

Merge项目 - BUG #1437632

【f_EndlessTreasure】【无尽宝藏】15:16真机包无尽报错

2026-04-09 15:29 - 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:	严重	打回次数:	
修复难度:			

描述

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

Logical.UI.EndlessTreasureView._OnInitializeComponents () (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/Assets/Logical/UI/Gift/UIWindow/EndlessTreasureView.cs:121)
Framework.UI.UIWindow._OnLoadWindowResourceComplete () (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/Window/UIWindow.cs:786)
Framework.UI.UIWindowUGUI._OnLoadWindowResourceComplete () (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/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_Line2/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_Line2/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/UGUI/UIWindowUGUI.cs:436)
Framework.UI.UIUGUIComponentLoader.__ExeCompleteCallBack () (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/Assets/GameFramework/UI/Private/Component/UIUGUIComponentLoader.cs:624)
Framework.UI.UIUGUIComponentLoader.<_OnLoadComplete>b__45_0 () (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/GGMergeUnity/Assets/GameFramework/UI/Private/Component/UIUGUIComponentLoader.cs:608)
Framework.UI.UIUGUIComponent+<PreloadInternal>d__40.MoveNext () (at E:/JENKINS_HOME/workspace/Merge_Android_Line2/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 - 2026-04-09 16:16 - M茆凯文

- 状态从 新建 变更为 验收完成/待测试

#2 - 2026-04-09 16:24 - W王军

- 状态从 验收完成/待测试 变更为 关闭