

15.TakeUntilDisable

示例代码

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

```
{  
    public class UniRxTakeUntilDisableExmaple : MonoBehaviour  
    {  
        void Start()  
        {  
            Observable.EveryUpdate()  
                .Where(_ => Input.GetMouseButtonDown(0))  
                .TakeUntilDisable(this)  
                .Subscribe(_ => Debug.Log("mouse clicked"));  
        }  
    }  
}
```

运行结果为，每次按下鼠标左键，则输出 mouse clicked，将 该脚本所在的 GameObject 隐藏掉后，点击鼠标不再输出。