

Function

# Menu.InjectInput

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

<b>API</b>	<a href="http://api.avolites.com/10.1/Menu.InjectInput.html">http://api.avolites.com/10.1/Menu.InjectInput.html</a>
<b>description</b>	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
<b>Namespaces</b>	Menu
<b>parameter</b>	type ( <a href="#">String</a> ) : Type of the input. (OnButtonDown, OnButtonUp, etc)
	id ( <a href="#">String</a> ) : The id of the input.
	group ( <a href="#">String</a> ) : The panel group or region of the input.
	index ( <a href="#">Int32</a> ) : The index of the input in that group.
<b>return value</b>	(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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<https://www.avosupport.de/wiki/macros/function/menu.injectinput?rev=1511345047>

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