OnPedVehicleExit

This event is triggered when a ped leaves a vehicle.

Parameters

```
vehicle theVehicle, int seat, ped jacker, bool forcedByScript
```

- **theVehicle**: A vehicle element representing the vehicle in which the ped exited from.
- **seat**: An int representing the seat in which the ped was before exiting.
- **jacker**: A player or ped element representing who jacked the driver.
- **forcedByScript:** A boolean representing whether the exit was forced using removePedFromVehicle or by the ped.

Source

The source of this event is the ped that left the vehicle.