

# Context-Menu Event

This chapter covers the following topics:

- Applies To
  - Description
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## Applies To

Dialog, ActiveX Controls, Bitmap Control, Canvas Control, Date and Time Picker (DTP) Control, Dialog Bar Control, Edit Area Control, Input Field Control, List Box Control, List View Control, Progress Bar Control, Push Button Control, Radio Button Control, Scrollbar Control, Selection Box Control, Slider Control, Status Bar Control, Tab Control, Table Control, Toggle Button Control, Tool Bar Control, Tree View Control.

## Description

If not suppressed, this event is a dialog element whenever the user attempt to open a context menu for it, either via the keyboard (using a dedicated context menu key, or <Shift>+F10) or via the mouse (using the secondary mouse button).

The primary purpose of this event is to give the program the chance to set the CONTEXT-MENU attribute dynamically to the handle of the correct context menu to be displayed in the case where multiple candidate context menus exist. If the choice is dependent on the relative position within the control (as is typically the case), this information may be obtained via the INQ-CLICKPOSITION action.

For more information, please refer to the article [Defining and Using Context Menus](#).