

SetPedExitVehicle

This function makes a ped exit a vehicle, similar to the enter_exit control state.

Note: This function only works on synced peds and vehicles (i.e. created server-side).

Syntax

```
bool setPedExitVehicle ( ped thePed )
```

Required Arguments

- **thePed:** The player or ped to exit the vehicle.

Returns

Returns *true* if the function was successful, *false* otherwise.

When this function returns *true*, the client will ask server for permission to exit a vehicle.

This function returns *false* in the following cases

- Invalid arguments were parsed.
- Time passed since last enter/exit for this ped is less than 1500 ms.
- The ped is already being jacked.