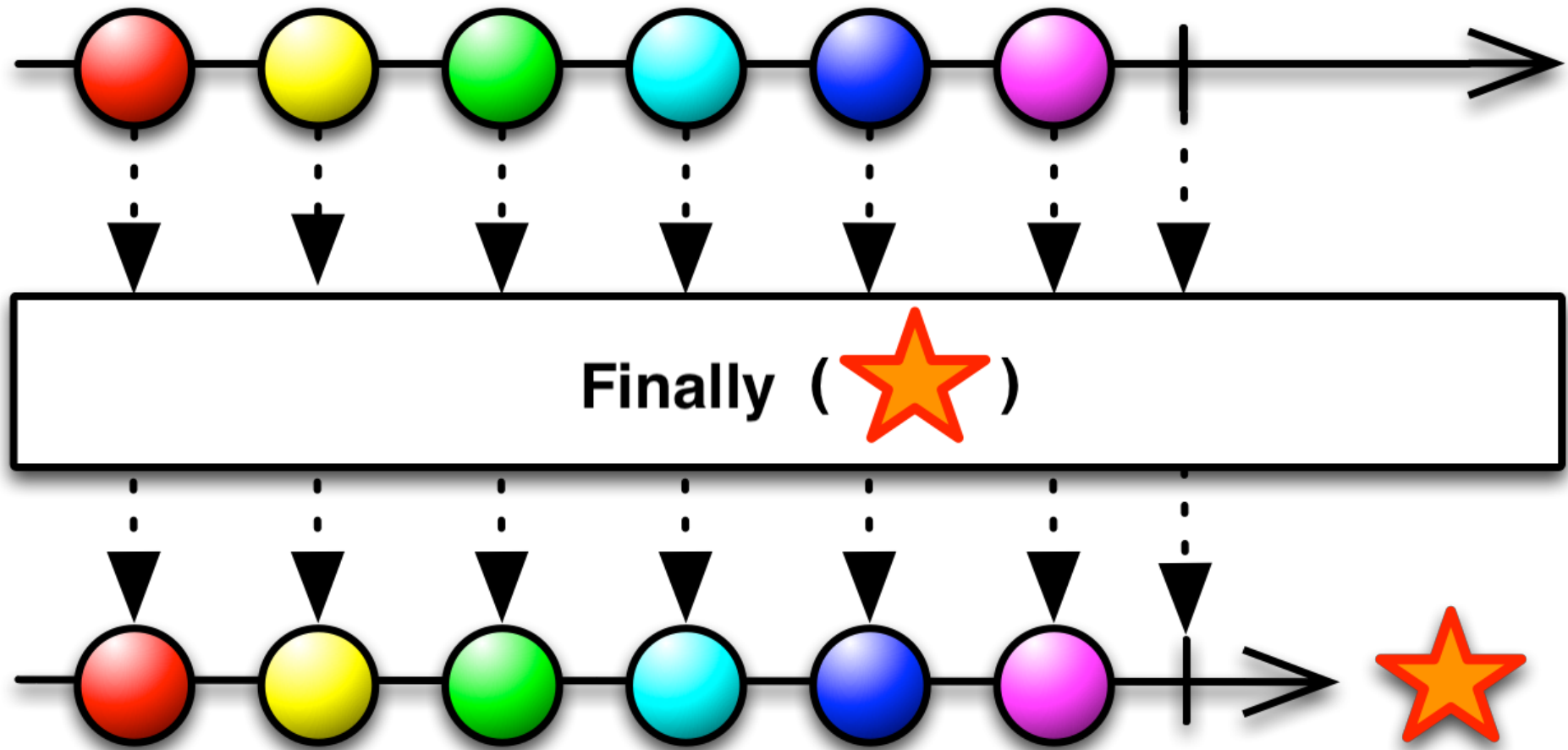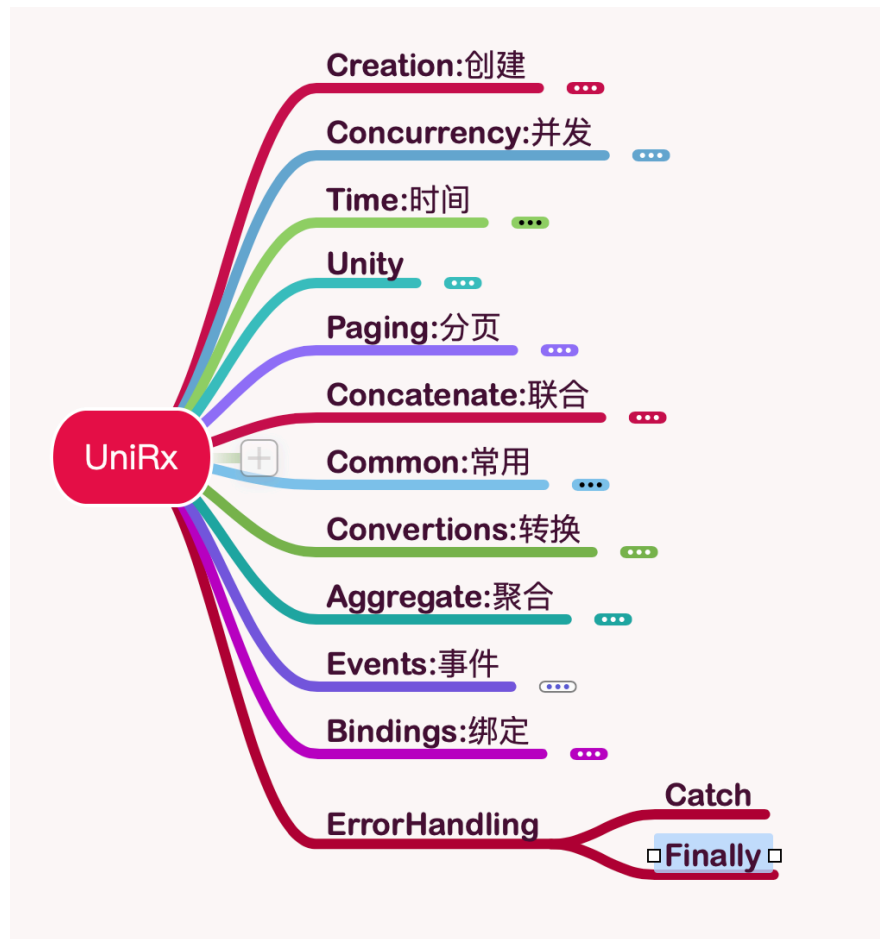# 35.Finally

UniRx Finally 示意图

注册一个动作，当它产生的Observable终止之后会被调用，无论是正常还是异常终止。

Finally (⭐)

UniRx Finally 所在知识地图中的位置

4

UniRx Finally 示例代码

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

using System;
using UniRx;
using UnityEngine;

namespace UniRxLesson
{
    public class UniRxFinallyExample : MonoBehaviour
    {
        void Start()
        {
            var source = new Subject<int>();
            var result = source.Finally(() => Debug.Log("Finally action ran"));
```

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```
                    result.Subscribe(number => Debug.LogFormat("OnNext({0})", number), () =>
        Debug.Log("OnCompleted()"));

                    source.OnNext(1);
                    source.OnNext(2);
                    source.OnNext(3);
                    //source.OnError(new Exception());
                    source.OnCompleted();
                }
            }
        }
```

输出结果为

```
OnNext(1)
OnNext(2)
OnNext(3)
OnCompleted()
```

```
Finally action ran
```