

Forum:[Hack Forums](#)

Thread: [Smooth drag and drop \(Selenium\) C#](#)

draxyee - June 4, 2020, 6:00 pm

How could I do this?

I'm currently using this:

PHP Code

```
<?php
for(int offsetIndex = 0; offsetIndex < location.X - 5; offsetIndex+=5)
{
    var dragAndDrop = builder.ClickAndHold(dragElement).MoveByOffset(5, 0).Build();

    dragAndDrop.Perform();

    Thread.Sleep(1);
}
```

But it's slow and choppy, I'd love something that is smooth and preferably an exponential curve of drag.

Thank you!

Porn - June 5, 2020, 2:58 pm

(Jun 4, 2020 06:00 PM)draxyee Wrote: [\[CITE\]](#) How could I do this?

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Selenium can drag X element to Y element. In order for it to go smoothly drag X to Y you'd have to supply all of the coordinates in between?