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|---|------|---------|---------|
| 状态: | 关闭 | 开始日期: | |
| 优先级: | 高 | 计划完成日期: | |
| 指派给: | Z张帅博 | % 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 | | | |
| 截图如下 : | | | |
| 1769587736710843.png | | | |
| 第一个报错 : | | | |
| Exception: NullReferenceException: Object reference not set to an instance of an object. | | | |
| Logical.UI.EndLessEnergyView.InitCfgData () (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/Logical/UI/Energy/Window/EndLessEnergyView.cs:216) | | | |
| Logical.UI.EndLessEnergyView.InitCfgData () (at <00000000000000000000000000000000>:0) | | | |
| Logical.UI.EndLessEnergyView.FristRefresh () (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/Logical/UI/Energy/Window/EndLessEnergyView.cs:200) | | | |
| Logical.UI.EndLessEnergyView.FristRefresh () (at <00000000000000000000000000000000>:0) | | | |
| Logical.UI.EndLessEnergyView._OnInitializeComponents () (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/Logical/UI/Energy/Window/EndLessEnergyView.cs:127) | | | |
| Framework.UI.UIWindow._OnLoadWindowResourceComplete () (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/Window/UIWindow.cs:766) | | | |
| Framework.UI.UIWindowUGUI._OnLoadWindowResourceComplete () (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/UGUI/UIWindowUGUI.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/UIWindowUGUI.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/UIWindowUGUI.cs:429) | | | |
| Framework.UI.UIUGUIComponentLoader.__ExeCompleteCallBack () (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/UI/Private/Component/UIUGUIComponentLoader.cs:624) | | | |
| Framework.UI.UIUGUIComponentLoader.<__OnLoadComplete>b__45_0 () (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/UI/Private/Component/UIUGUIComponentLoader.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:216) | | | |

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

System.Runtime.CompilerServices.AsyncVoidMethodBuilder.Start[TStateMachine] (TStateMachine& stateMachine) (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 ---

Logical.UI.EndLessEnergyView.FristRefresh () (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/Logical/UI/Energy/Window/EndLessEnergyView.cs:200)

Logical.UI.EndLessEnergyView.FristRefresh () (at <00000000000000000000000000000000>:0)

Logical.UI.EndLessEnergyView._OnInitializeComponents () (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/Logical/UI/Energy/Window/EndLessEnergyView.cs:127)

Framework.UI.UIWindow._OnLoadWindowResourceComplete () (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/Window/UIWindow.cs:766)

Framework.UI.UIWindowUGUI._OnLoadWindowResourceComplete () (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/UGUI/UIWindowUGUI.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/UIWindowUGUI.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/UIWindowUGUI.cs:429)

Framework.UI.UIUGUIComponentLoader.__ExeCompleteCallBack () (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/UI/Private/Component/UIUGUIComponentLoader.cs:624)

Framework.UI.UIUGUIComponentLoader.<__OnLoadComplete>b__45_0 () (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/UI/Private/Component/UIUGUIComponentLoader.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:216)

System.Runtime.CompilerServices.AsyncVoidMethodBuilder.Start[TStateMachine] (TStateMachine& stateMachine) (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)

第二个报错 :

Error: > [default]16:05:43.401 尝试添加不存在的道具 : 0

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UserBagItemManager:AddItemInternal(ItemFromObj, Int32, Int64, Nullable`1, Boolean) (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/Logical/UI/Item/UserBagItemManager.cs:145)

UserBagItemManager:AddItem(ItemFromObj, Int32, Int64, Nullable`1, Boolean) (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/Logical/UI/Item/UserBagItemManager.cs:138)

Logical.UI.Order.SpecialOrderView:<ShowAccept>b__35_1() (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/Logical/UI/Order/Window/SpecialOrderView.cs:301)

Logical.UI.Order.SpecialOrderView:<_OnRegisterDelegate>b__26_1() (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/Logical/UI/Order/Window/SpecialOrderView.cs:141)

Logical.UI.UICmBtn1Com:<_OnRegisterDelegate>b__10_0() (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/Logical/UI/Common/Component/UICmBtn1Com.cs:76)

Framework.Log.GGDebug:LogError(Object, String)

UnityEngine.EventSystems.StandaloneInputModule:Process()
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历史记录

#1 - 2026-01-28 16:25 - Z张帅博

- 状态从新建变更为已解决

#2 - 2026-01-28 16:50 - S沙超

- 状态从已解决变更为关闭