GuiCreateBrowser

ADDED/UPDATED IN VERSION 1.5.0 r7172:

This function creates a new CEGUI web browser element.
The difference between this and createBrowser is that this function handles inputs internally, and it can be attached to GUI windows. So the createBrowser function is more suitable for custom dx based interfaces, while this one is favorable for CEGUI all-in-all integration. You can learn more about the differences [here].

Syntax

```
gui-browser guiCreateBrowser ( float x, float y, float width, float height, bool isLocal, bool isTransparent, [ bool isRelative = false, gui-element parent = nil ] )
```

OOP Syntax Help! I don't understand this!

> **Method**: *GuiBrowser(...)*

Required Arguments

- **x:** A float of the 2D x position of the browser on a player's screen. This is affected by the *relative* argument.
- **y:** A float of the 2D y position of the browser on a player's screen. This is affected by the *relative* argument.
- **width:** The browser's native width. This should be greater than or equal to 1.
- **height:** The browser's native height. This should be greater than or equal to 1.
- **isLocal:** Sets whether the browser can only show local content or content from the internet (see examples over here for more information)
- **isTransparent:** *true* if you want the browser to support transparency, *false* otherwise

Providing a size of (0,0) will be a hard error.

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.

- **isRelative:** This is whether sizes and positioning are relative. If this is *true*, then all x,y,width,height floats must be between 0 and 1, representing sizes/positions as a fraction of the screen size. If *false*, then the size and co-ordinates are based on client's resolution, accessible using guiGetScreenSize.
- **parent:** This is the parent that the radio button is attached to. If the relative argument is true, sizes and positioning will be made relative to this parent. If the relative argument is false, positioning will be the number of offset pixels from the parent's origin. If no parent is passed, the parent will become the screen - causing positioning and sizing according to screen positioning.

Returns

Returns a gui-browser element if it was created successfully, *false* otherwise. Returns also *false*, if the user disabled remote pages and *isLocal* was set to *false*.