

Merge项目 - BUG #1436916

【release\_260205】【真机包】【偶现】【剧情】8001结束有报错

2026-02-06 20:08 - 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 1000100000101 10 : 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

at Framework.Utility.Singleton.RollbackSingleton.TryHandleAddedSingletons () [0x00000] in <00000000000000000000000000000000>:0

at Framework.Utility.Singleton.Singleton.Update () [0x00000] in <00000000000000000000000000000000>:0

at AOT.AppMain.Update () [0x00000] in <00000000000000000000000000000000>:0

TinyWorld.RenderSystem.ChunkRenderOperator:RenderInternal(NativeList`1&, Priority, Boolean, Plane[]) (at E:\JENKINS\_HOME\workspace\Merge\_Android\_Hotfix\GGMergeUnity\Assets\TinyWorld\Source\RenderSystem\ChunkOperator\ChunkRenderOperator.cs:352)

TinyWorld.RenderSystem.ChunkRenderOperator:Render(b2AABB, b2AABB, Boolean, Plane[]) (at E:\JENKINS\_HOME\workspace\Merge\_Android\_Hotfix\GGMergeUnity\Assets\TinyWorld\Source\RenderSystem\ChunkOperator\ChunkRenderOperator.cs:491)

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)

TinyWorld.RenderSystem.World:UpdateChunk() (at  
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E:/JENKINS\_HOME/workspace/Merge\_Android\_Hotfix/GGMergeUnity/Assets/TinyWorld/Source/Core/TinyWorldManager.cs:183)

Framework.Utility.Singleton.RollbackSingleton:TryHandleAddedSingletons()

Framework.Utility.Singleton.Singleton:Update()

AOT.AppMain:Update()

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E:/JENKINS\_HOME/workspace/Merge\_Android\_Hotfix/GGMergeUnity/Assets/TinyWorld/Source/RenderSystem/ChunkOperator/ChunkRender  
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Framework.Utility.Singleton.RollbackSingleton:TryHandleAddedSingletons()

Framework.Utility.Singleton.Singleton:Update()

AOT.AppMain:Update()

## 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张伟

#2 - 2026-02-06 20:17 - Z张伟

- 指派给从Z张伟 变更为Y袁晟铭

#3 - 2026-02-09 11:04 - 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