

Title

Minecraft does not launch on Apple Silicon (M4 Max) with The Impossible Library 0.4.7 (Forge 1.20.1)

Bug report

Hello!

I believe I found a reproducible issue involving The Impossible Library 0.4.7 on Apple Silicon.

Environment

- * Minecraft: 1.20.1
- * Forge: 47.4.8
- * The Impossible Library: 0.4.7
- * Launcher: CurseForge
- * Java: Eclipse Temurin 17.0.20 (ARM64)
- * CPU: Apple M4 Max
- * OS: macOS (Tahoe 26.5.2)

Steps to reproduce

1. Create a clean Forge 1.20.1 instance.
2. Install only: theimpossiblelibrary-0.4.7.jar
3. Launch Minecraft.

Expected behavior

Minecraft should reach the main menu.

Actual behavior

Minecraft never opens.

The CurseForge launcher shows "Launching..." for a few seconds and then immediately returns to the Play button.

No Minecraft window is ever created.

There is:

- * no crash-reports folder,
- * no hs_err_pid file,
- * only a latest.log.

Relevant log

The log consistently stops during The Impossible Library initialization with:

Caused by: java.lang.NoClassDefFoundError:

Could not initialize class

org.burningwave.core.assembler.StaticComponentContainer

Later the log reports:

Exception occurred while retrieving ...

(jvm version: 17, vendor: Eclipse Adoptium)

The library also logs:

I see you are running Java 9+ so I'll be using burningwave...

Additional information

I spent several hours isolating the problem.

I confirmed that it is not caused by:

- * Java installation
- * CurseForge
- * Forge
- * Essential
- * ZombieMania modpack
- * Other installed mods

I tested all of the following:

- * ✓ Official Temurin Java 17 ARM64
- * ✓ Correct Java path in CurseForge
- * ✓ Clean Forge instance
- * ✓ The Impossible Library as the only installed mod

The exact same issue occurs even when The Impossible Library is the only mod present, which suggests the issue is inside the library initialization itself rather than a mod conflict.

The same modpack works correctly for my friends on Windows, while the issue is fully reproducible on my MacBook Pro M4 Max.

If you need any additional logs or if you'd like me to test a development build, I'd be happy to help.

Thank you for your work!