

Merge项目 - BUG #1436905

【master】【真机包】【卡牌】兑换星星小铺奖励时卡牌活动结束，报错。

2026-02-06 14:44 - W汪海波

状态:	关闭	开始日期:	
优先级:	高	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			
步骤 :			
1. 打开登录游戏			
2. GM获取大量卡牌，进入卡牌活动			
3. 等待活动还有几秒结束			
4. 进入星星小铺，兑换礼包			
实际结果：弹出活动结束弹窗，报错			

历史记录

#1 - 2026-02-06 14:44 - W汪海波

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:75)

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)

#2 - 2026-02-06 14:45 - H黄正举

这个错误是异步任务被取消，不会引发任何问题

#3 - 2026-02-06 14:45 - H黄正举

- 状态从新建变更为设计如此待优化

#4 - 2026-02-09 17:03 - W汪海波

- 状态从设计如此待优化变更为关闭

#5 - 2026-02-09 17:11 - W汪海波

- 主题从【master】【真机包】【卡牌】兑换星星小铺奖励时卡牌活动结束后，报错。变更为【master】【真机包】【卡牌】兑换星星小铺奖励时卡牌活动结束后，报错（兑换的奖励未到账）。

- 状态从关闭变更为重新打开待修复

兑换的奖励未给到玩家

#6 - 2026-02-09 17:44 - H黄正举

实际问题是HUD未刷新

#7 - 2026-02-09 17:44 - H黄正举

- 状态从重新打开待修复变更为已解决

#8 - 2026-02-10 20:11 - W汪海波

- 状态从已解决变更为重新打开待修复

报错，UI卡住了

https://dumplog.mahjongdreamone.com:7443/bugs/20260210/notsetupuserId/201014_/

#9 - 2026-02-10 21:43 - H黄正举

- 状态从重新打开待修复变更为已解决

#10 - 2026-02-11 14:51 - W汪海波

- 主题从【master】【真机包】【卡牌】兑换星星小铺奖励时卡牌活动结束后，报错（兑换的奖励未到账）。变更为【master】【真机包】【卡牌】兑换星星小铺奖励时卡牌活动结束后，报错。

- 状态从已解决变更为重新打开待修复

还是有报错

Exception: TaskCanceledException: A task was canceled.

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Logical.UI.CardCollectStoreView._OnDestroy () (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/Logical/UI/CardCollect/Window/CardCollectStoreView.cs:76)

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:1120)
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)

#11 - 2026-02-11 14:53 - H黄正举

动画被终止了，不会引发任何问题，不需要处理

#12 - 2026-02-11 14:53 - H黄正举

- 状态从重新打开待修复 变更为 设计如此待优化

#13 - 2026-02-11 15:09 - W汪海波

- 状态从设计如此待优化 变更为 关闭