
Subject: ToolBar's context menu

Posted by [Sc0rch](#) on Sat, 29 Mar 2008 08:44:57 GMT

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

Thank you,
Anton

Subject: Re: ToolBar's context menu

Posted by [Oblivion](#) on Sat, 29 Mar 2008 10:10:18 GMT

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Quote:

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.

File Attachments

1) [BarContext.rar](#), downloaded 490 times

Subject: Re: ToolBar's context menu

Posted by [Sc0rch](#) on Sat, 29 Mar 2008 15:37:44 GMT

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Nice! Thank you very much, all is working.

Anton.

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

Subject: Re: ToolBar's context menu

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

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

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```

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Here is the example.

Your method did not work for toolbutton!
