

# BWEP Oil Spill Disclaimer



Because flight simulation is a “game” for enjoyment. Not everything in the simulation is “real”. Some of our locations are fictional, some are real and we blend the two aspects for your enjoyment.

In BWEP, we will have some dispatches that depict oil spills and all kinds of other mayhem along the pipeline. We have discussed whether or not we should even add these to our dispatches, we do not want to demean, in any way, any actual pipeline operation. [The Real] [T.A.P.S. Has an EXCELLENT safety record](#), keeping such mayhem to an absolutely minimum in the real world. By making this statement, we are being careful here that by adding these VIRTUAL problems, we are not reflecting badly upon or degrading the Safety records of T.A.P.S. Or any other modern pipeline operation.

The “oil spill dispatches” are fun to fly. You have to fly at about 400 feet to even see them, any higher and they will not appear. Landing near them can be difficult, not always the most appropriate landing area. So these take a particular skill set for the “virtual” bush flier. The objects we use make them look real. But PLEASE ... “oil spills” are only part of a GAME ... it is not indicative of how a modern pipeline safely functions.

Thank you for understanding this “aspect” of RTMM's BWEP simulation.

Doug/RTMM