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## Page.emulate() method

Emulates given device metrics and user agent. This method is a shortcut for calling two methods: [Page.setUserAgent\(\)](#), and [Page.setViewport\(\)](#). To aid emulation, Puppeteer provides a list of device descriptors that can be obtained via the [Puppeteer.devices](#) `page.emulate` will resize the page. A lot of websites don't expect phones to change size, so you should emulate before navigating to the page.

### Signature:

```
emulate(options: {  
  viewport: Viewport;  
  userAgent: string;  
}): Promise<void>;
```

## Parameters

Parameter	Type	Description
options	{ viewport: <a href="#">Viewport</a> ; userAgent: string; }	

### Returns:

Promise<void>

## Remarks

List of all available devices is available in the source code: [src/common/DeviceDescriptors.ts](#).

## Example

```
const puppeteer = require('puppeteer');  
const iPhone = puppeteer.devices['iPhone 6'];  
(async () => {  
  const browser = await puppeteer.launch();  
  const page = await browser.newPage();  
  await page.emulate(iPhone);  
  await page.goto('https://www.google.com');  
  // other actions...  
  await browser.close();  
})();
```