.teammetallurgy.metallurgy.metals.MetalItem) which is currently unknown to the game registry. This dictionary item can only support a single value when registered with ores like this, and NO I am not going to turn this spam off. Just register your ore dictionary entries after the GameRegistry.

TO USERS: YES this is a BUG in the mod Metallurgy 4 report it to them!

[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOreImpl(OreDictionary.java:534)

[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOre(OreDictionary.java:501)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.metals.MetalSet.load(MetalSet.java:380)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.injectMetalSet(BlockList.java:201)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.initMetalSets(BlockList.java:163)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.init(BlockList.java:91)...

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]: * A broken ore dictionary registration with name ingotSanguinite has occurred. It adds an item (type: class com.teammetallurgy.metallurgy.metals.MetalItem) which is currently unknown to the game registry. This dictionary item can only support a single value when registered with ores like

this, and NO I am not going to turn this spam off. Just register your ore dictionary entries after the GameRegistry.

TO USERS: YES this is a BUG in the mod Metallurgy 4 report it to them!

```
[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOreImpl(OreDictionary.java:534)
```

```
[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOre(OreDictionary.java:501)
```

```
[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.metals.MetalSet.load(MetalSet.java:380)
```

```
[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.injectMetalSet(BlockList.java:201)
```

```
[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.initMetalSets(BlockList.java:163)
```

```
[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.init(BlockList.java:91)...
```

```
[17:14:05] [Client thread/WARN] [FML]:
```

```
*****
```

```
[17:14:05] [Client thread/WARN] [FML]:
```

```
*****
```

```
[17:14:05] [Client thread/WARN] [FML]: * A broken ore dictionary registration with name ingotShadowSteel has occurred. It adds an item (type: class com.teammetallurgy.metallurgy.metals.MetalItem) which is currently unknown to the game registry. This dictionary item can only support a single value when registered with ores like this, and NO I am not going to turn this spam off. Just register your ore dictionary entries after the GameRegistry.
```

TO USERS: YES this is a BUG in the mod Metallurgy 4 report it to them!

```
[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOreImpl(OreDictionary.java:534)
```

```
[17:14:05] [Client thread/WARN] [FML]: * at
```

net.minecraftforge.oredict.OreDictionary.registerOre(OreDictionary.java:501)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.metals.MetalSet.load(MetalSet.java:380)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.injectMetalSet(BlockList.java:201)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.initMetalSets(BlockList.java:163)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.init(BlockList.java:91)...

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]: * A broken ore dictionary registration with name ingotInolashite has occurred. It adds an item (type: class com.teammetallurgy.metallurgy.metals.MetalItem) which is currently unknown to the game registry. This dictionary item can only support a single value when registered with ores like this, and NO I am not going to turn this spam off. Just register your ore dictionary entries after the GameRegistry.

TO USERS: YES this is a BUG in the mod Metallurgy 4 report it to them!

[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOreImpl(OreDictionary.java:534)

[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOre(OreDictionary.java:501)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.metals.MetalSet.load(MetalSet.java:380)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.injectMetalSet(BlockList.java:201)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.initMetalSets(BlockList.java:163)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.init(BlockList.java:91)...

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]: * A broken ore dictionary registration with name ingotAmordrine has occurred. It adds an item (type: class com.teammetallurgy.metallurgy.metals.MetalItem) which is currently unknown to the game registry. This dictionary item can only support a single value when registered with ores like this, and NO I am not going to turn this spam off. Just register your ore dictionary entries after the GameRegistry.

TO USERS: YES this is a BUG in the mod Metallurgy 4 report it to them!

[17:14:05] [Client thread/WARN] [FML]: * at
net.minecraftforge.oredict.OreDictionary.registerOreImpl(OreDictionary.java:534)

[17:14:05] [Client thread/WARN] [FML]: * at
net.minecraftforge.oredict.OreDictionary.registerOre(OreDictionary.java:501)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.metals.MetalSet.load(MetalSet.java:380)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.injectMetalSet(BlockList.java:201)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.initMetalSets(BlockList.java:163)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.init(BlockList.java:91)...

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]: * A broken ore dictionary registration with name ingotZinc has occurred. It adds an item (type: class com.teammetallurgy.metallurgy.metals.MetalItem) which is currently unknown to the game registry. This dictionary item can only support a single value when registered with ores like this, and NO I am not going to turn this spam off. Just register your ore dictionary entries after the GameRegistry.

TO USERS: YES this is a BUG in the mod Metallurgy 4 report it to them!

[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOreImpl(OreDictionary.java:534)

[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOre(OreDictionary.java:501)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.metals.MetalSet.load(MetalSet.java:380)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.injectMetalSet(BlockList.java:201)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.initMetalSets(BlockList.java:163)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.init(BlockList.java:91)...

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]: * A broken ore dictionary registration with name ingotSilver has occurred. It adds an item (type: class com.teammetallurgy.metallurgy.metals.MetalItem) which is currently unknown to the game registry. This dictionary item can only support a single value when registered with ores like this, and NO I am not going to turn this spam off. Just register your ore dictionary entries after the GameRegistry.

TO USERS: YES this is a BUG in the mod Metallurgy 4 report it to them!

[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOreImpl(OreDictionary.java:534)

[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOre(OreDictionary.java:501)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.metals.MetalSet.load(MetalSet.java:380)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.injectMetalSet(BlockList.java:201)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.initMetalSets(BlockList.java:163)

[17:14:05] [Client thread/WARN] [FML]: * at com.teammetallurgy.metallurgy.BlockList.init(BlockList.java:91)...

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]: * A broken ore dictionary registration with name ingotPlatinum has occurred. It adds an item (type: class com.teammetallurgy.metallurgy.metals.MetalItem) which is currently unknown to the game registry. This dictionary item can only support a single value when registered with ores like this, and NO I am not going to turn this spam off. Just register your ore dictionary entries after the GameRegistry.

TO USERS: YES this is a BUG in the mod Metallurgy 4 report it to them!

[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOreImpl(OreDictionary.java:534)

[17:14:05] [Client thread/WARN] [FML]: * at net.minecraftforge.oredict.OreDictionary.registerOre(OreDictionary.java:501)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.metals.MetalSet.load(MetalSet.java
:380)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.injectMetalSet(BlockList.j
ava:201)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.initMetalSets(BlockList.jav
a:163)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.init(BlockList.java:91)...

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]: * A broken ore dictionary
registration with name ingotBrass has occurred. It adds an item
(type: class com.teammetallurgy.metallurgy.metals.MetalItem)
which is currently unknown to the game registry. This dictionary
item can only support a single value when registered with ores like
this, and NO I am not going to turn this spam off. Just register your
ore dictionary entries after the GameRegistry.

TO USERS: YES this is a BUG in the mod Metallurgy 4 report it to
them!

[17:14:05] [Client thread/WARN] [FML]: * at
net.minecraftforge.oredict.OreDictionary.registerOreImpl(OreDictio
nary.java:534)

[17:14:05] [Client thread/WARN] [FML]: * at
net.minecraftforge.oredict.OreDictionary.registerOre(OreDictionary.
java:501)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.metals.MetalSet.load(MetalSet.java
:380)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.injectMetalSet(BlockList.j
ava:201)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.initMetalSets(BlockList.jav

a:163)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.init(BlockList.java:91)...

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]:

[17:14:05] [Client thread/WARN] [FML]: * A broken ore dictionary registration with name ingotElectrum has occurred. It adds an item (type: class com.teammetallurgy.metallurgy.metals.MetalItem) which is currently unknown to the game registry. This dictionary item can only support a single value when registered with ores like this, and NO I am not going to turn this spam off. Just register your ore dictionary entries after the GameRegistry.

TO USERS: YES this is a BUG in the mod Metallurgy 4 report it to them!

[17:14:05] [Client thread/WARN] [FML]: * at
net.minecraftforge.oredict.OreDictionary.registerOreImpl(OreDictionary.java:534)

[17:14:05] [Client thread/WARN] [FML]: * at
net.minecraftforge.oredict.OreDictionary.registerOre(OreDictionary.java:501)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.metals.MetalSet.load(MetalSet.java:380)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.injectMetalSet(BlockList.java:201)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.initMetalSets(BlockList.java:163)

[17:14:05] [Client thread/WARN] [FML]: * at
com.teammetallurgy.metallurgy.BlockList.init(BlockList.java:91)...

[17:14:05] [Client thread/WARN] [FML]:

[17:14:06] [Client thread/INFO] [FML]: SSR: Loaded Main configuration file.

[17:14:06] [Client thread/INFO] [FML]: SSR: Loaded custom tier

settings.

[17:14:06] [Client thread/INFO] [FML]: Tier: 0

[17:14:06] [Client thread/INFO] [FML]: 0:63

[17:14:06] [Client thread/INFO] [FML]: Tier: 1

[17:14:06] [Client thread/INFO] [FML]: 64:127

[17:14:06] [Client thread/INFO] [FML]: Tier: 2

[17:14:06] [Client thread/INFO] [FML]: 128:255

[17:14:06] [Client thread/INFO] [FML]: Tier: 3

[17:14:06] [Client thread/INFO] [FML]: 256:511

[17:14:06] [Client thread/INFO] [FML]: Tier: 4

[17:14:06] [Client thread/INFO] [FML]: 512:1023

[17:14:06] [Client thread/INFO] [FML]: Tier: 5

[17:14:06] [Client thread/INFO] [FML]: 1024:1024

[17:14:06] [Client thread/INFO] [FML]: SSR: Registering game objects...

[17:14:06] [Client thread/INFO] [FML]: SSR: Done!

[17:14:09] [Client thread/INFO] [FML]: Applying holder lookups

[17:14:09] [Client thread/INFO] [FML]: Holder lookups applied

[17:14:09] [Client thread/INFO] [FML]: Injecting itemstacks

[17:14:09] [Client thread/INFO] [FML]: Itemstack injection complete

[17:14:09] [Sound Library Loader/INFO] [STDOUT]:

[paulscode.sound.SoundSystemLogger:message:69]:

[17:14:09] [Sound Library Loader/INFO] [STDOUT]:

[paulscode.sound.SoundSystemLogger:message:69]: Starting up SoundSystem...

[17:14:09] [Thread-7/INFO] [STDOUT]:

[paulscode.sound.SoundSystemLogger:message:69]: Initializing LWJGL OpenAL

[17:14:09] [Thread-7/INFO] [STDOUT]:

[paulscode.sound.SoundSystemLogger:message:69]: (The LWJGL binding of OpenAL. For more information, see <http://www.lwjgl.org>)

[17:14:09] [Thread-7/INFO] [STDOUT]:

[paulscode.sound.SoundSystemLogger:message:69]: OpenAL initialized.

[17:14:09] [Client thread/WARN]: File mystcraft:sounds/linking/pop.ogg does not exist, cannot add it to event mystcraft:linking.pop

[17:14:09] [Sound Library Loader/INFO] [STDOUT]:

[paulscode.sound.SoundSystemLogger:message:69]:
[17:14:09] [Sound Library Loader/INFO]: Sound engine started
[17:14:09] [Client thread/INFO] [battlegear2]: M&B - Patching Class
ItemRenderer (bly)
[17:14:09] [Client thread/INFO] [battlegear2]: Adding new fields
to ItemRenderer
[17:14:09] [Client thread/INFO] [battlegear2]: Patching method
renderItemInFirstPerson in ItemRenderer
[17:14:09] [Client thread/INFO] [battlegear2]: Patching method
updateEquippedItem in ItemRenderer
[17:14:09] [Client thread/INFO] [battlegear2]: M&B - Patching Class
ItemRenderer done
[17:14:10] [Client thread/INFO]: Created: 16x16 textures/blocks-
atlas
[17:14:10] [Client thread/INFO]: Created: 16x16 textures/items-
atlas
[17:14:11] [Client thread/INFO] [FML]: [Automagy] Warning:
Humorous one-liner not found.
[17:14:11] [Automagy Version Checker Thread/INFO] [FML]:
[Automagy] Version Checker: The latest release version is 0.28.2.
You are running 0.27.1.
[17:14:13] [Client thread/INFO] [BinniePatcher]: Succeeded in
transforming binnie.botany.genetics.FlowerMutation
[17:14:13] [Client thread/INFO] [BinniePatcher]: Succeeded in
transforming binnie.core.circuits.BinnieCircuit
[17:14:13] [Client thread/INFO] [BinniePatcher]: Succeeded in
transforming binnie.botany.farm.CircuitGarden
[17:14:13] [Client thread/INFO] [BinniePatcher]: Succeeded in
transforming binnie.extrabees.genetics.effect.ExtraBeesEffect
[17:14:13] [Client thread/INFO] [BinniePatcher]: Succeeded in
transforming binnie.extrabees.genetics.ExtraBeesFlowers
[17:14:13] [Client thread/INFO] [BinniePatcher]: Succeeded in
transforming binnie.extrabees.genetics.ExtraBeeMutation
[17:14:13] [Client thread/INFO] [BinniePatcher]: Succeeded in
transforming binnie.core.circuits.BinnieCircuitLayout
[17:14:13] [Client thread/ERROR] [CodeChickenCore]: Unable to do
mod description scrolling due to lack of stencil buffer
[17:14:13] [Client thread/INFO] [eplus]: Initializing GUI Handler.

[17:14:13] [Client thread/INFO] [ThaumicTinkerer]: Skipping TC Multipart integration

[17:14:13] [Client thread/INFO] [MagicBees]: Init completed

[17:14:14] [Client thread/INFO] [Mystcraft]: Adding Entity Renderers

[17:14:16] [Client thread/INFO] [eplus]: Add custom enchantment tool-tip for Treecapitating. Request sent from eplus

[17:14:16] [Client thread/INFO] [eplus]: Add custom enchantment tool-tip for enchantment.frugal. Request sent from eplus

[17:14:16] [Client thread/INFO] [eplus]: Add custom enchantment tool-tip for enchantment.charging. Request sent from eplus

[17:14:16] [Client thread/INFO] [eplus]: Add custom enchantment tool-tip for enchantment.haste. Request sent from eplus

[17:14:16] [Client thread/INFO] [eplus]: Add custom enchantment tool-tip for enchantment.repair. Request sent from eplus

[17:14:16] [Client thread/INFO] [eplus]: Add custom enchantment tool-tip for enchantment.potency. Request sent from eplus

[17:14:16] [Client thread/ERROR] [Mystcraft]:
java.lang.NullPointerException

[17:14:16] [Client thread/INFO] [FML]: Injecting itemstacks

[17:14:16] [Client thread/INFO] [FML]: Itemstack injection complete

[17:14:16] [Client thread/ERROR] [LaunchWrapper]: Unable to launch

java.lang.reflect.InvocationTargetException
 at sun.reflect.NativeMethodAccessorImpl.invoke0(Native Method)
 ~[?:1.8.0_73]
 at
 sun.reflect.NativeMethodAccessorImpl.invoke(NativeMethodAccessorImpl.java:62) ~[?:1.8.0_73]
 at
 sun.reflect.DelegatingMethodAccessorImpl.invoke(DelegatingMethod

```
AccessorImpl.java:43) ~[?:1.8.0_73]
  at java.lang.reflect.Method.invoke(Method.java:497) ~[?:
1.8.0_73]
  at net.minecraftforge.fml.relauncher.Launcher.launch(Launcher.java:135)
[launcher-1.12.jar:?]
  at net.minecraftforge.fml.relauncher.Launcher.main(Launcher.java:28)
[launcher-1.12.jar:?]
Caused by: java.lang.NullPointerException
  at
net.minecraftforge.fml.relauncher.CrashReportCategory.func_85069_a(CrashReport
Category.java:145) ~[k.class:?]
  at
net.minecraftforge.fml.relauncher.CrashReport.func_85057_a(CrashReport.java:
333) ~[b.class:?]
  at
net.minecraftforge.fml.relauncher.CrashReport.func_85058_a(CrashReport.java:
303) ~[b.class:?]
  at net.minecraftforge.client.Minecraft.func_99999_d(Unknown Source)
~[bao.class:?]
  at net.minecraftforge.client.main.Main.main(SourceFile:148)
~[Main.class:?]
  ... 6 more
Exception in thread "Client thread" [17:14:16] [Client thread/INFO]
[STDERR]: [java.lang.Throwable$WrappedPrintStream:println:748]:
cpw.mods.fml.relauncher.FMLSecurityManager
$ExitTrappedException
[17:14:16] [Client thread/INFO] [STDERR]: [java.lang.Throwable
$WrappedPrintStream:println:748]: at
cpw.mods.fml.relauncher.FMLSecurityManager.checkPermission(FML
SecurityManager.java:25)
[17:14:16] [Client thread/INFO] [STDERR]: [java.lang.Throwable
$WrappedPrintStream:println:748]: at
java.lang.SecurityManager.checkExit(SecurityManager.java:761)
[17:14:16] [Client thread/INFO] [STDERR]: [java.lang.Throwable
$WrappedPrintStream:println:748]: at
java.lang.Runtime.exit(Runtime.java:107)
[17:14:16] [Client thread/INFO] [STDERR]: [java.lang.Throwable
$WrappedPrintStream:println:748]: at
```

```
java.lang.System.exit(System.java:971)
[17:14:16] [Client thread/INFO] [STDERR]: [java.lang.Throwable
$WrappedPrintStream:println:748]: at
net.minecraft.launchwrapper.Launch.launch(Launch.java:138)
[17:14:16] [Client thread/INFO] [STDERR]: [java.lang.Throwable
$WrappedPrintStream:println:748]: at
net.minecraft.launchwrapper.Launch.main(Launch.java:28)
```