

## Mouse.move() method

Dispatches a `mousemove` event.

**Signature:**

```
move(x: number, y: number, options?: {
  steps?: number;
}): Promise<void>;
```

### Parameters

Parameter	Type	Description
x	number	Horizontal position of the mouse.
y	number	Vertical position of the mouse.
options	{ steps?: number; }	Optional object. If specified, the <code>steps</code> property sends intermediate <code>mousemove</code> events when set to <code>1</code> (default).

**Returns:**

Promise<void>