# Classes

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AsyncSubject</td>
<td>Represents the result of an asynchronous operation.</td>
</tr>
<tr>
<td>BehaviorSubject</td>
<td>Represents an object that is both an observable sequence as well as an observer.</td>
</tr>
<tr>
<td>BooleanDisposable</td>
<td>Represents an IDisposable that can be checked for status.</td>
</tr>
<tr>
<td>CompositeDisposable</td>
<td>Represents a group of Disposables that are disposed together.</td>
</tr>
<tr>
<td>ConnectableObservable</td>
<td>Represents an observable that can be connected and disconnected from its source.</td>
</tr>
<tr>
<td>Disposable</td>
<td>Provides a set of static methods for creating Disposables.</td>
</tr>
<tr>
<td>GroupedObservable</td>
<td>Represents an observable sequence of values that have a common key.</td>
</tr>
<tr>
<td>List</td>
<td>Represents mutable List semantics in JavaScript</td>
</tr>
<tr>
<td>MutableDisposable</td>
<td>Represents a disposable whose underlying disposable can be swapped for another disposable.</td>
</tr>
<tr>
<td>Notification</td>
<td>Represents a notification to an observer.</td>
</tr>
<tr>
<td>Observable</td>
<td>Represents a push-style collection.</td>
</tr>
<tr>
<td>Observer</td>
<td>Supports push-style iteration over an observable sequence.</td>
</tr>
<tr>
<td>Pattern</td>
<td>Represents a join pattern.</td>
</tr>
<tr>
<td>Plan</td>
<td>Represents an execution plan for join patterns.</td>
</tr>
<tr>
<td>RefCountDisposable</td>
<td>Represents a disposable that only disposes its underlying disposable when all dependent disposables have been disposed.</td>
</tr>
<tr>
<td>ReplaySubject</td>
<td>Represents an object that is both an observable sequence as well as an observer.</td>
</tr>
<tr>
<td><strong>Scheduler</strong></td>
<td>Represents an object that schedules units of work.</td>
</tr>
<tr>
<td><strong>Subject</strong></td>
<td>Represents an object that is both an observable sequence as well as an observer.</td>
</tr>
<tr>
<td><strong>XmlHttpRequestDetails</strong></td>
<td>Represents required and optional arguments passed into Observable.XmlHttpRequest.</td>
</tr>
</tbody>
</table>
## Interfaces

<table>
<thead>
<tr>
<th>Interface</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>IObserver</td>
<td>Represents a push-style collection.</td>
</tr>
<tr>
<td>IObserver</td>
<td>Supports push-style iteration over an observable sequence.</td>
</tr>
<tr>
<td>ISubject</td>
<td>Represents an object that is both an observable sequence as well as an observer.</td>
</tr>
</tbody>
</table>

Send [feedback](#) on this topic to Microsoft.
AsyncSubject Class

Represents the result of an asynchronous operation.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.AsyncSubject = function();

Type.createClass(
  'Rx.AsyncSubject',
  Rx.Observable,
  Rx.ISubject,
  Rx.IObservable,
  Rx.IObserver);


Inheritance Hierarchy

System...:::Object
  Rx...:::Observable
    Rx.....AsyncSubject
See Also

Rx Namespace

Send feedback on this topic to Microsoft.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>AsyncSubject()</code></td>
<td>Creates a subject that can only receive one value and that value is cached for all future observations.</td>
</tr>
<tr>
<td><code>AsyncSubject(Scheduler)</code></td>
<td>Creates a subject that can only receive one value and that value is cached for all future observations.</td>
</tr>
</tbody>
</table>
See Also

AsyncSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
AsyncSubject Constructor

AsyncSubject Class  See Also  Send Feedback

Creates a subject that can only receive one value and that value is cached for all future observations.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.AsyncSubject = function();
See Also

AsyncSubject Class
AsyncSubject Overload
Rx Namespace

Send feedback on this topic to Microsoft.
AsyncSubject Constructor (Scheduler)

Create a subject that can only receive one value and that value is cached for all future observations.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.AsyncSubject = function(scheduler);

Parameters

scheduler
Type: Rx::Scheduler
See Also

AsyncSubject Class
AsyncSubject Overload
Rx Namespace

Send feedback on this topic to Microsoft.
The AsyncSubject type exposes the following members.
# Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Aggregate</strong></td>
<td>Applies an accumulator function over an observable sequence. The specified seed value is used as the initial accumulator value. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>Aggregate1</strong></td>
<td>Applies an accumulator function over an observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>All</strong></td>
<td>Determines whether all elements of an observable sequence satisfy a condition. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>And</strong></td>
<td>Matches when both observable sequences have an available value. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>Any</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>AsObservable</strong></td>
<td>Hides the identity of an observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>Average</strong></td>
<td>Computes the average of a sequence of numeric values. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>BufferWithCount</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>BufferWithTime</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>BufferWithTimeOrCount</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>Catch</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>CombineLatest</strong></td>
<td>Merges two observable sequences into one observable sequence by using the selector function whenever one of the observable sequences has a new value. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>Concat</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>Contains</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>Count</strong></td>
<td>Returns an number representing the total number of elements in an observable sequence. (Inherited from <strong>Observable</strong>.)</td>
</tr>
<tr>
<td><strong>Delay</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>Dematerialize</strong></td>
<td>Dematerializes the explicit notification values of an observable sequence as implicit notifications. (Inherited from <strong>Observable</strong>.)</td>
</tr>
<tr>
<td><strong>DistinctUntilChanged</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>Do</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>Final</strong></td>
<td>Returns an observable that contains only the final OnNext value. (Inherited from <strong>Observable</strong>.)</td>
</tr>
<tr>
<td><strong>Finally</strong></td>
<td>Invokes finallyAction after source observable sequence terminates normally or by an exception. (Inherited from <strong>Observable</strong>.)</td>
</tr>
<tr>
<td><strong>GetType</strong></td>
<td>(Inherited from <strong>Object</strong>.)</td>
</tr>
<tr>
<td><strong>GroupBy</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>IsEmpty</strong></td>
<td>Determines whether an observable sequence is empty. (Inherited from <strong>Observable</strong>.)</td>
</tr>
<tr>
<td><strong>Let</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>Materialize</strong></td>
<td>Materializes the implicit notifications of an observable sequence as explicit notification values. (Inherited from <strong>Observable</strong>.)</td>
</tr>
<tr>
<td><strong>Max</strong></td>
<td>Returns the maximum value in an observable sequence. (Inherited from <strong>Observable</strong>.)</td>
</tr>
<tr>
<td><strong>MaxBy</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>Merge</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>MergeObservable</strong></td>
<td>Merges an observable sequence of observable sequences into an observable sequence. (Inherited from <strong>Observable</strong>.)</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>----------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>Min</strong></td>
<td>Returns the minimum value in an observable sequence.</td>
</tr>
<tr>
<td>(Inherited from Observable.)</td>
<td></td>
</tr>
<tr>
<td><strong>MinBy</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>OnCompleted</strong></td>
<td>Notifies all subscribed observers of the end of the sequence.</td>
</tr>
<tr>
<td><strong>OnError</strong></td>
<td>Notifies all subscribed observers with the exception.</td>
</tr>
<tr>
<td><strong>OnErrorResumeNext</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>OnNext</strong></td>
<td>Notifies all subscribed observers with the value.</td>
</tr>
<tr>
<td><strong>Prune</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>Publish</strong></td>
<td>Removes the timestamp from each value of an observable sequence.</td>
</tr>
<tr>
<td>(Inherited from Observable.)</td>
<td></td>
</tr>
<tr>
<td><strong>RemoveInterval</strong></td>
<td>Removes the timestamp from each value of an observable sequence.</td>
</tr>
<tr>
<td>(Inherited from Observable.)</td>
<td></td>
</tr>
<tr>
<td><strong>RemoveTimestamp</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>Repeat</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>Replay</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>Retry</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>Sample</strong></td>
<td>Applies an accumulator function over an observable sequence and returns each</td>
</tr>
<tr>
<td>intermediate result.</td>
<td>(Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>Scan</strong></td>
<td>Applies an accumulator function over an observable sequence and returns each</td>
</tr>
<tr>
<td>intermediate result.</td>
<td>(Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>Scan0</strong></td>
<td>Applies an accumulator function over an observable sequence and returns each</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------</td>
<td>--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Scan1</td>
<td>intermediate result. (Inherited from <strong>Observable</strong>.)</td>
</tr>
<tr>
<td>Select</td>
<td>Overloaded. Projects each value of an observable sequence to an observable sequence and flattens the resulting observable sequences into one observable sequence. (Inherited from <strong>Observable</strong>.)</td>
</tr>
<tr>
<td>SelectMany</td>
<td>Bypasses a specified number of values in an observable sequence and then returns the remaining values. (Inherited from <strong>Observable</strong>.)</td>
</tr>
<tr>
<td>Skip</td>
<td>Returns the values from the source observable sequence only after the other observable sequence produces a value. (Inherited from <strong>Observable</strong>.)</td>
</tr>
<tr>
<td>SkipUntil</td>
<td>Bypasses values in an observable sequence as long as a specified condition is true and then returns the remaining values. (Inherited from <strong>Observable</strong>.)</td>
</tr>
<tr>
<td>SkipWhile</td>
<td>Overloaded. Bypasses values in an observable sequence as long as a specified condition is true and then returns the remaining values. (Inherited from <strong>Observable</strong>.)</td>
</tr>
<tr>
<td>StartWith</td>
<td>Overloaded. Computes the sum of a sequence of numeric values. (Inherited from <strong>Observable</strong>.)</td>
</tr>
<tr>
<td>Subscribe</td>
<td>Overloaded.</td>
</tr>
<tr>
<td>Sum</td>
<td>Transforms an observable sequence of observable sequences into an observable sequence producing values only from the most recent observable sequence. (Inherited from <strong>Observable</strong>.)</td>
</tr>
<tr>
<td>Switch</td>
<td>Overloaded. Returns the values from the source observable sequence until the other observable sequence produces a value. (Inherited from <strong>Observable</strong>.)</td>
</tr>
<tr>
<td>Take</td>
<td>Returns values from an observable sequence</td>
</tr>
<tr>
<td>TakeUntil</td>
<td>Returns the values from the source observable sequence until the other observable sequence produces a value. (Inherited from <strong>Observable</strong>.)</td>
</tr>
</tbody>
</table>
- **TakeWhile**
as long as a specified condition is true, and then skips the remaining values.  
(Inherited from Observable.)

- **Then**
Matches when the observable sequence has an available value and projects the value.  
(Inherited from Observable.)

- **Throttle**  
Overloaded.
- **TimeInterval**  
Overloaded.
- **Timeout**  
Overloaded.
- **Timestamp**  
Overloaded.
- **ToLocaleString**  
(Inherited from Object.)
- **ToString**  
(Inherited from Object.)
- **Where**  
Overloaded.

- **Zip**
Merges two observable sequences into one observable sequence by using the selector function.  
(Inherited from Observable.)
See Also

AsyncSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Include Protected Members
Include Inherited Members

.NET Framework Class Library
AsyncSubject...:::Any Method

AsyncSubject Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Any()()</td>
<td>Determines whether an observable sequence contains any elements.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
<tr>
<td>Any(FuncObjectBoolean)</td>
<td>Determines whether any element of an observable sequence satisfies a condition.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
</tbody>
</table>
See Also

AsyncSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
 Include Inherited Members
.NET Framework Class Library
AsyncSubject...:::BufferWithCount Method
AsyncSubject Class  See Also  Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
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</thead>
<tbody>
<tr>
<td>BufferWithCount(Int32)</td>
<td>Projects each value of an observable sequence into a buffer. (Inherited from Observable.)</td>
</tr>
<tr>
<td>BufferWithCount(Int32, Int32)</td>
<td>Projects each value of an observable sequence into a buffer. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

AsyncSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
AsyncSubject...:::BufferWithTime Method

AsyncSubject Class  See Also  Send Feedback
### Overload List

<table>
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<tr>
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<tr>
<td>BufferWithTime(Int32)</td>
<td>Projects each value of an observable sequence into a buffer. (Inherited from Observable.)</td>
</tr>
<tr>
<td>BufferWithTime(Int32, Int32)</td>
<td>Projects each value of an observable sequence into a buffer. (Inherited from Observable.)</td>
</tr>
<tr>
<td>BufferWithTime(Int32, Int32, Scheduler)</td>
<td>Projects each value of an observable sequence into a buffer. (Inherited from Observable.)</td>
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</tbody>
</table>
See Also

AsyncSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
### Overload List

<table>
<thead>
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<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BufferWithTimeOrCount(Int32, Int32)</td>
<td>Projects each value of an observable sequence into a buffer. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>BufferWithTimeOrCount(Int32, Int32, Scheduler)</td>
<td>Projects each value of an observable sequence into a buffer. (Inherited from <a href="#">Observable</a>.)</td>
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See Also

AsyncSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Catch(Observable)</td>
<td>Continues an observable sequence that is terminated by an exception with the next observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Catch(Observable, Observable)</td>
<td>Continues an observable sequence that is terminated by an exception with the next observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Catch(Observable, Observable, Observable)</td>
<td>Continues an observable sequence that is terminated by an exception with the next observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Catch(Observable, Observable, Observable, Observable)</td>
<td>Continues an observable sequence that is terminated by an exception with the next observable sequence. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

AsyncSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
 AsyncSubject...:::Concat Method

AsyncSubject Class  See Also  Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Concat(Observable)</td>
<td>Concatenates all the observable sequences. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Concat(Observable, Observable)</td>
<td>Concatenates all the observable sequences. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Concat(Observable, Observable, Observable)</td>
<td>Concatenates all the observable sequences. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Concat(Observable, Observable, Observable, Observable)</td>
<td>Concatenates all the observable sequences. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

AsyncSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
AsyncSubject...:::Contains Method

AsyncSubject Class  See Also  Send Feedback
## Overload List

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<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="https://via.placeholder.com/15" alt="Contains" /> <strong>Contains(Object)</strong></td>
<td>Determines whether an observable sequence contains a specified element by using the default comparer. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td><img src="https://via.placeholder.com/15" alt="Contains" /> <strong>Contains(Object, FuncObjectObjectBoolean)</strong></td>
<td>Determines whether an observable sequence contains a specified element by using the specified comparer. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
</tbody>
</table>
See Also

AsyncSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
AsyncSubject.Delay Method
### Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Delay(Int32)</td>
<td>Time shifts the observable sequence by dueTime. The relative time intervals between the values are preserved. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Delay(Int32, Scheduler)</td>
<td>Time shifts the observable sequence by dueTime. The relative time intervals between the values are preserved. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

AsyncSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□ Include Protected Members
□ Include Inherited Members
.NET Framework Class Library
AsyncSubject...:::DistinctUntilChanged Method
AsyncSubject Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DistinctUntilChanged()</td>
<td>Returns an observable sequence that contains only distinct contiguous values. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>DistinctUntilChanged(FuncObjectObject)</td>
<td>Returns an observable sequence that contains only distinct contiguous values according to the keySelector. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>DistinctUntilChanged(FuncObjectObject, FuncObjectObjectBoolean)</td>
<td>Returns an observable sequence that contains only distinct contiguous values according to the keySelector and comparer. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
</tbody>
</table>
See Also

AsyncSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
AsyncSubject...:::Do Method

AsyncSubject Class  See Also  Send Feedback
## Overload List

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<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Do(Observer)</td>
<td>Invokes the observer for its side-effects on each value in the observable sequence. (Inherited from <a href="#">Observable</a>)</td>
</tr>
<tr>
<td>Do(ActionObject)</td>
<td>Invokes the action for its side-effects on each value in the observable sequence. (Inherited from <a href="#">Observable</a>)</td>
</tr>
<tr>
<td>Do(ActionObject, ActionObject)</td>
<td>Invokes the action for its side-effects on each value in the observable sequence. (Inherited from <a href="#">Observable</a>)</td>
</tr>
<tr>
<td>Do(ActionObject, ActionObject, Action)</td>
<td>Invokes the action for its side-effects on each value in the observable sequence. (Inherited from <a href="#">Observable</a>)</td>
</tr>
</tbody>
</table>
See Also

AsyncSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
AsyncSubject...:::GroupBy Method

AsyncSubject Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GroupBy(FuncObjectObject)</td>
<td>Groups the elements of an observable sequence according to a specified key selector function. (Inherited from Observable.)</td>
</tr>
<tr>
<td>GroupBy(FuncObjectObject, FuncObjectObject)</td>
<td>Groups the elements of an observable sequence and selects the resulting elements by using a specified function. (Inherited from Observable.)</td>
</tr>
<tr>
<td>GroupBy(FuncObjectObject, FuncObjectObject, FuncObjectString)</td>
<td>Groups the elements of an observable sequence according to a specified key selector function and keySerializer and selects the resulting elements by using a specified function. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

AsyncSubject Class  
Rx Namespace

Send feedback on this topic to Microsoft.
AsyncSubject Let Method

AsyncSubject Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Let(FuncObservableObservable)</code></td>
<td>Bind the source to the parameter without sharing subscription side-effects. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td><code>Let(FuncObservableObservable, FuncISubject)</code></td>
<td>Bind the source to the parameter so that it can be used multiple times without duplication of subscription side-effects. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
</tbody>
</table>
See Also

AsyncSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□  Include Protected Members
□  Include Inherited Members
.NET Framework Class Library
AsyncSubject...:::MaxBy Method
AsyncSubject Class  See Also  Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MaxBy(FuncObjectObject)</td>
<td>Returns the elements in an observable sequence with the maximum key value. (Inherited from Observable.)</td>
</tr>
<tr>
<td>MaxBy(FuncObjectObject, FuncObjectObjectInt32)</td>
<td>Returns the elements in an observable sequence with the maximum key value by using the specified comparer. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

AsyncSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
AsyncSubject...::Merge Method
AsyncSubject Class  See Also  Send Feedback
### Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Merge(Observable)</td>
<td>Merges all the observable sequences into a single observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Merge(Observable, Observable)</td>
<td>Merges all the observable sequences into a single observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Merge(Observable, Observable, Observable)</td>
<td>Merges all the observable sequences into a single observable sequence. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

AsyncSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MinBy(FuncObjectObject)</td>
<td>Returns the elements in an observable sequence with the minimum key value. (Inherited from Observable.)</td>
</tr>
<tr>
<td>MinBy(FuncObjectObject, FuncObjectObjectInt32)</td>
<td>Returns the elements in an observable sequence with the minimum key value by using the specified comparer. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

AsyncSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
AsyncSubject...:::OnCompleted Method

Namespace: Rx
Assembly: RxJS (in RxJS.dll)

Notifies all subscribed observers of the end of the sequence.
Syntax

JavaScript

function OnCompleted();

Implements

IObservable::OnCompleted()()
See Also

AsyncSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
AsyncSubject..::.OnError Method

AsyncSubject Class

Namespace: Rx
Assembly: RxJS (in RxJS.dll)

Notifies all subscribed observers with the exception.
Syntax

JavaScript

function OnError(exception);

Parameters

exception
  Type: System...::Object

Implements

IObserver...::OnError(Object)
See Also

AsyncSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>OnErrorResumeNext(Observable)</code></td>
<td>Continues an observable sequence that is terminated normally or by an exception with the next observable sequence. (Inherited from <code>Observable</code>.)</td>
</tr>
<tr>
<td><code>OnErrorResumeNext(Observable, Observable)</code></td>
<td>Continues an observable sequence that is terminated normally or by an exception with the next observable sequence. (Inherited from <code>Observable</code>.)</td>
</tr>
<tr>
<td><code>OnErrorResumeNext(Observable, Observable, Observable)</code></td>
<td>Continues an observable sequence that is terminated normally or by an exception with the next observable sequence. (Inherited from <code>Observable</code>.)</td>
</tr>
<tr>
<td><code>OnErrorResumeNext(Observable, Observable, Observable, Observable)</code></td>
<td>Continues an observable sequence that is terminated normally or by an exception with the next observable sequence. (Inherited from <code>Observable</code>.)</td>
</tr>
</tbody>
</table>
See Also

AsyncSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Notifies all subscribed observers with the value.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
Syntax

**JavaScript**

function OnNext(value);

**Parameters**

value
   Type: System:::Object

**Implements**

IObservable:::OnNext(Object)
See Also

AsyncSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
AsyncSubject...:::Prune Method

AsyncSubject Class  See Also  Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Prune()()</td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source containing only the last notification. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Prune(FuncObservableObservable)</td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source containing only the last notification. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Prune(FuncObservableObservable, Scheduler)</td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source containing only the last notification. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

AsyncSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
AsyncSubject...:::Publish Method

AsyncSubject Class  See Also  Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Publish()</td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Publish(FuncObservableObservable)</td>
<td>Returns an observable sequence that is the result of invoking the selector on a connectable observable sequence that shares a single subscription to the underlying source. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

AsyncSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
AsyncSubject...:::Repeat Method
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Repeat()()</td>
<td>Repeats the observable sequence indefinitely. (Inherited from <strong>Observable</strong>.)</td>
</tr>
<tr>
<td>Repeat(Int32)</td>
<td>Repeats the observable sequence repeatCount times. (Inherited from <strong>Observable</strong>.)</td>
</tr>
<tr>
<td>Repeat(Int32, Scheduler)</td>
<td>Repeats the observable sequence repeatCount times. (Inherited from <strong>Observable</strong>.)</td>
</tr>
</tbody>
</table>
See Also

AsyncSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
AsyncSubject.Replay Method

AsyncSubject Class  See Also  Send Feedback
# Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Replay()</strong></td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source replaying all notifications. (Inherited from <a href="#">Observable</a>)</td>
</tr>
<tr>
<td><strong>Replay(FuncObservableObservable)</strong></td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source replaying all notifications. (Inherited from <a href="#">Observable</a>)</td>
</tr>
<tr>
<td><strong>Replay(FuncObservableObservable, Int32)</strong></td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source replaying bufferSize notifications. (Inherited from <a href="#">Observable</a>)</td>
</tr>
<tr>
<td><strong>Replay(FuncObservableObservable, Int32, Int32)</strong></td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source replaying bufferSize notifications within window. (Inherited from <a href="#">Observable</a>)</td>
</tr>
<tr>
<td><strong>Replay(FuncObservableObservable, Int32, Int32, Scheduler)</strong></td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source replaying bufferSize notifications within window. (Inherited from <a href="#">Observable</a>)</td>
</tr>
</tbody>
</table>
See Also

AsyncSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
AsyncSubject...:::Retry Method

AsyncSubject Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Retry()()</td>
<td>Repeats the source observable sequence until it successfully terminates.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
<tr>
<td>Retry(Int32)</td>
<td>Repeats the source observable sequence the retryCount times or until it</td>
</tr>
<tr>
<td></td>
<td>successfully terminates.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
<tr>
<td>Retry(Int32,</td>
<td>Repeats the source observable sequence the retryCount times or until it</td>
</tr>
<tr>
<td>Scheduler)</td>
<td>successfully terminates.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
</tbody>
</table>
See Also

AsyncSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
AsyncSubject Class

See Also

Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sample(Int32)</td>
<td>Samples the observable sequence at each interval.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from Observable.)</td>
</tr>
<tr>
<td>Sample(Int32, Scheduler)</td>
<td>Samples the observable sequence at each interval.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

AsyncSubject Class  
Rx Namespace

Send feedback on this topic to Microsoft.
AsyncSubject...:::Select Method

AsyncSubject Class  See Also  Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>![Select] Select(FuncObjectInt32Object)</td>
<td>Projects each value of an observable sequence into a new form by incorporating the element's index. (Inherited from <strong>Observable</strong>.)</td>
</tr>
<tr>
<td>![Select] Select(FuncObjectObject)</td>
<td>Projects each value of an observable sequence into a new form. (Inherited from <strong>Observable</strong>.)</td>
</tr>
</tbody>
</table>
See Also

AsyncSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
AsyncSubject...:::StartWith Method
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
</table>
| `StartWith(Object)` | Prepends a value to an observable sequence.  
(Inherited from [Observable](#).) |
| `StartWith(array<Object>[][])` | Prepends a sequence values to an observable sequence.  
(Inherited from [Observable](#).) |
| `StartWith(Object, Scheduler)` | Prepends a value to an observable sequence.  
(Inherited from [Observable](#).) |
| `StartWith(array<Object>[][], Scheduler)` | Prepends a sequence values to an observable sequence.  
(Inherited from [Observable](#).) |
See Also

AsyncSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
AsyncSubject...:::Subscribe Method

AsyncSubject Class  See Also  Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Subscribe()()</td>
<td>Subscribes to the observable sequence for its side-effects. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Subscribe(IObserver)</td>
<td>Subscribes an observer to the observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Subscribe(ActionObject)</td>
<td>Subscribes an observer to the observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Subscribe(ActionObject, ActionObject)</td>
<td>Subscribes an observer to the observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Subscribe(ActionObject, ActionObject, Action)</td>
<td>Subscribes an observer to the observable sequence. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

AsyncSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Take(Int32)</td>
<td>Returns a specified number of contiguous values from the start of an observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Take(Int32, Scheduler)</td>
<td>Returns a specified number of contiguous values from the start of an observable sequence. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

AsyncSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
AsyncSubject...:::Throttle Method

AsyncSubject Class   See Also   Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Throttle(Int32)</td>
<td>Ignores values from an observable sequence which are followed by another value before dueTime. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Throttle(Int32, Scheduler)</td>
<td>Ignores values from an observable sequence which are followed by another value before dueTime. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

AsyncSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
AsyncSubject TimeInterval Method

AsyncSubject Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TimeInterval()()</td>
<td>Records the time interval for each value of an observable sequence. <em>(Inherited from Observable.)</em></td>
</tr>
<tr>
<td>TimeInterval(Scheduler)</td>
<td>Records the time interval for each value of an observable sequence according to the scheduler's notion of time. <em>(Inherited from Observable.)</em></td>
</tr>
</tbody>
</table>
See Also

AsyncSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
AsyncSubject...:::Timeout Method

AsyncSubject Class  See Also  Send Feedback
### Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Timeout(Int32)</code></td>
<td>Returns observable sequence that ends with a TimeoutException if dueTime elapses. (Inherited from Observable.)</td>
</tr>
<tr>
<td><code>Timeout(Int32, Observable)</code></td>
<td>Returns the source observable sequence until completed or if dueTime elapses replaces the observable sequence with other. (Inherited from Observable.)</td>
</tr>
<tr>
<td><code>Timeout(Int32, Scheduler)</code></td>
<td>Returns observable sequence that ends with a TimeoutException if dueTime elapses. (Inherited from Observable.)</td>
</tr>
<tr>
<td><code>Timeout(Int32, Observable, Scheduler)</code></td>
<td>Returns the source observable sequence until completed or if dueTime elapses replaces the observable sequence with other. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

AsyncSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
AsyncSubject...:::Timestamp Method

AsyncSubject Class  See Also  Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Timestamp()()</td>
<td>Records the timestamp for each value of an observable sequence.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from Observable.)</td>
</tr>
<tr>
<td>Timestamp(Scheduler)</td>
<td>Records the timestamp for each value of an observable sequence according to the scheduler's notion of time.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

AsyncSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
AsyncSubject.::.Where Method

AsyncSubject Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Where(FuncObjectBoolean)</td>
<td>Filters the values of an observable sequence based on a predicate.</td>
</tr>
<tr>
<td>(Inherited from Observable.)</td>
<td></td>
</tr>
<tr>
<td>Where(FuncObjectInt32Boolean)</td>
<td>Filters the values of an observable sequence based on a predicate by</td>
</tr>
<tr>
<td></td>
<td>incorporating the element's index.</td>
</tr>
<tr>
<td>(Inherited from Observable.)</td>
<td></td>
</tr>
</tbody>
</table>
See Also

AsyncSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Represents an object that is both an observable sequence as well as an observer.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.BehaviorSubject = function();

Type.createClass(
    'Rx.BehaviorSubject',
    Rx.ReplaySubject);
Inheritance Hierarchy

System...::Object
  Rx...::Observable
    Rx...::ReplaySubject
     Rx...::BehaviorSubject
See Also

Rx Namespace

Send feedback on this topic to Microsoft.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BehaviorSubject(Object)</td>
<td>Creates a behavior subject.</td>
</tr>
<tr>
<td>BehaviorSubject(Object, Scheduler)</td>
<td>Creates a behavior subject.</td>
</tr>
</tbody>
</table>
See Also

BehaviorSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
BehaviorSubject Constructor (Object)

Creates a behavior subject.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
## Syntax

### JavaScript

```javascript
Rx.BehaviorSubject = function(value);
```

### Parameters

- `value`
  - Type: System.Object
See Also

BehaviorSubject Class
BehaviorSubject Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Creates a behavior subject.

**Namespace:**  Rx

**Assembly:**  RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.BehaviorSubject = function(value, scheduler);

Parameters

value
  Type: System::Object

scheduler
  Type: Rx::Scheduler
See Also

BehaviorSubject Class
BehaviorSubject Overload
Rx Namespace

Send feedback on this topic to Microsoft.
The `BehaviorSubject` type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Aggregate</strong></td>
<td>Applies an accumulator function over an observable sequence. The specified seed value is used as the initial accumulator value. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>Aggregate1</strong></td>
<td>Applies an accumulator function over an observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>All</strong></td>
<td>Determines whether all elements of an observable sequence satisfy a condition. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>And</strong></td>
<td>Matches when both observable sequences have an available value. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>Any</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>AsObservable</strong></td>
<td>Hides the identity of an observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>Average</strong></td>
<td>Computes the average of a sequence of numeric values. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>BufferWithCount</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>BufferWithTime</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>BufferWithTimeOrCount</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>Catch</strong></td>
<td>Merges two observable sequences into one observable sequence by using the selector function whenever one of the observable sequences has a new value. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>CombineLatest</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>Concat</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>Contains</strong></td>
<td>Overloaded.</td>
</tr>
</tbody>
</table>
- **Count**
  Returns an number representing the total number of elements in an observable sequence.
  (Inherited from Observable.)

- **Delay**
  Overloaded.

- **Dematerialize**
  Dematerializes the explicit notification values of an observable sequence as implicit notifications.
  (Inherited from Observable.)

- **DistinctUntilChanged**
  Overloaded.

- **Do**
  Returns an observable that contains only the final OnNext value.
  (Inherited from Observable.)

- **Final**
  Invokes finallyAction after source observable sequence terminates normally or by an exception.
  (Inherited from Observable.)

- **Finally**
  (Inherited from Observable.)

- **GetType**
  (Inherited from Object.)

- **GroupBy**
  Overloaded.

- **IsEmpty**
  Determines whether an observable sequence is empty.
  (Inherited from Observable.)

- **Let**
  Overloaded.

- **Materialize**
  Materializes the implicit notifications of an observable sequence as explicit notification values.
  (Inherited from Observable.)

- **Max**
  Returns the maximum value in an observable sequence.
  (Inherited from Observable.)

- **MaxBy**
  Overloaded.

- **Merge**
  Overloaded.

- **MergeObservable**
  Merges an observable sequence of observable sequences into an observable sequence.
  (Inherited from Observable.)
Min

Returns the minimum value in an observable sequence.
(Inherited from Observable.)

MinBy

OnCompleted

Notifies the observer of the end of the sequence.
(Inherited from ReplaySubject.)

OnError

OnErrorResumeNext

OnNext

Prune

Publish

RemoveInterval

RemoveTimestamp

Repeat

Replay

Retry

Sample

Scan

Applies an accumulator function over an observable sequence and returns each intermediate result. The specified seed value is used as the initial accumulator value.
(Inherited from Observable.)

Applies an accumulator function over an observable sequence and returns each intermediate result. The specified seed value is prepended to the sequence once a message comes in.

Scan0
Scan1
Applies an accumulator function over an observable sequence and returns each intermediate result.

Select
Projects each value of an observable sequence to an observable sequence and flattens the resulting observable sequences into one observable sequence.

SelectMany
Projects each value of an observable sequence to an observable sequence and flattens the resulting observable sequences into one observable sequence.

Skip
Bypasses a specified number of values in an observable sequence and then returns the remaining values.

SkipUntil
Returns the values from the source observable sequence only after the other observable sequence produces a value.

SkipWhile
Bypasses values in an observable sequence as long as a specified condition is true and then returns the remaining values.

StartWith
Overloaded.

Subscribe
Overloaded.

Sum
Computes the sum of a sequence of numeric values.

Switch
Transforms an observable sequence of observable sequences into an observable sequence producing values only from the most recent observable sequence.

Take
Overloaded. Returns the values from the source observable sequence until the other observable sequence
- **TakeUntil** produces a value.  
  (Inherited from [Observable](#)).

- **TakeWhile** Returns values from an observable sequence as long as a specified condition is true, and then skips the remaining values.  
  (Inherited from [Observable](#)).

- **Then** Matches when the observable sequence has an available value and projects the value.  
  (Inherited from [Observable](#)).

- **Throttle** Overloaded.

- **TimeInterval** Overloaded.

- **Timeout** Overloaded.

- **Timestamp** Overloaded.

- **ToLocaleString** (Inherited from Object.)

- **ToString** (Inherited from Object.)

- **Where** Overloaded.

- **Zip** Merges two observable sequences into one observable sequence by using the selector function.  
  (Inherited from [Observable](#)).
See Also

BehaviorSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="Image" alt="Any()" /></td>
<td>Determines whether an observable sequence contains any elements. (Inherited from Observable.)</td>
</tr>
<tr>
<td><img src="Image" alt="Any(FuncObjectBoolean)" /></td>
<td>Determines whether any element of an observable sequence satisfies a condition. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

BehaviorSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
BehaviorSubject Class...

See Also
Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BufferWithCount(Int32)</td>
<td>Projects each value of an observable sequence into a buffer. (Inherited from Observable.)</td>
</tr>
<tr>
<td>BufferWithCount(Int32, Int32)</td>
<td>Projects each value of an observable sequence into a buffer. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

BehaviorSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  ▢  C#
 ▢  Include Protected Members
 ▢  Include Inherited Members
.NET Framework Class Library
BehaviorSubject...:::BufferWithTime Method
BehaviorSubject Class  See Also  Send Feedback
### Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
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<tbody>
<tr>
<td>BufferWithTime(Int32)</td>
<td>Projects each value of an observable sequence into a buffer.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>BufferWithTime(Int32, Int32)</td>
<td>Projects each value of an observable sequence into a buffer.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>BufferWithTime(Int32, Int32, Scheduler)</td>
<td>Projects each value of an observable sequence into a buffer.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>.)</td>
</tr>
</tbody>
</table>
See Also

BehaviorSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
BehaviorSubject.BUFFERWITHTIMEORCOUNT Method
BehaviorSubject Class  See Also  Send Feedback
### Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
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</thead>
<tbody>
<tr>
<td><strong>BufferWithTimeOrCount(Int32, Int32)</strong></td>
<td>Projects each value of an observable sequence into a buffer. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>BufferWithTimeOrCount(Int32, Int32, Scheduler)</strong></td>
<td>Projects each value of an observable sequence into a buffer. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

BehaviorSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
BehaviorSubject.Catch Method

See Also  Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Catch(Observable)</td>
<td>Continues an observable sequence that is terminated by an exception with the next observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Catch(Observable, Observable)</td>
<td>Continues an observable sequence that is terminated by an exception with the next observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Catch(Observable, Observable, Observable)</td>
<td>Continues an observable sequence that is terminated by an exception with the next observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Catch(Observable, Observable, Observable, Observable)</td>
<td>Continues an observable sequence that is terminated by an exception with the next observable sequence. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

BehaviorSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
## Overload List

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<tr>
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<tbody>
<tr>
<td>Concat(Observable)</td>
<td>Concatenates all the observable sequences.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
<tr>
<td>Concat(Observable, Observable)</td>
<td>Concatenates all the observable sequences.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
<tr>
<td>Concat(Observable, Observable, Observable)</td>
<td>Concatenates all the observable sequences.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
<tr>
<td>Concat(Observable, Observable, Observable, Observable)</td>
<td>Concatenates all the observable sequences.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
</tbody>
</table>
See Also

BehaviorSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic

C#

Include Protected Members
Include Inherited Members

.NET Framework Class Library

BehaviorSubject...:..Contains Method

BehaviorSubject Class
See Also
Send Feedback
# Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Contains(Object)</strong></td>
<td>Determines whether an observable sequence contains a specified element by using the default comparer. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td><strong>Contains(Object, FuncObjectObjectBoolean)</strong></td>
<td>Determines whether an observable sequence contains a specified element by using the specified comparer. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
</tbody>
</table>
See Also

BehaviorSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
BehaviorSubject Delay Method

BehaviorSubject Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Delay(Int32)</td>
<td>Time shifts the observable sequence by dueTime. The relative time intervals between the values are preserved. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>Delay(Int32, Scheduler)</td>
<td>Time shifts the observable sequence by dueTime. The relative time intervals between the values are preserved. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
</tbody>
</table>
See Also

BehaviorSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
BehaviorSubject...: DistinctUntilChanged Method
BehaviorSubject Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
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</thead>
<tbody>
<tr>
<td><code>DistinctUntilChanged()()</code></td>
<td>Returns an observable sequence that contains only distinct contiguous values. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td><code>DistinctUntilChanged(FuncObjectObject)</code></td>
<td>Returns an observable sequence that contains only distinct contiguous values according to the keySelector. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td><code>DistinctUntilChanged(FuncObjectObject, FuncObjectObjectBoolean)</code></td>
<td>Returns an observable sequence that contains only distinct contiguous values according to the keySelector and comparer. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
</tbody>
</table>
See Also

BehaviorSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
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<tbody>
<tr>
<td>Do(Observer)</td>
<td>Invokes the observer for its side-effects on each value in the observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Do(ActionObject)</td>
<td>Invokes the action for its side-effects on each value in the observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Do(ActionObject, ActionObject)</td>
<td>Invokes the action for its side-effects on each value in the observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Do(ActionObject, ActionObject, Action)</td>
<td>Invokes the action for its side-effects on each value in the observable sequence. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

BehaviorSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
BehaviorSubject GroupBy Method

BehaviorSubject Class  See Also  Send Feedback
### Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
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</thead>
<tbody>
<tr>
<td><code>GroupBy(FuncObjectObject)</code></td>
<td>Groups the elements of an observable sequence according to a specified key selector function. (Inherited from <code>Observable</code>.)</td>
</tr>
<tr>
<td><code>GroupBy(FuncObjectObject, FuncObjectObject)</code></td>
<td>Groups the elements of an observable sequence and selects the resulting elements by using a specified function. (Inherited from <code>Observable</code>.)</td>
</tr>
<tr>
<td><code>GroupBy(FuncObjectObject, FuncObjectObject, FuncObjectString)</code></td>
<td>Groups the elements of an observable sequence according to a specified key selector function and keySerializer and selects the resulting elements by using a specified function. (Inherited from <code>Observable</code>.)</td>
</tr>
</tbody>
</table>
See Also

BehaviorSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
# Overload List

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<tbody>
<tr>
<td><code>Let(FuncObservable, Observable)</code></td>
<td>Bind the source to the parameter without sharing subscription side-effects. (Inherited from <code>Observable</code>.)</td>
</tr>
<tr>
<td><code>Let(FuncObservable, Observable, ISubject)</code></td>
<td>Bind the source to the parameter so that it can be used multiple times without duplication of subscription side-effects. (Inherited from <code>Observable</code>.)</td>
</tr>
</tbody>
</table>
See Also

BehaviorSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
BehaviorSubject...:::.MaxBy Method

BehaviorSubject Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
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<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="MaxBy(FuncObjectObject)" alt="MaxBy(FuncObjectObject)" /></td>
<td>Returns the elements in an observable sequence with the maximum key value. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>![MaxBy(FuncObjectObject, FuncObjectObjectInt32)](MaxBy(FuncObjectObject, FuncObjectObjectInt32))</td>
<td>Returns the elements in an observable sequence with the maximum key value by using the specified comparer. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
</tbody>
</table>
See Also

BehaviorSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
BehaviorSubject...:::Merge Method

BehaviorSubject Class  See Also  Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
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<tbody>
<tr>
<td>Merge(Observable)</td>
<td>Merges all the observable sequences into a single observable sequence.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
<tr>
<td>Merge(Observable,</td>
<td>Merges all the observable sequences into a single observable sequence.</td>
</tr>
<tr>
<td>Observable)</td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
<tr>
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<td>Merges all the observable sequences into a single observable sequence.</td>
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<tr>
<td>Observable, Observable</td>
<td>(Inherited from <a href="#">Observable</a>).</td>
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<td>Merge(Observable,</td>
<td>Merges all the observable sequences into a single observable sequence.</td>
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<td>Observable, Observable, Observable</td>
<td>(Inherited from <a href="#">Observable</a>).</td>
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</table>
See Also

BehaviorSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
BehaviorSubject...:::MinBy Method

BehaviorSubject Class  See Also  Send Feedback
## Overload List

<table>
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<th>Name</th>
<th>Description</th>
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<tbody>
<tr>
<td>MinBy(FuncObjectObject)</td>
<td>Returns the elements in an observable sequence with the minimum key value. (Inherited from Observable.)</td>
</tr>
<tr>
<td>MinBy(FuncObjectObject, FuncObjectObjectInt32)</td>
<td>Returns the elements in an observable sequence with the minimum key value by using the specified comparer. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

BehaviorSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
BehaviorSubject...:::OnErrorResumeNext Method

BehaviorSubject Class  |  See Also  |  Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
</table>
| `OnErrorResumeNext(Observable)` | Continues an observable sequence that is terminated normally or by an exception with the next observable sequence.  
(Inherited from `Observable`.) |
| `OnErrorResumeNext(Observable, Observable)` | Continues an observable sequence that is terminated normally or by an exception with the next observable sequence.  
(Inherited from `Observable`.) |
| `OnErrorResumeNext(Observable, Observable, Observable)` | Continues an observable sequence that is terminated normally or by an exception with the next observable sequence.  
(Inherited from `Observable`.) |
See Also

BehaviorSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
BehaviorSubject... Prune Method

BehaviorSubject Class  See Also  Send Feedback
## Overload List

<table>
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<tr>
<th>Name</th>
<th>Description</th>
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<tbody>
<tr>
<td><strong>Prune()</strong></td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source containing only the last notification. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td><strong>Prune(Func.Observable.Observable)</strong></td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source containing only the last notification. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td><strong>Prune(Func.Observable.Observable, Scheduler)</strong></td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source containing only the last notification. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
</tbody>
</table>
See Also

BehaviorSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
BehaviorSubject...: Publish Method

BehaviorSubject Class  See Also  Send Feedback
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<tr>
<td>Publish()</td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Publish(FuncObservableObservable)</td>
<td>Returns an observable sequence that is the result of invoking the selector on a connectable observable sequence that shares a single subscription to the underlying source. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

BehaviorSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
BehaviorSubject...Repeat Method

BehaviorSubject Class  See Also  Send Feedback
### Overload List

<table>
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<tbody>
<tr>
<td>Repeat()()</td>
<td>Repeats the observable sequence indefinitely. (Inherited from <strong>Observable</strong>.)</td>
</tr>
<tr>
<td>Repeat(Int32)</td>
<td>Repeats the observable sequence repeatCount times. (Inherited from <strong>Observable</strong>.)</td>
</tr>
<tr>
<td>Repeat(Int32, Scheduler)</td>
<td>Repeats the observable sequence repeatCount times. (Inherited from <strong>Observable</strong>.)</td>
</tr>
</tbody>
</table>
See Also

BehaviorSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
## Overload List

<table>
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<tbody>
<tr>
<td>Replay()()</td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source replaying all notifications. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>Replay(FuncObservableObservable)</td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source replaying all notifications. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>Replay(FuncObservableObservable, Int32)</td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source replaying bufferSize notifications. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>Replay(FuncObservableObservable, Int32, Int32)</td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source replaying bufferSize notifications within window. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>Replay(FuncObservableObservable, Int32, Int32, Scheduler)</td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source replaying bufferSize notifications within window. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
</tbody>
</table>
See Also

BehaviorSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
BehaviorSubject

Include Inherited Members

.NET Framework Class Library

BehaviorSubject...:::Retry Method

BehaviorSubject Class  See Also  Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
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<tbody>
<tr>
<td><strong>Retry()()</strong></td>
<td>Repeats the source observable sequence until it successfully terminates.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td><strong>Retry(Int32)</strong></td>
<td>Repeats the source observable sequence the retryCount times or until it</td>
</tr>
<tr>
<td></td>
<td>successfully terminates.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td><strong>Retry(Int32, Scheduler)</strong></td>
<td>Repeats the source observable sequence the retryCount times or until it</td>
</tr>
<tr>
<td></td>
<td>successfully terminates.</td>
</tr>
<tr>
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<td>(Inherited from <a href="#">Observable</a>.)</td>
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See Also

BehaviorSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
## Overload List

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<tbody>
<tr>
<td><code>Sample(Int32)</code></td>
<td>Samples the observable sequence at each interval.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
<tr>
<td><code>Sample(Int32, Scheduler)</code></td>
<td>Samples the observable sequence at each interval.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
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</tbody>
</table>
See Also

BehaviorSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□ Include Protected Members
□ Include Inherited Members
.NET Framework Class Library
BehaviorSubject...:..Select Method

BehaviorSubject Class  See Also  Send Feedback
## Overload List

<table>
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<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Select(FuncObjectInt32Object)</code></td>
<td>Projects each value of an observable sequence into a new form by incorporating the element's index. (Inherited from <code>Observable</code>.)</td>
</tr>
<tr>
<td><code>Select(FuncObjectObject)</code></td>
<td>Projects each value of an observable sequence into a new form. (Inherited from <code>Observable</code>.)</td>
</tr>
</tbody>
</table>
See Also

BehaviorSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
BehaviorSubject...::.StartWith Method
BehaviorSubject Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
</table>
| ![StartWith(Object)](image) | Prepends a value to an observable sequence.  
   (Inherited from [Observable](#).) |
| ![StartWith(array<Object>[])[]](image) | Prepends a sequence values to an observable sequence.  
   (Inherited from [Observable](#).) |
| ![StartWith(Object, Scheduler)](image) | Prepends a value to an observable sequence.  
   (Inherited from [Observable](#).) |
| ![StartWith(array<Object>[][], Scheduler)](image) | Prepends a sequence values to an observable sequence.  
   (Inherited from [Observable](#).) |
See Also

BehaviorSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
BehaviorSubject.::.Subscribe Method
BehaviorSubject Class  See Also  Send Feedback
## Overload List

<table>
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</thead>
<tbody>
<tr>
<td>Subscribe()()</td>
<td>Subscribes to the observable sequence for its side-effects. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>Subscribe(IObserver)</td>
<td>Subscribes an observer to the observable sequence. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>Subscribe(ActionObject)</td>
<td>Subscribes an observer to the observable sequence. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>Subscribe(ActionObject, ActionObject)</td>
<td>Subscribes an observer to the observable sequence. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>Subscribe(ActionObject, ActionObject, Action)</td>
<td>Subscribes an observer to the observable sequence. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
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See Also

BehaviorSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
BehaviorSubject.

BehaviorSubject Class  See Also  Send Feedback
<table>
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</thead>
<tbody>
<tr>
<td><code>Take(Int32)</code></td>
<td>Returns a specified number of contiguous values from the start of an observable sequence. (Inherited from <code>Observable</code>.)</td>
</tr>
<tr>
<td><code>Take(Int32, Scheduler)</code></td>
<td>Returns a specified number of contiguous values from the start of an observable sequence. (Inherited from <code>Observable</code>.)</td>
</tr>
</tbody>
</table>
See Also

BehaviorSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
BehaviorSubject...: Throttle Method

BehaviorSubject Class  See Also  Send Feedback
### Overload List

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<tbody>
<tr>
<td>Throttle(Int32)</td>
<td>Ignores values from an observable sequence which are followed by another value before dueTime. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Throttle(Int32, Scheduler)</td>
<td>Ignores values from an observable sequence which are followed by another value before dueTime. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

BehaviorSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
.NET Framework Class Library

BehaviorSubject...:::.TimeInterval Method

BehaviorSubject Class  See Also  Send Feedback
<table>
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</tr>
</thead>
<tbody>
<tr>
<td>TimeInterval()()()</td>
<td>Records the time interval for each value of an observable sequence.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>TimeInterval(Scheduler)</td>
<td>Records the time interval for each value of an observable sequence according to the scheduler's notion of time.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>.)</td>
</tr>
</tbody>
</table>
See Also

BehaviorSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
BehaviorSubject.Timeout Method

BehaviorSubject Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Timeout(Int32)</td>
<td>Returns observable sequence that ends with a TimeoutException if dueTime elapses. (Inherited from <a href="#">Observable</a>)</td>
</tr>
<tr>
<td>Timeout(Int32, Observable)</td>
<td>Returns the source observable sequence until completed or if dueTime elapses replaces the observable sequence with other. (Inherited from <a href="#">Observable</a>)</td>
</tr>
<tr>
<td>Timeout(Int32, Scheduler)</td>
<td>Returns observable sequence that ends with a TimeoutException if dueTime elapses. (Inherited from <a href="#">Observable</a>)</td>
</tr>
<tr>
<td>Timeout(Int32, Observable, Scheduler)</td>
<td>Returns the source observable sequence until completed or if dueTime elapses replaces the observable sequence with other. (Inherited from <a href="#">Observable</a>)</td>
</tr>
</tbody>
</table>
See Also

BehaviorSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
BehaviorSubject...:.Timestamp Method

BehaviorSubject Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Timestamp(observer)</code></td>
<td>Records the timestamp for each value of an observable sequence. (Inherited from <code>Observable</code>.)</td>
</tr>
<tr>
<td><code>Timestamp(Scheduler)</code></td>
<td>Records the timestamp for each value of an observable sequence according to the scheduler's notion of time. (Inherited from <code>Observable</code>.)</td>
</tr>
</tbody>
</table>
See Also

BehaviorSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="Alt Text" /> Where(FuncObjectBoolean)</td>
<td>Filters the values of an observable sequence based on a predicate. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td><img src="image" alt="Alt Text" /> Where(FuncObjectInt32Boolean)</td>
<td>Filters the values of an observable sequence based on a predicate by incorporating the element's index. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
</tbody>
</table>
See Also

BehaviorSubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
BooleanDisposable Class

Represents an IDisposable that can be checked for status.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.BooleanDisposable = function();

Type.createClass(
    'Rx.BooleanDisposable',
    null,
    IDisposable);
Inheritance Hierarchy

System...:::Object
Rx...:::BooleanDisposable
See Also

Rx Namespace

Send feedback on this topic to Microsoft.
Constructs a new undisposed BooleanDisposable.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.BooleanDisposable = function();
See Also

BooleanDisposable Class
Rx Namespace

Send feedback on this topic to Microsoft.
The **BooleanDisposable** type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dispose</td>
<td>Sets the status to Disposed.</td>
</tr>
<tr>
<td>GetIsDisposed</td>
<td>Gets a value indicating whether the object is disposed.</td>
</tr>
<tr>
<td>GetType (Inherited from Object.)</td>
<td></td>
</tr>
<tr>
<td>ToLocaleString (Inherited from Object.)</td>
<td></td>
</tr>
<tr>
<td>ToString (Inherited from Object.)</td>
<td></td>
</tr>
</tbody>
</table>
See Also

BooleanDisposable Class
Rx Namespace

Send feedback on this topic to Microsoft.
BooleanDisposable..::.Dispose Method

BooleanDisposable Class  See Also  Send Feedback

Sets the status to Disposed.

Namespace: Rx
Assembly: RxJS (in RxJS.dll)
Syntax

JavaScript

function Dispose();

Implements

IDisposable:::Dispose()()
See Also

BooleanDisposable Class
Rx Namespace

Send feedback on this topic to Microsoft.
BooleanDisposable...::GetIsDisposed Method

Gets a value indicating whether the object is disposed.

**Namespace:**  Rx

**Assembly:**  RxJS (in RxJS.dll)
Syntax

JavaScript

function GetIsDisposed();
See Also

BooleanDisposable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Represents a group of Disposables that are disposed together.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.CompositeDisposable = function();

Type.createClass(
    'Rx.CompositeDisposable',
    null,
    IDisposable);
Inheritance Hierarchy

System...:::Object
Rx...:::CompositeDisposable
See Also

Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□  Include Protected Members
□  Include Inherited Members
.NET Framework Class Library
CompositeDisposable Constructor

CompositeDisposable Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>CompositeDisposable()</code>()()</td>
<td>Constructs a <code>CompositeDisposable</code> from a group of disposables.</td>
</tr>
<tr>
<td><code>CompositeDisposable(IDisposable)</code></td>
<td>Constructs a <code>CompositeDisposable</code> from a group of disposables.</td>
</tr>
<tr>
<td><code>CompositeDisposable(IDisposable, IDisposable)</code></td>
<td>Constructs a <code>CompositeDisposable</code> from a group of disposables.</td>
</tr>
<tr>
<td><code>CompositeDisposable(IDisposable, IDisposable, IDisposable)</code></td>
<td>Constructs a <code>CompositeDisposable</code> from a group of disposables.</td>
</tr>
<tr>
<td><code>CompositeDisposable(IDisposable, IDisposable, IDisposable, IDisposable)</code></td>
<td>Constructs a <code>CompositeDisposable</code> from a group of disposables.</td>
</tr>
</tbody>
</table>
See Also

CompositeDisposable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Constructs a CompositeDisposable from a group of disposables.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.CompositeDisposable = function();
See Also

CompositeDisposable Class
CompositeDisposable Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Constructs a CompositeDisposable from a group of disposables.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.CompositeDisposable = function(d1);

Parameters

d1
  Type: System.IDisposable
See Also

CompositeDisposable Class
CompositeDisposable Overload
Rx Namespace

Send [feedback](mailto:feedback@microsoft.com) on this topic to Microsoft.
Constructs a CompositeDisposable from a group of disposables.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
### Syntax

**JavaScript**

```javascript
Rx.CompositeDisposable = function(d1, d2);
```

**Parameters**

- **d1**
  - Type: System.IDisposable

- **d2**
  - Type: System.IDisposable
See Also

CompositeDisposable Class
CompositeDisposable Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Constructs a CompositeDisposable from a group of disposables.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

**JavaScript**

```javascript
Rx.CompositeDisposable = function(d1, d2, d3);
```

**Parameters**

- **d1**
  Type: System:::IDisposable

- **d2**
  Type: System:::IDisposable

- **d3**
  Type: System:::IDisposable
See Also

CompositeDisposable Class
CompositeDisposable Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Constructs a CompositeDisposable from a group of disposables.

**Namespace:**  **Rx**  
**Assembly:**  **RxJS (in RxJS.dll)**
Syntax

JavaScript

Rx.CompositeDisposable = function(d1, d2, d3, d4);

Parameters

d1
  Type: System.IDisposable

d2
  Type: System.IDisposable

d3
  Type: System.IDisposable

d4
  Type: System.IDisposable
See Also

CompositeDisposable Class
CompositeDisposable Overload
Rx Namespace

Send feedback on this topic to Microsoft.
The **CompositeDisposable** type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Add</td>
<td>Adds a disposable to the CompositeDisposable or disposes the disposable if the CompositeDisposable is disposed.</td>
</tr>
<tr>
<td>Clear</td>
<td>Removes and disposes all disposables from the CompositeDisposable, but does not dispose the CompositeDisposable.</td>
</tr>
<tr>
<td>Dispose</td>
<td>Disposes all disposables in the group and removes them from the group.</td>
</tr>
<tr>
<td>GetCount</td>
<td>Gets the number of disposables contained in the CompositeDisposable.</td>
</tr>
<tr>
<td>GetType</td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>Remove</td>
<td>Removes and disposes the first occurrence of a disposable from the CompositeDisposable.</td>
</tr>
<tr>
<td>ToLocaleString</td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>ToString</td>
<td>(Inherited from Object.)</td>
</tr>
</tbody>
</table>
See Also

CompositeDisposable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#

.NET Framework Class Library

CompositeDisposable...Add Method

CompositeDisposable Class  See Also  Send Feedback

Adds a disposable to the CompositeDisposable or disposes the disposable if the CompositeDisposable is disposed.

Namespace: Rx
Assembly: RxJS (in RxJS.dll)
Syntax

JavaScript

function Add(item);

Parameters

item
  Type: System.IDisposable
See Also

**CompositeDisposable Class**
**Rx Namespace**

Send [feedback](mailto:feedback@microsoft.com) on this topic to Microsoft.
Removes and disposes all disposables from the CompositeDisposable, but does not dispose the CompositeDisposable.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Clear();
See Also

CompositeDisposable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Disposes all disposables in the group and removes them from the group.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Dispose();

Implements

IDisposable...:::Dispose()()
See Also

CompositeDisposable Class
Rx Namespace

Send feedback on this topic to Microsoft.
CompositeDisposable.Count Method

 Gets the number of disposables contained in the CompositeDisposable.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function GetCount();
See Also

CompositeDisposable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Removes and disposes the first occurrence of a disposable from the CompositeDisposable.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Remove(item);

Parameters

item
  Type: System.IDisposable
See Also

CompositeDisposable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Represents an observable that can be connected and disconnected from its source.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.ConnectableObservable = function();

Type.createClass(
  'Rx.ConnectableObservable',
  Rx.Observable
);
Inheritance Hierarchy

System:::Object
Rx:::Observable
  Rx:::ConnectableObservable
See Also

Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
ConnectableObservable Constructor

ConnectableObservable Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>ConnectableObservable(Observable)</code></td>
<td>Creates an observable that can be connected and disconnected from its source.</td>
</tr>
<tr>
<td><code>ConnectableObservable(Observable, ISubject)</code></td>
<td>Creates an observable that can be connected and disconnected from its source.</td>
</tr>
</tbody>
</table>
See Also

ConnectableObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
ConnectableObservable Constructor (Observable)

ConnectableObservable Class  See Also  Send Feedback

Creates an observable that can be connected and disconnected from its source.

Namespace:  Rx
Assembly:  RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.ConnectableObservable = function(source);

Parameters

source
  Type: Rx:::Observable
See Also

 CONNECTABLEOBSERVABLE CLASS
 CONNECTABLEOBSERVABLE OVERLOAD
 RX NAMESPACE

Send feedback on this topic to Microsoft.
ConnectableObservable Constructor (Observable, ISubject)

ConnectableObservable Class  See Also  Send Feedback

Creates an observable that can be connected and disconnected from its source.

**Namespace:**  Rx  
**Assembly:**  RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.ConnectableObservable = function(source, subject);

Parameters

source
  Type: Rx::{Observable}

subject
  Type: Rx::{ISubject}
See Also

ConnectableObservable Class
ConnectableObservable Overload
Rx Namespace

Send feedback on this topic to Microsoft.
The `ConnectableObservable` type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Aggregate</strong></td>
<td>Applies an accumulator function over an observable sequence. The specified seed value is used as the initial accumulator value. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>Aggregate1</strong></td>
<td>Applies an accumulator function over an observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>All</strong></td>
<td>Determines whether all elements of an observable sequence satisfy a condition. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>And</strong></td>
<td>Matches when both observable sequences have an available value. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>Any</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>AsObservable</strong></td>
<td>Hides the identity of an observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>Average</strong></td>
<td>Computes the average of a sequence of numeric values. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>BufferWithCount</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>BufferWithTime</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>BufferWithTimeOrCount</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>Catch</strong></td>
<td>Merges two observable sequences into one observable sequence by using the selector function whenever one of the observable sequences has a new value. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>CombineLatest</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>Concat</strong></td>
<td>Connects the observable to its source.</td>
</tr>
<tr>
<td><strong>Connect</strong></td>
<td>Overloaded.</td>
</tr>
</tbody>
</table>
Contains Overloaded. Returns an number representing the total number of elements in an observable sequence. (Inherited from Observable.)

Count Overloaded.

Delay Overloaded.

Dematerialize Dematerializes the explicit notification values of an observable sequence as implicit notifications. (Inherited from Observable.)

DistinctUntilChanged Overloaded.

Do Overloaded.

Final Returns an observable that contains only the final OnNext value. (Inherited from Observable.)

Finally Invokes finallyAction after source observable sequence terminates normally or by an exception. (Inherited from Observable.)

GetType (Inherited from Object.)

GroupBy Overloaded.

IsEmpty Determines whether an observable sequence is empty. (Inherited from Observable.)

Let Overloaded.

Materialize Materializes the implicit notifications of an observable sequence as explicit notification values. (Inherited from Observable.)

Max Returns the maximum value in an observable sequence. (Inherited from Observable.)

MaxBy Overloaded.

Merge Overloaded.

Merge Observable Merges an observable sequence of observable sequences into an observable sequence.
<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
<th>Inheritance</th>
</tr>
</thead>
<tbody>
<tr>
<td>Min</td>
<td>Returns the minimum value in an observable sequence.</td>
<td>(Inherited from Observable.)</td>
</tr>
<tr>
<td>MinBy</td>
<td>Overloaded.</td>
<td></td>
</tr>
<tr>
<td>OnErrorResumeNext</td>
<td>Overloaded.</td>
<td></td>
</tr>
<tr>
<td>Prune</td>
<td>Overloaded.</td>
<td></td>
</tr>
<tr>
<td>Publish</td>
<td>Overloaded.</td>
<td></td>
</tr>
<tr>
<td>RefCount</td>
<td>Returns an observable sequence that stays connected to the source as long as there is at least one subscription to the observable sequence.</td>
<td></td>
</tr>
<tr>
<td>RemoveInterval</td>
<td>Removes the timestamp from each value of an observable sequence.</td>
<td>(Inherited from Observable.)</td>
</tr>
<tr>
<td>RemoveTimestamp</td>
<td>Removes the timestamp from each value of an observable sequence.</td>
<td>(Inherited from Observable.)</td>
</tr>
<tr>
<td>Repeat</td>
<td>Overloaded.</td>
<td></td>
</tr>
<tr>
<td>Replay</td>
<td>Overloaded.</td>
<td></td>
</tr>
<tr>
<td>Retry</td>
<td>Overloaded.</td>
<td></td>
</tr>
<tr>
<td>Sample</td>
<td>Overloaded.</td>
<td></td>
</tr>
<tr>
<td>Scan</td>
<td>Applies an accumulator function over an observable sequence and returns each intermediate result. The specified seed value is used as the initial accumulator value. (Inherited from Observable.)</td>
<td></td>
</tr>
<tr>
<td>Scan0</td>
<td>Applies an accumulator function over an observable sequence and returns each intermediate result. The specified seed value is prepended to the sequence once a message comes in. (Inherited from Observable.)</td>
<td></td>
</tr>
<tr>
<td>Scan1</td>
<td>Applies an accumulator function over an observable sequence and returns each intermediate result.</td>
<td></td>
</tr>
</tbody>
</table>
Select

Overloaded.
Projects each value of an observable sequence to an observable sequence and flattens the resulting observable sequences into one observable sequence.
(Inherited from Observable.)

SelectMany
Projects each value of an observable sequence to an observable sequence and flattens the resulting observable sequences into one observable sequence.
(Inherited from Observable.)

Skip
Bypasses a specified number of values in an observable sequence and then returns the remaining values.
(Inherited from Observable.)

SkipUntil
Returns the values from the source observable sequence only after the other observable sequence produces a value.
(Inherited from Observable.)

SkipWhile
Bypasses values in an observable sequence as long as a specified condition is true and then returns the remaining values.
(Inherited from Observable.)

StartWith
Overloaded.

Subscribe
Overloaded.

Sum
Computes the sum of a sequence of numeric values.
(Inherited from Observable.)

Switch
Transforms an observable sequence of observable sequences into an observable sequence producing values only from the most recent observable sequence.
(Inherited from Observable.)

Take
Returns the values from the source observable sequence until the other observable sequence produces a value.
(Inherited from Observable.)

TakeUntil
Returns values from an observable sequence as long as a specified condition is true, and
- **TakeWhile** then skips the remaining values.
  (Inherited from **Observable**.)

- **Then** Matches when the observable sequence has an available value and projects the value.
  (Inherited from **Observable**.)

- **Throttle** Overloaded.

- **TimeInterval** Overloaded.

- **Timeout** Overloaded.

- **Timestamp** Overloaded.

- **ToLocaleString** (Inherited from **Object**.)

- **ToString** (Inherited from **Object**.)

- **Where** Merges two observable sequences into one observable sequence by using the selector function.
  (Inherited from **Observable**.)

- **Zip**
See Also

ConnectableObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□ Include Protected Members
□ Include Inherited Members
.NET Framework Class Library
ConnectableObservable...::Any Method

ConnectableObservable Class   See Also   Send Feedback
### Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="" alt="Any()" /></td>
<td>Determines whether an observable sequence contains any elements. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td><img src="" alt="Any(FuncObjectBoolean)" /></td>
<td>Determines whether any element of an observable sequence satisfies a condition. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
</tbody>
</table>
See Also

ConnectableObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
ConnectableObservable...:::BufferWithCount Method

ConnectableObservable Class  See Also  Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BufferWithCount(Int32)</td>
<td>Projects each value of an observable sequence</td>
</tr>
<tr>
<td></td>
<td>into a buffer.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from Observable.)</td>
</tr>
<tr>
<td>BufferWithCount(Int32,</td>
<td>Projects each value of an observable sequence</td>
</tr>
<tr>
<td>Int32)</td>
<td>into a buffer.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from Observable.)</td>
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See Also

ConnectableObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
<table>
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<tr>
<th>Name</th>
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</tr>
</thead>
<tbody>
<tr>
<td>BufferWithTime(Int32)</td>
<td>Projects each value of an observable sequence into a buffer. (Inherited from Observable.)</td>
</tr>
<tr>
<td>BufferWithTime(Int32, Int32)</td>
<td>Projects each value of an observable sequence into a buffer. (Inherited from Observable.)</td>
</tr>
<tr>
<td>BufferWithTime(Int32, Int32, Scheduler)</td>
<td>Projects each value of an observable sequence into a buffer. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

ConnectableObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
ConnectableObservable...::BufferWithTimeOrCount Method
ConnectableObservable Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BufferWithTimeOrCount(Int32, Int32)</td>
<td>Projects each value of an observable sequence into a buffer. (Inherited from Observable.)</td>
</tr>
<tr>
<td>BufferWithTimeOrCount(Int32, Int32, Scheduler)</td>
<td>Projects each value of an observable sequence into a buffer. (Inherited from Observable.)</td>
</tr>
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See Also

ConnectableObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□  Include Protected Members
□  Include Inherited Members
.NET Framework Class Library
ConnectableObservable...:::Catch Method

ConnectableObservable Class  See Also  Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Catch(Observable)</td>
<td>Continues an observable sequence that is terminated by an exception with the next observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Catch(Observable, Observable)</td>
<td>Continues an observable sequence that is terminated by an exception with the next observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Catch(Observable, Observable, Observable)</td>
<td>Continues an observable sequence that is terminated by an exception with the next observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Catch(Observable, Observable, Observable, Observable)</td>
<td>Continues an observable sequence that is terminated by an exception with the next observable sequence. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

ConnectableObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
ConnectableObservable Class

See Also

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<table>
<thead>
<tr>
<th>Name</th>
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</thead>
<tbody>
<tr>
<td>Concat(Observable)</td>
<td>Concatenates all the observable sequences. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Concat(Observable, Observable)</td>
<td>Concatenates all the observable sequences. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Concat(Observable, Observable, Observable)</td>
<td>Concatenates all the observable sequences. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Concat(Observable, Observable, Observable, Observable)</td>
<td>Concatenates all the observable sequences. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

ConnectableObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
ConnectableObservable.::Connect Method

Connects the observable to its source.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Connect();
See Also

ConnectableObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
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Include Inherited Members
.NET Framework Class Library
ConnectableObservable...:::Contains Method

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<tbody>
<tr>
<td>Contains(Object)</td>
<td>Determines whether an observable sequence contains a specified element by using the default comparer. (Inherited from <code>Observable</code>.)</td>
</tr>
<tr>
<td>Contains(Object, FuncObjectObjectBoolean)</td>
<td>Determines whether an observable sequence contains a specified element by using the specified comparer. (Inherited from <code>Observable</code>.)</td>
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See Also

ConnectableObservable Class
Rx Namespace

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.NET Framework Class Library
ConnectableObservable...::Delay Method

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<tbody>
<tr>
<td>Delay(Int32)</td>
<td>Time shifts the observable sequence by dueTime. The relative time intervals between the values are preserved. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Delay(Int32, Scheduler)</td>
<td>Time shifts the observable sequence by dueTime. The relative time intervals between the values are preserved. (Inherited from Observable.)</td>
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ConnectableObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□ Include Protected Members
□ Include Inherited Members
.NET Framework Class Library
ConnectableObservable:::DistinctUntilChanged Method
ConnectableObservable Class  See Also  Send Feedback
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<tr>
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<th>Description</th>
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<tbody>
<tr>
<td><img src="image" alt="DistinctUntilChanged()" /></td>
<td>Returns an observable sequence that contains only distinct contiguous values. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td><img src="image" alt="DistinctUntilChanged(FuncObjectObject)" /></td>
<td>Returns an observable sequence that contains only distinct contiguous values according to the keySelector. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td><img src="image" alt="DistinctUntilChanged(FuncObjectObject, FuncObjectObjectBoolean)" /></td>
<td>Returns an observable sequence that contains only distinct contiguous values according to the keySelector and comparer. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
</tbody>
</table>
See Also

ConnectableObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#  
□  Include Protected Members  
□  Include Inherited Members  
.NET Framework Class Library  
ConnectableObservable...:::Do Method  

ConnectableObservable Class  See Also  Send Feedback
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<tr>
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<tbody>
<tr>
<td>Do(Observer)</td>
<td>Invokes the observer for its side-effects on each value in the observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Do(ActionObject)</td>
<td>Invokes the action for its side-effects on each value in the observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Do(ActionObject, ActionObject)</td>
<td>Invokes the action for its side-effects on each value in the observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Do(ActionObject, ActionObject, Action)</td>
<td>Invokes the action for its side-effects on each value in the observable sequence. (Inherited from Observable.)</td>
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See Also

ConnectableObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
ConnectableObservable....GroupBy Method

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<tbody>
<tr>
<td>GroupBy(FuncObjectObject)</td>
<td>Groups the elements of an observable sequence according to a specified key selector function. (Inherited from Observable.)</td>
</tr>
<tr>
<td>GroupBy(FuncObjectObject, FuncObjectObject)</td>
<td>Groups the elements of an observable sequence and selects the resulting elements by using a specified function. (Inherited from Observable.)</td>
</tr>
<tr>
<td>GroupBy(FuncObjectObject, FuncObjectObject, FuncObjectString)</td>
<td>Groups the elements of an observable sequence according to a specified key selector function and keySerializer and selects the resulting elements by using a specified function. (Inherited from Observable.)</td>
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See Also

ConnectableObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
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.NET Framework Class Library
ConnectableObservable:::Let Method

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<tbody>
<tr>
<td>Let(FuncObservable.Observable)</td>
<td>Bind the source to the parameter without sharing subscription side-effects. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Let(FuncObservable.Observable, FuncISubject)</td>
<td>Bind the source to the parameter so that it can be used multiple times without duplication of subscription side-effects. (Inherited from Observable.)</td>
</tr>
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</table>
See Also

ConnectableObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
ConnectableObservable.

MaxBy Method
<table>
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<tr>
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<th>Description</th>
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<tbody>
<tr>
<td>MaxBy(FuncObjectObject)</td>
<td>Returns the elements in an observable sequence with the maximum key value. (Inherited from Observable.)</td>
</tr>
<tr>
<td>MaxBy(FuncObjectObject, FuncObjectObjectInt32)</td>
<td>Returns the elements in an observable sequence with the maximum key value by using the specified comparer. (Inherited from Observable.)</td>
</tr>
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See Also

ConnectableObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
ConnectableObservable...::Merge Method

ConnectableObservable Class  See Also  Send Feedback
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<thead>
<tr>
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<tbody>
<tr>
<td>Merge(Observable)</td>
<td>Merges all the observable sequences into a single observable sequence. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>Merge(Observable, Observable)</td>
<td>Merges all the observable sequences into a single observable sequence. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>Merge(Observable, Observable, Observable)</td>
<td>Merges all the observable sequences into a single observable sequence. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>Merge(Observable, Observable, Observable, Observable)</td>
<td>Merges all the observable sequences into a single observable sequence. (Inherited from <a href="#">Observable</a>.)</td>
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See Also

ConnectableObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
ConnectableObservable.MinBy Method
## Overload List

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<tr>
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<th>Description</th>
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<tbody>
<tr>
<td><strong>MinBy(FuncObjectObject)</strong></td>
<td>Returns the elements in an observable sequence with the minimum key value. (Inherited from <a href="#">Observable</a>).</td>
</tr>
<tr>
<td><strong>MinBy(FuncObjectObject, FuncObjectObjectInt32)</strong></td>
<td>Returns the elements in an observable sequence with the minimum key value by using the specified comparer. (Inherited from <a href="#">Observable</a>).</td>
</tr>
</tbody>
</table>
See Also

ConnectableObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
ConnectableObservable...::OnErrorResumeNext Method

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<tr>
<th>Name</th>
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<tbody>
<tr>
<td>onErrorResumeNext(Observable)</td>
<td>Continues an observable sequence that is terminated normally or by an exception with the next observable sequence. (Inherited from <strong>Observable</strong>.)</td>
</tr>
<tr>
<td>onErrorResumeNext(Observable, Observable)</td>
<td>Continues an observable sequence that is terminated normally or by an exception with the next observable sequence. (Inherited from <strong>Observable</strong>.)</td>
</tr>
<tr>
<td>onErrorResumeNext(Observable, Observable, Observable)</td>
<td>Continues an observable sequence that is terminated normally or by an exception with the next observable sequence. (Inherited from <strong>Observable</strong>.)</td>
</tr>
<tr>
<td>onErrorResumeNext(Observable, Observable, Observable, Observable)</td>
<td>Continues an observable sequence that is terminated normally or by an exception with the next observable sequence. (Inherited from <strong>Observable</strong>.)</td>
</tr>
</tbody>
</table>
See Also

ConnectableObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□  Include Protected Members
□  Include Inherited Members
.NET Framework Class Library
ConnectableObservable...::Prune Method
ConnectableObservable Class  See Also  Send Feedback
### Overload List

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<thead>
<tr>
<th>Name</th>
<th>Description</th>
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<tbody>
<tr>
<td>Prune()()</td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source containing only the last notification. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Prune(FuncObservableObservable)</td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source containing only the last notification. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Prune(FuncObservableObservable, Scheduler)</td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source containing only the last notification. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

ConnectableObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
ConnectableObservable...::Publish Method

ConnectableObservable Class  See Also  Send Feedback
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<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Publish()()</td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Publish(FuncObservableObservable)</td>
<td>Returns an observable sequence that is the result of invoking the selector on a connectable observable sequence that shares a single subscription to the underlying source. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

ConnectableObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
ConnectableObservable...:::RefCount Method

ConnectableObservable Class  See Also  Send Feedback

Returns an observable sequence that stays connected to the source as long as there is at least one subscription to the observable sequence.

Namespace: Rx
Assembly: RxJS (in RxJS.dll)
Syntax

JavaScript

functionRefCount();
See Also

ConnectableObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
ConnectableObservable::Repeat Method

See Also

Send Feedback
# Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Repeat()()</td>
<td>Repeats the observable sequence indefinitely. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Repeat(Int32)</td>
<td>Repeats the observable sequence repeatCount times. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Repeat(Int32, Scheduler)</td>
<td>Repeats the observable sequence repeatCount times. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

ConnectableObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
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□  Include Inherited Members
.NET Framework Class Library
ConnectableObservable....Replay Method

ConnectableObservable Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
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</thead>
<tbody>
<tr>
<td><strong>Replay()</strong></td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source replaying all notifications. (Inherited from <code>Observable</code>.)</td>
</tr>
<tr>
<td><strong>Replay(FuncObservableObservable)</strong></td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source replaying all notifications. (Inherited from <code>Observable</code>.)</td>
</tr>
<tr>
<td><strong>Replay(FuncObservableObservable, Int32)</strong></td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source replaying bufferSize notifications. (Inherited from <code>Observable</code>.)</td>
</tr>
<tr>
<td><strong>Replay(Func Observable Observable, Int32, Int32)</strong></td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source replaying bufferSize notifications within window. (Inherited from <code>Observable</code>.)</td>
</tr>
<tr>
<td><strong>Replay(Func Observable Observable, Int32, Int32, Scheduler)</strong></td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source replaying bufferSize notifications within window. (Inherited from <code>Observable</code>.)</td>
</tr>
</tbody>
</table>
See Also

ConnectableObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
ConnectableObservable:::Retry Method

ConnectableObservable Class  See Also  Send Feedback
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<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Retry()()</td>
<td>Repeats the source observable sequence until it successfully terminates.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
<tr>
<td>Retry(Int32)</td>
<td>Repeats the source observable sequence the retryCount times or until it successfully terminates.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
<tr>
<td>Retry(Int32, Scheduler)</td>
<td>Repeats the source observable sequence the retryCount times or until it successfully terminates.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
</tbody>
</table>
See Also

ConnectableObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
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.NET Framework Class Library
ConnectableObservable...:Sample Method

ConnectableObservable Class  See Also  Send Feedback
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<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="Int32" alt="Sample" /></td>
<td>Samples the observable sequence at each interval.</td>
</tr>
<tr>
<td>![Sample](Int32, Scheduler)</td>
<td>Samples the observable sequence at each interval.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
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</tbody>
</table>
See Also

ConnectableObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
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.NET Framework Class Library
ConnectableObservable...::Select Method

ConnectableObservable Class  See Also  Send Feedback
## Overload List

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<tbody>
<tr>
<td>Select(FuncObjectInt32Object)</td>
<td>Projects each value of an observable sequence into a new form by incorporating the element's index. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>Select(FuncObjectObject)</td>
<td>Projects each value of an observable sequence into a new form. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
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See Also

ConnectableObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
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ConnectableObservable...::StartWith Method
ConnectableObservable Class  See Also  Send Feedback
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<tr>
<td><strong>StartWith(Objects)</strong></td>
<td>Prepends a value to an observable sequence. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td><strong>StartWith(array&lt;Object&gt;[], Scheduler)</strong></td>
<td>Prepends a sequence values to an observable sequence. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td><strong>StartWith(Objects, Scheduler)</strong></td>
<td>Prepends a value to an observable sequence. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td><strong>StartWith(array&lt;Object&gt;[][], Scheduler)</strong></td>
<td>Prepends a sequence values to an observable sequence. (Inherited from <a href="#">Observable</a>.)</td>
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ConnectableObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
ConnectableObservable Class

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<th>Name</th>
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<tbody>
<tr>
<td><code>Subscribe()()</code></td>
<td>Subscribes to the observable sequence for its side-effects. (Inherited from <code>Observable</code>.)</td>
</tr>
<tr>
<td><code>Subscribe(IObserver)</code></td>
<td>Subscribes an observer to the observable sequence. (Inherited from <code>Observable</code>.)</td>
</tr>
<tr>
<td><code>Subscribe(ActionObject)</code></td>
<td>Subscribes an observer to the observable sequence. (Inherited from <code>Observable</code>.)</td>
</tr>
<tr>
<td><code>Subscribe(ActionObject, ActionObject)</code></td>
<td>Subscribes an observer to the observable sequence. (Inherited from <code>Observable</code>.)</td>
</tr>
<tr>
<td><code>Subscribe(ActionObject, ActionObject, Action)</code></td>
<td>Subscribes an observer to the observable sequence. (Inherited from <code>Observable</code>.)</td>
</tr>
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</table>
See Also

ConnectableObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□  Include Protected Members
□  Include Inherited Members
.NET Framework Class Library
ConnectableObservable...: Take Method
ConnectableObservable Class  See Also  Send Feedback
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<tbody>
<tr>
<td><strong>Take(Int32)</strong></td>
<td>Returns a specified number of contiguous values from the start of an observable sequence. (Inherited from <a href="#">Observable</a>)</td>
</tr>
<tr>
<td><strong>Take(Int32, Scheduler)</strong></td>
<td>Returns a specified number of contiguous values from the start of an observable sequence. (Inherited from <a href="#">Observable</a>)</td>
</tr>
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See Also

ConnectableObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
ConnectableObservable...::Throttle Method
ConnectableObservable Class  See Also  Send Feedback
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<tr>
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<tbody>
<tr>
<td>Throttle(Int32)</td>
<td>Ignores values from an observable sequence which are followed by another value before dueTime. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Throttle(Int32, Scheduler)</td>
<td>Ignores values from an observable sequence which are followed by another value before dueTime. (Inherited from Observable.)</td>
</tr>
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See Also

ConnectableObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
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ConnectableObservable...:.TimeInterval Method

ConnectableObservable Class  See Also  Send Feedback
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<tbody>
<tr>
<td>TimeInterval()()</td>
<td>Records the time interval for each value of an observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>TimeInterval(Scheduler)</td>
<td>Records the time interval for each value of an observable sequence according to the scheduler's notion of time. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

ConnectableObservable Class
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Send feedback on this topic to Microsoft.
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ConnectableObservable...:.Timeout Method

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<tbody>
<tr>
<td>Timeout(Int32)</td>
<td>Returns observable sequence that ends with a TimeoutException if dueTime elapses. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Timeout(Int32, Observable)</td>
<td>Returns the source observable sequence until completed or if dueTime elapses replaces the observable sequence with other. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Timeout(Int32, Scheduler)</td>
<td>Returns observable sequence that ends with a TimeoutException if dueTime elapses. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Timeout(Int32, Observable, Scheduler)</td>
<td>Returns the source observable sequence until completed or if dueTime elapses replaces the observable sequence with other. (Inherited from Observable.)</td>
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See Also

ConnectableObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
ConnectableObservable...::Timestamp Method

ConnectableObservable Class  See Also  Send Feedback
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<th>Description</th>
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<tbody>
<tr>
<td><code>Timestamp()()</code></td>
<td>Records the timestamp for each value of an observable sequence.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>)</td>
</tr>
<tr>
<td><code>Timestamp(Scheduler)</code></td>
<td>Records the timestamp for each value of an observable sequence according to the scheduler's notion of time.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>)</td>
</tr>
</tbody>
</table>
See Also

[ConnectableObservable Class](#)
[Rx Namespace](#)

Send [feedback](#) on this topic to Microsoft.
Visual Basic  □  C#
☐ Include Protected Members
☐ Include Inherited Members
.NET Framework Class Library
ConnectableObservable...::Where Method

ConnectableObservable Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Where(FuncObjectBoolean)</td>
<td>Filters the values of an observable sequence based on a predicate. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Where(FuncObjectInt32Boolean)</td>
<td>Filters the values of an observable sequence based on a predicate by incorporating the element's index. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

ConnectableObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Provides a set of static methods for creating Disposables.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

```javascript
Rx.Disposable = function();
Type.createClass(
    'Rx.Disposable');
```
Inheritance Hierarchy

System:::Object
Rx:::Disposable
See Also

Rx Namespace

Send feedback on this topic to Microsoft.
The **Disposable** type exposes the following members.

**Disposable Methods**

[Disposable Class]  [See Also]  [Send Feedback]
# Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Create</strong></td>
<td>Creates the disposable that invokes dispose when disposed.</td>
</tr>
</tbody>
</table>
See Also

Disposable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Creates the disposable that invokes dispose when disposed.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Disposable.Create = function(action);

Parameters

action
  Type: [System,::,Action]
See Also

Disposable Class
Rx Namespace

Send feedback on this topic to Microsoft.
The **Disposable** type exposes the following members.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Empty</td>
<td>Represents the disposable that does nothing when disposed.</td>
</tr>
</tbody>
</table>
See Also

Disposable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Represents the disposable that does nothing when disposed.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Disposable.Empty
See Also

Disposable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Represents an observable sequence of values that have a common key.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.GroupedObservable = function();

Type.createClass(
  'Rx.GroupedObservable',
  Rx.Observable
);
Inheritance Hierarchy

System...Object
   Rx...Observable
      Rx...GroupedObservable
See Also

Rx Namespace

Send feedback on this topic to Microsoft.
The `GroupedObservable` type exposes the following members.
# Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Aggregate</strong></td>
<td>Applies an accumulator function over an observable sequence. The specified seed value is used as the initial accumulator value. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>Aggregate1</strong></td>
<td>Applies an accumulator function over an observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>All</strong></td>
<td>Determines whether all elements of an observable sequence satisfy a condition. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>And</strong></td>
<td>Matches when both observable sequences have an available value. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>Any</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>AsObservable</strong></td>
<td>Hides the identity of an observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>Average</strong></td>
<td>Computes the average of a sequence of numeric values. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>BufferWithCount</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>BufferWithTime</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>BufferWithTimeOrCount</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>Catch</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>CombineLatest</strong></td>
<td>Merges two observable sequences into one observable sequence by using the selector function whenever one of the observable sequences has a new value. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>Concat</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>Contains</strong></td>
<td>Overloaded.</td>
</tr>
</tbody>
</table>
**Count**

Returns an number representing the total number of elements in an observable sequence.

(Inherited from *Observable*.)

**Delay**

Overloaded.

Dematerializes the explicit notification values of an observable sequence as implicit notifications.

(Inherited from *Observable*.)

**DistinctUntilChanged**

Overloaded.

**Do**

Overloaded.

Returns an observable that contains only the final OnNext value.

(Inherited from *Observable*.)

**Final**

Invokes finallyAction after source observable sequence terminates normally or by an exception.

(Inherited from *Observable*.)

**Finally**

(GetType)

(Overloaded from *Object*.)

**GroupBy**

Overloaded.

Determines whether an observable sequence is empty.

(Inherited from *Observable*.)

**IsEmpty**

Overloaded.

Materializes the implicit notifications of an observable sequence as explicit notification values.

(Inherited from *Observable*.)

**Materialize**

Overloaded.

Returns the maximum value in an observable sequence.

(Inherited from *Observable*.)

**Max**

Overloaded.

**MaxBy**

Overloaded.

Merges an observable sequence of observable sequences into an observable sequence.

(Inherited from *Observable*.)

**Merge**

**MergeObservable**
- **Min**
  Returns the minimum value in an observable sequence.
  (Inherited from Observable.)

- **MinBy**
  Overloaded.

- **OnErrorResumeNext**
  Overloaded.

- **Prune**
  Overloaded.

- **Publish**
  Overloaded.

  Removes the timestamp from each value of an observable sequence.
  (Inherited from Observable.)

- **RemoveInterval**
  Removes the timestamp from each value of an observable sequence.
  (Inherited from Observable.)

- **RemoveTimestamp**
  (Inherited from Observable.)

- **Repeat**
  Overloaded.

- **Replay**
  Overloaded.

- **Retry**
  Overloaded.

- **Sample**
  Overloaded.

  Applies an accumulator function over an observable sequence and returns each intermediate result. The specified seed value is used as the initial accumulator value.
  (Inherited from Observable.)

- **Scan**
  Applies an accumulator function over an observable sequence and returns each intermediate result. The specified seed value is prepended to the sequence once a message comes in.
  (Inherited from Observable.)

- **Scan0**
  Applies an accumulator function over an observable sequence and returns each intermediate result. The specified seed value is prepended to the sequence once a message comes in.
  (Inherited from Observable.)

- **Scan1**
  (Inherited from Observable.)

- **Select**
  Overloaded.

  Projects each value of an observable sequence to an observable sequence and flattens the resulting observable sequences into one

- **SelectMany**
observable sequence.  
(Inherited from Observable.)

Skip  
Bypasses a specified number of values in an observable sequence and then returns the remaining values.  
(Inherited from Observable.)

SkipUntil  
Returns the values from the source observable sequence only after the other observable sequence produces a value.  
(Inherited from Observable.)

SkipWhile  
Bypasses values in an observable sequence as long as a specified condition is true and then returns the remaining values.  
(Inherited from Observable.)

StartWith  
Overloaded.

Subscribe  
Overloaded.

Sum  
Computes the sum of a sequence of numeric values.  
(Inherited from Observable.)

Switch  
Transforms an observable sequence of observable sequences into an observable sequence producing values only from the most recent observable sequence.  
(Inherited from Observable.)

Take  
Overloaded.

TakeUntil  
Returns the values from the source observable sequence until the other observable sequence produces a value.  
(Inherited from Observable.)

TakeWhile  
Returns values from an observable sequence as long as a specified condition is true, and then skips the remaining values.  
(Inherited from Observable.)

Then  
Matches when the observable sequence has an available value and projects the value.  
(Inherited from Observable.)
<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Throttle</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>TimeInterval</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>Timeout</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>Timestamp</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>ToLocaleString</strong></td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td><strong>ToString</strong></td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td><strong>Where</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>Zip</strong></td>
<td>Merges two observable sequences into one observable sequence by using the selector function. (Inherited from <strong>Observable</strong>.)</td>
</tr>
</tbody>
</table>
See Also

GroupedObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
GroupedObservable...::Any Method

GroupedObservable Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
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<tbody>
<tr>
<td><code>Any()()</code></td>
<td>Determines whether an observable sequence contains any elements.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <code>Observable</code>.)</td>
</tr>
<tr>
<td><code>Any(FuncObjectBoolean)</code></td>
<td>Determines whether any element of an observable sequence satisfies a condition.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <code>Observable</code>.)</td>
</tr>
</tbody>
</table>
See Also

GroupedObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
GroupedObservable...::BufferWithCount Method
GroupedObservable Class  See Also  Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BufferWithCount(Int32)</td>
<td>Projects each value of an observable sequence into a buffer. (Inherited from Observable.)</td>
</tr>
<tr>
<td>BufferWithCount(Int32, Int32)</td>
<td>Projects each value of an observable sequence into a buffer. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

GroupedObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
GroupedObservable.BufferWithTime Method

GroupedObservable Class  See Also  Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BufferWithTime(Int32)</td>
<td>Projects each value of an observable sequence into a buffer.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
<tr>
<td>BufferWithTime(Int32, Int32)</td>
<td>Projects each value of an observable sequence into a buffer.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
<tr>
<td>BufferWithTime(Int32, Int32, Scheduler)</td>
<td>Projects each value of an observable sequence into a buffer.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
</tbody>
</table>
See Also

GroupedObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
GroupedObservable.BufferWithTimeOrCount Method

GroupedObservable Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BufferWithTimeOrCount(Int32, Int32)</td>
<td>Projects each value of an observable sequence into a buffer. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>BufferWithTimeOrCount(Int32, Int32, Scheduler)</td>
<td>Projects each value of an observable sequence into a buffer. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
</tbody>
</table>
See Also

GroupedObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
GroupedObservable...:::Catch Method

GroupedObservable Class  See Also  Send Feedback
# Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Catch(Observable)</td>
<td>Continues an observable sequence that is terminated by an exception with the next observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Catch(Observable, Observable)</td>
<td>Continues an observable sequence that is terminated by an exception with the next observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Catch(Observable, Observable, Observable)</td>
<td>Continues an observable sequence that is terminated by an exception with the next observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Catch(Observable, Observable, Observable, Observable)</td>
<td>Continues an observable sequence that is terminated by an exception with the next observable sequence. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

GroupedObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Concat(Observable)</td>
<td>Concatenates all the observable sequences. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Concat(Observable, Observable)</td>
<td>Concatenates all the observable sequences. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Concat(Observable, Observable, Observable)</td>
<td>Concatenates all the observable sequences. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Concat(Observable, Observable, Observable, Observable)</td>
<td>Concatenates all the observable sequences. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

GroupedObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
GroupedObservable:::Contains Method

GroupedObservable Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Contains(Object)</code></td>
<td>Determines whether an observable sequence contains a specified element by using the default comparer. (Inherited from Observable.)</td>
</tr>
<tr>
<td><code>Contains(Object, FuncObjectObjectBoolean)</code></td>
<td>Determines whether an observable sequence contains a specified element by using the specified comparer. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

GroupedObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Include Protected Members
Include Inherited Members
.NET Framework Class Library
GroupedObservable...::Delay Method
GroupedObservable Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>✦ Delay(Int32)</td>
<td>Time shifts the observable sequence by dueTime. The relative time intervals between the values are preserved. (Inherited from Observable.)</td>
</tr>
<tr>
<td>✦ Delay(Int32, Scheduler)</td>
<td>Time shifts the observable sequence by dueTime. The relative time intervals between the values are preserved. (Inherited fromObservable.)</td>
</tr>
</tbody>
</table>
See Also

GroupedObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
GroupedObservable...::DistinctUntilChanged Method

GroupedObservable Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DistinctUntilChanged()</td>
<td>Returns an observable sequence that contains only distinct contiguous values. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>DistinctUntilChanged(FuncObjectObject)</td>
<td>Returns an observable sequence that contains only distinct contiguous values according to the keySelector. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>DistinctUntilChanged(FuncObjectObject, FuncObjectObjectBoolean)</td>
<td>Returns an observable sequence that contains only distinct contiguous values according to the keySelector and comparer. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
</tbody>
</table>
See Also

GroupedObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
### Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Do(Observer)</td>
<td>Invokes the observer for its side-effects on each value in the observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Do(ActionObject)</td>
<td>Invokes the action for its side-effects on each value in the observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Do(ActionObject, ActionObject)</td>
<td>Invokes the action for its side-effects on each value in the observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Do(ActionObject, ActionObject, Action)</td>
<td>Invokes the action for its side-effects on each value in the observable sequence. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

GroupedObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
GroupedObservable...::GroupBy Method

GroupedObservable Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GroupBy(FuncObjectObject)</td>
<td>Groups the elements of an observable sequence according to a specified key selector function. (Inherited from <code>Observable</code>.)</td>
</tr>
<tr>
<td>GroupBy(FuncObjectObject, FuncObjectObject)</td>
<td>Groups the elements of an observable sequence and selects the resulting elements by using a specified function. (Inherited from <code>Observable</code>.)</td>
</tr>
<tr>
<td>GroupBy(FuncObjectObject, FuncObjectObject, FuncObjectString)</td>
<td>Groups the elements of an observable sequence according to a specified key selector function and keySerializer and selects the resulting elements by using a specified function. (Inherited from <code>Observable</code>.)</td>
</tr>
</tbody>
</table>
See Also

GroupedObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□  Include Protected Members
□  Include Inherited Members
.NET Framework Class Library
GroupedObservable...:::Let Method
GroupedObservable Class  See Also  Send Feedback
# Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Let(FuncObservableObservable)</td>
<td>Bind the source to the parameter without sharing subscription side-effects. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Let(FuncObservableObservable, FuncISubject)</td>
<td>Bind the source to the parameter so that it can be used multiple times without duplication of subscription side-effects. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

GroupedObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
GroupedObservable...::MaxBy Method

GroupedObservable Class   See Also   Send Feedback
### Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MaxBy(FuncObjectObject)</td>
<td>Returns the elements in an observable sequence with the maximum key value. (Inherited from Observable.)</td>
</tr>
<tr>
<td>MaxBy(FuncObjectObject, FuncObjectObjectInt32)</td>
<td>Returns the elements in an observable sequence with the maximum key value by using the specified comparer. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

GroupedObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
-.NET Framework Class Library

GroupedObservable::Merge Method

GroupedObservable Class  See Also  Send Feedback
### Overload List

<table>
<thead>
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<th>Name</th>
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</tr>
</thead>
<tbody>
<tr>
<td>Merge(Observable)</td>
<td>Merges all the observable sequences into a single observable sequence. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>Merge(Observable, Observable)</td>
<td>Merges all the observable sequences into a single observable sequence. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>Merge(Observable, Observable, Observable)</td>
<td>Merges all the observable sequences into a single observable sequence. (Inherited from <a href="#">Observable</a>.)</td>
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See Also

GroupedObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
GroupedObservable::MinBy Method

GroupedObservable Class  See Also  Send Feedback
## Overload List

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</thead>
<tbody>
<tr>
<td><strong>MinBy(FuncObjectObject)</strong></td>
<td>Returns the elements in an observable sequence with the minimum key value. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td><strong>MinBy(FuncObjectObject, FuncObjectObjectInt32)</strong></td>
<td>Returns the elements in an observable sequence with the minimum key value by using the specified comparer. (Inherited from <a href="#">Observable</a>.)</td>
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</table>
See Also

GroupedObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□  Include Protected Members
□  Include Inherited Members
.NET Framework Class Library
GroupedObservable...:::OnErrorResumeNext Method
 GroupedObservable Class  See Also  Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>OnErrorResumeNext(Observable)</strong></td>
<td>Continues an observable sequence that is terminated normally or by an exception with the next observable sequence. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td><strong>OnErrorResumeNext(Observable, Observable)</strong></td>
<td>Continues an observable sequence that is terminated normally or by an exception with the next observable sequence. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td><strong>OnErrorResumeNext(Observable, Observable, Observable)</strong></td>
<td>Continues an observable sequence that is terminated normally or by an exception with the next observable sequence. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td><strong>OnErrorResumeNext(Observable, Observable, Observable, Observable)</strong></td>
<td>Continues an observable sequence that is terminated normally or by an exception with the next observable sequence. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
</tbody>
</table>
See Also

GroupedObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
GroupedObservable::Prune Method

GroupedObservable Class  See Also  Send Feedback
## Overload List

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<thead>
<tr>
<th>Name</th>
<th>Description</th>
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<tbody>
<tr>
<td>Prune()()</td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source containing only the last notification. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Prune(FuncObservable.Observable)</td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source containing only the last notification. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Prune(FuncObservable.Observable, Scheduler)</td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source containing only the last notification. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

GroupedObservable Class  
Rx Namespace

Send feedback on this topic to Microsoft.
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Publish()</td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source. (Inherited from <a href="https://example.com">Observable</a>.)</td>
</tr>
<tr>
<td>Publish(Func.Observable.Observable)</td>
<td>Returns an observable sequence that is the result of invoking the selector on a connectable observable sequence that shares a single subscription to the underlying source. (Inherited from <a href="https://example.com">Observable</a>.)</td>
</tr>
</tbody>
</table>
See Also

GroupedObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
GroupedObservable....:Repeat Method

GroupedObservable Class  See Also  Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Repeat()</td>
<td>Repeats the observable sequence indefinitely. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Repeat(Int32)</td>
<td>Repeats the observable sequence repeatCount times. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Repeat(Int32, Scheduler)</td>
<td>Repeats the observable sequence repeatCount times. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

GroupedObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
GroupedObservable...:::Replay Method

GroupedObservable Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Replay</strong></td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source replaying all notifications. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td><strong>Replay(FuncObservableObservable)</strong></td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source replaying all notifications. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td><strong>Replay(FuncObservableObservable, Int32)</strong></td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source replaying bufferSize notifications. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td><strong>Replay(FuncObservableObservable, Int32, Int32)</strong></td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source replaying bufferSize notifications within window. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td><strong>Replay(FuncObservableObservable, Int32, Int32, Scheduler)</strong></td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source re-playing bufferSize notifications within window. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
</tbody>
</table>
See Also

GroupedObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
GroupedObservable

::

Retry Method

GroupedObservable Class  See Also  Send Feedback
### Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Retry()()</td>
<td>Repeats the source observable sequence until it successfully terminates.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>Retry(Int32)</td>
<td>Repeats the source observable sequence the retryCount times or until it successfully terminates.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>Retry(Int32,</td>
<td>Repeats the source observable sequence the retryCount times or until it successfully terminates.</td>
</tr>
<tr>
<td>Scheduler)</td>
<td>(Inherited from <a href="#">Observable</a>.)</td>
</tr>
</tbody>
</table>
See Also

GroupedObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□  Include Protected Members
□  Include Inherited Members
.NET Framework Class Library
GroupedObservable...:Sample Method

GroupedObservable Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sample(Int32)</td>
<td>Samples the observable sequence at each interval.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>Sample(Int32, Scheduler)</td>
<td>Samples the observable sequence at each interval.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>.)</td>
</tr>
</tbody>
</table>
See Also

GroupedObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□  Include Protected Members
□  Include Inherited Members
.NET Framework Class Library
GroupedObservable...:::Select Method
GroupedObservable Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Select(FuncObjectInt32Object)</td>
<td>Projects each value of an observable sequence into a new form by incorporating the element's index. (Inherited from <a href="#">Observable</a>)</td>
</tr>
<tr>
<td>Select(FuncObjectObject)</td>
<td>Projects each value of an observable sequence into a new form. (Inherited from <a href="#">Observable</a>)</td>
</tr>
</tbody>
</table>
See Also

GroupedObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
GroupedObservable Class

See Also

Send Feedback
# Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
</table>
| StartWith(Object) | Prepends a value to an observable sequence.  
(Inherited from [Observable](#).) |
| StartWith(array<Object>[][]) | Prepends a sequence values to an observable sequence.  
(Inherited from [Observable](#).) |
| StartWith(Object, Scheduler) | Prepends a value to an observable sequence.  
(Inherited from [Observable](#).) |
| StartWith(array<Object>[][], Scheduler) | Prepends a sequence values to an observable sequence.  
(Inherited from [Observable](#).) |
See Also

GroupedObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□  Include Protected Members
□  Include Inherited Members
.NET Framework Class Library
GroupedObservable...:::Subscribe Method

GroupedObservable Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Subscribe()()</td>
<td>Subscribes to the observable sequence for its side-effects. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Subscribe(IObserver)</td>
<td>Subscribes an observer to the observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Subscribe(ActionObject)</td>
<td>Subscribes an observer to the observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Subscribe(ActionObject, ActionObject)</td>
<td>Subscribes an observer to the observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Subscribe(ActionObject, ActionObject, Action)</td>
<td>Subscribes an observer to the observable sequence. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

GroupedObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
GroupedObservable...: Take Method

GroupedObservable Class  See Also  Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Take(Int32)</code></td>
<td>Returns a specified number of contiguous values from the start of an observable sequence. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td><code>Take(Int32, Scheduler)</code></td>
<td>Returns a specified number of contiguous values from the start of an observable sequence. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
</tbody>
</table>
See Also

*GroupedObservable Class*
*Rx Namespace*

Send [feedback](mailto:) on this topic to Microsoft.
 Visual Basic  C#  
 Include Protected Members  
 Include Inherited Members  
 .NET Framework Class Library  
 GroupedObservable...Throttle Method  
 {GroupedObservable Class}  {See Also}  {Send Feedback}
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Throttle(Int32)</td>
<td>Ignores values from an observable sequence which are followed by another value before dueTime. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Throttle(Int32, Scheduler)</td>
<td>Ignores values from an observable sequence which are followed by another value before dueTime. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

GroupedObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
GroupedObservable....TimeInterval Method

GroupedObservable Class  See Also  Send Feedback
# Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TimeInterval()()()</td>
<td>Records the time interval for each value of an observable sequence. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>TimeInterval(Scheduler)</td>
<td>Records the time interval for each value of an observable sequence according to the scheduler's notion of time. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
</tbody>
</table>
See Also

GroupedObservable Class  
Rx Namespace

Send feedback on this topic to Microsoft.
GroupedObservable...:::Timeout Method

See Also
Send Feedback
Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Timeout(Int32)</td>
<td>Returns observable sequence that ends with a TimeoutException if dueTime elapses. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Timeout(Int32, Observable)</td>
<td>Returns the source observable sequence until completed or if dueTime elapses replaces the observable sequence with other. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Timeout(Int32, Scheduler)</td>
<td>Returns observable sequence that ends with a TimeoutException if dueTime elapses. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Timeout(Int32, Observable, Scheduler)</td>
<td>Returns the source observable sequence until completed or if dueTime elapses replaces the observable sequence with other. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

GroupedObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□  Include Protected Members
□  Include Inherited Members
.NET Framework Class Library
GroupedObservable...:::Timestamp Method
GroupedObservable Class  See Also  Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Timestamp()()</td>
<td>Records the timestamp for each value of an observable sequence.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>Timestamp(Scheduler)</td>
<td>Records the timestamp for each value of an observable sequence according to the scheduler's notion of time.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>.)</td>
</tr>
</tbody>
</table>
See Also

GroupedObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
GroupedObservable...::Where Method
GroupedObservable Class  See Also  Send Feedback
### Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Where(FuncObjectBoolean)</td>
<td>Filters the values of an observable sequence based on a predicate. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>Where(FuncObjectInt32Boolean)</td>
<td>Filters the values of an observable sequence based on a predicate by incorporating the element's index. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
</tbody>
</table>
See Also

GroupedObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
The **GroupedObservable** type exposes the following members.
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Key</td>
<td>Gets the common key.</td>
</tr>
</tbody>
</table>
See Also

GroupedObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
GroupedObservable...:::Key Property

Gets the common key.

Namespace: Rx
Assembly: RxJS (in RxJS.dll)
Syntax

JavaScript

Key
See Also

GroupedObservable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Represents a push-style collection.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.I Observable = function();
Rx.I Observable.createInterface('Rx.I Observable');
See Also

Rx Namespace

Send feedback on this topic to Microsoft.
The `IObservable` type exposes the following members.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
</table>
| Subscribe  | Subscribes an observer to the observable sequence.
See Also

**IObservable Interface**

**Rx Namespace**

Send [feedback](#) on this topic to Microsoft.
Subscribes an observer to the observable sequence.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Subscribe(observer);

Parameters

observer
  Type: Rx::IObservable
See Also

IObservable Interface
Rx Namespace

Send feedback on this topic to Microsoft.
Supports push-style iteration over an observable sequence.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.IObserver = function();
Rx.IObserver.createInterface('Rx.IObserver');
See Also

Rx Namespace

Send feedback on this topic to Microsoft.
The `IObservable` type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>OnCompleted</code></td>
<td>Notifies the observer of the end of the sequence.</td>
</tr>
<tr>
<td><code>OnError</code></td>
<td>Notifies the observer that an exception has occurred.</td>
</tr>
<tr>
<td><code>OnNext</code></td>
<td>Notifies the observer of a new value in the sequence.</td>
</tr>
</tbody>
</table>
See Also

**IObserver Interface**
**Rx Namespace**

Send [feedback](mailto:support@microsoft.com) on this topic to Microsoft.
Notifies the observer of the end of the sequence.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function OnCompleted();
See Also

**IObserver Interface**

**Rx Namespace**

Send [feedback](mailto:) on this topic to Microsoft.
Notifies the observer that an exception has occurred.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function OnError(exception);

Parameters

exception
  Type: System:::Object
See Also

**IObservable Interface**
**Rx Namespace**

Send [feedback](#) on this topic to Microsoft.
Notifies the observer of a new value in the sequence.

**Namespace:** [Rx](#)

**Assembly:** [RxJS](#) (in RxJS.dll)
Syntax

JavaScript

function OnNext(value);

Parameters

value
   Type: System::Object
See Also

IObserver Interface
Rx Namespace

Send feedback on this topic to Microsoft.
Represents an object that is both an observable sequence as well as an observer.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.ISubject = function();
Rx.ISubject.createInterface('Rx.ISubject');
See Also

Rx Namespace

Send feedback on this topic to Microsoft.
The `ISubject` type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>OnCompleted</strong></td>
<td>Notifies the observer of the end of the sequence. (Inherited from <code>IObserver</code>.)</td>
</tr>
<tr>
<td><strong>OnError</strong></td>
<td>Notifies the observer that an exception has occurred. (Inherited from <code>IObservable</code>.)</td>
</tr>
<tr>
<td><strong>OnNext</strong></td>
<td>Notifies the observer of a new value in the sequence. (Inherited from <code>IObservable</code>.)</td>
</tr>
<tr>
<td><strong>Subscribe</strong></td>
<td>Subscribes an observer to the observable sequence. (Inherited from <code>IObservable</code>.)</td>
</tr>
</tbody>
</table>
See Also

ISubject Interface
Rx Namespace

Send feedback on this topic to Microsoft.
Represents mutable List semantics in JavaScript

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.List = function();

Type.createClass(
  'Rx.List');
Inheritance Hierarchy

System:::Object
Rx:::List
See Also

Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic □ C#
□ Include Protected Members
□ Include Inherited Members
.NET Framework Class Library
List Constructor

List Class  See Also  Send Feedback
# Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>List()()</td>
<td>Creates a new List.</td>
</tr>
<tr>
<td>List(FuncObjectObjectBoolean)</td>
<td>Creates a new List that uses comparer for looking up items.</td>
</tr>
</tbody>
</table>
See Also

- List Class
- Rx Namespace

Send feedback on this topic to Microsoft.
Creates a new List.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.List = function();
See Also

List Class
List Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Creates a new List that uses comparer for looking up items.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.List = function(comparer);

Parameters

comparer
  Type: System:::FuncObjectObjectBoolean
See Also

List Class
List Overload
Rx Namespace

Send feedback on this topic to Microsoft.
The `List` type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Add</td>
<td>Adds item to the list.</td>
</tr>
<tr>
<td>Clear</td>
<td>Clears the list.</td>
</tr>
<tr>
<td>GetCount</td>
<td>Returns the amount of items in the list.</td>
</tr>
<tr>
<td>GetItem</td>
<td>Returns item at position index.</td>
</tr>
<tr>
<td>GetType</td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>IndexOf</td>
<td>Searches item in the list and returns it index if found, returns -1 otherwise.</td>
</tr>
<tr>
<td>Remove</td>
<td>Tries to remove item from list, returns boolean indicating success.</td>
</tr>
<tr>
<td>RemoveAt</td>
<td>Removes item at index.</td>
</tr>
<tr>
<td>SetItem</td>
<td>Replaces value at position index with item.</td>
</tr>
<tr>
<td>ToArray</td>
<td></td>
</tr>
<tr>
<td>ToLocaleString</td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>ToString</td>
<td>(Inherited from Object.)</td>
</tr>
</tbody>
</table>
See Also

List Class
Rx Namespace

Send feedback on this topic to Microsoft.
Adds item to the list.

**Namespace:**  Rx  
**Assembly:**  RxJS (in RxJS.dll)
Syntax

JavaScript

function Add(item);

Parameters

item
  Type: System...:::Object
See Also

List Class
Rx Namespace

Send feedback on this topic to Microsoft.
Clears the list.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Clear();
See Also

List Class
Rx Namespace

Send feedback on this topic to Microsoft.
Returns the amount of items in the list.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function GetCount();
See Also

List Class
Rx Namespace

Send feedback on this topic to Microsoft.
returns item at position index.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function GetItem(index);

Parameters

index
  Type: System::Int32
See Also

List Class
Rx Namespace

Send feedback on this topic to Microsoft.
Searches item in the list and returns its index if found, returns -1 otherwise.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function IndexOf(item);

Parameters

item
  Type: System....Object
See Also

List Class
Rx Namespace

Send feedback on this topic to Microsoft.
Tries to remove item from list, returns boolean indicating success.

**Namespace:**  Rx

**Assembly:**  RxJS (in RxJS.dll)
Syntax

JavaScript

function Remove(item);

Parameters

item
  Type: System.Object
See Also

List Class
Rx Namespace

Send feedback on this topic to Microsoft.
Removes item at index.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function RemoveAt(index);

Parameters

index
  Type: System..::..Int32
See Also

List Class
Rx Namespace

Send feedback on this topic to Microsoft.
Replaces value at postition index with item.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

**JavaScript**

```
function SetItem(index, item);
```

**Parameters**

- **index**
  - Type: System:::Int32

- **item**
  - Type: System:::Object
See Also

List Class
Rx Namespace

Send feedback on this topic to Microsoft.
List...::ToArray Method

Namespace: Rx
Assembly: RxJS (in RxJS.dll)
Syntax

JavaScript

function toArray();
See Also

List Class
Rx Namespace

Send feedback on this topic to Microsoft.
MutableDisposable Class

Represents a disposable whose underlying disposable can be swapped for another disposable.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.MutableDisposable = function();

Type.createClass(
    'Rx.MutableDisposable',
    null,
    IDisposable);

Inheritance Hierarchy

System...:::Object
 Rx...:::MutableDisposable
See Also

Rx Namespace

Send feedback on this topic to Microsoft.
Constructs a new MutableDisposable with no current underlying disposable.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.MutableDisposable = function();
See Also

MutableDisposable Class
Rx Namespace

Send feedback on this topic to Microsoft.
The `MutableDisposable` type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dispose</td>
<td>Disposes the underlying disposable as well as all future replacements.</td>
</tr>
<tr>
<td>Get</td>
<td>Gets a value indicating whether the MutableDisposable has an underlying disposable.</td>
</tr>
<tr>
<td>GetType</td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>Replace</td>
<td>Swaps and disposes the current disposable with the new disposable.</td>
</tr>
<tr>
<td>ToLocaleString</td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>ToString</td>
<td>(Inherited from Object.)</td>
</tr>
</tbody>
</table>
See Also

MutableDisposable Class
Rx Namespace

Send feedback on this topic to Microsoft.
MutableDisposable..::.Dispose Method

Disposes the underlying disposable as well as all future replacements.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Dispose();

Implements

IDisposable...::Dispose()()
See Also

MutableDisposable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Gets a value indicating whether the MutableDisposable has an underlying disposable.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Get();
See Also

MutableDisposable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Swaps and disposes the current disposable with the new disposable.

**Namespace:** [Rx](https://example.com)

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Replace(disposable);

Parameters

disposable
  Type: System.IDisposable
See Also

MutableDisposable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Represents a notification to an observer.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Notification = function();

Type.createClass(
  'Rx.Notification',
  Rx.Observable);
Inheritance Hierarchy

System:::Object

Rx:::Observable

Rx:::Notification
See Also

Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
Notification Constructor
Notification Class  See Also  Send Feedback
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<tr>
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<tbody>
<tr>
<td>Notification(String)</td>
<td>Constructs a notification.</td>
</tr>
<tr>
<td>Notification(String, Object)</td>
<td>Constructs a notification.</td>
</tr>
</tbody>
</table>
See Also

Notification Class
Rx Namespace

Send feedback on this topic to Microsoft.
Constructs a notification.

Namespace: Rx
Assembly: RxJS (in RxJS.dll)
Syntax

**JavaScript**

Rx.Notification = function(kind);

**Parameters**

kind
  Type: System.String
See Also

Notification Class
Notification Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Constructs a notification.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

Rx.Notification = function(kind, value);

**Parameters**

*kind*

Type: System:::String

*value*

Type: System:::Object
See Also

Notification Class
Notification Overload
Rx Namespace

Send feedback on this topic to Microsoft.
The **Notification** type exposes the following members.
## Methods

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<tr>
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<th>Description</th>
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</thead>
<tbody>
<tr>
<td>Accept</td>
<td>Invokes the observer's method corresponding to the notification.</td>
</tr>
<tr>
<td>Aggregate</td>
<td>Applies an accumulator function over an observable sequence. The specified seed value is used as the initial accumulator value. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Aggregate1</td>
<td>Applies an accumulator function over an observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>All</td>
<td>Determines whether all elements of an observable sequence satisfy a condition. (Inherited from Observable.)</td>
</tr>
<tr>
<td>And</td>
<td>Matches when both observable sequences have an available value. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Any</td>
<td>Overloaded.</td>
</tr>
<tr>
<td>AsObservable</td>
<td>Hides the identity of an observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Average</td>
<td>Computes the average of a sequence of numeric values. (Inherited from Observable.)</td>
</tr>
<tr>
<td>BufferWithCount</td>
<td>Overloaded.</td>
</tr>
<tr>
<td>BufferWithTime</td>
<td>Overloaded.</td>
</tr>
<tr>
<td>BufferWithTimeOrCount</td>
<td>Overloaded.</td>
</tr>
<tr>
<td>Catch</td>
<td>Merges two observable sequences into one observable sequence by using the selector function whenever one of the observable sequences has a new value. (Inherited from Observable.)</td>
</tr>
<tr>
<td>CombineLatest</td>
<td></td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>----------------------</td>
<td>--------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Concat</td>
<td>Overloaded.</td>
</tr>
<tr>
<td>Contains</td>
<td>Overloaded.</td>
</tr>
<tr>
<td>Count</td>
<td>Returns an number representing the total number of elements in an observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Delay</td>
<td>Overloaded.</td>
</tr>
<tr>
<td>Dematerialize</td>
<td>Dematerializes the explicit notification values of an observable sequence as implicit notifications. (Inherited from Observable.)</td>
</tr>
<tr>
<td>DistinctUntilChanged</td>
<td>Overloaded.</td>
</tr>
<tr>
<td>Do</td>
<td>Returns an observable that contains only the final OnNext value. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Final</td>
<td>Invokes finallyAction after source observable sequence terminates normally or by an exception. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Finally</td>
<td>(Inherited from Observable.)</td>
</tr>
<tr>
<td>GetType</td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>GroupBy</td>
<td>Overloaded.</td>
</tr>
<tr>
<td>IsEmpty</td>
<td>Determines whether an observable sequence is empty. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Let</td>
<td>Overloaded.</td>
</tr>
<tr>
<td>Materialize</td>
<td>Materializes the implicit notifications of an observable sequence as explicit notification values. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Max</td>
<td>Returns the maximum value in an observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>MaxBy</td>
<td>Overloaded.</td>
</tr>
<tr>
<td>Merge</td>
<td>Overloaded.</td>
</tr>
<tr>
<td></td>
<td>Merges an observable sequence of observable sequence.</td>
</tr>
</tbody>
</table>
- **MergeObservable** sequences into an observable sequence. (Inherited from [Observable](#).)

- **Min**

  Returns the minimum value in an observable sequence. (Inherited from [Observable](#).)

- **MinBy**

  Overloaded.

- **OnErrorResumeNext**

  Overloaded.

- **Prune**

  Overloaded.

- **Publish**

  Overloaded.

- **RemoveInterval**

  Removes the timestamp from each value of an observable sequence. (Inherited from [Observable](#).)

- **RemoveTimestamp**

  Removes the timestamp from each value of an observable sequence. (Inherited from [Observable](#).)

- **Repeat**

  Overloaded.

- **Replay**

  Overloaded.

- **Retry**

  Overloaded.

- **Sample**

  Overloaded.

  Applies an accumulator function over an observable sequence and returns each intermediate result. The specified seed value is used as the initial accumulator value. (Inherited from [Observable](#).)

- **Scan**

  Applies an accumulator function over an observable sequence and returns each intermediate result. (Inherited from [Observable](#).)

- **Scan0**

  Applies an accumulator function over an observable sequence and returns each intermediate result. The specified seed value is prepended to the sequence once a message comes in. (Inherited from [Observable](#).)

- **Scan1**

  Applies an accumulator function over an observable sequence and returns each intermediate result. (Inherited from [Observable](#).)

- **Select**

  Overloaded.
<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SelectMany</td>
<td>Projects each value of an observable sequence to an observable sequence and flattens the resulting observable sequences into one observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Skip</td>
<td>Bypasses a specified number of values in an observable sequence and then returns the remaining values. (Inherited from Observable.)</td>
</tr>
<tr>
<td>SkipUntil</td>
<td>Returns the values from the source observable sequence only after the other observable sequence produces a value. (Inherited from Observable.)</td>
</tr>
<tr>
<td>SkipWhile</td>
<td>Bypasses values in an observable sequence as long as a specified condition is true and then returns the remaining values. (Inherited from Observable.)</td>
</tr>
<tr>
<td>StartWith</td>
<td>Overloaded.</td>
</tr>
<tr>
<td>Subscribe</td>
<td>Overloaded.</td>
</tr>
<tr>
<td>Sum</td>
<td>Computes the sum of a sequence of numeric values. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Switch</td>
<td>Transforms an observable sequence of observable sequences into an observable sequence producing values only from the most recent observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Take</td>
<td>Overloaded.</td>
</tr>
<tr>
<td>TakeUntil</td>
<td>Returns the values from the source observable sequence until the other observable sequence produces a value. (Inherited from Observable.)</td>
</tr>
<tr>
<td>TakeWhile</td>
<td>Returns values from an observable sequence as long as a specified condition is true, and then skips the remaining values. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Matches</td>
<td>Matches when the observable sequence has</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------</td>
<td>-------------</td>
</tr>
<tr>
<td>Then</td>
<td>an available value and projects the value. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Throttle</td>
<td>Overloaded.</td>
</tr>
<tr>
<td>TimeInterval</td>
<td>Overloaded.</td>
</tr>
<tr>
<td>Timeout</td>
<td>Overloaded.</td>
</tr>
<tr>
<td>Timestamp</td>
<td>Overloaded.</td>
</tr>
<tr>
<td>ToLocaleString</td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>ToString</td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>Where</td>
<td>Overloaded.</td>
</tr>
<tr>
<td>Zip</td>
<td>Merges two observable sequences into one observable sequence by using the selector function. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

Notification Class
Rx Namespace

Send feedback on this topic to Microsoft.
Invokes the observer's method corresponding to the notification.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
## Syntax

**JavaScript**

```javascript
function Accept(observer);
```

### Parameters

**observer**

Type: `Rx.Observable.Observer`
See Also

Notification Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□  Include Protected Members
□  Include Inherited Members
.NET Framework Class Library
Notification...:::Any Method
Notification Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Any</td>
<td>Determines whether an observable sequence contains any elements.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>Any(FuncObjectBoolean)</td>
<td>Determines whether any element of an observable sequence satisfies a condition.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>.)</td>
</tr>
</tbody>
</table>
See Also

Notification Class
Rx Namespace

Send feedback on this topic to Microsoft.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
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<tbody>
<tr>
<td>BufferWithCount(Int32)</td>
<td>Projects each value of an observable sequence into a buffer.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from Observable.)</td>
</tr>
<tr>
<td>BufferWithCount(Int32, Int32)</td>
<td>Projects each value of an observable sequence into a buffer.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

Notification Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
Notification...
 BufferWithTime Method
Notification Class  See Also  Send Feedback
<table>
<thead>
<tr>
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<th>Description</th>
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</thead>
<tbody>
<tr>
<td>BufferWithTime(Int32)</td>
<td>Projects each value of an observable sequence into a buffer.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
<tr>
<td>BufferWithTime(Int32, Int32)</td>
<td>Projects each value of an observable sequence into a buffer.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
<tr>
<td>BufferWithTime(Int32, Int32, Scheduler)</td>
<td>Projects each value of an observable sequence into a buffer.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
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See Also

Notification Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□  Include Protected Members
□  Include Inherited Members
.NET Framework Class Library
Notification...:::BufferWithTimeOrCount Method
Notification Class   See Also   Send Feedback
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<table>
<thead>
<tr>
<th>Name</th>
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<tbody>
<tr>
<td>BufferWithTimeOrCount(Int32, Int32)</td>
<td>Projects each value of an observable sequence into a buffer. (Inherited from Observable.)</td>
</tr>
<tr>
<td>BufferWithTimeOrCount(Int32, Int32, Scheduler)</td>
<td>Projects each value of an observable sequence into a buffer. (Inherited from Observable.)</td>
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See Also

Notification Class
Rx Namespace

Send feedback on this topic to Microsoft.
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<tr>
<th>Name</th>
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<tbody>
<tr>
<td>Catch(Observable)</td>
<td>Continues an observable sequence that is terminated by an exception with the next observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Catch(Observable, Observable)</td>
<td>Continues an observable sequence that is terminated by an exception with the next observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Catch(Observable, Observable, Observable)</td>
<td>Continues an observable sequence that is terminated by an exception with the next observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Catch(Observable, Observable, Observable, Observable)</td>
<td>Continues an observable sequence that is terminated by an exception with the next observable sequence. (Inherited from Observable.)</td>
</tr>
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See Also

Notification Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#  Include Protected Members  Include Inherited Members
.NET Framework Class Library
Notification...:::Concat Method

Notification Class  See Also  Send Feedback
## Overload List

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<tr>
<th>Name</th>
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<tbody>
<tr>
<td>Concat(Observable)</td>
<td>Concatenates all the observable sequences. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Concat(Observable, Observable)</td>
<td>Concatenates all the observable sequences. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Concat(Observable, Observable, Observable)</td>
<td>Concatenates all the observable sequences. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Concat(Observable, Observable, Observable, Observable)</td>
<td>Concatenates all the observable sequences. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

Notification Class
Rx Namespace

Send feedback on this topic to Microsoft.
## Overload List

| Name                                           | Description                                                                 |
|                                                |                                                                            |
| ![Contains](#) `Contains(Object)`              | Determines whether an observable sequence contains a specified element by using the default comparer. (Inherited from [Observable](#)). |
| ![Contains](#) `Contains(Object, FuncObjectObjectBoolean)` | Determines whether an observable sequence contains a specified element by using the specified comparer. (Inherited from [Observable](#)). |
See Also

Notification Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
Notification...:::Delay Method
Notification Class  See Also  Send Feedback
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<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="Delay(Int32)" /></td>
<td>Time shifts the observable sequence by dueTime. The relative time intervals between the values are preserved. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td><img src="image" alt="Delay(Int32, Scheduler)" /></td>
<td>Time shifts the observable sequence by dueTime. The relative time intervals between the values are preserved. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
</tbody>
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See Also

Notification Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□  Include Protected Members
□  Include Inherited Members
.NET Framework Class Library
Notification...:::DistinctUntilChanged Method
Notification Class  See Also  Send Feedback
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<tr>
<td>DistinctUntilChanged()()()</td>
<td>Returns an observable sequence that contains only distinct contiguous values. (Inherited from Observable.)</td>
</tr>
<tr>
<td>DistinctUntilChanged(FuncObjectObject)</td>
<td>Returns an observable sequence that contains only distinct contiguous values according to the keySelector. (Inherited from Observable.)</td>
</tr>
<tr>
<td>DistinctUntilChanged(FuncObjectObject, FuncObjectObjectBoolean)</td>
<td>Returns an observable sequence that contains only distinct contiguous values according to the keySelector and comparer. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

Notification Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
Notification...:::Do Method
Notification Class  See Also  Send Feedback
## Overload List

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<thead>
<tr>
<th>Name</th>
<th>Description</th>
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<tbody>
<tr>
<td>Do(Observer)</td>
<td>Invokes the observer for its side-effects on each value in the observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Do(ActionObject)</td>
<td>Invokes the action for its side-effects on each value in the observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Do(ActionObject, ActionObject)</td>
<td>Invokes the action for its side-effects on each value in the observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Do(ActionObject, ActionObject, Action)</td>
<td>Invokes the action for its side-effects on each value in the observable sequence. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

Notification Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#

□ Include Protected Members
□ Include Inherited Members

.NET Framework Class Library

Notification...::.GroupBy Method

Notification Class  See Also  Send Feedback
## Overload List

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<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GroupBy(FuncObjectObject)</td>
<td>Groups the elements of an observable sequence according to a specified key selector function. (Inherited from Observable.)</td>
</tr>
<tr>
<td>GroupBy(FuncObjectObject, FuncObjectObject)</td>
<td>Groups the elements of an observable sequence and selects the resulting elements by using a specified function. (Inherited from Observable.)</td>
</tr>
<tr>
<td>GroupBy(FuncObjectObject, FuncObjectObject, FuncObjectString)</td>
<td>Groups the elements of an observable sequence according to a specified key selector function and keySerializer and selects the resulting elements by using a specified function. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

Notification Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
Notification...:::Let Method

Notification Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Let(FuncObservableObservable)</td>
<td>Bind the source to the parameter without sharing subscription side-effects. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Let(FuncObservableObservable, FuncISubject)</td>
<td>Bind the source to the parameter so that it can be used multiple times without duplication of subscription side-effects. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

Notification Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#  
Include Protected Members  
Include Inherited Members  
.NET Framework Class Library  
Notification...:::MaxBy Method  
Notification Class  See Also  Send Feedback
## Overload List

<table>
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<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MaxBy(FuncObjectObject)</td>
<td>Returns the elements in an observable sequence with the maximum key value. (Inherited from <strong>Observable</strong>.)</td>
</tr>
<tr>
<td>MaxBy(FuncObjectObject, FuncObjectObjectInt32)</td>
<td>Returns the elements in an observable sequence with the maximum key value by using the specified comparer. (Inherited from <strong>Observable</strong>.)</td>
</tr>
</tbody>
</table>
See Also

Notification Class  
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□  Include Protected Members
□  Include Inherited Members
.NET Framework Class Library
Notification...:::Merge Method
Notification Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Merge(Observable)</td>
<td>Merges all the observable sequences into a single observable sequence.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
<tr>
<td>Merge(Observable, Observable)</td>
<td>Merges all the observable sequences into a single observable sequence.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
<tr>
<td>Merge(Observable, Observable, Observable)</td>
<td>Merges all the observable sequences into a single observable sequence.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
<tr>
<td>Merge(Observable, Observable, Observable, Observable)</td>
<td>Merges all the observable sequences into a single observable sequence.</td>
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<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
</tbody>
</table>
See Also

Notification Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  ▫  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
Notification...:::MinBy Method
Notification Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MinBy(FuncObjectObject)</td>
<td>Returns the elements in an observable sequence with the minimum key value. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>MinBy(FuncObjectObject, FuncObjectObjectInt32)</td>
<td>Returns the elements in an observable sequence with the minimum key value by using the specified comparer. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
</tbody>
</table>
See Also

Notification Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members  Include Inherited Members
.NET Framework Class Library
Notification...:::OnErrorResumeNext Method
Notification Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>OnErrorResumeNext(Observable)</code></td>
<td>Continues an observable sequence that is terminated normally or by an exception with the next observable sequence. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td><code>OnErrorResumeNext(Observable, Observable)</code></td>
<td>Continues an observable sequence that is terminated normally or by an exception with the next observable sequence. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td><code>OnErrorResumeNext(Observable, Observable, Observable)</code></td>
<td>Continues an observable sequence that is terminated normally or by an exception with the next observable sequence. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td><code>OnErrorResumeNext(Observable, Observable, Observable, Observable)</code></td>
<td>Continues an observable sequence that is terminated normally or by an exception with the next observable sequence. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
</tbody>
</table>
See Also

Notification Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□  Include Protected Members
□  Include Inherited Members
.NET Framework Class Library
Notification...:::Prune Method
Notification Class  See Also  Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Prune()</strong></td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source containing only the last notification. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td><strong>Prune(FuncObservableObservable)</strong></td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source containing only the last notification. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td><strong>Prune(FuncObservableObservable, Scheduler)</strong></td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source containing only the last notification. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
</tbody>
</table>
See Also

Notification Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□  Include Protected Members
□  Include Inherited Members
.NET Framework Class Library
Notification...:::Publish Method
Notification Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Publish()</td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source. (Inherited from <a href="#">Observable</a>)</td>
</tr>
<tr>
<td>Publish(FuncObservableObservable)</td>
<td>Returns an observable sequence that is the result of invoking the selector on a connectable observable sequence that shares a single subscription to the underlying source. (Inherited from <a href="#">Observable</a>)</td>
</tr>
</tbody>
</table>
See Also

Notification Class
Rx Namespace

Send feedback on this topic to Microsoft.
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Repeat()()</td>
<td>Repeats the observable sequence indefinitely.  (Inherited from Observable.)</td>
</tr>
<tr>
<td>Repeat(Int32)</td>
<td>Repeats the observable sequence repeatCount times.  (Inherited from Observable.)</td>
</tr>
<tr>
<td>Repeat(Int32, Scheduler)</td>
<td>Repeats the observable sequence repeatCount times.  (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

Notification Class
Rx Namespace

Send feedback on this topic to Microsoft.
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Replay()</td>
</tr>
<tr>
<td>Replay(FuncObservableObservable)</td>
</tr>
<tr>
<td>Replay(FuncObservableObservable, Int32)</td>
</tr>
<tr>
<td>Replay(FuncObservableObservable, Int32, Int32)</td>
</tr>
<tr>
<td>Replay(FuncObservableObservable, Int32, Int32, Scheduler)</td>
</tr>
</tbody>
</table>

**Description**

- Returns a connectable observable sequence that shares a single subscription to the underlying source replaying all notifications. (Inherited from Observable.)
- Returns a connectable observable sequence that shares a single subscription to the underlying source replaying all notifications. (Inherited from Observable.)
- Returns a connectable observable sequence that shares a single subscription to the underlying source replaying bufferSize notifications. (Inherited from Observable.)
- Returns a connectable observable sequence that shares a single subscription to the underlying source replaying bufferSize notifications within window. (Inherited from Observable.)
- Returns a connectable observable sequence that shares a single subscription to the underlying source replaying bufferSize notifications within window. (Inherited from Observable.)
See Also

Notification Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
Notification...:::Retry Method
Notification Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Retry()()</td>
<td>Repeats the source observable sequence until it successfully terminates.</td>
</tr>
<tr>
<td>(Inherited from <a href="#">Observable</a>)</td>
<td></td>
</tr>
<tr>
<td>Retry(Int32)</td>
<td>Repeats the source observable sequence the retryCount times or until it successfully terminates.</td>
</tr>
<tr>
<td>(Inherited from <a href="#">Observable</a>)</td>
<td></td>
</tr>
<tr>
<td>Retry(Int32, Scheduler)</td>
<td>Repeats the source observable sequence the retryCount times or until it successfully terminates.</td>
</tr>
<tr>
<td>(Inherited from <a href="#">Observable</a>)</td>
<td></td>
</tr>
</tbody>
</table>
See Also

Notification Class
Rx Namespace

Send feedback on this topic to Microsoft.
# Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sample(Int32)</td>
<td>Samples the observable sequence at each interval. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Sample(Int32, Scheduler)</td>
<td>Samples the observable sequence at each interval. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

Notification Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□  Include Protected Members
□  Include Inherited Members
.NET Framework Class Library
Notification...:::Select Method
Notification Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Select(FuncObjectInt32Object)</td>
<td>Projects each value of an observable sequence into a new form by incorporating the element's index. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Select(FuncObjectObject)</td>
<td>Projects each value of an observable sequence into a new form. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

Notification Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
Notification::<StartWith Method

Notification Class  See Also  Send Feedback
# Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>StartWith(Object)</td>
<td>Prepends a value to an observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>StartWith(array&lt;Object&gt;[][])</td>
<td>Prepends a sequence values to an observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>StartWith(Object, Scheduler)</td>
<td>Prepends a value to an observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>StartWith(array&lt;Object&gt;[][], Scheduler)</td>
<td>Prepends a sequence values to an observable sequence. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

Notification Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□  Include Protected Members
□  Include Inherited Members
.NET Framework Class Library
Notification...:::Subscribe Method
Notification Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Subscribe()()</td>
<td>Subscribes to the observable sequence for its side-effects. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Subscribe(IObserver)</td>
<td>Subscribes an observer to the observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Subscribe(ActionObject)</td>
<td>Subscribes an observer to the observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Subscribe(ActionObject, ActionObject)</td>
<td>Subscribes an observer to the observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Subscribe(ActionObject, ActionObject, Action)</td>
<td>Subscribes an observer to the observable sequence. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

Notification Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□  Include Protected Members
□  Include Inherited Members
.NET Framework Class Library
Notification...:::Take Method

Notification Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Take(Int32)</td>
<td>Returns a specified number of contiguous values from the start of an observable sequence. (Inherited from <a href="#">Observable</a>)</td>
</tr>
<tr>
<td>Take(Int32, Scheduler)</td>
<td>Returns a specified number of contiguous values from the start of an observable sequence. (Inherited from <a href="#">Observable</a>)</td>
</tr>
</tbody>
</table>
See Also

Notification Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
Notification...:::Throttle Method
Notification Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Throttle(Int32)</td>
<td>Ignores values from an observable sequence which are followed by another value before dueTime. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Throttle(Int32, Scheduler)</td>
<td>Ignores values from an observable sequence which are followed by another value before dueTime. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

Notification Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
Notification...:::TimeInterval Method
Notification Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>TimeInterval()</code></td>
<td>Records the time interval for each value of an observable sequence.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td><code>TimeInterval(Scheduler)</code></td>
<td>Records the time interval for each value of an observable sequence according to the scheduler's notion of time.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>.)</td>
</tr>
</tbody>
</table>
See Also

Notification Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
Notification...:::Timeout Method
Notification Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="Timeout" /> <strong>Timeout(Int32)</strong></td>
<td>Returns observable sequence that ends with a <code>TimeoutException</code> if dueTime elapses. (Inherited from <strong>Observable</strong>.)</td>
</tr>
<tr>
<td><img src="image" alt="Timeout" /> <strong>Timeout(Int32, Observable)</strong></td>
<td>Returns the source observable sequence until completed or if dueTime elapses replaces the observable sequence with other. (Inherited from <strong>Observable</strong>.)</td>
</tr>
<tr>
<td><img src="image" alt="Timeout" /> <strong>Timeout(Int32, Scheduler)</strong></td>
<td>Returns observable sequence that ends with a <code>TimeoutException</code> if dueTime elapses. (Inherited from <strong>Observable</strong>.)</td>
</tr>
<tr>
<td><img src="image" alt="Timeout" /> <strong>Timeout(Int32, Observable, Scheduler)</strong></td>
<td>Returns the source observable sequence until completed or if dueTime elapses replaces the observable sequence with other. (Inherited from <strong>Observable</strong>.)</td>
</tr>
</tbody>
</table>
See Also

- Notification Class
- Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#  Include Protected Members  Include Inherited Members
.NET Framework Class Library
Notification...:..:Timestamp Method
Notification Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Timestamp()()</td>
<td>Records the timestamp for each value of an observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Timestamp(Scheduler)</td>
<td>Records the timestamp for each value of an observable sequence according to the scheduler's notion of time. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

Notification Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□  Include Protected Members
□  Include Inherited Members
.NET Framework Class Library
Notification...:::Where Method
Notification Class  See Also  Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Where(FuncObjectBoolean)</td>
<td>Filters the values of an observable sequence based on a predicate. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Where(FuncObjectInt32Boolean)</td>
<td>Filters the values of an observable sequence based on a predicate by incorporating the element's index. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

Notification Class
Rx Namespace

Send feedback on this topic to Microsoft.
The **Notification** type exposes the following members.
### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kind</td>
<td>Gets the kind of notification that is represented.</td>
</tr>
<tr>
<td>Value</td>
<td>Returns the current value.</td>
</tr>
</tbody>
</table>
See Also

Notification Class
Rx Namespace

Send feedback on this topic to Microsoft.
Gets the kind of notification that is represented.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Kind
See Also

Notification Class
Rx Namespace

Send feedback on this topic to Microsoft.
Returns the current value.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Value
See Also

Notification Class
Rx Namespace

Send feedback on this topic to Microsoft.
Represents a push-style collection.

Namespace:  Rx
Assembly:  RxJS (in RxJS.dll)
Syntax

**JavaScript**

```javascript
Rx.Observable = function();

TypecreateClass(
  'Rx.Observable',
  null,
  Rx.IObservable);
```
Inheritance Hierarchy

System...:::Object
Rx...:::Observable
   Rx...:::AsyncSubject
   Rx...:::ConnectableObservable
   Rx...:::GroupedObservable
   Rx...:::Notification
   Rx...:::ReplaySubject
   Rx...:::Subject
See Also

Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#  .NET Framework Class Library
Observable Constructor

Namespace:  Rx
Assembly:  RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable = function();
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
The **Observable** type exposes the following members.
## Methods

<table>
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<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aggregate</td>
<td>Applies an accumulator function over an observable sequence. The specified seed value is used as the initial accumulator value.</td>
</tr>
<tr>
<td>Aggregate1</td>
<td>Applies an accumulator function over an observable sequence.</td>
</tr>
<tr>
<td>All</td>
<td>Determines whether all elements of an observable sequence satisfy a condition.</td>
</tr>
<tr>
<td>Amb</td>
<td>Overloaded.</td>
</tr>
<tr>
<td>And</td>
<td>Matches when both observable sequences have an available value.</td>
</tr>
<tr>
<td>Any</td>
<td>Overloaded.</td>
</tr>
<tr>
<td>AsObservable</td>
<td>Hides the identity of an observable sequence.</td>
</tr>
<tr>
<td>Average</td>
<td>Computes the average of a sequence of numeric values.</td>
</tr>
<tr>
<td>BufferWithCount</td>
<td>Overloaded.</td>
</tr>
<tr>
<td>BufferWithTime</td>
<td>Overloaded.</td>
</tr>
<tr>
<td>BufferWithTimeOrCount</td>
<td>Overloaded.</td>
</tr>
<tr>
<td>Case</td>
<td>Overloaded.</td>
</tr>
<tr>
<td>Catch</td>
<td>Overloaded.</td>
</tr>
<tr>
<td>CombineLatest</td>
<td>Merges two observable sequences into one observable sequence by using the selector function whenever one of the observable sequences has a new value.</td>
</tr>
<tr>
<td>Concat</td>
<td>Overloaded.</td>
</tr>
<tr>
<td>Contains</td>
<td>Overloaded.</td>
</tr>
<tr>
<td>Count</td>
<td>Returns an number representing the total number of elements in an observable sequence.</td>
</tr>
<tr>
<td>Create</td>
<td>Creates an observable sequence from the subscribe implementation.</td>
</tr>
</tbody>
</table>
- **CreateWithDisposable**
  Creates an observable sequence from the subscribe implementation.

- **Defer**
  Returns an observable sequence that invokes the observableFactory function whenever a new observer subscribes.

- **Delay**
  Overloaded.

- **Dematerialize**
  Dematerializes the explicit notification values of an observable sequence as implicit notifications.

- **DistinctUntilChanged**
  Overloaded.

- **Do**
  Overloaded.

- **DoWhile**
  Repeats source as long as condition holds.

- **Empty**
  Overloaded.

- **Final**
  Returns an observable that contains only the final OnNext value.

- **Finally**
  Invokes finallyAction after source observable sequence terminates normally or by an exception.

- **For**
  Concatenates the observable sequences obtained by running the resultSelector for each element in source.

- **ForkJoin**
  Overloaded.

- **FromArray**
  Overloaded.

- **FromDOMEvent**
  Overloaded.

- **FromHtmlEvent**
  Overloaded.

- **FromIEEvent**
  Overloaded.

- **Generate**
  Overloaded.

- **GenerateWithTime**
  Overloaded.

- **GetType**
  (Inherited from Object.)

- **GroupBy**
  Overloaded.

- **If**
  If condition is true, then thenSource else elseSource.

- **Interval**
  Overloaded.

- **IsEmpty**
  Determines whether an observable sequence is empty.
<table>
<thead>
<tr>
<th>Operator</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Join</td>
<td>Overloaded.</td>
</tr>
<tr>
<td>Let</td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>Materialize</strong></td>
<td>Materializes the implicit notifications of an observable sequence as explicit notification values.</td>
</tr>
<tr>
<td><strong>Max</strong></td>
<td>Returns the maximum value in an observable sequence.</td>
</tr>
<tr>
<td><strong>MaxBy</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>Merge</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>MergeObservable</strong></td>
<td>Merges an observable sequence of observable sequences into an observable sequence.</td>
</tr>
<tr>
<td><strong>Min</strong></td>
<td>Returns the minimum value in an observable sequence.</td>
</tr>
<tr>
<td><strong>MinBy</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>Never</strong></td>
<td>Returns a non-terminating observable sequence.</td>
</tr>
<tr>
<td><strong>OnErrorResumeNext</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>Prune</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>Publish</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>Range</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>RemoveInterval</strong></td>
<td>Removes the timestamp from each value of an observable sequence.</td>
</tr>
<tr>
<td><strong>RemoveTimestamp</strong></td>
<td>Removes the timestamp from each value of an observable sequence.</td>
</tr>
<tr>
<td><strong>Repeat</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>Replay</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>Retry</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>Return</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>Sample</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>Scan</strong></td>
<td>Applies an accumulator function over an observable sequence and returns each intermediate result. The specified seed value is used as the initial accumulator value.</td>
</tr>
</tbody>
</table>
Applies an accumulator function over an observable sequence and returns each intermediate result. The specified seed value is prepended to the sequence once a message comes in.

Applies an accumulator function over an observable sequence and returns each intermediate result.

Projects each value of an observable sequence to an observable sequence and flattens the resulting observable sequences into one observable sequence.

Bypasses a specified number of values in an observable sequence and then returns the remaining values.

Bypasses a specified number of values at the end of an observable sequence.

Returns the values from the source observable sequence only after the other observable sequence produces a value.

Bypasses values in an observable sequence as long as a specified condition is true and then returns the remaining values.

Overloaded.

Overloaded.

Overloaded.

Computes the sum of a sequence of numeric values.

Transforms an observable sequence of observable sequences into an observable sequence producing values only from the most recent observable sequence.

Overloaded.

Returns a specified number of contiguous values from the end of an observable sequence.
sequence.
Returns the values from the source observable sequence until the other observable sequence produces a value.

- **TakeUntil**
Returns values from an observable sequence as long as a specified condition is true, and then skips the remaining values.

- **TakeWhile**
Matches when the observable sequence has an available value and projects the value.

- **Then**

- **Throttle**
Overloaded.

- **Throw**
Overloaded.

- **TimeInterval**
Overloaded.

- **Timeout**
Overloaded.

- **Timer**
Overloaded.

- **Timestamp**
Overloaded.

- **ToAsync**
Overloaded.

- **ToLocaleString**
(Inherited from Object.)

- **ToString**
(Inherited from Object.)
Retrieves resource from resourceSelector for use in resourceUsage and disposes the resource once the resulting observable sequence terminates.

- **Using**

- **Where**
Overloaded.

- **While**
Repeats source as long as condition holds.

- **XmlHttpRequest**
Overloaded.
Merges two observable sequences into one observable sequence by using the selector function.
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Applies an accumulator function over an observable sequence. The specified seed value is used as the initial accumulator value.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
**Syntax**

```javascript
function Aggregate(seed, accumulator);
```

**Parameters**

- **seed**
  Type: System::Object

- **accumulator**
  Type: System::FuncObjectObjectObjectObject
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Applies an accumulator function over an observable sequence.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Aggregate1(accumulator);

Parameters

accumulator
  Type: System.String.FuncObjectObjectObject
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Determines whether all elements of an observable sequence satisfy a condition.

**Namespace:**  [Rx](#)  
**Assembly:**  RxJS (in RxJS.dll)
Syntax

JavaScript

function All(predicate);

Parameters

predicate
  Type: System::::FuncObjectBoolean
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
 □ Include Protected Members
 □ Include Inherited Members
.NET Framework Class Library
Observable...::Amb Method

Observable Class  See Also  Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Amb(Observable)</td>
<td>Returns the observable sequence that reacts first.</td>
</tr>
<tr>
<td>Amb(Observable, Observable)</td>
<td>Returns the observable sequence that reacts first.</td>
</tr>
<tr>
<td>Amb(Observable, Observable, Observable)</td>
<td>Returns the observable sequence that reacts first.</td>
</tr>
<tr>
<td>Amb(Observable, Observable, Observable, Observable)</td>
<td>Returns the observable sequence that reacts first.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Returns the observable sequence that reacts first.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

```javascript
Rx.Observable.Amb = function(o1);
```

**Parameters**

`o1`

Type: `Rx.Observable`
See Also

Observable Class
Amb Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Returns the observable sequence that reacts first.

**Namespace:**  [Rx](https://github.com/RxJS-dev/rxjs)

**Assembly:**  RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.Amb = function(o1, o2);

Parameters

o1
Type: Rx.Observable

o2
Type: Rx.Observable
See Also

Observable Class
Amb Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Returns the observable sequence that reacts first.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

```javascript
Rx.Observable.Amb = function(o1, o2, o3);
```

**Parameters**

- **o1**
  Type: [Rx.Observable](https://github.com/ReactiveX/RxJS)

- **o2**
  Type: [Rx.Observable](https://github.com/ReactiveX/RxJS)

- **o3**
  Type: [Rx.Observable](https://github.com/ReactiveX/RxJS)
See Also

Observable Class
Amb Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Returns the observable sequence that reacts first.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

```
Rx.Observable.Amb = function(o1, o2, o3, o4);
```

**Parameters**

- **o1**
  - Type: `Rx:::Observable`

- **o2**
  - Type: `Rx:::Observable`

- **o3**
  - Type: `Rx:::Observable`

- **o4**
  - Type: `Rx:::Observable`
See Also

Observable Class
Amb Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Matches when both observable sequences have an available value.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
Syntax

**JavaScript**

```javascript
function And(other);
```

**Parameters**

other

Type: `Rx:::Observable`
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
Observable...::.Any Method

Observable Class  See Also  Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Any()</code></td>
<td>Determines whether an observable sequence contains any elements.</td>
</tr>
<tr>
<td><code>Any(FuncObjectBoolean)</code></td>
<td>Determines whether any element of an observable sequence satisfies a condition.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Determines whether an observable sequence contains any elements.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Any();
See Also

Observable Class
Any Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Determines whether any element of an observable sequence satisfies a condition.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Any(predicate);

Parameters

predicate
  Type: System::FuncObjectBoolean
See Also

Observable Class
Any Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Hides the identity of an observable sequence.

**Namespace:**  Rx

**Assembly:**  RxJS (in RxJS.dll)
Syntax

JavaScript

function AsObservable();
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Computes the average of a sequence of numeric values.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
JavaScript

function Average();
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
Observable...:.BufferWithCount Method
Observable Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>BufferWithCount(Int32)</code></td>
<td>Projects each value of an observable sequence into a buffer.</td>
</tr>
<tr>
<td><code>BufferWithCount(Int32, Int32)</code></td>
<td>Projects each value of an observable sequence into a buffer.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Projects each value of an observable sequence into a buffer.

Namespace: Rx
Assembly: RxJS (in RxJS.dll)
Syntax

JavaScript

function BufferWithCount(count);

Parameters

count
  Type: System..::..Int32
See Also

Observable Class
BufferWithCount Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Projects each value of an observable sequence into a buffer.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function BufferWithCount(count, skip);

Parameters

count
  Type: System:::Int32

skip
  Type: System:::Int32
See Also

Observable Class
BufferWithCount Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□  Include Protected Members
□  Include Inherited Members
.NET Framework Class Library
Observable.::.BufferWithTime Method
Observable Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>BufferWithTime(Int32)</code></td>
<td>Projects each value of an observable sequence into a buffer.</td>
</tr>
<tr>
<td><code>BufferWithTime(Int32, Int32)</code></td>
<td>Projects each value of an observable sequence into a buffer.</td>
</tr>
<tr>
<td><code>BufferWithTime(Int32, Int32, Scheduler)</code></td>
<td>Projects each value of an observable sequence into a buffer.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Projects each value of an observable sequence into a buffer.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function BufferWithTime(timeSpan);

Parameters

timeSpan
   Type: System.Int32
See Also

Observable Class
BufferWithTime Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Projects each value of an observable sequence into a buffer.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
### Syntax

**JavaScript**

```javascript
function BufferWithTime(timeSpan, timeShift);
```

### Parameters

**timeSpan**
- Type: System:::Int32

**timeShift**
- Type: System:::Int32
See Also

Observable Class
BufferWithTime Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Projects each value of an observable sequence into a buffer.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function BufferWithTime(timeSpan, timeShift, scheduler);

Parameters

timeSpan
  Type: System:::Int32

timeShift
  Type: System:::Int32

scheduler
  Type: Rx:::Scheduler
See Also

Observable Class
BufferWithTime Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
Observable...::.BufferWithTimeOrCount Method
Observable Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BufferWithTimeOrCount(Int32, Int32)</td>
<td>Projects each value of an observable sequence into a buffer.</td>
</tr>
<tr>
<td>BufferWithTimeOrCount(Int32, Int32, Scheduler)</td>
<td>Projects each value of an observable sequence into a buffer.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Projects each value of an observable sequence into a buffer.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function BufferWithTimeOrCount(timeSpan, count);

Parameters

timeSpan
Type: System:::Int32

count
Type: System:::Int32
See Also

**Observable Class**
**BufferWithTimeOrCount Overload**
**Rx Namespace**

Send [feedback](#) on this topic to Microsoft.
Projects each value of an observable sequence into a buffer.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function BufferWithTimeOrCount(timeSpan, count, scheduler);

Parameters

timeSpan
  Type: System::.Int32

count
  Type: System::.Int32

scheduler
  Type: Rx::.Scheduler
See Also

Observable Class
BufferWithTimeOrCount Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□ Include Protected Members
□ Include Inherited Members
.NET Framework Class Library
Observable...:::Case Method

Observable Class  See Also  Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Case(FuncObservable, Dictionary)</td>
<td>Uses selector to determine which source in sources to use, empty if no match is found.</td>
</tr>
<tr>
<td>Case(FuncObservable, Dictionary, Observable)</td>
<td>Uses selector to determine which source in sources to use, uses defaultSource if no match is found.</td>
</tr>
<tr>
<td>Case(FuncObservable, Dictionary, Observable, Scheduler)</td>
<td>Uses selector to determine which source in sources to use, uses defaultSource if no match is found.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Uses selector to determine which source in sources to use, empty if no match is found.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

```javascript
Rx.Observable.Case = function(selector, sources);
```

**Parameters**

selector

Type: `System::FuncObservable`

sources

Type: Dictionary
See Also

Observable Class
Case Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Uses selector to determine which source in sources to use, uses defaultSource if no match is found.

**Namespace:**  Rx  
**Assembly:**  RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.Case = function(selector, sources, defaultSource);

Parameters

selector
Type: System::FuncObservable

sources
Type: Dictionary

defaultSource
Type: Rx::Observable
See Also

Observable Class  
Case Overload  
Rx Namespace

Send feedback on this topic to Microsoft.
Uses selector to determine which source in sources to use, uses defaultSource if no match is found.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

```
Rx.Observable.Case = function(selector, sources, defaultSource, scheduler)
```

**Parameters**

- **selector**
  - Type: [System:: FuncObservable](#)

- **sources**
  - Type: Dictionary

- **defaultSource**
  - Type: [Rx:: Observable](#)

- **scheduler**
  - Type: [Rx:: Scheduler](#)
See Also

Observable Class
Case Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
Observable...::.Catch Method
Observable Class  See Also  Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Catch(Observable)</td>
<td>Continues an observable sequence that is terminated by an exception with the next observable sequence.</td>
</tr>
<tr>
<td>Catch(array&lt;Observable&gt;[][])</td>
<td>Continues an observable sequence that is terminated by an exception with the next observable sequence.</td>
</tr>
<tr>
<td>Catch(Observable, Observable)</td>
<td>Continues an observable sequence that is terminated by an exception with the next observable sequence.</td>
</tr>
<tr>
<td>Catch(array&lt;Observable&gt;[][], Scheduler)</td>
<td>Continues an observable sequence that is terminated by an exception with the next observable sequence.</td>
</tr>
<tr>
<td>Catch(Observable, Observable, Observable)</td>
<td>Continues an observable sequence that is terminated by an exception with the next observable sequence.</td>
</tr>
<tr>
<td>Catch(Observable, Observable, Observable, Observable)</td>
<td>Continues an observable sequence that is terminated by an exception with the next observable sequence.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Continues an observable sequence that is terminated by an exception with the next observable sequence.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
### Syntax

**JavaScript**

```javascript
function Catch(o1);
```

### Parameters

**o1**

Type: *Rx:::Observable*
See Also

Observable Class
Catch Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Continues an observable sequence that is terminated by an exception with the next observable sequence.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

```javascript
Rx.Observable.Catch = function(items);
```

Parameters

items
Type: array< `Rx::Observable` >
See Also

Observable Class
Catch Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Continues an observable sequence that is terminated by an exception with the next observable sequence.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Catch(o1, o2);

Parameters

o1
   Type: Rx::Observable

o2
   Type: Rx::Observable
See Also

Observable Class
Catch Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Continues an observable sequence that is terminated by an exception with the next observable sequence.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

```javascript
Rx.Observable.Catch = function(items, scheduler);
```

**Parameters**

- **items**
  Type: `array<Rx::::Observable>[]`

- **scheduler**
  Type: `Rx::::Scheduler`
See Also

Observable Class
Catch Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Continues an observable sequence that is terminated by an exception with the next observable sequence.

Namespace: Rx
Assembly: RxJS (in RxJS.dll)
Syntax

JavaScript

function Catch(o1, o2, o3);

Parameters

o1
Type: Rx::::Observable

o2
Type: Rx::::Observable

o3
Type: Rx::::Observable
See Also

Observable Class
Catch Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Continues an observable sequence that is terminated by an exception with the next observable sequence.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Catch(o1, o2, o3, o4);

Parameters

- **o1**
  Type: `Rx::::Observable`

- **o2**
  Type: `Rx::::Observable`

- **o3**
  Type: `Rx::::Observable`

- **o4**
  Type: `Rx::::Observable`
See Also

Observable Class
Catch Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Merges two observable sequences into one observable sequence by using the selector function whenever one of the observable sequences has a new value.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

```javascript
function CombineLatest(right, selector);
```

**Parameters**

right
Type: `Rx::Observable`

selector
Type: `System::FuncObjectObjectObject`
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
Observable:::Concat Method

Observable Class  See Also  Send Feedback
## Overload List

<table>
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<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Concat(Observable)</code></td>
<td>Concatenates all the observable sequences.</td>
</tr>
<tr>
<td><code>Concat(array&lt;Observable&gt;[])[[]]</code></td>
<td>Concatenates all the observable sequences.</td>
</tr>
<tr>
<td><code>Concat(Observable, Observable)</code></td>
<td>Concatenates all the observable sequences.</td>
</tr>
<tr>
<td><code>Concat(array&lt;Observable&gt;[])[[]], Scheduler</code></td>
<td>Concatenates all the observable sequences.</td>
</tr>
<tr>
<td><code>Concat(Observable, Observable, Observable)</code></td>
<td>Concatenates all the observable sequences.</td>
</tr>
<tr>
<td><code>Concat(Observable, Observable, Observable, Observable)</code></td>
<td>Concatenates all the observable sequences.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Concatenates all the observable sequences.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Concat(o1);

Parameters

o1
  Type: Rx::__Observable
See Also

Observable Class
Concat Overload
Rx Namespace

Send feedback on this topic to Microsoft.
.NET Framework Class Library
Observable...::.Concat Method (array<Observable>[]())

Observable Class  See Also  Send Feedback

Concatenates all the observable sequences.

Namespace:  Rx
Assembly:  RxJS (in RxJS.dll)
Syntax

**JavaScript**

Rx.Observable.Concat = function(items);

**Parameters**

items
Type: array<Rx::::Observable>[]
See Also

Observable Class
Concat Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Concatenates all the observable sequences.

**Namespace:**  Rx  
**Assembly:**  RxJS (in RxJS.dll)
Syntax

JavaScript

function Concat(o1, o2);

Parameters

o1
Type: Rx:: Observable

o2
Type: Rx:: Observable
See Also

Observable Class
Concat Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Concatenates all the observable sequences.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

`Rx.Observable.Concat = function(items, scheduler);`

**Parameters**

- `items`
  Type: array< `Rx:::Observable` >[]

- `scheduler`
  Type: `Rx:::Scheduler`
See Also

Observable Class
Concat Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Concatenates all the observable sequences.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

```javascript
function Concat(o1, o2, o3);
```

**Parameters**

- **o1**
  - Type: `Rx:::Observable`

- **o2**
  - Type: `Rx:::Observable`

- **o3**
  - Type: `Rx:::Observable`
See Also

Observable Class
Concat Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
.NET Framework Class Library
Observable..::.Concat Method (Observable, Observable, Observable, Observable)

Observable Class  See Also  Send Feedback

Concatenates all the observable sequences.

Namespace:  Rx
Assembly:  RxJS (in RxJS.dll)
Syntax

JavaScript

function Concat(o1, o2, o3, o4);

Parameters

o1
    Type: Rx:::Observable

o2
    Type: Rx:::Observable

o3
    Type: Rx:::Observable

o4
    Type: Rx:::Observable
See Also

Observable Class
Concat Overload
Rx Namespace

Send feedback on this topic to Microsoft.
## Overload List

<table>
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<tr>
<th>Name</th>
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</tr>
</thead>
<tbody>
<tr>
<td><code>Contains(Object)</code></td>
<td>Determines whether an observable sequence contains a specified element by using the default comparer.</td>
</tr>
<tr>
<td><code>Contains(Object, FuncObjectObjectBoolean)</code></td>
<td>Determines whether an observable sequence contains a specified element by using the specified comparer.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Determines whether an observable sequence contains a specified element by using the default comparer.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Contains(value);

Parameters

value
    Type: System..:::Object
See Also

Observable Class
Contains Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Determines whether an observable sequence contains a specified element by using the specified comparer.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Contains(value, comparer);

Parameters

value
   Type: System::Object

comparer
   Type: System::FuncObjectObjectBoolean
See Also

Observable Class
Contains Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Returns an number representing the total number of elements in an observable sequence.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Count();
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Creates an observable sequence from the subscribe implementation.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.Create = function(subcribe);

Parameters

subscribe
Type: System,::: FuncObserverAction
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Creates an observable sequence from the subscribe implementation.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.CreateWithDisposable = function(subcribe);

Parameters

subscribe
  Type: System::FuncObserverIDisposable
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Returns an observable sequence that invokes the observableFactory function whenever a new observer subscribes.

Namespace: Rx
Assembly: RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.Defer = function(observableFactory);

Parameters

observableFactory
  Type: System::FuncObservable
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□  Include Protected Members
□  Include Inherited Members
.NET Framework Class Library
Observable...:::Delay Method

Observable Class  See Also  Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Delay(Int32)</td>
<td>Time shifts the observable sequence by dueTime. The relative time intervals between the values are preserved.</td>
</tr>
<tr>
<td>Delay(Int32, Scheduler)</td>
<td>Time shifts the observable sequence by dueTime. The relative time intervals between the values are preserved.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Time shifts the observable sequence by dueTime. The relative time intervals between the values are preserved.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Delay(dueTime);

Parameters

dueTime
   Type: System:::Int32
See Also

Observable Class
Delay Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Time shifts the observable sequence by dueTime. The relative time intervals between the values are preserved.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Delay(dueTime, scheduler);

Parameters

dueTime
   Type: System:::Int32

scheduler
   Type: Rx:::Scheduler
See Also

Observable Class
Delay Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Dematerializes the explicit notification values of an observable sequence as implicit notifications.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Dematerialize();
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
Observable...: DistinctUntilChanged Method
Observable Class  See Also  Send Feedback
### Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>DistinctUntilChanged()</code></td>
<td>Returns an observable sequence that contains only distinct contiguous values.</td>
</tr>
<tr>
<td><code>DistinctUntilChanged(FuncObjectObject)</code></td>
<td>Returns an observable sequence that contains only distinct contiguous values according to the keySelector.</td>
</tr>
<tr>
<td><code>DistinctUntilChanged(FuncObjectObject, FuncObjectObjectBoolean)</code></td>
<td>Returns an observable sequence that contains only distinct contiguous values according to the keySelector and comparer.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Returns an observable sequence that contains only distinct contiguous values.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function DistinctUntilChanged();
See Also

Observable Class
DistinctUntilChanged Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Returns an observable sequence that contains only distinct contiguous values according to the keySelector.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function DistinctUntilChanged(keySelector);  

Parameters

keySelector
Type: System::FuncObjectObject
See Also

Observable Class
DistinctUntilChanged Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Returns an observable sequence that contains only distinct contiguous values according to the keySelector and comparer.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function DistinctUntilChanged(keySelector, comparer);

Parameters

keySelector
  Type: System:: FuncObjectObject

comparer
  Type: System:: FuncObjectObjectBoolean
See Also

Observable Class
DistinctUntilChanged Overload
Rx Namespace

Send feedback on this topic to Microsoft.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Do(Observer)</td>
<td>Invokes the observer for its side-effects on each value in the observable sequence.</td>
</tr>
<tr>
<td>Do(ActionObject)</td>
<td>Invokes the action for its side-effects on each value in the observable sequence.</td>
</tr>
<tr>
<td>Do(ActionObject, Action)</td>
<td>Invokes the action for its side-effects on each value in the observable sequence.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Invokes the observer for its side-effects on each value in the observable sequence.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Do(observer);

Parameters

observer
  Type: Rx.Observable
See Also

Observable Class
Do Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Invokes the action for its side-effects on each value in the observable sequence.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Do(onNext);

Parameters

onNext
Type: System::ActionObject
See Also

Observable Class
Do Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Invokes the action for its side-effects on each value in the observable sequence.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Do(onNext, onError);

Parameters

onNext
Type: System::ActionObject

onError
Type: System::ActionObject
See Also

Observable Class
Do Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Invokes the action for its side-effects on each value in the observable sequence.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

```javascript
function Do(onNext, onError, onCompleted);
```

**Parameters**

**onNext**
- Type: `System::ActionObject`

**onError**
- Type: `System::ActionObject`

**onCompleted**
- Type: `System::Action`
See Also

Observable Class
Do Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Repeats source as long as condition holds.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

```
Rx.Observable.DoWhile = function(source, condition);
```

**Parameters**

**source**
Type: `Rx.Observable`

**condition**
Type: `System.FuncBoolean`
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Empty</td>
<td>Returns an empty observable sequence.</td>
</tr>
<tr>
<td>Empty(Scheduler)</td>
<td>Returns an empty observable sequence.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Returns an empty observable sequence.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.Empty = function();
See Also

Observable Class
Empty Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Returns an empty observable sequence.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
### Syntax

```javascript
Rx.Observable.Empty = function(scheduler);
```

### Parameters

**scheduler**
- Type: `Rx.Scheduler`
See Also

Observable Class
Empty Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Returns an observable that contains only the final OnNext value.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Final();
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Invokes finallyAction after source observable sequence terminates normally or by an exception.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

function Finally(finallyAction);

**Parameters**

finallyAction
   Type: System..::.Action
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Concatenates the observable sequences obtained by running the resultSelector for each element in source.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.For = function(source, resultSelector);

Parameters

source
  Type: System::Array

resultSelector
  Type: System::FuncObjectObservable
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
Observable...:::ForkJoin Method

Observable Class  See Also  Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ForkJoin(Observable, Observable)</td>
<td>Runs all observable sequences in parallel and combines their last values.</td>
</tr>
<tr>
<td>ForkJoin(Observable, Observable, Observable)</td>
<td>Runs all observable sequences in parallel and combines their last values.</td>
</tr>
<tr>
<td>ForkJoin(Observable, Observable, Observable, Observable)</td>
<td>Runs all observable sequences in parallel and combines their last values.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Runs all observable sequences in parallel and combines their last values.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.ForkJoin = function(o1, o2);

Parameters

o1
Type: Rx.Observable

o2
Type: Rx.Observable
See Also

Observable Class
ForkJoin Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Runs all observable sequences in parallel and combines their last values.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.ForkJoin = function(o1, o2, o3);

Parameters

o1  
Type: Rx::Observable

o2  
Type: Rx::Observable

o3  
Type: Rx::Observable
See Also

Observable Class
ForkJoin Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Runs all observable sequences in parallel and combines their last values.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

```javascript
Rx.Observable.ForkJoin = function(o1, o2, o3, o4);
```

**Parameters**

- **o1**
  Type: [Rx.Observable](#)

- **o2**
  Type: [Rx.Observable](#)

- **o3**
  Type: [Rx.Observable](#)

- **o4**
  Type: [Rx.Observable](#)
See Also

Observable Class
ForkJoin Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Runs all observable sequences in parallel and combines their last values.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

```javascript
Rx.Observable.ForkJoin = function(o1, o2, o3, o4, o5);
```

**Parameters**

- **o1**  
  Type: `Rx:::Observable`

- **o2**  
  Type: `Rx:::Observable`

- **o3**  
  Type: `Rx:::Observable`

- **o4**  
  Type: `Rx:::Observable`

- **o5**  
  Type: `Rx:::Observable`
See Also

Observable Class
ForkJoin Overload
Rx Namespace

Send feedback on this topic to Microsoft.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>FromArray(array&lt;Object&gt;[])</code></td>
<td>Returns an observable sequence that contains all values from the array in order.</td>
</tr>
<tr>
<td><code>FromArray(array&lt;Object&gt;[], Scheduler)</code></td>
<td>Returns an observable sequence that contains all values from the array in order.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Returns an observable sequence that contains all values from the array in order.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

**JavaScript**

```
Rx.ObservableFromArray = function(items);
```

**Parameters**

- `items`
  Type: `array< System::Object >[]`
See Also

Observable Class
FromArray Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Returns an observable sequence that contains all values from the array in order.

**Namespace:**  Rx  
**Assembly:**  RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.FromArray = function(items, scheduler);

Parameters

items
  Type: array< System::Object >[]

scheduler
  Type: Rx::Scheduler
See Also

Observable Class
FromArray Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□  Include Protected Members
□  Include Inherited Members
.NET Framework Class Library
Observable...::.FromDOMEvent Method
Observable Class  See Also  Send Feedback
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<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FromDOMEvent(DOMDocument, String)</td>
<td>Returns an observable sequence that contains the values of the underlying DOM event.</td>
</tr>
<tr>
<td>FromDOMEvent(DOMElement, String)</td>
<td>Returns an observable sequence that contains the values of the underlying DOM event.</td>
</tr>
<tr>
<td>FromDOMEvent(WindowInstance, String)</td>
<td>Returns an observable sequence that contains the values of the underlying DOM event.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Returns an observable sequence that contains the values of the underlying DOM event.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

```
Rx.Observable.FromDOMEVENT = function(document, eventName);
```

Parameters

document
  Type: DOMDocument

eventName
  Type: System.String
See Also

Observable Class
FromDOMEvent Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Returns an observable sequence that contains the values of the underlying DOM event.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.FromDOMEvent = function(element, eventName);

Parameters

element
   Type: DOMElement

eventName
   Type: System:::String
See Also

Observable Class
FromDOMEvent Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Returns an observable sequence that contains the values of the underlying DOM event.

Namespace: Rx
Assembly: RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.FromDOMEvent = function(window, eventName);

Parameters

window
  Type: WindowInstance

eventName
  Type: System.String
See Also

Observable Class
FromDOMEvent Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic

C#

Include Protected Members

Include Inherited Members

.NET Framework Class Library

Observable...::.FromHtmlEvent Method

Observable Class  See Also  Send Feedback
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<tr>
<th>Overload List</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Name</strong></td>
</tr>
<tr>
<td>FromHtmlEvent(DOMDocument, String)</td>
</tr>
<tr>
<td>FromHtmlEvent(DOMElement, String)</td>
</tr>
<tr>
<td>FromHtmlEvent(WindowInstance, String)</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Returns an observable sequence that contains the values of the underlying Html event.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

**JavaScript**

`Rx.Observable.FromHtmlEvent = function(document, eventName);`

**Parameters**

- `document`  
  Type: DOMDocument

- `eventName`  
  Type: System.String
See Also

Observable Class
FromHtmlEvent Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Returns an observable sequence that contains the values of the underlying Html event.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
## Syntax

**JavaScript**

```javascript
Rx.Observable.FromHtmlEvent = function(element, eventName);
```

### Parameters

element

*Type: DOMElement*

eventName

*Type: System.String*
See Also

Observable Class
FromHtmlEvent Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Returns an observable sequence that contains the values of the underlying Html event.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

```
Rx.Observable.FromHtmlEvent = function(window, eventName);
```

Parameters

- **window**
  - Type: WindowInstance

- **eventName**
  - Type: System.String
See Also

Observable Class
FromHtmlEvent Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□  Include Protected Members
□  Include Inherited Members
.NET Framework Class Library
Observable...:::FromIEEvent Method
Observable Class  See Also  Send Feedback
### Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>FromIEEvent(DOMDocument, String)</strong></td>
<td>Returns an observable sequence that contains the values of the underlying Internet Explorer event.</td>
</tr>
<tr>
<td><strong>FromIEEvent(DOMElement, String)</strong></td>
<td>Returns an observable sequence that contains the values of the underlying Internet Explorer event.</td>
</tr>
<tr>
<td><strong>FromIEEvent(WindowInstance, String)</strong></td>
<td>Returns an observable sequence that contains the values of the underlying Internet Explorer event.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Returns an observable sequence that contains the values of the underlying Internet Explorer event.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.FromIEEvent = function(document, eventName);

Parameters

document
   Type: DOMDocument

eventName
   Type: System.String
See Also

Observable Class
FromIEEvent Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Returns an observable sequence that contains the values of the underlying Internet Explorer event.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.FromIEEvent = function(element, eventName);

Parameters

element
  Type: DOMElement

eventName
  Type: System.String
See Also

Observable Class
FromIEEvent Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Returns an observable sequence that contains the values of the underlying Internet Explorer event.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.FromIEEvent = function(window, eventName);

Parameters

window
  Type: WindowInstance

eventName
  Type: System.String
See Also

Observable Class
FromIEEvent Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
Observable...:::Generate Method
Observable Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Generate(FuncObject, FuncObjectBoolean, FuncObjectObject)</code></td>
<td>Generates an observable sequence by iterating a state from an initial state until the condition fails.</td>
</tr>
<tr>
<td><code>Generate(FuncObject, FuncObjectBoolean, FuncObjectObject, Scheduler)</code></td>
<td>Generates an observable sequence by iterating a state from an initial state until the condition fails.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Generates an observable sequence by iterating a state from an initial state until the condition fails.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

`Rx.Observable.Generate = function(initialState, condition, iterate,`}

**Parameters**

`initialState`  
Type: `System::FuncObject`

`condition`  
Type: `System::FuncObjectBoolean`

`iterate`  
Type: `System::FuncObjectObject`

`resultSelector`  
Type: `System::FuncObjectObject`
See Also

Observable Class
Generate Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Generates an observable sequence by iterating a state from an initial state until the condition fails.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

`Rx.Observable.Generate = function(initialState, condition, iterate,

**Parameters**

`initialState`  
Type: `System:: FuncObject`

`condition`  
Type: `System:: FuncObjectBoolean`

`iterate`  
Type: `System:: FuncObjectObject`

`resultSelector`  
Type: `System:: FuncObjectObject`

`scheduler`  
Type: `Rx:: Scheduler`
See Also

Observable Class
Generate Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□  Include Protected Members
□  Include Inherited Members
.NET Framework Class Library
Observable...::.GenerateWithTime Method
Observable Class  See Also  Send Feedback
### Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GenerateWithTime(FuncObject, FuncObjectBoolean, FuncObjectObject, FuncObjectObject, FuncObjectInt32)</td>
<td>Generates an observable sequence by iterating a state from an initial state until the condition fails.</td>
</tr>
<tr>
<td>GenerateWithTime(FuncObject, FuncObjectBoolean, FuncObjectObject, FuncObjectObject, FuncObjectInt32, Scheduler)</td>
<td>Generates an observable sequence by iterating a state from an initial state until the condition fails.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Generates an observable sequence by iterating a state from an initial state until the condition fails.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.GenerateWithTime = function(initialState, condition, i

Parameters

initialState
  Type: System::FuncObject

condition
  Type: System::FuncObjectBoolean

iterate
  Type: System::FuncObjectObject

resultSelector
  Type: System::FuncObjectObject

timeSelector
  Type: System::FuncObjectInt32
See Also

Observable Class
GenerateWithTime Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Generates an observable sequence by iterating a state from an initial state until the condition fails.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

```
Rx.Observable.GenerateWithTime = function(initialState, condition, iterate, resultSelector, timeSelector, scheduler) {
```

Parameters

`initialState`
Type: `System::FuncObject`

`condition`
Type: `System::FuncObjectBoolean`

`iterate`
Type: `System::FuncObjectObject`

`resultSelector`
Type: `System::FuncObjectObject`

`timeSelector`
Type: `System::FuncObjectInt32`

`scheduler`
Type: `Rx::Scheduler`
See Also

Observable Class
GenerateWithTime Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□ Include Protected Members
□ Include Inherited Members
.NET Framework Class Library
Observable...:::GroupBy Method
Observable Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GroupBy(FuncObjectObject)</td>
<td>Groups the elements of an observable sequence according to a specified key selector function.</td>
</tr>
<tr>
<td>GroupBy(FuncObjectObject, FuncObjectObject)</td>
<td>Groups the elements of an observable sequence and selects the resulting elements by using a specified function.</td>
</tr>
<tr>
<td>GroupBy(FuncObjectObject, FuncObjectString)</td>
<td>Groups the elements of an observable sequence according to a specified key selector function and keySerializer and selects the resulting elements by using a specified function.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Groups the elements of an observable sequence according to a specified key selector function.

Namespace: Rx
Assembly: RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

```javascript
function GroupBy(keySelector);
```

**Parameters**

keySelector

Type: [System,:::FuncObjectObject](https://docs.microsoft.com/en-us/dotnet/api/system.funcobjectobject)
See Also

Observable Class
GroupBy Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Groups the elements of an observable sequence and selects the resulting elements by using a specified function.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function GroupBy(keySelector, elementSelector);

Parameters

keySelector
Type: System::FuncObjectObject

elementSelector
Type: System::FuncObjectObject
See Also

Observable Class
GroupBy Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Groups the elements of an observable sequence according to a specified key selector function and keySerializer and selects the resulting elements by using a specified function.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

function GroupBy(keySelector, elementSelector, keySerializer);

**Parameters**

keySelector
Type: System::FuncObjectObject

elementSelector
Type: System::FuncObjectObject

keySerializer
Type: System::FuncObjectString
See Also

Observable Class
GroupBy Overload
Rx Namespace

Send feedback on this topic to Microsoft.
If condition is true, then thenSource else elseSource.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.If = function(condition, thenSource, elseSource);

Parameters

condition
  Type: System::FuncBoolean

thenSource
  Type: Rx::Observable

elseSource
  Type: Rx::Observable
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
Observable...:::Interval Method
Observable Class  See Also  Send Feedback
# Overload List

<table>
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<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Interval(Int32)</code></td>
<td>Returns an observable sequence that produces a value after each period.</td>
</tr>
<tr>
<td><code>Interval(Int32, Scheduler)</code></td>
<td>Returns an observable sequence that produces a value after each period.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Returns an observable sequence that produces a value after each period.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.Interval = function(period);

Parameters

period
  Type: System:::Int32
See Also

Observable Class
Interval Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Returns an observable sequence that produces a value after each period.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
Syntax

**JavaScript**

`Rx.Observable.Interval = function(period, scheduler);`

**Parameters**

*period*
  
  Type: System:::Int32

*scheduler*

  Type: `Rx:::Scheduler`
See Also

Observable Class
Interval Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Determines whether an observable sequence is empty.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function IsEmpty();
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□  Include Protected Members
□  Include Inherited Members
.NET Framework Class Library
Observable...:Join Method

Observable Class  See Also  Send Feedback
## Overload List

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<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Join(Plan)</td>
<td>Joins together the results from several plans.</td>
</tr>
<tr>
<td>Join(Plan, Plan)</td>
<td>Joins together the results from several plans.</td>
</tr>
<tr>
<td>Join(Plan, Plan, Plan)</td>
<td>Joins together the results from several plans.</td>
</tr>
<tr>
<td>Join(Plan, Plan, Plan, Plan)</td>
<td>Joins together the results from several plans.</td>
</tr>
<tr>
<td>Join(Plan, Plan, Plan, Plan, Plan)</td>
<td>Joins together the results from several plans.</td>
</tr>
<tr>
<td>Join(Plan, Plan, Plan, Plan, Plan, Plan)</td>
<td>Joins together the results from several plans.</td>
</tr>
<tr>
<td>Join(Plan, Plan, Plan, Plan, Plan, Plan, Plan)</td>
<td>Joins together the results from several plans.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Joins together the results from several plans.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.Join = function(p1);

Parameters

p1
Type: Rx.Observable
See Also

Observable Class
Join Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Joins together the results from several plans.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.Join = function(p1, p2);

Parameters

p1
Type: Rx::Plan

p2
Type: Rx::Plan
See Also

Observable Class
Join Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Joins together the results from several plans.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

Rx.Observable.Join = function(p1, p2, p3);

**Parameters**

p1
  Type: Rx::Plan

p2
  Type: Rx::Plan

p3
  Type: Rx::Plan
See Also

Observable Class
Join Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Joins together the results from several plans.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.Join = function(p1, p2, p3, p4);

Parameters

p1
Type: Rx::Plan

p2
Type: Rx::Plan

p3
Type: Rx::Plan

p4
Type: Rx::Plan
See Also

Observable Class
Join Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Joins together the results from several plans.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.Join = function(p1, p2, p3, p4, p5);

Parameters

p1
Type: Rx::Plan

p2
Type: Rx::Plan

p3
Type: Rx::Plan

p4
Type: Rx::Plan

p5
Type: Rx::Plan
See Also

Observable Class
Join Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Joins together the results from several plans.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

**JavaScript**

`Rx.Observable.Join = function(p1, p2, p3, p4, p5, p6);`

**Parameters**

p1
  Type: `Rx::Plan`

p2
  Type: `Rx::Plan`

p3
  Type: `Rx::Plan`

p4
  Type: `Rx::Plan`

p5
  Type: `Rx::Plan`

p6
  Type: `Rx::Plan`
See Also

Observable Class
Join Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Joins together the results from several plans.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.Join = function(p1, p2, p3, p4, p5, p6, p7);

Parameters

p1
Type: Rx::Plan

p2
Type: Rx::Plan

p3
Type: Rx::Plan

p4
Type: Rx::Plan

p5
Type: Rx::Plan

p6
Type: Rx::Plan

p7
Type: Rx::Plan
See Also

Observable Class
Join Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Joins together the results from several plans.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.Join = function(p1, p2, p3, p4, p5, p6, p7, p8);

Parameters

p1  
   Type: Rx::Plan

p2  
   Type: Rx::Plan

p3  
   Type: Rx::Plan

p4  
   Type: Rx::Plan

p5  
   Type: Rx::Plan

p6  
   Type: Rx::Plan

p7  
   Type: Rx::Plan

p8  
   Type: Rx::Plan
See Also

Observable Class
Join Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□ Include Protected Members
□ Include Inherited Members
.NET Framework Class Library
Observable...:::Let Method
Observable Class  See Also  Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Let(FuncObservableObservable)</code></td>
<td>Bind the source to the parameter without sharing subscription side-effects.</td>
</tr>
<tr>
<td><code>Let(FuncObservableObservable, FuncISubject)</code></td>
<td>Bind the source to the parameter so that it can be used multiple times without duplication of subscription side-effects.</td>
</tr>
<tr>
<td><code>Let(Object, FuncObjectObservable)</code></td>
<td>Returns an observable sequence that invokes selector with value whenever a new observer subscribes.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Bind the source to the parameter without sharing subscription side-effects.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Let(func);

Parameters

func
Type: System::FuncObservableObservable
See Also

Observable Class  
Let Overload  
Rx Namespace

Send feedback on this topic to Microsoft.
Bind the source to the parameter so that it can be used multiple times without duplication of subscription side-effects.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Let(func, subjectFactory);

Parameters

func
Type: System::FuncObservableObservable

subjectFactory
Type: System::FuncISubject
See Also

Observable Class
Let Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Returns an observable sequence that invokes selector with value whenever a new observer subscribes.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

**JavaScript**

```javascript
Rx.Observable.Let = function(source, resultSelector);
```

**Parameters**

**source**

Type: `System...Object`

**resultSelector**

Type: `System...FuncObjectObservable`
See Also

Observable Class
Let Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Materializes the implicit notifications of an observable sequence as explicit notification values.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Materialize();
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Returns the maximum value in an observable sequence.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Max();
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□  Include Protected Members
□  Include Inherited Members
.NET Framework Class Library
Observable...::MaxBy Method

Observable Class  See Also  Send Feedback
<table>
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<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>MaxBy(FuncObjectObject)</code></td>
<td>Returns the elements in an observable sequence with the maximum key value.</td>
</tr>
<tr>
<td><code>MaxBy(FuncObjectObject, FuncObjectObjectInt32)</code></td>
<td>Returns the elements in an observable sequence with the maximum key value by using the specified comparer.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Returns the elements in an observable sequence with the maximum key value.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function MaxBy(keySelector);

Parameters

keySelector
  Type: System::FuncObjectObject
See Also

Observable Class
MaxBy Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Returns the elements in an observable sequence with the maximum key value by using the specified comparer.

Namespace: Rx
Assembly: RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

function MaxBy(keySelector, comparer);

**Parameters**

keySelector
Type: System..::.FuncObjectObject

comparer
Type: System..::.FuncObjectObjectInt32
See Also

Observable Class
MaxBy Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
Observable...:::Merge Method

Observable Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Merge(Observable)</td>
<td>Merges all the observable sequences into a single observable sequence.</td>
</tr>
<tr>
<td>Merge(array&lt;Observable&gt;[][])</td>
<td>Merges all the observable sequences into a single observable sequence.</td>
</tr>
<tr>
<td>Merge(Observable, Observable)</td>
<td>Merges all the observable sequences into a single observable sequence.</td>
</tr>
<tr>
<td>Merge(array&lt;Observable&gt;[][], Scheduler)</td>
<td>Merges all the observable sequences into a single observable sequence.</td>
</tr>
<tr>
<td>Merge(Observable, Observable, Observable)</td>
<td>Merges all the observable sequences into a single observable sequence.</td>
</tr>
<tr>
<td>Merge(Observable, Observable, Observable, Observable)</td>
<td>Merges all the observable sequences into a single observable sequence.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Merges all the observable sequences into a single observable sequence.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Merge(o1);

Parameters

01

Type: Rx:::Observable
See Also

Observable Class
Merge Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Observables::Merge Method (array<Observable>[]()[])

Merges all the observable sequences into a single observable sequence.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.Merge = function(items);

Parameters

items
  Type: array< Rx::::Observable >[] []
See Also

Observable Class
Merge Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Merges all the observable sequences into a single observable sequence.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Merge(o1, o2);

Parameters

o1
  Type: Rx:::Observable

o2
  Type: Rx:::Observable
See Also

Observable Class
Merge Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Merges all the observable sequences into a single observable sequence.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
### Syntax

#### JavaScript

```
Rx.Observable.Merge = function(items, scheduler);
```

#### Parameters

**items**
- Type: `array<Rx::::Observable>[]`

**scheduler**
- Type: `Rx::::Scheduler`
See Also

Observable Class
Merge Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Merges all the observable sequences into a single observable sequence.

**Namespace:**  Rx
**Assembly:**  RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

```javascript
function Merge(o1, o2, o3);
```

**Parameters**

- **o1**
  - Type: `Rx:::Observable`

- **o2**
  - Type: `Rx:::Observable`

- **o3**
  - Type: `Rx:::Observable`
See Also

Observable Class
Merge Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Merges all the observable sequences into a single observable sequence.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
### Syntax

**JavaScript**

```javascript
function Merge(o1, o2, o3, o4);
```

**Parameters**

- **o1**  
  Type: [Rx:::Observable](#)

- **o2**  
  Type: [Rx:::Observable](#)

- **o3**  
  Type: [Rx:::Observable](#)

- **o4**  
  Type: [Rx:::Observable](#)
See Also

Observable Class
Merge Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Merges an observable sequence of observable sequences into an observable sequence.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function MergeObservable();
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Returns the minimum value in an observable sequence.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Min();
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□  Include Protected Members
□  Include Inherited Members
.NET Framework Class Library
Observable...:..MinBy Method

Observable Class  See Also  Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MinBy(FuncObjectObject)</td>
<td>Returns the elements in an observable sequence with the minimum key value.</td>
</tr>
<tr>
<td>MinBy(FuncObjectObject, FuncObjectObjectInt32)</td>
<td>Returns the elements in an observable sequence with the minimum key value by using the specified comparer.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Returns the elements in an observable sequence with the minimum key value.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

```javascript
function MinBy(keySelector);
```

**Parameters**

keySelector
  Type: System::.FuncObjectObject
See Also

Observable Class
MinBy Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Returns the elements in an observable sequence with the minimum key value by using the specified comparer.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function MinBy(keySelector, comparer);

Parameters

keySelector
  Type: System::FuncObjectObject

comparer
  Type: System::FuncObjectObjectInt32
See Also

Observable Class
MinBy Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Returns a non-terminating observable sequence.

**Namespace:**  Rx

**Assembly:**  RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.Never = function();
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□ Include Protected Members
□ Include Inherited Members
.NET Framework Class Library
Observable..::.OnErrorResumeNext Method
 Observable Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OnErrorResumeNext(Observable)</td>
<td>Continues an observable sequence that is terminated normally or by an exception with the next observable sequence.</td>
</tr>
<tr>
<td>OnErrorResumeNext(array&lt;Observable&gt;[][])</td>
<td>Continues an observable sequence that is terminated normally or by an exception with the next observable sequence.</td>
</tr>
<tr>
<td>OnErrorResumeNext(Observable, Observable)</td>
<td>Continues an observable sequence that is terminated normally or by an exception with the next observable sequence.</td>
</tr>
<tr>
<td>OnErrorResumeNext(array&lt;Observable&gt;[][], Scheduler)</td>
<td>Continues an observable sequence that is terminated normally or by an exception with the next observable sequence.</td>
</tr>
<tr>
<td>OnErrorResumeNext(Observable, Observable, Observable)</td>
<td>Continues an observable sequence that is terminated normally or by an exception with the next observable sequence.</td>
</tr>
</tbody>
</table>
OnErrorResumeNext(Observable, Observable, Observable, Observable) observable sequence that is terminated normally or by an exception with the next observable sequence.
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Continues an observable sequence that is terminated normally or by an exception with the next observable sequence.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function OnErrorResumeNext(o1);

Parameters

01
  Type: Rx:::Observable
See Also

Observable Class
OnErrorResumeNext Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Continues an observable sequence that is terminated normally or by an exception with the next observable sequence.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.OnErrorResumeNext = function(items);

Parameters

items
  Type: array< Rx.Observable >[]
See Also

Observable Class
OnErrorResumeNext Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Continues an observable sequence that is terminated normally or by an exception with the next observable sequence.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function OnErrorResumeNext(o1, o2);

Parameters

o1
Type: Rx:::Observable

o2
Type: Rx:::Observable
See Also

Observable Class
OnErrorResumeNext Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Continues an observable sequence that is terminated normally or by an exception with the next observable sequence.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.OnErrorResumeNext = function(items, scheduler);

Parameters

items
  Type: array< Rx::::Observable >[]

scheduler
  Type: Rx::::Scheduler
See Also

Observable Class
OnErrorResumeNext Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Continues an observable sequence that is terminated normally or by an exception with the next observable sequence.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function OnErrorResumeNext(o1, o2, o3);

Parameters

o1
Type: Rx:::Observable

o2
Type: Rx:::Observable

o3
Type: Rx:::Observable
See Also

Observable Class
OnErrorResumeNext Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Continues an observable sequence that is terminated normally or by an exception with the next observable sequence.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function OnErrorResumeNext(o1, o2, o3, o4);

Parameters

o1
Type: Rx:::Observable

o2
Type: Rx:::Observable

o3
Type: Rx:::Observable

o4
Type: Rx:::Observable
See Also

Observable Class
OnErrorResumeNext Overload
Rx Namespace

Send feedback on this topic to Microsoft.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Prune()()()</td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source containing only the last notification.</td>
</tr>
<tr>
<td>Prune(Func.Observable.Observable)</td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source containing only the last notification.</td>
</tr>
<tr>
<td>Prune(Func.Observable.Observable, Scheduler)</td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source containing only the last notification.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Returns a connectable observable sequence that shares a single subscription to the underlying source containing only the last notification.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Prune();
See Also

Observable Class
Prune Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Returns a connectable observable sequence that shares a single subscription to the underlying source containing only the last notification.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Prune(selector);

Parameters

selector
  Type: System:::FuncObservableObservable
See Also

Observable Class
Prune Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Observable...::.Prune Method (Func<Observable, Observable, Scheduler>)

Returns a connectable observable sequence that shares a single subscription to the underlying source containing only the last notification.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Prune(selector, scheduler);

Parameters

selector
Type: System:: FuncObservable Observable

scheduler
Type: Rx:: Scheduler
See Also

Observable Class
Prune Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
Observable...:::Publish Method
Observable Class  See Also  Send Feedback
## Overload List

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<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Publish()()</td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source.</td>
</tr>
<tr>
<td>Publish(FuncObservableObservable)</td>
<td>Returns an observable sequence that is the result of invoking the selector on a connectable observable sequence that shares a single subscription to the underlying source.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Returns a connectable observable sequence that shares a single subscription to the underlying source.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Publish();
See Also

Observable Class
Publish Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Returns an observable sequence that is the result of invoking the selector on a connectable observable sequence that shares a single subscription to the underlying source.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

**JavaScript**

```javascript
function Publish(selector);
```

**Parameters**

selector

Type: [System,:::FuncObservableObservable](#)
See Also

Observable Class
Publish Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□  Include Protected Members
□  Include Inherited Members
.NET Framework Class Library
Observable...:::Range Method

Observable Class  See Also  Send Feedback
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<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Range(Int32, Int32)</td>
<td>Generates an observable sequence of integral numbers within a specified range.</td>
</tr>
<tr>
<td>Range(Int32, Int32, Scheduler)</td>
<td>Generates an observable sequence of integral numbers within a specified range.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Generates an observable sequence of integral numbers within a specified range.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

```javascript
Rx.Observable.Range = function(start, count);
```

**Parameters**

- **start**
  - Type: System:::Int32

- **count**
  - Type: System:::Int32
See Also

Observable Class
Range Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Generates an observable sequence of integral numbers within a specified range.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

```
Rx.Observable.Range = function(start, count, scheduler);
```

**Parameters**

**start**
- Type: `System.Int32`

**count**
- Type: `System.Int32`

**scheduler**
- Type: `Rx.Scheduler`
See Also

Observable Class
Range Overload
Rx Namespace

Send [feedback](#) on this topic to Microsoft.
Removes the timestamp from each value of an observable sequence.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function RemoveInterval();
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Removes the timestamp from each value of an observable sequence.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

```javascript
function RemoveTimestamp();
```
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
Observable..::.Repeat Method

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<tr>
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<tbody>
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<td>Repeat()</td>
<td>Repeats the observable sequence indefinitely.</td>
</tr>
<tr>
<td>Repeat(Int32)</td>
<td>Repeats the observable sequence repeatCount times.</td>
</tr>
<tr>
<td>Repeat(Object)</td>
<td>Generates an observable sequence that contains one repeated value.</td>
</tr>
<tr>
<td>Repeat(Int32, Scheduler)</td>
<td>Repeats the observable sequence repeatCount times.</td>
</tr>
<tr>
<td>Repeat(Object, Int32)</td>
<td>Generates an observable sequence that contains one repeated value.</td>
</tr>
<tr>
<td>Repeat(Object, Int32, Scheduler)</td>
<td>Generates an observable sequence that contains one repeated value.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Repeats the observable sequence indefinitely.

**Namespace:**  Rx
**Assembly:**  RxJS (in RxJS.dll)
Syntax

JavaScript

function Repeat();
See Also

Observable Class
Repeat Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Repeats the observable sequence repeatCount times.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Repeat(count); 

Parameters

count
Type: System.Int32
See Also

Observable Class
Repeat Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Generates an observable sequence that contains one repeated value.

**Namespace:**  Rx  
**Assembly:**  RxJS (in RxJS.dll)
Syntax

**JavaScript**

Rx.Observable.Repeat = function(value);

**Parameters**

value
  Type: System...Object
See Also

Observable Class
Repeat Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Repeats the observable sequence repeatCount times.

**Namespace:**  Rx
**Assembly:**  RxJS (in RxJS.dll)
Syntax

JavaScript

function Repeat(count, scheduler);

Parameters

count
   Type: System.Int32

scheduler
   Type: Rx.Scheduler
See Also

Observable Class
Repeat Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Generates an observable sequence that contains one repeated value.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.Repeat = function(value, count);

Parameters

value
  Type: System:::Object

count
  Type: System:::Int32
See Also

Observable Class
Repeat Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Generates an observable sequence that contains one repeated value.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.Repeat = function(value, count, scheduler);

Parameters

value  
Type: System::Object

count  
Type: System::Int32

scheduler  
Type: Rx::Scheduler
See Also

Observable Class
Repeat Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic

C#

Include Protected Members

Include Inherited Members

.NET Framework Class Library

Observable:::.Replay Method

Observable Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Replay()()</td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source replaying all notifications.</td>
</tr>
<tr>
<td>Replay(FuncObservableObservable)</td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source replaying all notifications.</td>
</tr>
<tr>
<td>Replay(FuncObservableObservable, Int32)</td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source replaying bufferSize notifications.</td>
</tr>
<tr>
<td>Replay(FuncObservableObservable, Int32, Int32)</td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source replaying bufferSize notifications within window.</td>
</tr>
<tr>
<td>Replay(FuncObservableObservable, Int32, Int32, Scheduler)</td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source replaying bufferSize notifications within window.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Returns a connectable observable sequence that shares a single subscription to the underlying source replaying all notifications.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
JavaScript

function Replay();
See Also

Observable Class
Replay Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Returns a connectable observable sequence that shares a single subscription to the underlying source replaying all notifications.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Replay(selector);

Parameters

selector

Type: System::FuncObservableObservable
See Also

Observable Class
Replay Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Returns a connectable observable sequence that shares a single subscription to the underlying source replaying bufferSize notifications.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Replay(selector, bufferSize);

Parameters

selector
Type: System...FuncObservableObservable

bufferSize
Type: System...Int32
See Also

Observable Class
Replay Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Returns a connectable observable sequence that shares a single subscription to the underlying source replaying bufferSize notifications within window.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Replay(selector, bufferSize, window);

Parameters

selector
  Type: System:::FuncObservableObservable

bufferSize
  Type: System:::Int32

window
  Type: System:::Int32
See Also

Observable Class
Replay Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Returns a connectable observable sequence that shares a single subscription to the underlying source replaying bufferSize notifications within window.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Replay(selector, bufferSize, window, scheduler);

Parameters

selector
  Type: System::<FuncObservableObservable

bufferSize
  Type: System::<Int32

window
  Type: System::<Int32

scheduler
  Type: Rx::<Scheduler
See Also

Observable Class
Replay Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
Observable...:Retry Method

Observable Class  See Also  Send Feedback
## Overload List

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<thead>
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<th>Description</th>
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<tbody>
<tr>
<td>Retry()()</td>
<td>Repeats the source observable sequence until it successfully terminates.</td>
</tr>
<tr>
<td>Retry(Int32)</td>
<td>Repeats the source observable sequence the retryCount times or until it successfully terminates.</td>
</tr>
<tr>
<td>Retry(Int32, Scheduler)</td>
<td>Repeats the source observable sequence the retryCount times or until it successfully terminates.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Repeats the source observable sequence until it successfully terminates.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Retry();
See Also

Observable Class
Retry Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Repeats the source observable sequence the retryCount times or until it successfully terminates.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

```javascript
function Retry(count);
```

**Parameters**

count

Type: System:::Int32
See Also

Observable Class
Retry Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Repeats the source observable sequence the retryCount times or until it successfully terminates.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Retry(count, scheduler);

Parameters

count
   Type: System.Int32

scheduler
   Type: Rx.Scheduler
See Also

Observable Class
Retry Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□  Include Protected Members
□  Include Inherited Members
.NET Framework Class Library
Observable...:::Return Method

Observable Class  See Also  Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
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<tbody>
<tr>
<td>Return(Object)</td>
<td>Returns an observable sequence that contains a single value.</td>
</tr>
<tr>
<td>Return(Object, Scheduler)</td>
<td>Returns an observable sequence that contains a single value.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Returns an observable sequence that contains a single value.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.Return = function(value);

Parameters

value
  Type: System:::Object
See Also

Observable Class
Return Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Returns an observable sequence that contains a single value.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

```javascript
Rx.Observable.Return = function(value, scheduler);
```

**Parameters**

- **value**
  - Type: System::Object

- **scheduler**
  - Type: Rx::Scheduler
See Also

Observable Class
Return Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic
C#
Include Protected Members
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Observable Sample Method
Observable Class See Also Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
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</thead>
<tbody>
<tr>
<td>Sample(Int32)</td>
<td>Samples the observable sequence at each interval.</td>
</tr>
<tr>
<td>Sample(Int32, Scheduler)</td>
<td>Samples the observable sequence at each interval.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Samples the observable sequence at each interval.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Sample(interval);

Parameters

interval
  Type: System:::Int32
See Also

Observable Class
Sample Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Samples the observable sequence at each interval.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Sample(interval, scheduler);

Parameters

interval
  Type: System.Int32

scheduler
  Type: Rx.Scheduler
See Also

Observable Class
Sample Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Applies an accumulator function over an observable sequence and returns each intermediate result. The specified seed value is used as the initial accumulator value.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Scan(seed, accumulator);

Parameters

seed
    Type: System::Object

accumulator
    Type: System::FuncObjectObjectObject
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Applies an accumulator function over an observable sequence and returns each intermediate result. The specified seed value is prepended to the sequence once a message comes in.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Scan0(seed, accumulator);

Parameters

seed
Type: System::Object

accumulator
Type: System::FuncObjectObjectObjectObject
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Applies an accumulator function over an observable sequence and returns each intermediate result.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Scan1(accumulator);

Parameters

accumulator
  Type: System::::FuncObjectObjectObject


See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
Observable...:.Select Method

Observable Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Select(FuncObjectInt32Object)</code></td>
<td>Projects each value of an observable sequence into a new form by incorporating the element's index.</td>
</tr>
<tr>
<td><code>Select(FuncObjectObject)</code></td>
<td>Projects each value of an observable sequence into a new form.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Projects each value of an observable sequence into a new form by incorporating the element's index.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Select(selector);

Parameters

selector
  Type: System::FuncObjectInt32Object
See Also

Observable Class
Select Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Projects each value of an observable sequence into a new form.

Namespace: Rx
Assembly: RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

```javascript
function Select(selector);
```

**Parameters**

selector
Type: `System::FuncObjectObject`
See Also

Observable Class
Select Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Projects each value of an observable sequence to an observable sequence and flattens the resulting observable sequences into one observable sequence.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

```javascript
function SelectMany(selector);
```

**Parameters**

selector
Type: `System::FuncObjectObservable`
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Bypasses a specified number of values in an observable sequence and then returns the remaining values.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Skip(count);

Parameters

count
  Type: System.Int32
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Bypasses a specified number of values at the end of an observable sequence.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.SkipLast = function(count);

Parameters

count
  Type: System.Int32
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Returns the values from the source observable sequence only after the other observable sequence produces a value.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function SkipUntil(other);

Parameters

other
  Type: Rx:::Observable
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Bypasses values in an observable sequence as long as a specified condition is true and then returns the remaining values.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function SkipWhile(predicate);

Parameters

predicate
  Type: System..::.FuncObjectBoolean
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□  Include Protected Members
□  Include Inherited Members
.NET Framework Class Library
Observable...:::Start Method

Observable Class  See Also  Send Feedback
## Overload List

<table>
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<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Start(Action)</td>
<td>Invokes the action asynchronously.</td>
</tr>
<tr>
<td>Start(ActionObject)</td>
<td>Invokes the function asynchronously.</td>
</tr>
<tr>
<td>Start(FuncObject)</td>
<td>Invokes the function asynchronously.</td>
</tr>
<tr>
<td>Start(FuncObjectArrayObject)</td>
<td>Invokes the function asynchronously.</td>
</tr>
<tr>
<td>Start(FuncObjectObject)</td>
<td>Invokes the function asynchronously.</td>
</tr>
<tr>
<td>Start(Action, Scheduler)</td>
<td>Invokes the action asynchronously, using scheduler to schedule the work.</td>
</tr>
<tr>
<td>Start(Action, Object)</td>
<td>Invokes the action asynchronously.</td>
</tr>
<tr>
<td>Start(ActionObject, Scheduler)</td>
<td>Invokes the function asynchronously, using scheduler to schedule the work.</td>
</tr>
<tr>
<td>Start(ActionObject, Object)</td>
<td>Invokes the function asynchronously.</td>
</tr>
<tr>
<td>Start(FuncObject, Scheduler)</td>
<td>Invokes the function asynchronously, using scheduler to schedule the work.</td>
</tr>
<tr>
<td>Start(FuncObject, Object)</td>
<td>Invokes the function asynchronously.</td>
</tr>
<tr>
<td>Start(FuncObjectArrayObject, Scheduler)</td>
<td>Invokes the function asynchronously, using scheduler to schedule the work.</td>
</tr>
<tr>
<td>Start(FuncObjectArrayObject, Object)</td>
<td>Invokes the function asynchronously.</td>
</tr>
<tr>
<td>Start(FuncObjectObject, Scheduler)</td>
<td>Invokes the function asynchronously, using scheduler to schedule the work.</td>
</tr>
</tbody>
</table>
Start(FuncObjectObject, Object)  Invokes the function asynchronously.

Start(Action, Object, Scheduler)  Invokes the action asynchronously, using scheduler to schedule the work.

Start(Action, Object, array<Object>[][])  Invokes the action asynchronously.

Start(324x671)  Invokes the action asynchronously, using scheduler to schedule the work.

Start(324x654)  Invokes the action asynchronously.

Start(FuncObject, Object, array<Object>[][])  Invokes the function asynchronously.

Start(FuncObject, Object, Scheduler)  Invokes the function asynchronously, using scheduler to schedule the work.

Start(FuncObject, Object, array<Object>[][])  Invokes the function asynchronously.

Start(FuncObjectArrayObject, Object, Scheduler)  Invokes the function asynchronously, using scheduler to schedule the work.

Start(FuncObjectArrayObject, Object, array<Object>[][])  Invokes the function asynchronously.

Start(FuncObjectObject, Object, Scheduler)  Invokes the function asynchronously, using scheduler to schedule the work.

Start(FuncObjectObject, Object, array<Object>[][])  Invokes the function asynchronously.

Start(Action, Object, array<Object>[][], Scheduler)  Invokes the action asynchronously, using scheduler to schedule the work.

Start(324x140)  Invokes the function asynchronously, using scheduler to schedule the work.

Start(324x87)  Invokes the function
Object, array<Object>[][], Scheduler) asynchronously, using scheduler to schedule the work.

Start(Func<Object, Object, array<Object>[][], Scheduler)) Invokes the function asynchronously, using scheduler to schedule the work.
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Invokes the action asynchronously.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

```
Rx.Observable.Start = function(original);
```

**Parameters**

original
  Type: `System::Action`
See Also

Observable Class
Start Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Invokes the function asynchronously.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.Start = function(original);

Parameters

original
  Type: System::ActionObject
See Also

Observable Class
Start Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Invokes the function asynchronously.

**Namespace:**  Rx  
**Assembly:**  RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.Start = function(original);

Parameters

original
  Type: System::FuncObject
See Also

Observable Class
Start Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Invokes the function asynchronously.

**Namespace:**  Rx  
**Assembly:**  RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.Start = function(original);

Parameters

original
Type: System::FuncObjectArrayObject
See Also

Observable Class
Start Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Invokes the function asynchronously.

**Namespace:**  Rx

**Assembly:**  RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.Start = function(original);

Parameters

original
  Type: System::FuncObjectObject
See Also

Observable Class
Start Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Invokes the action asynchronously, using scheduler to schedule the work.

**Namespace:**  Rx  
**Assembly:**  RxJS (in RxJS.dll)
Syntax

JavaScript

`Rx.Observable.Start = function(original, scheduler);`

Parameters

original
Type: `System::Action`

scheduler
Type: `Rx::Scheduler`
See Also

Observable Class
Start Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Invokes the action asynchronously.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.Start = function(original, instance);

Parameters

original
Type: System...:::Action

instance
Type: System...:::Object
See Also

Observable Class
Start Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Invokes the function asynchronously, using scheduler to schedule the work.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
# Syntax

## JavaScript

```javascript
Rx.Observable.Start = function(original, scheduler);
```

### Parameters

- **original**
  - Type: `System::::ActionObject`

- **scheduler**
  - Type: `Rx::::Scheduler`
See Also

Observable Class
Start Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
.NET Framework Class Library
Observable...:Start Method (ActionObject, Object)
Observable Class  See Also  Send Feedback

Namespace:  Rx
Assembly:  RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.Start = function(original, instance);

Parameters

original
Type: System:::ActionObject

instance
Type: System:::Object
See Also

Observable Class
Start Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Invokes the function asynchronously, using scheduler to schedule the work.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

`Rx.Observable.Start = function(original, scheduler);`

**Parameters**

original
  Type: [System,::,FuncObject]

scheduler
  Type: [Rx,::,Scheduler]
See Also

Observable Class
Start Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Invokes the function asynchronously.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
### Syntax

**JavaScript**

```javascript
Rx.Observable.Start = function(original, instance);
```

### Parameters

- **original**
  - Type: `System:::FuncObject`
- **instance**
  - Type: `System:::Object`
See Also

Observable Class
Start Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Invokes the function asynchronously, using scheduler to schedule the work.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.Start = function(original, scheduler);

Parameters

original
  Type: System::{:FuncObjectArrayObject

scheduler
  Type: Rx::{:Scheduler
See Also

Observable Class
Start Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Invokes the function asynchronously.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.Start = function(original, instance);

Parameters

original
  Type: System.::.FuncObjectArrayObject

instance
  Type: System.::.Object
See Also

Observable Class
Start Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Invokes the function asynchronously, using scheduler to schedule the work.

**Namespace:**  Rx

**Assembly:**  RxJS (in RxJS.dll)
JavaScript

Rx.Observable.Start = function(original, scheduler);

Parameters

original
Type: System::FuncObjectObject

scheduler
Type: Rx::Scheduler
See Also

Observable Class
Start Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Invokes the function asynchronously.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.Start = function(original, instance);

Parameters

original
  Type: System:::FuncObjectObject

instance
  Type: System:::Object
See Also

Observable Class
Start Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Invokes the action asynchronously, using scheduler to schedule the work.

**Namespace**: Rx

**Assembly**: RxJS (in RxJS.dll)
Syntax

JavaScript

`Rx.Observable.Start = function(original, instance, scheduler);`

Parameters

original
   Type: System..::Action

instance
   Type: System..::Object

scheduler
   Type: Rx..::Scheduler
See Also

Observable Class
Start Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Invokes the action asynchronously.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

```javascript
Rx.Observable.Start = function(original, instance, arguments);
```

**Parameters**

original
   Type: [System::::Action](#)

instance
   Type: [System::::Object](#)

arguments
   Type: array< System::::Object >[]()}
See Also

Observable Class
Start Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  ▪  C#
.NET Framework Class Library
Observable...:::Start Method (ActionObject, Object, Scheduler)
Observable Class  See Also  Send Feedback

Namespace:  Rx
Assembly:  RxJS (in RxJS.dll)
Syntax

JavaScript

```
Rx.Observable.Start = function(original, instance, scheduler);
```

Parameters

original
  Type: `System:::ActionObject`

instance
  Type: `System:::Object`

scheduler
  Type: `Rx:::Scheduler`
See Also

Observable Class
Start Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Invokes the function asynchronously.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.Start = function(original, instance, arguments);

Parameters

original
  Type: System..:::ActionObject

instance
  Type: System..:::Object

arguments
  Type: array< System..:::Object >[][]
See Also

Observable Class
Start Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Invokes the function asynchronously, using scheduler to schedule the work.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.Start = function(original, instance, scheduler);

Parameters

original
Type: System..:::FuncObject

instance
Type: System..:::Object

scheduler
Type: Rx..:::Scheduler
See Also

Observable Class
Start Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Invokes the function asynchronously.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

**JavaScript**

```javascript
Rx.Observable.Start = function(original, instance, arguments);
```

**Parameters**

- `original`
  - Type: `System::::FuncObject`
- `instance`
  - Type: `System::::Object`
- `arguments`
  - Type: `array< System::::Object >[]`
See Also

Observable Class
Start Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Observable...:::Start Method (FuncObjectArrayObject, Object, Scheduler)

Invokes the function asynchronously, using scheduler to schedule the work.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.Start = function(original, instance, scheduler);

Parameters

original
  Type: System::FuncObjectArrayObject

instance
  Type: System::Object

scheduler
  Type: Rx::Scheduler
See Also

Observable Class
Start Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Invokes the function asynchronously.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

**JavaScript**

```
Rx.Observable.Start = function(original, instance, arguments);
```

**Parameters**

**original**
- Type: `System:::FuncObjectArrayObject`

**instance**
- Type: `System:::Object`

**arguments**
- Type: `array< System:::Object >[]`
See Also

Observable Class
Start Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Invokes the function asynchronously, using scheduler to schedule the work.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

**JavaScript**

```javascript
Rx.Observable.Start = function(original, instance, scheduler);
```

**Parameters**

- `original`
  - Type: `System::FuncObjectObject`

- `instance`
  - Type: `System::Object`

- `scheduler`
  - Type: `Rx::Scheduler`
See Also

Observable Class
Start Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Invokes the function asynchronously.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
### Syntax

#### JavaScript

```javascript
Rx.Observable.Start = function(original, instance, arguments);
```

### Parameters

**original**
- Type: `System:::FuncObjectObject`

**instance**
- Type: `System:::Object`

**arguments**
- Type: `array< System:::Object >[]()[[]]`
See Also

Observable Class
Start Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Invokes the action asynchronously, using scheduler to schedule the work.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.Start = function(original, instance, arguments, scheduler

Parameters

original
Type: System::Action

instance
Type: System::Object

arguments
Type: array<System::Object>[]

scheduler
Type: Rx::Scheduler
See Also

Observable Class
Start Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Invokes the function asynchronously, using scheduler to schedule the work.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
## Syntax

### JavaScript

```javascript
Rx.Observable.Start = function(original, instance, arguments, scheduler)
```

### Parameters

#### original
Type: `System::::ActionObject`

#### instance
Type: `System::::Object`

#### arguments
Type: `array<System::::Object>[]`

#### scheduler
Type: `Rx::::Scheduler`
See Also

Observable Class
Start Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Invokes the function asynchronously, using scheduler to schedule the work.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.Start = function(original, instance, arguments, scheduler)

Parameters

original
  Type: System.:::FuncObject

instance
  Type: System.:::Object

arguments
  Type: array< System.:::Object >[]()[[]

scheduler
  Type: Rx.:::Scheduler
See Also

Observable Class
Start Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Invokes the function asynchronously, using scheduler to schedule the work.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.Start = function(original, instance, arguments, scheduler)

Parameters

original
  Type: System:::FuncObjectArrayObject

instance
  Type: System:::Object

arguments
  Type: array< System:::Object >[]

scheduler
  Type: Rx:::Scheduler
See Also

Observable Class
Start Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Invokes the function asynchronously, using scheduler to schedule the work.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.Start = function(original, instance, arguments, scheduler)

Parameters

original
  Type: System::FuncObjectObject

instance
  Type: System::Object

arguments
  Type: array< System::Object >[]

scheduler
  Type: Rx::Scheduler
See Also

Observable Class
Start Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
Observable...:::StartWith Method

Observable Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>StartWith(Object)</code></td>
<td>Prepends a value to an observable sequence.</td>
</tr>
<tr>
<td><code>StartWith(array&lt;Object&gt;[])[]</code></td>
<td>Prepends a sequence values to an observable sequence.</td>
</tr>
<tr>
<td><code>StartWith(Object, Scheduler)</code></td>
<td>Prepends a value to an observable sequence.</td>
</tr>
<tr>
<td><code>StartWith(array&lt;Object&gt;[], Scheduler)</code></td>
<td>Prepends a sequence values to an observable sequence.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Prepends a value to an observable sequence.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function StartWith(value);

Parameters

value
  Type: System..Object
See Also

Observable Class
StartWith Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Prepends a sequence values to an observable sequence.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function StartWith(values);

Parameters

values
   Type: array< System::Object >[]()
See Also

Observable Class
StartWith Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Prepends a value to an observable sequence.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function StartWith(value, scheduler);

Parameters

value
  Type: System:::Object

scheduler
  Type: Rx:::Scheduler
See Also

Observable Class
StartWith Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Prepends a sequence values to an observable sequence.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function StartWith(values, scheduler);

Parameters

values
  Type: array< System::Object >[]

scheduler
  Type: Rx::Scheduler
See Also

Observable Class
StartWith Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□  Include Protected Members
□  Include Inherited Members
.NET Framework Class Library
Observable...:.Subscribe Method

Observable Class  See Also  Send Feedback
### Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Subscribe()()</td>
<td>Subscribes to the observable sequence for its side-effects.</td>
</tr>
<tr>
<td>Subscribe(IObserver)</td>
<td>Subscribes an observer to the observable sequence.</td>
</tr>
<tr>
<td>Subscribe(ActionObject)</td>
<td>Subscribes an observer to the observable sequence.</td>
</tr>
<tr>
<td>Subscribe(ActionObject, ActionObject)</td>
<td>Subscribes an observer to the observable sequence.</td>
</tr>
<tr>
<td>Subscribe(ActionObject, ActionObject, Action)</td>
<td>Subscribes an observer to the observable sequence.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Subscribes to the observable sequence for its side-effects.

**Namespace:**  
**Assembly:**
Syntax

JavaScript

function Subscribe();
See Also

Observable Class
Subscribe Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Subscribes an observer to the observable sequence.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Subscribe(observer);

Parameters

observer
  Type: Rx::IObservable

Implements

IObservable::Subscribe(IObservable)
See Also

Observable Class
Subscribe Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Subscribes an observer to the observable sequence.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Subscribe(onNext);

Parameters

onNext
   Type: System::ActionObject
See Also

Observable Class
Subscribe Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Subscribes an observer to the observable sequence.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Subscribe(onNext, onError);

Parameters

onNext
    Type: System.::.ActionObject

.onError
    Type: System.::.ActionObject
See Also

Observable Class
Subscribe Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Subscribes an observer to the observable sequence.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Subscribe(onNext, onError, onCompleted);

Parameters

onNext
  Type: System.:::ActionObject

onError
  Type: System.:::ActionObject

onCompleted
  Type: System.:::Action
See Also

Observable Class
Subscribe Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Computes the sum of a sequence of numeric values.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Sum();
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Transforms an observable sequence of observable sequences into an observable sequence producing values only from the most recent observable sequence.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Switch();
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□  Include Protected Members
□  Include Inherited Members
.NET Framework Class Library
Observable...::.Take Method

Observable Class  See Also  Send Feedback
### Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Take(Int32)</td>
<td>Returns a specified number of contiguous values from the start of an observable sequence.</td>
</tr>
<tr>
<td>Take(Int32, Scheduler)</td>
<td>Returns a specified number of contiguous values from the start of an observable sequence.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Returns a specified number of contiguous values from the start of an observable sequence.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Take(count);

Parameters

count
  Type: System..:::Int32
See Also

Observable Class
Take Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Returns a specified number of contiguous values from the start of an observable sequence.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

**JavaScript**

function Take(count, scheduler);

**Parameters**

count
  Type: System:::Int32

scheduler
  Type: Rx:::Scheduler
See Also

Observable Class
Take Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Returns a specified number of contiguous values from the end of an observable sequence.

Namespace: Rx
Assembly: RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.TakeLast = function(count);

Parameters

count
  Type: System:::Int32
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Returns the values from the source observable sequence until the other observable sequence produces a value.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
### Syntax

**JavaScript**

```javascript
function TakeUntil(other);
```

### Parameters

other

Type: [Rx:::Observable](#)
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Returns values from an observable sequence as long as a specified condition is true, and then skips the remaining values.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function TakeWhile(predicate);

Parameters

predicate
  Type: System::FuncObjectBoolean
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Matches when the observable sequence has an available value and projects the value.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

```javascript
function Then(selector);
```

**Parameters**

- `selector`
  - Type: Function
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□  Include Protected Members
□  Include Inherited Members
.NET Framework Class Library
Observable...::Throttle Method

Observable Class  See Also  Send Feedback
### Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Throttle(Int32)</td>
<td>Ignores values from an observable sequence which are followed by another value before dueTime.</td>
</tr>
<tr>
<td>Throttle(Int32, Scheduler)</td>
<td>Ignores values from an observable sequence which are followed by another value before dueTime.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Ignores values from an observable sequence which are followed by another value before dueTime.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

```javascript
function Throttle(dueTime);
```

**Parameters**

dueTime
  Type: System.....Int32
See Also

Observable Class
Throttle Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Ignores values from an observable sequence which are followed by another value before dueTime.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Throttle(dueTime, scheduler);

Parameters

dueTime
    Type: System:::Int32

scheduler
    Type: Rx:::Scheduler
See Also

Observable Class
Throttle Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#

Include Protected Members
Include Inherited Members

.NET Framework Class Library

Observable...:::Throw Method

Observable Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Throw(Object)</td>
<td>Returns an observable sequence that terminates with an exception.</td>
</tr>
<tr>
<td>Throw(Object, Scheduler)</td>
<td>Returns an observable sequence that terminates with an exception.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Returns an observable sequence that terminates with an exception.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.Throw = function(exception);

Parameters

exception

Type: System...Object
See Also

Observable Class
Throw Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Returns an observable sequence that terminates with an exception.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.Throw = function(exception, scheduler);

Parameters

exception
  Type: System::Object

scheduler
  Type: Rx::Scheduler
See Also

Observable Class
Throw Overload
Rx Namespace

Send feedback on this topic to Microsoft.
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TimeInterval()()()</td>
<td>Records the time interval for each value of an observable sequence.</td>
</tr>
<tr>
<td>TimeInterval(Scheduler)</td>
<td>Records the time interval for each value of an observable sequence according to the scheduler's notion of time.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Records the time interval for each value of an observable sequence.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function TimeInterval();
See Also

Observable Class
TimeInterval Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Records the time interval for each value of an observable sequence according to the scheduler's notion of time.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function TimeInterval(scheduler);

Parameters

scheduler
   Type: Rx::Scheduler
See Also

Observable Class
TimeInterval Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
Observable...: Timeout Method
Observable Class  See Also  Send Feedback
### Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Timeout(Int32)</strong></td>
<td>Returns observable sequence that ends with a <code>TimeoutException</code> if <code>dueTime</code> elapses.</td>
</tr>
<tr>
<td><strong>Timeout(Int32, Observable)</strong></td>
<td>Returns the source observable sequence until completed or if <code>dueTime</code> elapses replaces the observable sequence with other.</td>
</tr>
<tr>
<td><strong>Timeout(Int32, Scheduler)</strong></td>
<td>Returns observable sequence that ends with a <code>TimeoutException</code> if <code>dueTime</code> elapses.</td>
</tr>
<tr>
<td><strong>Timeout(Int32, Observable, Scheduler)</strong></td>
<td>Returns the source observable sequence until completed or if <code>dueTime</code> elapses replaces the observable sequence with other.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Returns observable sequence that ends with a TimeoutException if dueTime elapses.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Timeout(dueTime);

Parameters

dueTime
    Type: System.:..:Int32
See Also

Observable Class
Timeout Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Returns the source observable sequence until completed or if dueTime elapses replaces the observable sequence with other.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Timeout(dueTime, other);

Parameters

dueTime
   Type: System::Int32

other
   Type: Rx::Observable
See Also

Observable Class
Timeout Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Returns observable sequence that ends with a TimeoutException if dueTime elapses.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

    function Timeout(dueTime, scheduler);

Parameters

dueTime
    Type: System::::Int32

scheduler
    Type: Rx::::Scheduler
See Also

Observable Class
Timeout Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Returns the source observable sequence until completed or if dueTime elapses replaces the observable sequence with other.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Timeout(dueTime, other, scheduler);

Parameters

dueTime
  Type: System::Int32

other
  Type: Rx::Observable

scheduler
  Type: Rx::Scheduler
See Also

Observable Class
Timeout Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□ Include Protected Members
□ Include Inherited Members
.NET Framework Class Library
Observable...::.Timer Method

Observable Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Timer(Int32)</td>
<td>Returns an observable sequence that produces a value at dueTime.</td>
</tr>
<tr>
<td>Timer(Int32, Int32)</td>
<td>Returns an observable sequence that produces a value after dueTime has elapsed and then after each period.</td>
</tr>
<tr>
<td>Timer(Int32, Int32, Scheduler)</td>
<td>Returns an observable sequence that produces a value after dueTime has elapsed and then after each period.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Returns an observable sequence that produces a value at dueTime.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.Timer = function(dueTime);

Parameters

dueTime
  Type: System.Int32
See Also

Observable Class
Timer Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Returns an observable sequence that produces a value after `dueTime` has elapsed and then after each period.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

`Rx.Observable.Timer = function(dueTime, period);`

**Parameters**

dueTime
   Type: System.Int32

period
   Type: System.Int32
See Also

Observable Class
Timer Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Returns an observable sequence that produces a value after dueTime has elapsed and then after each period.

Namespace: Rx
Assembly: RxJS (in RxJS.dll)
Syntax

JavaScript

`Rx.Observable.Timer = function(dueTime, period, scheduler);`

Parameters

dueTime
  Type: `System.Int32`

period
  Type: `System.Int32`

scheduler
  Type: `Rx.Scheduler`
See Also

Observable Class
Timer Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
Observable...:::Timestamp Method
Observable Class  See Also  Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Timestamp()()</td>
<td>Records the timestamp for each value of an observable sequence.</td>
</tr>
<tr>
<td>Timestamp(Scheduler)</td>
<td>Records the timestamp for each value of an observable sequence according to the scheduler's notion of time.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Records the timestamp for each value of an observable sequence.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Timestamp();
See Also

Observable Class
Timestamp Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Records the timestamp for each value of an observable sequence according to the scheduler's notion of time.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Timestamp(scheduler);

Parameters

scheduler
  Type: Rx::{Scheduler}
See Also

Observable Class
Timestamp Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
Observable...:::ToAsync Method

Observable Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ToAsync(Action)</td>
<td>Converts the action into an asynchronous function.</td>
</tr>
<tr>
<td>ToAsync(ActionObject)</td>
<td>Converts the action into an asynchronous function.</td>
</tr>
<tr>
<td>ToAsync(FuncObject)</td>
<td>Converts the function into an asynchronous function.</td>
</tr>
<tr>
<td>ToAsync(FuncObjectArrayObject)</td>
<td>Converts the function into an asynchronous function.</td>
</tr>
<tr>
<td>ToAsync(FuncObjectObject)</td>
<td>Converts the function into an asynchronous function.</td>
</tr>
<tr>
<td>ToAsync(Action, Scheduler)</td>
<td>Converts the action into an asynchronous function, using scheduler to schedule the work.</td>
</tr>
<tr>
<td>ToAsync(ActionObject, Scheduler)</td>
<td>Converts the action into an asynchronous function, using scheduler to schedule the work.</td>
</tr>
<tr>
<td>ToAsync(FuncObject, Scheduler)</td>
<td>Converts the function into an asynchronous function, using scheduler to schedule the work.</td>
</tr>
<tr>
<td>ToAsync(FuncObjectArrayObject, Scheduler)</td>
<td>Converts the function into an asynchronous function, using scheduler to schedule the work.</td>
</tr>
<tr>
<td>ToAsync(FuncObjectObject, Scheduler)</td>
<td>Converts the function into an asynchronous function, using scheduler to schedule the work.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Converting the action into an asynchronous function.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.ToAsync = function(original);

Parameters

original
  Type: System.::.Action
See Also

Observable Class
ToAsync Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Converts the action into an asynchronous function.

**Namespace:**  Rx

**Assembly:**  RxJS (in RxJS.dll)
Syntax

JavaScript

```
Rx.Observable.ToAsync = function(original);
```

Parameters

original
Type: `System::ActionObject`
See Also

Observable Class
ToAsync Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Converts the function into an asynchronous function.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
### Syntax

**JavaScript**

```
Rx.Observable.ToAsync = function(original);
```

### Parameters

**original**
Type: [System:::FuncObject](#)
See Also

Observable Class
ToAsync Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Converts the function into an asynchronous function.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.ToAsync = function(original);

Parameters

original
Type: System::FuncObjectArrayObject
See Also

Observable Class
ToAsync Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Converts the function into an asynchronous function.

Namespace: Rx
Assembly: RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

`Rx.Observable.ToAsync = function(original);`

**Parameters**

original

Type: `System:::FuncObjectObject`
See Also

Observable Class
ToAsync Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Converts the action into an asynchronous function, using scheduler to schedule the work.

Namespace: Rx
Assembly: RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.ToAsync = function(original, scheduler);

Parameters

original
  Type: System::Action

scheduler
  Type: Rx::Scheduler
See Also

Observable Class
ToAsync Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
.NET Framework Class Library
Observable..:::ToAsync Method (ActionObject, Scheduler)

**Observable Class**  **See Also**  **Send Feedback**

Converts the action into an asynchronous function, using scheduler to schedule the work.

**Namespace:**  **Rx**
**Assembly:**  **RxJS** (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.ToAsync = function(original, scheduler);

Parameters

original
  Type: System::ActionObject

scheduler
  Type: Rx::Scheduler
See Also

Observable Class
ToAsync Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Converts the function into an asynchronous function, using scheduler to schedule the work.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
### Syntax

**JavaScript**

```javascript
Rx.Observable.ToAsync = function(original, scheduler);
```

### Parameters

- **original**
  - Type: `System::::FuncObject`

- **scheduler**
  - Type: `Rx::::Scheduler`
See Also

Observable Class
ToAsync Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Converts the function into an asynchronous function, using scheduler to schedule the work.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

**JavaScript**

```javascript
Rx.Observable.ToAsync = function(original, scheduler);
```

**Parameters**

original  
Type: `System::System.FuncObjectArrayObject`

scheduler  
Type: `Rx::Scheduler`
See Also

Observable Class
ToAsync Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Converts the function into an asynchronous function, using scheduler to schedule the work.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

`Rx.Observable.ToAsync = function(original, scheduler);`

**Parameters**

- `original`
  - Type: `System::: FuncObjectObject`

- `scheduler`
  - Type: `Rx::: Scheduler`
See Also

Observable Class
ToAsync Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Retrieves resource from resourceSelector for use in resourceUsage and disposes the resource once the resulting observable sequence terminates.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
### Syntax

**JavaScript**

`Rx.Observable.Using = function(resourceSelector, resourceUsage);`

### Parameters

**resourceSelector**
- Type: `System::FuncIDisposable`

**resourceUsage**
- Type: `System::FuncIDisposableObservable`
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□  Include Protected Members
□  Include Inherited Members
.NET Framework Class Library
Observable...:Where Method
Observable Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Where(FuncObjectBoolean)</td>
<td>Filters the values of an observable sequence based on a predicate.</td>
</tr>
<tr>
<td>Where(FuncObjectInt32Boolean)</td>
<td>Filters the values of an observable sequence based on a predicate by incorporating the element's index.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Filters the values of an observable sequence based on a predicate.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Where(selector);

Parameters

selector
  Type: System::FuncObjectBoolean
See Also

Observable Class
Where Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Filters the values of an observable sequence based on a predicate by incorporating the element's index.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Where(selector);

Parameters

selector
  Type: System::::FuncObjectInt32Boolean
See Also

Observable Class
Where Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Repeats source as long as condition holds.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

```javascript
Rx.Observable.While = function(condition, source);
```

**Parameters**

**condition**

Type: `System::FuncBoolean`

**source**

Type: `Rx::Observable`
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□  Include Protected Members
□  Include Inherited Members
.NET Framework Class Library
Observable...: : : : HttpRequest Method

Observable Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>XmlHttpRequest(XmlHttpRequestDetails)</code></td>
<td>Starts an asynchronous XmlHttpRequest.</td>
</tr>
<tr>
<td><code>XmlHttpRequest(String)</code></td>
<td>Starts an asynchronous XmlHttpRequest.</td>
</tr>
</tbody>
</table>
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Starts an asynchronous XmlHttpRequest.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.XmlHttpRequest = function(details);

Parameters

details
  Type: Rx.Observable.XmlHttpRequestDetails
See Also

Observable Class
XmlHttpRequest Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Starts an asynchronous XmlHttpRequest.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observable.XmlHttpRequest = function(url);

Parameters

url
  Type: System.String
See Also

Observable Class
XmlHttpRequest Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Merges two observable sequences into one observable sequence by using the selector function.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
### Syntax

#### JavaScript

```javascript
function Zip(right, selector);
```

### Parameters

**right**
- Type: `Rx::Observable`

**selector**
- Type: `System::FuncObjectObjectObject`
See Also

Observable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Supports push-style iteration over an observable sequence.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

**JavaScript**

Rx.Observer = function();

Type.createClass('Rx.Observer',
    null,
    Rx.IObserver);
Inheritance Hierarchy

System..:::Object
Rx..:::Observer
See Also

Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
Observer Constructor

Observer Class  See Also  Send Feedback
# Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Observer(ActionObject)</td>
<td>Creates an observer from the specified OnNext action.</td>
</tr>
<tr>
<td>Observer(ActionObject, ActionObject)</td>
<td>Creates an observer from the specified OnNext and OnError actions.</td>
</tr>
</tbody>
</table>
See Also

Observer Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
.NET Framework Class Library
Observer Constructor (ActionObject)

Observer Class  See Also  Send Feedback

Creates an observer from the specified OnNext action.

Namespace:  Rx
Assembly:  RxJS (in RxJS.dll)
### Syntax

**JavaScript**

```javascript
Rx.Observer = function(onNext);
```

**Parameters**

`onNext`

Type: [System::ActionObject](https://example.com/system::actionobject)
See Also

Observer Class
Observer Overload
Rx Namespace

Send feedback on this topic to Microsoft.
 creates an observer from the specified OnNext and OnError actions.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
Syntax

**JavaScript**

`Rx.Observer = function(onNext, onError);`

**Parameters**

`onNext`
- Type: `System::::ActionObject`

`onError`
- Type: `System::::ActionObject`
See Also

Observer Class
Observer Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Observer Constructor (ActionObject, ActionObject, Action)

Creates an observer from the specified OnNext, OnError, and OnCompleted actions.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

```javascript
Rx.Observer = function(onNext, onError, onCompleted);
```

**Parameters**

**onNext**
- Type: `System::::ActionObject`

**onError**
- Type: `System::::ActionObject`

**onCompleted**
- Type: `System::::Action`
See Also

Observer Class
Observer Overload
Rx Namespace

Send feedback on this topic to Microsoft.
The `Observer` type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AsObserver</td>
<td>Hides the identity of an observer.</td>
</tr>
<tr>
<td>Create</td>
<td>Overloaded.</td>
</tr>
<tr>
<td>GetType</td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>OnCompleted</td>
<td>Notifies the observer of the end of the sequence.</td>
</tr>
<tr>
<td>OnError</td>
<td>Notifies the observer that an exception has occurred.</td>
</tr>
<tr>
<td>OnNext</td>
<td>Notifies the observer of a new value in the sequence.</td>
</tr>
<tr>
<td>ToLocaleString</td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>ToString</td>
<td>(Inherited from Object.)</td>
</tr>
</tbody>
</table>
See Also

Observer Class
Rx Namespace

Send feedback on this topic to Microsoft.
Hides the identity of an observer.

**Namespace:**  Rx

**Assembly:**  RxJS (in RxJS.dll)
JavaScript

function AsObserver();
See Also

Observer Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□ Include Protected Members
□ Include Inherited Members
.NET Framework Class Library
Observer:::Create Method
Observer Class  See Also  Send Feedback
## Overload List

<table>
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<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Create(ActionObject)</code></td>
<td>Creates an observer from the specified OnNext action.</td>
</tr>
<tr>
<td><code>Create(ActionObject, ActionObject)</code></td>
<td>Creates an observer from the specified OnNext and OnError actions.</td>
</tr>
<tr>
<td><code>Create(ActionObject, Action)</code></td>
<td>Creates an observer from the specified OnNext, OnError, and OnCompleted actions.</td>
</tr>
</tbody>
</table>
See Also

Observer Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
.NET Framework Class Library
Observer...:..Create Method (ActionObject)
Observer Class  See Also  Send Feedback

Creates an observer from the specified OnNext action.

**Namespace:**  Rx
**Assembly:**  RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observer.create = function(onNext);

Parameters

onNext
  Type: System::ActionObject
See Also

Observer Class
Create Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  ▪  C#

.NET Framework Class Library
Observer...::Create Method (ActionObject, ActionObject)

**Observer Class**  ▪  **See Also**  ▪  **Send Feedback**

Creates an observer from the specified OnNext and OnError actions.

**Namespace:**  Rx

**Assembly:**  RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observer.create = function(onNext, onError);

Parameters

onNext
Type: System::ActionObject

onError
Type: System::ActionObject
See Also

Observer Class
Create Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Observer.Create Method (ActionObject, ActionObject, Action)

Creates an observer from the specified OnNext, OnError, and OnCompleted actions.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Observer.create = function(onNext, onError, onCompleted);

Parameters

onNext
Type: System::::ActionObject

onError
Type: System::::ActionObject

onCompleted
Type: System::::Action
See Also

Observer Class
Create Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Notifies the observer of the end of the sequence.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function OnCompleted();

Implements

IObserver<>::OnCompleted()()
See Also

Observer Class
Rx Namespace

Send feedback on this topic to Microsoft.
Observer...::.OnError Method

Notifies the observer that an exception has occurred.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function OnError(value);

Parameters

value
  Type: System::Object

Implements

IObserver::OnError(Object)
See Also

Observer Class
Rx Namespace

Send feedback on this topic to Microsoft.
Observer::OnNext Method

Notifies the observer of a new value in the sequence.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function OnNext(value);

Parameters

value
  Type: System:::Object

Implements

IObservable:::OnNext(Object)
See Also

Observer Class
Rx Namespace

Send feedback on this topic to Microsoft.
Represents a join pattern.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Pattern = function();

Type.createClass('Rx.Pattern');
Inheritance Hierarchy

System...:::Object
Rx...:::Pattern
See Also

Rx Namespace

Send feedback on this topic to Microsoft.
The `Pattern` type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>And</td>
<td>Matches when all observable sequences have an available value.</td>
</tr>
<tr>
<td>GetType</td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>Then</td>
<td>Matches when all observable sequences have an available value and projects the values.</td>
</tr>
<tr>
<td>ToLocaleString</td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>ToString</td>
<td>(Inherited from Object.)</td>
</tr>
</tbody>
</table>
See Also

Pattern Class
Rx Namespace

Send feedback on this topic to Microsoft.
Matches when all observable sequences have an available value.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

```javascript
function And(other);
```

**Parameters**

**other**

Type: `Rx::Observable`
See Also

Pattern Class
Rx Namespace

Send feedback on this topic to Microsoft.
Matches when all observable sequences have an available value and projects the values.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Then(selector);

Parameters

selector
  Type: Function
See Also

Pattern Class
Rx Namespace

Send feedback on this topic to Microsoft.
Represents an execution plan for join patterns.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Plan = function();

TypecreateClass(
  'Rx.Plan');
Inheritance Hierarchy

System...:::Object
Rx...:::Plan
See Also

Rx Namespace

Send feedback on this topic to Microsoft.
The **Plan** type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetType</td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>ToLocaleString</td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>ToString</td>
<td>(Inherited from Object.)</td>
</tr>
</tbody>
</table>
See Also

Plan Class
Rx Namespace

Send feedback on this topic to Microsoft.
Represents a disposable that only disposes its underlying disposable when all dependent disposables have been disposed.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

```
RxRefCountDisposable = function();

Type.createClass(
    'RxRefCountDisposable',
    null,
    IDisposable);
```
Inheritance Hierarchy

System..Object
Rx..RefCountDisposable
See Also

Rx Namespace

Send feedback on this topic to Microsoft.
createClass

Creates a disposable that only disposes its underlying disposable when all dependent disposables have been disposed.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

RxRefCountDisposable = function();
See Also

RefCountDisposable Class
Rx Namespace

Send feedback on this topic to Microsoft.
The `RefCountDisposable` type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dispose</td>
<td>Disposes the underlying disposable only when all dependent disposables have been disposed.</td>
</tr>
<tr>
<td>GetDisposable</td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>GetType</td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>ToLocaleString</td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>ToString</td>
<td>(Inherited from Object.)</td>
</tr>
</tbody>
</table>
See Also

RefCountDisposable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Disposes the underlying disposable only when all dependent disposables have been disposed.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Dispose();

Implements

IDisposable...:::Dispose()()
See Also

RefCountDisposable Class
Rx Namespace

Send feedback on this topic to Microsoft.
.NET Framework Class Library
RefCountDisposable...::GetDisposable Method
RefCountDisposable Class

Namespace: Rx
Assembly: RxJS (in RxJS.dll)
Syntax

JavaScript

function GetDisposable();
See Also

RefCountDisposable Class
Rx Namespace

Send feedback on this topic to Microsoft.
Represents an object that is both an observable sequence as well as an observer.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
 Syntax

JavaScript

Rx.ReplaySubject = function();

Type.createClass(
    'Rx.ReplaySubject','
    Rx.Observable,'
    Rx.IObserver,'
    Rx.IObservable,'
    Rx.IObserver);
Inheritance Hierarchy

System...:::Object

Rx...:::Observable
Rx...:::ReplaySubject

Rx...:::BehaviorSubject
See Also

Rx Namespace

Send feedback on this topic to Microsoft.
ReplaySubject Constructor

ReplaySubject Class  See Also  Send Feedback
# Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ReplaySubject(Int32, Int32)</td>
<td>Creates a replayable subject.</td>
</tr>
<tr>
<td>ReplaySubject(Int32, Int32, Scheduler)</td>
<td>Creates a replayable subject.</td>
</tr>
</tbody>
</table>
See Also

ReplaySubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
ReplaySubject Constructor (Int32, Int32)

ReplaySubject Class  See Also  Send Feedback

Creates a replayable subject.

**Namespace:**  Rx  
**Assembly:**  RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.ReplaySubject = function(bufferSize, window);

Parameters

bufferSize
  Type: System:::Int32

window
  Type: System:::Int32
See Also

ReplaySubject Class
ReplaySubject Overload
Rx Namespace

Send feedback on this topic to Microsoft.
ReplaySubject Constructor (Int32, Int32, Scheduler)

ReplaySubject Class  See Also  Send Feedback

Creates a replayable subject.

Namespace:  Rx
Assembly:  RxJS (in RxJS.dll)
## Syntax

### JavaScript

```javascript
Rx.ReplaySubject = function(bufferSize, window, scheduler);
```

### Parameters

- **bufferSize**
  - Type: `System.Int32`

- **window**
  - Type: `System.Int32`

- **scheduler**
  - Type: `Rx.Scheduler`
See Also

ReplaySubject Class
ReplaySubject Overload
Rx Namespace

Send feedback on this topic to Microsoft.
The `ReplaySubject` type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Aggregate</strong></td>
<td>Applies an accumulator function over an observable sequence. The specified seed value is used as the initial accumulator value. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>Aggregate1</strong></td>
<td>Applies an accumulator function over an observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>All</strong></td>
<td>Determines whether all elements of an observable sequence satisfy a condition. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>And</strong></td>
<td>Matches when both observable sequences have an available value. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>Any</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>AsObservable</strong></td>
<td>Hides the identity of an observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>Average</strong></td>
<td>Computes the average of a sequence of numeric values. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>BufferWithCount</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>BufferWithTime</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>BufferWithTimeOrCount</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>Catch</strong></td>
<td>Overloaded. Merges two observable sequences into one observable sequence by using the selector function whenever one of the observable sequences has a new value. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>CombineLatest</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>Concat</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>Contains</strong></td>
<td>Overloaded.</td>
</tr>
</tbody>
</table>
- **Count**
  Returns an number representing the total number of elements in an observable sequence.
  (Inherited from Observable.)

- **Delay**
  Overloaded.

- **Dematerialize**
  Dematerializes the explicit notification values of an observable sequence as implicit notifications.
  (Inherited from Observable.)

- **DistinctUntilChanged**
  Overloaded.

- **Do**
  Returns an observable that contains only the final OnNext value.
  (Inherited from Observable.)

- **Final**
  Invokes finallyAction after source observable sequence terminates normally or by an exception.
  (Inherited from Observable.)

- **Finally**
  (Inherited from Object.)

- **GetType**
  (Inherited from Object.)

- **GroupBy**
  Overloaded.

- **IsEmpty**
  Determines whether an observable sequence is empty.
  (Inherited from Observable.)

- **Let**
  Overloaded.

- **Materialize**
  Materializes the implicit notifications of an observable sequence as explicit notification values.
  (Inherited from Observable.)

- **Max**
  Returns the maximum value in an observable sequence.
  (Inherited from Observable.)

- **MaxBy**
  Overloaded.

- **Merge**
  Overloaded.

- **MergeObservable**
  Merges an observable sequence of observable sequences into an observable sequence.
  (Inherited from Observable.)
Min

Returns the minimum value in an observable sequence.
(Inherited from Observable.)

MinBy

Overloaded.

OnCompleted

Notifies the observer of the end of the sequence.

OnError

Notifies the observer that an exception has occurred.

OnErrorResumeNext

Overloaded.

OnNext

Notifies the observer of a new value in the sequence.

Prune

Overloaded.

Publish

Overloaded.

RemoveInterval

Removes the timestamp from each value of an observable sequence.
(Inherited from Observable.)

RemoveTimestamp

Removes the timestamp from each value of an observable sequence.
(Inherited from Observable.)

Repeat

Overloaded.

Replay

Overloaded.

Retry

Overloaded.

Sample

Overloaded.

Scan

Applies an accumulator function over an observable sequence and returns each intermediate result. The specified seed value is used as the initial accumulator value.
(Inherited from Observable.)

Scan0

Applies an accumulator function over an observable sequence and returns each intermediate result. The specified seed value is prepended to the sequence once a message comes in.
(Inherited from Observable.)

Applies an accumulator function over an observable sequence and returns each
Scan1  intermediate result. (Inherited from Observable.)

Select  Overloaded.
Projects each value of an observable sequence to an observable sequence and flattens the resulting observable sequences into one observable sequence. (Inherited from Observable.)

SelectMany  Bypasses a specified number of values in an observable sequence and then returns the remaining values. (Inherited from Observable.)

Skip  Returns the values from the source observable sequence only after the other observable sequence produces a value. (Inherited from Observable.)

SkipUntil  Bypasses values in an observable sequence as long as a specified condition is true and then returns the remaining values. (Inherited from Observable.)

SkipWhile  Overloaded.

StartWith  Overloaded.

Subscribe  Overloaded.

Sum  Computes the sum of a sequence of numeric values. (Inherited from Observable.)

Switch  Transforms an observable sequence of observable sequences into an observable sequence producing values only from the most recent observable sequence. (Inherited from Observable.)

Take  Returns the values from the source observable sequence until the other observable sequence produces a value. (Inherited from Observable.)

TakeUntil  Returns values from an observable sequence
- **TakeWhile**
  as long as a specified condition is true, and then skips the remaining values.
  (Inherited from **Observable**.)

- **Then**
  Matches when the observable sequence has an available value and projects the value.
  (Inherited from **Observable**.)

- **Throttle**
  Overloaded.

- **TimeInterval**
  Overloaded.

- **Timeout**
  Overloaded.

- **Timestamp**
  Overloaded.

- **ToLocaleString**
  (Inherited from Object.)

- **ToString**
  (Inherited from Object.)

- **Where**
  Overloaded.

  Merges two observable sequences into one observable sequence by using the selector function.
  (Inherited from **Observable**.)

- **Zip**
See Also

- ReplaySubject Class
- Rx Namespace

Send feedback on this topic to Microsoft.
ReplaySubject Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Any()</code></td>
<td>Determines whether an observable sequence contains any elements. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td><code>Any(FuncObjectBoolean)</code></td>
<td>Determines whether any element of an observable sequence satisfies a condition. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
</tbody>
</table>
See Also

ReplaySubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BufferWithCount(Int32)</td>
<td>Projects each value of an observable sequence into a buffer. (Inherited from Observable.)</td>
</tr>
<tr>
<td>BufferWithCount(Int32, Int32)</td>
<td>Projects each value of an observable sequence into a buffer. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

ReplaySubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#  
Include Protected Members  Include Inherited Members  
.NET Framework Class Library  
ReplaySubject.BufferWithTime Method  
ReplaySubject Class  See Also  Send Feedback
## Overload List

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<tr>
<td>BufferWithTime(Int32)</td>
<td>Projects each value of an observable sequence into a buffer. (Inherited from <a href="https://docs.microsoft.com/en-us/dotnet/api/system.reactive.observable">Observable</a>)</td>
</tr>
<tr>
<td>BufferWithTime(Int32, Int32)</td>
<td>Projects each value of an observable sequence into a buffer. (Inherited from <a href="https://docs.microsoft.com/en-us/dotnet/api/system.reactive.observable">Observable</a>)</td>
</tr>
<tr>
<td>BufferWithTime(Int32, Int32, Scheduler)</td>
<td>Projects each value of an observable sequence into a buffer. (Inherited from <a href="https://docs.microsoft.com/en-us/dotnet/api/system.reactive.observable">Observable</a>)</td>
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See Also

ReplaySubject Class
Rx Namespace

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<table>
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<tbody>
<tr>
<td>BufferWithTimeOrCount(Int32, Int32)</td>
<td>Projects each value of an observable sequence into a buffer. (Inherited from Observable.)</td>
</tr>
<tr>
<td>BufferWithTimeOrCount(Int32, Int32, Scheduler)</td>
<td>Projects each value of an observable sequence into a buffer. (Inherited from Observable.)</td>
</tr>
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See Also

**ReplaySubject Class**
**Rx Namespace**

Send [feedback](mailto:) on this topic to Microsoft.
ReplaySubject Class
See Also
Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
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<tbody>
<tr>
<td>Catch(Observable)</td>
<td>Continues an observable sequence that is terminated by an exception with the next observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Catch(Observable, Observable)</td>
<td>Continues an observable sequence that is terminated by an exception with the next observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Catch(Observable, Observable, Observable)</td>
<td>Continues an observable sequence that is terminated by an exception with the next observable sequence. (Inherited from Observable.)</td>
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<tr>
<td>Catch(Observable, Observable, Observable, Observable)</td>
<td>Continues an observable sequence that is terminated by an exception with the next observable sequence. (Inherited from Observable.)</td>
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See Also

ReplaySubject Class
Rx Namespace

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## Overload List

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<tbody>
<tr>
<td>Concat(Observable)</td>
<td>Concatenates all the observable sequences. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Concat(Observable, Observable)</td>
<td>Concatenates all the observable sequences. (Inherited from Observable.)</td>
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<tr>
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<td>Concatenates all the observable sequences. (Inherited from Observable.)</td>
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See Also

ReplaySubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
ReplaySubject Contains Method

ReplaySubject Class  See Also  Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Contains(Object)</td>
<td>Determines whether an observable sequence contains a specified element by using the default comparer. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>Contains(Object, FuncObjectObjectBoolean)</td>
<td>Determines whether an observable sequence contains a specified element by using the specified comparer. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
</tbody>
</table>
See Also

ReplaySubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
ReplaySubject.

ReplaySubject Class  See Also  Send Feedback
### Overload List

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<thead>
<tr>
<th>Name</th>
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<tbody>
<tr>
<td>Delay(Int32)</td>
<td>Time shifts the observable sequence by dueTime. The relative time intervals between the values are preserved. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Delay(Int32, Scheduler)</td>
<td>Time shifts the observable sequence by dueTime. The relative time intervals between the values are preserved. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

ReplaySubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
ReplaySubject.DistinctUntilChanged Method

ReplaySubject Class  See Also  Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DistinctUntilChanged()</td>
<td>Returns an observable sequence that contains only distinct contiguous values. (Inherited from <code>Observable</code>.)</td>
</tr>
<tr>
<td>DistinctUntilChanged(FuncObjectObject)</td>
<td>Returns an observable sequence that contains only distinct contiguous values according to the keySelector. (Inherited from <code>Observable</code>.)</td>
</tr>
<tr>
<td>DistinctUntilChanged(FuncObjectObject, FuncObjectObjectBoolean)</td>
<td>Returns an observable sequence that contains only distinct contiguous values according to the keySelector and comparer. (Inherited from <code>Observable</code>.)</td>
</tr>
</tbody>
</table>
See Also

[ReplaySubject Class]
[Rx Namespace]

Send [feedback] on this topic to Microsoft.
ReplaySubject:::Do Method
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
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<tbody>
<tr>
<td>Do(Observer)</td>
<td>Invokes the observer for its side-effects on each value in the observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Do(ActionObject)</td>
<td>Invokes the action for its side-effects on each value in the observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Do(ActionObject, ActionObject)</td>
<td>Invokes the action for its side-effects on each value in the observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Do(ActionObject, ActionObject, Action)</td>
<td>Invokes the action for its side-effects on each value in the observable sequence. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

ReplaySubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
### Overload List

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<thead>
<tr>
<th>Name</th>
<th>Description</th>
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</thead>
<tbody>
<tr>
<td>GroupBy(FuncObjectObject)</td>
<td>Groups the elements of an observable sequence according to a specified key selector function. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>GroupBy(FuncObjectObject, FuncObjectObject)</td>
<td>Groups the elements of an observable sequence and selects the resulting elements by using a specified function. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>GroupBy(FuncObjectObject, FuncObjectObject, FuncObjectString)</td>
<td>Groups the elements of an observable sequence according to a specified key selector function and keySerializer and selects the resulting elements by using a specified function. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
</tbody>
</table>
See Also

ReplaySubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
ReplaySubject...:::Let Method

ReplaySubject Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
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</tr>
</thead>
<tbody>
<tr>
<td><code>Let(FuncObservable,Observable)</code></td>
<td>Bind the source to the parameter without sharing subscription side-effects. (Inherited from <code>Observable</code>.)</td>
</tr>
<tr>
<td><code>Let(FuncObservable,Observable,FuncISubject)</code></td>
<td>Bind the source to the parameter so that it can be used multiple times without duplication of subscription side-effects. (Inherited from <code>Observable</code>.)</td>
</tr>
</tbody>
</table>
See Also

ReplaySubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□  Include Protected Members
□  Include Inherited Members
.NET Framework Class Library
ReplaySubject...:.MaxBy Method
ReplaySubject Class  See Also  Send Feedback
## Overload List

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<thead>
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<tbody>
<tr>
<td>MaxBy(FuncObjectObject)</td>
<td>Returns the elements in an observable sequence with the maximum key value. (Inherited from Observable.)</td>
</tr>
<tr>
<td>MaxBy(FuncObjectObject, FuncObjectObjectInt32)</td>
<td>Returns the elements in an observable sequence with the maximum key value by using the specified comparer. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

ReplaySubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
ReplaySubject:::Method

ReplaySubject

See Also

Send Feedback
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<tr>
<td>Merge(Observable)</td>
<td>Merges all the observable sequences into a single observable sequence.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
<tr>
<td>Merge(Observable, Observable)</td>
<td>Merges all the observable sequences into a single observable sequence.</td>
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<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
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<tr>
<td>Merge(Observable, Observable, Observable)</td>
<td>Merges all the observable sequences into a single observable sequence.</td>
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See Also

- ReplaySubject Class
- Rx Namespace

Send feedback on this topic to Microsoft.
## Overload List

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<tbody>
<tr>
<td>MinBy(FuncObjectObject)</td>
<td>Returns the elements in an observable sequence with the minimum key value.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
<tr>
<td>MinBy(FuncObjectObject, FuncObjectObjectInt32)</td>
<td>Returns the elements in an observable sequence with the minimum key value by</td>
</tr>
<tr>
<td></td>
<td>using the specified comparer.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
</tbody>
</table>
See Also

ReplaySubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Notifies the observer of the end of the sequence.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function OnCompleted();

Implements

IObserver<>::OnCompleted()()
See Also

ReplaySubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
ReplaySubject..::.OnError Method

ReplaySubject Class  See Also  Send Feedback

Notifies the observer that an exception has occurred.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
### Syntax

**JavaScript**

```javascript
function OnError(exception);
```

### Parameters

- **exception**
  - Type: System::Object

### Implements

- IObserver::OnError(Object)
See Also

ReplaySubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
ReplaySubject...:OnErrorResumeNext Method
ReplaySubject Class  See Also  Send Feedback
## Overload List

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<tr>
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<tbody>
<tr>
<td><code>OnErrorResumeNext(Observable)</code></td>
<td>Continues an observable sequence that is terminated normally or by an exception with the next observable sequence. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td><code>OnErrorResumeNext(Observable, Observable)</code></td>
<td>Continues an observable sequence that is terminated normally or by an exception with the next observable sequence. (Inherited from <a href="#">Observable</a>.)</td>
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<tr>
<td><code>OnErrorResumeNext(Observable, Observable, Observable)</code></td>
<td>Continues an observable sequence that is terminated normally or by an exception with the next observable sequence. (Inherited from <a href="#">Observable</a>.)</td>
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<tr>
<td><code>OnErrorResumeNext(Observable, Observable, Observable, Observable)</code></td>
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</table>
See Also

ReplaySubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Notifies the observer of a new value in the sequence.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

function OnNext(value);

**Parameters**

value
   Type: System:::Object

**Implements**

IObservable:::OnNext(Object)
See Also

ReplaySubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
ReplaySubject:::Prune Method

ReplaySubject Class   See Also   Send Feedback
# Overload List

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<tbody>
<tr>
<td>Prune()()</td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source containing only the last notification. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>Prune(FuncObservableObservable)</td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source containing only the last notification. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>Prune(FuncObservableObservable, Scheduler)</td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source containing only the last notification. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
</tbody>
</table>
See Also

ReplaySubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#  Include Protected Members  Include Inherited Members
.NET Framework Class Library
ReplaySubject...: Publish Method
ReplaySubject Class  See Also  Send Feedback
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<tbody>
<tr>
<td>❌ Publish(TranslationObserver)</td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source. (Inherited from <a href="#">Observable</a>)</td>
</tr>
<tr>
<td>❌ Publish(FuncObservableObservable)</td>
<td>Returns an observable sequence that is the result of invoking the selector on a connectable observable sequence that shares a single subscription to the underlying source. (Inherited from <a href="#">Observable</a>)</td>
</tr>
</tbody>
</table>
See Also

ReplaySubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
ReplaySubject:::Repeat Method

ReplaySubject Class  See Also  Send Feedback
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<tbody>
<tr>
<td>Repeat()()</td>
<td>Repeats the observable sequence indefinitely. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Repeat(Int32)</td>
<td>Repeats the observable sequence repeatCount times. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Repeat(Int32, Scheduler)</td>
<td>Repeats the observable sequence repeatCount times. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

ReplaySubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
.NET Framework Class Library
ReplaySubject....Replay Method

ReplaySubject Class  See Also  Send Feedback
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<tr>
<td>Replay()()</td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source replaying all notifications. (Inherited from <code>Observable</code>.)</td>
</tr>
<tr>
<td>Replay(FuncObservableObservable)</td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source replaying all notifications. (Inherited from <code>Observable</code>.)</td>
</tr>
<tr>
<td>Replay(FuncObservableObservable, Int32)</td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source replaying bufferSize notifications. (Inherited from <code>Observable</code>.)</td>
</tr>
<tr>
<td>Replay(FuncObservableObservable, Int32, Int32)</td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source replaying bufferSize notifications within window. (Inherited from <code>Observable</code>.)</td>
</tr>
<tr>
<td>Replay(FuncObservableObservable, Int32, Int32, Scheduler)</td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source replaying bufferSize notifications within window. (Inherited from <code>Observable</code>.)</td>
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See Also

ReplaySubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
ReplaySubject Class

See Also

Send Feedback
<table>
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<tbody>
<tr>
<td>Retry()()</td>
<td>Repeats the source observable sequence until it successfully terminates.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <strong>Observable</strong>.)</td>
</tr>
<tr>
<td>Retry(Int32)</td>
<td>Repeats the source observable sequence the retryCount times or until it successfully terminates.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <strong>Observable</strong>.)</td>
</tr>
<tr>
<td>Retry(Int32, Scheduler)</td>
<td>Repeats the source observable sequence the retryCount times or until it successfully terminates.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <strong>Observable</strong>.)</td>
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See Also

ReplaySubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□ Include Protected Members
□ Include Inherited Members
.NET Framework Class Library
ReplaySubject...::Sample Method
ReplaySubject Class  See Also  Send Feedback
<table>
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<tbody>
<tr>
<td>Sample(Int32)</td>
<td>Samples the observable sequence at each interval.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
<tr>
<td>Sample(Int32, Scheduler)</td>
<td>Samples the observable sequence at each interval.</td>
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<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
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See Also

ReplaySubject Class
Rx Namespace

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ReplaySubject Class · See Also · Send Feedback
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<tbody>
<tr>
<td><code>Select(FuncObjectInt32Object)</code></td>
<td>Projects each value of an observable sequence into a new form by incorporating the element's index. (Inherited from <code>Observable</code>.)</td>
</tr>
<tr>
<td><code>Select(FuncObjectObject)</code></td>
<td>Projects each value of an observable sequence into a new form.                (Inherited from <code>Observable</code>.)</td>
</tr>
</tbody>
</table>
See Also

ReplaySubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
ReplaySubject...:::StartWith Method

ReplaySubject Class  See Also  Send Feedback
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<tbody>
<tr>
<td>StartWith(Object)</td>
<td>Prepends a value to an observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>StartWith(array&lt;Object&gt;[][])</td>
<td>Prepends a sequence values to an observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>StartWith(Object, Scheduler)</td>
<td>Prepends a value to an observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>StartWith(array&lt;Object&gt;[][], Scheduler)</td>
<td>Prepends a sequence values to an observable sequence. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

ReplaySubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
ReplaySubject...:Subscribe Method

ReplaySubject Class  See Also  Send Feedback
<table>
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<tr>
<th>Name</th>
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<tbody>
<tr>
<td><strong>Subscribe()</strong></td>
<td>Subscribes to the observable sequence for its side-effects. (Inherited from <em>Observable</em>.)</td>
</tr>
<tr>
<td><strong>Subscribe(IObserver)</strong></td>
<td>Subscribes an observer to the observable sequence. (Inherited from <em>Observable</em>.)</td>
</tr>
<tr>
<td><strong>Subscribe(ActionObject)</strong></td>
<td>Subscribes an observer to the observable sequence. (Inherited from <em>Observable</em>.)</td>
</tr>
<tr>
<td><strong>Subscribe(ActionObject, ActionObject)</strong></td>
<td>Subscribes an observer to the observable sequence. (Inherited from <em>Observable</em>.)</td>
</tr>
<tr>
<td><strong>Subscribe(ActionObject, ActionObject, Action)</strong></td>
<td>Subscribes an observer to the observable sequence. (Inherited from <em>Observable</em>.)</td>
</tr>
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See Also

ReplaySubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
ReplaySubject...:::Take Method

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<tr>
<th>Name</th>
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</tr>
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<tbody>
<tr>
<td>Take(Int32)</td>
<td>Returns a specified number of contiguous values from the start of an observable sequence. (Inherited from <code>Observable</code>.)</td>
</tr>
<tr>
<td>Take(Int32, Scheduler)</td>
<td>Returns a specified number of contiguous values from the start of an observable sequence. (Inherited from <code>Observable</code>.)</td>
</tr>
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See Also

ReplaySubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
ReplaySubject Class | See Also | Send Feedback
## Overload List

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<tbody>
<tr>
<td>Throttle(Int32)</td>
<td>Ignores values from an observable sequence which are followed by another value before dueTime. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Throttle(Int32, Scheduler)</td>
<td>Ignores values from an observable sequence which are followed by another value before dueTime. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

ReplaySubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
ReplaySubject...:::TimeInterval Method

ReplaySubject Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>TimeInterval()</code></td>
<td>Records the time interval for each value of an observable sequence.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
<tr>
<td><code>TimeInterval(Scheduler)</code></td>
<td>Records the time interval for each value of an observable sequence according to the scheduler's notion of time.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
</tbody>
</table>
See Also

ReplaySubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#  
Include Protected Members  Include Inherited Members  
.NET Framework Class Library  
ReplaySubject...:.Timeout Method  
ReplaySubject Class  See Also  Send Feedback
# Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Timeout(Int32)</td>
<td>Returns observable sequence that ends with a TimeoutException if dueTime elapses. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Timeout(Int32, Observable)</td>
<td>Returns the source observable sequence until completed or if dueTime elapses replaces the observable sequence with other. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Timeout(Int32, Scheduler)</td>
<td>Returns observable sequence that ends with a TimeoutException if dueTime elapses. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Timeout(Int32, Observable, Scheduler)</td>
<td>Returns the source observable sequence until completed or if dueTime elapses replaces the observable sequence with other. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

ReplaySubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
ReplaySubject Class: Timestamp Method

See Also
Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Timestamp()</td>
<td>Records the timestamp for each value of an observable sequence.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
<tr>
<td>Timestamp(Scheduler)</td>
<td>Records the timestamp for each value of an observable sequence according to</td>
</tr>
<tr>
<td></td>
<td>the scheduler's notion of time.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
</tbody>
</table>
See Also

ReplaySubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
ReplaySubject::Where Method

ReplaySubject Class  See Also  Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Where(FuncObjectBoolean)</td>
<td>Filters the values of an observable sequence based on a predicate. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Where(FuncObjectInt32Boolean)</td>
<td>Filters the values of an observable sequence based on a predicate by incorporating the element's index. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

ReplaySubject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Represents an object that schedules units of work.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Scheduler = function();

Type.createClass(
    'Rx.Scheduler');
Inheritance Hierarchy

System...:::Object
Rx...:::Scheduler
See Also

Rx Namespace

Send feedback on this topic to Microsoft.
Creates an observer from the specified schedule and scheduleWithTime actions.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Scheduler = function(schedule, scheduleWithTime);

Parameters

schedule
  Type: System::Action

scheduleWithTime
  Type: System::ActionInt32
See Also

Scheduler Class
Rx Namespace

Send feedback on this topic to Microsoft.
The `Scheduler` type exposes the following members.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetType</td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>Now</td>
<td>Gets the scheduler's notion of current time.</td>
</tr>
<tr>
<td>Schedule</td>
<td>Schedules action to be executed.</td>
</tr>
<tr>
<td>ScheduleRecursive</td>
<td>Schedules action to be executed recursively.</td>
</tr>
<tr>
<td>ScheduleRecursiveWithTime</td>
<td>Schedules action to be executed recursively after each dueTime.</td>
</tr>
<tr>
<td>ScheduleWithTime</td>
<td>Schedules action to be executed after dueTime.</td>
</tr>
<tr>
<td>ToLocaleString</td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>ToString</td>
<td>(Inherited from Object.)</td>
</tr>
</tbody>
</table>
See Also

Scheduler Class
Rx Namespace

Send feedback on this topic to Microsoft.
Gets the scheduler's notion of current time.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function Now();
See Also

Scheduler Class
Rx Namespace

Send feedback on this topic to Microsoft.
Schedules action to be executed.

**Namespace:**  
Rx

**Assembly:**  
RxJS (in RxJS.dll)
**Syntax**

*JavaScript*

```
Rx.Scheduler.Schedule = function(action);
```

**Parameters**

- `action`
  Type: [System,::,Action]
See Also

Scheduler Class
Rx Namespace

Send feedback on this topic to Microsoft.
Schedules action to be executed recursively.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Scheduler.ScheduleRecursive = function(action);

Parameters

action
  Type: System::ActionAction
See Also

Scheduler Class
Rx Namespace

Send feedback on this topic to Microsoft.
Schedules action to be executed recursively after each dueTime.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

**JavaScript**

```javascript
Rx.Scheduler.ScheduleRecursiveWithTime = function(action, dueTime);
```

**Parameters**

- **action**
  
  Type: `System::ActionActionInt32`

- **dueTime**
  
  Type: `System::Int32`
See Also

Scheduler Class
Rx Namespace

Send feedback on this topic to Microsoft.
Schedules action to be executed after dueTime.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
### Syntax

**JavaScript**

`Rx.Scheduler.ScheduleWithTime = function(action, dueTime);`

### Parameters

**action**
- Type: [System::::Action](#)

**dueTime**
- Type: [System::::Int32](#)
See Also

Scheduler Class
Rx Namespace

Send feedback on this topic to Microsoft.
The `Scheduler` type exposes the following members.
### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CurrentThread</td>
<td>Gets the scheduler that schedules work as soon as possible on the current thread.</td>
</tr>
<tr>
<td>Immediate</td>
<td>Gets the scheduler that schedules work immediately on the current thread.</td>
</tr>
<tr>
<td>Timeout</td>
<td>Gets the scheduler that schedules work using window.setTimeout.</td>
</tr>
</tbody>
</table>
See Also

Scheduler Class
Rx Namespace

Send feedback on this topic to Microsoft.
Gets the scheduler that schedules work as soon as possible on the current thread.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Scheduler.CurrentThread
See Also

Scheduler Class  
Rx Namespace

Send feedback on this topic to Microsoft.
Gets the scheduler that schedules work immediately on the current thread.

**Namespace:**  Rx  
**Assembly:**  RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Scheduler.Immediate
See Also

Scheduler Class
Rx Namespace

Send feedback on this topic to Microsoft.
Gets the scheduler that schedules work using `window.setTimeout`.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Scheduler.Timeout
See Also

Scheduler Class
Rx Namespace

Send feedback on this topic to Microsoft.
Represents an object that is both an observable sequence as well as an observer.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
### Syntax

**JavaScript**

Rx.Subject = function();

Type.createClass('Rx.Subject',
  Rx.Observable,
  Rx.ISubject,
  Rx.IObserver,
  Rx.IObserver);
Inheritance Hierarchy

System...:::Object
Rx...:::Observable
Rx...:::Subject
See Also

Rx Namespace

Send feedback on this topic to Microsoft.
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Subject()()</code></td>
<td>Creates a subject.</td>
</tr>
<tr>
<td><code>Subject(Scheduler)</code></td>
<td>Creates a subject.</td>
</tr>
</tbody>
</table>
See Also

Subject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Creates a subject.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.Subject = function();
See Also

Subject Class
Subject Overload
Rx Namespace

Send feedback on this topic to Microsoft.
Creates a subject.

**Namespace**: Rx

**Assembly**: RxJS (in RxJS.dll)
### Syntax

**JavaScript**

```javascript
Rx.Subject = function(scheduler);
```

### Parameters

**scheduler**

Type: [Rx::Scheduler](#)
See Also

Subject Class
Subject Overload
Rx Namespace

Send feedback on this topic to Microsoft.
The **Subject** type exposes the following members.
### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Aggregate</strong></td>
<td>Applies an accumulator function over an observable sequence. The specified seed value is used as the initial accumulator value. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>Aggregate1</strong></td>
<td>Applies an accumulator function over an observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>All</strong></td>
<td>Determines whether all elements of an observable sequence satisfy a condition. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>And</strong></td>
<td>Matches when both observable sequences have an available value. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>Any</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>AsObservable</strong></td>
<td>Hides the identity of an observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>Average</strong></td>
<td>Computes the average of a sequence of numeric values. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>BufferWithCount</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>BufferWithTime</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>BufferWithTimeOrCount</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>Catch</strong></td>
<td>Merges two observable sequences into one observable sequence by using the selector function whenever one of the observable sequences has a new value. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>CombineLatest</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Concat</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>Contains</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>Count</strong></td>
<td>Returns an number representing the total number of elements in an observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>Delay</strong></td>
<td>Overloaded. Dematerializes the explicit notification values of an observable sequence as implicit notifications. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>Demateralize</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>DistinctUntilChanged</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>Do</strong></td>
<td>Overloaded. Returns an observable that contains only the final OnNext value. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>Final</strong></td>
<td>Overloaded. Invokes finallyAction after source observable sequence terminates normally or by an exception. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>Finally</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>GetType</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>GroupBy</strong></td>
<td>Overloaded. Determines whether an observable sequence is empty. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>IsEmpty</strong></td>
<td>Determined implicit notifications of an observable sequence as explicit notification values. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>Materialize</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>Max</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>MaxBy</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>Merge</strong></td>
<td>Merges an observable sequence of observable sequences into an observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td><strong>MergeObservable</strong></td>
<td>Overloaded.</td>
</tr>
</tbody>
</table>
- **Min**
  Returns the minimum value in an observable sequence.
  (Inherited from [Observable](#).)

- **MinBy**
  Overloaded.

- **OnCompleted**
  Notifies all subscribed observers of the end of the sequence.

- **OnError**
  Notifies all subscribed observers with the exception.

- **OnErrorResumeNext**
  Overloaded.

- **OnNext**
  Notifies all subscribed observers with the value.

- **Prune**
  Overloaded.

- **Publish**
  Overloaded.

- **RemoveInterval**
  Removes the timestamp from each value of an observable sequence.
  (Inherited from [Observable](#).)

- **RemoveTimestamp**
  Removes the timestamp from each value of an observable sequence.
  (Inherited from [Observable](#).)

- **Repeat**
  Overloaded.

- **Replay**
  Overloaded.

- **Retry**
  Overloaded.

- **Sample**
  Overloaded.

- **Scan**
  Applies an accumulator function over an observable sequence and returns each intermediate result. The specified seed value is used as the initial accumulator value.
  (Inherited from [Observable](#).)

- **Scan0**
  Applies an accumulator function over an observable sequence and returns each intermediate result. The specified seed value is prepended to the sequence once a message comes in.
  (Inherited from [Observable](#).)
<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Scan1</strong></td>
<td>intermediate result. (Inherited from <code>Observable</code>.)</td>
</tr>
<tr>
<td><strong>Select</strong></td>
<td>Overloaded. Projects each value of an observable sequence to an observable sequence and flattens the resulting observable sequences into one observable sequence. (Inherited from <code>Observable</code>.)</td>
</tr>
<tr>
<td><strong>SelectMany</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Skip</strong></td>
<td>Overloaded. Bypasses a specified number of values in an observable sequence and then returns the remaining values. (Inherited from <code>Observable</code>.)</td>
</tr>
<tr>
<td><strong>SkipUntil</strong></td>
<td>Returns the values from the source observable sequence only after the other observable sequence produces a value. (Inherited from <code>Observable</code>.)</td>
</tr>
<tr>
<td><strong>SkipWhile</strong></td>
<td>Bypasses values in an observable sequence as long as a specified condition is true and then returns the remaining values. (Inherited from <code>Observable</code>.)</td>
</tr>
<tr>
<td><strong>StartWith</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>Subscribe</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>Sum</strong></td>
<td>Computes the sum of a sequence of numeric values. (Inherited from <code>Observable</code>.)</td>
</tr>
<tr>
<td><strong>Switch</strong></td>
<td>Transforms an observable sequence of observable sequences into an observable sequence producing values only from the most recent observable sequence. (Inherited from <code>Observable</code>.)</td>
</tr>
<tr>
<td><strong>Take</strong></td>
<td>Overloaded. Returns the values from the source observable sequence until the other observable sequence produces a value. (Inherited from <code>Observable</code>.)</td>
</tr>
<tr>
<td><strong>TakeUntil</strong></td>
<td>Returns values from an observable sequence</td>
</tr>
</tbody>
</table>
- **TakeWhile**
  as long as a specified condition is true, and then skips the remaining values.
  (Inherited from [Observable](#)).
- **Then**
  Matches when the observable sequence has an available value and projects the value.
  (Inherited from [Observable](#)).
- **Throttle**
  Overloaded.
- **TimeInterval**
  Overloaded.
- **Timeout**
  Overloaded.
- **Timestamp**
  Overloaded.
- **ToLocaleString**
  (Inherited from [Object](#)).
- **ToString**
  (Inherited from [Object](#)).
- **Where**
  Overloaded.
  Merges two observable sequences into one observable sequence by using the selector function.
  (Inherited from [Observable](#)).
- **Zip**
See Also

Subject Class
Rx Namespace

Send feedback on this topic to Microsoft.
### Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Any()()</td>
<td>Determines whether an observable sequence contains any elements.</td>
</tr>
<tr>
<td>Any(FuncObjectBoolean)</td>
<td>Determines whether any element of an observable sequence satisfies a condition.</td>
</tr>
</tbody>
</table>

(Inherited from Observable.)
See Also

Subject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
Subject:::.BufferWithCount Method
Subject Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>BufferWithCount(Int32)</code></td>
<td>Projects each value of an observable sequence into a buffer.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td><code>BufferWithCount(Int32, Int32)</code></td>
<td>Projects each value of an observable sequence into a buffer.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>.)</td>
</tr>
</tbody>
</table>
See Also

Subject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
Subject...::.BufferWithTime Method
Subject Class  See Also  Send Feedback
## Overload List

<table>
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<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BufferWithTime(Int32)</td>
<td>Projects each value of an observable sequence into a buffer. (Inherited from Observable.)</td>
</tr>
<tr>
<td>BufferWithTime(Int32, Int32)</td>
<td>Projects each value of an observable sequence into a buffer. (Inherited from Observable.)</td>
</tr>
<tr>
<td>BufferWithTime(Int32, Int32, Scheduler)</td>
<td>Projects each value of an observable sequence into a buffer. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

Subject Class
Rx Namespace

Send feedback on this topic to Microsoft.
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>BufferWithTimeOrCount(Int32, Int32)</code></td>
<td>Projects each value of an observable sequence into a buffer. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td><code>BufferWithTimeOrCount(Int32, Int32, Scheduler)</code></td>
<td>Projects each value of an observable sequence into a buffer. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
</tbody>
</table>
See Also

Subject Class
Rx Namespace

Send feedback on this topic to Microsoft.
## Overload List

<table>
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<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Catch(Observable)</td>
<td>Continues an observable sequence that is terminated by an exception with the next observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Catch(Observable, Observable)</td>
<td>Continues an observable sequence that is terminated by an exception with the next observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Catch(Observable, Observable, Observable)</td>
<td>Continues an observable sequence that is terminated by an exception with the next observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Catch(Observable, Observable, Observable, Observable)</td>
<td>Continues an observable sequence that is terminated by an exception with the next observable sequence. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

Subject Class
Rx Namespace

Send feedback on this topic to Microsoft.
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Concat(Observable)</code></td>
<td>Concatenates all the observable sequences. (Inherited from <a href="#">Observable</a>)</td>
</tr>
<tr>
<td><code>Concat(Observable, Observable)</code></td>
<td>Concatenates all the observable sequences. (Inherited from <a href="#">Observable</a>)</td>
</tr>
<tr>
<td><code>Concat(Observable, Observable, Observable)</code></td>
<td>Concatenates all the observable sequences. (Inherited from <a href="#">Observable</a>)</td>
</tr>
<tr>
<td><code>Concat(Observable, Observable, Observable, Observable)</code></td>
<td>Concatenates all the observable sequences. (Inherited from <a href="#">Observable</a>)</td>
</tr>
</tbody>
</table>
See Also

Subject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
Subject:::.Contains Method

Subject Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Contains(Object)</td>
<td>Determines whether an observable sequence contains a specified element by using the default comparer. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Contains(Object, FuncObjectObjectBoolean)</td>
<td>Determines whether an observable sequence contains a specified element by using the specified comparer. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

Subject Class
Rx Namespace

Send feedback on this topic to Microsoft.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Delay(Int32)</td>
<td>Time shifts the observable sequence by dueTime. The relative time intervals between the values are preserved. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Delay(Int32, Scheduler)</td>
<td>Time shifts the observable sequence by dueTime. The relative time intervals between the values are preserved. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

Subject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□  Include Protected Members
□  Include Inherited Members
.NET Framework Class Library
Subject...:..DistinctUntilChanged Method
Subject Class  See Also  Send Feedback
# Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DistinctUntilChanged()()()</td>
<td>Returns an observable sequence that contains only distinct contiguous values. (Inherited from Observable.)</td>
</tr>
<tr>
<td>DistinctUntilChanged(FuncObjectObject)</td>
<td>Returns an observable sequence that contains only distinct contiguous values according to the keySelector. (Inherited from Observable.)</td>
</tr>
<tr>
<td>DistinctUntilChanged(FuncObjectObject, FuncObjectObjectBoolean)</td>
<td>Returns an observable sequence that contains only distinct contiguous values according to the keySelector and comparer. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

Subject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□  Include Protected Members
□  Include Inherited Members
.NET Framework Class Library
Subject:::Do Method
Subject Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Do(Observer)</strong></td>
<td>Invokes the observer for its side-effects on each value in the observable sequence. (Inherited from <strong>Observable</strong>.)</td>
</tr>
<tr>
<td><strong>Do(ActionObject)</strong></td>
<td>Invokes the action for its side-effects on each value in the observable sequence. (Inherited from <strong>Observable</strong>.)</td>
</tr>
<tr>
<td><strong>Do(ActionObject, ActionObject)</strong></td>
<td>Invokes the action for its side-effects on each value in the observable sequence. (Inherited from <strong>Observable</strong>.)</td>
</tr>
<tr>
<td><strong>Do(ActionObject, ActionObject, Action)</strong></td>
<td>Invokes the action for its side-effects on each value in the observable sequence. (Inherited from <strong>Observable</strong>.)</td>
</tr>
</tbody>
</table>
See Also

Subject Class
Rx Namespace

Send feedback on this topic to Microsoft.
### Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GroupBy(FuncObjectObject)</td>
<td>Groups the elements of an observable sequence according to a specified key selector function. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>GroupBy(FuncObjectObject, FuncObjectObject)</td>
<td>Groups the elements of an observable sequence and selects the resulting elements by using a specified function. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>GroupBy(FuncObjectObject, FuncObjectObject, FuncObjectString)</td>
<td>Groups the elements of an observable sequence according to a specified key selector function and keySerializer and selects the resulting elements by using a specified function. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
</tbody>
</table>
See Also

Subject Class
Rx Namespace

Send feedback on this topic to Microsoft.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Let(FuncObservableObservable)</td>
<td>Bind the source to the parameter without sharing subscription side-effects. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Let(FuncObservableObservable, FuncISubject)</td>
<td>Bind the source to the parameter so that it can be used multiple times without duplication of subscription side-effects. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

Subject Class
Rx Namespace

Send feedback on this topic to Microsoft.
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>MaxBy(FuncObjectObject)</strong></td>
<td>Returns the elements in an observable sequence with the maximum key value. (Inherited from <a href="#">Observable</a>)</td>
</tr>
<tr>
<td><strong>MaxBy(FuncObjectObject, FuncObjectObjectInt32)</strong></td>
<td>Returns the elements in an observable sequence with the maximum key value by using the specified comparer. (Inherited from <a href="#">Observable</a>)</td>
</tr>
</tbody>
</table>
See Also

Subject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  ▪  C#
▪  Include Protected Members
▪  Include Inherited Members
.NET Framework Class Library
Subject...:..Merge Method
Subject Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
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</thead>
<tbody>
<tr>
<td>Merge(Observable)</td>
<td>Merges all the observable sequences into a single observable sequence.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
<tr>
<td>Merge(Observable, Observable)</td>
<td>Merges all the observable sequences into a single observable sequence.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
<tr>
<td>Merge(Observable, Observable, Observable)</td>
<td>Merges all the observable sequences into a single observable sequence.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
<tr>
<td>Merge(Observable, Observable, Observable, Observable)</td>
<td>Merges all the observable sequences into a single observable sequence.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
</tbody>
</table>
See Also

Subject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□  Include Protected Members
□  Include Inherited Members
.NET Framework Class Library
Subject:::.MinBy Method

Subject Class  See Also  Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MinBy(FuncObjectObject)</td>
<td>Returns the elements in an observable sequence with the minimum key value. (Inherited from Observable.)</td>
</tr>
<tr>
<td>MinBy(FuncObjectObject, FuncObjectObjectInt32)</td>
<td>Returns the elements in an observable sequence with the minimum key value by using the specified comparer. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

Subject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  ▪  C#
.NET Framework Class Library
Subject...:.OnCompleted Method
Subject Class  See Also  Send Feedback

Notifies all subscribed observers of the end of the sequence.

Namespace:  Rx
Assembly:  RxJS (in RxJS.dll)
Syntax

JavaScript

function OnCompleted();

Implements

IObserver...:: OnCompleted()()
See Also

Subject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Notifies all subscribed observers with the exception.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function OnError(exception);

Parameters

exception
    Type: System::Object

Implements

IObserver::OnError(Object)
See Also

Subject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □ C#
□ Include Protected Members
□ Include Inherited Members
.NET Framework Class Library
Subject..::.OnErrorResumeNext Method
Subject Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>onErrorResumeNext(Observable)</td>
<td>Continues an observable sequence that is terminated normally or by an exception with the next observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>onErrorResumeNext(Observable, Observable)</td>
<td>Continues an observable sequence that is terminated normally or by an exception with the next observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>onErrorResumeNext(Observable, Observable, Observable)</td>
<td>Continues an observable sequence that is terminated normally or by an exception with the next observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>onErrorResumeNext(Observable, Observable, Observable, Observable)</td>
<td>Continues an observable sequence that is terminated normally or by an exception with the next observable sequence. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

Subject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Notifies all subscribed observers with the value.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

**JavaScript**

```javascript
function OnNext(value);
```

**Parameters**

value

Type: System..::..Object

**Implements**

`IObservable..::..OnNext(Object)`
See Also

Subject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
Subject...:.Prune Method

Subject Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Prune()</td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source containing only the last notification. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>Prune(FuncObservableObservable)</td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source containing only the last notification. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>Prune(FuncObservableObservable, Scheduler)</td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source containing only the last notification. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
</tbody>
</table>
See Also

Subject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
Subject...: Publish Method

Subject Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Publish()</td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source. (Inherited from <a href="https://angular.io/api/core/Observable">Observable</a>.)</td>
</tr>
<tr>
<td>Publish(FuncObservable.Observable)</td>
<td>Returns an observable sequence that is the result of invoking the selector on a connectable observable sequence that shares a single subscription to the underlying source. (Inherited from <a href="https://angular.io/api/core/Observable">Observable</a>.)</td>
</tr>
</tbody>
</table>
See Also

Subject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Subject Class

See Also

Send Feedback
### Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Repeat()()</td>
<td>Repeats the observable sequence indefinitely.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>Repeat(Int32)</td>
<td>Repeats the observable sequence repeatCount times.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>Repeat(Int32,</td>
<td>Repeats the observable sequence repeatCount times.</td>
</tr>
<tr>
<td>Scheduler)</td>
<td>(Inherited from <a href="#">Observable</a>.)</td>
</tr>
</tbody>
</table>
See Also

Subject Class
Rx Namespace

Send feedback on this topic to Microsoft.
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Replay()</td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source replaying all notifications. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>Replay(Func.Observable.Observable)</td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source replaying all notifications. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>Replay(Func.Observable.Observable, Int32)</td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source replaying bufferSize notifications. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>Replay(Func.Observable.Observable, Int32, Int32)</td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source replaying bufferSize notifications within window. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td>Replay(Func.Observable.Observable, Int32, Int32, Scheduler)</td>
<td>Returns a connectable observable sequence that shares a single subscription to the underlying source replaying bufferSize notifications within window. (Inherited from <a href="#">Observable</a>.)</td>
</tr>
</tbody>
</table>
See Also

Subject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
□  Include Protected Members
□  Include Inherited Members
.NET Framework Class Library
Subject...:::Retry Method

Subject Class  See Also  Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Retry()()</td>
<td>Repeats the source observable sequence until it successfully terminates.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
<tr>
<td>Retry(Int32)</td>
<td>Repeats the source observable sequence the retryCount times or until it</td>
</tr>
<tr>
<td></td>
<td>successfully terminates.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
<tr>
<td>Retry(Int32, Scheduler)</td>
<td>Repeats the source observable sequence the retryCount times or until it successfully terminates.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
</tbody>
</table>
See Also

Subject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
• Include Protected Members
• Include Inherited Members
.NET Framework Class Library
Subject:::Sample Method

Subject Class  See Also  Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Sample(Int32)</code></td>
<td>Samples the observable sequence at each interval. (Inherited from <code>Observable</code>.)</td>
</tr>
<tr>
<td><code>Sample(Int32, Scheduler)</code></td>
<td>Samples the observable sequence at each interval. (Inherited from <code>Observable</code>.)</td>
</tr>
</tbody>
</table>
See Also

Subject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
Subject...: Select Method
Subject Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Select(FuncObjectObject)</code></td>
<td>Projects each value of an observable sequence into a new form.</td>
</tr>
<tr>
<td>(Inherited from Observable.)</td>
<td>(Inherited from Observable.)</td>
</tr>
<tr>
<td><code>Select(FuncObjectInt32Object)</code></td>
<td>Projects each value of an observable sequence into a new form by incorporating the element's index.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

Subject Class
Rx Namespace

Send feedback on this topic to Microsoft.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>StartWith(Object)</td>
<td>Prepends a value to an observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>StartWith(array&lt;Object&gt;[], [])</td>
<td>Prepends a sequence values to an observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>StartWith(Object, Scheduler)</td>
<td>Prepends a value to an observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>StartWith(array&lt;Object&gt;[], [], Scheduler)</td>
<td>Prepends a sequence values to an observable sequence. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

Subject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
Subject:::Subscribe Method

Subject Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Subscribe()()()</td>
<td>Subscribes to the observable sequence for its side-effects.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
<tr>
<td>Subscribe(IObserver)</td>
<td>Subscribes an observer to the observable sequence.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
<tr>
<td>Subscribe(ActionObject)</td>
<td>Subscribes an observer to the observable sequence.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
<tr>
<td>Subscribe(ActionObject, ActionObject)</td>
<td>Subscribes an observer to the observable sequence.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
<tr>
<td>Subscribe(ActionObject, ActionObject, Action)</td>
<td>Subscribes an observer to the observable sequence.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
</tbody>
</table>
See Also

Subject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
Subject...: Take Method

Subject Class  See Also  Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>![Take(Int32)]</td>
<td>Returns a specified number of contiguous values from the start of an observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>![Take(Int32, Scheduler)]</td>
<td>Returns a specified number of contiguous values from the start of an observable sequence. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

Subject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Subject Class - Throttle Method

See Also

Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Throttle(Int32)</td>
<td>Ignores values from an observable sequence which are followed by another value before dueTime. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Throttle(Int32, Scheduler)</td>
<td>Ignores values from an observable sequence which are followed by another value before dueTime. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

Subject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
Subject..::.TimeInterval Method

Subject Class  See Also  Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>TimeInterval()()</code></td>
<td>Records the time interval for each value of an observable sequence.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>.)</td>
</tr>
<tr>
<td><code>TimeInterval(Scheduler)</code></td>
<td>Records the time interval for each value of an observable sequence according to the scheduler's notion of time.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>.)</td>
</tr>
</tbody>
</table>
See Also

Subject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
Subject:::Timeout Method

Subject Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Timeout(Int32)</code></td>
<td>Returns observable sequence that ends with a TimeoutException if dueTime elapses. (Inherited from Observable.)</td>
</tr>
<tr>
<td><code>Timeout(Int32, Observable)</code></td>
<td>Returns the source observable sequence until completed or if dueTime elapses replaces the observable sequence with other. (Inherited from Observable.)</td>
</tr>
<tr>
<td><code>Timeout(Int32, Scheduler)</code></td>
<td>Returns observable sequence that ends with a TimeoutException if dueTime elapses. (Inherited from Observable.)</td>
</tr>
<tr>
<td><code>Timeout(Int32, Observable, Scheduler)</code></td>
<td>Returns the source observable sequence until completed or if dueTime elapses replaces the observable sequence with other. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

Subject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
Subject:::Timestamp Method
Subject Class   See Also   Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Timestamp()()</td>
<td>Records the timestamp for each value of an observable sequence. (Inherited from Observable.)</td>
</tr>
<tr>
<td>Timestamp(Scheduler)</td>
<td>Records the timestamp for each value of an observable sequence according to the scheduler's notion of time. (Inherited from Observable.)</td>
</tr>
</tbody>
</table>
See Also

Subject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Where Method

Subject:::Where Method

Subject Class  See Also  Send Feedback
## Overload List

<table>
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<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>➡️ <code>Where(FuncObjectBoolean)</code></td>
<td>Filters the values of an observable sequence based on a predicate.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
<tr>
<td>➡️ <code>Where(FuncObjectInt32Boolean)</code></td>
<td>Filters the values of an observable sequence based on a predicate by</td>
</tr>
<tr>
<td></td>
<td>incorporating the element's index.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Observable</a>).</td>
</tr>
</tbody>
</table>
See Also

Subject Class
Rx Namespace

Send feedback on this topic to Microsoft.
Represents required and optional arguments passed into Observable.XmlHttpRequest.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.XmlHttpRequestDetails = function();

Type.createClass(
  'Rx.XmlHttpRequestDetails');
Inheritance Hierarchy

System...:::Object
Rx...:::XmlHttpRequestDetails
See Also

Rx Namespace

Send feedback on this topic to Microsoft.
Creates a new `XmlHttpRequestDetails` object.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Rx.XmlHttpRequestDetails = function();
See Also

XmlHttpRequestDetails Class
Rx Namespace

Send feedback on this topic to Microsoft.
The `XmlHttpRequestDetails` type exposes the following members.
### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetType</td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>ToLocaleString</td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>ToString</td>
<td>(Inherited from Object.)</td>
</tr>
</tbody>
</table>
See Also

XmlHttpRequestDetails Class
Rx Namespace

Send feedback on this topic to Microsoft.
The `XmlHttpRequestDetails` type exposes the following members.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Headers</td>
<td>Adds custom HTTP headers to the request.</td>
</tr>
<tr>
<td></td>
<td>Required. String that specifies the HTTP method used to open the connection: such as GET, POST, or HEAD. This parameter is not case-sensitive.</td>
</tr>
<tr>
<td>Method</td>
<td>Optional. String that specifies the password for authentication. This parameter is ignored if the user parameter is null (&quot;&quot;&quot;) or missing.</td>
</tr>
<tr>
<td>Password</td>
<td>Required. String that specifies either the absolute or a relative URL of the XML data or server-side XML Web services.</td>
</tr>
<tr>
<td>Url</td>
<td>Optional. String that specifies the name of the user for authentication. If this parameter is null (&quot;&quot;&quot;) or missing and the site requires authentication, the component displays a logon window.</td>
</tr>
<tr>
<td>User</td>
<td></td>
</tr>
</tbody>
</table>
See Also

XmlHttpRequestDetails Class
Rx Namespace

Send feedback on this topic to Microsoft.
Adds custom HTTP headers to the request.

**Namespace:** Rx  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Headers
See Also

XmlHttpRequestDetails Class
Rx Namespace

Send feedback on this topic to Microsoft.
Required. String that specifies the HTTP method used to open the connection: such as GET, POST, or HEAD. This parameter is not case-sensitive.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Method
See Also

XmlHttpRequestDetails Class
Rx Namespace

Send feedback on this topic to Microsoft.
Optional. String that specifies the password for authentication. This parameter is ignored if the user parameter is null (""") or missing.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Password
See Also

XmlHttpRequestDetails Class
Rx Namespace

Send feedback on this topic to Microsoft.
Required. String that specifies either the absolute or a relative URL of the XML data or server-side XML Web services.

**Namespace:** Rx
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

Url
See Also

XmlHttpRequestDetails Class
Rx Namespace

Send feedback on this topic to Microsoft.
Optional. String that specifies the name of the user for authentication. If this parameter is null ("") or missing and the site requires authentication, the component displays a logon window.

**Namespace:** Rx

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

User
See Also

XmlHttpRequestDetails Class
Rx Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
.NET Framework Class Library
System Namespace
Send Feedback
## Classes

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Action</td>
<td></td>
</tr>
<tr>
<td>IActionResult</td>
<td></td>
</tr>
<tr>
<td>ActionActionInt32</td>
<td></td>
</tr>
<tr>
<td>ActionInt32</td>
<td></td>
</tr>
<tr>
<td>ActionObject</td>
<td></td>
</tr>
<tr>
<td>FuncBoolean</td>
<td></td>
</tr>
<tr>
<td>FuncIDisposable</td>
<td></td>
</tr>
<tr>
<td>FuncIDisposableObservable</td>
<td></td>
</tr>
<tr>
<td>FuncISubject</td>
<td></td>
</tr>
<tr>
<td>FuncObject</td>
<td></td>
</tr>
<tr>
<td>FuncObjectArrayObject</td>
<td></td>
</tr>
<tr>
<td>FuncObjectArrayObservable</td>
<td></td>
</tr>
<tr>
<td>FuncObjectBoolean</td>
<td></td>
</tr>
<tr>
<td>FuncObjectInt32</td>
<td></td>
</tr>
<tr>
<td>FuncObjectInt32Boolean</td>
<td></td>
</tr>
<tr>
<td>FuncObjectInt32Object</td>
<td></td>
</tr>
<tr>
<td>FuncObjectObject</td>
<td></td>
</tr>
<tr>
<td>FuncObjectObjectBoolean</td>
<td></td>
</tr>
<tr>
<td>FuncObjectObjectInt32</td>
<td></td>
</tr>
<tr>
<td>FuncObjectObjectObject</td>
<td></td>
</tr>
<tr>
<td>FuncObjectObservable</td>
<td></td>
</tr>
<tr>
<td>FuncObserverAction</td>
<td></td>
</tr>
<tr>
<td>FuncObservable</td>
<td></td>
</tr>
<tr>
<td>FuncObservableObservable</td>
<td></td>
</tr>
</tbody>
</table>

Send [feedback](#) on this topic to Microsoft.
Namespace: System
Assembly: RxJS (in RxJS.dll)
Syntax

JavaScript

System.Action = function();

Type.createClass(
    'System.Action',
    MulticastDelegate);
Inheritance Hierarchy

System..::.Object
 System..::.Delegate
   System..::.MulticastDelegate
    System..::.Action
See Also

System Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
.NET Framework Class Library
Action Constructor

Namespace:  System
Assembly:  RxJS (in RxJS.dll)
### Syntax

**JavaScript**

```
System.Action = function(object, method);
```

### Parameters

- **object**
  - Type: System:::Object

- **method**
  - Type: System:::IntPtr
See Also

Action Class
System Namespace

Send feedback on this topic to Microsoft.
The `Action` type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>GetType</code></td>
<td>(Inherited from <code>Object.</code>)</td>
</tr>
<tr>
<td><code>Invoke</code></td>
<td></td>
</tr>
<tr>
<td><code>ToLocaleString</code></td>
<td>(Inherited from <code>Object.</code>)</td>
</tr>
<tr>
<td><code>ToString</code></td>
<td>(Inherited from <code>Object.</code>)</td>
</tr>
</tbody>
</table>
See Also

Action Class
System Namespace

Send feedback on this topic to Microsoft.
.NET Framework Class Library
Action...Invoke Method

**Namespace:** System  
**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function invoke();
See Also

Action Class
System Namespace

Send feedback on this topic to Microsoft.
namespace: System
assembly: RxJS (in RxJS.dll)
Syntax

JavaScript

System.ActionAction = function();

Type.createClass(
    'System.ActionAction',
    MulticastDelegate);
Inheritance Hierarchy

System..::.Object
System..::.Delegate
System..::.MulticastDelegate
System..::.ActionAction
See Also

System Namespace

Send feedback on this topic to Microsoft.
Namespace: System
Assembly: RxJS (in RxJS.dll)
Syntax

JavaScript

System.ActionAction = function(object, method);

Parameters

object
   Type: System:::Object

method
   Type: System:::IntPtr
See Also

Action\nAction Class\nSystem Namespace

Send feedback on this topic to Microsoft.
The `ActionAction` type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetType</td>
<td>(Inherited from Object.)</td>
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<tr>
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<td></td>
</tr>
<tr>
<td>ToLocaleString</td>
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</tr>
<tr>
<td>ToString</td>
<td>(Inherited from Object.)</td>
</tr>
</tbody>
</table>
See Also

Action Action Class
System Namespace

Send feedback on this topic to Microsoft.
ActionAction::Invoke Method

Namespace: System
Assembly: RxJS (in RxJS.dll)
Syntax

JavaScript

function invoke(value);

Parameters

value
  Type: System::Action
See Also

**Action**
**Action Class**
**System Namespace**

Send [feedback](mailto:feedback@microsoft.com) on this topic to Microsoft.
Namespace: System
Assembly: RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

```javascript
System.ActionActionInt32 = function();

Type.createClass(
    'System.ActionActionInt32',
    MulticastDelegate);
```
Inheritance Hierarchy

System...:::Object
System...:::Delegate
  System...:::MulticastDelegate
  System...:::ActionActionInt32
See Also

System Namespace

Send feedback on this topic to Microsoft.
Visual Basic  ▪  C#
.NET Framework Class Library
ActionActionInt32 Constructor

Namespace:  System
Assembly:  RxJS (in RxJS.dll)
Syntax

JavaScript

System.ActionActionInt32 = function(object, method);

Parameters

object
  Type: System:::Object

method
  Type: System:::IntPtr
The `ActionActionInt32` type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetType</td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>Invoke</td>
<td></td>
</tr>
<tr>
<td>ToLocaleString</td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>ToString</td>
<td>(Inherited from Object.)</td>
</tr>
</tbody>
</table>
See Also

ActionActionInt32 Class
System Namespace
Send feedback on this topic to Microsoft.
.NET Framework Class Library

ActionActionInt32...::Invoke Method

Namespace: System
Assembly: RxJS (in RxJS.dll)
Syntax

JavaScript

function invoke(value);

Parameters

value
  Type: System::ActionInt32
See Also

**ActionActionInt32 Class**
**System Namespace**

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eyeriss

Visual Basic  C#  .NET Framework Class Library
ActionInt32 Class
See Also  Send Feedback

Namespace:  System
Assembly:  RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

```javascript
System.ActionInt32 = function();

Type.createClass(
  'System.ActionInt32',
  MulticastDelegate);
```
**Inheritance Hierarchy**

System...:::Object
   System...:::Delegate
      System...:::MulticastDelegate
         System...:::ActionInt32
See Also

System Namespace

Send feedback on this topic to Microsoft.
.NET Framework Class Library
ActionInt32 Constructor

Namespace: System
Assembly: RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

System.ActionInt32 = function(object, method);

**Parameters**

object
   Type: System..::.Object

method
   Type: System..::.IntPtr
See Also

ActionInt32 Class
System Namespace

Send feedback on this topic to Microsoft.
The `ActionInt32` type exposes the following members.
**Methods**

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetType</td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td><strong>Invoke</strong></td>
<td></td>
</tr>
<tr>
<td>ToLocaleString</td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>ToString</td>
<td>(Inherited from Object.)</td>
</tr>
</tbody>
</table>
See Also

ActionInt32 Class
System Namespace

Send feedback on this topic to Microsoft.
.NET Framework Class Library
ActionInt32:::Invoke Method

Namespace: System
Assembly: RxJS (in RxJS.dll)
Syntax

JavaScript

function invoke(value);

Parameters

value
  Type: System:::Int32
See Also

ActionInt32 Class
System Namespace

Send feedback on this topic to Microsoft.
.NET Framework Class Library

ActionObject Class

See Also  Send Feedback

Namespace:  System
Assembly:  RxJS (in RxJS.dll)
Syntax

JavaScript

System.ActionObject = function();

Type.createClass(
    'System.ActionObject',
    MulticastDelegate);
Inheritance Hierarchy

System..::.Object
  System..::.Delegate
    System..::.MulticastDelegate
    System..::.ActionObject
See Also

System Namespace

Send feedback on this topic to Microsoft.
.NET Framework Class Library
ActionObject Constructor

Namespace:  System
Assembly: RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

```
System.ActionObject = function(object, method);
```

**Parameters**

- **object**
  
  Type: System..:::Object

- **method**
  
  Type: System..:::IntPtr
See Also

**ActionObject Class**
**System Namespace**

Send [feedback](mailto:mailto) on this topic to Microsoft.
The `ActionObject` type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetType</td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>Invoke</td>
<td></td>
</tr>
<tr>
<td>ToLocaleString</td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>ToString</td>
<td>(Inherited from Object.)</td>
</tr>
</tbody>
</table>
See Also

ActionObject Class
System Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
.NET Framework Class Library
ActionObject...:::Invoke Method
ActionObject Class  See Also  Send Feedback

Namespace:  System
Assembly:  RxJS (in RxJS.dll)
**Syntax**

JavaScript

function invoke(value);  

**Parameters**

value
   Type: System::Object
See Also

ActionObject Class
System Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
.NET Framework Class Library
FuncBoolean Class
See Also  Send Feedback

Namespace:  System
Assembly:  RxJS (in RxJS.dll)
Syntax

**JavaScript**

System.FuncBoolean = function();

Type.createClass(
    'System.FuncBoolean',
    MulticastDelegate);
Inheritance Hierarchy

System:::Object
System:::Delegate
 System:::MulticastDelegate
 System:::FuncBoolean
See Also

System Namespace

Send feedback on this topic to Microsoft.
Namespace: System
Assembly: RxJS (in RxJS.dll)
Syntax

**JavaScript**

System.FuncBoolean = function(object, method);

**Parameters**

object
  Type: System:::Object

method
  Type: System:::IntPtr
See Also

FuncBoolean Class
System Namespace

Send feedback on this topic to Microsoft.
The **FuncBoolean** type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>GetType</code></td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td><code>Invoke</code></td>
<td></td>
</tr>
<tr>
<td><code>ToLocaleString</code></td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td><code>ToString</code></td>
<td>(Inherited from Object.)</td>
</tr>
</tbody>
</table>
See Also

FuncBoolean Class
System Namespace

Send feedback on this topic to Microsoft.
Visual Basic  ▪  C#
.NET Framework Class Library
FuncBoolean...::Invoke Method

Namespace:  System
Assembly:  RxJS (in RxJS.dll)
Syntax

JavaScript

function invoke();
See Also

FuncBoolean Class
System Namespace

Send feedback on this topic to Microsoft.
.NET Framework Class Library
FuncIDisposable Class

Namespace: System
Assembly: RxJS (in RxJS.dll)
Syntax

JavaScript

System.FuncIDisposable = function();

Type.createClass(
    'System.FuncIDisposable',
    MulticastDelegate);
Inheritance Hierarchy

System:::Object
    System:::Delegate
        System:::MulticastDelegate
            System:::FuncIDisposable
See Also

System Namespace

Send feedback on this topic to Microsoft.
Namespace: System
Assembly: RxJS (in RxJS.dll)
Syntax

JavaScript

System.FuncIDisposable = function(object, method);

Parameters

object
  Type: System:::Object

method
  Type: System:::IntPtr
See Also

FuncIDisposable Class
System Namespace

Send feedback on this topic to Microsoft.
The FuncIDisposable type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>GetType</code></td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td><code>Invoke</code></td>
<td></td>
</tr>
<tr>
<td><code>ToLocaleString</code></td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td><code>ToString</code></td>
<td>(Inherited from Object.)</td>
</tr>
</tbody>
</table>
See Also

**FuncIDisposable Class**  
**System Namespace**

Send [feedback](mailto:feedback@microsoft.com) on this topic to Microsoft.
Visual Basic  C#
.NET Framework Class Library
FuncIDisposable...:Invoke Method
FuncIDisposable Class  See Also  Send Feedback

Namespace:  System
Assembly:  RxJS (in RxJS.dll)
Syntax

JavaScript

function invoke();
See Also

FuncIDisposable Class
System Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
.NET Framework Class Library
FuncIDisposableObservable Class
See Also  Send Feedback

Namespace:  System
Assembly:  RxJS (in RxJS.dll)
### Syntax

**JavaScript**

```javascript
System.FuncIDisposableObservable = function();

Type.createClass(
    'System.FuncIDisposableObservable',
    MulticastDelegate);
```
Inheritance Hierarchy

System:::Object
 System:::Delegate
  System:::MulticastDelegate
   System:::FuncIDisposableObservable
See Also

System Namespace

Send feedback on this topic to Microsoft.
.NET Framework Class Library

FuncIDisposableObservable Constructor

Namespace: System
Assembly: RxJS (in RxJS.dll)
## Syntax

### JavaScript

```javascript
System.FuncIDisposableObservable = function(object, method);
```

### Parameters

- **object**
  - Type: System:::Object

- **method**
  - Type: System:::IntPtr
See Also

FuncIDisposableObservable Class
System Namespace

Send feedback on this topic to Microsoft.
The `FuncIDisposableObservable` type exposes the following members.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetType</td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>Invoke</td>
<td></td>
</tr>
<tr>
<td>ToLocaleString</td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>ToString</td>
<td>(Inherited from Object.)</td>
</tr>
</tbody>
</table>
See Also

FuncIDisposableObservable Class
System Namespace

Send feedback on this topic to Microsoft.
 FuncIDisposableObservable...:::Invoke Method

**Namespace:** System

**Assembly:** RxJS (in RxJS.dll)
Syntax

JavaScript

function invoke();
See Also

**FuncIDisposableObservable Class**  
**System Namespace**

Send feedback on this topic to Microsoft.
Namespace: System
Assembly: RxJS (in RxJS.dll)
Syntax

JavaScript

System.FuncISubject = function();

Type.createClass(
    'System.FuncISubject',
    MulticastDelegate);
Inheritance Hierarchy

System:::Object
  System:::Delegate
    System:::MulticastDelegate
      System:::FuncISubject
See Also

System Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
.NET Framework Class Library
FuncISubject Constructor

Namespace:  System
Assembly:  RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

System.FuncISubject = function(object, method);

**Parameters**

object
   Type: System::Object

method
   Type: System::IntPtr
See Also

FuncISubject Class
System Namespace

Send feedback on this topic to Microsoft.
The `FuncISubject` type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetType</td>
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</tr>
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</tr>
<tr>
<td>ToString</td>
<td>(Inherited from Object.)</td>
</tr>
</tbody>
</table>
See Also

FuncISubject Class
System Namespace

Send feedback on this topic to Microsoft.
Visual Basic △ △  C#  
.NET Framework Class Library  
FuncISubject:::Invoke Method  
FuncISubject Class  See Also  Send Feedback

Namespace:  System  
Assembly:  RxJS (in RxJS.dll)
Syntax

JavaScript

function invoke();
See Also

FuncISubject Class
System Namespace

Send feedback on this topic to Microsoft.
FuncObject Class

Namespace: System
Assembly: RxJS (in RxJS.dll)
Syntax

JavaScript

System.FuncObject = function();

Type.createClass(
    'System.FuncObject',
    MulticastDelegate);
Inheritance Hierarchy

System...:::Object
  System...:::Delegate
    System...:::MulticastDelegate
      System...:::FuncObject
See Also

System Namespace

Send feedback on this topic to Microsoft.
.NET Framework Class Library

FuncObject Constructor

**Namespace:**  System

**Assembly:**  RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

System.FuncObject = function(object, method);

**Parameters**

object
  Type: System..::.Object

method
  Type: System..::.IntPtr
See Also

**FuncObject Class**  
**System Namespace**

Send [feedback](#) on this topic to Microsoft.
The **FuncObject** type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetType</td>
<td>(Inherited from Object.)</td>
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<tr>
<td>Invoke</td>
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<tr>
<td>ToLocaleString</td>
<td>(Inherited from Object.)</td>
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<tr>
<td>ToString</td>
<td>(Inherited from Object.)</td>
</tr>
</tbody>
</table>
See Also

FuncObject Class
System Namespace

Send feedback on this topic to Microsoft.
.NET Framework Class Library
FuncObject...:.Invoke Method

**Namespace:**  System  
**Assembly:**  RxJS (in RxJS.dll)
Syntax

JavaScript

function invoke();
See Also

FuncObject Class
System Namespace

Send feedback on this topic to Microsoft.
Visual Basic  ▪  C#
.NET Framework Class Library
FuncObjectArrayObject Class

See Also  Send Feedback

Namespace:  System
Assembly:  RxJS (in RxJS.dll)
Syntax

JavaScript

System.FuncObjectArrayObject = function();

Type.createClass(
    'System.FuncObjectArrayObject',
    MulticastDelegate);
Inheritance Hierarchy

System...:::Object
  System...:::Delegate
    System...:::MulticastDelegate
      System...:::FuncObjectArrayObject
See Also

System Namespace

Send feedback on this topic to Microsoft.
Visual Basic  ▪  C#
.NET Framework Class Library
FuncObjectArrayObject Constructor
FuncObjectArrayObject Class  See Also  Send Feedback

Namespace:  System
Assembly:  RxJS (in RxJS.dll)
Syntax

JavaScript

System.FuncObjectArrayObject = function(object, method);

Parameters

object
  Type: System::Object

method
  Type: System::IntPtr
See Also

`FuncObjectArrayObject Class`
`System Namespace`

Send feedback on this topic to Microsoft.
The `FuncObjectArrayObject` type exposes the following members.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetType</td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>Invoke</td>
<td></td>
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<tr>
<td>ToLocaleString</td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>ToString</td>
<td>(Inherited from Object.)</td>
</tr>
</tbody>
</table>
See Also

FuncObjectArrayObject Class
System Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
.NET Framework Class Library
FuncObjectArrayObject....Invoke Method
\textbf{FuncObjectArrayObject Class}  \textbf{See Also}  \textbf{Send Feedback}

\textbf{Namespace: System}
\textbf{Assembly: RxJS (in RxJS.dll)}
Syntax

JavaScript

function invoke(values);

Parameters

values
  Type: array< System::::Object >[]()
See Also

FuncObjectArrayObject Class
System Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
.NET Framework Class Library
FuncObjectArrayObservable Class

See Also  Send Feedback

Namespace:  System
Assembly:  RxJS (in RxJS.dll)
Syntax

JavaScript

System.FuncObjectArrayObservable = function();

Type.createClass(
    'System.FuncObjectArrayObservable',
    MulticastDelegate);
Inheritance Hierarchy

System...:::Object
System...:::Delegate
  System...:::MulticastDelegate
  System...:::FuncObjectArrayObservable
See Also

System Namespace

Send feedback on this topic to Microsoft.
Visual Basic  ▪  C#  
.NET Framework Class Library  
FuncObjectArrayObservable Constructor  
FuncObjectArrayObservable Class  See Also  Send Feedback

Namespace:  System  
Assembly:  RxJS (in RxJS.dll)
Syntax

JavaScript

System.FuncObjectArrayObservable = function(object, method);

Parameters

object
  Type: System:::Object

method
  Type: System:::IntPtr
See Also

FuncObjectArrayObservable Class
System Namespace

Send feedback on this topic to Microsoft.
The `FuncObjectArrayObservable` type exposes the following members.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
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<td>GetType</td>
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</table>
See Also

FuncObjectArrayObservable Class
System Namespace

Send feedback on this topic to Microsoft.
Visual Basic  ▪  C#
.NET Framework Class Library
FuncObjectArrayObservable:::Invoke Method
FuncObjectArrayObservable Class  See Also  Send Feedback

Namespace:  System
Assembly:  RxJS (in RxJS.dll)
Syntax

JavaScript

function invoke(values);

Parameters

values
  Type: array< System::Object >[]()
See Also

FuncObjectArrayObservable Class
System Namespace

Send feedback on this topic to Microsoft.
.NET Framework Class Library
FuncObjectBoolean Class

Namespace:  System
Assembly:  RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

```javascript
System.FuncObjectBoolean = function();

Type.createClass(
    'System.FuncObjectBoolean',
    MulticastDelegate);
```
Inheritance Hierarchy

System:::Object
System:::Delegate
  System:::MulticastDelegate
  System:::FuncObjectBoolean
See Also

System Namespace

Send feedback on this topic to Microsoft.
.NET Framework Class Library
FuncObjectBoolean Constructor

Namespace:  System
Assembly:  RxJS (in RxJS.dll)
Syntax

**JavaScript**

System.FuncObjectBoolean = function(object, method);

**Parameters**

object
  Type: System....Object

method
  Type: System....IntPtr
See Also

FuncObjectBoolean Class
System Namespace

Send feedback on this topic to Microsoft.
The `FuncObjectBoolean` type exposes the following members.
## Methods

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</table>
See Also

FuncObjectBoolean Class
System Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
.NET Framework Class Library
FuncObjectBoolean::Invoke Method

**FuncObjectBoolean Class**  [See Also]  [Send Feedback]

**Namespace:**  [System]
**Assembly:**  RxJS (in RxJS.dll)
Syntax

JavaScript

function invoke(value);

Parameters

value
  Type: System::Object
See Also

FuncObjectBoolean Class
System Namespace

Send feedback on this topic to Microsoft.
.NET Framework Class Library
FuncObjectInt32 Class
See Also  Send Feedback

Namespace:  System
Assembly:  RxJS (in RxJS.dll)
Syntax

JavaScript

System.FuncObjectInt32 = function();

TypecreateClass(
    'System.FuncObjectInt32',
    MulticastDelegate);
Inheritance Hierarchy

System:::Object
  System:::Delegate
    System:::MulticastDelegate
    System:::FuncObjectInt32
See Also

System Namespace

Send feedback on this topic to Microsoft.
FuncObjectInt32 Constructor

Namespace: System
Assembly: RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

`System.FuncObjectInt32 = function(object, method);`

**Parameters**

**object**

  Type: `System::Object`

**method**

  Type: `System::IntPtr`
See Also

FuncObjectInt32 Class
System Namespace

Send feedback on this topic to Microsoft.
The `FuncObjectInt32` type exposes the following members.
Methods

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See Also

FuncObjectInt32 Class
System Namespace

Send feedback on this topic to Microsoft.
Namespace:  System
Assembly:  RxJS (in RxJS.dll)
Syntax

JavaScript

function invoke(value);

Parameters

value
   Type: System:::Object
See Also

FuncObjectInt32 Class
System Namespace

Send feedback on this topic to Microsoft.
Namespace: System
Assembly: RxJS (in RxJS.dll)
JavaScript

System.FuncObjectInt32Boolean = function();

Type.createClass(
    'System.FuncObjectInt32Boolean',
    MulticastDelegate);
Inheritance Hierarchy

System:::Object
System:::Delegate
 System:::MulticastDelegate
 System:::FuncObjectInt32Boolean
See Also

System Namespace

Send feedback on this topic to Microsoft.
.NET Framework Class Library

**FuncObjectInt32Boolean Constructor**

- **Namespace:** System
- **Assembly:** RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

System.FuncObjectInt32Boolean = function(object, method);

**Parameters**

object
  Type: System:::Object

method
  Type: System:::IntPtr
See Also

*FuncObjectInt32Boolean Class*

*System Namespace*

Send feedback on this topic to Microsoft.
The `FuncObjectInt32Boolean` type exposes the following members.
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See Also

FuncObjectInt32Boolean Class
System Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
.NET Framework Class Library
FuncObjectInt32Boolean..::.Invoke Method
FuncObjectInt32Boolean Class  See Also  Send Feedback

Namespace:  System
Assembly:  RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

function invoke(value, count);

**Parameters**

value

Type: System:::Object

count

Type: System:::Int32
See Also

**FuncObjectInt32Boolean Class**
**System Namespace**

Send [feedback](mailto:feedback@microsoft.com) on this topic to Microsoft.
Namespace: System
Assembly: RxJS (in RxJS.dll)
Syntax

JavaScript

System.FuncObjectInt32Object = function();

Type.createClass(
    'System.FuncObjectInt32Object',
    MulticastDelegate);
Inheritance Hierarchy

System...:::Object
  System...:::Delegate
    System...:::MulticastDelegate
      System...:::FuncObjectInt32Object
See Also

System Namespace

Send feedback on this topic to Microsoft.
Namespace: System
Assembly: RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

```javascript
System.FuncObjectInt32object = function(object, method);
```

**Parameters**

**object**
- Type: System...Object

**method**
- Type: System...IntPtr
See Also

FuncObjectInt32Object Class
System Namespace

Send feedback on this topic to Microsoft.
The `FuncObjectInt32Object` type exposes the following members.
## Methods

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See Also

FuncObjectInt32Object Class
System Namespace

Send feedback on this topic to Microsoft.
FuncObjectInt32Object

FuncObjectInt32Object Class

Namespace: System
Assembly: RxJS (in RxJS.dll)
Syntax

JavaScript

function invoke(value, count);

Parameters

value
  Type: System:::Object

count
  Type: System:::Int32
See Also

[FuncObjectInt32Object Class](#)
[System Namespace](#)

Send [feedback](#) on this topic to Microsoft.
Visual Basic  ▪  C#
.NET Framework Class Library
FuncObjectObject Class
See Also  Send Feedback

Namespace: System
Assembly: RxJS (in RxJS.dll)
Syntax

**JavaScript**

System.FuncObjectObject = function();

Type.createClass(
    'System.FuncObjectObject',
    MulticastDelegate);
Inheritance Hierarchy

System...:::Object
  System...:::Delegate
    System...:::MulticastDelegate
      System...:::FuncDelegate
See Also

System Namespace

Send feedback on this topic to Microsoft.
Visual Basic □ C#
.NET Framework Class Library
FuncObjectObject Constructor

**Namespace:**  System
**Assembly:**  RxJS (in RxJS.dll)
Syntax

JavaScript

System.FuncObjectObject = function(object, method);

Parameters

object
  Type: System:::Object

method
  Type: System:::IntPtr
See Also

FuncObjectObject Class
System Namespace

Send feedback on this topic to Microsoft.
The `FuncObjectObject` type exposes the following members.
## Methods

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See Also

FuncObjectObject Class
System Namespace

Send feedback on this topic to Microsoft.
Namespace:  System
Assembly:  RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

```javascript
function invoke(value);
```

**Parameters**

`value`

Type: System::.Object
See Also

FuncObjectObject Class
System Namespace

Send feedback on this topic to Microsoft.
Namespace: System
Assembly: RxJS (in RxJS.dll)
Syntax

JavaScript

System.FuncObjectObjectBoolean = function();

Type.createClass('System.FuncObjectObjectBoolean', MulticastDelegate);
Inheritance Hierarchy

System...:::Object
System...:::Delegate
  System...:::MulticastDelegate
  System...:::FuncObjectObjectBoolean
See Also

System Namespace

Send feedback on this topic to Microsoft.
.NET Framework Class Library
FuncObjectObjectBoolean Constructor

**Namespace:**  System  
**Assembly:**  RxJS (in RxJS.dll)
Syntax

JavaScript

System.FuncObjectObjectBoolean = function(object, method);

Parameters

object
  Type: System:::Object

method
  Type: System:::IntPtr
See Also

FuncObjectObjectBoolean Class
System Namespace

Send feedback on this topic to Microsoft.
The `FuncObjectObjectBoolean` type exposes the following members.
## Methods

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See Also

FuncObjectObjectBoolean Class
System Namespace

Send feedback on this topic to Microsoft.
Visual Basic
C#
.NET Framework Class Library
FuncObjectObjectBoolean...::.Invoke Method
FuncObjectObjectBoolean Class  See Also  Send Feedback

Namespace:  System
Assembly:  RxJS (in RxJS.dll)
Syntax

JavaScript

function invoke(a, b);

Parameters

a
  Type: System::Object

b
  Type: System::Object
See Also

FuncObjectObjectBoolean Class
System Namespace

Send feedback on this topic to Microsoft.
.NET Framework Class Library

FuncObjectObjectInt32 Class

Namespace: System
Assembly: RxJS (in RxJS.dll)
Syntax

JavaScript

System.FuncObjectObjectInt32 = function();

Type.createClass(
    'System.FuncObjectObjectInt32',
    MulticastDelegate);
Inheritance Hierarchy

System..::..Object
  System..::..Delegate
    System..::..MulticastDelegate
    System..::..FuncObjectObjectInt32
See Also

System Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
.NET Framework Class Library
FuncObjectObjectInt32 Constructor
FuncObjectObjectInt32 Class  See Also  Send Feedback

Namespace:  System
Assembly:  RxJS (in RxJS.dll)
Syntax

**JavaScript**

System.FuncObjectObjectInt32 = function(object, method);

**Parameters**

object
  Type: System:::Object

method
  Type: System:::IntPtr
See Also

FuncObjectObjectInt32 Class
System Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
Include Protected Members
Include Inherited Members
.NET Framework Class Library
FuncObjectObjectInt32 Methods
FuncObjectObjectInt32 Class  See Also  Send Feedback

The FuncObjectObjectInt32 type exposes the following members.
<table>
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<th>Name</th>
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</table>
See Also

FuncObjectObjectInt32 Class
System Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
.NET Framework Class Library
FuncObjectObjectInt32...:::Invoke Method
FuncObjectObjectInt32 Class  See Also  Send Feedback

Namespace:  System
Assembly:  RxJS (in RxJS.dll)
Syntax

JavaScript

function invoke(a, b);

Parameters

a
  Type: System::Object

b
  Type: System::Object
See Also

FuncObjectObjectInt32 Class
System Namespace

Send feedback on this topic to Microsoft.
Namespace: System
Assembly: RxJS (in RxJS.dll)
Syntax

JavaScript

System.FuncObjectObjectObject = function();

Type.createClass(
    'System.FuncObjectObjectObject',
    MulticastDelegate);
Inheritance Hierarchy

System...:::Object
System...:::Delegate
System...:::MulticastDelegate
System...:::FuncObjectObjectObject
See Also

System Namespace

Send feedback on this topic to Microsoft.
.NET Framework Class Library

FuncObjectObjectObject Constructor

Namespace:  System
Assembly:  RxJS (in RxJS.dll)
Syntax

JavaScript

System.FuncObjectObjectObject = function(object, method);

Parameters

object
  Type: System.........Object

method
  Type: System.........IntPtr
See Also

FuncObjectObjectObject Class
System Namespace

Send feedback on this topic to Microsoft.
The `FuncObjectObjectObjectObject` type exposes the following members.
### Methods

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</table>
See Also

**FuncObject**

System Namespace

Send feedback on this topic to Microsoft.
Namespace: System
Assembly: RxJS (in RxJS.dll)
Syntax

JavaScript

function invoke(o1, o2);

Parameters

o1
  Type: System::Object

o2
  Type: System::Object
See Also

FuncObjectObjectObject Class
System Namespace

Send feedback on this topic to Microsoft.
namespace: System
assembly: RxJS (in RxJS.dll)
Syntax

JavaScript

System.FuncObjectObservable = function();

Type.createClass(
    'System.FuncObjectObservable',
    MulticastDelegate);

Inheritance Hierarchy

System...:::Object
  System...:::Delegate
    System...:::MulticastDelegate
      System...:::FuncObjectObservable
See Also

System Namespace

Send feedback on this topic to Microsoft.
.NET Framework Class Library
FuncObjectObservable Constructor

Namespace: System
Assembly: RxJS (in RxJS.dll)
Syntax

JavaScript

System.FuncObjectObservable = function(object, method);

Parameters

object
  Type: System...::Object

method
  Type: System...::IntPtr
See Also

**FuncObjectObservable Class**
**System Namespace**

Send feedback on this topic to Microsoft.
The `FuncObjectObservable` type exposes the following members.
## Methods

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See Also

FuncObjectObservable Class
System Namespace

Send feedback on this topic to Microsoft.
FuncObjectObservable..::.Invoke Method

Namespace: System
Assembly: RxJS (in RxJS.dll)
Syntax

JavaScript

function invoke(value);

Parameters

value
  Type: System.Type.Object
See Also

FuncObjectObservable Class
System Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
.NET Framework Class Library
FuncObjectString Class
See Also  Send Feedback

Namespace:  System
Assembly:  RxJS (in RxJS.dll)
Syntax

**JavaScript**

System.FuncObjectString = function();

Type.createClass(
  'System.FuncObjectString',
  MulticastDelegate);
Inheritance Hierarchy

System..::.Object
  System..::.Delegate
    System..::.MulticastDelegate
      System..::.FuncObjectString
See Also

System Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
.NET Framework Class Library
FuncObjectString Constructor

Namespace:  System
Assembly:  RxJS (in RxJS.dll)
### Syntax

#### JavaScript

```javascript
System.FuncObjectString = function(object, method);
```

### Parameters

- **object**
  - Type: `System::Object`

- **method**
  - Type: `System::IntPtr`
See Also

FuncObjectString Class
System Namespace

Send feedback on this topic to Microsoft.
The `FuncObjectString` type exposes the following members.
### Methods

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See Also

FuncObjectString Class
System Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
.NET Framework Class Library
FuncObjectString...Invoke Method
FuncObjectString Class  See Also  Send Feedback

Namespace:  System
Assembly:  RxJS (in RxJS.dll)
Syntax

JavaScript

function invoke(value); 

Parameters

value
  Type: System:::Object
See Also

FuncObjectString Class
System Namespace

Send feedback on this topic to Microsoft.
Visual Basic
C#
.NET Framework Class Library
FuncObservable Class
See Also  Send Feedback

Namespace:  System
Assembly:  RxJS (in RxJS.dll)
Syntax

JavaScript

System.FuncObservable = function();

Type.createClass(
    'System.FuncObservable',
    MulticastDelegate);
Inheritance Hierarchy

System...:::Object
System...:::Delegate
  System...:::MulticastDelegate
  System...:::FuncObservable
See Also

System Namespace

Send feedback on this topic to Microsoft.
.NET Framework Class Library
FuncObservable Constructor

**Namespace:**  System
**Assembly:**  RxJS (in RxJS.dll)
Syntax

JavaScript

System.FuncObservable = function(object, method);

Parameters

object
  Type: System::Object

method
  Type: System::IntPtr
See Also

FuncObservable Class
System Namespace

Send feedback on this topic to Microsoft.
The **FuncObservable** type exposes the following members.
## Methods

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See Also

FuncObservable Class
System Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
.NET Framework Class Library
FuncObservable...:::Invoke Method
FuncObservable Class  See Also  Send Feedback

Namespace:  System
Assembly:  RxJS (in RxJS.dll)
Syntax

JavaScript

function invoke();
See Also

FuncObservable Class
System Namespace

Send feedback on this topic to Microsoft.
Namespace: System
Assembly: RxJS (in RxJS.dll)
Syntax

JavaScript

System.FuncObservableObservable = function();

Type.createClass(
    'System.FuncObservableObservable',
    MulticastDelegate);
Inheritance Hierarchy

System...:::Object
  System...:::Delegate
    System...:::MulticastDelegate
    System...:::FuncObservableObservable
See Also

System Namespace

Send feedback on this topic to Microsoft.
Namespace: System
Assembly: RxJS (in RxJS.dll)
Syntax

**JavaScript**

System.FuncObservableObservable = function(object, method);

**Parameters**

object
  Type: System:::Object

method
  Type: System:::IntPtr
See Also

FuncObservable
Observable Class
System Namespace

Send feedback on this topic to Microsoft.
The `FuncObservableObservable` type exposes the following members.
## Methods

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See Also

FuncObservable Observable Class
System Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
.NET Framework Class Library
FuncObservableObservable...:::Invoke Method
FuncObservableObservable Class  See Also  Send Feedback

Namespace:  System
Assembly:  RxJS (in RxJS.dll)
Syntax

JavaScript

function invoke(value);

Parameters

value
  Type: Rx.Observable
See Also

FuncObservableObservable Class
System Namespace

Send feedback on this topic to Microsoft.
Namespace: System
Assembly: RxJS (in RxJS.dll)
Syntax

JavaScript

System.FuncObserverAction = function();

Type.createClass(
    'System.FuncObserverAction',
    MulticastDelegate);
Inheritance Hierarchy

System...Object
  System...Delegate
    System...MulticastDelegate
      System...FuncObserverAction
See Also

System Namespace

Send feedback on this topic to Microsoft.
Visual Basic  □  C#
.NET Framework Class Library
FuncObserverAction Constructor
FuncObserverAction Class  See Also  Send Feedback

Namespace:  System
Assembly:  RxJS (in RxJS.dll)
Syntax

**JavaScript**

```javascript
System.FuncObserverAction = function(object, method);
```

**Parameters**

- **object**
  - Type: System:::Object

- **method**
  - Type: System:::IntPtr
See Also

FuncObserverAction Class
System Namespace

Send feedback on this topic to Microsoft.
The `FuncObserverAction` type exposes the following members.
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See Also

FuncObserverAction Class
System Namespace

Send feedback on this topic to Microsoft.
FuncObserverAction...::.Invoke Method

**FuncObserverAction Class**  See Also  Send Feedback

**Namespace:**  System

**Assembly:**  RxJS (in RxJS.dll)
Syntax

JavaScript

function invoke(value);  

Parameters

value
    Type: Rx::Observer
See Also

FuncObserverAction Class
System Namespace

Send feedback on this topic to Microsoft.
Visual Basic  ▪  C#
.NET Framework Class Library
FuncObserverIDisposable Class
See Also  Send Feedback

Namespace:  System
Assembly:  RxJS (in RxJS.dll)
Syntax

**JavaScript**

```
System.FuncObserverIDisposable = function();

Type.createClass(
  'System.FuncObserverIDisposable',
  MulticastDelegate);
```
Inheritance Hierarchy

System:::Object
  System:::Delegate
    System:::MulticastDelegate
      System:::FuncObserverIDisposable
See Also

System Namespace

Send feedback on this topic to Microsoft.
Visual Basic  C#
.NET Framework Class Library
FuncObserverIDisposable Constructor

Namespace:  System
Assembly:  RxJS (in RxJS.dll)
Syntax

**JavaScript**

System.FuncObserverIDisposable = function(object, method);

**Parameters**

object
  Type: System:::Object

method
  Type: System:::IntPtr
See Also

FuncObserverIDisposable Class
System Namespace

Send feedback on this topic to Microsoft.
The `FuncObserverIDisposable` type exposes the following members.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetType</td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>Invoke</td>
<td></td>
</tr>
<tr>
<td>ToLocaleString</td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>ToString</td>
<td>(Inherited from Object.)</td>
</tr>
</tbody>
</table>
See Also

FuncObserverIDisposable Class
System Namespace

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FuncObserverIDisposable.Invoke Method

FuncObserverIDisposable Class  See Also  Send Feedback

Namespace:  System
Assembly:  RxJS (in RxJS.dll)
**Syntax**

**JavaScript**

function invoke(value);

**Parameters**

value
   Type: Rx::::Observer
See Also

FuncObserverIDisposable Class
System Namespace

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