

## Merge项目 - BUG #1436547

【master】 【商店】 11:24安卓包商店打开报错

2026-01-22 11:42 - W王军

状态:	关闭	开始日期:	
优先级:	高	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.ShopView.\_OnInitializeComponents () (at  
E:/JENKINS\_HOME/workspace/Merge\_Android\_Line1/GGMergeUnity/Assets/Logical/UI/Shop/Window/ShopView.cs:100)

Framework.UI.UIWindow.\_OnLoadWindowResourceComplete () (at  
E:/JENKINS\_HOME/workspace/Merge\_Android\_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/Window/UIWin  
dow.cs:766)

Framework.UI.UIWindowUGUI.\_OnLoadWindowResourceComplete () (at  
E:/JENKINS\_HOME/workspace/Merge\_Android\_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/UGUI/UIWindo  
wUGUI.cs:541)

Framework.UI.UIWindowUGUI.\_\_OnLoadResourceComplete (UnityEngine.GameObject go) (at  
E:/JENKINS\_HOME/workspace/Merge\_Android\_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/UGUI/UIWindo  
wUGUI.cs:534)

Framework.UI.UIWindowUGUI.\_\_OnLoadComResourceComplete (UnityEngine.GameObject go, Framework.UI.UIUGUIComponent com) (at  
E:/JENKINS\_HOME/workspace/Merge\_Android\_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/UGUI/UIWindo  
wUGUI.cs:429)

Framework.UI.UIUGUIComponentLoader.\_\_ExeCompleteCallBack () (at  
E:/JENKINS\_HOME/workspace/Merge\_Android\_Line1/GGMergeUnity/Assets/GameFramework/UI/Private/Component/UIUGUIComponentLoa  
der.cs:624)

Framework.UI.UIUGUIComponentLoader.<\_\_OnLoadComplete>b\_\_45\_0 () (at  
E:/JENKINS\_HOME/workspace/Merge\_Android\_Line1/GGMergeUnity/Assets/GameFramework/UI/Private/Component/UIUGUIComponentLoa  
der.cs:608)

Framework.UI.UIUGUIComponent+<PreloadInternal>d\_\_40.MoveNext () (at  
E:/JENKINS\_HOME/workspace/Merge\_Android\_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Component/UIUGUIComponent.cs:2  
16)

UnityEngine.SetupCoroutine.InvokeMoveNext (System.Collections.IEnumerator enumerator, System.IntPtr returnValueAddress) (at  
<00000000000000000000000000000000>:0)

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### 历史记录

#1 - 2026-01-22 11:43 - W王军

- 优先级从 中 变更为 高

#2 - 2026-01-22 11:44 - Z周贺强

- 状态从 新建 变更为 已解决

#3 - 2026-01-22 15:40 - W王军  
- 状态从 已解决 变更为 关闭