

Home

LLM Server

SD Server

**Chat**

Character Builder

Model Config

# RVC Chat

Refresh Files

Your Name

User

Your Character

Amaryllis... ▾

Checkpoint

sayano-an... ▾

How often to generate images:

rarely

never

always

Avoid

Accidental

NSFW (not

guaranteed)

Start Chatting

**TypeError:** expected str, bytes or os.PathLike object, not NoneType

Traceback:

```
File "C:\Users\katou\miniconda3\envs\RVC-Chat-main\main.py", line 10, in   
    exec(code, module.__dict__)  
File "D:\ai\RVC-Chat-main\RVC-Chat-main\pages\1_chat.py", line 10, in   
    state.character = Character(
```

```
File "D:\ai\RVC-Chat-main\RVC-Chat-main\webui\chat.py":100, in load_model
    self.model_data = self.load_model(self.model_data)
File "D:\ai\RVC-Chat-main\RVC-Chat-main\webui\chat.py":100, in load_model
    self.model_data = load_model_data(fname)
File "D:\ai\RVC-Chat-main\RVC-Chat-main\webui\chat.py":100, in load_model_data
    key = get_hash(model_file)
File "D:\ai\RVC-Chat-main\RVC-Chat-main\lib\models.py":100, in get_hash
    model_hash = hashlib.md5(open(model_path, 'rb').read()).hexdigest()
```

Made with Streamlit