

## Merge项目 - BUG #1437231

### 【master】【空投补给】使用GM打开 打开活动后 提示未找到hud优先级配置

2026-03-12 14:21 - D杜海涛

状态:	关闭	开始日期:	
优先级:	中	计划完成日期:	
指派给:	M茆凯文	% 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:			
<b>描述</b>			
Error: > [default]14:18:44.207 未找到HUD优先级配置，使用默认优先级 activityID:PlaneParcel			
Logical.UI.HUDView.GetHUDPriority(String) (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/Assets/Logical/UI/HUD/Window/HUDView.Activity.cs:445)			
Logical.UI.InGame.EventBtnLogic_PlaneParcel.OnEnter(UIUGUIComponent, InGameView) (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/Assets/Logical/UI/InGame/EventBtn/EventBtnLogic_PlaneParcel.cs:30)			
Logical.UI.InGame.InGameView.CreateEventButton(BtnLogic, Boolean) (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/Assets/Logical/UI/InGame/Window/InGameView.Activity.cs:256)			
Logical.UI.InGame.InGameView.CreateEventButton(String, Boolean) (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/Assets/Logical/UI/InGame/Window/InGameView.Activity.cs:245)			
Logical.UI.InGame.InGameView.TryRegisterActivityBtn(String) (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/Assets/Logical/UI/InGame/Window/InGameView.Activity.cs:105)			
Logical.UI.PlaneParcel.PlaneParcelActivity.OnOpenActivity() (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/Assets/Logical/UI/PlaneParcel/Data/PlaneParcelActivity.cs:221)			
Logical.UI.PlaneParcel.<PopOpenWindow>d__53:MoveNext() (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/Assets/Logical/UI/PlaneParcel/Data/PlaneParcelActivity.cs:232)			
GameFramework.AutoTask.TaskBase.Start() (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/Assets/GameFramework/AutoTask/Core/TaskBase.cs:53)			
GameFramework.AutoTask.<RunTasks>d__26:MoveNext() (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/Assets/GameFramework/AutoTask/Core/AutoTaskMgr.Task.cs:66)			
Framework.Log.GGDebug.LogError(Object, String)			
Framework.Tasks.CatchableEnumerator:MoveNext()			
UnityEngine.SetupCoroutine:InvokeMoveNext(IEnumerator, IntPtr)			
Framework.Tasks.CoSchedulerTask.CatchableStart(CoTaskDelegate, Action`1)			
Framework.Tasks.CoScheduler.CatchableAsync(CoTaskDelegate, Action`1)			
Framework.Tasks.CatchableEnumerator:MoveNext()			
UnityEngine.SetupCoroutine:InvokeMoveNext(IEnumerator, IntPtr)			

## 历史记录

#1 - 2026-03-13 14:47 - M茆凯文

- 状态从 新建 变更为 验收完成/待测试

#2 - 2026-03-17 18:29 - D杜海涛

- 状态从 验收完成/待测试 变更为 关闭