

# 9.ObserveOnMainThread

## 示例代码

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

```
namespace UniRxLesson
{
    public class UniRxSubscribeOnMainThreadExample : MonoBehaviour
    {
        void Start()
        {
            Debug.Log(Time.time);

            Observable.Start(() =>
            {
                Thread.Sleep(TimeSpan.FromSeconds(1.0f));
                return 1;
            }).ObserveOnMainThread()
                .Subscribe(threadResult => Debug.LogFormat("{0} {1}",
threadResult, Time.time));
        }
    }
}
```

输出结果为:

```
0  
// 2 秒后  
1 1.034706
```