

Installation:

To install the sound bank, simply take the folder of presets and put them in the DUNE 2 sound banks folder. Do this before you start up your host (Live, Cubase, Logic etc)

On the MAC the path is
/Users/[username]/Music/
Synapse Audio/DUNE 2

Start your host, load up
DUNE 2 & click on the
Soundbanks menu, and
select the bank.

Patch List:

AM - Dimension
AM - Modulator
AR - Magikal
BA - Command
BA - Puzzles
BA - Rich Phaser
BA - Ring of Fire
BA - Rough Driver
BA - SynClav
BA - Vocalizer I
BA - Vocalizer II
BA SQ - Acid Complex I
BA SQ - Acid Complex II
BA SQ - New Age
BA SQ - Pumped I
BA SQ - Pumped II
BA SQ - Round Bass
BA SQ - Smasher I
BA SQ - Smasher II
BA SQ - Sticky I
BA SQ - Sticky II
BA SQ - Tight
BA SQ - Water
CH - Jam
FX - Chaos
FX - Goa Creature I
FX - Goa Creature II
FX - Little Piggies

FX - Some Wobbles
FX - Wake Up
FX - Xover I
FX - Xover II
LD - 5 Under
LD - Dark Pulsar
LD - Emotion
LD - Hot Fuzz
LD - Humana
LD - Majestic 12
LD - Mega Saws
LD - Ping Pong
LD - Pressure
LD - Pyramid
LD - Robotik
LD - The Solo
LD - Waters II
LD - Waters
PD - Entity
PD - Fold Space
PD - Forever
PD - Galaxy
PD - Gravity
PD - Lagoon I
PD - Lagoon II
PD - Living Cave
PD - Mermaid
PD - Out Come

PD - Paul MuAdib
PD - Prophecy
PD - Shimmering
PD - Starlight
PD - TwoPoint
PD - Underwater
PL - Digipluck
PL - Forest
PL - Illusion
PL - Mystic
PL - Round Bass
PL - Stars
PL - Visible
SQ - Hang Glider I
SQ - Hang Glider II
SQ - Hang Glider III
SQ - Hydrogen
SQ - Polarity
SQ - Trance Plucks Dist
SQ - Trance Plucks
SQ - Without Moving I
SQ - Without Moving II
SQ - Without Moving III

