

Merge项目 - BUG #1437404

【master】【真机包】【必现】【剧情】20010剧情第二段有报错

2026-03-25 11:09 - 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: > [default]11:08:11.499 SkillRuntime.SkillEngine update exception :System.NullReferenceException: Object reference not set to an instance of an object.

at Framework.Character.CharacterStateMachine.PlayState (System.String stateName, System.Action`1[T] loadEquipmentCallback) [0x00031] in E:\JENKINS_HOME\workspace\Merge_Android_Line2\GGMergeUnity\Assets\GameFramework\Character\CharacterStateMachine.cs:245

at Framework.Character.CharacterController.PlayState (System.String stateName) [0x00045] in E:\JENKINS_HOME\workspace\Merge_Android_Line2\GGMergeUnity\Assets\GameFramework\Character\CharacterController.cs:336

at Framework.Character.CharactersManager.SwitchCharacterAniState (System.String characterId, System.String stateName) [0x00022] in E:\JENKINS_HOME\workspace\Merge_Android_Line2\GGMergeUnity\Assets\GameFramework\Character\CharactersManager.cs:433

at SkillRuntime.SkillCharacterAnimEvent.OnTrigger (System.Single timeSinceTrigger) [0x0001f] in E:\JENKINS_HOME\workspace\Merge_Android_Line2\GGMergeUnity\Assets\GameFramework\Skill\SkillRuntime\Event\SkillCharacterAnimEvent.cs:30

at SkillRuntime.SkillTrack.Update (System.Int32 frame, System.Single currentTime) [0x000c1] in E:\JENKINS_HOME\workspace\Merge_Android_Line2\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_Line2\GGMergeUnity\Assets\GameFramework\Skill\SkillRuntime\Core\SkillTimeline.cs:221

at SkillRuntime.SkillLauncher.OnUpdatePlaying () [0x0002e] in E:\JENKINS_HOME\workspace\Merge_Android_Line2\GGMergeUnity\Assets\GameFramework\Skill\SkillRuntime\Core\SkillLauncher.cs:402

at SkillRuntime.SkillLauncher.UpdatePlaying () [0x0005d] in E:\JENKINS_HOME\workspace\Merge_Android_Line2\GGMergeUnity\Assets\GameFramework\Skill\SkillRuntime\Core\SkillLauncher.cs:394

at SkillRuntime.SkillLauncher.Update () [0x0007e] in E:\JENKINS_HOME\workspace\Merge_Android_Line2\GGMergeUnity\Assets\GameFramework\Skill\SkillRuntime\Core\SkillLauncher.cs:295

at SkillRuntime.SkillLauncherManager.Update () [0x0003d] in E:\JENKINS_HOME\workspace\Merge_Android_Line2\GGMergeUnity\Assets\GameFramework\Skill\SkillRuntime\Core\SkillLauncherManager.cs:130

at SkillRuntime.SkillEngine.Update () [0x0000d] in E:\JENKINS_HOME\workspace\Merge_Android_Line2\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()

历史记录

#1 - 2026-03-25 12:22 - X徐彬健

- 状态从 新建 变更为 已解决

#2 - 2026-04-02 14:48 - W王子怡

- 状态从 已解决 变更为 关闭