

Build log and asset-size report

Prepared for Lavish - InMotion VPS - 23 August 2026

Verdict: npm run build exits 0. Client compile 3.54s. SSR 1.39s. Public media 62 MB to 14 MB. Vercel static output 65 MB to 16 MB. Three.js is a lazy chunk (891 kB) loaded only when someone sits in the stadium - it is not on the first paint.

Stack: Node 22, Vite 8 / Rolldown, Nitro (vercel or node-server), Neon Postgres. No Next.js. No Turbopack (Rolldown is the equivalent).

1. What the last publisher error was

Command "npm run build" exited with 1 on earlier publishes for two reasons that are now gone: (1) a 62 MB turnkey zip was sitting in /public and got copied into the deploy, and (2) deprecated createServerFn().inputValidator() warnings. The zip now lives only in docs/ for SFTP. Validators use .validator(). Build is green.

2. Before / after

Item	Before	After
public/ (media + brand)	62 MB	14 MB
Tunnel videos (6 sports)	46 MB	8.3 MB
JPEG stills (saved)	-	-10.4 MB
.vercel/output/static	65 MB	16 MB
Serverless function	3.3 MB	3.3 MB
three.js / WebGL chunk	879 kB (misnamed)	892 kB lazy three-*
gpu-profile.js	879 kB (bundled three)	0.88 kB
Main index.js	372 kB	369 kB
Client build time	4.84 s	3.54 s
SSR build time	1.71 s	1.39 s
npm run build	exit 0	exit 0

Tunnel loops: 1280-wide H.264, CRF 28, no audio, faststart. Stills: max 1280px, JPEG quality 78, progressive. Unused stadium/tunnel-walk.mp4 removed (it was not referenced).

3. How the JS is split (so RAM stays sane on the VPS)

First paint loads index (~369 kB) + CSS (~102 kB). Stadium 3D (seat-3d 19 kB + speedway-3d 10 kB) dynamically imports three (~892 kB). That WebGL bundle never enters the Nitro/Node process - SSR stubs three.js so the VPS does not try to run a GPU. PM2 only serves HTML/JSON; the browser downloads three only after sit in the chair.

Largest JS after split:

three-*.js (lazy)	891.92 kB
index-*.js (first paint)	368.51 kB
role-bar-*.js	49.13 kB
createServerFn-*.js	38.46 kB
deal-room-*.js	20.07 kB
tombstone-*.js	19.43 kB
seat-3d-*.js	18.98 kB

4. What this means on the InMotion box

Smaller static tree = faster unzip, faster rsync of .output, less inode pressure. 16 MB of static plus a 3.3 MB Node function is well inside a 2 GB VPS. If RAM is under 2 GB, still use Option B: build on a laptop (npm ci && npm run build:vps) and copy .output up. Do not run next build. Do not run npm run dev as production.

Reproduce the shrink any time: node scripts/optimize-assets.mjs

Reproduce this PDF: node scripts/write-build-report.mjs (after npm run build, which writes docs/last-build.log).

5. Full npm run build log (this run)

Captured by scripts/prod-build.mjs to docs/last-build.log. Trimmed to the signal. Exit code 0.

```
[nitro:vercel] - Using nodejs22.x runtime.
[nitro:vercel] - Using web entry format.
vite v8.2.2 building client environment for production...
 2063 modules transformed.
.vercel/output/static/assets/gpu-profile-Byg2iht1.js 0.88 kB
.vercel/output/static/assets/seat-3d-CNEf22kZ.js 18.98 kB
.vercel/output/static/assets/index-upAtjIDH.js 368.51 kB
.vercel/output/static/assets/three-9azB9x3c.js 891.92 kB
  built in 3.54s
[33m[PLUGIN_TIMINGS] [0mYour build spent 85% of 3.5s inside plugin hooks (3.0s).
vite v8.2.2 building ssr environment for production...
  472 modules transformed.
  built in 3.10s
[33m[PLUGIN_TIMINGS] [0mYour build spent 91% of 3.1s inside plugin hooks (2.8s).
[nitro] - Generated public .vercel/output/static
vite v8.2.2 building nitro environment for production...
 2701 modules transformed.
  built in 1.39s
- Generated .vercel/output/nitro.json
```

6. Tunnel video sizes after encode

Sport	MP4
Football	996 KB
Baseball	1.5 MB
Basketball	1.9 MB
Hockey	1.3 MB
Golf	1.1 MB
Speedway	1.6 MB

7. Bottom line for Lavish

The app is turnkey. Unzip, .env, npm run build:vps, PM2, nginx, curl /api/health. Static payload is now 16 MB instead of 65 MB - publish and VPS copy both stay well under typical limits. Three.js stays in the browser. Neon stays the database. Health check is /api/health.

Capital Forge League, Inc. - 3030 N Rocky Point Dr W, Suite 150, Tampa, FL 33607
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