View the type of a C# generic in the debugger

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When I hover over a generic type in Visual Studio using the debugger, I don't get the current type, is there a way to display it without going to the immediate window and typing `?typeof(T).Name` ?

c# visual-studio

edited Sep 22 '17 at 12:22
French Boiethios
12.4k 4 44 87

asked Jan 6 '16 at 8:29
user4388177
918 1 9 18

What programming language? – Ivan Aksamentov - Drop Jan 6 '16 at 8:46

C# xxxxxxxxxxx – user4388177 Jan 6 '16 at 8:54

Then I guessed wrong ;) – Ivan Aksamentov - Drop Jan 6 '16 at 8:54

Yeah, I thought typeof was self-explanatory, but I completely forgot CLR C++ :) – user4388177 Jan 6 '16 at 8:56

There are `typeid` and `typeof` even in native C++ – Ivan Aksamentov - Drop Jan 6 '16 at 8:57

3 Answers

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You can see the types in the callstack window by looking at the top line which will show the runtime evaluated type.

Also want to emphasize for others your suggestion:

> going to the immediate window and typing `?typeof(T).Name`

"You can see the types in the callstack window by looking at the top line which will show the runtime evaluated type" -> If you enable "show parameter value" – kofifus Aug 2 '18 at 1:17

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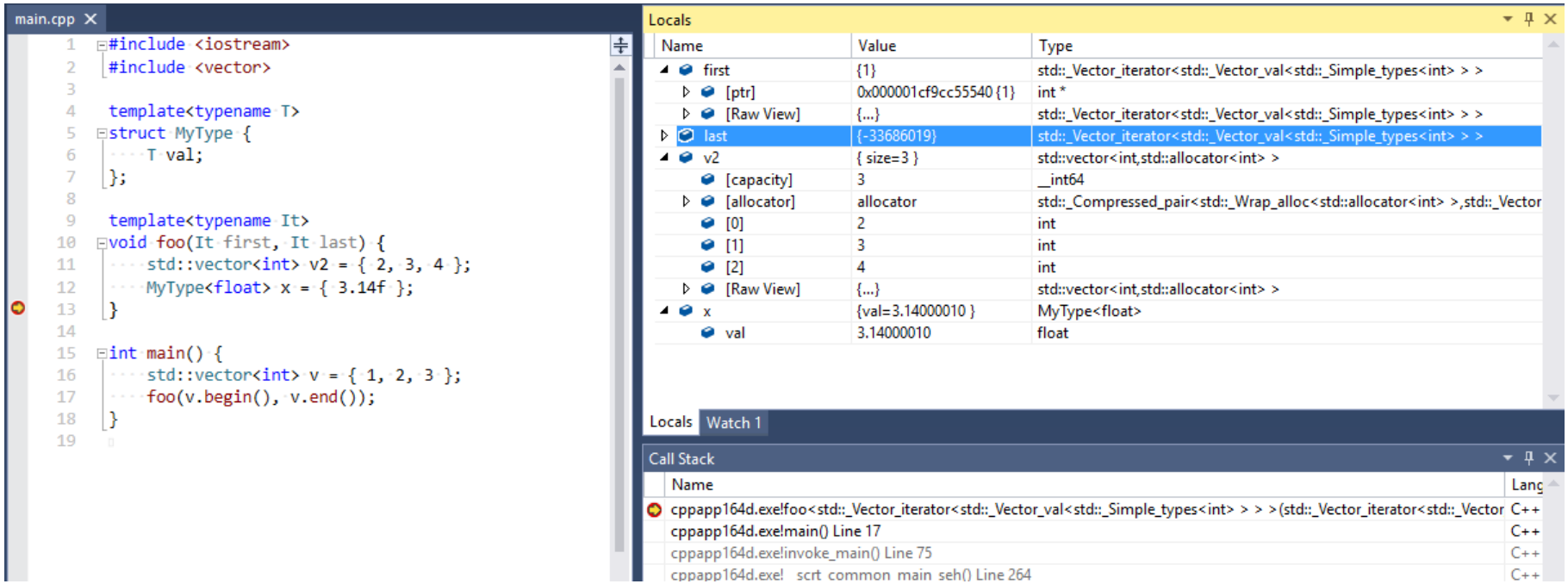
You can see full types of variables in watch windows such as "watch", "autos", "locals". Also, you can enable types in call stack window (in right-click context menu).

Here is an example for C++ (works for C# the same way):



answered Jan 6 '16 at 8:52

Ivan Aksamentov - Drop

10.9k 2 26 58

This just works if I have a variable of that type. – user4388177 Jan 6 '16 at 8:54

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You can add a watcher for `typeof(T)` .

answered Oct 4 '17 at 7:48

Lars Gyrup Brink Nielsen

2,387 1 18 26