

Merge项目 - BUG #1437630

【f_EndlessTreasure】【无尽宝藏】礼包开启时嵌套报错

2026-04-09 14:37 - 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:	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
报错1

Error: > [存档]14:36:01.140 > 14:36:01.140 嵌套上传: 旧action 42 旧 traceId 22 新action 42

Logical.DataCenter.Core.UserDataMgr_MyDataMgr:OperationBegin(Int32, String) (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/Assets/Logical/DataCenter/Core/UserDataMgr/UserDataMgr_MyDataMgr.cs:215)
Logical.DataCenter.Core.UserDataMgr_MyDataMgr:RunInOneOperation(Action, Int32, Boolean, String) (at E:/JENKINS_HOME/worksp
ace/Merge_Android_Line2/GGMergeUnity/Assets/Logical/DataCenter/Core/UserDataMgr/UserDataMgr_MyDataMgr.cs:283)
Logical.UI.EndlessTreasureView:_OnShow(UIWindowParam, IDataProxy) (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGM
ergeUnity/Assets/Logical/UI/Gift/UIWindow/EndlessTreasureView.cs:192)
Framework.UI.UIWindow:_ShowInternal() (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UISystem/UIWindow.cs:725)
Framework.UI.UIWindow:_OnLoadWindowResourceComplete() (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/
Assets/GameFramework/UI/Public/Manager/UISystem/UIWindow.cs:816)
Framework.UI.UIWindowUGUI:_OnLoadWindowResourceComplete() (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMerge
Unity/Assets/GameFramework/UI/Public/Manager/UISystem/UGUI/UIWindowUGUI.cs:549)
Framework.UI.UIWindowUGUI:_OnLoadResourceComplete(GameObject) (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GG
MergeUnity/Assets/GameFramework/UI/Public/Manager/UISystem/UGUI/UIWindowUGUI.cs:542)
Framework.UI.UIWindowUGUI:_OnLoadComResourceComplete(GameObject, UIUGUIComponent) (at E:/JENKINS_HOME/workspace/
Merge_Android_Line2/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UISystem/UGUI/UIWindowUGUI.cs:436)
Framework.UI.UIUGUIComponentLoader:_ExeCompleteCallBack() (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeU
nity/Assets/GameFramework/UI/Private/Component/UIUGUIComponentLoader.cs:624)
Framework.UI.UIUGUIComponentLoader:<_OnLoadComplete>b_45_0() (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GG
MergeUnity/Assets/GameFramework/UI/Private/Component/UIUGUIComponentLoader.cs:608)
Framework.UI.<PreloadInternal>d_40:MoveNext() (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/Assets/GameF
ramework/UI/Public/Component/UIUGUIComponent.cs:216)
Framework.Log.GGDebug.LogError(Object, String)
Framework.Log.GGDebug.LogException(String, Dictionary`2, Boolean, String)
UnityEngine.SetupCoroutine.InvokeMoveNext(IEnumerator, IntPtr)

报错2

Error: > [RollbackSingleton]14:35:01.486 Logical.UI.GiftManager Update 异常 System.Collections.Generic.KeyNotFoundException: The given key '0'
was not present in the dictionary.

at Logical.UI.EndlessTreasureGiftPack.ReCalculateStage () [0x00195] in
E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/Assets/Logical/UI/Gift/GiftPack/EndlessTreasureGiftPack.cs:356

at Logical.UI.GiftPack.OnGiftCanBuy (System.Int64 realId) [0x000d3] in
E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/Assets/Logical/UI/Gift/GiftPack/GiftPack.cs:1300

at Logical.UI.EndlessTreasureGiftPack.OnGiftCanBuy (System.Int64 realId) [0x00008] in
E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/Assets/Logical/UI/Gift/GiftPack/EndlessTreasureGiftPack.cs:187

at Logical.UI.GiftManager.OnGiftPackCanBuy (Logical.UI.GiftPack giftPack) [0x0004d] in
E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/Assets/Logical/UI/Gift/Data/GiftManager.cs:772

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at Logical.UI.GiftManager.AllGiftQueueToCanBuy () [0x001c2] in
E:\JENKINS_HOME\workspace\Merge_Android_Line2\GGMergeUnity\Assets\Logical\UI\Gift\Data\GiftManager.cs:694

at Logical.UI.GiftManager.CheckCanBuyList () [0x00006] in
E:\JENKINS_HOME\workspace\Merge_Android_Line2\GGMergeUnity\Assets\Logical\UI\Gift\Data\GiftManager.cs:417

at Logical.UI.GiftManager.UpdateGiftAllPacksState (System.Boolean isForce) [0x00047] in
E:\JENKINS_HOME\workspace\Merge_Android_Line2\GGMergeUnity\Assets\Logical\UI\Gift\Data\GiftManager.cs:404

at Logical.UI.GiftManager.Update () [0x00058] in
E:\JENKINS_HOME\workspace\Merge_Android_Line2\GGMergeUnity\Assets\Logical\UI\Gift\Data\GiftManager.cs:88

at System.Collections.Generic.Dictionary`2[TKey,TValue].get_Item (TKey key) [0x00000] in <00000000000000000000000000000000>:0

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

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

Framework.Utility.Singleton.RollbackSingleton:TryHandleAddedSingletons()

Framework.Utility.Singleton.Singleton:Update()

AOT.AppMain:Update()
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历史记录

#1 - 2026-04-09 16:24 - M茆凯文

- 状态从 新建 变更为 验收完成/待测试

#2 - 2026-04-09 17:08 - W王军

- 状态从 验收完成/待测试 变更为 关闭