If you're not already impressed with the Local Variables window, consider this: it also allows you to change the value of variables during runtime. This can be extremely powerful when you want to test the effects of different variable values on the script's output. It's also useful when you think you've found where a problem is occurring and want to see whether changing a variable value fixes the problem. If changing the variable value fixes the problem, then you just need to find out why the variable value is wrong in the first place.

Simply right-click the variable value you want to change, and select Change Value from the context menu. This opens a small prompt window in which you can modify the variable's value, as shown in Figure 7-27. You can enter any valid JavaScript expression into the prompt, including expressions such as `new Object()`. Be sure that any string literals are enclosed in either double or single quotes. Remember that in the prompt window you can also reference other variables by using the variable name.

**Figure 7-26.** The Local Variables window showing some of the properties of a table row object

**Figure 7-27.** Changing a variable value using the Change Value prompt