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## Page.hover() method

This method fetches an element with **selector**, 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 **selector**, the method throws an error.

Signature:

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

## Parameters

Parameter	Type	Description
selector	string	A selector 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).