

ContextMenu

The button's custom context menu.

Usage

```
Set_Property(OLECtrlEntID, "OLE.ContextMenu", StringValue)
```

Values

StringValue can be any string meeting the following format requirements:

Syntax: @FM delimited list of menu items

Default: ""

Remarks

The ContextMenu property creates a custom context menu that appears whenever the button is clicked. In other words, this causes the button to behave as though it were a button with options.

To use it, pass a field mark delimited list of menu items. The text in each field is exactly the text for each item is the user will see it. Empty fields are converted into menu separators. That's it. The user will now get your context menu when he/she clicks the button, and the [OnContextMenu](#) event will fire when an item is selected.

Example

```
// Add context menu to the button
Menu = "Paste Normal":@FM:"":@FM:"Paste Text Only":@FM:"Paste Table":@FM:"Paste Formatted Code"
Set_Property(@Window:".OLE_BUTTON", "OLE.ContextMenu", Menu)
```

See Also

[OnContextMenu](#)