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2025-10-09 - Comments (0) - TRACE32 PowerView

Yes, using the commands sYmbol.AddInfo.Type and Var.OBJECT.

- ullet You can define the STL container type using the ${\bf sYmbol.AddInfo.Type}$
- New entry "View Object in Window" is added then to the variable pull down menu
- Var.OBJECT can display the container in a human-readable form
- $\bullet\,$ Added type information could be more complicated with if/else/while expressions
- Refer for more information to demo/etc/stl