

Merge项目 - BUG #1437181

【master】【真机包】【必现】【剧情回顾】剧情回顾第三卷打开就报错

2026-03-05 16:07 - 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: [xasset] File not found:Assets/CodeGenData/Dialog/DialogBinData/Dialog_10001/dialogConfig_15.bytes

GameFramework.Dialog.DialogManager:LoadDialogConfig(Int32) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Dialog/DialogManager.cs:108)

GameFramework.Dialog.DialogManager:LoadPlotLookBackDialogConfig(List`1) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Dialog/DialogManager.cs:87)

Logical.UI.PlotView:.ctor(String, UIWindowParam, IDataProxy) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/Logical/UI/StoryTask/Window/PlotView.cs:34)

Logical.UI.<>c:<.cctor>b__8_56(String, UIWindowParam, IDataProxy) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/ScriptGenerated/UI/UIWindowCreatorList.cs:87)

Framework.UI.UIWindowInfoList:AddWindow(String, UIWindowParam, IDataProxy) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/Window/UIWindowInfoList.cs:208)

Framework.UI.UIManager:OpenWindow(String, UIWindowParam, IDataProxy, Boolean) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/UIManager.cs:470)

Framework.UI.UIManagerUGUI:OpenWindow(String, UIWindowParam, IDataProxy, Boolean) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/UGUI/UIManagerUGUI.cs:728)

Logical.UI.PlotView:OpenWindow(Int32) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/Logical/UI/StoryTask/Window/PlotView.cs:41)

Logical.UI.<<RegisterBookItemsButton>b__0>d:MoveNext() (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/Logical/UI/StoryTask/Window/NewsStandView.cs:344)

Logical.UI.<>c__DisplayClass39_0:<RegisterBookItemsButton>b__0()

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)

xasset.Logger:E(Object, Object)

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

UnityEngine.EventSystems.StandaloneInputModule:Process()

Error: > [default]16:02:01.936 Load Dialog Data path:Assets/CodeGenData/Dialog/DialogBinData/Dialog_10001/dialogConfig_15.bytes ,AssetRequest = null

GameFramework.Dialog.DialogManager:LoadDialogConfig(Int32) (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Dialog/DialogManager.cs:108)

GameFramework.Dialog.DialogManager:LoadPlotLookBackDialogConfig(List`1) (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Dialog/DialogManager.cs:87)

Logical.UI.PlotView:.ctor(String, UIWindowParam, IDataProxy) (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/Logical/UI/StoryTask/Window/PlotView.cs:34)

Logical.UI.<>c:<c.ctor>b__8_56(String, UIWindowParam, IDataProxy) (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/ScriptGenerated/UI/UIWindowCreatorList.cs:87)

Framework.UI.UIWindowInfoList:AddWindow(String, UIWindowParam, IDataProxy) (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/Window/UIWindowInfoList.cs:208)

Framework.UI.UIManager:OpenWindow(String, UIWindowParam, IDataProxy, Boolean) (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/UIManager.cs:470)

Framework.UI.UIManagerUGUI:OpenWindow(String, UIWindowParam, IDataProxy, Boolean) (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/UGUI/UIManagerUGUI.cs:728)

Logical.UI.PlotView:OpenWindow(Int32) (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/Logical/UI/StoryTask/Window/PlotView.cs:41)

Logical.UI.<<RegisterBookItemsButton>b__0>d:MoveNext() (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/Logical/UI/StoryTask/Window/NewsStandView.cs:344)

Logical.UI.<>c__DisplayClass39_0:<RegisterBookItemsButton>b__0()

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()

历史记录

#1 - 2026-03-05 16:18 - W王子怡

- 主题从【master】【真机包】【必现】【剧情回顾】剧情过到14001，剧情回顾第三卷打开就报错 变更为【master】【真机包】【必现】【剧情回顾】剧情回顾第三卷打开就报错

#2 - 2026-03-05 16:21 - W王祿蔚

- 指派给从W王祿蔚 变更为X徐彬健

#3 - 2026-03-05 16:30 - X徐彬健

- 状态从新建 变更为已解决

#4 - 2026-03-05 17:00 - W王子怡

- 状态从已解决 变更为关闭