



Convenience APIs

The following APIs are shortcuts for equivalent calls to the underlying `pointer()` and `keyboard()` APIs.

Clicks

click()

```
click(element: Element): Promise<void>
```

```
pointer([ {target: element}, {keys: '[MouseLeft]', target:  
element} ])
```

The first action might be skipped per `skipHover`.

dblClick()

```
dblClick(element: Element): Promise<void>
```

```
pointer([ {target: element}, {keys: '[MouseLeft][MouseLeft]',  
target: element} ])
```

tripleClick()

```
tripleClick(element: Element): Promise<void>
```

```
pointer([
  {target: element},
  {keys: '[MouseLeft][MouseLeft][MouseLeft]', target: element},
])
```

Mouse movement

hover()

```
hover(element: Element): Promise<void>
```

```
pointer({target: element})
```

unhover()

```
unhover(element: Element): Promise<void>
```

```
pointer({target: element.ownerDocument.body})
```

Keyboard

tab()

```
tab(options: {shift?: boolean}): Promise<void>
```

```
// without shift
keyboard('{Tab}')
// with shift=true
```

```
keyboard('{Shift>}{Tab}/{Shift}')
```

// with shift=false

```
keyboard('[/ShiftLeft[/ShiftRight]{Tab}')
```

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