OnPlayerVehicleExit

This event is triggered when a player leaves a vehicle, for whatever reason.

Parameters

```
vehicle theVehicle, int seat, ped jacker, bool forcedByScript
```

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

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

Source

The source of this event is the player that left the vehicle.