

## Kerbal Space Program - Bug #23116

### UIPartActionFloatEdit::UpdateItem does nothing

07/06/2019 08:41 AM - meirumeiru

<b>Status:</b>	New	<b>Start date:</b>	07/06/2019
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	1.7.2	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

When I'm trying to update the values of the PAW, I call "UpdateItem" on every UIPartAction\* I find. But when I do this for UIPartActionFloatEdit, nothing happens. Only rebuilding the UI helps. But that's way more expensive. (happens in all versions tested from 1.3 to 1.7.2). I guess that UpdateItem of UIPartActionFloatEdit does the wrong thing or nothing... at least not an updated of the UI.