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## Frame.setContent() method

Set the content of the frame.

**Signature:**

```
setContent(html: string, options?: {  
  timeout?: number;  
  waitUntil?: PuppeteerLifecycleEvent | PuppeteerLifecycleEvent[];  
}): Promise<void>;
```

### Parameters

Parameter	Type	Description
html	string	HTML markup to assign to the page.
options	{ timeout?: number; waitUntil?: <a href="#">PuppeteerLifecycleEvent</a>   <a href="#">PuppeteerLifecycleEvent</a> []; }	options to configure how long before timing out and at what point to consider the content setting successful.

**Returns:**

Promise<void>