

Merge项目 - BUG #1436887

【master】【真机包】【必现】【剧情回顾】点击人物头像弹出新界面有报错

2026-02-06 11:33 - W王子怡

| | | | |
|-------|------|---------|---------|
| 状态: | 关闭 | 开始日期: | |
| 优先级: | 低 | 计划完成日期: | |
| 指派给: | W王祿蔚 | % 完成: | 100% |
| 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

1770348727792314.png

Exception: KeyNotFoundException: The given key '4' was not present in the dictionary.

CharacterGiftConfigManager.GetCharacterDescCfg (System.Int64 characterID) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Character/CharacterGiftConfig.cs:231)

Logical.UI.Common.CharacterIntroductionView._OnInitializeComponents () (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/Logical/UI/CharacterGift/Window/CharacterIntroductionView.cs:81)

Framework.UI.UIWindow._OnLoadWindowResourceComplete () (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UISystem/Window/UIWindow.cs:786)

Framework.UI.UIWindowUGUI._OnLoadWindowResourceComplete () (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UISystem/UGUI/UIWindowUGUI.cs:549)

Framework.UI.UIWindowUGUI.__OnLoadResourceComplete (UnityEngine.GameObject go) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UISystem/UGUI/UIWindowUGUI.cs:542)

Framework.UI.UIWindowUGUI.__OnLoadComResourceComplete (UnityEngine.GameObject go, Framework.UI.UIUGUIComponent com) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UISystem/UGUI/UIWindowUGUI.cs:436)

Framework.UI.UIUGUIComponentLoader.__ExeCompleteCallBack () (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/UI/Private/Component/UIUGUIComponentLoader.cs:624)

Framework.UI.UIUGUIComponentLoader.<__OnLoadComplete>b__45_0 () (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/UI/Private/Component/UIUGUIComponentLoader.cs:608)

Framework.UI.UIUGUIComponent+<PreloadInternal>d__40.MoveNext () (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Component/UIUGUIComponent.cs:216)

System.Collections.Generic.Dictionary`2[TKey,TValue].get_Item (TKey key) (at <00000000000000000000000000000000>:0)

UnityEngine.SetupCoroutine.InvokeMoveNext (System.Collections.IEnumerator enumerator, System.IntPtr returnValueAddress) (at <00000000000000000000000000000000>:0)

历史记录

#1 - 2026-02-06 11:37 - W王子怡

- 指派给从Z朱雪斌变更为W王禄蔚

#2 - 2026-02-06 11:41 - W王子怡

- 优先级从高变更为低

#3 - 2026-02-10 14:41 - W王禄蔚

- 状态从新建变更为完成

- %完成从0变更为100

#4 - 2026-02-10 15:27 - W王子怡

- 状态从完成变更为关闭