

See Also

[GraffitiWebContextMenuItem](#)

Enumerations

Name	Values
	This class exposes no enumerations.

Constants

Name	Type	Value
TriggerHover	Integer	3
TriggerLeft	Integer	2
TriggerNone	Integer	0
TriggerRight	Integer	1

Events

Definition	Description
MenuAction(menuID as String, itemID as String)	Fires when the user selects an item from a displayed menu.
MenuHidden(menuID as String)	Fired when the menu is hidden.
MenuShown(menuID as String)	Fires when a menu becomes visible.

Methods

Definition	Description
AddMenu(MenuID as String, theMenu as GraffitiWebContextMenuItem)	Adds an "Unattached" context menu, which can displayed anywhere and from any control.
AddMenu(theControl as WebControl, MenuID as String, Trigger as Integer, theMenu as GraffitiWebContextMenuItem)	Binds a menu to a control.
HideMenu(MenuID as String)	Hides the menu with the specified ID, if it is currently visible.
HideMenu(theControl as WebControl)	Hides the menu for theControl, if it is currently visible.
ShowMenu(MenuID as String, X as Integer = -1, Y as Integer = -1)	Shows the menu with the specified ID, at the specified coordinates. If both are -1, will show at cursor.
ShowMenu(theControl as WebControl, X as Integer = -1, Y as Integer = -1)	Shows the menu for theControl, at the specified coordinates. If both are -1, will show at cursor.
Unbind(theControl as WebControl)	Removes the menu from the specified WebControl

Properties

Name	Type	Default Value	Description
			This classes exposes no properties.

Examples

Xojo WebListBox

To implement in the MouseUp event, you must provide the X and Y parameters for where the menu should appear.

```
if Details.Button = 2 then
  gwcmDemo.ShowMenu( me, me.left + X, me.top + Y )
end if
```

Styles

GraffitiWebContextMenuItems have a Style property, to which you can assign a WebStyle. If this is the top-level item used in the AddMenu call, then that style is used to style the backdrop of the contextmenu and all sub-menus. If it is an item within the top-level or sub- menu, then it is used to style the individual item.

Unbound Menus

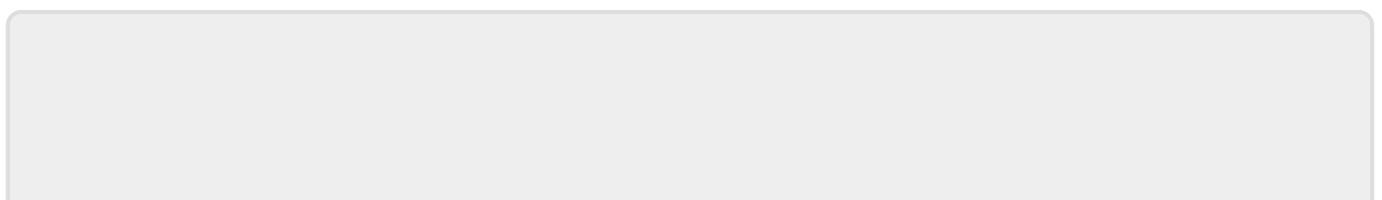
To create an unbound menu (one which is not attached to a control), you simply call the AddMenu overloaded method:

```
dim unattachedMenu as new GraffitiWebContextMenuItem( "unattachedMenu" )
unattachedMenu.Children.Append( new GraffitiWebContextMenuItem(
  "unattached1", "Item 1" ) )
unattachedMenu.Children.Append( new GraffitiWebContextMenuItem(
  "unattached2", "Item 2" ) )
gwcmDemo.AddMenu( "unattachedMenu", unattachedMenu )
```

And to show this menu:

```
gwcmDemo.ShowMenu( "unattachedMenu" )
```

This method is recommended for instances where you wish to have multiple menus tied to a single control.



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