

Gravity Channel 1.0.3 — Release Notes

GANUE Audio

2026

Gravity Channel 1.0.3

A small maintenance release focused on responsiveness. Reopening the plugin window is now effectively instant, and memory use is steadier when you open and close the editor repeatedly. **Nothing in the audio path changed** — projects made with any earlier version open and sound identically. Available as VST3 and Standalone (and AU on macOS).

Improved

Instant editor reopen

- The knob and panel artwork is now decoded a single time for the life of a plugin instance and reused, instead of being decoded again every time you reopen the plugin's window. On the reference machine, decoding that artwork takes about a second; with 1.0.3 it happens once per session rather than on every reopen, so closing and reopening Gravity's window is effectively instant (a cached reopen measured well under a hundredth of a millisecond).
- Because the artwork is shared rather than reloaded, opening and closing the editor many times no longer churns memory the way it used to.

Notes

- Fully backward compatible with 1.0.0, 1.0.1 and 1.0.2: same parameters, same presets, same sound. The DSP is byte-for-byte unchanged.
- If your host caches plugin scans, do a full rescan so the 1.0.3 build is picked up.