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WAVEBYTE ANNOUNCES GFX ENGINE 1.3

Concord, CA, June 16, 2006 – Wavebyte today announced the release of GFX Engine 1.3.

GFX Engine 1.3 enables guitarists to practice and perform on their PC, in real-time, using a standard sound card. Plug your guitar into your sound card's line-input, construct a chain of Wavebyte GFX Plug-ins from the GFX Engine's effect-chain editor, press power, and you're Jamming!

Key Features

- Built on WDM Kernel Streaming Architecture for low latency.
- Chain up to 40 Wavebyte GFX Plug-ins in series.
- Individual effects can be used multiple times, i.e. pre-eq and post-eq for distortion with one GFX Equalizer.
- Select the audio input/output from one or more sound cards, choosing from a list of compatible audio formats.
- Arrangement of effect GUIs by windowing options such as tiling and overlap.
- Input and output level peak-meters.
- Application priority settings to avoid unwanted audio interrupts from other concurrent applications.
- Save effect chains, storing effect settings and window settings.
- Chain editor allows manipulation of new or previously saved chains.
- Latency display shows current sound card buffer latency.

Availability and Pricing

GFX Engine 1.3 demo and retail versions are available on the Wavebyte website.

System Requirements

- Microsoft® Windows® 9x/Me/NT/2000/XP
- Sound Card with WDM driver
- Microsoft® DirectX® Media 5.2 or higher

- 500 MHz Pentium processor or 100% equivalent
- 32 MB RAM
- 16 bit Graphics Card

Product Specifications

- Graphics Resolutions: 16, 24, 32 bit
- Sample Rates: 8,000 – 96,000 kHz
- Sample Formats: 16 bit
- Internal DSP: 16 bit
- 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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