

Understanding Crash Reports

Each crash report provides detailed information about the crash event, and understanding its structure is key to diagnosing the problem. Here's a breakdown of the common sections in a crash report:

Key Sections of a Crash Report:

- **Head Section:** This section includes basic server information, such as Minecraft version, server software (e.g., PaperMC, Spigot), Java version, and any environment details that might be relevant.
- **Stack Trace:** The stack trace is the most important part of the report. It shows the sequence of method calls that led to the crash. This is where you'll find references to specific plugins, mods, or Minecraft's own code that triggered the crash.
- **Cause Section:** This part will often mention the specific cause of the crash, such as a `NullPointerException`, a resource overload, or a mod/plugin conflict.

Example:

```
---- Minecraft Crash Report ----
// Why did you do that?

Time: 1/1/2025 4:00 PM
Description: Exception in server tick loop

java.lang.NullPointerException: Unexpected error
    at com.mojang.minecraft.server.MinecraftServer.run(MinecraftServer.java:500)
    at java.lang.Thread.run(Thread.java:748)
```

In this case:

- The **NullPointerException** is the type of error.
- The crash occurred in the **MinecraftServer.run** method.

- This indicates an issue in server execution, possibly with a mod or plugin.

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