

Debug Tool Window. Watches

In the **Watches** pane you can evaluate any number of variables or expressions in the context of the current stack frame. The values are updated with each step through the application, and become visible every time the application is suspended.

While the **Evaluate Expression** command on the **Variables** pane enables you to see one expression at a time, the **Watches** pane shows multiple expressions that persist from one debug session to another, until you remove them. The **Watches** pane shows multiple expressions that persist from one debug session to another, until you remove them. You can create watches in this pane, in the **Variables** pane and even in the editor.

Watch expressions are always evaluated in the context of a stack frame that is currently inspected in the **Frames** pane. If an expression cannot be evaluated, it is displayed with a question mark.

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Toolbar

Item	Shortcut	Description
	Alt+Insert	Click this button to create a new watch.
	Alt+Delete	Click this button to remove the selected watch from the list.
		Click this button to add a variable, selected in the Variables pane, to the list of watches.

Context menu options

Item	Shortcut	Description
New Watch	Insert	Choose this command to create a new watch. A text field opens, where you can enter new watch expression.
Remove Watch	Delete	Choose this command to delete the currently selected watch expression from the list.
Edit	F2	Choose this command to change the selected watch expression.
Remove All Watches		Choose this command to delete all watch expressions from the list.
Inspect		Available for fields, local variables and reference expressions. Choose this command to open the Inspect window for the node, which allows you to perform the same operations as those available in the stack frame, with the only difference that the root node is the one you have selected. You can recursively call the new Inspect windows from within each other. Each window is not modal and immediately reflects all changes in its subtree.
Mark Object	F11	Choose this command to add a label to an object.

Item	Shortcut	Description
Set Value		This command is available on the context menu of a field or local variables, added to a watch and being currently in scope. Choose this command to assign the desired value to such variable.
Jump to Source	F4	This command opens the source code of the selected variable or field in the editor and places the caret on a proper line.
Jump to Object Source	Shift+F4	This command opens the source code of the type of selected variable or field in the editor.
View as		<p>Use this command to select the layout of the values. For the numeric values, you can toggle between the decimal and hexadecimal formats. The objects are usually represented by their class name and instance identifier, but you can optionally show them in string format.</p> <ul style="list-style-type: none"> ■ Auto: Available for items where different layout is possible. With this layout IntelliJ IDEA looks through all available renderers searching for the first suitable layout for the current item. If none is found, the default layout is applied. ■ Hex: This layout is available for numeric variables. If checked, the variable is shown in hexadecimal format. ■ Primitive: This layout is available for primitive type variables. It shows the value appropriate for the primitive type. ■ toString(): This layout is available for all reference types where <code>toString()</code> is overridden except for arrays, and shows the node's <code>toString()</code> value in the tree. ■ Array: Available for arrays. ■ Object: Default layout. Available for all non-primitive type nodes. ■ Map: Show as a map. ■ Collection: Show as a collection. ■ User-defined renderer: Available for renderers created by the user in the Debugger Type Renderers or in the Customize Data Views dialogs. The corresponding renderer name is shown in the menu.
Copy Value	Ctrl+C or Ctrl+Insert	Copies the selected node value to the clipboard.
Copy Name		Copies the selected node name to the clipboard.

See Also

Concepts:

- [Field Watchpoints](#)

Procedures:

- [Debugging](#)

Reference:

- [Debug Tool Window. Frames](#)
- [Debug Tool Window. Console](#)
- [Debug Tool Window. Variables](#)
- [Debugger](#)

Web Resources:

- [Developer Community](#) 