ResizeBrowser

Allows resizing of CEF browsers at runtime.

> ⚠️ **Warning:** Do **not** use this function with onClientRender as it re-creates the underlying texture internally (which is an expensive operation).

Syntax

```
bool resizeBrowser ( browser webBrowser, float width, float height )
```

Required Arguments

- **webBrowser:** The browser you want to resize.
- **width:** The new width of the browser.
- **height:** The new height of the browser.

Returns

Returns *true* if the browser is resized successfully, *false* if there's something wrong.