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## Page.setUserAgent() method

### Signature:

```
setUserAgent(userAgent: string, userAgentMetadata?:  
Protocol.Emulation.UserAgentMetadata): Promise<void>;
```

### Parameters

Parameter	Type	Description
userAgent	string	Specific user agent to use in this page
userAgentMetadata	Protocol.Emulation.UserAgentMetadata	

### Returns:

Promise<void>

Promise which resolves when the user agent is set.