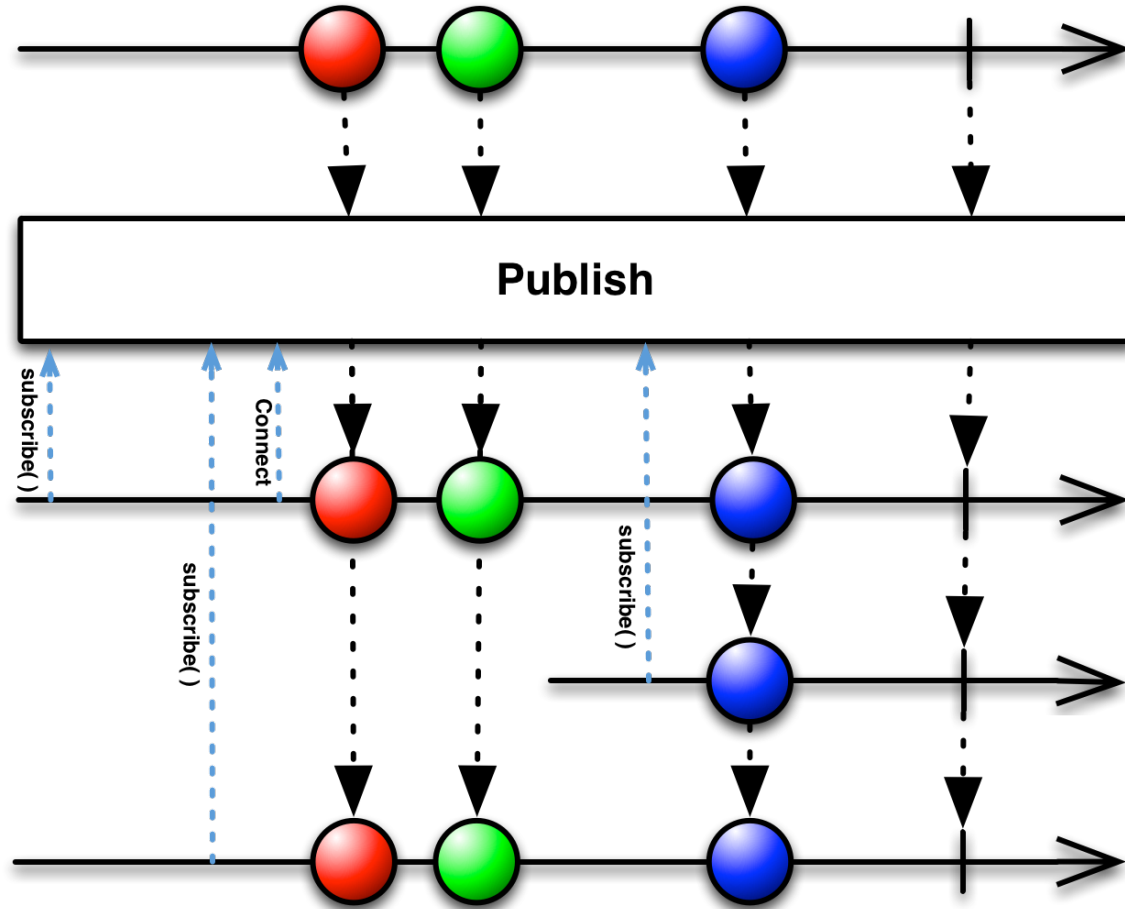


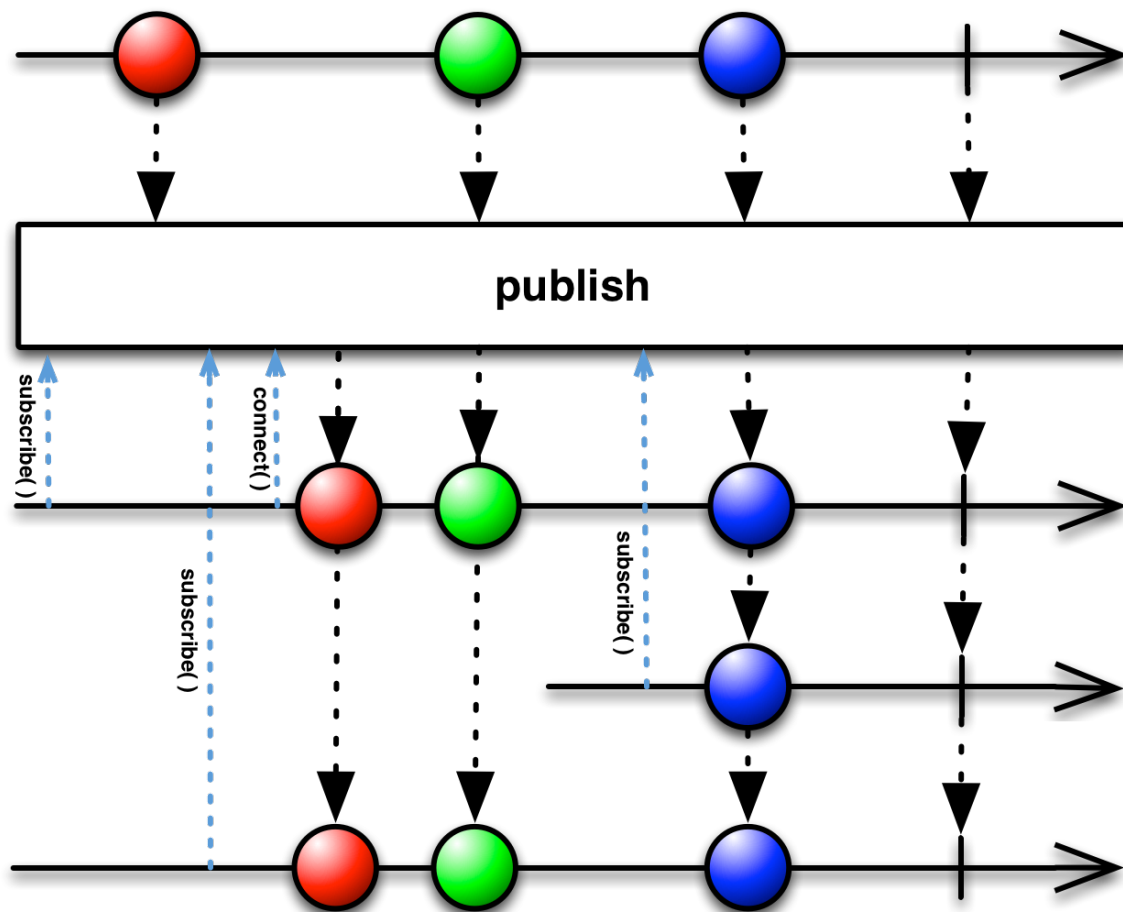
29.Publish

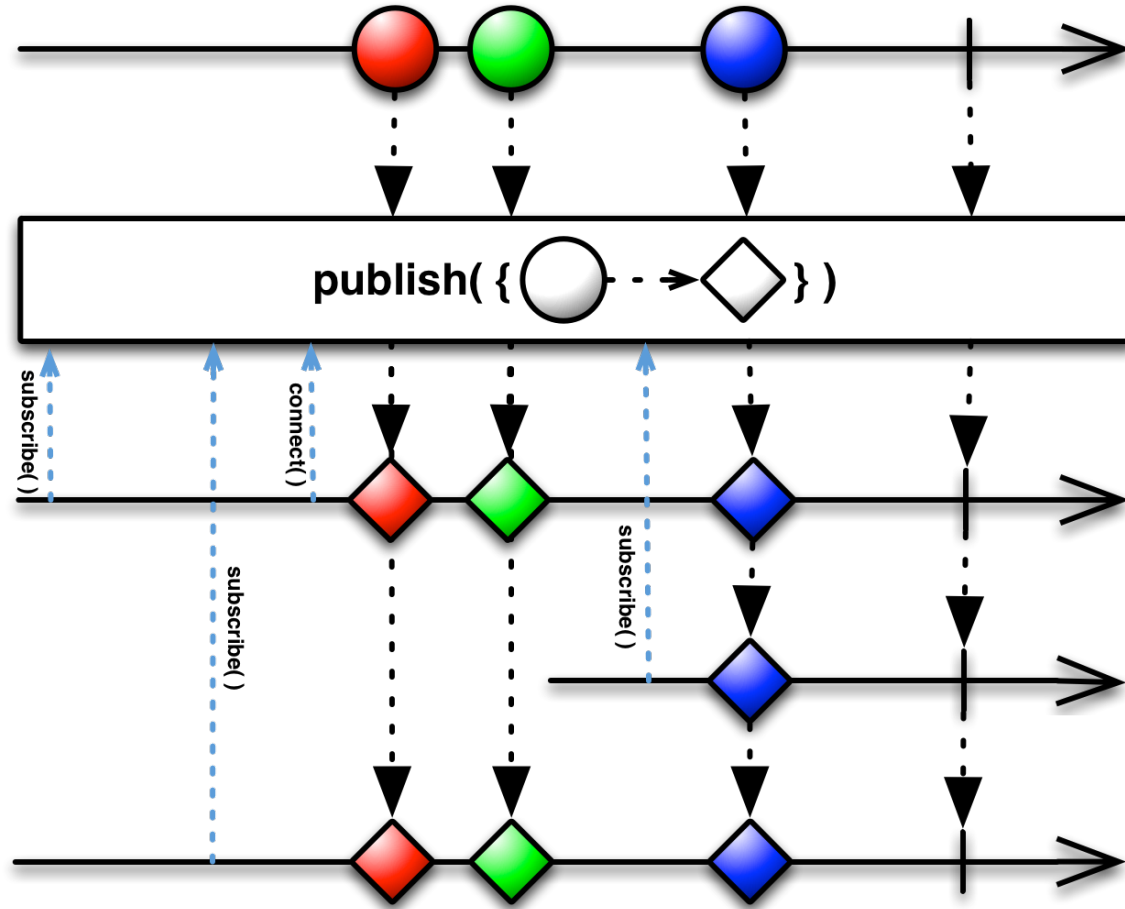
Publish 示意图

将普通的 Observable 转换为可连接的 Observable



可连接的 Observable (*connectable Observable*)与普通的 Observable 差不多，不过它并不会在被订阅时开始发射数据，而是直到使用了Connect操作符时才会开始。用这种方法，你可以在任何时候让一个 Observable 开始发射数据。





有一个变体接受一个函数作为参数。这个函数用原始Observable发射的数据作为参数，产生一个新的数据作为ConnectableObservable给发射，替换原位置的数据项。实质是在签名的基础上添加一个Select操作。

Publish 所在知识地图中的位置



Publish 代码示例

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

```
using System;  
using UniRx;  
using UnityEngine;
```

```
namespace UniRxLesson  
{  
    public class UniRxPublishExample : MonoBehaviour  
    {  
        void Start()  
        {  
            var unshared = Observable.Range(1, 4);
```

```
// Each subscription starts a new sequence
unshared.Subscribe(i => Debug.Log("Unshared Subscription #1: " + i));
unshared.Subscribe(i => Debug.Log("Unshared Subscription #2: " + i));

// By using publish the subscriptions are shared, but the sequence doesn't
start until Connect() is called.
var shared = unshared.Publish();
shared.Subscribe(i => Debug.Log("Shared Subscription #1: " + i));
shared.Subscribe(i => Debug.Log("Shared Subscription #2: " + i));
shared.Connect();
    }
}
}
```

输出结果为:

```
Unshared Subscription #1: 1
Unshared Subscription #1: 2
Unshared Subscription #1: 3
```

Unshared Subscription #1: 4
Unshared Subscription #2: 1
Unshared Subscription #2: 2
Unshared Subscription #2: 3
Unshared Subscription #2: 4
Shared Subscription #1: 1
Shared Subscription #2: 1
Shared Subscription #1: 2
Shared Subscription #2: 2
Shared Subscription #1: 3
Shared Subscription #2: 3
Shared Subscription #1: 4
Shared Subscription #2: 4