Paragon (/)

Q

paragon.contextMenu

Use the paragon.contextMenu API to add items to Paragon's context menu. You can choose what types of objects your context menu additions apply to, such as images, hyperlinks, and pages.

Summary

Methods	
create	
update	
remove	
removeAll	
Events	
onclick	

Methods

create

Gets the current application.

paragon.contextMenu.create(object createProperties, function callback)

Paramete	ers			
object createPropertie	createProperties			
		boolean	checked	
		boolean	enabled	
		integer	groupId	
		integer	id	
		integer	parentId	
		string	title	
		enum of "normal", "checkbox", "radio", or "separator"	type	Defaults to 'normal' if not specified.
function	callback	Return the ID of the item created. The callback parameter should be a function that looks like this: function(integer id) {};		

update

Gets the current application version.

paragon.contextMenu.update(integer id, object updateProperties, function callback)

Paramete	ers			
integer	id	The ID of the context menu item to update.		
object updateProperties		The properties to update. Accepts the same values as the create function.		
	boolean	checked		
	boolean	enabled		
		string	title	
function	callback	The callback parameter should be a function that looks like this: function() {};		

remove

Removes a context menu item.

paragon.contextMenu.remove(integer id, function callback)

Parameters		
integer	id	The ID of the context menu item to remove.
function	callback	The callback parameter should be a function that looks like this:
		<pre>function() {};</pre>

removeAll

Removes all items from the context menu.

paragon.contextMenu.removeAll(function callback)

Parameters		
function	callback	The callback parameter should be a function that looks like this:
		<pre>function() {};</pre>

Events

onclick

Fired when an app is launched.

addListener

paragon.contextMenu.onclick.addListener(function callback)

Parameters		
function	callback	The callback parameter should be a function that looks like this:
		<pre>function() {};</pre>