

Merge项目 - BUG #1436339

【master】【仓库】没解锁商城且没有钻石时点击解锁格子，会报错，且每次点击提示弹窗上按钮后提示不一样，有时候显示”您的钻石不足“，有时候显示”3级解锁商城“

2026-01-15 15:26 - A艾天雅

状态:	关闭	开始日期:	
优先级:	中	计划完成日期:	
指派给:	Z周贺强	% 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

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

Logical.UI.Common.Window.CommonTextTipsView.SetTips (System.String str, System.Single time) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/Logical/UI/Common/Window/CommonTextTipsView.cs:79)

Framework.UI.UIManagerUGUI.ShowTips (System.String tipText, System.Single time) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/UGUI/UIManagerUGUI.cs:826)

Logical.UI.ShopView.OpenWindow (Logical.UI.ShopPage page) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/Logical/UI/Shop/Window/ShopView.cs:70)

Logical.UI.MergeInGameBagView+<>c__DisplayClass24_1.<OnItemClicked>b__0 () (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/Logical/UI/InGame/Window/MergeInGameBagView.cs:251)

Logical.UI.MergeInGameBagUnLockView.<_OnRegisterDelegate>b__12_1 () (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/Logical/UI/InGame/Window/MergeInGameBagUnLockView.cs:111)

UnityEngine.Events.UnityEvent.Invoke () (at <00000000000000000000000000000000>:0)

UnityEngine.EventSystems.ExecuteEvents.Execute[T] (UnityEngine.GameObject target, UnityEngine.EventSystems.BaseEventData eventData, UnityEngine.EventSystems.ExecuteEvents+EventFunction`1[T1] functor) (at <00000000000000000000000000000000>:0)

UnityEngine.EventSystems.StandaloneInputModule.ProcessTouchPress (UnityEngine.EventSystems.PointerEventData pointerEvent, System.Boolean pressed, System.Boolean released) (at <00000000000000000000000000000000>:0)

UnityEngine.EventSystems.StandaloneInputModule.ProcessTouchEvents () (at <00000000000000000000000000000000>:0)

UnityEngine.EventSystems.StandaloneInputModule.Process () (at <00000000000000000000000000000000>:0)

UnityEngine.EventSystems.StandaloneInputModule:Process()

历史记录

#1 - 2026-01-15 15:33 - Z张帅博

- 指派给 从 Z张帅博 变更为 Z周贺强

有报错修复下，商城不打开，我问下博超看看该怎么处理

#2 - 2026-01-15 15:40 - Z张帅博

1768462835386182.png

#3 - 2026-01-15 16:57 - Z周贺强

- 状态从 新建 变更为 已解决

#4 - 2026-01-16 10:57 - A艾天雅

- 状态从 已解决 变更为 关闭

文件

Screen_Recording_20260115_152410_Her Comeback Merge & Story.mp4	6.74 MB	2026-01-15	A艾天雅
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