Page.hover() method

This method fetches an element with <code>selector</code>, scrolls it into view if needed, and then uses Page.mouse to hover over the center of the element. If there's no element matching <code>selector</code>, the method throws an error.

Signature:

```
hover(selector: string): Promise<void>;
```

Parameters

Parameter	Туре	Description
selector	string	A <u>selector</u> to search for element to hover. If there are multiple elements satisfying the selector, the first will be hovered.

Returns:

Promise < void >

Promise which resolves when the element matching selector is successfully hovered. Promise gets rejected if there's no element matching selector.

Remarks

Shortcut for page.mainFrame().hover(selector).