

```

import SwiftUI
import PlaygroundSupport

struct MyView: View {
    func setInPoint()
    {
        print("set point")
    }
    func setOutPoint()
    {
        print("set out point")
    }
    var body: some View {
        VStack(alignment: .leading){
            //Spacer()
            HStack(){

                Menu("Actions") {
                    Button("Duplicate", action: {})
                    Button("Rename", action: {})
                    Button("Delete...", action: {})
                    Menu("Copy") {
                        Button("Copy", action: {})
                        Button("Copy Formatted", action: {})
                        Button("Copy Library Path", action: {})
                    }
                }

                Menu("Actions2") {
                    Button("Duplicate", action: {})
                    Button("Rename", action: {})
                }
            }
        }
    }
}

```

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        Button("Delete...", action: {})
        Menu("Copy") {
            Button("Copy", action: {})
            Button("Copy Formatted", action: {})
            Button("Copy Library Path", action: {})
        }
    }
    Spacer()
}
Spacer()
HStack(){
    Spacer()
    Text("centre ")
    Spacer()
}
Spacer()
}
}

PlaygroundPage.current.setLiveView(MyView())

```