

Merge项目 - BUG #1436843

【master】【活动】BP结束时有报错

2026-02-05 10:56 - H何燚

状态:	关闭	开始日期:	
优先级:	高	计划完成日期:	
指派给:	L鹿剑	% 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			
<p>Error: > [AutoTaskMgr]10:49:57.311 任务 - 活动BattlePass - HallTryHandleProcess_Finish 运行中出现异常 - System.NullReferenceException: Object reference not set to an instance of an object. at GameFramework.Activity.ActivityBase.DebugLog (System.String msg) [0x00005] in E:\JENKINS_HOME\workspace\Merge_Android_Line1\GGMergeUnity\Assets\GameFramework\Activity\Core\ActivityBase\ActivityBase.Log.cs:14 at GameFramework.Activity.ActivityBase+<TryHandleProcess_Finish>d__94.MoveNext () [0x000af] in E:\JENKINS_HOME\workspace\Merge_Android_Line1\GGMergeUnity\Assets\GameFramework\Activity\Core\ActivityBase\ActivityBase.Popup.cs:141 at Framework.Tasks.CatchableEnumerator.MoveNext () [0x00000] in <00000000000000000000000000000000>:0 at UnityEngine.SetupCoroutine.InvokeMoveNext (System.Collections.IEnumerator enumerator, System.IntPtr returnValueAddress) [0x00000] in <00000000000000000000000000000000>:0</p> <p>GameFramework.AutoTask.AutoTaskMgr.DebugLogError(Func`1) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/AutoTask/Core/AutoTaskMgr.Log.cs:27) GameFramework.AutoTask.TaskBase.ExceptionCallback(Exception) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/AutoTask/Core/TaskBase.cs:38) Framework.Log.GGDebug.LogError(Object, String) Framework.Tasks.CoSchedulerTask.ExceptionCallback(Exception) Framework.Tasks.CatchableEnumerator.MoveNext() UnityEngine.SetupCoroutine.InvokeMoveNext(IEnumerator, IntPtr)</p>			

历史记录

#1 - 2026-02-05 11:15 - H何燚

- 优先级从 中 变更为 高

#2 - 2026-02-05 11:17 - L鹿剑

- 状态从 新建 变更为 已解决

#3 - 2026-02-05 14:36 - H何燚

- 状态从 已解决 变更为 关闭