

# Customizing Views

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While exploring frames and their content, you might want to customize the way data is displayed. This section describes how to set such options.

In this section:

- [Customizing Threads View](#).
- [Customizing Variables Data View](#).

## Customizing threads view

You can organize the way threads are shown in the list according to your needs.

### To customize threads view

1. Right-click anywhere in the **Frames** tab and select **Customize Threads View**.
2. Specify viewing options. They are described in detail [here](#).

## Customizing data view

You can organize the way data is shown in the **Variables** tab according to your needs.

### To customize data view

1. Right-click anywhere in the **Variables** tab and select **Customize Data Views**.
2. Specify viewing options. They are described in detail [here](#).

You can also specify your own type renderers instead of the default ones. They provide you the ability to customize how objects are displayed in the debugger, offering "logic-oriented" presentation of data vs. structure-oriented as it is by default.

### To render objects view

1. Open the **Settings** dialog (Ctrl+Alt+S), click **Debugger** and select **Type Renderers**.
2. Click **+** to create a new renderer.
3. Specify the renderer name, the object class to which it applies, and which expressions to use while rendering. For details on rendering options refer to [options description](#).
4. Define the appearance of the expanded node.
5. Click **OK**.

### To disable custom type renderer

1. Open the **Settings** dialog (Ctrl+Alt+S), click **Debugger** and select **Type Renderers**.
2. Select the type renderer to be disabled in the list and clear the check box next to its name in the list.

Even if the type renderer is disabled, you can temporary switch to it while stepping through the program using the **View as** option.

3. Click **OK**.

While stepping through the application in the **Debug** tool window, you can temporary switch between renderer schemes.

## To switch between type renderers

1. Right-click the object instance in the **Variables** or **Watches** tab of the **Debug** tool window.
2. In the context menu, click **View as**, and then select the renderer from the list of the applicable type renderers.

## See Also

### Reference:

- [Customize Threads View](#)
- [Debugger](#)
- [Customize Data Views](#)

### Web Resources:

- [Developer Community](#) 