

## **FOR IMMEDIATE RELEASE**

### **CONTACT:**

Duette Bennett, VP Marketing  
Wavebyte  
[duette.bennett@wavebyte.com](mailto:duette.bennett@wavebyte.com)  
[www.wavebyte.com](http://www.wavebyte.com)

## **WAVEBYTE ANNOUNCES GFX DISTORTION 1.0**

**Concord, CA, May 01, 2006** – Wavebyte today announced the release of GFX Distortion 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 Distortion 1.0 allows for a variety of distortion tones, from mellow to harsh, tailored with low and high frequency sculpting.

### **Key Features**

- Gain Control: adjusts the amount of distortion; turn clockwise to increase and counterclockwise to decrease.
- Low Control: adjusts the low frequency boost or cut; turn clockwise from center position to boost and counterclockwise to cut.
- High Control: adjusts the high frequency boost or cut; turn clockwise from center position to boost and counterclockwise to cut.
- 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 Distortion 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.

###

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

© 2006 Wavebyte, Wavebyte is a trademark or a registered trademark of Wavebyte in certain countries. All Wavebyte product names and logos are trademarks or registered trademarks of Wavebyte in certain countries. All other company and product names and logos are trademarks or registered trademarks of their respective owners in certain countries. DirectX is either a registered trademark or trademark of the Microsoft Corporation in the United States and/or other countries.