

putPlayerInVehicle

From Mafia2-Online

Description

This function is used to put a player into a vehicle.

Parameters

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

<code>int playerid</code>	The ID of the player
<code>int vehicleid</code>	The vehicleid to put the player in
<code>int seat</code>	The ID of the seat to put the player in

Example

```
?  
1function playerSpawnEvent( playerid )  
2{  
3    local vehicleid = createVehicle( 0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0 );  
4    putPlayerInVehicle( playerid, vehicleid, 0 );  
5    return 1;  
6}  
7addEventHandler ( "onPlayerSpawn", playerSpawnEvent );
```

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