

GetVehicleOccupant

This function gets the player sitting/trying to enter the specified vehicle.

Syntax

```
player getVehicleOccupant ( vehicle theVehicle, [ int seat=0 ] )
```

OOP Syntax Help! I don't understand this!

Method: *vehicle:getOccupant(...)*

Required Arguments

- **theVehicle:** the vehicle of which you wish to retrieve the driver or a passenger.

Optional Arguments

NOTE: When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **seat:** the seat where the player is sitting (0 for driver, 1+ for passengers).

Returns

Returns the player sitting in the vehicle, or *false* if the seat is unoccupied or doesn't exist.