文件CAddQuestToListOpera.lua 添加

35行GameUtil.DoScaleFrom(item, Vector3.zero, 0.6, EnumDef.Ease.OutElastic, end\_func)

参数 1：0.6 代表的是秒

参数2：EnumDef.Ease.OutElastic 代表动画缓动方式

可选的缓动方式有：

Ease =

{

Unset = 0,

Linear = 1,

InSine = 2,

OutSine = 3,

InOutSine = 4,

InQuad = 5,

OutQuad = 6,

InOutQuad = 7,

InCubic = 8,

OutCubic = 9,

InOutCubic = 10,

InQuart = 11,

OutQuart = 12,

InOutQuart = 13,

InQuint = 14,

OutQuint = 15,

InOutQuint = 16,

InExpo = 17,

OutExpo = 18,

InOutExpo = 19,

InCirc = 20,

OutCirc = 21,

InOutCirc = 22,

InElastic = 23,

OutElastic = 24,

InOutElastic = 25,

InBack = 26,

OutBack = 27,

InOutBack = 28,

InBounce = 29,

OutBounce = 30,

InOutBounce = 31,

Flash = 32,

InFlash = 33,

OutFlash = 34,

InOutFlash = 35,

INTERNAL\_Zero = 36,

INTERNAL\_Custom = 37

}

文件CRemoveQuestFromListOpera.lua 删除

31行GameUtil.DoScale(item, Vector3.zero, 1, EnumDef.Ease.InBack, end\_func)

两个参数同上

其他地方不要动！