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Currently available at Dec 20, 2019 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 92,030,433,617 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. 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Clan leaders are encouraged to post a thread about their clan here and keep all info and queries about that specific clan in that thread. Jul 27, 2018 Go to last post 476,10,752 Support for players of Minecraft on Windows 10. - - Support for modified Minecraft clients 4 - - Support for players of Minecraft on mobile devices (and for players of Minecraft: Pocket Edition). - - Information on how to effectively administrate and manage a server. - - Member Posts: 2,104,578 Posts: 23,314,550 Views: 4,957,733,951 This thread was marked as Locked by Alvorita. This thread was marked as Locked by Alvorita. This thread was marked as Locked by Alvorita. PS: You can check how many days that have passed in your minecraft world by pressing F3 To-Do List: Starting out ->Survive 25 days ->Find coal/ make charcoal ->Collect 16 stone and 16 logs ->Make a stone pick ->Make a stone sword ->Make a shelter with a door, a crafting table, a furnace, a chest and a bed (if possible). Easy: ->Survive 50 days ->Make a reliable food source (Wheat/potato/carrot farm, Animal pen etc.) ->Collect iron ->Make an iron sword ->Make an iron pick ->Make a bow ->Explore a cave and light it up ->Slay a creeper ->Start a reed farm ->Start a mine that goes down to diamond level ->Make a bridge over a river / between mountains ->Make a tree farm / garden ->Make a cake ->Expand your house Make windows with glassPut in a wool rugCreate a painting and hang it in your houseAdd a separate bedroom and a storage areaDecorate with plants (leaves,vines), fences, stairs, slabs, potted plants, etc. Medium: ->Survive 100+ days ->Create an outpost on a mountain ->Tame one or more wolves ->Make a sorted chest room with at least 20 chests (f.exs. Using picture frames/signs to sort) ->Explore an abandoned mine shaft ->Start a melon farm ->Start a pumpkin farm ->Start a cactus farm ->Fence or wall in a big area around your house and make it mob-free ->Make an Iron Golem ->Make a diamond pickaxe ->Make a diamond sword ->Make a conduit under water ->Find a dungeon and create a mob trap / exp farm around the spawner ->Map around your area (9 maps) ->Make an aquarium with fish, corals and sea grass ->Make a turtle farm ->Make a turtle shell helmet ->Make a trash can with a hopper, dispenser, lava and redstone ->Collect at least 10 obsidian ->Create a nether portal and decorate around it ->Go to the nether ->Collect netherack and glowstone ->Start a netherward farm ->Build a lighthouse beside an ocean ->Find and claim a house in a village ->Trade with a villager ->Make TNT ->Make an enchantment table ->Make an anvil ->Find a name tag and name a pet ->Build a redstone contraption (hidden staircase, automated farm, etc) Expand your house/create a new house that includes- A second floor and/or basementA living area with fireplace (using netherack)A bedroomA storage area library/enchanting roomA potions lab Hard: ->Tame all 5 different types of tamable mobs HorseParrotWolfLlamaOcelot ->Find and clear all generated Structures VillageOcean monumentDesert templeWitch hutGolemWoodland MansionNether Fortress->Find a cartographer villager and trade to get the explorer map ->Travel at least 1000 blocks away from your original base and build a second base ->Create a minecart track connecting your bases ->Make a full set of enchanted diamond armour ->Make at least 10 potions with Mending and Fortune |} enchantments ->Successfully get a skeleton to kill a creeper for a music disk. ->Find a mushroom biome and claim by building an outpost/house on it. ->Make a full set of enchanted diamond tools (pickaxe, sword, shovel, axe and even hoe) ->Make a working beacon near all your bases ->Go to the nether and collect witherskulls ->Make a safe area / box out of obsidian for the wither ->Spawn and defeat the wither ->Collect enough enderpearls to make eyes of ender for an endportal ->Find the stronghold ->Defeat the dragon!! ->Make an enderman farm in the end ->Find the end city ->Find the enderdragon head ->Get the Elythra wings ->Make rockets to fly with Elythra wings ->Get all the achievements Extra: (Tedious tasks) ->Collect/make a sheep farm with all the available colors ->Max out all enchantments on your diamond armour and tools ->Have cats of all patterns ->Make a huge redstone contraption of any kind ->Make a huge underground bunker completely covered with obsidian walls, floor and ceiling ->Make a life-sized statue of yourself ->Fill a chest completely with diamonds Please leave suggestions of anything you feel is missing! To post a comment, please login. Any discussion of the most recent update belongs in this section, or recently released Snapshots. Jul 20, 2025 Go To Latest Post 9,893,142,255 General discussion about Minecraft, Minecraft development and anything that doesn't fit into the other specific sections. Jul 20, 2025 Go To Latest Post 92,412,833,501 Suggest and discuss new ideas for Minecraft, new Minecraft game modes and the Minecraft website. Jul 18, 2025 Go To Latest Post 82,135,966,019 Discuss the Survival Mode here. Pictures, discoveries, buildings, explorations and the lot all goes here Jul 20, 2025 Go To Latest Post 71,603,959,649 Minecraft Creative Mode - can be discussed here, post your creations, game ideas and anything else relevant! Jul 20, 2025 Go To Latest Post 12,723,77,132 Share and discuss PC seeds! Jul 17, 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. Jul 16, 2025 Go To Latest Post 39,537,244,252 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. - - 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 want to add a bit more for headroom for the garbage collector). The first two values should be easily handled by any computer available or still in use today (including the oldest, lowest-end systems. I imagine somebody is still using some laptop with only 2 GB), if you still think 240 MB is too high, you can only do so much when you need to store millions of objects (blocks) in memory (not not really even as "blocks", just pointers, aka "block IDs", or at least the game used to, before 1.13 eliminated them; older versions needed 2.5 bytes per block, 3 bytes if they made use of an extension to IDs, which Mojang never used, only mods), just the way "voxel" games work, and really it is a miracle that 20+ year old computers were able to run the game decently at all (rendering is just as important, all those ultra-realistic-looking games out there have way less polygons being drawn to screen than even the most simple voxel game, granted, there are ways to reduce the polygon count, such as "level of detail", which only some mods, like "Far Plane Two", use). Evidence? I've modded in countless hundreds of features yet they have had absolutely no impact of memory usage: in fact, I've significantly reduced it, especially allocation rates (how fast the "used memory" value goes up): At 8 chunk render distance with 96 MB allocated (maybe a bit too low as I did this to prove a point, 128 MB would be good enough though): At 16 chunk render distance: 512 MB was allocated (the amount I recommend), of which about 375 MB was used by the JVM, with around 3 times the actual usage (as noted above, the formula I gave is only approximate due to only loaded chunks using more memory), so there is plenty of room, of course, you'd need to multiply this by 1.5 to accommodate the maximum height limit since 1.18, although terrain doesn't seem to go higher than the old limit (much like how 1.2 doubled the limit to 256 but it wasn't until 1.7 that it could generate higher than 128, and even then only in a few biomes). Unfortunately, many people just say, "well, modern hardware is just so much better now so it doesn't matter", which is an all-too-common way of thinking and the game could run so much better (ideally, 2x hardware performance increase = 2x software performance. It is true that some features are expected to reduce performance; like increasing the world height, but not as much as a simple 2x increase, as evidenced from my own experience with modding the game to have 2-3 times the ground depth, the latter way more on average than 1.18, and the game had long had an entire dimension that was 128 blocks deep): s law 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. 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 (1.10/11 at least) Minecraft versions. Never in newer (at least 1.16+) versions, it was still pretty rare, and may have been limited to when changing from full screen to window or vice versa (I swear this is the moment when I've had so many crashes with this game). Funny thing is I moved to AMD and now in an older version (1.12). I'm just getting a loss of signal to restart crash. I had this issue on a broad scale before (RMA of the video card fixed it) so I'm not sure if it's the same issue returning, or this is simply one of many "interesting" issues with older Minecraft versions and nVidia and AMD just crash differently in response to it. Still need to test and see if my crashes extend beyond this situation, but I digress. If it's instead happening frequently and soon after starting to play, and in recent versions, and if it's in more vanilla situations (no mods, no shaders, no overlay programs), then I wouldn't have many guesses left. The first that jumps out to me (at least for the thread starter) is why are you using Windows 10 on a 12th+ generation Intel? Those really want the scheduler from Windows 11 to operate more optimally due to their hybrid core nature. It may or not be the cause though. In either case, I'd probably try a test by disabling the e-cores and seeing if that plays into the occurrence of this crash. Sort of related, but are you overclocking? If so, revert to stock/defaults (this includes setting RAM profiles like XMP to default). It might be worth investigating if your motherboard is pushing your CPU too hard, even at its default settings. I say this because some of the 13th and 14th generation upper SKU CPUs are proving to be pretty unstable in certain workloads that push them certain ways, and they need underclocked (lowering the p-core and/or e-core ratio) to be made stable. The "out of video memory trying to allocate a rendering resource" error message that even those with RTX 4090s are seeing? Or the other error messages when compiling shaders in Unreal Engine/DirectX 12 games? It's the CPU. And with an Asus motherboard I'd be more wary it's 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. This thread was marked as Locked by master801. Quote from FrancisKing2203 Idk if this works. I tried it in 1.21.51 and it doesn't work.

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