OnPlayerVehicleEnter

This event is triggered when a player enters a vehicle.

Parameters

```
vehicle theVehicle, int seat, ped jacked
```

- **theVehicle**: a vehicle element representing the vehicle that was entered.
- **seat**: an int representing the seat in which the player is entering.
- **jacked**: a player or ped element representing who has been jacked.

Source

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