

PreFlight — Data Handling

Eolas Technologies Ltd · v1.01

pf_v1.01 processes, evaluates, and deletes. No dataset is retained.

What we receive.

Your dataset, uploaded over HTTPS for one purpose: evaluation. No account browsing your data, no humans reading it, no secondary use. Ever.

What happens during evaluation.

The dataset is staged in object storage, streamed through the enforcement engine in an isolated worker, and reduced to a verdict. The engine has no network egress — it cannot send your data anywhere.

Deletion.

The dataset is deleted immediately after validation completes. A scheduled sweeper independently re-checks storage and removes anything a failed run leaves behind — deletion doesn't depend on the happy path.

What persists.

The report and its two SHA-256 hashes (input, report) — that's it. Reports include the minimal cell-level evidence required to substantiate the verdict (the offending values, bounded), because a verdict you can't audit is worthless. The full dataset is never retained, persisted, or reused.

Isolation.

Evaluation runs per-job. No dataset touches another customer's context. The engine performs no dynamic code evaluation and exposes no interactive surface.

Sub-processors.

PreFlight uses four sub-processors: DigitalOcean (hosting, compute, storage), Stripe (payment processing), Resend (transactional email), and Cloudflare (site delivery). Dataset content reaches exactly one of them: DigitalOcean Spaces, the storage layer, where it is held only for the duration of evaluation and deleted on completion. No other sub-processor receives dataset content.

Questions: admin@eolasdata.com — response within 2 business days.