<https://stackoverflow.com/questions/44599226/move-python-turtle-with-mouse-pointer>

Below's my implementation of what you describe. I've moved it out of Tk and squarely into turtle. However, I introduce low level Tk calls to implement the missing turtle onmove() event handler. Once that's in place, it becomes a matter of managing motion, clicks, releases and drags. Make sure to click first on the window's title bar to make it active:

The onmove() event implementation is from my answer to [Find the cursor's current position in Python turtle](https://stackoverflow.com/a/44214001/5771269), feel free to give it an upvote when you visit. (Just as your drag\_handler() is from my answer to [Turtle freehand drawing](https://stackoverflow.com/a/39278539/5771269), feel free to give that one an upvote if you haven't already.)





