

## Merge项目 - BUG #1437282

【master】【真机包】【必现】【剧情】18010第一段剧情过完后会报错

2026-03-18 15:01 - 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:			
<b>描述</b>			
Error: > [default]15:00:34.822 SkillRuntime.SkillEngine update exception :System.NullReferenceException: Object reference not set to an instance of an object.			
at Framework.Character.CharacterStateMachine.PlayAnimation (UnityEngine.AnimationClip animationClip) [0x00048] in E:\JENKINS_HOME\workspace\Merge_Android_Line1\GGMergeUnity\Assets\GameFramework\Character\CharacterStateMachine.cs:427			
at Framework.Character.CharacterStateMachine.PlayAniOnce (UnityEngine.AnimationClip animationClip, System.String nextStateName, System.Action`1[T] loadEquipmentCallback) [0x00035] in E:\JENKINS_HOME\workspace\Merge_Android_Line1\GGMergeUnity\Assets\GameFramework\Character\CharacterStateMachine.cs:299			
at Framework.Character.CharacterController.PlayOnceAnim (System.String stateName, UnityEngine.AnimationClip animationClip, System.String nextStateName) [0x0003b] in E:\JENKINS_HOME\workspace\Merge_Android_Line1\GGMergeUnity\Assets\GameFramework\Character\CharacterController.cs:387			
at Framework.Character.CharactersManager.PlayOnceAnim (System.String characterId, System.String stateName, UnityEngine.AnimationClip animationClip, System.String nextStateName) [0x00025] in E:\JENKINS_HOME\workspace\Merge_Android_Line1\GGMergeUnity\Assets\GameFramework\Character\CharactersManager.cs:441			
at SkillRuntime.SkillCharacterOnceAnimEvent.OnTrigger (System.Single timeSinceTrigger) [0x0007e] in E:\JENKINS_HOME\workspace\Merge_Android_Line1\GGMergeUnity\Assets\GameFramework\Skill\SkillRuntime\Event\SkillCharacterOnceAnimEvent.cs:48			
at SkillRuntime.SkillTrack.Update (System.Int32 frame, System.Single currentTime) [0x000c1] in E:\JENKINS_HOME\workspace\Merge_Android_Line1\GGMergeUnity\Assets\GameFramework\Skill\SkillRuntime\Core\SkillTrack.cs:53			
at SkillRuntime.SkillTimeline.Update (System.Int32 frame, System.Single curTime) [0x0001a] in E:\JENKINS_HOME\workspace\Merge_Android_Line1\GGMergeUnity\Assets\GameFramework\Skill\SkillRuntime\Core\SkillTimeline.cs:221			
at SkillRuntime.SkillLauncher.OnUpdatePlaying () [0x0002e] in E:\JENKINS_HOME\workspace\Merge_Android_Line1\GGMergeUnity\Assets\GameFramework\Skill\SkillRuntime\Core\SkillLauncher.cs:402			
at SkillRuntime.SkillLauncher.UpdatePlaying () [0x0005d] in E:\JENKINS_HOME\workspace\Merge_Android_Line1\GGMergeUnity\Assets\GameFramework\Skill\SkillRuntime\Core\SkillLauncher.cs:394			
at SkillRuntime.SkillPlayEvent.OnUpdateEvent (System.Int32 frame, System.Single timeSinceTrigger) [0x0001b] in E:\JENKINS_HOME\workspace\Merge_Android_Line1\GGMergeUnity\Assets\GameFramework\Skill\SkillRuntime\Event\SkillPlaySkillEvent.cs:40			
at SkillRuntime.SkillEvent.UpdateEvent (System.Int32 frame, System.Single timeSinceTrigger) [0x00003] in E:\JENKINS_HOME\workspace\Merge_Android_Line1\GGMergeUnity\Assets\GameFramework\Skill\SkillRuntime\Event\SkillEvent.cs:83			
at SkillRuntime.SkillTrack.Update (System.Int32 frame, System.Single currentTime) [0x000d4] in E:\JENKINS_HOME\workspace\Merge_Android_Line1\GGMergeUnity\Assets\GameFramework\Skill\SkillRuntime\Core\SkillTrack.cs:56			
at SkillRuntime.SkillTimeline.Update (System.Int32 frame, System.Single curTime) [0x0001a] in E:\JENKINS_HOME\workspace\Merge_Android_Line1\GGMergeUnity\Assets\GameFramework\Skill\SkillRuntime\Core\SkillTimeline.cs:221			
at SkillRuntime.SkillLauncher.OnUpdatePlaying () [0x0002e] in E:\JENKINS_HOME\workspace\Merge_Android_Line1\GGMergeUnity\Assets\GameFramework\Skill\SkillRuntime\Core\SkillLauncher.cs:402			

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at SkillRuntime.SkillLauncher.UpdatePlaying () [0x0005d] in
E:\JENKINS_HOME\workspace\Merge_Android_Line1\GGMergeUnity\Assets\GameFramework\Skill\SkillRuntime\Core\SkillLauncher.cs:394

at SkillRuntime.SkillLauncher.Update () [0x0007e] in
E:\JENKINS_HOME\workspace\Merge_Android_Line1\GGMergeUnity\Assets\GameFramework\Skill\SkillRuntime\Core\SkillLauncher.cs:295

at SkillRuntime.SkillLauncherManager.Update () [0x0003d] in
E:\JENKINS_HOME\workspace\Merge_Android_Line1\GGMergeUnity\Assets\GameFramework\Skill\SkillRuntime\Core\SkillLauncherManager.cs:
130

at SkillRuntime.SkillEngine.Update () [0x0000d] in
E:\JENKINS_HOME\workspace\Merge_Android_Line1\GGMergeUnity\Assets\GameFramework\Skill\SkillRuntime\SkillEngine.cs:191

at Framework.Utility.Singleton.Singleton.Update () [0x00000] in <00000000000000000000000000000000>:0

at AOT.AppMain.Update () [0x00000] in <00000000000000000000000000000000>:0

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

Framework.Utility.Singleton.Singleton:Update()

AOT.AppMain:Update()
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## 历史记录

#1 - 2026-03-18 15:53 - X徐彬健

- 状态从新建变更为已解决

#2 - 2026-03-18 16:27 - W王子怡

- 状态从已解决变更为关闭