"96 GENERAL LIBRARY (VOLUME I)"

Filename	Description	SampleRate	BitDepth	Channels	Duration
AEROHeli_InsJ_Helicopter_Fly-Over_Close_01.wav	A flying helicopter vehicle approaching from the distance, flying directly overhead, and fading off into the distance gradually. Compatible with the Universal Category System (UCS).	96000	24	2	00:51
AEROHeli_InsJ_Helicopter_Flyby_Close_01.wav	A small helicopter flying towards the microphone, overhead and then behind the microphone fading into the distance. Compatible with the Universal Category System (UCS).	96000	24	2	00:38
AEROHeli_InsJ_Helicopter_Flyby_Close_01_LOOP.wav	A small helicopter engine flying and idling in the distance. Seamlessy loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
AEROHeli_InsJ_Helicopter_Flyby_Close_02.wav	A large helicopter flying towards and away from the microphone. Compatible with the Universal Category System (UCS).	96000	24	2	00:56
AEROHeli_InsJ_Helicopter_Flyby_Close_02_LOOP.wav	A large helicopter engine flying and idling in the distance. Seamlessy loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
AEROHeli_InsJ_Helicopter_Flyby_Close_03_Chinook.wav	A large Chinook helicopter flying towards and away from the microphone and fading away into the distance. Compatible with the Universal Category System (UCS).	96000	24	2	00:39
AEROHeli_InsJ_Helicopter_Flyby_Close_04.wav	A large helicopter flying towards the microphone, overhead and then behind the microphone. Compatible with the Universal Category System (UCS).	96000	24	2	00:26
AEROHeli_InsJ_Helicopter_Flyby_Close_04_LOOP.wav	A large helicopter engine flying and idling closely. Seamlessy loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
AEROHeli_InsJ_Helicopter_Flyby_Distant_01_Chinook.wav	A large and distant Chinook helicopter flying towards and away from the microphone and fading away into the distance. Compatible with the Universal Category System (UCS).	96000	24	2	00:40
AEROHeli_InsJ_Helicopter_Flyby_Distant_01_Chinook_LOOP.wav	A large distant Chinook helicopter engine flying and idling in the distance. Seamlessy loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
AEROHeli_InsJ_Helicopter_Flyby_Distant_02.wav	A large and distant helicopter flying towards and away from the microphone and fading away into the distance. Compatible with the Universal Category System (UCS).	96000	24	2	00:28
AEROHeli_InsJ_Helicopter_Flying-Approaching_01.wav	A small helicopter slowly approaching from the distance with some reverberation from the surrounding landscape. Compatible with the Universal Category System (UCS).	96000	24	2	00:31
AEROHeli_InsJ_Helicopter_Flying-Away_01.wav	A large and distant helicopter flying away from the microphone and fading away into the distance. Compatible with the Universal Category System (UCS).	96000	24	2	00:43
AEROHeli_InsJ_Helicopter_Idling_Close_01-01.wav	A small helicopter engine flying, slowly approaching the microphone and idling in place before flying away in the distance. Mild birds and lawn mowers appear as the helicopter fades. Compatible with the Universal Category System (UCS).	96000	24	2	01:17
AEROHeli_InsJ_Helicopter_Idling_Close_01-01_LOOP.wav	A small helicopter engine flying and idling closely. Seamlessy loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
AEROJet_InsJ_Airplane_A330_In-Flight-Engine-Ambience_Interior_01_LOOP.wav	The interior of an Airbus A330 aircraft airplane cabin during flight with the jet engine roaring. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
AEROJet_InsJ_Airplane_A330_In-Flight-Engine-Ambience_Interior_02_LOOP.wav	The interior of an Airbus A330 aircraft airplane cabin during flight with the jet engine roaring. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:09
AEROJet_InsJ_Airplane_B757-200_In-Flight-Engine-Ambience_Interior_01_LOOP.wav	The interior of a B757-200 aircraft airplane cabin during flight with the jet engine roaring. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
AEROJet_InsJ_Airplane_B757-200_Takeoff_Interior_01.wav	A B757-200 aircraft airplane taking off on a runway at an airport, recorded from the interior of the cabin with engines revving. Compatible with the Universal Category System (UCS).	96000	24	2	01:11
AEROJet_InsJ_Airplane_CRJ900_In-Flight-Engine-Ambience_01-01_LOOP.wav	The interior of a CRJ900 aircraft airplane cabin during flight with the jet engine roaring. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:11
AEROJet_InsJ_Airplane_CRJ900_In-Flight-Engine-Ambience_01-02_LOOP.wav	The interior of a CRJ900 aircraft airplane cabin during flight with the jet engine roaring. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
AEROJet_InsJ_Airplane_CRJ900_Landing_Interior_01.wav	A CRJ900 aircraft airplane landing on a runway at an airport, with wheel touchdown and reverse thrusters followed by mild interior cabin ambience. Compatible with the Universal Category System (UCS).	96000	24	2	00:49
AEROJet_InsJ_Airplane_Seatbelt-Sign-Beep_Single_01.wav	An isolated single aircraft airplane seatbelt beeping alert notification. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
AEROMisc_InsJ_Hot-Air-Balloon_Fire_01-01.wav	A distant hot air balloon burner being activated for a short fiery blast similar to a flamethrower. Compatible with the Universal Category System (UCS).	96000	24	2	00:02

AEROMisc_InsJ_Hot-Air-Balloon_Fire_01-02.wav	A distant hot air balloon burner being activated for a short fiery blast similar to a flamethrower. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
AEROMisc_InsJ_Hot-Air-Balloon_Fire_01-03.wav	A distant hot air balloon burner being activated for a short fiery blast similar to a flamethrower. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
AEROMisc_InsJ_Hot-Air-Balloon_Fire_01-04.wav	A distant hot air balloon burner being activated for a short fiery blast similar to a flamethrower. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
AEROMisc_InsJ_Hot-Air-Balloon_Fire_01-05.wav	A distant hot air balloon burner being activated for a short fiery blast similar to a flamethrower. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
AEROMisc_InsJ_Hot-Air-Balloon_Fire_01-06.wav	A distant hot air balloon burner being activated for a short fiery blast similar to a flamethrower. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
ALRMElec_InsJ_Nuke-Alarm_Synth_01-01_LOOP.wav	A synthesized designed alarm, as if alerting for an impending bomb, nuke or nuclear blast, or other dangerous event. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:08
ALRMElec_InsJ_Nuke-Alarm_Synth_01-02_LOOP.wav	A synthesized designed alarm, as if alerting for an impending bomb, nuke or nuclear blast, or other dangerous event. Added countdown ticking. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:09
AMBCele_InsJ_Ambience_Firework-Festival_01-01_LOOP.wav	A large crowd gathered, chatting, idling and talking while a fireworks display explodes in the distance during a festival. Occasional cheering from the crowd. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:00
AMBDsgn_InsJ_Ambience_Alien-Soundscape_02-05-WET_LOOP.wav	Background ambience or ambiance of a foreign, alien, otherworldy soundscape during the night. Several odd insects, creatures and animals calling and chirping. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:01
AMBDsgn_InsJ_Ambience_Alien-Soundscape_03-04-WET_LOOP.wav	Background ambience or ambiance of a foreign, alien, otherworldy soundscape during the night. Several odd insects, creatures and animals calling and chirping. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:00
AMBDsgn_InsJ_Ambience_Alien-Soundscape_04-03-WET_LOOP.wav	Background ambience or ambiance of a foreign, alien, otherworldy soundscape during the night. Several odd insects, creatures and animals calling and chirping. Mild rain and wind. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:01
AMBInd_InsJ_Drone_Machine-Room_01-01_LOOP.wav	A machine droning from a large ventilation room. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:10
AMBInd_InsJ_Drone_Machine-Room_01-02_LOOP.wav	A machine droning from a large ventilation room. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:12
AMBMisc_InsJ_Ambience_Harmonic-Drone_01-01.wav	A musical harmonic droning of multiple frequencies in a harmonic series, stretched out with Paulstretch to give off a shimmering, shining note. Compatible with the Universal Category System (UCS).	96000	24	2	00:34
AMBMisc_InsJ_Ambience_Harmonic-Drone_01-02.wav	A musical harmonic droning of multiple frequencies in a harmonic series, stretched out with Paulstretch to give off a shimmering, shining note. Compatible with the Universal Category System (UCS).	96000	24	2	00:34
AMBMisc_InsJ_Ambience_Harmonic-Drone_01-03.wav	A musical harmonic droning of multiple frequencies in a harmonic series, stretched out with Paulstretch to give off a shimmering, shining note. Compatible with the Universal Category System (UCS).	96000	24	2	00:34
AMBMisc_InsJ_Ambience_Harmonic-Drone_01-04.wav	A musical harmonic droning of multiple frequencies clustered dissonantly in a harmonic series, stretched out with Paulstretch to give off a shimmering, shining note with a spooky, horror clashing. Compatible with the Universal Category System (UCS).	96000	24	2	00:34
AMBOffc_InsJ_Ambience_Office_01-01_DRY_LOOP.wav	Background ambience or ambiance in the interior of an office building with various workers typing on computer keyboards, occasional phones ringing, a printer being used, and air conditioning noise. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:30
AMBOffc_InsJ_Ambience_Office_01-01_WET_LOOP.wav	Background ambience or ambiance in the interior of an office building with various workers typing on computer keyboards, occasional phones ringing, a printer being used, and air conditioning noise. Added reverberation. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:30
AMBPubl_InsJ_Ambience_Art-Gallery_01_LOOP.wav	Background ambience in a London art gallery. People walking around, mild chatter and talking, in a moderate sized empty room. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:01
CERMFric_InsJ_Scrape_Ceramic-Tiles_Long_01-01.wav	Scraping pottery ceramic tiles against other ceramics for a harsh scrape. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
CERMFric_InsJ_Scrape_Ceramic-Tiles_Long_01-02.wav	Scraping pottery ceramic tiles against other ceramics for a harsh scrape. Compatible with the Universal Category System (UCS).	96000	24	2	00:05

CERMFric_InsJ_Scrape_Ceramic-Tiles_Long_01-03.wav	Scraping pottery ceramic tiles against other ceramics for a harsh scrape. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
CERMFric_InsJ_Scrape_Ceramic-Tiles_Long_01-04.wav	Scraping pottery ceramic tiles against other ceramics for a harsh scrape. Compatible with the Universal Category System (UCS).	96000	24	2	00:08
CERMFric_InsJ_Scrape_Ceramic-Tiles_Moderate_01-01.wav	Scraping pottery ceramic tiles against other ceramics for a harsh scrape. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CERMFric_InsJ_Scrape_Ceramic-Tiles_Moderate_01-02.wav	Scraping pottery ceramic tiles against other ceramics for a harsh scrape. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CERMFric_InsJ_Scrape_Ceramic-Tiles_Moderate_01-03.wav	Scraping pottery ceramic tiles against other ceramics for a harsh scrape. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
CERMFric_InsJ_Scrape_Ceramic-Tiles_Moderate_01-04.wav	Scraping pottery ceramic tiles against other ceramics for a harsh scrape. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CERMFric_InsJ_Scrape_Ceramic-Tiles_Short_01-01.wav	Scraping pottery ceramic tiles against other ceramics for a harsh scrape. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CERMFric_InsJ_Scrape_Ceramic-Tiles_Short_01-02.wav	Scraping pottery ceramic tiles against other ceramics for a harsh scrape. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CERMFric_InsJ_Scrape_Ceramic-Tiles_Short_01-03.wav	Scraping pottery ceramic tiles against other ceramics for a harsh scrape. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CERMFric_InsJ_Scrape_Ceramic-Tiles_Short_01-04.wav	Scraping pottery ceramic tiles against other ceramics for a harsh scrape. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CERMFric_InsJ_Scrape_Ceramic-Tiles_Short_01-05.wav	Scraping pottery ceramic tiles against other ceramics for a harsh scrape. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CERMFric_InsJ_Scrape_Ceramic-Tiles_Short_01-06.wav	Scraping pottery ceramic tiles against other ceramics for a harsh scrape. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
CERMFric_InsJ_Scrape_Ceramic-Tiles_Very-Short_01-01.wav	Scraping pottery ceramic tiles against other ceramics for a harsh scrape. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CERMFric_InsJ_Scrape_Ceramic-Tiles_Very-Short_01-02.wav	Scraping pottery ceramic tiles against other ceramics for a harsh scrape. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CERMFric_InsJ_Scrape_Ceramic-Tiles_Very-Short_01-03.wav	Scraping pottery ceramic tiles against other ceramics for a harsh scrape. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CERMFric_InsJ_Scrape_Ceramic-Tiles_Very-Short_01-04.wav	Scraping pottery ceramic tiles against other ceramics for a harsh scrape. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CERMFric_InsJ_Scrape_Ceramic-Tiles_Very-Short_01-05.wav	Scraping pottery ceramic tiles against other ceramics for a harsh scrape. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CERMFric_InsJ_Scrape_Ceramic-Tiles_Very-Short_01-06.wav	Scraping pottery ceramic tiles against other ceramics for a harsh scrape. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CERMFric_InsJ_Scrape_Ceramic-Tiles_Very-Short_01-07.wav	Scraping pottery ceramic tiles against other ceramics for a harsh scrape. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CERMFric_InsJ_Scrape_Ceramic-Tiles_Very-Short_01-08.wav	Scraping pottery ceramic tiles against other ceramics for a harsh scrape. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CERMFric_InsJ_Scrape_Ceramic-Tiles_Very-Short_01-09.wav	Scraping pottery ceramic tiles against other ceramics for a harsh scrape. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CERMFric_InsJ_Scrape_Ceramic-Tiles_Very-Short_01-10.wav	Scraping pottery ceramic tiles against other ceramics for a harsh scrape. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CERMImpt_InsJ_Bricks_Impact_Single_01-01.wav	A single impact of a brick dropping on to a hard concrete surface. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CERMImpt_InsJ_Bricks_Impact_Single_01-02.wav	A single impact of a brick dropping on to a hard concrete surface. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CERMImpt_InsJ_Bricks_Impact_Single_01-03.wav	A single impact of a brick dropping on to a hard concrete surface. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CERMImpt_InsJ_Bricks_Impact_Single_01-04.wav	A single impact of a brick dropping on to a hard concrete surface. Compatible with the Universal Category System (UCS).	96000	24	2	00:02

CERMImpt_InsJ_Bricks_Impact_Single_01-05.wav	A single impact of a brick dropping on to a hard concrete surface. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CERMImpt_InsJ_Bricks_Impact_Single_01-06.wav	A single impact of a brick dropping on to a hard concrete surface. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CERMImpt_InsJ_Bricks_Impact_Single_01-07.wav	A single impact of a brick dropping on to a hard concrete surface. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CERMImpt_InsJ_Bricks_Impact_Single_01-08.wav	A single impact of a brick dropping on to a hard concrete surface. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CERMImpt_InsJ_Bricks_Impact_Single_01-09.wav	A single impact of a brick dropping on to a hard concrete surface. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CERMImpt_InsJ_Bricks_Impact_Single_01-10.wav	A single impact of a brick dropping on to a hard concrete surface. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CERMImpt_InsJ_Bricks_Impact_Single_02-01.wav	A single impact of a brick being struck by a metal hammer. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CERMImpt_InsJ_Bricks_Impact_Single_02-02.wav	A single impact of a brick being struck by a metal hammer. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CERMImpt_InsJ_Bricks_Impact_Single_02-03.wav	A single impact of a brick being struck by a metal hammer. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CERMImpt_InsJ_Bricks_Impact_Single_02-04.wav	A single impact of a brick being struck by a metal hammer. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CERMImpt_InsJ_Bricks_Impact_Single_02-05.wav	A single impact of a brick being struck by a metal hammer. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CERMImpt_InsJ_Ceramic-Tiles_Impact_Close_01-01.wav	A single impact of ceramic tiles being dropped on to a hard concrete surface with a mild clattering. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CERMImpt_InsJ_Ceramic-Tiles_Impact_Close_01-02.wav	A single impact of ceramic tiles being dropped on to a hard concrete surface with a mild clattering. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CERMImpt_InsJ_Ceramic-Tiles_Impact_Close_01-03.wav	A single impact of ceramic tiles being dropped on to a hard concrete surface with a mild clattering. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CERMImpt_InsJ_Ceramic-Tiles_Impact_Close_01-04.wav	A single impact of ceramic tiles being dropped on to a hard concrete surface with a mild clattering. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CERMImpt_InsJ_Ceramic-Tiles_Impact_Close_01-05.wav	A single impact of ceramic tiles being dropped on to a hard concrete surface with a mild clattering. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CERMImpt_InsJ_Ceramic-Tiles_Impact_Close_02-01.wav	A small bright impact of ceramic shards being dropped on to a hard concrete surface with a mild clattering. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CERMImpt_InsJ_Ceramic-Tiles_Impact_Close_02-02.wav	A small bright impact of ceramic shards being dropped on to a hard concrete surface with a mild clattering. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CERMImpt_InsJ_Ceramic-Tiles_Impact_Close_02-03.wav	A small bright impact of ceramic shards being dropped on to a hard concrete surface with a mild clattering. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CERMImpt_InsJ_Ceramic-Tiles_Impact_Close_02-04.wav	A small bright impact of ceramic shards being dropped on to a hard concrete surface with a mild clattering. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CERMImpt_InsJ_Ceramic-Tiles_Impact_Close_02-05.wav	A small bright impact of ceramic shards being dropped on to a hard concrete surface with a mild clattering. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CERMImpt_InsJ_Ceramic-Tiles_Impact_Close_03-01.wav	A small impact of ceramic shards being dropped on to a hard concrete surface with a mild clattering. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CERMImpt_InsJ_Ceramic-Tiles_Impact_Close_03-02.wav	A small impact of ceramic shards being dropped on to a hard concrete surface with a mild clattering. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CERMImpt_InsJ_Ceramic-Tiles_Impact_Close_03-03.wav	A small impact of ceramic shards being dropped on to a hard concrete surface with a mild clattering. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CERMImpt_InsJ_Ceramic-Tiles_Impact_Close_03-04.wav	A small impact of ceramic shards being dropped on to a hard concrete surface with a mild clattering. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CERMImpt_InsJ_Ceramic-Tiles_Impact_Close_03-05.wav	A small impact of ceramic shards being dropped on to a hard concrete surface with a mild clattering. Compatible with the Universal Category System (UCS).	96000	24	2	00:01

CERMMvmt_InsJ_Ceramic-Tiles_Movement_Close_01-01.wav	Small movement of ceramic tiles scraping and sliding against one another. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CERMMvmt_InsJ_Ceramic-Tiles_Movement_Close_01-02.wav	Small movement of ceramic tiles scraping and sliding against one another. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CERMMvmt_InsJ_Ceramic-Tiles_Movement_Close_01-03.wav	Small movement of ceramic tiles scraping and sliding against one another. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CERMMvmt_InsJ_Ceramic-Tiles_Movement_Close_01-04.wav	Small movement of ceramic tiles scraping and sliding against one another. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CERMMvmt_InsJ_Ceramic-Tiles_Movement_Close_01-05.wav	Small movement of ceramic tiles scraping and sliding against one another. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CERMMvmt_InsJ_Movement_Ceramic-Tiles_Moderate_01-01.wav	Moving pottery ceramic tiles against other ceramics for a small movement and tapping.Moving pottery ceramic tiles against other ceramics for a small movement and tapping. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
CERMMvmt_InsJ_Movement_Ceramic-Tiles_Moderate_01-02.wav	Moving pottery ceramic tiles against other ceramics for a small movement and tapping. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CERMMvmt_InsJ_Movement_Ceramic-Tiles_Moderate_01-03.wav	Moving pottery ceramic tiles against other ceramics for a small movement and tapping. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CERMMvmt_InsJ_Movement_Ceramic-Tiles_Moderate_01-04.wav	Moving pottery ceramic tiles against other ceramics for a small movement and tapping. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CERMMvmt_InsJ_Movement_Ceramic-Tiles_Short_01-01.wav	Moving pottery ceramic tiles against other ceramics for a small movement and tapping. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CERMMvmt_InsJ_Movement_Ceramic-Tiles_Very-Short_01-01.wav	Moving pottery ceramic tiles against other ceramics for a small movement and tapping. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CERMMvmt_InsJ_Movement_Ceramic-Tiles_Very-Short_01-02.wav	Moving pottery ceramic tiles against other ceramics for a small movement and tapping. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CERMMvmt_InsJ_Movement_Ceramic-Tiles_Very-Short_01-03.wav	Moving pottery ceramic tiles against other ceramics for a small movement and tapping. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CERMMvmt_InsJ_Movement_Ceramic-Tiles_Very-Short_01-04.wav	Moving pottery ceramic tiles against other ceramics for a small movement and tapping. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKChim_InsJ_Clock_Chiming_Antique_01.wav	An old antique clockwork clock chiming on the hour with moving mechanical cogs, wheels and tick tock or tic toc of the hands following a gradually fading bell toll. Compatible with the Universal Category System (UCS).	96000	24	2	00:31
CLOCKMech_InsJ_Cuckoo-Clock_Activating-Mechanism_01.wav	A small wooden cuckoo clock activation mechanism for a mechanical wheel spinning. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CLOCKMech_InsJ_Cuckoo-Clock_Activating-Mechanism_02.wav	A small wooden cuckoo clock activation mechanism for a mechanical wheel spinning. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CLOCKMech_InsJ_Cuckoo-Clock_Activating-Mechanism_03.wav	A small wooden cuckoo clock activation mechanism for a mechanical wheel spinning. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CLOCKMech_InsJ_Cuckoo-Clock_Resetting_01.wav	A small wooden cuckoo clock resetting mechanism for a wooden tapping and impact. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CLOCKMech_InsJ_Cuckoo-Clock_Resetting_02.wav	A small wooden cuckoo clock resetting mechanism for a wooden tapping and impact. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CLOCKMech_InsJ_Cuckoo-Clock_Resetting_03.wav	A small wooden cuckoo clock resetting mechanism for a wooden tapping and impact. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CLOCKTick_InsJ_Clock-01_Ticking_Multi_LOOP.wav	A single mechanical clockwork clock ticking every second with a tick tock or tic toc to tell the time. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:08
CLOCKTick_InsJ_Clock-01_Ticking_Single-01.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-01_Ticking_Single-02.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-01_Ticking_Single-03.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02

CLOCKTick_InsJ_Clock-01_Ticking_Single-04.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-01_Ticking_Single-05.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-01_Ticking_Single-06.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-01_Ticking_Single-07.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-01_Ticking_Single-08.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-02_Ticking_Multi_LOOP.wav	A single mechanical clockwork clock ticking every second with a tick tock or tic toc to tell the time. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
CLOCKTick_InsJ_Clock-02_Ticking_Single-01.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-02_Ticking_Single-02.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-02_Ticking_Single-03.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-02_Ticking_Single-04.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-02_Ticking_Single-05.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-03_Ticking_Multi_LOOP.wav	A single mechanical clockwork clock ticking every second with a tick tock or tic toc to tell the time. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:08
CLOCKTick_InsJ_Clock-03_Ticking_Single-01.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-03_Ticking_Single-02.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-03_Ticking_Single-03.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-03_Ticking_Single-04.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-03_Ticking_Single-05.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-03_Ticking_Single-06.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-03_Ticking_Single-07.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-03_Ticking_Single-08.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-04_Ticking_Multi_LOOP.wav	A single mechanical clockwork clock ticking every second with a tick tock or tic toc to tell the time. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
CLOCKTick_InsJ_Clock-04_Ticking_Single-01.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-04_Ticking_Single-02.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-04_Ticking_Single-03.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-04_Ticking_Single-04.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-05_Ticking_Multi_LOOP.wav	A single mechanical clockwork clock ticking every second with a tick tock or tic toc to tell the time. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:04

CLOCKTick_InsJ_Clock-05_Ticking_Single-01.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-05_Ticking_Single-02.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-05_Ticking_Single-03.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-06_Ticking_Multi_LOOP.wav	A single mechanical clockwork clock ticking every second with a tick tock or tic toc to tell the time. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
CLOCKTick_InsJ_Clock-06_Ticking_Single-01.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-06_Ticking_Single-02.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-06_Ticking_Single-03.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-07_Ticking_Multi_LOOP.wav	A single mechanical clockwork clock ticking every second with a tick tock or tic toc to tell the time. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:09
CLOCKTick_InsJ_Clock-07_Ticking_Single-01.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-07_Ticking_Single-02.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-07_Ticking_Single-03.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-07_Ticking_Single-04.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-07_Ticking_Single-05.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-07_Ticking_Single-06.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-07_Ticking_Single-07.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-08_Ticking_Multi_LOOP.wav	A single mechanical clockwork clock ticking every second with a tick tock or tic toc to tell the time. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:08
CLOCKTick_InsJ_Clock-08_Ticking_Single-01.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-08_Ticking_Single-02.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-08_Ticking_Single-03.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-08_Ticking_Single-04.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-08_Ticking_Single-05.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-08_Ticking_Single-06.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-09_Ticking_Multi_LOOP.wav	A single mechanical clockwork clock ticking every second with a tick tock or tic toc to tell the time. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
CLOCKTick_InsJ_Clock-09_Ticking_Single-01.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-09_Ticking_Single-02.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-09_Ticking_Single-03.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02

CLOCKTick_InsJ_Clock-10_Ticking_Multi_LOOP.wav	A single mechanical clockwork clock ticking every second with a tick tock or tic toc to tell the time. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:09
CLOCKTick_InsJ_Clock-10_Ticking_Single-01.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-10_Ticking_Single-02.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-10_Ticking_Single-03.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-10_Ticking_Single-04.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-10_Ticking_Single-05.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-10_Ticking_Single-06.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-10_Ticking_Single-07.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-10_Ticking_Single-08.wav	A single mechanical ticking of a clockwork analog wall clock as it tic tocs for 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CLOCKTick_InsJ_Clock-11_Ticking_Multi_LOOP.wav	A single mechanical clockwork clock ticking with a faster tick tock or tic toc to tell the time. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
CLOCKTick_InsJ_Clock-11_Ticking_Single-01.wav	Two mechanical tickings of a clockwork analog wall clock as it tic tocs. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CLOCKTick_InsJ_Clock-11_Ticking_Single-02.wav	Two mechanical tickings of a clockwork analog wall clock as it tic tocs. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CLOCKTick_InsJ_Clock-12_Ticking_Multi_LOOP.wav	A single mechanical clockwork clock ticking with a faster tick tock or tic toc to tell the time. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
CLOCKTick_InsJ_Clock-12_Ticking_Single-01.wav	Two mechanical tickings of a clockwork analog wall clock as it tic tocs. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CLOCKTick_InsJ_Clock-12_Ticking_Single-02.wav	Two mechanical tickings of a clockwork analog wall clock as it tic tocs. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CLOCKTick_InsJ_Clock-12_Ticking_Single-03.wav	Two mechanical tickings of a clockwork analog wall clock as it tic tocs. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CLOCKTick_InsJ_Clock-12_Ticking_Single-04.wav	Two mechanical tickings of a clockwork analog wall clock as it tic tocs. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CLOCKTick_InsJ_Clock-12_Ticking_Single-05.wav	Two mechanical tickings of a clockwork analog wall clock as it tic tocs. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
COMAv_InsJ_CD-Player_Loading_01-01_LOOP.wav	An electronic CD player reading and loading a spinning disc or disk. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
COMAv_InsJ_CD-Player_Loading_01-02_LOOP.wav	An electronic CD player reading and loading a spinning disc or disk. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
COMAv_InsJ_CD-Player_Loading_01-03_LOOP.wav	An electronic CD player reading and loading a spinning disc or disk. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
COMAv_InsJ_CD-Player_Turn-Off_02-01.wav	An electronic CD player turning off and shutting down with the disk or disc stopping spinning. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
COMAv_InsJ_CD-Player_Turn-On_Turn-Off_01-01.wav	An electronic CD player turning on and booting up, idling while reading and loading the disk or disc, before shutting down with the disk or disc stopping spinning. Compatible with the Universal Category System (UCS).	96000	24	2	00:12
COMAv_InsJ_CD-Player_Turn-On_Turn-Off_01-02.wav	An electronic CD player turning on and booting up, idling while reading and loading the disk or disc, before shutting down with the disk or disc stopping spinning. Compatible with the Universal Category System (UCS).	96000	24	2	00:09
CRWDMisc_InsJ_Ambience_Crowd_Large_01_LOOP.wav	Background ambience of a large crowd of people talking, chatting and moving in a large tent. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:20

DOORAntq_InsJ_Door_Church_Closing_01-01.wav	Closing an old wooden church door with a metallic lock and door handle for a short metal clink. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORAntq_InsJ_Door_Church_Closing_01-02.wav	Closing an old wooden church door with a metallic lock and door handle for a short metal clink. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORAntq_InsJ_Door_Church_Closing_01-03.wav	Closing an old wooden church door with a metallic lock and door handle for a short metal clink. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
DOORAntq_InsJ_Door_Church_Closing_01-04.wav	Closing an old wooden church door with a metallic lock and door handle for a short metal clink. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORAntq_InsJ_Door_Church_Closing_01-05.wav	Closing an old wooden church door with a metallic lock and door handle for a short metal clink. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORAntq_InsJ_Door_Church_Closing_02-01.wav	Closing an old wooden church door with a metallic lock and door handle for a short metal clink. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORAntq_InsJ_Door_Church_Closing_02-02.wav	Closing an old wooden church door with a metallic lock and door handle for a short metal clink. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORAntq_InsJ_Door_Church_Closing_02-03.wav	Closing an old wooden church door with a metallic lock and door handle for a short metal clink. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORAntq_InsJ_Door_Church_Closing_02-04.wav	Closing an old wooden church door with a metallic lock and door handle for a short metal clink. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORAntq_InsJ_Door_Church_Closing_02-05.wav	Closing an old wooden church door with a metallic lock and door handle for a short metal clink. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORAntq_InsJ_Door_Church_Closing_02-06.wav	Closing an old wooden church door with a metallic lock and door handle for a short metal clink. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORAntq_InsJ_Door_Church_Closing_02-07.wav	Closing an old wooden church door with a metallic lock and door handle for a short metal clink. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORAntq_InsJ_Door_Church_Opening_Long_01.wav	Opening an old, large, wooden church door with a long, deep stuttering creaking of wood, as if on a ship. Compatible with the Universal Category System (UCS).	96000	24	2	00:13
DOORAntq_InsJ_Door_Church_Squeaking_01-01.wav	Opening an old, large, wooden church door with a coarse, harsh squeak. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
DOORAntq_InsJ_Door_Church_Squeaking_01-02.wav	Opening an old, large, wooden church door with a coarse, harsh squeak. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORAntq_InsJ_Door_Church_Squeaking_01-03.wav	Opening an old, large, wooden church door with a coarse, harsh squeak. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORAntq_InsJ_Door_Church_Squeaking_01-04.wav	Opening an old, large, wooden church door with a coarse, harsh squeak. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
DOORAntq_InsJ_Door_Church_Squeaking_01-05.wav	Opening an old, large, wooden church door with a coarse, harsh squeak. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
DOORAntq_InsJ_Door_Church_Squeaking_01-06.wav	Opening an old, large, wooden church door with a coarse, harsh squeak. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
DOORAntq_InsJ_Door_Church_Squeaking_01-07.wav	Opening an old, large, wooden church door with a coarse, harsh squeak. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORAntq_InsJ_Door_Church_Squeaking_01-08.wav	Opening an old, large, wooden church door with a coarse, harsh squeak. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
DOORAntq_InsJ_Door_Church_Squeaking_01-09.wav	Opening an old, large, wooden church door with a coarse, harsh squeak. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORAntq_InsJ_Door_Church_Squeaking_01-10.wav	Opening an old, large, wooden church door with a coarse, harsh squeak. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
DOORAntq_InsJ_Door_Church_Squeaking_02-01.wav	Opening an old, large, wooden church door with a stuttering squeak. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
DOORAntq_InsJ_Door_Church_Squeaking_02-02.wav	Opening an old, large, wooden church door with a stuttering squeak. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
DOORAntq_InsJ_Door_Church_Squeaking_02-03.wav	Opening an old, large, wooden church door with a coarse, harsh squeak. Compatible with the Universal Category System (UCS).	96000	24	2	00:02

DOORAntq_InsJ_Door_Church_Squeaking_02-04.wav	Opening an old, large, wooden church door with a coarse, harsh squeak. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORAntq_InsJ_Door_Church_Squeaking_02-05.wav	Opening an old, large, wooden church door with a coarse, harsh squeak. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORAntq_InsJ_Door_Church_Squeaking_03-01.wav	Opening an old, large, wooden church door with a coarse, harsh squeak. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORAntq_InsJ_Door_Church_Squeaking_03-02.wav	Opening an old, large, wooden church door with a coarse, harsh squeak. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORAntq_InsJ_Door_Church_Squeaking_04-01.wav	Opening an old, large, wooden church door with a high-pitched, bright and piercing squeaking. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
DOORAntq_InsJ_Door_Church_Squeaking_04-02.wav	Opening an old, large, wooden church door with a high-pitched, bright and piercing squeaking. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORAntq_InsJ_Door_Church_Squeaking_04-03.wav	Opening an old, large, wooden church door with a high-pitched, bright and piercing squeaking. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
DOORAppl_Door-Squeak_Metal-Grill_01.wav	Opening a metal oven grill with a long high-pitched squeaking with mild reverberation from the metallic grill chamber. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
DOORElec_InsJ_Gate_Electronic_Closing_01.wav	Closing an electronic metal house gate with a remote clicker, signalled by a high-pitched beeping and a gradual motor movement which eventually fades when in position. Compatible with the Universal Category System (UCS).	96000	24	2	00:29
DOORElec_InsJ_Gate_Electronic_Closing_01_LOOP_01.wav	Closing an electronic metal house gate with a remote clicker with gradual motor movement. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORElec_InsJ_Gate_Electronic_Closing_01_LOOP_02.wav	Closing an electronic metal house gate with a remote clicker with gradual motor movement. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORElec_InsJ_Gate_Electronic_Opening_01.wav	Opening an electronic metal house gate with a remote clicker, signalled by a high-pitched beeping and a gradual motor movement which eventually fades when in position. Compatible with the Universal Category System (UCS).	96000	24	2	00:28
DOORElec_InsJ_Gate_Electronic_Opening_01_LOOP_01.wav	Opening an electronic metal house gate with a remote clicker with gradual motor movement. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORElec_InsJ_Gate_Electronic_Opening_01_LOOP_02.wav	Opening an electronic metal house gate with a remote clicker with gradual motor movement. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORHdwr_InsJ_Lock_Metal_Closing_01-01-Interior.wav	Locking an old, large, wooden church door with a clinking metallic lock. Inside the church with natural reverberation. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
DOORHdwr_InsJ_Lock_Metal_Closing_01-02-Interior.wav	Locking an old, large, wooden church door with a clinking metallic lock. Inside the church with natural reverberation. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
DOORHdwr_InsJ_Lock_Metal_Closing_01-03-Interior.wav	Locking an old, large, wooden church door with a clinking metallic lock. Inside the church with natural reverberation. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
DOORHdwr_InsJ_Lock_Metal_Closing_01-04-Interior.wav	Locking an old, large, wooden church door with a clinking metallic lock. Inside the church with natural reverberation. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORHdwr_InsJ_Lock_Metal_Closing_02-01.wav	Locking an old, large, wooden church door with a clinking metallic lock. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORHdwr_InsJ_Lock_Metal_Closing_02-02.wav	Locking an old, large, wooden church door with a clinking metallic lock. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORHdwr_InsJ_Lock_Metal_Closing_02-03.wav	Locking an old, large, wooden church door with a clinking metallic lock. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORHdwr_InsJ_Lock_Metal_Opening_01-01-Interior.wav	Locking an old, large, wooden church door with a clinking metallic lock. Inside the church with natural reverberation. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORHdwr_InsJ_Lock_Metal_Opening_01-02-Interior.wav	Locking an old, large, wooden church door with a clinking metallic lock. Inside the church with natural reverberation. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORHdwr_InsJ_Lock_Metal_Opening_01-03-Interior.wav	Locking an old, large, wooden church door with a clinking metallic lock. Inside the church with natural reverberation. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
DOORHdwr_InsJ_Lock_Metal_Opening_01-04-Interior.wav	Locking an old, large, wooden church door with a clinking metallic lock. Inside the church with natural reverberation. Compatible with the Universal Category System (UCS).	96000	24	2	00:02

DOORHdwr_InsJ_Lock_Metal_Opening_01-05-Exterior.wav	Locking an old, large, wooden church door with a clinking metallic lock. Inside the church with natural reverberation. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORHdwr_InsJ_Lock_Metal_Opening_01-06-Exterior.wav	Locking an old, large, wooden church door with a clinking metallic lock. Inside the church with natural reverberation. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
DOORMisc_InsJ_Door_Chest_Closing_01.wav	Closing a small wooden cabinet chest door with a metallic lock clinking randomly. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
FEETHmn_InsJ_Footsteps_Carpet_Jogging_Trainers_01-01_MULTI.wav	A man jogging on carpeted wooden floorboards with trainer shoes. Compatible with the Universal Category System (UCS).	96000	24	2	00:11
FEETHmn_InsJ_Footsteps_Carpet_Jogging_Trainers_01-01_Single-01.wav	A single footstep with a trainer shoe jogging on a carpeted floor above wooden floorboards. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Carpet_Jogging_Trainers_01-01_Single-02.wav	A single footstep with a trainer shoe jogging on a carpeted floor above wooden floorboards. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Carpet_Jogging_Trainers_01-01_Single-03.wav	A single footstep with a trainer shoe jogging on a carpeted floor above wooden floorboards. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Carpet_Jogging_Trainers_01-01_Single-04.wav	A single footstep with a trainer shoe jogging on a carpeted floor above wooden floorboards. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Carpet_Jogging_Trainers_01-01_Single-05.wav	A single footstep with a trainer shoe jogging on a carpeted floor above wooden floorboards. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Carpet_Jogging_Trainers_01-01_Single-06.wav	A single footstep with a trainer shoe jogging on a carpeted floor above wooden floorboards. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Carpet_Jogging_Trainers_01-01_Single-07.wav	A single footstep with a trainer shoe jogging on a carpeted floor above wooden floorboards. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Carpet_Jogging_Trainers_01-01_Single-08.wav	A single footstep with a trainer shoe jogging on a carpeted floor above wooden floorboards. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Carpet_Jogging_Trainers_01-01_Single-09.wav	A single footstep with a trainer shoe jogging on a carpeted floor above wooden floorboards. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Carpet_Jogging_Trainers_01-01_Single-10.wav	A single footstep with a trainer shoe jogging on a carpeted floor above wooden floorboards. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Carpet_Walking_Trainers_01-01_MULTI.wav	A man walking on carpeted wooden floorboards with trainer shoes. Compatible with the Universal Category System (UCS).	96000	24	2	00:16
FEETHmn_InsJ_Footsteps_Carpet_Walking_Trainers_01-01_Single-01.wav	A single footstep with a trainer shoe walking on a carpeted floor above wooden floorboards. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Carpet_Walking_Trainers_01-01_Single-02.wav	A single footstep with a trainer shoe walking on a carpeted floor above wooden floorboards. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Carpet_Walking_Trainers_01-01_Single-03.wav	A single footstep with a trainer shoe walking on a carpeted floor above wooden floorboards. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Carpet_Walking_Trainers_01-01_Single-04.wav	A single footstep with a trainer shoe walking on a carpeted floor above wooden floorboards. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Carpet_Walking_Trainers_01-01_Single-05.wav	A single footstep with a trainer shoe walking on a carpeted floor above wooden floorboards. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Carpet_Walking_Trainers_01-01_Single-06.wav	A single footstep with a trainer shoe walking on a carpeted floor above wooden floorboards. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Carpet_Walking_Trainers_01-01_Single-07.wav	A single footstep with a trainer shoe walking on a carpeted floor above wooden floorboards. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Carpet_Walking_Trainers_01-01_Single-08.wav	A single footstep with a trainer shoe walking on a carpeted floor above wooden floorboards. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Carpet_Walking_Trainers_01-01_Single-09.wav	A single footstep with a trainer shoe walking on a carpeted floor above wooden floorboards. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Carpet_Walking_Trainers_01-01_Single-10.wav	A single footstep with a trainer shoe walking on a carpeted floor above wooden floorboards. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Carpet_Walking_Trainers_01-02_MULTI.wav	A man walking on carpeted wooden floorboards with trainer shoes. Compatible with the Universal Category System (UCS).	96000	24	2	00:12

FEETHmn_InsJ_Footsteps_Carpet_Walking_Trainers_01-02_Single-01.wav	A single footstep with a trainer shoe walking on a carpeted floor above wooden floorboards. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Carpet_Walking_Trainers_01-02_Single-02.wav	A single footstep with a trainer shoe walking on a carpeted floor above wooden floorboards. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Carpet_Walking_Trainers_01-02_Single-03.wav	A single footstep with a trainer shoe walking on a carpeted floor above wooden floorboards. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Carpet_Walking_Trainers_01-02_Single-04.wav	A single footstep with a trainer shoe walking on a carpeted floor above wooden floorboards. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Carpet_Walking_Trainers_01-02_Single-05.wav	A single footstep with a trainer shoe walking on a carpeted floor above wooden floorboards. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Carpet_Walking_Trainers_01-02_Single-06.wav	A single footstep with a trainer shoe walking on a carpeted floor above wooden floorboards. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Carpet_Walking_Trainers_01-02_Single-07.wav	A single footstep with a trainer shoe walking on a carpeted floor above wooden floorboards. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Carpet_Walking_Trainers_01-02_Single-08.wav	A single footstep with a trainer shoe walking on a carpeted floor above wooden floorboards. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Carpet_Walking_Trainers_01-02_Single-09.wav	A single footstep with a trainer shoe walking on a carpeted floor above wooden floorboards. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Carpet_Walking_Trainers_01-02_Single-10.wav	A single footstep with a trainer shoe walking on a carpeted floor above wooden floorboards. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dirt_Running_Trainers_01-01_MULTI.wav	A man running on dry leaves and dirt with trainer shoes. Compatible with the Universal Category System (UCS).	96000	24	2	00:09
FEETHmn_InsJ_Footsteps_Dirt_Running_Trainers_01-01_Single-01.wav	A single footstep with a trainer shoe running on a pile of grassy dirt and soil. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dirt_Running_Trainers_01-01_Single-02.wav	A single footstep with a trainer shoe running on a pile of grassy dirt and soil. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dirt_Running_Trainers_01-01_Single-03.wav	A single footstep with a trainer shoe running on a pile of grassy dirt and soil. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dirt_Running_Trainers_01-01_Single-04.wav	A single footstep with a trainer shoe running on a pile of grassy dirt and soil. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dirt_Running_Trainers_01-01_Single-05.wav	A single footstep with a trainer shoe running on a pile of grassy dirt and soil. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dirt_Running_Trainers_01-01_Single-06.wav	A single footstep with a trainer shoe running on a pile of grassy dirt and soil. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dirt_Running_Trainers_01-01_Single-07.wav	A single footstep with a trainer shoe running on a pile of grassy dirt and soil. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dirt_Running_Trainers_01-01_Single-08.wav	A single footstep with a trainer shoe running on a pile of grassy dirt and soil. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dirt_Running_Trainers_01-01_Single-09.wav	A single footstep with a trainer shoe running on a pile of grassy dirt and soil. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dirt_Running_Trainers_01-01_Single-10.wav	A single footstep with a trainer shoe running on a pile of grassy dirt and soil. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Gravel_Jogging_Trainers_01-01_MULTI.wav	A man jogging on gravel with trainer shoes. Compatible with the Universal Category System (UCS).	96000	24	2	00:13
FEETHmn_InsJ_Footsteps_Gravel_Jogging_Trainers_01-01_Single-01.wav	A single footstep with a trainer shoe jogging on a gravel footpath with small stones crackling. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Gravel_Jogging_Trainers_01-01_Single-02.wav	A single footstep with a trainer shoe jogging on a gravel footpath with small stones crackling. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Gravel_Jogging_Trainers_01-01_Single-03.wav	A single footstep with a trainer shoe jogging on a gravel footpath with small stones crackling. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Gravel_Jogging_Trainers_01-01_Single-04.wav	A single footstep with a trainer shoe jogging on a gravel footpath with small stones crackling. Compatible with the Universal Category System (UCS).	96000	24	2	00:01

FEETHmn_InsJ_Footsteps_Gravel_Jogging_Trainers_01-01_Single-05.wav	A single footstep with a trainer shoe jogging on a gravel footpath with small stones crackling. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Gravel_Jogging_Trainers_01-01_Single-06.wav	A single footstep with a trainer shoe jogging on a gravel footpath with small stones crackling. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Gravel_Jogging_Trainers_01-01_Single-07.wav	A single footstep with a trainer shoe jogging on a gravel footpath with small stones crackling. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Gravel_Jogging_Trainers_01-01_Single-08.wav	A single footstep with a trainer shoe jogging on a gravel footpath with small stones crackling. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Gravel_Jogging_Trainers_01-01_Single-09.wav	A single footstep with a trainer shoe jogging on a gravel footpath with small stones crackling. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Gravel_Jogging_Trainers_01-01_Single-10.wav	A single footstep with a trainer shoe jogging on a gravel footpath with small stones crackling. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Gravel_Walking_Trainers_02-01_MULTI.wav	A man walking on gravel with trainer shoes. Compatible with the Universal Category System (UCS).	96000	24	2	00:39
FEETHmn_InsJ_Footsteps_Gravel_Walking_Trainers_02-01_Single-01.wav	A single footstep with a trainer shoe walking on a gravel footpath with small stones crackling. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Gravel_Walking_Trainers_02-01_Single-02.wav	A single footstep with a trainer shoe walking on a gravel footpath with small stones crackling. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Gravel_Walking_Trainers_02-01_Single-03.wav	A single footstep with a trainer shoe walking on a gravel footpath with small stones crackling. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Gravel_Walking_Trainers_02-01_Single-04.wav	A single footstep with a trainer shoe walking on a gravel footpath with small stones crackling. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Gravel_Walking_Trainers_02-01_Single-05.wav	A single footstep with a trainer shoe walking on a gravel footpath with small stones crackling. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Gravel_Walking_Trainers_02-01_Single-06.wav	A single footstep with a trainer shoe walking on a gravel footpath with small stones crackling. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Gravel_Walking_Trainers_02-01_Single-07.wav	A single footstep with a trainer shoe walking on a gravel footpath with small stones crackling. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Gravel_Walking_Trainers_02-01_Single-08.wav	A single footstep with a trainer shoe walking on a gravel footpath with small stones crackling. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Gravel_Walking_Trainers_02-01_Single-09.wav	A single footstep with a trainer shoe walking on a gravel footpath with small stones crackling. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Gravel_Walking_Trainers_02-01_Single-10.wav	A single footstep with a trainer shoe walking on a gravel footpath with small stones crackling. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Snow_Walking_Trainers_01-01_MULTI.wav	A man walking on crunchy snow with trainer shoes. Compatible with the Universal Category System (UCS).	96000	24	2	00:20
FEETHmn_InsJ_Footsteps_Snow_Walking_Trainers_01-01_Single-01.wav	A single footstep with a trainer shoe walking on crunchy cold snow. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Snow_Walking_Trainers_01-01_Single-02.wav	A single footstep with a trainer shoe walking on crunchy cold snow. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Snow_Walking_Trainers_01-01_Single-03.wav	A single footstep with a trainer shoe walking on crunchy cold snow. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Snow_Walking_Trainers_01-01_Single-04.wav	A single footstep with a trainer shoe walking on crunchy cold snow. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Snow_Walking_Trainers_01-01_Single-05.wav	A single footstep with a trainer shoe walking on crunchy cold snow. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Snow_Walking_Trainers_01-01_Single-06.wav	A single footstep with a trainer shoe walking on crunchy cold snow. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Snow_Walking_Trainers_01-01_Single-07.wav	A single footstep with a trainer shoe walking on crunchy cold snow. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Snow_Walking_Trainers_01-01_Single-08.wav	A single footstep with a trainer shoe walking on crunchy cold snow. Compatible with the Universal Category System (UCS).	96000	24	2	00:01

FEETHmn_InsJ_Footsteps_Snow_Walking_Trainers_01-01_Single-09.wav	A single footstep with a trainer shoe walking on crunchy cold snow. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Snow_Walking_Trainers_01-01_Single-10.wav	A single footstep with a trainer shoe walking on crunchy cold snow. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Snow_Walking_Trainers_01-02_MULTI.wav	A man walking on crunchy snow with trainer shoes. Compatible with the Universal Category System (UCS).	96000	24	2	00:25
FEETHmn_InsJ_Footsteps_Snow_Walking_Trainers_01-02_Single-01.wav	A single footstep with a trainer shoe walking on crunchy cold snow. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Snow_Walking_Trainers_01-02_Single-02.wav	A single footstep with a trainer shoe walking on crunchy cold snow. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Snow_Walking_Trainers_01-02_Single-03.wav	A single footstep with a trainer shoe walking on crunchy cold snow. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Snow_Walking_Trainers_01-02_Single-04.wav	A single footstep with a trainer shoe walking on crunchy cold snow. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Snow_Walking_Trainers_01-02_Single-05.wav	A single footstep with a trainer shoe walking on crunchy cold snow. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Snow_Walking_Trainers_01-02_Single-06.wav	A single footstep with a trainer shoe walking on crunchy cold snow. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Snow_Walking_Trainers_01-02_Single-07.wav	A single footstep with a trainer shoe walking on crunchy cold snow. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Snow_Walking_Trainers_01-02_Single-08.wav	A single footstep with a trainer shoe walking on crunchy cold snow. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Snow_Walking_Trainers_01-02_Single-09.wav	A single footstep with a trainer shoe walking on crunchy cold snow. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Snow_Walking_Trainers_01-02_Single-10.wav	A single footstep with a trainer shoe walking on crunchy cold snow. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Snow_Walking_Trainers_02-01_MULTI.wav	A man walking on crunchy snow with trainer shoes. Compatible with the Universal Category System (UCS).	96000	24	2	00:21
FEETHmn_InsJ_Footsteps_Snow_Walking_Trainers_02-01_Single-01.wav	A single footstep with a trainer shoe walking on crunchy cold snow. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Snow_Walking_Trainers_02-01_Single-02.wav	A single footstep with a trainer shoe walking on crunchy cold snow. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Snow_Walking_Trainers_02-01_Single-03.wav	A single footstep with a trainer shoe walking on crunchy cold snow. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Snow_Walking_Trainers_02-01_Single-04.wav	A single footstep with a trainer shoe walking on crunchy cold snow. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Snow_Walking_Trainers_02-01_Single-05.wav	A single footstep with a trainer shoe walking on crunchy cold snow. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Snow_Walking_Trainers_02-01_Single-06.wav	A single footstep with a trainer shoe walking on crunchy cold snow. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
FEETHmn_InsJ_Footsteps_Snow_Walking_Trainers_02-01_Single-07.wav	A single footstep with a trainer shoe walking on crunchy cold snow. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
FEETHmn_InsJ_Footsteps_Snow_Walking_Trainers_02-01_Single-08.wav	A single footstep with a trainer shoe walking on crunchy cold snow. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Snow_Walking_Trainers_02-01_Single-09.wav	A single footstep with a trainer shoe walking on crunchy cold snow. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Snow_Walking_Trainers_02-01_Single-10.wav	A single footstep with a trainer shoe walking on crunchy cold snow. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Snow_Walking_Trainers_02-02_MULTI.wav	A man walking on crunchy snow with trainer shoes. Compatible with the Universal Category System (UCS).	96000	24	2	00:25
FEETHmn_InsJ_Footsteps_Snow_Walking_Trainers_02-02_Single-01.wav	A single footstep with a trainer shoe walking on crunchy cold snow. Compatible with the Universal Category System (UCS).	96000	24	2	00:01

FEETHmn_InsJ_Footsteps_Snow_Walking_Trainers_02-02_Single-02.wav	A single footstep with a trainer shoe walking on crunchy cold snow. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Snow_Walking_Trainers_02-02_Single-03.wav	A single footstep with a trainer shoe walking on crunchy cold snow. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Snow_Walking_Trainers_02-02_Single-04.wav	A single footstep with a trainer shoe walking on crunchy cold snow. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Snow_Walking_Trainers_02-02_Single-05.wav	A single footstep with a trainer shoe walking on crunchy cold snow. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Snow_Walking_Trainers_02-02_Single-06.wav	A single footstep with a trainer shoe walking on crunchy cold snow. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Snow_Walking_Trainers_02-02_Single-07.wav	A single footstep with a trainer shoe walking on crunchy cold snow. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Snow_Walking_Trainers_02-02_Single-08.wav	A single footstep with a trainer shoe walking on crunchy cold snow. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Snow_Walking_Trainers_02-02_Single-09.wav	A single footstep with a trainer shoe walking on crunchy cold snow. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Snow_Walking_Trainers_02-02_Single-10.wav	A single footstep with a trainer shoe walking on crunchy cold snow. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASBrk_InsJ_Glass_Bottle_Smashing_Close_01-01.wav	Breaking a glass bottle on a concrete floor with shards scattering in all directions. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
GLASBrk_InsJ_Glass_Bottle_Smashing_Close_01-02.wav	Breaking a glass bottle on a concrete floor with shards scattering in all directions. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
GLASBrk_InsJ_Glass_Bottle_Smashing_Close_01-03.wav	Breaking a glass bottle on a concrete floor with shards scattering in all directions. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
GLASBrk_InsJ_Glass_Bottle_Smashing_Close_01-04.wav	Breaking a glass bottle on a concrete floor with shards scattering in all directions. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASBrk_InsJ_Glass_Bottle_Smashing_Close_01-05.wav	Breaking a glass bottle on a concrete floor with shards scattering in all directions. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
GLASBrk_InsJ_Glass_Bottle_Smashing_Close_01-06.wav	Breaking a glass bottle on a concrete floor with shards scattering in all directions. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
GLASBrk_InsJ_Glass_Bottle_Smashing_Close_01-07.wav	Breaking a glass bottle on a concrete floor with shards scattering in all directions. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
GLASBrk_InsJ_Glass_Bottle_Smashing_Close_01-08.wav	Breaking a glass bottle on a concrete floor with shards scattering in all directions. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASBrk_InsJ_Glass_Bottle_Smashing_Close_01-09.wav	Breaking a glass bottle on a concrete floor with shards scattering in all directions. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASBrk_InsJ_Glass_Bottle_Smashing_Close_01-10.wav	Breaking a glass bottle on a concrete floor with shards scattering in all directions. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
GLASBrk_InsJ_Glass_Bottle_Smashing_Close_01-11.wav	Breaking a glass bottle on a concrete floor with shards scattering in all directions. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
GLASBrk_InsJ_Glass_Bottle_Smashing_Close_01-12.wav	Breaking a glass bottle on a concrete floor with shards scattering in all directions. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASBrk_InsJ_Glass_Bottle_Smashing_Close_01-13.wav	Breaking a glass bottle on a concrete floor with shards scattering in all directions. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASBrk_InsJ_Glass_Bottle_Smashing_Close_01-14.wav	Breaking a glass bottle on a concrete floor with shards scattering in all directions. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
GLASBrk_InsJ_Glass_Bottle_Smashing_Close_01-15.wav	Breaking a glass bottle on a concrete floor with shards scattering in all directions. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASBrk_InsJ_Glass_Bottle_Smashing_Close_01-16.wav	Breaking a glass bottle on a concrete floor with shards scattering in all directions. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASBrk_InsJ_Glass_Bottle_Smashing_Close_01-17.wav	Breaking a glass bottle on a concrete floor with shards scattering in all directions. Compatible with the Universal Category System (UCS).	96000	24	2	00:01

GLASBrk_InsJ_Glass_Bottle_Smashing_Close_01-18.wav	Breaking a glass bottle on a concrete floor with shards scattering in all directions. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASBrk_InsJ_Glass_Bottle_Smashing_Close_01-19.wav	Breaking a glass bottle on a concrete floor with shards scattering in all directions. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASBrk_InsJ_Glass_Bottle_Smashing_Close_01-20.wav	Breaking a glass bottle on a concrete floor with shards scattering in all directions. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
GLASBrk_InsJ_Glass_Bottle_Smashing_Close_01-21.wav	Breaking a glass bottle on a concrete floor with shards scattering in all directions. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASBrk_InsJ_Glass_Bottle_Smashing_Close_01-22.wav	Breaking a glass bottle on a concrete floor with shards scattering in all directions. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASBrk_InsJ_Glass_Bottle_Smashing_Close_02-01.wav	Attempting to break a glass bottle on a concrete floor with some shards scattering in all directions. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
GLASBrk_InsJ_Glass_Bottle_Smashing_Close_02-02.wav	Attempting to break a glass bottle on a concrete floor with some shards scattering in all directions. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Dropping-in-Bucket_Close_01-01.wav	Dropping various shards of broken glass bottles into a plastic gathering container for a bright clinking. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
GLASCrsh_InsJ_Glass_Shards_Dropping-in-Bucket_Close_01-02.wav	Dropping various shards of broken glass bottles into a plastic gathering container for a bright clinking. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Dropping-in-Bucket_Close_01-03.wav	Dropping various shards of broken glass bottles into a plastic gathering container for a bright clinking. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Dropping-in-Bucket_Close_01-04.wav	Dropping various shards of broken glass bottles into a plastic gathering container for a bright clinking. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Dropping-in-Bucket_Close_01-05.wav	Dropping various shards of broken glass bottles into a plastic gathering container for a bright clinking. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Dropping_Close_01-01.wav	Dropping a small pile of glass shards on to more glass shards and concrete for a small, glassy smashing, crashing and breaking. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Dropping_Close_01-02.wav	Dropping a small pile of glass shards on to more glass shards and concrete for a small, glassy smashing, crashing and breaking. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Dropping_Close_01-03.wav	Dropping a small pile of glass shards on to more glass shards and concrete for a small, glassy smashing, crashing and breaking. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Dropping_Close_01-04.wav	Dropping a small pile of glass shards on to more glass shards and concrete for a small, glassy smashing, crashing and breaking. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Dropping_Close_01-05.wav	Dropping a small pile of glass shards on to more glass shards and concrete for a small, glassy smashing, crashing and breaking. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Dropping_Close_02-01.wav	Dropping a small pile of glass shards on to more glass shards and concrete for a small, glassy smashing, crashing and breaking. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Dropping_Close_02-02.wav	Dropping a small pile of glass shards on to more glass shards and concrete for a small, glassy smashing, crashing and breaking. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Dropping_Close_02-03.wav	Dropping a small pile of glass shards on to more glass shards and concrete for a small, glassy smashing, crashing and breaking. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Dropping_Close_02-04.wav	Dropping a small pile of glass shards on to more glass shards and concrete for a small, glassy smashing, crashing and breaking. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Dropping_Close_02-05.wav	Dropping a small pile of glass shards on to more glass shards and concrete for a small, glassy smashing, crashing and breaking. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Dropping_Distant_01-01.wav	Dropping a small pile of glass shards on to more glass shards and concrete for a small, glassy smashing, crashing and breaking. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Dropping_Distant_01-02.wav	Dropping a small pile of glass shards on to more glass shards and concrete for a small, glassy smashing, crashing and breaking. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Dropping_Distant_01-03.wav	Dropping a small pile of glass shards on to more glass shards and concrete for a small, glassy smashing, crashing and breaking. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Dropping_Distant_01-04.wav	Dropping a small pile of glass shards on to more glass shards and concrete for a small, glassy smashing, crashing and breaking. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:01

GLASCrsh_InsJ_Glass_Shards_Dropping_Distant_01-05.wav	Dropping a small pile of glass shards on to more glass shards and concrete for a small, glassy smashing, crashing and breaking. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Dropping_Distant_01-06.wav	Dropping a small pile of glass shards on to more glass shards and concrete for a small, glassy smashing, crashing and breaking. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Dropping_Distant_01-07.wav	Dropping a small pile of glass shards on to more glass shards and concrete for a small, glassy smashing, crashing and breaking. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Dropping_Distant_01-08.wav	Dropping a small pile of glass shards on to more glass shards and concrete for a small, glassy smashing, crashing and breaking. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Dropping_Distant_01-09.wav	Dropping a small pile of glass shards on to more glass shards and concrete for a small, glassy smashing, crashing and breaking. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Dropping_Distant_01-10.wav	Dropping a small pile of glass shards on to more glass shards and concrete for a small, glassy smashing, crashing and breaking. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Dropping_Distant_02-01.wav	Dropping a small pile of glass shards on to more glass shards and concrete for a small, glassy smashing, crashing and breaking. Distant.Sweeping up. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Dropping_Distant_02-02.wav	Dropping a small pile of glass shards on to more glass shards and concrete for a small, glassy smashing, crashing and breaking. Distant.Sweeping up. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Dropping_Distant_02-03.wav	Dropping a small pile of glass shards on to more glass shards and concrete for a small, glassy smashing, crashing and breaking. Distant.Sweeping up. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Dropping_Distant_02-04.wav	Dropping a small pile of glass shards on to more glass shards and concrete for a small, glassy smashing, crashing and breaking. Distant.Sweeping up. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
GLASCrsh_InsJ_Glass_Shards_Dropping_Distant_02-05.wav	Dropping a small pile of glass shards on to more glass shards and concrete for a small, glassy smashing, crashing and breaking. Distant.Sweeping up. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Dropping_Very-Distant_01-01.wav	Dropping a small pile of glass shards on to more glass shards and concrete for a small, glassy smashing, crashing and breaking. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Dropping_Very-Distant_01-02.wav	Dropping a small pile of glass shards on to more glass shards and concrete for a small, glassy smashing, crashing and breaking. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Dropping_Very-Distant_01-03.wav	Dropping a small pile of glass shards on to more glass shards and concrete for a small, glassy smashing, crashing and breaking. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Dropping_Very-Distant_01-04.wav	Dropping a small pile of glass shards on to more glass shards and concrete for a small, glassy smashing, crashing and breaking. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Dropping_Very-Distant_01-05.wav	Dropping a small pile of glass shards on to more glass shards and concrete for a small, glassy smashing, crashing and breaking. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Dropping_Very-Distant_02-01.wav	Dropping a small pile of glass shards on to more glass shards and concrete for a small, glassy smashing, crashing and breaking. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
GLASCrsh_InsJ_Glass_Shards_Dropping_Very-Distant_02-02.wav	Dropping a small pile of glass shards on to more glass shards and concrete for a small, glassy smashing, crashing and breaking. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
GLASCrsh_InsJ_Glass_Shards_Dropping_Very-Distant_02-03.wav	Dropping a small pile of glass shards on to more glass shards and concrete for a small, glassy smashing, crashing and breaking. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
GLASCrsh_InsJ_Glass_Shards_Dropping_Very-Distant_03-01.wav	Dropping a small pile of glass shards on to more glass shards and concrete for a small, glassy smashing, crashing and breaking. Distant. Sweeping up. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
GLASCrsh_InsJ_Glass_Shards_Dropping_Very-Distant_03-02.wav	Dropping a small pile of glass shards on to more glass shards and concrete for a small, glassy smashing, crashing and breaking. Distant. Sweeping up. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
GLASCrsh_InsJ_Glass_Shards_Dropping_Very-Distant_03-03.wav	Dropping a small pile of glass shards on to more glass shards and concrete for a small, glassy smashing, crashing and breaking. Distant. Sweeping up. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
GLASCrsh_InsJ_Glass_Shards_Dropping_Very-Distant_03-04.wav	Dropping a small pile of glass shards on to more glass shards and concrete for a small, glassy smashing, crashing and breaking. Distant. Sweeping up. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
GLASCrsh_InsJ_Glass_Shards_Dropping_Very-Distant_03-05.wav	Dropping a small pile of glass shards on to more glass shards and concrete for a small, glassy smashing, crashing and breaking. Distant. Sweeping up. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
GLASCrsh_InsJ_Glass_Shards_Movement_Close_01-01.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying up. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Movement_Close_01-02.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying up. Compatible with the Universal Category System (UCS).	96000	24	2	00:01

GLASCrsh_InsJ_Glass_Shards_Movement_Close_01-03.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying up. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Movement_Close_01-04.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying up. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Movement_Close_01-05.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying up. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Movement_Close_02-01.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying up. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Movement_Close_02-02.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying up. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Movement_Close_02-03.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying up. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Movement_Close_02-04.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying up. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
GLASCrsh_InsJ_Glass_Shards_Movement_Close_02-05.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying up. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Movement_Close_03-01.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying up or sweeping up. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
GLASCrsh_InsJ_Glass_Shards_Movement_Close_03-02.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying up or sweeping up. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
GLASCrsh_InsJ_Glass_Shards_Movement_Close_03-03.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying up or sweeping up. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
GLASCrsh_InsJ_Glass_Shards_Movement_Close_03-04.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying up or sweeping up. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
GLASCrsh_InsJ_Glass_Shards_Movement_Close_03-05.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying up or sweeping up. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
GLASCrsh_InsJ_Glass_Shards_Movement_Close_04-01.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying up. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Movement_Close_04-02.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying up. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Movement_Close_04-03.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying up. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Movement_Close_04-04.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying up. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Movement_Close_04-05.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying up. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Movement_Close_05-01.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying up. Very long. Compatible with the Universal Category System (UCS).	96000	24	2	00:20
GLASCrsh_InsJ_Glass_Shards_Movement_Close_05-02.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying up. Very long. Compatible with the Universal Category System (UCS).	96000	24	2	00:18
GLASCrsh_InsJ_Glass_Shards_Movement_Very-Distant_01-01.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying or sweeping up. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Movement_Very-Distant_01-02.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying or sweeping up. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Movement_Very-Distant_01-03.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying or sweeping up. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Movement_Very-Distant_01-04.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying or sweeping up. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Movement_Very-Distant_01-05.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying or sweeping up. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Movement_Very-Distant_02-01.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying or sweeping up. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:09

GLASCrsh_InsJ_Glass_Shards_Movement_Very-Distant_02-02.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying or sweeping up. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
GLASCrsh_InsJ_Glass_Shards_Movement_Very-Distant_02-03.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying or sweeping up. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
GLASCrsh_InsJ_Glass_Shards_Movement_Very-Distant_02-04.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying or sweeping up. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
GLASCrsh_InsJ_Glass_Shards_Movement_Very-Distant_02-05.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying or sweeping up. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
GLASCrsh_InsJ_Glass_Shards_Movement_Very-Distant_03-01.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying or sweeping up. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:11
GLASCrsh_InsJ_Glass_Shards_Movement_Very-Distant_03-02.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying or sweeping up. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:12
GLASCrsh_InsJ_Glass_Shards_Movement_Very-Distant_03-03.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying or sweeping up. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:14
GLASCrsh_InsJ_Glass_Shards_Movement_Very-Distant_04-01.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying or sweeping up. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
GLASCrsh_InsJ_Glass_Shards_Movement_Very-Distant_04-02.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying or sweeping up. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
GLASCrsh_InsJ_Glass_Shards_Movement_Very-Distant_04-03.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying or sweeping up. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
GLASCrsh_InsJ_Glass_Shards_Movement_Very-Distant_04-04.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying or sweeping up. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
GLASCrsh_InsJ_Glass_Shards_Movement_Very-Distant_04-05.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying or sweeping up. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Movement_Very-Distant_05-01.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying or sweeping up. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
GLASCrsh_InsJ_Glass_Shards_Movement_Very-Distant_05-02.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying or sweeping up. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Movement_Very-Distant_05-03.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying or sweeping up. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Movement_Very-Distant_05-04.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying or sweeping up. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASCrsh_InsJ_Glass_Shards_Movement_Very-Distant_05-05.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying or sweeping up. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
GLASCrsh_InsJ_Glass_Shards_Movement_Very-Distant_06-01.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying or sweeping up. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
GLASCrsh_InsJ_Glass_Shards_Movement_Very-Distant_06-02.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying or sweeping up. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
GLASCrsh_InsJ_Glass_Shards_Movement_Very-Distant_07-01.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying or sweeping up. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
GLASCrsh_InsJ_Glass_Shards_Movement_Very-Distant_08-01.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying or sweeping up. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
GLASCrsh_InsJ_Glass_Shards_Movement_Very-Distant_08-02.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying or sweeping up. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
GLASCrsh_InsJ_Glass_Shards_Movement_Very-Distant_08-03.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying or sweeping up. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
GLASCrsh_InsJ_Glass_Shards_Movement_Very-Distant_08-04.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying or sweeping up. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
GLASCrsh_InsJ_Glass_Shards_Movement_Very-Distant_08-05.wav	Moving a small collection or pile of glass shards and debris for a bright, glassy movement or shuffling as if tidying or sweeping up. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
GLASImpt_InsJ_Glass_Bottle_Clink_Close_01-01.wav	Clinking a glass bottle against another bottle for a quick glassy tapping or clink. Compatible with the Universal Category System (UCS).	96000	24	2	00:01

GLASImpt_InsJ_Glass_Bottle_Clink_Close_01-02.wav	Clinking a glass bottle against another bottle for a quick glassy tapping or clink. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASImpt_InsJ_Glass_Bottle_Clink_Close_01-03.wav	Clinking a glass bottle against another bottle for a quick glassy tapping or clink. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASImpt_InsJ_Glass_Bottle_Dropping_Close_01-01.wav	Dropping a glass bottle on to concrete without smashing or breaking, but with mild scattering of other debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASImpt_InsJ_Glass_Bottle_Dropping_Close_01-02.wav	Dropping a glass bottle on to concrete without smashing or breaking, but with mild scattering of other debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
GLASImpt_InsJ_Glass_Bottle_Dropping_Close_01-03.wav	Dropping a glass bottle on to concrete without smashing or breaking, but with mild scattering of other debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
GLASImpt_InsJ_Glass_Bottle_Dropping_Close_01-04.wav	Dropping a glass bottle on to concrete without smashing or breaking, but with mild scattering of other debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
GLASImpt_InsJ_Glass_Bottle_Dropping_Close_01-05.wav	Dropping a glass bottle on to concrete without smashing or breaking, but with mild scattering of other debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASMvmt_InsJ_Glass_Bottle_Movement_Close_01-01.wav	Subtly moving a glass bottle causing friction against other bottles for a small, bright, glassy clinking or tapping. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASMvmt_InsJ_Glass_Bottle_Movement_Close_01-02.wav	Subtly moving a glass bottle causing friction against other bottles for a small, bright, glassy clinking or tapping. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
GLASMvmt_InsJ_Glass_Bottle_Movement_Close_01-03.wav	Subtly moving a glass bottle causing friction against other bottles for a small, bright, glassy clinking or tapping. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
GLASMvmt_InsJ_Glass_Bottle_Movement_Close_01-04.wav	Subtly moving a glass bottle causing friction against other bottles for a small, bright, glassy clinking or tapping. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASMvmt_InsJ_Glass_Bottle_Movement_Close_01-05.wav	Subtly moving a glass bottle causing friction against other bottles for a small, bright, glassy clinking or tapping. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASMvmt_InsJ_Glass_Bottle_Movement_Close_01-06.wav	Subtly moving a glass bottle causing friction against other bottles for a small, bright, glassy clinking or tapping. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASMvmt_InsJ_Glass_Bottle_Movement_Close_01-07.wav	Subtly moving a glass bottle causing friction against other bottles for a small, bright, glassy clinking or tapping. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GLASMvmt_InsJ_Glass_Bottle_Movement_Close_01-08.wav	Subtly moving a glass bottle causing friction against other bottles for a small, bright, glassy clinking or tapping. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GOREFlsh_InsJ_Snapping_Long_01-01.wav	Breaking variable wet vegetables for a soggy, gory, fleshy crackling and tearing. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
GOREFlsh_InsJ_Snapping_Long_01-02.wav	Breaking variable wet vegetables for a soggy, gory, fleshy crackling and tearing. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
GOREFlsh_InsJ_Snapping_Long_01-03.wav	Breaking variable wet vegetables for a soggy, gory, fleshy crackling and tearing. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
GOREFlsh_InsJ_Snapping_Long_01-04.wav	Breaking variable wet vegetables for a soggy, gory, fleshy crackling and tearing. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
GOREFlsh_InsJ_Snapping_Long_01-05.wav	Breaking variable wet vegetables for a soggy, gory, fleshy crackling and tearing. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
GOREFlsh_InsJ_Snapping_Short_01-01.wav	Breaking variable wet vegetables for a soggy, gory, fleshy crackling and tearing. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
GOREFlsh_InsJ_Snapping_Short_01-02.wav	Breaking variable wet vegetables for a soggy, gory, fleshy crackling and tearing. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
GOREFlsh_InsJ_Snapping_Short_01-03.wav	Breaking variable wet vegetables for a soggy, gory, fleshy crackling and tearing. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
GOREFlsh_InsJ_Snapping_Short_01-04.wav	Breaking variable wet vegetables for a soggy, gory, fleshy crackling and tearing. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
GOREFlsh_InsJ_Snapping_Short_01-05.wav	Breaking variable wet vegetables for a soggy, gory, fleshy crackling and tearing. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
GOREFlsh_InsJ_Snapping_Very-Long_01-01.wav	Breaking variable wet vegetables for a soggy, gory, fleshy crackling and tearing. Compatible with the Universal Category System (UCS).	96000	24	2	00:04

GOREFlsh_InsJ_Snapping_Very-Short_01-01.wav	Breaking variable wet vegetables for a soggy, gory, fleshy crackling and tearing. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GOREFlsh_InsJ_Snapping_Very-Short_01-02.wav	Breaking variable wet vegetables for a soggy, gory, fleshy crackling and tearing. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GOREFlsh_InsJ_Snapping_Very-Short_01-03.wav	Breaking variable wet vegetables for a soggy, gory, fleshy crackling and tearing. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GOREFlsh_InsJ_Snapping_Very-Short_01-04.wav	Breaking variable wet vegetables for a soggy, gory, fleshy crackling and tearing. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GOREFlsh_InsJ_Snapping_Very-Short_01-05.wav	Breaking variable wet vegetables for a soggy, gory, fleshy crackling and tearing. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
HAIL_InsJ_Hail_Interior_Glass_01_LOOP.wav	Icy hailstorm weather falling against a glass skylight window for a hard tapping of ice on the glass, alongside other rain and sleet. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:33
HAIL_InsJ_Hail_Interior_Glass_02_LOOP.wav	Icy hailstorm weather falling against a glass skylight window for a hard tapping of ice on the glass, alongside other rain and sleet. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:43
HAIL_InsJ_Hail_Interior_Glass_03_LOOP.wav	Icy hailstorm weather falling against a glass skylight window for a hard tapping of ice on the glass, alongside other rain and sleet. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:31
HAIL_InsJ_Hail_Interior_Glass_04_LOOP.wav	Icy hailstorm weather falling against a glass skylight window for a hard tapping of ice on the glass, alongside other rain and sleet. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:36
HAIL_InsJ_Hail_Interior_Glass_05_LOOP.wav	Icy hailstorm weather falling against a glass skylight window for a hard tapping of ice on the glass, alongside other rain and sleet. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:23
HAIL_InsJ_Hail_Interior_Glass_06_LOOP.wav	Icy hailstorm weather falling against a glass skylight window for a hard tapping of ice on the glass, alongside other rain and sleet. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:38
HAIL_InsJ_Hail_Interior_Glass_07_LOOP.wav	Icy hailstorm weather falling against a glass skylight window for a hard tapping of ice on the glass, alongside other rain and sleet. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:21
HMNSneez_InsJ_Sneezing_Male_01-01.wav	A man sneezing out of his mouth in an aggressive manner. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
HMNSneez_InsJ_Sneezing_Male_01-02.wav	A man sneezing out of his mouth in an aggressive manner. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
MOTRSrvo_InsJ_RC-Car_Engine_Jammed_Close_Moderate_01-01.wav	A remote controlled plastic toy car jammed against an obstruction object, with a stalled engine struggling to move the vehicle. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
MOTRSrvo_InsJ_RC-Car_Engine_Jammed_Close_Moderate_01-02.wav	A remote controlled plastic toy car jammed against an obstruction object, with a stalled engine struggling to move the vehicle. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
MOTRSrvo_InsJ_RC-Car_Engine_Jammed_Close_Moderate_02-01.wav	A remote controlled plastic toy car jammed against an obstruction object, with a stalled engine struggling to move the vehicle. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
MOTRSrvo_InsJ_RC-Car_Engine_Jammed_Close_Moderate_02-02.wav	A remote controlled plastic toy car jammed against an obstruction object, with a stalled engine struggling to move the vehicle. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
MOTRSrvo_InsJ_RC-Car_Engine_Jammed_Close_Very-Short_01-02.wav	A remote controlled plastic toy car jammed against an obstruction object, with a stalled engine struggling to move the vehicle. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
MOTRSrvo_InsJ_RC-Car_Engine_Jammed_Close_Very-Short_02-01.wav	A remote controlled plastic toy car jammed against an obstruction object, with a stalled engine struggling to move the vehicle. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
MOTRSrvo_InsJ_RC-Car_Engine_Jammed_Close_Very-Short_02-02.wav	A remote controlled plastic toy car jammed against an obstruction object, with a stalled engine struggling to move the vehicle. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
MOTRSrvo_InsJ_RC-Car_Engine_Jammed_Distant_Moderate_01-01.wav	A remote controlled plastic toy car jammed against an obstruction object, with a stalled engine struggling to move the vehicle. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
MOTRSrvo_InsJ_RC-Car_Engine_Jammed_Distant_Short_01-01.wav	A remote controlled plastic toy car jammed against an obstruction object, with a stalled engine struggling to move the vehicle. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
MOTRSrvo_InsJ_RC-Car_Engine_Jammed_Distant_Very-Short_01-01.wav	A remote controlled plastic toy car jammed against an obstruction object, with a stalled engine struggling to move the vehicle. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
MOTRSrvo_InsJ_RC-Car_Engine_Jammed_Distant_Very-Short_01-02.wav	A remote controlled plastic toy car jammed against an obstruction object, with a stalled engine struggling to move the vehicle. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
MOTRSrvo_InsJ_RC-Car_Engine_Jammed_Distant_Very-Short_01-03.wav	A remote controlled plastic toy car jammed against an obstruction object, with a stalled engine struggling to move the vehicle. Compatible with the Universal Category System (UCS).	96000	24	2	00:01

MOTRSrvo_InsJ_RC-Car_Engine_Long_Close_01-01.wav	A remote controlled plastic toy car travelling for a long duration. Suspended in the air for a straight, unwavering recording. Compatible with the Universal Category System (UCS).	96000	24	2	00:16
MOTRSrvo_InsJ_RC-Car_Engine_Long_Close_01-01_LOOP.wav	A remote controlled plastic toy car travelling for a long duration. Suspended in the air for a straight, unwavering recording. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
MOTRSrvo_InsJ_RC-Car_Engine_Long_Close_01-02.wav	A remote controlled plastic toy car travelling for a long duration. Suspended in the air for a straight, unwavering recording. Compatible with the Universal Category System (UCS).	96000	24	2	00:16
MOTRSrvo_InsJ_RC-Car_Engine_Long_Close_01-02_LOOP.wav	A remote controlled plastic toy car travelling for a long duration. Suspended in the air for a straight, unwavering recording. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
MOTRSrvo_InsJ_RC-Car_Engine_Long_Close_02-01.wav	A remote controlled plastic toy car travelling for a long duration. Suspended in the air for a straight, unwavering recording. Compatible with the Universal Category System (UCS).	96000	24	2	00:14
MOTRSrvo_InsJ_RC-Car_Engine_Long_Close_02-01_LOOP.wav	A remote controlled plastic toy car travelling for a long duration. Suspended in the air for a straight, unwavering recording. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
MOTRSrvo_InsJ_RC-Car_Engine_Long_Close_02-02.wav	A remote controlled plastic toy car travelling for a long duration. Suspended in the air for a straight, unwavering recording. Compatible with the Universal Category System (UCS).	96000	24	2	00:15
MOTRSrvo_InsJ_RC-Car_Engine_Long_Close_02-02_LOOP.wav	A remote controlled plastic toy car travelling for a long duration. Suspended in the air for a straight, unwavering recording. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
MOTRSrvo_InsJ_RC-Car_Engine_Long_Close_03-01.wav	A remote controlled plastic toy car travelling for a long duration. Suspended in the air for a straight, unwavering recording. Compatible with the Universal Category System (UCS).	96000	24	2	00:11
MOTRSrvo_InsJ_RC-Car_Engine_Long_Close_03-01_LOOP.wav	A remote controlled plastic toy car travelling for a long duration. Suspended in the air for a straight, unwavering recording. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
MOTRSrvo_InsJ_RC-Car_Engine_Long_Close_03-02.wav	A remote controlled plastic toy car travelling for a long duration. Suspended in the air for a straight, unwavering recording. Compatible with the Universal Category System (UCS).	96000	24	2	00:10
MOTRSrvo_InsJ_RC-Car_Engine_Long_Close_03-02_LOOP.wav	A remote controlled plastic toy car travelling for a long duration. Suspended in the air for a straight, unwavering recording. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
MOTRSrvo_InsJ_RC-Car_Engine_Long_Distant_01-01.wav	A remote controlled plastic toy car travelling for a long duration. Suspended in the air for a straight, unwavering recording. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:12
MOTRSrvo_InsJ_RC-Car_Engine_Long_Distant_01-01_LOOP.wav	A remote controlled plastic toy car travelling for a long duration. Suspended in the air for a straight, unwavering recording. Distant. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
MOTRSrvo_InsJ_RC-Car_Engine_Long_Distant_01-02.wav	A remote controlled plastic toy car travelling for a long duration. Suspended in the air for a straight, unwavering recording. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:12
MOTRSrvo_InsJ_RC-Car_Engine_Long_Distant_01-02_LOOP.wav	A remote controlled plastic toy car travelling for a long duration. Suspended in the air for a straight, unwavering recording. Distant. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
MOTRSrvo_InsJ_RC-Car_Engine_Long_Distant_02-01.wav	A remote controlled plastic toy car travelling for a long duration. Suspended in the air for a straight, unwavering recording. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:12
MOTRSrvo_InsJ_RC-Car_Engine_Long_Distant_02-01_LOOP.wav	A remote controlled plastic toy car travelling for a long duration. Suspended in the air for a straight, unwavering recording. Distant. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
MOTRSrvo_InsJ_RC-Car_Engine_Long_Distant_02-02.wav	A remote controlled plastic toy car travelling for a long duration. Suspended in the air for a straight, unwavering recording. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:11
MOTRSrvo_InsJ_RC-Car_Engine_Long_Distant_02-02_LOOP.wav	A remote controlled plastic toy car travelling for a long duration. Suspended in the air for a straight, unwavering recording. Distant. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
MOTRSrvo_InsJ_RC-Car_Engine_Long_Distant_03-01.wav	A remote controlled plastic toy car travelling for a long duration. Suspended in the air for a straight, unwavering recording. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:10
MOTRSrvo_InsJ_RC-Car_Engine_Long_Distant_03-01_LOOP.wav	A remote controlled plastic toy car travelling for a long duration. Suspended in the air for a straight, unwavering recording. Distant. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
MOTRSrvo_InsJ_RC-Car_Engine_Long_Distant_03-02.wav	A remote controlled plastic toy car travelling for a long duration. Suspended in the air for a straight, unwavering recording. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:10

MOTRSrvo_InsJ_RC-Car_Engine_Long_Distant_03-02_LOOP.wav	A remote controlled plastic toy car travelling for a long duration. Suspended in the air for a straight, unwavering recording. Distant. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
MOTRSrvo_InsJ_RC-Car_Revving_Close_Long_01-01.wav	A remote controlled plastic toy car engine motor idling for a moment, before powering down and slowly stopping. A long revving. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
MOTRSrvo_InsJ_RC-Car_Revving_Close_Long_02-01.wav	A remote controlled plastic toy car engine motor idling for a moment, before powering down and slowly stopping. A long revving. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
MOTRSrvo_InsJ_RC-Car_Revving_Close_Moderate_01-01.wav	A remote controlled plastic toy car engine motor revving up and slowly stopping. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
MOTRSrvo_InsJ_RC-Car_Revving_Close_Moderate_02-01.wav	A remote controlled plastic toy car engine motor revving up and slowly stopping. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
MOTRSrvo_InsJ_RC-Car_Revving_Close_Short_01-01.wav	A remote controlled plastic toy car engine motor quickly revving up and slowly stopping. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
MOTRSrvo_InsJ_RC-Car_Revving_Close_Short_02-01.wav	A remote controlled plastic toy car engine motor quickly revving up and slowly stopping. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
MOTRSrvo_InsJ_RC-Car_Revving_Distant_Long_01-01.wav	A remote controlled plastic toy car engine motor speeding up before slowing down to a stop. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
MOTRSrvo_InsJ_RC-Car_Revving_Distant_Long_02-01.wav	A remote controlled plastic toy car engine motor speeding up before slowing down to a stop. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
MOTRSrvo_InsJ_RC-Car_Revving_Distant_Moderate_01-01.wav	A remote controlled plastic toy car engine motor revving up and slowly stopping. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
MOTRSrvo_InsJ_RC-Car_Revving_Distant_Moderate_02-01.wav	A remote controlled plastic toy car engine motor revving up and slowly stopping. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
MOTRSrvo_InsJ_RC-Car_Revving_Distant_Short_01-01.wav	A remote controlled plastic toy car engine motor quickly revving up and slowly stopping. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
MOTRSrvo_InsJ_RC-Car_Revving_Distant_Short_02-01.wav	A remote controlled plastic toy car engine motor quickly revving up and slowly stopping. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
MOTRSrvo_InsJ_RC-Car_Revving_Distant_Short_03-01.wav	A remote controlled plastic toy car engine motor quickly revving up and slowly stopping. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
MOTRSrvo_InsJ_RC-Car_Travelling_Away-and-Closer_01-01.wav	A remote controlled plastic toy car engine motor travelling away from the microphone, then towards it. On concrete. Compatible with the Universal Category System (UCS).	96000	24	2	00:08
MOTRSrvo_InsJ_RC-Car_Travelling_Long_01-01.wav	A remote controlled plastic toy car engine motor travelling around on a concrete surface. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
MOTRSrvo_InsJ_RC-Car_Travelling_Long_02-01.wav	A remote controlled plastic toy car engine motor travelling around on a concrete surface. Compatible with the Universal Category System (UCS).	96000	24	2	00:17
MOTRSrvo_InsJ_RC-Car_Travelling_Long_03-01_Circling-Microphone.wav	A remote controlled plastic toy car engine motor travelling around on a concrete surface. Circling the microphone. Compatible with the Universal Category System (UCS).	96000	24	2	00:11
MOTRSrvo_InsJ_RC-Car_Travelling_Moderate_01-01.wav	A remote controlled plastic toy car engine motor travelling briefly on a concrete surface before coming to an abrupt braking halt. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
MOTRSrvo_InsJ_RC-Car_Travelling_Short_01-01.wav	A remote controlled plastic toy car engine motor travelling briefly on a concrete surface before coming to an abrupt braking halt. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
MOTRSrvo_InsJ_RC-Car_Travelling_Short_02-01.wav	A remote controlled plastic toy car engine motor travelling briefly on a concrete surface before coming to an abrupt braking halt. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
MOTRSrvo_InsJ_RC-Car_Travelling_Very-Long_01-01.wav	A remote controlled plastic toy car engine motor travelling around on a concrete surface for a long duration, hitting various bumps on the way. Compatible with the Universal Category System (UCS).	96000	24	2	00:21
MOTRSrvo_InsJ_RC-Car_Wheels-Turning_Close_Long_01-01.wav	A remote controlled plastic toy car engine wheels being forcibly twisted in one direction while suspended in the air for a struggling motor sound. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
MOTRSrvo_InsJ_RC-Car_Wheels-Turning_Close_Moderate_01-01.wav	A remote controlled plastic toy car engine wheels being forcibly twisted in one direction while suspended in the air for a struggling motor sound. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
MOTRSrvo_InsJ_RC-Car_Wheels-Turning_Close_Short_01-01.wav	A remote controlled plastic toy car engine wheels being forcibly twisted in one direction while suspended in the air for a struggling motor sound. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
MOTRSrvo_InsJ_RC-Car_Wheels-Turning_Close_Very-Short_01-01.wav	A remote controlled plastic toy car engine wheels being forcibly twisted in one direction while suspended in the air for a struggling motor sound. Compatible with the Universal Category System (UCS).	96000	24	2	00:02

MOTRSrvo_InsJ_RC-Car_Wheels-Turning_Close_Very-Short_02-01.wav	A remote controlled plastic toy car engine wheels being forcibly twisted in one direction while suspended in the air for a struggling motor sound. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
MOTRSrvo_InsJ_RC-Car_Wheels-Turning_Distant_Long_01.wav	A remote controlled plastic toy car engine wheels being forcibly twisted in one direction while suspended in the air for a struggling motor sound. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
MOTRSrvo_InsJ_RC-Car_Wheels-Turning_Distant_Short_01.wav	A remote controlled plastic toy car engine wheels being forcibly twisted in one direction while suspended in the air for a struggling motor sound. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
MOTRSrvo_InsJ_RC-Car_Wheels-Turning_Distant_Very-Short_01-01.wav	A remote controlled plastic toy car engine wheels being forcibly twisted in one direction while suspended in the air for a struggling motor sound. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
MOTRSrvo_InsJ_RC-Car_Wheels-Turning_Distant_Very-Short_02-01.wav	A remote controlled plastic toy car engine wheels being forcibly twisted in one direction while suspended in the air for a struggling motor sound. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
MOTRSrvo_InsJ_RC-Car_Wheels-Turning_Multi_Close_01.wav	A remote controlled plastic toy car engine wheels being forcibly twisted multiple times while suspended in the air for a struggling motor sound. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
MOTRSrvo_InsJ_RC-Car_Wheels-Turning_Multi_Close_02.wav	A remote controlled plastic toy car engine wheels being forcibly twisted multiple times while suspended in the air for a struggling motor sound. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
MOTRSrvo_InsJ_RC-Car_Wheels-Turning_Multi_Distant_01-01.wav	A remote controlled plastic toy car engine wheels being forcibly twisted multiple times while suspended in the air for a struggling motor sound. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:09
OBJCoin_InsJ_Coin-Pouch_Place_01.wav	Placing a small leather pouch filled with metal coins on a wooden desk. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
OBJCoin_InsJ_Coin_Spending_01.wav	Spending money, coins at a shop to purchase items, weapons or armour. The movement of metal coins for a metallic clink or clank. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
OBJCoin_InsJ_Coin_Spending_02.wav	Spending money, coins at a shop to purchase items, weapons or armour. The movement of metal coins for a metallic clink or clank. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
OBJCoin_InsJ_Coin_Spending_03.wav	Spending money, coins at a shop to purchase items, weapons or armour. The movement of metal coins for a metallic clink or clank. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
OBJCoin_InsJ_Coin_Spending_04.wav	Spending money, coins at a shop to purchase items, weapons or armour. The movement of metal coins for a metallic clink or clank. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
OBJCoin_InsJ_Coin_Spending_05.wav	Spending money, coins at a shop to purchase items, weapons or armour. The movement of metal coins for a metallic clink or clank. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
OBJCoin_InsJ_Coin_Spending_06.wav	Spending money, coins at a shop to purchase items, weapons or armour. The movement of metal coins for a metallic clink or clank. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
OBJCoin_InsJ_Coin_Spending_07.wav	Spending money, coins at a shop to purchase items, weapons or armour. The movement of metal coins for a metallic clink or clank. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
OBJCoin_InsJ_Coin_Spending_08.wav	Spending money, coins at a shop to purchase items, weapons or armour. The movement of metal coins for a metallic clink or clank. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
OBJCoin_InsJ_Coin_Spending_09.wav	Spending money, coins at a shop to purchase items, weapons or armour. The movement of metal coins for a metallic clink or clank. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
OBJCoin_InsJ_Coin_Spending_11.wav	Spending money, coins at a shop to purchase items, weapons or armour. The movement of metal coins for a metallic clink or clank. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
OBJCoin_InsJ_Coin_Spending_12.wav	Spending money, coins at a shop to purchase items, weapons or armour. The movement of metal coins for a metallic clink or clank. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
OBJCoin_InsJ_Coin_Spending_13.wav	Spending money, coins at a shop to purchase items, weapons or armour. The movement of metal coins for a metallic clink or clank. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
OBJCoin_InsJ_Coin_Spending_14.wav	Spending money, coins at a shop to purchase items, weapons or armour. The movement of metal coins for a metallic clink or clank. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
OBJZipr_InsJ_Zipping_Case_Fast_01-01.wav	Zipping up a small case quickly with a zipper. Three sides. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
OBJZipr_InsJ_Zipping_Case_Fast_01-02.wav	Zipping up a small case quickly with a zipper. Three sides. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
OBJZipr_InsJ_Zipping_Case_Fast_01-03.wav	Zipping up a small case quickly with a zipper. Three sides. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
OBJZipr_InsJ_Zipping_Case_Fast_02-01.wav	Zipping up a small case quickly with a zipper. One side. Compatible with the Universal Category System (UCS).	96000	24	2	00:01

OBJZipr_InsJ_Zipping_Case_Fast_02-02.wav	Zipping up a small case quickly with a zipper. Three sides. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
OBJZipr_InsJ_Zipping_Case_Fast_02-03.wav	Zipping up a small case quickly with a zipper. One side. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
OBJZipr_InsJ_Zipping_Case_Fast_03-01.wav	Zipping up a small case quickly with a zipper. One side. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
OBJZipr_InsJ_Zipping_Case_Fast_03-02.wav	Zipping up a small case quickly with a zipper. One side. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
OBJZipr_InsJ_Zipping_Case_Fast_03-03.wav	Zipping up a small case quickly with a zipper. One side. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
OBJZipr_InsJ_Zipping_Rucksack_01-01.wav	Zipping up a large rucksack quickly with a zipper. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
OBJZipr_InsJ_Zipping_Rucksack_01-02.wav	Zipping up a large rucksack quickly with a zipper. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
OBJZipr_InsJ_Zipping_Rucksack_01-03.wav	Zipping up a large rucksack quickly with a zipper. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
PLASImpt_InsJ_Bash_Plastic_Window-Handle_01.wav	Forcefully bashing a plastic window handle closed for a quick, small impact. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
PLASImpt_InsJ_Bash_Plastic_Window-Handle_02.wav	Forcefully bashing a plastic window handle closed for a quick, small impact. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
PLASImpt_InsJ_Boing_Dehumidifier_Scrape_Double_01.wav	Scraping a plastic dehumidifier ventilation board with fingers for a subtle, deep boing. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
PLASImpt_InsJ_Boing_Dehumidifier_Scrape_Double_02.wav	Scraping a plastic dehumidifier ventilation board with fingers for a subtle, deep boing. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
PLASImpt_InsJ_Boing_Dehumidifier_Scrape_Double_03.wav	Scraping a plastic dehumidifier ventilation board with fingers for a subtle, deep boing. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
PLASImpt_InsJ_Boing_Dehumidifier_Scrape_Single_01.wav	Scraping a plastic dehumidifier ventilation board with fingers for a subtle, deep boing. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
PLASImpt_InsJ_Boing_Dehumidifier_Scrape_Single_02.wav	Scraping a plastic dehumidifier ventilation board with fingers for a subtle, deep boing. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
RAIN_InsJ_Ambience_Rain_Heavy_Interior_01-01_LOOP.wav	Background ambience of heavy rain on a roof muffled from the interior of a house. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:16
RAIN_InsJ_Ambience_Rain_Light_01_LOOP.wav	Background ambience of light rain on grass, concrete and plastic gutters. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:26
RAIN_InsJ_Ambience_Rain_Light_02_LOOP.wav	Background ambience of light rain on grass, concrete and plastic gutters. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:01
RAIN_InsJ_Ambience_Rain_Light_03_LOOP.wav	Background ambience of light rain on grass, concrete and plastic gutters. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:01
RAIN_InsJ_Ambience_Rain_Light_04_LOOP.wav	Background ambience of light rain on grass and concrete. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:01
RAIN_InsJ_Ambience_Rain_Light_05_LOOP.wav	Background ambience of light rain on grass, concrete and plastic gutters. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:30
RAIN_InsJ_Ambience_Rain_Moderate_01_LOOP.wav	Background ambience of moderate rain on grass and concrete. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:24
RAIN_InsJ_Ambience_Rain_Moderate_02_LOOP.wav	Background ambience of moderate rain on grass, concrete and glass. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:53
RAIN_InsJ_Ambience_Rain_Moderate_03_LOOP.wav	Background ambience of moderate rain on grass, concrete and plastic gutters. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:48
RAIN_InsJ_Ambience_Rain_Moderate_04_LOOP.wav	Background ambience of moderate rain on grass and concrete. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:01
RAIN_InsJ_Ambience_Start-of-a-Rain-Storm_01.wav	The beginning of a rain storm with the slow start of falling, dripping water droplets gradually increasing, as well as a distant thunder lightning strike booming in the distance. Compatible with the Universal Category System (UCS).	96000	24	2	01:11
RAIN_InsJ_Ambience_Start-of-a-Rain-Storm_02.wav	The beginning of a rain storm with the slow start of falling, dripping water droplets gradually increasing on a glass surface. Compatible with the Universal Category System (UCS).	96000	24	2	01:31

RAINConc_InsJ_Ambience_Rain_Moderate_01_LOOP.wav	Background ambience of moderate rain on a concrete surface. Large dripping from a leaking gutter. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:30
RAINConc_InsJ_Ambience_Rain_Moderate_02_LOOP.wav	Background ambience of moderate rain on a concrete surface. Large dripping from a leaking gutter. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:41
RAINConc_InsJ_Ambience_Rain_Moderate_03_LOOP.wav	Background ambience of moderate rain on a concrete surface. Large dripping from a leaking gutter. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:31
RAINConc_InsJ_Ambience_Rain_Moderate_04_LOOP.wav	Background ambience of moderate rain on a concrete surface. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:00
RAINGlas_InsJ_Rain-on-Windows_Interior_01_LOOP_Hail.wav	Background ambience of light rain and hail weather falling against a glass window skylight for a soft, calm dripping or tapping from the interior of a house. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:30
RAINGlas_InsJ_Rain-on-Windows_Interior_02_LOOP.wav	Background ambience of light rain weather falling against a glass window skylight for a soft, calm dripping or tapping from the interior of a house. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:28
RAINGlas_InsJ_Rain-on-Windows_Interior_03_LOOP.wav	Background ambience of light rain weather falling against a glass window skylight for a soft, calm dripping or tapping from the interior of a house. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:47
RAINGlas_InsJ_Rain-on-Windows_Interior_04_LOOP_Hail.wav	Background ambience of light rain and hail weather falling against a glass window skylight for a soft, calm dripping or tapping from the interior of a house. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:31
RAINGlas_InsJ_Rain-on-Windows_Interior_05_LOOP.wav	Background ambience of light rain weather falling against a glass window skylight for a soft, calm dripping or tapping from the interior of a house. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:31
RAINGlas_InsJ_Rain-on-Windows_Interior_06_LOOP.wav	Background ambience of light rain weather falling against a glass window skylight for a soft, calm dripping or tapping from the interior of a house. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:31
RAINGlas_InsJ_Rain-on-Windows_Interior_07_LOOP.wav	Background ambience of light rain weather falling against a glass window skylight for a soft, calm dripping or tapping from the interior of a house. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:44
RAINGlas_InsJ_Rain-on-Windows_Interior_08_LOOP.wav	Background ambience of deep rain weather falling against a glass window skylight for a soft, calm dripping or tapping from the interior of a house. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:00
RAINGlas_InsJ_Rain-on-Windows_Interior_09_LOOP.wav	Background ambience of light rain weather falling against a glass window skylight for a soft, calm dripping or tapping from the interior of a house. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:01
RAINGlas_InsJ_Rain-on-Windows_Interior_10_LOOP.wav	Background ambience of light rain weather falling against a glass window skylight for a soft, calm dripping or tapping from the interior of a house. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:31
RAINGlas_InsJ_Rain-on-Windows_Interior_11_LOOP.wav	Background ambience of light rain weather falling against a glass window skylight for a soft, calm dripping or tapping from the interior of a house. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:32
RAINGlas_InsJ_Rain-on-Windows_Interior_12_LOOP.wav	Background ambience of light rain weather falling against a glass window skylight for a soft, calm dripping or tapping from the interior of a house. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:01
RAINGlas_InsJ_Rain-on-Windows_Interior_13_LOOP.wav	Background ambience of light rain weather falling against a glass window skylight for a soft, calm dripping or tapping from the interior of a house. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:31
RAINGlas_InsJ_Rain-on-Windows_Interior_14_LOOP.wav	Background ambience of rain weather falling against a glass window skylight for a soft, calm dripping or tapping from the interior of a house. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:40
RAINGlas_InsJ_Rain-on-Windows_Interior_15_LOOP.wav	Background ambience of light rain weather falling against a glass window skylight for a soft, calm dripping or tapping from the interior of a house. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:31

RAINGlas_InsJ_Rain-on-Windows_Interior_16_LOOP.wav	Background ambience of light rain weather falling against a glass window skylight for a soft, calm dripping or tapping from the interior of a house. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:30
RAINGlas_InsJ_Rain-on-Windows_Interior_17_LOOP_Wind.wav	Background ambience of light rain weather and wind gusts falling against a glass window skylight for a soft, calm dripping or tapping from the interior of a house with occasional wind sweeps. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:01
RAINGlas_InsJ_Rain-on-Windows_Interior_18_LOOP_Hail.wav	Background ambience of light rain and hail weather falling against a glass window skylight for a soft, calm dripping or tapping from the interior of a house. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:27
RAINGlas_InsJ_Rain-on-Windows_Interior_19_LOOP_Wind.wav	Background ambience of light rain weather and wind gusts falling against a glass window skylight for a soft, calm dripping or tapping from the interior of a house with occasional wind sweeps. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:01
RAINGlas_InsJ_Rain-on-Windows_Interior_20_LOOP.wav	Background ambience of light rain weather falling against a glass window skylight for a soft, calm dripping or tapping from the interior of a house. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:21
RAINPlas_InsJ_Ambience_Rain_Heavy_01-01_LOOP.wav	Background ambience of heavy rain on a plastic shed roof. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:01
RAINPlas_InsJ_Ambience_Rain_Heavy_01-02_LOOP.wav	Background ambience of heavy rain on a plastic shed roof. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:51
RAINVege_InsJ_Ambience_Rain_Moderate_01_LOOP.wav	Background ambience of moderate rain on vegetation such as hedges and grass, with large dripping on to dirt from a leaking gutter. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:31
RAINVege_InsJ_Ambience_Rain_Moderate_02_LOOP.wav	Background ambience of moderate rain on vegetation such as hedges and grass. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:21
RAINVege_InsJ_Ambience_Rain_Moderate_03_LOOP.wav	Background ambience of moderate rain on vegetation such as hedges and grass. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:24
STORM_InsJ_Ambience_Thunderstorm_Heavy_01-01_LOOP.wav	Background weather ambience or ambiance of a heavy raining thunderstorm or rainstorm, with loud rain and occasional close lightning strikes. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:30
STORM_InsJ_Ambience_Thunderstorm_Heavy_02-01_LOOP.wav	Background weather ambience or ambiance of a heavy raining thunderstorm or rainstorm, with loud rain and occasional close lightning strikes. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:30
STORM_InsJ_Ambience_Thunderstorm_Interior_01-01_LOOP.wav	Background weather ambience or ambiance of a heavy raining thunderstorm or rainstorm, with rain and occasional close lightning strikes recorded from the interior, inside of a house. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	32	2	01:31
STORM_InsJ_Ambience_Thunderstorm_Light_01-01_LOOP.wav	Background weather ambience or ambiance of a light raining thunderstorm or rainstorm, with mild rain and occasional distant lightning strikes. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:30
STORM_InsJ_Ambience_Thunderstorm_Light_02-01_LOOP.wav	Background weather ambience or ambiance of a light raining thunderstorm or rainstorm, with mild rain and occasional distant lightning strikes. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:30
STORM_InsJ_Ambience_Thunderstorm_Light_03-01_LOOP.wav	Background weather ambience or ambiance of a light raining thunderstorm or rainstorm, with mild rain and occasional distant lightning strikes. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:30
THUN_InsJ_Thunder_Close_01.wav	A close lightning thunder strike during a storm with no rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:33
THUN_InsJ_Thunder_Close_Rain_01.wav	A close lightning thunder strike during a storm with light rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:17
THUN_InsJ_Thunder_Close_Rain_02.wav	A close lightning thunder strike during a storm with light rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:20
THUN_InsJ_Thunder_Close_Rain_03.wav	A close lightning thunder strike during a storm with light rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:18
THUN_InsJ_Thunder_Close_Rain_04.wav	A close lightning thunder strike during a storm with light rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:24

THUN_InsJ_Thunder_Close_Rain_05.wav	A close lightning thunder strike during a storm with light rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:16
THUN_InsJ_Thunder_Close_Rain_06.wav	A close lightning thunder strike during a storm with light rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:18
THUN_InsJ_Thunder_Close_Rain_07.wav	A close lightning thunder strike during a storm with light rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:31
THUN_InsJ_Thunder_Close_Rain_08.wav	A close lightning thunder strike during a storm with light rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:16
THUN_InsJ_Thunder_Close_Rain_09.wav	A close lightning thunder strike during a storm with light rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:17
THUN_InsJ_Thunder_Close_Rain_10.wav	A close lightning thunder strike during a storm with light rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:14
THUN_InsJ_Thunder_Close_Rain_11.wav	A close lightning thunder strike during a storm with light rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:09
THUN_InsJ_Thunder_Close_Rain_12.wav	A close lightning thunder strike during a storm with light rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:21
THUN_InsJ_Thunder_Distant_01.wav	A distant booming lightning thunder strike during a storm with no rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:41
THUN_InsJ_Thunder_Distant_01_EQ.wav	A distant booming lightning thunder strike during a storm with no rain. Soft EQ noise removal. Compatible with the Universal Category System (UCS).	96000	24	2	00:41
THUN_InsJ_Thunder_Distant_02.wav	A distant booming lightning thunder strike during a storm with no rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:38
THUN_InsJ_Thunder_Distant_02_EQ.wav	A distant booming lightning thunder strike during a storm with no rain. Soft EQ noise removal. Compatible with the Universal Category System (UCS).	96000	24	2	00:38
THUN_InsJ_Thunder_Distant_03.wav	A distant booming lightning thunder strike during a storm with no rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:18
THUN_InsJ_Thunder_Distant_03_EQ.wav	A distant booming lightning thunder strike during a storm with no rain. Soft EQ noise removal. Compatible with the Universal Category System (UCS).	96000	24	2	00:18
THUN_InsJ_Thunder_Distant_04.wav	A distant booming lightning thunder strike during a storm with no rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:18
THUN_InsJ_Thunder_Distant_04_EQ.wav	A distant booming lightning thunder strike during a storm with no rain. Soft EQ noise removal. Compatible with the Universal Category System (UCS).	96000	24	2	00:18
THUN_InsJ_Thunder_Distant_05.wav	A distant booming lightning thunder strike during a storm with no rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:17
THUN_InsJ_Thunder_Distant_05_EQ.wav	A distant booming lightning thunder strike during a storm with no rain. Soft EQ noise removal. Compatible with the Universal Category System (UCS).	96000	24	2	00:17
THUN_InsJ_Thunder_Distant_06.wav	A distant booming lightning thunder strike during a storm with no rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:15
THUN_InsJ_Thunder_Distant_06_EQ.wav	A distant booming lightning thunder strike during a storm with no rain. Soft EQ noise removal. Compatible with the Universal Category System (UCS).	96000	24	2	00:15
THUN_InsJ_Thunder_Distant_07.wav	A distant booming lightning thunder strike during a storm with no rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:09
THUN_InsJ_Thunder_Distant_07_EQ.wav	A distant booming lightning thunder strike during a storm with no rain. Soft EQ noise removal. Compatible with the Universal Category System (UCS).	96000	24	2	00:09
THUN_InsJ_Thunder_Distant_08_Right-to-Left.wav	A distant booming lightning thunder strike during a storm with no rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:26
THUN_InsJ_Thunder_Distant_09_Right-to-Left.wav	A distant booming lightning thunder strike during a storm with no rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:24
THUN_InsJ_Thunder_Distant_10_Right-to-Left.wav	A distant booming lightning thunder strike during a storm with no rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:25
THUN_InsJ_Thunder_Distant_11.wav	A distant booming lightning thunder strike during a storm with no rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:28

THUN_InsJ_Thunder_Distant_12.wav	A distant booming lightning thunder strike during a storm with no rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:24
THUN_InsJ_Thunder_Distant_13.wav	A distant booming lightning thunder strike during a storm with no rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:31
THUN_InsJ_Thunder_Distant_14.wav	A distant booming lightning thunder strike during a storm with no rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:11
THUN_InsJ_Thunder_Distant_15.wav	A distant booming lightning thunder strike during a storm with no rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:09
THUN_InsJ_Thunder_Distant_Rain_01.wav	A distant booming lightning thunder strike during a storm with light rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:20
THUN_InsJ_Thunder_Distant_Rain_02.wav	A distant booming lightning thunder strike during a storm with light rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:20
THUN_InsJ_Thunder_Distant_Rain_03.wav	A distant booming lightning thunder strike during a storm with light rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:28
THUN_InsJ_Thunder_Extremely-Close_01.wav	An extremely or very close booming lightning thunder strike or clap during a storm with no rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:12
THUN_InsJ_Thunder_Extremely-Close_02.wav	An extremely or very close booming lightning thunder strike or clap during a storm with no rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:16
THUN_InsJ_Thunder_Extremely-Close_03.wav	An extremely or very close booming lightning thunder strike or clap during a storm with no rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:25
THUN_InsJ_Thunder_Extremely-Close_04.wav	An extremely or very close booming lightning thunder strike or clap during a storm with no rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:26
THUN_InsJ_Thunder_Extremely-Close_05.wav	An extremely or very close booming lightning thunder strike or clap during a storm with no rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:08
THUN_InsJ_Thunder_Extremely-Close_06.wav	An extremely or very close booming lightning thunder strike or clap during a storm with no rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:28
THUN_InsJ_Thunder_Extremely-Close_Rain_01.wav	An extremely or very close booming lightning thunder strike or clap during a storm with light rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:12
THUN_InsJ_Thunder_Extremely-Close_Rain_02.wav	An extremely or very close booming lightning thunder strike or clap during a storm with light rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:16
THUN_InsJ_Thunder_Extremely-Close_Rain_03.wav	An extremely or very close booming lightning thunder strike or clap during a storm with light rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:25
THUN_InsJ_Thunder_Extremely-Close_Rain_04.wav	An extremely or very close booming lightning thunder strike or clap during a storm with light rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:26
THUN_InsJ_Thunder_Extremely-Close_Rain_05.wav	An extremely or very close booming lightning thunder strike or clap during a storm with moderate rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:08
THUN_InsJ_Thunder_Extremely-Close_Rain_06.wav	An extremely or very close booming lightning thunder strike or clap during a storm with moderate rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
THUN_InsJ_Thunder_Extremely-Close_Rain_07.wav	An extremely or very close booming lightning thunder strike or clap during a storm with moderate rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:08
THUN_InsJ_Thunder_Very-Close_01.wav	A very close booming lightning thunder strike or clap during a storm with no rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:40
THUN_InsJ_Thunder_Very-Close_Rain_01.wav	A very close booming lightning thunder strike or clap during a storm with light rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:18
THUN_InsJ_Thunder_Very-Close_Rain_02.wav	A very close booming lightning thunder strike or clap during a storm with light rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:23
THUN_InsJ_Thunder_Very-Close_Rain_03.wav	A very close booming lightning thunder strike or clap during a storm with light rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:18
THUN_InsJ_Thunder_Very-Close_Rain_04.wav	A very close booming lightning thunder strike or clap during a storm with light rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:15
THUN_InsJ_Thunder_Very-Close_Rain_05.wav	A very close booming lightning thunder strike or clap during a storm with light rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:09

THUN_InsJ_Thunder_Very-Close_Rain_06.wav	A very close booming lightning thunder strike or clap during a storm with light rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:18
THUN_InsJ_Thunder_Very-Close_Rain_07.wav	A very close booming lightning thunder strike or clap during a storm with light rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:23
THUN_InsJ_Thunder_Very-Close_Rain_08.wav	A very close booming lightning thunder strike or clap during a storm with light rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:20
THUN_InsJ_Thunder_Very-Distant_01.wav	A very distant deep booming lightning thunder strike or clap during a far away storm with no rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:16
THUN_InsJ_Thunder_Very-Distant_01_EQ.wav	A very distant deep booming lightning thunder strike or clap during a far away storm with no rain. Soft EQ noise removal. Compatible with the Universal Category System (UCS).	96000	24	2	00:16
THUN_InsJ_Thunder_Very-Distant_02.wav	A very distant deep booming lightning thunder strike or clap during a far away storm with no rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:12
THUN_InsJ_Thunder_Very-Distant_02_EQ.wav	A very distant deep booming lightning thunder strike or clap during a far away storm with no rain. Soft EQ noise removal. Compatible with the Universal Category System (UCS).	96000	24	2	00:12
THUN_InsJ_Thunder_Very-Distant_03.wav	A very distant deep booming lightning thunder strike or clap during a far away storm with no rain. Compatible with the Universal Category System (UCS).	96000	24	2	00:16
THUN_InsJ_Thunder_Very-Distant_03_EQ.wav	A very distant deep booming lightning thunder strike or clap during a far away storm with no rain. Soft EQ noise removal. Compatible with the Universal Category System (UCS).	96000	24	2	00:16
TOOLHand_InsJ_Screwdriver_Ratchet_Multi_Fast_01.wav	A small metal and plastic ratchet screwdriver being twisted for a rhythmic clicking or ticking. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
TOOLHand_InsJ_Screwdriver_Ratchet_Multi_Moderate_01.wav	A small metal and plastic ratchet screwdriver being twisted for a rhythmic clicking or ticking. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
TOOLHand_InsJ_Screwdriver_Ratchet_Multi_Slow_01.wav	A small metal and plastic ratchet screwdriver being twisted for a rhythmic clicking or ticking. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
TOONHorn_InsJ_Horn-Bulb_Car_Old-Manual-Squeeze_01.wav	An antique car bulb horn being manually squeezed for a classic, comedic, cartoon honking or beeping. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
TOONHorn_InsJ_Horn-Bulb_Car_Old-Manual-Squeeze_Double_01.wav	An antique car bulb horn being manually squeezed for a classic, comedic, cartoon honking or beeping. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
TOONHorn_InsJ_Horn-Bulb_Car_Old-Manual-Squeeze_Rapid_01.wav	An antique car bulb horn being rapidly squeezed for a classic, comedic, cartoon honking or beeping. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
TOONHorn_InsJ_Horn-Bulb_Car_Old-Manual-Squeeze_Rapid_02.wav	An antique car bulb horn being rapidly squeezed for a classic, comedic, cartoon honking or beeping. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
TOONHorn_InsJ_Horn-Bulb_Car_Old-Manual-Squeeze_Rapid_03.wav	An antique car bulb horn being rapidly squeezed for a classic, comedic, cartoon honking or beeping. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
TOONHorn_InsJ_Horn-Bulb_Car_Old-Manual-Squeeze_Single_01.wav	An antique car bulb horn being manually squeezed for a classic, comedic, cartoon honking or beeping. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
TOONHorn_InsJ_Horn-Bulb_Car_Old-Manual-Squeeze_Single_02.wav	An antique car bulb horn being manually squeezed for a classic, comedic, cartoon honking or beeping. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
TOONHorn_InsJ_Horn-Bulb_Car_Old-Manual-Squeeze_Triple_01.wav	An antique car bulb horn being manually squeezed for a classic, comedic, cartoon honking or beeping. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
TOYMisc_InsJ_Toy_Plastic-Corn-Popper_Moving_Fast_01-01.wav	A plastic toy corn popper being pushed along a carpeted floor for a playful childish popping sound. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
TOYMisc_InsJ_Toy_Plastic-Corn-Popper_Moving_Normal_01-01.wav	A plastic toy corn popper being pushed along a carpeted floor for a playful childish popping sound. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
TOYMisc_InsJ_Toy_Plastic-Corn-Popper_Single_Close_01-01.wav	A plastic toy corn popper being pushed along a carpeted floor for a playful childish popping sound. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
TOYMisc_InsJ_Toy_Plastic-Corn-Popper_Single_Close_01-02.wav	A plastic toy corn popper being pushed along a carpeted floor for a playful childish popping sound. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
TOYMisc_InsJ_Toy_Plastic-Corn-Popper_Single_Close_01-03.wav	A plastic toy corn popper being pushed along a carpeted floor for a playful childish popping sound. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
TOYMisc_InsJ_Toy_Plastic-Corn-Popper_Single_Distant_01-01.wav	A plastic toy corn popper being pushed along a carpeted floor for a playful childish popping sound. Compatible with the Universal Category System (UCS).	96000	24	2	00:02

TOYMisc_InsJ_Toy_Plastic-Corn-Popper_Single_Distant_01-02.wav	A plastic toy corn popper being pushed along a carpeted floor for a playful childish popping sound. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
TOYMisc_InsJ_Toy_Plastic-Corn-Popper_Single_Distant_01-03.wav	A plastic toy corn popper being pushed along a carpeted floor for a playful childish popping sound. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
TOYMisc_InsJ_Toy_Plastic-Rainstick_Close_Very-Long_01-01.wav	A plastic toy rain stick being flipped upside down, allowing the small plastic balls and pebbles to fall through the toy, imitating the sound of rain or a hissing snake. Compatible with the Universal Category System (UCS).	96000	24	2	00:08
TOYMisc_InsJ_Toy_Plastic-Rainstick_Close_Very-Long_02-01.wav	A plastic toy rain stick being flipped upside down, allowing the small plastic balls and pebbles to fall through the toy, imitating the sound of rain or a hissing snake. Compatible with the Universal Category System (UCS).	96000	24	2	00:08
TOYMisc_InsJ_Toy_Plastic-Rainstick_Distant_Very-Long_01-01.wav	A plastic toy rain stick being flipped upside down, allowing the small plastic balls and pebbles to fall through the toy, imitating the sound of rain or a hissing snake. Compatible with the Universal Category System (UCS).	96000	24	2	00:08
TOYMisc_InsJ_Toy_Plastic-Rainstick_Distant_Very-Long_02-01.wav	A plastic toy rain stick being flipped upside down, allowing the small plastic balls and pebbles to fall through the toy, imitating the sound of rain or a hissing snake. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
TOYMisc_InsJ_Toy_Plastic-Rainstick_Pulsing_Long_01-01.wav	A plastic toy rain stick being flipped upside down, allowing the small plastic balls and pebbles to fall through the toy, imitating the sound of rain or a hissing snake. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
TOYMisc_InsJ_Toy_Plastic-Rainstick_Pulsing_Very-Long_01-01.wav	A plastic toy rain stick being flipped upside down, allowing the small plastic balls and pebbles to fall through the toy, imitating the sound of rain or a hissing snake. Compatible with the Universal Category System (UCS).	96000	24	2	00:21
TOYMisc_InsJ_Toy_Squeaking-01_Double_Distant_01-01.wav	A small plastic cat, dog or pet toy being squeezed to produce a high pitched squeaking, chirping or shrieking. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
TOYMisc_InsJ_Toy_Squeaking-01_Double_Distant_01-02.wav	A small plastic cat, dog or pet toy being squeezed to produce a high pitched squeaking, chirping or shrieking. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
TOYMisc_InsJ_Toy_Squeaking-01_Double_Distant_01-03.wav	A small plastic cat, dog or pet toy being squeezed to produce a high pitched squeaking, chirping or shrieking. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
TOYMisc_InsJ_Toy_Squeaking-01_Single_Distant_01-01.wav	A small plastic cat, dog or pet toy being squeezed to produce a high pitched squeaking, chirping or shrieking. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
TOYMisc_InsJ_Toy_Squeaking-01_Single_Distant_01-02.wav	A small plastic cat, dog or pet toy being squeezed to produce a high pitched squeaking, chirping or shrieking. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
TOYMisc_InsJ_Toy_Squeaking-02_Double_Close_01-01.wav	A small plastic cat, dog or pet toy being squeezed to produce a high pitched squeaking, chirping or shrieking. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
TOYMisc_InsJ_Toy_Squeaking-02_Double_Close_01-02.wav	A small plastic cat, dog or pet toy being squeezed to produce a high pitched squeaking, chirping or shrieking. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
TOYMisc_InsJ_Toy_Squeaking-02_Double_Close_01-03.wav	A small plastic cat, dog or pet toy being squeezed to produce a high pitched squeaking, chirping or shrieking. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
TOYMisc_InsJ_Toy_Squeaking-02_Double_Close_01-04.wav	A small plastic cat, dog or pet toy being squeezed to produce a high pitched squeaking, chirping or shrieking. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
TOYMisc_InsJ_Toy_Squeaking-02_Double_Close_01-05.wav	A small plastic cat, dog or pet toy being squeezed to produce a high pitched squeaking, chirping or shrieking. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
TOYMisc_InsJ_Toy_Squeaking-02_Double_Distant_01-01.wav	A small plastic cat, dog or pet toy being squeezed to produce a high pitched squeaking, chirping or shrieking. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
TOYMisc_InsJ_Toy_Squeaking-02_Double_Distant_01-02.wav	A small plastic cat, dog or pet toy being squeezed to produce a high pitched squeaking, chirping or shrieking. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
TOYMisc_InsJ_Toy_Squeaking-02_Double_Distant_01-03.wav	A small plastic cat, dog or pet toy being squeezed to produce a high pitched squeaking, chirping or shrieking. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIAlert_InsJ_UI_Glass-Clink_01.wav	The bright clinking of glass shards to produce this small, soft user interface alert or notification. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIAlert_InsJ_UI_Mechanical_Error_01_FX.wav	Mechanical machine user interface error alert when a problem or issue arises. A printer extract descending in pitch with a descending echo delay.	96000	24	2	00:02

UIAlert_InsJ_UI_Mechanical_Error_01_Raw.wav	Mechanical machine user interface error alert when a problem or issue arises. A printer extract descending in pitch.	96000	24	2	00:01
UIAlert_InsJ_UI_Mechanical_Notification_01_FX.wav	Mechanical machine user interface receiving a notification alert or popup message. A reversed sweep with an echo delay into an ascending printer extract with tremolo and a bass tone ascending in perfect fifths.	96000	24	2	00:03
UIAlert_InsJ_UI_Mechanical_Notification_01_Raw.wav	Mechanical machine user interface receiving a notification alert or popup message. A reversed sweep with an echo delay into an ascending printer extract.	96000	24	2	00:02
UIAlert_InsJ_UI_Mechanical_Turning-Off_01_FX.wav	Mechanical machine user interface turning off or shutting down. A printer extract descending in pitch with descending stereo echo delay.	96000	24	2	00:04
UIAlert_InsJ_UI_Mechanical_Turning-Off_01_Raw.wav	Mechanical machine user interface turning off or shutting down. A printer extract descending in pitch.	96000	24	2	00:03
UIAlert_InsJ_UI_Mechanical_Turning-On_01_FX.wav	Mechanical machine user interface turning on, booting up or activating. A printer extract ascending in pitch with a final metallic clanking and additional deep bass booming and echo delay.	96000	24	2	00:08
UIAlert_InsJ_UI_Mechanical_Turning-On_01_Raw.wav	Mechanical machine user interface turning on, booting up or activating. A printer extract ascending in pitch with a final metallic clanking.	96000	24	2	00:04
UIBeep_InsJ_UI_Confirmation-Alert_Synthesized_01-01.wav	A digital synthesized or synthesised user interface (UI) alert, notification, selection, pressing, choosing, or other interactive input from the player or command. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIBeep_InsJ_UI_Confirmation-Alert_Synthesized_01-02.wav	A digital synthesized or synthesised user interface (UI) alert, notification, selection, pressing, choosing, or other interactive input from the player or command. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIBeep_InsJ_UI_Confirmation-Alert_Synthesized_01-03.wav	A digital synthesized or synthesised user interface (UI) alert, notification, selection, pressing, choosing, or other interactive input from the player or command. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIBeep_InsJ_UI_Confirmation-Alert_Synthesized_01-04.wav	A digital synthesized or synthesised user interface (UI) alert, notification, selection, pressing, choosing, or other interactive input from the player or command. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIBeep_InsJ_UI_Confirmation-Alert_Synthesized_01-05.wav	A digital synthesized or synthesised user interface (UI) alert, notification, selection, pressing, choosing, or other interactive input from the player or command. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIBeep_InsJ_UI_Confirmation-Alert_Synthesized_01-06.wav	A digital synthesized or synthesised user interface (UI) alert, notification, selection, pressing, choosing, or other interactive input from the player or command. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIBeep_InsJ_UI_Confirmation-Alert_Synthesized_01-07.wav	A digital synthesized or synthesised user interface (UI) alert, notification, selection, pressing, choosing, or other interactive input from the player or command. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIBeep_InsJ_UI_Confirmation-Alert_Synthesized_01-08.wav	A digital synthesized or synthesised user interface (UI) alert, notification, selection, pressing, choosing, or other interactive input from the player or command. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIBeep_InsJ_UI_Confirmation-Alert_Synthesized_01-09.wav	A digital synthesized or synthesised user interface (UI) alert, notification, selection, pressing, choosing, or other interactive input from the player or command. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIBeep_InsJ_UI_Confirmation-Alert_Synthesized_01-10.wav	A digital synthesized or synthesised user interface (UI) alert, notification, selection, pressing, choosing, or other interactive input from the player or command. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIBeep_InsJ_UI_Confirmation-Alert_Synthesized_02-01.wav	A digital synthesized or synthesised user interface (UI) alert, notification, selection, pressing, choosing, or other interactive input from the player or command. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
UIBeep_InsJ_UI_Confirmation-Alert_Synthesized_02-02.wav	A digital synthesized or synthesised user interface (UI) alert, notification, selection, pressing, choosing, or other interactive input from the player or command. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
UIBeep_InsJ_UI_Confirmation-Alert_Synthesized_02-03.wav	A digital synthesized or synthesised user interface (UI) alert, notification, selection, pressing, choosing, or other interactive input from the player or command. Compatible with the Universal Category System (UCS).	96000	24	2	00:02

UIBeep_InsJ_UI_Confirmation-Alert_Synthesized_02-04.wav	A digital synthesized or synthesised user interface (UI) alert, notification, selection, pressing, choosing, or other interactive input from the player or command. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
UIBeep_InsJ_UI_Confirmation-Alert_Synthesized_02-05.wav	A digital synthesized or synthesised user interface (UI) alert, notification, selection, pressing, choosing, or other interactive input from the player or command. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
UIBeep_InsJ_UI_Confirmation-Alert_Synthesized_02-06.wav	A digital synthesized or synthesised user interface (UI) alert, notification, selection, pressing, choosing, or other interactive input from the player or command. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
UIBeep_InsJ_UI_Confirmation-Alert_Synthesized_02-07.wav	A digital synthesized or synthesised user interface (UI) alert, notification, selection, pressing, choosing, or other interactive input from the player or command. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
UIBeep_InsJ_UI_Confirmation-Alert_Synthesized_02-08.wav	A digital synthesized or synthesised user interface (UI) alert, notification, selection, pressing, choosing, or other interactive input from the player or command. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
UIBeep_InsJ_UI_Confirmation-Alert_Synthesized_02-09.wav	A digital synthesized or synthesised user interface (UI) alert, notification, selection, pressing, choosing, or other interactive input from the player or command. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
UIBeep_InsJ_UI_Confirmation-Alert_Synthesized_02-10.wav	A digital synthesized or synthesised user interface (UI) alert, notification, selection, pressing, choosing, or other interactive input from the player or command. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
UIBeep_InsJ_UI_Confirmation-Alert_Synthesized_03-01.wav	A digital synthesized or synthesised user interface (UI) alert, notification, selection, pressing, choosing, or other interactive input from the player or command. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
UIBeep_InsJ_UI_Confirmation-Alert_Synthesized_03-02.wav	A digital synthesized or synthesised user interface (UI) alert, notification, selection, pressing, choosing, or other interactive input from the player or command. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
UIBeep_InsJ_UI_Confirmation-Alert_Synthesized_03-03.wav	A digital synthesized or synthesised user interface (UI) alert, notification, selection, pressing, choosing, or other interactive input from the player or command. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
UIBeep_InsJ_UI_Confirmation-Alert_Synthesized_03-04.wav	A digital synthesized or synthesised user interface (UI) alert, notification, selection, pressing, choosing, or other interactive input from the player or command. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
UIBeep_InsJ_UI_Confirmation-Alert_Synthesized_03-05.wav	A digital synthesized or synthesised user interface (UI) alert, notification, selection, pressing, choosing, or other interactive input from the player or command. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
UIBeep_InsJ_UI_Confirmation-Alert_Synthesized_03-06.wav	A digital synthesized or synthesised user interface (UI) alert, notification, selection, pressing, choosing, or other interactive input from the player or command. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
UIBeep_InsJ_UI_Confirmation-Alert_Synthesized_03-07.wav	A digital synthesized or synthesised user interface (UI) alert, notification, selection, pressing, choosing, or other interactive input from the player or command. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
UIBeep_InsJ_UI_Confirmation-Alert_Synthesized_03-08.wav	A digital synthesized or synthesised user interface (UI) alert, notification, selection, pressing, choosing, or other interactive input from the player or command. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
UIBeep_InsJ_UI_Confirmation-Alert_Synthesized_03-09.wav	A digital synthesized or synthesised user interface (UI) alert, notification, selection, pressing, choosing, or other interactive input from the player or command. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
UIBeep_InsJ_UI_Confirmation-Alert_Synthesized_03-10.wav	A digital synthesized or synthesised user interface (UI) alert, notification, selection, pressing, choosing, or other interactive input from the player or command. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
UIClick_InsJ_UI_Mechanical_Cancel_01_FX.wav	Mechanical machine user interface cancelling a selection or returning back to a previous menu.	96000	24	2	00:01

UIClick_InsJ_UI_Mechanical_Cancel_01_Raw.wav	Mechanical machine user interface cancelling a selection or returning back to a previous menu. A piston button being pressed.	96000	24	2	00:01
UIClick_InsJ_UI_Mechanical_Confirm_01_FX.wav	Mechanical machine user interface confirming a final selection on a menu or list. A raw printer extract with an echo delay and an ascending echo delay.	96000	24	2	00:05
UIClick_InsJ_UI_Mechanical_Confirm_01_FX_Rev.wav	UI_Mechanical_Confirm_01_FX_Rev.wav Mechanical machine user interface confirming a final selection on a menu or list. A raw printer extract with an echo delay and an ascending echo delay. Reverberation. 96000 24 2 00:07	96000	24	2	00:07
UIClick_InsJ_UI_Mechanical_Confirm_01_Raw.wav	Mechanical machine user interface confirming a final selection on a menu or list. A raw printer extract with an echo delay.	96000	24	2	00:04
UIClick_InsJ_UI_Mechanical_Confirm_01_Raw_Rev.wav	Mechanical machine user interface confirming a final selection on a menu or list. A raw printer extract with an echo delay. Reverberation.	96000	24	2	00:07
UIClick_InsJ_UI_Mechanical_Move_01.wav	Mechanical machine user interface moving or choosing between different options on a menu or list. A plastic piston button.	96000	24	2	00:01
UIClick_InsJ_UI_Mechanical_Move_02.wav	Mechanical machine user interface moving or choosing between different options on a menu or list. A plastic piston button.	96000	24	2	00:01
UIClick_InsJ_UI_Mechanical_Move_03.wav	Mechanical machine user interface moving or choosing between different options on a menu or list. A plastic piston button.	96000	24	2	00:01
UIClick_InsJ_UI_Mechanical_Select_01_FX.wav	Mechanical machine user interface for selecting, choosing, entering, or confirming an option in a menu or list. A plastic door handle with an ascending echo delay.	96000	24	2	00:02
UIClick_InsJ_UI_Mechanical_Select_01_Raw.wav	Mechanical machine user interface for selecting, choosing, entering, or confirming an option in a menu or list. A plastic door handle.	96000	24	2	00:01
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_01-01_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:08
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_01-02_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:08
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_01-03_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_01-04_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_01-05_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_01-06_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_01-07_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_01-08_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_01-09_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_01-10_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_02-01_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:06

UIGlitch_InsJ_Glitching_Digital_Data-Corruption_02-02.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_02-03_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_02-04_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_02-05_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_02-06_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_02-07.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_02-08_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_03-01_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_03-02_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_03-03_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_03-04_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_03-05_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_04-01_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_04-02_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_04-03_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_04-04_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_04-05_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_04-06_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:03

UIGlitch_InsJ_Glitching_Digital_Data-Corruption_04-07_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_04-08_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_05-01_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_05-02_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_05-03_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_05-04_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_05-05_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_05-06_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_05-07_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_05-08_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_05-09_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_05-10_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_05-11_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_05-12_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_05-13_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_05-14_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_05-15_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_05-16_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:02

UIGlitch_InsJ_Glitching_Digital_Data-Corruption_05-17_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_05-18_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_05-19_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_05-20_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:14
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_06-01_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_06-02_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_06-03_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_06-04_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_06-05_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_06-06_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_06-07_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_07-01_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_07-02_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_07-03_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_07-04_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_07-05_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_07-06_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_07-07_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:03

UIGlitch_InsJ_Glitching_Digital_Data-Corruption_07-08_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_07-09_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_07-10_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_07-11_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_07-12_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_07-13_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_07-14_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_07-15_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_07-16_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_07-17_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_07-18_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_07-19_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
UIGlitch_InsJ_Glitching_Digital_Data-Corruption_07-20_LOOP.wav	Harsh raw computer digital glitching and destruction of data with distortion, dissonance and random chaos, beeps, noise static. Seamlessly loopable. Stereophonic. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIGlitch_InsJ_Glitching_Electric-Chess-Board_01-01_LOOP.wav	A broken electronic digital chess board glitching with a harsh static sizzling. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
UIMisc_InsJ_Dialogue-Text-Scrolling_Glitch_01-01_LOOP.wav	A glitching user interface text scrolling to accompany dialogue, a conversation or other speech. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIMisc_InsJ_Dialogue-Text-Scrolling_Glitch_01-02_LOOP.wav	A glitching user interface text scrolling to accompany dialogue, a conversation or other speech. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIMisc_InsJ_Dialogue-Text-Scrolling_Glitch_01-03_LOOP.wav	A glitching user interface text scrolling to accompany dialogue, a conversation or other speech. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIMisc_InsJ_Dialogue-Text-Scrolling_Glitch_01-04_LOOP.wav	A glitching user interface text scrolling to accompany dialogue, a conversation or other speech. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIMisc_InsJ_Dialogue-Text-Scrolling_Glitch_01-05_LOOP.wav	A glitching user interface text scrolling to accompany dialogue, a conversation or other speech. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIMisc_InsJ_Dialogue-Text-Scrolling_Glitch_01-06_LOOP.wav	A glitching user interface text scrolling to accompany dialogue, a conversation or other speech. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:01

UIMisc_InsJ_Dialogue-Text-Scrolling_Glitch_01-07_LOOP.wav	A glitching user interface text scrolling to accompany dialogue, a conversation or other speech. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIMisc_InsJ_Dialogue-Text-Scrolling_Glitch_01-08_LOOP.wav	A glitching user interface text scrolling to accompany dialogue, a conversation or other speech. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIMisc_InsJ_Dialogue-Text-Scrolling_Glitch_01-09_LOOP.wav	A glitching user interface text scrolling to accompany dialogue, a conversation or other speech. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIMisc_InsJ_Dialogue-Text-Scrolling_Glitch_01-10_LOOP.wav	A glitching user interface text scrolling to accompany dialogue, a conversation or other speech. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIMisc_InsJ_Dialogue-Text-Scrolling_Glitch_01-11_LOOP.wav	A glitching user interface text scrolling to accompany dialogue, a conversation or other speech. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIMisc_InsJ_Dialogue-Text-Scrolling_Glitch_01-12_LOOP.wav	A glitching user interface text scrolling to accompany dialogue, a conversation or other speech. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIMisc_InsJ_Dialogue-Text-Scrolling_Glitch_01-13_LOOP.wav	A glitching user interface text scrolling to accompany dialogue, a conversation or other speech. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIMisc_InsJ_Dialogue-Text-Scrolling_Glitch_01-14_LOOP.wav	A glitching user interface text scrolling to accompany dialogue, a conversation or other speech. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIMisc_InsJ_Dialogue-Text-Scrolling_Glitch_01-15_LOOP.wav	A glitching user interface text scrolling to accompany dialogue, a conversation or other speech. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIMisc_InsJ_Dialogue-Text-Scrolling_Glitch_01-16_LOOP.wav	A glitching user interface text scrolling to accompany dialogue, a conversation or other speech. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIMisc_InsJ_Dialogue-Text-Scrolling_Glitch_01-17_LOOP.wav	A glitching user interface text scrolling to accompany dialogue, a conversation or other speech. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIMisc_InsJ_Dialogue-Text-Scrolling_Glitch_01-18_LOOP.wav	A glitching user interface text scrolling to accompany dialogue, a conversation or other speech. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIMisc_InsJ_Dialogue-Text-Scrolling_Glitch_01-19_LOOP.wav	A glitching user interface text scrolling to accompany dialogue, a conversation or other speech. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIMisc_InsJ_Dialogue-Text-Scrolling_Glitch_01-20_LOOP.wav	A glitching user interface text scrolling to accompany dialogue, a conversation or other speech. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIMisc_InsJ_Dialogue-Text-Scrolling_Glitch_01-21_LOOP.wav	A glitching user interface text scrolling to accompany dialogue, a conversation or other speech. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIMisc_InsJ_Dialogue-Text-Scrolling_Glitch_01-22_LOOP.wav	A glitching user interface text scrolling to accompany dialogue, a conversation or other speech. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIMisc_InsJ_Dialogue-Text-Scrolling_Glitch_01-23_LOOP.wav	A glitching user interface text scrolling to accompany dialogue, a conversation or other speech. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
UIMisc_InsJ_UI_Mechanical_Loading_01_FX_01_LOOP.wav	Mechanical machine user interface loading loop. A series of multiple printers and their printing mechanisms with an additional ascending echo delay tone. Seamless looping.	96000	24	2	00:19
UIMisc_InsJ_UI_Mechanical_Loading_01_FX_02_LOOP.wav	Mechanical machine user interface loading loop. A series of multiple tremolo printers and their printing mechanisms with an additional ascending echo delay tone and error beeping. Seamless looping.	96000	24	2	00:19
UIMisc_InsJ_UI_Mechanical_Loading_01_Raw_LOOP.wav	Mechanical machine user interface loading loop. A series of multiple printers and their printing mechanisms. Seamless looping.	96000	24	2	00:20
UIMisc_InsJ_UI_Mechanical_Text-Scroll_01_FX_01_LOOP.wav	Mechanical machine user interface for scrolling text character dialogue in conversation. A sped up clock ticking pitched down. Seamless looping.	96000	24	2	00:01
UIMisc_InsJ_UI_Mechanical_Text-Scroll_01_FX_02_LOOP.wav	Mechanical machine user interface for scrolling text character dialogue in conversation. A sped up clock ticking pitched up. Seamless looping.	96000	24	2	00:01
UIMisc_InsJ_UI_Mechanical_Text-Scroll_01_FX_03_LOOP.wav	Mechanical machine user interface for scrolling text character dialogue in conversation. A sped up clock ticking pitched up and distorted. Seamless looping.	96000	24	2	00:01
UIMisc_InsJ_UI_Mechanical_Text-Scroll_01_Raw_LOOP.wav	Mechanical machine user interface for scrolling text character dialogue in conversation. A sped up clock ticking. Seamless looping.	96000	24	2	00:01
VEGELeaf_InsJ_Crunching_Dry-Leaves-and-Bracken_01-01.wav	Crunching, cracking and breaking a collection of dry leaves and dead bracken. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
VEGELeaf_InsJ_Crunching_Dry-Leaves-and-Bracken_01-02.wav	Crunching, cracking and breaking a collection of dry leaves and dead bracken. Compatible with the Universal Category System (UCS).	96000	24	2	00:02

VEGELeaf_InsJ_Crunching_Dry-Leaves-and-Bracken_01-03.wav	Crunching, cracking and breaking a collection of dry leaves and dead bracken. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
VEGELeaf_InsJ_Crunching_Dry-Leaves-and-Bracken_01-04.wav	Crunching, cracking and breaking a collection of dry leaves and dead bracken. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
VEGELeaf_InsJ_Crunching_Dry-Leaves-and-Bracken_01-05.wav	Crunching, cracking and breaking a collection of dry leaves and dead bracken. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
VOXScrm_InsJ_Voice_Pained-Yell_Male_01-01.wav	A human male screaming in a pained, painful yelling or exlamation due to injury. Compatible with the Universal Category System (UCS).	96000	24	1	00:01
VOXScrm_InsJ_Voice_Pained-Yell_Male_01-02.wav	A human male screaming in a pained, painful yelling or exlamation due to injury. Compatible with the Universal Category System (UCS).	96000	24	1	00:01
VOXScrm_InsJ_Voice_Pained-Yell_Male_01-03.wav	A human male screaming in a pained, painful yelling or exlamation due to injury. Compatible with the Universal Category System (UCS).	96000	24	1	00:01
VOXScrm_InsJ_Voice_Pained-Yell_Male_01-04.wav	A human male screaming in a pained, painful yelling or exlamation due to injury. Compatible with the Universal Category System (UCS).	96000	24	1	00:01
VOXScrm_InsJ_Voice_Pained-Yell_Male_01-05.wav	A human male screaming in a pained, painful yelling or exlamation due to injury. Compatible with the Universal Category System (UCS).	96000	24	1	00:01
WINDDsgn_InsJ_Wind_Hybrid_01-02_LOOP.wav	Artificially synthesized wind combined with realistic wind through trees, leaves and foliage, creating a stormy, windy breeze. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:01
WINDDsgn_InsJ_Wind_Hybrid_01-05_LOOP.wav	Artificially synthesized wind combined with realistic wind through trees, leaves and foliage, creating a stormy, windy breeze. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:00
WINDDsgn_InsJ_Wind_Hybrid_02-02_LOOP.wav	Artificially synthesized wind combined with realistic wind through trees, leaves and foliage, creating a stormy, windy breeze. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:01
WINDDsgn_InsJ_Wind_Hybrid_03-01_LOOP.wav	Artificially synthesized wind combined with realistic wind through trees, leaves and foliage, creating a stormy, windy breeze. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:01
WINDDsgn_InsJ_Wind_Hybrid_03-02_LOOP.wav	Artificially synthesized wind combined with realistic wind through trees, leaves and foliage, creating a stormy, windy breeze. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:01
WINDDsgn_InsJ_Wind_Hybrid_03-05_LOOP.wav	Artificially synthesized wind combined with realistic wind through trees, leaves and foliage, creating a stormy, windy breeze. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:01
WINDDsgn_InsJ_Wind_Hybrid_04-02_LOOP.wav	Artificially synthesized wind combined with realistic wind through trees, leaves and foliage, creating a stormy, windy breeze. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:31
WINDDsgn_InsJ_Wind_Hybrid_04-05_LOOP.wav	Artificially synthesized wind combined with realistic wind through trees, leaves and foliage, creating a stormy, windy breeze. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:31
WINDDsgn_InsJ_Wind_Hybrid_04-06_LOOP.wav	Artificially synthesized wind combined with realistic wind through trees, leaves and foliage, creating a stormy, windy breeze. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:31
WINDDsgn_InsJ_Wind_Hybrid_05-06_LOOP.wav	Artificially synthesized wind combined with realistic wind through trees, leaves and foliage, creating a stormy, windy breeze. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:31
WINDDsgn_InsJ_Wind_Hybrid_05-08_LOOP.wav	Artificially synthesized wind combined with realistic wind through trees, leaves and foliage, creating a stormy, windy breeze. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:31
WINDDsgn_InsJ_Wind_Hybrid_06-01_LOOP.wav	Artificially synthesized wind combined with realistic wind through trees, leaves and foliage, creating a stormy, windy breeze. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:30
WINDDsgn_InsJ_Wind_Hybrid_06-04_LOOP.wav	Artificially synthesized wind combined with realistic wind through trees, leaves and foliage, creating a stormy, windy breeze. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:31
WINDDsgn_InsJ_Wind_Hybrid_07-04_LOOP.wav	Artificially synthesized wind combined with realistic wind through trees, leaves and foliage, creating a stormy, windy breeze. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:31
WINDDsgn_InsJ_Wind_Synthesized_01-03.wav	Artificially synthesized wind creating a cold, winter, icy breeze. Compatible with the Universal Category System (UCS).	96000	24	2	01:35
WINDDsgn_InsJ_Wind_Synthesized_02-01.wav	Artificially synthesized wind creating a cold, winter, icy breeze. Compatible with the Universal Category System (UCS).	96000	24	2	01:35
WINDDsgn_InsJ_Wind_Synthesized_02-05_LOOP.wav	Artificially synthesized wind creating a cold, winter, icy breeze. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:01
WINDGust_InsJ_Wind_Gust_Interior_01-01.wav	A muffled windy weather gust from a storm rushing and blowing against a house. Recorded from the interior, inside of the house. Compatible with the Universal Category System (UCS).	96000	24	2	00:19

WINDGust_InsJ_Wind_Gust_Interior_01-02.wav	A muffled windy weather gust from a storm rushing and blowing against a house. Recorded from the interior, inside of the house. Compatible with the Universal Category System (UCS).	96000	24	2	00:10
WINDGust_InsJ_Wind_Gust_Interior_01-02_EQ.wav	A muffled windy weather gust from a storm rushing and blowing against a house. Recorded from the interior, inside of the house. Soft EQ noise removal. Compatible with the Universal Category System (UCS).	96000	24	2	00:10
WINDGust_InsJ_Wind_Gust_Interior_01-03.wav	A muffled windy weather gust from a storm rushing and blowing against a house. Recorded from the interior, inside of the house. Compatible with the Universal Category System (UCS).	96000	24	2	00:09
WINDGust_InsJ_Wind_Gust_Interior_01-03_EQ.wav	A muffled windy weather gust from a storm rushing and blowing against a house. Recorded from the interior, inside of the house. Soft EQ noise removal. Compatible with the Universal Category System (UCS).	96000	24	2	00:09
WINDGust_InsJ_Wind_Gust_Interior_01-04.wav	A muffled windy weather gust from a storm rushing and blowing against a house. Recorded from the interior, inside of the house. Compatible with the Universal Category System (UCS).	96000	24	2	00:11
WINDGust_InsJ_Wind_Gust_Interior_01-04_EQ.wav	A muffled windy weather gust from a storm rushing and blowing against a house. Recorded from the interior, inside of the house. Soft EQ noise removal. Compatible with the Universal Category System (UCS).	96000	24	2	00:11
WINDGust_InsJ_Wind_Gust_Interior_01-05.wav	A muffled windy weather gust from a storm rushing and blowing against a house. Recorded from the interior, inside of the house. Compatible with the Universal Category System (UCS).	96000	24	2	00:18
WINDGust_InsJ_Wind_Gust_Interior_01-05_EQ.wav	A muffled windy weather gust from a storm rushing and blowing against a house. Recorded from the interior, inside of the house. Soft EQ noise removal. Compatible with the Universal Category System (UCS).	96000	24	2	00:18
WINDGust_InsJ_Wind_Gust_Interior_01-06.wav	A muffled windy weather gust from a storm rushing and blowing against a house. Recorded from the interior, inside of the house. Compatible with the Universal Category System (UCS).	96000	24	2	00:15
WINDGust_InsJ_Wind_Gust_Interior_01-06_EQ.wav	A muffled windy weather gust from a storm rushing and blowing against a house. Recorded from the interior, inside of the house. Soft EQ noise removal. Compatible with the Universal Category System (UCS).	96000	24	2	00:15
WINDGust_InsJ_Wind_Gust_Interior_01-07.wav	A muffled windy weather gust from a storm rushing and blowing against a house. Recorded from the interior, inside of the house. Compatible with the Universal Category System (UCS).	96000	24	2	00:20
WINDGust_InsJ_Wind_Gust_Interior_01-07_EQ.wav	A muffled windy weather gust from a storm rushing and blowing against a house. Recorded from the interior, inside of the house. Soft EQ noise removal. Compatible with the Universal Category System (UCS).	96000	24	2	00:20
WINDGust_InsJ_Wind_Gust_Interior_01-08.wav	A muffled windy weather gust from a storm rushing and blowing against a house. Recorded from the interior, inside of the house. Compatible with the Universal Category System (UCS).	96000	24	2	00:10
WINDGust_InsJ_Wind_Gust_Interior_01-08_EQ.wav	A muffled windy weather gust from a storm rushing and blowing against a house. Recorded from the interior, inside of the house. Soft EQ noise removal. Compatible with the Universal Category System (UCS).	96000	24	2	00:10
WINDGust_InsJ_Wind_Gust_Interior_01-09.wav	A muffled windy weather gust from a storm rushing and blowing against a house. Recorded from the interior, inside of the house. Compatible with the Universal Category System (UCS).	96000	24	2	00:18
WINDGust_InsJ_Wind_Gust_Interior_01-09_EQ.wav	A muffled windy weather gust from a storm rushing and blowing against a house. Recorded from the interior, inside of the house. Soft EQ noise removal. Compatible with the Universal Category System (UCS).	96000	24	2	00:18
WINDGust_InsJ_Wind_Gust_Interior_01-10.wav	A muffled windy weather gust from a storm rushing and blowing against a house. Recorded from the interior, inside of the house. Compatible with the Universal Category System (UCS).	96000	24	2	00:11
WINDGust_InsJ_Wind_Gust_Interior_01-10_EQ.wav	A muffled windy weather gust from a storm rushing and blowing against a house. Recorded from the interior, inside of the house. Soft EQ noise removal. Compatible with the Universal Category System (UCS).	96000	24	2	00:11
WINDInt_InsJ_Wind_Realistic_01.wav	Windy gusts blowing and travelling through trees, foliage and other leaves to create a soft hissing and breathy swaying during a storm. Recorded from the interior, inside of a house. Compatible with the Universal Category System (UCS).	96000	24	2	00:54
WINDInt_InsJ_Wind_Realistic_02_LOOP.wav	Windy gusts blowing and travelling against the roof and walls of a house to create a soft hissing and breathy swaying during a storm. Recorded from the interior, inside of a house. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:31
WINDVege_InsJ_Wind_Realistic_01-01.wav	Windy gusts blowing and travelling through trees, foliage and other leaves to create a soft hissing and breathy swaying during a storm. Compatible with the Universal Category System (UCS).	96000	24	2	01:10
WINDVege_InsJ_Wind_Realistic_01-02.wav	Windy gusts blowing and travelling through trees, foliage and other leaves to create a soft hissing and breathy swaying during a storm. Compatible with the Universal Category System (UCS).	96000	24	2	01:06
WINDVege_InsJ_Wind_Realistic_01-03.wav	Windy gusts blowing and travelling through trees, foliage and other leaves to create a soft hissing and breathy swaying during a storm. Compatible with the Universal Category System (UCS).	96000	24	2	01:06
WINDVege_InsJ_Wind_Realistic_02-01_LOOP.wav	Windy gusts blowing and travelling through trees, foliage and other leaves to create a soft hissing and breathy swaying during a storm. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:57

WINDVege_InsJ_Wind_Realistic_03-01_LOOP.wav	Windy gusts blowing and travelling through trees, foliage and other leaves to create a soft hissing and breathy swaying during a storm. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:31
WOODFric_InsJ_Creaking_Wood-Floor_Short_01-01.wav	Stressed wooden creaking of floorboards after a stealthy footstep attempts to sneak. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
WOODFric_InsJ_Creaking_Wood-Floor_Short_01-02.wav	Stressed wooden creaking of floorboards after a stealthy footstep attempts to sneak. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
WOODFric_InsJ_Creaking_Wood-Floor_Short_01-03.wav	Stressed wooden creaking of floorboards after a stealthy footstep attempts to sneak. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
WOODFric_InsJ_Creaking_Wood-Floor_Short_01-04.wav	Stressed wooden creaking of floorboards after a stealthy footstep attempts to sneak. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
WOODFric_InsJ_Creaking_Wood-Floor_Short_01-05.wav	Stressed wooden creaking of floorboards after a stealthy footstep attempts to sneak. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
WOODFric_InsJ_Creaking_Wood-Floor_Very-Short_01-01.wav	Stressed wooden creaking of floorboards after a stealthy footstep attempts to sneak. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WOODFric_InsJ_Creaking_Wood-Floor_Very-Short_01-02.wav	Stressed wooden creaking of floorboards after a stealthy footstep attempts to sneak. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WOODFric_InsJ_Creaking_Wood-Floor_Very-Short_01-03.wav	Stressed wooden creaking of floorboards after a stealthy footstep attempts to sneak. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WOODFric_InsJ_Creaking_Wood-Floor_Very-Short_01-04.wav	Stressed wooden creaking of floorboards after a stealthy footstep attempts to sneak. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WOODFric_InsJ_Creaking_Wood-Floor_Very-Short_01-05.wav	Stressed wooden creaking of floorboards after a stealthy footstep attempts to sneak. Compatible with the Universal Category System (UCS).	96000	24	2	00:01