

Merge项目 - BUG #1436317

【master】【真机包】【必现】【剧情】3002-剧情报错

2026-01-14 18:18 - W王子怡

状态:	关闭	开始日期:	
优先级:	中	计划完成日期:	
指派给:	X徐彬健	% 完成:	0%
类别:		预期时间:	0.00 小时
目标版本:		耗时:	0.00 小时
严重程度:	一般	打回次数:	
修复难度:			

描述

Error: > [default]18:11:32.753 加载不存在状态 stateName:thinking

Framework.Character.CharacterStateMachine:StartLoadState(String) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Character/CharacterStateMachine.cs:115)

Framework.Character.CharactersManager:StartLoadCharacterStateInPlot(String, String) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Character/CharactersManager.cs:254)

SkillRuntime.SkillSequenceDataLoader:LoadSequenceAllAsset(SkillAssetHandle, SkillSetterData) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Skill/SkillRuntime/Config/SkillSequenceDataLoader.cs:318)

SkillRuntime.SkillSequenceDataLoader:StartLoadSequenceAllAsset(SkillAssetHandle, SkillSetterData) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Skill/SkillRuntime/Config/SkillSequenceDataLoader.cs:216)

SkillRuntime.SkillLauncher:UpdateLoadingSubSkillAsset() (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Skill/SkillRuntime/Core/SkillLauncher.cs:323)

SkillRuntime.SkillLauncher:Update() (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Skill/SkillRuntime/Core/SkillLauncher.cs:259)

SkillRuntime.SkillLauncherManager:Update() (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Skill/SkillRuntime/Core/SkillLauncherManager.cs:130)

SkillRuntime.SkillEngine:Update() (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Skill/SkillRuntime/SkillEngine.cs:116)

Framework.Log.GGDebug:LogError(Object, String)

Framework.Utility.Singleton.Singleton:Update()

AOT.AppMain:Update()

Exception: NullReferenceException: Object reference not set to an instance of an object.

UpdateView.SetVersion (System.String appVersion, System.String resVersion) (at <00000000000000000000000000000000>:0)

UpdateView.Start () (at <00000000000000000000000000000000>:0)

System.Runtime.CompilerServices.AsyncVoidMethodBuilder.Start[TStateMachine] (TStateMachine& stateMachine) (at

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<00000000000000000000000000000000>:0)
UpdateView.Start () (at <00000000000000000000000000000000>:0)
--- End of stack trace from previous location where exception was thrown ---
System.Runtime.CompilerServices.AsyncMethodBuilderCore+<>c.<ThrowAsync>b__7_0 (System.Object state) (at
<00000000000000000000000000000000>:0)
UnityEngine.UnitySynchronizationContext+WorkRequest.Invoke () (at <00000000000000000000000000000000>:0)
UnityEngine.UnitySynchronizationContext.Exec () (at <00000000000000000000000000000000>:0)

Error: [xasset] File not found:Assets/Art/vfx/t_xulie_01/xulie_shuihua_001_roof.mat

TinyWorld.RenderSystem.ChunkWeatherEffectOperator.ctor(ChunkDataOperator, Transform) (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/TinyWorld/Source/RenderSystem/ChunkOperator/ChunkWeather
EffectOperator.cs:21)
TinyWorld.RenderSystem.Chunk.ctor(UInt64, b2AABB, AssetManager, World) (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/TinyWorld/Source/RenderSystem/Chunk.cs:128)
TinyWorld.RenderSystem.ChunkHandler.Active() (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/TinyWorld/Source/RenderSystem/ChunkHandler.cs:162)
TinyWorld.RenderSystem.World.RefreshChunk2Active(b2AABB, b2AABB, b2AABB) (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/TinyWorld/Source/RenderSystem/World.cs:179)
TinyWorld.RenderSystem.World.UpdateChunk() (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/TinyWorld/Source/RenderSystem/World.cs:199)
TinyWorld.RenderSystem.World.LoadingCfg() (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/TinyWorld/Source/RenderSystem/World.cs:275)
TinyWorld.RenderSystem.World.UpdateState() (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/TinyWorld/Source/RenderSystem/World.cs:336)
TinyWorld.RenderSystem.World.Update() (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/TinyWorld/Source/RenderSystem/World.cs:385)
TinyWorld.TinyWorldManager.Update() (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/TinyWorld/Source/Core/TinyWorldManager.cs:181)
xasset.Logger:E(Object, Object)
xasset.AssetRequest:Load(String, Type, Boolean)
Framework.Utility.Singleton.RollbackableSingleton:Update()
Framework.Utility.Singleton.Singleton:Update()
AOT.AppMain:Update()
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历史记录

#1 - 2026-01-14 19:45 - W王禄蔚

- 指派给从W王禄蔚 变更为X徐彬健

#2 - 2026-01-15 16:46 - X徐彬健

- 状态从新建变更为已解决

#3 - 2026-01-15 18:51 - W王子怡

- 状态从已解决变更为关闭