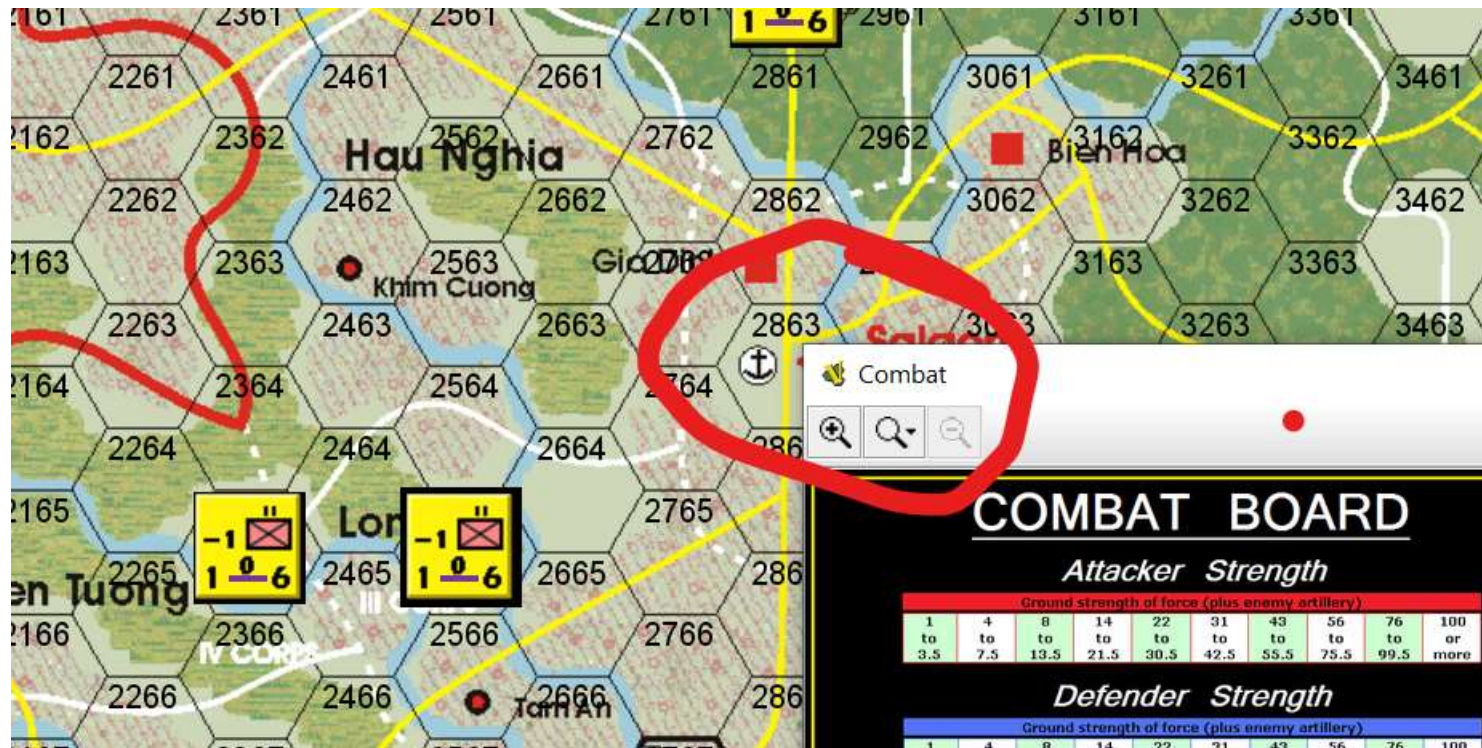(left) Click on a piece. It is "selected" or "highlighted"

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.jave line 772
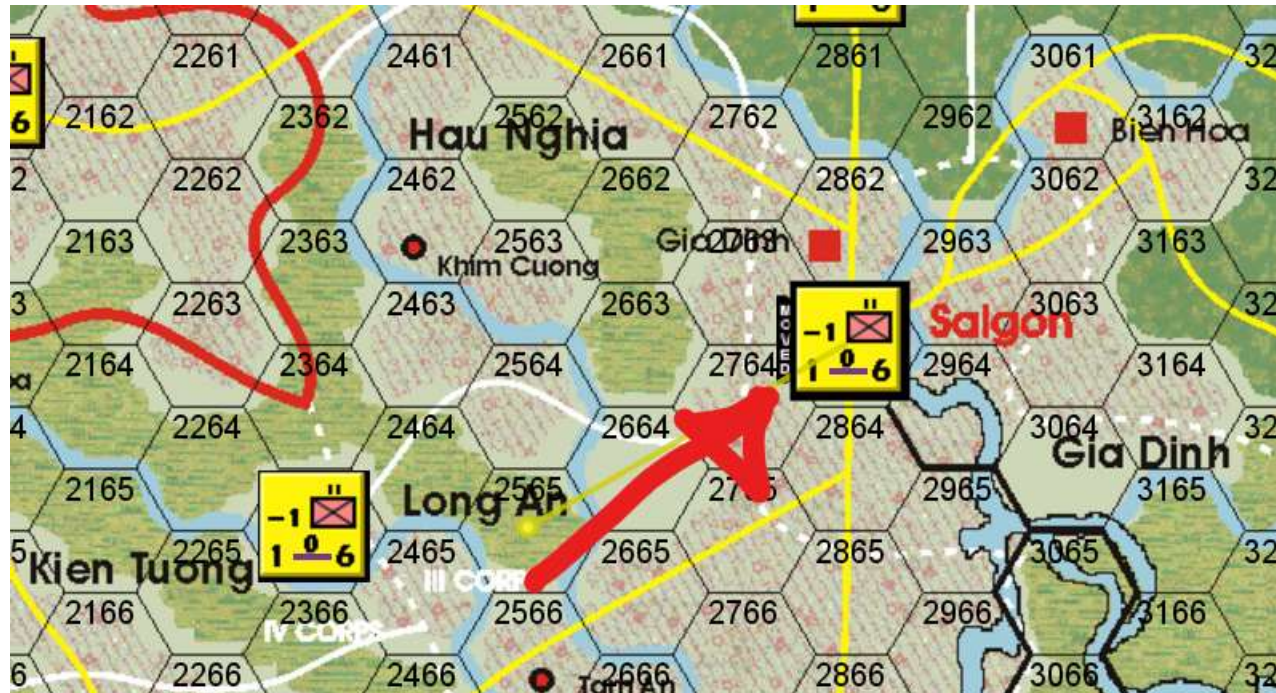## Code will stop there after the next action

```java
    @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.

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