

X	Whenever I click the View Button	Whenever I click the Edit Button	Whenever I either click the View OR Edit Button while...
2 5 H i d d e n E n t r a n c e s	An error occurred while opening C:\Users\owner\AppData\Roaming\.minecraft\saves\25 Hidden Entrances [Errno 24] Too many open files: u'C:\\Users\\owner\\AppData\\Roaming\\.minecraft\\versions\\1.19.2\\1.19.2.jar' Traceback (most recent call last): File "mcedit2\\editorapp.py", line 790, in loadFile (self is a MCEditApp) File "mcedit2\\editorsession.py", line 419, in __init__ (self is a EditorSession) File "mcedit2\\editorsession.py", line 724, in setConfiguredBlocks (self is a EditorSession) File "mcedit2\\editorsession.py", line 728, in reloadModels (self is a EditorSession) File "src\\mcedit2\\rendering\\blockmodels.pyx", line 155, in mcedit2.rendering.blockmodels.BlockModels.__init__ File "mcedit2\\resourceloader.py", line 58, in openStream (self is a ResourceLoader) File "zipfile.py", line 951, in open (self is a ZipFile) IOError: [Errno 24] Too many open files: u'C:\\Users\\owner\\AppData\\Roaming\\.minecraft\\versions\\1.19.2\\1.19.2.jar'	An error occurred while opening C:\Users\owner\AppData\Roaming\.minecraft\saves\25 Hidden Entrances [Errno 24] Too many open files: u'C:\\Users\\owner\\AppData\\Roaming\\.minecraft\\saves\\25 Hidden Entrances\\session.lock' Traceback (most recent call last): File "mcedit2\\editorapp.py", line 790, in loadFile (self is a MCEditApp) File "mcedit2\\editorsession.py", line 186, in __init__ (self is a EditorSession) File "mceditlib\\worldeditor.py", line 233, in __init__ (self is a WorldEditor) File "mceditlib\\findadapter.py", line 62, in findAdapter File "mceditlib\\anvil\\adapter.py", line 465, in __init__ (self is a AnvilWorldAdapter) File "mceditlib\\anvil\\adapter.py", line 802, in acquireSessionLock (self is a AnvilWorldAdapter) IOError: [Errno 24] Too many open files: u'C:\\Users\\owner\\AppData\\Roaming\\.minecraft\\saves\\25 Hidden Entrances\\session.lock'	An error occurred while opening C:\Users\owner\AppData\Roaming\.minecraft\saves\25 Hidden Entrances 'NoneType' object has no attribute 'seek' Traceback (most recent call last): File "mcedit2\\editorapp.py", line 790, in loadFile (self is a MCEditApp) File "mcedit2\\editorsession.py", line 162, in __init__ (self is a EditorSession) File "mcedit2\\util\\minecraftinstall.py", line 48, in getResourceLoaderForFilename File "mcedit2\\util\\minecraftinstall.py", line 72, in getSelectedResourceLoader File "mcedit2\\util\\minecraftinstall.py", line 467, in getResourceLoader (self is a MCInstall)(named (Default)) File "mcedit2\\resourceloader.py", line 20, in __init__ (self is a ResourceLoader) File "zipfile.py", line 770, in __init__ (self is a ZipFile) File "zipfile.py", line 807, in _RealGetContents (self is a ZipFile) File "zipfile.py", line 208, in _EndRecData AttributeError: 'NoneType' object has no attribute 'seek'

5 o t h i n g s y o u c a n M a k e	An error occurred while opening C:\Users\owner\AppData\Roaming\.minecraft\saves\50 things you can Make [Errno 24] Too many open files: u'C:\\Users\\owner\\AppData\\Roaming\\.minecraft\\versions\\1.19.2\\1.19.2.jar' Traceback (most recent call last): File "mcedit2\\editorapp.py", line 790, in loadFile (self is a MCEditApp) File "mcedit2\\editorsession.py", line 419, in __init__ (self is a EditorSession) File "mcedit2\\editorsession.py", line 724, in setConfiguredBlocks (self is a EditorSession) File "mcedit2\\editorsession.py", line 728, in reloadModels (self is a EditorSession) File "src\\mcedit2\\rendering\\blockmodels.pyx", line 155, in mcedit2.rendering.blockmodels.BlockModels.__init__ File "mcedit2\\resourceloader.py", line 58, in openStream (self is a ResourceLoader) File "zipfile.py", line 951, in open (self is a ZipFile) IOError: [Errno 24] Too many open files: u'C:\\Users\\owner\\AppData\\Roaming\\.minecraft\\versions\\1.19.2\\1.19.2.jar'	An error occurred while opening C:\Users\owner\AppData\Roaming\.minecraft\saves\50 things you can Make [Errno 24] Too many open files: u'C:\\Users\\owner\\AppData\\Roaming\\.minecraft\\saves\\50 things you can Make\\session.lock' Traceback (most recent call last): File "mcedit2\\editorapp.py", line 790, in loadFile (self is a MCEditApp) File "mcedit2\\editorsession.py", line 186, in __init__ (self is a EditorSession) File "mceditlib\\worldeditor.py", line 233, in __init__ (self is a WorldEditor) File "mceditlib\\findadapter.py", line 62, in findAdapter File "mceditlib\\anvil\\adapter.py", line 465, in __init__ (self is a AnvilWorldAdapter) File "mceditlib\\anvil\\adapter.py", line 802, in acquireSessionLock (self is a AnvilWorldAdapter) IOError: [Errno 24] Too many open files: u'C:\\Users\\owner\\AppData\\Roaming\\.minecraft\\saves\\50 things you can Make\\session.lock'	An error occurred while opening C:\Users\owner\AppData\Roaming\.minecraft\saves\50 things you can Make 'NoneType' object has no attribute 'seek' Traceback (most recent call last): File "mcedit2\\editorapp.py", line 790, in loadFile (self is a MCEditApp) File "mcedit2\\editorsession.py", line 162, in __init__ (self is a EditorSession) File "mcedit2\\util\\minecraftinstall.py", line 48, in getResourceLoaderForFilename File "mcedit2\\util\\minecraftinstall.py", line 72, in getSelectedResourceLoader File "mcedit2\\util\\minecraftinstall.py", line 467, in getResourceLoader (self is a MCInstall)(named (Default)) File "mcedit2\\resourceloader.py", line 20, in __init__ (self is a ResourceLoader) File "zipfile.py", line 770, in __init__ (self is a ZipFile) File "zipfile.py", line 807, in _RealGetContents (self is a ZipFile) File "zipfile.py", line 208, in _EndRecData AttributeError: 'NoneType' object has no attribute 'seek'
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D e m o - W o r l d	An error occurred while opening C:\Users\owner\AppData\Roaming\.minecraft\saves\Demo_World [Errno 24] Too many open files: u'C:\\Users\\owner\\AppData\\Roaming\\.minecraft\\versions\\1.19.2\\1.19.2.jar' Traceback (most recent call last): File "mcedit2\editorapp.py", line 790, in loadFile (self is a MCEditApp) File "mcedit2\editorsession.py", line 419, in __init__ (self is a EditorSession) File "mcedit2\editorsession.py", line 724, in setConfiguredBlocks (self is a EditorSession) File "mcedit2\editorsession.py", line 728, in reloadModels (self is a EditorSession) File "src\mcedit2\rendering\blockmodels.pyx", line 155, in mcedit2.rendering.blockmodels.BlockModels.__i nit__ File "mcedit2\resourceloader.py", line 58, in openStream (self is a ResourceLoader) File "zipfile.py", line 951, in open (self is a ZipFile) IOError: [Errno 24] Too many open files: u'C:\\Users\\owner\\AppData\\Roaming\\.mine craft\\versions\\1.19.2\\1.19.2.jar'	An error occurred while opening C:\Users\owner\AppData\Roaming\.minecraft\saves\Demo_World [Errno 24] Too many open files: u'C:\\Users\\owner\\AppData\\Roaming\\.mine craft\\saves\\Demo_World\\session.lock' Traceback (most recent call last): File "mcedit2\editorapp.py", line 790, in loadFile (self is a MCEditApp) File "mcedit2\editorsession.py", line 186, in __init__ (self is a EditorSession) File "mceditlib\worldeditor.py", line 233, in __init__ (self is a WorldEditor) File "mceditlib\findadapter.py", line 62, in findAdapter File "mceditlib\anvil\adapter.py", line 465, in __init__ (self is a AnvilWorldAdapter) File "mceditlib\anvil\adapter.py", line 802, in acquireSessionLock (self is a AnvilWorldAdapter) IOError: [Errno 24] Too many open files: u'C:\\Users\\owner\\AppData\\Roaming\\.mine craft\\saves\\Demo_World\\session.lock'	An error occurred while opening C:\Users\owner\AppData\Roaming\.minecraft\saves\Demo_World 'NoneType' object has no attribute 'seek' Traceback (most recent call last): File "mcedit2\editorapp.py", line 790, in loadFile (self is a MCEditApp) File "mcedit2\editorsession.py", line 162, in __init__ (self is a EditorSession) File "mcedit2\util\minecraftinstall.py", line 48, in getResourceLoaderForFilename File "mcedit2\util\minecraftinstall.py", line 72, in getSelectedResourceLoader File "mcedit2\util\minecraftinstall.py", line 467, in getResourceLoader (self is a MCInstall)(named (Default)) File "mcedit2\resourceloader.py", line 20, in __init__ (self is a ResourceLoader) File "zipfile.py", line 770, in __init__ (self is a ZipFile) File "zipfile.py", line 807, in _RealGetContents (self is a ZipFile) File "zipfile.py", line 208, in _EndRecData AttributeError: 'NoneType' object has no attribute 'seek'
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L o a d i n g - U n l o a d i n g M o d e l s a n d r e s o u r c e s	An error occurred while opening C:\Users\owner\AppData\Roaming\.minecraft\saves>Loading-Unloading Minecart bay [Errno 24] Too many open files: u'C:\\Users\\owner\\AppData\\Roaming\\.minecraft\\versions\\1.19.2\\1.19.2.jar' Traceback (most recent call last): File "mcedit2\\editorapp.py", line 790, in loadFile (self is a MCEditApp) File "mcedit2\\editorsession.py", line 419, in __init__ (self is a EditorSession) File "mcedit2\\editorsession.py", line 724, in setConfiguredBlocks (self is a EditorSession) File "mcedit2\\editorsession.py", line 728, in reloadModels (self is a EditorSession) File "src\\mcedit2\\rendering\\blockmodels.pyx", line 155, in mcedit2.rendering.blockmodels.BlockModels.__init__ File "mcedit2\\resourceloader.py", line 58, in openStream (self is a ResourceLoader) File "zipfile.py", line 951, in open (self is a ZipFile) IOError: [Errno 24] Too many open files: u'C:\\Users\\owner\\AppData\\Roaming\\.minecraft\\versions\\1.19.2\\1.19.2.jar'	An error occurred while opening C:\Users\owner\AppData\Roaming\.minecraft\saves>Loading-Unloading Minecart bay [Errno 24] Too many open files: u'C:\\Users\\owner\\AppData\\Roaming\\.minecraft\\saves\\Loading-Unloading Minecart bay\\session.lock' Traceback (most recent call last): File "mcedit2\\editorapp.py", line 790, in loadFile (self is a MCEditApp) File "mcedit2\\editorsession.py", line 186, in __init__ (self is a EditorSession) File "mceditlib\\worldeditor.py", line 233, in __init__ (self is a WorldEditor) File "mceditlib\\findadapter.py", line 62, in findAdapter File "mceditlib\\anvil\\adapter.py", line 465, in __init__ (self is a AnvilWorldAdapter) File "mceditlib\\anvil\\adapter.py", line 802, in acquireSessionLock (self is a AnvilWorldAdapter) IOError: [Errno 24] Too many open files: u'C:\\Users\\owner\\AppData\\Roaming\\.minecraft\\saves\\Loading-Unloading Minecart bay\\session.lock'	An error occurred while opening C:\Users\owner\AppData\Roaming\.minecraft\saves>Loading-Unloading Minecart bay 'NoneType' object has no attribute 'seek' Traceback (most recent call last): File "mcedit2\\editorapp.py", line 790, in loadFile (self is a MCEditApp) File "mcedit2\\editorsession.py", line 162, in __init__ (self is a EditorSession) File "mcedit2\\util\\minecraftinstall.py", line 48, in getResourceLoaderForFilename File "mcedit2\\util\\minecraftinstall.py", line 72, in getSelectedResourceLoader File "mcedit2\\util\\minecraftinstall.py", line 467, in getResourceLoader (self is a MCInstall)(named (Default)) File "mcedit2\\resourceloader.py", line 20, in __init__ (self is a ResourceLoader) File "zipfile.py", line 770, in __init__ (self is a ZipFile) File "zipfile.py", line 807, in _RealGetContents (self is a ZipFile) File "zipfile.py", line 208, in _EndRecData AttributeError: 'NoneType' object has no attribute 'seek'
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M u m b o J u m b o R e d s t o n e W o r l d	An error occurred while opening C:\Users\owner\AppData\Roaming\.minecraft\saves\Mumbo Jumbo Redstone World [Errno 24] Too many open files: u'C:\\Users\\owner\\AppData\\Roaming\\.minecraft\\versions\\1.19.2\\1.19.2.jar' Traceback (most recent call last): File "mcedit2\\editorapp.py", line 790, in loadFile (self is a MCEditApp) File "mcedit2\\editorsession.py", line 419, in __init__ (self is a EditorSession) File "mcedit2\\editorsession.py", line 724, in setConfiguredBlocks (self is a EditorSession) File "mcedit2\\editorsession.py", line 728, in reloadModels (self is a EditorSession) File "src\\mcedit2\\rendering\\blockmodels.pyx", line 155, in mcedit2.rendering.blockmodels.BlockModels.__init__ File "mcedit2\\resourceloader.py", line 58, in openStream (self is a ResourceLoader) File "zipfile.py", line 951, in open (self is a ZipFile) IOError: [Errno 24] Too many open files: u'C:\\Users\\owner\\AppData\\Roaming\\.minecraft\\versions\\1.19.2\\1.19.2.jar'	An error occurred while opening C:\Users\owner\AppData\Roaming\.minecraft\saves\Mumbo Jumbo Redstone World [Errno 24] Too many open files: u'C:\\Users\\owner\\AppData\\Roaming\\.minecraft\\saves\\Mumbo Jumbo Redstone World\\session.lock' Traceback (most recent call last): File "mcedit2\\editorapp.py", line 790, in loadFile (self is a MCEditApp) File "mcedit2\\editorsession.py", line 186, in __init__ (self is a EditorSession) File "mceditlib\\worldeditor.py", line 233, in __init__ (self is a WorldEditor) File "mceditlib\\findadapter.py", line 62, in findAdapter File "mceditlib\\anvil\\adapter.py", line 465, in __init__ (self is a AnvilWorldAdapter) File "mceditlib\\anvil\\adapter.py", line 802, in acquireSessionLock (self is a AnvilWorldAdapter) IOError: [Errno 24] Too many open files: u'C:\\Users\\owner\\AppData\\Roaming\\.minecraft\\saves\\Mumbo Jumbo Redstone World\\session.lock'	An error occurred while opening C:\Users\owner\AppData\Roaming\.minecraft\saves\Mumbo Jumbo Redstone World 'NoneType' object has no attribute 'seek' Traceback (most recent call last): File "mcedit2\\editorapp.py", line 790, in loadFile (self is a MCEditApp) File "mcedit2\\editorsession.py", line 162, in __init__ (self is a EditorSession) File "mcedit2\\util\\minecraftinstall.py", line 48, in getResourceLoaderForFilename File "mcedit2\\util\\minecraftinstall.py", line 72, in getSelectedResourceLoader File "mcedit2\\util\\minecraftinstall.py", line 467, in getResourceLoader (self is a MCInstall)(named (Default)) File "mcedit2\\resourceloader.py", line 20, in __init__ (self is a ResourceLoader) File "zipfile.py", line 770, in __init__ (self is a ZipFile) File "zipfile.py", line 807, in _RealGetContents (self is a ZipFile) File "zipfile.py", line 208, in _EndRecData AttributeError: 'NoneType' object has no attribute 'seek'
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R e d s t o n e Y o u s h o u l d k n o w	An error occurred while opening C:\Users\owner\AppData\Roaming\.minecraft\saves\Redstone you should know [Errno 24] Too many open files: u'C:\\Users\\owner\\AppData\\Roaming\\.minecraft\\versions\\1.19.2\\1.19.2.jar' Traceback (most recent call last): File "mcedit2\\editorapp.py", line 790, in loadFile (self is a MCEditApp) File "mcedit2\\editorsession.py", line 419, in __init__ (self is a EditorSession) File "mcedit2\\editorsession.py", line 724, in setConfiguredBlocks (self is a EditorSession) File "mcedit2\\editorsession.py", line 728, in reloadModels (self is a EditorSession) File "src\\mcedit2\\rendering\\blockmodels.pyx", line 155, in mcedit2.rendering.blockmodels.BlockModels.__init__ File "mcedit2\\resourceloader.py", line 58, in openStream (self is a ResourceLoader) File "zipfile.py", line 951, in open (self is a ZipFile) IOError: [Errno 24] Too many open files: u'C:\\Users\\owner\\AppData\\Roaming\\.minecraft\\versions\\1.19.2\\1.19.2.jar'	An error occurred while opening C:\Users\owner\AppData\Roaming\.minecraft\saves\Redstone you should know [Errno 24] Too many open files: u'C:\\Users\\owner\\AppData\\Roaming\\.minecraft\\saves\\Redstone you should know\\session.lock' Traceback (most recent call last): File "mcedit2\\editorapp.py", line 790, in loadFile (self is a MCEditApp) File "mcedit2\\editorsession.py", line 186, in __init__ (self is a EditorSession) File "mceditlib\\worldeditor.py", line 233, in __init__ (self is a WorldEditor) File "mceditlib\\findadapter.py", line 62, in findAdapter File "mceditlib\\anvil\\adapter.py", line 465, in __init__ (self is a AnvilWorldAdapter) File "mceditlib\\anvil\\adapter.py", line 802, in acquireSessionLock (self is a AnvilWorldAdapter) IOError: [Errno 24] Too many open files: u'C:\\Users\\owner\\AppData\\Roaming\\.minecraft\\saves\\Redstone you should know\\session.lock'	An error occurred while opening C:\Users\owner\AppData\Roaming\.minecraft\saves\Redstone you should know 'NoneType' object has no attribute 'seek' Traceback (most recent call last): File "mcedit2\\editorapp.py", line 790, in loadFile (self is a MCEditApp) File "mcedit2\\editorsession.py", line 162, in __init__ (self is a EditorSession) File "mcedit2\\util\\minecraftinstall.py", line 48, in getResourceLoaderForFilename File "mcedit2\\util\\minecraftinstall.py", line 72, in getSelectedResourceLoader File "mcedit2\\util\\minecraftinstall.py", line 467, in getResourceLoader (self is a MCInstall)(named (Default)) File "mcedit2\\resourceloader.py", line 20, in __init__ (self is a ResourceLoader) File "zipfile.py", line 770, in __init__ (self is a ZipFile) File "zipfile.py", line 807, in _RealGetContents (self is a ZipFile) File "zipfile.py", line 208, in _EndRecData AttributeError: 'NoneType' object has no attribute 'seek'
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T e s t W o r l d	An error occurred while opening C:\Users\owner\AppData\Roaming\minecraft\saves\Test World [Errno 24] Too many open files: u'C:\\Users\\owner\\AppData\\Roaming\\.minecraft\\versions\\1.19.2\\1.19.2.jar' Traceback (most recent call last): File "mcedit2\\editorapp.py", line 790, in loadFile (self is a MCEditApp) File "mcedit2\\editorsession.py", line 419, in __init__ (self is a EditorSession) File "mcedit2\\editorsession.py", line 724, in setConfiguredBlocks (self is a EditorSession) File "mcedit2\\editorsession.py", line 728, in reloadModels (self is a EditorSession) File "src\\mcedit2\\rendering\\blockmodels.pyx" , line 155, in mcedit2.rendering.blockmodels.BlockModels.__init__ File "mcedit2\\resourceloader.py", line 58, in openStream (self is a ResourceLoader) File "zipfile.py", line 951, in open (self is a ZipFile) IOError: [Errno 24] Too many open files: u'C:\\Users\\owner\\AppData\\Roaming\\.minecraft\\versions\\1.19.2\\1.19.2.jar'	An error occurred while opening C:\Users\owner\AppData\Roaming\minecraft\saves\Test World [Errno 24] Too many open files: u'C:\\Users\\owner\\AppData\\Roaming\\.minecraft\\saves\\Test World\\session.lock' Traceback (most recent call last): File "mcedit2\\editorapp.py", line 790, in loadFile (self is a MCEditApp) File "mcedit2\\editorsession.py", line 205, in __init__ (self is a EditorSession) File "mceditlib\\worldeditor.py", line 233, in __init__ (self is a WorldEditor) File "mceditlib\\findadapter.py", line 62, in findAdapter File "mceditlib\\anvil\\adapter.py", line 465, in __init__ (self is a AnvilWorldAdapter) File "mceditlib\\anvil\\adapter.py", line 802, in acquireSessionLock (self is a AnvilWorldAdapter) IOError: [Errno 24] Too many open files: u'C:\\Users\\owner\\AppData\\Roaming\\.minecraft\\saves\\Test World\\session.lock'	An error occurred while opening C:\Users\owner\AppData\Roaming\minecraft\saves\Test World 'NoneType' object has no attribute 'seek' Traceback (most recent call last): File "mcedit2\\editorapp.py", line 790, in loadFile (self is a MCEditApp) File "mcedit2\\editorsession.py", line 162, in __init__ (self is a EditorSession) File "mcedit2\\util\\minecraftinstall.py", line 48, in getResourceLoaderForFilename File "mcedit2\\util\\minecraftinstall.py", line 72, in getSelectedResourceLoader File "mcedit2\\util\\minecraftinstall.py", line 467, in getResourceLoader (self is a MCInstall)(named (Default)) File "mcedit2\\resourceloader.py", line 20, in __init__ (self is a ResourceLoader) File "zipfile.py", line 770, in __init__ (self is a ZipFile) File "zipfile.py", line 807, in _RealGetContents (self is a ZipFile) File "zipfile.py", line 208, in _EndRecData AttributeError: 'NoneType' object has no attribute 'seek'
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An Error has Occurred: Unhandled Exception

MCEdit version: 2.0.0-beta14

Python version: 2.7.15 (v2.7.15:ca079a3ea3, Apr 30 2018, 16:30:26) [MSC v.1500 64 bit (AMD64)]

Platform: win32

System version: Windows-10-10.0.18362

Processor: Intel64 Family 6 Model 158 Stepping 10, GenuineIntel

Obtained a GL context with this format:

Valid: True

Version: 4.6

Hardware Accelerated: True

Depth buffer: True, 24

Double buffer: True

Rendering profile: PySide.QtOpenGL.QGLFormat.OpenGLContextProfile.CompatibilityProfile

Driver info:

GL_VERSION: 4.6.0 NVIDIA 516.93 (4, 6)

GL_VENDOR: 'NVIDIA Corporation'

GL_RENDERER: 'NVIDIA GeForce GTX 1080/PCIe/SSE2'

Unhandled Exception

Traceback (most recent call last):

File "mcedit2\worldview\worldview.py", line 502, in wheelEvent (self is a MinimapWorldView)

File "mcedit2\worldview\worldview.py", line 527, in augmentMouseEvent (self is a MinimapWorldView)

File "mcedit2\util\profiler.py", line 73, in _wrapper (self is a Profiler)

File "mcedit2\worldview\worldview.py", line 548, in augmentEvent (self is a MinimapWorldView)

File "mcedit2\worldview\worldview.py", line 615, in rayCastInView (self is a MinimapWorldView)

File "mcedit2\util\raycast.py", line 30, in rayCastInBounds

File "mcedit2\util\profiler.py", line 73, in _wrapper (self is a Profiler)

File "mcedit2\util\raycast.py", line 77, in rayCast

File "mcedit2\util\raycast.py", line 215, in advanceToChunk

File "mceditlib\worldeditor.py", line 831, in getChunk (self is a WorldEditorDimension)

File "mceditlib\worldeditor.py", line 499, in getChunk (self is a WorldEditor)

File "mceditlib\cachefunc.py", line 77, in __call__

File "mceditlib\worldeditor.py", line 477, in _getChunkDataRaw (self is a WorldEditor)

File "mceditlib\anvil\adapter.py", line 922, in readChunk (self is a AnvilWorldAdapter)

AnvilChunkFormatError: [Errno Error loading chunk: KeyError('Key Blocks not found.')] None: <traceback object at 0x0000025B13515208>