$\underline{\mathsf{Home}} > \underline{\mathsf{puppeteer}} > \underline{\mathsf{Mouse}} > \underline{\mathsf{drop}}$

Mouse.drop() method

Performs a dragenter, dragover, and drop in sequence.

Signature:

```
drop(target: Point, data: Protocol.Input.DragData): Promise<void>;
```

Parameters

Parameter	Туре	Description
target	Point	point to drop on
data	Protocol.Input.DragData	drag data containing items and operations mask

Returns:

Promise < void >