

Merge项目 - BUG #1436842

【master】【真机包】【卡牌】星星兑换奖励，确认兑换播放下发动画时，关闭星星小铺弹窗报错。

2026-02-05 10:48 - W汪海波

状态:	关闭	开始日期:	
优先级:	紧急	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:	严重	打回次数:	
修复难度:			

描述

icon_txt.gif

Exception: TaskCanceledException: A task was canceled.

Logical.UI.CardCollectStoreView.GetReward () (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/Logical/UI/CardCollect/Window/CardCollectStoreView.cs:16707566)

Logical.UI.CardCollectStoreView._OnDestroy () (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/Logical/UI/CardCollect/Window/CardCollectStoreView.cs:90)

Framework.UI.UIWindow.__DestroyInternal () (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/Window/UIWindow.cs:256)

Framework.UI.UIWindow._OnPlayExitAnimationComplete () (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/Window/UIWindow.cs:1109)

Framework.UI.UIWindowUGUI+<DoPlayExitAnimation>d__87.MoveNext () (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/UGUI/UIWindowUGUI.cs:978)

System.Threading.ExecutionContext.RunInternal (System.Threading.ExecutionContext executionContext, System.Threading.ContextCallback callback, System.Object state, System.Boolean preserveSyncCtx) (at <00000000000000000000000000000000>:0)

System.Runtime.CompilerServices.AsyncMethodBuilderCore+MoveNextRunner.Run () (at <00000000000000000000000000000000>:0)

System.Threading.Tasks.AwaitTaskContinuation.RunCallback (System.Threading.ContextCallback callback, System.Object state, System.Threading.Tasks.Task& currentTask) (at <00000000000000000000000000000000>:0)

System.Threading.Tasks.Task.FinishContinuations () (at <00000000000000000000000000000000>:0)

System.Threading.Tasks.Task.TrySetCanceled (System.Threading.CancellationToken tokenToRecord, System.Object cancellationException) (at <00000000000000000000000000000000>:0)

System.Threading.Tasks.Task+DelayPromise.Complete () (at <00000000000000000000000000000000>:0)

System.Threading.CancellationTokenSource.ExecuteCallbackHandlers (System.Boolean throwOnFirstException) (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)

历史记录

#1 - 2026-02-05 10:50 - H黄正举

- 状态从新建变更为设计如此待优化

#2 - 2026-02-05 10:50 - H黄正举

这个没问题

#3 - 2026-02-05 11:10 - H黄正举

- 状态从设计如此待优化变更为已解决

#4 - 2026-02-06 12:23 - W汪海波

- 状态从已解决变更为关闭