

Merge项目 - BUG #1437025

【release_260205】【真机包】【必现】【剧情】前三章剧情都完成后，剧情回顾从0小节开始，快速点击快进按钮，会出现该报错

2026-02-10 17:44 - 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			
Exception: NullReferenceException: Object reference not set to an instance of an object.			
SkillRuntime.SkillSequenceDataLoader.TryGetSubSkillNames (System.Collections.Generic.List`1[System.ValueTuple`5[System.Int32,System.Int32,System.Int32,System.String,System.Int32]]& subSkillNames) (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/Assets/GameFramework/Skill/SkillRuntime/Config/SkillSequenceDataLoader.cs:145)			
SkillRuntime.SkillLauncher.TryCreateSubSkillLauncher () (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/Assets/GameFramework/Skill/SkillRuntime/Core/SkillLauncher.cs:181)			
SkillRuntime.SkillLauncher.OnSkillSequenceDataInitFinish (System.Boolean result) (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/Assets/GameFramework/Skill/SkillRuntime/Core/SkillLauncher.cs:172)			
SkillRuntime.SkillSequenceDataLoader.ExeInitFinish (System.Boolean result) (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/Assets/GameFramework/Skill/SkillRuntime/Config/SkillSequenceDataLoader.cs:103)			
SkillRuntime.SkillSequenceDataLoader.OnLoadCfgCompleted (xasset.Request request) (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/Assets/GameFramework/Skill/SkillRuntime/Config/SkillSequenceDataLoader.cs:141)			
xasset.Request.Complete () (at <00000000000000000000000000000000>:0)			
xasset.RequestQueue.Update () (at <00000000000000000000000000000000>:0)			
xasset.Scheduler.UpdateQueues () (at <00000000000000000000000000000000>:0)			

历史记录

#1 - 2026-02-10 19:12 - 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 20:01 - W王子怡

- 状态从完成变更为关闭