

Techivation M-Puncher

User Manual



Techivation M-Puncher

Overview

M-Puncher is a level-independent tool that adds punch and low-end thump to your tracks. It identifies attack and sustain portions of your audio and processes them independently. So now you can raise the impact and boost the ambiance of your mix with ease.

M-Puncher's Dynamic Limiting empowers you to choose how the tracks's punch is emphasised: with increased level, harmonic richness, or anything in between. M-Puncher is also packed with useful features like mid-side processing, auto gain compensation, and frequency-dependent analysis.

Learn more: <https://techivation.com/m-puncher/>

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- Punchiness
- Limiting
- Thump Control
- Three envelope styles
- Sustain Control
- Detection Range
- Diff & Sidechain
- Dry/wet Mix
- Make Up Gain
- Auto Gain
- Mid-Side and Left & Right
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- Input-Output Level Meters
- Internal On-Off Switch
- A/B Switch
- Undo-Redo Options
- Presets
- Scaleable Graphic User Interface (GUI)
- Internal Menu
- Show/Hide Tooltips
- Stereo and Mono

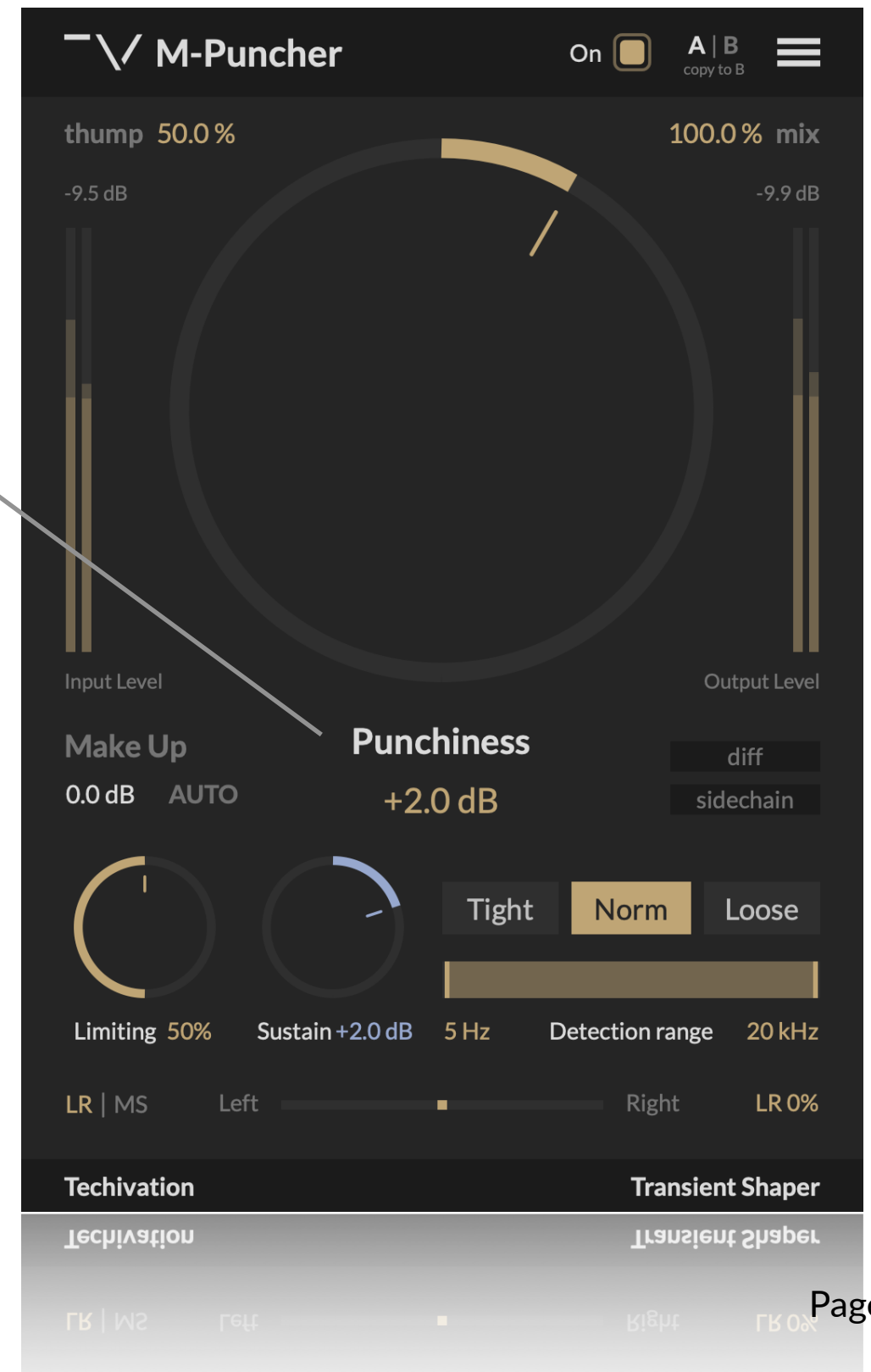
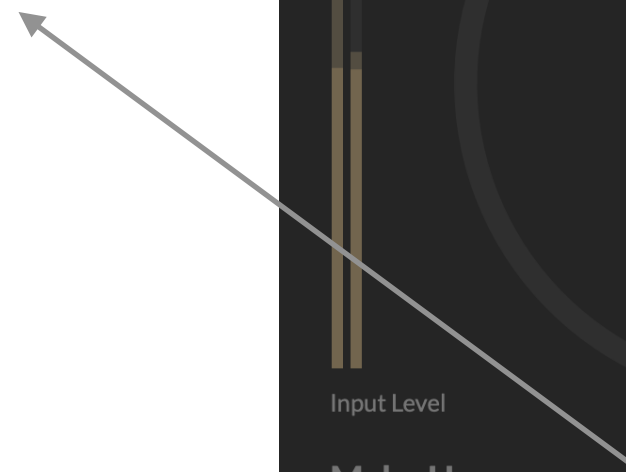
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Punchiness

“Punchiness” is the main control of the plug-in. It allows to boost or cut the level of attacks (transients) in your track.

Increase “Punchiness” to add more punch to the percussive elements of your audio, or decrease it to soften them instead. Note that increasing “Punchiness” will raise the peak levels of your signal. This level increase can be constrained by using the “Limiting” control.



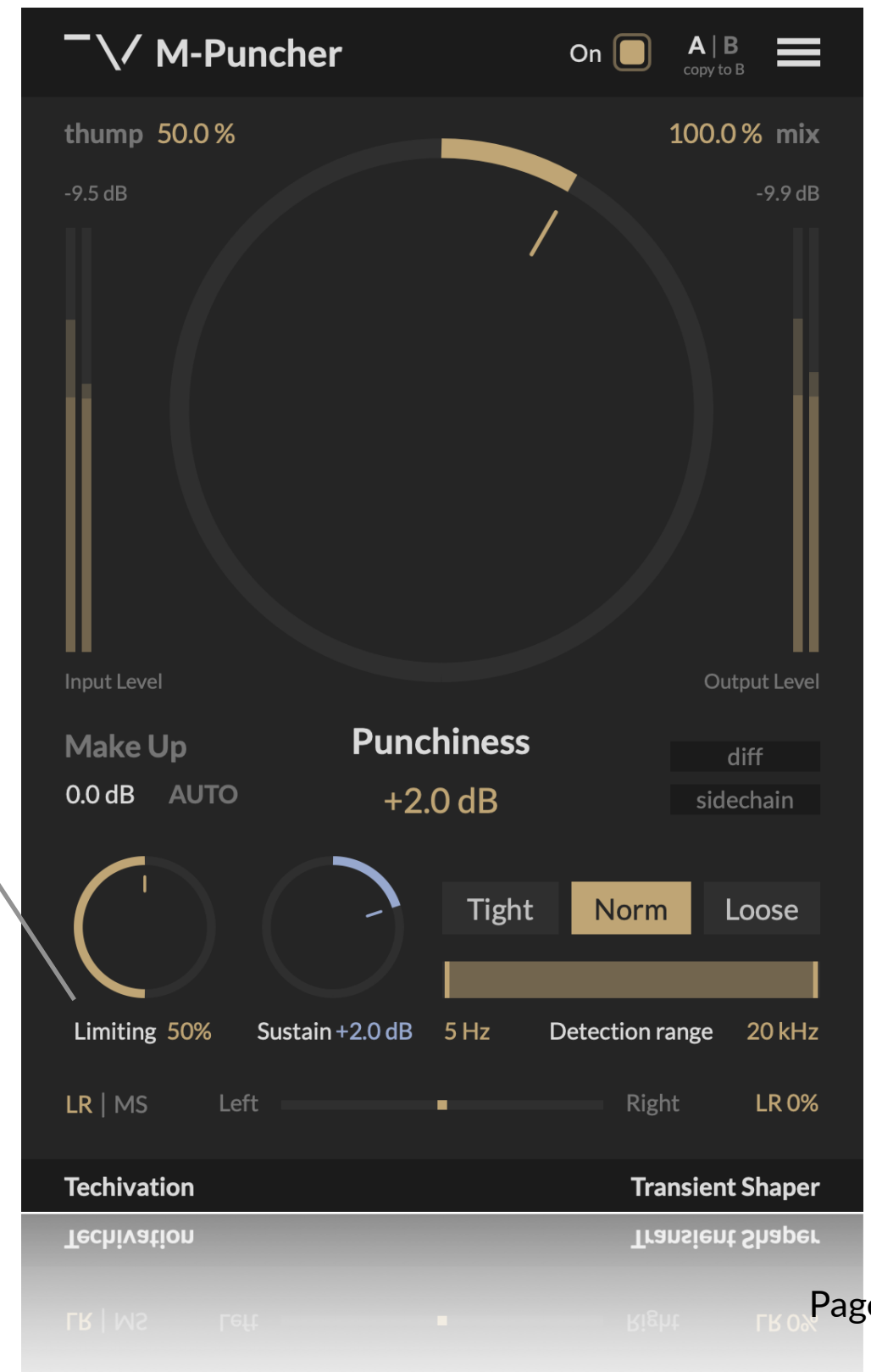
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Limiting

“Limiting” parameter controls M-Puncher’s dynamic soft clipper. It gives you control over how much the level of attacks is increased when boosting “Punchiness”. Raising “Limiting” constraints the attack levels, while increasing their harmonic richness. This lets you find the exact character of punch that your track needs. M-Puncher’s dynamic soft clip limiter is completely independent of the input signal level and doesn’t use a fixed threshold. Instead, it limits how much the attack level can increase compared to its original volume. This ensures that it is equally effective for inputs of any loudness and dynamic range.

Although the main purpose of the dynamic soft clipper is to limit the attack level increase, it remains active when “Punchiness” is set to 0 or lower. This means that you can use high “Limiting” settings to apply subtle saturation to the attack portions of your audio even without increasing the “Punchiness”.



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Thump

“Thump” control applies a bass boost to the attack portions of your audio. It allows you to accentuate the low-end impact of the track while preserving the original tonal balance.

When “Thump” is set to 0, the tone of the attacks remains unchanged. Increasing “Thump” shifts the tonal balance of the attacks to emphasise the lower frequencies, while keeping the rest of the signal completely unaffected.

“Thump” utilises a linear-phase filter to deliver a clean low frequency boost free of any phase cancellation issues.



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Three envelope styles

M-Puncher's "Punchiness" control shapes the attack portions of your track by applying a volume envelope to them. You can choose between three envelope styles: "Tight", "Normal", and "Loose".

"Tight" mode enables the fastest "Punchiness" envelope. It is best for achieving short snappy attacks when boosting "Punchiness".

"Normal" mode enables the medium "Punchiness" envelope. This mode strikes a balance between focused punch and openness of the attacks when boosting "Punchiness".

"Loose" mode enables the slower "Punchiness" envelope. It produces longer open sounding attacks when boosting "Punchiness".



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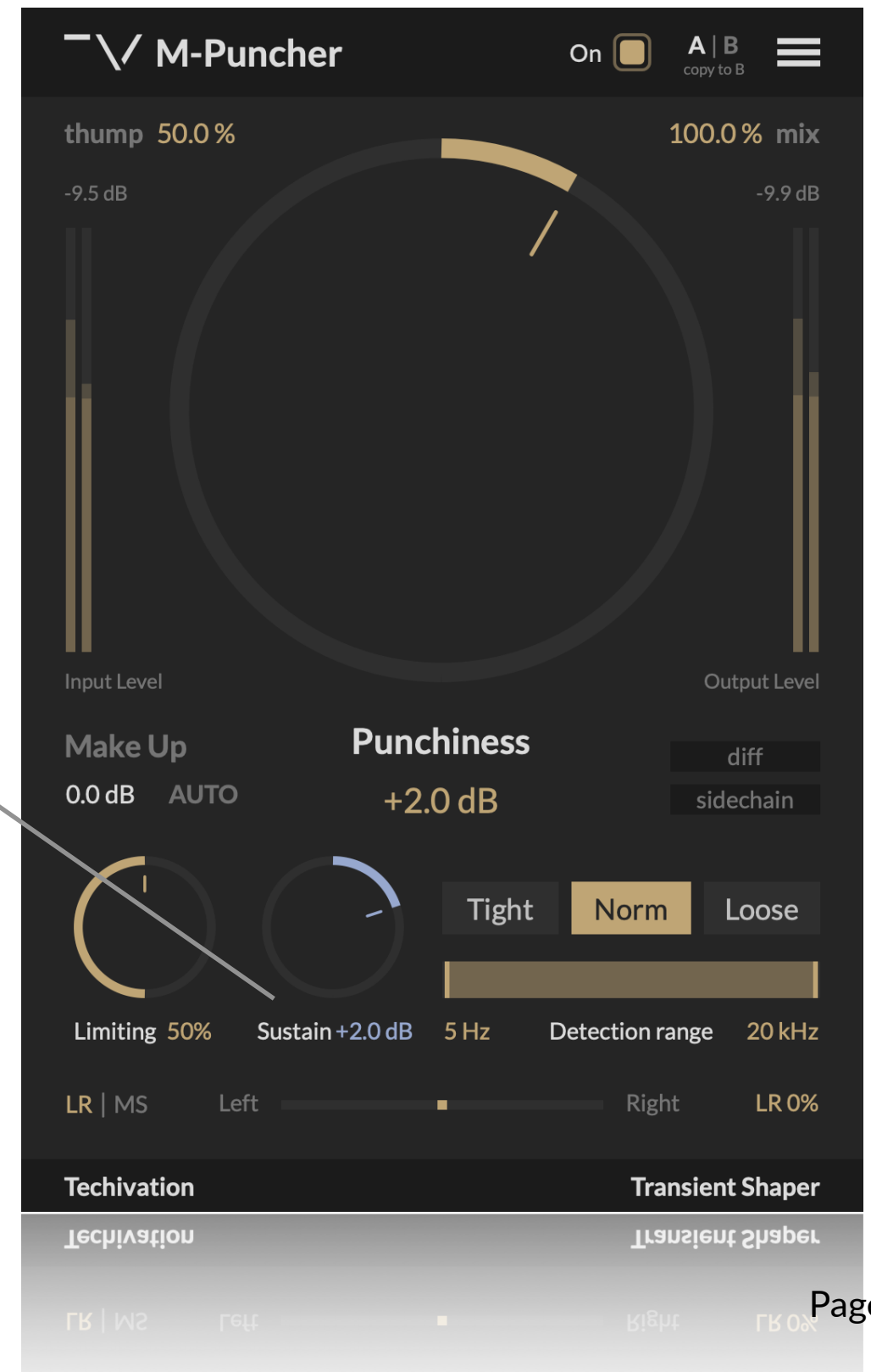
[Features](#)

Sustain Control

“Sustain” control allows you to boost or cut the level of the sustained parts of your audio.

Increasing “Sustain” lengthens the decay of the sounds and brings up the density and ambiance of your track.

Reducing “Sustain” makes the sounds decay faster, giving your track a more dry, close-up and focused character.



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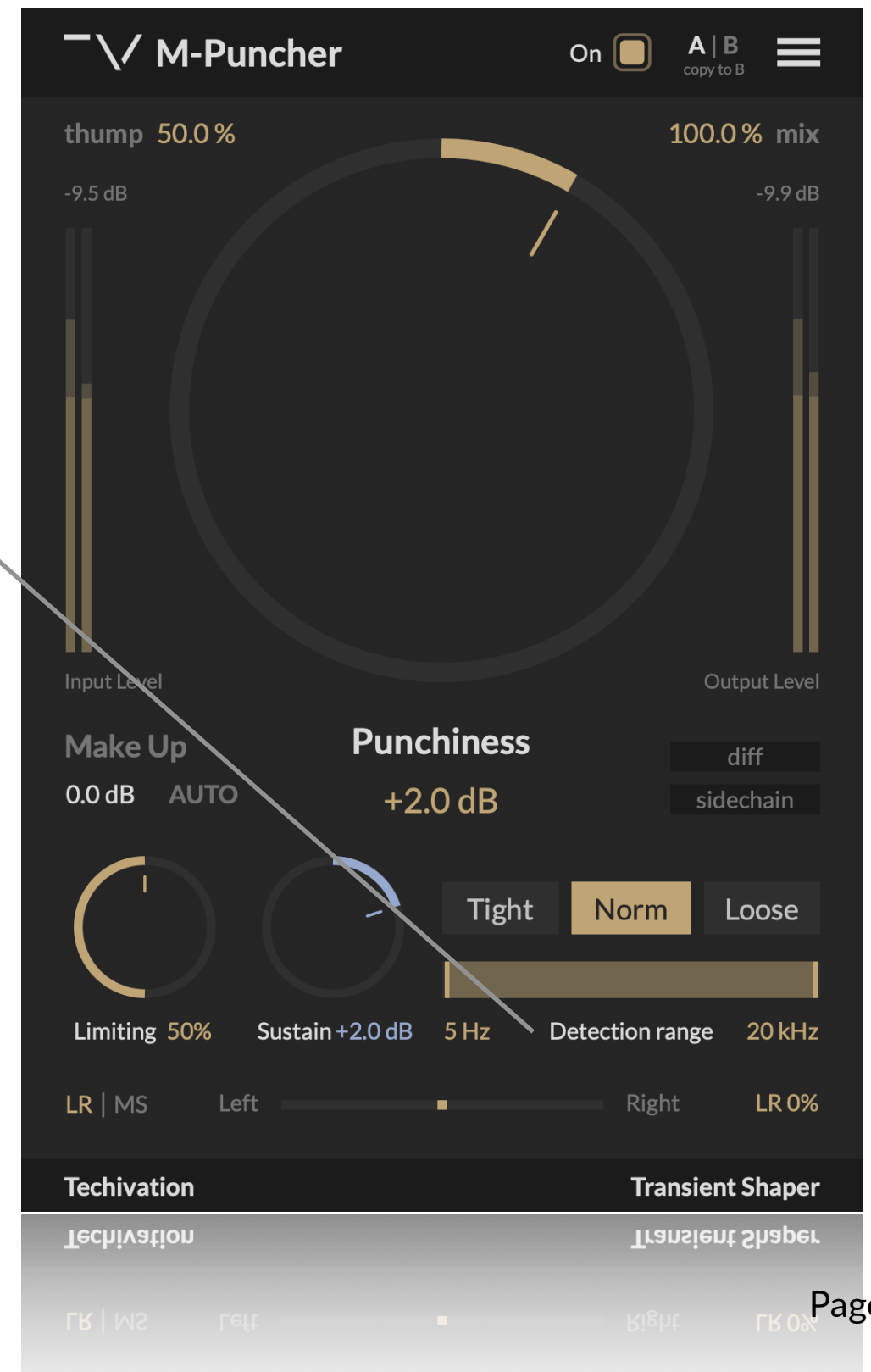
Detection range

“Detection range” control allows you to limit the frequency range that M-Puncher analyses to identify attack and sustain portions of the audio.

You can use this control to precisely target particular parts of the track to be affected by the “Punchiness”, “Sustain”, and “Thump” controls.

For example, when processing the full drum kit, you can target only the snare and the hi-hats by targeting a high frequency range, or target only the kick drum by targeting a low frequency range.

“Detection range” only affects the internal sidechain that M-Puncher analyses to calculate the attack and sustain volume envelopes. The processing itself is always applied to the full range of the signal to ensure that the impact of the attacks is never compromised by splitting the audio into multiple bands.



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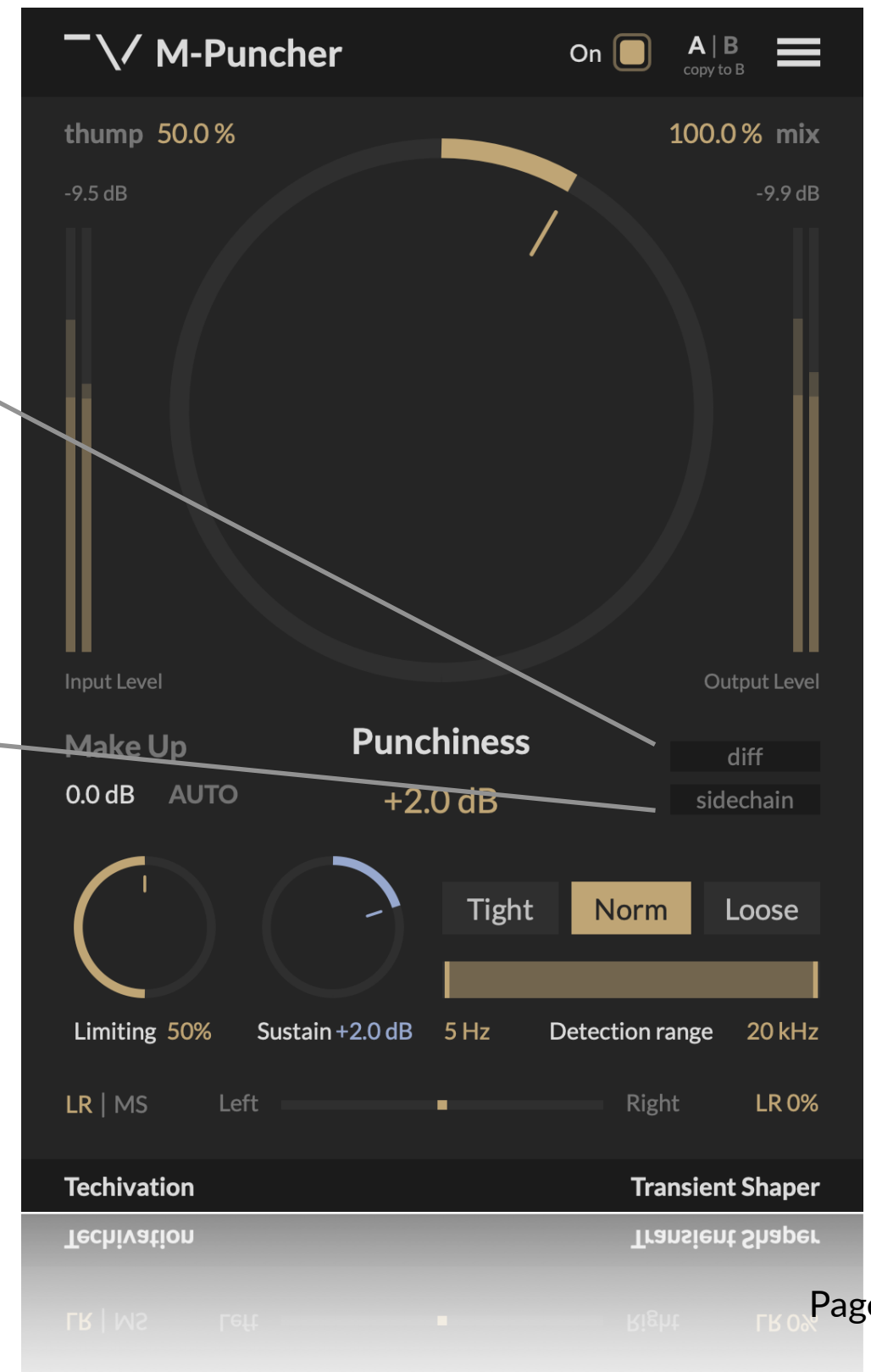
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Diff

The 'Diff' feature in M-Puncher is a useful tool that enables you to listen to the distinction between the processed and original signals. This feature allows you to audibly perceive the alterations and enhancements made to your audio, making it easier to fine-tune your settings and achieve the desired sound quality.

Sidechain

“Sidechain” allows you to listen to just the frequency range selected by the “Detection range” control. This enables you to fine tune the elements of your track that the plug-in should respond to.



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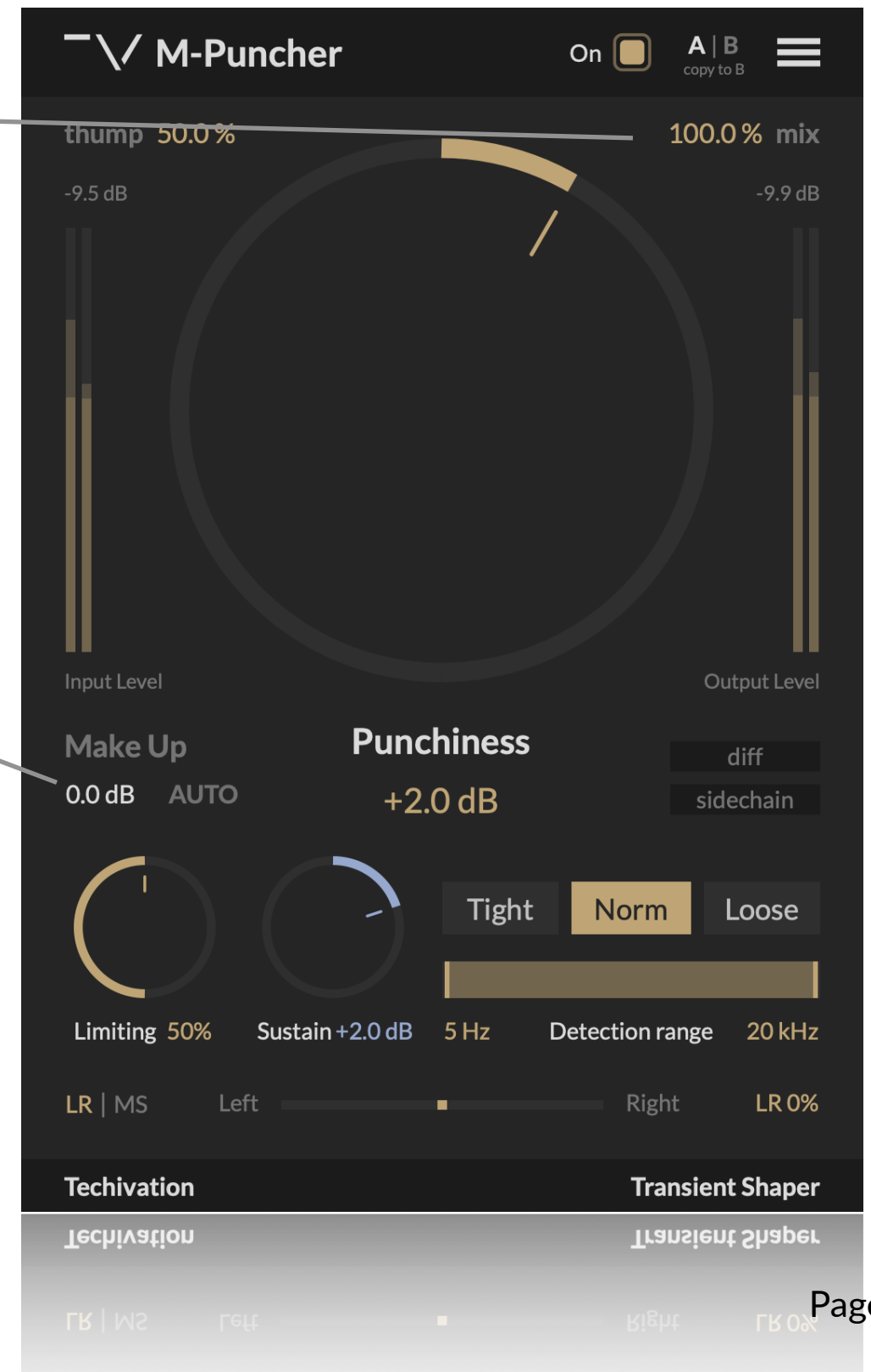
[Features](#)

Dry/wet Mix

The 'Mix' option regulates the blend of the input and output signals. It is ideal for parallel processing. It ranges from 0% (plug-in bypassed) to 100%, which is the default amount. Double-clicking on 'mix' will reset it to the default value.

Make Up Gain

The Make Up Gain in M-Puncher allows you to precisely control the amount of gain applied to the processed signal. This feature is particularly useful in ensuring that your audio output maintains a consistent and desirable volume level. When you enable the 'Auto Gain' option, the plug-in intelligently sets the make up gain automatically, taking the guesswork out of the process and ensuring optimal audio quality with minimal user intervention.



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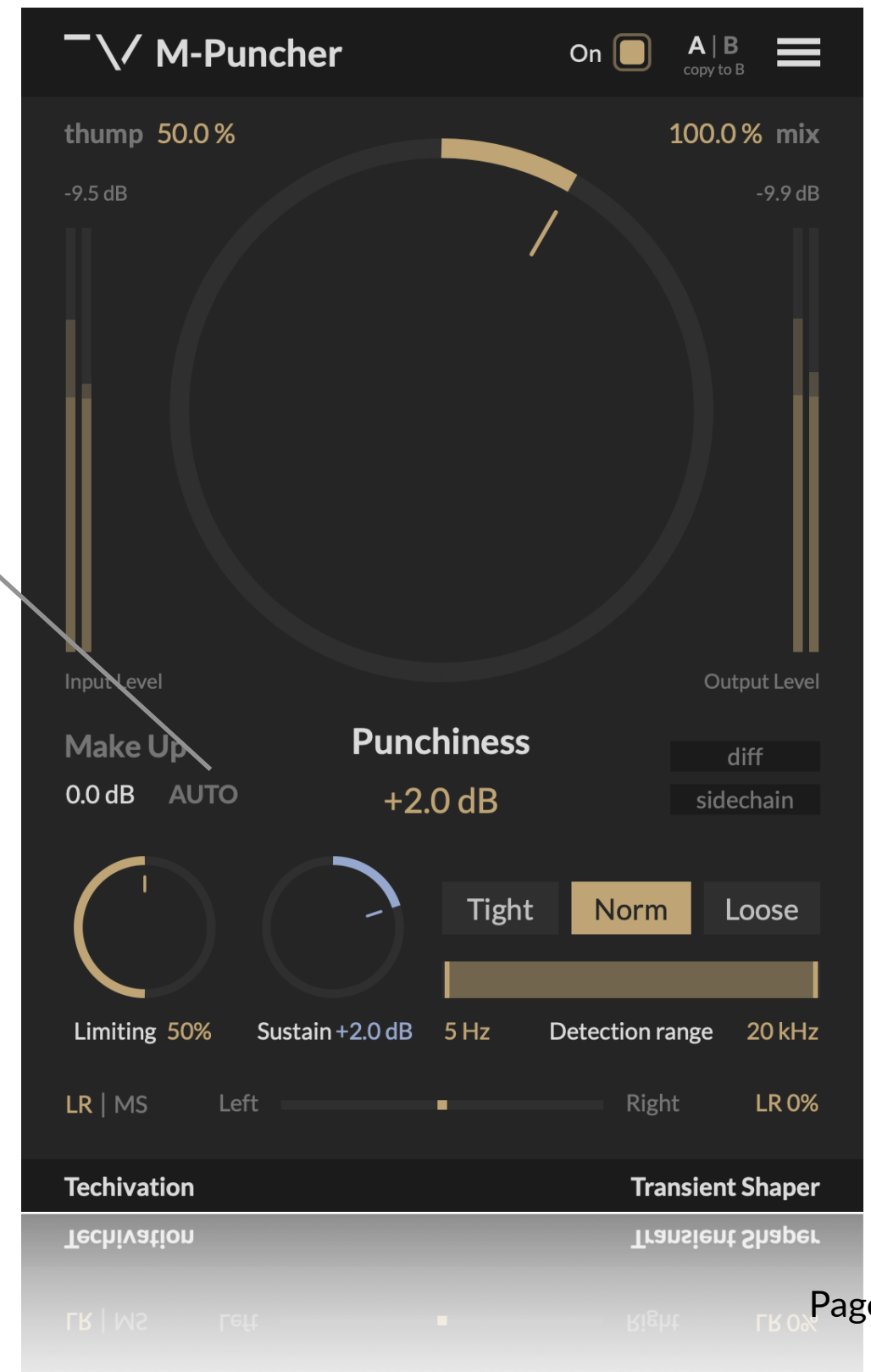
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Auto Gain

To make level matching easier while you tweak the M-Puncher settings, it offers the 'Auto Gain' mode.

When enabled, 'Auto Gain' continuously measures the input and output levels of the plug-in, and automatically applies the appropriate make up gain. Since 'Auto Gain' is based on measurement, it might need a moment to adjust to quick parameter changes.

Important: 'Auto Gain' continuously adjusts the make up gain, so it is recommended to only enable it while you are tweaking the plug-in settings. When you disable 'Auto Gain', it sets the 'Make Up' gain parameter to the latest measured value.



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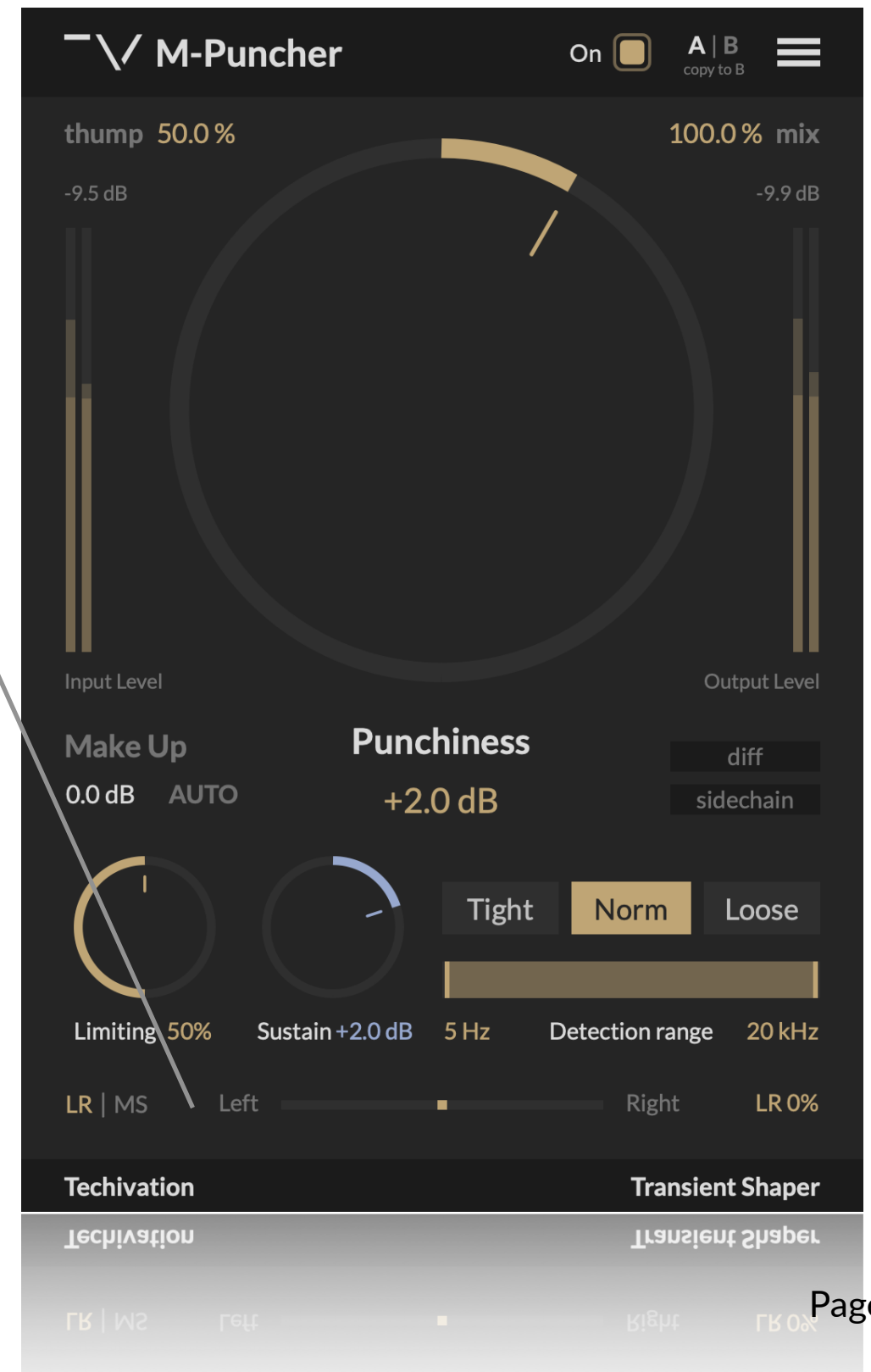
[Features](#)

Mid-Side and Left & Right

This feature allows you to switch processing between LR (left & right) or MS (mid-side) modes, and control the amount of the plugin's effect on the LR or MS channels of your stereo tracks.

In LR mode, the plugin processes the left and the right channel independently. If you need to preserve the stereo balance of your track, switch the processing to MS mode.

You can switch the mode by clicking on LR (left & right) or MS (mid-side) on the left side of the balance slider, and set the amount either by dragging the slider to the right and left or by clicking, dragging, or typing the percentage value on the bottom right side.



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Internal On-Off Switch

The plug-in features a dedicated bypass/on control, which allows for the swift enabling or bypassing of the effect. This user-friendly control is designed to help avoid potential clicks or audio artefacts that may occur when toggling the effect on or off directly within the DAW host.

Input-Output Level Meters

Input-Output Level Meters are visual displays that show the audio levels of the input and output signals before and after processing.

These meters provide real-time feedback on the input and output levels, allowing you to monitor the changes in amplitude that occur during the audio processing.



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Presets

The plug-in offers the convenience of loading pre-existing presets as well as creating and saving your own custom presets using the menu located in the top-right corner.

This feature enables you to quickly access and apply a variety of settings tailored to specific mixing needs, streamlining your workflow and providing a consistent starting point for your audio processing tasks.

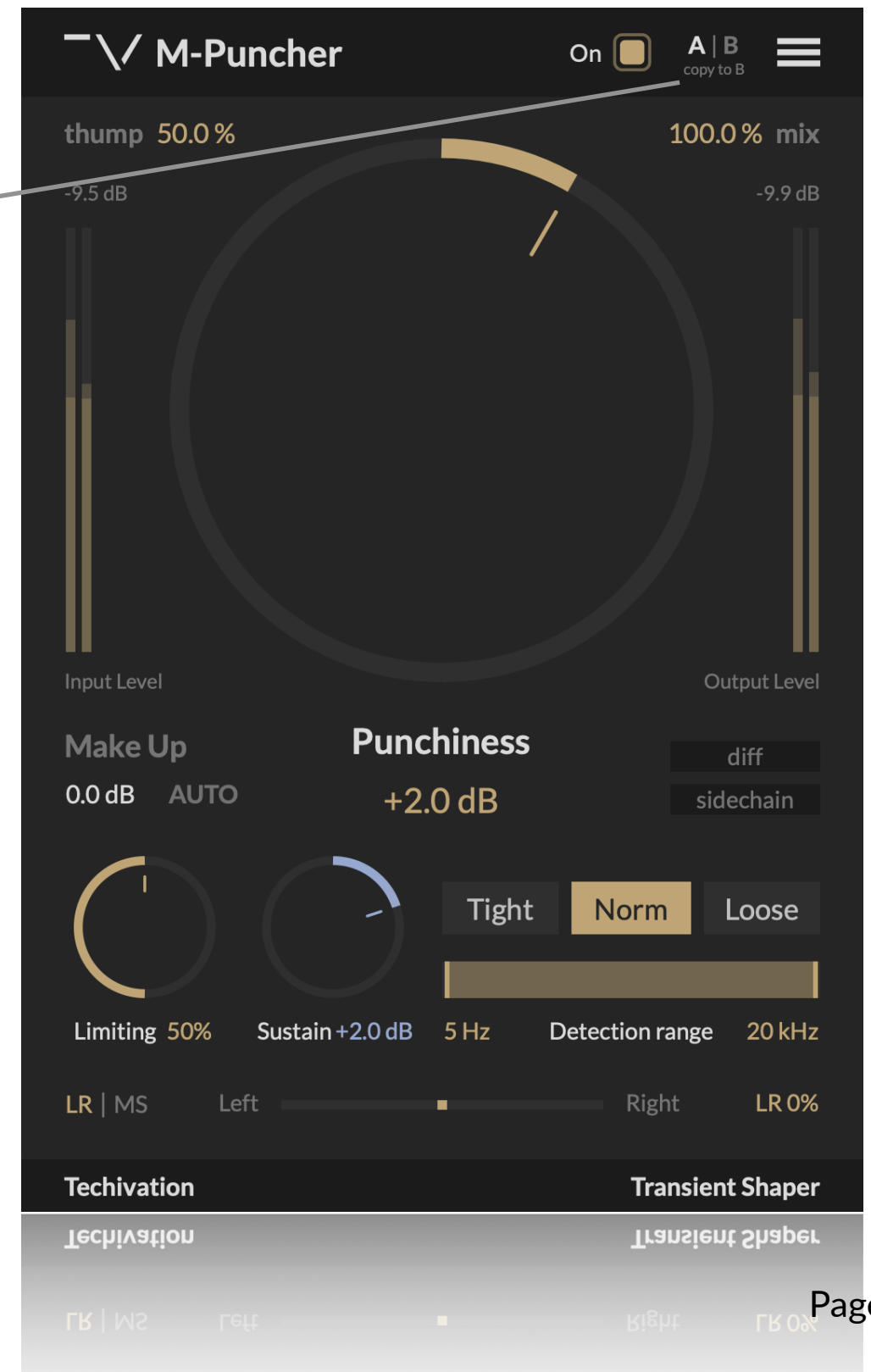
Additionally, by saving your own custom presets, you can easily recall your preferred settings across different projects, ensuring a cohesive and efficient approach to your audio production.

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A | B Comparison

The A/B buttons provide a convenient way to compare different options and find the optimal setting for your audio processing needs. With just a click, you can easily switch between two different versions of the same processing chain and compare the results. Moreover, the 'Copy A to B' and 'Copy B to A' functions enable you to quickly test small tweaks and adjustments by copying the settings from one version to the other and comparing their effects. By using the A/B buttons in conjunction with the 'Copy' functions, you can efficiently assess subtle variations in your processing and make informed decisions on the best approach to take. This streamlined workflow saves you time and effort, allowing you to softness on the creative aspects of your mix without getting bogged down in technical details.



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Undo/Redo

The M-Puncher plug-in comes equipped with the handy feature of built-in 'Undo' and 'Redo' options, providing added peace of mind while working on your audio processing. With these functions, you can easily revert to previous settings or redo changes that were made in error, saving time and eliminating the stress of potentially losing valuable adjustments.

The 'Undo' and 'Redo' options allow you to experiment with different settings and configurations without the fear of permanently altering your audio. Additionally, this feature enhances your workflow by providing an efficient way to backtrack and explore alternative processing paths, enabling you to make more informed decisions in your audio production.

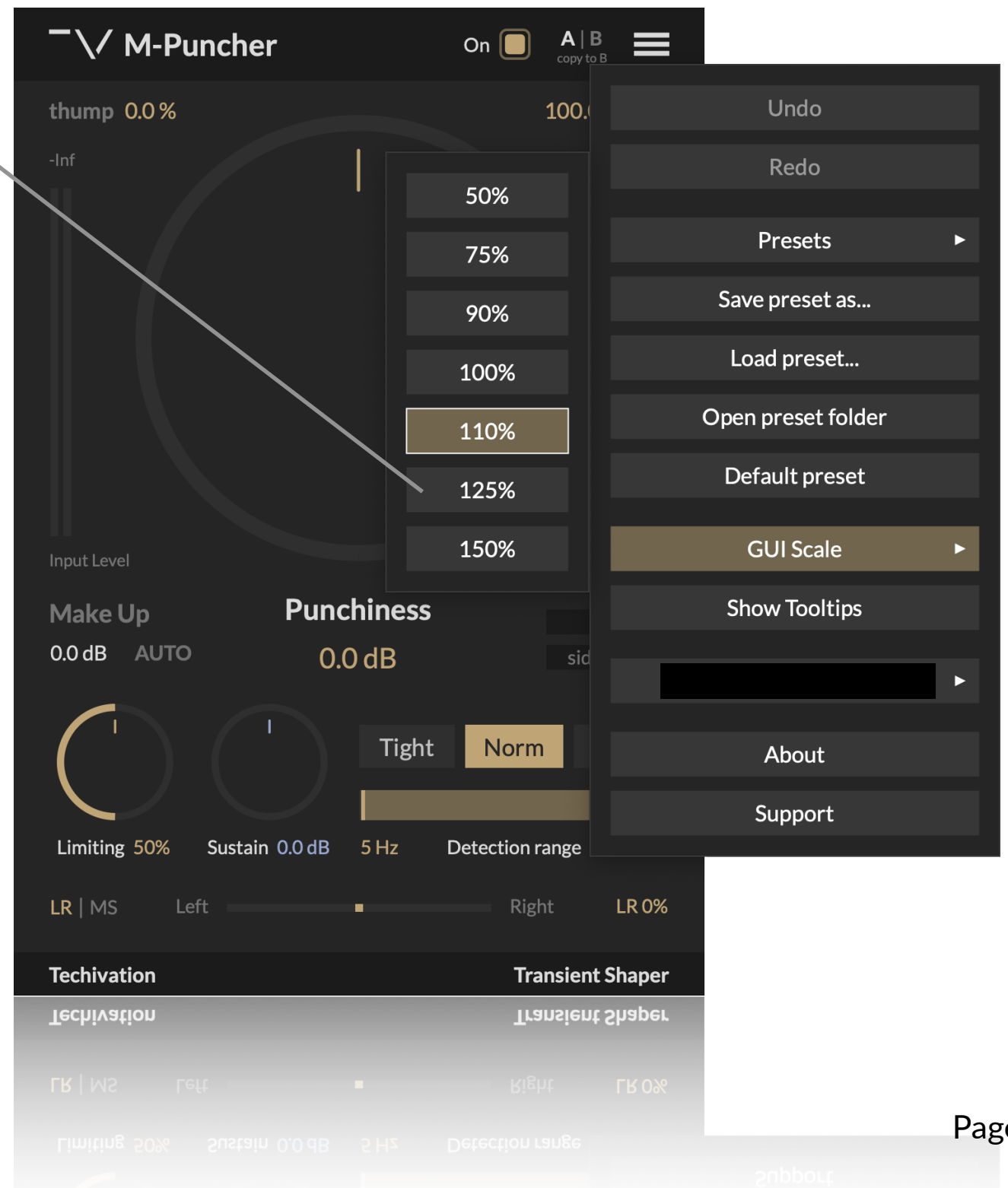


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GUI Scale

The interface scaling feature in M-Puncher allows you to customize the size of the GUI to suit your preferences and optimize your workflow. With a range of scaling options available, from 50% to 150%, you can personalize the interface to match your visual and working style. One of the great things about this feature is that the visual quality of the plug-in remains consistent, regardless of the scale you choose. This ensures that the interface remains clear and legible, even when scaled up or down to fit your preferred viewing size. Additionally, the interface scaling feature in M-Puncher is optimized for high-end quality monitors, including retina displays, ensuring that the plug-in looks great and performs reliably on a variety of devices.

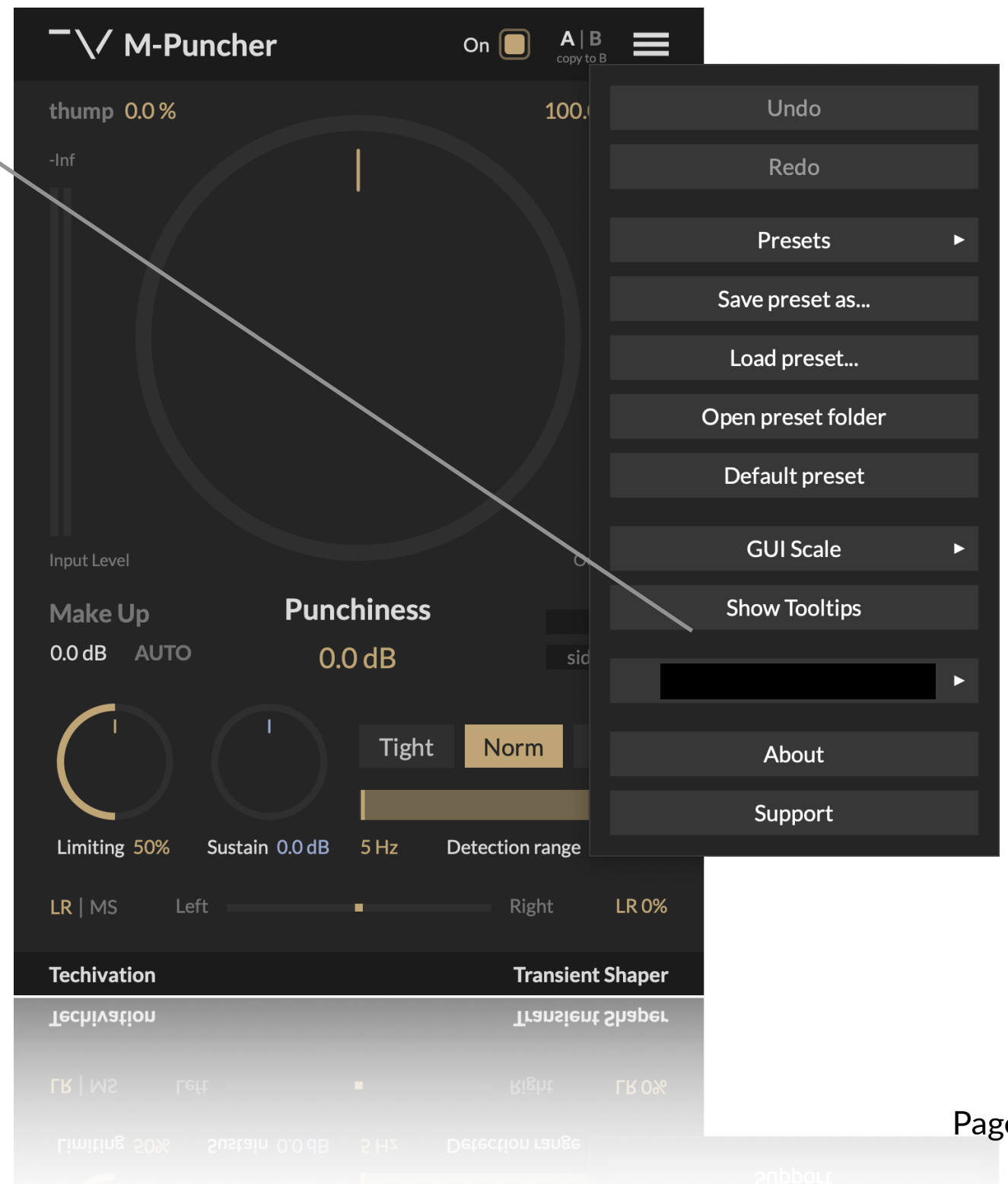


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Tooltips

M-Puncher features a handy 'tooltips' option that you can enable or disable from the plugin's menu. When this option is enabled, you can see a brief description of each part of the user interface by simply holding your mouse over that particular section. Tooltips are an excellent way to quickly learn about the various controls and settings in the plugin, making it easier to navigate and use the interface effectively. They can provide helpful information about each parameter, including its function, range, and how it affects the audio signal. Enabling the tooltips option is a great way to speed up your workflow and make it easier to work with the M-Puncher plugin. If you're not sure what a particular control does, simply hover your mouse over it to get a quick and informative tooltip.



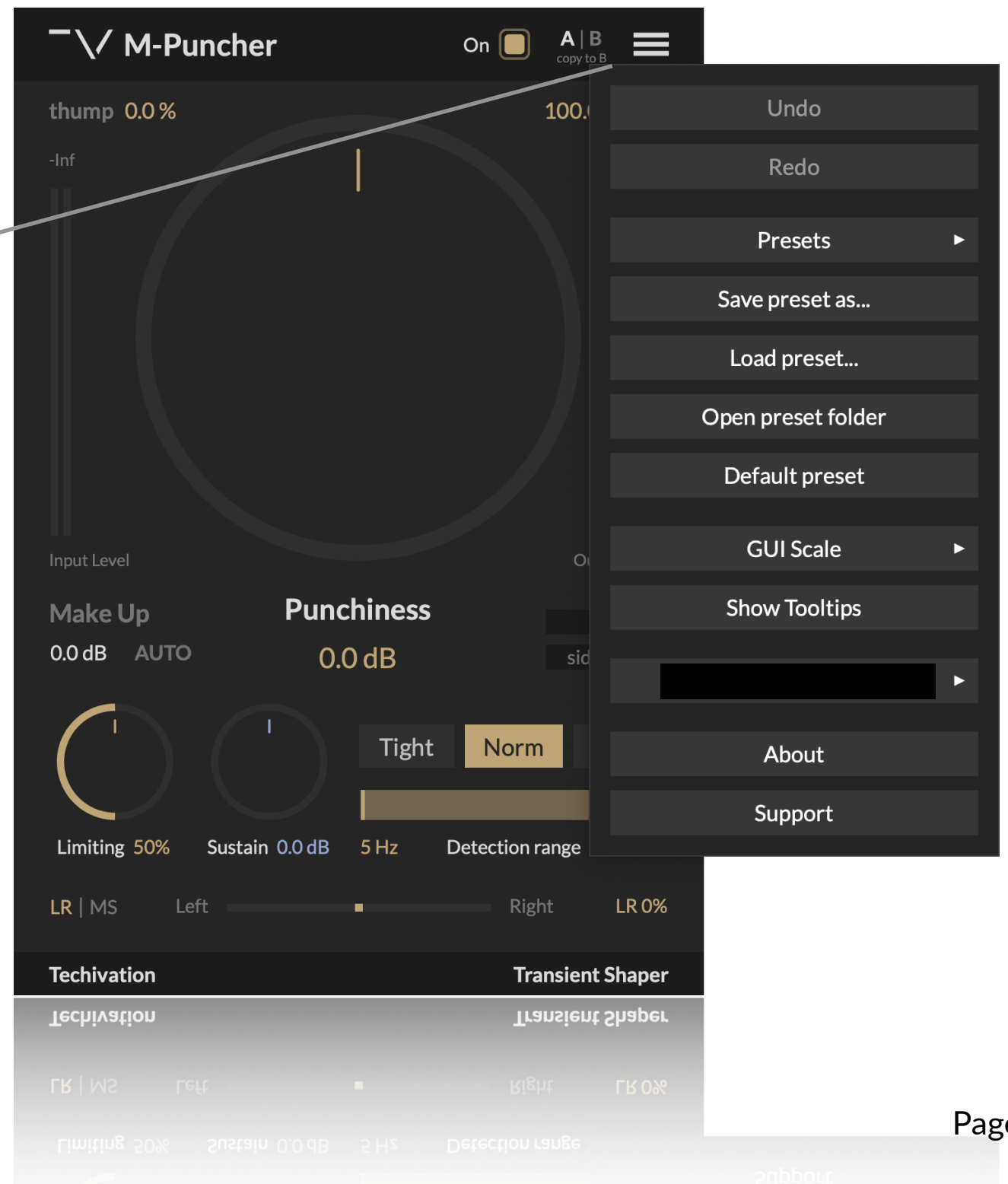
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Features

Plug-in Menu

A quick menu of useful features:

- Undo
- Redo
- Presets
- Save Preset As...
- Load Preset...
- Open preset folder
- Default Preset
- GUI Scale
- Show/Hide Tooltips
- [Your email]/Sign in
- About
- Support



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Compatibility

Plugin formats: VST, VST3, AU, AAX.

Platforms supported: regular macOS installer supports 10.13 (High Sierra) and up, legacy macOS installer is from 10.9 (El Capitan) to 10.12 (Sierra)
Windows 7 and up. 32 & 64 bits

DAWs supported: Ableton Live, Logic Pro, Avid Protools, FL Studio, Cubase, Nuendo, Reaper, and other major DAW softwares on the market that support 'Sidechain' processing.

Activation

M-Puncher requires a purchased license from our website, to get activated according to our [terms and conditions](#). As soon as you purchase a license from us, you'll automatically have your Techivation account activate the plug-in for you, after you sign- in to the plug-in. Everyone with one purchased license can use the plug-in on a maximum of two machines at the same time.

Support

For any support inquiries check out techivation.com/support

Check out techivation.com/terms-conditions to learn more about the rights.

If you have any questions, feel free to reach out to us via email. info@techivation.com or techivation@gmail.com

Installation

If you purchase a [M-Puncher](#) license, you can sign in to the plug-in to activate, and use it for a lifetime.

A software download is supplied with your sign-up/purchase, however you can always go to Techivation.com for the latest software updates.

After downloading, unzip the file and select either Mac or PC installer depending on your system. (Warning: don't run the PC file on a Mac and vice-versa).

- Mac: Double click on the PKG installer and follow the instructions
- PC/Windows: Extract the file content. Double click on the setup file and follow the instructions

***Note:** If you have the Mac OS X 10.9 to 10.11 you should download the legacy macOS installer.

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Uninstall Locations

MAC OS

AU: /Library/Audio/Plug-ins/Components/

VST: /Library/Audio/Plug-ins/VST/

VST3: /Library/Audio/Plug-ins/VST3/

AAX: /Library/Application Support/Avid/Audio/Plug-Ins/

Other data: ~/Library/Application Support/Techivation

WINDOWS

VST: Custom path from installer

VST3: \Program Files\Common Files\VST3\

or \Program files(x86)\Common Files\VST3

AAX: \Program Files\Common Files\Avid\Audio\Plug-Ins\

Other data: C:\ProgramData\Techivation 'Note: this folder is hidden so you need to change your settings to see the hidden files first.'