



@Louis_CAD

crabacks

Wrapping your win: wrapping

simple

`suspend fun View.awaitOneClick() == try {`

```
setOnClickListener { contentUnit.resume(Unit) }
```



suspended *Can* *1* *lab* *1* *le* *Con* *ut* *in* *e* *<* *Unit* *>* *{* *continuation* *-* *>*

setOnItemClickListener(**null**)







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Wrapping your `win::wrap` around