

Buffering



David Mann

@MannD | [Labs.HeirloomSoftware.com](https://labs.heirloomsoftware.com)

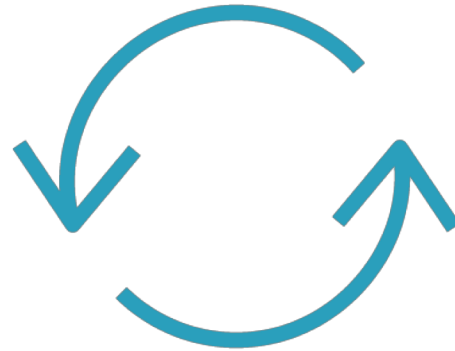


Operators

- buffer
- bufferCount
- bufferTime
- bufferToggle
- bufferWhen
- window
- windowCount
- windowTime
- windowToggle
- windowWhen



Use Case



Batching



Collecting output from source observable and emitting in batches based on defined condition(s)

Buffering

Emit an Array of values

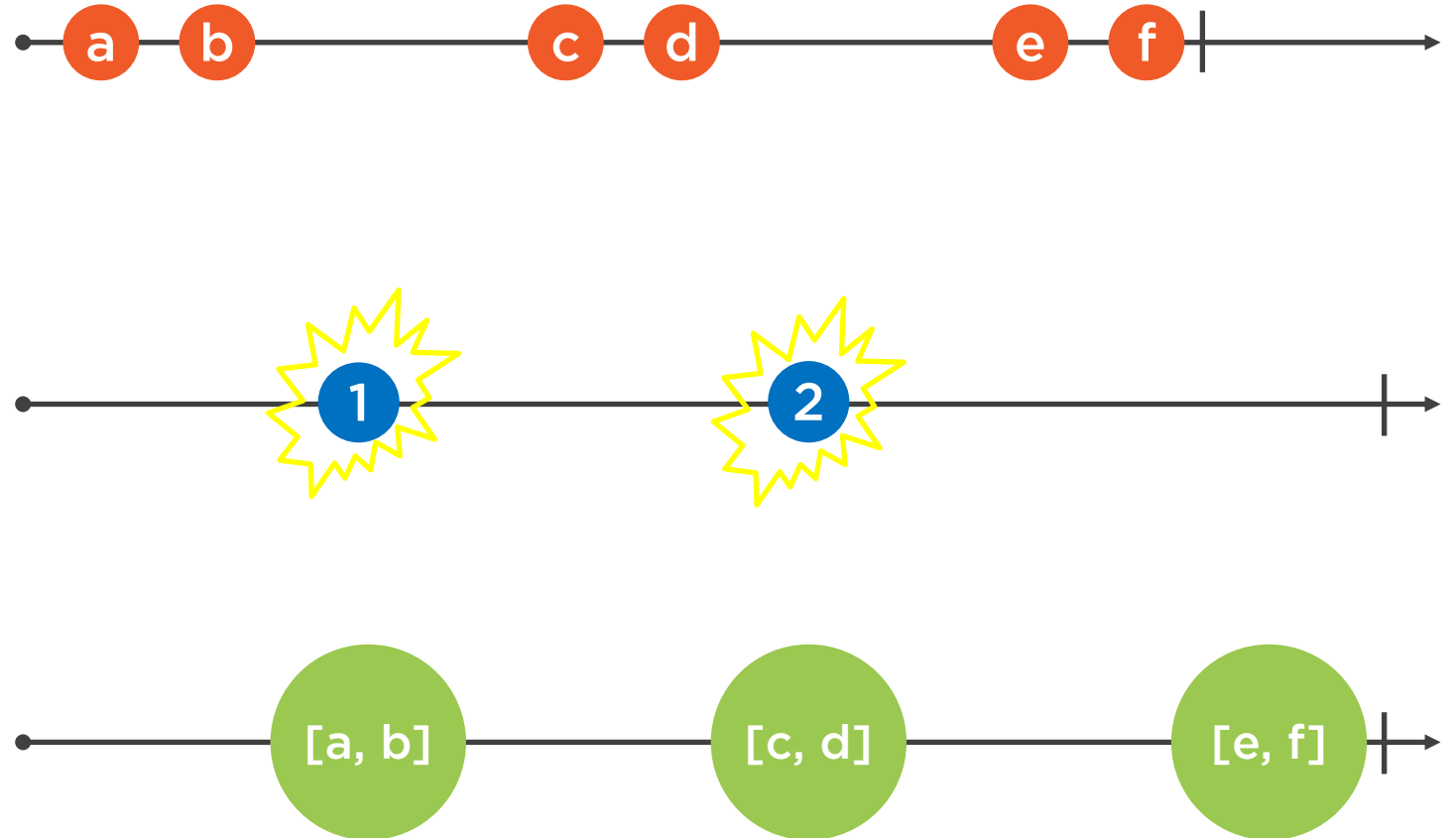
Windowing

Emit an Observable of values



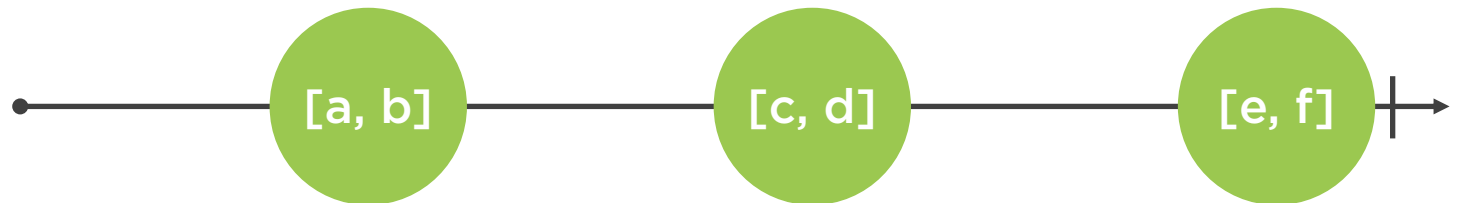
buffer

Emit array on signal



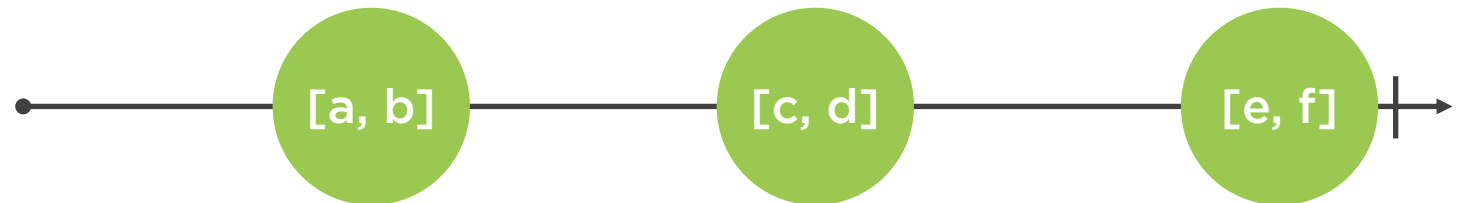
bufferCount

Emit when buffer full



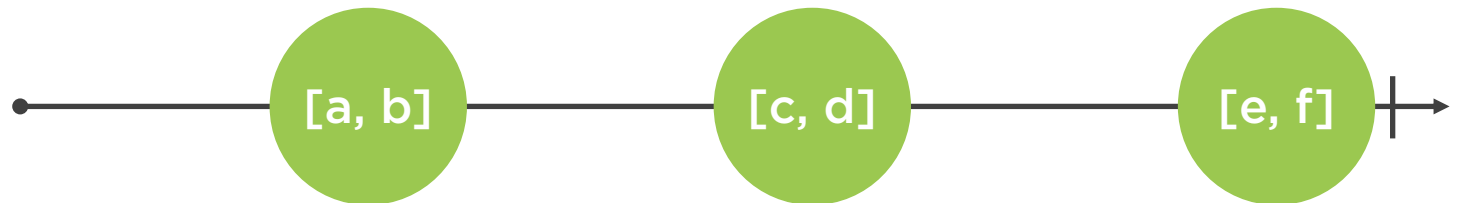
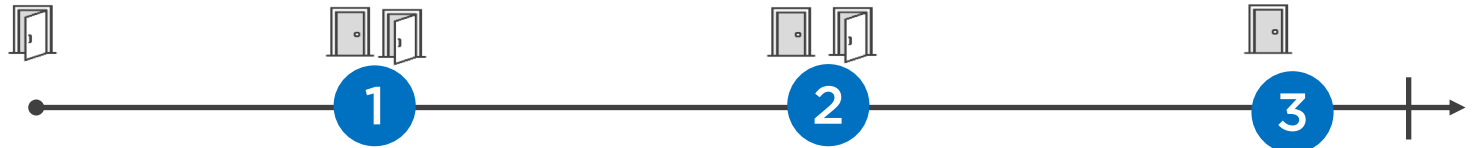
bufferTime

Emit on timer



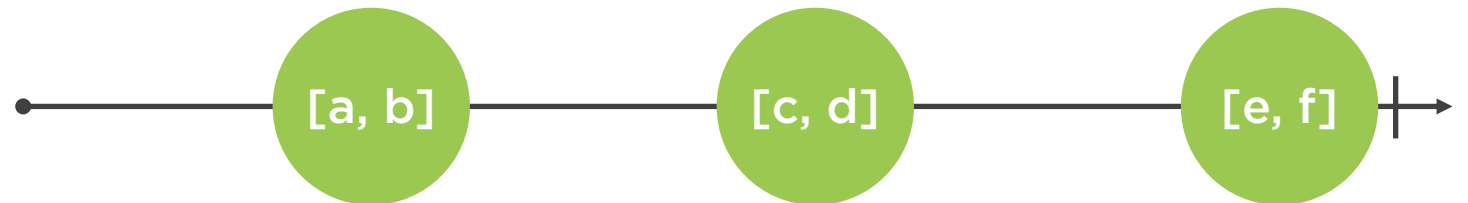
bufferToggle

Specify buffer
open/close



bufferWhen

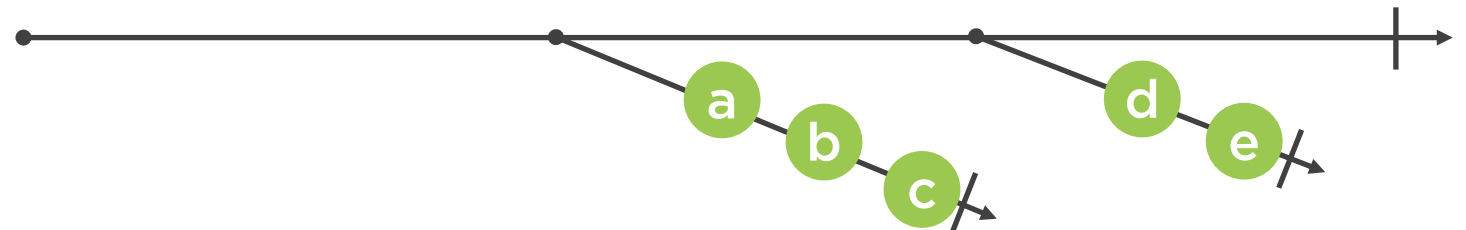
Specify buffer close



window

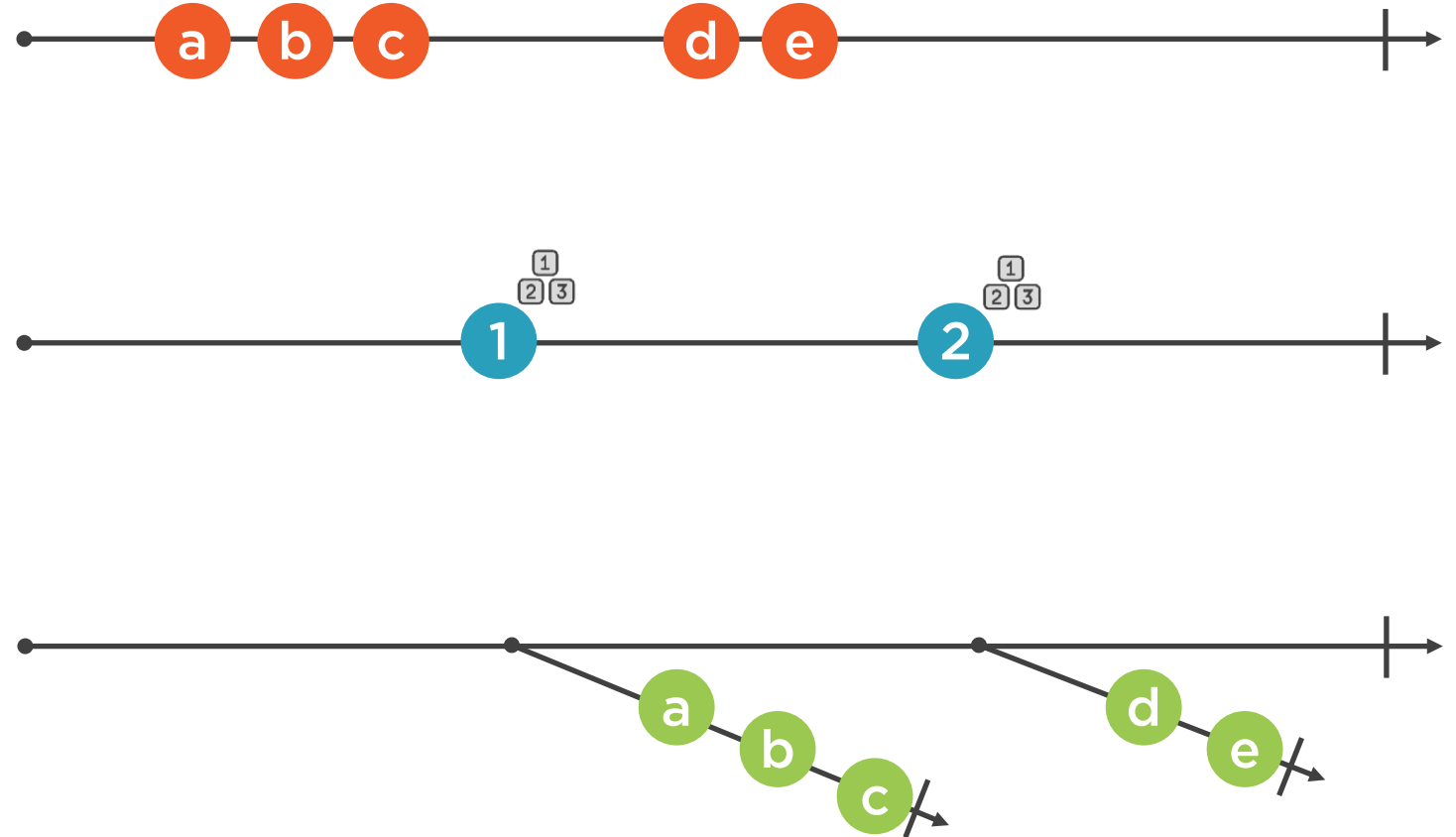


Emit observable on
signal



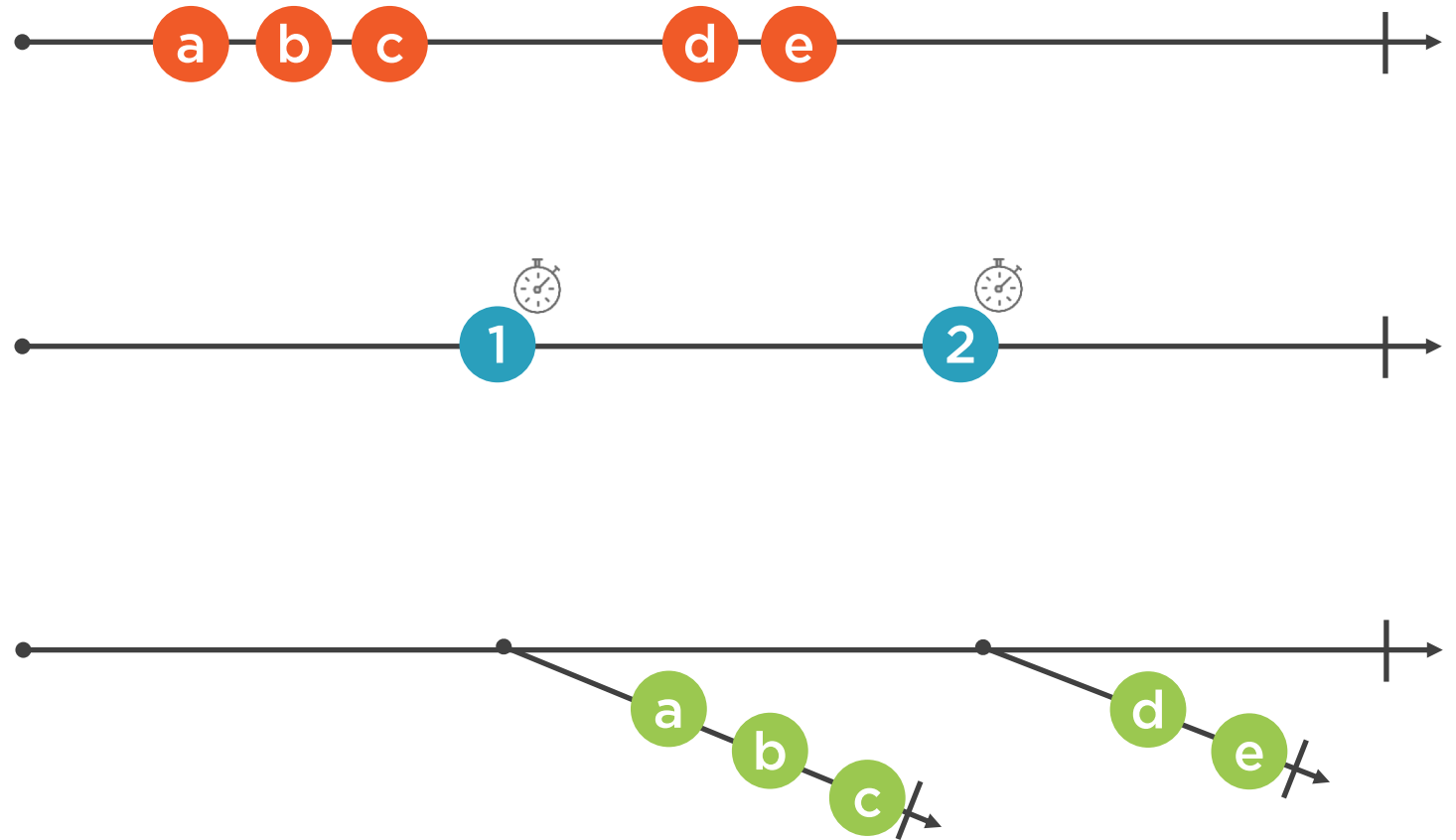
windowCount

Emit observable on
signal



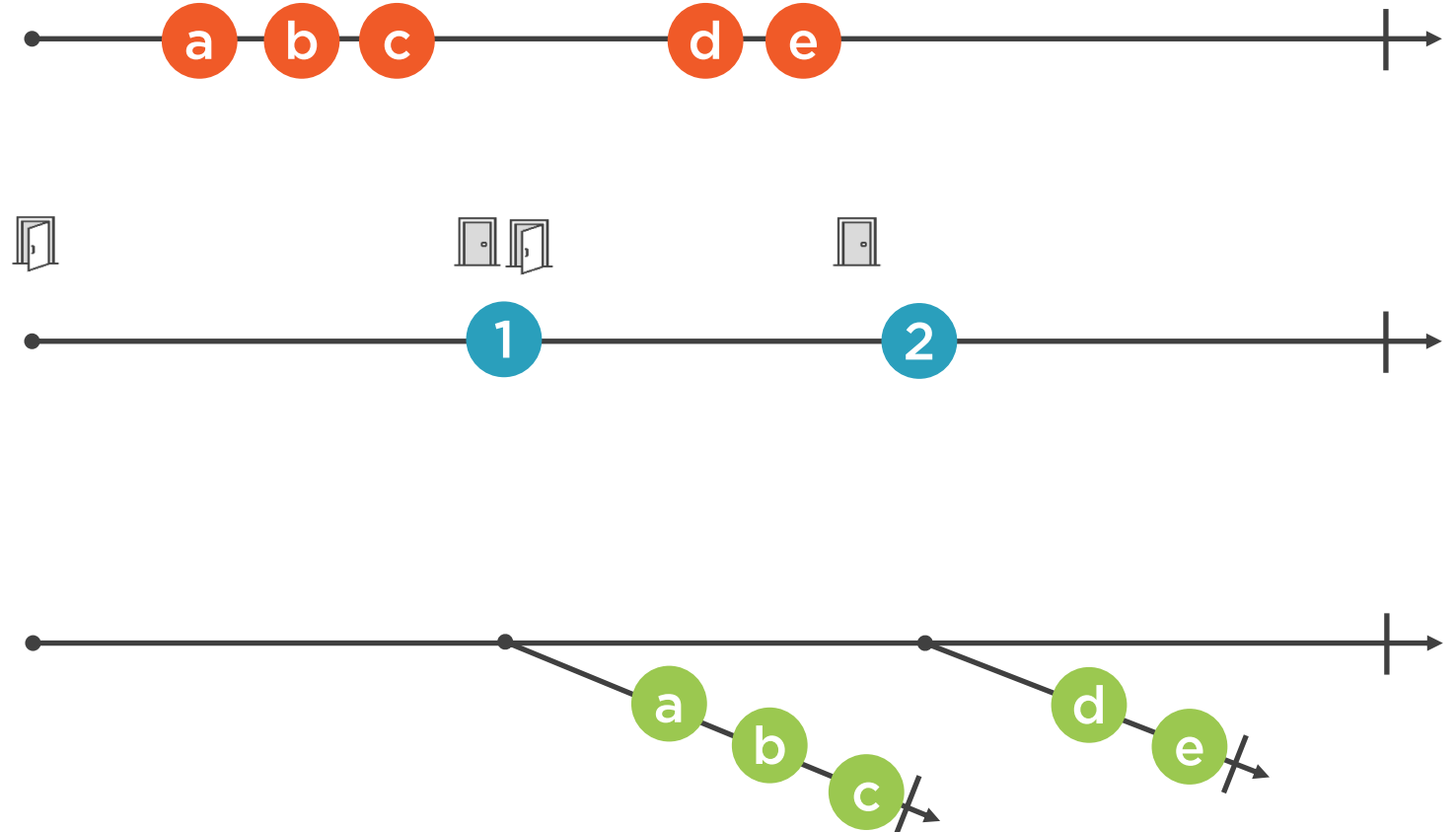
windowTime

Emit on timer



windowToggle

Specify window
open/close



windowWhen

Specify window close

