

ConsoleMessage

`ConsoleMessage` objects are dispatched by page via the `page.on("console")` event. For each console messages logged in the page there will be corresponding event in the Playwright context.

Sync **Async**

```
# Listen for all console logs
page.on("console", lambda msg: print(msg.text))

# Listen for all console events and handle errors
page.on("console", lambda msg: print(f"error: {msg.text}") if msg.type == "error"
else None)

# Get the next console log
with page.expect_console_message() as msg_info:
    # Issue console.log inside the page
    page.evaluate("console.log('hello', 42, { foo: 'bar' })")
msg = msg_info.value

# Deconstruct print arguments
msg.args[0].json_value() # hello
msg.args[1].json_value() # 42
```

Properties

args

Added in: v1.8

List of arguments passed to a `console` function call. See also `page.on("console")`.

Usage

```
console_message.args
```

Returns

- `List[JSHandle]`

location

Added in: v1.8

Usage

```
console_message.location
```

Returns

- `Dict`

- `url` `str`

URL of the resource.

- `lineNumber` `int`

0-based line number in the resource.

- `columnNumber` `int`

0-based column number in the resource.

page

Added in: v1.34

The page that produced this console message, if any.

Usage

```
console_message.page
```

Returns

- `NoneType|Page`

text

Added in: v1.8

The text of the console message.

Usage

```
console_message.text
```

Returns

- `str`

type

Added in: v1.8

One of the following values: `'log'`, `'debug'`, `'info'`, `'error'`, `'warning'`, `'dir'`, `'dirxml'`, `'table'`, `'trace'`, `'clear'`, `'startGroup'`, `'startGroupCollapsed'`, `'endGroup'`, `'assert'`, `'profile'`, `'profileEnd'`, `'count'`, `'timeEnd'`.

Usage

```
console_message.type
```

Returns

- `str`