

Merge项目 - BUG #1436421

【master】【真机包】【偶现】【剧情】1002断网卡死

2026-01-16 19:59 - 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:	H黄正举	% 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**

1768564707295895.png

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

Logical.UI.ItemFlyView.TryAddFloatUpMask (System.Int32 itemID, UnityEngine.RectTransform rectTransform) (at E:/JENKINS\_HOME/workspace/Merge\_Android\_Hotfix/GGMergeUnity/Assets/Logical/UI/HUD/Window/ItemFlyView.cs:799)

Logical.UI.ItemFlyView.AddFloatUpItem (System.Int32 itemID, UnityEngine.RectTransform itemToFloatUp, UnityEngine.Transform itemParent, System.Boolean needResetPosition) (at E:/JENKINS\_HOME/workspace/Merge\_Android\_Hotfix/GGMergeUnity/Assets/Logical/UI/HUD/Window/ItemFlyView.cs:847)

Logical.UI.ItemFlyView.TryFlowUpHudPanels () (at E:/JENKINS\_HOME/workspace/Merge\_Android\_Hotfix/GGMergeUnity/Assets/Logical/UI/HUD/Window/ItemFlyView.cs:703)

Logical.UI.ItemFlyView.ShowFlyItemEffectInner (System.Collections.Generic.List`1[T] itemFlyDatas, System.Action AllItemCompleteCallBack, System.Boolean useObjPool, System.Boolean useFullScreenMask) (at E:/JENKINS\_HOME/workspace/Merge\_Android\_Hotfix/GGMergeUnity/Assets/Logical/UI/HUD/Window/ItemFlyView.cs:270)

Logical.UI.ItemFlyView.ShowFlyItemEffectInner (System.Collections.Generic.List`1[T] itemFlyDatas, System.Action AllItemCompleteCallBack, System.Boolean useObjPool, System.Boolean useFullScreenMask) (at <00000000000000000000000000000000>:0)

Logical.UI.ItemFlyView.ShowItemFlyEffect (System.Collections.Generic.List`1[T] itemFlyDatas, System.Action AllItemCompleteCallBack, System.Boolean useObjPool, System.Boolean useFullScreenMask) (at E:/JENKINS\_HOME/workspace/Merge\_Android\_Hotfix/GGMergeUnity/Assets/Logical/UI/HUD/Window/ItemFlyView.cs:119)

GetItemEffectManager+<>c\_\_DisplayClass38\_0.<AddItemFlyCMD>b\_\_0 () (at E:/JENKINS\_HOME/workspace/Merge\_Android\_Hotfix/GGMergeUnity/Assets/Logical/UI/Item/GetItemEffectManager.cs:407)

GetItemEffectManager+<ExecuteCMDQueue>d\_\_28.MoveNext () (at E:/JENKINS\_HOME/workspace/Merge\_Android\_Hotfix/GGMergeUnity/Assets/Logical/UI/Item/GetItemEffectManager.cs:207)

GameFramework.AutoTask.TaskBase.Start () (at E:/JENKINS\_HOME/workspace/Merge\_Android\_Hotfix/GGMergeUnity/Assets/GameFramework/AutoTask/Core/TaskBase.cs:53)

GameFramework.AutoTask.AutoTaskMgr+<RunTasks>d\_\_25.MoveNext () (at E:/JENKINS\_HOME/workspace/Merge\_Android\_Hotfix/GGMergeUnity/Assets/GameFramework/AutoTask/Core/AutoTaskMgr.Task.cs:65)

Framework.ObjectPool.DefaultGameObjectPoolHandle.ProcessActive (UnityEngine.GameObject ins) (at <00000000000000000000000000000000>:0)

Framework.ObjectPool.UnityObjectPool`2[T,THandler].Get () (at <00000000000000000000000000000000>:0)

System.Runtime.CompilerServices.AsyncVoidMethodBuilder.Start[TStateMachine] (TStateMachine& stateMachine) (at <00000000000000000000000000000000>:0)

Framework.Tasks.CatchableEnumerator.MoveNext () (at <00000000000000000000000000000000>:0)

UnityEngine.SetupCoroutine.InvokeMoveNext (System.Collections.IEnumerator enumerator, System.IntPtr returnValueAddress) (at

<00000000000000000000000000000000>:0)

Framework.Tasks.CoSchedulerTask.CatchableStart (Framework.Tasks.CoTaskDelegate task, System.Action`1[T] exceptionCallback) (at <00000000000000000000000000000000>:0)

Framework.Tasks.CoScheduler.CatchableAsync (Framework.Tasks.CoTaskDelegate task, System.Action`1[T] exceptionCallback) (at <00000000000000000000000000000000>:0)

Framework.Tasks.CatchableEnumerator.MoveNext () (at <00000000000000000000000000000000>:0)

UnityEngine.SetupCoroutine.InvokeMoveNext (System.Collections.IEnumerator enumerator, System.IntPtr returnValueAddress) (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)

## 历史记录

#1 - 2026-01-16 20:21 - W王子怡

- 指派给从Y俞正鸣 变更为W王禄蔚

#2 - 2026-01-16 20:41 - W王禄蔚

- 指派给从W王禄蔚 变更为H黄正举

#3 - 2026-01-16 20:42 - H黄正举

- 状态从新建 变更为已解决

#4 - 2026-01-21 18:00 - W王子怡

- 状态从已解决 变更为关闭