

[Home](#) > [puppeteer](#) > [Page](#) > [emulateNetworkConditions](#)

## Page.emulateNetworkConditions() method

**Signature:**

```
emulateNetworkConditions(networkConditions: NetworkConditions | null):  
Promise<void>;
```

### Parameters

Parameter	Type	Description
networkConditions	<a href="#">NetworkConditions</a>   null	Passing <code>null</code> disables network condition emulation.

**Returns:**

Promise<void>

### Remarks

NOTE: This does not affect WebSockets and WebRTC PeerConnections (see <https://crbug.com/563644>). To set the page offline, you can use `[page.setOfflineMode(enabled)](#pagesetofflinemodeenabled)`.

### Example

```
const puppeteer = require('puppeteer');  
const slow3G = puppeteer.networkConditions['Slow 3G'];  
  
(async () => {  
  const browser = await puppeteer.launch();  
  const page = await browser.newPage();  
  await page.emulateNetworkConditions(slow3G);  
  await page.goto('https://www.google.com');  
  // other actions...  
  await browser.close();  
})();
```