

# OnClientVehicleStartEnter

This event is triggered when a ped or player starts entering a vehicle. Once the entering animation completes, onClientVehicleEnter is triggered.

## Parameters

ped thePed, int seat, int door

- **thePed:** the ped that just started entering a vehicle.
- **seat:** the number of the seat he is going to sit on.
- **door:** An integer of which door the ped used (0-3). 0 is driver side door, 1 is front passenger, 2 is back left, 3 is back right.

## Source

The source of this event is the vehicle the ped is entering.

## Cancel effect

This event can be canceled, but only for the local player or peds synced by the client. If cancelled, they will not begin to enter the vehicle.