

# Merge项目 - BUG #1436978

## 【master】【语言】下载语言包时有报错

2026-02-10 11:45 - D杜海涛

状态:	关闭	开始日期:	
优先级:	中	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**

1770695059882115.png

Error: > [default]11:39:26.298 DLC -- AssetPassiveDownload isRaw=False,name=arts\_fr\_common.bundle,hash=b78d2b54ab091d78e6729ad88bd72e2b,size=28994,downloadPath=/storage/emulated/0/Android/data/com.judian.hercomeback.gp/files/Bundles/arts\_fr\_common\_b78d2b54ab091d78e6729ad88bd72e2b.bundle,url=https://intranetcdn.mahjongdreamone.com/merge/1.1.102101030/Bundles/Android/arts\_fr\_common\_b78d2b54ab091d78e6729ad88bd72e2b.bundle,assets={Assets/ConfigAssetsData/bytes/FR/Common/LanguageTbUIFR.bytes}

Framework.Log.GGDebug:LogError(Object, String)  
Framework.Log.GGDebug:LogExceptionWithoutWriting(String, String, Dictionary`2, Boolean, String)  
Framework.Resource.xAssetLoader:OnAssetPassiveDownload(ManifestBundle)  
xasset.BundleRequest:GetHandler(BundleRequest)  
xasset.BundleRequest:Reload(ManifestBundle)  
xasset.BundleRequest:Load(ManifestBundle)  
xasset.Dependencies:Load(ManifestBundle)  
xasset.Dependencies:LoadAll()  
xasset.Dependencies:LoadAsync(ManifestAsset)  
xasset.RuntimeAssetHandler:OnStart(AssetRequest)  
xasset.AssetRequest:OnStart()  
xasset.RequestQueue:Update()  
xasset.Scheduler:UpdateQueues()

Error: > [default]11:39:26.580 DLC -- AssetPassiveDownload isRaw=False,name=arts\_fr\_c1.bundle,hash=6af0d667c185841ea3891058ef0cfe70,size=6458,downloadPath=/storage/emulated/0/Android/data/com.judian.hercomeback.gp/files/Bundles/arts\_fr\_c1\_6af0d667c185841ea3891058ef0cfe70.bundle,url=https://intranetcdn.mahjongdreamone.com/merge/1.1.102101030/Bundles/Android/arts\_fr\_c1\_6af0d667c185841ea3891058ef0cfe70.bundle,assets={Assets/ConfigAssetsData/bytes/FR/C1/LanguageTbDialogC1FR.bytes}

Framework.Log.GGDebug:LogError(Object, String)  
Framework.Log.GGDebug:LogExceptionWithoutWriting(String, String, Dictionary`2, Boolean, String)  
Framework.Resource.xAssetLoader:OnAssetPassiveDownload(ManifestBundle)  
xasset.BundleRequest:GetHandler(BundleRequest)  
xasset.BundleRequest:Reload(ManifestBundle)  
xasset.BundleRequest:Load(ManifestBundle)  
xasset.Dependencies:Load(ManifestBundle)  
xasset.Dependencies:LoadAll()  
xasset.Dependencies:LoadAsync(ManifestAsset)  
xasset.RuntimeAssetHandler:OnStart(AssetRequest)  
xasset.AssetRequest:OnStart()  
xasset.RequestQueue:Update()  
xasset.Scheduler:UpdateQueues()

Error: [xasset] File not found:Assets/ConfigAssetsData/bytes/FR/Common/LanguageTbImageFR.bytes

BlobTable`1:Load(Boolean) (at E:/JENKINS\_HOME/workspace/Merge\_Android\_Line2/GGMergeUnity/Assets/GameFramework/Config/BlobTable.cs:172)

```
<GetConfigAsync>d__13'1:MoveNext() (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/Assets/GameFramework/Config/ConfigManager.cs:92)
ConfigManager.GetConfigAsync(String, String, Action`1, Boolean)
Framework.Language.<LoadLanguage>d__14:MoveNext() (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/Assets/GameFramework/Language/LanguageModule.cs:115)
Framework.Language.LanguageModule.LoadLanguage(LanguageID)
Framework.Language.<LoadLanguageCfg>d__12:MoveNext() (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/Assets/GameFramework/Language/LanguageModule.cs:95)
Framework.Language.LanguageModule.LoadLanguageCfg()
Framework.Language.<SetLanguageAsync>d__39:MoveNext() (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/Assets/GameFramework/Language/LanguageManager.cs:367)
Framework.Language.<LoadLanguageCfg>d__12:MoveNext() (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/Assets/GameFramework/Language/LanguageModule.cs:97)
Framework.Language.<LoadLanguage>d__14:MoveNext() (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/Assets/GameFramework/Language/LanguageModule.cs:136)
<GetConfigAsync>d__13'1:MoveNext() (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/Assets/GameFramework/Config/ConfigManager.cs:99)
xasset.Logger.E(Object, Object)
xasset.AssetRequest.Load(String, Type, Boolean)
Framework.Resource.xAssetLoader.LoadAssetAsync(String, Action`2)
UnityEngine.UnitySynchronizationContext.Exec()
```

```
Error: > [default]11:39:26.846 LoadAssetAsync<T> Assets/ConfigAssetsData/bytes/FR/Common/LanguageTbImageFR.bytes:Assets/ConfigAssetsData/bytes/FR/Common/LanguageTbImageFR.bytes Failed:AssetRequest == null
```

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BlobTable`1:Load(Boolean) (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/Assets/GameFramework/Config/BlobTable.cs:172)
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<GetConfigAsync>d__13'1:MoveNext() (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/Assets/GameFramework/Config/ConfigManager.cs:99)
Framework.Log.GGDebug.LogError(Object, String)
Framework.Resource.xAssetLoader.CheckAndLogError(T, String, String, Func`1)
Framework.Resource.xAssetLoader.LoadAssetAsync(String, Action`2)
UnityEngine.UnitySynchronizationContext.Exec()
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Error: > [default]11:39:26.846 LoadAssetAsync<T> Assets/ConfigAssetsData/bytes/FR/Common/LanguageTbImageFR.bytes:Assets/ConfigAssetsData/bytes/FR/Common/LanguageTbImageFR.bytes Failed:AssetRequest == null
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Framework.Resource.xAssetLoader:LoadAssetAsync(String, Action`2)
UnityEngine.UnitySynchronizationContext:Exec()
```

## 历史记录

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#1 - 2026-02-10 20:20 - Y袁晟铭

- 状态从 新建 变更为 验收完成/待测试

#2 - 2026-02-10 20:21 - D杜海涛

- 状态从 验收完成/待测试 变更为 关闭