

# Gravity Channel 1.0.2 — Release Notes

GANUE Audio

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## Gravity Channel 1.0.2

A maintenance release. The plugin loads much faster and installs much smaller, the EQ curve and the front-panel switches can now be automated, and a knob-drawing artefact has been fixed. **Nothing in the audio path changed** — projects made with 1.0.0 or 1.0.1 open and sound identically. Available as VST3 and Standalone (and AU on macOS).

### Improved

#### Much faster loading, much smaller download

- The plugin window now opens roughly **2.4x faster** (measured 954 ms to 398 ms on the reference machine). The delay you saw the first time you inserted Gravity on a track is largely gone.
- The **download is less than half the size**: 49 MB to 22 MB.
- Gravity now uses about **110 MB less memory** per instance for its knob graphics.
- The knob artwork was re-sampled to the resolution it is actually drawn at. It was previously stored at nearly three times the size it is ever displayed, even at the largest UI scale. There is no visible difference — please do compare.

### Added

#### The EQ curve can be automated

- Dragging a band dot on the EQ curve display now tells your DAW that you are holding a control, which is what a host needs in order to record automation. Previously the values moved but nothing was recorded in touch or latch mode.
- Double-clicking a dot to reset a band to 0 dB is also recorded now.

#### The switches can be automated

- The front-panel switches and selectors — Phase, the EQ and COMP on switches, the PRE/POST and LINK switches, the LF/HF frequency switches, the VU source selector and the BLOOM selector — now report the same way. Clicking them while your DAW is recording automation writes the change.

### Fixed

#### Knob rendering

- Hardened the knob drawing against a frame-boundary artefact, in which the dark bottom edge of the neighbouring animation frame could bleed into the transparent top edge of the current one and leave a faint dark line just above a knob.
- Knobs that share the same artwork no longer force one another to redraw from scratch, which makes the panel cheaper to repaint while you are turning a knob.

### **Version number**

- The Windows file properties of the plugin and the standalone application now report the correct version. They were still reading 1.0.0.

### **Notes**

- Fully backward compatible with 1.0.0 and 1.0.1: 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 1.0.2 build is picked up.