

Merge项目 - BUG #1437342

【master】【魔术派对】活动icon配置找不到

2026-03-23 10:59 - W王军

状态:	关闭	开始日期:	
优先级:	中	计划完成日期:	
指派给:	L卢俊宇	% 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

1774234731484142.png

Error: > [default]10:37:44.293 未能找到配置 Name:hud_icon_r15

MergeResourceManager:GetHUDIconPath(String) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/Logical/ResourcesManager/MergeResourceManager.cs:221)

Logical.UI.HUDView:GetHUDIconPath(String) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/Logical/UI/HUD/Window/HUDView.Activity.cs:432)

HUDActivityBtnLogic_MagicParty:OnCreate(UIUGUIComponent, HUDView, Object[]) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/Logical/UI/HUD/ActivityBtn/HUDActivityBtnLogic_MagicParty.cs:22)

Logical.UI.HUDView:CreatHUDBtn(HUDBtnLogic) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/Logical/UI/HUD/Window/HUDView.Activity.cs:533)

Logical.UI.HUDView:RegisterHUDBtn(String, Object[]) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/Logical/UI/HUD/Window/HUDView.Activity.cs:414)

Logical.Activity.MagicPartyActivity:OnActivityCreated(ActivityState) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/Logical/UI/MagicParty/Data/MagicPartyActivity.cs:68)

GameFramework.Activity.ActivityBase:SetActivityStateWithDispatchEvent(ActivityState) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Activity/Core/ActivityBase/ActivityBase.ActivityState.cs:26)

GameFramework.Activity.ActivityBase:Open() (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Activity/Core/ActivityBase/ActivityBase.ActivityState.cs:234)

GameFramework.Activity.ActivityBase:UpdateActivityState() (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Activity/Core/ActivityBase/ActivityBase.ActivityState.cs:84)

GameFramework.Activity.ActivityMgr:TryUpdateActivities() (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Activity/Core/ActivityMgr/ActivityMgr.Update.cs:17)

GameFramework.Activity.ActivityMgr:ImmediateTick() (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Activity/Core/ActivityMgr/ActivityMgr.Task.cs:77)

GameFramework.Activity.<Tick>d__52:MoveNext() (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Activity/Core/ActivityMgr/ActivityMgr.Task.cs:41)

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

UnityEngine.SetupCoroutine:InvokeMoveNext(IEnumerator, IntPtr)

历史记录

#1 - 2026-03-23 11:25 - W王军

- 状态从 新建 变更为 完成

- % 完成 从 0 变更为 100

#2 - 2026-03-23 11:25 - W王军

- 状态从 完成 变更为 关闭