


















































Radar Blips

These are the blip icon ids you can use in createBlip, createBlipAttachedTo, getBlipIcon and setBlipIcon.

- **0:** Marker  *If higher than player:  If lower than player: *
- **1:** White_square  *Note: it's actually white, darkened for display here*
- **2:** Centre 
- **3:** Map_here 
- **4:** North 
- **5:** Airyard 
- **6:** Gun 
- **7:** Barbers 
- **8:** Big_smoke 
- **9:** Boatyard 
- **10:** Burgershot 
- **11:** Bulldozer 
- **12:** Cat_pink 
- **13:** Cesar 
- **14:** Chicken 
- **15:** Cj 
- **16:** Crash1 
- **17:** Diner 
- **18:** Emmetgun 
- **19:** Enemyattack 
- **20:** Fire 
- **21:** Girlfriend 
- **22:** Hospital 
- **23:** Loco 
- **24:** Madd Dogg 
- **25:** Mafia 
- **26:** Mcstrap 
- **27:** Mod_garage 
- **28:** Ogloc 
- **29:** Pizza 
- **30:** Police 
- **31:** Property_green 
- **32:** Property_red 
- **33:** Race 
- **34:** Ryder 
- **35:** Savehouse 
- **36:** School 
- **37:** Mystery 
- **38:** Sweet 
- **39:** Tattoo 
- **40:** Truth 
- **41:** Waypoint 
- **42:** Toreno ranch 
- **43:** Triads 
- **44:** Triads casino 
- **45:** Tshirt 
- **46:** Woozie 
- **47:** Zero 
- **48:** Date_disco 
- **49:** Date_drink 
- **50:** Date_food 
- **51:** Truck 
- **52:** Cash 
- **53:** Flag 
- **54:** Gym 
- **55:** Impound 
- **56:** Runway_light 
- **57:** Runway 
- **58:** Gang_b 
- **59:** Gang_p 
- **60:** Gang_y 
- **61:** Gang_n 
- **62:** Gang_g 
- **63:** Spray 

Blip Functions

- createBlip
- createBlipAttachedTo
- getBlipColor
- getBlipIcon
- getBlipOrdering
- getBlipSize
- getBlipVisibleDistance
- setBlipColor
- setBlipIcon
- setBlipOrdering
- setBlipSize
- setBlipVisibleDistance