

Getting a custom right-click menu for the caption icon

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Explorer does it. Now you can too.

It's a simple matter of detecting a context menu on the caption icon and displaying a custom context menu. Here are the simple changes to our scratch program to display a rather pointless one-item menu.

```
// Add to WndProc
case WM_CONTEXTMENU:
    if (lParam != -1 &&
        SendMessage(hwnd, WM_NCHITTEST,
                    0, lParam) == HTSYSMENU) {
        HMENU hmenu = CreatePopupMenu();
        if (hmenu) {
            AppendMenu(hmenu, MF_STRING, 1,
                    TEXT("Custom menu"));
            TrackPopupMenu(hmenu, TPM_LEFTALIGN | TPM_TOPALIGN |
                    TPM_RIGHTBUTTON,
                    GET_X_LPARAM(lParam),
                    GET_Y_LPARAM(lParam), 0, hwnd, NULL);
            DestroyMenu(hmenu);
        }
        return 0;
    }
    break;
```

When we receive a `WM_CONTEXTMENU` message, we check that it did not come from the keyboard (`lParam != -1`) and that the mouse is on the caption icon (called `HTSYSMENU` because it displays the system menu by default). If so, then we create a little popup menu and display it. Don't forget to return 0 instead of passing the message to `DefWindowProc`, because the default behavior is to display the system menu.

Of course, in real life, you probably would use `LoadMenu` to get the menu so you could just use the resource editor to create it, rather than creating it in code.

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