

onPlayerVehicleExit

Client-side event

This event is triggered when a player exits a vehicle

Syntax

```
?  
1[EVENT] bool onPlayerVehicleExit ( int playerid, int vehicleid, int seat )
```

Example

```
?  
1addEventHandler("onPlayerVehicleExit", function(playerid, vehicleid, seat) {  
2    log("PLAYER #" + playerid + " JUST LEFT HIS VEHICLE!!");  
3});
```

See Also

Template:Player events Template:Vehicle events

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Category: Client events

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