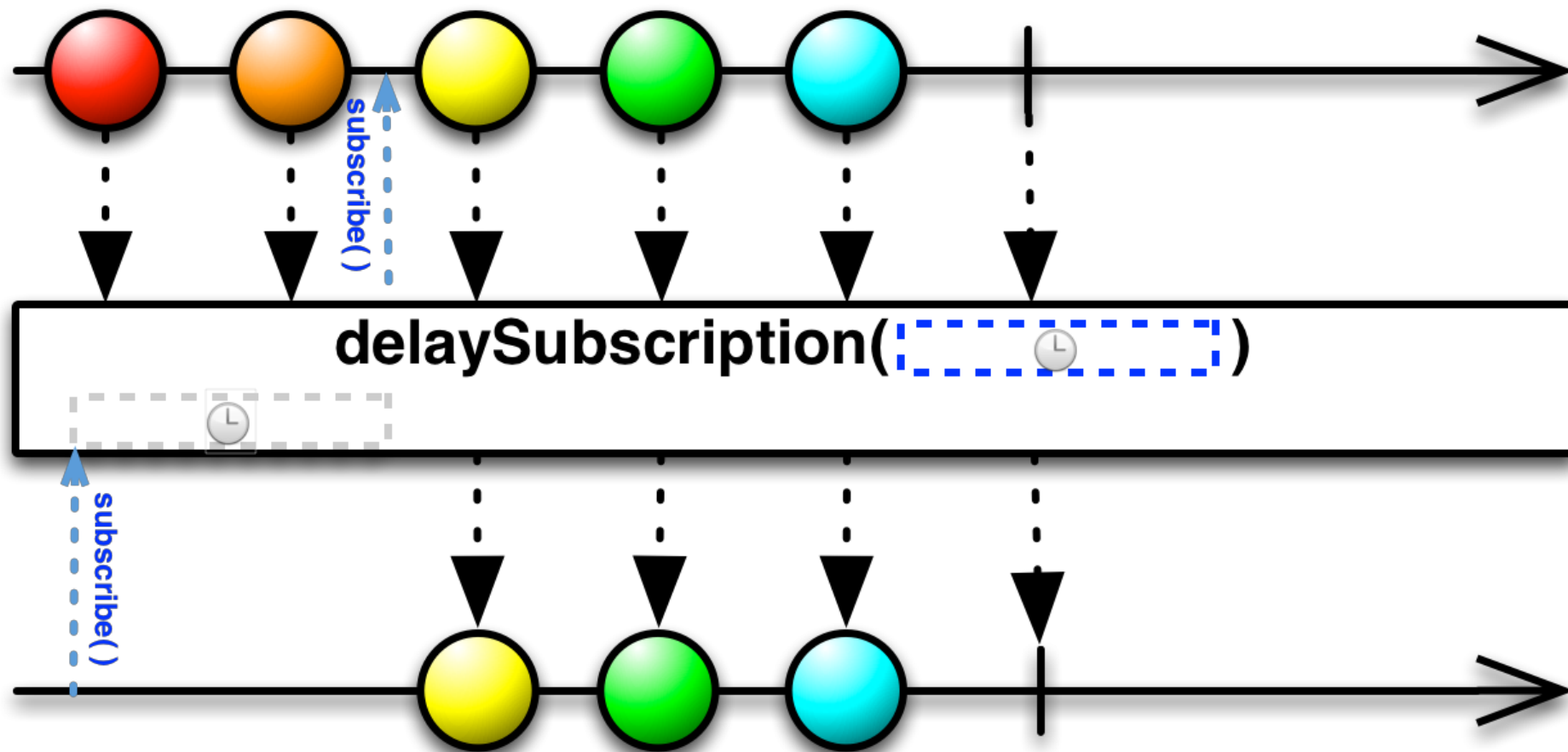


36.DelaySubscription

UniRx DelaySubscription 示意图



UniRx DelaySubscription 代码示例

```
/******  
 * http://sikiedu.com liangxie  
*****/  
  
using System;  
using UniRx;  
using UnityEngine;  
  
namespace UniRxLesson  
{  
    public class UniRxDelaySubscriptionExample : MonoBehaviour  
    {  
        void Start()  
        {  
            Debug.Log(Time.time);  
            Observable.ReturnUnit()  
        }  
    }  
}
```

```
        .DelaySubscription(TimeSpan.FromSeconds(1.0f))  
        .Subscribe(_ => Debug.Log(Time.time));  
    }  
}
```

输出结果为:

```
0  
1.000366
```