



QUANTWAVE

QUANTUM ROOM SIM REVERB

(The Power of Classic Digital Reverb, with Modern Flexibility)

[RACK EXTENSION] MANUAL



FX device by Turn2on Software



In the early 1980s, digital reverb was still in its infancy, with most effects relying on spring or plate reverb units for room simulation. **Quantec** emerged with the **QRS (Quantec Room Simulator)**, a revolutionary digital reverb processor that could create immersive, spatially realistic reverbs. Unlike other digital reverbs of its time, the QRS could simulate rooms with organic warmth, making it invaluable to engineers looking for a space-accurate, smooth decay. Its unique sound was achieved by a proprietary algorithm that added a distinct character.

Inspired by this era and aiming to pay tribute to the **QRS** technology, **QuantWave** Quantum Room Sim Reverb captures the essence of that early digital reverb. **QuantWave** combines QRS-based algorithms with modern processing flexibility. **QuantWave** allows you to explore multiple reverb modes (Normal, Sparse, Dense) with advanced diffusion controls, room size options, reverb envelopes and bandwidth customization for a tailored studio experience.

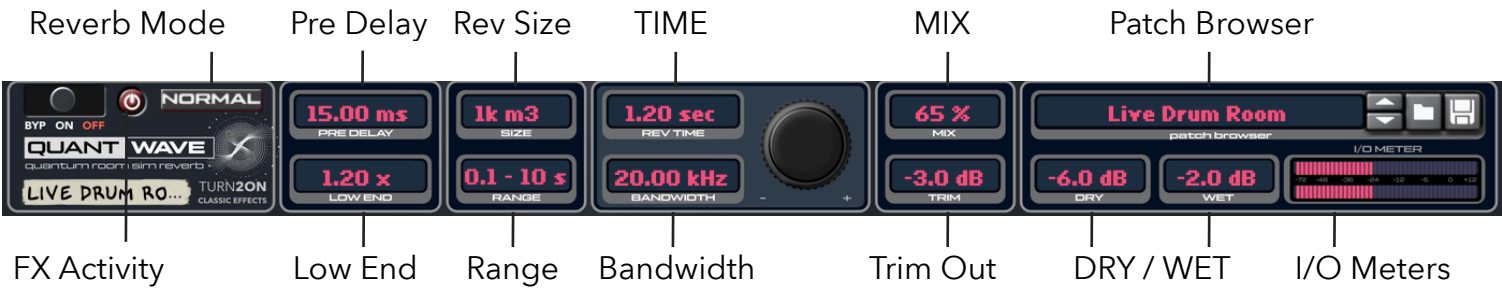
Try the **QuantWave** as part of your Reason Rack today.

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Inspired by Quantec QRS. The Power of Classic Digital Reverb, with Modern Flexibility

FRONT PANEL



MAIN CONTROLS

PRE DELAY 0-200ms	Controls the time before the reverb begins after the initial sound. Shorter times create tighter reflections, while longer times add a sense of distance or anticipation in the reverb
LOW END 0.01 to x4	Scales the reverb effect at low frequencies, enhancing or reducing bass response in the reverb tail. Higher values can emphasize bass-heavy reverb tails for rich, full-bodied effects. At value 1.0 low frequency is linear
SIZE ROOM MODES	Sets the perceived size of the simulated room, influencing both decay time and the spatial quality of the reverb tail. Each mode has a unique reverb time range: 1 m³: 0.1-1s 10 m³: 0.1-2s 100 m³: 0.1-5s 1k m³: 0.1-10s
REVERB TIME	Controls the decay time, allowing adjustments within each size setting for customized reflections, from subtle to expansive. Adjustable within Size modes
BANDWIDTH 2-20 kHz	Adjusts the frequency range of the reverb tail, with lower frequencies creating a more vintage, warm sound, and higher frequencies providing a cleaner, more modern reverb
MIX	Blends the dry and reverb processed signals. Lower values create more subtle ambience; higher values bring more of the reverb effect to the front.
DRY LEVEL	Controls the output level of the dry (unaffected) signal, providing flexibility for balancing the effect in the mix.
WET LEVEL	Sets the level of the reverb signal, allowing you to control the prominence of the reverb effect separately from the dry signal.
OUTPUT TRIM	Sets the overall output level, useful for adjusting final gain to match the signal chain.
I/O METERS	Visual feedback for input and output levels, ensuring signal integrity and preventing clipping
PATCH BROWSER	Allows users to browse, load, and save custom patches for quick access to favorite settings
FX ACTIVITY / BYPASS	Toggles the effect processing on or off, useful for comparing dry and affected sounds.

Top 3 Features

- **Authentic QRS Reverb Core:** Original QRS-inspired sound
- **Customizable Room Sizes:** Four room sizes with time control
- **Three Reverb Modes:** Normal, Sparse, and Dense for unique diffusion

Unique Reverb Tricks and Techniques

Using Reverb Modes

QuantWave includes 3 different reverb modes, each with different amounts of diffusion in the reverb tail, changing it's envelope and density.

Normal Mode: Emulates the original QRS, offering warm and subtle decay—ideal for vocals, drums, and general reverb use.

Sparse Mode: Creates a textured reverb tail, especially useful on percussive sounds, adding a unique, airy sound without overloading density and sometimes with very own hi-pitched grains.

Dense Mode: Great for full mixes or when more sustain is desired, with a denser tail that fills the space more noticeably and adds richness to instrument stacks.

Playing with Time Ranges and Size

Small Size (1 m³, 0.1-1s): Shorter reverb times add tight, focused reflections, perfect for subtle room ambience.

Medium and Large Sizes: (10-1000 m³): Allows for longer times, enhancing spaciousness without overbearing the dry signal.

Bandwidth Tricks

Higher Bandwidths (10-20 kHz): Clean, brighter reverb tail, suitable for modern productions.

Lower Bandwidths (closer to 8 kHz): Mimics the vintage QRS quality, creating a warmer, more analog-like tail.

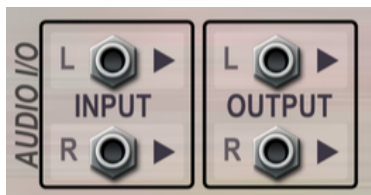
REAR PANEL



CONNECTORS

AUDIO I/O

Mono or Stereo connections for audio signals.



CV INPUTS

Use these CV inputs to control the main parameters by external CV source curves



SIGNAL ROUTING

Spreading fx



Thank you for choosing QuantWave Quantum Room Sim Reverb

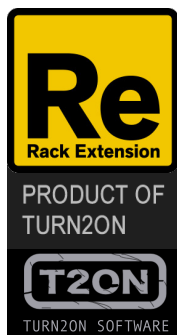
QuantWave is built to recreate the classic Quantec QRS feel with a modern touch. We hope you enjoy exploring the depth, flexibility, and creative potential it brings to your music and sound design projects.



QUANTWAVE

QUANTUM ROOM SIM REVERB

Reason Studios Add-on Shop



Turn2on

Rack Extension Developer

contacts: <https://turn2on.com/>
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Thanks to all beta-testers



Thank you very much for supporting us by choosing our products.

This allows us to develop future interesting and creative effects / utilities / instruments in the Rack Extension format.

We try to keep prices as low as possible. Don't hesitate to contact support with any questions regarding our products or to offer your own ideas for product updates or even new products you would like developed.



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