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

- You can define the STL container type using the **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
- Added type information could be more complicated with if/else/while expressions
- Refer for more information to **demo/etc/stl**