

Gravity Channel 1.0.4 — Release Notes

GANUE Audio

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Gravity Channel 1.0.4

A macOS compatibility hotfix. **Nothing in the audio path changed** — projects made with any earlier version open and sound identically, and the Windows build is functionally the same as 1.0.3. If you are on macOS, this release is important: earlier macOS builds could not run on a large share of Macs at all.

Fixed (macOS)

Universal 2 binary — Intel Macs are supported again

- The macOS build was being produced for Apple Silicon only, because the build machine's architecture was used implicitly. On an Intel Mac the plug-in could not be loaded at all, and the same was true on Apple Silicon whenever the host application was running under Rosetta. Gravity Channel is now built as a Universal 2 binary (arm64 + x86_64) and loads natively in both cases.

Minimum macOS is now 11.0 (Big Sur)

- The build also had no explicit minimum-macOS setting, so the compiler defaulted to the version of macOS on the build machine — which meant the shipped binary refused to load on anything older than that. The minimum is now pinned to macOS 11.0, so the plug-in runs on Big Sur and later as intended.

If Gravity Channel never appeared in your plug-in list on macOS, or vanished after a rescan, this release is the fix.

Notes

- Fully backward compatible with 1.0.0 through 1.0.3: same parameters, same presets, same sound. The DSP is unchanged.
- Windows users: no functional change from 1.0.3. Updating is optional but keeps the version numbers aligned across platforms.
- If your host caches plug-in scans, do a full rescan so the 1.0.4 build is picked up.
- macOS builds remain ad-hoc signed (not notarized). If macOS blocks the plug-in, remove the download quarantine flag: `xattr -dr com.apple.quarantine "/Library/Audio/Plug-Ins/VST3/Gravity Channel.vst3"`