

Merge项目 - BUG #1436794

【f_storytast】【真机包】【必现】【剧情】7005有报错

2026-02-04 11:19 - W王子怡

状态:	关闭	开始日期:	
优先级:	高	计划完成日期:	
指派给:	X徐彬健	% 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

Error: > [default]11:17:44.422 加载不存在状态 stateName:surprised

Framework.Character.CharacterStateMachine:StartLoadState(String) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Character/CharacterStateMachine.cs:116)

Framework.Character.CharactersManager:StartLoadCharacterStateInPlot(String, String) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Character/CharactersManager.cs:235)

SkillRuntime.SkillSequenceDataLoader:LoadSequenceAllAsset(SkillAssetHandle, SkillSetterData) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Skill/SkillRuntime/Config/SkillSequenceDataLoader.cs:318)

SkillRuntime.SkillSequenceDataLoader:StartLoadSequenceAllAsset(SkillAssetHandle, SkillSetterData) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Skill/SkillRuntime/Config/SkillSequenceDataLoader.cs:216)

SkillRuntime.SkillLauncher:UpdateLoadingSubSkillAsset() (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Skill/SkillRuntime/Core/SkillLauncher.cs:322)

SkillRuntime.SkillLauncher:Update() (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Skill/SkillRuntime/Core/SkillLauncher.cs:258)

SkillRuntime.SkillLauncherManager:Update() (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Skill/SkillRuntime/Core/SkillLauncherManager.cs:130)

SkillRuntime.SkillEngine:Update() (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Skill/SkillRuntime/SkillEngine.cs:166)

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

Framework.Utility.Singleton.Singleton:Update()

AOT.AppMain:Update()

历史记录

#1 - 2026-02-04 11:38 - X徐彬健

- 状态从 新建 变更为 已解决

#2 - 2026-02-04 14:06 - W王子怡

- 状态从 已解决 变更为 关闭