

ERROR IN MY MINECRAFT...DON;T KNOW WHY

Posted by Maxii007 - 09 May 2013 20:52

---- Minecraft Crash Report ----

// Would you like a cupcake?

Time: 5/9/13 9:42 PM

Description: Rendering screen

```
java.lang.OutOfMemoryError: Direct buffer memory
  at java.nio.Bits.reserveMemory(Bits.java:632)
  at java.nio.DirectByteBuffer.(DirectByteBuffer.java:97)
  at java.nio.ByteBuffer.allocateDirect(ByteBuffer.java:288)
  at bio.(SourceFile:122)
  at bio.(SourceFile:108)
  at biq.a(SourceFile:127)
  at biq.a(SourceFile:133)
  at bim.c(SourceFile:60)
  at bir.b(SourceFile:102)
  at bge.d(SourceFile:350)
  at bge.c(SourceFile:301)
  at bjx.a(SourceFile:146)
  at axt.a(SourceFile:175)
  at bjw.a(SourceFile:109)
  at bfq.b(SourceFile:768)
  at net.minecraft.client.Minecraft.K(SourceFile:597)
  at net.minecraft.client.Minecraft.run(SourceFile:526)
```

at java.lang.Thread.run(Thread.java:680)

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

-- Head --

Stacktrace:

at java.nio.Bits.reserveMemory(Bits.java:632)
at java.nio.DirectByteBuffer.(DirectByteBuffer.java:97)
at java.nio.ByteBuffer.allocateDirect(ByteBuffer.java:288)
at bio.(SourceFile:122)
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at bge.c(SourceFile:301)
at bjx.a(SourceFile:146)
at axt.a(SourceFile:175)
at bjw.a(SourceFile:109)

-- Screen render details --

Details:

Screen name: bjw

Mouse location: Scaled: (181, 169). Absolute: (362, 141)

Screen size: Scaled: (427, 240). Absolute: (854, 480). Scale factor of 2

Stacktrace:

at bfq.b(SourceFile:768)

at net.minecraft.client.Minecraft.K(SourceFile:597)

at net.minecraft.client.Minecraft.run(SourceFile:526)

at java.lang.Thread.run(Thread.java:680)

-- System Details --

Details:

Minecraft Version: 1.5.2

Operating System: Mac OS X (x86_64) version 10.6.8

Java Version: 1.6.0_43, Apple Inc.

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

Memory: 499720592 bytes (476 MB) / 1069416448 bytes (1019 MB) up to 1069416448 bytes (1019 MB)

JVM Flags: 3 total;

-Xbootclasspath/a:/System/Library/PrivateFrameworks/JavaApplicationLauncher.framework/Resources/LauncherSupport.jar -Xms512M -Xmx1024M

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

Suspicious classes: No suspicious classes found.

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

LWJGL: 2.4.2

OpenGL: NVIDIA GeForce 9400 OpenGL Engine GL version 2.1 NVIDIA-1.6.36, NVIDIA Corporation

Is Modded: Probably not. Jar signature remains and client brand is untouched.

Type: Client (map_client.txt)

Texture Pack: Sphax PureBDcraft 512x MC15.zip

Profiler Position: N/A (disabled)

Vec3 Pool Size: ~~ERROR~~ NullPointerException: null

ANY HELP?

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Re: ERROR IN MY MINECRAFT...DON;T KNOW WHY

Posted by Chifilly - 09 May 2013 21:51

java.lang.OutOfMemoryError: Direct buffer memory This pretty much sums it up. You need to assign more memory to Java (since it's trying to run on about 500mb of RAM and a buffer of 1gb), and for the fact you're trying to use a 512x texture pack on that little RAM, no wonder it's failing miserably

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Re: ERROR IN MY MINECRAFT...DON;T KNOW WHY

Posted by Maxii007 - 10 May 2013 06:04

how can i increase the RAM???

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Re: ERROR IN MY MINECRAFT...DON;T KNOW WHY

Posted by Tunes - 10 May 2013 07:13

Make a batch file (if in windows) with this

```
java -Xincgc -Xms2G -Xmx2G -jar minecraft.jar
```

But yeah, you are crashing cause lack of memory.

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Re: ERROR IN MY MINECRAFT...DON;T KNOW WHY

Posted by Chifilly - 10 May 2013 12:24

And I would HIGHLY suggest not using a 512x texture pack. Not even my PC can run a 512x texture pack reliably

Also Tunes, he's on a Mac, so I don't think they have batch files. No clue how he'd do it

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Re: ERROR IN MY MINECRAFT...DON;T KNOW WHY

Posted by react - 10 May 2013 12:39

Create a text file (as if you were making the .bat) with vi or TextEdit, save it with a .sh or .command extension, chmod +x it, then double-click it to run it. (mac equivalent of .bat)

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Re: ERROR IN MY MINECRAFT...DON;T KNOW WHY

Posted by VooDoo - 10 May 2013 22:42

react wrote:

Create a text file (as if you were making the .bat) with vi or TextEdit, save it with a .sh or .command extension, chmod +x it, then double-click it to run it. (mac equivalent of .bat)

Yeah but you know what's funny? He's using a Mac. Macs are terrible 😏

I'd choose my toaster over a Mac any-day.

But on a more serious note, I just don't like apple products, they seem unnecessarily awkward for certain things.

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Re: ERROR IN MY MINECRAFT...DON;T KNOW WHY

Posted by Tunes - 11 May 2013 00:37

VooDoo wrote:

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Yeah but you know what's funny? He's using a Mac. Macs are terrible 😏

I'd choose my toaster over a Mac any-day.

But on a more serious note, I just don't like apple products, they seem unnecessarily awkward for certain things.

They were designed by and for the dumbest people on the planet. nuff said

However, they're hardware is just... awesome. I have a macbook pro (3rd generation with the retina 15" 8gb and 256 ssd and boots in 2 seconds, really) I paid 0€ for it and it's (believe it or not, I found it in building I was consulting for network cabling, it was stuffed under the false floor with a missing hd, also it hadn't any reference to who it belongs too, the building was unoccupied for a year, so I kept it.)

It's running Ubuntu 10.10, fully supported hardware, everything works and it's just, effin amazing, the screen, the keyboard touch, speed, going from fully off to fully ready asking credentials in less than 5 seconds, any app opens in milliseconds.

UEFI botting FTW! 😏

But sincerely, I do prefer to buy a regular pc in parts, the freedom to choose every aspect of a machine appeals me, of course the problem of things not mating well (ram, cpu, mobo, disks, psu's. etc) is always there and tends to be a bit more expensive.

😏

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Re: ERROR IN MY MINECRAFT...DON;T KNOW WHY

Posted by Maxii007 - 11 May 2013 06:02

google being my friend, i was able to increase the ram.....WOOT

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Re: ERROR IN MY MINECRAFT...DON;T KNOW WHY

Posted by sh4z - 11 May 2013 08:42

Congratulations! feels good to get your MC Fix. lol

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