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WAVEBYTE ANNOUNCES GFX DELAY 1.0

Concord, CA, July 28, 2005 – Wavebyte today announced the release of GFX Delay 1.0.

The GFX Series is a collection of DirectX® Audio Plug-ins designed for guitarists, with the look, feel and sound of classic guitar effects. The GFX Delay 1.0 produces a wide variety of delay effects; from the quick slap-backs to the distant canyon echoes, and in stereo mode, enjoy the panoramic pingponging effects.

Key Features

- Effect Control – adjusts the level of the delay effect; turn clockwise to increase and counterclockwise to decrease.
- Time Control – adjusts the delay time; turn clockwise to increase and counterclockwise to decrease.
- Regen Control – adjusts the amount of output which is feedback into the input of the effect; turn clockwise to increase and counterclockwise to decrease.
- Level Control – adjusts the output level of the effect; turn counterclockwise from full clockwise position to decrease.
- LED On/Off Indicator: indicates if the effect is on or off.
- Foot (Mouse) Pedal On/Off Switch: toggles the effect on and off; left-click with mouse to toggle on and off.

Availability and Pricing

GFX Delay 1.0 demo and retail versions are available on the Wavebyte website.

System Requirements

- Microsoft® Windows® 9x/Me/NT/2000/Xp
- DirectX® compatible audio host application
- Microsoft® DirectX® Media 5.2 or higher
- 200 MHz Pentium processor or 100% equivalent
- 32MB RAM

- 16 bit Graphics Card

Product Specifications

- Graphics Resolutions: 16, 24, 32 bit
- Sample Rates: 8,000 – 96,000 kHz
- Sample Formats: 16, 24 bit
- Internal DSP: 32-bit IEEE Float
- Plug-in Connections: mono to mono, stereo to stereo

About Wavebyte

Wavebyte, a privately owned company based in Concord, California, is a young company focused on the development of flexible, inexpensive, intuitive audio software for guitarists.

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Visit the Wavebyte Web site at: <http://www.wavebyte.com/>

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