



Local Audio Processing and Privacy

<https://musicreason.com/resources/local-audio-processing-and-privacy/> · Last updated 2026-09-06

Every MusicReason engine that touches a microphone stream or a local audio file runs that analysis entirely inside your browser, using the Web Audio API your browser already ships with. There is no upload step, because there is no server on the other end to upload to.

What a user gesture actually does

Nothing analyzes audio until you explicitly choose a file or grant microphone permission. That permission is requested and held by your browser, not by MusicReason; the site never sees a copy of your microphone stream independent of the browser's own permission model, and you can revoke it at any time in your browser's own settings.

What never leaves your browser

Excluded from analytics, logs, exports, and URLs, on every audio engine:

- Raw audio and microphone streams.
- Waveform or spectral data derived from your audio.
- Filenames and file paths of anything you load.
- Detected results (a pitch, a tempo, a chord, a confidence value).
- Any text you type into an engine's fields.

Microphone Tuner, Silence and Trim Finder, and Spectrum Viewer all share this same decode-and-analyze boundary, so this list applies identically across every one of them, not as a per-engine exception.

What an analytics event is allowed to contain

An allowed analytics event on this site can only ever carry a canonical engine ID and one allow-listed action name, such as "engine_used" or "analysis_cancelled" (src/lib/analytics/gate.ts). Any other field is rejected before it is ever queued, and if your browser reports Global Privacy Control (GPC) enabled, no event is queued at all, on any page.

Cancellation, reset, and stale results

Loading a new file or starting a new capture while a previous analysis is still running cancels the stale run rather than letting two results race each other. Nothing about the cancelled analysis, including how far it had progressed, is retained once it is replaced.

A browser-availability limitation, stated plainly

Local decode and analysis depend on your browser's own Web Audio API support and performance. When a browser or device cannot support a given analysis reliably, the affected engine says so directly rather than returning a degraded result silently. See [the Privacy page](#) for the site-wide policy this resource specializes for audio.

Frequently asked questions

Does MusicReason ever upload my microphone audio or an audio file I load?

No. Every audio-analysis engine decodes and analyzes audio using your browser's own Web Audio API, on your device. Raw audio, waveform data, and filenames are never transmitted to a server or an analytics endpoint, because this product has no backend to send them to.

What exactly does an analytics event record when I use an audio tool?

Only a canonical engine ID and a small allow-listed action name such as "engine_used" or "analysis_cancelled" (src/lib/analytics/gate.ts). No result, no detected pitch or tempo, no file name, and no audio-derived value of any kind is ever attached to an event.

What happens if I have Global Privacy Control (GPC) enabled?

MusicReason checks for GPC and skips queuing any analytics event at all when it is on, on every page, not only audio pages. This is the same behavior described on the Privacy page, applied consistently to every audio-analysis engine.

Where this shows up

AUDIO ANALYSIS

Microphone Tuner

AUDIO ANALYSIS

Silence and Trim Finder

AUDIO ANALYSIS

Spectrum Viewer