

Merge项目 - BUG #1437318

【f\_MagicParty】【魔术派对】点击商品购买调不起来支付

2026-03-20 16:40 - W王军

状态:	关闭	开始日期:	
优先级:	紧急	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:	严重	打回次数:	
修复难度:			

**描述**

Error: > [default]16:39:39.273 请求回包回调报错<100401> Exception:System.NullReferenceException: Object reference not set to an instance of an object.

at Logical.Purchase.LobbyPurchaseNetProxy.OnCreateOrderResponse (Com.Framework.Protocol.Packet packet) [0x00038] in E:\JENKINS\_HOME\workspace\Merge\_Android\_Line2\GGMergeUnity\Assets\Lobby\Runtime\Purchase\LobbyPurchaseNetProxy.cs:113

at Network.Logic.RequestMsgData.SendData (Com.Framework.Protocol.Packet data) [0x00013] in E:\JENKINS\_HOME\workspace\Merge\_Android\_Line2\GGMergeUnity\Assets\GameFramework\Network\RequestMsgManager.cs:200

at Network.Logic.RequestMsgManager.SendDataCallBack (System.UInt32 command, Com.Framework.Protocol.Packet responsePacket) [0x00060] in E:\JENKINS\_HOME\workspace\Merge\_Android\_Line2\GGMergeUnity\Assets\GameFramework\Network\RequestMsgManager.cs:106

at Network.BH\_NetworkManager.SendDataCallBack (System.UInt32 command, Com.Framework.Protocol.Packet responsePacket) [0x000b4] in E:\JENKINS\_HOME\workspace\Merge\_Android\_Line2\GGMergeUnity\Assets\GameFramework\Network\BH\_NetworkManager.cs:598

at Network.BH\_NetworkManager+<>c\_\_DisplayClass66\_0.<OnReceived>b\_\_0 () [0x0001d] in E:\JENKINS\_HOME\workspace\Merge\_Android\_Line2\GGMergeUnity\Assets\GameFramework\Network\BH\_NetworkManager.cs:549

at Network.MessageHandler.Update () [0x0003e] in E:\JENKINS\_HOME\workspace\Merge\_Android\_Line2\GGMergeUnity\Assets\GameFramework\Network\BH\_NetworkManager.cs:88

at Network.BH\_NetworkManager.Update () [0x0000c] in E:\JENKINS\_HOME\workspace\Merge\_Android\_Line2\GGMergeUnity\Assets\GameFramework\Network\BH\_NetworkManager.cs:184

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

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

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

Network.Logic.RequestMsgManager:SendDataCallBack(UInt32, Packet) (at E:\JENKINS\_HOME\workspace\Merge\_Android\_Line2\GGMergeUnity\Assets\GameFramework\Network\RequestMsgManager.cs:106)

Network.BH\_NetworkManager:SendDataCallBack(UInt32, Packet) (at E:\JENKINS\_HOME\workspace\Merge\_Android\_Line2\GGMergeUnity\Assets\GameFramework\Network\BH\_NetworkManager.cs:598)

Network.<>c\_\_DisplayClass66\_0:<OnReceived>b\_\_0() (at E:\JENKINS\_HOME\workspace\Merge\_Android\_Line2\GGMergeUnity\Assets\GameFramework\Network\BH\_NetworkManager.cs:549)

Network.MessageHandler:Update() (at E:\JENKINS\_HOME\workspace\Merge\_Android\_Line2\GGMergeUnity\Assets\GameFramework\Network\BH\_NetworkManager.cs:88)

Network.BH\_NetworkManager:Update() (at E:\JENKINS\_HOME\workspace\Merge\_Android\_Line2\GGMergeUnity\Assets\GameFramework\Network\BH\_NetworkManager.cs:184)

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

Framework.Utility.Singleton.RollbackSingleton:TryHandleAddedSingletons()

Framework.Utility.Singleton.Singleton:Update()

AOT.AppMain:Update()

## 历史记录

---

#1 - 2026-03-20 17:06 - W王祿蔚

- 状态从新建变更为完成

- %完成从0变更为100

#2 - 2026-03-20 17:42 - W王军

- 状态从完成变更为关闭