Function

Menu.InjectInput

```
Void Menu.InjectInput(String type, String id, String group, Int32 index)
```

API	http://api.avolites.com/10.1/Menu.InjectInput.html
description	Inject an input to the menu system. Inputs are button hardware actions such as button presses and fader movements and pseudo actions such as fixture handle press or palette key press
Namespaces	Menu
parameter	type (String) : Type of the input. (OnButtonDown, OnButtonUp, etc)
	id (String) : The id of the input.
	group (String) : The panel group or region of the input.
	index (Int32) : The index of the input in that group.
return value	(Void)

Example in

ColourChaseChanger (old style):

```
<step pause="0.001">Menu.InjectInput("OnButtonUp","NumericKeys.1","NoGroup",1)</step>
```

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
- Recorded vs. coded macros

Remarks

That's the function to feign any physical button presses. This shows up in all recorded macros.

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