

Merge项目 - BUG #1437003

【master】【真机包】【偶现】【剧情】播放cg报错

2026-02-10 16:02 - 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袁智骏	% 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]15:51:00.952 LanguageFontModule - 加载99 Assets/AX/ui/fnt_01/sourcehansanscn_bold.ttf字体失败

Framework.Language.<c__DisplayClass16_0:<LoadFontAsync>b__0(Font, LoadRequest) (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/Assets/GameFramework/Language/LanguageFontModule.cs:176)

Framework.Language.<LoadFontAsync>d__16:MoveNext() (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/Assets/GameFramework/Language/LanguageFontModule.cs:158)

Framework.Language.LanguageFontModule:LoadFontAsync(Int32)

Framework.Language.<SetLanguageAsync>d__15:MoveNext() (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/Assets/GameFramework/Language/LanguageFontModule.cs:125)

Framework.Language.LanguageFontModule:SetLanguageAsync(LanguageID)

Framework.Language.<SetLanguageAsync>d__39:MoveNext() (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/Assets/GameFramework/Language/LanguageManager.cs:362)

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:122)

<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:LoadAssetAsync(String, Action`2)

UnityEngine.UnitySynchronizationContext:Exec()

Error: [xasset] File not found:Assets/AX/ui/fnt_01/sourcehansanscn_bold.ttf

Framework.Language.<LoadFontAsync>d__16:MoveNext() (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/Assets/GameFramework/Language/LanguageFontModule.cs:158)

Framework.Language.LanguageFontModule:LoadFontAsync(Int32)

Framework.Language.<SetLanguageAsync>d__15:MoveNext() (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/Assets/GameFramework/Language/LanguageFontModule.cs:125)

Framework.Language.LanguageFontModule:SetLanguageAsync(LanguageID)

```
Framework.Language.<SetLanguageAsync>d__39:MoveNext() (at
E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/Assets/GameFramework/Language/LanguageManager.cs:362)

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:122)

<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()
```

历史记录

#1 - 2026-02-10 16:28 - Y袁智骏

- 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 *验收完成/待测试*

#3 - 2026-02-10 17:31 - W王子怡

- 状态从 *验收完成/待测试* 变更为 *关闭*