

Merge项目 - BUG #1436891

【master】【真机包】【偶现】【剧情回顾】剧情回顾中从0小节开始快速点“快进”按钮，出现报错

2026-02-06 12:05 - 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:	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

Error: > [default]12:00:14.004 Skill Effect Event 特效播放失败 特效未加载到:Assets/ArtAB/vfxab/scco/eff_scene_star_01.prefab

SkillRuntime.SkillEffEvent:OnTrigger(Single) (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Skill/SkillRuntime/Event/SkillEffectEvent.cs:66)

SkillRuntime.SkillTrack:Update(Int32, Single) (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Skill/SkillRuntime/Core/SkillTrack.cs:53)

SkillRuntime.SkillTimeline:Update(Int32, Single) (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Skill/SkillRuntime/Core/SkillTimeline.cs:221)

SkillRuntime.SkillLauncher:OnUpdatePlaying() (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Skill/SkillRuntime/Core/SkillLauncher.cs:379)

SkillRuntime.SkillLauncher:UpdatePlaying() (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Skill/SkillRuntime/Core/SkillLauncher.cs:371)

SkillRuntime.SkillPlayEvent:OnUpdateEvent(Int32, Single) (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Skill/SkillRuntime/Event/SkillPlaySkillEvent.cs:40)

SkillRuntime.SkillEvent:UpdateEvent(Int32, Single) (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Skill/SkillRuntime/Event/SkillEvent.cs:83)

SkillRuntime.SkillTrack:Update(Int32, Single) (at
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SkillRuntime.SkillLauncher:Update() (at
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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:172)

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

Framework.Utility.Singleton.Singleton:Update()

AOT.AppMain:Update()

Error: > [default]12:00:12.992 Skill Effect Event 特效播放失败 特效未加载到:Assets/ArtAB/vfxab/scco/eff_chuizi_002.prefab

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SkillRuntime.SkillEngine:Update() (at

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

Framework.Utility.Singleton.Singleton:Update()

AOT.AppMain:Update()

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Framework.Utility.Singleton.Singleton:Update()

AOT.AppMain:Update()
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历史记录

#1 - 2026-02-06 12:09 - W王禄蔚

- 状态从 新建 变更为 完成

- % 完成 从 0 变更为 100

#2 - 2026-02-09 11:20 - W王子怡

- 状态从 完成 变更为 关闭