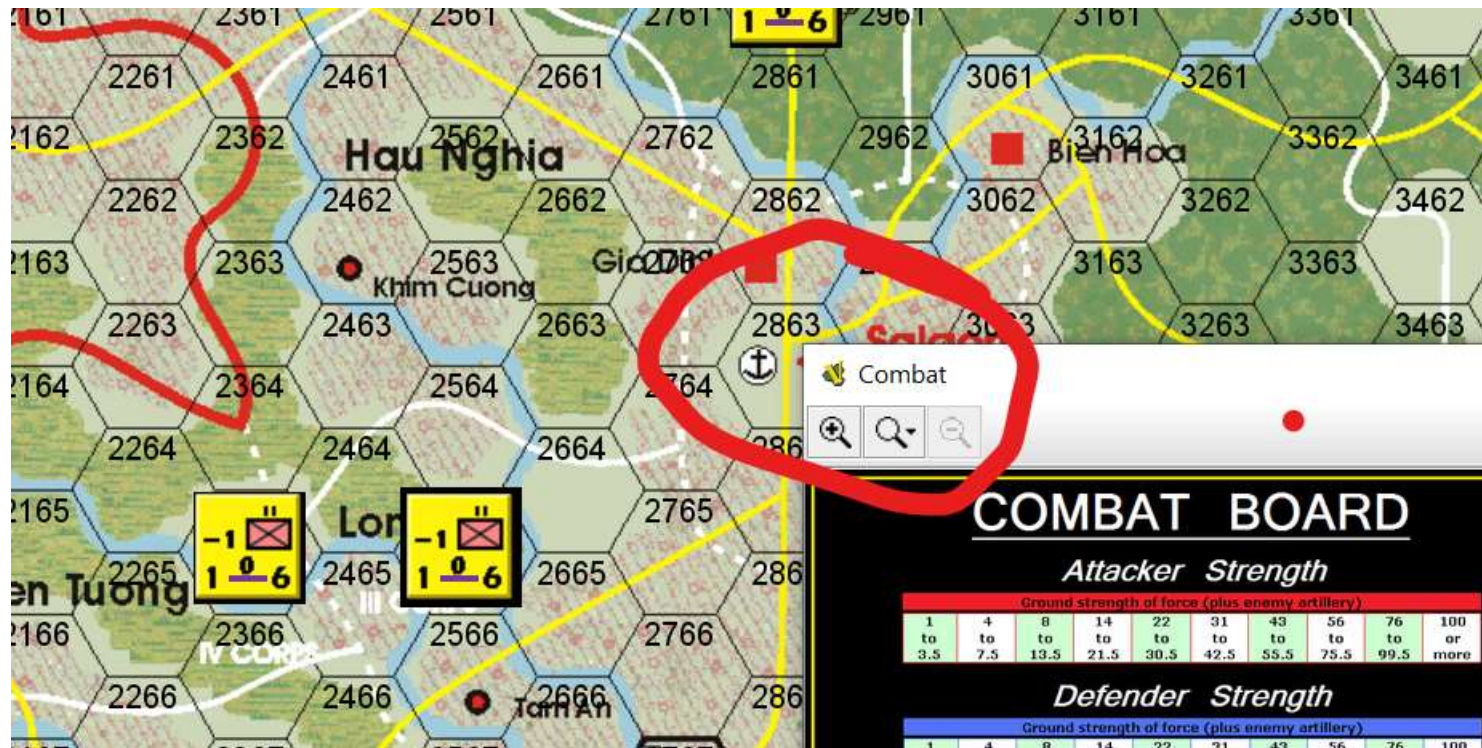


(left) Click on a piece. It is “selected” or “highlighted”



Open a “Map Window” and position the top left corner (where the vassal icon is) on the “target” hex on the main map



Activate a breakpoint on PieceMover.java line 772  
Code will stop there after the next action

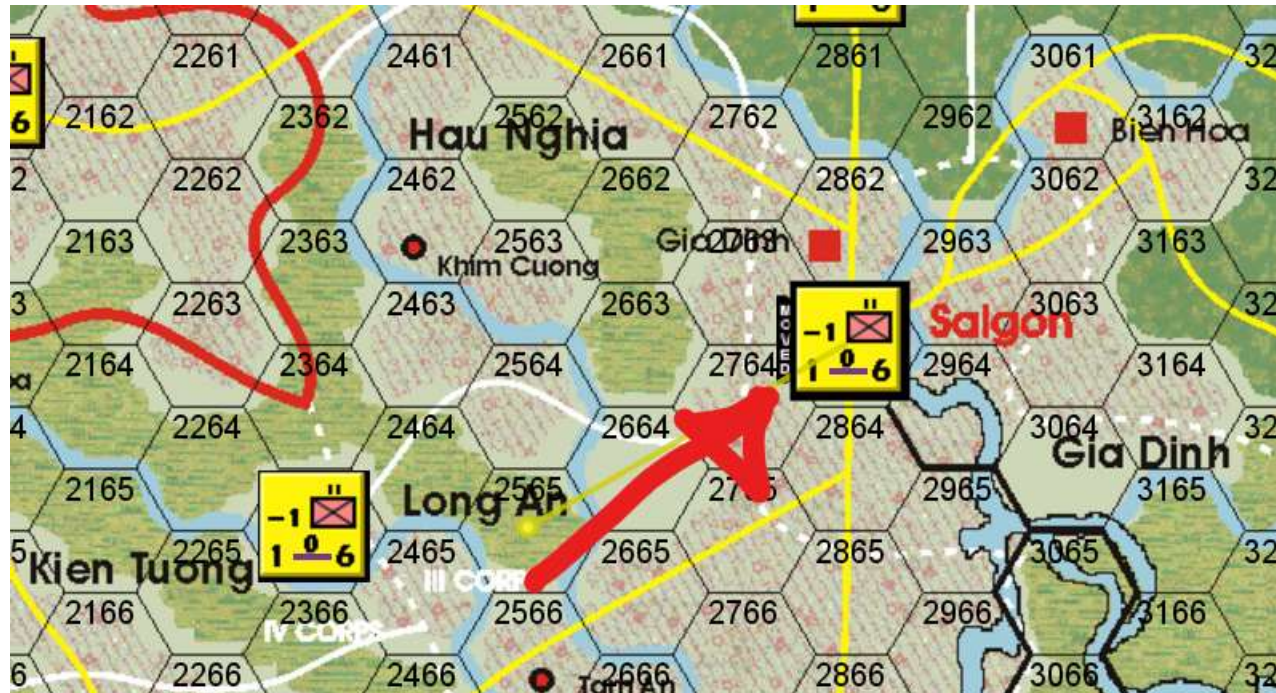


The screenshot shows a code editor with a dark theme. On the left margin, a vertical toolbar contains icons for breakpoints. A red circle icon, representing a breakpoint, is positioned next to line 772. A yellow lightbulb icon is also present next to the same line. The code on line 772 is `if (canHandleEvent(e)) {`. The code is as follows:

```
@Override
public void mouseReleased(MouseEvent e) {
    if (canHandleEvent(e)) {
        if (!isClick(e.getPoint())) {
            performDrop(e.getPoint());
        }
    }
    dragBegin = null;
    map.getView().setCursor(null);
}
```



Double click on the Vassal symbol on the top left. The map window closes and the 2d click's release event is processed by the Main Map



- The mouseReleased method executes performDrop when it determines that the mouse was pressed on a unit, then dragged to a different position then released.

For some reason the isClick test returns true also for the above scenario.

- 
- I could reproduce this on Vietnam 4.3.4, all GTS modules and FITL