

# attachBlipToPlayer

From Mafia2-Online

## Description

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

## Parameters

(int blipid, int playerid)	
int blipid	The ID of the blip you want to destroy
int playerid	The ID of the player

## Example

```
?
1function onConnect( playerid, name, ip, serial )
2{
3    local blipid = createBlip( -300.0, 120.0, 0, 1 );
4    attachBlipToPlayer( blipid, playerid );
5    return 1;
6}
7addEventHandler( "onPlayerConnect", onConnect );
```

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