

# CreateBlip

This function creates a blip element, which is displayed as an icon on the client's radar.

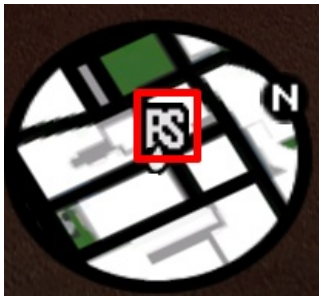
## Syntax

Server

```
blip createBlip ( float x, float y, float z [, int icon = 0, int size = 2, int r = 255, int g = 0, int b = 0, int a = 255, int ordering = 0, float visibleDistance = 16383.0, element visibleTo = getRootElement( ) ] )
```

Client

```
blip createBlip ( float x, float y, float z [, int icon = 0, int size = 2, int r = 255, int g = 0, int b = 0, int a = 255, int ordering = 0, float visibleDistance = 16383.0 ] )
```



example

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

**Method:** *Blip(...)*

## Required Arguments

- **x:** The x position of the blip, in world coordinates.
- **y:** The y position of the blip, in world coordinates.
- **z:** The z position of the blip, in world coordinates.

## 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.

- **icon:** The icon that the radar blips should be. Default is 0. Valid values can be seen at Radar Blips
- **size:** The size of the radar blip. Only applicable to the *Marker* icon. Default is 2. Maximum is 25.
- **r:** The amount of red in the blip's color (0-255). Only applicable to the *Marker* icon. Default is 255.
- **g:** The amount of green in the blip's color (0-255). Only applicable to the *Marker* icon. Default is 0.
- **b:** The amount of blue in the blip's color (0-255). Only applicable to the *Marker* icon. Default is 0.
- **a:** The amount of alpha in the blip's color (0-255). Only applicable to the *Marker* icon. Default is 255.
- **ordering:** This defines the blip's Z-level ordering (-32768-32767). Default is 0.
- **visibleDistance:** The maximum distance from the camera at which the blip is still visible (0-65535).

Server

- **visibleTo:** This defines which elements can see the blip. Defaults to visible to everyone. See visibility.

## Returns

Returns an element of the blip if it was created successfully, *false* otherwise.