SvgSetSize

Sets the underlying XML document from an SVG element.

> **Important Note:** Before r21155 (3157905) the provided callback wasn't stored on the SVG and was only fired **once** after the function had performed its task. This is no longer the case - each SVG can now store a single callback function (optional) which is fired **every time** the SVG texture has been changed/updated.

Contents

Syntax

```
bool svgSetSize( svg svgElement, int width, int height [, function callback ( element svg ) ] )
```

Required Arguments

- **svgElement:** The svg element you want to set the size of.
- **width:** Desired width, preferably power of two (16, 32, 64 etc.), maximum is 4096
- **height :** Desired height, preferably power of two (16, 32, 64 etc.), maximum is 4096

Optional Arguments

NOTE: When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **callback:** A callback function which is stored on the SVG and fired every time the SVG texture is updated (for example, via svgSetDocumentXML). **Note**: if present, this will overwrite the current callback stored on the svg

Returns

- Returns **true** if successful, **false** otherwise