



Pietenpol Air Camper

MSFS 2024 | v1.0.0

Table Of Contents

The Pietenpol Air Camper	3
Specs	4
Installation	5
Features	7
Cockpit Layout	8
Blueprint Options	11
Cowling	13
Custom Variables	14
FAQs	15
Checklist	17
Preflight	17
Engine Start	17
Before Taxi	18
Before Takeoff	18
Normal Takeoff	19
Cruise	19
Descent	19
Normal Landing	19
Parking	20
Support	21
Credits	22
EULA	23

The Pietenpol Air Camper



Experience the charm and class of flying the legendary 1930s-era Pietenpol Air Camper. This timeless homebuilt aircraft is one of the few parasol-wing designs available in Microsoft Flight Simulator 2024. Its iconic open-cockpit layout and high-mounted wing, supported entirely by external struts, provide breathtaking panoramic views that few general aviation aircraft can match. Designed with simplicity and practicality in mind, the Pietenpol Air Camper is constructed primarily from wood and fabric, making it one of aviation's most enduring and accessible homebuilt aircraft. For generations, it has inspired builders around the world to achieve the dream of aircraft ownership with a design that can be crafted in their own workshop.

Our recreation of the Pietenpol Air Camper was made possible through the support of close friends and enthusiasts who provided invaluable real-world reference material, including a high-resolution 3D scan of an original aircraft and authentic recordings of a Continental A65 engine. The result is a simulation that faithfully captures the personality and charm of a genuine Air Camper. Step into a beautifully crafted cockpit featuring tastefully aged wood finishes, choose from 14 meticulously recreated real-world liveries, and enjoy a finely tuned flight model refined through feedback from multiple real-world pilots. Combined with an exceptionally detailed soundscape built from authentic recordings, this aircraft delivers an immersive vintage flying experience unlike any other.

For simulation use only.

Specs

Takeoff Roll	~150 ft (46 m)
Landing Roll	~250 ft (76 m)
Climb Rate	~500–700 fpm
Service Ceiling	12000 ft
Cruise Speed	70–75 mph
Stall Speed	~35 mph
Vne	~100 mph
Empty Weight	~625 lb (283 kg)
Gross Weight	1,080 lb (490 kg)
Load Factors	+3.8 / -1.5 g
Powerplant	Continental A65 - 4 Cylinder, 65HP

- ⚠ **Caution:** As a Parasol Wing design, All Aerobatic Maneuvers, including spins are prohibited!
- ⚠ **Caution:** DAYLIGHT VFR Operations Only!
- ⚠ **Caution:** Never fly the aircraft at locations, air-speeds, altitudes, or other circumstances where a successful no-power landing cannot be made.

Installation

How you install the Pietenpol depends on where it was purchased from.

⚠ Caution: For purchases made on the **2024 Marketplace**, always restart Microsoft Flight Simulator before trying to use your addon. Sometimes an addon will not mount or stream correctly until this has been done.

⚠ Caution: This package was designed for use in MSFS 2024 exclusively and is **not** compatible with MSFS 2020 or previous simulators.

Emerald Scenery Design

If purchased directly from our store, a manual installation to your Community folder is required.

After checkout, and while still logged in, visit your account's [downloads page](#) and download the appropriate version of the aircraft for the simulator you are using.

Extract the .zip archive and copy the **esd-air-camper** folder (which will contain both a layout & manifest.json) into your MSFS 2024 Community folder.

Note: Some archive tools may create a child folder of the same name. Always check for this, as the aircraft will not show if nested.

For more information on how to find your Community addons folder, [see this article by FSElite](#).

The aircraft should then show the next time you start the sim.

For simulation use only.

ORBX

ORBX uses their own software to manage the purchase and installation of addons. More information on ORBX Central [can be found here](#).

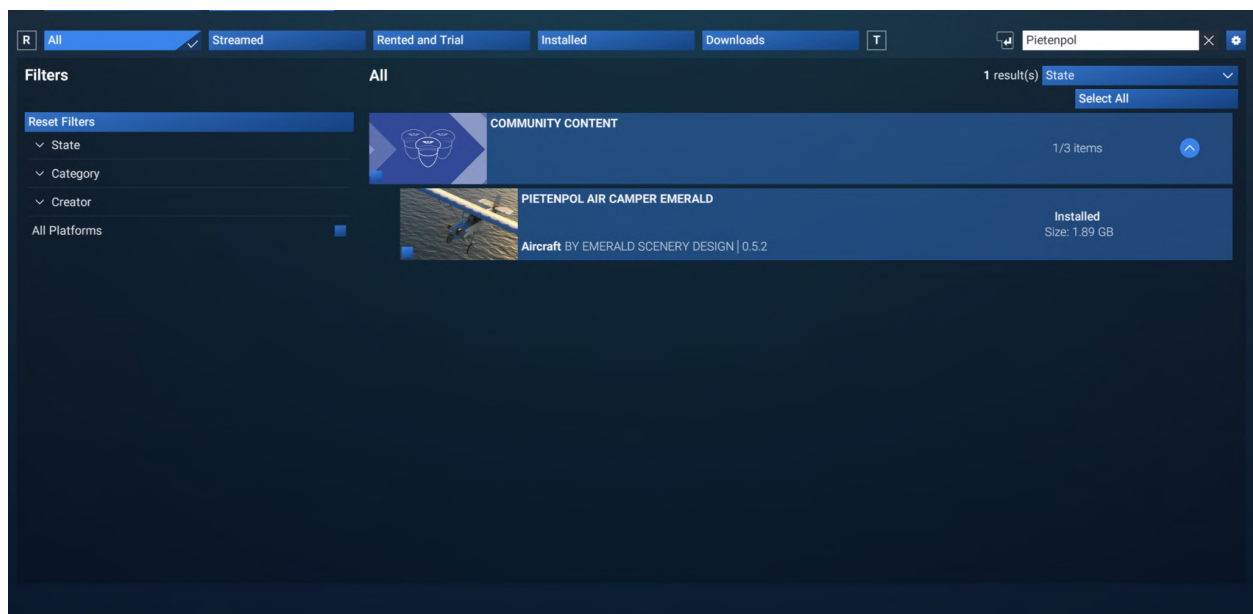
A user guide is also provided on this page and can currently be accessed at [this link](#).

Marketplace

The MSFS 2024 Marketplace both automate the installation of addons you have purchased through them.

For the **2024 Marketplace**, upon checkout, your addon should activate automatically and begin streaming to your sim. If you do not see it as a user-selectable aircraft, verify it is “enabled” in your content manager and restart the simulator.

While you’re at it, you can also choose to locally install the aircraft if you wish.



For simulation use only.

Features

The Pietenpol Air Camper was designed to capture the feeling of vintage homebuilt early aviation. While we hope all users experience navigation through dead reckoning and VFR landmark identification, we have included a handful of QoL items such as onboard EFB + Silent Autopilot support for those who prefer it.

Noteworthy features of the experience we crafted include:

- Native MSFS 2024 CFD wrapped flight model, refined using feedback from multiple real-world pilots.
- Hand-crafted Wwise sound package featuring real Continental A65 engine recordings, including custom foley.
- Physics-based sounds including impulse coupler, slip drag rumble, and backfires.
- Custom hand-prop start physics, including interactive cockpit controls while in Avatar mode.
- Physics-based fuel slosh and gravity-reactive doors, plus camera motion, vibration, and buffeting effects with adjustable intensity.
- Optional engine realism featuring priming, overpriming, throttle-assisted depriming, and carburetor heat thermodynamics.
- Realistic propeller drag, windmilling resistance, and a breakable, repairable propeller.
- Generator-driven panel lighting with realistic low-voltage dimming.
- Optional features include: Engine realism, headphone simulation, multiplayer airshow smoke, hubcaps (classic variant), prop-spinner (skullcap), tinted glass, and mounted EFB tablet support. Some options are persistent.

Cockpit Layout



- | | |
|---|--------------------------------------|
| 1. Compass | 9. Primer Lever |
| 2. Propeller (Can interact from cockpit or Avatar mode) | 10. Aircraft Configuration Blueprint |
| 3. Panel Light Slider | 11. Slip Indicator |
| 4. Magnetos | 12. Oil Temperature Gauge |
| 5. Throttle Lever | 13. Oil Pressure Gauge |
| 6. Mixture lever | 14. Airspeed Indicator (MPH) |
| 7. Stick & Brake Lever | 15. Tachometer |
| 8. Carb Heat Lever | 16. Altimeter |



17. Door Entry / Exit Latch

Click to exit the cockpit into avatar mode. An external step located under the door can be used to get back into the aircraft from avatar mode. Ensure you latch the door once again to avoid it tumbling around freely in flight (yes, we simulated this!)

18. Krow Radio View Toggle

Click this softkey located on the side of the radio to get a more comfortable viewing angle while using the unit. The function of the Krow Radio is identical to the in-sim ACD-57 Com+XPDR unit.

19. Krow Radio Small and Large selection Knobs

Use these knobs to navigate the Krow Radio (based on the ACD-57). You can click and drag, or scroll wheel on them to increase / decrease values. The small top knob can be right clicked to “push in” in some cases to make a selection and or transfer a frequency between standby and active.

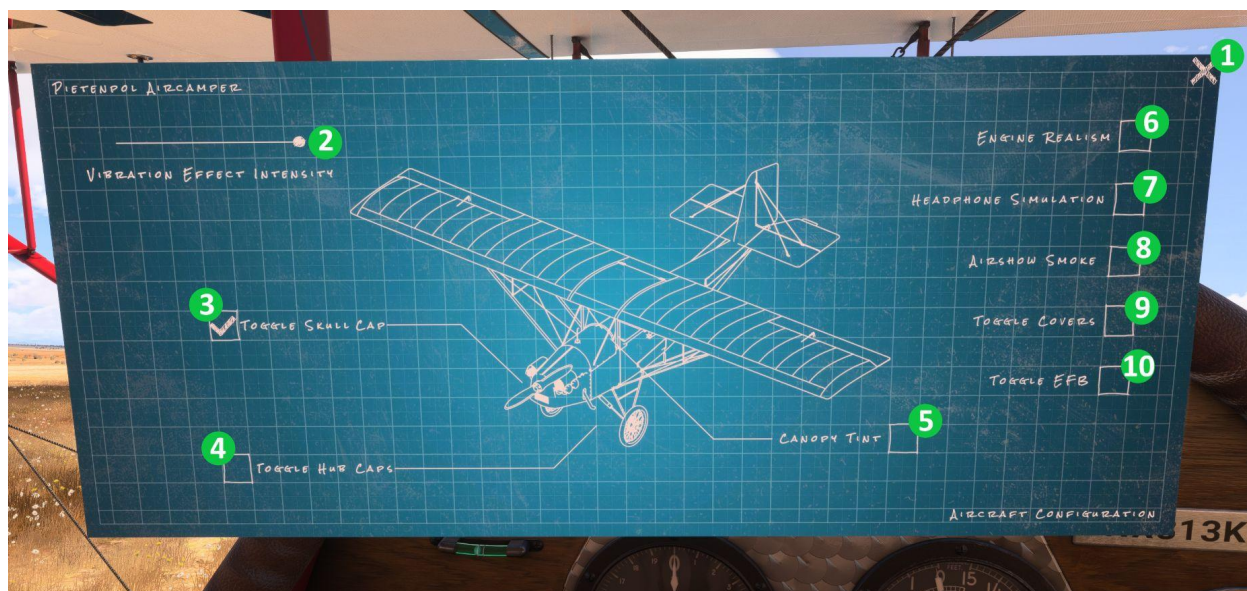
20. Krow Radio Softkeys

*Click softkeys 1-4 to navigate the ACD-57 screens. **Note:** these softkeys have various functionality and are screen dependent.*

21. Fuel Shutoff Valve

Click to open / close the main tank's fuel valve. This valve is located under the front seat's instrument panel. If you have used CTRL+SHIFT+E or similar keybind to auto shutdown, ensure you verify you open this valve again prior to manually starting (or use the CTRL+E autostart keybind).

Blueprint Options



1. Stow Aircraft Configuration Blueprint

Click to stow the blueprint back into the blueprint tray

2. Vibration Effects Intensity

Click and drag to adjust the vibration effects scaler for objects in the cockpit such as stick, levers and gauge needles

3. Toggle Skull Cap

Click to toggle the visible skull cap / prop-spinner component located on the nose of the aircraft

4. Toggle Hub Caps

Click to toggle on/off the hubcaps (Classic & Career Airmail Variants only, not available in the bush variant of the Air Camper)

5. Canopy Tint

Click to toggle a soft tint on the glass windshield in your forward view

6. Engine Realism

Click to toggle engine realism features like realistic priming / engine de-priming functionality. This feature is disabled by default to ensure the initial experience for new users is accessible

7. Headphone Simulation

*Click to reduce intensity of sim audio. **Important:** Do not combine with Headphone Simulation available in the sim settings! Both features are implemented separately and will stack resulting in very low audio.*

8. Airshow Smoke

Click to toggle Airshow smoke particle effects that emit from the engine's exhaust pipes. This smoke is visible over multiplayer so please use it responsibly!

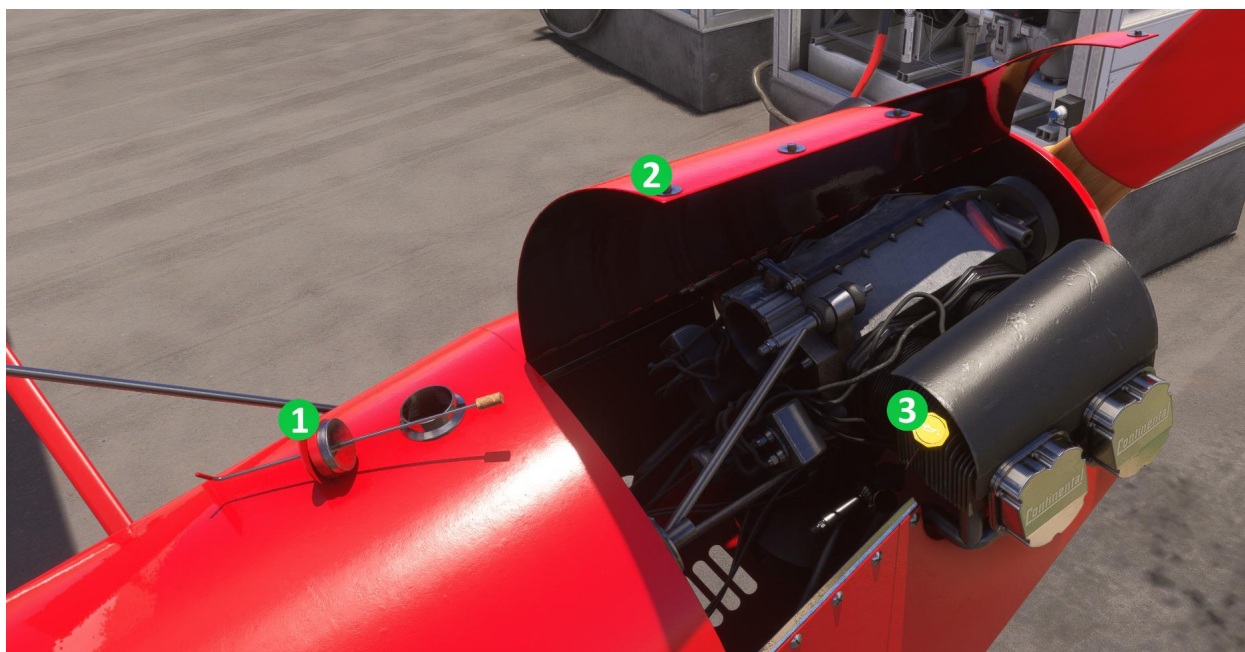
9. Toggle Covers

Click to quickly toggle all preflight covers. This is a QoL feature to allow the end user to skip preflight operations. Note to place covers back on, the aircraft must be on the ground with the engine shut off.

10. Toggle EFB

Click to toggle the in-cockpit EFB tablet. This can be used for navigation, weight and balance, and to use additional applications natively written for the 2024 Native EFB.

Cowling



1. Fuel Cap

Click to remove fuel cap and inspect remaining fuel levels visually.

2. Cowling Pins

*Click to toggle cowling pins individually. **Note:** All 4 must be removed, and then the cowling door must be clicked to visually inspect the engine and oil level.*

3. Oil Cap

Click to remove oil cap and inspect remaining oil levels visually.

Note: These visual features reset automatically based on a speed check if forgotten prior to takeoff.

Custom Variables

This aircraft uses some custom Lvars that may be controlled or mapped with external software such as SPAD.NXT and FSUIPC.

Function	Variable	Unit
Carb Heat	L:Carbheat	0-100%
Vibrations Intensity	L:VibrationSim	0-100%
Primer	L:PrimerButton	0 or 1 (Bool)

FAQs

1. **Aircraft doesn't load properly when purchased from Marketplace:**

Ensure that you restart the sim after purchasing/installing the aircraft. If issues still persist, uninstall the aircraft (if applicable), and clear your rolling cache before reinstalling.

2. **Smoke is offset from the exhaust:**

If the multiplayer smoke effects appear to be offset from the exhaust pipe, ensure that you do not have any add-on aircraft active that overwrite the default smoke.

3. **I broke the propeller. How do I fix it?**

Enable slew mode to repair the propeller. Default keybinds in MSFS 2024 is Shift+Z. If the aircraft is still in the upright position, a fix option will appear on the Aircraft Configuration Blueprint.

4. **I cant start the engine:**

Ensure you have the fuel shutoff valve ON (located under the front seat's instrument panel. Also ensure the engine is not overprimed and that there is fuel available in the tanks.

5. **Why is the Airspeed Indicator not working?**

Make sure that you have removed the Pitot Cover by clicking on it in Avatar mode or by unchecking it in the Blueprint. The cover can only be removed while on the ground.

6. **Career Support?**

If purchased through Marketplace, the Air Camper has native MSFS 2024 Career support for First Flight, Ferry Flight, Flightseeing and Light Cargo.

7. Do I get a copy of the aircraft for 2020 and 2024?

No, the Pietenpol Air Camper is exclusively created for MSFS 2024 and is not compatible with MSFS 2020 or other simulators.

8. Do I get a copy of the aircraft on all Platforms?

No, at this time, your purchase of the Air Camper has a license tied to the platform you purchased it on. If you are playing on Xbox Series S|X, Xbox Cloud Gaming, or Playstation 5, please ensure you purchase the aircraft from the corresponding in-sim marketplace and not from our website or ORBX, as these versions are created specifically for PC.

9. What is the difference between the Classic and Career Airmail variant?

The Career Airmail variant was created to allow MSFS 2024 Native career support without losing out on the ability to load a passenger and cargo in the Classic and Bush variants, as these loadouts cannot coexist in career. This was a sim limitation we needed to work around but hope that in the future we can merge it back into the regular Classic variant (if and when) Asobo allows it.

10. I keep seeing my Multiplayer Airshow Smoke on, and when I click to disable it on the Aircraft Configuration Blueprint, it is stuck in the "On" position.

Verify your physical flightsim hardware does not have any physical switches tied to logo lights set in the on-position as they will be constantly sending the sim a command to keep the smoke generator on. Simply unbind "Set Logo Lights" in a custom keybind profile for the Pietenpol, or turn the physical switch to the off position to disable Airshow smoke.

Checklist

Preflight

Magnetos	Off
Covers	Removed
Fuel	Checked
Cowling	Secure
Flight Controls	Free and Correct

Engine Start

Chocks	Installed
Fuel Valve	Open
Throttle	Cracked
Mixture	Rich
Carburetor Heat	Off
Primer	2-3 Strokes
Magnetos	Both
Propeller Area	Clear
Hand Prop	Start
Oil Pressure	≥ 10 PSI
Throttle	Idle
Chocks	Removed

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Before Taxi

Headphones	On
Warm-up	700-800 RPM
Mixture	Lean for best RPM
Altimeter	Set
Radio	Set

Before Takeoff

Aircraft Heading	Point Into Wind
Mixture	Rich
Engine RPM	1700 RPM
Magnetos	Checked
Carburetor heat	Checked
Oil Pressure	30-40 PSI
Oil Temperature	$\geq 32^{\circ} \text{C}$
Engine RPM	$\geq 800 \text{ RPM}$
Flight Controls	Free and Correct

Normal Takeoff

Throttle	Full
Rotate	45 MPH
Climb and Trim	55 MPH

Cruise

Engine RPM	1900–2100 RPM
Oil Pressure	30–40 PSI
Oil Temperature	≥ 32° C

Descent

Altimeter	Set
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Normal Landing

Carburetor Heat	On
Final Approach Airspeed	60 MPH
Touchdown	40 MPH
Carburetor Heat	Off

Parking

Throttle	Idle
Mixture	Cut
Magnetos	Off
Fuel Valve	Closed
Chocks	Installed

Support

Having issues? Check out our [support page](#) for additional troubleshooting, Discord link, and a handy contact form where you can talk to a real person.

Useful Links

Our Website

emeraldscenerydesign.com

Discord

discord.gg/uW4tsj8p3k

Facebook

facebook.com/EmeraldSceneryDesign

Pietenpol Air Camper Community Paintkit

[MSFS 2024](#) or flightsim.to (Not available yet)

Credits

A huge thank you to everyone who helped shape this project!

Dev Team

Rotornut44

Project Lead • Programming • Wwise Sound Design

Mykrode

Modeling • Animation • Textures • Sound Design

GotGravel

Flight Model • Programming • Research

Support Crew

TwoSeventyInc

Sound Debugging and Wwise
Software guidance

Av8trFord

Sound Recording of the A65, Expert
Pilot Advice & Paintkit Testing

Red_Bar0n17

3D Scan of a real world homebuilt
Pietenpol Air Camper

LBR Gaming

Various Foley Sounds for cockpit
interaction & Paintkit Testing

Jonx

Answer to many questions.

Beta Testers

Aviator207

Av8trFord

Kilo Mike

Red_bar0n17

LBRGaming

J3Jesse

MPTroll

Smitty

ShamrockOneFive

TheGreatFishfoo

CowTown

EULA

THIS END USER LICENSE AGREEMENT (the "Agreement") dated this 6th day of August, 2026 (the "Execution Date")

BETWEEN:

Emerald Scenery Design (the "Vendor") OF THE FIRST PART and the "Licensee" OF THE SECOND PART

BACKGROUND:

The Vendor wishes to license computer software to the Licensee and the Licensee desires to purchase the software license under the terms and conditions stated below.

IN CONSIDERATION OF the provisions contained in this Agreement and for other good and valuable consideration, the receipt and sufficiency of which is acknowledged, the parties agree as follows:

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12. The Vendor warrants and represents that it is the copyright holder of the Software. The Vendor warrants and represents that granting the license to use this Software is not in violation of any other agreement, copyright or applicable statute.

Acceptance

13. All terms, conditions and obligations of this Agreement will be deemed to be accepted by the Licensee ("Acceptance") upon execution of this Agreement.

User Support

14. The Licensee will be entitled to one year of on site user support available 24 hours per day 7 days per week, at no additional cost.
15. The Licensee will be entitled to maintenance upgrades and bug fixes, at no additional cost, for a period of one year from the date of Acceptance.

Term

16. The term of this Agreement will begin on Acceptance and is perpetual.

Termination

17. This Agreement will be terminated and the License forfeited where the Licensee has failed to comply with any of the terms of this Agreement or is in breach of this Agreement. On termination of this Agreement for any reason, the Licensee will promptly destroy the Software.

Force Majeure

18. The Vendor will be free of liability to the Licensee where the Vendor is prevented from executing its obligations under this Agreement in whole or in part due to Force Majeure, such as earthquake, typhoon, flood, fire, and war or any other unforeseen and uncontrollable event where the Vendor has taken any and all appropriate action to mitigate such an event.

Governing Law

19. The Parties to this Agreement submit to the jurisdiction of the courts of the State of Florida for the enforcement of this Agreement or any arbitration award or decision arising from this Agreement. This Agreement will be enforced or construed according to the laws of the State of Florida.

Miscellaneous

20. This Agreement can only be modified in writing signed by both the Vendor and the Licensee.
21. This Agreement does not create or imply any relationship in agency or partnership between the Vendor and the Licensee.

22. Headings are inserted for the convenience of the parties only and are not to be considered when interpreting this Agreement. Words in the singular mean and include the plural and vice versa. Words in the masculine gender include the feminine gender and vice versa. Words in the neuter gender include the masculine gender and the feminine gender and vice versa.
23. If any term, covenant, condition or provision of this Agreement is held by a court of competent jurisdiction to be invalid, void or unenforceable, it is the parties' intent that such provision be reduced in scope by the court only to the extent deemed necessary by that court to render the provision reasonable and enforceable and the remainder of the provisions of this Agreement will in no way be affected, impaired or invalidated as a result.
24. This Agreement contains the entire agreement between the parties. All understandings have been included in this Agreement. Representations which may have been made by any party to this Agreement may in some way be inconsistent with this final written Agreement. All such statements are declared to be of no value in this Agreement. Only the written terms of this Agreement will bind the parties.
25. This Agreement and the terms and conditions contained in this Agreement apply to and are binding upon the Vendor's successors and assigns.