

Merge项目 - BUG #1436911

【release\_260205】【真机包】【必现】【剧情】8002报错

2026-02-06 18:26 - 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:	X徐彬健	% 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**

Error: > [default]18:23:58.280 LoadAssetAsync<T> Assets/ArtAB/ciab/chapter08/pic\_c8\_01.png:Assets/ArtAB/ciab/chapter08/pic\_c8\_01.png  
Failed:AssetRequest == null

Framework.Resource.AssetManager: \_\_LoadSpriteAsyncInternal(String, Action`2, String) (at  
E:/JENKINS\_HOME/workspace/Merge\_Android\_Hotfix/GGMergeUnity/Assets/GameFramework/Resource/AssetManager.cs:16707566)

Framework.Resource.<LoadSpriteAsyncReturn>d\_\_23:MoveNext() (at  
E:/JENKINS\_HOME/workspace/Merge\_Android\_Hotfix/GGMergeUnity/Assets/GameFramework/Resource/AssetManager.cs:476)

Framework.UI.UIWindowUGUI:CreateTask(CoTaskDelegate) (at  
E:/JENKINS\_HOME/workspace/Merge\_Android\_Hotfix/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/UGUI/UIWind  
owUGUI.cs:179)

Framework.UI.UIWindowUGUI:LoadSprite(String, Image, Boolean, Boolean) (at  
E:/JENKINS\_HOME/workspace/Merge\_Android\_Hotfix/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/UGUI/UIWind  
owUGUI.cs:1460)

Logical.UI.DialogView:AddIllustration(DialogInfoJson, Int32) (at  
E:/JENKINS\_HOME/workspace/Merge\_Android\_Hotfix/GGMergeUnity/Assets/Logical/UI/Dialog/Window/DialogView.cs:310)

Logical.UI.DialogView:\_OnInitializeComponents() (at  
E:/JENKINS\_HOME/workspace/Merge\_Android\_Hotfix/GGMergeUnity/Assets/Logical/UI/Dialog/Window/DialogView.cs:83)

Framework.UI.UIWindow:\_OnLoadWindowResourceComplete() (at  
E:/JENKINS\_HOME/workspace/Merge\_Android\_Hotfix/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/Window/UIWi  
ndow.cs:786)

Framework.UI.UIWindowUGUI:\_OnLoadWindowResourceComplete() (at  
E:/JENKINS\_HOME/workspace/Merge\_Android\_Hotfix/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/UGUI/UIWind  
owUGUI.cs:549)

Framework.UI.UIWindowUGUI: \_\_OnLoadResourceComplete(GameObject) (at  
E:/JENKINS\_HOME/workspace/Merge\_Android\_Hotfix/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/UGUI/UIWind  
owUGUI.cs:542)

Framework.UI.UIWindowUGUI: \_\_OnLoadComResourceComplete(GameObject, UIUGUIComponent) (at  
E:/JENKINS\_HOME/workspace/Merge\_Android\_Hotfix/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/UGUI/UIWind  
owUGUI.cs:436)

Framework.UI.UIUGUIComponentLoader: \_\_ExeCompleteCallBack() (at  
E:/JENKINS\_HOME/workspace/Merge\_Android\_Hotfix/GGMergeUnity/Assets/GameFramework/UI/Private/Component/UIUGUIComponentLo  
ader.cs:624)

Framework.UI.UIUGUIComponentLoader:< \_\_OnLoadComplete>b\_\_45\_0() (at  
E:/JENKINS\_HOME/workspace/Merge\_Android\_Hotfix/GGMergeUnity/Assets/GameFramework/UI/Private/Component/UIUGUIComponentLo  
ader.cs:608)

Framework.UI.<PreloadInternal>d\_\_40:MoveNext() (at  
E:/JENKINS\_HOME/workspace/Merge\_Android\_Hotfix/GGMergeUnity/Assets/GameFramework/UI/Public/Component/UIUGUIComponent.cs:  
216)

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

Framework.Resource.xAssetLoader:CheckAndLogError(T, String, String, Func`1)

Framework.Resource.xAssetLoader:LoadAssetAsync(String, Action`2)

UnityEngine.SetupCoroutine:InvokeMoveNext(IEnumerator, IntPtr)

Framework.Tasks.CoSchedulerTask:Start(CoTaskDelegate)

Framework.Tasks.CoScheduler:Async(CoTaskDelegate)

UnityEngine.SetupCoroutine:InvokeMoveNext(IEnumerator, IntPtr)

Error: [xasset] File not found:Assets/ArtAB/ciab/chapter08/pic\_c8\_01.png

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E:/JENKINS\_HOME/workspace/Merge\_Android\_Hotfix/GGMergeUnity/Assets/GameFramework/UI/Public/Component/UIUGUIComponent.cs:216)

xasset.Logger:E(Object, Object)

xasset.AssetRequest:Load(String, Type, Boolean)

Framework.Resource.xAssetLoader:LoadAssetAsync(String, Action`2)

UnityEngine.SetupCoroutine:InvokeMoveNext(IEnumerator, IntPtr)

Framework.Tasks.CoSchedulerTask:Start(CoTaskDelegate)

Framework.Tasks.CoScheduler:Async(CoTaskDelegate)

UnityEngine.SetupCoroutine:InvokeMoveNext(IEnumerator, IntPtr)

## 历史记录

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#1 - 2026-02-06 18:48 - X徐彬健

- 状态从 新建 变更为 已解决

#2 - 2026-02-06 20:27 - W王子怡

- 状态从 已解决 变更为 关闭