CrewWho — What's new

Build 112 · 7 September 2026

Reporting an error is one tap now

When something broke, CrewWho handed the report to the iOS share sheet, which then asked which app you wanted to send it with. That question is not yours to answer while your app is broken, and it meant most reports never arrived.

Now the tap sends it. You see that it went, or that it's been saved to send when you have signal. Nothing is transmitted without that tap — that hasn't changed — but the tap now does the whole job.

The report still carries only the error, the screen you were on, the build and your device. Never your call sheets, contacts or notes.

Build 111 · 7 September 2026

Updating now clears out old AI models

CrewWho's built-in reader has changed a few times, and every earlier version's model file stayed on your phone where nothing could use it. A real test device was carrying **1.4 GB** of them. An update now removes any model the app can no longer load, and the On-device AI screen tells you how much came back.

Your data is not involved. This only looks in the folder where model files live. Call sheets, contacts, notes, ratings, receipts, day logs, snapshots and backups are somewhere else entirely and are never touched — and the update snapshot still runs first, before anything is removed.

Easier to use with VoiceOver, and easier to hit

The calendar's month arrows had no name at all, so a screen reader announced nothing — and they were the only way to change month. They're labelled now, and bigger. The chat send button is labelled too, and Delete on a job is a full-size target rather than a small one.

A quieter app

Every screen was firing network requests that could never succeed, from a mismatch between how routes are named and how they're stored. Around a hundred failed requests per session, gone. Nothing about navigation changes.

Support email

Support now goes to james@crewwho.ai, the same address as error reports and the suggestion box. The legal documents still name the company address, because that's what they're for.

Build 110 · 7 September 2026

You can search People by name again

Typing someone's name on the People screen returned "No one matches". The search knew about roles, productions, clients, locations and dates — but never the person. It does now, and a name outranks a role, so searching "Ito" gives you Sam Ito rather than every AC you've worked with.

Everything is easier to read

The muted grey used for tab labels, section headings, timestamps and helper lines was too light to meet the readability standard — measured 2.43:1 against a 4.5:1 requirement, in 212 places. It's darker now, in both light and dark mode. On a bright set that's the difference between reading a label and guessing at it.

Tinted note boxes had the same problem in dark mode: their dark brown and dark green text stayed dark on a dark card. Fixed as a family, not one at a time.

Filled buttons are a shade deeper so white text on them clears the bar too.

People opens instantly, however long you've been shooting

The list used to build a row for every person the moment it opened. With three years of work behind you that was nine thousand rows at once. Now it builds a screenful at a time as you scroll, so opening People costs the same whether you have fifty people or nine thousand.

Measured at 200 jobs × 45 crew	Before	After
DOM nodes on the People screen	117,319	833
Time to render	2.5s	1.2s

Build 109 · 7 September 2026

The same face when you export a whole crew

Build 108 gave saved contacts a face, but only when saving one person at a time. Exporting every crew member from a job goes through a different path, and that one still produced grey initials. Both do the same thing now.

Build 108 · 7 September 2026

Saved contacts arrive with a face

Crew you save from a call sheet used to land in your iPhone Contacts as grey initials, indistinguishable from everyone else in there. Now they arrive with the same avatar CrewWho shows in People — the glyph for their craft on a colour drawn from their name — with the CrewWho owl in the corner.

Two things fall out of that. You can tell at a glance which contacts came off a call sheet. And because the glyph is their department, scrolling your address book tells you who the gaffers are.

Your own card does the same, so when you hand it over you arrive as a face rather than initials.

It only ever fills a gap. If someone has a real photo, theirs is used and this never appears. iOS still asks before merging into an existing card. Turn it off in Settings → Give saved contacts a face, where you can see exactly what gets generated before deciding.

Build 107 · 7 September 2026

Who's gone quiet

A new screen from the People tab: the people you worked with most, who you haven't worked with lately. It's ranked by **days on set together against how long it's been** — not by a reminder timer, which would treat a one-day PA and a five-day key the same. Your call sheets are what make that possible; a contacts app can't do it.

Each row offers one tap. "Say hello" opens your own Messages or Mail with an opener already written, naming the last job you shared. Nothing sends until you send it. Either button rests that person for three months, so it never nags.

People who are marked do-not-book never appear, and people you've never rated still do — most crew are never rated, and they're exactly who you lose touch with.

Recommend someone, properly

"Who would you use?" is a question a working DP gets constantly, and the answer is usually a text retyped from memory. Now it's one action on anyone's page: their role, what it's for, and the jobs you actually did together with dates and day counts. You read the exact message before choosing where to send it.

Their phone and email are **off by default** and are a separate, deliberate switch, because passing on someone's number is their call as much as yours. With it off, the message offers to make the introduction instead.

Your private rating, review and day-rate notes are never included, in any mode, and there is no setting that changes that.

Build 106 · 7 September 2026

Where to find them — IMDb, LinkedIn, Instagram

Off by default; turn it on in Settings or from any person's page. Then every person gets four rows. Tap a saved one and it opens their page. Tap one you haven't filled in and it searches their name on that platform — find them, paste the link back, and it's one tap from then on.

CrewWho never looks anyone up, and never will. It cannot show you someone's LinkedIn activity or their IMDb credits, because those platforms don't permit it: LinkedIn's own terms say an app may never store profile data for anyone but the person signed in, and IMDb's free data is licensed for non-commercial use only. So this gives you a link and a search rather than pretending otherwise.

Cards now carry your links

My Card has optional IMDb, LinkedIn and Instagram fields. Fill them in and they travel with every card you share, into the other person's Contacts as labelled links. And when someone shares *their* card with you, their links land on their page automatically. That's the only way CrewWho ever holds someone else's profile link: they put it there.

Build 105 · 7 September 2026

Your data survives, and you can prove it

Updating the app never touched your data, but "never" was doing a lot of work with nothing behind it. Now CrewWho takes a full backup **before every app update**, and Settings shows the date of the most recent one so you can check rather than hope.

If the app ever opens empty, it offers to put your data back

If CrewWho starts up with nothing in it and there's a backup on the phone, you get one card: what's in the backup, when it was taken, and a button. This happens after a reinstall, or if iOS clears the app's storage. It always asks — quietly restoring would hide the fact that something went wrong.

Backups now include everything

Crew lists, people you added by hand, saved contact links, handshakes and your preferences were **not** in a backup before, so restoring onto a new phone lost them. They're in now. Restoring **adds** — it never deletes work you did after the backup was taken, and where the same thing exists twice the newer edit wins.

Backups still never contain your API keys, because a backup file gets emailed. And a restore never switches “make it better for everyone” back on — sharing call sheets is a decision you make now, not one an old backup makes for you.

Back up now actually keeps the file

It used to write to a temporary folder and only survive if you completed the share sheet. Cancel it and the backup you just asked for was gone. It's now saved to Files → On My iPhone → CrewWho → Backups first, and sharing is optional. That folder is part of your iPhone's iCloud backup, so a new phone set up from iCloud brings your CrewWho data along.

Under the hood

A check now runs on every build that fails it if a new setting isn't saved, or a new kind of data isn't in the backup. Both of those have cost real data before.

Build 104 · 7 September 2026

Tell me what to build

Settings → **Tell me what to build**: an idea, a problem, or what already works. Three taps and a sentence. Your email is optional and only used to reply. It works with or without any opt-in, and if you're on set with no signal it saves and sends later.

A fifth confirmation, for people who opt in

"Make it better for everyone" now has one more line to agree to: CrewWho may record **which features you use and where the app fails you** — event names, counts and seconds, like "opened Binder" or "reading a sheet fell back". Never sheet text, names, numbers, notes or anything you typed.

It carries a random install id tied to nothing. If you opted in before this existed, it stays **off** until you tick that one sentence in Settings. Nothing about what you already share changes either way.

Why it exists: one developer guessing which features matter is how good ideas get starved. Now the app can say.

Faster to open

Real numbers, not a feeling. Loading the PDF, QR and scanner engines only when they're actually needed cut the first load of several screens by more than half:

Screen	Before	After
My Card	322 kB	137 kB
Job detail	336 kB	205 kB
Career	272 kB	142 kB
Insights	272 kB	142 kB

Long lists (crew, jobs, people) now skip layout and paint for rows below the fold, and a contact row only redraws when *that person* changes instead of every time anyone is rated, renamed or photographed.

Small things

Every tappable card acknowledges the touch the same way. Icon tints are consistent in both light and dark.

Build 103 · 7 September 2026

"Help make CrewWho better for everyone?" — asked once, plainly

Right after the welcome screen, one card: why sharing call sheets helps a one-person developer, that nothing is ever sold or shared with anyone else, a link to a new **Your data, in plain English** page and to the Privacy Policy, and a reminder to check any NDA or production confidentiality agreement first. "Not now" is a full answer. Turning it on still takes the four confirmations.

Privacy, up front

The Privacy Policy now says in its short version, not buried: check your contracts and NDAs before using cloud AI with your own key, sharing sheets for training, or any future CrewWho cloud feature. Same text on crewwho.ai.

Still there

Your own API key for cloud AI (Settings → Advanced) is unchanged and stays on your phone.

Build 102 · 7 September 2026

Import a whole folder of call sheets

＋ → **Import a whole folder**: pick many files from the Files app (Dropbox and Drive folders are there), or paste a **Dropbox shared-folder link** or a **Google Drive folder link**. Each sheet becomes a job with its crew. Picking several files in Upload does the same. (Drive links use your connected Google account; disconnect and reconnect Google once to grant Drive access.)

Dark mode

Settings → **Appearance**: System, Light or Dark. Copy and paste stay readable both ways.

Bulk share, export and delete

Jobs → **Select**: tick jobs, then share the original sheets (AirDrop, Dropbox, Drive, Mail, a person), export all their contacts as one CSV, or delete them together.

Fixed

The "Contribute call sheets for training" switch was not surviving an app restart. It does now.

Build 101 · 6 September 2026

The job Binder, complete

Everything for a job in one place: shoot notes with **dated entries**, decks and creative documents, links, and a new **Scan** button that puts paper straight into the binder (auto capture with a Manual mode and Color / Grayscale / B&W in the scanner; PDF or JPEG; standard or high quality). It all shows on the job page whenever the job comes up.

Day log

Under Money → Planned vs actual: your own **pre-call**, call and wrap against the sheet, **meal penalties**, the job's **timezone**, and **expenses without a receipt**. Turnaround from the previous day's wrap is shown, red when it is under your guarantee. Pre-call counts toward hours; meal penalties add to pay (set the amount in My Deal).

Ask for personal contact

Anyone on a sheet who is only reachable at a production-company address gets a button on their card, and the job's Crew room gets one for everyone at once: a prefilled email asking to stay in touch and for a personal email, so they land in your contacts for good. You tap Send. Wording is editable in Settings.

Builds 97–100 · 6 September 2026

A better reader inside (97)

A new on-device model trained on jury-certified real call sheets. On the 29 real sheets we test against, crew recall 92.9% and phone accuracy 97.0%, the best of any build, with zero parse failures. Call time, wrap time and job type are now read straight from the sheet header by rules on top of the model: call time 82% → 93%, wrap time 32% → 73%.

Full-screen call sheet with pinch-to-zoom (98)

Tap the original on any job page. Pinch to zoom up to 6×, pan with one finger, double-tap to zoom in and out, "Fit" to reset. Multi-page PDFs scroll inside the viewer.

First run and everyday polish (99)

One welcome screen instead of two. Today with nothing scheduled shows your most recent job. Jobs get proper titles (project, or a meaningful filename, or "Call sheet · date"). "1 item needs your eye". Names offers "Add a call sheet" when there is no upcoming shoot. Settings opens on the controls.

Errors ask to be shared with the developer (100)

Any error, a crash, a sheet that will not read, or a quiet background failure, now offers **Share with the developer**. It opens your share sheet with the error and build number, never your call sheets, and sends nothing unless you do. People tab header is one compact row. The upload result page keeps clear of the tab bar.

How to update

Open **TestFlight**, tap **CrewWho**, tap **Update**. Build 100.

Builds 94–96 · 5 September 2026

One page, for beta testers.

Reads long sheets much better

CrewWho now reads every long call sheet twice, once whole and once in sections, and merges the two. On the 29 real sheets we test against, that lifted crew recall from 83% to 89% and crew accuracy (F1) from 79 to 90, with phone accuracy unchanged at 95%. If you had an episodic or multi-page sheet drop people before, try it again. You'll see "checking section 2 of 4" while it works.

Teach CrewWho with your old call sheets (optional)

A new entry at the bottom of the + menu. Share past sheets and CrewWho's reader gets better at everyone's. It is **off unless you turn it on**, you confirm four plain statements first, and you can stop any time.

- **From Files**, **From Photos**, or **From my email**, which lists the call-sheet

attachments already in your Gmail or Outlook so you just tick the ones to share.

- Every file is checked for viruses, PDF scripting and hidden instructions before it's

kept. The screen tells you what was accepted.

- When you finish a "needs your eye" review with sharing on, your answers go too, and

the review screen says so.

What gets shared is the sheet itself, including crew names and numbers. It is used only to train and test the reader. Details in Privacy, in the app and at crewwho.ai.

Smaller things

- Reviews: the green "everything cross-checked" line now tells you when your answers helped training.
- Settings → Contribute call sheets links to the new guided screen.
- Under the hood: the ship pipeline retries Apple's provisioning service when it hiccups, so builds arrive more reliably.

How to update

Open **TestFlight**, tap **CrewWho**, tap **Update**. Build 96.

What we'd love you to try

1. A long or multi-page call sheet you've had trouble with. Did it find everyone? 2. + → **Teach CrewWho** → **From my email**. Did it find your old sheets? Was the wording clear? 3. Anything confusing: screenshot in the app and TestFlight will send it to us with your note.

Thanks for testing. James