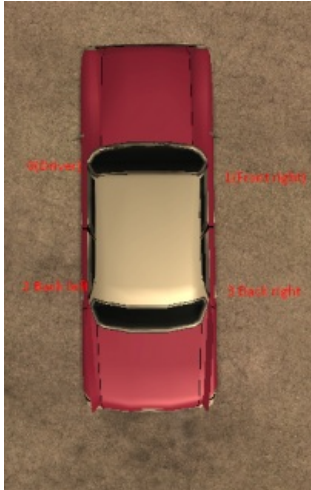# WarpPedIntoVehicle

This function is used to warp or force a ped into a vehicle. There are no animations involved when this happens.

Vehicle seat ids

Available client side from 1.3.1 (It will only work with client side vehicles and peds)

> **Important Note:** If you used setElementPosition to spawn the ped/player, this function will not work and returns **false**.

Syntax

```
bool warpPedIntoVehicle ( ped thePed, vehicle theVehicle, [ int seat=0 ] )
```

OOP Syntax Help! I don't understand this!

> **Note**: *Set the variable to nil to execute removePedFromVehicle*
> **Method**: *ped:warpIntoVehicle(...)*
> **Variable**: *.vehicle*
> **Counterpart**: *getPedOccupiedVehicle*

Required Arguments

- **thePed:** The ped which you wish to force inside the vehicle
- **theVehicle:** The vehicle you wish to force the ped into

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:** An integer representing the seat ID.
  - **0:** Front-left
  - **1:** Front-right
  - **2:** Rear-left
  - **3:** Rear-right

Returns

Returns *true* if the operation is successful, *false* otherwise.