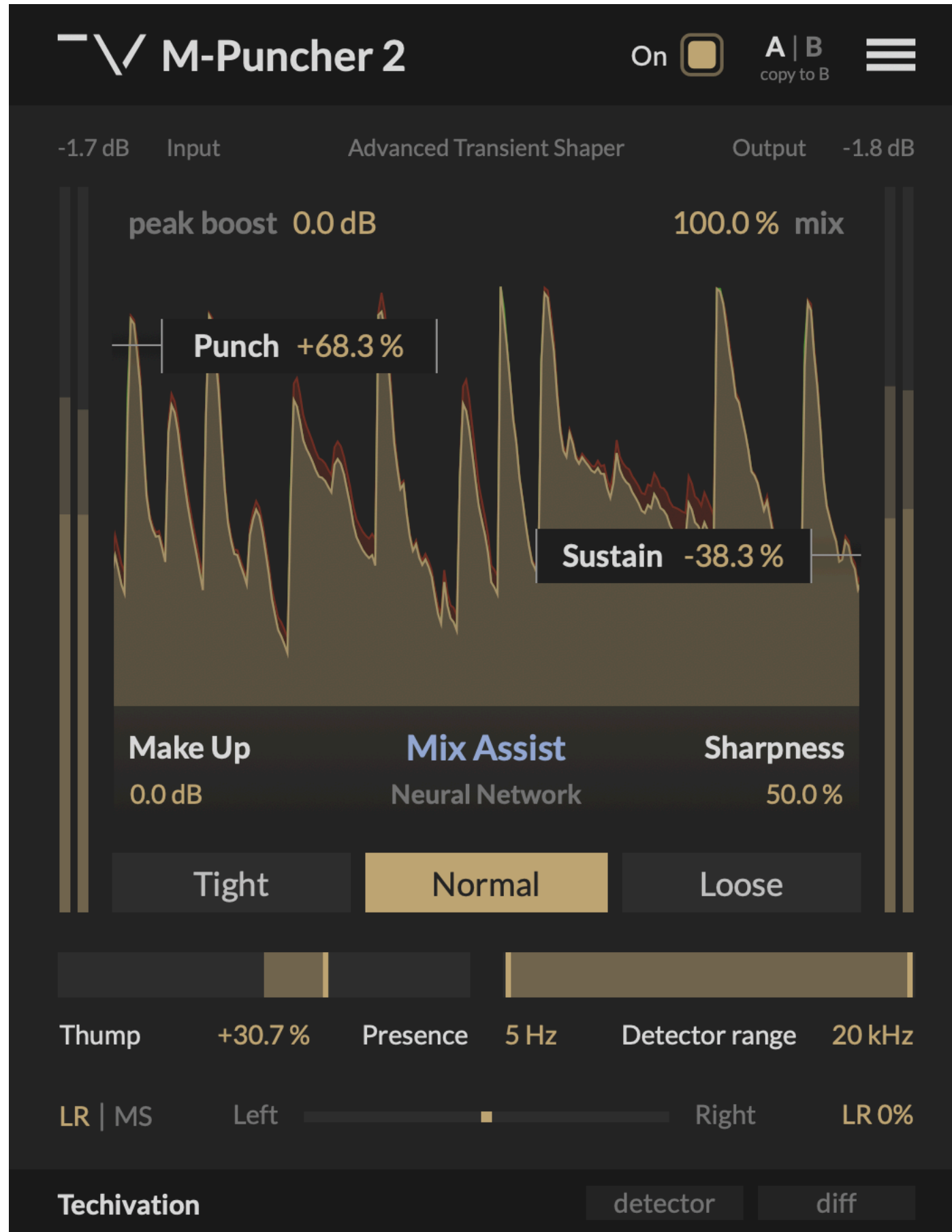


Techivation M-Puncher 2

User Manual



Techivation M-Puncher 2

Overview

M-Puncher 2 is a groundbreaking transient shaper that adds punch and impact to any source without raising the peak levels. It gives you precise control over attack and sustain portions of the audio, making it faster than ever to sculpt the dynamics of your track to perfection.

M-Puncher 2 is packed with advanced features like tonal shaping of attacks, frequency-dependent targeting, and intelligent setting suggestions.

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What's new in M-Puncher 2

Natural punch with no raised peaks

Other transient shapers can throw your mix off balance by raising the peak levels unpredictably. With M-Puncher 2, we were able to eliminate the peak increase entirely. So you can add punch and impact to your track, while keeping the peak levels completely unchanged.

If you are looking for a more traditional transient shaper sound with amplified attacks, the new “**Peak Boost**” control sets precisely how much peak increase you want to allow.

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Improved transient shaping

M-Puncher 2 takes transient shaping to the next level. The reworked **Dynamic Transient Saturation** that keeps the peaks under control now sounds even more organic and natural. And the brand new **Context-Aware Contouring** makes it possible to reduce the peak level increase down to zero, while giving your attacks extra punch and emphasis.

Precise control over the attack character

The new “**Sharpness**” parameter ensures that you can dial in the right style of punch for any source, from individual drums to guitars and even full mixes. M-Puncher 2 gives you deeper control over its response, whether you are looking for sharp and focused impact or gentle and open shaping.

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Unique attack tone shaping

M-Puncher 2 gives you more control over the attack tone by expanding the original “**Thump**” control into the new “**Thump-Presence**” slider. Now you can choose between adding extra high-end brilliance or low-end impact to your attacks, all without changing the overall tonal balance of the track. And the linear-phase filter guarantees absolutely no phase issues.

More powerful sustain control

The “**Sustain**” control of M-Puncher 2 has a stronger effect on density and ambiance of the track, while sounding more organic and natural. You can raise it to bring up the body of your audio, or lower it for a more dry and percussive sound.

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Enhanced stereo image stability

The Mid-Side processing mode of M-Puncher 2 has been reworked from the ground up to perfectly preserve your stereo image. Switch M-Puncher 2 into “**MS**” mode when you want your stereo balance to be completely unchanged, or use the “**LR**” mode to process each channel individually.

Intelligent Mix Assistant

The new **Mix Assistant** in M-Puncher 2 analyses your audio and suggests a great starting point for shaping the impact of your track. Stop wasting time on browsing through presets and get custom-tailored settings in a click of a button!

See what the plug-in is doing

M-Puncher 2 features a fresh new look complete with a waveform visualiser. Now it is easier than ever to see exactly what the plug-in is doing, with boosts shown in green and cuts in red.

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Features

- Punch
- Sustain
- Waveform visualiser
- Peak Boost
- Sharpness
- Thump-Presence
- Tight/Normal/Loose
- Detector range
- Detector
- Diff
- Mix
- Mix Assist
- Make Up
- LR/MS and Stereo Balance
- Level meters
- Internal On-Off Switch
- Internal Menu
- Presets
- Scaleable GUI
- Guided Tour
- A/B Switch
- Undo-Redo Options
- Show/Hide Tooltips

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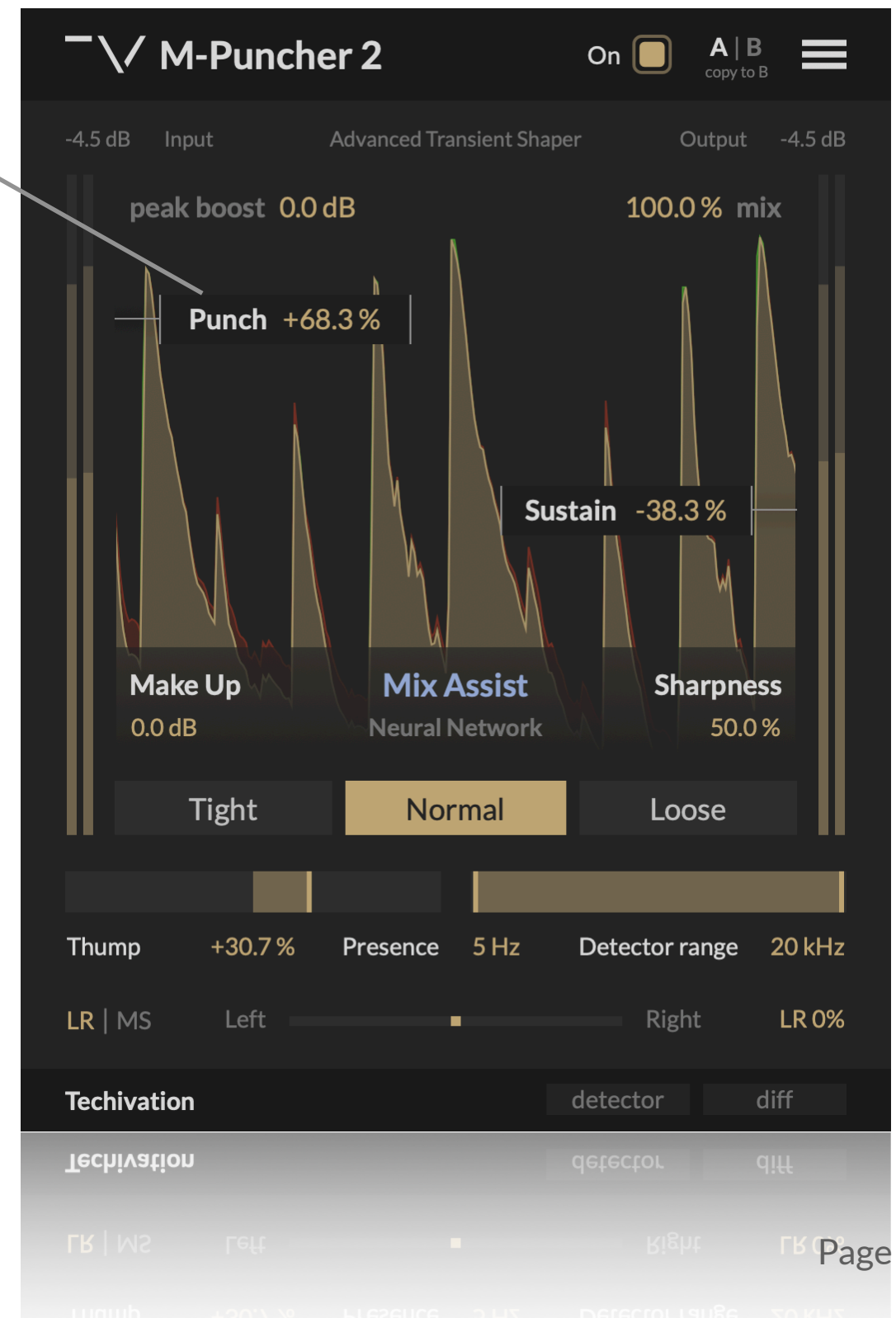
[Features](#)

Punch

“Punch” controls the amount of boost or cut applied to the attack portions (transients) of the signal. Increase “Punch” to emphasise the impact of the percussive elements of your audio, or decrease it to soften them instead.

Depending on the “Peak Boost” setting, boosting “Punch” utilises a blend of three transient enhancement methods:

- **Transient Gain Shaping** boosts the level of the attacks by applying a precisely calculated gain envelope.
- **Dynamic Transient Saturation** enhances the impact of attacks by augmenting their harmonic contents.
- **Context-Aware Contouring** emphasises the attacks by reshaping the audio contour right before and after a transient.



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Features

Sustain

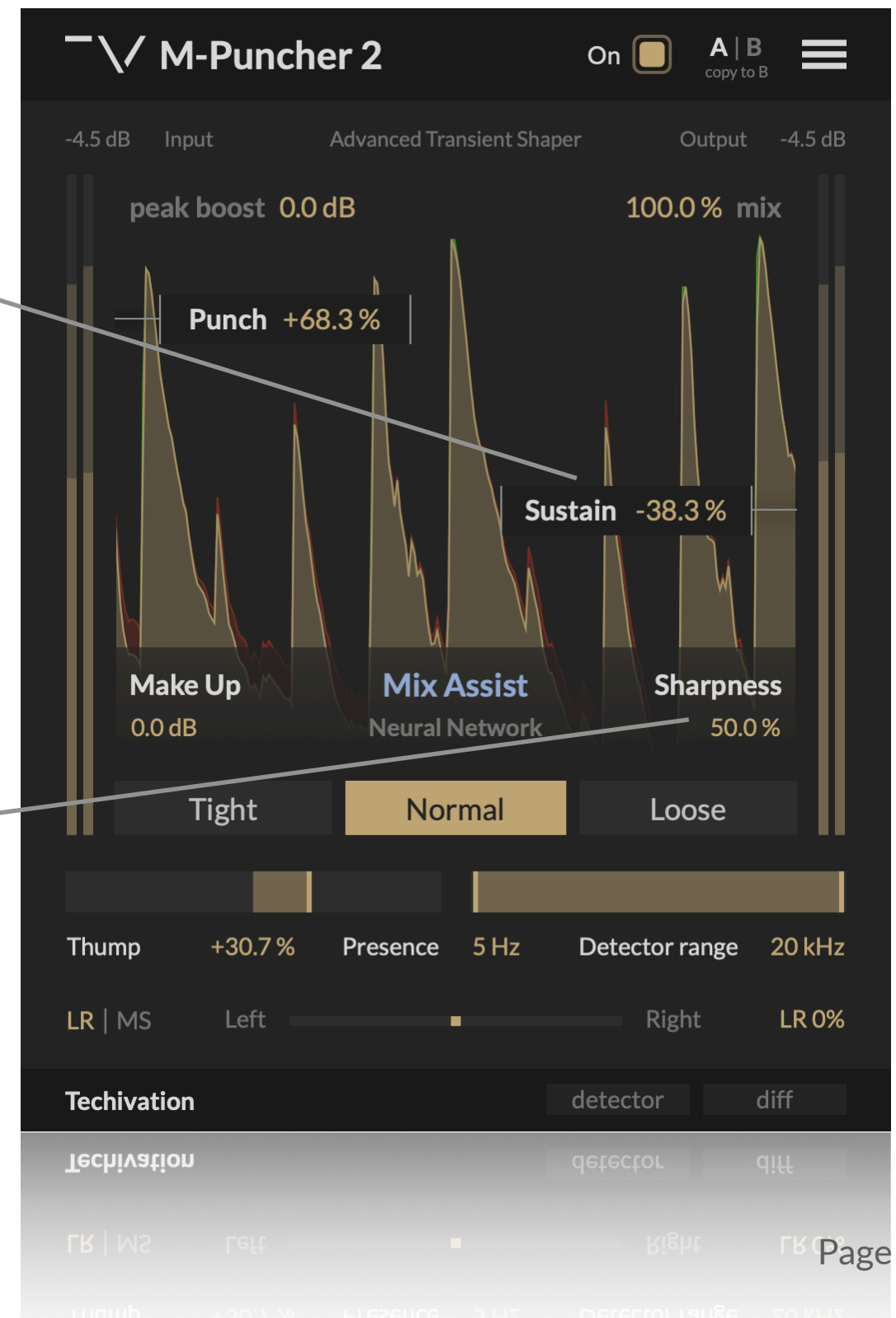
“**Sustain**” controls the amount of boost or cut applied to the decaying parts of your audio. Increasing “Sustain” lengthens the decay of the sounds and brings up the density and ambiance of your track. Reducing “Sustain” makes the sounds decay faster, giving your track a more dry, close-up and percussive character.

Boosting “Sustain” never increases the peak levels of the audio.

Sharpness

“**Sharpness**” controls the character of transient shaping applied by “Punch”. Higher values produce a sharp and focused response ideal for percussive sounds, while lower settings result in more gentle and open shaping that is perfect for sustained instruments.

Internally, “Sharpness” controls how gently the gain applied to attacks by “Punch” is released, along with the intensity of **Dynamic Transient Saturation**.



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Features

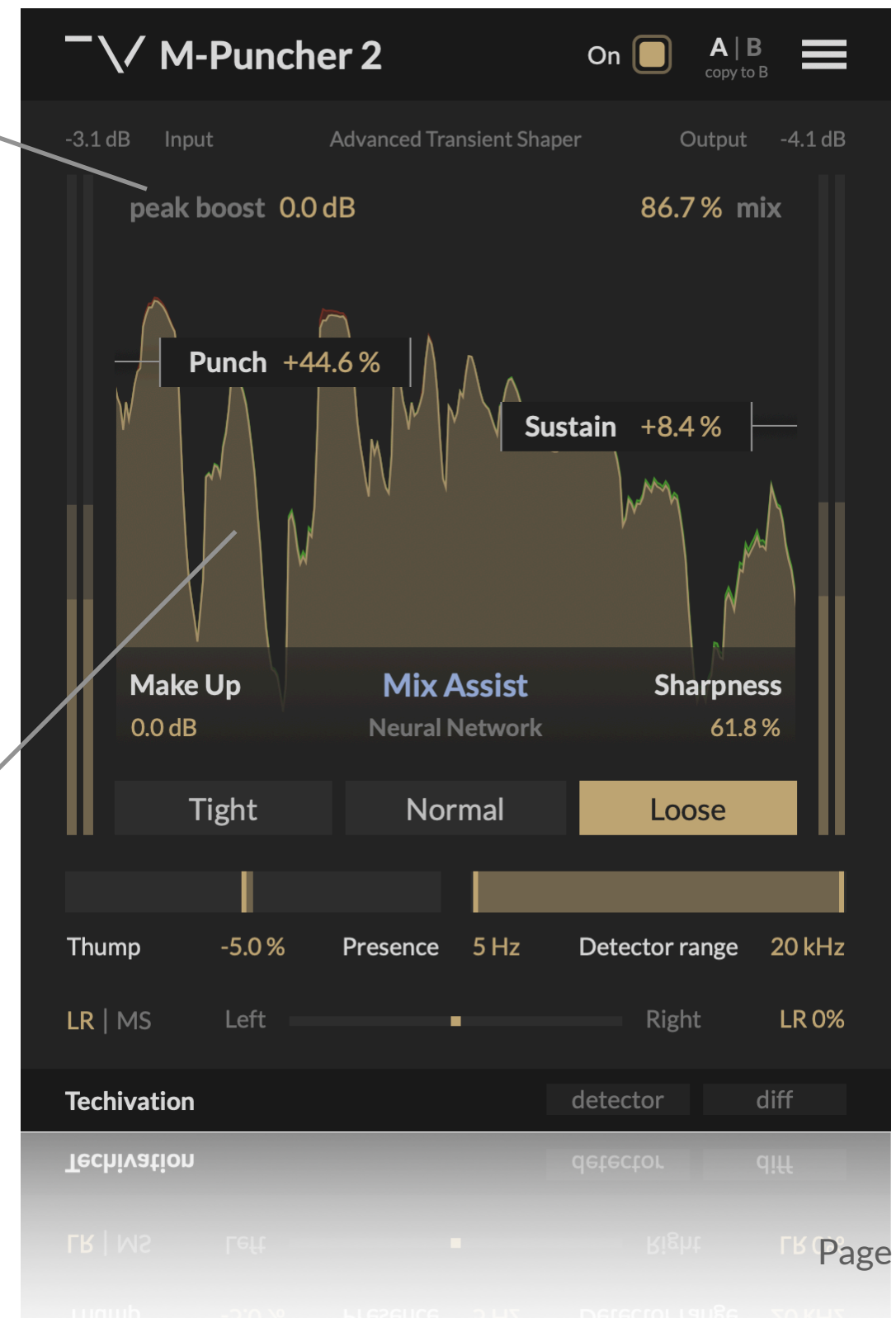
Peak Boost

“**Peak Boost**” sets the maximum amount in decibels by which peak levels are allowed to increase when boosting “Punch”. Keeping “Peak Boost” at 0.0 dB ensures that M-Puncher 2 will preserve the original peak levels, no matter how much you boost “Punch”. Higher “Peak Boost” settings will allow the peak levels to be increased, but by no more than the chosen amount.

“Peak Boost” operation is completely independent of the input signal level and doesn’t use a fixed threshold. Instead, it constraints how much the peak level can increase compared to its original value. This ensures that M-Puncher 2 is equally effective for inputs of any loudness and dynamic range.

Waveform visualiser

The built-in waveform visualiser helps you see the changes M-Puncher 2 is doing to your audio in real time. It shows the boosts applied by the plug-in in green, while the cuts are shown in red.



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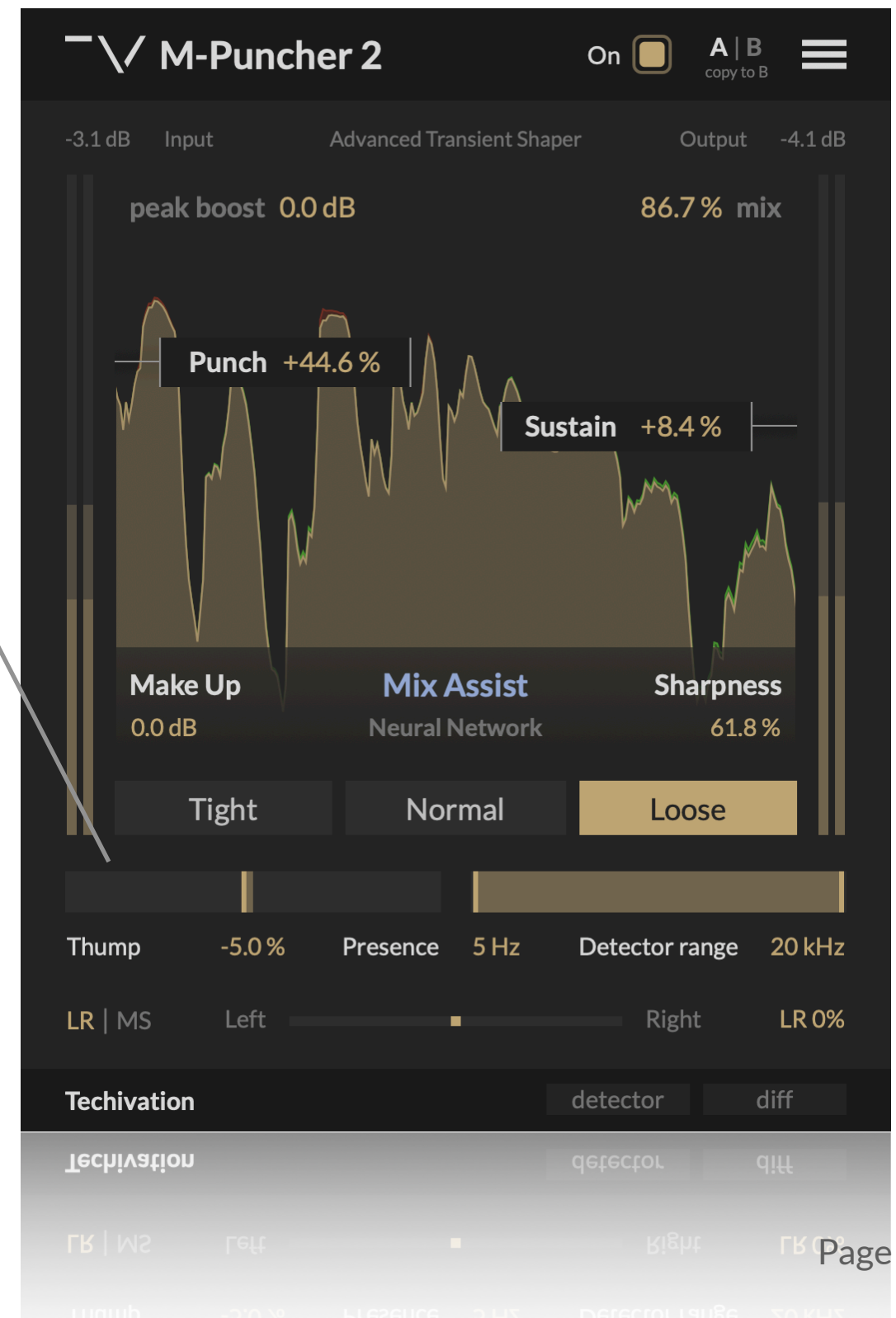
Features

Thump-Presence

The “**Thump-Presence**” slider applies a bass or presence boost to attack portions of your audio. It allows you to accentuate the low-end impact or high-end brilliance of the track while preserving the original tonal balance.

When “Thump-Presence” is set to 0.0%, the tone of attacks remains unchanged. Moving the slider towards “Thump” or “Presence” shifts the tonal balance of the attacks accordingly, while keeping the rest of the signal completely unaffected.

“Thump-Presence” control utilises a linear-phase filter to deliver clean tonal shaping of transients without any phase cancellation issues.



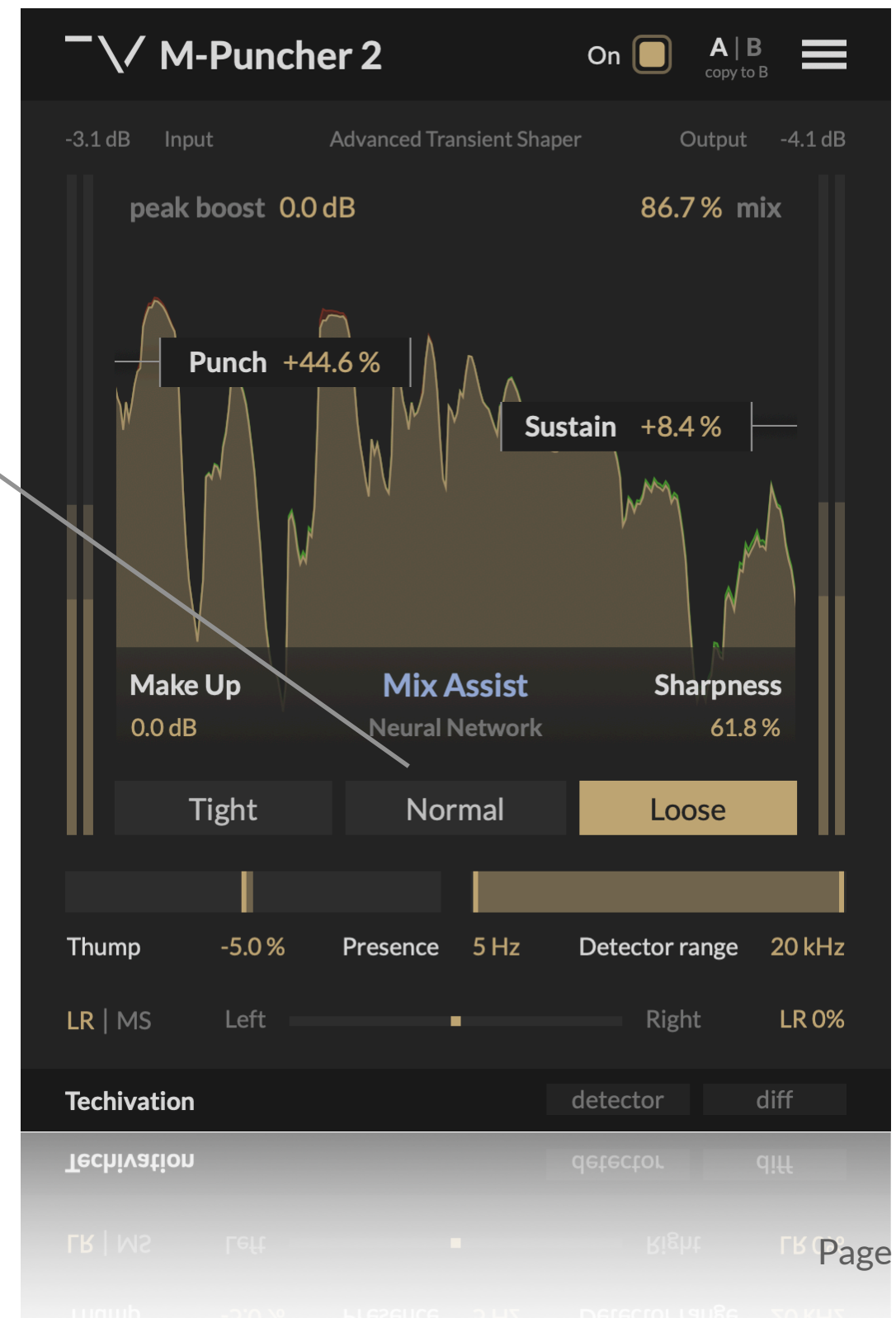
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Features

Tight/Normal/Loose

You can choose between three envelope styles (“**Tight**”, “**Normal**”, and “**Loose**”) for shaping the attacks of your track using the “Punch” control.

- The “**Tight**” mode enables the fastest “Punch” response. It is best for achieving short snappy attacks when boosting “Punch”.
- The “**Normal**” mode enables the medium “Punchiness” response. This mode strikes a balance between focused punch and openness of the attacks when boosting “Punch”.
- The “**Loose**” mode enables the slower “Punchiness” response. It produces longer open sounding attacks when boosting “Punch”.



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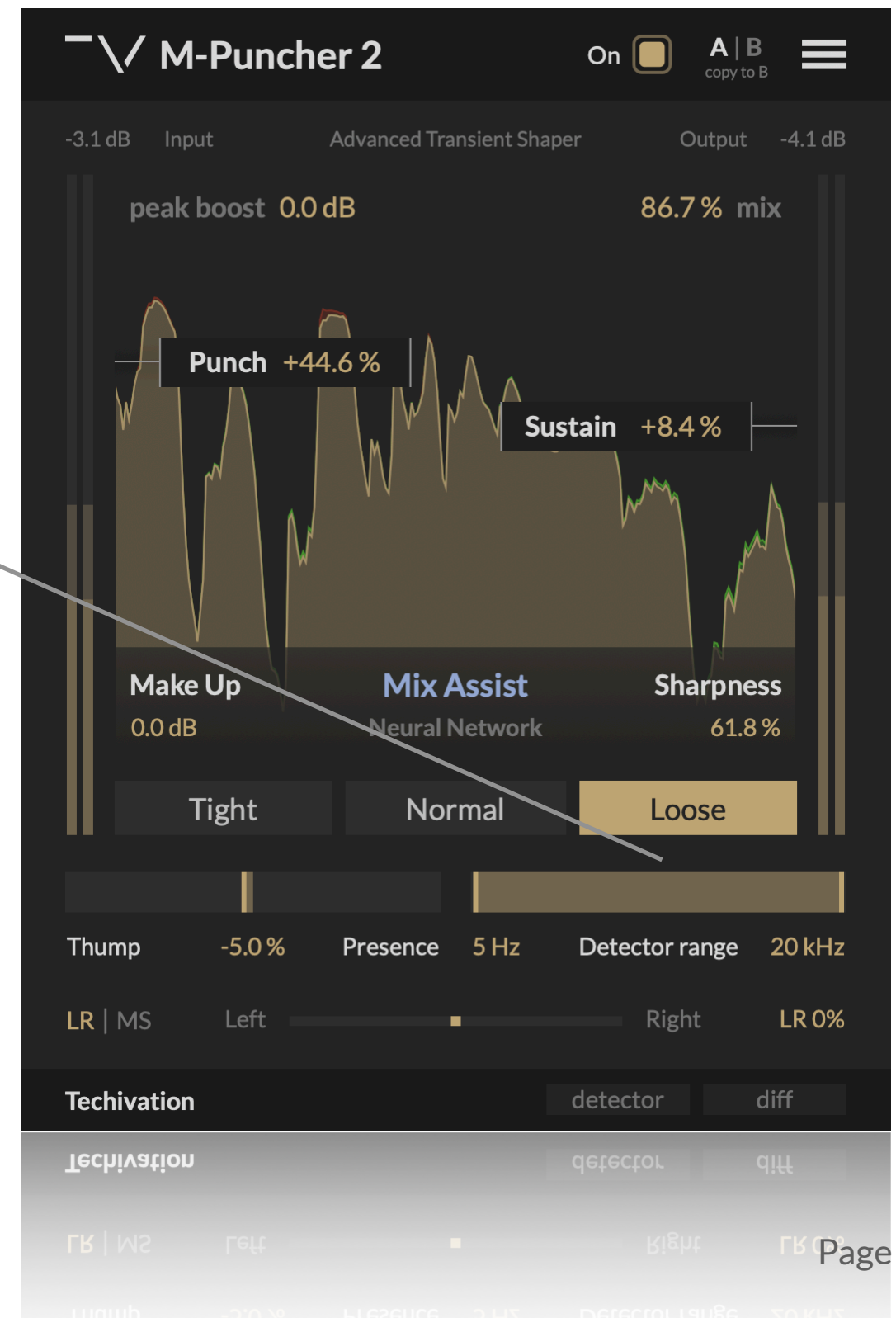
Features

Detector range

The “**Detector range**” control allows you to limit the frequency range that M-Puncher 2 analyses to identify attack and sustain portions of the audio.

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.

“Detector range” only affects the internal sidechain that M-Puncher 2 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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Features

Mix

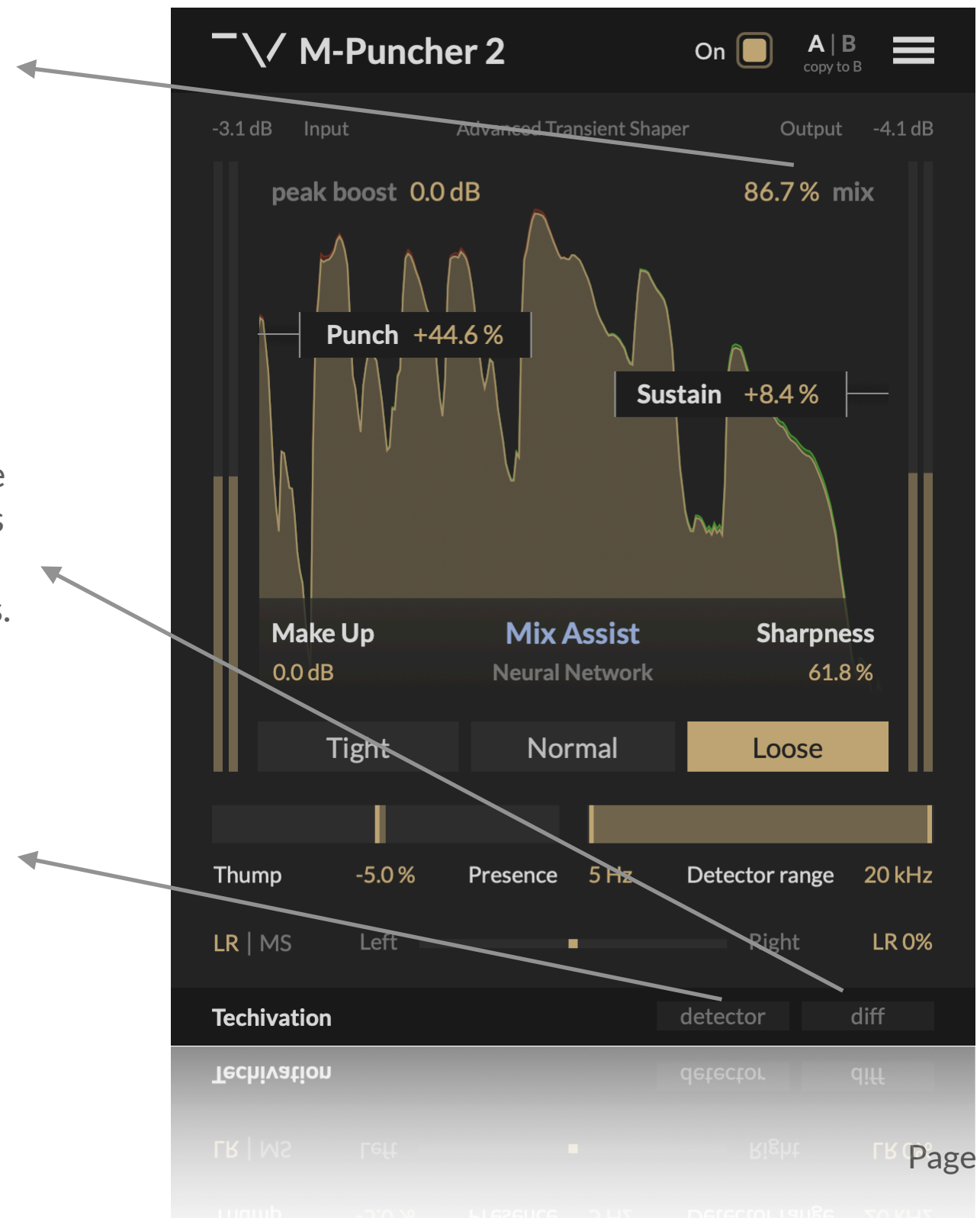
The “**mix**” control allows you to blend between the processed and the original signals, giving you quick access to parallel processing.

Diff

The “**diff**” button enables you to listen to the difference between the processed and original signals. This allows you to audibly perceive the spectral additions made by the plug-in, making it easier to fine-tune its parameters.

Detector

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



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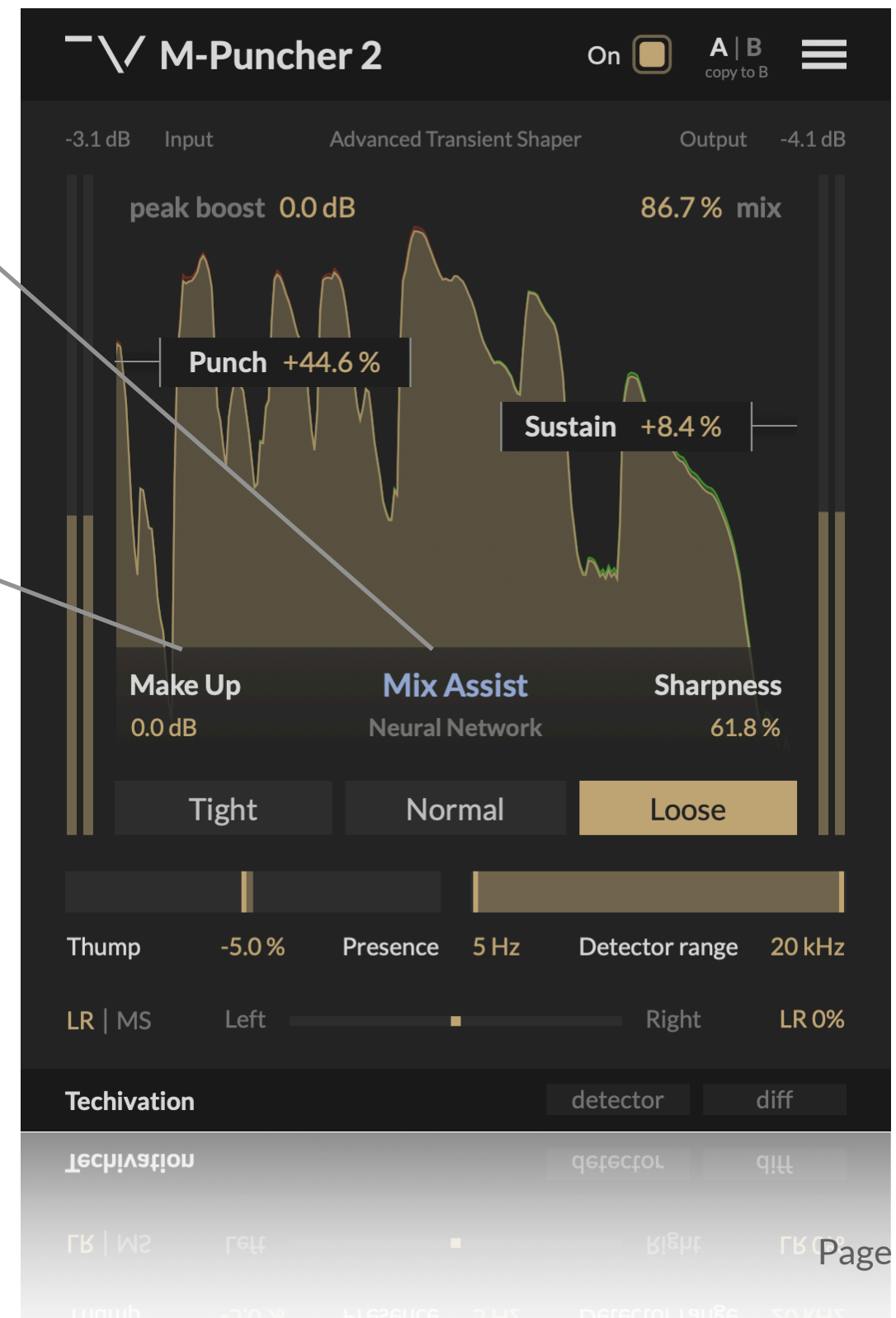
Features

Mix Assist

The “**Mix Assist**” button enables M-Puncher 2 to capture and analyse the input and intelligently set the processing parameters. The plug-in will capture 3.5 seconds of audio for the analysis. Make sure you play the busiest part of your track when learning to get the best results.

Make Up

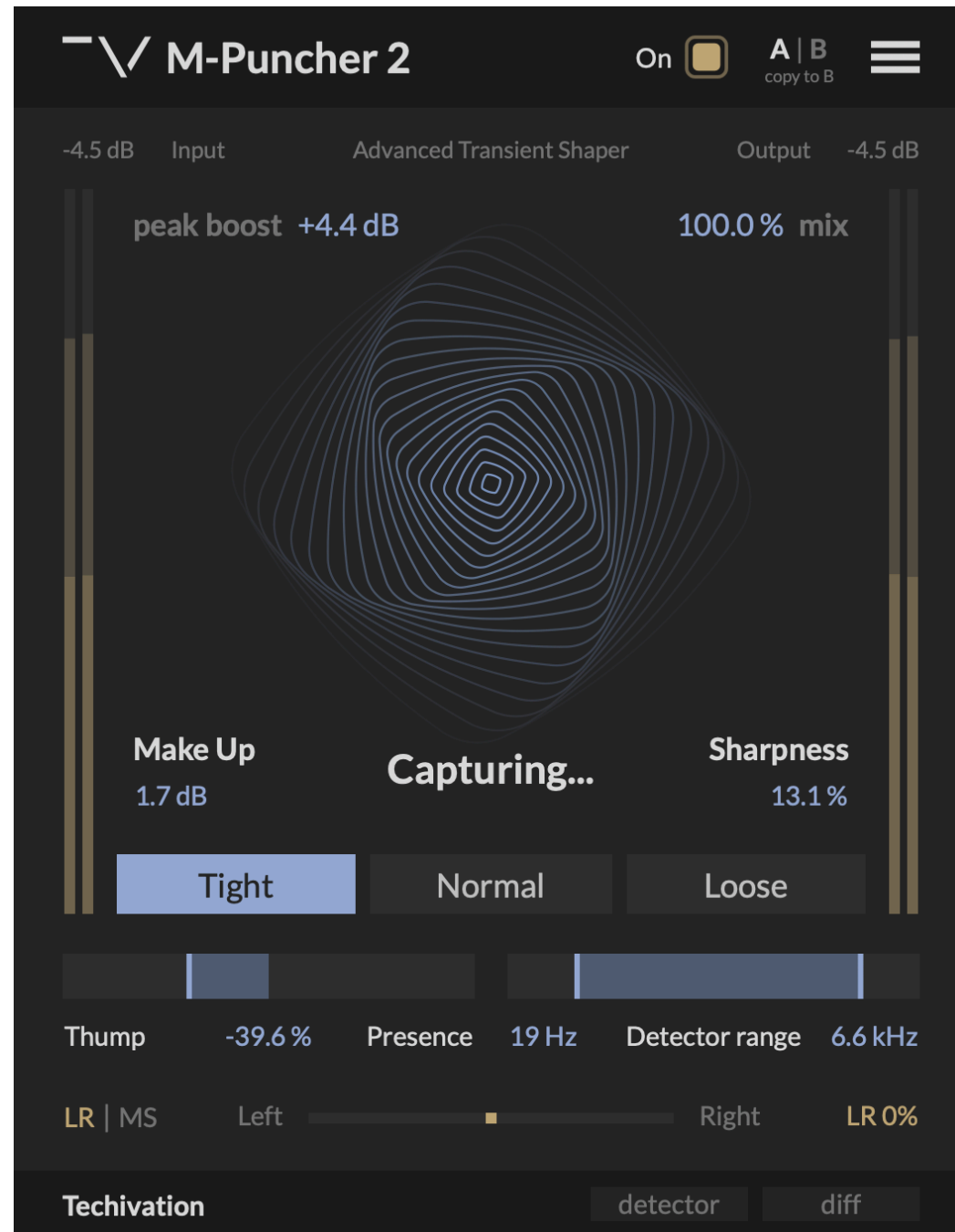
“**Make Up**” controls the amount of clean gain applied to the processed signal.



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Features

Mix Assist



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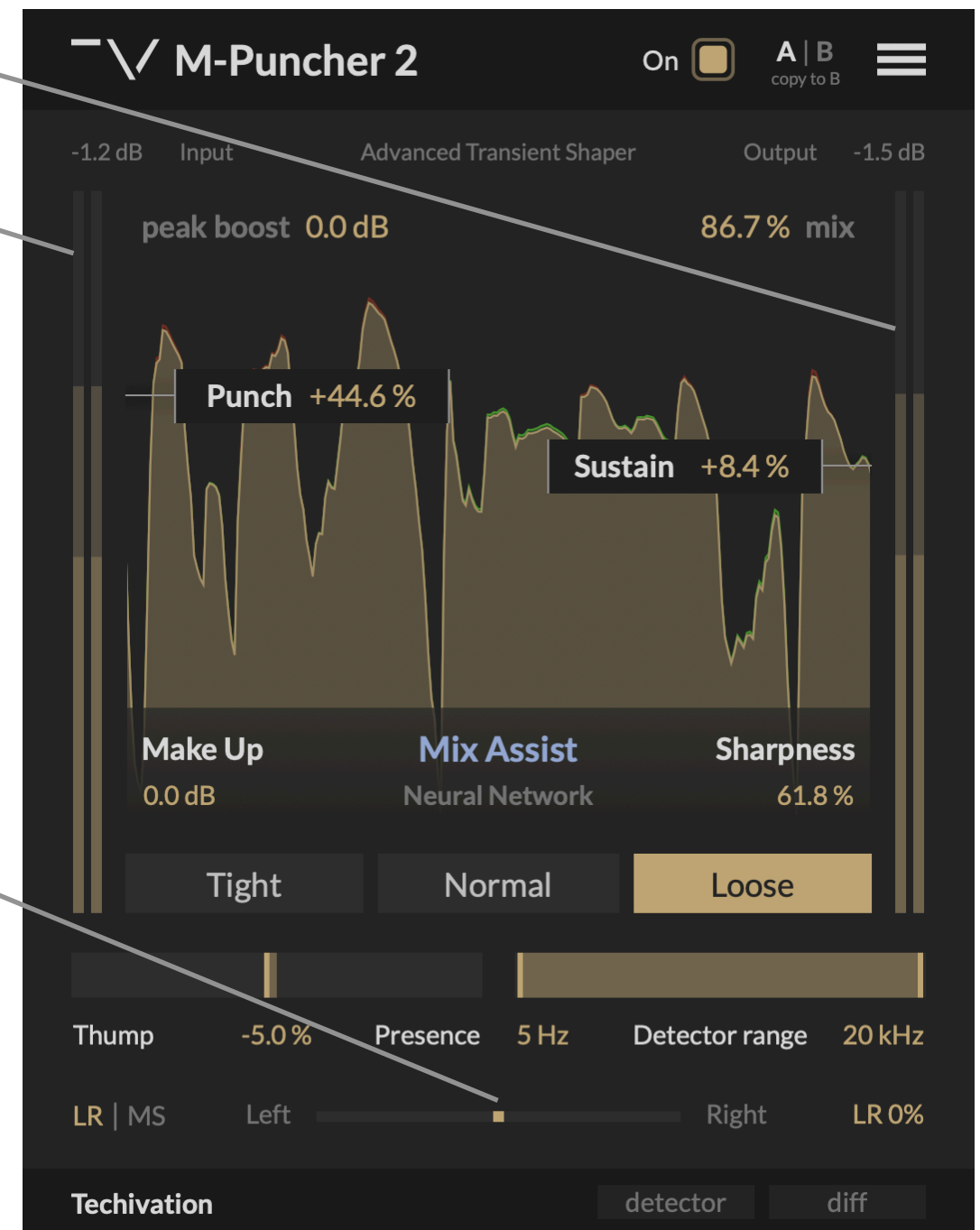
Features

Input-Output Level Meters

Input and Output meters show the audio levels of the signal before and after processing in real time.

Left-Right / Mid-Side

The “Left-Right / Mid-Side” section of M-Puncher 2 allows you to switch processing between LR (left-right) and MS (mid-side) modes, and control the balance of the plug-in's effect on the stereo channels. In LR mode, the plug-in processes the left and the right channels 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 | MS" on the left side of the balance slider, and set the amount either by dragging the slider, or double-clicking and typing the percentage value.



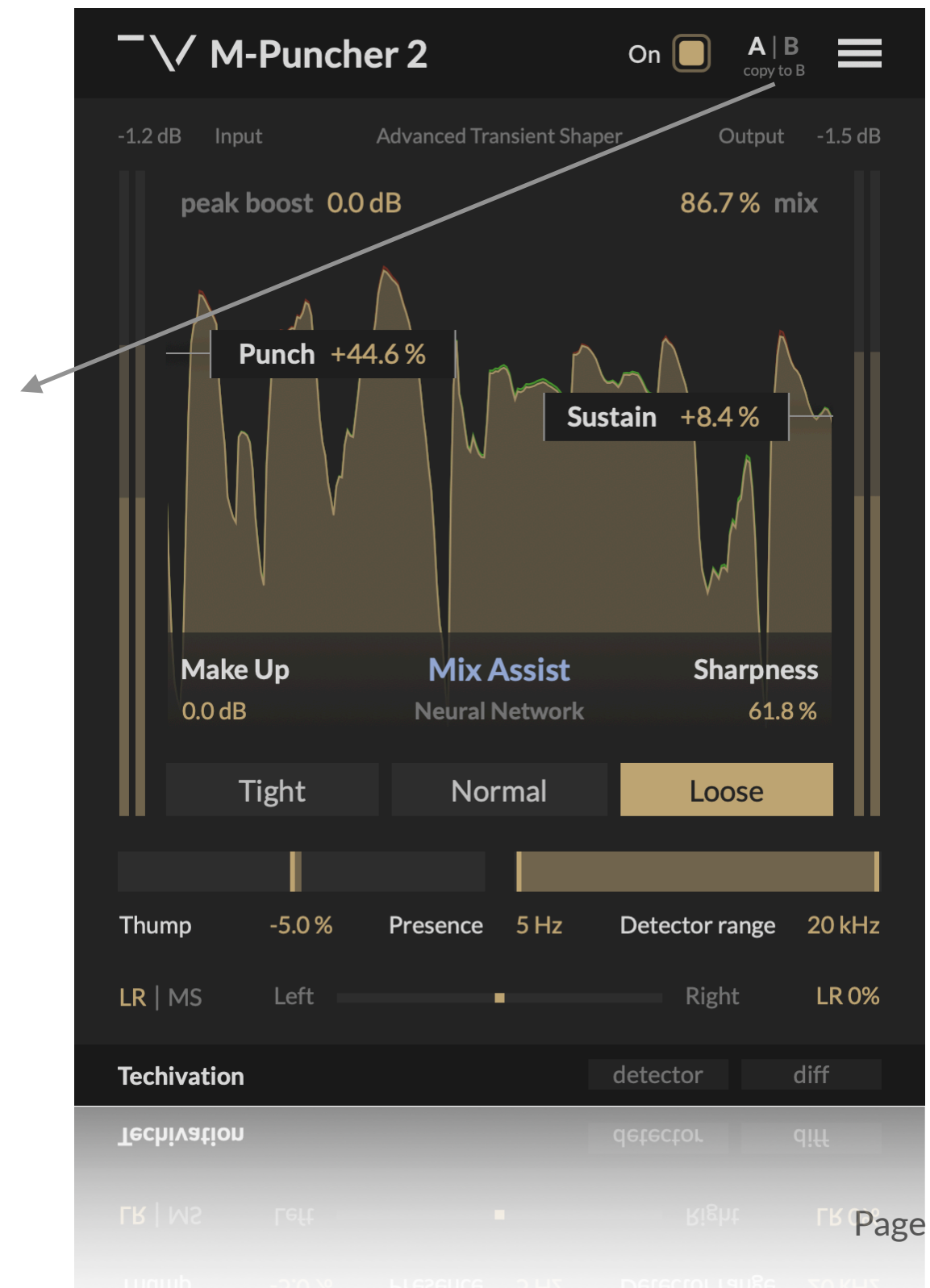
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Features

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 focus on the creative aspects of your mix.



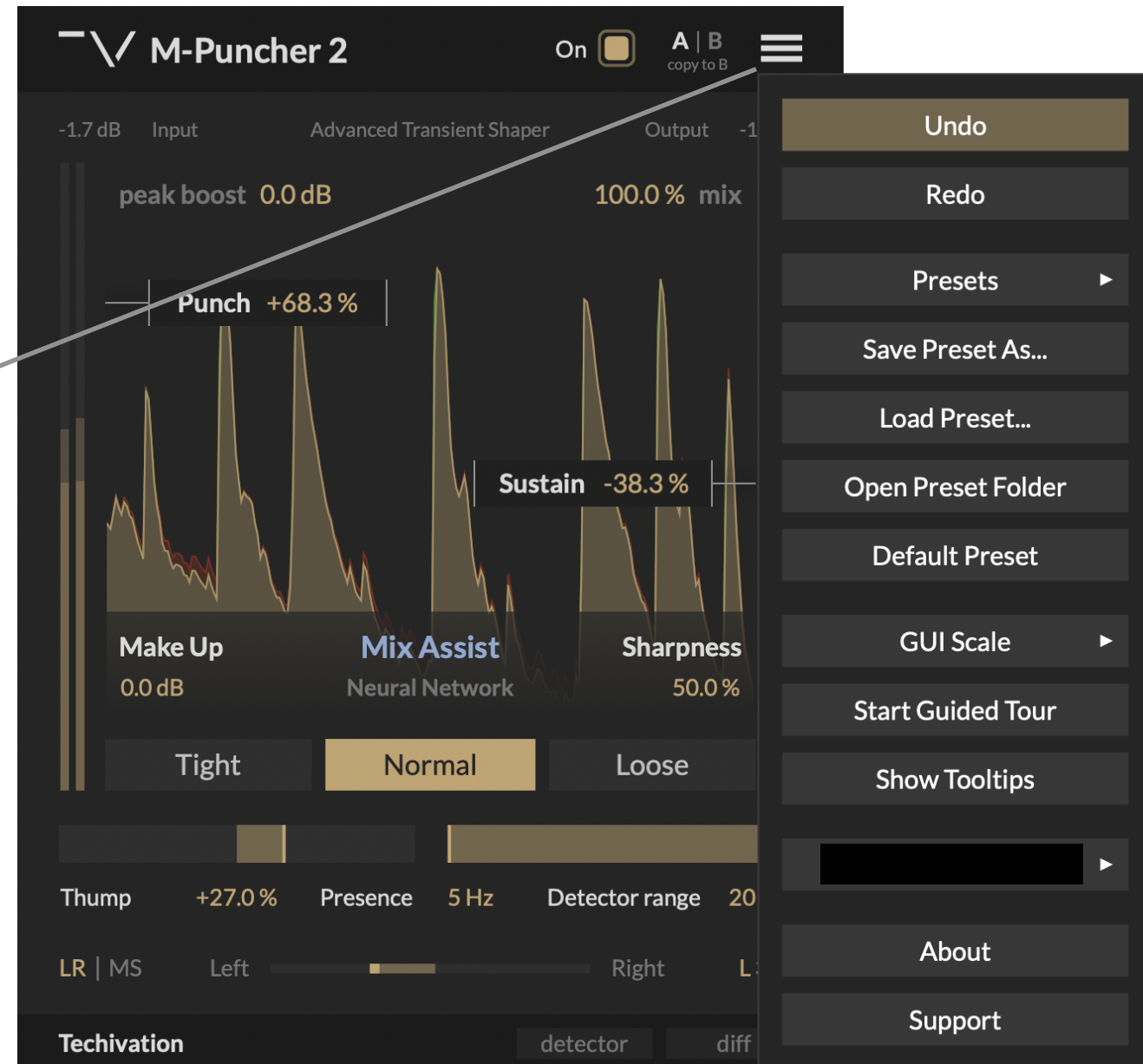
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Features

Plug-in Menu

A quick menu of useful features:

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



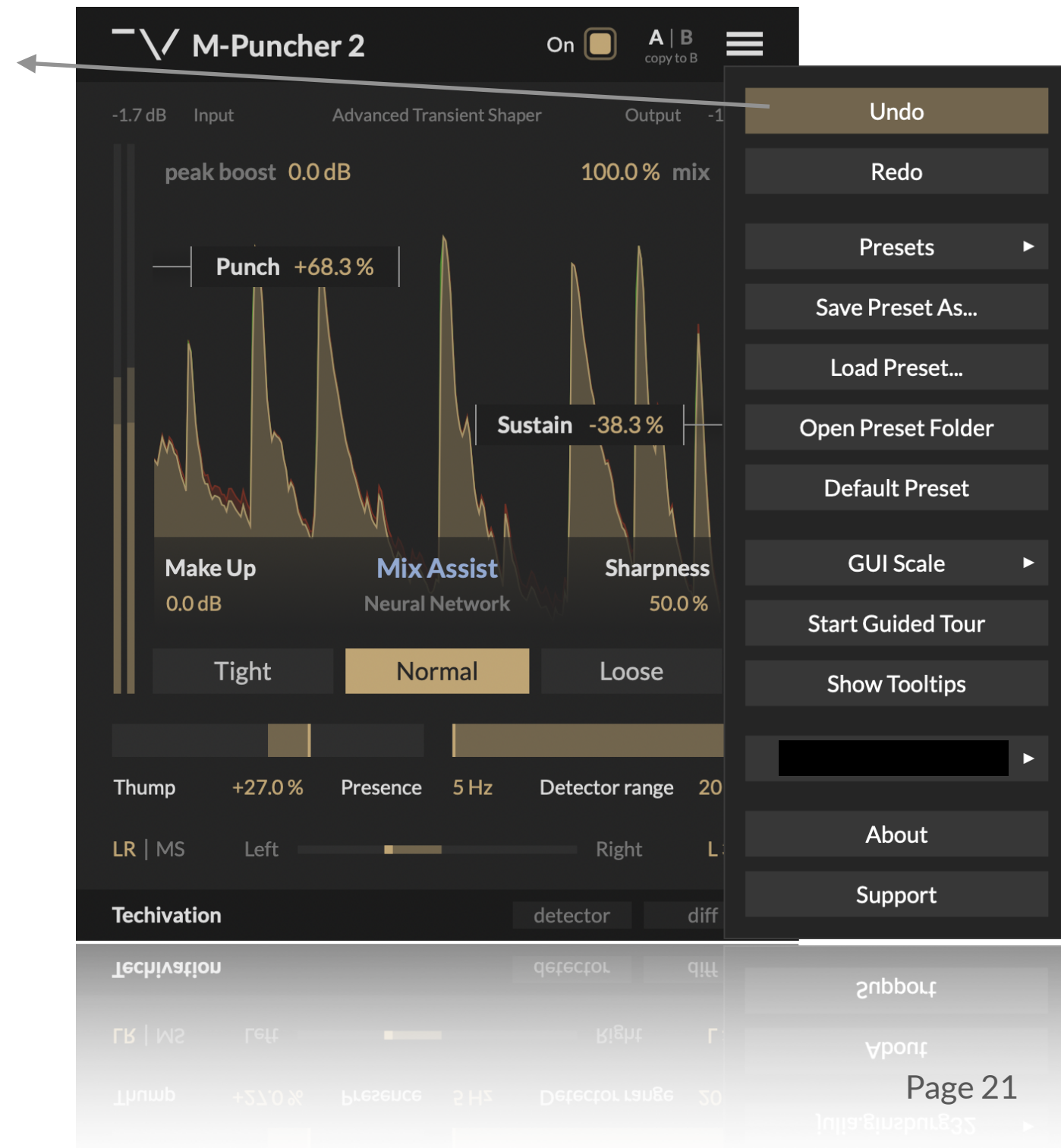
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[Features](#)

Undo/Redo

The M-Puncher 2 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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[Features](#)

Tooltips

M-Puncher 2 features a handy "tooltips" option that you can enable or disable from the plug-in 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 plug-in, 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 2 plug-in. If you are 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

GUI Scale

The interface scaling feature in M-Puncher 2 allows you to customise the size of the GUI to suit your preferences and optimise your workflow. With a range of scaling options available, from 50% to 150%, you can personalise 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 2 is optimised 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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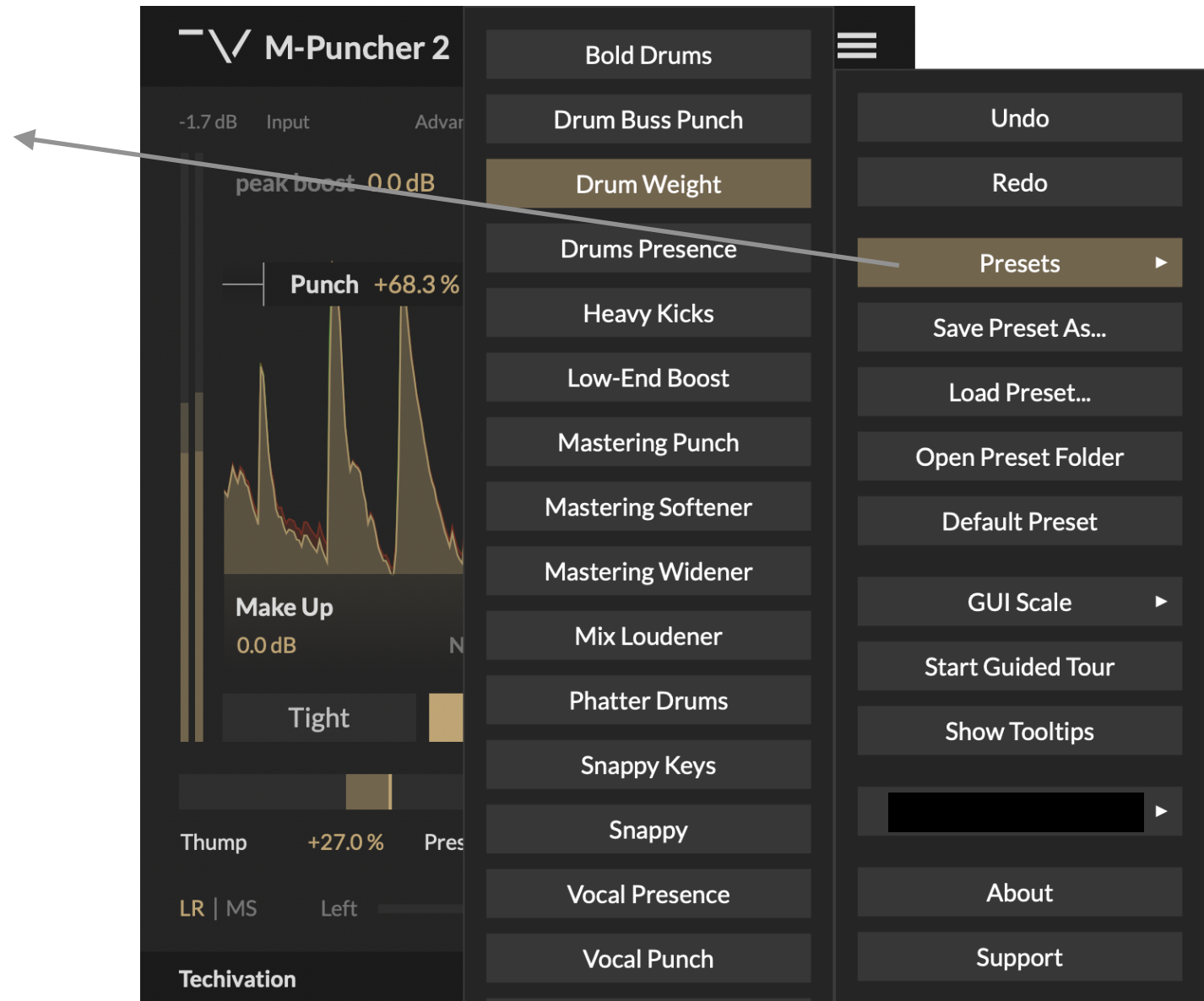
Features

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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Compatibility

Plugin formats: VST, VST3, AU, AAX.

Platforms supported: macOS installer supports 10.15 (Catalina) and up
Windows 7 and up. Only 64 bits

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

Activation

M-Puncher 2 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 an [M-Puncher 2](#) 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

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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.'