The Yardstick 249x series of room simulators are high-quality, digital sound processing devices based on the original 1982 QRS Room Simulation algorithm. The **Yardstick 2492** is a stereo device equipped with **2 digital AES3 input channels** and **2 digital AES3 output channels**.

Unlike a reverberator with its raytracing perspective (»reflections«), a QUANTEC Room Simulator approaches room acoustics from the air as a carrier medium (»resonances«). Translated to a wind instrument, the competition concentrates on the wooden or brass instrument body, while we turn our attention to the vibrating air column within the instrument

Features

- both high density and low coloration at the same time
- stunning transparency
- subsonic option for thunder and earthquake effects
- 2 in / 2 out mode (QRS plug-in ≤192kHz)
- 2 unique phase-insensitive input channels
- up to 2 separate output channels
- or 1 stereo output pair with 50% correlation (adjustable)
- up to 4 front panel bar graph level meters
- 24bit / 192kHz for all signal paths (±12.5% Varispeed)
- low latency << 1ms
- Mute, Bypass, and Solo functions from hotkey menu
- embedded click test generator
- 3 simple front panel operating elements
- up to 15 plug-in banks for software
- web browser based remote control via Ethernet
- MIDI, USB, RS232
- tiny cool-running unit, just 36mm deep
- universal supply, power consumption <14VA

Applications

- all areas where artificial reverberation is regarded as undesirable or unpleasant
- primary reverb over total mix
- add stunning artificial stereo to mono recordings
- classical vocal music
- classical piano music
- classical chamber music
- delicate acoustic instruments and world music
- full orchestra tutti
- drum sounds and percussion
- radio dramas
- commercials and trailers
- OB vans with limited mounting space
- post-processing of low-budget amateur recordings
- headphones: getting mono voices, instruments, and mixes out of head
- add room or ambience to delicate HRTF or other 3D recordings, which (when processed by standard reverberators) would completely collapse

Due to its unobtrusive, natural character and its superb room simulation, the QUANTEC Room Simulators have become a lot more than just well-know production tools for pop music. In the fields of classical music production, chamber music, as well as in movie post-production, the QUANTEC Room Simulators are considered to be the Yardstick for all competing products. In other words, whenever a natural sounding ambience is desired, and any kind of artificial reverberation is not, the QRS algorithm has been repeatedly praised by countless sound professionals.
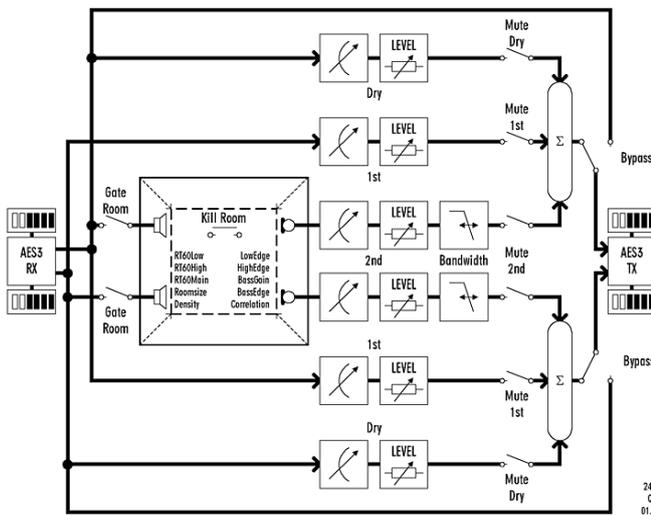
Block Diagram

Main signal processing is done in the virtual reverberation chamber, having as elements virtual loudspeakers and microphones

Remote Control via HTTP Browser

Since software version 3.0, all Yardsticks can be remote controlled. This includes parameters as well as preset management and software updates.

Technical Data	Yardstick 2492
Room Simulation	
RT60 Parametric model	0.01 to 100 sec
Room size m3	1 to 1,000,000
Bandwidth filter	yes
Density build-up	variable
Virtual microphones	2 (out of 12)
Multichannel	no
Predelay	
Postdelay	0.25 sec (2x)
Minimum delay step	1 ms
Alternative algorithms	TBA
Inputs/Outputs	
Audio input channels	2
Audio output channels	2
MIDI	In/Out/Thru
USB	2.0
Ethernet	10 Mbit
DSP	
Sampling rate (kHz)	38 - 216
Audio data format	floating point
Word length	32 bit
Power	
Mains Voltage	85..265 V
Power dissipation	14 W
Dimensions	
Height / Depth	1 PU / 36 mm
Price	
Price €	2.900
Price € (incl. 19% VAT)	3.451
Price US$	4,250

For more information please contact

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Other available Yardstick 249x devices:

249**3**   **Analog** Stereo Room Simulator
249**6**   **Surround** Room Simulator
249**8**   **Multichannel** Room Simulator