Frame.type() method

Sends a `keydown` , `keypress` / `input` , and `keyup` event for each character in the text.

Signature:

```
type(selector: string, text: string, options?: {
        delay: number;
    }): Promise<void>;
```

Parameters

Parameter	Type	Description
selector	string	the selector for the element to type into. If there are multiple the first will be used.
text	string	text to type into the element
options	{ delay: number; }	takes one option, `delay`, which sets the time to wait between key presses in milliseconds. Defaults to `0`.

Returns:

Promise<void>

a promise that resolves when the typing is complete.

Remarks

To press a special key, like `Control` or `ArrowDown` , use [Keyboard.press()](#).

Example

```
await frame.type('#mytextarea', 'Hello'); // Types instantly
await frame.type('#mytextarea', 'World', {delay: 100}); // Types slower, like a user
```