

# RemovePedFromVehicle

This function removes a ped from a vehicle immediately. This works for drivers and passengers. Note that this removes the ped from the vehicle and puts him in the exact position where the command was initiated.

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

## Syntax

```
bool removePedFromVehicle ( ped thePed )
```

**OOP Syntax** Help! I don't understand this!

**Note:** *Set the variable to nil to execute this function*

**Method:** *ped:removeFromVehicle(...)*

**Variable:** *.vehicle*

## Required Arguments

- **thePed:** The ped you wish to remove from a vehicle

## Returns

Returns *true* if the operation was successful, *false* if the specified ped is not valid or if it isn't in a vehicle.