

---- Minecraft Crash Report ----
// I blame Dinnerbone.

Time: 2023/8/24 下午4:38

Description: Exception while updating neighbours

java.lang.ClassCastException: class cnm cannot be cast to class awa (cnm and awa are in unnamed module of loader java.net.URLClassLoader @2957fcb0)

at cjt.a(SourceFile:245)
at cou\$a.a(SourceFile:787)
at cet.b(SourceFile:103)
at cet.e(SourceFile:54)
at cet.c(SourceFile:146)
at cfi.a(SourceFile:83)
at cou\$a.a(SourceFile:884)
at cav.a(SourceFile:356)
at cav.b(SourceFile:320)
at cdg.a(SourceFile:143)
at cou\$a.b(SourceFile:915)
at cra.a(SourceFile:250)
at cav.a(SourceFile:211)
at cav.a(SourceFile:196)
at civ.a(SourceFile:130)
at cdg.a(SourceFile:91)
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at cfi.a(SourceFile:55)
at cou\$a.a(SourceFile:919)
at adw.d(SourceFile:691)
at dqv.a(SourceFile:215)
at dqv.a(SourceFile:98)
at adw.a(SourceFile:301)
at net.minecraft.server.MinecraftServer.b(SourceFile:907)
at acx.b(SourceFile:322)
at net.minecraft.server.MinecraftServer.a(SourceFile:851)
at net.minecraft.server.MinecraftServer.w(SourceFile:697)
at net.minecraft.server.MinecraftServer.a(SourceFile:273)
at java.base/java.lang.Thread.run(Thread.java:833)

A detailed walkthrough of the error, its code path and all known details is as follows:

-- Head --

Thread: Server thread

Stacktrace:

```
at cjt.a(SourceFile:245)
at cou$a.a(SourceFile:787)
at cet.b(SourceFile:103)
at cet.e(SourceFile:54)
at cet.c(SourceFile:146)
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at dqv.a(SourceFile:98)
at adw.a(SourceFile:301)

-- Block being updated --

Details:

Source block type: ID #minecraft:powered_rail (block.minecraft.powered_rail // civ)

Block: Block{minecraft:comparator}[facing=north,mode=compare,powered=true]

Block location: World: (921,31,618), Section: (at 9,15,10 in 57,1,38; chunk contains blocks 912,-64,608 to 927,319,623), Region: (1,1; contains chunks 32,32 to 63,63, blocks 512,-64,512 to 1023,319,1023)

Stacktrace:

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at cav.b(SourceFile:320)
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at net.minecraft.server.MinecraftServer.a(SourceFile:273)
at java.base/java.lang.Thread.run(Thread.java:833)
```

-- Block being updated --

Details:

Source block type: ID #minecraft:powered_rail (block.minecraft.powered_rail // civ)

Block: Block{minecraft:powered_rail}[powered=true,shape=ascending_north,waterlogged=false]

Block location: World: (922,32,618), Section: (at 10,0,10 in 57,2,38; chunk contains blocks 912,-64,608 to 927,319,623), Region: (1,1; contains chunks 32,32 to 63,63, blocks 512,-64,512 to 1023,319,1023)

Stacktrace:

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at cfi.a(SourceFile:55)
at cou$a.a(SourceFile:919)
at adw.d(SourceFile:691)
at dqv.a(SourceFile:215)
at dqv.a(SourceFile:98)
at adw.a(SourceFile:301)
at net.minecraft.server.MinecraftServer.b(SourceFile:907)
at acx.b(SourceFile:322)
at net.minecraft.server.MinecraftServer.a(SourceFile:851)
at net.minecraft.server.MinecraftServer.w(SourceFile:697)
at net.minecraft.server.MinecraftServer.a(SourceFile:273)
at java.base/java.lang.Thread.run(Thread.java:833)
```

-- Block being updated --

Details:

Source block type: ID #minecraft:note_block (block.minecraft.note_block // cij)

Block: Block{minecraft:powered_rail}[powered=true,shape=north_south,waterlogged=false]

Block location: World: (922,32,619), Section: (at 10,0,11 in 57,2,38; chunk contains blocks 912,-64,608 to 927,319,623), Region: (1,1; contains chunks 32,32 to 63,63, blocks 512,-64,512 to 1023,319,1023)

Stacktrace:

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at cav.a(SourceFile:356)
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at adw.a(SourceFile:1377)
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at java.base/java.lang.Thread.run(Thread.java:833)

-- Block being updated --

Details:

Source block type: ID #minecraft:note_block (block.minecraft.note_block // cij)

Block: Block{minecraft:note_block}[instrument=harp,note=0,powered=true]

Block location: World: (922,33,619), Section: (at 10,1,11 in 57,2,38; chunk contains blocks 912,-64,608 to 927,319,623), Region: (1,1; contains chunks 32,32 to 63,63, blocks 512,-64,512 to 1023,319,1023)

Stacktrace:

at cav.a(SourceFile:356)
at cav.b(SourceFile:322)
at adw.a(SourceFile:1377)
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at cfi.d(SourceFile:196)
at cfi.b(SourceFile:178)
at cou$a.a(SourceFile:911)
at cra.a(SourceFile:260)
at cav.a(SourceFile:211)
at cav.a(SourceFile:196)
at cfi.a(SourceFile:55)
at cou$a.a(SourceFile:919)
at adw.d(SourceFile:691)
at dqv.a(SourceFile:215)
at dqv.a(SourceFile:98)
at adw.a(SourceFile:301)
at net.minecraft.server.MinecraftServer.b(SourceFile:907)
at acx.b(SourceFile:322)
at net.minecraft.server.MinecraftServer.a(SourceFile:851)
at net.minecraft.server.MinecraftServer.w(SourceFile:697)
at net.minecraft.server.MinecraftServer.a(SourceFile:273)
at java.base/java.lang.Thread.run(Thread.java:833)
```

-- Block being updated --

Details:

Source block type: ID #minecraft:note_block (block.minecraft.note_block // cij)

Block: Block{minecraft:note_block}[instrument=bass,note=0,powered=true]

Block location: World: (922,34,619), Section: (at 10,2,11 in 57,2,38; chunk contains blocks 912,-64,608 to 927,319,623), Region: (1,1; contains chunks 32,32 to 63,63, blocks 512,-64,512 to 1023,319,1023)

Stacktrace:

```
at cav.a(SourceFile:356)
at cav.b(SourceFile:322)
at adw.a(SourceFile:1377)
at cav.a(SourceFile:235)
at cav.a(SourceFile:196)
at cij.a(SourceFile:54)
at cou$a.a(SourceFile:884)
at cav.a(SourceFile:356)
at cav.b(SourceFile:322)
at adw.a(SourceFile:1377)
at cav.a(SourceFile:235)
at cav.a(SourceFile:196)
at cij.a(SourceFile:54)
at cou$a.a(SourceFile:884)
at cav.a(SourceFile:356)
at cav.b(SourceFile:322)
at adw.a(SourceFile:1377)
at cav.a(SourceFile:235)
at cav.a(SourceFile:196)
at cij.a(SourceFile:54)
at cou$a.a(SourceFile:884)
at cav.a(SourceFile:356)
at cav.b(SourceFile:324)
at cdg.a(SourceFile:142)
at cou$a.b(SourceFile:915)
at cra.a(SourceFile:250)
at cav.a(SourceFile:211)
at cav.a(SourceFile:196)
```

```
at civ.a(SourceFile:130)
at cdg.a(SourceFile:91)
at cou$a.a(SourceFile:884)
at cav.a(SourceFile:356)
at cav.b(SourceFile:324)
at cdg.a(SourceFile:142)
at cou$a.b(SourceFile:915)
at cra.a(SourceFile:250)
at cav.a(SourceFile:211)
at cav.a(SourceFile:196)
at civ.a(SourceFile:130)
at cdg.a(SourceFile:91)
at cou$a.a(SourceFile:884)
at cav.a(SourceFile:356)
at cav.b(SourceFile:324)
at cdg.a(SourceFile:142)
at cou$a.b(SourceFile:915)
at cra.a(SourceFile:250)
at cav.a(SourceFile:211)
at cav.a(SourceFile:196)
at civ.a(SourceFile:130)
at cdg.a(SourceFile:91)
at cou$a.a(SourceFile:884)
at cav.a(SourceFile:356)
at cav.a(SourceFile:333)
at cfi.d(SourceFile:196)
at cfi.b(SourceFile:178)
at cou$a.a(SourceFile:911)
at cra.a(SourceFile:260)
at cav.a(SourceFile:211)
at cav.a(SourceFile:196)
at cfi.a(SourceFile:55)
at cou$a.a(SourceFile:919)
at adw.d(SourceFile:691)
at dqv.a(SourceFile:215)
at dqv.a(SourceFile:98)
at adw.a(SourceFile:301)
at net.minecraft.server.MinecraftServer.b(SourceFile:907)
at acx.b(SourceFile:322)
at net.minecraft.server.MinecraftServer.a(SourceFile:851)
at net.minecraft.server.MinecraftServer.w(SourceFile:697)
at net.minecraft.server.MinecraftServer.a(SourceFile:273)
at java.base/java.lang.Thread.run(Thread.java:833)
```

-- Block being updated --

Details:

Source block type: ID #minecraft:note_block (block.minecraft.note_block // cij)

Block: Block{minecraft:note_block}[instrument=bass,note=0,powered=true]

Block location: World: (922,35,619), Section: (at 10,3,11 in 57,2,38; chunk contains blocks 912,-64,608 to 927,319,623), Region: (1,1; contains chunks 32,32 to 63,63, blocks 512,-64,512 to 1023,319,1023)

Stacktrace:

```
at cav.a(SourceFile:356)
at cav.b(SourceFile:322)
at adw.a(SourceFile:1377)
at cav.a(SourceFile:235)
at cav.a(SourceFile:196)
at cij.a(SourceFile:54)
at cou$a.a(SourceFile:884)
at cav.a(SourceFile:356)
at cav.b(SourceFile:322)
```

at adw.a(SourceFile:1377)
at cav.a(SourceFile:235)
at cav.a(SourceFile:196)
at cij.a(SourceFile:54)
at cou\$a.a(SourceFile:884)
at cav.a(SourceFile:356)
at cav.b(SourceFile:324)
at cdg.a(SourceFile:142)
at cou\$a.b(SourceFile:915)
at cra.a(SourceFile:250)
at cav.a(SourceFile:211)
at cav.a(SourceFile:196)
at civ.a(SourceFile:130)
at cdg.a(SourceFile:91)
at cou\$a.a(SourceFile:884)
at cav.a(SourceFile:356)
at cav.b(SourceFile:324)
at cdg.a(SourceFile:142)
at cou\$a.b(SourceFile:915)
at cra.a(SourceFile:250)
at cav.a(SourceFile:211)
at cav.a(SourceFile:196)
at civ.a(SourceFile:130)
at cdg.a(SourceFile:91)
at cou\$a.a(SourceFile:884)
at cav.a(SourceFile:356)
at cav.b(SourceFile:324)
at cdg.a(SourceFile:142)
at cou\$a.b(SourceFile:915)
at cra.a(SourceFile:250)
at cav.a(SourceFile:211)
at cav.a(SourceFile:196)
at civ.a(SourceFile:130)
at cdg.a(SourceFile:91)
at cou\$a.a(SourceFile:884)
at cav.a(SourceFile:356)
at cav.a(SourceFile:333)
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at cfi.b(SourceFile:178)
at cou\$a.a(SourceFile:911)
at cra.a(SourceFile:260)
at cav.a(SourceFile:211)
at cav.a(SourceFile:196)
at cfi.a(SourceFile:55)
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at adw.d(SourceFile:691)
at dqv.a(SourceFile:215)
at dqv.a(SourceFile:98)
at adw.a(SourceFile:301)
at net.minecraft.server.MinecraftServer.b(SourceFile:907)
at acx.b(SourceFile:322)
at net.minecraft.server.MinecraftServer.a(SourceFile:851)
at net.minecraft.server.MinecraftServer.w(SourceFile:697)
at net.minecraft.server.MinecraftServer.a(SourceFile:273)
at java.base/java.lang.Thread.run(Thread.java:833)

-- Block being updated --

Details:

Source block type: ID #minecraft:note_block (block.minecraft.note_block // cij)

Block: Block{minecraft:note_block}[instrument=bass,note=0,powered=true]

Block location: World: (922,36,619), Section: (at 10,4,11 in 57,2,38; chunk contains blocks

912,-64,608 to 927,319,623), Region: (1,1; contains chunks 32,32 to 63,63, blocks 512,-64,512 to 1023,319,1023)

Stacktrace:

```
at cav.a(SourceFile:356)
at cav.b(SourceFile:322)
at adw.a(SourceFile:1377)
at cav.a(SourceFile:235)
at cav.a(SourceFile:196)
at cij.a(SourceFile:54)
at cou$a.a(SourceFile:884)
at cav.a(SourceFile:356)
at cav.b(SourceFile:324)
at cdg.a(SourceFile:142)
at cou$a.b(SourceFile:915)
at cra.a(SourceFile:250)
at cav.a(SourceFile:211)
at cav.a(SourceFile:196)
at civ.a(SourceFile:130)
at cdg.a(SourceFile:91)
at cou$a.a(SourceFile:884)
at cav.a(SourceFile:356)
at cav.b(SourceFile:324)
at cdg.a(SourceFile:142)
at cou$a.b(SourceFile:915)
at cra.a(SourceFile:250)
at cav.a(SourceFile:211)
at cav.a(SourceFile:196)
at civ.a(SourceFile:130)
at cdg.a(SourceFile:91)
at cou$a.a(SourceFile:884)
at cav.a(SourceFile:356)
at cav.b(SourceFile:324)
at cdg.a(SourceFile:142)
at cou$a.b(SourceFile:915)
at cra.a(SourceFile:250)
at cav.a(SourceFile:211)
at cav.a(SourceFile:196)
at civ.a(SourceFile:130)
at cdg.a(SourceFile:91)
at cou$a.a(SourceFile:884)
at cav.a(SourceFile:356)
at cav.a(SourceFile:333)
at cfi.d(SourceFile:196)
at cfi.b(SourceFile:178)
at cou$a.a(SourceFile:911)
at cra.a(SourceFile:260)
at cav.a(SourceFile:211)
at cav.a(SourceFile:196)
at cfi.a(SourceFile:55)
at cou$a.a(SourceFile:919)
at adw.d(SourceFile:691)
at dqv.a(SourceFile:215)
at dqv.a(SourceFile:98)
at adw.a(SourceFile:301)
at net.minecraft.server.MinecraftServer.b(SourceFile:907)
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at net.minecraft.server.MinecraftServer.a(SourceFile:851)
at net.minecraft.server.MinecraftServer.w(SourceFile:697)
at net.minecraft.server.MinecraftServer.a(SourceFile:273)
at java.base/java.lang.Thread.run(Thread.java:833)
```

-- Block being updated --

Details:

Source block type: ID #minecraft:powered_rail (block.minecraft.powered_rail // civ)

Block: Block{minecraft:note_block}[instrument=bass,note=0,powered=true]

Block location: World: (922,37,619), Section: (at 10,5,11 in 57,2,38; chunk contains blocks 912,-64,608 to 927,319,623), Region: (1,1; contains chunks 32,32 to 63,63, blocks 512,-64,512 to 1023,319,1023)

Stacktrace:

```
at cav.a(SourceFile:356)
at cav.b(SourceFile:324)
at cdg.a(SourceFile:142)
at cou$a.b(SourceFile:915)
at cra.a(SourceFile:250)
at cav.a(SourceFile:211)
at cav.a(SourceFile:196)
at civ.a(SourceFile:130)
at cdg.a(SourceFile:91)
at cou$a.a(SourceFile:884)
at cav.a(SourceFile:356)
at cav.b(SourceFile:324)
at cdg.a(SourceFile:142)
at cou$a.b(SourceFile:915)
at cra.a(SourceFile:250)
at cav.a(SourceFile:211)
at cav.a(SourceFile:196)
at civ.a(SourceFile:130)
at cdg.a(SourceFile:91)
at cou$a.a(SourceFile:884)
at cav.a(SourceFile:356)
at cav.b(SourceFile:324)
at cdg.a(SourceFile:142)
at cou$a.b(SourceFile:915)
at cra.a(SourceFile:250)
at cav.a(SourceFile:211)
at cav.a(SourceFile:196)
at civ.a(SourceFile:130)
at cdg.a(SourceFile:91)
at cou$a.a(SourceFile:884)
at cav.a(SourceFile:356)
at cav.a(SourceFile:333)
at cfi.d(SourceFile:196)
at cfi.b(SourceFile:178)
at cou$a.a(SourceFile:911)
at cra.a(SourceFile:260)
at cav.a(SourceFile:211)
at cav.a(SourceFile:196)
at cfi.a(SourceFile:55)
at cou$a.a(SourceFile:919)
at adw.d(SourceFile:691)
at dqv.a(SourceFile:215)
at dqv.a(SourceFile:98)
at adw.a(SourceFile:301)
at net.minecraft.server.MinecraftServer.b(SourceFile:907)
at acx.b(SourceFile:322)
at net.minecraft.server.MinecraftServer.a(SourceFile:851)
at net.minecraft.server.MinecraftServer.w(SourceFile:697)
at net.minecraft.server.MinecraftServer.a(SourceFile:273)
at java.base/java.lang.Thread.run(Thread.java:833)
```

-- Block being updated --

Details:

Source block type: ID #minecraft:powered_rail (block.minecraft.powered_rail // civ)
Block: Block{minecraft:powered_rail}[powered=true,shape=north_south,waterlogged=false]
Block location: World: (922,37,620), Section: (at 10,5,12 in 57,2,38; chunk contains blocks 912,-64,608 to 927,319,623), Region: (1,1; contains chunks 32,32 to 63,63, blocks 512,-64,512 to 1023,319,1023)

Stacktrace:

```
at cav.a(SourceFile:356)
at cav.b(SourceFile:324)
at cdg.a(SourceFile:142)
at cou$a.b(SourceFile:915)
at cra.a(SourceFile:250)
at cav.a(SourceFile:211)
at cav.a(SourceFile:196)
at civ.a(SourceFile:130)
at cdg.a(SourceFile:91)
at cou$a.a(SourceFile:884)
at cav.a(SourceFile:356)
at cav.b(SourceFile:324)
at cdg.a(SourceFile:142)
at cou$a.b(SourceFile:915)
at cra.a(SourceFile:250)
at cav.a(SourceFile:211)
at cav.a(SourceFile:196)
at civ.a(SourceFile:130)
at cdg.a(SourceFile:91)
at cou$a.a(SourceFile:884)
at cav.a(SourceFile:356)
at cav.a(SourceFile:333)
at cfi.d(SourceFile:196)
at cfi.b(SourceFile:178)
at cou$a.a(SourceFile:911)
at cra.a(SourceFile:260)
at cav.a(SourceFile:211)
at cav.a(SourceFile:196)
at cfi.a(SourceFile:55)
at cou$a.a(SourceFile:919)
at adw.d(SourceFile:691)
at dqv.a(SourceFile:215)
at dqv.a(SourceFile:98)
at adw.a(SourceFile:301)
at net.minecraft.server.MinecraftServer.b(SourceFile:907)
at acx.b(SourceFile:322)
at net.minecraft.server.MinecraftServer.a(SourceFile:851)
at net.minecraft.server.MinecraftServer.w(SourceFile:697)
at net.minecraft.server.MinecraftServer.a(SourceFile:273)
at java.base/java.lang.Thread.run(Thread.java:833)
```

-- Block being updated --

Details:

Source block type: ID #minecraft:powered_rail (block.minecraft.powered_rail // civ)
Block: Block{minecraft:powered_rail}[powered=true,shape=north_south,waterlogged=false]
Block location: World: (922,37,621), Section: (at 10,5,13 in 57,2,38; chunk contains blocks 912,-64,608 to 927,319,623), Region: (1,1; contains chunks 32,32 to 63,63, blocks 512,-64,512 to 1023,319,1023)

Stacktrace:

```
at cav.a(SourceFile:356)
at cav.b(SourceFile:324)
at cdg.a(SourceFile:142)
at cou$a.b(SourceFile:915)
at cra.a(SourceFile:250)
at cav.a(SourceFile:211)
```



```
at cav.a(SourceFile:196)
at civ.a(SourceFile:130)
at cdg.a(SourceFile:91)
at cou$a.a(SourceFile:884)
at cav.a(SourceFile:356)
at cav.a(SourceFile:333)
at cfi.d(SourceFile:196)
at cfi.b(SourceFile:178)
at cou$a.a(SourceFile:911)
at cra.a(SourceFile:260)
at cav.a(SourceFile:211)
at cav.a(SourceFile:196)
at cfi.a(SourceFile:55)
at cou$a.a(SourceFile:919)
at adw.d(SourceFile:691)
at dqv.a(SourceFile:215)
at dqv.a(SourceFile:98)
at adw.a(SourceFile:301)
at net.minecraft.server.MinecraftServer.b(SourceFile:907)
at acx.b(SourceFile:322)
at net.minecraft.server.MinecraftServer.a(SourceFile:851)
at net.minecraft.server.MinecraftServer.w(SourceFile:697)
at net.minecraft.server.MinecraftServer.a(SourceFile:273)
at java.base/java.lang.Thread.run(Thread.java:833)
```

-- Block being updated --

Details:

Source block type: ID #minecraft:repeater (block.minecraft.repeater // cjg)

Block: Block{minecraft:powered_rail}[powered=true,shape=north_south,waterlogged=false]

Block location: World: (922,37,622), Section: (at 10,5,14 in 57,2,38; chunk contains blocks 912,-64,608 to 927,319,623), Region: (1,1; contains chunks 32,32 to 63,63, blocks 512,-64,512 to 1023,319,1023)

Stacktrace:

```
at cav.a(SourceFile:356)
at cav.a(SourceFile:333)
at cfi.d(SourceFile:196)
at cfi.b(SourceFile:178)
at cou$a.a(SourceFile:911)
at cra.a(SourceFile:260)
at cav.a(SourceFile:211)
at cav.a(SourceFile:196)
at cfi.a(SourceFile:55)
at cou$a.a(SourceFile:919)
at adw.d(SourceFile:691)
at dqv.a(SourceFile:215)
at dqv.a(SourceFile:98)
at adw.a(SourceFile:301)
at net.minecraft.server.MinecraftServer.b(SourceFile:907)
at acx.b(SourceFile:322)
at net.minecraft.server.MinecraftServer.a(SourceFile:851)
at net.minecraft.server.MinecraftServer.w(SourceFile:697)
at net.minecraft.server.MinecraftServer.a(SourceFile:273)
at java.base/java.lang.Thread.run(Thread.java:833)
```

-- Affected level --

Details:

All players: 1 total; [adx['binbin'/1, l='ServerLevel[强转抑制 CCE Suppression]', x=917.74, y=36.93, z=622.28]]

Chunk stats: 8649

Level dimension: minecraft:overworld

Level spawn location: World: (917,30,615), Section: (at 5,14,7 in 57,1,38; chunk contains blocks

912,-64,608 to 927,319,623), Region: (1,1; contains chunks 32,32 to 63,63, blocks 512,-64,512 to 1023,319,1023)

Level time: 2636042 game time, 5000 day time
Level name: 强转抑制 CCE Suppression
Level game mode: Game mode: survival (ID 0). Hardcore: false. Cheats: true
Level weather: Rain time: 1 (now: false), thunder time: 1 (now: false)
Known server brands: fabric, vanilla
Level was modded: true
Level storage version: 0x04ABD - Anvil

Stacktrace:

at net.minecraft.server.MinecraftServer.b(SourceFile:907)
at acx.b(SourceFile:322)
at net.minecraft.server.MinecraftServer.a(SourceFile:851)
at net.minecraft.server.MinecraftServer.w(SourceFile:697)
at net.minecraft.server.MinecraftServer.a(SourceFile:273)
at java.base/java.lang.Thread.run(Thread.java:833)

-- System Details --

Details:
Minecraft Version: 1.18.2
Minecraft Version ID: 1.18.2
Operating System: Windows 7 (amd64) version 6.1
Java Version: 17.0.2, Microsoft
Java VM Version: OpenJDK 64-Bit Server VM (mixed mode, sharing), Microsoft
Memory: 1777073664 bytes (1694 MiB) / 4609540096 bytes (4396 MiB) up to 4609540096 bytes (4396 MiB)
CPUs: 8
Processor Vendor: GenuineIntel
Processor Name: Intel(R) Core(TM) i7-7700 CPU @ 3.60GHz
Identifier: Intel64 Family 6 Model 158 Stepping 9
Microarchitecture: Kaby Lake
Frequency (GHz): 3.60
Number of physical packages: 1
Number of physical CPUs: 4
Number of logical CPUs: 8
Graphics card #0 name: NVIDIA Quadro P400
Graphics card #0 vendor: NVIDIA (0x10de)
Graphics card #0 VRAM (MB): 2048.00
Graphics card #0 deviceId: 0x1cb3
Graphics card #0 versionInfo: DriverVersion=23.21.13.9256
Memory slot #0 capacity (MB): 16384.00
Memory slot #0 clockSpeed (GHz): 2.40
Memory slot #0 type: Unknown
Virtual memory max (MB): 32622.77
Virtual memory used (MB): 15368.64
Swap memory total (MB): 16310.46
Swap memory used (MB): 52.23
JVM Flags: 2 total; -Xmx4395M -Xms4395M
Server Running: true
Player Count: 1 / 20; [adx['binbin'/1, l='ServerLevel[强转抑制 CCE Suppression]', x=917.74, y=36.93, z=622.28]]
Data Packs: vanilla
World Generation: Experimental
Is Modded: Probably not. Server jar signature and brand is untouched
Type: Dedicated Server (map_server.txt)