

Merge项目 - BUG #1436413

【master】【真机包】【必现】【剧情】开场动画结束后的剧情和新解锁剧情报错

2026-01-16 16:26 - W王子怡

状态:	关闭	开始日期:	
优先级:	紧急	计划完成日期:	
指派给:	Y袁智骏	% 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: [xasset] File not found:Assets/AX/scin/w1a3_0/all_sha_00/w1a3_ocoldwinds_sha01.mat			
TinyWorld.RenderSystem.AssetHandler:LoadAsset() (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/TinyWorld/Source/RenderSystem/AssetManager/AssetHandler.cs:104)			
TinyWorld.RenderSystem.AssetHandler:Update(Int32, Priority) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/TinyWorld/Source/RenderSystem/AssetManager/AssetHandler.cs:132)			
TinyWorld.RenderSystem.AssetManager:AssetProcessEnd() (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/TinyWorld/Source/RenderSystem/AssetManager/AssetManager.cs:199)			
TinyWorld.RenderSystem.World:UpdateChunk() (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/TinyWorld/Source/RenderSystem/World.cs:230)			
TinyWorld.RenderSystem.World:Update() (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/TinyWorld/Source/RenderSystem/World.cs:392)			
TinyWorld.TinyWorldManager:Update() (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/TinyWorld/Source/Core/TinyWorldManager.cs:183)			
xasset.Logger:E(Object, Object)			
xasset.AssetRequest:Load(String, Type, Boolean)			
Framework.Utility.Singleton.RollbackableSingleton:Update()			
Framework.Utility.Singleton.Singleton:Update()			
AOT.AppMain:Update()			

历史记录

#1 - 2026-01-16 16:26 - Y袁智骏

- 状态从 *新建* 变更为 *完成*

- % 完成从 0 变更为 100

#2 - 2026-01-16 17:04 - W王子怡

- 状态从 *完成* 变更为 *关闭*