



Welcome to Fleet. It runs a crew of AI coding agents ("**workers**") on your Mac, led by a **Captain** you talk to in plain English. Here's how to get running.

1 Before you start

- **An Apple Silicon Mac** (M1 or newer).
- **A Claude subscription** — Max strongly recommended. Fleet runs many agents at once on your flat subscription, so Max's larger limits matter. (Pro works for light use.)
- **Claude Code installed and signed in.** If you can open Terminal, type `cLaude`, and it launches — you're set. If not, Fleet's first-run wizard walks you through it.

That's it — Fleet bundles everything else it needs.

2 Install

- 1 Download the latest **Fleet Desktop.dmg** from the releases page.
- 2 Open the `.dmg` and drag **Fleet Desktop** into your Applications folder.
- 3 Launch it from Applications. It's Apple-signed and notarized, so it opens normally — no "unidentified developer" warning.

On first launch, a short **sign-in wizard** connects your Claude account. When it says you're signed in, you're ready.

3 Recommended settings

Open **Settings** (top-right avatar menu → Settings) and set:

SETTING	SET IT TO	WHY
Autonomy	Claude Auto	The sweet spot — workers run on their own, but anything risky (deleting, deploying, pushing, secrets) still stops and asks.
Remote approvals	On (from phone)	When a worker needs a yes/no while you're away, the Captain texts it to your phone and you tap Approve.
Fleet model	Opus 4.8	The most capable default for real coding work.

Leave the two "floor" safety toggles **OFF** (they're off by default) — those turn off the guardrails.

The one-line setup: Claude Auto, Remote approvals on, Opus — and let the Captain bring the risky decisions to you. Hands-off speed *with* a safety net.

4 Gotchas & fixes

Workers won't start / they spin at "warming up."

Almost always means the app can't find your `claude` command. Open **Terminal**, type `claude`, confirm it launches and you're signed in — then restart Fleet. The most common first-run snag.

The whole Mac got slow with a few workers running.

Make sure you're on **version 0.1.70 or newer** — older versions rebuilt everything from scratch per worker. 0.1.70 fixed it.

No "update available" badge even though there's a new version.

Fleet checks on a timer (~45 min), not constantly. To update now, just **quit and reopen** — it checks on launch.

It stopped and says I hit a limit.

That's your Claude subscription's usage window, not a Fleet bug. Wait for the reset or switch Claude accounts. Fleet never bills per-use — it rides your flat subscription.

5 Pro-tips

- **Give it a goal, not a prompt.** Say "make the login page work end-to-end and prove it," not "write a function that..." The Captain plans, splits, and *finishes* it.
- **Let it prove its work.** Ask for a check — tests passing, a screenshot. Fleet won't call something done until it verifies. A green build isn't proof.
- **Put it on your phone.** Pair the Telegram bot to approve actions and get "it's done" pings anywhere.
- **Talk to the Captain like a chief of staff.** "Fix the bug Emma reported," "review these two PRs and merge the good one." It figures out where the work goes.
- **Run things in parallel.** Independent tasks each get their own worker at no extra cost — fanned out, then pulled back together.
- **Save what works as a Skill.** When the fleet nails a task you'll repeat, save it as a reusable recipe and re-run it in one click.

 **Fleet** — give it a goal, not a prompt. Then let it finish the job.

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