Miltech Simulations MH60

Product Roadmap

The following roadmap outlines planned features, improvements, and major updates for the MH60 project. This timeline and features described here are **tentative** and may shift based on testing, feedback, or MSFS platform limitations.

Completed on Initial Release

- **MH60S / MH60R / MH60T Base Variants**
- Advanced Avionics System
- Keyset Interface v1.0
- Weapon Systems and External Loadouts
- FLIR and Acoustics Integration
- Mission Hub Compatibility (v1)

V1.0.1/V1.0.2

- Improvements, modeling and texturing of the cyclic.
- Improved blade coning.
- Significant performance/VRAM Optimization improvements.
- FS24 Improvements to draw distance of the hoist - up close.
- QOL and Accuracy improvements.
- Improved autopilot response.
- Improved flight modeling.

In Progress

- Blade Fold full implementation in FS24.
- New high-resolution crew models.
- Modular Keyset Refactor (per-page JS, reduced loops, potentially support for Copilot's side)
- Distance/Bearing/ETA To Base calculations improved
- Explosion effects on impact of Hellfire Missiles.
- Better handling of sonodipper/sonobuoys while flying over ground.
- Increased granularity of Autopilot Lateral/Longitudinal Speeds (HOVER Mode)
- Loads can be picked up again after being dropped on the ground.
- Improved PCL Interactions and Animations. PCL Keybinds.
- Improved Multiplayer support.

Planned / R\&D

- Navigraph Integration (PLAN MD Page), SimBrief Integration
- IHADSS (Integrated Helmet and Display Sight System)
- Night Vision Goggles
- ESM MD Page - Electronic Support Measures
- Sling Load Inertia
- Multiplayer-Linked Helo Assets (Weapons, ships, divers, accessories)