

Merge项目 - BUG #1437733

【release0414】【真机包】【必现】【剧情回顾】点开第三卷剧情回顾报错

2026-04-14 17:34 - W王子怡

状态:	关闭	开始日期:	
优先级:	高	计划完成日期:	
指派给:	X徐彬健	% 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**

Error: [xasset] File not found:Assets/ConfigAssetsData/bytes/TH/THChapter10001/LanguageTbDialogC13TH.bytes

BlobTable`1:Load(Boolean) (at  
E:/JENKINS\_HOME/workspace/Merge\_Android\_Hotfix/GGMergeUnity/Assets/GameFramework/Config/BlobTable.cs:183)

<GetConfigAsync>d\_\_13`1:MoveNext() (at  
E:/JENKINS\_HOME/workspace/Merge\_Android\_Hotfix/GGMergeUnity/Assets/GameFramework/Config/ConfigManager.cs:92)

ConfigManager:GetConfigAsync(String, String, Action`1, Boolean, String)

Framework.Language.<LoadLanguage>d\_\_15:MoveNext() (at  
E:/JENKINS\_HOME/workspace/Merge\_Android\_Hotfix/GGMergeUnity/Assets/GameFramework/Language/LanguageModule.cs:134)

Framework.Language.LanguageModule:LoadLanguage(LanguageID, String)

Framework.Language.<LoadLanguageCfg>d\_\_13:MoveNext() (at  
E:/JENKINS\_HOME/workspace/Merge\_Android\_Hotfix/GGMergeUnity/Assets/GameFramework/Language/LanguageModule.cs:98)

Framework.Language.LanguageModule:LoadLanguageCfg()

GameFramework.Dialog.DialogManager:LoadDialogConfig(Int32) (at  
E:/JENKINS\_HOME/workspace/Merge\_Android\_Hotfix/GGMergeUnity/Assets/GameFramework/Dialog/DialogManager.cs:126)

GameFramework.Dialog.DialogManager:LoadPlotLookBackDialogConfig(List`1) (at  
E:/JENKINS\_HOME/workspace/Merge\_Android\_Hotfix/GGMergeUnity/Assets/GameFramework/Dialog/DialogManager.cs:87)

Logical.UI.PlotView..ctor(String, UIWindowParam, IDataProxy) (at  
E:/JENKINS\_HOME/workspace/Merge\_Android\_Hotfix/GGMergeUnity/Assets/Logical/UI/StoryTask/Window/PlotView.cs:34)

Logical.UI.<>c:<.cctor>b\_\_8\_56(String, UIWindowParam, IDataProxy) (at  
E:/JENKINS\_HOME/workspace/Merge\_Android\_Hotfix/GGMergeUnity/Assets/ScriptGenerated/UI/UIWindowCreatorList.cs:88)

Framework.UI.UIWindowInfoList:AddWindow(String, UIWindowParam, IDataProxy) (at  
E:/JENKINS\_HOME/workspace/Merge\_Android\_Hotfix/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/Window/UIWindowInfoList.cs:208)

Framework.UI.UIManager:OpenWindow(String, UIWindowParam, IDataProxy, Boolean) (at  
E:/JENKINS\_HOME/workspace/Merge\_Android\_Hotfix/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/UIManager.cs:486)

Framework.UI.UIManagerUGUI:OpenWindow(String, UIWindowParam, IDataProxy, Boolean) (at  
E:/JENKINS\_HOME/workspace/Merge\_Android\_Hotfix/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/UGUI/UIManagerUGUI.cs:728)

Logical.UI.PlotView:OpenWindow(Int32) (at  
E:/JENKINS\_HOME/workspace/Merge\_Android\_Hotfix/GGMergeUnity/Assets/Logical/UI/StoryTask/Window/PlotView.cs:41)

Logical.UI.<<RegisterBookItemsButton>b\_\_0>d:MoveNext() (at  
E:/JENKINS\_HOME/workspace/Merge\_Android\_Hotfix/GGMergeUnity/Assets/Logical/UI/StoryTask/Window/NewsStandView.cs:344)

Logical.UI.<>c\_\_DisplayClass39\_0:<RegisterBookItemsButton>b\_\_0()

Framework.UI.<>c\_\_DisplayClass40\_0:<set\_onClick>b\_\_0() (at  
E:/JENKINS\_HOME/workspace/Merge\_Android\_Hotfix/GGMergeUnity/Assets/GameFramework/UI/Public/Component/UGUIExt/GGButton.cs:256)

xasset.Logger:E(Object, Object)

xasset.AssetRequest:Load(String, Type, Boolean)

Framework.Resource.xAssetLoader:LoadAssetAsync(String, Action`2)

UnityEngine.EventSystems.StandaloneInputModule:Process()

Error: > [default]17:32:58.767 LoadAssetAsync<T>  
Assets/ConfigAssetsData/bytes/TH/THChapter10001/LanguageTbDialogC13TH.bytes:Assets/ConfigAssetsData/bytes/TH/THChapter10001/LanguageTbDialogC13TH.bytes Failed:AssetRequest == null

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E:/JENKINS\_HOME/workspace/Merge\_Android\_Hotfix/GGMergeUnity/Assets/GameFramework/Dialog/DialogManager.cs:87)

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Framework.UI.UIManagerUGUI:OpenWindow(String, UIWindowParam, IDataProxy, Boolean) (at  
E:/JENKINS\_HOME/workspace/Merge\_Android\_Hotfix/GGMergeUnity/Assets/GameFramework/UI/Public/Manager/UIManager/UGUI/UIManagerUGUI.cs:728)

Logical.UI.PlotView:OpenWindow(Int32) (at  
E:/JENKINS\_HOME/workspace/Merge\_Android\_Hotfix/GGMergeUnity/Assets/Logical/UI/StoryTask/Window/PlotView.cs:41)

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Logical.UI.<<RegisterBookItemsButton>b__0>d:MoveNext() (at
E:/JENKINS_HOME/workspace/Merge_Android_Hotfix/GGMergeUnity/Assets/Logical/UI/StoryTask/Window/NewsStandView.cs:344)

Logical.UI.<>c__DisplayClass39_0:<RegisterBookItemsButton>b__0()

Framework.UI.<>c__DisplayClass40_0:<set_onClick>b__0() (at
E:/JENKINS_HOME/workspace/Merge_Android_Hotfix/GGMergeUnity/Assets/GameFramework/UI/Public/Component/UGUIExt/GGButton.cs:2
56)

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

Framework.Resource.xAssetLoader:CheckAndLogError(T, String, String, Func`1)

Framework.Resource.xAssetLoader:LoadAssetAsync(String, Action`2)

UnityEngine.EventSystems.StandaloneInputModule:Process()
```

## 历史记录

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#1 - 2026-04-14 18:25 - X徐彬健

- 状态从 新建 变更为 已解决

#2 - 2026-04-14 18:45 - W王子怡

- 状态从 已解决 变更为 关闭