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Frame.type() method

Sends a **keydown**, **keypress**/input, and **keyup** event for each character in the text.

Signature:

```
type(selector: string, text: string, options?: {  
    delay: number;  
}): Promise<void>;
```

Parameters

| Parameter | Type | Description |
|-----------|--------------------|--|
| selector | string | the selector for the element to type into. If there are multiple the first will be used. |
| text | string | text to type into the element |
| options | { delay: number; } | takes one option, delay, which sets the time to wait between key presses in milliseconds. Defaults to 0. |

Returns:

Promise<void>

a promise that resolves when the typing is complete.

Remarks

To press a special key, like **Control** or **ArrowDown**, use `Keyboard.press()`.

Example

```
await frame.type('#mytextarea', 'Hello'); // Types instantly  
await frame.type('#mytextarea', 'World', {delay: 100}); // Types slower, like a user
```