

onPlayerVehicleEnter

From Mafia2-Online

Description

This event is triggered when a player enters a vehicle

Parameters

```
(int playerid, int vehicleid, int seat)
```

<code>int playerid</code>	The ID of the player
<code>int vehicleid</code>	The ID of the vehicle the player entered
<code>int seat</code>	The seat the player is sitting in

Example

```
?  
1 function playerEnteredVehicle( playerid, vehicleid, seat )  
2 {  
3     log( getPlayerName(playerid) + " entered vehicle " + vehicleid.toString() + " (seat: " +  
4     seat.toString() + ")." );  
5     return 1;  
6 }  
addEventHandler ( "onPlayerVehicleEnter", playerEnteredVehicle);
```

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