

Home > puppeteer > CDPSession

## CDPSession class

The `CDPSession` instances are used to talk raw Chrome Devtools Protocol.

Signature:

```
export declare class CDPSession extends EventEmitter
```

Extends: `EventEmitter`

## Remarks

Protocol methods can be called with `CDPSession.send()` method and protocol events can be subscribed to with `CDPSession.on` method.

Useful links: [DevTools Protocol Viewer](#) and [Getting Started with DevTools Protocol](#).

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

## Example

```
const client = await page.target().createCDPSession();
await client.send('Animation.enable');
client.on('Animation.animationCreated', () => console.log('Animation created!'));
const response = await client.send('Animation.getPlaybackRate');
console.log('playback rate is ' + response.playbackRate);
await client.send('Animation.setPlaybackRate', {
  playbackRate: response.playbackRate / 2
});
```

## Methods

Method	Modifiers	Description
<code>connection()</code> <code>detach()</code>		Detaches the <code>cdpSession</code> from the target. Once detached, the <code>cdpSession</code> object won't emit any events and can't be used to send messages.
<code>send(method, paramArgs)</code>		