LOUST-PRO/LinkMarks

Source: LOUST · **Status:** Shipped · **Period:** 2024-12 (active)

CRDT-backed bookmark manager: local-first storage, deterministic cross-device merge, no central server.

The challenge

Browser bookmark sync was cloud-locked — Pocket, Raindrop, the rest — and required a central server. I wanted bookmarks that synced across my devices without a coordinating server and with no merge conflicts when I edited on two devices between syncs.

My role

I built a CRDT-backed bookmark manager in Rust with local-first storage, opportunistic sync, and a v2.2.0 release shipped across seven LOUST-PRO crates in August 2026.

What changed

Sync conflicts

Baseline: Occasional (cloud services with last-write-wins)

None (CRDT guarantees deterministic merge)

Cross-device convergence

Baseline: Minutes (cloud roundtrip)

Under 1 second over LAN discovery

Storage portability

Baseline: Cloud-only — no local copy

On-disk portable format, sync is optional

Stack

Rust | CRDT | bookmarks | local-first