

Debugging

Debugging tips

1. Turn off headless mode - sometimes it's useful to see what the browser is displaying. Instead of launching in headless mode, launch a full version of the browser using `headless: false`:

```
const browser = await puppeteer.launch({headless: false});
```



2. Slow it down - the `slowMo` option slows down Puppeteer operations by the specified amount of milliseconds. It's another way to help see what's going on.

```
const browser = await puppeteer.launch({  
  headless: false,  
  slowMo: 250 // slow down by 250ms  
});
```



3. Capture console output - You can listen for the `console` event. This is also handy when debugging code in `page.evaluate()`:

```
page.on('console', msg => console.log('PAGE LOG:', msg.text()));  
  
await page.evaluate(() => console.log(`url is ${location.href}`));
```



4. Stop test execution and use a debugger in browser
5. Use `{devtools: true}` when launching Puppeteer:

```
const browser = await puppeteer.launch({devtools: true});
```

6. Change default test timeout:
jest: `jest.setTimeout(100000);`
jasmine: `jasmine.DEFAULT_TIMEOUT_INTERVAL = 100000;`
mocha: `this.timeout(100000);` (don't forget to change test to use function and not '=>')
7. Add an evaluate statement with `debugger` inside / add `debugger` to an existing evaluate statement:

```
await page.evaluate(() => {debugger;});
```

The test will now stop executing in the above evaluate statement, and chromium will stop in debug mode.

8. Enable verbose logging - All public API calls and internal protocol traffic will be logged via the debug module under the puppeteer namespace.

```
# Basic verbose logging
env DEBUG="puppeteer:*" node script.js

# Debug output can be enabled/disabled by namespace
env DEBUG="puppeteer:*,-puppeteer:protocol" node script.js # everything BUT
env DEBUG="puppeteer:session" node script.js # protocol session messages (pr
env DEBUG="puppeteer:mouse,puppeteer:keyboard" node script.js # only Mouse a

# Protocol traffic can be rather noisy. This example filters out all Network
env DEBUG="puppeteer:*" env DEBUG_COLORS=true node script.js 2>&1 | grep -v
```

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