

# 13.TimeoutFrame

## 示例代码

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

```
public class UniRxTimeoutFrameExample : MonoBehaviour
{
    void Start()
    {
        Observable.EveryUpdate()
            .Where(_ => Input.GetMouseButtonDown(0))
            .TimeoutFrame(100)
            .Subscribe(_ => Debug.Log("clicked"));
    }
}
```

运行结果为，超过 100 帧不进行鼠标点击时，报出异常。