

5.ForEachAsync

示例代码

```
/******  
 * http://sikiedu.com liangxie  
*****/  
  
using UniRx;  
using UnityEngine;  
  
namespace UniRxLesson  
{
```

```
public class UniRxForEachAsyncExample : MonoBehaviour
{
    void Start()
    {
        Observable.Range(0, 10)
            .ForEachAsync(number => Debug.Log(number))
            .Subscribe();
    }
}
```

输出结果为

```
0
1
2
3
4
5
```

6
7
8
9