IsPedInVehicle

Checks whether or not a given ped is currently in a vehicle.

> **Note:** Client side IsPedInVehicle only returns *true* if the ped is physically inside a vehicle. To check if the ped is entering or exiting a vehicle, use: `getPedOccupiedVehicle(ped) ~= false`

> **Note:** Server side IsPedInVehicle returns whether the ped is entering, inside or exiting a vehicle.

Syntax

```
bool isPedInVehicle ( ped thePed )
```

OOP Syntax Help! I don't understand this!

> **Method**: *ped:isInVehicle(...)*
> **Variable**: *.inVehicle*

Required Arguments

- **thePed:** the ped you want to check.

Returns

Returns *true* if the ped is in a vehicle, *false* if he is on foot or an invalid element was passed.