

# OnClientVehicleStartExit

This event is triggered when a ped or player starts exiting a vehicle. Once the exiting animation completes, onClientVehicleExit is triggered.

## Parameters

ped thePed, int seat, int door

- **thePed:** the ped who started exiting the vehicle.
- **seat:** the number of the seat that the ped was sitting on.
- **door:** the number of the door that the ped is using to leave.

## Source

The source of this event is the vehicle that the ped started to exit.