

Minecraft has crashed!

Minecraft has stopped running because it encountered a problem; Exception in world tick

A full error report has been saved to /Users/WLLP/Documents/FTB/MindCrack/minecraft/crash-reports/crash-2013-01-26_17.32.38-client.txt - Please include a copy of that file (Not this screen!) if you report this crash to anyone; without it, they will not be able to help fix the crash

--- BEGIN ERROR REPORT 75dd250c -----

Full report at:

/Users/WLLP/Documents/FTB/MindCrack/minecraft/crash-reports/
crash-2013-01-26_17.32.38-client.txt

Please show that file to Mojang, NOT just this screen!

Generated 1/26/13 5:32 PM

-- Head --

Stacktrace:

at

cpw.mods.fml.common.network.EntitySpawnPacket.execute(EntitySpawnPacket.java:175)

at

cpw.mods.fml.common.network.FMLNetworkHandler.handleFMLPacket(FMLNetworkHandler.java:102)

at

cpw.mods.fml.common.network.FMLNetworkHandler.handlePacket250Packet(FMLNetworkHandler.java:67)

at ayh.a(NetClientHandler.java:1483)

at di.a(SourceFile:59)

at

com.mumfrey.liteloader.core.HookPluginChannels.a(HookPluginChannels.java:99)

at cg.b(TcpConnection.java:458)

at ayh.d(NetClientHandler.java:240)

-- Affected level --

Details:

Level name: MpServer

All players: 2 total; [ays['Sir_Squ'/11428544, l='MpServer', x=-333.64, y=64.62, z=332.79], VoxelPlayerEntityOtherPlayerMP['IamMooningham'/11175545, l='MpServer', x=-436.47, y=65.00, z=467.53]]

Chunk stats: MultiplayerChunkCache: 325

Level seed: 0

Level generator: ID 00 - default, ver 1. Features enabled: false

Level generator options:

Level spawn location: World: (352,64,293), Chunk: (at 0,4,5 in 22,18; contains blocks 352,0,288 to 367,255,303), Region: (0,0; contains chunks 0,0 to 31,31, blocks 0,0,0 to 511,255,511)

Level time: 53430479 game time, 78792 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: 19 total; [qn['Skeleton'/11420315, l='MpServer', x=-406.31, y=46.00, z=383.69], EntityTurret['entity.PortalGun.portal_entityturret.name'/11256723, l='MpServer', x=-204.53, y=67.00, z=229.50], ays['Sir_Squ'/11428544, l='MpServer', x=-333.64, y=64.62, z=332.79], ow['Bat'/11428597, l='MpServer', x=-318.37, y=28.11, z=272.90], ow['Bat'/11428596, l='MpServer', x=-310.47, y=28.35, z=275.35], EntityBrainyZombie['Angry Zombie'/11428598, l='MpServer', x=-307.44, y=30.00, z=293.22], EntityBrainyZombie['Angry Zombie'/11419070, l='MpServer', x=-339.50, y=23.00, z=304.50], qn['Skeleton'/11428593, l='MpServer', x=-327.50, y=34.00, z=294.50], ow['Bat'/11428595, l='MpServer', x=-308.25, y=29.10, z=274.25], VoxelPlayerEntityOtherPlayerMP['IamMooningham'/11175545, l='MpServer', x=-436.47, y=65.00, z=467.53], VoxelPlayerEntityOtherPlayerMP['IamMooningham'/11175545, l='MpServer', x=-436.47, y=65.00, z=467.53], ow['Bat'/11428594, l='MpServer', x=-308.66, y=29.10, z=275.75], ph['Squid'/11428588, l='MpServer', x=-381.89, y=60.45, z=286.15], ph['Squid'/11428589, l='MpServer', x=-384.07, y=60.63, z=288.61], EntityRadio['entity.PortalGun.portal_entityradio.name'/256, l='MpServer', x=-285.66, y=25.00, z=354.19], EntityPedestal['entity.PortalGun.portal_entityapg.name'/10933663, l='MpServer', x=-445.50, y=78.00, z=452.50], EntityTurret['entity.PortalGun.portal_entityturret.name'/11256400, l='MpServer', x=-195.50, y=71.00, z=241.41], ph['Squid'/11428582, l='MpServer', x=-386.82, y=60.43, z=286.21], ph['Squid'/11428583, l='MpServer', x=-386.67, y=61.35, z=289.18]]
Retry entities: 0 total; []
Stacktrace:
at app.a(WorldClient.java:440)
at net.minecraft.client.Minecraft.l(Minecraft.java:1885)
at net.minecraft.client.Minecraft.J(Minecraft.java:846)
at net.minecraft.client.Minecraft.run(Minecraft.java:771)
at java.lang.Thread.run(Thread.java:680)

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Retry entities: 0 total; []

-- System Details --

Details:

Minecraft Version: 1.4.7

Operating System: Mac OS X (x86_64) version 10.8.2

Java Version: 1.6.0_37, Apple Inc.

Java VM Version: Java HotSpot(TM) 64-Bit Server VM (mixed mode), Apple Inc.

Memory: 119415480 bytes (113 MB) / 340475904 bytes (324 MB) up to 4277534720 bytes (4079 MB)

Mod Pack: CWW256 forgot to change this.

LiteLoader Mods: 4 loaded mod(s)

- VoxelPacket version 2.0.2

- VoxelPlayer version 0.9.6

- Integrated Sound Packs version 1.1.1

- VoxelMenu version 1.4.7_01

JVM Flags: 5 total; -Xms256M -Xmx4096M -XX:+UseConcMarkSweepGC -XX:+CMSIncrementalMode -XX:+AggressiveOpts

AABB Pool Size: 9251 (518056 bytes; 0 MB) allocated, 399 (22344 bytes; 0 MB) used

Suspicious classes: FML and Forge are installed

IntCache: cache: 0, tcache: 0, allocated: 0, tallocated: 0

FML:

mcp [Minecraft Coder Pack] (minecraft.jar) Unloaded->Constructed->Pre-

initialized->Initialized->Post-initialized->Available
FML [Forge Mod Loader] (coremods) Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
Forge [Minecraft Forge] (coremods) Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
CodeChickenCore [CodeChicken Core] (coremods) Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
NotEnoughItems [Not Enough Items] (coremods) Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
BuildCraft|Core [BuildCraft] (buildcraft.jar) Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
ComputerCraft [ComputerCraft] (computercraft.zip) Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
CCTurtle [ComputerCraft Turtles] (computercraft.zip) Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
ThermalExpansion [Thermal Expansion] (thermalexpansion.zip) Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
OmniTools [OmniTools] (omnitools.zip) Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
IC2 [IndustrialCraft 2] (ic2.jar) Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
AdvancedMachines [IC2 Advanced Machines Addon] (advancedmachines.zip) Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
AdvancedSolarPanel [Advanced Solar Panels] (advancedsolarpanel.zip) Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
BuildCraft|Builders [BC Builders] (buildcraft.jar) Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
BuildCraft|Energy [BC Energy] (buildcraft.jar) Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
BuildCraft|Factory [BC Factory] (buildcraft.jar) Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
BuildCraft|Transport [BC Transport] (buildcraft.jar) Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
BuildCraft|Silicon [BC Silicon] (buildcraft.jar) Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
ChickenChunks [ChickenChunks] (chickenchunks.jar) Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
EnderStorage [EnderStorage] (enderstorage.jar) Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
ExtrabiomesXL [ExtrabiomesXL] (extrabiomesxl.jar) Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
Forestry [Forestry for Minecraft] (forestry.jar) Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
BinnieCore [Binnie Core] (extrabees.zip) Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
ExtraBees [Extra Bees] (extrabees.zip) Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
factorization [Factorization] (factorization.jar) Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
GraviSuite [Gravitation Suite] (gravisuite.zip) Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
Railcraft [Railcraft] (railcraft.zip) Unloaded->Constructed->Pre-

initialized->Initialized->Post-initialized->Available
RedPowerCore [RedPower] (redpowercore.zip) Unloaded->Constructed->Pre-
initialized->Initialized->Post-initialized->Available
RedPowerBase [RP Base] (redpowercore.zip) Unloaded->Constructed->Pre-
initialized->Initialized->Post-initialized->Available
RedPowerMachine [RP Machine] (redpowermechanical.zip) Unloaded-
>Constructed->Pre-initialized->Initialized->Post-initialized->Available
RedPowerCompat [RP Compat] (redpowercompat.zip) Unloaded->Constructed-
>Pre-initialized->Initialized->Post-initialized->Available
RedPowerWiring [RP Wiring] (redpowerdigital.zip) Unloaded->Constructed-
>Pre-initialized->Initialized->Post-initialized->Available
RedPowerLogic [RP Logic] (redpowerdigital.zip) Unloaded->Constructed->Pre-
initialized->Initialized->Post-initialized->Available
RedPowerLighting [RP Lighting] (redpowerdigital.zip) Unloaded-
>Constructed->Pre-initialized->Initialized->Post-initialized->Available
RedPowerWorld [RP World] (redpowermechanical.zip) Unloaded->Constructed-
>Pre-initialized->Initialized->Post-initialized->Available
RedPowerControl [RP Control] (redpowermechanical.zip) Unloaded-
>Constructed->Pre-initialized->Initialized->Post-initialized->Available
ThermalExpansion|Factory [Factory] (thermalexpansion.zip) Unloaded-
>Constructed->Pre-initialized->Initialized->Post-initialized->Available
ThermalExpansion|Energy [Energy] (thermalexpansion.zip) Unloaded-
>Constructed->Pre-initialized->Initialized->Post-initialized->Available
ThermalExpansion|Transport [Transport] (thermalexpansion.zip) Unloaded-
>Constructed->Pre-initialized->Initialized->Post-initialized->Available
TwilightForest [The Twilight Forest] (twilightforest.zip) Unloaded-
>Constructed->Pre-initialized->Initialized->Post-initialized->Available
XyCraft [XyCraft] (xycraft.zip) Unloaded->Constructed->Pre-initialized-
>Initialized->Post-initialized->Available
GregTech_Addon [GregTech-Addon] (gregtech.zip) Unloaded->Constructed->Pre-
initialized->Initialized->Post-initialized->Available
IC2NuclearControl [Nuclear Control] (ic2nuclearcontrol.zip) Unloaded-
>Constructed->Pre-initialized->Initialized->Post-initialized->Available
mod_InvTweaks [Inventory Tweaks] (invtweaks.zip) Unloaded->Constructed-
>Pre-initialized->Initialized->Post-initialized->Available
IronChest [Iron Chest] (ironchest.zip) Unloaded->Constructed->Pre-
initialized->Initialized->Post-initialized->Available
MiscPeripherals [MiscPeripherals] (miscperipherals.zip) Unloaded-
>Constructed->Pre-initialized->Initialized->Post-initialized->Available
ModularForceFieldSystem [Modular ForceField System V2]
(modularforcefieldsystem.zip) Unloaded->Constructed->Pre-initialized-
>Initialized->Post-initialized->Available
NEIPlugins [NEI Plugins] (neiplugins.jar) Unloaded->Constructed->Pre-
initialized->Initialized->Post-initialized->Available
ObsidiPlates [Obsidian Pressure Plates] (obsidiplates.zip) Unloaded-
>Constructed->Pre-initialized->Initialized->Post-initialized->Available
TC [Traincraft] (traincraft.jar) Unloaded->Constructed->Pre-initialized-
>Initialized->Post-initialized->Available
drceph.petrogen [Petroleum Generator] (petrogen.zip) Unloaded-
>Constructed->Pre-initialized->Initialized->Post-initialized->Available
PortalGun [Portal Gun] (portalgun.zip) Unloaded->Constructed->Pre-
initialized->Initialized->Post-initialized->Available
mod_ReiMinimap [mod_ReiMinimap] (reiminimap.zip) Unloaded->Constructed-
>Pre-initialized->Initialized->Post-initialized->Available

SoulShards [SoulShards] (soulshards.zip) Unloaded->Constructed->Pre-
 initialized->Initialized->Post-initialized->Available
 StevesCarts [Steve's Carts] (stevescarts.zip) Unloaded->Constructed->Pre-
 initialized->Initialized->Post-initialized->Available
 Thaumcraft [Thaumcraft] (thaumcraft.zip) Unloaded->Constructed->Pre-
 initialized->Initialized->Post-initialized->Available
 ThermalExpansion|NEI [NEI] (thermalexpansion-nei.zip) Unloaded-
 >Constructed->Pre-initialized->Initialized->Post-initialized->Available
 WR-CBE|Core [WR-CBE Core] (wirelessredstonecore.jar) Unloaded-
 >Constructed->Pre-initialized->Initialized->Post-initialized->Available
 WR-CBE|Addons [WR-CBE Addons] (wirelessredstoneaddons.jar) Unloaded-
 >Constructed->Pre-initialized->Initialized->Post-initialized->Available
 WR-CBE|RedPower [WR-CBE RedPower] (wirelessredstoneredpower.jar) Unloaded-
 >Constructed->Pre-initialized->Initialized->Post-initialized->Available
 LWJGL: 2.4.2
 OpenGL: NVIDIA GeForce GT 650M OpenGL Engine GL version 2.1 NVIDIA-8.6.22,
 NVIDIA Corporation
 Is Modded: Definitely; Client brand changed to 'forge,fml'
 Type: Client (map_client.txt)
 Texture Pack: Default
 Profiler Position: N/A (disabled)
 Vec3 Pool Size: 575 (32200 bytes; 0 MB) allocated, 575 (32200 bytes; 0 MB)
 used

```

java.lang.NullPointerException
at
cpw.mods.fml.common.network.EntitySpawnPacket.execute(EntitySpawnPacket.java:175)
at
cpw.mods.fml.common.network.FMLNetworkHandler.handleFMLPacket(FMLNetworkHandler.java:102)
at
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at net.minecraft.client.Minecraft.J(Minecraft.java:846)
at net.minecraft.client.Minecraft.run(Minecraft.java:771)
at java.lang.Thread.run(Thread.java:680)
--- END ERROR REPORT f8b3e623 -----

```