
Subject: Re: ToolBar's context menu

Posted by [Sc0rch](#) on Sun, 30 Mar 2008 06:13:34 GMT

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But what is the best way to determine which button was clicked? My code uses ctrl-descriptions for this purpose, but it is not the best way, I think.

Added: the variant below works too:

```
void BarContext::ChildMouseEvent(Ctrl *child, int event, Point p, int zdelta, dword keyflags)
{
    if(toolbar.HasChildDeep(child))
    {
        if(event == RIGHTDOWN)
        {
            Ctrl *c = child;
            int i = -1;

            while (c != NULL)
            {
                c = c->GetPrev();
                i++;
            }

            MenuBar::Execute(THISBACK1(SetMenuBar, i));
        }
    }
    Ctrl::ChildMouseEvent(child, event, p, zdelta, keyflags);
}
```

Anton
