

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 e n E n t r a n c e s	<p>An error occurred while opening C:\Users\owner\AppData\Roaming\.minecraft\saves\25 Hidden Entrances</p> <p>[Errno 24] Too many open files: u'C:\\Users\\owner\\AppData\\Roaming\\.minecraft\\versions\\1.19.2\\1.19.2.jar'</p> <p>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'</p>	<p>An error occurred while opening C:\Users\owner\AppData\Roaming\.minecraft\saves\25 Hidden Entrances</p> <p>[Errno 24] Too many open files: u'C:\\Users\\owner\\AppData\\Roaming\\.minecraft\\saves\\25 Hidden Entrances\\session.lock'</p> <p>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'</p>	<p>An error occurred while opening C:\Users\owner\AppData\Roaming\.minecraft\saves\25 Hidden Entrances</p> <p>'NoneType' object has no attribute 'seek'</p> <p>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'</p>

<p>5 O t h i n g s y o u c a n M a k e</p>	<p>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'</p> <p>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'</p>	<p>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'</p> <p>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'</p>	<p>An error occurred while opening C:\Users\owner\AppData\Roaming\.minecraft\saves\50 things you can Make 'NoneType' object has no attribute 'seek'</p> <p>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 MCIInstall)(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'</p>
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D e m o - W o r l d	<p>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'</p> <p>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'</p>	<p>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\\saves\\Demo_World\\session.lock'</p> <p>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\\Demo_World\\session.lock'</p>	<p>An error occurred while opening C:\Users\owner\AppData\Roaming\.minecraft\saves\Demo_World 'NoneType' object has no attribute 'seek'</p> <p>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 MCIInstall)(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'</p>
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L o a d i n g - U n l o a d i n g M i c r o s o f t w a r e	<p>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'</p> <p>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'</p>	<p>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'</p> <p>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'</p>	<p>An error occurred while opening C:\Users\owner\AppData\Roaming\.minecraft\saves>Loading-Unloading Minecart bay 'NoneType' object has no attribute 'seek'</p> <p>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 MCIInstall)(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'</p>
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<pre> M An error occurred while opening u C:\Users\owner\AppData\Roaming\.minecraft\s m aves\Mumbo Jumbo Redstone World b [Errno 24] Too many open files: o u'C:\Users\owner\AppData\Roaming\.mine J craft\versions\1.19.2\1.19.2.jar' u m Traceback (most recent call last): m File "mcedit2\editorapp.py", line 790, in b loadFile (self is a MCEditApp) o File "mcedit2\editorsession.py", line 419, in R __init__ (self is a EditorSession) e File "mcedit2\editorsession.py", line 724, in d setConfiguredBlocks (self is a EditorSession) s File "mcedit2\editorsession.py", line 728, in t reloadModels (self is a EditorSession) o File "src\mcedit2\rendering\blockmodels.pyx", n line 155, in e mcedit2.rendering.blockmodels.BlockModels.__i W nit__ o File "mcedit2\resourceloader.py", line 58, in r openStream (self is a ResourceLoader) l File "zipfile.py", line 951, in open (self is a d ZipFile) d IOError: [Errno 24] Too many open files: u'C:\Users\owner\AppData\Roaming\.mine craft\versions\1.19.2\1.19.2.jar' </pre>	<pre> An error occurred while opening C:\Users\owner\AppData\Roaming\.minecraft\s aves\Mumbo Jumbo Redstone World [Errno 24] Too many open files: u'C:\Users\owner\AppData\Roaming\.mine craft\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\.mine craft\saves\Mumbo Jumbo Redstone World\session.lock' </pre>	<pre> An error occurred while opening C:\Users\owner\AppData\Roaming\.minecraft\s aves\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 MCIInstall)(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' </pre>
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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	<p>An error occurred while opening C:\Users\owner\AppData\Roaming\.minecraft\saves\Redstone you should know</p> <p>[Errno 24] Too many open files: u'C:\\Users\\owner\\AppData\\Roaming\\.minecraft\\versions\\1.19.2\\1.19.2.jar'</p> <p>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'</p>	<p>An error occurred while opening C:\Users\owner\AppData\Roaming\.minecraft\saves\Redstone you should know</p> <p>[Errno 24] Too many open files: u'C:\\Users\\owner\\AppData\\Roaming\\.minecraft\\saves\\Redstone you should know\\session.lock'</p> <p>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'</p>	<p>An error occurred while opening C:\Users\owner\AppData\Roaming\.minecraft\saves\Redstone you should know</p> <p>'NoneType' object has no attribute 'seek'</p> <p>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 MCIInstall)(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'</p>
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<p style="text-align: center;">T e s t W o r l d</p>	<p>An error occurred while opening C:\Users\owner\AppData\Roaming\mine craft\saves\Test World [Errno 24] Too many open files: u'C:\\Users\\owner\\AppData\\Roaming\\ \\.minecraft\\versions\\1.19.2\\1.19.2.jar'</p> <p>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.BlockMod els.__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'</p>	<p>An error occurred while opening C:\Users\owner\AppData\Roaming\mine craft\saves\Test World [Errno 24] Too many open files: u'C:\\Users\\owner\\AppData\\Roaming\\ \\.minecraft\\saves\\Test World\\session.lock'</p> <p>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'</p>	<p>An error occurred while opening C:\Users\owner\AppData\Roaming\mine craft\saves\Test World 'NoneType' object has no attribute 'seek'</p> <p>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'</p>
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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>
```