

Playwright Configuration Cheat Sheet

1. Top-Level Config Options

Option	Description	Example
testDir	Directory where tests are located	./tests/e2e
timeout	Max time per test (ms)	60 * 1000
globalTimeout	Total suite time limit (ms)	10 * 60 * 1000
fullyParallel	Enable full parallelism	true
forbidOnly	Fail if test.only exists	!!process.env.CI
retries	Retries for failed tests	process.env.CI ? 2 : 0
workers	Parallel worker count	process.env.CI ? 1 : undefined
reporter	Test result reporter type	['html', 'junit']

2. 'use' (Browser Context Options)

Option	Description	Example
baseURL	Default URL for navigation	'https://staging.myapp.com'
headless	Run browser headless	true
viewport	Viewport size	{ width:1280, height:720 }
storageState	Reuse logged-in state	'authState.json'
screenshot	When to take screenshots	'only-on-failure'
video	Record videos	'retain-on-failure'
trace	Collect trace logs	'on-first-retry'

3. Projects & Environments

Define multiple environments (browsers/devices) for cross-browser testing.

```
projects: [ { name: 'Desktop Chrome', use: { ...devices['Desktop Chrome'] }, }, {  
name: 'Mobile Safari', use: { ...devices['iPhone 14'] }, }, ]
```

4. Global Setup & Teardown

Run once before and after all tests (login, DB setup, etc).

```
globalSetup: './global-setup.ts', globalTeardown: './global-teardown.ts',  
webServer: { command: 'npm run start', url: 'http://localhost:3000',  
reuseExistingServer: !process.env.CI, }
```

5. Recommended CI/CD Config Pattern

```
Use environment variables for baseUrl and parallel workers. export default
defineConfig({ retries: process.env.CI ? 2 : 0, use: { baseUrl:
process.env.BASE_URL, trace: 'retain-on-failure', } });
```