WAVES
Infected Mushroom Pusher
User Guide



WAVES

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Chapter 1 – Introduction

1.1 Welcome

Thank you for choosing Waves. In order to get the most out of your Waves processor, please take the time to read through this manual.

We also suggest that you become familiar with www.waves.com/support. There you will find an extensive answer base, the latest tech specs, detailed installation guides, new software updates, and current information on registering your products.

By signing up at www.waves.com, you'll receive personalized information about your registered products, reminders when updates are available, special offers, and more.

1.2 Product Overview

Pusher is an innovative multiband sonic enhancer and limiter/clipper designed to bring new sound possibilities to your music by giving you Infected Mushroom's "secret mixing sauce."

Infected Mushroom Pusher is a quick and easy solution for putting a finishing touch on your mix, and sculpting your sound while mixing or mastering. It can be placed on the master buss, groups, or individual tracks. It boosts loudness like a classic limiter, or uses clipping to push the sound without affecting dynamics.

Infected Mushroom Pusher can also be used on drums, bass, vocals, synth pads or leads – or any other track you want to sonically color, enhance, boost or fatten up.

1.3 A Word from Infected Mushroom

“We wanted to combine our mixing and mastering tricks that we’ve been working on for 20 years into one plugin. Pusher will make almost anything sound better in a matter of seconds.” – Erez and Duvdev, a.k.a. Infected Mushroom

1.4 Components

WaveShell technology enables us to split Waves processors into smaller plugins, which we call **components**. Having a choice of components for a particular processor gives you the flexibility to choose the configuration best suited to your material.

Infected Mushroom Pusher has two components:

- IMPusher Mono – mono in to mono out
- IMPusher Stereo – stereo in to stereo out

Chapter 2 – Quick Start Guide

Using Infected Mushroom Pusher is largely intuitive, so how you work with it is really up to you. Pusher consists of several control sections, each of which provides a specific sound enhancement. The sequence in which you use the controllers depends on the effect you're after, but it's recommended that you first set the **Input** level. Adjust the Input knob until the LED indicator is steady yellow. This usually provides an optimal average input level.

Low: Enhances low frequencies and adds harmonics. You can set the frequency where the Low process begins, based on note or frequency. Higher LOW settings will result in more low frequency boost.

Body: Adds low-midrange dynamics and frequency processing. In general, this controls the weight of the middle frequencies.

Magic: Excites and boosts the dynamics of all frequencies at once. There are additional controls to add Focus and Dynamic Punch.

High: Enhances the high frequencies and adds "sparkle."

Stereo imager: Widens the stereo field in the higher frequencies.

Push: Pushes the level to the maximum loudness. You can choose between the two Push processes: Clipping or Limiting.

Output: Attenuates plugin output level.

Note: Plugin output never exceeds -0.1 dBFS, no matter how hard you drive the plugin.

Chapter 3 – Interface and Controls

3.1 Interface



3.2 Controls

Input



Adjusts the plugin's input level.

Input level will not change when you load a preset.

Range: -24 to 24 dB in 0.1 dB increments

Default: 0

Reset : 0

Sensitivity LED

Indicates when appropriate levels are reached:

- LED off (too low)
- Green (good)
- Yellow (optimal)
- Red (very hot)

Turn the Input control until the LED lights up to the desired color. For best results while mastering, use the section of your track with the highest peaks/loudest part.

Low



Determines the amount of the Low processing added to the signal.

Range: 0 (min) to 20 (max) in 0.1 increments

Default: 0

Reset: 0

Low Note/Freq

Determines where the Low processing begins, according to Note/Freq.

Toggle/Pull down Menu:

D1=37Hz, D#1=39Hz, E=41Hz, F=44Hz, F#=46Hz, G=49Hz, G#=52Hz, A=55Hz, A#=58Hz, B=62Hz, C=65Hz, C#=69, D2=73Hz, D#2=78Hz.

Default: D1=37Hz

Reset: D1=37Hz

Low In/Out

Toggles the Low process on or off.

Body



Determines the amount of low-midrange dynamics and frequency applied to the signal.
Range: 0 (min) to 20 (max) in 0.1 increments
Default: 0
Reset: 0

Body In/Out

Toggles the Body process on or off.

Magic



Determines the amount dynamics boost and excitement at all frequencies.
Range: 0 (min) to 100 (max) in 0.1 increments
Default: 0
Reset: 0

Magic In/Out

Toggles on and off the Magic, Focus, Dynamic Punch, and Stereo Image processes.
Default: On
Reset: On

Focus



Adds high-midrange dynamics and frequency processing.
Range: 0 (min) to 100 (max) in 0.1 increments Default: 0
Reset: 0

DYN Punch



Controls the amount of punch and crispness.

Range: 0 (min) to 10 (max) in 0.1 increments

Default: 0

Reset: 0

High



Controls the amount of high frequency enhancement.

Range: 0 (min) to 10 (max) in 0.1 increments

Default: 0

Reset: 0

High In/Out

Toggles the High process on or off.

Stereo Image



Controls the amount of widening of the stereo field at higher frequencies.

Range: 0 (min) to 20 (max) in 0.1 increments

Default: 0

Reset: 0

Push



Sets the amount of Push for achieving maximum loudness.

Range: 0 to 24 dB in 0.1 dB increments

Default: 0

Reset : 0

Clipper/Limiter Mode Toggle

Toggles between Clipper (pink) and Limiter (orange) mode.

Default: Clipper

Reset: Clipper



Gain Reduction/Clipping Meter



Indicates the amount of gain reduction in Limit mode and amount of clipping in Clip mode.

Range: 0 to -30 dB in 1 dB increments.

Output

Attenuates the output level of the plugin.

Range: 0 to -24 dB in 0.1 dB increments.



Default: 0

Reset : 0

Note: Plugin output never exceeds -0.1 dBFS, no matter how hard you drive the plugin.