

OnClientVehicleExit

This event gets fired when a ped or player gets out of a vehicle.

Parameters

ped thePed, int seat

- **thePed:** the player or ped element that exited the vehicle
- **seat:** the number of the seat that the player was sitting on. 0 = driver, higher numbers are passenger seats.

Source

The source of the event is the vehicle that the ped exited.