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## ElementHandle.boxModel() method

This method returns boxes of the element, or `null` if the element is not visible.

### Signature:

```
boxModel(): Promise<BoxModel | null>;
```

### Returns:

Promise<[BoxModel](#) | null>

## Remarks

Boxes are represented as an array of points; Each Point is an object `{x, y}`. Box points are sorted clock-wise.