

Merge项目 - BUG #1437109

【master】【真机包】【必现】【剧情回顾】当前主线所有剧情做完后，进入剧情回顾，退出剧情后返回主界面会卡住

2026-02-26 11:54 - 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: > [StoryTaskConfigDataMgr]11:54:22.853 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)

Logical.UI.StoryTask.StoryTaskManager:EndLookBackTask() (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/Logical/UI/StoryTask/Data/StoryTaskManager.cs:645)

Logical.UI.PlotLookBackView:<_OnRegisterDelegate>b__9_1() (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/Logical/UI/StoryTask/Window/PlotLookBackView.cs:74)

Framework.UI.<>c__DisplayClass40_0:<set_onClick>b__0() (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Component/UGUIExt/GGButton.cs:256)

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

UnityEngine.EventSystems.StandaloneInputModule:Process()

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 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)

Logical.UI.StoryTask.StoryTaskManager:EndLookBackTask() (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/Logical/UI/StoryTask/Data/StoryTaskManager.cs:646)

Logical.UI.PlotLookBackView:<_OnRegisterDelegate>b__9_1() (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/Logical/UI/StoryTask/Window/PlotLookBackView.cs:74)

Framework.UI.<c__DisplayClass40_0:<set_onClick>b__0() (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Component/UGUIExt/GGButton.cs:2
56)

xasset.Logger:E(Object, Object)

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

UnityEngine.EventSystems.StandaloneInputModule:Process()
```

历史记录

#1 - 2026-02-26 12:01 - W王禄蔚

- 状态从新建变更为完成

- % 完成从0变更为100

#2 - 2026-02-26 14:33 - W王子怡

- 状态从完成变更为关闭

文件

2026-02-26 11-44-35.mp4	13.2 MB	2026-02-26	W王子怡
-------------------------	---------	------------	------