CreateBlipAttachedTo

This function creates a blip that is attached to an element. This blip is displayed as an icon on the client's radar and will 'follow' the element that it is attached to around.

Syntax

Server

```
blip createBlipAttachedTo ( element elementToAttachTo [, 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 createBlipAttachedTo ( element elementToAttachTo [, 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 ] )
```

OOP Syntax Help! I don't understand this!

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

Required Arguments

- **elementToAttachTo:** The element to attach the blip to.

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. Valid values can be seen at Radar Blips
- **size:** The size of the radar blip. Only applicable to the *Marker* icon. Default value 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:** What elements can see the blip. Defaults to visible to everyone. See visibility.

Returns

Returns a blip if the blip was succesfully, or *false* otherwise.