

# Menu.Stack.PushOrReloadMenu

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

<b>API</b>	<a href="http://api.avolites.com/10.1/Menu.Stack.PushOrReloadMenu.html">http://api.avolites.com/10.1/Menu.Stack.PushOrReloadMenu.html</a>
<b>description</b>	Pushes a menu on a specific stack.
<b>namespace</b>	<a href="#">Menu.Stack</a>
<b>parameter</b>	stackId( <a href="#">String</a> ) : The stack id.
	menuId ( <a href="#">String</a> ) : The menu id.
<b>return value</b>	<a href="#">Void</a>

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?rev=1510930657>

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