

## 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
<a href="#">_changedProduct</a>		boolean	
<a href="#">_isPuppeteerCore</a>		boolean	
<a href="#">devices</a>		<a href="#">DevicesMap</a>	
<a href="#">errors</a>		<a href="#">PuppeteerErrors</a>	
<a href="#">networkConditions</a>		<a href="#">PredefinedNetworkConditions</a>	

## Methods

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