[09:59:51] [main/INFO]: Loading tweak class name optifine.OptiFineTweaker
[09:59:51] [main/INFO]: Using primary tweak class name optifine.OptiFineTweaker
[09:59:51] [main/INFO]: Calling tweak class optifine.OptiFineTweaker
[09:59:51] [main/INFO]: Launching wrapped minecraft {net.minecraft.client.main.Main}
[09:59:52] [main/INFO]: [OptiFine] (Reflector) Field not found: World.tileEntitiesToBeRemoved
[09:59:52] [main/INFO]: [OptiFine] (Reflector) Class not present:
net.minecraftforge.eventbus.api.Event$Result
[09:59:52] [main/INFO]: [OptiFine] (Reflector) Method not present:
net.minecraftforge.common.extensions.IForgeBlockState.hasTileEntity
[09:59:52] [main/INFO]: [OptiFine] (Reflector) Class not present:
net.minecraftforge.common.extensions.IForgeEntity
[09:59:52] [main/INFO]: [OptiFine] (Reflector) Class not present:
net.minecraftforge.fml.CrashReportExtender
[09:59:54] [Render thread/INFO]: [OptiFine] (Reflector) Class not present:
net.minecraftforge.client.ForgeHooksClient
[09:59:55] [Render thread/INFO]: Environment: authHost='https://authserver.mojang.com',
accountsHost='https://api.mojang.com', sessionHost='https://sessionserver.mojang.com',
servicesHost='https://api.minecraftservices.com', name='PROD'
[09:59:56] [Render thread/INFO]: Setting user: [redacted]
[09:59:56] [Render thread/INFO]: [OptiFine] (Reflector) Class not present:
net.minecraftforge.client.settings.KeyConflictContext
[09:59:56] [Render thread/INFO]: Backend library: LWJGL version 3.2.1 build 12
[09:59:56] [Render thread/INFO]: OpenGL Core Profile
[09:59:56] [Render thread/INFO]: [OptiFine] (Reflector) Method not present:
net.minecraftforge.fml.loading.progress.EarlyProgressVisualization.handOffWindow
[09:59:58] [Render thread/INFO]: [OptiFine]
[09:59:58] [Render thread/INFO]: [OptiFine] OptiFine_1.17.1_HD_U_G9_pre29
[09:59:58] [Render thread/INFO]: [OptiFine] Build: 20210714-230040
[09:59:58] [Render thread/INFO]: [OptiFine] OS: Mac OS X (x86_64) version 11.2
[09:59:58] [Render thread/INFO]: [OptiFine] Java: 16.0.1, Microsoft
[09:59:58] [Render thread/INFO]: [OptiFine] VM: OpenJDK 64-Bit Server VM (mixed mode),
Microsoft
[09:59:58] [Render thread/INFO]: [OptiFine] LWJGL: 3.3.0 Cocoa NSGL dynamic
[09:59:58] [Render thread/INFO]: [OptiFine] OpenGL: AMD Radeon Pro 5500M OpenGL Engine,
version 4.1 ATI-4.2.15, ATI Technologies Inc.
[09:59:58] [Render thread/INFO]: [OptiFine] OpenGL Version: 4.1.0
[09:59:58] [Render thread/INFO]: [OptiFine] Maximum texture size: 16384x16384
[09:59:58] [VersionCheck/INFO]: [OptiFine] Checking for new version
[09:59:58] [Render thread/INFO]: [Shaders] OpenGL Version: 4.1 ATI-4.2.15
[09:59:58] [Render thread/INFO]: [Shaders] Vendor: ATI Technologies Inc.
[09:59:58] [Render thread/INFO]: [Shaders] Renderer: AMD Radeon Pro 5500M OpenGL Engine
[09:59:58] [Render thread/INFO]: [Shaders] Capabilities: 2.0 2.1 3.0 3.2 4.0
[09:59:58] [Render thread/INFO]: [Shaders] GL_MAX_DRAW_BUFFERS: 8
[09:59:58] [Render thread/INFO]: [Shaders] GL_MAX_COLOR_ATTACHMENTS_EXT: 8
[09:59:58] [Render thread/INFO]: [Shaders] GL_MAX_TEXTURE_IMAGE_UNITS: 16
[09:59:58] [Render thread/INFO]: [Shaders] Load shaders configuration.
[09:59:58] [Render thread/INFO]: [Shaders] No shaderpack loaded.
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present:
net.minecraftforge.fml.common.Loader
[09:59:58] [Render thread/WARN]: [OptiFine] java.lang.ClassNotFoundException:
sun.misc.SharedSecrets
[09:59:58] [Render thread/WARN]: [OptiFine] java.lang.ClassNotFoundException:
jdk.internal.misc.SharedSecrets
[09:59:58] [Render thread/WARN]: [OptiFine] java.lang.ClassNotFoundException: sun.misc.VM
[09:59:58] [Render thread/WARN]: [OptiFine] java.lang.reflect.InaccessibleObjectException:
Unable to make public static long jdk.internal.misc.VM.maxDirectMemory() accessible: module
java.base does not "exports jdk.internal.misc" to unnamed module @1b39fd82
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present:
net.minecraftforge.client.ItemModelMesherForge

[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present: net.minecraftforge.client.model.pipeline.ForgeBlockModelRenderer
[09:59:58] [VersionCheck/INFO]: [OptiFine] java.io.FileNotFoundException: http://optifine.net/version/1.17.1/HD_U.txt
[09:59:58] [Render thread/INFO]: Reloading ResourceManager: Default
[09:59:58] [Render thread/INFO]: [OptiFine] *** Reloading textures ***
[09:59:58] [Render thread/INFO]: [OptiFine] Resource packs: Default
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present: net.minecraftforge.fml.client.gui.screen.ModListScreen
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present: net.minecraftforge.client.gui.NotificationModUpdateScreen
[09:59:58] [Worker-Main-14/INFO]: [OptiFine] (Reflector) Class not present: net.minecraftforge.client.model.ModelLoaderRegistry
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Method not present: end.canRenderInLayer
[09:59:58] [Render thread/INFO]: [OptiFine] *** Reflector Forge ***
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present: mods.betterfoliage.client.BetterFoliageClient
[09:59:58] [Worker-Main-12/INFO]: [OptiFine] Multitexture: false
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present: net.minecraftforge.fml.BrandingControl
[09:59:58] [Worker-Main-13/INFO]: [OptiFine] Multitexture: false
[09:59:58] [Worker-Main-11/INFO]: [OptiFine] Multitexture: false
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present: net.minecraftforge.common.capabilities.ICapabilityProvider
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present: net.minecraftforge.common.capabilities.CapabilityProvider
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present: net.minecraftforge.fml.client.ClientModLoader
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present: net.minecraftforge.event.world.ChunkDataEvent$Save
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present: net.minecraftforge.event.world.ChunkEvent$Load
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present: net.minecraftforge.event.world.ChunkEvent$Unload
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present: net.minecraftforge.fml.client.ClientHooks
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present: net.minecraftforge.client.event.GuiScreenEvent$DrawScreenEvent$Pre
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present: net.minecraftforge.client.event.GuiScreenEvent$DrawScreenEvent$Post
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present: net.minecraftforge.event.entity.EntityLeaveWorldEvent
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present: net.minecraftforge.client.event.EntityViewRenderEvent$CameraSetup
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present: net.minecraftforge.client.event.EntityViewRenderEvent$FogColors
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present: net.minecraftforge.client.event.EntityViewRenderEvent$RenderFogEvent
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present: net.minecraftforge.event.entity.EntityJoinWorldEvent
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Method not present: net.minecraftforge.eventbus.api.Event.isCanceled
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Method not present: net.minecraftforge.eventbus.api.Event.getResult
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present: net.minecraftforge.eventbus.api.IEventBus
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present: net.minecraftforge.common.extensions.IForgeBlock
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Method not present: eny.getTexture

[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Method not present: net.minecraftforge.common.extensions.IForgeBlockState.addDestroyEffects
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Method not present: net.minecraftforge.common.extensions.IForgeBlockState.addHitEffects
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Method not present: net.minecraftforge.common.extensions.IForgeBlockState.getLightValue
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Method not present: net.minecraftforge.common.extensions.IForgeBlockState.getSoundType
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Method not present: net.minecraftforge.common.extensions.IForgeBlockState.getStateAtViewpoint
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Method not present: net.minecraftforge.common.extensions.IForgeBlockState.isAir
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Method not present: net.minecraftforge.common.extensions.IForgeBlockState.shouldDisplayFluidOverlay
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present: net.minecraftforge.common.extensions.IForgeFluid
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present: net.minecraftforge.fluids.FluidAttributes
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Method not present: atk.getTags
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present: net.minecraftforge.event.ForgeEventFactory
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Method not present: der.getTags
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present: net.minecraftforge.common.ForgeHooks
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present: net.minecraftforge.common.ForgeConfig
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present: net.minecraftforge.common.ForgeConfig$Client
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present: net.minecraftforge.common.ForgeConfigSpec
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present: net.minecraftforge.common.ForgeConfigSpec$ConfigValue
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Method not present: cmm.getWorldForge
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present: net.minecraftforge.common.extensions.IForgeItem
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present: net.minecraftforge.common.extensions.IForgeItemStack
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Method not present: afv.createOptional
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present: net.minecraftforge.fml.ForgeI18n
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Method not present: dvm.setKeyConflictContext
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Method not present: dvm.setKeyModifierAndCode
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Method not present: dvm.getKeyModifier
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present: net.minecraftforge.common.extensions.IForgeEffectInstance
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present: net.minecraftforge.registries.ForgeRegistryEntry
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Method not present: end.canRenderInLayer
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Constructor not present: abv, params: class abw, int, class java.lang.Object, boolean
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Method not present: abv.isForceTicks
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present: net.minecraftforge.common.extensions.IForgeTileEntity
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Method not present: emx.getCloudRenderHandler
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Method not present: emx.getSkyRenderHandler

[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Method not present:
emx.getWeatherParticleRenderHandler
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Method not present:
emx.getWeatherRenderHandler
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present:
net.minecraftforge.client.IRenderHandler
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present:
net.minecraftforge.client.settings.KeyModifier
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present:
net.minecraftforge.client.model.pipeline.LightUtil
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present:
net.minecraftforge.common.MinecraftForge
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present:
net.minecraftforge.client.MinecraftForgeClient
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present:
net.minecraftforge.fml.common.ModContainer
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present:
net.minecraftforge.entity.PartEntity
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present:
net.minecraftforge.event.entity.PlaySoundAtEntityEvent
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present:
net.minecraftforge.client.event.RenderBlockOverlayEvent$OverlayType
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present:
net.minecraftforge.fml.client.registry.RenderingRegistry
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present:
net.minecraftforge.client.event.RenderGameOverlayEvent$BossInfo
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present:
net.minecraftforge.client.event.RenderItemInFrameEvent
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present:
net.minecraftforge.client.event.RenderLivingEvent$Pre
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present:
net.minecraftforge.client.event.RenderLivingEvent$Post
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present:
net.minecraftforge.client.event.RenderNameplateEvent
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present:
net.minecraftforge.client.event.ScreenshotEvent
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present:
net.minecraftforge.fml.server.ServerLifecycleHooks
[09:59:58] [Render thread/INFO]: [OptiFine] (Reflector) Class not present:
net.minecraftforge.event.world.WorldEvent$Load
[09:59:58] [Render thread/INFO]: [OptiFine] *** Reflector Vanilla ***
[10:00:01] [Worker-Main-14/INFO]: [OptiFine] Multitexture: false
[10:00:01] [Worker-Main-14/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/
00_glass_white/glass_pane_white.properties
[10:00:01] [Worker-Main-14/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/
00_glass_white/glass_white.properties
[10:00:01] [Worker-Main-14/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/
01_glass_orange/glass_orange.properties
[10:00:01] [Worker-Main-14/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/
01_glass_orange/glass_pane_orange.properties
[10:00:01] [Worker-Main-14/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/
02_glass_magenta/glass_magenta.properties
[10:00:01] [Worker-Main-14/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/
02_glass_magenta/glass_pane_magenta.properties
[10:00:01] [Worker-Main-14/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/
03_glass_light_blue/glass_light_blue.properties
[10:00:01] [Worker-Main-14/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/
03_glass_light_blue/glass_pane_light_blue.properties
[10:00:01] [Worker-Main-14/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/
04_glass_yellow/glass_pane_yellow.properties

[10:00:01] [Worker-Main-14/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/04_glass_yellow/glass_yellow.properties
[10:00:01] [Worker-Main-14/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/05_glass_lime/glass_lime.properties
[10:00:01] [Worker-Main-14/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/05_glass_lime/glass_pane_lime.properties
[10:00:01] [Worker-Main-14/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/06_glass_pink/glass_pane_pink.properties
[10:00:01] [Worker-Main-14/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/06_glass_pink/glass_pink.properties
[10:00:01] [Worker-Main-14/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/07_glass_gray/glass_gray.properties
[10:00:01] [Worker-Main-14/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/07_glass_gray/glass_pane_gray.properties
[10:00:01] [Worker-Main-14/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/08_glass_light_gray/glass_light_gray.properties
[10:00:01] [Worker-Main-14/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/08_glass_light_gray/glass_pane_light_gray.properties
[10:00:01] [Worker-Main-14/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/09_glass_cyan/glass_cyan.properties
[10:00:01] [Worker-Main-14/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/09_glass_cyan/glass_pane_cyan.properties
[10:00:01] [Worker-Main-14/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/10_glass_purple/glass_pane_purple.properties
[10:00:01] [Worker-Main-14/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/10_glass_purple/glass_purple.properties
[10:00:01] [Worker-Main-14/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/11_glass_blue/glass_blue.properties
[10:00:01] [Worker-Main-14/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/11_glass_blue/glass_pane_blue.properties
[10:00:01] [Worker-Main-14/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/12_glass_brown/glass_brown.properties
[10:00:01] [Worker-Main-14/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/12_glass_brown/glass_pane_brown.properties
[10:00:01] [Worker-Main-14/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/13_glass_green/glass_green.properties
[10:00:01] [Worker-Main-14/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/13_glass_green/glass_pane_green.properties
[10:00:01] [Worker-Main-14/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/14_glass_red/glass_pane_red.properties
[10:00:01] [Worker-Main-14/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/14_glass_red/glass_red.properties
[10:00:01] [Worker-Main-14/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/15_glass_black/glass_black.properties
[10:00:01] [Worker-Main-14/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/15_glass_black/glass_pane_black.properties
[10:00:01] [Worker-Main-14/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/20_glass/glass.properties
[10:00:01] [Worker-Main-14/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/20_glass/glass_pane.properties
[10:00:01] [Worker-Main-14/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/21_tinted_glass/tinted_glass.properties
[10:00:01] [Worker-Main-14/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/30_bookshelf/bookshelf.properties
[10:00:01] [Worker-Main-14/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/40_sandstone/sandstone.properties
[10:00:01] [Worker-Main-14/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/41_red_sandstone/red_sandstone.properties
[10:00:01] [Worker-Main-14/INFO]: [OptiFine] Multipass connected textures: false

[10:00:01] [Worker-Main-14/INFO]: [OptiFine] BetterGrass: Parsing default configuration optifine/bettergrass.properties
[10:00:01] [Worker-Main-14/WARN]: [OptiFine] BetterGrass texture not found: minecraft:textures/block/grass_path_top.png
[10:00:01] [Worker-Main-14/WARN]: [OptiFine] BetterGrass texture not found: minecraft:textures/block/grass_path_side.png
[10:00:02] [Worker-Main-14/INFO]: [OptiFine] Mipmap levels: 4
[10:00:03] [Worker-Main-14/INFO]: [OptiFine] Multitexture: false
[10:00:03] [Worker-Main-14/INFO]: [OptiFine] Sprite size: 64
[10:00:03] [Worker-Main-14/INFO]: [OptiFine] Mipmap levels: 6
[10:00:03] [Worker-Main-14/WARN]: Unused frames in sprite minecraft:missingno: [1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15]
[10:00:03] [Worker-Main-14/INFO]: [OptiFine] Multitexture: false
[10:00:03] [Worker-Main-14/INFO]: [OptiFine] Sprite size: 64
[10:00:03] [Worker-Main-14/INFO]: [OptiFine] Mipmap levels: 6
[10:00:03] [Worker-Main-14/WARN]: Unused frames in sprite minecraft:missingno: [1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15]
[10:00:03] [Worker-Main-14/INFO]: [OptiFine] Multitexture: false
[10:00:03] [Worker-Main-14/INFO]: [OptiFine] Sprite size: 64
[10:00:03] [Worker-Main-14/INFO]: [OptiFine] Mipmap levels: 6
[10:00:03] [Worker-Main-14/WARN]: Unused frames in sprite minecraft:missingno: [1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15]
[10:00:03] [Worker-Main-14/INFO]: [OptiFine] Multitexture: false
[10:00:03] [Worker-Main-14/INFO]: [OptiFine] Sprite size: 64
[10:00:03] [Worker-Main-14/INFO]: [OptiFine] Mipmap levels: 6
[10:00:03] [Worker-Main-14/WARN]: Unused frames in sprite minecraft:missingno: [1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15]
[10:00:03] [Worker-Main-14/INFO]: [OptiFine] Multitexture: false
[10:00:03] [Worker-Main-14/INFO]: [OptiFine] Sprite size: 64
[10:00:03] [Worker-Main-14/INFO]: [OptiFine] Mipmap levels: 6
[10:00:03] [Worker-Main-14/WARN]: Unused frames in sprite minecraft:missingno: [1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15]
[10:00:03] [Worker-Main-14/INFO]: [OptiFine] Multitexture: false
[10:00:03] [Worker-Main-14/INFO]: [OptiFine] Sprite size: 64
[10:00:03] [Worker-Main-14/INFO]: [OptiFine] Mipmap levels: 6
[10:00:03] [Worker-Main-14/WARN]: Unused frames in sprite minecraft:missingno: [1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15]
[10:00:03] [Render thread/INFO]: OpenAL initialized.
[10:00:03] [Render thread/INFO]: Sound engine started
[10:00:04] [Render thread/INFO]: Created: 1024x1024x4 minecraft:textures/atlas/blocks.png-atlas
[10:00:04] [Render thread/INFO]: [OptiFine] Animated sprites: 45
[10:00:04] [Render thread/INFO]: Created: 256x128x4 minecraft:textures/atlas/signs.png-atlas
[10:00:04] [Render thread/INFO]: [OptiFine] Animated sprites: 0
[10:00:04] [Render thread/INFO]: Created: 512x512x4 minecraft:textures/atlas/banner_patterns.png-atlas
[10:00:04] [Render thread/INFO]: [OptiFine] Animated sprites: 0
[10:00:04] [Render thread/INFO]: Created: 512x512x4 minecraft:textures/atlas/shield_patterns.png-atlas
[10:00:04] [Render thread/INFO]: [OptiFine] Animated sprites: 0
[10:00:04] [Render thread/INFO]: Created: 256x256x4 minecraft:textures/atlas/chest.png-atlas
[10:00:04] [Render thread/INFO]: [OptiFine] Animated sprites: 0
[10:00:04] [Render thread/INFO]: Created: 512x256x4 minecraft:textures/atlas/beds.png-atlas
[10:00:04] [Render thread/INFO]: [OptiFine] Animated sprites: 0
[10:00:04] [Render thread/INFO]: Created: 512x256x4 minecraft:textures/atlas/shulker_boxes.png-atlas
[10:00:04] [Render thread/INFO]: [OptiFine] Animated sprites: 0
[10:00:05] [Render thread/INFO]: Created: 256x256x0 minecraft:textures/atlas/particles.png-atlas
[10:00:05] [Render thread/INFO]: [OptiFine] Animated sprites: 1
[10:00:05] [Render thread/INFO]: Created: 256x256x0 minecraft:textures/atlas/paintings.png-atlas
[10:00:05] [Render thread/INFO]: [OptiFine] Animated sprites: 0

[10:00:05] [Render thread/INFO]: Created: 128x128x0 minecraft:textures/atlas/mob_effects.png-atlas
[10:00:05] [Render thread/INFO]: [OptiFine] Animated sprites: 0
[10:00:05] [Render thread/INFO]: [OptiFine] *** Reloading custom textures ***
[10:00:06] [Render thread/WARN]: [OptiFine] Model renderer not found, model: creeper, name: armor
[10:00:06] [Render thread/INFO]: [OptiFine] Disable Forge light pipeline
[10:00:16] [Render thread/INFO]: [Shaders] Loaded shaderpack: SEUS-Renewed-v1
[10:00:16] [Render thread/INFO]: [OptiFine] [Shaders] Worlds: -1, 1
[10:00:16] [Render thread/WARN]: [OptiFine] Ambiguous shader option: GENERAL_GRASS_FIX
[10:00:16] [Render thread/WARN]: [OptiFine] - in gbuffers_terrain.vsh: true
[10:00:16] [Render thread/WARN]: [OptiFine] - in gbuffers_damagedblock.vsh: false
[10:00:16] [Render thread/WARN]: [OptiFine] Ambiguous shader option: SHADOW_MAP_BIAS
[10:00:16] [Render thread/WARN]: [OptiFine] - in shadow.vsh, composite.fsh: 0.90
[10:00:16] [Render thread/WARN]: [OptiFine] - in composite2.fsh: 0.9
[10:00:16] [Render thread/WARN]: [OptiFine] [Shaders] Option profile can not be used, no profiles defined: <profile>, key: screen
[10:00:16] [Render thread/WARN]: [OptiFine] [Shaders] Invalid option: ATMOSPHERIC_SCATTERING, key: screen.ATMOSPHERICS
[10:00:16] [Render thread/WARN]: [OptiFine] [Shaders] Invalid option: ATMOSPHERIC_HAZE, key: screen.ATMOSPHERICS
[10:00:16] [Render thread/WARN]: [OptiFine] [Shaders] Invalid option: CREPUSCULAR_RAYS, key: screen.ATMOSPHERICS
[10:00:16] [Render thread/WARN]: [OptiFine] [Shaders] Invalid option: VOLUMETRIC_CLOUDS, key: screen.ATMOSPHERICS
[10:00:16] [Render thread/WARN]: [OptiFine] [Shaders] Invalid option: HQ_VOLUMETRIC_CLOUDS, key: screen.ATMOSPHERICS
[10:00:16] [Render thread/WARN]: [OptiFine] [Shaders] Invalid option: SMOOTH_CLOUDS, key: screen.ATMOSPHERICS
[10:00:16] [Render thread/WARN]: [OptiFine] [Shaders] Invalid option: ENABLE_SOFT_SHADOWS, key: screen.LIGHTING
[10:00:16] [Render thread/WARN]: [OptiFine] [Shaders] Invalid option: PIXEL_SHADOWS, key: screen.LIGHTING
[10:00:16] [Render thread/WARN]: [OptiFine] [Shaders] Invalid option: TONEMAP_STRENGTH, key: screen.LIGHTING
[10:00:16] [Render thread/WARN]: [OptiFine] [Shaders] Invalid option: BRIGHTNESS_LEVEL, key: screen.LIGHTING
[10:00:16] [Render thread/WARN]: [OptiFine] [Shaders] Invalid option: WATER_CAUSTICS, key: screen.SURFACE
[10:00:16] [Render thread/INFO]: [OptiFine] Using legacy block aliases: flattening_ids.txt
[10:00:16] [Render thread/WARN]: [OptiFine] Invalid property (707): level
[10:00:16] [Render thread/WARN]: [OptiFine] Invalid property (708): level
[10:00:16] [Render thread/WARN]: [OptiFine] Invalid property (709): level
[10:00:16] [Render thread/WARN]: [OptiFine] Invalid property (710): level
[10:00:16] [Render thread/WARN]: [OptiFine] Invalid block name (1332): minecraft:grass_path
[10:00:16] [Render thread/INFO]: [OptiFine] Legacy block aliases: 2751
[10:00:16] [Render thread/INFO]: [Shaders] Custom texture: texture.gbuffers.gaux1 = textures/RippleAnimation1.png
[10:00:16] [Render thread/INFO]: [Shaders] Custom texture: texture.gbuffers.gaux2 = textures/RippleAnimation2.png
[10:00:16] [Render thread/INFO]: [Shaders] Custom texture: texture.gbuffers.gaux3 = textures/RippleAnimation3.png
[10:00:16] [Render thread/INFO]: Reloading ResourceManager: Default
[10:00:16] [Render thread/INFO]: [OptiFine] *** Reloading textures ***
[10:00:16] [Render thread/INFO]: [OptiFine] Resource packs: Default
[10:00:16] [Worker-Main-14/INFO]: [OptiFine] Multitexture: false
[10:00:16] [Worker-Main-12/INFO]: [OptiFine] Multitexture: false
[10:00:16] [Worker-Main-9/INFO]: [OptiFine] Multitexture: false
[10:00:17] [Worker-Main-11/INFO]: [OptiFine] Multitexture: false

[10:00:17] [Worker-Main-11/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/00_glass_white/glass_pane_white.properties
[10:00:17] [Worker-Main-11/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/00_glass_white/glass_white.properties
[10:00:17] [Worker-Main-11/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/01_glass_orange/glass_orange.properties
[10:00:17] [Worker-Main-11/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/01_glass_orange/glass_pane_orange.properties
[10:00:17] [Worker-Main-11/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/02_glass_magenta/glass_magenta.properties
[10:00:17] [Worker-Main-11/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/02_glass_magenta/glass_pane_magenta.properties
[10:00:17] [Worker-Main-11/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/03_glass_light_blue/glass_light_blue.properties
[10:00:17] [Worker-Main-11/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/03_glass_light_blue/glass_pane_light_blue.properties
[10:00:17] [Worker-Main-11/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/04_glass_yellow/glass_pane_yellow.properties
[10:00:17] [Worker-Main-11/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/04_glass_yellow/glass_yellow.properties
[10:00:17] [Worker-Main-11/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/05_glass_lime/glass_lime.properties
[10:00:17] [Worker-Main-11/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/05_glass_lime/glass_pane_lime.properties
[10:00:17] [Worker-Main-11/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/06_glass_pink/glass_pane_pink.properties
[10:00:17] [Worker-Main-11/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/06_glass_pink/glass_pink.properties
[10:00:17] [Worker-Main-11/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/07_glass_gray/glass_gray.properties
[10:00:17] [Worker-Main-11/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/07_glass_gray/glass_pane_gray.properties
[10:00:17] [Worker-Main-11/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/08_glass_light_gray/glass_light_gray.properties
[10:00:17] [Worker-Main-11/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/08_glass_light_gray/glass_pane_light_gray.properties
[10:00:17] [Worker-Main-11/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/09_glass_cyan/glass_cyan.properties
[10:00:17] [Worker-Main-11/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/09_glass_cyan/glass_pane_cyan.properties
[10:00:17] [Worker-Main-11/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/10_glass_purple/glass_pane_purple.properties
[10:00:17] [Worker-Main-11/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/10_glass_purple/glass_purple.properties
[10:00:17] [Worker-Main-11/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/11_glass_blue/glass_blue.properties
[10:00:17] [Worker-Main-11/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/11_glass_blue/glass_pane_blue.properties
[10:00:17] [Worker-Main-11/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/12_glass_brown/glass_brown.properties
[10:00:17] [Worker-Main-11/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/12_glass_brown/glass_pane_brown.properties
[10:00:17] [Worker-Main-11/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/13_glass_green/glass_green.properties
[10:00:17] [Worker-Main-11/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/13_glass_green/glass_pane_green.properties
[10:00:17] [Worker-Main-11/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/14_glass_red/glass_pane_red.properties
[10:00:17] [Worker-Main-11/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/14_glass_red/glass_red.properties

[10:00:17] [Worker-Main-11/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/15_glass_black/glass_black.properties
[10:00:17] [Worker-Main-11/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/15_glass_black/glass_pane_black.properties
[10:00:17] [Worker-Main-11/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/20_glass/glass.properties
[10:00:17] [Worker-Main-11/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/20_glass/glass_pane.properties
[10:00:17] [Worker-Main-11/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/21_tinted_glass/tinted_glass.properties
[10:00:17] [Worker-Main-11/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/30_bookshelf/bookshelf.properties
[10:00:17] [Worker-Main-11/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/40_sandstone/sandstone.properties
[10:00:17] [Worker-Main-11/INFO]: [OptiFine] ConnectedTextures: optifine/ctm/default/41_red_sandstone/red_sandstone.properties
[10:00:17] [Worker-Main-11/INFO]: [OptiFine] Multipass connected textures: false
[10:00:17] [Worker-Main-11/INFO]: [OptiFine] BetterGrass: Parsing default configuration optifine/bettergrass.properties
[10:00:17] [Worker-Main-11/WARN]: [OptiFine] BetterGrass texture not found: minecraft:textures/block/grass_path_top.png
[10:00:17] [Worker-Main-11/WARN]: [OptiFine] BetterGrass texture not found: minecraft:textures/block/grass_path_side.png
[10:00:17] [Worker-Main-11/INFO]: [OptiFine] Mipmap levels: 4
[10:00:18] [Worker-Main-11/INFO]: [OptiFine] Multitexture: false
[10:00:18] [Worker-Main-11/INFO]: [OptiFine] Sprite size: 64
[10:00:18] [Worker-Main-11/INFO]: [OptiFine] Mipmap levels: 6
[10:00:18] [Worker-Main-11/WARN]: Unused frames in sprite minecraft:missingno: [1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15]
[10:00:18] [Worker-Main-11/INFO]: [OptiFine] Multitexture: false
[10:00:18] [Worker-Main-11/INFO]: [OptiFine] Sprite size: 64
[10:00:18] [Worker-Main-11/INFO]: [OptiFine] Mipmap levels: 6
[10:00:18] [Worker-Main-11/WARN]: Unused frames in sprite minecraft:missingno: [1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15]
[10:00:18] [Worker-Main-11/INFO]: [OptiFine] Multitexture: false
[10:00:18] [Worker-Main-11/INFO]: [OptiFine] Sprite size: 64
[10:00:18] [Worker-Main-11/INFO]: [OptiFine] Mipmap levels: 6
[10:00:18] [Worker-Main-11/WARN]: Unused frames in sprite minecraft:missingno: [1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15]
[10:00:18] [Worker-Main-11/INFO]: [OptiFine] Multitexture: false
[10:00:18] [Worker-Main-11/INFO]: [OptiFine] Sprite size: 64
[10:00:18] [Worker-Main-11/INFO]: [OptiFine] Mipmap levels: 6
[10:00:18] [Worker-Main-11/WARN]: Unused frames in sprite minecraft:missingno: [1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15]
[10:00:18] [Worker-Main-11/INFO]: [OptiFine] Multitexture: false
[10:00:18] [Worker-Main-11/INFO]: [OptiFine] Sprite size: 64
[10:00:18] [Worker-Main-11/INFO]: [OptiFine] Mipmap levels: 6
[10:00:18] [Worker-Main-11/WARN]: Unused frames in sprite minecraft:missingno: [1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15]
[10:00:18] [Worker-Main-11/INFO]: [OptiFine] Multitexture: false
[10:00:18] [Worker-Main-11/INFO]: [OptiFine] Sprite size: 64
[10:00:18] [Worker-Main-11/INFO]: [OptiFine] Mipmap levels: 6
[10:00:18] [Worker-Main-11/WARN]: Unused frames in sprite minecraft:missingno: [1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15]
[10:00:18] [Render thread/INFO]: OpenAL initialized.
[10:00:18] [Render thread/INFO]: Sound engine started
[10:00:18] [Render thread/INFO]: Created: 1024x1024x4 minecraft:textures/atlas/blocks.png-atlas
[10:00:18] [Render thread/INFO]: [Shaders] Allocate texture map normal: 1024x1024, mipmaps: 4
[10:00:18] [Render thread/INFO]: [Shaders] Allocate texture map specular: 1024x1024, mipmaps: 4

[10:00:18] [Render thread/INFO]: [OptiFine] Animated sprites: 45
[10:00:18] [Render thread/INFO]: Created: 256x128x4 minecraft:textures/atlas/signs.png-atlas
[10:00:18] [Render thread/INFO]: [Shaders] Allocate texture map normal: 256x128, mipmaps: 4
[10:00:18] [Render thread/INFO]: [Shaders] Allocate texture map specular: 256x128, mipmaps: 4
[10:00:18] [Render thread/INFO]: [OptiFine] Animated sprites: 0
[10:00:18] [Render thread/INFO]: Created: 512x512x4 minecraft:textures/atlas/
banner_patterns.png-atlas
[10:00:18] [Render thread/INFO]: [Shaders] Allocate texture map normal: 512x512, mipmaps: 4
[10:00:18] [Render thread/INFO]: [Shaders] Allocate texture map specular: 512x512, mipmaps: 4
[10:00:18] [Render thread/INFO]: [OptiFine] Animated sprites: 0
[10:00:18] [Render thread/INFO]: Created: 512x512x4 minecraft:textures/atlas/
shield_patterns.png-atlas
[10:00:18] [Render thread/INFO]: [Shaders] Allocate texture map normal: 512x512, mipmaps: 4
[10:00:18] [Render thread/INFO]: [Shaders] Allocate texture map specular: 512x512, mipmaps: 4
[10:00:18] [Render thread/INFO]: [OptiFine] Animated sprites: 0
[10:00:18] [Render thread/INFO]: Created: 256x256x4 minecraft:textures/atlas/chest.png-atlas
[10:00:18] [Render thread/INFO]: [Shaders] Allocate texture map normal: 256x256, mipmaps: 4
[10:00:18] [Render thread/INFO]: [Shaders] Allocate texture map specular: 256x256, mipmaps: 4
[10:00:18] [Render thread/INFO]: [OptiFine] Animated sprites: 0
[10:00:18] [Render thread/INFO]: Created: 512x256x4 minecraft:textures/atlas/beds.png-atlas
[10:00:18] [Render thread/INFO]: [Shaders] Allocate texture map normal: 512x256, mipmaps: 4
[10:00:18] [Render thread/INFO]: [Shaders] Allocate texture map specular: 512x256, mipmaps: 4
[10:00:18] [Render thread/INFO]: [OptiFine] Animated sprites: 0
[10:00:18] [Render thread/INFO]: Created: 512x256x4 minecraft:textures/atlas/shulker_boxes.png-
atlas
[10:00:18] [Render thread/INFO]: [Shaders] Allocate texture map normal: 512x256, mipmaps: 4
[10:00:18] [Render thread/INFO]: [Shaders] Allocate texture map specular: 512x256, mipmaps: 4
[10:00:18] [Render thread/INFO]: [OptiFine] Animated sprites: 0
[10:00:18] [Render thread/INFO]: Created: 256x256x0 minecraft:textures/atlas/particles.png-atlas
[10:00:18] [Render thread/INFO]: [Shaders] Allocate texture map normal: 256x256, mipmaps: 0
[10:00:18] [Render thread/INFO]: [Shaders] Allocate texture map specular: 256x256, mipmaps: 0
[10:00:18] [Render thread/INFO]: [OptiFine] Animated sprites: 1
[10:00:18] [Render thread/INFO]: Created: 256x256x0 minecraft:textures/atlas/paintings.png-atlas
[10:00:18] [Render thread/INFO]: [Shaders] Allocate texture map normal: 256x256, mipmaps: 0
[10:00:18] [Render thread/INFO]: [Shaders] Allocate texture map specular: 256x256, mipmaps: 0
[10:00:18] [Render thread/INFO]: [OptiFine] Animated sprites: 0
[10:00:18] [Render thread/INFO]: Created: 128x128x0 minecraft:textures/atlas/mob_effects.png-
atlas
[10:00:18] [Render thread/INFO]: [Shaders] Allocate texture map normal: 128x128, mipmaps: 0
[10:00:18] [Render thread/INFO]: [Shaders] Allocate texture map specular: 128x128, mipmaps: 0
[10:00:18] [Render thread/INFO]: [OptiFine] Animated sprites: 0
[10:00:18] [Render thread/INFO]: [OptiFine] *** Reloading custom textures ***
[10:00:19] [Render thread/INFO]: [OptiFine] Disable Forge light pipeline
[10:00:22] [Render thread/INFO]: [Shaders] Save shaders configuration.
[10:00:28] [Render thread/WARN]: Ambiguity between arguments [teleport, location] and [teleport,
destination] with inputs: [0.1 -0.5 .9, 0 0 0]
[10:00:28] [Render thread/WARN]: Ambiguity between arguments [teleport, location] and [teleport,
targets] with inputs: [0.1 -0.5 .9, 0 0 0]
[10:00:28] [Render thread/WARN]: Ambiguity between arguments [teleport, destination] and
[teleport, targets] with inputs: [Player, 0123, @e, dd12be42-52a9-4a91-a8a1-11c01849e498]
[10:00:28] [Render thread/WARN]: Ambiguity between arguments [teleport, targets] and [teleport,
destination] with inputs: [Player, 0123, dd12be42-52a9-4a91-a8a1-11c01849e498]
[10:00:28] [Render thread/WARN]: Ambiguity between arguments [teleport, targets, location] and
[teleport, targets, destination] with inputs: [0.1 -0.5 .9, 0 0 0]
[10:00:28] [Render thread/INFO]: Reloading ResourceManager: Default
[10:00:28] [Render thread/INFO]: Loaded 7 recipes
[10:00:28] [Render thread/INFO]: Loaded 1137 advancements
[10:00:29] [Render thread/INFO]: Environment: authHost='https://authserver.mojang.com',
accountsHost='https://api.mojang.com', sessionHost='https://sessionserver.mojang.com',
servicesHost='https://api.minecraftservices.com', name='PROD'

[10:00:29] [Server thread/INFO]: Starting integrated minecraft server version 1.17.1
[10:00:29] [Server thread/INFO]: Generating keypair
[10:00:29] [Server thread/INFO]: Preparing start region for dimension minecraft:overworld
[10:00:29] [Render thread/INFO]: Preparing spawn area: 0%
[10:00:30] [Render thread/INFO]: Preparing spawn area: 0%
[10:00:30] [Render thread/INFO]: Preparing spawn area: 4%
[10:00:31] [Render thread/INFO]: Preparing spawn area: 18%
[10:00:33] [Render thread/INFO]: Preparing spawn area: 39%
[10:00:33] [Render thread/INFO]: Preparing spawn area: 39%
[10:00:33] [Render thread/INFO]: Preparing spawn area: 39%
[10:00:33] [Render thread/INFO]: Preparing spawn area: 39%
[10:00:33] [Render thread/INFO]: Time elapsed: 3854 ms
[10:00:33] [Server thread/INFO]: Changing view distance to 16, from 10
[10:00:33] [Server thread/INFO]: [redacted]
[10:00:34] [Server thread/INFO]: [redacted] joined the game
[10:00:34] [Render thread/ERROR]: [Shaders] No EXT_framebuffer_object
[10:00:34] [Render thread/INFO]: [CHAT] No EXT_framebuffer_object
[10:00:34] [Render thread/INFO]: [Shaders] Custom texture: texture.gbuffers.gaux1 = textures/RippleAnimation1.png
[10:00:34] [Server thread/INFO]: Saving and pausing game...
[10:00:34] [Render thread/INFO]: [Shaders] Custom texture: texture.gbuffers.gaux2 = textures/RippleAnimation2.png
[10:00:34] [Server thread/INFO]: Saving chunks for level 'ServerLevel[Toggl]'/minecraft:overworld
[10:00:34] [Render thread/INFO]: [Shaders] Custom texture: texture.gbuffers.gaux3 = textures/RippleAnimation3.png
[10:00:34] [Render thread/ERROR]: [Shaders] Error compiling vertex shader: /shaders/shadow.vsh
[10:00:34] [Render thread/INFO]: [Shaders] Shader info log: /shaders/shadow.vsh
ERROR: 0:1: '' : version '130' is not supported
ERROR: 0:2: '' : #version required and missing.
ERROR: 0:15: 'attribute' : syntax error: syntax error
[10:00:34] [Render thread/ERROR]: [Shaders] Error compiling fragment shader: /shaders/shadow.fsh
[10:00:34] [Render thread/INFO]: [Shaders] Shader info log: /shaders/shadow.fsh
ERROR: 0:1: '' : version '130' is not supported
ERROR: 0:2: '' : #version required and missing.
[10:00:34] [Render thread/ERROR]: [Shaders] Error linking program: 24 (shadow)
[10:00:34] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: none, at: pre-useProgram
[10:00:34] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: shadow, at: useProgram
[10:00:34] [Render thread/ERROR]: [Shaders] [Shaders] Error: Invalid program "shadow"
[10:00:34] [Render thread/INFO]: [CHAT] [Shaders] Error: Invalid program "shadow"
[10:00:34] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: none, at: pre setupProgram
[10:00:34] [Server thread/INFO]: Saving chunks for level 'ServerLevel[Toggl]'/minecraft:the_nether
[10:00:34] [Server thread/INFO]: Saving chunks for level 'ServerLevel[Toggl]'/minecraft:the_end
[10:00:35] [Render thread/ERROR]: [Shaders] Error compiling vertex shader: /shaders/gbuffers_basic.vsh
[10:00:35] [Render thread/INFO]: [Shaders] Shader info log: /shaders/gbuffers_basic.vsh
ERROR: 0:1: '' : version '130' is not supported
ERROR: 0:2: '' : #version required and missing.
[10:00:35] [Render thread/ERROR]: [Shaders] Error compiling fragment shader: /shaders/gbuffers_basic.fsh
[10:00:35] [Render thread/INFO]: [Shaders] Shader info log: /shaders/gbuffers_basic.fsh
ERROR: 0:1: '' : version '130' is not supported
ERROR: 0:2: '' : #version required and missing.
[10:00:35] [Render thread/ERROR]: [Shaders] Error linking program: 24 (gbuffers_basic)
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: none, at: pre-useProgram

[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: gbuffers_basic, at: useProgram
[10:00:35] [Render thread/ERROR]: [Shaders] [Shaders] Error: Invalid program "gbuffers_basic"
[10:00:35] [Render thread/INFO]: [CHAT] [Shaders] Error: Invalid program "gbuffers_basic"
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: none, at: pre setupProgram
[10:00:35] [Render thread/ERROR]: [Shaders] Error compiling vertex shader: /shaders/gbuffers_textured.vsh
[10:00:35] [Render thread/INFO]: [Shaders] Shader info log: /shaders/gbuffers_textured.vsh
ERROR: 0:1: '' : version '130' is not supported
ERROR: 0:2: '' : #version required and missing.
ERROR: 0:10: 'attribute' : syntax error: syntax error
[10:00:35] [Render thread/ERROR]: [Shaders] Error compiling fragment shader: /shaders/gbuffers_textured.fsh
[10:00:35] [Render thread/INFO]: [Shaders] Shader info log: /shaders/gbuffers_textured.fsh
ERROR: 0:1: '' : version '130' is not supported
ERROR: 0:2: '' : #version required and missing.
[10:00:35] [Render thread/ERROR]: [Shaders] Error linking program: 24 (gbuffers_textured)
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: none, at: pre-useProgram
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: gbuffers_textured, at: useProgram
[10:00:35] [Render thread/ERROR]: [Shaders] [Shaders] Error: Invalid program "gbuffers_textured"
[10:00:35] [Render thread/INFO]: [CHAT] [Shaders] Error: Invalid program "gbuffers_textured"
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: none, at: pre setupProgram
[10:00:35] [Render thread/ERROR]: [Shaders] Error compiling vertex shader: /shaders/gbuffers_textured_lit.vsh
[10:00:35] [Render thread/INFO]: [Shaders] Shader info log: /shaders/gbuffers_textured_lit.vsh
ERROR: 0:1: '' : version '130' is not supported
ERROR: 0:2: '' : #version required and missing.
ERROR: 0:10: 'attribute' : syntax error: syntax error
[10:00:35] [Render thread/ERROR]: [Shaders] Error compiling fragment shader: /shaders/gbuffers_textured_lit.fsh
[10:00:35] [Render thread/INFO]: [Shaders] File: 1 = /shaders/Common.inc
[10:00:35] [Render thread/INFO]: [Shaders] Shader info log: /shaders/gbuffers_textured_lit.fsh
ERROR: 0:1: '' : version '130' is not supported
ERROR: 0:2: '' : #version required and missing.
[10:00:35] [Render thread/ERROR]: [Shaders] Error linking program: 24 (gbuffers_textured_lit)
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: none, at: pre-useProgram
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: gbuffers_textured_lit, at: useProgram
[10:00:35] [Render thread/ERROR]: [Shaders] [Shaders] Error: Invalid program "gbuffers_textured_lit"
[10:00:35] [Render thread/INFO]: [CHAT] [Shaders] Error: Invalid program "gbuffers_textured_lit"
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: none, at: pre setupProgram
[10:00:35] [Render thread/ERROR]: [Shaders] Error compiling vertex shader: /shaders/gbuffers_skybasic.vsh
[10:00:35] [Render thread/INFO]: [Shaders] Shader info log: /shaders/gbuffers_skybasic.vsh
ERROR: 0:1: '' : version '130' is not supported
ERROR: 0:2: '' : #version required and missing.
[10:00:35] [Render thread/ERROR]: [Shaders] Error compiling fragment shader: /shaders/gbuffers_skybasic.fsh
[10:00:35] [Render thread/INFO]: [Shaders] Shader info log: /shaders/gbuffers_skybasic.fsh
ERROR: 0:1: '' : version '130' is not supported
ERROR: 0:2: '' : #version required and missing.
[10:00:35] [Render thread/ERROR]: [Shaders] Error linking program: 24 (gbuffers_skybasic)

[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: none, at: pre-useProgram
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: gbuffers_skybasic, at: useProgram
[10:00:35] [Render thread/ERROR]: [Shaders] [Shaders] Error: Invalid program "gbuffers_skybasic"
[10:00:35] [Render thread/INFO]: [CHAT] [Shaders] Error: Invalid program "gbuffers_skybasic"
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: none, at: pre setupProgram
[10:00:35] [Render thread/ERROR]: [Shaders] Error compiling vertex shader: /shaders/gbuffers_skytextured.vsh
[10:00:35] [Render thread/INFO]: [Shaders] Shader info log: /shaders/gbuffers_skytextured.vsh
ERROR: 0:1: '' : version '130' is not supported
ERROR: 0:2: '' : #version required and missing.
[10:00:35] [Render thread/ERROR]: [Shaders] Error compiling fragment shader: /shaders/gbuffers_skytextured.fsh
[10:00:35] [Render thread/INFO]: [Shaders] Shader info log: /shaders/gbuffers_skytextured.fsh
ERROR: 0:1: '' : version '130' is not supported
ERROR: 0:2: '' : #version required and missing.
[10:00:35] [Render thread/ERROR]: [Shaders] Error linking program: 24 (gbuffers_skytextured)
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: none, at: pre-useProgram
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: gbuffers_skytextured, at: useProgram
[10:00:35] [Render thread/ERROR]: [Shaders] [Shaders] Error: Invalid program "gbuffers_skytextured"
[10:00:35] [Render thread/INFO]: [CHAT] [Shaders] Error: Invalid program "gbuffers_skytextured"
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: none, at: pre setupProgram
[10:00:35] [Render thread/ERROR]: [Shaders] Error compiling vertex shader: /shaders/gbuffers_terrain.vsh
[10:00:35] [Render thread/INFO]: [Shaders] Shader info log: /shaders/gbuffers_terrain.vsh
ERROR: 0:1: '' : version '130' is not supported
ERROR: 0:2: '' : #version required and missing.
ERROR: 0:16: 'attribute' : syntax error: syntax error
[10:00:35] [Render thread/ERROR]: [Shaders] Error compiling fragment shader: /shaders/gbuffers_terrain.fsh
[10:00:35] [Render thread/INFO]: [Shaders] File: 1 = /shaders/Common.inc
[10:00:35] [Render thread/INFO]: [Shaders] Shader info log: /shaders/gbuffers_terrain.fsh
ERROR: 0:1: '' : version '130' is not supported
ERROR: 0:2: '' : #version required and missing.
[10:00:35] [Render thread/ERROR]: [Shaders] Error linking program: 24 (gbuffers_terrain)
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: none, at: pre-useProgram
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: gbuffers_terrain, at: useProgram
[10:00:35] [Render thread/ERROR]: [Shaders] [Shaders] Error: Invalid program "gbuffers_terrain"
[10:00:35] [Render thread/INFO]: [CHAT] [Shaders] Error: Invalid program "gbuffers_terrain"
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: none, at: pre setupProgram
[10:00:35] [Render thread/ERROR]: [Shaders] Error compiling vertex shader: /shaders/gbuffers_damagedblock.vsh
[10:00:35] [Render thread/INFO]: [Shaders] Shader info log: /shaders/gbuffers_damagedblock.vsh
ERROR: 0:1: '' : version '130' is not supported
ERROR: 0:2: '' : #version required and missing.
ERROR: 0:16: 'attribute' : syntax error: syntax error
[10:00:35] [Render thread/ERROR]: [Shaders] Error compiling fragment shader: /shaders/gbuffers_damagedblock.fsh
[10:00:35] [Render thread/INFO]: [Shaders] File: 1 = /shaders/Common.inc
[10:00:35] [Render thread/INFO]: [Shaders] Shader info log: /shaders/gbuffers_damagedblock.fsh
ERROR: 0:1: '' : version '130' is not supported

ERROR: 0:2: '' : #version required and missing.
[10:00:35] [Render thread/ERROR]: [Shaders] Error linking program: 24 (gbuffers_damagedblock)
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: none, at: pre-useProgram
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: gbuffers_damagedblock, at: useProgram
[10:00:35] [Render thread/ERROR]: [Shaders] [Shaders] Error: Invalid program "gbuffers_damagedblock"
[10:00:35] [Render thread/INFO]: [CHAT] [Shaders] Error: Invalid program "gbuffers_damagedblock"
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: none, at: pre setupProgram
[10:00:35] [Render thread/ERROR]: [Shaders] Error compiling vertex shader: /shaders/gbuffers_entities.vsh
[10:00:35] [Render thread/INFO]: [Shaders] Shader info log: /shaders/gbuffers_entities.vsh
ERROR: 0:1: '' : version '130' is not supported
ERROR: 0:2: '' : #version required and missing.
ERROR: 0:10: 'attribute' : syntax error: syntax error
[10:00:35] [Render thread/ERROR]: [Shaders] Error compiling fragment shader: /shaders/gbuffers_entities.fsh
[10:00:35] [Render thread/INFO]: [Shaders] File: 1 = /shaders/Common.inc
[10:00:35] [Render thread/INFO]: [Shaders] Shader info log: /shaders/gbuffers_entities.fsh
ERROR: 0:1: '' : version '130' is not supported
ERROR: 0:2: '' : #version required and missing.
[10:00:35] [Render thread/ERROR]: [Shaders] Error linking program: 24 (gbuffers_entities)
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: none, at: pre-useProgram
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: gbuffers_entities, at: useProgram
[10:00:35] [Render thread/ERROR]: [Shaders] [Shaders] Error: Invalid program "gbuffers_entities"
[10:00:35] [Render thread/INFO]: [CHAT] [Shaders] Error: Invalid program "gbuffers_entities"
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: none, at: pre setupProgram
[10:00:35] [Render thread/ERROR]: [Shaders] Error compiling vertex shader: /shaders/gbuffers_armor_glint.vsh
[10:00:35] [Render thread/INFO]: [Shaders] Shader info log: /shaders/gbuffers_armor_glint.vsh
ERROR: 0:1: '' : version '130' is not supported
ERROR: 0:2: '' : #version required and missing.
ERROR: 0:10: 'attribute' : syntax error: syntax error
[10:00:35] [Render thread/ERROR]: [Shaders] Error compiling fragment shader: /shaders/gbuffers_armor_glint.fsh
[10:00:35] [Render thread/INFO]: [Shaders] File: 1 = /shaders/Common.inc
[10:00:35] [Render thread/INFO]: [Shaders] Shader info log: /shaders/gbuffers_armor_glint.fsh
ERROR: 0:1: '' : version '130' is not supported
ERROR: 0:2: '' : #version required and missing.
[10:00:35] [Render thread/ERROR]: [Shaders] Error linking program: 24 (gbuffers_armor_glint)
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: none, at: pre-useProgram
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: gbuffers_armor_glint, at: useProgram
[10:00:35] [Render thread/ERROR]: [Shaders] [Shaders] Error: Invalid program "gbuffers_armor_glint"
[10:00:35] [Render thread/INFO]: [CHAT] [Shaders] Error: Invalid program "gbuffers_armor_glint"
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: none, at: pre setupProgram
[10:00:35] [Render thread/ERROR]: [Shaders] Error compiling vertex shader: /shaders/gbuffers_hand.vsh
[10:00:35] [Render thread/INFO]: [Shaders] Shader info log: /shaders/gbuffers_hand.vsh
ERROR: 0:1: '' : version '130' is not supported
ERROR: 0:2: '' : #version required and missing.

ERROR: 0:10: 'attribute' : syntax error: syntax error
[10:00:35] [Render thread/ERROR]: [Shaders] Error compiling fragment shader: /shaders/gbuffers_hand.fsh
[10:00:35] [Render thread/INFO]: [Shaders] File: 1 = /shaders/Common.inc
[10:00:35] [Render thread/INFO]: [Shaders] Shader info log: /shaders/gbuffers_hand.fsh
ERROR: 0:1: '' : version '130' is not supported
ERROR: 0:2: '' : #version required and missing.
[10:00:35] [Render thread/ERROR]: [Shaders] Error linking program: 24 (gbuffers_hand)
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: none, at: pre-useProgram
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: gbuffers_hand, at: useProgram
[10:00:35] [Render thread/ERROR]: [Shaders] [Shaders] Error: Invalid program "gbuffers_hand"
[10:00:35] [Render thread/INFO]: [CHAT] [Shaders] Error: Invalid program "gbuffers_hand"
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: none, at: pre setupProgram
[10:00:35] [Render thread/ERROR]: [Shaders] Error compiling vertex shader: /shaders/gbuffers_weather.vsh
[10:00:35] [Render thread/INFO]: [Shaders] Shader info log: /shaders/gbuffers_weather.vsh
ERROR: 0:1: '' : version '130' is not supported
ERROR: 0:2: '' : #version required and missing.
[10:00:35] [Render thread/ERROR]: [Shaders] Error compiling fragment shader: /shaders/gbuffers_weather.fsh
[10:00:35] [Render thread/INFO]: [Shaders] Shader info log: /shaders/gbuffers_weather.fsh
ERROR: 0:1: '' : version '130' is not supported
ERROR: 0:2: '' : #version required and missing.
[10:00:35] [Render thread/ERROR]: [Shaders] Error linking program: 24 (gbuffers_weather)
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: none, at: pre-useProgram
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: gbuffers_weather, at: useProgram
[10:00:35] [Render thread/ERROR]: [Shaders] [Shaders] Error: Invalid program "gbuffers_weather"
[10:00:35] [Render thread/INFO]: [CHAT] [Shaders] Error: Invalid program "gbuffers_weather"
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: none, at: pre setupProgram
[10:00:35] [Render thread/ERROR]: [Shaders] Error compiling vertex shader: /shaders/gbuffers_water.vsh
[10:00:35] [Render thread/INFO]: [Shaders] Shader info log: /shaders/gbuffers_water.vsh
ERROR: 0:1: '' : version '130' is not supported
ERROR: 0:2: '' : #version required and missing.
ERROR: 0:27: 'attribute' : syntax error: syntax error
[10:00:35] [Render thread/ERROR]: [Shaders] Error compiling fragment shader: /shaders/gbuffers_water.fsh
[10:00:35] [Render thread/INFO]: [Shaders] File: 1 = /shaders/Common.inc
[10:00:35] [Render thread/INFO]: [Shaders] Shader info log: /shaders/gbuffers_water.fsh
ERROR: 0:1: '' : version '130' is not supported
ERROR: 0:2: '' : #version required and missing.
[10:00:35] [Render thread/ERROR]: [Shaders] Error linking program: 24 (gbuffers_water)
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: none, at: pre-useProgram
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: gbuffers_water, at: useProgram
[10:00:35] [Render thread/ERROR]: [Shaders] [Shaders] Error: Invalid program "gbuffers_water"
[10:00:35] [Render thread/INFO]: [CHAT] [Shaders] Error: Invalid program "gbuffers_water"
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: none, at: pre setupProgram
[10:00:35] [Render thread/ERROR]: [Shaders] Error compiling vertex shader: /shaders/composite.vsh
[10:00:35] [Render thread/INFO]: [Shaders] Shader info log: /shaders/composite.vsh
ERROR: 0:1: '' : version '120' is not supported

ERROR: 0:2: '' : #version required and missing.
ERROR: 0:5: 'varying' : syntax error: syntax error
[10:00:35] [Render thread/INFO]: [Shaders] Shadow map distance: 120.0
[10:00:35] [Render thread/INFO]: [Shaders] shadowHardwareFiltering0
[10:00:35] [Render thread/INFO]: [Shaders] shadowtex1Mipmap
[10:00:35] [Render thread/INFO]: [Shaders] shadowcolor0Mipmap
[10:00:35] [Render thread/INFO]: [Shaders] shadowcolor1Mipmap
[10:00:35] [Render thread/INFO]: [Shaders] Noise texture enabled
[10:00:35] [Render thread/INFO]: [Shaders] Noise texture resolution: 64
[10:00:35] [Render thread/ERROR]: [Shaders] Error compiling fragment shader: /shaders/composite.fsh
[10:00:35] [Render thread/INFO]: [Shaders] File: 1 = /shaders/Common.inc
[10:00:35] [Render thread/INFO]: [Shaders] Shader info log: /shaders/composite.fsh
ERROR: 0:1: '' : version '120' is not supported
ERROR: 0:2: '' : #version required and missing.
ERROR: 0:81: 'varying' : syntax error: syntax error
[10:00:35] [Render thread/ERROR]: [Shaders] Error linking program: 24 (composite)
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: none, at: pre-useProgram
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: composite, at: useProgram
[10:00:35] [Render thread/ERROR]: [Shaders] [Shaders] Error: Invalid program "composite"
[10:00:35] [Render thread/INFO]: [CHAT] [Shaders] Error: Invalid program "composite"
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: none, at: pre setupProgram
[10:00:35] [Render thread/ERROR]: [Shaders] Error compiling vertex shader: /shaders/composite1.vsh
[10:00:35] [Render thread/INFO]: [Shaders] Shader info log: /shaders/composite1.vsh
ERROR: 0:1: '' : version '120' is not supported
ERROR: 0:2: '' : #version required and missing.
ERROR: 0:6: 'varying' : syntax error: syntax error
[10:00:35] [Render thread/ERROR]: [Shaders] Error compiling fragment shader: /shaders/composite1.fsh
[10:00:35] [Render thread/INFO]: [Shaders] File: 1 = /shaders/Common.inc
[10:00:35] [Render thread/INFO]: [Shaders] Shader info log: /shaders/composite1.fsh
ERROR: 0:1: '' : version '120' is not supported
ERROR: 0:2: '' : #version required and missing.
ERROR: 0:30: 'varying' : syntax error: syntax error
[10:00:35] [Render thread/ERROR]: [Shaders] Error linking program: 24 (composite1)
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: none, at: pre-useProgram
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: composite1, at: useProgram
[10:00:35] [Render thread/ERROR]: [Shaders] [Shaders] Error: Invalid program "composite1"
[10:00:35] [Render thread/INFO]: [CHAT] [Shaders] Error: Invalid program "composite1"
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: none, at: pre setupProgram
[10:00:35] [Render thread/ERROR]: [Shaders] Error compiling vertex shader: /shaders/composite2.vsh
[10:00:35] [Render thread/INFO]: [Shaders] File: 1 = /shaders/Common.inc
[10:00:35] [Render thread/INFO]: [Shaders] Shader info log: /shaders/composite2.vsh
ERROR: 0:1: '' : version '120' is not supported
ERROR: 0:2: '' : #version required and missing.
ERROR: 0:10: 'varying' : syntax error: syntax error
[10:00:35] [Render thread/INFO]: [Shaders] Shadow map resolution: 2048
[10:00:35] [Render thread/INFO]: [Shaders] Shadow map distance: 120.0
[10:00:35] [Render thread/INFO]: [Shaders] Shadow map interval size: 4.0
[10:00:35] [Render thread/INFO]: [Shaders] shadowHardwareFiltering0
[10:00:35] [Render thread/INFO]: [Shaders] shadowtex1Mipmap
[10:00:35] [Render thread/INFO]: [Shaders] shadowcolor0Mipmap

[10:00:35] [Render thread/INFO]: [Shaders] shadowcolor1Mipmap
[10:00:35] [Render thread/INFO]: [Shaders] Shadow distance render mul: 1.0
[10:00:35] [Render thread/INFO]: [Shaders] gcolor format: RGB8
[10:00:35] [Render thread/INFO]: [Shaders] gdepth format: RGBA8
[10:00:35] [Render thread/INFO]: [Shaders] gnormal format: RGB16
[10:00:35] [Render thread/INFO]: [Shaders] composite format: RGB8
[10:00:35] [Render thread/INFO]: [Shaders] gaux1 format: RGBA16
[10:00:35] [Render thread/INFO]: [Shaders] gaux2 format: RGBA8
[10:00:35] [Render thread/INFO]: [Shaders] gaux3 format: RGBA16
[10:00:35] [Render thread/INFO]: [Shaders] gaux4 format: RGBA16
[10:00:35] [Render thread/INFO]: [Shaders] Sun path rotation: -40.0
[10:00:35] [Render thread/INFO]: [Shaders] Noise texture enabled
[10:00:35] [Render thread/INFO]: [Shaders] Noise texture resolution: 64
[10:00:35] [Render thread/INFO]: [Shaders] AO Level: 0.06
[10:00:35] [Render thread/INFO]: [Shaders] gaux3 mipmap enabled
[10:00:35] [Render thread/INFO]: [Shaders] gaux4 clear disabled
[10:00:35] [Render thread/INFO]: [Shaders] Wetness halflife: 1.0
[10:00:35] [Render thread/INFO]: [Shaders] Dryness halflife: 60.0
[10:00:35] [Render thread/ERROR]: [Shaders] Error compiling fragment shader: /shaders/composite2.fsh
[10:00:35] [Render thread/INFO]: [Shaders] File: 1 = /shaders/Common.inc
[10:00:35] [Render thread/INFO]: [Shaders] Shader info log: /shaders/composite2.fsh
ERROR: 0:1: '' : version '120' is not supported
ERROR: 0:2: '' : #version required and missing.
ERROR: 0:117: 'varying' : syntax error: syntax error
[10:00:35] [Render thread/ERROR]: [Shaders] Error linking program: 24 (composite2)
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: none, at: pre-useProgram
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: composite2, at: useProgram
[10:00:35] [Render thread/ERROR]: [Shaders] [Shaders] Error: Invalid program "composite2"
[10:00:35] [Render thread/INFO]: [CHAT] [Shaders] Error: Invalid program "composite2"
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: none, at: pre setupProgram
[10:00:35] [Render thread/ERROR]: [Shaders] Error compiling vertex shader: /shaders/composite3.vsh
[10:00:35] [Render thread/INFO]: [Shaders] File: 1 = /shaders/Common.inc
[10:00:35] [Render thread/INFO]: [Shaders] Shader info log: /shaders/composite3.vsh
ERROR: 0:1: '' : version '120' is not supported
ERROR: 0:2: '' : #version required and missing.
ERROR: 0:11: 'varying' : syntax error: syntax error
[10:00:35] [Render thread/INFO]: [Shaders] Noise texture enabled
[10:00:35] [Render thread/INFO]: [Shaders] Noise texture resolution: 64
[10:00:35] [Render thread/INFO]: [Shaders] gaux3 mipmap enabled
[10:00:35] [Render thread/ERROR]: [Shaders] Error compiling fragment shader: /shaders/composite3.fsh
[10:00:35] [Render thread/INFO]: [Shaders] File: 1 = /shaders/Common.inc
[10:00:35] [Render thread/INFO]: [Shaders] Shader info log: /shaders/composite3.fsh
ERROR: 0:1: '' : version '120' is not supported
ERROR: 0:2: '' : #version required and missing.
ERROR: 0:61: 'varying' : syntax error: syntax error
[10:00:35] [Render thread/ERROR]: [Shaders] Error linking program: 24 (composite3)
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: none, at: pre-useProgram
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: composite3, at: useProgram
[10:00:35] [Render thread/ERROR]: [Shaders] [Shaders] Error: Invalid program "composite3"
[10:00:35] [Render thread/INFO]: [CHAT] [Shaders] Error: Invalid program "composite3"
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: none, at: pre setupProgram

[10:00:35] [Render thread/ERROR]: [Shaders] Error compiling vertex shader: /shaders/composite4.vsh
[10:00:35] [Render thread/INFO]: [Shaders] Shader info log: /shaders/composite4.vsh
ERROR: 0:1: '' : version '120' is not supported
ERROR: 0:2: '' : #version required and missing.
ERROR: 0:5: 'varying' : syntax error: syntax error
[10:00:35] [Render thread/INFO]: [Shaders] gaux3 mipmap enabled
[10:00:35] [Render thread/ERROR]: [Shaders] Error compiling fragment shader: /shaders/composite4.fsh
[10:00:35] [Render thread/INFO]: [Shaders] File: 1 = /shaders/Common.inc
[10:00:35] [Render thread/INFO]: [Shaders] Shader info log: /shaders/composite4.fsh
ERROR: 0:1: '' : version '120' is not supported
ERROR: 0:2: '' : #version required and missing.
ERROR: 0:44: 'varying' : syntax error: syntax error
[10:00:35] [Render thread/ERROR]: [Shaders] Error linking program: 24 (composite4)
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: none, at: pre-useProgram
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: composite4, at: useProgram
[10:00:35] [Render thread/ERROR]: [Shaders] [Shaders] Error: Invalid program "composite4"
[10:00:35] [Render thread/INFO]: [CHAT] [Shaders] Error: Invalid program "composite4"
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: none, at: pre setupProgram
[10:00:35] [Render thread/ERROR]: [Shaders] Error compiling vertex shader: /shaders/composite5.vsh
[10:00:35] [Render thread/INFO]: [Shaders] Shader info log: /shaders/composite5.vsh
ERROR: 0:1: '' : version '120' is not supported
ERROR: 0:2: '' : #version required and missing.
ERROR: 0:5: 'varying' : syntax error: syntax error
[10:00:35] [Render thread/ERROR]: [Shaders] Error compiling fragment shader: /shaders/composite5.fsh
[10:00:35] [Render thread/INFO]: [Shaders] File: 1 = /shaders/Common.inc
[10:00:35] [Render thread/INFO]: [Shaders] Shader info log: /shaders/composite5.fsh
ERROR: 0:1: '' : version '120' is not supported
ERROR: 0:2: '' : #version required and missing.
ERROR: 0:49: 'varying' : syntax error: syntax error
[10:00:35] [Render thread/ERROR]: [Shaders] Error linking program: 24 (composite5)
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: none, at: pre-useProgram
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: composite5, at: useProgram
[10:00:35] [Render thread/ERROR]: [Shaders] [Shaders] Error: Invalid program "composite5"
[10:00:35] [Render thread/INFO]: [CHAT] [Shaders] Error: Invalid program "composite5"
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: none, at: pre setupProgram
[10:00:35] [Render thread/ERROR]: [Shaders] Error compiling vertex shader: /shaders/composite6.vsh
[10:00:35] [Render thread/INFO]: [Shaders] Shader info log: /shaders/composite6.vsh
ERROR: 0:1: '' : version '120' is not supported
ERROR: 0:2: '' : #version required and missing.
ERROR: 0:5: 'varying' : syntax error: syntax error
[10:00:35] [Render thread/ERROR]: [Shaders] Error compiling fragment shader: /shaders/composite6.fsh
[10:00:35] [Render thread/INFO]: [Shaders] File: 1 = /shaders/Common.inc
[10:00:35] [Render thread/INFO]: [Shaders] Shader info log: /shaders/composite6.fsh
ERROR: 0:1: '' : version '120' is not supported
ERROR: 0:2: '' : #version required and missing.
ERROR: 0:43: 'varying' : syntax error: syntax error
[10:00:35] [Render thread/ERROR]: [Shaders] Error linking program: 24 (composite6)

[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: none, at: pre-useProgram
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: composite6, at: useProgram
[10:00:35] [Render thread/ERROR]: [Shaders] [Shaders] Error: Invalid program "composite6"
[10:00:35] [Render thread/INFO]: [CHAT] [Shaders] Error: Invalid program "composite6"
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: none, at: pre setupProgram
[10:00:35] [Render thread/ERROR]: [Shaders] Error compiling vertex shader: /shaders/final.vsh
[10:00:35] [Render thread/INFO]: [Shaders] File: 1 = /shaders/Common.inc
[10:00:35] [Render thread/INFO]: [Shaders] Shader info log: /shaders/final.vsh
ERROR: 0:1: '' : version '120' is not supported
ERROR: 0:2: '' : #version required and missing.
ERROR: 0:9: 'varying' : syntax error: syntax error
[10:00:35] [Render thread/ERROR]: [Shaders] Error compiling fragment shader: /shaders/final.fsh
[10:00:35] [Render thread/INFO]: [Shaders] File: 1 = /shaders/Common.inc
[10:00:35] [Render thread/INFO]: [Shaders] Shader info log: /shaders/final.fsh
ERROR: 0:1: '' : version '120' is not supported
ERROR: 0:2: '' : #version required and missing.
ERROR: 0:59: 'varying' : syntax error: syntax error
[10:00:35] [Render thread/ERROR]: [Shaders] Error linking program: 24 (final)
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: none, at: pre-useProgram
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: final, at: useProgram
[10:00:35] [Render thread/ERROR]: [Shaders] [Shaders] Error: Invalid program "final"
[10:00:35] [Render thread/INFO]: [CHAT] [Shaders] Error: Invalid program "final"
[10:00:35] [Render thread/INFO]: [Shaders] usedColorBuffers: 8
[10:00:35] [Render thread/INFO]: [Shaders] usedDepthBuffers: 2
[10:00:35] [Render thread/INFO]: [Shaders] usedShadowColorBuffers: 2
[10:00:35] [Render thread/INFO]: [Shaders] usedShadowDepthBuffers: 2
[10:00:35] [Render thread/INFO]: [Shaders] usedColorAttachs: 8
[10:00:35] [Render thread/INFO]: [Shaders] usedDrawBuffers: 1
[10:00:35] [Render thread/INFO]: [Shaders] bindImageTextures: false
[10:00:35] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: none, at: FBS dfb depth
[10:00:35] [Render thread/INFO]: [Shaders] Framebuffer created: dfb
[10:00:35] [Render thread/INFO]: [Shaders] Framebuffer created: sfb
[10:00:35] [Render thread/INFO]: [Shaders] Reset model renderers
[10:00:35] [Render thread/INFO]: [Shaders] Reset world renderers
[10:00:36] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: shadow (none), at: shadow terrain solid
[10:00:36] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: shadow (none), at: shadow terrain cutoutmipped
[10:00:36] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: shadow (none), at: shadow terrain cutout
[10:00:36] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: shadow (none), at: shadow translucent
[10:00:36] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: gbuffers_terrain (none), at: pre-useProgram
[10:00:36] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: gbuffers_terrain (none), at: pre-useProgram
[10:00:36] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: gbuffers_terrain (none), at: pre-useProgram
[10:00:36] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: gbuffers_water (none), at: pre-useProgram
[10:00:36] [Render thread/ERROR]: [Shaders] OpenGL error: 1282 (Invalid operation), program: gbuffers_textured_lit (none), at: pre-useProgram