Hello,

The main purpose of the app is to use the computing power of idle workstations in order to speed up the compiling speed for a project. Usually most of the time, the CPU of a machine is not used 100% therefore when other people need to compile a big project the extra power can speed up this process significantly.
Also another advantage of having such a system is the ability to compile and run on other remote platforms making the development for multiple operating systems much easier. The programmer can use the development environment of his choice and compile for any OS that has a build server running. This will increases productivity many times over just because the developer will use the IDE he is used with (constantly switching between Window and Mac is really a pain). Having a server with the ability to compile code remotely allows users to create a really powerful build machine keeping the costs of other computers down just because the user has to only run a simple editor. Also, if we take for example the package system of TheIde, the server can dynamically choose already built sources increasing the build speed even further.

The main purpose of the Distributed Build System is to allow programmers to build projects on multiple machines, but this can be extended even further. For example the server can keep track of the source repository, automated nightly buils, or last stable binary files.

Raxvan.