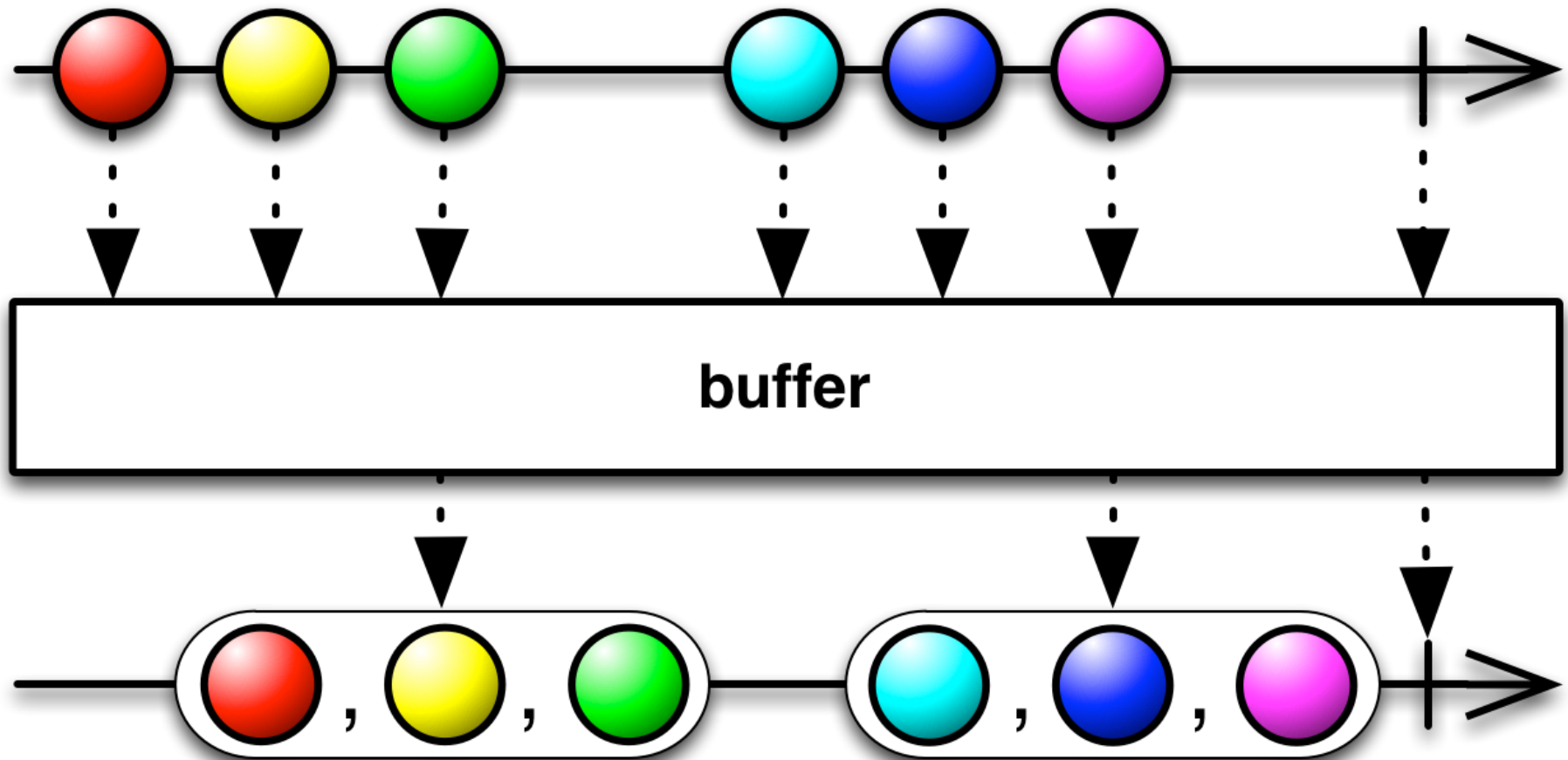
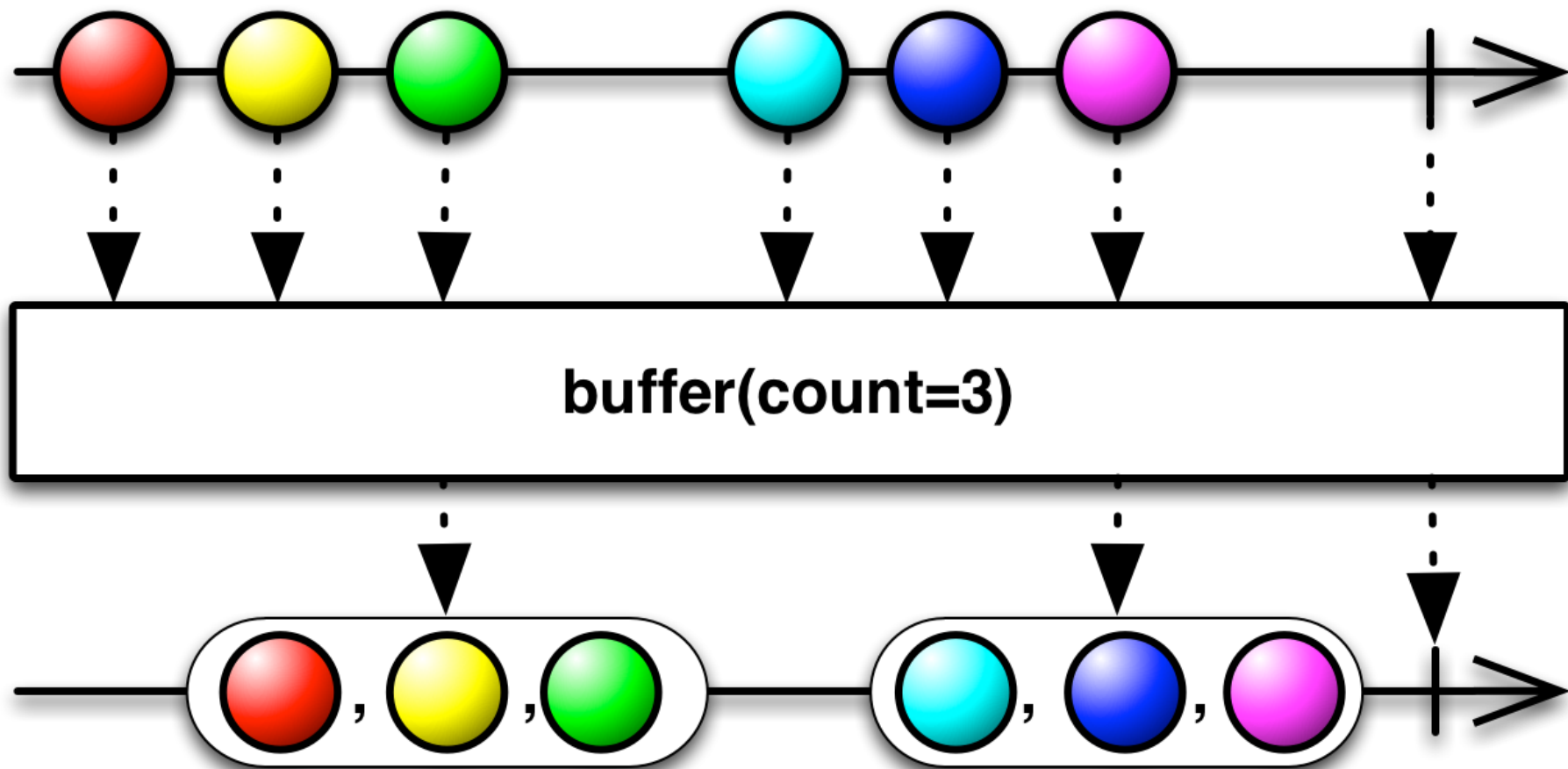
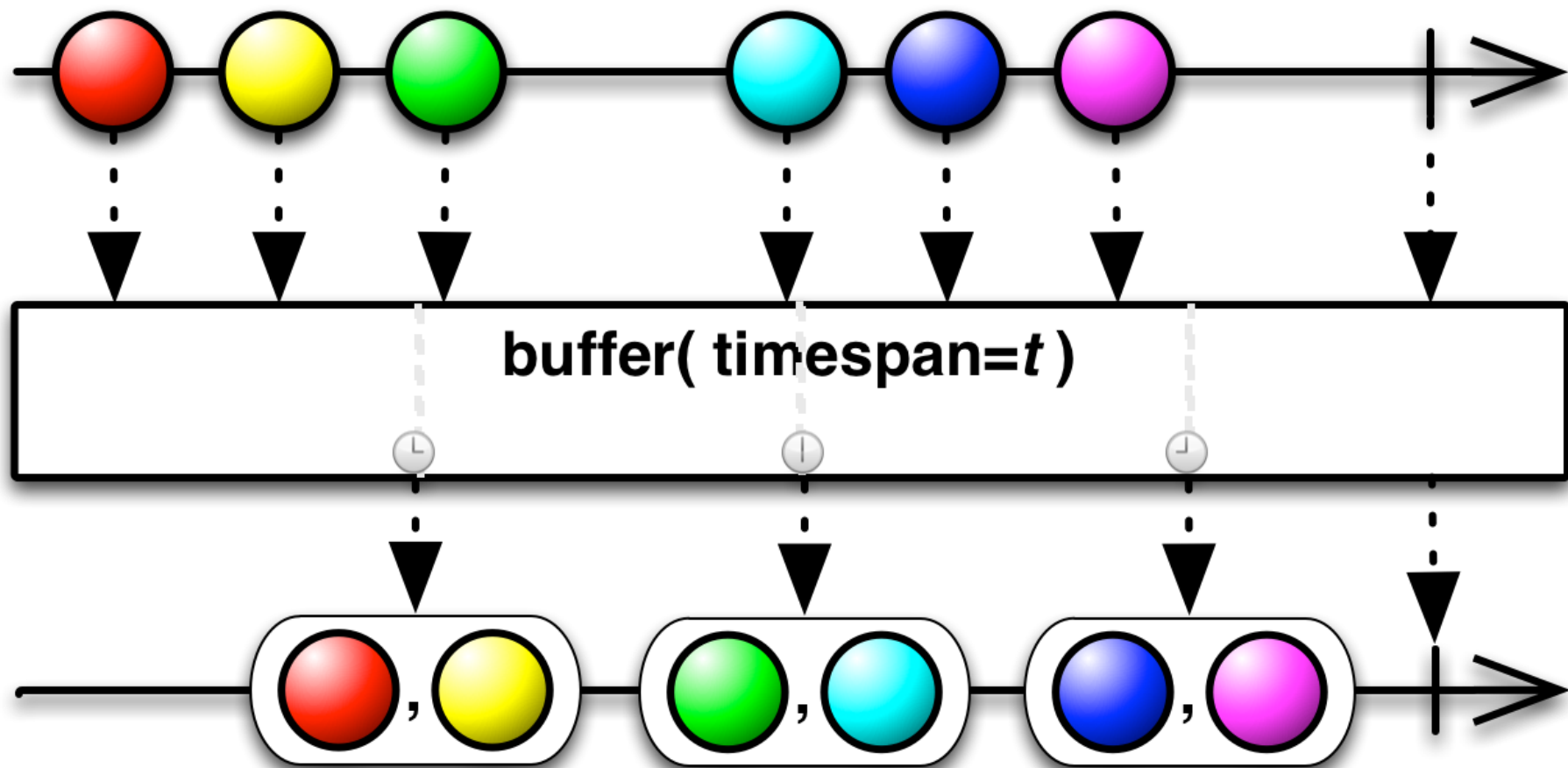


## 5.Buffer(缓冲)

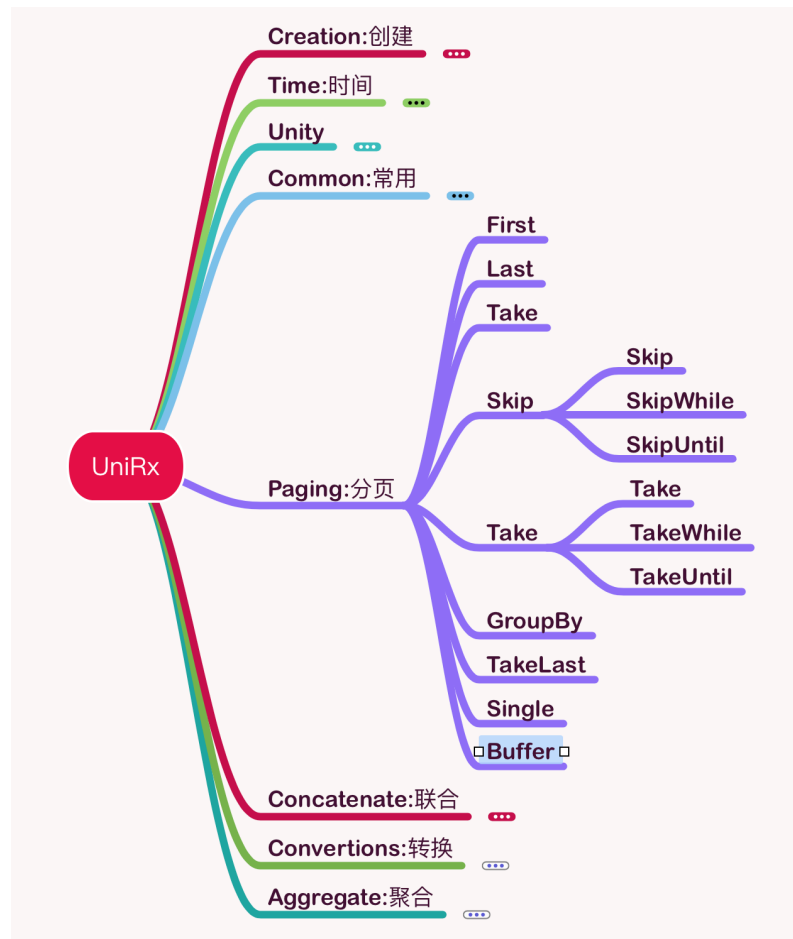
Buffer 示意图







# Buffer 在知识地图中的位置



# Buffer 代码示例

```
/******  
 * http://sikiedu.com liangxie  
******/  
  
using System;  
using UniRx;  
using UnityEngine;  
  
namespace UniRxLesson  
{  
    public class BufferExample : MonoBehaviour  
    {  
        private void Start()  
        {  
            Observable.Interval(TimeSpan.FromSeconds(1.0f))  
                .Buffer(TimeSpan.FromSeconds(3.0f))  
        }  
    }  
}
```

```
        .Subscribe(_ => { Debug.LogFormat("currentTime:{0}",  
DateTime.Now.Second); })  
        .AddTo(this);  
    }  
}
```

输出结果为:

```
11  
14  
17  
...
```

今天的内容就这些