

Pop-Up Menu Component: Overview

The Pop-Up Menu component adds a pop-up menu to a **CWnd**-derived class in your project. When the user clicks with the right-mouse button on a window of this class, a menu appears. This menu initially contains the items **Cut**, **Copy** and **Paste**. Note that no code is attached to these menu items. They are used to demonstrate the existence of the pop-up menu.

After you have inserted this component, you add items to this menu and create handlers for these menu items using the resource editor and ClassWizard.

- [Pop-Up Menu Component: Specifics](#)
- [Pop-Up Menu Component: Results](#)

Pop-Up Menu Component: Specifics

The Popup-Menu Component adds a popup menu, implemented with a **CWnd**-derived class, to your application. In addition, a sample menu with the entries **Cut**, **Copy** and **Paste** and a message handler (called `OnContextMenu`) for this menu are added to the project.

When you insert this component you will be shown a list of **CWnd**-derived classes in your project. Select the desired class, and choose the **Next** button. You will then be given a suggested name for the ID of the new menu resource, which you can change. Choosing the **Finish** button completes the insertion.

Pop-Up Menu Component: Results

The following changes are implemented in your project upon successful insertion of the component:

- A message handler, called **OnContextMenu**, for the selected **CWnd**-derived class.
This message handler handles the notification for the pop-up menu.
- A **CWnd**-derived class that implements the pop-up menu.
- A sample menu with three entries; **Cut**, **Copy** and **Paste**.
This menu is for example only; the menu items are not active and need to be modified for your application's needs.
- A resource ID for the pop-up menu.
This resource ID is used to access the menu resource when creating the menu.

