

## Page.waitFor() method

*Warning: This API is now obsolete.*

Don't use this method directly. Instead use the more explicit methods available: [Page.waitForSelector\(\)](#), [Page.waitForXPath\(\)](#), [Page.waitForFunction\(\)](#) or [Page.waitForTimeout\(\)](#).

### Signature:

```
waitFor(selectorOrFunctionOrTimeout: string | number | Function, options?: {
  visible?: boolean;
  hidden?: boolean;
  timeout?: number;
  polling?: string | number;
}, ...args: SerializableOrJSHandle[]): Promise<JSHandle>;
```

### Parameters

| Parameter                   | Type  | Description                                   |
|-----------------------------|---|---|
| selectorOrFunctionOrTimeout | string   number   Function  | a selector, predicate or timeout to wait for. |
| options                     | { visible?: boolean; hidden?: boolean; timeout?: number; polling?: string   number; } | optional waiting parameters.                  |
| args                        | <a href="#">SerializableOrJSHandle[]</a>  | arguments to pass to pageFunction.            |

### Returns:

Promise<[JSHandle](#)>

### Remarks

This method behaves differently depending on the first parameter. If it's a `string`, it will be treated as a `selector` or `xpath` (if the string starts with `//`). This method then is a shortcut for [Page.waitForSelector\(\)](#) or [Page.waitForXPath\(\)](#).

If the first argument is a function this method is a shortcut for [Page.waitForFunction\(\)](#).

If the first argument is a `number`, it's treated as a timeout in milliseconds and the method returns a promise which resolves after the timeout.