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CONTACT:

Duette Bennett, VP Marketing

Wavebyte

duette.bennett@wavebyte.com

www.wavebyte.com

WAVEBYTE ANNOUNCES GFX FLANGER 1.0

Concord, CA, June 21, 2005 – Wavebyte today announced the release of GFX Flanger 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 Flanger 1.0 produces flanging effects from the mellow, swirling, watery effects to the classic supersonic, jet-engine sweeps.

Key Features

- Speed Control – adjusts the speed at which the flanger sweeps through the depth; turn clockwise to increase and counterclockwise to decrease.
- Depth Control – adjusts the depth at which the flanger is allowed to sweep; 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 Flanger 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