Using Venkman

Venkman is the code name for the JavaScript debugging environment available for Mozilla-based browsers such as Firefox. Venkman is available as an extension for these browsers; you can install it from www.hacksrus.com/~ginda/venkman/. Venkman development started in April 2001 by Robert Ginda. Venkman is based on the Mozilla JavaScript debugging API known as js/jsd. The js/jsd API formed the basis of the Netscape JavaScript Debugger 1.1 that was available for the 4.x series of Netscape browsers.

Once you’ve installed it, you can start Venkman from the Tools ➤ JavaScript Debugger menu item on Firefox’s main menu bar. Figure 7-9 shows the default layout for Venkman.

Venkman offers a plethora of information that is divided into eight windows. The default layout consists of a large pane showing the selected source code. Smaller windows are arranged vertically on the left side of the window. Venkman’s command-line interface resides on the bottom of the window under the Source Code pane.

You can drag each pane with the mouse and dock them at other locations within the main window. You can also add each pane as a separate tab to an existing pane. For example, to make the Loaded Scripts tab be a tab within the Local Variables pane, simply drag and drop the Loaded Scripts tab to the Local Variables tab. You can also undock the small window panes from the main window by clicking the docking button located on the left side of the pane’s title bar, as shown in Figure 7-10. Docking the pane back to the main window is as easy as clicking the docking button again.

![Figure 7-9. Default window layout of Venkman](image-url)