

# 16.RepeatUntilDisable

## 示例代码

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

```
{  
    public class UniRxRepeatUntilDisableExample : MonoBehaviour  
    {  
        void Start()  
        {  
            Observable.Timer(TimeSpan.FromSeconds(1.0f))  
                .RepeatUntilDisable(this)  
                .Subscribe(_ => Debug.Log("ticked"));  
        }  
    }  
}
```

运行结果为，每隔一秒输出 ticked，当把该脚本所在的 GameObject 隐藏，则停止输出。