

GetPedOccupiedVehicle

This function gets the vehicle that the ped is currently in or is trying to enter, if any.

Syntax

```
vehicle getPedOccupiedVehicle ( ped thePed )
```

OOP Syntax Help! I don't understand this!

Note: *Set the variable to nil to execute removePedFromVehicle*

Method: *ped:getOccupiedVehicle(...)*

Variable: *.vehicle*

Counterpart: *warpPedIntoVehicle*

Required Arguments

- **thePed:** The ped whose vehicle you're looking up.

Returns

Returns the vehicle that the specified ped is in, or *false* if the ped is not in a vehicle or is an invalid ped.