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ERROR: General , 1640810365682> at zombie.core.SpriteRenderer$RingBuffer$StateRun.render(SpriteRenderer.java:1274)
ERROR: General , 1640810365682> at zombie.core.SpriteRenderer$RingBuffer.render(SpriteRenderer.java:1195)
ERROR: General , 1640810365683> at zombie.core.SpriteRenderer$RingBuffer.add(SpriteRenderer.java:863)
ERROR: General , 1640810365683> at zombie.core.SpriteRenderer.buildDrawBuffer(SpriteRenderer.java:373)
ERROR: General , 1640810365683> at zombie.core.SpriteRenderer.buildStateDrawBuffer(SpriteRenderer.java:417)
ERROR: General , 1640810365683> at zombie.GameProfiler.invokeAndMeasure(GameProfiler.java:182)
ERROR: General , 1640810365683> at zombie.core.SpriteRenderer.postRender(SpriteRenderer.java:400)
ERROR: General , 1640810365684> at zombie.core.opengl.RenderThread.lambda$lockStepRenderStep$2(RenderThread.java:350)
ERROR: General , 1640810365684> at zombie.core.profiling.AbstractPerformanceProfileProbe.invokeAndMeasure(AbstractPerformanceProfileProbe.java:71)
ERROR: General , 1640810365684> at zombie.core.opengl.RenderThread.lockStepRenderStep(RenderThread.java:350)
ERROR: General , 1640810365684> at zombie.core.opengl.RenderThread.renderStep(RenderThread.java:317)
ERROR: General , 1640810365684> at zombie.core.profiling.AbstractPerformanceProfileProbe.invokeAndMeasure(AbstractPerformanceProfileProbe.java:71)
ERROR: General , 1640810365685> at zombie.core.opengl.RenderThread.renderLoop(RenderThread.java:179)
ERROR: General , 1640810365685> at zombie.gameStates.MainScreenState.main(MainScreenState.java:230)
ERROR: General , 1640810365693> RenderThread.logGLEException> OpenGLException thrown: GL Error code (1283) encountered.
Error translation: Stack overflow (1283)
While performing: Model.drawVehicle Enter inst: zombie.core.skinnedmodel.model.VehicleModelInstance@55141def, InstTex: Texture{ name:"C:\Program Files (x86)\Steam\steamapps\common\ProjectZomboid\media\textures\Vehicles\veh
icles_taxi_burnt.png", w:512, h:512 }, slotData: zombie.core.skinnedmodel.model.ModelSlotRenderData@3e694b3f
ERROR: General , 1640810365695> RenderThread.logGLEException> Stack trace:
ERROR: General , 1640810365696> org.lwjgl.opengl.OpenGLEException: GL Error code (1283) encountered.
Error translation: Stack overflow (1283)
While performing: Model.drawVehicle Enter inst: zombie.core.skinnedmodel.model.VehicleModelInstance@55141def, InstTex: Texture{ name:"C:\Program Files (x86)\Steam\steamapps\common\ProjectZomboid\media\textures\Vehicles\veh
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ERROR: General , 1640810365696> at zombie.core.opengl.PZGLUtil.checkGLErrorThrow(PZGLUtil.java:23)
ERROR: General , 1640810365696> at zombie.core.skinnedmodel.model.Model.DrawVehicle(Model.java:513)
ERROR: General , 1640810365696> at zombie.core.skinnedmodel.model.ModelInstanceRenderData.renderVehicle(ModelInstanceRenderData.java:156)
ERROR: General , 1640810365696> at zombie.core.skinnedmodel.model.ModelSlotRenderData.renderVehicle(ModelSlotRenderData.java:584)
ERROR: General , 1640810365696> at zombie.core.skinnedmodel.model.ModelSlotRenderData.render(ModelSlotRenderData.java:288)
ERROR: General , 1640810365697> at zombie.core.textures.TextureDraw.run(TextureDraw.java:330)
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C:\Program Files (x86)\Steam\steamapps\common\ProjectZomboid>PAUSE

Press any key to continue . . .