

# attachBlipToVehicle

From Mafia2-Online

## Description

This function is used to attach a blip to a vehicle.

## Parameters

(int blipid, int vehicleid)	
int blipid	The ID of the blip you want to destroy
int vehicleid	The ID of the vehicle

## Example

```
?  
1function playerSpawnEvent( playerid )  
2{  
3    local vehicleid = createVehicle( 0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0 );  
4    local blipid = createBlip( -300.0, 120.0, 0, 1 );  
5    attachBlipToVehicle( blipid, vehicleid );  
6    return 1;  
7}  
8addEventHandler ( "onPlayerSpawn", playerSpawnEvent );
```

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