

# Merge项目 - BUG #1437423

## 【master】【升级礼包】最新包升级礼包卡死

2026-03-25 17:14 - W王军

状态:	关闭	开始日期:	
优先级:	高	计划完成日期:	
指派给:	M茆凯文	% 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**

[https://dumplog.mahjongdreamone.com:7443/bugs/20260325/notsetupuserId/171347\\_/](https://dumplog.mahjongdreamone.com:7443/bugs/20260325/notsetupuserId/171347_/)

1774430013706464.png  
Exception: NullReferenceException: Object reference not set to an instance of an object.

Logical.UI.LevelUpGiftView.\_OnInitializeComponents () (at E:/JENKINS\_HOME/workspace/Merge\_Android\_Line1/GGMergeUnity/Assets/Logical/UI/Gift/UIWindow/LevelUpGiftView.cs:95)

Framework.UI.UIWindow.\_OnLoadWindowResourceComplete () (at E:/JENKINS\_HOME/workspace/Merge\_Android\_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/Window/UIWindow.cs:786)

Framework.UI.UIWindowUGUI.\_OnLoadWindowResourceComplete () (at E:/JENKINS\_HOME/workspace/Merge\_Android\_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/UGUI/UIWindowUGUI.cs:549)

Framework.UI.UIWindowUGUI.\_\_OnLoadResourceComplete (UnityEngine.GameObject go) (at E:/JENKINS\_HOME/workspace/Merge\_Android\_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/UGUI/UIWindowUGUI.cs:542)

Framework.UI.UIWindowUGUI.\_\_OnLoadComResourceComplete (UnityEngine.GameObject go, Framework.UI.UIUGUIComponent com) (at E:/JENKINS\_HOME/workspace/Merge\_Android\_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/UGUI/UIWindowUGUI.cs:436)

Framework.UI.UIUGUIComponentLoader.\_\_ExeCompleteCallBack () (at E:/JENKINS\_HOME/workspace/Merge\_Android\_Line1/GGMergeUnity/Assets/GameFramework/UI/Private/Component/UIUGUIComponentLoader.cs:624)

Framework.UI.UIUGUIComponentLoader.<\_\_OnLoadComplete>b\_\_45\_0 () (at E:/JENKINS\_HOME/workspace/Merge\_Android\_Line1/GGMergeUnity/Assets/GameFramework/UI/Private/Component/UIUGUIComponentLoader.cs:608)

Framework.UI.UIUGUIComponent+<PreloadInternal>d\_\_40.MoveNext () (at E:/JENKINS\_HOME/workspace/Merge\_Android\_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Component/UIUGUIComponent.cs:216)

UnityEngine.SetupCoroutine.InvokeMoveNext (System.Collections.IEnumerator enumerator, System.IntPtr returnValueAddress) (at <00000000000000000000000000000000>:0)

### 历史记录

#1 - 2026-03-26 14:25 - W王军

- 状态从 新建 变更为 完成

- % 完成 从 0 变更为 100

#2 - 2026-03-26 14:25 - W王军

- 状态从 完成 变更为 关闭