

Merge项目 - BUG #1436656

【master】【广告】Unity打开merge提示没有可以播放的广告(有报错)

2026-01-28 19:35 - D杜海涛

状态:	关闭	开始日期:	
优先级:	中	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

1769600023986112.png> [default]19:29:26.313 播放广告失败
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)
AdvertisementManager:OnAdsFail () (at Assets/GameFramework/Advertisement/AdvertisementManager.cs:254)
AdvertisementManager:CheckAdvertisementState () (at Assets/GameFramework/Advertisement/AdvertisementManager.cs:171)
AdvertisementManager/<Init>d__14:MoveNext () (at Assets/GameFramework/Advertisement/AdvertisementManager.cs:54)
System.Runtime.CompilerServices.AsyncVoidMethodBuilder:Start<AdvertisementManager/<Init>d__14> (AdvertisementManager/<Init>d__14&)
AdvertisementManager:Init ()
Framework.Utility.Singleton.RollbackableSingleton:GetInstance (System.Type) (at Assets/AOT/GameFramework/Utility/Singleton/RollbackableSingleton.cs:162)
Framework.Utility.Singleton.RollbackableSingleton:GetInstance<AdvertisementManager> () (at Assets/AOT/GameFramework/Utility/Singleton/RollbackableSingleton.cs:121)
Logical.UI.HUDView:_OnInitializeComponents () (at Assets/Logical/UI/HUD/Window/HUDView.cs:94)
Framework.UI.UIWindow:___InitializeComponents () (at Assets/GameFramework/UI/Public/Manager/UISystem/Window/UIWindow.cs:741)
Framework.UI.UIWindow:_OnLoadWindowResourceComplete () (at Assets/GameFramework/UI/Public/Manager/UISystem/Window/UIWindow.cs:766)
Framework.UI.UIWindowUGUI:_OnLoadWindowResourceComplete () (at Assets/GameFramework/UI/Public/Manager/UISystem/UGUI/UIWindowUGUI.cs:541)
Framework.UI.UIWindowUGUI:___OnLoadResourceComplete (UnityEngine.GameObject) (at Assets/GameFramework/UI/Public/Manager/UISystem/UGUI/UIWindowUGUI.cs:534)
Framework.UI.UIWindowUGUI:___OnLoadComResourceComplete (UnityEngine.GameObject,Framework.UI.UIUGUIComponent) (at Assets/GameFramework/UI/Public/Manager/UISystem/UGUI/UIWindowUGUI.cs:429)
Framework.UI.UIUGUIComponentLoader:___ExeCompleteCallBack () (at Assets/GameFramework/UI/Private/Component/UIUGUIComponentLoader.cs:624)
Framework.UI.UIUGUIComponentLoader:<___OnLoadComplete>b__45_0 () (at Assets/GameFramework/UI/Private/Component/UIUGUIComponentLoader.cs:608)
Framework.UI.UIUGUIComponent/<PreloadInternal>d__40:MoveNext () (at Assets/GameFramework/UI/Private/Component/UIUGUIComponent.cs:216)
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)

历史记录

#1 - 2026-01-28 19:37 - H黄正举

- 状态从 新建 变更为 设计如此待优化

1769600254214822.png

#2 - 2026-01-30 16:18 - D杜海涛

- 状态从 设计如此待优化 变更为 关闭