attachBlipToPed

From Mafia2-Online

Description

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

Parameters

(int blipid, int pedid)	
int blipid	The ID of the blip you want to destroy
int pedid	The ID of the ped

Example

```
?
1 function playerSpawnEvent( playerid )
2 {
3    local pedid  = createPed( 0, 100.0, 100.0, -20.0, 0.0, 0.0, 0.0 );
4    local blipid = createBlip( -300.0, 120.0, 0, 1 );
5    attachBlipToPed( blipid, pedid );
6    return 1;
7 }
8 addEventHandler ( "onPlayerSpawn", playerSpawnEvent );
```

Retrieved from "http://wiki.mafia2-online.com/index.php?title=AttachBlipToPed&oldid=225"

- This page was last modified on 10 November 2015, at 17:28.