

# Package: chromote (via r-universe)

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**Title** Headless Chrome Web Browser Interface

**Version** 0.2.0.9000

**Description** An implementation of the 'Chrome DevTools Protocol', for controlling a headless Chrome web browser.

**License** GPL-2

**URL** <https://rstudio.github.io/chromote/>,  
<https://github.com/rstudio/chromote>

**BugReports** <https://github.com/rstudio/chromote/issues>

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chromium: chromium (rpm) or chromium-browser (deb)

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**RemoteUrl** <https://github.com/rstudio/chromote>

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## Contents

Browser . . . . .	2
Chrome . . . . .	3
ChromeRemote . . . . .	4

Chromote . . . . .	5
ChromoteSession . . . . .	9
default_chrome_args . . . . .	18
default_chromote_object . . . . .	19
find_chrome . . . . .	20

<b>Index</b>	<b>21</b>
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Browser	<i>Browser base class</i>
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## Description

Base class for browsers like Chrome, Chromium, etc. Defines the interface used by various browser implementations. It can represent a local browser process or one running remotely.

## Details

The `initialize()` method of an implementation should set `private$host` and `private$port`. If the process is local, the `initialize()` method should also set `private$process`.

## Methods

### Public methods:

- `Browser$is_local()`
- `Browser$get_process()`
- `Browser$is_alive()`
- `Browser$get_host()`
- `Browser$get_port()`
- `Browser$close()`
- `Browser$clone()`

**Method** `is_local()`: Is local browser? Returns TRUE if the browser is running locally, FALSE if it's remote.

*Usage:*

```
Browser$is_local()
```

**Method** `get_process()`: Browser process

*Usage:*

```
Browser$get_process()
```

**Method** `is_alive()`: Is the process alive?

*Usage:*

```
Browser$is_alive()
```

**Method** `get_host()`: Browser Host

*Usage:*

Browser\$get\_host()

**Method** get\_port(): Browser port

*Usage:*

Browser\$get\_port()

**Method** close(): Close the browser

*Usage:*

Browser\$close()

**Method** clone(): The objects of this class are cloneable with this method.

*Usage:*

Browser\$clone(deep = FALSE)

*Arguments:*

deep Whether to make a deep clone.

Chrome

*Local Chrome process*

## Description

This is a subclass of [Browser](#) that represents a local browser. It extends the [Browser](#) class with a [processx::process](#) object, which represents the browser's system process.

## Super class

[chromote::Browser](#) -> Chrome

## Methods

### Public methods:

- [Chrome\\$new\(\)](#)
- [Chrome\\$get\\_path\(\)](#)
- [Chrome\\$clone\(\)](#)

**Method** new(): Create a new Chrome object.

*Usage:*

Chrome\$new(path = find\_chrome(), args = get\_chrome\_args())

*Arguments:*

path Location of chrome installation

args A character vector of command-line arguments passed when initializing Chrome. Single on-off arguments are passed as single values (e.g. "--disable-gpu"), arguments with a value are given with a nested character vector (e.g. c("--force-color-profile", "srgb")). See [here](#) for a list of possible arguments. Defaults to [get\\_chrome\\_args\(\)](#).

*Returns:* A new Chrome object.

**Method** `get_path()`: Browser application path

*Usage:*

`Chrome$get_path()`

**Method** `clone()`: The objects of this class are cloneable with this method.

*Usage:*

`Chrome$clone(deep = FALSE)`

*Arguments:*

`deep` Whether to make a deep clone.

### See Also

[get\\_chrome\\_args\(\)](#)

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ChromeRemote

*Remote Chrome process*

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### Description

Remote Chrome process

### Super class

[chromote::Browser](#) -> ChromeRemote

### Methods

#### Public methods:

- [ChromeRemote\\$new\(\)](#)
- [ChromeRemote\\$clone\(\)](#)

**Method** `new()`: Create a new ChromeRemote object.

*Usage:*

`ChromeRemote$new(host, port)`

*Arguments:*

`host` A string that is a valid IPv4 or IPv6 address. "`0.0.0.0`" represents all IPv4 addresses and "`::/0`" represents all IPv6 addresses.

`port` A number or integer that indicates the server port.

**Method** `clone()`: The objects of this class are cloneable with this method.

*Usage:*

`ChromeRemote$clone(deep = FALSE)`

*Arguments:*

`deep` Whether to make a deep clone.

---

Chromote

*Chromote class*

---

## Description

A Chromote object represents the browser as a whole, and it can have multiple *targets*, which each represent a browser tab. In the Chrome DevTools Protocol, each target can have one or more debugging *sessions* to control it. A ChromoteSession object represents a single *session*.

A Chromote object can have any number of ChromoteSession objects as children. It is not necessary to create a Chromote object manually. You can simply call:

```
b <- ChromoteSession$new()
```

and it will automatically create a Chromote object if one has not already been created. The **chromote** package will then designate that Chromote object as the *default* Chromote object for the package, so that any future calls to ChromoteSession\$new() will automatically use the same Chromote. This is so that it doesn't start a new browser for every ChromoteSession object that is created.

## Public fields

`default_timeout` Default timeout in seconds for **chromote** to wait for a Chrome DevTools Protocol response.

`protocol` Dynamic protocol implementation. For expert use only!

## Methods

### Public methods:

- [Chromote\\$new\(\)](#)
- [Chromote\\$connect\(\)](#)
- [Chromote\\$view\(\)](#)
- [Chromote\\$get\\_auto\\_events\(\)](#)
- [Chromote\\$get\\_child\\_loop\(\)](#)
- [Chromote\\$wait\\_for\(\)](#)
- [Chromote\\$new\\_session\(\)](#)
- [Chromote\\$get\\_sessions\(\)](#)
- [Chromote\\$register\\_session\(\)](#)
- [Chromote\\$send\\_command\(\)](#)
- [Chromote\\$invoke\\_event\\_callbacks\(\)](#)
- [Chromote\\$debug\\_messages\(\)](#)
- [Chromote\\$debug\\_log\(\)](#)
- [Chromote\\$url\(\)](#)
- [Chromote\\$is\\_active\(\)](#)
- [Chromote\\$is\\_alive\(\)](#)

- `Chromote$check_active()`
- `Chromote$get_browser()`
- `Chromote$close()`
- `Chromote$print()`

**Method** `new()`:

*Usage:*

```
Chromote$new(browser = Chrome$new(), multi_session = TRUE, auto_events = TRUE)
```

*Arguments:*

`browser` A [Browser](#) object

`multi_session` Should multiple sessions be allowed?

`auto_events` If TRUE, enable automatic event enabling/disabling; if FALSE, disable automatic event enabling/disabling.

**Method** `connect()`: Re-connect the websocket to the browser. The Chrome browser automatically closes websockets when your computer goes to sleep; you can use this to bring it back to life with a new connection.

*Usage:*

```
Chromote$connect(multi_session = TRUE, wait_ = TRUE)
```

*Arguments:*

`multi_session` Should multiple sessions be allowed?

`wait_` If FALSE, return a promise; if TRUE wait until connection is complete.

**Method** `view()`: Display the current session in the browser

If a [Chrome](#) browser is being used, this method will open a new tab using your [Chrome](#) browser. When not using a [Chrome](#) browser, set `options(browser=)` to change the default behavior of `browseURL()`.

*Usage:*

```
Chromote$view()
```

**Method** `get_auto_events()`: `auto_events` value.

For internal use only.

*Usage:*

```
Chromote$get_auto_events()
```

**Method** `get_child_loop()`: Local **later** loop.

For expert async usage only.

*Usage:*

```
Chromote$get_child_loop()
```

**Method** `wait_for()`: Wait until the promise resolves

Blocks the R session until the promise (`p`) is resolved. The loop from `$get_child_loop()` will only advance just far enough for the promise to resolve.

*Usage:*

Chromote\$wait\_for(p)

*Arguments:*

p A promise to resolve.

**Method** new\_session(): Create a new tab / window

*Usage:*

```
Chromote$new_session(width = 992, height = 1323, targetId = NULL, wait_ = TRUE)
```

*Arguments:*

width, height Width and height of the new window.

targetId **Target** ID of an existing target to attach to. When a targetId is provided, the width and height arguments are ignored. If NULL (the default) a new target is created and attached to, and the width and height arguments determine its viewport size.

wait\_ If FALSE, return a `promises::promise()` of a new ChromoteSession object. Otherwise, block during initialization, and return a ChromoteSession object directly.

**Method** get\_sessions(): Retrieve all `ChromoteSession` objects

*Usage:*

```
Chromote$get_sessions()
```

*Returns:* A list of ChromoteSession objects

**Method** register\_session(): Register `ChromoteSession` object

*Usage:*

```
Chromote$register_session(session)
```

*Arguments:*

session A ChromoteSession object  
For internal use only.

**Method** send\_command(): Send command through Chrome DevTools Protocol.

For expert use only.

*Usage:*

```
Chromote$send_command(  
  msg,  
  callback = NULL,  
  error = NULL,  
  timeout = NULL,  
  sessionId = NULL  
)
```

*Arguments:*

msg A JSON-serializable list containing method, and params.

callback Method to run when the command finishes successfully.

error Method to run if an error occurs.

timeout Number of milliseconds for Chrome DevTools Protocol execute a method.

sessionId Determines which `ChromoteSession` with the corresponding to send the command to.

**Method** `invoke_event_callbacks()`: Immediately call all event callback methods.  
For internal use only.

*Usage:*

```
Chromote$invoke_event_callbacks(event, params)
```

*Arguments:*

`event` A single event string

`params` A list of parameters to pass to the event callback methods.

**Method** `debug_messages()`: Enable or disable message debugging  
If enabled, R will print out the

*Usage:*

```
Chromote$debug_messages(value = NULL)
```

*Arguments:*

`value` If TRUE, enable debugging. If FALSE, disable debugging.

**Method** `debug_log()`: Submit debug log message

*Examples:*

```
b <- ChromoteSession$new()
b$parent$debug_messages(TRUE)
b$Page$navigate("https://www.r-project.org/")
#> SEND {"method":"Page.navigate","params":{"url":"https://www.r-project.org/"}| __truncated__}
# Turn off debug messages
b$parent$debug_messages(FALSE)
```

*Usage:*

```
Chromote$debug_log(...)
```

*Arguments:*

`...` Arguments pasted together with `paste0(..., collapse = "")`.

**Method** `url()`: Create url for a given path

*Usage:*

```
Chromote$url(path = NULL)
```

*Arguments:*

`path` A path string to append to the host and port

**Method** `is_active()`: Is there an active websocket connection to the browser process?

*Usage:*

```
Chromote$is_active()
```

**Method** `is_alive()`: Is the underlying browser process running?

*Usage:*

```
Chromote$is_alive()
```

**Method** `check_active()`: Check that a chromote instance is active and alive. Will automatically reconnect if browser process is alive, but there's no active web socket connection.



*Usage:*

Chromote\$check\_active()

**Method** get\_browser(): Retrieve [Browser](#) object

*Usage:*

Chromote\$get\_browser()

**Method** close(): Close the [Browser](#) object

*Usage:*

Chromote\$close()

**Method** print(): Summarise the current state of the object.

*Usage:*

Chromote\$print(..., verbose = FALSE)

*Arguments:*

... Passed on to format() when verbose = TRUE

verbose The print method defaults to a brief summary of the most important debugging info; use verbose = TRUE to see the complex R6 object.

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ChromoteSession

*ChromoteSession class*

---

## Description

This represents one *session* in a Chromote object. Note that in the Chrome DevTools Protocol a session is a debugging session connected to a *target*, which is a browser window/tab or an iframe.

A single target can potentially have more than one session connected to it, but this is not currently supported by chromote.

## Public fields

parent [Chromote](#) object

default\_timeout Default timeout in seconds for **chromote** to wait for a Chrome DevTools Protocol response.

protocol Dynamic protocol implementation. For expert use only!

## Methods

### Public methods:

- [ChromoteSession\\$new\(\)](#)
- [ChromoteSession\\$view\(\)](#)
- [ChromoteSession\\$close\(\)](#)
- [ChromoteSession\\$screenshot\(\)](#)
- [ChromoteSession\\$screenshot\\_pdf\(\)](#)

- `ChromoteSession$new_session()`
- `ChromoteSession$get_session_id()`
- `ChromoteSession$respawn()`
- `ChromoteSession$get_target_id()`
- `ChromoteSession$wait_for()`
- `ChromoteSession$debug_log()`
- `ChromoteSession$get_child_loop()`
- `ChromoteSession$send_command()`
- `ChromoteSession$get_auto_events()`
- `ChromoteSession$invoke_event_callbacks()`
- `ChromoteSession$mark_closed()`
- `ChromoteSession$is_active()`
- `ChromoteSession$check_active()`
- `ChromoteSession$get_init_promise()`
- `ChromoteSession$print()`

**Method** `new()`: Create a new `ChromoteSession` object.

*Examples:*

```
# Create a new `ChromoteSession` object.
b <- ChromoteSession$new()

# Create a ChromoteSession with a specific height,width
b <- ChromoteSession$new(height = 1080, width = 1920)

# Navigate to page
b$page$navigate("http://www.r-project.org/")

# View current chromote session
if (interactive()) b$view()
```

*Usage:*

```
ChromoteSession$new(
  parent = default_chromote_object(),
  width = 992,
  height = 1323,
  targetId = NULL,
  wait_ = TRUE,
  auto_events = NULL
)
```

*Arguments:*

`parent` `Chromote` object to use; defaults to `default_chromote_object()`

`width`, `height` Width and height of the new window.

`targetId` **Target** ID of an existing target to attach to. When a `targetId` is provided, the `width` and `height` arguments are ignored. If `NULL` (the default) a new target is created and attached to, and the `width` and `height` arguments determine its viewport size.

`wait_` If FALSE, return a `promises::promise()` of a new `ChromoteSession` object. Otherwise, block during initialization, and return a `ChromoteSession` object directly.

`auto_events` If NULL (the default), use the `auto_events` setting from the parent `Chromote` object. If TRUE, enable automatic event enabling/disabling; if FALSE, disable automatic event enabling/disabling.

*Returns:* A new `ChromoteSession` object.

**Method** `view()`: Display the current session in the `Chromote` browser.

If a `Chrome` browser is being used, this method will open a new tab using your `Chrome` browser. When not using a `Chrome` browser, set `options(browser=)` to change the default behavior of `browseURL()`.

*Examples:*

```
# Create a new `ChromoteSession` object.
b <- ChromoteSession$new()

# Navigate to page
b$page$navigate("http://www.r-project.org/")

# View current chromote session
if (interactive()) b$view()
```

*Usage:*

```
ChromoteSession$view()
```

**Method** `close()`: Close the `Chromote` session.

*Examples:*

```
# Create a new `ChromoteSession` object.
b <- ChromoteSession$new()

# Navigate to page
b$page$navigate("http://www.r-project.org/")

# Close current chromote session
b$close()
```

*Usage:*

```
ChromoteSession$close(wait_ = TRUE)
```

*Arguments:*

`wait_` If FALSE, return a `promises::promise()` that will resolve when the `ChromoteSession` is closed. Otherwise, block until the `ChromoteSession` has closed.

**Method** `screenshot()`: Take a PNG screenshot

*Examples:*

```
# Create a new `ChromoteSession` object.
b <- ChromoteSession$new()

# Navigate to page
```

```

b$Page$navigate("http://www.r-project.org/")

# Take screenshot
tmppngfile <- tempfile(fileext = ".png")
is_interactive <- interactive() # Display screenshot if interactive
b$screenshot(tmppngfile, show = is_interactive)

# Show screenshot file info
unlist(file.info(tmppngfile))

# Take screenshot using a selector
sidebar_file <- tempfile(fileext = ".png")
b$screenshot(sidebar_file, selector = ".sidebar", show = is_interactive)

# -----
# Take screenshots in parallel

urls <- c(
  "https://www.r-project.org/",
  "https://github.com/",
  "https://news.ycombinator.com/"
)

# Helper method that:
# 1. Navigates to the given URL
# 2. Waits for the page loaded event to fire
# 3. Takes a screenshot
# 4. Prints a message
# 5. Close the ChromoteSession
screenshot_p <- function(url, filename = NULL) {
  if (is.null(filename)) {
    filename <- gsub("^.*://", "", url)
    filename <- gsub("/", "_", filename)
    filename <- gsub("\\.", "_", filename)
    filename <- sub("_$", "", filename)
    filename <- paste0(filename, ".png")
  }

  b2 <- b$new_session()
  b2$Page$navigate(url, wait_ = FALSE)
  b2$Page$loadEventFired(wait_ = FALSE)$
    then(function(value) {
      b2$screenshot(filename, wait_ = FALSE)
    })$
    then(function(value) {
      message(filename)
    })$
  finally(function() {

```

```

        b2$close()
    })
}

# Take multiple screenshots simultaneously
ps <- lapply(urls, screenshot_p)
pa <- promises::promise_all(.list = ps)$then(function(value) {
  message("Done!")
})

# Block the console until the screenshots finish (optional)
b$wait_for(pa)
#> www_r-project_org.png
#> github_com.png
#> news_ycombinator_com.png
#> Done!

```

*Usage:*

```

ChromoteSession$screenshot(
  filename = "screenshot.png",
  selector = "html",
  cliprect = NULL,
  region = c("content", "padding", "border", "margin"),
  expand = NULL,
  scale = 1,
  show = FALSE,
  delay = 0.5,
  options = list(),
  wait_ = TRUE
)

```

*Arguments:*

**filename** File path of where to save the screenshot. The format of the screenshot is inferred from the file extension; use `options = list(format = "jpeg")` to manually choose the format. See [Page.captureScreenshot](#) for supported formats; at the time of this release the format options were "png" (default), "jpeg", or "webp".

**selector** CSS selector to use for the screenshot.

**cliprect** A list containing x, y, width, and height. See [Page.Viewport](#) for more information. If provided, `selector` and `expand` will be ignored. To provide a scale, use the `scale` parameter.

**region** CSS region to use for the screenshot.

**expand** Extra pixels to expand the screenshot. May be a single value or a numeric vector of top, right, bottom, left values.

**scale** Page scale factor

**show** If TRUE, the screenshot will be displayed in the viewer.

**delay** The number of seconds to wait before taking the screenshot after resizing the page. For complicated pages, this may need to be increased.

**options** Additional options passed to [Page.captureScreenshot](#).

`wait_` If FALSE, return a `promises::promise()` that will resolve when the `ChromoteSession` has saved the screenshot. Otherwise, block until the `ChromoteSession` has saved the screenshot.

**Method** `screenshot_pdf()`: Take a PDF screenshot

*Examples:*

```
# Create a new `ChromoteSession` object.
b <- ChromoteSession$new()

# Navigate to page
b$page$navigate("http://www.r-project.org/")

# Take screenshot
tmppdffile <- tempfile(fileext = ".pdf")
b$screenshot_pdf(tmppdffile)

# Show PDF file info
unlist(file.info(tmppdffile))
```

*Usage:*

```
ChromoteSession$screenshot_pdf(
  filename = "screenshot.pdf",
  pagesize = "letter",
  margins = 0.5,
  units = c("in", "cm"),
  landscape = FALSE,
  display_header_footer = FALSE,
  print_background = FALSE,
  scale = 1,
  wait_ = TRUE
)
```

*Arguments:*

`filename` File path of where to save the screenshot.

`pagesize` A single character value in the set "letter", "legal", "tabloid", "ledger" and "a0" through "a1". Or a numeric vector `c(width, height)` specifying the page size.

`margins` A numeric vector `c(top, right, bottom, left)` specifying the page margins.

`units` Page and margin size units. Either "in" or "cm" for inches and centimeters respectively.

`landscape` Paper orientation.

`display_header_footer` Display header and footer.

`print_background` Print background graphics.

`scale` Page scale factor.

`wait_` If FALSE, return a `promises::promise()` that will resolve when the `ChromoteSession` has saved the screenshot. Otherwise, block until the `ChromoteSession` has saved the screenshot.

**Method** `new_session()`: Create a new tab / window

*Examples:*

```

b1 <- ChromoteSession$new()
b1$Page$navigate("http://www.google.com")
b2 <- b1$new_session()
b2$Page$navigate("http://www.r-project.org/")
b1$Runtime$evaluate("window.location", returnByValue = TRUE)$result$value$href
#> [1] "https://www.google.com/"
b2$Runtime$evaluate("window.location", returnByValue = TRUE)$result$value$href
#> [1] "https://www.r-project.org/"

```

*Usage:*

```

ChromoteSession$new_session(
  width = 992,
  height = 1323,
  targetId = NULL,
  wait_ = TRUE
)

```

*Arguments:*

`width`, `height` Width and height of the new window.

`targetId` **Target** ID of an existing target to attach to. When a `targetId` is provided, the `width` and `height` arguments are ignored. If `NULL` (the default) a new target is created and attached to, and the `width` and `height` arguments determine its viewport size.

`wait_` If `FALSE`, return a `promises::promise()` that will resolve when the `ChromoteSession` has created a new session. Otherwise, block until the `ChromoteSession` has created a new session.

**Method** `get_session_id()`: Retrieve the session id

*Usage:*

```
ChromoteSession$get_session_id()
```

**Method** `respawn()`: Create a new session that connects to the same target (i.e. page) as this session. This is useful if the session has been closed but the target still exists.

*Usage:*

```
ChromoteSession$respawn()
```

**Method** `get_target_id()`: Retrieve the target id

*Usage:*

```
ChromoteSession$get_target_id()
```

**Method** `wait_for()`: Wait for a `Chromote Session` to finish. This method will block the R session until the provided promise resolves. The loop from `$get_child_loop()` will only advance just far enough for the promise to resolve.

*Examples:*

```

b <- ChromoteSession$new()

# Async with promise
p <- b$Browser$getVersion(wait_ = FALSE)
p$then(str)

```

```
# Async with callback
b$Browser$getVersion(wait_ = FALSE, callback_ = str)
```

*Usage:*

```
ChromoteSession$wait_for(p)
```

*Arguments:*

p A promise to resolve.

**Method** `debug_log()`: Send a debug log message to the parent [Chromote](#) object

*Examples:*

```
b <- ChromoteSession$new()
b$parent$debug_messages(TRUE)
b$Page$navigate("https://www.r-project.org/")
#> SEND {"method": "Page.navigate", "params": {"url": "https://www.r-project.org/"} | __truncated__}
# Turn off debug messages
b$parent$debug_messages(FALSE)
```

*Usage:*

```
ChromoteSession$debug_log(...)
```

*Arguments:*

... Arguments pasted together with `paste0(..., collapse = "")`.

**Method** `get_child_loop()`: **later** loop.

For expert async usage only.

*Usage:*

```
ChromoteSession$get_child_loop()
```

**Method** `send_command()`: Send command through Chrome DevTools Protocol.

For expert use only.

*Usage:*

```
ChromoteSession$send_command(
  msg,
  callback = NULL,
  error = NULL,
  timeout = NULL
)
```

*Arguments:*

msg A JSON-serializable list containing method, and params.

callback Method to run when the command finishes successfully.

error Method to run if an error occurs.

timeout Number of milliseconds for Chrome DevTools Protocol execute a method.

**Method** `get_auto_events()`: Resolved `auto_events` value.

For internal use only.

*Usage:*



ChromoteSession\$get\_auto\_events()

**Method** invoke\_event\_callbacks(): Immediately call all event callback methods.

For internal use only.

*Usage:*

ChromoteSession\$invoke\_event\_callbacks(event, params)

*Arguments:*

event A single event string

params A list of parameters to pass to the event callback methods.

**Method** mark\_closed(): Mark a session, and optionally, the underlying target, as closed. For internal use only.

*Usage:*

ChromoteSession\$mark\_closed(target\_closed)

*Arguments:*

target\_closed Has the underlying target been closed as well as the active debugging session?

**Method** is\_active(): Retrieve active status Once initialized, the value returned is TRUE. If \$close() has been called, this value will be FALSE.

*Usage:*

ChromoteSession\$is\_active()

**Method** check\_active(): Check that a session is active, erroring if not.

*Usage:*

ChromoteSession\$check\_active()

**Method** get\_init\_promise(): Initial promise

For internal use only.

*Usage:*

ChromoteSession\$get\_init\_promise()

**Method** print(): Summarise the current state of the object.

*Usage:*

ChromoteSession\$print(..., verbose = FALSE)

*Arguments:*

... Passed on to format() when verbose = TRUE

verbose The print method defaults to a brief summary of the most important debugging info; use verbose = TRUE to see the complex R6 object.

---

default\_chrome\_args     *Default Chrome arguments*

---

### Description

A character vector of command-line arguments passed when initializing any new instance of [Chrome](#). Single on-off arguments are passed as single values (e.g. "--disable-gpu"), arguments with a value are given with a nested character vector (e.g. c("--force-color-profile", "srgb")). See [here](#) for a list of possible arguments.

### Usage

```
default_chrome_args()
```

```
get_chrome_args()
```

```
set_chrome_args(args)
```

### Arguments

`args`             A character vector of command-line arguments (or NULL) to be used with every new [ChromoteSession](#).

### Details

Default chromote arguments are composed of the following values (when appropriate):

- **"--disable-gpu"**
  - Only added on Windows, as empirically it appears to be needed (if not, check runs on GHA never terminate).
  - Disables GPU hardware acceleration. If software renderer is not in place, then the GPU process won't launch.
- **"--no-sandbox"**
  - Only added when CI system environment variable is set, when the user on a Linux system is not set, or when executing inside a Docker container.
  - Disables the sandbox for all process types that are normally sandboxed. Meant to be used as a browser-level switch for testing purposes only
- **"--disable-dev-shm-usage"**
  - Only added when CI system environment variable is set or when inside a docker instance.
  - The /dev/shm partition is too small in certain VM environments, causing Chrome to fail or crash.
- **"--force-color-profile=srgb"**
  - This means that screenshots taken on a laptop plugged into an external monitor will often have subtly different colors than one taken when the laptop is using its built-in monitor. This problem will be even more likely across machines.

- Force all monitors to be treated as though they have the specified color profile.
- `"-disable-extensions"`
  - Disable extensions.
- `"-mute-audio"`
  - Mutes audio sent to the audio device so it is not audible during automated testing.

### Value

A character vector of default command-line arguments to be used with every new [ChromoteSession](#)

### Functions

- `default_chrome_args()`: Returns a character vector of command-line arguments passed when initializing Chrome. See Details for more information.
- `get_chrome_args()`: Retrieves the default command-line arguments passed to [Chrome](#) during initialization. Returns either NULL or a character vector.
- `set_chrome_args()`: Sets the default command-line arguments passed when initializing. Returns the updated defaults.

### Examples

```
old_chrome_args <- get_chrome_args()

# Disable the gpu and use of `/dev/shm`
set_chrome_args(c("--disable-gpu", "--disable-dev-shm-usage"))

#... Make new `Chrome` or `ChromoteSession` instance

# Restore old defaults
set_chrome_args(old_chrome_args)
```

---

```
default_chromote_object
```

*Default Chromote object*

---

### Description

Returns the Chromote package's default [Chromote](#) object. If there is not currently a default Chromote object that is active, then one will be created and set as the default.

### Usage

```
default_chromote_object()

has_default_chromote_object()

set_default_chromote_object(x)
```

**Arguments**

x                    A [Chromote](#) object.

**Details**

[ChromoteSession\\$new\(\)](#) calls this function by default, if the parent is not specified. That means that when [ChromoteSession\\$new\(\)](#) is called and there is not currently an active default Chromote object, then a new Chromote object will be created and set as the default.

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find\_chrome

*Find path to Chrome or Chromium browser*

---

**Description**

**chromote** requires a Chrome- or Chromium-based browser with support for the Chrome DevTools Protocol. There are many such browser variants, including [Google Chrome](#), [Chromium](#), [Microsoft Edge](#) and others.

If you want **chromote** to use a specific browser, set the CHROMOTE\_CHROME environment variable to the full path to the browser's executable. Note that when CHROMOTE\_CHROME is set, **chromote** will use the value without any additional checks. On Mac, for example, one could use Microsoft Edge by setting CHROMOTE\_CHROME with the following:

```
Sys.setenv(
  CHROMOTE_CHROME = "/Applications/Microsoft Edge.app/Contents/MacOS/Microsoft Edge"
)
```

When CHROMOTE\_CHROME is not set, find\_chrome() will perform a limited search to find a reasonable executable. On Windows, find\_chrome() consults the registry to find chrome.exe. On Mac, it looks for Google Chrome in the /Applications folder (or tries the same checks as on Linux). On Linux, it searches for several common executable names.

**Usage**

```
find_chrome()
```

**Value**

A character vector with the value of CHROMOTE\_CHROME, or a path to the discovered Chrome executable. If no path to is found, find\_chrome() returns NULL.

**Examples**

```
find_chrome()
```

# Index

Browser, [2](#), [3](#), [6](#), [9](#)  
browseURL(), [6](#), [11](#)

Chrome, [3](#), [6](#), [11](#), [18](#), [19](#)  
ChromeRemote, [4](#)  
Chromote, [5](#), [9–11](#), [16](#), [19](#), [20](#)  
chromote::Browser, [3](#), [4](#)  
ChromoteSession, [7](#), [9](#), [18–20](#)

default\_chrome\_args, [18](#)  
default\_chromote\_object, [19](#)  
default\_chromote\_object(), [10](#)

find\_chrome, [20](#)

get\_chrome\_args (default\_chrome\_args),  
[18](#)  
get\_chrome\_args(), [3](#), [4](#)

has\_default\_chromote\_object  
(default\_chromote\_object), [19](#)

processx::process, [3](#)  
promises::promise(), [7](#), [11](#), [14](#), [15](#)

set\_chrome\_args (default\_chrome\_args),  
[18](#)  
set\_default\_chromote\_object  
(default\_chromote\_object), [19](#)