

Merge项目 - BUG #1437105

【master】【真机包】【必现】【剧情】11002有新出现的报错

2026-02-25 18:24 - 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:	X徐彬健	% 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

Error: > [default]18:22:43.161 加载不存在状态 stateName:confident

Framework.Character.CharacterStateMachine:StartLoadState(String) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Character/CharacterStateMachine.cs:116)

Framework.Character.CharactersManager:StartLoadCharacterStateInPlot(String, String) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Character/CharactersManager.cs:207)

SkillRuntime.SkillSequenceDataLoader:LoadSequenceAllAsset(SkillAssetHandle, SkillSetterData) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Skill/SkillRuntime/Config/SkillSequenceDataLoader.cs:326)

SkillRuntime.SkillSequenceDataLoader:StartLoadSequenceAllAsset(SkillAssetHandle, SkillSetterData) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Skill/SkillRuntime/Config/SkillSequenceDataLoader.cs:218)

SkillRuntime.SkillLauncher:UpdateLoadingSubSkillAsset() (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Skill/SkillRuntime/Core/SkillLauncher.cs:344)

SkillRuntime.SkillLauncher:Update() (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Skill/SkillRuntime/Core/SkillLauncher.cs:280)

SkillRuntime.SkillLauncherManager:Update() (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Skill/SkillRuntime/Core/SkillLauncherManager.cs:130)

SkillRuntime.SkillEngine:Update() (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Skill/SkillRuntime/SkillEngine.cs:179)

Framework.Log.GGDebug:LogError(Object, String)

Framework.Utility.Singleton.Singleton:Update()

AOT.AppMain:Update()

历史记录

#1 - 2026-02-25 18:57 - X徐彬健

- 状态从 新建 变更为 已解决

#2 - 2026-02-26 10:36 - W王子怡

- 主题从 【master】【真机包】【必现】【剧情】11002有报错 变更为 【master】【真机包】【必现】【剧情】11002有新出现的报错

- 状态从 已解决 变更为 重新打开/待修复

Error: [xasset] File not found:Assets/CodeGenData/SkillEditor/SequenceBinData/Story_Common/10001020015_ani.bytes

SkillRuntime.SkillSequenceDataLoader:Init(String, String, SkillAssetManager, Action`1) (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Skill/SkillRuntime/Config/SkillSequenceDataLoader.cs:55)

SkillRuntime.SkillPoolManager:SetupSequenceDataLoader(SkillSequenceDataLoader&, String, String, SkillAssetManager, Action`1) (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Skill/SkillRuntime/SkillPoolManager.cs:93)

SkillRuntime.SkillAssetManager:CreateOrGetSequenceData(String, String, Action`1) (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Skill/SkillRuntime/SkillAssetManager.cs:67)

SkillRuntime.SkillLauncher:Setup(Int32, Int32, String, String, SkillEngine, SkillLauncher, SkillAssetHandle) (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Skill/SkillRuntime/Core/SkillLauncher.cs:152)

SkillRuntime.SkillPoolManager:SetupSkillLauncher(Int32, Int32, String, String, SkillAssetHandle, SkillLauncher, Action`1) (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Skill/SkillRuntime/SkillPoolManager.cs:160)

SkillRuntime.SkillLauncherManager:CreateSkillLauncher(Int32, String, String, SkillAssetHandle, SkillLauncher, Action`1) (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Skill/SkillRuntime/Core/SkillLauncherManager.cs:68)

SkillRuntime.SkillLauncher:TryCreateSubSkillLauncher() (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Skill/SkillRuntime/Core/SkillLauncher.cs:201)

SkillRuntime.SkillLauncher:OnSkillSequenceDataInitFinish(Boolean) (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Skill/SkillRuntime/Core/SkillLauncher.cs:182)

SkillRuntime.SkillSequenceDataLoader:ExeInitFinish(Boolean) (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Skill/SkillRuntime/Config/SkillSequenceDataLoader.cs:103)

SkillRuntime.SkillSequenceDataLoader:OnLoadCfgCompleted(Request) (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Skill/SkillRuntime/Config/SkillSequenceDataLoader.cs:141)

xasset.Logger:E(Object, Object)

xasset.AssetRequest:Load(String, Type, Boolean)

xasset.Request:Complete()

xasset.RequestQueue:Update()

xasset.Scheduler:UpdateQueues()

#3 - 2026-02-26 11:08 - X徐彬健

- 状态从重新打开待修复 变更为 已解决

#4 - 2026-02-26 11:33 - W王子怡

- 状态从已解决 变更为 关闭