OnVehicleStartExit

This event is triggered when a player or ped starts to exit a vehicle. This event can be used to cancel exit, if necessary.

Parameters

```
ped exitingPed, int seat, ped jacked, int door
```

- **exitingPed**: a player or ped element who is starting to exit a vehicle.
- **seat**: an int representing the seat in which the ped is exiting from.
- **jacked**: a player or ped element representing who is jacking.
- **door**: an int representing the door that the ped is using to leave.

Source

The source of this event is the vehicle in which a ped began to exit.

Canceling

If this event is canceled, the ped will not exit the vehicle.