

FlightPath3D Cloud reaches 500 aircraft uptake milestone

This is a special feature from the June/July 2026 [Seating & IFEC issue](#) of *PAX Tech*, on [page 8](#).



FlightPath3D Cloud delivers full suite of infotainment via high-speed internet, accelerating deployment for airlines

[FlightPath3D](#) has announced that its Cloud platform reached the 500 aircraft flying milestone, with 2,000 aircraft committed, reflecting a rapid adoption by leading global airlines including [United Airlines](#) and [Westjet](#).

The Cloud system also supports the map interface on passengers' personal devices, making it easier and less expensive for airlines to deliver personalized experiences and real-time content updates, while reducing maintenance requirements. Cloud enables airlines to take full advantage of this transition, while bringing the extended suite of FlightPath3D content – including map overlays, points of interest and advertising opportunities – to more travelers.

“Passengers already depend on FlightPath3D for information, entertainment, and destination discovery onboard,” said Duncan Jackson, President, FlightPath3D. “FlightPath3D Cloud extends that experience beyond the seatback, enabling airlines to deliver connected, real-time passenger

experiences across aircraft, mobile devices and digital platforms.”