

Merge项目 - BUG #1436320

【master】【真机包】【必现】【剧情】3003-剧情报错

2026-01-14 18:27 - 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:	Y俞正鸣	% 完成:	100%
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]18:22:03.827 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/SkillSequenceDataLoad
er.cs:318)

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

历史记录

#1 - 2026-01-15 16:54 - Y俞正鸣

- 状态从新建变更为完成

- % 完成从0变更为100

#2 - 2026-01-15 18:51 - W王子怡

- 状态从完成变更为验收完成/待测试

#3 - 2026-01-15 18:51 - W王子怡

- 状态从 验收完成/待测试 变更为 关闭