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Minecraft use way too much memory, that makes it slow in the first place. True; it shouldn't need more than about 60 MB * (render distance squared / 64); that is, 60 MB at 8 chunks, 240 MB at 16 chunks, 960 MB at 32 chunks (actually, a bit less since not all the initial 60 MB is for loaded chunks; you do need to add a bit more for headroom for the garbage collector). The first two values should be easily handled by any computer available or still in use today (including the oldest, lowest-end systems, I imagine somebody is still using some laptop with only 2 GB), if you still think 240 MB is too high, you can only do so much when you need to store millions of objects (blocks) in memory (not not really even as "blocks", just pointers, aka "block IDs", or at least the game used to, before 1.13 eliminated them; older versions needed 2.5 bytes per block, 3 bytes if they made use of an extension to IDs, which Mojang never used, only mods), just the way "voxel" games work, and really it is a miracle that 20+ year old computers were able to run the game decently at all (rendering is just as important, all those ultra-realistic-looking games out there have way less polygons being drawn to screen than even the most simple voxel game, granted, there are ways to reduce the polygon count, such as "level of detail", which only some mods, like "Far Plane Two", use). Evidence? I've modded in countless hundreds of features yet they have had absolutely no impact of memory usage; in fact, I've significantly reduced it, especially allocation rates (how fast the "used memory" value goes up): At 8 chunk render distance with 96 MB allocated (maybe a bit too low as I did this to prove a point, 128 MB would be good enough though): At 16 chunk render distance: 512 MB was allocated (the amount I recommend), of which about 375 MB was used by the JVM, with around 3 times the actual usage (as noted above, the formula I gave is only approximate due to only loaded chunks using more memory), so there is plenty of room, of course, you'd need to multiply this by 1.5 to accommodate the maximum height limit since 1.18, although terrain doesn't seem to go higher than the old limit (much like how 1.2 doubled the limit to 256 but it wasn't until 1.7 that it could generate higher than 128, and even then only in a few biomes): Unfortunately, many people just say, "well, modern hardware is just so much better now so it doesn't matter", which is an all-too-common way of thinking and the game could run so much better (ideally, 2x hardware performance increase = 2x software performance. It is true that some features are expected to reduce performance; like increasing the world height, but not as much as a simple 2x increase, as evidenced from my own experience with modding the game to have 2-3 times the ground depth, the latter way more on average than 1.18, and the game had long had an entire dimension that was 128 blocks deep): s law I've run into this particular exit code a few times despite being on modern nVidia drivers at the time. For me, it usually occurs under one of the following two scenarios...
 1. Using some screen recording or overlay program. GeForce Experience, Afterburner, OBS, etc. The exit code does also mention this so outdated drivers are unlikely to be the cause (unless you're still on seven year old nVidia drivers). If you're using any overlay or recording stuff, try without and see if that stops the issue. I was able to run these programs fine, but when I used Afterburner to record, it'd record fine, but if I recorded for too long, and then stopped, it'd trip up.
 2. Using some shaders in older (1.10/1.11 at least) Minecraft versions. Never in newer (at least 1.16+) versions. It was still pretty rare, and may have been limited to when changing from full screen to window or vice versa (I swear this is the moment when I've had so many crashes with this game). Funny thing is I moved to AMD and now in an older version (1.12), I'm just getting a loss of signal to restart crash. I had this issue on a broad scale before (RMA of the video card fixed it) so I'm not sure if it's the same issue returning, or this is simply one of many "interesting" issues with older Minecraft versions and nVidia and AMD just crash differently in response to it. Still need to test and see if my crashes extend beyond this situation, but I digress. If it's instead happening frequently and soon after starting to play, and in recent versions, and if it's in more vanilla situations (no mods, no shaders, no overlay programs), then I wouldn't have many guesses left. The first that jumps out to me (at least for the thread starter) is why are you using Windows 10 on a 12th+ generation Intel? Those really want the scheduler from Windows 11 to operate more optimally due to their hybrid core nature. It may or not be the cause though. In either case, I'd probably try a test by disabling the e-cores and seeing if that plays into the occurrence of this crash. Sort of related, but are you overclocking? If so, revert to stock/defaults (this includes setting RAM profiles like XMP to default). It might be worth investigating if your motherboard is pushing your CPU too hard, even at its default settings. I say this because some of the 13th and 14th generation upper SKU CPUs are proving to be pretty unstable in certain workloads that push them certain ways, and they need underclocked (lowering the p-core and/or e-core ratio) to be made stable. The "out of video memory trying to allocate a rendering resource" error message that even those with RTX 4090s are seeing? Or the other error messages when compiling shaders in Unreal Engine/DirectX 12 games? It's the CPU. And with an Asus motherboard I'd be more wary it's the pushing the CPU hard (Asus was apparently the one brand doing it worst on AMD's side too, if you recall the situation with the 7800X3D burning up). I haven't heard of this problem with the prior 12th generation, but the point here is I'd probably rule out any overclocking (XMP included) just to be sure. Beyond that, I'd have little if any ideas. nVidia's drivers have been on and off spotty lately and the error code does seem to be nVidia specific (though your log doesn't seem to mention the nVidia drivers as the cause, it seems to be pointing largely to Java?), so maybe trying slightly older ones to see if it is a factor in the exit code occurring or not? If not, I'd be out of guesses. 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No usar mods, glitches o comandos para obtener ventajas injustas. 4. No crear ni usar portales 5. Usa solo aldeanos zombies o crias otros 6. No usar lanas crafteadas en el monumento. Este mapa está diseñado para jugarse tanto en singleplayer como en multiugador y está adaptado para ambas formas de juego, sin embargo muchas mecánicas son más divertidas con amigos. • Si buscas un desafío ponlo en difícil, si es tu primer CTM recomendamos jugar en normal. • Recomendamos no usar Optifine o Sodium, ya que puede ocasionar glitches visuales a la hora de cargar cinemáticas y múltiples animaciones importantes. Sin embargo es posible jugar con dichos mods sin mayores errores. • No cierres el servidor (o no te desconectes en singleplayer) mientras ocurren eventos de diálogo, pues podría ocasionar que no se completen correctamente y bloquear la progresión. • Cuando un jugador permanece en una región carga comandos de esa región. Evita que haya jugadores cargando muchas zonas diferentes, podría afectar el rendimiento. • Si detectas algún error o bug, por favor reportalo en Twitter al hashtag #FINALPARADOX. Configuración 1. Nubes: Desactivado 2. Distancia de renderizado: 10+ chunks 3. Brillo: 90% - 100% 4. Partículas: Todas 5. Ancho chat: 320 px 6. GUI: Adaptar para que sean visibles las descripciones de los ítems. Configuración para servidores RAM: mínimo -3GB / recomendado -8GB (server.properties) • enable-command-block=true • allow-flight=true • spawn-monsters=true • view-distance=10 (se recomiendan los máximos chunks posibles) Este mapa contiene escenarios increíbles, enemigos desafiantes y mecánicas únicas. Tiene más de 40 Horas de juego que puedes disfrutar solo o con amigos. Objetivos: 16 Lanas Más de 30 zonas diferentes Banda sonora original Mecánicas únicas 10 bosses Personajes, enemigos y diseños Mapmakers Fundación MisakiByakko ----- To change the language you simply have to go to the Minecraft settings and select the language you want. Para cambiar el idioma simplemente debes ir a la configuración de Minecraft y seleccionar el idioma que desees. ----- (¡¡¡importante!!) FIX INJECTABLE Si quieres actualizar tu mundo sin perder progreso descarga el datapack aparte y reemplázalo en tu mundo para recibir los cambios y fixes. Una vez cambiado ejecuta el comando /reload y listo. Mega: Data pack FP 1.0 17 Drive: Data pack FP 1.0 17 Resource pack (No hace falta descargarlo, viene incluido con el mapa) Mega: Resource pack FP Drive: Resource pack FP v1.0.10 • Eliminado el modo latencia global. Ahora es una nueva opción personal hablando con Koros. • Varias erratas arregladas. • Arreglado el rasgo inicial de vigor, que no funcionaba como debiera. • Nerfeado el esqueleto de mining fatigue III y lentitud V por 10s a mining fatigue II y lentitud III por 4s en la zona final. • Arreglado exploit de un jefe. • Ya no se pueden poner antorchas laterales en la cueva de la lana Gris. • Minibuff a dos jefes de endgame. • Arreglado problema con la recarga de talentos: regeneración frenética y caparazón. • Bufeado talento de regeneración frenética de 10 a 8 seg sin recibir daño. • Arreglado bug al desconectarte con el diablillo, el escudo resonante y los huesos. • La salud del rey mimic ha aumentado un poco. • La Cosechadora ya no rebota con bloques transparentes (plantas, antorchas...). • Mejorada la animación del afijo supranate, para delimitar mejor el área. • Las cadenas del boss final ya no dan water para mejorar la claridad visual de la barra de vida. Trying to run The Broken Script mod but every time I launch it, I get this error. I have all its dependencies installed, and I'm using Prism Launcher (though I tried this on Modrinth and had the same issue.) Additional information that may or may not mean anything... my operating system is Linux Mint. I'm running the latest version of TBS, through Neoforge on the correct MC version (1.21.1). I'm also running the Just Enough Items mod. Don't think I can upload text files directly so I guess I'll use pastebin links for the crash report and log file. Crash report: Log file: Anyone know how I can fix this issue and play the mod please? ^^ This thread was marked as locked by master801. Any discussion of the most recent update belongs in this section, or recently released Snapshots. Jul 20, 2025 Go to last post 9,893 142,255 General discussion about Minecraft, Minecraft development and anything that doesn't fit into the other specific sections. 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Clan leaders are encouraged to post a thread about their clan here and keep all info and queries about that specific clan in that thread. Jul 27, 2018 Go to last post 476 10,752 Support for players of Minecraft on Windows 10. - Support for modified Minecraft clients 4 - Support for players of Minecraft on mobile devices, and for players of Minecraft: Pocket Edition. - Information on how to effectively administrate and manage a server - Members: 7,257,863 Threads: 2,104,582 Posts: 23,314,562 Views: 4,957,771,362 Any discussion of the most recent update belongs in this section, or recently released Snapshots. Jul 20, 2025 Go To Latest Post 9,893 142,255 General discussion about Minecraft, Minecraft development and anything that doesn't fit into the other specific sections. Jul 20, 2025 Go To Latest Post 92,413 833,502 Suggest and discuss new ideas for Minecraft, new Minecraft game modes and the Minecraft website. 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I'm going through the textures by groups, and I last edited the textures of the corals, all 30 of them, using Paint.net. I had done the same for all the textures I had edited, some being changed using MS Paint. I am going to check which was the last JSOnS I edited, but I haven't touched many aside from e.g. adding an extra number to a variant, and I haven't needed any for the corals. Blockstates and models I edited the images for in things like boats, signs and chests, as above, and they were working last time. Sounds, shadows and languages I haven't touched and don't anticipate to. The pack I'm using as a base template for the textures and file names I got a while ago from CurseForge as a Vanilla texture pack. It hasn't been updated since. I found this guide too to gain another vanilla template but I don't know whether that's worth trying. In the course of getting the log I tried the pack zipped and unzipped, to the same failure. I'm hoping the log .txt has attached, it's not so I put it on Dropbox; I had a look through it and I think I can see what might be the issue but I'd appreciate your experienced eye and opinion.

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