

【master】【安卓真机包】【花卉活动】在局内开启花卉活动会一直报错且不会触发引导

2026-03-25 14:03 - S沙超

状态:	关闭	开始日期:	
优先级:	紧急	计划完成日期:	
指派给:	H黄正举	% 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:	严重	打回次数:	
修复难度:			
描述			
视频如下 :			
icon_txt.gif https://img2026-03-25-14-03-45.png			
客户端日志链接 :			
https://dumplog.mahjongdreamone.com:7443/bugs/20260325/notsetupuserId/140025__ad/log.txt			
报错如下 :			
Exception: NullReferenceException: Object reference not set to an instance of an object.			
Logical.UI.InGame.EventBtnLogic_FlowerParty.UpdateTimeText () (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/Logical/UI/InGame/EventBtn/EventBtnLogic_FlowerParty.cs:69)			
Framework.UI.UIWindowUGUI._OnTimer (System.Single deltaTime, System.Single unscaledDeltaTime) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/UGUI/UIWindowUGUI.cs:608)			
Framework.UI.UIWindowInfoList.__WindowTick (System.Single deltaTime, System.Single unscaledDeltaTime) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/Window/UIWindowInfoList.cs:106)			
Framework.UI.UIManager.OnTick (System.Single deltaTime, System.Single unscaledDeltaTime) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/UIManager.cs:288)			
Framework.UI.UIManagerUGUI.OnTick (System.Single deltaTime, System.Single unscaledDeltaTime) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/UGUI/UIManagerUGUI.cs:964)			
AOT.BootUp.Stage3Tasks+<>c.<InitUIManager>b__21_0 () (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/Logical/BootUp/StageTask/Stage3Tasks.cs:367)			
Framework.Timer.Timer.__Call () (at <00000000000000000000000000000000>:0)			
Framework.Timer.Timer.Update (System.Single deltaTime, System.Single unscaledDeltaTime) (at <00000000000000000000000000000000>:0)			
Framework.Timer.TimerManager.Update (System.Single deltaTime, System.Single unscaledDeltaTime) (at <00000000000000000000000000000000>:0)			
Framework.Timer.Timer.__Call () (at <00000000000000000000000000000000>:0)			
Framework.Timer.Timer.Update (System.Single deltaTime, System.Single unscaledDeltaTime) (at <00000000000000000000000000000000>:0)			
Framework.Timer.TimerManager.Update (System.Single deltaTime, System.Single unscaledDeltaTime) (at <00000000000000000000000000000000>:0)			
Framework.Utility.Singleton.Singleton.Update () (at <00000000000000000000000000000000>:0)			
AOT.AppMain.Update () (at <00000000000000000000000000000000>:0)			

历史记录

#1 - 2026-03-25 14:04 - S沙超

- 描述 已更新。
- 优先级 从高 变更为 紧急
- 严重程度 从 一般 变更为 严重

#2 - 2026-03-25 14:05 - S沙超

- 描述 已更新。

#3 - 2026-03-30 14:10 - H黄正举

- 状态 从 新建 变更为 已解决

#4 - 2026-03-31 11:31 - S沙超

- 状态 从 已解决 变更为 重新打开/待修复

#5 - 2026-03-31 14:27 - H黄正举

- 状态 从 重新打开/待修复 变更为 已解决

#6 - 2026-04-01 11:08 - S沙超

- 状态 从 已解决 变更为 关闭