

[Home](#) > [puppeteer](#) > [Mouse](#) > [dragEnter](#)

Mouse.dragEnter() method

Dispatches a `dragenter` event.

Signature:

```
dragEnter(target: Point, data: Protocol.Input.DragData): Promise<void>;
```

Parameters

Parameter	Type	Description
target	Point	point for emitting <code>dragenter</code> event
data	Protocol.Input.DragData	

Returns:

Promise<void>