

RE: I want a right click to cause a treenode to become selected, how?

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Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.general/2005-08/msg00944.html>

- *From:* "Jakob Christensen" <jch@xxxxxxxxxxxxxxxxxxxxx>
 - *Date:* Wed, 17 Aug 2005 23:48:18 -0700
-

You need to change the selected node of the treeview before showing the context menu. The following code should do the trick:

```
private void contextMenu1_Popup(object sender, System.EventArgs e)
{
    this.treeView1.SelectedNode =
    this.treeView1.GetNodeAt(this.treeView1.PointToClient(Control.MousePosition));
    if (this.treeView1.SelectedNode != null)
    {
        this.contextMenu1.MenuItems.Clear();

        this.contextMenu1.MenuItems.Add(this.treeView1.SelectedNode.Text);
    }
}
```

HTH, Jakob.

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<http://www.dotninjas.dk>

<http://www.powerbytes.dk>

"worzel" wrote:

- > Can't suss this out for the life of me, googling of no help either.
- >
- > Okay, new to win forms; I have a treeview with several root nodes, each
- > having a single level of child nodes underneath. I also have a context
- > (popup) menu which, what I want, is for it to pop up with certain options
- > (menuItems) when a root treeNode is selected and different options when a
- > child node is selected. It is all working well except for one problem – if I
- > right click on a childNode I still get the context menu options for the
- > parent (vica versa too)
- >
- > This happening because the right click on said child node does not cause it
- > to be selected, the parent node remains the selected node! But I do not want
- > people to have to first left click to select the child node and then do the

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- > right click to bring up the context menu with the appropriate options – most
- > apps I see don't force this as a requirement.
- >
- > Assuming I explained that all well enough, anybody got any ideas on what I
- > need to be doing??
- >
- > TIA.
- >
- > Andy.
- >
- >
- >
- .

• **Follow-Ups:**

- ◆ **[Re: I want a right click to cause a treenode to become selected, how?](#)**
◇ From: worzel

• **References:**

- ◆ **[I want a right click to cause a treenode to become selected, how?](#)**
◇ From: worzel

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