// StateList.cpp : implementation file

//

#include "stdafx.h"

#include "ColorBox.h"

#include "StateList.h"

#ifdef \_DEBUG

#define new DEBUG\_NEW

#undef THIS\_FILE

static char THIS\_FILE[] = \_\_FILE\_\_;

#endif

/////////////////////////////////////////////////////////////////////////////

// CStateList

CStateList::CStateList()

{

}

CStateList::~CStateList()

{

}

BEGIN\_MESSAGE\_MAP(CStateList, CListCtrl)

//{{AFX\_MSG\_MAP(CStateList)

ON\_NOTIFY\_REFLECT(NM\_RCLICK, OnRclick)

ON\_COMMAND(IDM\_LIST\_CLEAR, OnListClear)

//}}AFX\_MSG\_MAP

END\_MESSAGE\_MAP()

/////////////////////////////////////////////////////////////////////////////

// CStateList message handlers

void CStateList::OnRclick(NMHDR\* pNMHDR, LRESULT\* pResult)

{

NM\_LISTVIEW\* pNMListView = (NM\_LISTVIEW\*)pNMHDR;

if(pNMListView->iItem != -1)

{

DWORD dwPos = GetMessagePos();

CPoint point( LOWORD(dwPos), HIWORD(dwPos) );

CMenu menu;

VERIFY( menu.LoadMenu( IDR\_LIST\_CLEAR ) );

CMenu\* popup = menu.GetSubMenu(0);

ASSERT( popup != NULL );

popup->TrackPopupMenu(TPM\_LEFTALIGN | TPM\_RIGHTBUTTON, point.x, point.y, this );

}

if(pNMListView->iItem == -1)

{

DWORD dwPos = GetMessagePos();

CPoint point( LOWORD(dwPos), HIWORD(dwPos) );

CMenu menu;

VERIFY( menu.LoadMenu( IDR\_LIST\_CLEAR ) );

CMenu\* popup = menu.GetSubMenu(0);

ASSERT( popup != NULL );

popup->TrackPopupMenu(TPM\_LEFTALIGN | TPM\_RIGHTBUTTON, point.x, point.y, this );

}

\*pResult = 0;

}

void CStateList::OnListClear()

{

this->DeleteAllItems();

}