GetVehicleController

This function is used to get the player in control of the specified vehicle which includes somebody who is trying to enter the drivers seat.

Syntax

```
player getVehicleController ( vehicle theVehicle )
```

OOP Syntax Help! I don't understand this!

> **Method**: *vehicle:getController(...)*
> **Variable**: *.controller*

Required Arguments

- **theVehicle:** the vehicle you want to get the 'controller' of.

Returns

Returns a player object, if there isn't a driver, it will search the 'trailer chain' for the front driver, *false* otherwise.