GetVehicleOccupants

This function gets all peds sitting in the specified vehicle.

Syntax

```
table getVehicleOccupants ( vehicle theVehicle )
```

OOP Syntax Help! I don't understand this!

> **Method**: *vehicle:getOccupants(...)*
> **Variable**: *.occupants*

Required Arguments

- **theVehicle:** the vehicle of which you wish to retrieve the occupants.

Returns

Returns a table with seat ID as an index and the occupant as an element like this: table[seat] = occupant

Returns *false* if an invalid vehicle was passed or if the vehicle has no seats (like a trailer)

COUNTING PLAYERS IN A VEHICLE

Don't use an ipairs loop with the table returned by this function. It will skip the driver, as ipairs starts at 1 and the driver seat is ID 0. And if there's an empty seat, ipairs will stop looping. You should use a pairs loop instead.

```
local counter = 0

for seat, player in pairs(getVehicleOccupants(pseudoVehicle)) do
    counter = counter + 1
end

outputDebugString("Players in your vehicle: ".. counter)
```