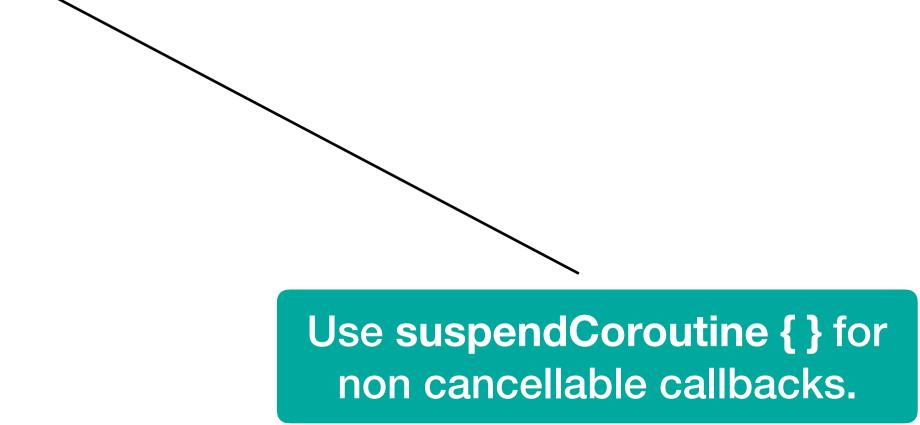
@Louis_CAD

Writing your own: wrapping simple callbacks

```
suspend fun View.awaitOneClick() = try {
   suspendCancellableCoroutine<Unit> { continuation ->
} finally {
```









suspendCancellableCoroutine<Unit> { continuation ->

suspend fun View.awaitOneClick() = try {

finallv

setOnClickListener { continuation.resume(Unit) }

setOnClickListener(null)