your code is a bit tangled because the nesting of conditions inside If() makes it harder for Power Apps to evaluate cleanly, **especially with multiple IsBlank() and Filter() calls** in one expression.

I'll first explain the issue quickly, then I'll give you a **cleaned-up optimized version**.

**Problem with Original Code**

Your current logic:

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If(

IsBlank(varView),

Filter(colMenuOptions, RolePlacement = "None"),

IsBlank(varCaseSelected),

Filter(colMenuOptions, And(RolePlacement = "Left Side", ItemKey = "ExitView")),

Filter(colMenuOptions, And(RolePlacement = "Left Side", ItemKey <> "ExitView"))

)

* The structure forces PowerApps to **re-evaluate all conditions** if one is blank or not blank.
* It **always processes nested IsBlank** checks even if the first check already determined the path.
* Filter() is invoked multiple times with very minor differences, meaning PowerApps could delay button activation while recalculating.

**Optimized Version**

Here’s an **optimized and more stable version**:

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Switch(

true,

IsBlank(varView),

Filter(colMenuOptions, RolePlacement = "None"),

IsBlank(varCaseSelected),

Filter(colMenuOptions, RolePlacement = "Left Side" && ItemKey = "ExitView"),

true,

Filter(colMenuOptions, RolePlacement = "Left Side" && ItemKey <> "ExitView")

)

**Key improvements:**

* Switch(true,...) allows you to **stack conditions more cleanly** — only one branch runs.
* No repeated nesting of If.
* Using && instead of And(...) to make it lighter (both are valid, but && is evaluated faster in PowerApps).

**Even Cleaner (Pre-calculate)**

If you want it *even more optimized* and avoid live recalculation delays entirely:

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Set(

varFilteredMenuOptions,

If(

IsBlank(varView),

Filter(colMenuOptions, RolePlacement = "None"),

If(

IsBlank(varCaseSelected),

Filter(colMenuOptions, RolePlacement = "Left Side" && ItemKey = "ExitView"),

Filter(colMenuOptions, RolePlacement = "Left Side" && ItemKey <> "ExitView")

)

)

)

✅ Then **bind your Button’s Items property** to varFilteredMenuOptions.

**Benefit**: This way PowerApps **only calculates once** when varView or varCaseSelected changes — not every time it needs to render the button.