



# CINEBOOST

## Privacy Statement

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|------------------|-------------------------------------------|
| <b>Publisher</b> | StarMentor Inc.                           |
| <b>Release</b>   | CineBoost 1.0.0   August 9, 2026          |
| <b>Product:</b>  | CineBoost editor plugin for Unreal Engine |

### 1. Scope

This statement describes data handling by the CineBoost Unreal Editor plugin itself. It does not describe data handling by Epic Games, Fab, Unreal Engine, the operating system, graphics drivers, third-party plugins, or support services operated by other providers.

### 2. No CineBoost account, telemetry, or advertising

The current CineBoost 1.0.0 source reviewed for the Windows Unreal Engine 5.7 release does not include a CineBoost account system, advertising, analytics service, telemetry uploader, network client, or intentional transmission of personal information to StarMentor Inc.

CineBoost does not require a StarMentor login and does not sell personal information.

### 3. Local editor settings and project state

CineBoost reads Unreal Editor and rendering signals needed to operate its interface, headroom estimate, temporary performance modes, isolation, restoration, and render safeguards.

CineBoost may store its settings and limited per-project editor state in Unreal Engine's local editor configuration files. This can include option values and Hero-asset identifiers required for the feature. This information remains on the user's machine or in locations controlled by the user's own project, source-control, backup, synchronization, or storage configuration.

CineBoost does not intentionally read the content of unrelated personal files.

### 4. Logs and crash information

CineBoost may write operational messages to Unreal Engine's normal local logs. Unreal Engine, Epic Games, the operating system, or other tools may separately create logs, crash reports, diagnostic files, or usage records under their own settings and policies. StarMentor Inc. does not automatically receive those materials from the CineBoost plugin.

If a user voluntarily sends a log, screenshot, project extract, email, or support message, StarMentor Inc. may use the submitted information to respond, diagnose a problem, protect the product, or comply with law. Users should remove confidential material and personal information that is not necessary for support.

## **5. Fab and platform transactions**

Purchases, downloads, authentication, reviews, refunds, payments, and marketplace communications are handled by Fab, Epic Games, or their service providers. Their privacy notices and account settings apply to those activities. CineBoost does not receive payment-card information through the plugin.

## **6. Security and retention**

No software can guarantee absolute security. Users are responsible for operating-system security, Unreal project permissions, source-control access, backups, and the security of files they choose to send for support.

Information voluntarily provided to StarMentor Inc. for support will be retained only as reasonably needed for the support purpose, legitimate business records, dispute prevention, security, or legal obligations, then deleted or de-identified where practical.

## **7. Children**

CineBoost is a professional Unreal Editor tool and is not directed to children. The plugin does not knowingly collect personal information from children.

## **8. Changes**

If a future CineBoost version adds online services, accounts, telemetry, or materially different data handling, StarMentor Inc. will update this statement and any required notices before or with that version.

## **9. Contact**

Privacy or support questions may be sent to support[at]starmmentor.net or through the official StarMentor Inc. publisher channel shown on Fab. Do not send confidential project files unless specifically requested through an approved support process.

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