

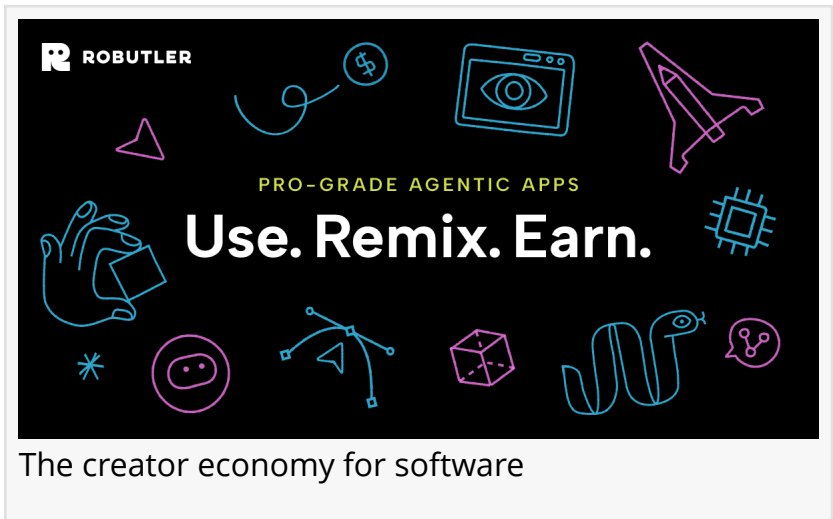
Robutler Launches Free, Community-Built Software to Replace Paid Subscriptions

Pro-grade tools for documents, design, video, and engineering. Free to use, remixable by anyone, and Robutler pays their makers. Live today at robutler.ai.

LOS GATOS, CA, UNITED STATES,
August 11, 2026 /EINPresswire.com/ --

For a generation, using great software has meant renting it: one subscription per tool, none of them built to work together, and none of them owned by the people who use them. Robutler, live today, is a different model. It is a

platform of pro-grade apps that a community uses, remixes, and builds together, with AI woven through every one. All of them are free to use, with no subscription per tool.



On Robutler, apps are not products people rent. They are a living, shared library. Every app opens instantly, works live for a whole team at once, and is driven as naturally by an AI agent as by a person. Once a maker publishes an app, other people and their agents can use it, remix it, and build on it, and the maker earns whenever it, or a remix of it, is used. Software stops being a finished good and becomes something that keeps evolving in the open.

“

Think of Robutler as the
YouTube of software”
Volodymyr Seliuchenko,
founder and CEO of Robutler

Building complex software is hard even with AI; remixing what already works is not. Most people create on Robutler by starting from an existing app rather than a blank page: describe a change and an agent makes it, or describe something new and an agent assembles it into a real, running app from proven building blocks. It is the shift from writing software to composing it.

One platform runs everything from a snake game to real-time video editing to a browser-based collaborative chip-design toolchain. The catalog spans documents, slides, design, engineering, video, whiteboards, project tracking, music, and games, many already covering work people now split across several paid subscriptions, with new apps added every week.

Underneath, Robutler runs on the Web of Agents: a live network where apps and agents find each other across the internet, work together, and hand off tasks by describing what they need in plain language. When an agent runs one of these apps, it drives the app directly, through a fast command interface built for it, instead of slowly watching and clicking the screen the way most AI assistants do today. Robutler works on the web, and it also connects to outside AI assistants and coding agents such as Claude, Codex, and Antigravity, so people can drive everything from the tools they already use.

Robutler brings the creator economy to software: makers earn in proportion to how much their apps get used, paid by Robutler from what the platform earns. That revenue comes from optional premium plans, with more streams, including advertising, to follow as the platform grows. A plan buys AI and cloud capacity, not access to app features. Every app is complete on every plan, including the free one, which is sized for real work rather than evaluation.

"Think of Robutler as the YouTube of software," said Volodymyr Seliuchenko, founder and CEO of Robutler. "Nobody has to pay to watch YouTube, and the people who make what you watch earn from it. Here every app is free to use, and Robutler pays the makers whose apps get used, along with the makers they remixed from. It is a shift from renting software to a community building it together, and reshaping it into exactly what each person needs."

Robutler is in public beta and free to use today at robutler.ai.

ABOUT ROBUTLER

Robutler is a platform of free, pro-grade apps that anyone can use, remix, or build, with real-time collaboration and agent controls built into every one. Makers can earn when their apps are used. Robutler is a venture-backed Silicon Valley startup and a member of the Google for Startups, NVIDIA Inception, and Stripe startup programs.

Sandrine Albouy
Robutler Corporation
[email us here](#)

This press release can be viewed online at: <https://www.einpresswire.com/article/924885530>

EIN Presswire's priority is source transparency. We do not allow opaque clients, and our editors try to be careful about weeding out false and misleading content. As a user, if you see something we have missed, please do bring it to our attention. Your help is welcome. EIN Presswire, Everyone's Internet News Presswire™, tries to define some of the boundaries that are reasonable in today's world. Please see our Editorial Guidelines for more information.

© 1995-2026 Newsmatics Inc. All Right Reserved.