

Merge项目 - BUG #1436915

【release_260205】【真机包】【偶现】【剧情】8008结束报错

2026-02-06 20:01 - 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:	Y袁晟铭	% 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: RenderInternal Error 1000200000300 0 : System.NullReferenceException: Object reference not set to an instance of an object.

at TinyWorld.RenderSystem.ChunkRenderOperator.RenderInternal (Unity.Collections.NativeList`1[TinyWorld.RenderSystem.SlotRenderData]& renderDatas, TinyWorld.RenderSystem.Priority priority, System.Boolean affectedByTheRoof, UnityEngine.Plane[] planes) [0x00624] in E:\JENKINS_HOME\workspace\Merge_Android_Hotfix\GGMergeUnity\Assets\TinyWorld\Source\RenderSystem\ChunkOperator\ChunkRenderOperator.cs:352

at TinyWorld.RenderSystem.ChunkRenderOperator.Render (TinyWorld.RenderSystem.b2AABB normalViewAABB, TinyWorld.RenderSystem.b2AABB highViewAABB, System.Boolean affectedByTheRoof, UnityEngine.Plane[] planes) [0x00019] in E:\JENKINS_HOME\workspace\Merge_Android_Hotfix\GGMergeUnity\Assets\TinyWorld\Source\RenderSystem\ChunkOperator\ChunkRenderOperator.cs:491

at TinyWorld.RenderSystem.Chunk.Render (TinyWorld.RenderSystem.b2AABB normalViewAABB, TinyWorld.RenderSystem.b2AABB highViewAABB, UnityEngine.Plane[] planes) [0x0001f] in E:\JENKINS_HOME\workspace\Merge_Android_Hotfix\GGMergeUnity\Assets\TinyWorld\Source\RenderSystem\Chunk.cs:168

at TinyWorld.RenderSystem.ChunkHandler.Update (Unity.Mathematics.float2 viewCenter, System.Single minRecycleDis, TinyWorld.RenderSystem.b2AABB normalViewAABB, TinyWorld.RenderSystem.b2AABB highViewAABB, UnityEngine.Plane[] planes) [0x00024] in E:\JENKINS_HOME\workspace\Merge_Android_Hotfix\GGMergeUnity\Assets\TinyWorld\Source\RenderSystem\ChunkHandler.cs:193

at TinyWorld.RenderSystem.World.UpdateChunk () [0x000de] in E:\JENKINS_HOME\workspace\Merge_Android_Hotfix\GGMergeUnity\Assets\TinyWorld\Source\RenderSystem\World.cs:220

at TinyWorld.RenderSystem.World.Update () [0x00021] in E:\JENKINS_HOME\workspace\Merge_Android_Hotfix\GGMergeUnity\Assets\TinyWorld\Source\RenderSystem\World.cs:391

at TinyWorld.TinyWorldManager.Update () [0x00021] in E:\JENKINS_HOME\workspace\Merge_Android_Hotfix\GGMergeUnity\Assets\TinyWorld\Source\Core\TinyWorldManager.cs:183

at UnityEngine.Graphics.RenderMesh (UnityEngine.RenderParams& rparams, UnityEngine.Mesh mesh, System.Int32 submeshIndex, UnityEngine.Matrix4x4 objectToWorld, System.Nullable`1[T] prevObjectToWorld) [0x00000] in <00000000000000000000000000000000>:0

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TinyWorld.RenderSystem.Chunk:Render(b2AABB, b2AABB, Plane[]) (at

E:/JENKINS_HOME/workspace/Merge_Android_Hotfix/GGMergeUnity/Assets/TinyWorld/Source/RenderSystem/Chunk.cs:168)

TinyWorld.RenderSystem.ChunkHandler:Update(float2, Single, b2AABB, b2AABB, Plane[]) (at E:/JENKINS_HOME/workspace/Merge_Android_Hotfix/GGMergeUnity/Assets/TinyWorld/Source/RenderSystem/ChunkHandler.cs:193)

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AOT.AppMain:Update()

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历史记录

#1 - 2026-02-06 20:12 - X徐彬健

- 指派给从X徐彬健 变更为Z赵恺

#2 - 2026-02-06 20:42 - X徐彬健

- 指派给从Z赵恺 变更为Y袁晟铭

#3 - 2026-02-10 16:51 - Y袁晟铭

- 状态从新建 变更为 验收完成/待测试

#4 - 2026-02-10 20:00 - W王子怡

- 状态从 验收完成/待测试 变更为 关闭