

# Radar

Development in the open.  
The dedicated home where MSFS studios  
build their community.

A social devlog network for flight sim developers — project pages, progress updates and followers in one place. Connect with one million flight simulation enthusiasts on the world's largest flight simulation community platform. The home for every developer story.

Devlogs

Project Pages

Followers & Notifications

Discovery

● THE PROBLEM

# Great add-ons are built in the dark — and nobody hears about them until release day.

Developers build for months. Yet attention, anticipation and a loyal fanbase only come together across scattered channels today — if at all.



## Fragmented Channels

Updates live across Discord servers, forum threads and social posts — each with its own account and its very own reach. Announcements are easy to miss.



## No Run-Up

Without an existing social following, a release often launches with no fanfare. Building anticipation is left to luck. You release today, but your customer may only find out next week.



## No Discovery

Simmers have no curated place to see what is actually being worked on right now. News outlets are flooded with new announcements daily, the noise is real.

● THE SOLUTION

# Like Facebook — but for flight simulation developers.

Radar is a platform-native home for every project in development. Studios and freeware creators set up a project page and post ongoing devlogs: screenshots, videos, progress notes, all in one, dedicated place.

## 01 Create a project page

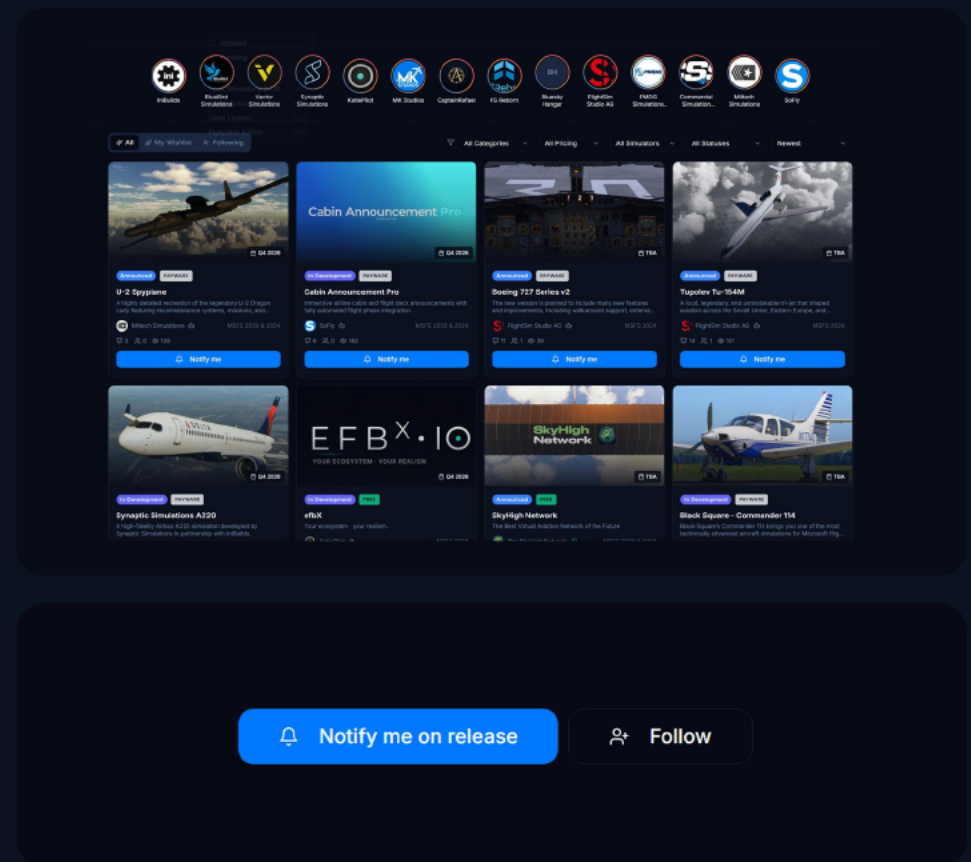
A public presence for the add-on — long before your add-on is ready to launch.

## 02 Post devlogs

Share progress with your followers and millions of visitors, flag milestones, set the status, build a community.

## 03 Fans follow & get notified

Followers receive notifications the moment there is news.



● CORE FEATURES

# Everything a studio needs to build a community.



## Devlog System

Ongoing updates with image, video and text — chronological, per project.



## Status Indicators

In Development · Testing · Released. Fans always know where a project stands.



## Follow & Notify

Simmers follow projects and get notified at every milestone. Push Notifications, Inbox Placement.



## Discovery & Filters

Filterable by sim version, pricing model and category — a genuine discovery tool.

Project status:

● In Development

● Testing

● Released

# A fanbase before your addon even exists.

## Audience building, platform-native

Build reach without relying on an existing social following or lucky community timing.

## Right where simmers already are

Hundreds of thousands of flight simulation users already visit Flightsim.to — Radar puts the project in front of a pre-qualified audience.

## From devlog to download

A seamless transition: when status flips to "Released", the community is already there.

# A feed of what is actually being built.

## Curated & browsable

Instead of scattered Discords, a single filterable feed of every project in progress.

## A personal radar

Follow projects and receive notifications whenever progress is made.

## Never miss a release

Build anticipation and be ready on release day.

● THE STUDIO PROFILE

# Every studio gets a home of its own.


A profile with logo, description, links (website, Discord, YouTube), a follower count and a feed of all projects and recent devlogs — the studio's social identity on the platform.

**LATEST DEVLOGS**

**Straight from the creators**  
Updates, screenshots and milestones across every tracked project. [View All](#) →

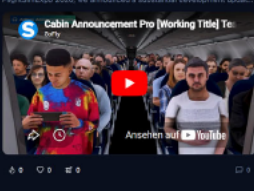
**U-2 Stryker**  
@KOWMORF  
About 21 hours ago

**Mittech Simulations U-2**  
First announced in 2004, this aircraft has gone through several iterations and revisions: 3 cockpit remakes, 2 external remakes, and 2 engine remakes. It was not the schedule we planned for, but it has...




**Cabin Announcement Pro**  
@Sofly  
About 24 hours ago

**Substantial Development Update on Cabin Announcement Pro**  
Following a long development period, Cabin Announcement Pro has received a commitment from Sofly to release in 2026. During FSExpo 2026, we announced a substantial development update...




**Vector Boeing 767-9**  
@VectorSimulations  
1 day ago

**FSExpo 2026 - Bringing the Aircraft to Life!**  
Thank you to everyone who joined us at FSExpo 2026, both in person and online.  
After our first public presentation at FSWeekend earlier this year...




**Fly Boeing 737 MAX SP1**  
@FlyBoeing737  
2 days ago

**IFly Boeing 737 MAX SP1 is Now Out!**  
We are pleased to announce the release of the Fly 737MAX SP1 for MSFS 2024 and Pre-Experimental version for MSFS 2024.  
This is normally the place where we would fix bug fixes and additions...




**Piper M600 (Expert Series 02)**  
@FSReborn  
4 days ago

**Released - Expert Series 2: The Piper M600 by FSReborn**  
Now released! The Innovative M600 sets new standards in performance, reliability, and cockpit experience. Grab it in the Marketplace today for \$24.99 USD. The sky is calling!



**Tupolev Tu-154M**  
@RightSimStudioAG  
4 days ago

**Tupolev Tu-154M Revealed**  
Today, we are excited to reveal our latest project for Microsoft Flight Simulator 2024, the mighty Tupolev Tu-154M.



● Released MSFS 2024

## Example Project Card

"Studio shows more of its flagship — official reveal with a Q3 2026 window."

LATEST DEVLOG · 12 HRS AGO

## Video update posted

Recent updates across all of this studio's projects — straight into followers' feeds.

**1.2k** Followers   **4** Projects   **38** Devlogs

# Why studios should get on Radar now.

Early partners lock in visibility while the ecosystem grows. Instead of sending customers into fragmented, SEO-invisible Discord communities, leverage the reach, discoverability, and engagement of the Flightsim.to ecosystem — at no cost.



## First-mover advantage

The first well-maintained project pages shape the platform and win followers early.



## Pre-qualified audience

Direct access to an engaged, ready-to-buy MSFS community in one central place.



## Platform support

Listing is straightforward — coordinate reach and launch together with the Flightsim.to team.



## Live & ready to go

Accessible from the main navigation under **Discover** → **/radar**. Listing a project is the fastest way to start building visibility.

GET ON THE RADAR •

# Let's build your community before you release.

Set up a project page, post your first devlog and let your fans follow the progress live — in a dedicated, professional space.

[flightsim.to/radar](https://flightsim.to/radar)

[x.com/flightsim\\_to](https://x.com/flightsim_to) · [youtube.com/@flightsimto](https://youtube.com/@flightsimto) · [flightsim.to/discord](https://flightsim.to/discord)