
Subject: Re: ToolBar's context menu

Posted by [tojocky](#) on Thu, 10 Jun 2010 14:22:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

Oblivion wrote on Sat, 29 March 2008 12:10Quote:

How to get a context menu of toolbar by right-clicking on it? Like in OperaAC toolbars, for example.

Well there are at least 3 ways:

1: If you want to activate the context menu with right-button down in the empty area of the Bar, just override ChildFrameEvent() method BUT don't use "child" pointer, instead use child->GetParent();

2: Better Way: If you want to activate context menu even when the tool buttons are pressed with the right buttons (or if you want to assign different context menus to tool buttons, use:

```
void BarContext::ChildMouseEvent(Ctrl *child, int event, Point p, int zdelta, dword keyflags)
{
    if(toolbar.HasChildDeep(child)) // Effects tool buttons too... (just specify which button, then you'll
    get different menus for each button)
    {
        if(event == RIGHTDOWN) MenuBar::Execute(THISBACK(SetMenuBar));
    }
    TopWindow::ChildMouseEvent(child, event, p, zdelta, keyflags);
}
```

3: Derive your class from ToolBar, then override ChildMouseEvent (imho, unnecessary)

Here is the example.

Your method did not work for toolbutton!