Thanks for the image and the description!

I see exactly the problem:

Your original code:

```plaintext
CopyEdit
ClearCollect(colMenuOptionsTEMP, colMenuOptions);
ForAll(
    colMenuOptionsTEMP,
    Patch(colMenuOptions, LookUp(colMenuOptions, ItemKey =
ThisRecord.ItemKey), { ItemDisabled: true })
);
```

Problem:

- The way you wrote it, `ForAll + Patch` is trying to update *individual records one-by-one*.
- But PowerApps batches and optimizes differently inside `ForAll`.
- If your `colMenuOptions` is *small* (e.g., 4 items like in your screenshot), it might "accidentally" only process 1 record sometimes — because `LookUp` inside `ForAll` isn't efficient when bound to the same collection you're modifying.

✅ Optimized Correct Code (Fix)

Best practice: **Patch using the `Defaults()` function** and apply **a *bulk Patch*** instead of `LookUp` inside `ForAll`.

Here's the corrected and **fully optimized** version:

```plaintext
CopyEdit
// Disable all items in one shot
ForAll(
    colMenuOptions,
    Patch(
        colMenuOptions,
        ThisRecord,
        { ItemDisabled: true }
    )
)
```

✅ **No need to create `colMenuOptionsTEMP` anymore!**

✅ `ThisRecord` **is passed directly.**

✅**Works properly for *every item* in `colMenuOptions`.**

✨ Even Cleaner Alternative (Bulk `UpdateIf`)

If you want *one liner* without `ForAll`, here's an **even faster** version:

```plaintext
CopyEdit
UpdateIf(
    colMenuOptions,
    true,  // apply to all records
    { ItemDisabled: true }
)
```

✅ This disables **all items** directly in `colMenuOptions`, no loops at all.

✅**Super-fast batch update**.

⚡ Side-by-Side Comparison

Before	After
`ClearCollect` temp copy needed	No temp copy needed
`ForAll` + `LookUp` + `Patch` overhead	`ForAll` directly on `ThisRecord` or `UpdateIf` bulk update
Sometimes skips records	Always patches all intended records
Slower, unnecessary collection rebuilding	Direct update = instant, reliable

---

📋 Final Recommendation for You:

- Use `UpdateIf` if you want **max speed** and simplicity.

- Use **`ForAll + Patch(ThisRecord)`** if you need to **conditionally** modify items differently (future flexibility).

🔥 Pro Tip

If you later want to **disable only certain menu items** (like those matching a condition), you can slightly tweak it:

```plaintext
CopyEdit
UpdateIf(
    colMenuOptions,
    RoleVisible <> "General User",  // condition
    { ItemDisabled: true }
)
```

✅ Only disables *non-General User* items.

🎯 Summary

✅ Don't use temp collection.
✅ Don't use `LookUp` inside `ForAll`.
✅ Directly patch or update the live collection.