

# LoadBrowserURL

This function loads the specified URL.

**Note:** You should use `requestBrowserDomains` first to request permission to load the url on the client.

**Note:** Calling `loadBrowserURL` right after `createBrowser` will not work normally due to the nature of the asynchronous browser interface. Refer to `onClientBrowserCreated` for more information.

## Syntax

```
bool loadBrowserURL ( browser webBrowser, string url [, string postData = "", bool urlEncoded = true ] )
```

**OOP Syntax** Help! I don't understand this!

**Method:** *browser:loadURL(...)*

**Variable:** *.url*

**Counterpart:** *getBrowserURL*

## Required arguments

- **webBrowser:** The browser element which will load the URL
- **url:** The url you want to load. It can either contain a remote website ("http://" prefix) or a website stored within a local resource ("http://nrp/local/gui.html" for example, see Local Scheme Handler for details).

## Optional Arguments

- **postData:** The post data passed to the website. Its content type can be any type (e.g. JSON) if `urlEncoded` is set to *false*
- **urlEncoded:** If set to *true*, it will be available f.e. in PHP's `$_POST` variable (the content type is: *application/x-www-form-urlencoded*)

## Returns

Returns *true* if the URL was successfully loaded.