



Polyend announces Endless: a customizable effect pedal that allows you to describe or code your own effects

Load polished effects, build your own in C++, or create them in a text-based Playground (beta).

Olsztyn, Poland — January 22, 2026 — Polyend today unveiled **Endless**, a new class of customizable effect pedal that can load a library of available effects, code new ones, or describe a sound in Playground (beta) and get a ready-to-play effect with no coding required. Endless pairs this flexibility with a custom-machined aluminum enclosure, magnetic, swappable faceplate, and a stereo 48 kHz / 24-bit audio path.

“At Polyend, we try to design devices from a new angle,” said Piotr Raczyński, Polyend CEO. “Before we started Polyend, I was fiddling around with DIY guitar boxes. I always wanted a customizable effect box. Endless is that idea taken to the extreme. If you can describe the effect, you can make your own. If you can code it, you can shape it without limits.”

What is Endless? A Path to Open Effect Creation

With two ways to create, Endless is both an open-source device and the first pedal that generates effects from your descriptions. Endless can create classic effects, from reverbs, amp sims, loopers, drives, or become something completely new. Swap sounds in seconds over USB-C and play.

Two Paths to your Effects

- **Playground (beta)** — A text-based effect builder that turns natural-language descriptions into compiled, ready-to-load effects. Describe an idea, download the file, and drop it into the pedal. Play it, suggest tweaks, ask for improvements, and get results without coding.
- **Develop your own** — Start with Polyend’s **GitHub** SDK and examples and write your own DSP. Build and copy over USB-C, play.

What can you build?

Endless doesn’t place limits on what you can build. Create and share effects that can’t be found in another pedal, and access an effect library that is growing daily. Available effects include:

- **Multidrive** — multiband drive with selectable bands and multiple drive modes.
- **Tessera** — transforms a signal into micro-looping arpeggios.
- **Tape Scanner** — warm, gritty, lo-fi tape delay.
- **VHS Lo-Fi** — VHS emulation from “fresh” to “dusty.”
- **Memory Cloud** — a field of grains that can be reversed, randomized, and morphed from delay to reverb.
- **65’ Sparkle** — amp simulation tuned for edge-of-breakup sweetness.
- **Glitch Loop** — records a loop, then slices it into glitchy pieces on playback.
- **Arp** — an arpeggiating pitch shifter with multiple playback modes.

Community effects are free to download, and new effects are added daily. You **own what you create**; sharing is optional. A **token system** applies **only** when generating new effects in the Playground. No subscriptions. No cloud fees. **Playground access requires a registered Endless.**

Unique Hardware Built to Customize

Custom hardware was created to reflect the internal flexibility of Endless. Encased in a custom machined-aluminum enclosure with aluminum knobs, a one-of-a-kind **swappable faceplate system** is used. A blank plate ships at launch, with more designs and DIY specs available. Two **footswitches** handle control (right = on/bypass; the left is freely assignable on tap or hold), with a multicolor **LED** that changes state based on the left switch’s short/long latch. The three front-panel knobs pull double duty—hold On to access analog preamp level, master output, and wet/dry mix—and the configurable I/O lets you switch the pedal between stereo, mono, or mono-to-stereo to fit any rig.

Price & availability

Endless is available for preorder now at \$299 / €299. Shipping starts February 22, 2026. New units include an Endless Delay faceplate and \$20 in Playground tokens. Playground (beta) access is available to registered Endless owners.

Endless at a glance

- **Create any effect you want.** From reverbs, amp sims, tape loopers, distortions, to new ideas no one has heard of yet.
- **A Growing Library.** Over 30 curated effects are available now, with over 50 studio-quality effects available before launch.
- **Two ways to build.** Code it, starting with our open source C++ examples, or describe the effect in **Playground (beta)**.
- **Make it yours. Swapable magnetic front face-plate included;** additional designs are available; specs will be public for DIY plates.
- **Load, play, repeat.** Load any available effect without limitation.
- **Pedalboard-ready hardware. 9–12 V DC**, center-negative **or** center-positive (**200 mA**); side-mounted **stereo TRS I/O**, **expression**, **USB-C** for patch loading.
- **Studio path. 48 kHz / 24-bit** stereo audio with a clean, low-noise **analog preamp**.
- **Real Time DSP.** 720 MHz ARM Cortex-M7
- **Controls that matter.** Right footswitch = **On/bypass**. Left footswitch = **assignable** (tap/hold). Hold **On** to access dedicated **Preamp / Master / Mix** controls.

Endless Links:

[Product Page](#)

[Plates Page](#)

[Playground Page](#)