CreateBrowser

This function creates a new web browser element.

> **Note:** You can also enable CEF development tools using toggleBrowserDevTools

Syntax

```
element createBrowser ( int width, int height, bool isLocal [, bool transparent = false ] )
```

OOP Syntax Help! I don't understand this!

> **Method**: *Browser(...)*

Required Arguments

- **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 for more information)

Invalid sizes will be a hard error.

Optional Arguments

- **transparent:** *true* if you want the browser transparent, *false* for opaque.

Returns

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

Local Example

> ⚠ **Warning:** The scheme for local files has changed. Please read Local Scheme Handler for details.

This example shows you how to create a fullscreen web browser (showing a local html file) without input-handling.

```
--In order to render the browser on the full screen, we need to know the dimensions.
local screenWidth, screenHeight = guiGetScreenSize()

--Let's create a new browser in local mode. We will not be able to load an external URL.
local webBrowser = createBrowser(screenWidth, screenHeight, true, false)

--This is the function to render the browser.
function webBrowserRender()
        --Render the browser on the full size of the screen.
        dxDrawImage(0, 0, screenWidth, screenHeight, webBrowser, 0, 0, 0, tocolor(255,255,255,255), true)
end

--The event onClientBrowserCreated will be triggered, after the browser has been initialized.
--After this event has been triggered, we will be able to load our URL and start drawing.
addEventHandler("onClientBrowserCreated", webBrowser,
        function()
                --After the browser has been initialized, we can load our file.
                loadBrowserURL(webBrowser, "http://nrp/local/html/site.html")
                --Now we can start to render the browser.
                addEventHandler("onClientRender", root, webBrowserRender)
        end
)
```

Remote Example

This example shows you how to create a fullscreen web browser (showing youtube.com) without input-handling. Remember, that youtube.com is on the global whitelist. If you want to load a domain/page that is not on the global whitelist, you have to request it with requestBrowserDomains.

```lua
--In order to render the browser on the full screen, we need to know the dimensions.
local screenWidth, screenHeight = guiGetScreenSize()

--Let's create a new browser in remote mode.
local webBrowser = createBrowser(screenWidth, screenHeight, false, false)

--Function to render the browser.
function webBrowserRender()
        --Render the browser on the full size of the screen.
        dxDrawImage(0, 0, screenWidth, screenHeight, webBrowser, 0, 0, 0, tocolor(255,255,255,255), true)
end

--The event onClientBrowserCreated will be triggered, after the browser has been initialized.
--After this event has been triggered, we will be able to load our URL and start drawing.
addEventHandler("onClientBrowserCreated", webBrowser,
        function()
                --After the browser has been initialized, we can load www.youtube.com
                loadBrowserURL(webBrowser, "http://www.youtube.com")
                --Now we can start to render the browser.
                addEventHandler("onClientRender", root, webBrowserRender)
        end
)
```