OnPedVehicleEnter

This event is triggered when a ped enters a vehicle.

Parameters

```
vehicle theVehicle, int seat, ped jacked
```

- **theVehicle**: A vehicle element representing the vehicle that was entered.
- **seat**: An int representing the seat in which the ped is entering.
- **jacked**: A player or ped element representing who has been jacked.

Source

The source of this event is the ped that entered the vehicle.