

Please take a moment to [improve this document](#) with anything that could be useful to other developers.

Documentation

Get Started

- Download
- Build
- Releases
- Release Names
- REPL

Learn

- Quick Start
- Headless Testing
- Screen Capture
- Network Monitoring
- Page Automation
- Inter Process Communication
- Command Line Interface

Get Help

- Troubleshooting
- FAQ

Explore

- Examples
- Best Practices
- Tips and Tricks
- Supported Web Standards
- Buzz
- Who's using PhantomJS?
- Related Projects

Contribute

- Contributing
- Source Code
- Test Suite
- Release Preparation
- Crash Reporting

Screen Capture

Since PhantomJS is using WebKit, a real layout and rendering engine, it can take a screenshot of any web page as a screenshot. Because PhantomJS can render anything on the web page, it can take a screenshot of content not only in HTML and CSS, but also SVG and Canvas.

The following script demonstrates the simplest use of page capture. It loads a page from `http://github.com/` and then saves it as an image, `github.png`.

```
var page = require('webpage').create();
page.open('http://github.com/', function() {
    page.render('github.png');
    phantom.exit();
});
```

To run this example create a new file called `github.js`. Copy and paste the above code into the `github.js` file. In the commandline, run this newly created script with PhantomJS:

```
phantomjs github.js
```

Beside PNG format, PhantomJS supports JPEG, GIF, and PDF.

In the `examples` subdirectory, there is a script [rasterize.js](#) (30 lines) which demonstrates the complete rendering feature of PhantomJS. An example to produce the rendered image of a Tiger (from SVG):

```
phantomjs rasterize.js http://ariya.github.io/svg/tiger.svg tiger.png
```

which gives the following `tiger.png`:



Another example is to show [polar clock](#) (from [RaphaelJS](#)):

```
phantomjs rasterize.js http://raphaeljs.com/polar-clock.html clock.png
```

□

Producing PDF output is also easy, e.g. from a Wikipedia article:

```
phantomjs rasterize.js 'http://en.wikipedia.org/w/index.php?title=Jakarta' jkr.pdf
```

You can change the size of the screenshot and the webpage using the a

```
var page = require('webpage').create();
//viewportSize being the actual size of the headless browser
page.viewportSize = { width: 1024, height: 768 };
//the clipRect is the portion of the page you are taking a screenshot of
page.clipRect = { top: 0, left: 0, width: 1024, height: 768 };
//the rest of the code is the same as the previous example
page.open('http://example.com/', function() {
  page.render('github.png');
  phantom.exit();
});
```

Canvas can be easily constructed and converted to an image. The inclu (50 lines) produces the following color wheel:

□

It is possible to build a web screenshot service using PhantomJS. Some easy to create such a service.

Community:



Read the release notes



Join the mailing list

