

【master】【真机包】【卡牌】星星 > 100升级卡册，前往兑换，兑换星星礼包后自动升级卡册报错。

2026-02-09 11:02 - 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完成卡册收集（多完成几次）
3. 领取卡册奖励后，点击升级卡册
4. 点击 前往兑换
5. 兑换星星礼包

实际结果：兑换领取后，自动升级卡册，报错

Exception: TaskCanceledException: A task was canceled.

Logical.UI.Common.RewardView.InitContext () (at /Users/user/.jenkins/workspace/Merge_iOS_Line1/GGMergeUnity/Assets/Logical/UI/Common/Window/RewardView.cs:16707566)

Logical.UI.Common.RewardView._OnDestroy () (at /Users/user/.jenkins/workspace/Merge_iOS_Line1/GGMergeUnity/Assets/Logical/UI/Common/Window/RewardView.cs:73)

Framework.UI.UIWindow.__DestroyInternal () (at /Users/user/.jenkins/workspace/Merge_iOS_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/Window/UIWindow.cs:256)

Framework.UI.UIWindow.Destroy (Framework.UI.UIWindowParam param, System.Boolean isPassive, System.Boolean isForceDestroy) (at /Users/user/.jenkins/workspace/Merge_iOS_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/Window/UIWindow.cs:239)

Framework.UI.UIWindowInfo.AutoRecycle () (at /Users/user/.jenkins/workspace/Merge_iOS_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/Window/UIWindowInfo.cs:85)

Framework.UI.UIWindowInfoList.__DelayRecycleTick () (at /Users/user/.jenkins/workspace/Merge_iOS_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/Window/UIWindowInfoList.cs:82)

Framework.UI.UIManager.OnTick (System.Single deltaTime, System.Single unscaledDeltaTime) (at /Users/user/.jenkins/workspace/Merge_iOS_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/UIManager.cs:280)

Framework.UI.UIManagerUGUI.OnTick (System.Single deltaTime, System.Single unscaledDeltaTime) (at /Users/user/.jenkins/workspace/Merge_iOS_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/UGUI/UIManagerUGUI.cs:916)

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AOT.BootUp.Stage3Tasks+<>c.<InitUIManager>b__20_0 () (at
/Users/user/.jenkins/workspace/Merge_iOS_Line1/GGMergeUnity/Assets/Logical/BootUp/StageTask/Stage3Tasks.cs:359)

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) (at <00000000000000000000000000000000>:0)

System.Threading.Tasks.Task+DelayPromise.Complete () (at <00000000000000000000000000000000>:0)

System.Threading.CancellationTokenSource.ExecuteCallbackHandlers (System.Boolean throwOnFirstException) (at
<00000000000000000000000000000000>:0)

Framework.Timer.TimerManager.Update (System.Single deltaTime, System.Single unscaledDeltaTime) (at <00000000000000000000000000000000>:0)

Framework.Utility.Singleton.Singleton.Update () (at <00000000000000000000000000000000>:0)

AOT.AppMain.Update () (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)
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历史记录

#1 - 2026-02-09 13:20 - H黄正举

- 状态从 新建 变更为 已解决

#2 - 2026-02-09 17:20 - W汪海波

- 状态从 已解决 变更为 重新打开/待修复

兑换完后，报错

https://dumplog.mahjongdreamone.com:7443/bugs/20260209/notsetupuserId/171710_/

1770628850921841.jpg

#3 - 2026-02-09 17:47 - H黄正举

- 状态从 重新打开/待修复 变更为 已解决

#4 - 2026-02-10 18:02 - W汪海波

- 状态从 已解决 变更为 关闭