

# 20.Repeat

## LINQ Repeat 简介

在生成序列中重复该值的次数。

## LINQ Repeat 代码示例

```
/*  
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 */
```

```
using System.Linq;
using UnityEngine;

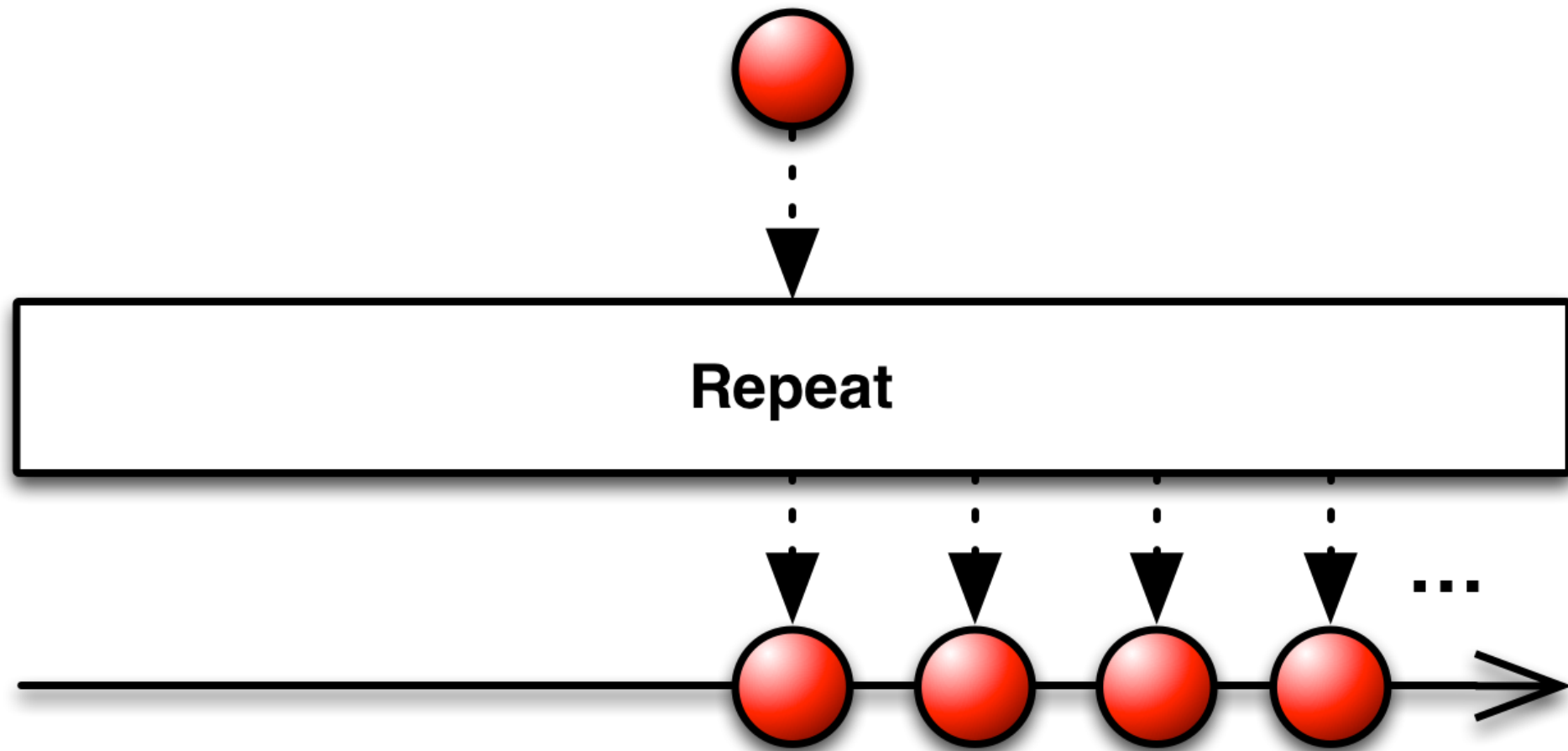
namespace UniRxLesson
{
    public class LINQRepeatExample : MonoBehaviour
    {
        private void Start()
        {
            var strings =
                Enumerable.Repeat("I like programming.", 5);

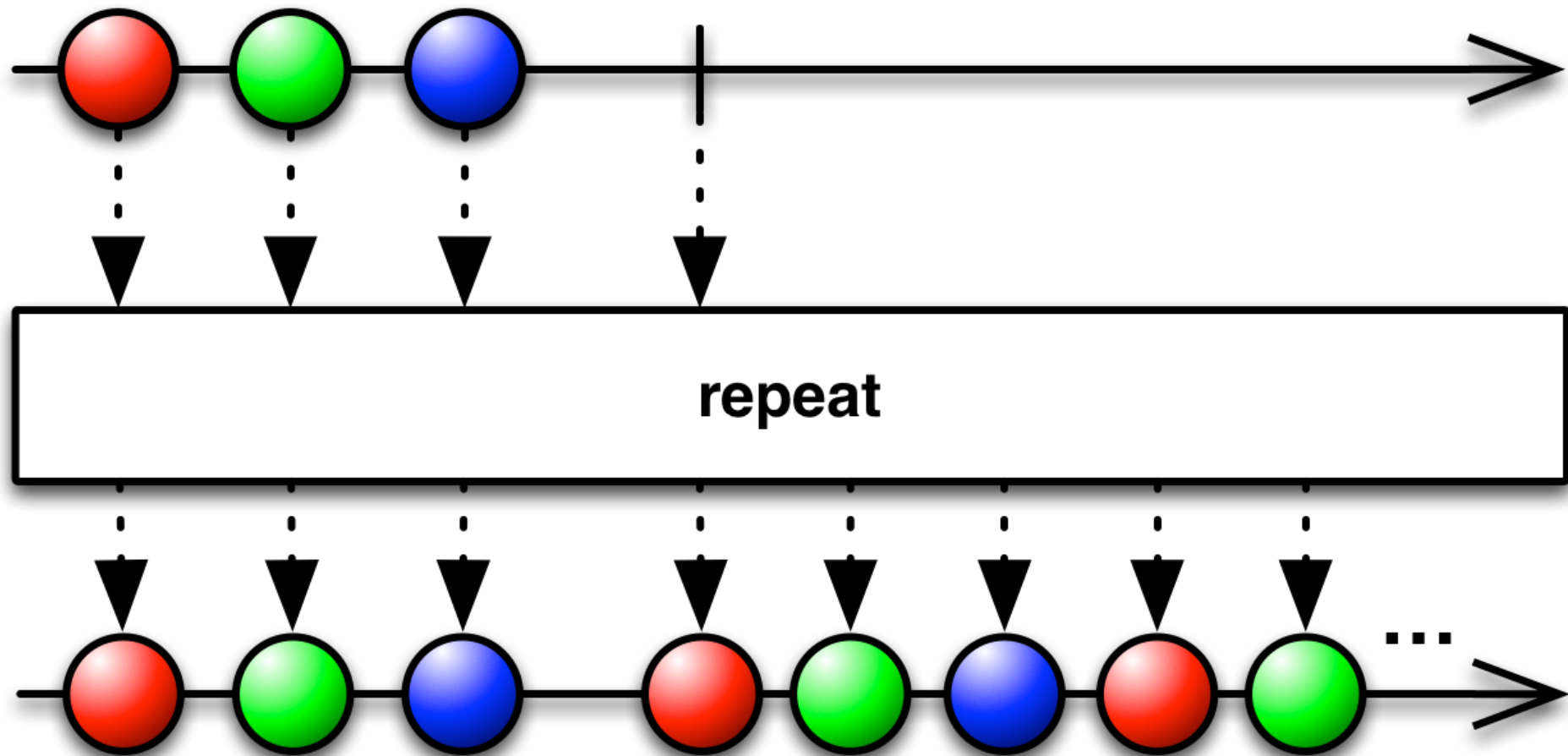
            foreach (var str in strings)
            {
                Debug.Log(str);
            }
        }
    }
}
```

输出结果为:

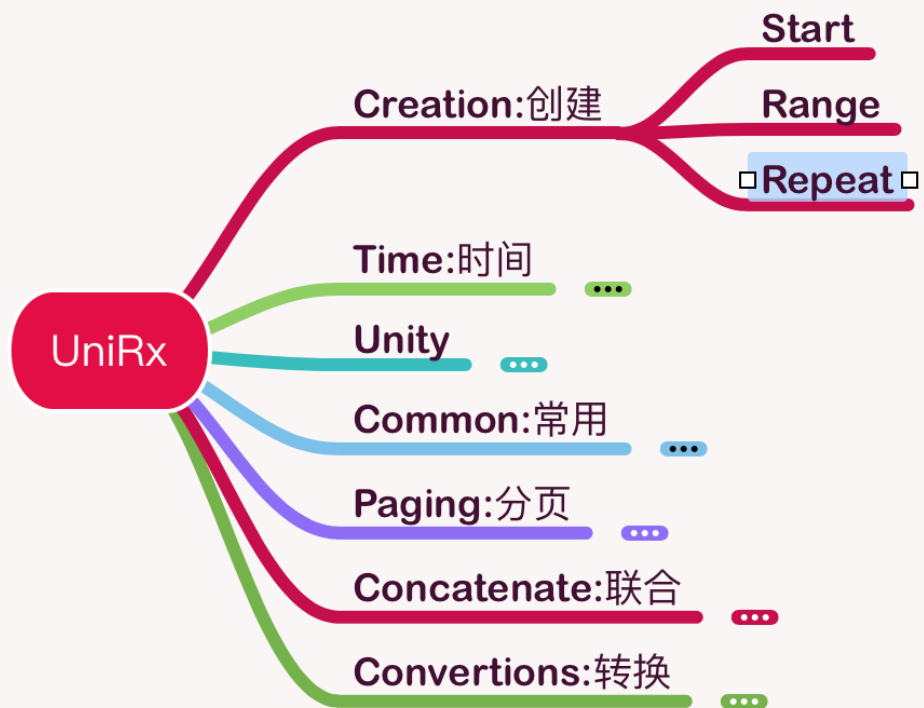
```
I Like programming.  
I Like programming.  
I Like programming.  
I Like programming.  
I Like programming.
```

# UniRx Repeat 示意图





# UniRx Repeat 在知识地图中的位置





# UniRx Repeat 代码示例

```
/******  
 * http://sikiedu.com liangxie  
******/  
  
using UniRx;  
using UniRx.Triggers;  
using UnityEngine;  
  
namespace UniRxLesson  
{  
    public class UniRxRepeatExample : MonoBehaviour  
    {  
        private void Start()  
        {  
            var leftClickStream = this.UpdateAsObservable().Where(_ =>  
Input.GetMouseButtonDown(0));
```

```
        var rightClickStream = this.UpdateAsObservable().Where(_ =>
Input.GetMouseButtonDown(1));

        leftClickStream.Zip(rightClickStream, (e1,e2)=>"Clicked")
            .First()
            .Repeat()
            .Subscribe(Debug.Log);
    }
}
```

运行之后，点击鼠标的顺序为, 左->右->左->右->左->左->左->右->右->右  
输出的结果为:

```
// 左
Clicked // 右
// 左
Clicked // 右
// 左
```

```
// 左  
// 左  
Clicked // 右  
// 右  
// 右
```

今天的内容就这些