



Simplifying Persistence with Object Storage

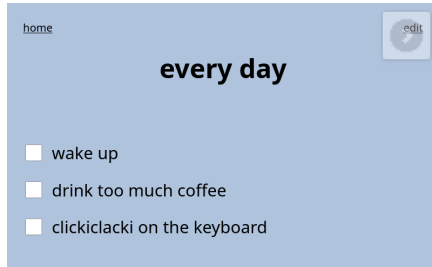
the hypothesis

most services don't reach a scale that
requires bespoke persistence solutions

object storage is the simplest
abstraction for durable persistence

single persistence mechanism
encourages devops practices

aside: localfirst



text2tabletop

Generate pretty PDFs for your OnePageRules armies.

1. Build an armylist using [Army Forge](#)
2. Use Share as Text in the Army Forge menu
3. Paste below
4. Print this page

When printing make sure to set your margins to default.

This [project's code](#) lives on GitHub. Feel free to raise issues and suggest features.

The code is Public Domain. I am in no way affiliated with OnePageRules, just enjoy playing their games and wanted prettier army list printouts.

[See an example](#) [Clear all](#)

Army

```
== Ratmen [ADFS 200pts] ==
Champion (1) D5+ D5+ | 50pts | Hero, Tough(3), 1x Priest(Wizard(1))
Hand Weapon (A2)

2x Storm Veteran (1) Q4+ D4+ | 15pts | Fearless
Halberd (A2, AP(1), Rending)

3x Night Scout (1) Q4+ D5+ | 20pts | Scout, Stealth, Strider
Dual Hand Weapon (A2)

Monks (2) D5+ D5+ | 40pts | Furious
3x Censer Flails (A2, Poison)

Rat Ogre (1) Q4+ D4+ | 45pts | Furious, Tough(3)
Great Weapon (A2, AP(2))

Storm Ogre (1) Q3+ D3+ | 80pts | Fearless, Furious, Tough(3)
Gelling-Fists (10", A3, AP(1)), Stomp (A2)
```

worktimer +55:41

Start session

Add session

Date Session start Session end [Add session](#)

► Flex time

► Analysis

▼ Sync ●

Sync this device with others by sharing a secret code.

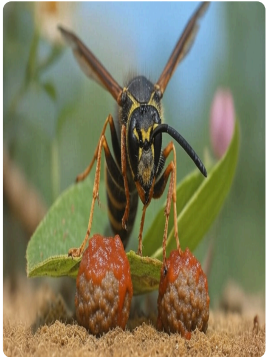
[Create sync code](#) Enter existing code [Connect](#)

local
storage

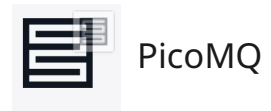
copy paste

url params

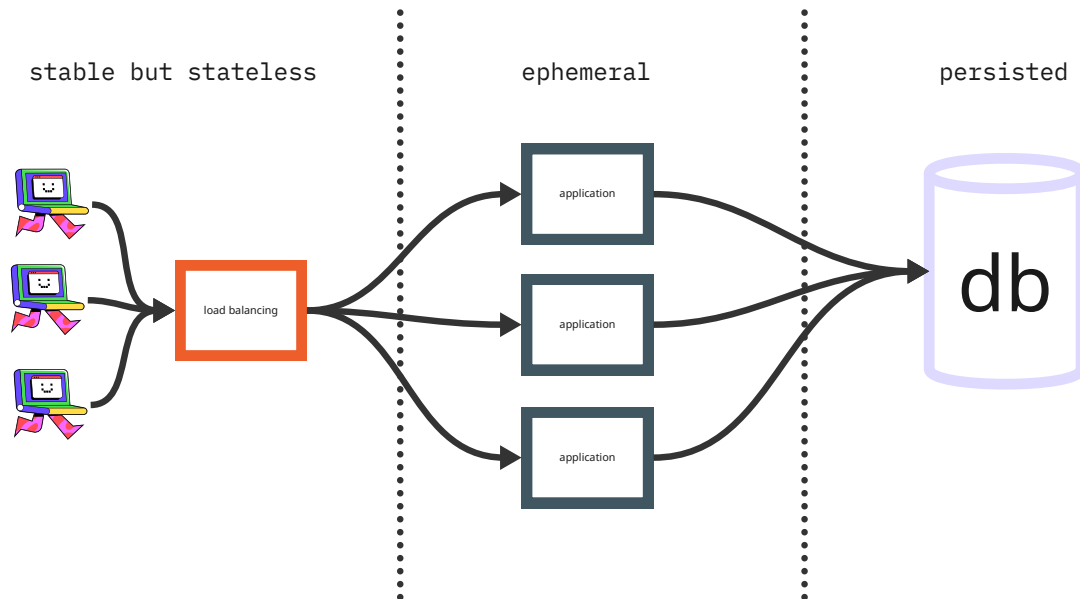
(stateless)
sync servers

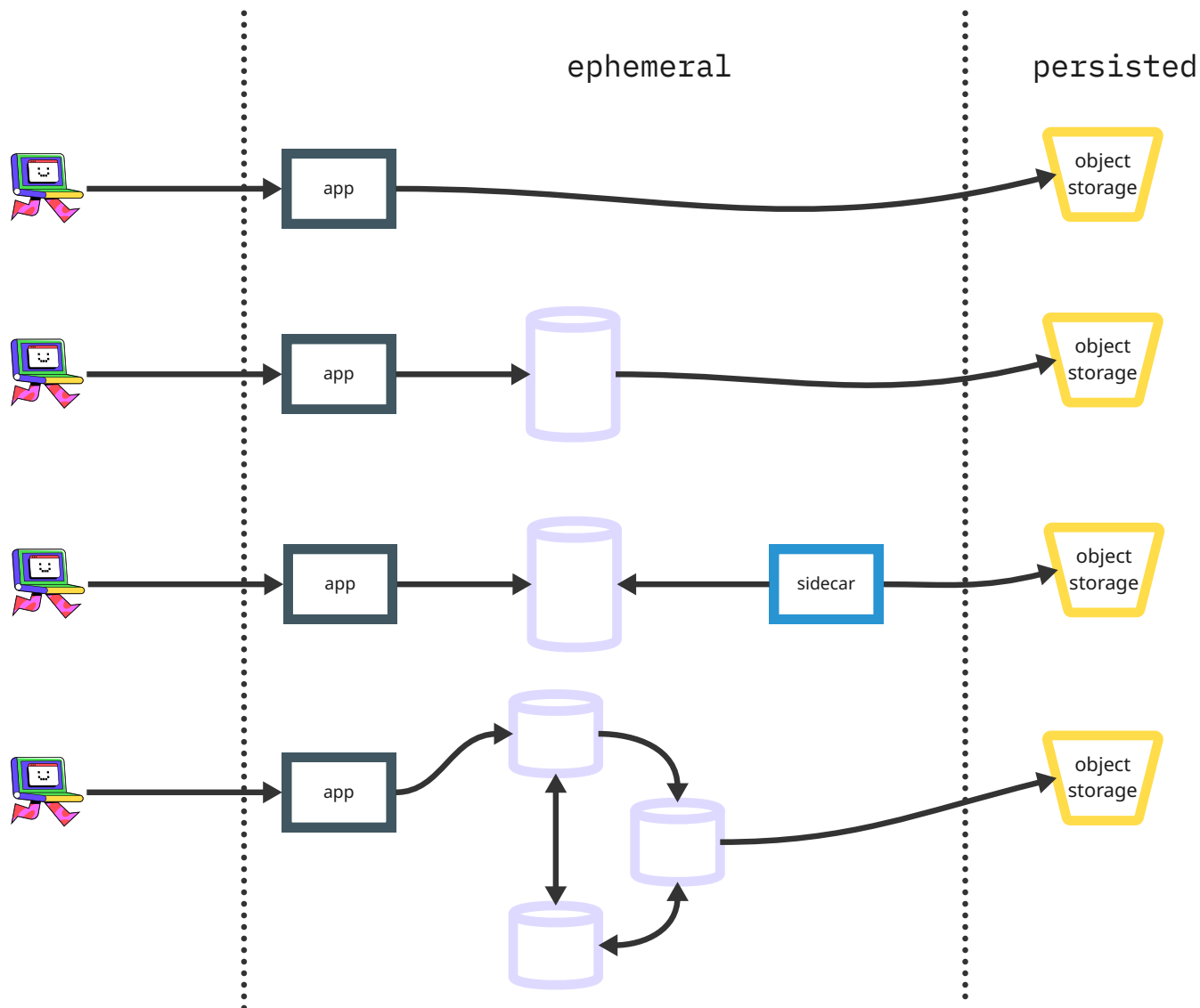


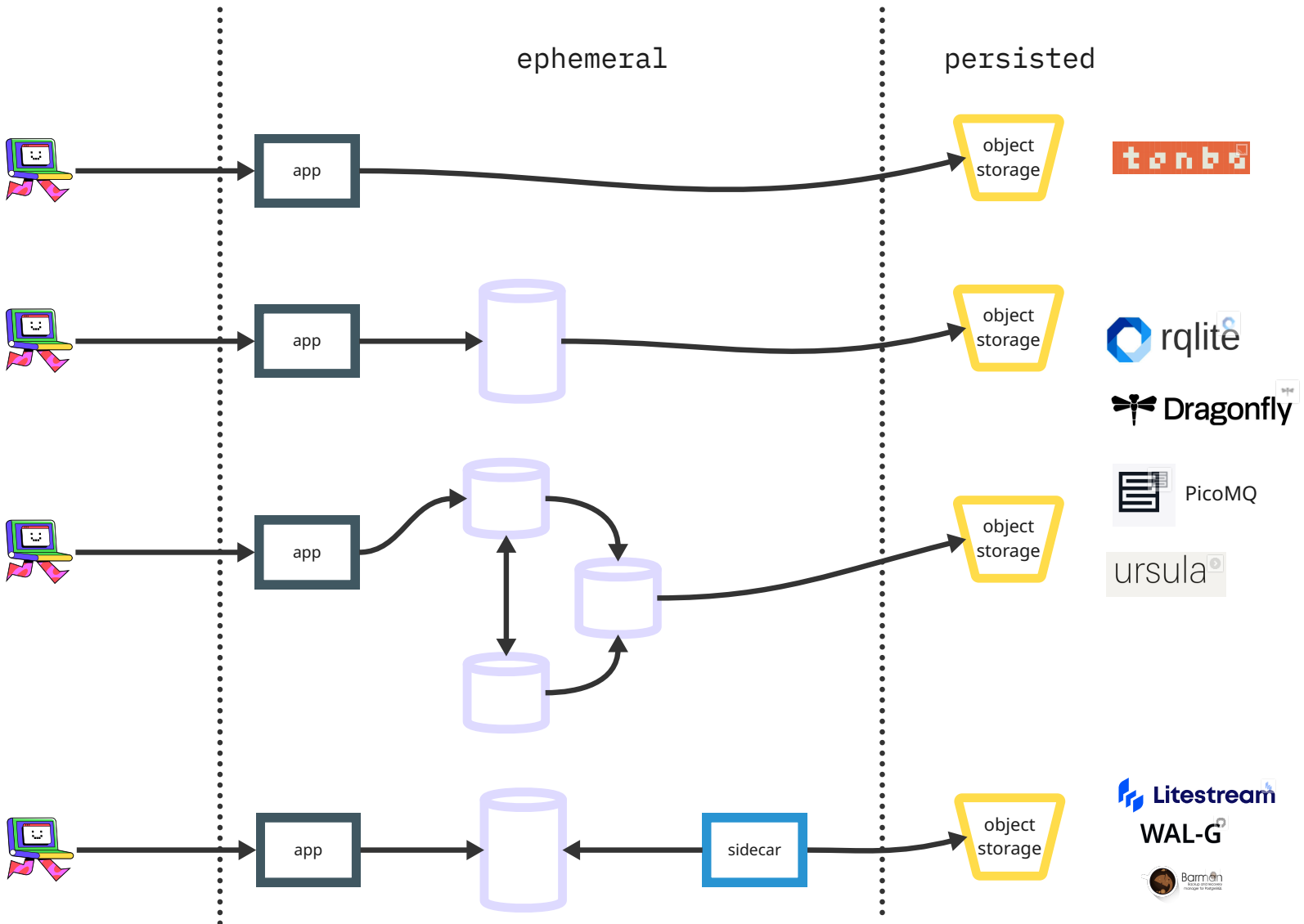
 Turso Cloud Goes Diskless...
Turso



 How to build a distributed ...
Turbopuffer

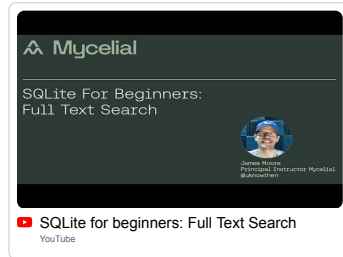
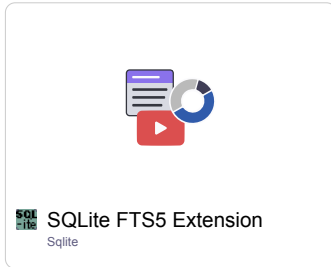




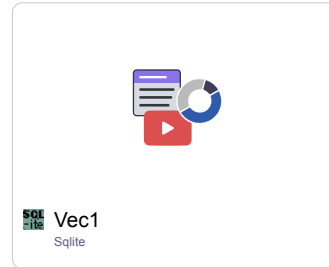


sqlite can do

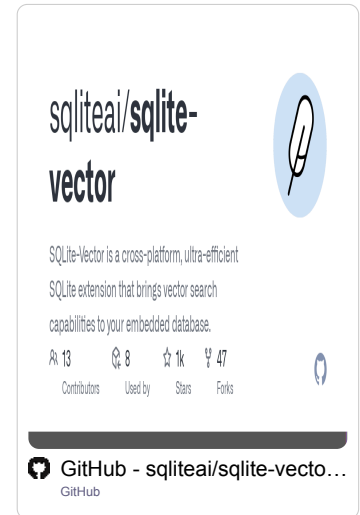
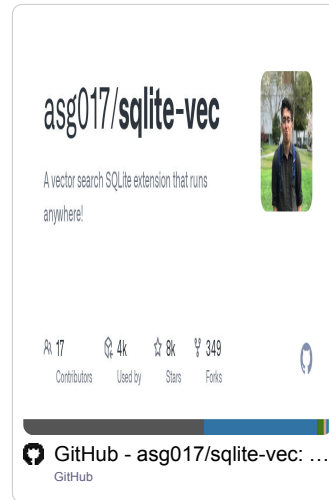
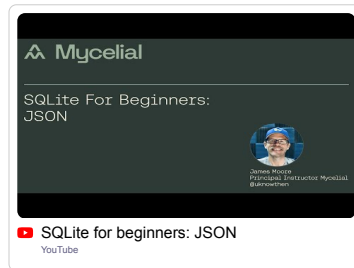
full text search



vectors



json



- streams changes to S3
- restores on startup if no local data found

