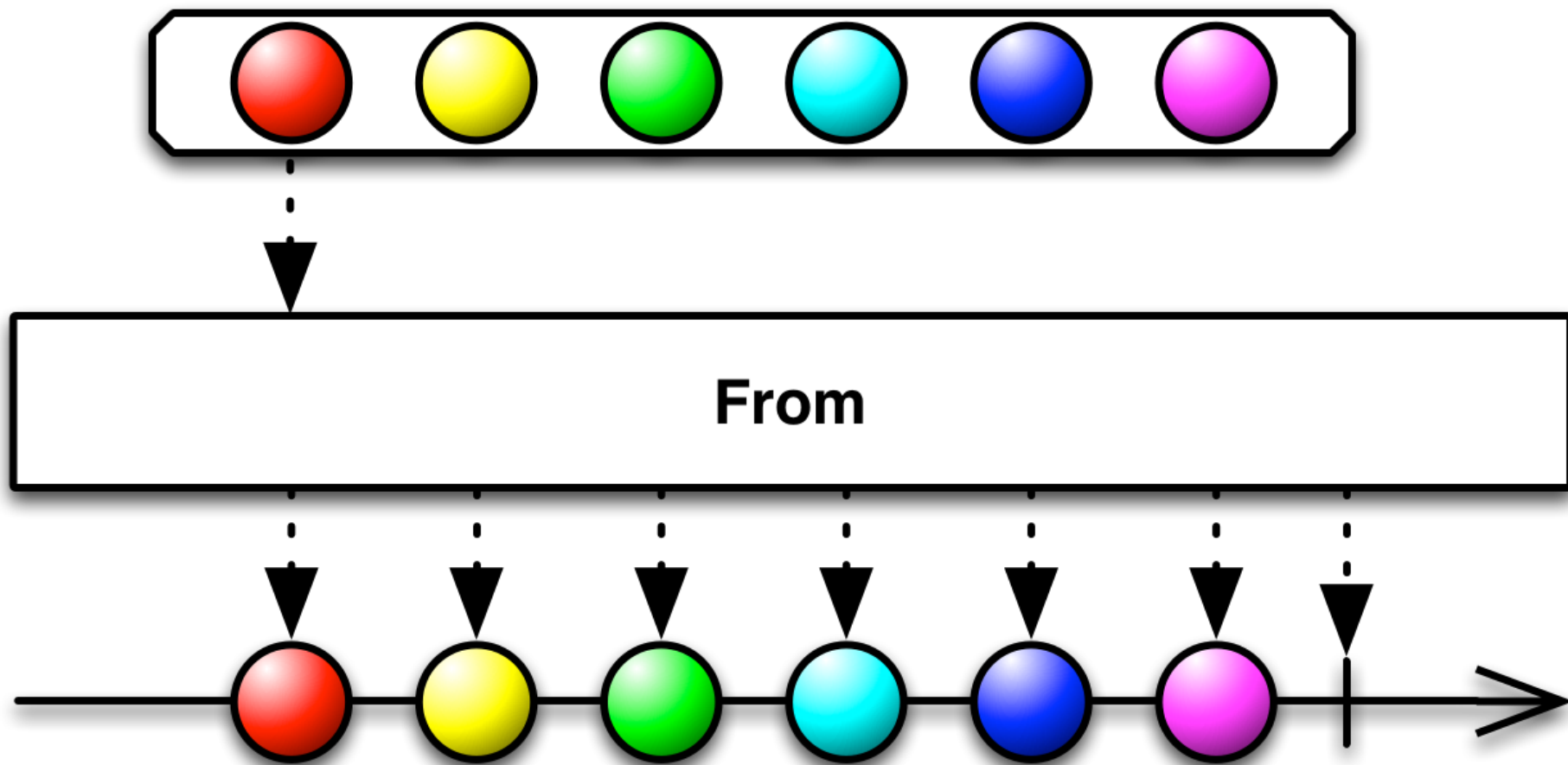


28.FromEvent

FromEvent 示意图

将其它种类的对象和数据类型转换为Observable



FromEvent 所在知识地图中的位置



代码示例

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

```
using System;  
using UniRx;  
using UnityEngine;  
using UnityEngine.Events;  
using UnityEngine.UI;  
  
namespace UniRxLesson  
{  
    public class UniRxFromEventExample : MonoBehaviour  
    {  
        event Action OnClickEvent;
```

```
void Start()
{
    transform.Find("Button")
        .GetComponent<Button>()
        .onClick.AddListener(() => OnClickEvent());

    Observable.FromEvent(action => OnClickEvent += action, action => OnClickEvent
-= action)
        .Subscribe(_ => Debug.Log("button clicked"));
}
}
```

输出结果为，当每次点击时，输出 button clicked