OnVehicleExit

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

Parameters

```
ped thePed, int seat, ped jacker, bool forcedByScript
```

- **thePed**: a player or ped element who exited the vehicle.
- **seat**: an int representing the seat in which the ped exited from.
- **jacker**: a player or ped element who jacked the driver.

- **forcedByScript:** a boolean representing whether the exit was forced using removePedFromVehicle or by the ped/player.

Source

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