

Cut Perforce storage costs by up to 85–90%.

Without changing a single developer workflow.

What it is

p4-cache keeps your hot Perforce working set on fast local NVMe and transparently tiers the cold 85–95% of your depot to Azure Blob, AWS S3, Google Cloud Storage, or NFS — rehydrating files on demand. No p4d patches. No protocol changes. No client software. Your developers do not notice. Your storage bill collapses.

Enterprise arrays cost \$1,500–3,000/TB/yr. Object storage costs \$24–150/TB/yr. p4-cache lets you pay the object-storage price for everything nobody is reading.

The numbers

Customer	Depot	Storage today	Save / yr	You keep
Cloud studio	50 TB	\$90,000	\$79,500	88%
Growing team	100 TB	\$180,000	\$159,000	88%
Mid enterprise	250 TB	\$450,000	\$397,500	88%
Large enterprise	1 PB	\$1,800,000	\$1,590,000	88%

All-in with p4-cache (object storage + NVMe + license) runs ~\$210/TB/yr against a conservative \$1,800/TB/yr array. Plus you skip the array refresh — typically \$2–3M every 4–5 years.

It does not slow developers down

Measured in an in-repo, re-runnable benchmark (500 files, 32 concurrent readers, cache on local NVMe, 2026-07-24):

- **Submits stay at local speed** — p4 submit within ~3.5% of plain p4d on every backend (+0.3% to +3.5%); the durable cloud upload runs async behind the local cache.
- **Warm reads are local-disk speed** — 342–383 MB/s vs a 379 MB/s no-cache baseline, with 100% of reads served locally and zero backend round-trips.
- **Cold miss is one-time** — the first read after eviction pays one cloud round-trip, then it is cached.
- **Off NAS/NFS it gets faster** — moving your working set onto local NVMe takes the network filesystem out of the read path.

Priced to be an easy yes

Flat \$100 per TB per year. Starts at a \$1,000/yr floor (≤10 TB), caps at \$100,000/yr at 1 PB. The license is only ~6% of what you save — the storage displacement is the prize. Design-partner, perpetual, and enterprise options available. Built-in floating trial for a real proof-of-concept on your own depot.

Proven. Reviewed. Recoverable.

An independent, adversarial code and security review surfaced 31 issues — every one verified and fixed. A ~45-test failure-injection suite proves recovery with no data loss and no corruption across crash/SIGKILL, Perforce outage, network loss, disk-full, and bit-level corruption. The cloud object store is the source of truth — lose the local database and a fresh install rebuilds its catalog from the cloud. Every restored file is BLAKE3 content-verified before it reaches p4d . Every change clears a strict quality gate (85% coverage floor, zero-warnings lint, fuzzing, performance-regression gate, dependency auditing); release binaries ship with build-provenance attestation and checksums.

Calculate your savings · Request an evaluation · Book a technical call

info@p4-cache.com https://p4-cache.com