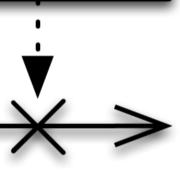
33.Throw

Throw 示意图

Throw



创建一个不发射数据以一个错误终止的 Observable 示例代码

* http://sikiedu.com liangxie

```
using System;
using UniRx;
using UnityEngine;
namespace UniRxLesson
      public class UniRxThrowExample : MonoBehaviour
           void Start()
                 Observable.Throw<string>(new Exception("error"))
                               .Subscribe(_ => Debug.Log("不会输出"), e => Debug.LogFormat("发现
异常:{0}", e.Message));
```

输出结果:

发现异常:error