

21.Merge

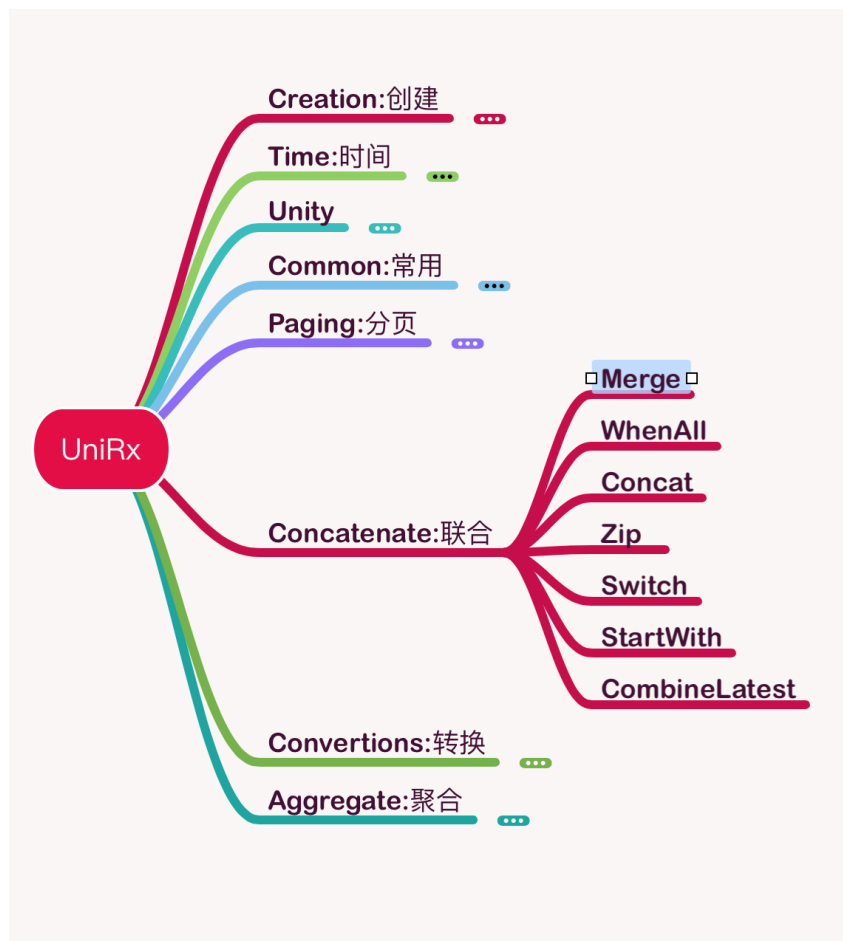
Merge 示意图



merge



Merge 所在知识地图中的位置



Merge 代码示例

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

```
using UniRx;  
using UniRx.Triggers;  
using UnityEngine;
```

```
namespace UniRxLesson  
{  
    public class MergeExample : MonoBehaviour  
    {  
        private void Start()  
        {  
            var aStream = this.UpdateAsObservable().Where(_ =>  
Input.GetMouseButtonDown(0)).Select(_ => "A");
```

```
        var bStream = this.UpdateAsObservable().Where(_ =>
Input.GetMouseButtonDown(1)).Select(_ => "B");

        aStream.Merge(bStream)
            .Subscribe(Debug.Log);
    }
}
}
```

输出结果为，点击鼠标左键则输出“A”，点击鼠标右键则输出“B”。