

Merge项目 - BUG #1437493

【飞跃浮空岛】开启下一关有报错

2026-03-27 16:10 - D杜海涛

状态:	关闭	开始日期:	
优先级:	中	计划完成日期:	
指派给:	Y杨诣卿	% 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			
Error: > [Activity]16:01:23.623 活动 - SkyIsland - 1 - SkyIslandFlowHeartCfgTb 中未找到8对应的Level, 使用默认值1			
GameFramework.Activity.ActivityBase:DebugLogError(String) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Activity/Core/ActivityBase/ActivityBase.Log.cs:26)			
GameFramework.Activity.SkyIslandActivity:GetFlowHeartLevel() (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Activity/Module/SkyIsland/SkyIslandActivity.Cfg.cs:293)			
GameFramework.Activity.SkyIslandActivity:StartStage() (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Activity/Module/SkyIsland/SkyIslandActivity.cs:170)			
GameFramework.Activity.SkyIslandActivity:StartStageInOperation() (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Activity/Module/SkyIsland/SkyIslandActivity.cs:183)			
GameFramework.Activity.<StartStage>d_14:MoveNext() (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Activity/Module/SkyIsland/Window/IslandMainView.cs:308)			
Framework.Log.GGDebug:LogError(Object, String)			
UnityEngine.SetupCoroutine:InvokeMoveNext(IEnumerator, IntPtr)			

历史记录

#1 - 2026-03-27 16:13 - L鹿剑

- 指派给从L鹿剑变更为Y杨诣卿

#2 - 2026-03-27 16:22 - D杜海涛

- 主题从【飞跃浮空岛】完成第一关有报错变更为【飞跃浮空岛】开启下一关有报错

#3 - 2026-03-27 16:35 - Y杨诣卿

- 状态从新建变更为已解决

#4 - 2026-03-27 16:35 - Y杨诣卿

- 主题从【飞跃浮空岛】开启下一关有报错变更为【飞跃浮空岛】完成第一关有报错

#5 - 2026-03-27 20:24 - D杜海涛

- 主题从【飞跃浮空岛】完成第一关有报错变更为【飞跃浮空岛】开启下一关有报错

Error: > [Activity]20:23:44.725 活动 - SkyIsland - 1 - SkyIslandFlowHeartCfgTb 中未找到20对应的Level, 使用默认值1

GameFramework.Activity.ActivityBase:DebugLogError(String) (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Activity/Core/ActivityBase/ActivityBase.Log.cs:26)

GameFramework.Activity.SkyIslandActivity:GetFlowHeartLevel() (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Activity/Module/SkyIsland/SkyIslandActivity.Cfg.cs:293)

GameFramework.Activity.SkyIslandActivity:StartStage() (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Activity/Module/SkyIsland/SkyIslandActivity.cs:179)

GameFramework.Activity.SkyIslandActivity:StartStageInOperation() (at E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Activity/Module/SkyIsland/SkyIslandActivity.cs:192)

GameFramework.Activity.<StartStage>d__9:MoveNext() (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Activity/Module/SkyIsland/Window/IslandStageNotStartedView.cs:6
5)

Framework.UI.UIWindowUGUI:CreateTask(CoTaskDelegate) (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/UGUI/UIWindowUGUI.cs:179)

GameFramework.Activity.IslandStageNotStartedView:OnClickGoBtn() (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/GameFramework/Activity/Module/SkyIsland/Window/IslandStageNotStartedView.cs:6
0)

Logical.UI.UICmBtn1Com:<_OnRegisterDelegate>b__13_0() (at
E:/JENKINS_HOME/workspace/Merge_Android_Line1/GGMergeUnity/Assets/Logical/UI/Common/Component/UICmBtn1Com.cs:66)

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

UnityEngine.SetupCoroutine:InvokeMoveNext(IEnumerator, IntPtr)

Framework.Tasks.CoSchedulerTask:Start(CoTaskDelegate)

Framework.Tasks.CoScheduler:Async(CoTaskDelegate)

UnityEngine.EventSystems.StandaloneInputModule:Process()

#6 - 2026-03-30 16:44 - D杜海涛

- 状态从 已解决 变更为 关闭