

20.Repeat

LINQ Repeat 简介

在生成序列中重复该值的次数。

LINQ Repeat 代码示例

```
/*
*****
* http://sikiedu.com liangxie
*****
*/

using System.Linq;
using UnityEngine;

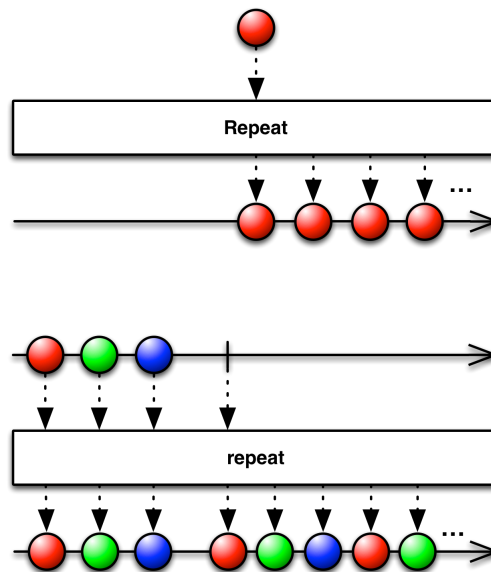
namespace UniRxLesson
{
    public class LINQRepeatExample : MonoBehaviour
    {
        private void Start()
        {
            {
                var strings =
                    Enumerable.Repeat("I like programming.", 5);

                foreach (var str in strings)
                {
                    Debug.Log(str);
                }
            }
        }
    }
}
```

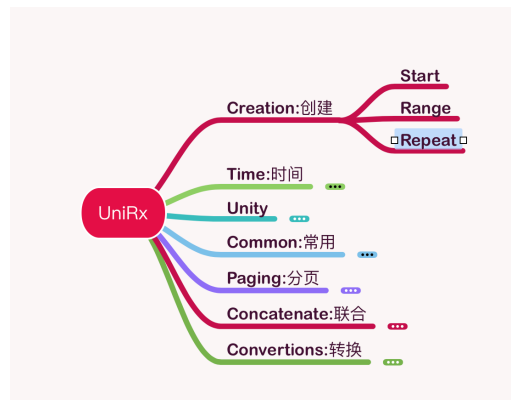
输出结果为:

```
I Like programming.
I Like programming.
I Like programming.
I Like programming.
I Like programming.
```

UniRx Repeat 示意图



UniRx Repeat 在知识地图中的位置



UniRx Repeat 代码示例

```
/*
*****
* http://sikiedu.com liangxie
*****
*/

using UniRx;
```

```

using UnityEngine.Triggers;
using UnityEngine;

namespace UniRxLesson
{
    public class UniRxRepeatExample : MonoBehaviour
    {
        private void Start()
        {
            var leftClickStream = this.UpdateAsObservable().Where(_ =>
Input.GetMouseButtonDown(0));
            var rightClickStream = this.UpdateAsObservable().Where(_ =>
Input.GetMouseButtonDown(1));

            leftClickStream.Zip(rightClickStream, (e1,e2)=>"Clicked")
                .First()
                .Repeat()
                .Subscribe(Debug.Log);
        }
    }
}

```

运行之后，点击鼠标的顺序为, 左->右->左->右->左->左->左->右->右->右

输出的结果为:

```

// 左
Clicked // 右
// 左
Clicked // 右
// 左
// 左
// 左
Clicked // 右
// 右
// 右

```

今天的内容就这些