﻿UniRx - Reactive Extensions for Unity / Ver 6.2.2

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Created by Yoshifumi Kawai(neuecc)

UniRx (Reactive Extensions for Unity) is a reimplementation of the .NET Reactive Extensions.

UniRx is Core Library (Port of Rx) + Platform Adaptor (MainThreadScheduler/FromCoroutine/etc) + Framework (ObservableTriggers/ReactiveProeperty/etc) + async/await integration(UniRx.Async)

Please read Official Site's ReadMe(Manual) - https://github.com/neuecc/UniRx/

UniRx is available on the Unity Asset Store (FREE) - http://u3d.as/content/neuecc/uni-rx-reactive-extensions-for-unity/7tT

Blog for update info - https://medium.com/@neuecc

Support thread on the Unity Forums: Ask me any question - http://forum.unity3d.com/threads/248535-UniRx-Reactive-Extensions-for-Unity

Release Notes, see [UniRx/releases](https://github.com/neuecc/UniRx/releases)

Author Info

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He is awarding Microsoft MVP for Visual C# since 2011.

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License

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This library is under the [MIT License](https://github.com/neuecc/UniRx/blob/master/LICENSE).

Some code is borrowed from [Rx.NET](https://rx.codeplex.com/) and [mono/mcs](https://github.com/mono/mono).