

Home > puppeteer > Puppeteer

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
<code>_changedProduct</code>		boolean	
<code>_isPuppeteerCore</code>		boolean	
<code>devices</code>		DevicesMap	
<code>errors</code>		PuppeteerErrors	
<code>networkConditions</code>		PredefinedNetworkConditions	

Methods

Method	Modifiers	Description
<code>clearCustomQueryHandlers()</code>		Clears all registered handlers.
<code>connect(options)</code>		This method attaches Puppeteer to an existing browser instance.
<code>customQueryHandlerNames()</code>		

Method	Modifiers	Description
registerCustomQueryHandler(name, queryHandler)		Registers a custom query handler. After registration, the handler can be used everywhere where a selector is expected by prepending the selection string with <name>/. The name is only allowed to consist of lower- and upper case latin letters.
unregisterCustomQueryHandler(name)		