

# CreatePopupMenu Function

## CreatePopupMenu Function

The CreatePopupMenu function creates a drop-down menu, submenu, or shortcut menu. The menu is initially empty. You can insert or append menu items by using the InsertMenuItem function. You can also use the InsertMenu function to insert menu items and the AppendMenu function to append menu items.

### Syntax

```
HMENU CreatePopupMenu(VOID);
```

Adding an item to Windows Explorer Shell context menu easily &ndash; How to add them ?

Add items to Windows Explorer Shell context menu easily with Windows Explorer Shell Context Menu. This powerful .Net component for your own, custom items adding to Explorer Shell context menu will add all your custom application entries to Explorer context menu. This .Net component with full C# , C++ and Visual Basic .NET support include detailed C# and VB.NET samples, tutorials and support all you may need :

- Add items to Windows Explorer Shell context menu to be shown on any Windows computer (all operating systems are supported &ndash; XP, Vista, x64 , etc.)
- Add items to Windows Explorer Shell context menu to be shown in any way - with custom caption and your custom icon, as separator or sub-menu
- Add items to Windows Explorer Shell context menu to be shown for all files or shown only for files of particular type (for example, only for .PDF .TXT , .MP3,.WMA,.AAC , .AVI media files)
- Add items to Explorer context menu, sub-menus, sub-menus of unlimited depth and add to Explorer context menu entries of all types

Windows Explorer Shell Context Menu - is a .Net component that support all you need to add all your program items to Windows Explorer Shell context menu - in a fast and a very easy way. Add all your items to Windows Explorer Shell context menu right now &ndash; add entries to context menu fast and exactly as you want :

## CreatePopupMenu Function Description

CreatePopupMenu is a powerful function for custom items appending to Windows Explorer Shell context menu. CreatePopupMenu function works without issues only for Windows 95 / Windows 98 (not on XP, Vista, x64 - 64-bit Windows), to add items to Windows Explorer Shell context menu you should use, according to Microsoft guidelines, appropriate .Net component - Windows Explorer Shell Context Menu. This component for .Net Framework may be used in projects on any CLR language - C#, VB.Net, Java to add items to Explorer context menu.

### Return Value

If the function succeeds, the return value is a handle to the newly created menu.

If the function fails, the return value is NULL. To get extended error information, call GetLastError.

### Remarks

The application can add the new menu to an existing menu, or it can display a shortcut menu by calling the TrackPopupMenuEx or TrackPopupMenu functions.

Resources associated with a menu that is assigned to a window are freed automatically. If the menu is not assigned to a window, an application must free system resources associated with the menu before closing. An application frees menu resources by calling the DestroyMenu function.

Windows 95/98/Me: The system can support a maximum of 16,364 menu handles.

#### Windows 98 Example

For an example, see Adding Lines and Graphs to a Menu.

#### Function Information

Minimum DLL Version user32.dll  
Header Declared in Winuser.h, include Windows.h  
Import library User32.lib  
Minimum operating systems Windows 95, Windows NT 3.1  
Unicode Implemented as Unicode version.