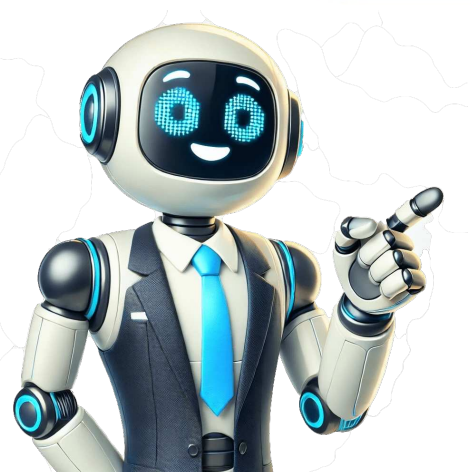


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Jun 29, 2025 Go to last post 13,913 175,835 Share your knowledge and love for Minecraft with other players. Minecraft (also known as the Better Together Update) is available on Xbox, Mobile, VR and Windows 10. Jun 29, 2025 Go to last post 3,946 12,635 Have a great idea for the future of Minecraft? Share, discover and discuss ideas here. Work with your fellow Minecrafters to shape the future of the game. Jun 29, 2025 Go to last post 1,355 3,055 Let others battle creepers, caves and lava to chart the world of Minecraft so you can safely explore known territory. Share and discover seeds here. May 28, 2025 Go to last post 414 871 Tips, tricks, tutorials and everything in between for advancing your Minecraft world with Redstone and Commands. Jun 27, 2025 Go to last post 1,184 3,190 The Minecraft Marketplace brings custom maps, skins, and texture packs created by the Minecraft community to you. 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Feb 9, 2025 Go to last post 222 1,364 Share and discuss ideas, thoughts and suggestions for Minecraft: Education Edition. Jun 28, 2025 Go to last post 106 569 Let others battle creepers, caves and lava to chart the world of Minecraft so you can safely explore known territory. Share and discover seeds here. Jun 18, 2025 Go to last post 1,835 7,821 Share and discover wonderful Minecraft creations from any Minecraft: Edition. Jan 26, 2025 Go to last post 192 627 Share and discuss ideas, thoughts and suggestions for Minecraft: Apple TV Edition. May 21, 2025 Go to last post 15 47 Minecraft pocket edition is the mobile version of Minecraft! Currently available on Android and iOS. All Pocket Edition minecraft discussion belong in this section. Jun 15, 2025 Go to last post 10,311 102,198 Discuss all recent and future Pocket Edition updates here Jun 23, 2025 Go to last post 918 25,639 Minecraft Pocket Edition maps for both Android and iOS. Jun 2, 2025 Go to last post 11,544 90,641 Texture packs for Minecraft: Pocket Edition Mar 20, 2025 Go to last post 2,297 17,940 Post your Pocket Edition Mods and Tools here Jun 11, 2025 Go to last post 7,138 92,178 Find explorers to join you on your quest through Minecraft. Jun 28, 2025 Go to last post 11,699 112,410 Discuss and share your Minecraft: Pocket Edition creations! May 27, 2025 Go to last post 1,117 6,600 Support for Minecraft: Java Edition, modded and unmodded Jun 29, 2025 Go to last post 86,815 365,691 Support for Minecraft (Bedrock) for mobile, Xbox One, and Windows 10 Jun 29, 2025 Go to last post 11,930 34,444 Support for technical problems with servers. Jun 29, 2025 Go to last post 72,901 351,944 Support for Mojang / Minecraft.net accounts via help.mojang.com - - Support for players of legacy Minecraft on Console (PlayStation 3 Edition, PlayStation 4 Edition, Xbox 360 Edition) Jun 26, 2025 Go to last post 1,633 4,118 Show off your epic creations. Post your Minecraft screenshots here. Make sure to describe your creation and name the thread after what is displayed. Jun 29, 2025 Go to last post 14,788 142,153 Post your Minecraft videos here. Make sure to name the thread in an informative way and try to describe your video. Jun 29, 2025 Go to last post 82,449 199,996 Need actors or a host for your Minecraft videos? Want advice on how to make your series truly awesome? This is the place. Jun 11, 2025 Go to last post 26,118 160,664 Post YOUR OWN Minecraft fan art here. This includes picture art, comics, short stories, poems and music. (This does not include gameplay videos or screenshots.) Jun 24, 2025 Go to last post 9,417 85,498 The place to post requests for or find Minecraft shops for artistic works. Jun 28, 2025 Go to last post 10,327 106,884 Discussion and suggestions to the main forum and site, also solutions to any forum problems you may be having. May 21, 2025 Go to last post 10,661 85,732 Click here to learn how to contact the Minecraft Forum for support - - Discuss topics unrelated to Minecraft Jun 26, 2025 Go to last post 25,025 1,009,378 Discuss anything from PC games to Nintendo 3DS games. No Minecraft discussions. May 23, 2025 Go to last post 16,629 196,979 Discuss anything to do with computer science, technology, programming, etc. here. May 30, 2025 Go to last post 27,118 342,133 Discuss and share creative works not related to Minecraft. Drawings, prose, poetry, machinima, films, music, and so on. May 26, 2025 Go to last post 5,345 122,340 Count to 100? Rate the above posters avatar? It all goes here! Posts in this section do not count towards post counts. Jun 16, 2025 Go to last post 13,457 2,099,294 Create test posts and threads in this section to try out the various features and test bugs Sep 8, 2014 Go to last post 46 102 Aug 18, 2014 Go to last post 810 3,139 Find all the latest news related to Minecraft here. by Minecraft servers!234511 Oct 27, 2014 Go to last post 1,035 139,425 Official threads for Survival servers Aug 13, 2015 Go to last post - - This section is for hosts who have not been vetted by mcf staff, we are not responsible for the outcome of using their services. Mar 2, 2016 Go to last post 7,050 60,683 Show off and request non-Minecraft related creations here. Aug 13, 2016 Go to last post 921 4,819 Requested offers from different hosting companies. Mar 2, 2016 Go to last post 11,229 106,401 Hosting for Minecraft Pocket Edition servers - - Discuss hosting and host-related threads here Mar 2, 2016 Go to last post 1,049 5,559 Official threads for creative servers - - Multiple gametypes spread across worlds. Find a server with variety here. Jul 26, 2015 Go to last post - - Share any other Minecraft related art you have made here. - - Servers with a twist! Complete an objective other than survival (i.e. Prison, Spleef, etc.) Jul 6, 2015 Go to last post - - Aug 24, 2014 Go to last post 21,962 87,111 Nov 5, 2013 Go to last post 197,839 2,021,197 - - Announcements and information regarding the main forum and site. Sep 26, 2012 Go to last post 34 2,923 - - Discussion about 1.1, now locked Jul 18, 2012 Go to last post 1,322 20,959 Post your let's play video series here and announce when you're doing live streams! Jul 31, 2012 Go to last post 22,971 87,406 Discussion about 1.8, now closed Jan 27, 2012 Go to last post 5,847 71,914 Discussion about 1.0, now locked Jul 16, 2012 Go to last post 5,798 89,875 Content packs created for existing Minecraft Mods Apr 5, 2013 Go to last post 63 1,320 Custom server clients and server mods for Minecraft Creative and Survival servers. - - Any Tutorials related to Minecraft Mapping or Modding can be found here. Apr 4, 2013 Go to last post 2,588 40,124 Any discussion of the upcoming updates belongs in this section. Feb 26, 2015 Go to last post 1,291 33,899 Translations of Minecraft in game files Jun 11, 2014 Go to last post 262 3,284 Discuss Minecraft Achievements and Stats here. Aug 25, 2012 Go to last post 409 6,862 Support for Mojang / Minecraft.net accounts Sep 26, 2014 Go to last post 2,939 11,537 Share your own creative works, NOT related to Minecraft. Drawings, prose, poetry, machinima, films and so on, it all goes here. Remember that this is intended for serious posts and serious feedback. Aug 29, 2011 Go to last post 1,418 12,071 For reviewing and showing off maps! - - Classic gameplay, focus on building, surviving, and mining with or against friends! Sep 27, 2012 Go to last post 1 1 Discuss software and ask for support with software issues here. - - Ask questions of your favourite Minecraft people. Mar 29, 2014 Go to last post 1 1,234 Request servers to play on here, or look for staff/players for your fancy server idea here! Existing servers should go to "Beta - Survival Servers" instead if looking for members. Jan 28, 2012 Go to last post 36,538 245,059 A place to upload and download skins for your Minecraft character. Currently available at Dec 20, 2010 Go to last post 30 236 Dec 20, 2010 Go to last post 12 326 - - This section contains old support threads, and new threads cannot be posted here. If you want to make a new support thread, please make a thread in one of the other sections. Jul 14, 2014 Go to last post 92,032 433,635 If you need help with any aspect of your live stream, ask here. - - The original Minecraft Creative (version 0.30) can be discussed here, post your creations, game ideas and anything else relevant! Nov 4, 2014 Go to last post 2,905 20,362 Suggest and discuss new ideas for Minecraft: Xbox One. Feb 9, 2016 Go to last post 152 528 Discuss all recent and future Minecraft: Xbox One updates here. Feb 22, 2016 Go to last post 110 1,774 Discuss all recent and future Xbox 360 Edition title updates here Dec 22, 2015 Go to last post 717 12,780 Suggest and discuss new ideas for Minecraft: Xbox 360 Edition. Jan 28, 2016 Go to last post 1,678 19,464 Share and discuss Xbox 360 seeds! 925 3,846 Discuss and share your Minecraft: Playstation 3 Edition creations! May 18, 2016 Go to last post 190 797 Share and discuss Playstation 3 seeds! - - Suggest and discuss new ideas for Minecraft: Playstation 3 Aug 7, 2015 Go to last post 416 1,989 Minecraft: Windows 10 Edition Beta is available now on the Windows Store Sep 18, 2017 Go to last post 459 2,151 Discuss all recent and future PS3 updates here Sep 25, 2015 Go to last post 249 2,419 Discuss and share your Minecraft: Xbox 360 Edition creations! Jun 5, 2016 Go to last post 2,111 12,828 Discuss and share your Minecraft: Playstation 4 Edition creations. Mar 16, 2016 Go to last post 149 361 Discuss all recent and future Minecraft: Playstation 4 Edition updates here. Dec 18, 2015 Go to last post 56 1,410 Suggest and discuss new ideas for Minecraft: Playstation 4 Edition. Apr 2, 2015 Go to last post 47 132 Share and discuss Minecraft: Playstation 4 Edition Seeds. - - Discuss all recent and future Minecraft: Playstation Vita Edition updates here. - - Suggest and discuss new ideas for Minecraft: Playstation Vita Edition. - - Share and discuss Minecraft: Playstation Vita Edition Seeds. - - Discuss and share your Minecraft: Playstation Vita Edition creations. - - Discuss all recent and future Minecraft: Wii U Edition updates here - - Suggest and discuss new ideas for Minecraft: Wii U Edition - - Suggest and discuss new ideas for Minecraft: Nintendo Switch Edition - - Discuss all recent and future Minecraft: Nintendo Switch Edition updates here - - This forum is an archive of the Minecon 2012 threads Jan 23, 2013 Go to last post 112 1,779 Archive of threads discussing Minecon 2015 Mar 10, 2016 Go to last post 88 384 Archived threads discussing Minecon 2013 256 3,513 - - Tutorials and FAQs for unmodified (vanilla) Minecraft clients - - Tutorials and FAQs for modified Minecraft clients - - Tutorials and FAQs for setting up and troubleshooting servers - - Support for players of Minecraft: Playstation 4 Edition. - - Support for players of Minecraft: Playstation Vita Edition. - - Support for players of Minecraft on Xbox One, and for players of Minecraft: Xbox One Edition. - - Support for players of Minecraft: Xbox 360 Edition. - - Post here for discussions about Minecraft: Pocket Edition clans. 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: 7,252,506 Threads: 2,194,284 Posts: 23,321,739 Views: 4,947,941,792 I too have had this problem and OMG I have tried every forum and so on and found nothing that worked until now.... i have looked at the game MC it is very sloppy in its frame there is a graphics bug and a network bug (blocks reappear after dig or disappear after build) can also slow chat Fix: (well it worked for me!) 1) update graph card (I "MatrixCow08 didn't update anything, so this step is not required for a lot of people, but if u have very old graphics card driver then updating it will give more good performance!) 2) put your video options as follows (it will be a bit slower than 1 player game, as it will drain your mem in places but you will not get the Blocks reforming and will build ok) and remember to move away from your spawn point till you try :smile.gif: Graphics :FAST limit fram :ON (if u are using optifine then u will see "vsync"... ..) (MatrixCow08) set it to 40 and everything is good with it.) View Bobbing :OFF GUI Scale :AUTO Render Dist : FAR (I "MatrixCow08" set the render distance to 8 FAR will make the game laggy and maybe the connection too?) 3D Ana : OFF Smooth Light : ON Advanced opGL : OFF Selisbu citizenship >> Jun 29, 2025 Go To Latest Post 0 23 Java Looking for Fellow Adventurers & Builders (EU, 30+) >> Jun 29, 2025 Go To Latest Post 0 33 Java Arcadia SMP - Miss the Dream SMP? Come join us! CROSSPLATFORM (1.21.5) >> Jun 28, 2025 Go To Latest Post 11 363 Bedrock { Pixel Craft } Survival: Build, Explore, and Play with Friends - Join Our Bedrock Multiplayer Community Now! >> Jun 28, 2025 Go To Latest Post 15 486 Java Anyone Interested in Starting a Dream-Style SMP? >> Jun 28, 2025 Go To Latest Post 15 946 Bedrock Your new favorite SMP - NITROGEN NETWORK >> Jun 27, 2025 Go To Latest Post 0 33 Java I need friends that i can play minecraft with me >> Jun 27, 2025 Go To Latest Post 4 268 Java Looking for players to record with me >> Jun 27, 2025 Go To Latest Post 1 70 Java Looking for new people >> Jun 27, 2025 Go To Latest Post 4 231 Hello Fellow Minecrafters! We are starting a world SMP! >> Jun 26, 2025 Go To Latest Post 0 59 Looking for some people to play the boiled one mod with me - CURSEFORGE REQUIRED >> Jun 26, 2025 Go To Latest Post 2 110 Java looking for a survival realm i can join >> Jun 25, 2025 Go To Latest Post 0 49 New survival world >> Jun 25, 2025 Go To Latest Post 1 56 Bedrock Long-Term (5y+ current) Building Focused Realm LF Builders :D >> Jun 24, 2025 Go To Latest Post 0 38 Java Looking for a friend >> Jun 24, 2025 Go To Latest Post 9 811 Java SMP Admin needed! >> Jun 23, 2025 Go To Latest Post 0 61 Java (NEW SEASON) Wholesome SMP(Hermcraft Style 1.21.5 Survival SMP) >> Jun 22, 2025 Go To Latest Post 2 149 Need more players for a minecraft java/bedrock server! pure survival >> Jun 20, 2025 Go To Latest Post 0 97 Java [NEW] [CROSSPLATFORM] SovereignLands Medieval Roleplay SMP | Empires Wars Tech Trees | No Mods | Staff Apps Open >> Jun 20, 2025 Go To Latest Post 25 679 Bedrock PIXEL PLANET GAMING 21+ Active Bedrock Server with over 30 + Members >> Jun 17, 2025 Go To Latest Post 17 979 Bedrock Looking for a small group of people to play survival with >> Jun 16, 2025 Go To Latest Post 5 304 Looking for people to play create mod with. >> Jun 15, 2025 Go To Latest Post 0 58 Bedrock Anyone tryna play mc bedrock with some addons >> Jun 15, 2025 Go To Latest Post 0 51 Java Looking for players fpr map building >> Jun 13, 2025 Go To Latest Post 0 86 LIFESTEAL SEASON! >> Jun 13, 2025 Go To Latest Post 0 64 In addition to this feature request, another option to display or simply list the internal "background" structure positions of a particular seed for personal subsidiary intentions that others may find somewhat helpful could be implemented to show each individual structure potential with categorically no biome restrictions portrayed? As an example from the previous, if one wants a village within 50 blocks of a mansion that is 200 blocks from (0, 0) but with the addition of a monument's internal position within x amount of blocks from the second condition, the latter would obviously not be possible under regular generation standards. However, if one is attempting to manipulate those three structures over high or low weirdness to essentially force them to bypass the biome check in Bedrock Edition by generating a batch of sister seeds using a separate software to find such, the task can be accomplished by utilizing this method. This component could also support other objectives, such as finding a world with a combination involving four structures. While this may obviously take considerable time on mcseedmap.net, a more flexible program or software could make it more feasible after obtaining all sister seeds of that world. There is an easier way to go about this. When you die, don't immediately respawn. Instead, select "Title Screen". It will ask you if you're sure, click "Title Screen" again, and it will save and close that world with you dead. Now rejoin the world, and you'll still be sitting where you died, and you'll still be dead. DON'T respawn yet. With the game still running, and you might need to do this in windowed mode if you only have one monitor, navigate to your .minecraft\logs folder and open up latest.log in notepad. Look for a line like this one, near the bottom: [Server thread/INFO]: logged in with entity id 1545 at (-30.99212396094266, 57.0, -53.30000001192093) The coordinates in parentheses, show where you were standing when you logged in. So long as you were still dead when you logged in, those are the coordinates where you died. Write them down, respawn, and you're good to go. Any discussion of the most recent update belongs in this section, or recently released Snapshots. Jun 28, 2025 Go To Latest Post 9,890 142,222 General discussion about Minecraft, Minecraft development and anything that doesn't fit into the other specific sections. Jun 29, 2025 Go To Latest Post 92,404 833,482 Suggest and discuss new ideas for Minecraft, new Minecraft game modes and the Minecraft website. Jun 29, 2025 Go To Latest Post 82,119 965,973 Discuss the Survival Mode here. Pictures, discoveries, buildings, explorations and the lot all goes here Jun 29, 2025 Go To Latest Post 71,600 959,735 Minecraft Creative Mode - can be discussed here, post your creations, game ideas and anything else relevant! Jun 28, 2025 Go To Latest Post 12,722 77,125 Share and discuss PC seeds! Jun 22, 2025 Go To Latest Post 23,480 120,863 A general redstone section for discussing redstone mechanisms, tutorials and discussing the properties of redstone itself. Jun 28, 2025 Go To Latest Post 39,533 244,244 Talk about Minecon here Jun 1, 2025 Go To Latest Post 151 3,965 Please use the "Minecraft Support" section for any Minecraft issues; this forum redirects you to the section. - - Quote from FrancisKing2203 ldk if this works. I tried it in 1.21.51 and it doesn't work. 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 200+ 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 it 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/default (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 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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