

# 10.DelayFrameSubscript

## 示例代码

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

```
{  
    public class UniRxDelayFrameSubscription : MonoBehaviour  
    {  
        void Start()  
        {  
            Debug.Log(Time.time);  
            Observable.Timer(TimeSpan.FromSeconds(1.0f))  
                .DelayFrameSubscription(TimeSpan.FromSeconds(1.0f))  
                .Subscribe(_ => Debug.Log(Time.time));  
        }  
    }  
}
```

输出结果为:

```
0  
// 2 秒后  
2.014145
```