

【master】【新手礼包】GM面板勾选的模拟支付，购买礼包时触发报错，无错误表现

2026-02-05 14:57 - W王军

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|---|------|---------|---------|
| 状态: | 关闭 | 开始日期: | |
| 优先级: | 中 | 计划完成日期: | |
| 指派给: | M茆凯文 | % 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]14:51:36.730 任务 - 运行中出现异常 - System.InvalidOperationException: Collection was modified; enumeration operation may not execute.</p> <p>at Logical.UI.GiftManager+<TryCheckGiftPopState>d__73.MoveNext () [0x00000] in E:\JENKINS_HOME\workspace\Merge_Android_Line1\GGMergeUnity\Assets\Logical\UI\Gift\Data\GiftManager.cs:16707566</p> <p>at System.Collections.Generic.Dictionary`2+ValueCollection+Enumerator[TKey,TValue].MoveNext () [0x00000] in <0000000000000000>:0</p> <p>at Framework.Tasks.CatchableEnumerator.MoveNext () [0x00000] in <00000000000000000000000000000000>:0</p> <p>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)</p> <p>GameFramework.AutoTask.TaskBase.ExceptionCallback(Exception) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/AutoTask/Core/TaskBase.cs:38)</p> <p>Framework.Log.GGDebug.LogError(Object, String)</p> <p>Framework.Tasks.CoSchedulerTask.ExceptionCallback(Exception)</p> <p>Framework.Tasks.CatchableEnumerator.MoveNext()</p> <p>UnityEngine.SetupCoroutine.InvokeMoveNext(IEnumerator, IntPtr)</p> | | | |
| 历史记录 | | | |
| #1 - 2026-02-05 16:50 - W王军 | | | |
| - 状态从新建变更为关闭 | | | |