

Puppeteer class

The main Puppeteer class.

IMPORTANT: if you are using Puppeteer in a Node environment, you will get an instance of [PuppeteerNode](#) when you import or require `puppeteer`. That class extends `Puppeteer`, so has all the methods documented below as well as all that are defined on [PuppeteerNode](#).

Signature:

```
export declare class Puppeteer
```

Remarks

The constructor for this class is marked as internal. Third-party code should not call the constructor directly or create subclasses that extend the `Puppeteer` class.

Properties

| Property | Modifiers | Type | Description |
|-----------------------------------|-----------|---|-------------|
| _changedProduct | | boolean | |
| _isPuppeteerCore | | boolean | |
| devices | | DevicesMap | |
| errors | | PuppeteerErrors | |
| networkConditions | | PredefinedNetworkConditions | |

Methods

| Method | Modifiers | Description |
|--|-----------|--|
| clearCustomQueryHandlers() | | Clears all registered handlers. |
| connect(options) | | This method attaches Puppeteer to an existing browser instance. |
| customQueryHandlerNames() | | |
| registerCustomQueryHandler(name, queryHandler) | | Registers a custom query handler . After registration, the handler can be used everywhere where a selector is expected by prepending the selection string with <code><name>/. The name is only allowed to consist of lower- and upper case latin letters.</code> |
| unregisterCustomQueryHandler(name) | | |