

Function

Menu.Stack.PushOrReloadMenu

```
Void Menu.Stack.PushOrReloadMenu(String stackId, String menuId)
```

| | |
|---------------------|---|
| API | http://api.avolites.com/10.1/Menu.Stack.PushOrReloadMenu.html |
| description | Pushes a menu on a specific stack. |
| namespace | Menu.Stack |
| parameter | stackId(String) : The stack id. menuId (String) : The menu id. |
| return value | Void |

The menus inside Titan are stacked. This function makes sure you are in a specific menu. Thus most recorded macros automatically start with something like

```
Menu.Stack.PushOrReloadMenu("Primary", "Expert.Root.Program").
```

Example in

[ColourChaseChanger \(old style\)](#):

```
<step pause="0.001">Menu.Stack.PushOrReloadMenu("Primary",  
"Expert.Root.Program")</step>
```

This jumps back to the root menu.

Also used in

- [ColourChaseChanger \(old style\)](#)
- [Off/On Attribute in Palette](#)
- [Patch - Park fixtures 1 thru 100000](#)
- [Legend - Set Mobile Wing Page Legend](#)
- [Function list](#)

Remarks

From:
<https://avosupport.de/wiki/> - **AVOSUPPORT**

Permanent link:
<https://avosupport.de/wiki/macros/function/menu.stack.pushorreloadmenu>

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