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Thread: [64 bit Java Won't Load](#)

Walt Disney™ - August 6, 2016, 7:59 pm

Machine is 64 bit Windows 7.

I'm trying to load TechnicLauncher (minecraft), but none of the 64 bit java versions want to load. You press play, it'll close for a minute, then come back to the launcher. Playing in normal 32 bit works perfectly fine.

I also can't run regular "Minecraft.exe". Instead I use "Minecraft.jar". Hopefully there is a common fix for this, but I honestly couldn't find anything. If you need any other info to help me, let me know.

domien - August 7, 2016, 10:43 am

I never heard of TechnicLauncher but if the minecraft client is a 32-bit file, I will indeed not run in 64-bit because the bytes will be misinterpreted.

Why do you use this launcher instead of the official one?

Stealth™ - August 7, 2016, 4:35 pm

Are you sure that you're running it with JRE and not JDK?

IAM.NETDEVELOPERSKID - August 8, 2016, 8:14 pm

(Aug 7, 2016 10:43 AM)domien Wrote: [\[CITE\]](#) I never heard of TechnicLauncher but if the minecraft client is a 32-bit file, I will indeed not run in 64-bit because the bytes will be misinterpreted.

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"mis-interpreted" thats your reasoning behind wow64 incompatibility with x64?