

Merge项目 - BUG #1437056

【release_260205】【真机包】【偶现】【剧情】3002结束，西奥消失后突然出现在海鲜柜前，然后去过剧情3003时偶现报错

2026-02-11 14:27 - 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

Error: > [default]14:11:59.375 SkillRuntime.SkillEngine update exception :System.NullReferenceException: Object reference not set to an instance of an object.

at Framework.Character.CharacterStateMachine.PlayAnimation (UnityEngine.AnimationClip animationClip) [0x00039] in E:\JENKINS_HOME\workspace\Merge_Android_Line1\GGMergeUnity\Assets\GameFramework\Character\CharacterStateMachine.cs:218

at Framework.Character.CharacterStateMachine.PlayState (System.String stateName, System.Action loadEquipmentCallback) [0x000dc] in E:\JENKINS_HOME\workspace\Merge_Android_Line1\GGMergeUnity\Assets\GameFramework\Character\CharacterStateMachine.cs:160

at Framework.Character.CharacterController.PlayState (System.String stateName) [0x00061] in E:\JENKINS_HOME\workspace\Merge_Android_Line1\GGMergeUnity\Assets\GameFramework\Character\CharacterController.cs:308

at Framework.Character.CharactersManager.SwitchCharacterAniState (System.String characterId, System.String stateName) [0x00022] in E:\JENKINS_HOME\workspace\Merge_Android_Line1\GGMergeUnity\Assets\GameFramework\Character\CharactersManager.cs:412

at SkillRuntime.SkillCharacterAnimEvent.OnTrigger (System.Single timeSinceTrigger) [0x0001f] in E:\JENKINS_HOME\workspace\Merge_Android_Line1\GGMergeUnity\Assets\GameFramework\Skill\SkillRuntime\Event\SkillCharacterAnimEvent.cs:30

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:179

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()

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历史记录

#1 - 2026-02-11 18:03 - W王祿蔚

- 状态从 新建 变更为 完成

- % 完成 从 0 变更为 100

#2 - 2026-02-11 19:49 - W王子怡

- 状态从 完成 变更为 关闭

文件

Screenrecorder-2026-02-11-14-11-55-836.mp4

130 MB

2026-02-11

W王子怡