

Merge项目 - BUG #1436485

【master】【收件箱】领取邮件内的物品后找不到(有报错)

2026-01-19 20:22 - D杜海涛

状态:	关闭	开始日期:	
优先级:	高	计划完成日期:	
指派给:	L李宇翔	% 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:	严重	打回次数:	
修复难度:			

描述

ID 10663 栈 棋盘 仓库都没有(领的一份面粉) 这个账号必现 其他机器上正常 1768825245929530.png

> [default]20:14:21.646 请求回包回调报错<101003> Exception:System.NullReferenceException: Object reference not set to an instance of an object

at MailManager.OnQuestClaimMailRespose (Com.Framework.Protocol.Packet packet) [0x000fb] in D:\mergedecorate\Assets\Logical\UI\Mail\MailManager.cs:251

at Network.Logic.RequestMsgData.SendData (Com.Framework.Protocol.Packet data) [0x00000] in D:\mergedecorate\Assets\GameFramework\Network\RequestMsgManager.cs:200

at Network.Logic.RequestMsgManager.SendDataCallBack (System.UInt32 command, Com.Framework.Protocol.Packet responsePacket) [0x0003d] in D:\mergedecorate\Assets\GameFramework\Network\RequestMsgManager.cs:106

UnityEngine.Debug.LogError (object,UnityEngine.Object)

Framework.Log.GGDebug:Internal_LogError (string,object) (at Assets/AOT/GameFramework/Log/GGDebug.cs:93)

Framework.Log.GGDebug:LogError (object,string) (at Assets/AOT/GameFramework/Log/GGDebug.cs:236)

Network.Logic.RequestMsgManager:SendDataCallBack (uint,Com.Framework.Protocol.Packet) (at Assets/GameFramework/Network/RequestMsgManager.cs:112)

Network.BH_NetworkManager:SendDataCallBack (uint,Com.Framework.Protocol.Packet) (at Assets/GameFramework/Network/BH_NetworkManager.cs:600)

Network.BH_NetworkManager/<>c__DisplayClass66_0:<OnReceived>b__0 () (at Assets/GameFramework/Network/BH_NetworkManager.cs:552)

Network.MessageHandler:Update () (at Assets/GameFramework/Network/BH_NetworkManager.cs:87)

Network.BH_NetworkManager:Update () (at Assets/GameFramework/Network/BH_NetworkManager.cs:184)

Framework.Utility.Singleton.RollbackableSingleton:Update () (at Assets/AOT/GameFramework/Utility/Singleton/Singleton.cs:78)

Framework.Utility.Singleton.RollbackableSingletonManager:Update () (at Assets/AOT/GameFramework/Utility/Singleton/SingletonManager.cs:25)

Framework.Utility.Singleton.Singleton:Update () (at Assets/AOT/GameFramework/Utility/Singleton/Singleton.cs:63)

AOT.AppMain:Update () (at Assets/AOT/AppMain.cs:199)

历史记录

#1 - 2026-01-20 15:08 - D杜海涛

报错补充

Exception: ArgumentNullException: Value cannot be null.

Parameter name: shader

GameFramework.UI.ShaderOutline.Start () (at <00000000000000000000000000000000>:0)

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

GameFramework.UI.ShaderOutline.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)

#2 - 2026-01-21 11:32 - L李宇翔

- 状态从 新建 变更为 完成

- % 完成 从 0 变更为 100

#3 - 2026-01-24 01:37 - D杜海涛

- 状态从 完成 变更为 关闭