

Runnin' Outta' Memory

Posted by Hunter - 27 Sep 2011 01:40

When playing, I keep running out of memory. have to quit and rejoin, and then it happens again a little while later. I searched it up but to not much avail - can anyone tell me how to assign more memory for Java/Minecraft?

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Re: Runnin' Outta' Memory

Posted by FroggyFace - 27 Sep 2011 10:20

Change your distance to normal from far to normal

Problem solved

(For me anyway 😊)

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Re: Runnin' Outta' Memory

Posted by reacT - 27 Sep 2011 11:05

I solved this problem by re-downloading Java, and making sure i had the correct version for my OS, which i needed the 64bit version, but automatically in the past gave me 32bit, downloaded updated 64bit version, installed, restarted pc. no more out of memory error.

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Re: Runnin' Outta' Memory

Posted by Hunter - 27 Sep 2011 15:58

I think my view distance is at normal :O

ANd I think react might be right.....I have 64bit OS and only 32bit Java :O

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Re: Runnin' Outta' Memory

Posted by Liquid Snake - 27 Sep 2011 16:16

can also try to change your java runtime parameters that solved the same problem for me a while back, also if your pc isnt that good it can also be caused by a HD texture pack like 214x214 or 512x512 texture

pack

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Re: Runnin' Outta' Memory

Posted by Tunes - 27 Sep 2011 18:23

update your java, I run mc on my laptop with a single 1.7Ghz cpu and 2Gb of ram, plus a crapload of apps (chrome, outlook, firefox and a few other) with view set to normal and runs "nice"

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Re: Runnin' Outta' Memory

Posted by Hunter - 27 Sep 2011 20:56

Liquid Snake wrote:

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I tried the java runtime thing before and it didnt help really....

I turned off the sound and stuff like that, and it seems to be working now.

Also, my laptop has an Intel Core i7-2630QM 2.00 GHz processor, 6GB of RAM and a NVIDIA GT520M 1GB graphics card,

so I think I'm fine in that department 🤔

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Re: Runnin' Outta' Memory

Posted by Tunes - 27 Sep 2011 21:53

Hunter wrote:

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So its a pebkac

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Re: Runnin' Outta' Memory

Posted by Hunter - 28 Sep 2011 03:13

Tunes wrote:

So its a pebkac

Eh....wut?

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