OnVehicleStartEnter

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

Parameters

```
ped enteringPed, int seat, ped jacked, int door
```

- **enteringPed**: a player or ped element who is starting to enter a vehicle.
- **seat**: an int representing the seat in which the ped is entering.
- **jacked**: a player or ped element representing who is going to be jacked.
- **door**: an int of which door is being used (0-3). 0 is driver side door, 1 is front passenger, 2 is back left, 3 is back right.

Source

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

Canceling

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