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- Microsoft Paint (For Identifying Colours)
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For Making This Guide Possible!

## Basic Game Information

- System Requirements
- Starting Up the Game for the First Time
- Keyboard & Xbox Controls

## Gameplay

- Setting Up the Outgauge
- Spawning Vehicles and Props
- Changing the Time of Day
- Enabling AI Controlled Vehicles
- Finding the Current Game Version

## Content

- Vehicle List (In Game)
- Vehicle List (In Development)
- Level/Map List (In Game)
- Level/Map List (In Development)
- Prop List
- UI App List
- Menu Types

## Content Creation

- Vehicle Creation
- Terrain Creation
- UI Creation

## Additional Programming

# Basic Game Information

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# System Requirements

## Minimum Requirements:

**CPU:** Dual-core processor with at least 2 GHz clock speed  
**RAM:** 4GB  
**GPU:** Something better than integrated graphics (at least 512MB Video RAM)  
**Operating System:** Windows 7/8 (32bit or 64bit)

## Recommended Requirements:

**CPU:** Quad-core processor (Intel) or recent Eight-core processor (AMD) with at least 3 GHz clock speed  
**RAM:** 8GB DDR3  
**GPU:** GTX 670 or Radeon HD 7950 or better (1GB Video Ram)  
**Operating System:** Windows 7/8 (32bit or 64bit)

### IMPORTANT:

*This game is NOT COMPATIBLE anything except Microsoft Windows. It does not currently work on Mac OS or GNU/Linux operating systems.*

*A 64-bit operating system is recommended as BeamNG.Drive can use a lot of RAM (1.5-2GB). Also, graphical performance scales hugely with resolution. A high end gaming rig might suffer at large resolutions like 2560x1600, which is nearly double the pixels of 1920x1200.*

# Starting Up the Game for the First Time

When you first start up the game for the first time (experimental if updated to 0.3.1, stable if updated to 0.3.7.6), you'll automatically be directed to the **Home Menu**. It should look something like this:

Steam User Name (Shows if BNG is downloaded & linked with Steam.)

Current Build  
(Stable or Experimental)  
Change Log/Update Center



When the "Play" button (seen on page 5) is clicked, you should see the **Level Selection Menu** screen like this:





































