

## Merge项目 - BUG #1436653

【release\_123】【真机包】【必现】【剧情】新号1000剧情播放过程中卡死

2026-01-28 17:35 - 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:	W王祿蔚	% 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

Error: > [default]17:33:10.259 SkillRuntime.SkillEngine update exception :System.NullReferenceException: Object reference not set to an instance of an object.

at Framework.UI.UIWindowUGUI.\_OnPlayExitAnimation () [0x00000] in  
E:\JENKINS\_HOME\workspace\Merge\_Android\_Hotfix\GGMergeUnity\Assets\GameFramework\UI\Public\Manager\UIManager\UGUI\UIWindowUGUI.cs:16707566

at Framework.UI.UIWindow.\_\_PlayExitAnimation () [0x0004b] in  
E:\JENKINS\_HOME\workspace\Merge\_Android\_Hotfix\GGMergeUnity\Assets\GameFramework\UI\Public\Manager\UIManager\Window\UIWindow.cs:1058

at Framework.UI.UIWindow.Disable () [0x000db] in  
E:\JENKINS\_HOME\workspace\Merge\_Android\_Hotfix\GGMergeUnity\Assets\GameFramework\UI\Public\Manager\UIManager\Window\UIWindow.cs:972

at Framework.UI.UIWindow.\_\_HideInternal (System.Boolean isPassive) [0x00016] in  
E:\JENKINS\_HOME\workspace\Merge\_Android\_Hotfix\GGMergeUnity\Assets\GameFramework\UI\Public\Manager\UIManager\Window\UIWindow.cs:880

at Framework.UI.UIWindow.Hide (Framework.UI.UIWindowParam param, System.Boolean isPassive) [0x0005c] in  
E:\JENKINS\_HOME\workspace\Merge\_Android\_Hotfix\GGMergeUnity\Assets\GameFramework\UI\Public\Manager\UIManager\Window\UIWindow.cs:864

at Framework.UI.UIWindow.Recycle (Framework.UI.UIWindowParam param, System.Boolean isPassive) [0x00009] in  
E:\JENKINS\_HOME\workspace\Merge\_Android\_Hotfix\GGMergeUnity\Assets\GameFramework\UI\Public\Manager\UIManager\Window\UIWindow.cs:1213

at Framework.UI.UIWindowInfoList.\_\_AddAutoRecycleWindow (Framework.UI.UIWindowInfo winInfo, Framework.UI.UIWindowParam param, System.Boolean isPassive) [0x0001c] in  
E:\JENKINS\_HOME\workspace\Merge\_Android\_Hotfix\GGMergeUnity\Assets\GameFramework\UI\Public\Manager\UIManager\Window\UIWindowInfoList.cs:345

at Framework.UI.UIWindowInfoList.RemoveWindow (System.String winName, Framework.UI.UIWindowParam param, System.Boolean isPassive, System.Boolean forceDestroy) [0x000b5] in  
E:\JENKINS\_HOME\workspace\Merge\_Android\_Hotfix\GGMergeUnity\Assets\GameFramework\UI\Public\Manager\UIManager\Window\UIWindowInfoList.cs:253

at Framework.UI.UIManager.\_\_CloseWindowInternal (Framework.UI.UIWindowInfo winInfo, Framework.UI.UIWindowParam param, System.Boolean isPassive, System.Boolean forceDestroy) [0x00059] in  
E:\JENKINS\_HOME\workspace\Merge\_Android\_Hotfix\GGMergeUnity\Assets\GameFramework\UI\Public\Manager\UIManager\UIManager.cs:794

at Framework.UI.UIManager.\_\_CloseWindowInternalByName (System.String winName, Framework.UI.UIWindowParam param, System.Boolean isPassive, System.Boolean forceDestroy) [0x00016] in  
E:\JENKINS\_HOME\workspace\Merge\_Android\_Hotfix\GGMergeUnity\Assets\GameFramework\UI\Public\Manager\UIManager\UIManager.cs:808

at Framework.UI.UIManager.\_\_ProcessCloseList (System.Collections.Generic.List`1[T] closeList, Framework.UI.UIWindow targetCloseWin, Framework.UI.UIWindowParam param) [0x0003e] in

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E:\JENKINS_HOME\workspace\Merge_Android_Hotfix\GGMergeUnity\Assets\GameFramework\UI\Public\Manager\UIManager\UIManager.cs:9
47
    at Framework.UI.UIManager.__RemoveLogicalLayerWindow (Framework.UI.UIWindowInfo winInfo, Framework.UI.UIWindowParam param)
[0x000b1] in
E:\JENKINS_HOME\workspace\Merge_Android_Hotfix\GGMergeUnity\Assets\GameFramework\UI\Public\Manager\UIManager\UIManager.cs:8
34
    at Framework.UI.UIManager.CloseWindow (System.String winName, Framework.UI.UIWindowParam param) [0x00075] in
E:\JENKINS_HOME\workspace\Merge_Android_Hotfix\GGMergeUnity\Assets\GameFramework\UI\Public\Manager\UIManager\UIManager.cs:6
25
    at SkillRuntime.SkillTransitionUIEvent.Clear () [0x00019] in
E:\JENKINS_HOME\workspace\Merge_Android_Hotfix\GGMergeUnity\Assets\GameFramework\Skill\SkillRuntime\Event\SkillTransitionUIEvent.
cs:92
    at SkillRuntime.SkillTrack.DoAllEventEnd () [0x00064] in
E:\JENKINS_HOME\workspace\Merge_Android_Hotfix\GGMergeUnity\Assets\GameFramework\Skill\SkillRuntime\Core\SkillTrack.cs:89
    at SkillRuntime.SkillTimeline.DoAllTrackEnd () [0x00025] in
E:\JENKINS_HOME\workspace\Merge_Android_Hotfix\GGMergeUnity\Assets\GameFramework\Skill\SkillRuntime\Core\SkillTimeline.cs:235
    at SkillRuntime.SkillLauncher.DoAllTimelineEnd () [0x00025] in
E:\JENKINS_HOME\workspace\Merge_Android_Hotfix\GGMergeUnity\Assets\GameFramework\Skill\SkillRuntime\Core\SkillLauncher.cs:220
    at SkillRuntime.SkillFinishEvent.OnTrigger (System.Single timeSinceTrigger) [0x00001] in
E:\JENKINS_HOME\workspace\Merge_Android_Hotfix\GGMergeUnity\Assets\GameFramework\Skill\SkillRuntime\Event\SkillFinishEvent.cs:20
    at SkillRuntime.SkillTrack.Update (System.Int32 frame, System.Single currentTime) [0x000c1] in
E:\JENKINS_HOME\workspace\Merge_Android_Hotfix\GGMergeUnity\Assets\GameFramework\Skill\SkillRuntime\Core\SkillTrack.cs:53
    at SkillRuntime.SkillTimeline.Update (System.Int32 frame, System.Single curTime) [0x0001a] in
E:\JENKINS_HOME\workspace\Merge_Android_Hotfix\GGMergeUnity\Assets\GameFramework\Skill\SkillRuntime\Core\SkillTimeline.cs:221
    at SkillRuntime.SkillLauncher.OnUpdatePlaying () [0x0002e] in
E:\JENKINS_HOME\workspace\Merge_Android_Hotfix\GGMergeUnity\Assets\GameFramework\Skill\SkillRuntime\Core\SkillLauncher.cs:372
    at SkillRuntime.SkillLauncher.UpdatePlaying () [0x0004e] in
E:\JENKINS_HOME\workspace\Merge_Android_Hotfix\GGMergeUnity\Assets\GameFramework\Skill\SkillRuntime\Core\SkillLauncher.cs:364
    at SkillRuntime.SkillLauncher.Update () [0x0007e] in
E:\JENKINS_HOME\workspace\Merge_Android_Hotfix\GGMergeUnity\Assets\GameFramework\Skill\SkillRuntime\Core\SkillLauncher.cs:272
    at SkillRuntime.SkillLauncherManager.Update () [0x0003d] in
E:\JENKINS_HOME\workspace\Merge_Android_Hotfix\GGMergeUnity\Assets\GameFramework\Skill\SkillRuntime\Core\SkillLauncherManager.c
s:130
    at SkillRuntime.SkillEngine.Update () [0x0000d] in
E:\JENKINS_HOME\workspace\Merge_Android_Hotfix\GGMergeUnity\Assets\GameFramework\Skill\SkillRuntime\SkillEngine.cs:161
    at Framework.Utility.Singleton.Singleton.Update () [0x00000] in <00000000000000000000000000000000>:0
    at AOT.AppMain.Update () [0x00000] in <00000000000000000000000000000000>:0

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

Framework.Utility.Singleton.Singleton:Update()

AOT.AppMain:Update()
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## 历史记录

#1 - 2026-01-29 17:30 - W王祿蔚

- 状态从新建变更为完成

- % 完成从0变更为100

#2 - 2026-01-29 18:16 - W王子怡

- 状态从完成变更为关闭