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Explorer Shell Context Menu



Jpmon1, 28 May 2008



★★★★ 4.50 (20 votes)



Add the Windows Explorer Shell Context Menu to your application



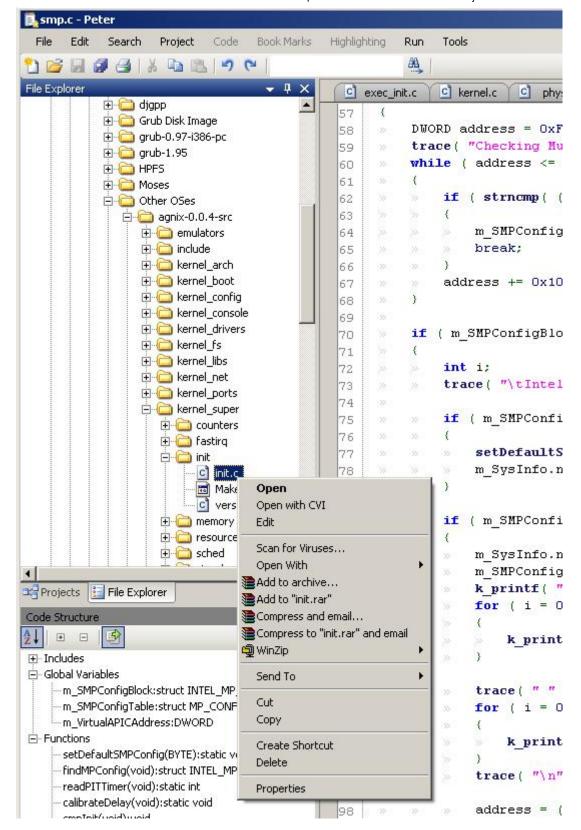
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Download source code - 10.83 KB



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Introduction

I am currently working on an Advanced text editor, and I was looking for a way to implement the Window's shell context menu in my code. I came across **Andreas Johansson's WebLog** which provided me with the answer. He took some of the code that **Steven Roebert** created and placed it in one file for ease of use. His code had several errors that were easily corrected, and now I am posting the finished product.

Using the Code

The code is pretty straightforward to use:

- 1. Add the ShellContextMenu.cs file to your project.
- 2. Create a new instance of the ShellContextMenu class.
- 3. Call the ShowContextMenu method with the proper arguments.
 - 1. FileInfo/DirectoryInfo Array A list of files/directories that need the Context Menu
 - 2. Point Point to Display Context Menu

Hide Copy Code

```
// Sample code

ShellContextMenu ctxMnu = new ShellContextMenu();
FileInfo[] arrFI = new FileInfo[1];
arrFI[0] = new FileInfo(this.treeMain.SelectedNode.Tag.ToString());
ctxMnu.ShowContextMenu(arrFI, this.PointToScreen(new Point(e.X, e.Y)));
```

History

- 12/10/07 Created article
- 27/05/08 Cleaned code a bit

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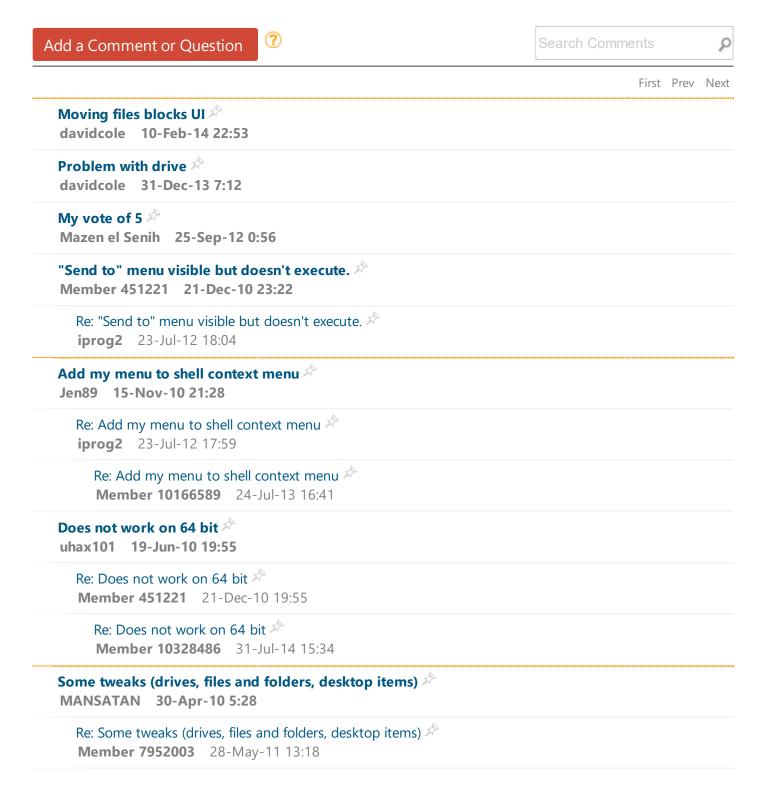
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