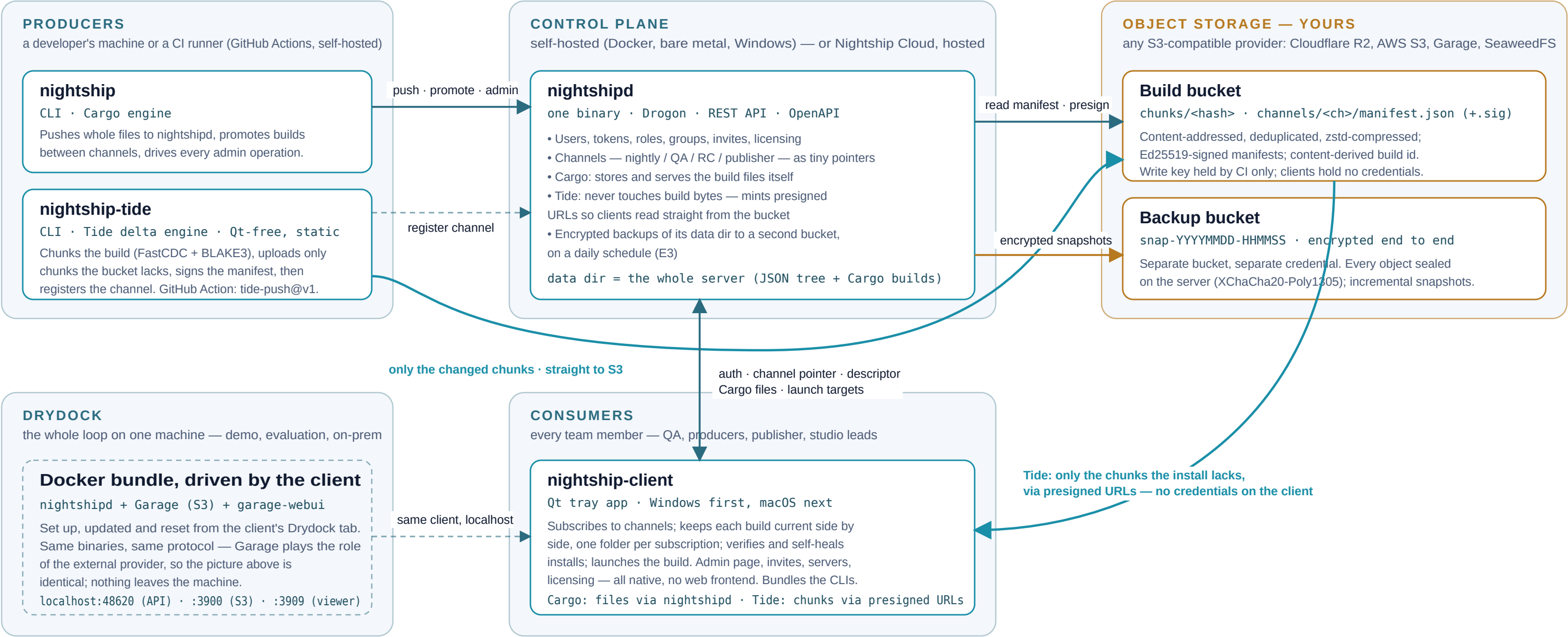


Nightship — how builds move

Steam for builds in development: developers push, the team's clients stay current — bytes live in storage you own.



Two engines per channel: Cargo (whole files through nightshipd — simple, LAN-friendly) and Tide (content-addressed deltas to your own bucket — for multi-GB game builds).

Nightship ships Nightship: every green CI build is pushed through its own channel and lands on the founders' machines automatically.