



## Special Thanks To:

The Devs (For the Game):

- Saskia Opitz
- Thomas Fischer "tdev" (<http://www.beamng.com/members/1-tdev>)
- Lefteris Stamatogiannakis "estama" (<http://www.beamng.com/members/178-estama>)
- Luis Anton Rebollo "Souga"
- Micro Weigel "theshark" (<http://www.beamng.com/members/93-theshark>)
- Theodoros Manouilidis
- Xiaoyi Wang
- Rajinder
- Sam Millington "DrowsySam" (<http://www.beamng.com/members/3497-DrowsySam>)
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- Adobe Reader (For opening this PDF)

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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

- Spawning Vehicles and Props
- Changing the Time of Day
- Enabling AI Controlled Vehicles

## Content

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

# 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

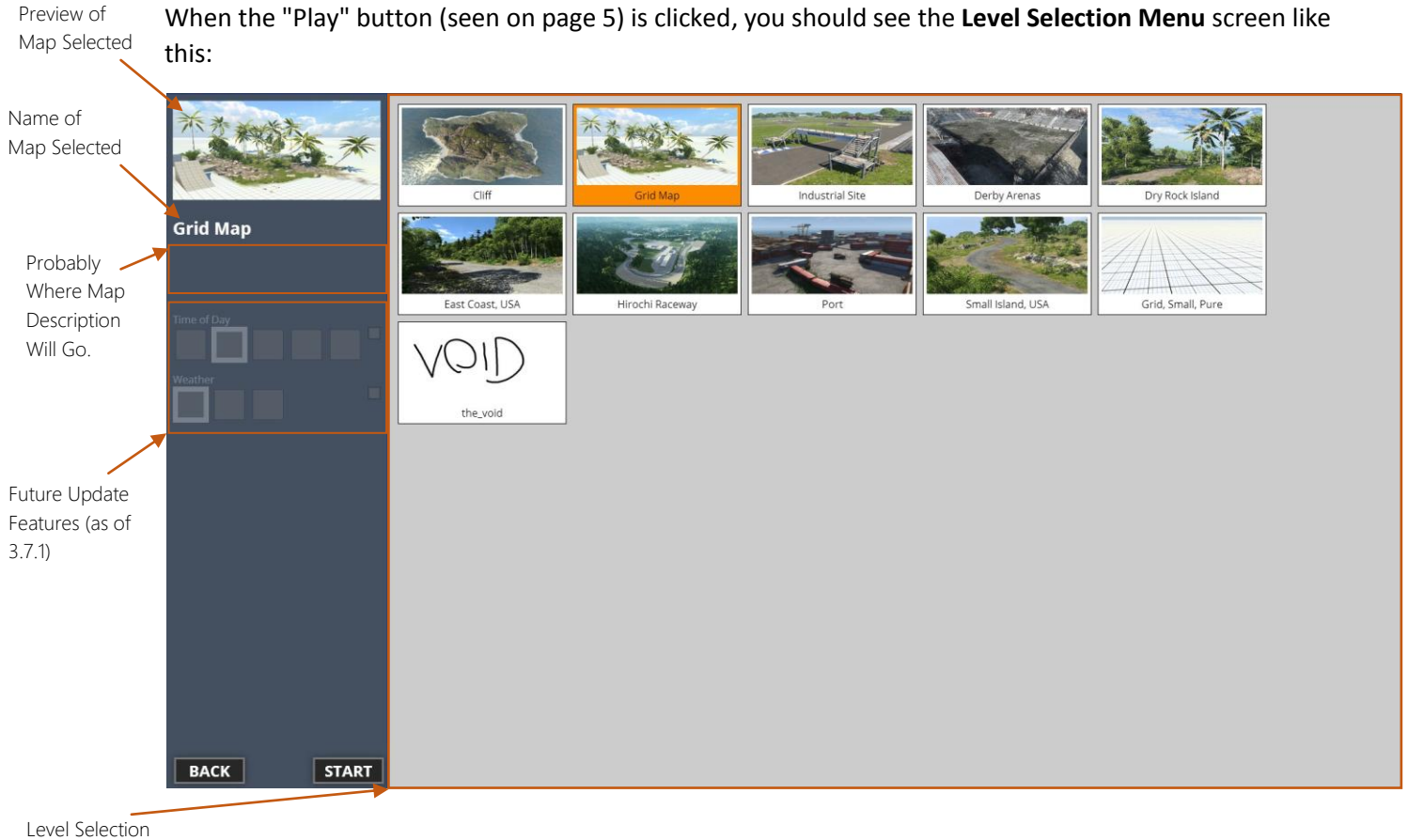
When you first start up the game for the first time (experimental if updated to 0.3.1, stable if updated to 0.3.7.6), you'll automatically be directed to the **Home Menu**. It should look something like this:

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:



When the "Options" button is clicked (or Ctrl+O while in game), two windows will pop-up. You can change game settings here in the **Options Menu**.



## Keyboard & Xbox Controls

Vehicle Controls:

Action	Keyboard	Xbox 360 Controller
Steer/Brake/Accelerate	Arrow Keys	Left Thumb
Parking Brake	P	Right Bumper
Switch Camera	C	Back
Respawn	R	N/A
Rotate Camera	Numpad or Right Mouse	Right Thumb
Reset Camera	Numpad 5	Right Thumb Button
Clutch	Left Shift	Left Bumper
Shift Up	X	A
Shift Down	Z	X
Toggle Shifter Mode	Q	N/A
Left Signal	,	D-Pad Left
Right Signal	.	D-Pad Right
Hazard Lights	/	D-Pad Down
Headlights	N	D-Pad Up

## Debug Controls:

Action	Keyboard	Xbox 360 Controller
Toggle Help Screens	F1	N/A
Toggle FPS	Ctrl+F	N/A
Previous Debug Mode	K	N/A
Next Debug Mode	L	N/A
Debug Mode 1	Shift+F1	N/A
Debug Mode 2	Shift+F2	N/A
Debug Mode 3	Shift+F3	N/A
Debug Mode 4	Shift+F4	N/A
Debug Mode 5	Shift+F5	N/A
Debug Mode 6	Shift+F6	N/A
Debug Mode 7	Shift+F7	N/A
Debug Mode 8	Shift+F8	N/A
Slow-Mo: Slower	Alt+Left Arrow Key	N/A
Slow-Mo: Faster	Alt+Right Arrow Key	N/A
Slow-Mo: Realtime	Alt+Up Arrow Key	N/A
Slow-Mo: 20% Slower Than Realtime	Alt+Down Arrow Key	N/A



Toggle Console	`	N/A
Clear Console	Alt+K	N/A
Reload Input Maps	Ctrl+M	N/A
Reload System Lua	Shift+T	N/A
Reload Vehicle Lua	Ctrl+R	N/A

Interface Controls:

Action	Keyboard	Xbox 360 Controller
Switch to Next Vehicle	Tab	N/A
Switch to Previous Vehicle	Shift+Tab	N/A
Change Vehicle	Ctrl+E	N/A
Parts Selector	Ctrl+W	N/A
Show AI Selector	Ctrl+T	N/A
Options Menu	Ctrl+O	N/A
Toggle Fullscreen	Alt+Enter	N/A
Quit to Main Menu	Esc	Start
Quit to Desktop	Ctrl+Esc	N/A
Hide HUD	Shift+U	N/A

