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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 The exit code does also mention this so outdated drivers are unlikely to be the cause (unless you're still on seven year old nVidia drivers).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 if 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 their 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 btw, 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. Why I think Minecraft survival is boring. >> Nov 16, 2025 Go To Latest Post 17 423 How rare is this >> Nov 16, 2025 Go To Latest Post 7 202 Java How to get higher ping on version 1.8.9 >> Nov 15, 2025 Go To Latest Post 1 44 Official Corrupted Save Recovery Thread >> Nov 15, 2025 Go To Latest Post 2,720 328,207 Java Do yall remember old minecraft? >> by This Field. Shouldnt. Be Required Nov 15, 2025 Go To Latest Post 5 188 Java 2 Questions about playing version 1.21 >> Nov 12, 2025 Go To Latest Post 9 246 Java Thinking of a new twist on multiplayer >> Nov 12, 2025 Go To Latest Post 1 80 Beds exploding in the Nether and the End is bad actually. We all just got used to it and think nothing of it. >> Nov 10, 2025 Go To Latest Post 51 33,160 Is leather armor useful for anything? >> Nov 10, 2025 Go To Latest Post 22 32,960 Java What do yall think about minecraft today? >> Nov 8, 2025 Go To Latest Post 30 762 Minecraft 1.5_03 >> Nov 8, 2025 Go To Latest Post 0 52 what's your favorite thing about minecraft >> Nov 7, 2025 Go To Latest Post 3 182 Java Breaking Bedrock >> Nov 7, 2025 Go To Latest Post 1 96 Leashed copper golems do not rust >> Nov 7, 2025 Go To Latest Post 1 113 Java Help finding a Minecraft version >> Nov 5, 2025 Go To Latest Post 13 322 Java Mojang mistakes while developing Java Edition >> Nov 3, 2025 Go To Latest Post 2 104 Java The missing versions >> by minecraft_player_and_archiver Nov 3, 2025 Go To Latest Post 1 66 New Multiplayer server, want to add mods >> Nov 3, 2025 Go To Latest Post 1 84 Java Why the necessity for an internet connection? >> Nov 2, 2025 Go To Latest Post 5 187 ur fav old mc version and why? >> Nov 2, 2025 Go To Latest Post 8 255 Hi, im looking for Something of the kind, of mystery or Puzzle >> Nov 2, 2025 Go To Latest Post 1 93 Java Please help me find out what this sound is. It's driving me crazy. (Java, PC, 1.18.2) >> Nov 2, 2025 Go To Latest Post 4 107 My thoughts on the hostile mobs, and what I would add, remove and change. >> Nov 2, 2025 Go To Latest Post 6 168 My friend went missing without an explanation. >> Nov 1, 2025 Go To Latest Post 1 115 Java I found a new structure? >> Oct 31, 2025 Go To Latest Post 4 240 Java Do Redstone Components Come from Real Electronic Parts? >> Oct 31, 2025 Go To Latest Post 1 99 What is the age of the youngest Minecraft Player you have met? >> Oct 31, 2025 Go To Latest Post 82 14,278 Java ARG >> Oct 31, 2025 Go To Latest Post 2 146 Java 2b2t shorter login >> Oct 29, 2025 Go To Latest Post 2 121 Java Mojang Studios is giving a 7-day ultimatum to MinecraftOnline.com to change their server rules or be Auth. Blacklisted >> Oct 29, 2025 Go To Latest Post 0 256 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. [list] Generate structuresPreview rendered schematic in-programExport generated structures to *.schem* filesExport generated structures to *.mfunction* filesAdvanced Mode (Use Stable Diffusion/DALL-E to generate the design image and let opt-4-vision generate the structure base on it.Edit structures/[list] Other projects of CubeGPT Team [list] Bukkit plugin generator: (*.jar*) (BukkitGPT)Structure generator: (*.schem*) (BuilderGPT)Serverpack generator: (*.zip*) (ServerpackGPT or ServerGPT, or..?)Have ideas or want to join our team? Send us an email!How it works After the user enters a requirement, the program uses opt-4-preview to expand the details of the requirement and generate a specific solution. The program then uses the generated solution to generate a drawing tag using opt-4-preview, and then calls Stable Diffusion WebUI or DALL-E to generate a design using the generated tag. The generated schematic is then given to opt-4-vision-preview along with the optimized requirements to generate a json containing the content of the structure, for example: { "materials": [{ "A": "minecraft:air", "S": "minecraft:stone", "I": "structures": [{ "floor": "0", "structure": "SSSSSSSSAAAAAASSAAAAAASSAAAAAASSAAAAAASSAAAAAASSAAAAAASSAAAAAASSSSSSSSSS" }, { "floor": "1", "structure": "SSGGGSSSSAAAAAASSAAAAAASSAAAAAASSAAAAAASSAAAAAASSAAAAAASSAAAAAASSSSSSSSSS" }, { "floor": "2", "structure": "SSGGGSSSSAAAAAASSAAAAAASSAAAAAASSAAAAAASSAAAAAASSAAAAAASSAAAAAASSSSSSSSSS" }, { "floor": "3", "structure": "SSSSSSSSAAAAAASSAAAAAASSAAAAAASSAAAAAASSAAAAAASSAAAAAASSAAAAAASSSSSSSSSS" }] } The program then parses this json response. Then it uploads the image (headless) to cubical.xyz and downloads the rendered image from the site using playwright. Requirements You can use BukkitGPT on any device with Python 3+. And you need to install this package: pip install openai Quick Start (Make sure you have the Python environment installed on your computer) UI (HIGHLY RECOMMEND) [list=1] [list] Download Source Code.zip from the release page and unzip it.Edit config.yaml, fill in your OpenAI Apikye. If you don't know how, remember that Google and Bing are always your best friends.Run ui.py (bash python ui.py), enter the description and let GPT generate the structure.Find your structure in /generated/schem.Import the file into the game via worldedit or other tools. (Google is your best friend --)/[list] Contributing If you like the project, you can give the project a star, or submit an issue or pull request to help make it better. License Copyright [2024] [CubeGPT Team] Licensed under the Apache License, Version 2.0 (the "License"); you may not use this file except in compliance with the License. You may obtain a copy of the License at [url] [url] Unless required by applicable law or agreed to in writing, software distributed under the License is distributed on an "AS IS" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied. See the License for the specific language governing permissions and limitations under the License. To post a comment, please login. 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 too 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), which 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" 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, of which about 375 MB was used, recently released Snapshots. Nov 14, 2025 Go to last post 9,896 141,832 General discussion about Minecraft, Minecraft development and anything that doesn't fit into the other specific sections. Nov 16, 2025 Go to last post 92,479 832,580 Suggester and discuss new ideas for Minecraft, new Minecraft game modes and the Minecraft website. Nov 16, 2025 Go to last post 82,191 965,763 Discuss the Survival Mode here. 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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 92,029 433,607 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 2,903 20,359 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: 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. 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