

NOTE: If you DO NOT have the BWEP pipeline project installed, then you may safely disregard this Read Me.

#### **READ ME: GUIDANCE TO UPDATE BWEP PIPELINE INSTALLATIONS PRIOR TO 29 JULY 2019**

The guidance given herein is for users who already have the BWEP pipeline project installed and wish to update their files.

#### "DELETING"

To properly update your files, it is essential to **DELETE** the 5 folders listed below because some file names have not changed in the update and you will see 'double objects' if you simply 'overwrite' them. 'Deleting' these folders ensures you will not experience this.

- BWEP Richardson Highway\_01.27.2017
- BWEP SAK\_02.06.2017
- RTMM BWEP Dalton Highway
- RTMM BWEP SAK v2 for PAVD
- RTMM BWEP The Interior

Preferred method:

- delete these folders from the Scenery Library in the sim
- delete these folders from where you have them stored

#### DOWNLOAD and ADD

After you have deleted the folders using the method described above, download the 5 'zip' files listed below from the BWEP page and extract the contents to where you store your add on scenery folders.

- BWEP Airports\*
- BWEP SAK Pipeline
- BWEP Richardson Highway
- BWEP The Interior
- BWEP Dalton Highway

*\* You will need to select package 'A' or 'B' [see guidance on the BWEP page as to which package to download].*

Add the new scenery folders to your sim's Addon Scenery\RTMM\ folder and the Scenery Library. 'Activate' by starting your sim.

#### BWEP OBJECT LIBRARY

Check that you have the BWEP Object Library [30 May 2017] installed, if not, it can be downloaded from the BWEP page.

BWEP PAGE <https://return.mistymooring.com/bwep/index.php>