

OnVehicleEnter

This event is triggered when a player or ped enters a vehicle.

Parameters

ped thePed, int seat, player jacked

- **thePed**: a player or ped element who is entering the vehicle.
- **seat**: an int representing the seat in which the ped is entering. Seat 0 is the driver's seat.
- **jacked**: a player or ped element representing who has been jacked.

Source

The source of this event is the vehicle that was entered.