
Subject: Re: Context menu in a embedded class?

Posted by [mrjt](#) on Fri, 12 Dec 2008 10:26:00 GMT

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It depends on what type of Ctrl dbgrid1 is.

If it's ArrayCtrl then use the WhenBar callback

If it's GridCtrl then I'm not very familiar with it, but WhenMenuBar seems to be what you need.

Searching for 'Bar&' in a Ctrl's header file usually points you at the correct callback if it has one.

For a generic 'simple' Ctrl that doesn't have a callback you can use something like this template:

```
template <class T>
```

```
struct WithBar : public T
```

```
{
```

```
    Callback1<Bar&> WhenBar;
```

```
    virtual void RightDown(Point p, dword keyflags) { MenuBar::Execute(WhenBar); }
```

```
};
```
