24.DistinctUntilChanged

DistinctUntilChanged 示意图

distinctUntilChanged

2

distinctUntilChanged(color)

3
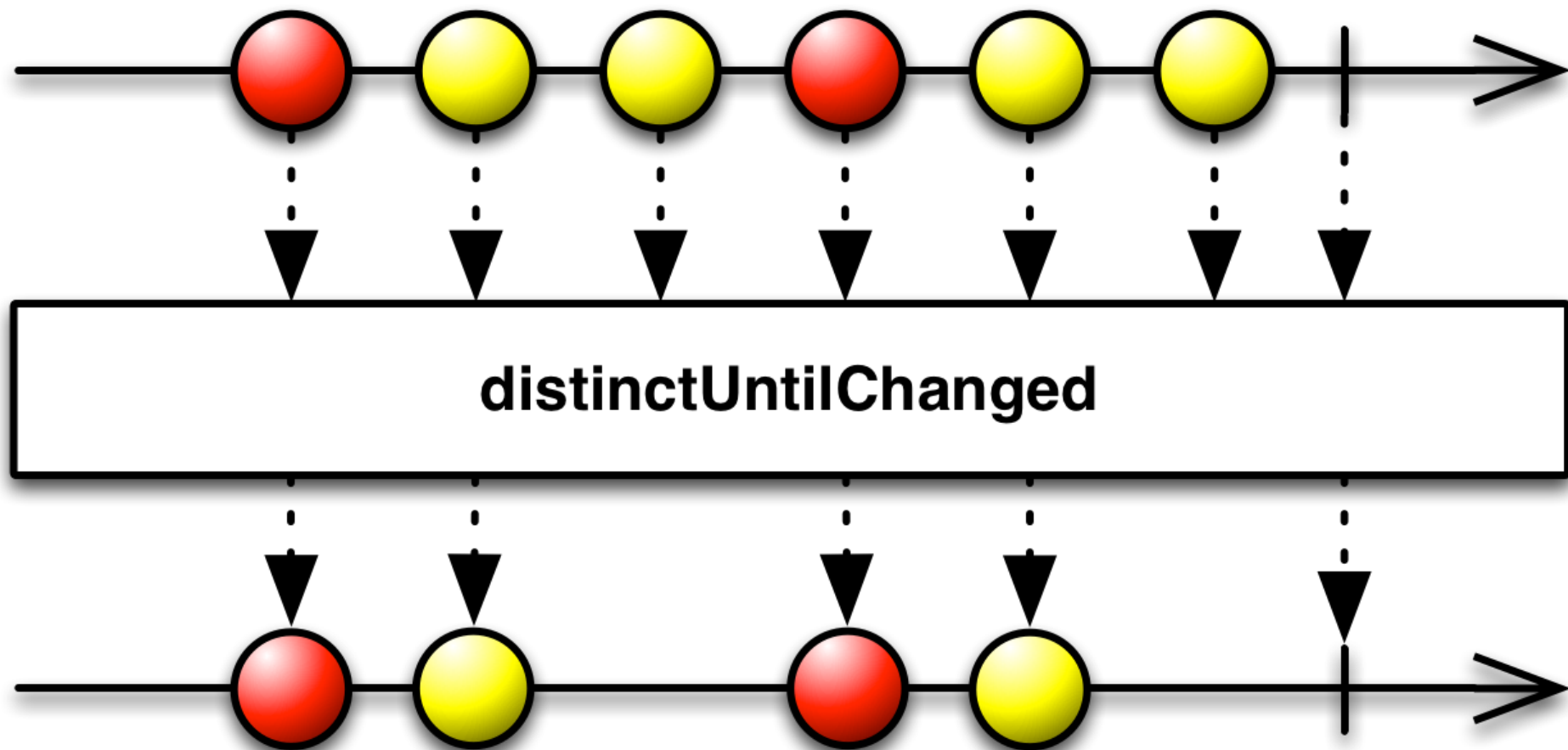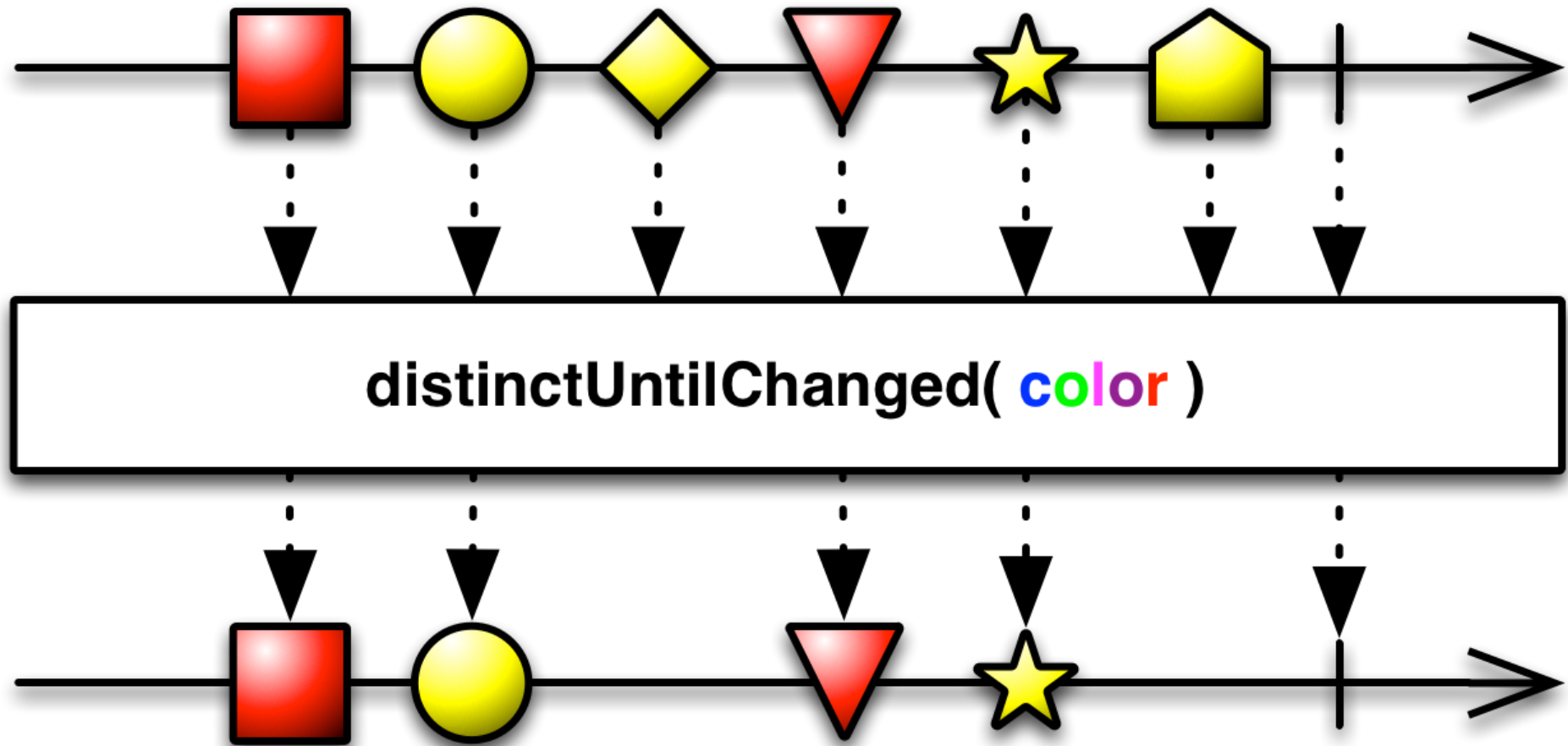
DistinctUntilChanged 所在知识地图中的位置
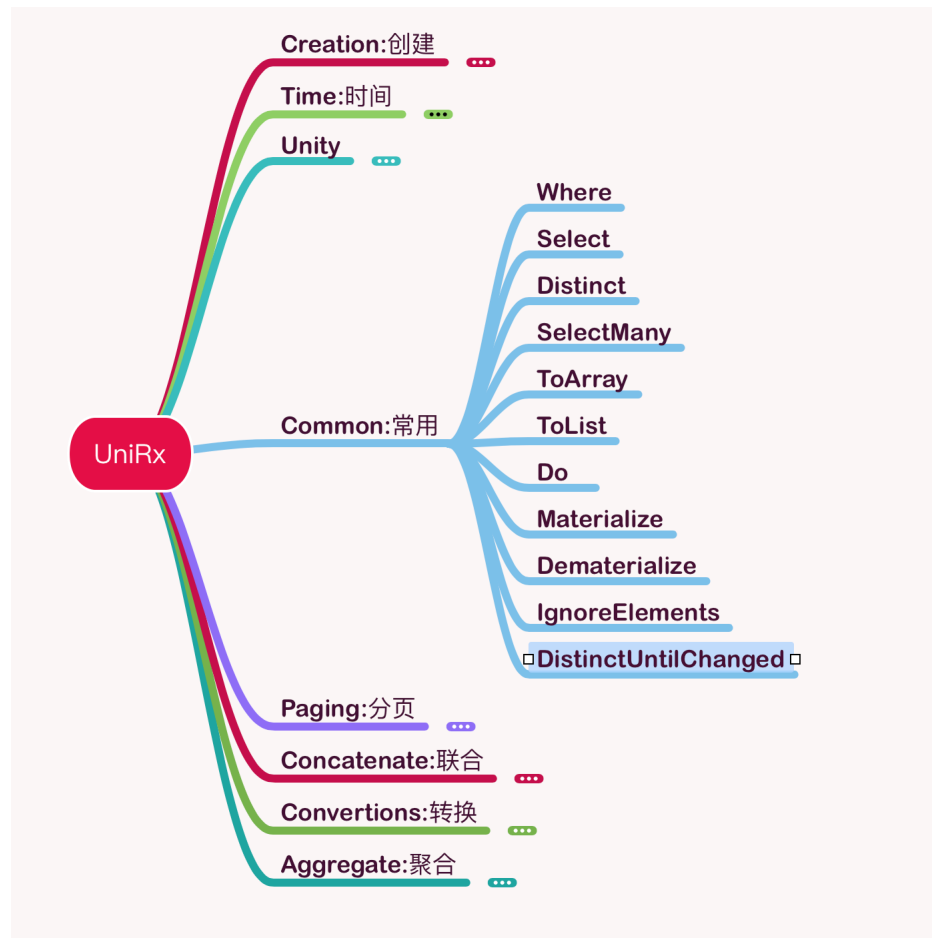
DistinctUntilChanged

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

using UniRx;
using UnityEngine;

namespace UniRxLesson
{
    public class DistinctUntilChangedExample : MonoBehaviour
    {
        private void Start()
        {
            var subject = new Subject<int>();
            var distinct = subject.DistinctUntilChanged();
```

6

```
        subject.Subscribe(
              i => Debug.LogFormat("{0}", i),
              () => Debug.LogFormat("subject.OnCompleted()"));

        distinct.Subscribe(
              i => Debug.LogFormat("distinct.OnNext({0})", i),
              () => Debug.LogFormat("distinct.OnCompleted()"));

        subject.OnNext(1);
        subject.OnNext(2);
        subject.OnNext(3);
        subject.OnNext(1);
        subject.OnNext(1);
        subject.OnNext(4);
        subject.OnCompleted();
      }
    }
}
```

输出结果为

```
1
distinct.OnNext(1)
2
distinct.OnNext(2)
3
distinct.OnNext(3)
1
distinct.OnNext(1)
1
4
distinct.OnNext(4)
subject.OnCompleted()
distinct.OnCompleted()
```

今天的内容就这些

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