Quick start

Getting Started

Installation

To use Puppeteer in your project, run:

```
npm i puppeteer

# or "yarn add puppeteer"
```

Note: When you install Puppeteer, it downloads a recent version of Chromium (~170Mb Mac, ~282Mb Linux, ~280Mb Win) that is guaranteed to work with the API. To skip the download, see <u>Environment</u> variables.

Usage

Note: Puppeteer requires at least Node v6.4.0, but the examples below use async/await which is only supported in Node v7.6.0 or greater.

Puppeteer will be familiar to people using other browser testing frameworks. You create an instance of Browser, open pages, and then manipulate them with <u>Puppeteer's API</u>.

Example - navigating to https://example.com and saving a screenshot as example.png:

Save file as example.js

```
const puppeteer = require('puppeteer');

(async () => {
  const browser = await puppeteer.launch();
  const page = await browser.newPage();
  await page.goto('https://example.com');
  await page.screenshot({path: 'example.png'});

await browser.close();
})();
```

Execute script on the command line

node example.js ○ □

Puppeteer sets an initial page size to 800px x 600px, which defines the screenshot size. The page size can be customized with Page.setViewport().

Example - create a PDF.

Save file as hn.js

```
const puppeteer = require('puppeteer');

(async () => {
  const browser = await puppeteer.launch();
  const page = await browser.newPage();
  await page.goto('https://news.ycombinator.com', {waitUntil: 'networkidle2'});
  await page.pdf({path: 'hn.pdf', format: 'A4'});

await browser.close();
})();
```

Execute script on the command line

```
node hn.js ○ □
```

See Page.pdf() for more information about creating pdfs.

Example - evaluate script in the context of the page

Save file as get-dimensions.js

```
const puppeteer = require('puppeteer');

(async () => {
  const browser = await puppeteer.launch();
  const page = await browser.newPage();
  await page.goto('https://example.com');

// Get the "viewport" of the page, as reported by the page.
  const dimensions = await page.evaluate(() => {
    return {
      width: document.documentElement.clientWidth,
      height: document.documentElement.clientHeight,
      deviceScaleFactor: window.devicePixelRatio
    };
});
```

```
console.log('Dimensions:', dimensions);
await browser.close();
})();
```

Execute script on the command line

```
node get-dimensions.js
```

See <u>Page.evaluate()</u> for more information on evaluate and related methods like evaluate0nNewDocument and exposeFunction.

Default runtime settings

1. Uses Headless mode

Puppeteer launches Chromium in <u>headless mode</u>. To launch a full version of Chromium, set the <u>'headless' option</u> when launching a browser:

```
const browser = await puppeteer.launch({headless: false}); // default is tr^{\circ \bullet}
```

2. Runs a bundled version of Chromium

By default, Puppeteer downloads and uses a specific version of Chromium so its API is guaranteed to work out of the box. To use Puppeteer with a different version of Chrome or Chromium, pass in the executable's path when creating a Browser instance:

See <u>Puppeteer.launch()</u> for more information.

See <u>this article</u> for a description of the differences between Chromium and Chrome. <u>This</u> article describes some differences for Linux users.

3. Creates a fresh user profile

Puppeteer creates its own Chromium user profile which it cleans up on every run.

Next steps

Learn more about headless Chrome

• Look over the examples.

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