

Merge项目 - BUG #1437108

【master】【真机包】【必现】【剧情】11010剧情结束后，主界面卡住，不能滑动，如下图所示，且有报错

2026-02-25 19:35 - 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

1772019231496970.png

Error: > [StoryTaskConfigDataMgr]19:33:12.409 未获取到任务配置 taskId : 0

Logical.UI.StoryTask.StoryTaskConfigDataMgr:GetStoryTaskCfg(Int64) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/Logical/UI/StoryTask/Data/StoryTaskConfigData.cs:275)

Logical.UI.StoryTask.StoryTaskManager:GetTaskAreaName(Int64) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/Logical/UI/StoryTask/Data/StoryTaskManager.cs:681)

Framework.Character.<LoadCharactersByTaskID>d__24:MoveNext() (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Character/CharactersManager.cs:128)

Framework.Character.CharactersManager:LoadCharactersByTaskID(Int64)

Framework.Character.CharactersManager:Update() (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Character/CharactersManager.cs:116)

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

System.Runtime.CompilerServices.AsyncTaskMethodBuilder:Start(TStateMachine&)

Framework.Utility.Singleton.RollbackSingleton:TryHandleAddedSingletons()

Framework.Utility.Singleton.Singleton:Update()

AOT.AppMain:Update()

Error: [xasset] File not found:Assets/CodeGenData/SkillEditor/SequenceBinData/Story_Common/Patch_1000.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(SkillLauncher&, Int32, Int32, String, String, Action`1) (at

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E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Skill/SkillRuntime/SkillPoolManager.cs:146)
SkillRuntime.SkillLauncherManager:PlaySkill(String, String, Action`1) (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Skill/SkillRuntime/Core/SkillLauncherManager.cs:
54)
SkillRuntime.SkillEngine:PlayPatchSkill(String, String, Action) (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Skill/SkillRuntime/SkillEngine.cs:154)
SkillRuntime.SkillEngine:PlaySkill(String, String, Action`1) (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Skill/SkillRuntime/SkillEngine.cs:113)
Framework.Character.<LoadCharactersByTaskID>d__24:MoveNext() (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Character/CharactersManager.cs:129)
Framework.Character.CharactersManager:LoadCharactersByTaskID(Int64)
Framework.Character.CharactersManager:Update() (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Character/CharactersManager.cs:116)
xasset.Logger:E(Object, Object)
xasset.AssetRequest:Load(String, Type, Boolean)
System.Runtime.CompilerServices.AsyncTaskMethodBuilder:Start(TStateMachine&)
Framework.Utility.Singleton.RollbackSingleton:TryHandleAddedSingletons()
Framework.Utility.Singleton.Singleton:Update()
AOT.AppMain:Update()
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历史记录

#1 - 2026-02-26 10:21 - X徐彬健

- 指派给 从 X徐彬健 变更为 W王禄蔚

#2 - 2026-02-26 10:44 - W王禄蔚

- 状态从 新建 变更为 完成

- % 完成 从 0 变更为 100

#3 - 2026-02-26 11:35 - W王子怡

- 状态从 完成 变更为 关闭