Shared function

AttachElements

This function attaches one element to another, so that the first one follows the second whenever it moves.

If an attempt is made to attach two elements that are already attached the opposite way (eg theElement becomes theAttachToElement and vice versa), the 1st attachment order is automatically detached in favor of the 2nd attachment order. For example, if carA was attached to carB, now carB is attached to carA. Also, an element cannot be attached to two separate elements at one time. For example, two cars can be attached to one single car, but one single car cannot be attached to two separate cars. If you attempt to do this, the existing attachment will automatically be dropped in favor of the new attachment. For example, if carA is asked to attached to carB then carC, it is only attached to carC.

This is not compatible with all elements. The following elements are compatible:

- Peds
- Players
- Blips
- Vehicles
- Objects
- Markers
- Pickups
- Sounds
- Colshapes
- Weapons
- Cameras

> **Note:**
>
> - The offset coodinates reflect the object space, not the world space. This means that you cannot calculate the exact offsets between two objects by pre-positioning them in the map editor as a reference. Please see attachElementsOffsets for more details.
> - Due to a limitation in GTA, unexpected attach rotations may occur if all rotation offsets are non-zero. (i.e. Try to ensure at least one of 'xRotOffset', 'yRotOffset' or 'zRotOffset' is zero).

Syntax

```
bool attachElements ( element theElement, element theAttachToElement, [ float xPosOffset = 0, float yPosOffset = 0, float zPo
sOffset = 0, float xRotOffset = 0, float yRotOffset = 0, float zRotOffset = 0 ] )
```

OOP Syntax Help! I don't understand this!

> **Method**: *element:attach(...)*
> **Counterpart**: *detachElements*

Required Arguments

- **theElement:** The element to be attached.
- **theAttachToElement:** The element to attach the first 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.

- **xPosOffset:** The x offset, if you want the elements to be a certain distance from one another (default 0).
- **yPosOffset:** The y offset (default 0).
- **zPosOffset:** The z offset (default 0).
- **xRotOffset:** The x rotation offset (default 0).
- **yRotOffset:** The y rotation offset (default 0).
- **zRotOffset:** The z rotation offset (default 0).

Returns

Returns *true* if the attaching process was successful, *false* otherwise.