

## Page.emulateIdleState() method

Emulates the idle state. If no arguments set, clears idle state emulation.

**Signature:**

```
emulateIdleState(overrides?: {  
  isActive: boolean;  
  isScreenUnlocked: boolean;  
}): Promise<void>;
```

### Parameters

Parameter	Type	Description
overrides	{ isActive: boolean; isScreenUnlocked: boolean; }	Mock idle state. If not set, clears idle overrides

**Returns:**

Promise<void>

### Example

```
// set idle emulation  
await page.emulateIdleState({isActive: true, isScreenUnlocked: false});  
  
// do some checks here  
...  
  
// clear idle emulation  
await page.emulateIdleState();
```