

Merge项目 - BUG #1436996

【master】【真机包】【必现】【剧情】升7级每日签到引导时会出现该报错

2026-02-10 15:47 - 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王祿蔚	% 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

Error: > [default]14:49:55.689 SkillRuntime.SkillEngine update exception :System.Collections.Generic.KeyNotFoundException: The given key '1000001' was not present in the dictionary.

at GameFramework.Dialog.DialogManager.GetDialogInfoJsons (System.Int32 dialogId) [0x00000] in
E:\JENKINS_HOME\workspace\Merge_Android_Line2\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_Line2\GGMergeUnity\Assets\Logical\UI\Dialog\Window\DialogView.cs:35

at Logical.UI.UIWindowCreatorList+<>c.<.cctor>b__8_49 (System.String name, Framework.UI.UIWindowParam param, Framework.UI.IDataProxy dataProxy) [0x00007] in
E:\JENKINS_HOME\workspace\Merge_Android_Line2\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_Line2\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_Line2\GGMergeUnity\Assets\GameFramework\UI\Public\Manager\UIManager\UIManager.cs:46
1

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_Line2\GGMergeUnity\Assets\GameFramework\UI\Public\Manager\UIManager\UGUI\UIManagerUGUI.cs:682

at SkillRuntime.SkillDialogEvent.OnTrigger (System.Single timeSinceTrigger) [0x00068] in
E:\JENKINS_HOME\workspace\Merge_Android_Line2\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_Line2\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_Line2\GGMergeUnity\Assets\GameFramework\Skill\SkillRuntime\Core\SkillTimeline.cs:221

at SkillRuntime.SkillLauncher.OnUpdatePlaying () [0x0002e] in
E:\JENKINS_HOME\workspace\Merge_Android_Line2\GGMergeUnity\Assets\GameFramework\Skill\SkillRuntime\Core\SkillLauncher.cs:383

at SkillRuntime.SkillLauncher.UpdatePlaying () [0x0005d] in
E:\JENKINS_HOME\workspace\Merge_Android_Line2\GGMergeUnity\Assets\GameFramework\Skill\SkillRuntime\Core\SkillLauncher.cs:375

at SkillRuntime.SkillLauncher.Update () [0x0007e] in
E:\JENKINS_HOME\workspace\Merge_Android_Line2\GGMergeUnity\Assets\GameFramework\Skill\SkillRuntime\Core\SkillLauncher.cs:276

at SkillRuntime.SkillLauncherManager.Update () [0x0003d] in
E:\JENKINS_HOME\workspace\Merge_Android_Line2\GGMergeUnity\Assets\GameFramework\Skill\SkillRuntime\Core\SkillLauncherManager.cs:130

```
at SkillRuntime.SkillEngine.Update () [0x0000d] in
E:\JENKINS_HOME\workspace\Merge_Android_Line2\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()

1770709623195320.png

历史记录

#1 - 2026-02-10 16:13 - W王祿麟

- 状态从 *新建* 变更为 *完成*

- % 完成 从 0 变更为 100

#2 - 2026-02-10 17:31 - W王子怡

- 状态从 *完成* 变更为 *关闭*