

Merge项目 - BUG #1437586

【master】【升级礼包2】礼包2无法购买，回调报错

2026-04-03 17:00 - W王军

状态:	关闭	开始日期:	
优先级:	中	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:	一般	打回次数:	
修复难度:			

描述

Error: > [default]16:59:05.329 请求回包回调报错<100401> Exception:System.NullReferenceException: Object reference not set to an instance of an object.

at Logical.Purchase.LobbyPurchaseNetProxy.OnCreateOrderResponse (Com.Framework.Protocol.Packet packet) [0x00038] in E:\JENKINS_HOME\workspace\Merge_Android_Line2\GGMergeUnity\Assets\Lobby\Runtime\Purchase\LobbyPurchaseNetProxy.cs:113

at Network.Logic.RequestMsgData.SendData (Com.Framework.Protocol.Packet data) [0x00013] in E:\JENKINS_HOME\workspace\Merge_Android_Line2\GGMergeUnity\Assets\GameFramework\Network\RequestMsgManager.cs:200

at Network.Logic.RequestMsgManager.SendDataCallBack (System.UInt32 command, Com.Framework.Protocol.Packet responsePacket) [0x00060] in E:\JENKINS_HOME\workspace\Merge_Android_Line2\GGMergeUnity\Assets\GameFramework\Network\RequestMsgManager.cs:106

at Network.BH_NetworkManager.SendDataCallBack (System.UInt32 command, Com.Framework.Protocol.Packet responsePacket) [0x000b4] in E:\JENKINS_HOME\workspace\Merge_Android_Line2\GGMergeUnity\Assets\GameFramework\Network\BH_NetworkManager.cs:668

at Network.BH_NetworkManager+<>c__DisplayClass75_0.<OnReceived>b_0 () [0x0001d] in E:\JENKINS_HOME\workspace\Merge_Android_Line2\GGMergeUnity\Assets\GameFramework\Network\BH_NetworkManager.cs:619

at Network.MessageHandler.Update () [0x0003e] in E:\JENKINS_HOME\workspace\Merge_Android_Line2\GGMergeUnity\Assets\GameFramework\Network\BH_NetworkManager.cs:89

at Network.BH_NetworkManager.Update () [0x0000c] in E:\JENKINS_HOME\workspace\Merge_Android_Line2\GGMergeUnity\Assets\GameFramework\Network\BH_NetworkManager.cs:207

at Framework.Utility.Singleton.RollbackSingleton.TryHandleAddedSingletons () [0x00000] in <00000000000000000000000000000000>:0

at Framework.Utility.Singleton.Singleton.Update () [0x00000] in <00000000000000000000000000000000>:0

at AOT.AppMain.Update () [0x00000] in <00000000000000000000000000000000>:0

Network.Logic.RequestMsgManager:SendDataCallBack(UInt32, Packet) (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/Assets/GameFramework/Network/RequestMsgManager.cs:106)

Network.BH_NetworkManager:SendDataCallBack(UInt32, Packet) (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/Assets/GameFramework/Network/BH_NetworkManager.cs:668)

Network.<>c__DisplayClass75_0.<OnReceived>b_0() (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/Assets/GameFramework/Network/BH_NetworkManager.cs:619)

Network.MessageHandler:Update() (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/Assets/GameFramework/Network/BH_NetworkManager.cs:89)

Network.BH_NetworkManager:Update() (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/Assets/GameFramework/Network/BH_NetworkManager.cs:207)

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

Framework.Utility.Singleton.RollbackSingleton:TryHandleAddedSingletons()

Framework.Utility.Singleton.Singleton:Update()

AOT.AppMain:Update()

历史记录

#1 - 2026-04-03 17:16 - W王军

- 状态从 新建 变更为 完成

- % 完成 从 0 变更为 100

#2 - 2026-04-03 17:16 - W王军

- 状态从 完成 变更为 关闭