

## Kerbal Space Program - Bug #28570

### Inventory volume/mass limits can be bypassed by holding ALT with a stackable part

10/26/2021 01:08 AM - gotmachine

<b>Status:</b>	New	<b>Start date:</b>	10/26/2021
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	1.12.2	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux, OSX, Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

Steps to reproduce :

- Have a single stackable part in hand
- store it
- hold alt, click to unstore it
- while still holding alt, click again to store it
- a full stack is stored regardless of volume/mass limits

This happen because `ModuleInventoryPart.Update()` only trigger a call to `ModuleInventoryPart.PreviewLimits()` on ALT key up and down events, and when entering/exiting the slot.  
Since neither of those happen in the above case, the limits aren't applied, and `UIPartActionInventorySlot.ProcessClickWithHeldPart()` won't take them into account.