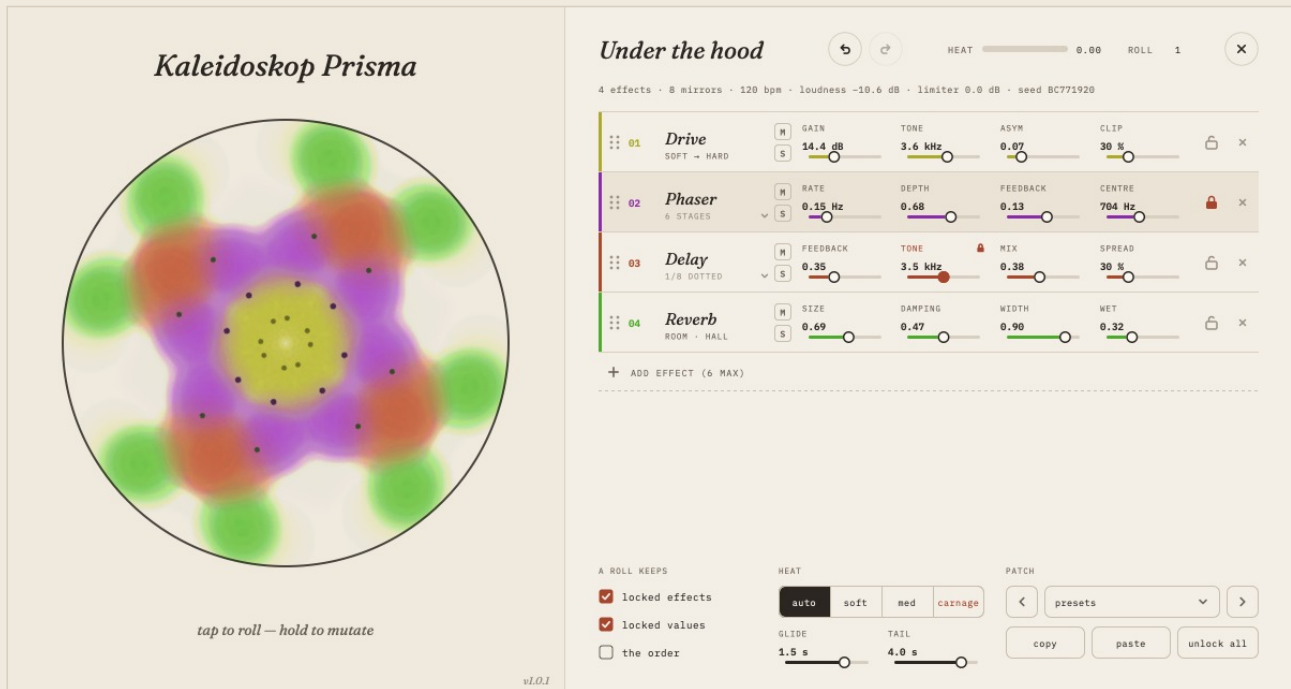


Kaleidoskop Prisma

The same light, taken apart.



The sister of Kaleidoskop. The same sixteen effects, the same sound, the same eye. But everything Kaleidoskop hides lies open here, and you can take hold of it.

AU / VST3 for macOS · Ruhrpott Guitars, Dortmund

Roll or tinker

Prisma is its own plugin, next to Kaleidoskop, not a mode of it. You decide before you load it: Kaleidoskop if you want to roll blind, Prisma if you want to tinker. Sounds do not travel between the two, in either direction.

The eye

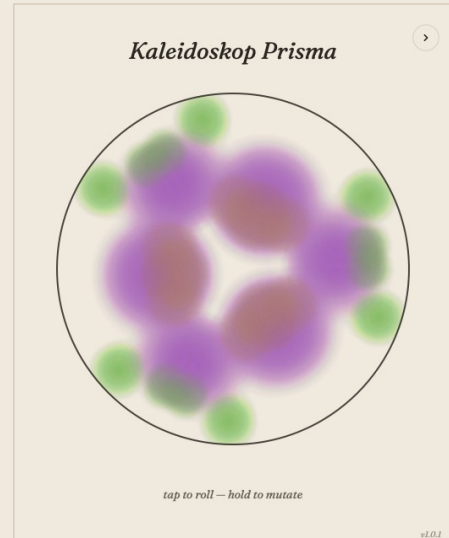
Works exactly like Kaleidoskop's. **Tap** for a new roll, **hold** to mutate (the longer, the further; the ring shows how long). Tapping fast heats things up, unless you fixed the heat under the hood.

The hood

Next to the eye lies the whole chain. Close it with the cross in its corner and the window is as narrow as Kaleidoskop's; open it again with the arrow next to the eye or with a right-click on the eye.

Mouse only

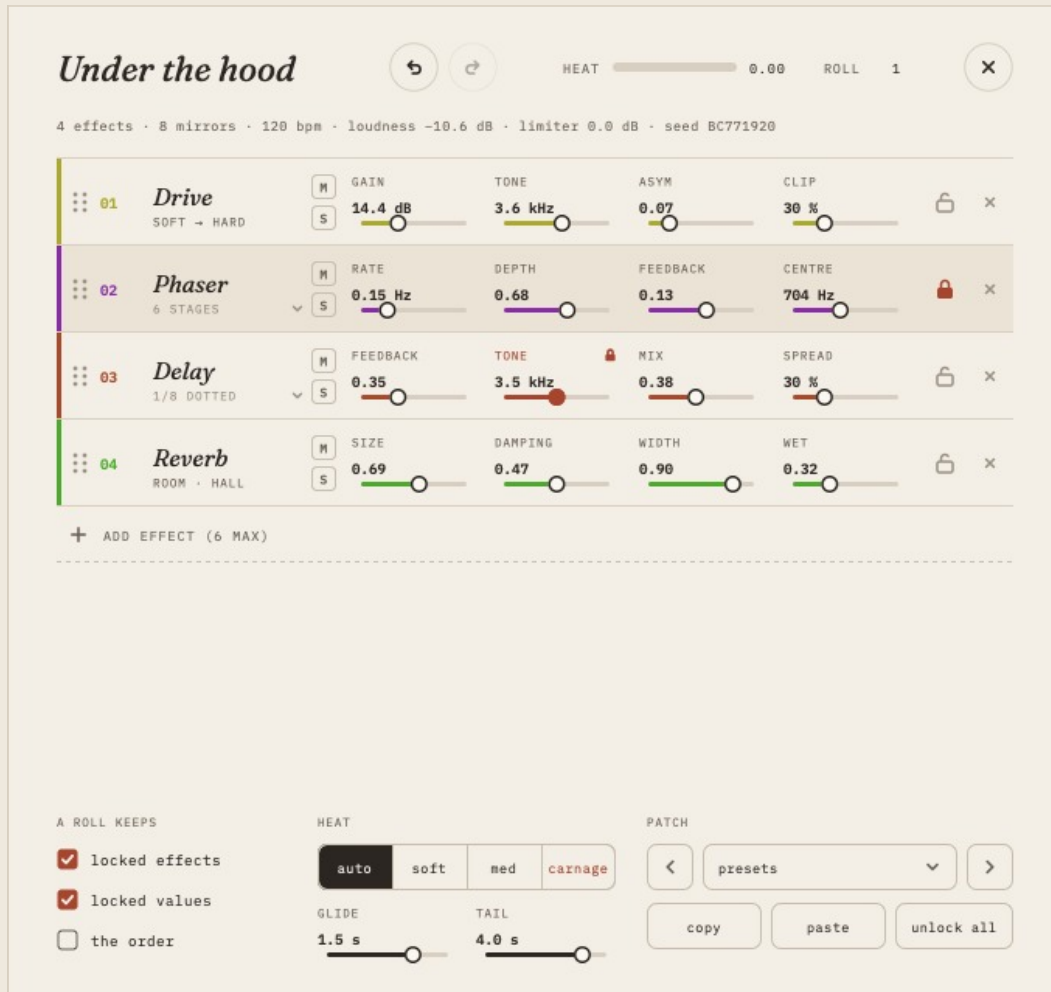
Like Kaleidoskop 1.1, Prisma never takes the keyboard. Space, M and every other key stay with your DAW.



Hood closed: just the eye.

Click the eye	Roll
Hold the eye	Mutate
Click fast, again and again	Make it hot (heat: auto)
Right-click the eye	Look (Ink, Glass, Signal), open or close the hood, manual
Drag a row by its handle	Move the effect in the chain
Click an effect's name	Choose another of the sixteen
Click the flavour below it	Choose the flavour (filter type, delay note, stages ...)
Click a value's label	Lock just this value
Click the lock at the end of a row	Lock the whole effect
Click M or S next to a name	Mute this effect (bypass it) or solo it (bypass all others)

Under the hood



The chain

Three to six effects, top to bottom in the order the sound runs through them. Every effect may appear twice. **Add effect** appends one, the small cross at the end of a row removes it (not below three). Each row: drag handle, position, name, flavour, mute and solo, four values, lock.

Mute and solo

M bypasses this effect, **S** bypasses all the others (with several solos, all of them play; solo wins over mute). Switching is soft, and a bypassed reverb or delay keeps running in the background, so it comes back with its current tail. Mute and solo are for listening only: rolls and mutations never set them, undo leaves them alone, presets and copy and paste do not carry them. They stay with their effect when it moves and are saved with the project. Bypassed effects turn pale in the hood and in the eye.

Locks and what a roll keeps

A roll only rolls what is open. Lock a whole effect and it stays as it is; lock single values and the effect stays while its other values and its flavour are rolled. Under **A roll keeps** you choose what locks mean for a roll: locked effects, locked values, and whether the order (and the length) of the chain stays. Mutations never touch locked effects or values and never move a locked effect. **Unlock all** opens everything.

Heat

auto is Kaleidoskop's rhythm: calm taps give gentle chains, hammering gives carnage, and the heat cools down by itself. **soft**, **med** and **carnage** fix it, however you tap. The bar at the top shows the heat the next roll would get.

Glide and tail

Glide: how long a mutation takes to arrive (Kaleidoskop: 1.5 s). **Tail:** how long the old chain rings out after a roll (Kaleidoskop: 4 s). Moving a value by hand is always immediate; changing an effect, a flavour or the order crossfades softly.

What the line under the title shows

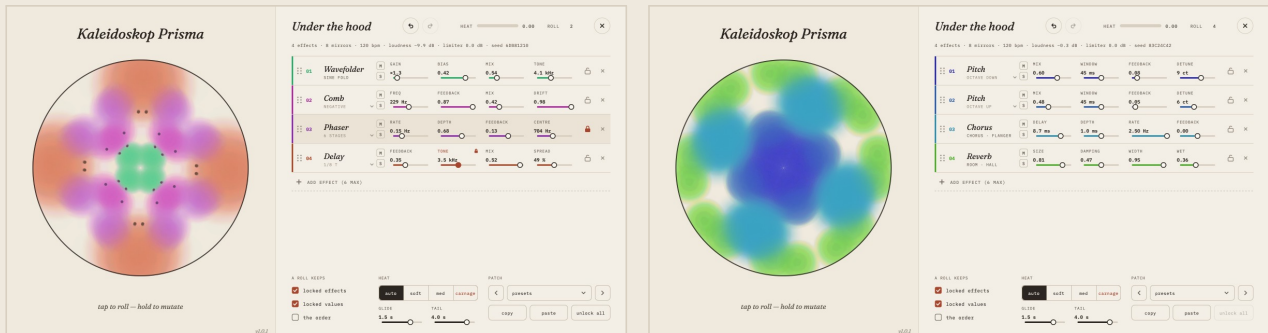
Number of effects and mirrors, the host tempo, what the loudness matching does right now (-24 to +12 dB), how far the limiter at -0.5 dBFS pulls down, and the seed of the roll. The safety stage is the same as in Kaleidoskop and cannot be switched off.

Patch: presets, copy, paste, undo

The preset button lists the factory presets and yours. The arrows on either side step to the previous or next one, from the preset you loaded last, even if you have changed the sound since. Hosts that list presets (Proberaum, the preset menu of your DAW) show the factory presets too. **Save as** stores the sound (chain, values and locks) as a .prisma file in Library/Audio/Presets/Ruhrpott Guitars/Kaleidoskop Prisma in your home folder, like the other Ruhrpott Guitars plugins. Presets saved with Prisma 0.4 or older (in Music/Ruhrpott Guitars/Kaleidoskop Prisma/Presets) move there by themselves the first time you open the preset menu. **Copy** and **paste** carry a sound from one Prisma to another. The round arrows at the top undo and redo rolls, mutations (one hold = one step), moved values, reordering, effect changes and locks.

Colours and movement

Every time Prisma opens, each effect gets a colour of its own, which it keeps until you close the project. Two effects that run at the same time never share a colour; if the same effect runs twice, the newcomer takes a free one. A row under the hood and its shards in the eye always carry the same colour. You always see what belongs where, but you never learn a fixed colour code.



A roll, just as in Kaleidoskop: a kick, a flash, a new picture.

A slider grabbed: the shards of its effect light up.

Moving a value

The shards of that effect react while you drag: mix and amount change their size, rate makes them swing faster; reverbs and echoes leave longer trails, as in Kaleidoskop.

Reordering

The shards wander to their new place: the front of the chain is inside, the back is outside.

Locking

The shards of a locked effect freeze; the rest keeps dancing.

Mutating

The colours flow, the shards drift, as in Kaleidoskop.

Everything else

As in Kaleidoskop: twice as many mirrors as effects, the same swing, spin and gliding, pale when calm and vivid when wild. With the hood closed, the eye moves just like Kaleidoskop's, only in Prisma's colours.

All sixteen effects

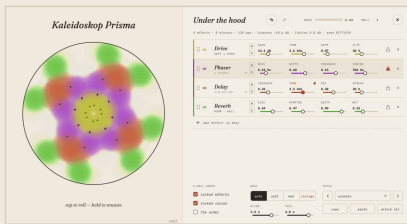
The same effects as in Kaleidoskop, with the flavours and the ranges a roll chooses from. The sliders cover exactly these ranges.

<i>Drive</i>	DIRT	SOFT HARD	GAIN 6.0 dB – 30.0 dB TONE 1.2 kHz – 9.0 kHz ASYM 0.00 – 0.35 CLIP 0 % – 100 %
<i>Wavefolder</i>	DIRT	SINE FOLD	GAIN ×1.0 – ×8.0 BIAS 0.00 – 0.60 MIX 0.40 – 1.00 TONE 2.0 kHz – 12.0 kHz
<i>Crusher</i>	DIRT	BITS & RATE	BITS 4.0 bit – 12.0 bit DOWNSAMPLE ×1.0 – ×12.0 MIX 0.35 – 1.00
<i>Filter</i>	FILTER	LOW PASS, BAND PASS, HIGH PASS	CUTOFF 250 Hz – 5.0 kHz RESONANCE 0.70 – 5.00 RATE 0.08 Hz – 5.00 Hz DEPTH 0.00 oct – 2.00 oct
<i>Comb</i>	FILTER	POSITIVE, NEGATIVE	FREQ 60 Hz – 1.2 kHz FEEDBACK 0.30 – 0.93 MIX 0.30 – 0.70 DRIFT 0.00 – 1.00
<i>Phaser</i>	FILTER	4 STAGES, 6 STAGES, 8 STAGES	RATE 0.05 Hz – 4.00 Hz DEPTH 0.20 – 1.00 FEEDBACK -0.70 – 0.80 CENTRE 300 Hz – 2.0 kHz
<i>Ringmod</i>	STRANGE	SINE, SQUARE	FREQ 30 Hz – 1.8 kHz MIX 0.40 – 1.00 DRIFT 0.00 – 1.00 OFFSET 0.00 – 0.50
<i>Pitch</i>	STRANGE	OCTAVE DOWN, OCTAVE UP, FIFTH UP, FIFTH DOWN	MIX 0.30 – 0.80 WINDOW 25 ms – 80 ms FEEDBACK 0.00 – 0.50 DETUNE 0 ct – 15 ct
<i>Chorus</i>	MOVEMENT	CHORUS · FLANGER	DELAY 1.0 ms – 22 ms DEPTH 0.2 ms – 5.0 ms RATE 0.05 Hz – 2.50 Hz FEEDBACK -0.65 – 0.65
<i>Tremolo</i>	MOVEMENT	FREE, IN TIME	RATE 1.00 Hz – 9.00 Hz DEPTH 20 % – 85 % SHAPE 0 % – 100 % SPREAD 0 % – 100 %
<i>Tape</i>	MOVEMENT	WOW & FLUTTER	WOW 0.0 ms – 2.5 ms FLUTTER 0.0 ms – 0.2 ms DRIVE 0.0 dB – 12.0 dB TONE 3.0 kHz – 14.0 kHz
<i>Delay</i>	TIME	1/16, 1/8, 1/8 T, 1/8 DOTTED, 1/4, 1/4 DOTTED, 1/2, 1/16 PING-PONG, 1/8 PING-PONG, 1/8 T PING-PONG, 1/8 DOTTED PING-PONG, 1/4 PING-PONG, 1/4 DOTTED PING-PONG, 1/2 PING-PONG	FEEDBACK 0.10 – 0.82 TONE 1.5 kHz – 8.0 kHz MIX 0.25 – 0.55 SPREAD 0 % – 100 %

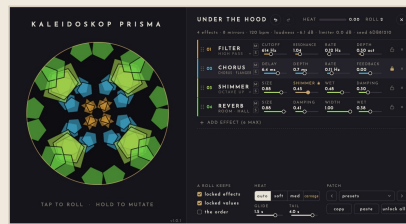
<i>Reverse</i>	TIME	1/8 CHUNKS, 1/4 CHUNKS, 1/2 CHUNKS	MIX 0.30 – 0.70 FEEDBACK 0.00 – 0.60 TONE 1.5 kHz – 9.0 kHz SPREAD 0 % – 100 %
<i>Stutter</i>	TIME	1/32 SLICES, 1/16 SLICES, 1/8 SLICES, 1/4 SLICES	CHANCE 15 % – 70 % DECAY 0.60 – 1.00 REPEAT 30 % – 85 % REVERSE 0 % – 50 %
<i>Reverb</i>	SPACE	ROOM · HALL	SIZE 0.35 – 0.97 DAMPING 0.15 – 0.80 WIDTH 0.50 – 1.00 WET 0.20 – 0.55
<i>Shimmer</i>	SPACE	OCTAVE UP, FIFTH UP	SIZE 0.60 – 0.98 SHIMMER 0.20 – 0.65 WET 0.25 – 0.60 DAMPING 0.10 – 0.60

Looks, automation, facts

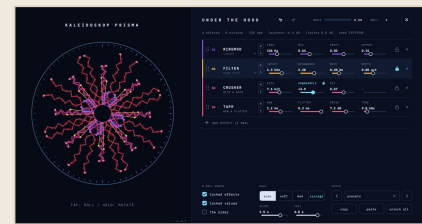
The same three looks as Kaleidoskop, for the eye and the hood. Right-click the eye to switch; the look is saved with the project.



Ink



Glass



Signal

Automation

Because the effects change, the host sees neutral parameters: **Slot 1 · Value 1** to **Slot 6 · Value 4**. Their meaning moves with the chain: Slot 2 · Value 3 is always the third value of the second effect, whatever that is right now (the host shows its current name and unit). **Roll** rolls each time it switches on, **Mutate** works like holding the eye. It works, but it is only half pretty for automation: after a roll or a reorder the same lane suddenly moves something else.

Saved with the project

Chain, values, locks, heat setting, what a roll keeps, glide, tail, look and whether the hood is open. The colours are rolled anew every session.

Facts

Formats	AU and VST3, macOS 11 or newer, Apple Silicon and Intel
Channels	Mono or stereo in, stereo out
Latency	None
Window	1200 × 640 with the hood, 520 × 640 without
Factory presets	Pedalboard, Glass Cathedral, Rust Belt, Underwater, Broken Radio, Ghost Ping-Pong, Octave Choir, Stutter Machine, Tremolo Sunset, Carnage Kit, Reverse Shimmer
Install	Kaleidoskop Prisma.component to /Library/Audio/Plug-Ins/Components, Kaleidoskop Prisma.vst3 to /Library/Audio/Plug-Ins/VST3, restart the host
Fonts	Fraunces, Josefin Sans and IBM Plex Mono, SIL Open Font License