

---

Subject: Context menu in a embedded class?

Posted by [kbyte](#) on Thu, 11 Dec 2008 18:23:25 GMT

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

---

Hi,  
I have this code:

```
Class x:
tabdlg.dbgrid1.AddColumn("ID");
tabdlg.dbgrid1.AddColumn("Date");
tabdlg.dbgrid1.AddColumn("Value");
tabdlg.dbgrid1.AddColumn("Paid");
tabdlg.dbgrid1.ColumnWidths("0 50 50 200");
tabdlg.dbgrid1.WhenLeftDouble = THISBACK(OnAnuidDBClick);
```

tabdlg is a member of the class x. It is also defined in the .h of the class x like this:

```
class CTabDlg : public WithPaidLayout<TopWindow> {
    typedef CTabDlg CLASSNAME;

public:
    CTabDlg();
};
```

Is it possible to trap the context menu event of this dbgrid as I trap the left dbclick? How?

Thanks

Alex

---

---

Subject: Re: Context menu in a embedded class?

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

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

---

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); }  
};
```

---

---

Subject: Re: Context menu in a embedded class?  
Posted by [kbyte](#) on Fri, 12 Dec 2008 12:08:28 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Sorry for the lack of information.

dbgrid1 is an ArrayCtrl that was drawn during design time...

I am trying this:

```
tabdlg.dbgrid1.WhenBar = THISBACK(OnRClick);
```

But compiler says:  
error: no match for 'operator=' in ' ...

Please, could you help me?

Alex

---

---

Subject: Re: Context menu in a embedded class?  
Posted by [mrjt](#) on Fri, 12 Dec 2008 13:18:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Not enough information again , but my guess is that OnRClick is defined incorrectly. It should be:

```
void OnRClick(Bar &bar) {  
    bar.Add("Menu Item", THISBACK(OnMenuItem));  
}
```

---

---

Subject: Re: Context menu in a embedded class?  
Posted by [kbyte](#) on Fri, 12 Dec 2008 13:29:10 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Ok, I got it!

Thank you very much!

Alex  
Upp: I like it!

---