

CheckpointService

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Kind: Class**Source:** [atloria-monorepo/packages/doc-automation/src/v2/pipeline/checkpoint.ts](https://github.com/atloria-monorepo/packages/doc-automation/src/v2/pipeline/checkpoint.ts)

Methods

Method	Signature	Returns
save	save(jobState: JobState, stageData: Record<string, unknown>)	Promise<string>
load	load(jobId: string)	`Promise<CheckpointData
exists	exists(jobId: string)	Promise<boolean>
delete	delete(jobId: string)	Promise<void>
startAutoSave	startAutoSave(getState: () => { jobState: JobState; stageData: Record<string, unknown> })	void
stopAutoSave	stopAutoSave()	void
listJobs	listJobs()	Promise<string[]>
getHistory	getHistory(jobId: string)	Promise<{ path: string; timestamp: Date }[]>

Where it refuses work

- CheckpointService stops the work with an early return when `(error as NodeJS.ErrnoException).code === 'ENOENT'` .
- CheckpointService stops the work with an early return when `files.length <= this.config.maxCheckpoints` .
- CheckpointService stops the work with an early return when `this.config.autoSaveInterval <= 0` .

When something fails

- `CheckpointService` handles failure in 10 places: it discards it silently in 4, turns it into a return value in 3, lets it reach the caller in 2, and logs it and continues in 1.