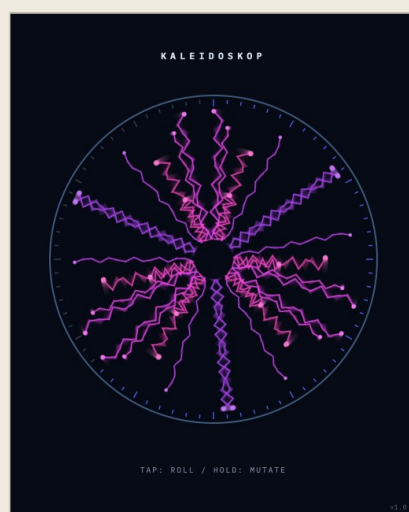
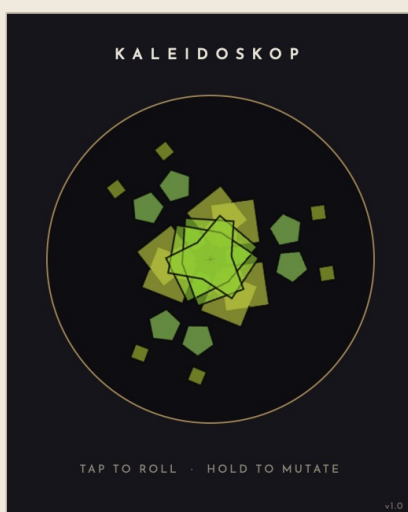
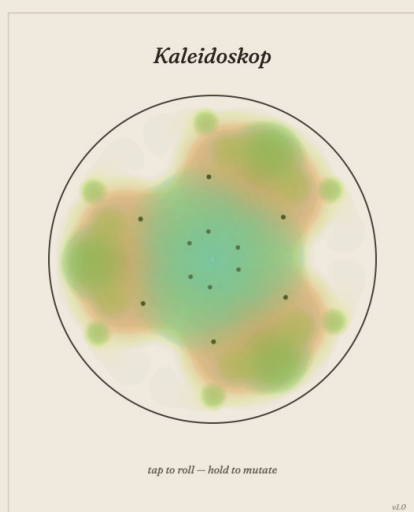


Kaleidoskop

One button. No way back.



A random multi-effect for guitar, synths, drums, anything. Sixteen effects, chained and set by chance. You tap, you listen, you commit.

AU / VST3 for macOS · Ruhrpott Guitars, Dortmund

The eye is the only control

Tap

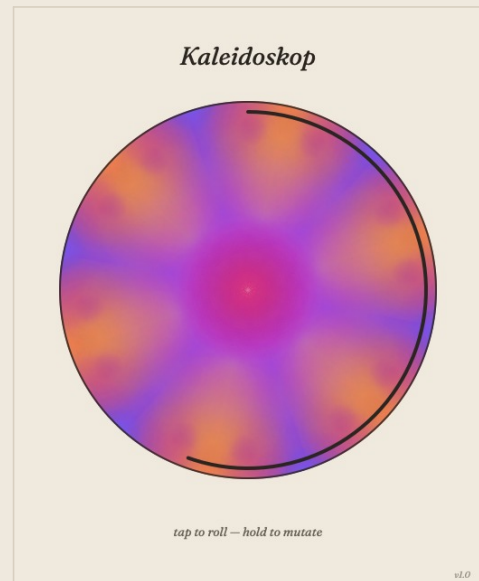
A new roll. New effects, a new order, new settings. The old chain stops taking input and its reverb and echoes ring out while the new one fades in.

Hold

Mutation. The current sound starts to wander and glides into its new shape. The longer you hold, the further it goes; the ring shows how long you have held. Hold long enough and two effects may swap places.

Your rhythm is the wildness

There is no soft, medium or carnage switch: the way you tap decides. A single tap after a pause gives a gentle chain of three or four effects. A quick double tap warms things up. Hammer the eye and it gets hot: up to six effects, extreme settings, rules broken on purpose. The heat cools down by itself within a few seconds.



Holding: the ring grows, the ink drifts.

No way back

There is no undo and no dry/wet: the signal always runs through the chain, all of it. What you hear is saved with your project and comes back exactly like this when you open it again.

Mouse only

Click	Roll
Click and hold	Mutate
Click fast, again and again	Make it hot
Right-click (Ctrl-click)	Choose the look (Ink, Glass, Signal), open this manual

Kaleidoskop ignores the keyboard on purpose. Space, M and every other key stay with your DAW, so stopping the transport never changes a sound you were happy with.

What can happen

Every roll picks three to six effects from a pool of sixteen. The display never tells you which ones; this page does, in general terms.

Dirt	Overdrive to hard clip, wavefolder, bit and sample-rate crusher
Filter	Swept low, band and high pass; tuned comb filter; phaser with 4, 6 or 8 stages
Strange	Ring modulator; pitch shifter (octave down or up, fifth up or down)
Movement	Chorus and flanger, tremolo and auto-pan (free or in time), tape wow and flutter
Time	Delay in time with your song (straight or ping-pong), reverse echoes, beat-repeat stutter on the grid
Space	Reverb from small room to huge hall; shimmer with an octave or fifth rising in the tail

How a chain is built

Dirt tends to come first and space last, like on a pedalboard, but now and then a rule is broken on purpose, more often when it is hot. The same effect may appear twice. A wildness budget keeps calm rolls musical; about one roll in twenty ignores it completely.

Changes

A new roll fades in within 30 ms while the old chain rings out for up to 4 s. Mutations glide over about 1.5 s. When two effects swap places, a slower crossfade hides the jump.

The safety net

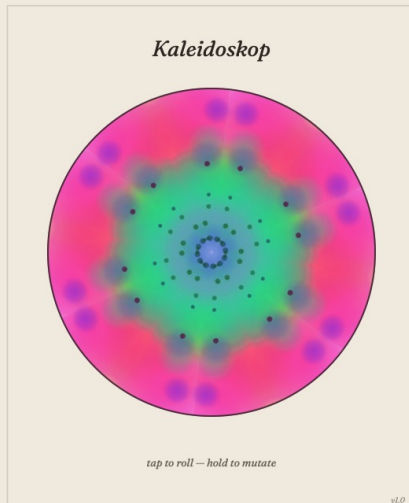
Behind the chain sits a fixed stage you never have to think about: loudness matching (the result follows the level of your input, from -24 to $+12$ dB, and holds still during pauses so tails are not pulled up), a DC blocker and a peak limiter at -0.5 dBFS. However wild the roll, it does not jump out of the mix or clip.

Tempo

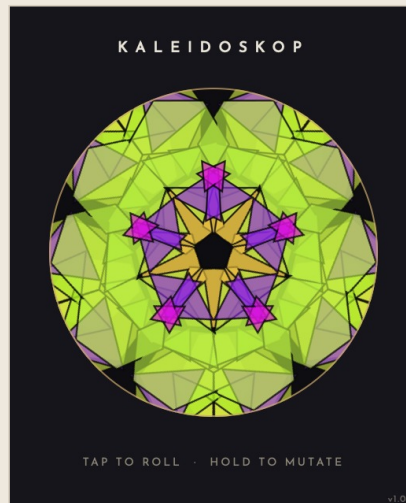
Delay, reverse, stutter and the tempo-locked tremolo follow your host's tempo; when the transport runs, the stutter lands on the grid.

Three looks

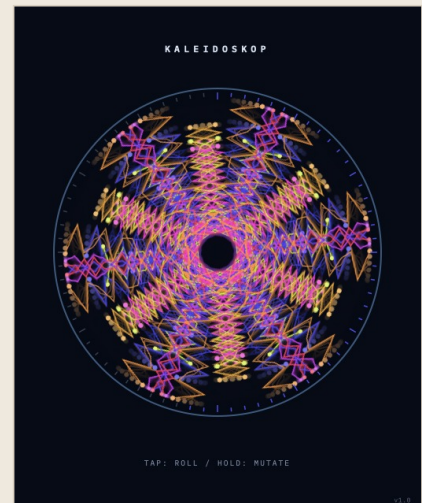
Right-click the eye to switch. The look is saved with the project. All three show the same things: the symmetry is the number of effects (6 to 12 mirrors), colour and violence follow wildness and heat, movement follows your level, reverbs and echoes leave longer trails.



Ink: watercolour on paper; distortion leaves dark specks.



Glass: shards between lead lines, like a real kaleidoscope.



Signal: spikes, a level ring, and rings that follow your attacks.

All three after hammering the eye.

Automation

Two host parameters let the song do the rolling: **Roll** rolls each time it switches on (for example a new sound every bar), **Mutate** works like holding the eye for as long as it is on.

Facts

Formats	AU and VST3, macOS 11 or newer, Apple Silicon and Intel
Channels	Mono or stereo in, stereo out
Latency	None
CPU	About 3 % of one core
Install	Kaleidoskop.component to /Library/Audio/Plug-Ins/Components, Kaleidoskop.vst3 to /Library/Audio/Plug-Ins/VST3, restart the host
Fonts	Fraunces, Josefin Sans and IBM Plex Mono, SIL Open Font License