

# TrackCraft — Privacy Policy

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DreamTeam Mobile LLC ("we", "us", "DreamTeam Mobile") publishes the TrackCraft macOS application ("TrackCraft", "the app"). This Privacy Policy describes what data the app handles and what we, the publisher, do or do not collect.

The short version:

- **Your audio, your project files, and your AI API keys never leave your Mac through TrackCraft**, except when you explicitly invoke an AI feature — in which case data goes only to the AI provider you configured.
- **TrackCraft sends anonymous usage and crash data** to Google Firebase so we can spot bugs and prioritise fixes. The data is not tied to a TrackCraft account (we don't have user accounts) and is not used to identify you.

The longer version is below.

## 1. Who this policy applies to

This policy applies to your use of the TrackCraft macOS desktop application, regardless of how you obtained it (Mac App Store or direct download from our website).

This policy does **not** cover:

- The third-party AI providers you choose to connect (Anthropic, OpenAI, or Google) — each has its own privacy policy that you agree to when you create an account with that provider. TrackCraft routes data to them only when you explicitly invoke an AI feature.
- The Apple platforms TrackCraft runs on (macOS, the App Store, the Apple ID associated with your download). Apple's privacy practices are governed by Apple's privacy policy at <https://www.apple.com/legal/privacy/>.
- Our marketing website at <https://www.dreamteam-mobile.com>, which has its own privacy practices (described on that site).

## 2. Data the app handles

TrackCraft runs entirely on your Mac. The app processes the following categories of data:

### 2.1 Audio you load

Audio files you open, edit, or export are read and written by the app on your local disk only. Audio data is **never** transmitted to DreamTeam Mobile.

When you invoke an AI feature, summaries derived from your audio (loudness measurements, peak / RMS / crest-factor numbers, band energy levels, and a low-resolution visual representation of the waveform shape) are sent to the AI provider you selected and configured (see §3). The raw audio sample data is not transmitted to the AI provider.

## 2.2 Project files

When you save a TrackCraft session as a `.tcproj` project file, that file contains the audio sample data plus the metadata associated with your editing session (goal target, plan, history). The project file is stored on your local disk at the path you choose. We do not sync, upload, or otherwise transmit `.tcproj` files.

## 2.3 API keys and provider configuration

If you use TrackCraft's BYK (bring-your-own-key) AI features, your API key is stored securely in the macOS Keychain on your Mac. DreamTeam Mobile does not have access to your Keychain. Your API key never leaves your Mac except as the bearer credential on the HTTPS request TrackCraft sends to the AI provider you selected.

## 2.4 Application preferences

Non-sensitive settings (your default goal target, last-used export format, panel layout choices, preferred AI provider) are stored in the standard macOS user-defaults location on your Mac. They never leave your Mac.

## 2.5 Session transcripts and logs

When you use AI features, TrackCraft stores transcripts of your session under macOS's standard per-app Application Support directory. These transcripts are local files; they are not transmitted anywhere by TrackCraft.

A diagnostic log file is written to a temporary location on your Mac while the app runs. It contains application events (file opens, exports, errors), is rotated by macOS, and is never transmitted off your Mac by TrackCraft.

## 3. Third-party AI providers

TrackCraft is a **bring-your-own-key** application. To use the AI mastering features, you separately create an account with one of:

- Anthropic (Claude API) — <https://www.anthropic.com/legal/privacy>
- OpenAI (Chat Completions API) — <https://openai.com/policies/privacy-policy>
- Google (Gemini API) — <https://policies.google.com/privacy>

Or you install one of the corresponding command-line tools (`claude`, `codex`, `gemini`) which run inference through the same provider account you authenticate with.

When you invoke an AI feature, TrackCraft sends the following to the provider you selected (and only to that provider):

- Aggregate metrics about your audio (LUFS, peak, RMS, crest factor, stereo correlation, per-band energy levels)
- A low-resolution silhouette of the waveform (a few hundred numerical samples representing the visual shape, not the audio)
- Your goal selection (Streaming / Broadcast / Club / Custom and the associated LUFS / dBTP targets)
- The TrackCraft system prompt for the AI agent

- Your API key, as the bearer credential on the HTTPS request

The provider's privacy policy applies to their handling of that data. **You are responsible for reading and accepting the provider's terms** before configuring TrackCraft to use it.

When you have not configured an AI provider, no AI-related network request is ever made by TrackCraft.

## 4. Anonymous usage and crash reports

TrackCraft uses **Google Firebase Analytics** and **Firebase Crashlytics** to collect anonymous usage and crash data so we can spot bugs and prioritise fixes. We do not operate the analytics backend ourselves; Firebase is operated by Google. Firebase's privacy practices are governed by Google's privacy policy at <https://policies.google.com/privacy>.

### 4.1 What is sent to Firebase

- A random per-install identifier that is not linked to your Apple ID, email, or any persistent device ID.
- Anonymous app-lifecycle event names (for example: launched, loaded a track, exported, requested AI analysis) and non-sensitive parameters (for example: export format, loudness target).
- Crash reports — stack trace, OS version, hardware model.

### 4.2 What is not sent

- No audio data, ever.
- No file names or file paths.
- No API keys or AI provider credentials.
- No cookies, no advertising identifiers (IDFA), no IP-address logging on our side. Firebase may briefly observe your IP at the network layer to deliver the request; we do not store or have access to it through Firebase Analytics.

### 4.3 Apple-managed crash reports

Independently of Firebase, if macOS reports a TrackCraft crash to you and you choose to share it with Apple via System Settings → Privacy & Security → Analytics & Improvements → Share with App Developers, Apple's standard crash report (containing OS version, hardware identifier, and a stack trace) becomes available to us through App Store Connect. Sharing those crash reports is your choice; you can disable it at any time in System Settings.

### 4.4 Things we never collect

- We do not sell, rent, or share data with third parties for advertising or marketing.
- We do not track you across apps or websites.
- We do not use the data we receive to identify individual users.

## 5. International users

TrackCraft is published from the United States. The anonymous usage and crash data described in §4 is processed by Google Firebase, which may store and process it across borders per Google's own privacy

policy. When you use AI features, the AI provider you selected may also transfer the data described in §3 across borders per the provider's own policy.

If you are in the European Economic Area, the United Kingdom, or California, your statutory rights under the GDPR / UK GDPR / CCPA apply to any data we hold about you. The data we hold via Firebase is keyed only to a per-install random UUID and is not linked to a TrackCraft account; for any data-rights requests, email us per §7.

## **6. Updates to this policy**

If we change this policy, the new version will replace this PDF at the same URL, and the "Last updated" date at the top will change. Material changes will also be noted in the App Store release notes for the version that introduces them.

## **7. Contact**

Questions, requests, or formal data-rights requests can be sent to:

*DreamTeam Mobile LLC [contact@dreamteam-mobile.com](mailto:contact@dreamteam-mobile.com)*

*<https://www.dreamteam-mobile.com/#contact>*