

---- Minecraft Crash Report ----

// Why did you do that?

Time: 04/03/13 21:59

Description: Ticking screen

asy

```
at asw.d(SourceFile:35)
at asw.b(SourceFile:23)
at net.minecraft.client.Minecraft.a(Minecraft.java:2072)
at net.minecraft.client.Minecraft.a(Minecraft.java:2023)
at cpw.mods.fml.client.FMLClientHandler.disconnectIDMismatch(FMLClientHandler.java:529)
at cpw.mods.fml.common.FMLCommonHandler.disconnectIDMismatch(FMLCommonHandler.java:464)
at cpw.mods.fml.common.network.ModIdMapPacket.execute(ModIdMapPacket.java:89)
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 cg.b(TcpConnection.java:458)
at ayh.d(NetClientHandler.java:240)
at ayk.c(GuiConnecting.java:49)
at net.minecraft.client.Minecraft.l(Minecraft.java:1537)
at net.minecraft.client.Minecraft.J(Minecraft.java:846)
at net.minecraft.client.Minecraft.run(Minecraft.java:771)
at java.lang.Thread.run(Unknown Source)
```

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

-- Head --

Stacktrace:

```
at asw.d(SourceFile:35)
at asw.b(SourceFile:23)
at net.minecraft.client.Minecraft.a(Minecraft.java:2072)
at net.minecraft.client.Minecraft.a(Minecraft.java:2023)
at cpw.mods.fml.client.FMLClientHandler.disconnectIDMismatch(FMLClientHandler.java:529)
at cpw.mods.fml.common.FMLCommonHandler.disconnectIDMismatch(FMLCommonHandler.java:464)
at cpw.mods.fml.common.network.ModIdMapPacket.execute(ModIdMapPacket.java:89)
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 cg.b(TcpConnection.java:458)
at ayh.d(NetClientHandler.java:240)
at ayk.c(GuiConnecting.java:49)
```

-- Affected screen --

Details:

Screen name: ~~ERROR~~ NullPointerException: null

-- Affected level --

Details:

```
Level name: MpServer
All players: 1 total; [ays[GamingTom'/59147759, l='MpServer', x=-16.50, y=74.24, z=21.50]]
Chunk stats: MultiplayerChunkCache: 0
Level seed: 0
```

Level generator: ID 00 - default, ver 1. Features enabled: false
Level generator options:
Level spawn location: World: (-17,65,17), Chunk: (at 15,4,1 in -2,1; contains blocks -32,0,16 to -17,255,31), Region: (-1,0; contains chunks -32,0 to -1,31, blocks -512,0,0 to -1,255,511)
Level time: 19417610 game time, 19175517 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: 1 total; [ays['GamingTom'/59147759, l='MpServer', x=-16.50, y=74.24, z=21.50]]
Retry entities: 0 total; []

Stacktrace:

at ayp.a(WorldClient.java:439)
at net.minecraft.client.Minecraft.b(Minecraft.java:2401)
at net.minecraft.client.Minecraft.run(Minecraft.java:787)
at java.lang.Thread.run(Unknown Source)

-- System Details --

Details:

Minecraft Version: 1.4.7
Operating System: Windows 7 (amd64) version 6.1
Java Version: 1.7.0_05, Oracle Corporation
Java VM Version: Java HotSpot(TM) 64-Bit Server VM (mixed mode), Oracle Corporation
Memory: 206574864 bytes (197 MB) / 371326976 bytes (354 MB) up to 2112618496 bytes (2014 MB)
JVM Flags: 5 total; -Xms256M -Xmx2048M -XX:+UseConcMarkSweepGC -XX:+CMSIncrementalMode

-XX:+AggressiveOpts

AABB Pool Size: 10817 (605752 bytes; 0 MB) allocated, 10817 (605752 bytes; 0 MB) used
Suspicious classes: FML and Forge are installed
IntCache: cache: 0, tcache: 0, allocated: 0, tallocated: 0
FML: MCP v7.26a FML v4.7.32.553 Minecraft Forge 6.6.1.527 Feed The Beast Mod Pack 95 mods loaded, 95 mods

active

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
MiscPeripheralsASM [MiscPeripherals ASM] (coremods)
Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
NotEnoughItems [Not Enough Items] (coremods)
Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
PowerCrystalsCore [PowerCrystals Core] (coremods)
Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
CreeperCollateral [CreeperCollateral] (CreeperCollateral.jar)
Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
denLib [denLib] (denLib.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
BuildCraft|Core [BuildCraft] (buildcraft.jar) 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
factorization [Factorization] (factorization.jar)

Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
ExtrabiomesXL [ExtrabiomesXL] (extrabiomes.jar)

Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
Forestry [Forestry for Minecraft] (forestry.jar)

Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
CoFHCore [CoFH Core] (CoFHCore.zip) Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
ThermalExpansion [Thermal Expansion] (thermalexpansion.zip)

Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
OmniTools [OmniTools] (omnitoools.zip) Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
IC2 [IndustrialCraft 2] (IC2.jar) Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
Railcraft [Railcraft] (railcraft.jar) 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 [§3XyCraft] (xycraft.zip) Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
GregTech_Addon [GregTech-Addon] (GregTech.zip)

Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
MiscPeripherals [MiscPeripherals] (MiscPeripherals.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
AppliedEnergistics [Applied Energistics] (AppliedEnergistics.zip)

Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
ChargePads [Charge Pads] (ChargePads.zip)

Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
ChickenChunks [ChickenChunks] (chickenchunks.jar)

Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
EE3 [Equivalent Exchange 3] (ee3.jar) Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available

EnderStorage [EnderStorage] (enderstorage.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
FlatBedrock [FlatBedrock] (FlatBedrock.zip)
Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
Flora Clouds [Flora and Soma Clouds] (FloraSoma-Clouds.zip)
Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
Flora Crops [Flora and Soma Crops] (FloraSoma-Crops.zip)
Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
Flora Trees [Flora and Soma Trees] (FloraSoma-Trees.zip)
Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
GraviGun [GraviGun] (GraviGun.zip) Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
GraviSuite [Gravitation Suite] (gravisuite.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
MFRReloaded [Minefactory Reloaded] (MineFactoryReloaded.jar)
Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
MFRReloaded|CompatExtraBiomes [MFR Compat: ExtraBiomes] (MineFactoryReloaded.jar)
Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
MFRReloaded|CompatForestry [MFR Compat: Forestry] (MineFactoryReloaded.jar)
Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
MFRReloaded|CompatIC2 [MFR Compat: IC2] (MineFactoryReloaded.jar)
Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
MFRReloaded|CompatPams [MFR Compat: Pam's Mods] (MineFactoryReloaded.jar)
Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
MFRReloaded|CompatRP2 [MFR Compat: RP2] (MineFactoryReloaded.jar)
Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
SoulShards [SoulShards] (soulshards.zip) Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
MFRReloaded|CompatSoulShards [MFR Compat: Soul Shards] (MineFactoryReloaded.jar)
Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
Thaumcraft [Thaumcraft] (Thaumcraft.zip) Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
MFRReloaded|CompatThaumcraft [MFR Compat: Thaumcraft] (MineFactoryReloaded.jar)
Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
MFRReloaded|CompatTwilightForest [MFR Compat: TwilightForest] (MineFactoryReloaded.jar)
Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
ModularForceFieldSystem [Modular ForceField System V2] (modularforcefieldsystem.zip)
Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
mmmPowersuits [MachineMuse's Modular Powersuits] (ModularPowersuits.jar)
Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
Mystcraft [Mystcraft] (mystcraft.zip) Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
NEIPlugins [NEI Plugins] (neiplugins.jar) Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
NetherOres [Nether Ores] (NetherOres.jar)
Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
ObsidiPlates [Obsidian Pressure Plates] (obsidiplates.zip)
Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
LiquidRoundup [Liquid Roundup] (PluginsforForestry.jar)
Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
PluginsforForestry|Core [PluginsforForestry|Core] (PluginsforForestry.jar)
Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
PluginsforForestry|BlueFood [PluginsforForestry|BlueFood] (PluginsforForestry.jar)
Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
PluginsforForestry|BuildCraft [PluginsforForestry|BuildCraft] (PluginsforForestry.jar)

Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
 PluginsforForestry|Forestry [PluginsforForestry|Forestry] (PluginsforForestry.jar)
Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
 PluginsforForestry|Ic2 [PluginsforForestry|Ic2] (PluginsforForestry.jar)
Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
 PluginsforForestry|Railcraft [PluginsforForestry|Railcraft] (PluginsforForestry.jar)
Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
 PluginsforForestry|RedPower2 [PluginsforForestry|RedPower2] (PluginsforForestry.jar)
Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
 PluginsforForestry|Thaumcraft [PluginsforForestry|Thaumcraft] (PluginsforForestry.jar)
Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
 PluginsforForestry|Tweaks [PluginsforForestry|Tweaks] (PluginsforForestry.jar)
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
 StevesCarts [Steve's Carts] (StevesCarts.zip)
Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
 ThaumicBees [ThaumicBees] (ThaumicBees.jar)
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
 XReliquary [Xeno's Reliquary] (XReliquary.jar)
Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
 XyCraftWorld [§2XyCraft World] (xycraft.zip)
Unloaded->Constructed->Pre-initialized->Initialized->Post-initialized->Available
 LWJGL: 2.4.2
 OpenGL: AMD Radeon HD 6670 GL version 4.2.12002 Compatibility Profile Context 9.12.0.0, ATI Technologies Inc.
 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: 0 (0 bytes; 0 MB) allocated, 0 (0 bytes; 0 MB) used