



KIYMA

AUDIO MINCER



NO. 001 · BABASULTAN EDITION

OWNER'S MANUAL

FREE, FOREVER

SUBVERSE-LAB

1. WHAT KIYMA IS

NO. 001

A cast-iron grinder for the track. KIYMA takes the last phrase that came in, cuts it into steps and plays the steps back in a new order, in time with your song. “Kıyma” is Turkish for mince.

A STEP CHOPPER THAT READS THE CHANNEL

KIYMA listens to the channel it sits on and keeps the last complete block of bars: one, two or four bars, or half a bar (LENGTH). It cuts that block into 8, 16 or 32 steps (STEPS) and, step by step, decides whether to play the step that belongs there or to jump to another one nearby. The result is a re-chopped version of your own material, locked to the bar grid of the DAW.

SQUEEZED INTO ONE BAR

Whatever LENGTH is set to, the block is played back in one bar. Two bars squeezed into one play twice as fast, one octave up; four bars play two octaves up; half a bar stretched over one plays an octave down. One bar plays at its own speed and pitch. This is the sound of the original ChopperLab device KIYMA grew out of: the MINCE switch is exactly that sound.

FIVE SWEET SPOTS

The switch bank at the top right holds five tuned settings: LEAN, MINCE, CHUNK, GRISTLE and BONE. Raise a switch and all eight knobs jump to it. Turn any knob afterwards and the switch drops: you are on your own settings now.

2. QUICK START

TWO MINUTES

- 1 Insert KIYMA on a drum loop, a break, a vocal phrase or a whole bus.
- 2 Press play in the DAW. KIYMA follows the song's tempo and bar position. Until it has heard one whole block (two bars at the default LENGTH), the dry sound passes through.
- 3 Raise **MINCE** on the switch bank: two bars squeezed into one, chopped hard.
- 4 Try the other switches one by one. Each one is a different way of mincing the same material.
- 5 Turn the **crank** on the grinder to re-roll the pattern, or pull **DRY/WET** down to blend the original back in.

3. THE FRONT PANEL

CONTROLS



How KIYMA opens: the knobs at the defaults below, no switch raised.

CONTROL	RANGE · DEFAULT	WHAT IT DOES
DENSITY	0–100 % · 40 %	The chance, per step, that the step jumps to another one. 0 % = every step plays in order (no chop).
REACH	1–16 steps · 6	How far a jump can go, backwards or forwards, in steps.
PATTERN	1–16 · 1	Which chop pattern is used. Each number is a fixed pattern: the same number always gives the same chop.
LENGTH	1/2, 1, 2, 4 bars · 2 bars	How much of the past is read, played back in one bar (and so its speed and pitch: see section 1).
EDGE	HARD–10 ms · HARD	The cut at each step. HARD = a clean hard cut; up to 10 ms rounds every cut with a short fade.
STEPS	8, 16, 32 · 16	How many steps the block is cut into.
DRY/WET	0–100 % · 100 %	The blend of the original and the minced sound. 0 % is the input, bit for bit.
OUTPUT	–24 to +6 dB · 0 dB	Level after the blend.
Crank	SHUFFLE · 0	The handle on the grinder. Turning it adds 0 to 15 to the pattern number: a quick re-roll without touching PATTERN.
Sweet spots	five switches	LEAN, MINCE, CHUNK, GRISTLE, BONE (section 4). Click a switch to raise it and recall its settings; click a raised switch to drop it.
Seal	link	The BabaSultan seal opens subverselab.com.

HANDLING

Drag a knob up to turn it up, down to turn it down; hold Shift for fine moves. Double-click a knob to return it to its default. The mouse wheel moves a knob too. While a knob is under the mouse its

brass tag shows the value. Undo and redo with Cmd+Z and Cmd+Shift+Z on macOS, Ctrl+Z and Ctrl+Shift+Z on Windows; a switch recall is one undo step.



The crank turned: the pattern re-rolls while the grinder spins.

4. THE SWEET SPOTS

SWITCH BANK

Raising a switch sets the eight knobs below and returns the crank to 0. If any of the eight knobs is then moved, the switch drops by itself: the settings are no longer that sweet spot.

LEAN — NO CHOP

DENSITY 0 · REACH 6 · PATTERN 1 · LENGTH 1 bar · EDGE 2 ms · STEPS 16 · WET 100 · OUT 0 dB

One bar replayed on the grid, in order, with soft edges. The cleanest setting: a bar-long stutter of what just played.

MINCE — THE KIYMA SOUND

DENSITY 40 · REACH 6 · PATTERN 1 · LENGTH 2 bars · EDGE HARD · STEPS 16 · WET 100 · OUT 0 dB

A two-bar phrase squeezed into one bar, an octave up, with hard cuts. The sound of the original ChopperLab device.

CHUNK — BIG SLICES

DENSITY 40 · REACH 6 · PATTERN 3 · LENGTH 1 bar · EDGE 1 ms · STEPS 8 · WET 100 · OUT 0 dB

Eight big slices of one bar, rearranged. Rhythmic, still recognisable.

GRISTLE — FOUR BARS IN ONE

DENSITY 60 · REACH 4 · PATTERN 5 · LENGTH 4 bars · EDGE HARD · STEPS 32 · WET 100 · OUT -1 dB

Four bars crammed into one, two octaves up, in 32 fast steps.

BONE — HALF A BAR, STRETCHED

DENSITY 50 · REACH 8 · PATTERN 2 · LENGTH 1/2 bar · EDGE HARD · STEPS 16 · WET 100 · OUT -1 dB

Half a bar stretched over a whole one, an octave down: heavy and slow.



BONE raised: its lamp is lit and the knobs show its settings.

5. HOW IT WORKS

INSIDE

Read. KIYMA keeps the last complete block of LENGTH bars on the song's bar grid (blocks start at bar 1 of the song), like a sample that always starts at the top of a phrase. It only reads audio that has already arrived, so it adds no latency.

Map. For each block of STEPS steps a step map is made from PATTERN (plus the crank): each step, with a DENSITY chance, jumps up to REACH steps forwards or backwards. The maps are fixed tables: there is no randomness in the sound, so the same settings on the same song always give the same result, at any buffer size.

Play. The mapped steps are read back across one bar with linear interpolation; EDGE rounds each cut with a raised-cosine fade of up to 10 ms.

Blend. DRY/WET mixes the minced sound with the input; OUTPUT sets the level.

Tempo. Tempo, bar position and time signature come from the DAW. Without them (for example in the standalone app) KIYMA runs at 120 BPM.

6. INSTALLATION

MACOS AND WINDOWS

MACOS

Open Kiyma-1.0.0-macOS.pkg and follow the installer. It puts KIYMA.vst3 in /Library/Audio/Plug-Ins/VST3, KIYMA.component (Audio Unit) in /Library/Audio/Plug-Ins/Components and the standalone

KIYMA.app in /Applications. The installer is signed and notarized by Apple. Rescan plug-ins in your DAW if KIYMA does not appear.

WINDOWS

Unzip Kiyma-1.0.0-Windows-VST3.zip and copy the KIYMA.vst3 folder to C:\Program Files\Common Files\VST3\. Rescan plug-ins in your DAW. Windows may warn that the publisher is unrecognised the first time; choose “More info”, then “Run anyway”.

GETTING KIYMA

KIYMA is free. Get it at subverselab.com/plugins/kiyma: the checkout takes an e-mail address and no card. The download then appears on your account page.

7. SPECIFICATIONS

TECHNICAL

ITEM	VALUE
Formats / platform	macOS 11 or later (Apple Silicon and Intel): VST3, AU, standalone app · Windows, 64-bit: VST3
Channels	Mono or stereo
Latency	0 samples (KIYMA reads only audio that has already arrived)
Tail	8 seconds reported to the DAW (the wet path replays up to 4 bars of the past)
Steps · length	8, 16 or 32 steps · 1/2, 1, 2 or 4 bars, always played back in one bar
Patterns	16 fixed patterns, +0 to 15 with the crank; no randomness in the audio path
Tempo	From the DAW (20 to 999 BPM); 120 BPM without a host tempo
State	Saved with the DAW project; every knob and the crank can be automated
Price	Free, forever

8. MEASURED, NOT GUESSED

THE NUMBERS

Every KIYMA build runs the same self-test (72 checks) on macOS and on Windows.

- **The original sound:** the step maps for patterns 1 to 8 are identical to the original ChopperLab device's; a looped two-bar phrase comes out sample for sample as the device made it. The plug-in on a loop at 86 BPM correlates 0.996 with the device.
- **Speed and pitch:** a 500 Hz tone comes out at 250, 500, 1000 and 2000 Hz for LENGTH 1/2, 1, 2 and 4 bars.
- **No chop is no chop:** LENGTH 1 bar with DENSITY 0 gives the input exactly one bar late.
- **Dry is dry:** DRY/WET at 0 % returns the input bit for bit.
- **Deterministic:** buffers of 64 and 1013 samples give identical output.
- **Host check:** the VST3 passes pluginval at strictness level 8.