

Merge项目 - BUG #1436966

【master】【真机包】【偶现】【剧情回顾】剧情回顾后返回任务界面，点击开始任务按钮停顿很久才开始任务，过主线剧情时卡住，连续报错“ SkillRuntime.SkillEngine update exception ”

2026-02-10 10:26 - 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:	W王禄蔚	% 完成:	100%
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

日志 : listing_directory/bugs/20260210/taskerror/

Exception: NullReferenceException: Object reference not set to an instance of an object.

Logical.UI.StoryTaskView.ResetReward (Logical.UI.StoryTask.StoryTaskCfgData storyTaskCfg) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/Logical/UI/StoryTask/Window/StoryTaskView.cs:426)

Logical.UI.StoryTaskView.SetData () (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/Logical/UI/StoryTask/Window/StoryTaskView.cs:360)

Logical.UI.StoryTaskView._OnShow (Framework.UI.UIWindowParam param, Framework.UI.IDataProxy dataProxy) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/Logical/UI/StoryTask/Window/StoryTaskView.cs:269)

Framework.UI.UIWindow.__ShowInternal () (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/Window/UIWindow.cs:725)

Framework.UI.UIWindow._OnLoadWindowResourceComplete () (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/Window/UIWindow.cs:816)

Framework.UI.UIWindowUGUI._OnLoadWindowResourceComplete () (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/UGUI/UIWindowUGUI.cs:549)

Framework.UI.UIWindowUGUI.__OnLoadResourceComplete (UnityEngine.GameObject go) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/UGUI/UIWindowUGUI.cs:542)

Framework.UI.UIWindowUGUI.__OnLoadComResourceComplete (UnityEngine.GameObject go, Framework.UI.UIUGUIComponent com) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/UGUI/UIWindowUGUI.cs:436)

Framework.UI.UIUGUIComponentLoader.__ExeCompleteCallBack () (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/UI/Private/Component/UIUGUIComponentLoader.cs:624)

Framework.UI.UIUGUIComponentLoader.<__OnLoadComplete>b__45_0 () (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/UI/Private/Component/UIUGUIComponentLoader.cs:608)

Framework.UI.UIUGUIComponent+<PreloadInternal>d__40.MoveNext () (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Component/UIUGUIComponent.cs:216)

UnityEngine.SetupCoroutine.InvokeMoveNext (System.Collections.IEnumerator enumerator, System.IntPtr returnValueAddress) (at <00000000000000000000000000000000>:0)

Error: > [default]10:20:18.425 SkillRuntime.SkillEngine update exception :System.Collections.Generic.KeyNotFoundException: The given key '101001' was not present in the dictionary.

at GameFramework.Dialog.DialogManager.GetDialogInfoJsons (System.Int32 dialogId) [0x00000] in E:\JENKINS_HOME\workspace\Merge_Android_Line1\GGMergeUnity\Assets\GameFramework\Dialog\DialogManager.cs:308

at Logical.UI.DialogView..ctor (System.String name, Framework.UI.UIWindowParam param, Framework.UI.IDataProxy dataProxy) [0x000f3] in E:\JENKINS_HOME\workspace\Merge_Android_Line1\GGMergeUnity\Assets\Logical\UI\Dialog\Window\DialogView.cs:35

at Logical.UI.UIWindowCreatorList+<c.>.ctor (System.String name, Framework.UI.UIWindowParam param, Framework.UI.IDataProxy dataProxy) [0x00007] in E:\JENKINS_HOME\workspace\Merge_Android_Line1\GGMergeUnity\Assets\ScriptGenerated\UI\UIWindowCreatorList.cs:79

at Framework.UI.UIWindowInfoList.AddWindow (System.String winName, Framework.UI.UIWindowParam param, Framework.UI.IDataProxy dataProxy) [0x00105] in E:\JENKINS_HOME\workspace\Merge_Android_Line1\GGMergeUnity\Assets\GameFramework\UI\Public\Manager\UIManager\Window\UIWindowInfoList.cs:208

at Framework.UI.UIManager.OpenWindow (System.String winName, Framework.UI.UIWindowParam param, Framework.UI.IDataProxy dataProxy, System.Boolean autoDestroyDataProxy) [0x00033] in E:\JENKINS_HOME\workspace\Merge_Android_Line1\GGMergeUnity\Assets\GameFramework\UI\Public\Manager\UIManager\UIManager.cs:46
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at Framework.UI.UIManagerUGUI.OpenWindow (System.String winName, Framework.UI.UIWindowParam param, Framework.UI.IDataProxy dataProxy, System.Boolean autoDestroyDataProxy) [0x0004a] in E:\JENKINS_HOME\workspace\Merge_Android_Line1\GGMergeUnity\Assets\GameFramework\UI\Public\Manager\UIManager\UGUI\UIManagerUGUI.cs:680

at SkillRuntime.SkillDialogEvent.OnTrigger (System.Single timeSinceTrigger) [0x00068] in E:\JENKINS_HOME\workspace\Merge_Android_Line1\GGMergeUnity\Assets\GameFramework\Skill\SkillRuntime\Event\SkillDialogEvent.cs:36

at SkillRuntime.SkillTrack.Update (System.Int32 frame, System.Single currentTime) [0x000c1] in E:\JENKINS_HOME\workspace\Merge_Android_Line1\GGMergeUnity\Assets\GameFramework\Skill\SkillRuntime\Core\SkillTrack.cs:53

at SkillRuntime.SkillTimeline.Update (System.Int32 frame, System.Single curTime) [0x0001a] in E:\JENKINS_HOME\workspace\Merge_Android_Line1\GGMergeUnity\Assets\GameFramework\Skill\SkillRuntime\Core\SkillTimeline.cs:221

at SkillRuntime.SkillLauncher.OnUpdatePlaying () [0x0002e] in E:\JENKINS_HOME\workspace\Merge_Android_Line1\GGMergeUnity\Assets\GameFramework\Skill\SkillRuntime\Core\SkillLauncher.cs:383

at SkillRuntime.SkillLauncher.UpdatePlaying () [0x0005d] in E:\JENKINS_HOME\workspace\Merge_Android_Line1\GGMergeUnity\Assets\GameFramework\Skill\SkillRuntime\Core\SkillLauncher.cs:375

at SkillRuntime.SkillLauncher.Update () [0x0007e] in E:\JENKINS_HOME\workspace\Merge_Android_Line1\GGMergeUnity\Assets\GameFramework\Skill\SkillRuntime\Core\SkillLauncher.cs:276

at SkillRuntime.SkillLauncherManager.Update () [0x0003d] in E:\JENKINS_HOME\workspace\Merge_Android_Line1\GGMergeUnity\Assets\GameFramework\Skill\SkillRuntime\Core\SkillLauncherManager.cs:130

at SkillRuntime.SkillEngine.Update () [0x0000d] in E:\JENKINS_HOME\workspace\Merge_Android_Line1\GGMergeUnity\Assets\GameFramework\Skill\SkillRuntime\SkillEngine.cs:177

at System.Collections.Generic.Dictionary`2[TKey,TValue].get_Item (TKey key) [0x00000] in <00000000000000000000000000000000>:0

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

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

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

Framework.Utility.Singleton.Singleton:Update()

AOT.AppMain:Update()

历史记录

#1 - 2026-02-10 11:37 - W王禄蔚

- 状态从 新建 变更为 完成

- % 完成 从 0 变更为 100

#2 - 2026-02-10 15:24 - W王子怡

- 状态从 完成 变更为 关闭

文件

Screenrecorder-2026-02-10-10-22-21-931.mp4

4.12 MB

2026-02-10

W王子怡