SOUND LIST – "2020 BUNDLE" – INSPECTORJ

"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

"96 GENERAL LIBRARY (VOLUME II)"

Filename	Description	SampleRate	BitDepth	Channels	Duration
AMBBird_InsJ_Ambience_Birds_Dawn-Chorus_01-01_LOOP.wav	Morning woodland ambience of several birds singing and chirping in a dawn chorus. Recorded in Surrey, England. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:19
AMBBird_InsJ_Ambience_Birds_Dawn-Chorus_01-02_LOOP.wav	Morning woodland ambience of several birds singing and chirping in a dawn chorus. Recorded in Surrey, England. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:01
AMBBird_InsJ_Ambience_Birds_Dawn-Chorus_02-01_LOOP.wav	Morning woodland ambience of several birds singing and chirping in a dawn chorus. Recorded in Surrey, England. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:28
AMBBird_InsJ_Ambience_Birds_Dawn-Chorus_02-02_LOOP_Rain.wav	Morning woodland ambience of several birds singing and chirping in a dawn chorus with light dripping rain. Recorded in Surrey, England. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:40
AMBBird_InsJ_Ambience_Birds_Dawn-Chorus_03-01_MS_LOOP.wav	Morning woodland ambience of several birds and owls singing, chirping and hooting in a dawn chorus. Recorded in Surrey, England. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:30
AMBBird_InsJ_Ambience_Birds_Dawn-Chorus_03-01_MS_LOOP_EQ.wav	Morning woodland ambience of several birds and owls singing, chirping and hooting in a dawn chorus. Soft EQ noise removal. Recorded in Surrey, England. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:30
AMBBird_InsJ_Ambience_Birds_Dawn-Chorus_03-01_XY_LOOP.wav	Morning woodland ambience of several birds and owls singing, chirping and hooting in a dawn chorus. Distant vehicles. Recorded in Surrey, England. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:30
AMBBird_InsJ_Ambience_Birds_Dawn-Chorus_03-01_XY_LOOP_EQ.wav	Morning woodland ambience of several birds and owls singing, chirping and hooting in a dawn chorus. Distant vehicles. Soft EQ noise removal. Recorded in Surrey, England. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:30
AMBBird_InsJ_Ambience_Birds_Dawn-Chorus_04-01_LOOP.wav	Morning woodland ambience of several birds singing and chirping in a dawn chorus. Recorded in Surrey, England. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:31
AMBBird_InsJ_Ambience_Birds_Dawn-Chorus_04-01_LOOP_EQ.wav	Morning woodland ambience of several birds singing and chirping in a dawn chorus. Soft EQ noise removal. Recorded in Surrey, England. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:30
AMBBird_InsJ_Ambience_Birds_Dawn-Chorus_04-02_LOOP.wav	Morning woodland ambience of several birds and owls singing, chirping and hooting in a dawn chorus. Recorded in Surrey, England. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:30
AMBBird_InsJ_Ambience_Birds_Dawn-Chorus_04-02_LOOP_EQ.wav	Morning woodland ambience of several birds and owls singing, chirping and hooting in a dawn chorus. Soft EQ noise removal. Recorded in Surrey, England. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:30
AMBBird_InsJ_Ambience_Birds_Dawn-Chorus_04-03_LOOP.wav	Morning woodland ambience of several birds and owls singing, chirping and hooting in a dawn chorus. Recorded in Surrey, England. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:31
AMBBird_InsJ_Ambience_Birds_Dawn-Chorus_04-03_LOOP_EQ.wav	Morning woodland ambience of several birds and owls singing, chirping and hooting in a dawn chorus. Soft EQ noise removal. Recorded in Surrey, England. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:30
AMBMisc_InsJ_Ambience_Night-Wildlife_01_LOOP.wav	Ambience of general woodland night wildlife in Florida, USA. Several insects chirping, including crickets and grasshoppers. Mild background noise. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:10
AMBMisc_InsJ_Ambience_Night-Wildlife_01_LOOP_EQ.wav	Ambience of general woodland night wildlife in Florida, USA. Several insects chirping, including crickets and grasshoppers. Soft EQ noise removal. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:10

AMBMisc_InsJ_Ambience_Night-Wildlife_02_LOOP.wav	Ambience of general woodland night wildlife in Florida, USA. Several insects chirping, including crickets and grasshoppers. Moderate background noise. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:31
AMBMisc_InsJ_Ambience_Night-Wildlife_02_LOOP_EQ.wav	Ambience of general woodland night wildlife in Florida, USA. Several insects chirping, including crickets and grasshoppers. Soft EQ noise removal. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:31
AMBMisc_InsJ_Ambience_Night-Wildlife_03-01-Frogs_LOOP.wav	Ambience of general woodland night wildlife in Florida, USA. Several frogs croaking and ribbiting after a rainstorm, as well as crickets chirping and droning. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:01
AMBMisc_InsJ_Ambience_Night-Wildlife_03-02-Frogs_LOOP.wav	Ambience of general woodland night wildlife in Florida, USA. Several frogs croaking and ribbiting after a rainstorm, as well as crickets chirping and droning. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:13
AMBMisc_InsJ_Ambience_Night-Wildlife_04-01_LOOP.wav	Ambience of general woodland night wildlife in Florida, USA. Several frogs ticking and clicking on a pond, as well as crickets and other insects chirping and droning. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:01
AMBMisc_InsJ_Ambience_Night-Wildlife_04-02_LOOP.wav	Ambience of general woodland night wildlife in Florida, USA. Several frogs ticking and clicking on a pond, as well as crickets and other insects chirping and droning. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:01
AMBMisc_InsJ_Ambience_Night-Wildlife_04-03_LOOP.wav	Ambience of general woodland night wildlife in Florida, USA. Several frogs croaking, ticking and clicking on a pond, as well as crickets and other insects chirping and droning. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:01
AMBMisc_InsJ_Ambience_Night-Wildlife_05-01-Dogs_LOOP.wav	Ambience of general woodland night wildlife in Florida, USA. Distant dogs barking and several frogs ticking and clicking on a pond, as well as crickets and other insects chirping and droning. Mild background noise. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:58
AMBMisc_InsJ_Ambience_Night-Wildlife_06-01_LOOP.wav	Ambience of general woodland night wildlife in Florida, USA. Several frogs croaking and ribbiting after a rainstorm, as well as crickets chirping and droning. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:40
AMBMisc_InsJ_Ambience_Night-Wildlife_06-02_LOOP.wav	Ambience of general woodland night wildlife in Florida, USA. Several frogs croaking and ribbiting after a rainstorm, as well as crickets chirping and droning. Mild background noise. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:42
AMBMisc_InsJ_Ambience_Night-Wildlife_06-02_LOOP_EQ.wav	Ambience of general woodland night wildlife in Florida, USA. Several frogs croaking and ribbiting after a rainstorm, as well as crickets chirping and droning. Soft EQ noise removal. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:42
AMBMisc_InsJ_Ambience_Night-Wildlife_06-03_LOOP.wav	Ambience of general woodland night wildlife in Florida, USA. Several frogs croaking and ribbiting after a rainstorm, as well as crickets chirping and droning. Mild background noise. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:34
AMBMisc_InsJ_Ambience_Night-Wildlife_06-03_LOOP_EQ.wav	Ambience of general woodland night wildlife in Florida, USA. Several frogs croaking and ribbiting after a rainstorm, as well as crickets chirping and droning. Soft EQ noise removal. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:34
AMBMisc_InsJ_Ambience_Night-Wildlife_06-04_LOOP.wav	Ambience of general woodland night wildlife in Florida, USA. Several frogs croaking and ribbiting after a rainstorm, as well as crickets chirping and droning. Mild background noise. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:53
AMBMisc_InsJ_Ambience_Night-Wildlife_06-04_LOOP_EQ.wav	Ambience of general woodland night wildlife in Florida, USA. Several frogs croaking and ribbiting after a rainstorm, as well as crickets chirping and droning. Soft EQ noise removal. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:53
AMBMisc_InsJ_Ambience_Night-Wildlife_06-05_LOOP.wav	Ambience of general woodland night wildlife in Florida, USA. Several crickets and insects chirping and droning. Deep background noise. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:32

AMBMisc_InsJ_Ambience_Night-Wildlife_06-05_LOOP_EQ.wav	Ambience of general woodland night wildlife in Florida, USA. Several crickets and insects chirping and droning. Soft EQ noise removal. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:32
AMBMisc_InsJ_Ambience_Night-Wildlife_06-06_LOOP.wav	Ambience of general woodland night wildlife in Florida, USA. Several frogs croaking and ribbiting after a rainstorm, as well as crickets chirping and droning. Deep background noise. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:58
AMBMisc_InsJ_Ambience_Night-Wildlife_06-06_LOOP_EQ.wav	Ambience of general woodland night wildlife in Florida, USA. Several frogs croaking and ribbiting after a rainstorm, as well as crickets chirping and droning. Soft EQ noise removal. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:58
AMBMisc_InsJ_Ambience_Night-Wildlife_07-01_LOOP_EQ.wav	Ambience of general woodland night wildlife in Florida, USA. Several crickets and other insects chirping and droning. Soft EQ noise removal. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:00
AMBMisc_InsJ_Ambience_Night-Wildlife_07-02_LOOP.wav	Ambience of general woodland night wildlife in Florida, USA. Several crickets and other insects chirping and droning. Occasional frogs croaking and mild background noise. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:32
AMBMisc_InsJ_Ambience_Night-Wildlife_07-02_LOOP_EQ.wav	Ambience of general woodland night wildlife in Florida, USA. Several crickets and other insects chirping and droning. Soft EQ noise removal. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:32
AMBMisc_InsJ_Ambience_Night-Wildlife_07-03_LOOP.wav	Ambience of general woodland night wildlife in Florida, USA. Several crickets and other insects chirping and droning. Mild background noise. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:41
AMBMisc_InsJ_Ambience_Night-Wildlife_07-03_LOOP_EQ.wav	Ambience of general woodland night wildlife in Florida, USA. Several crickets and other insects chirping and droning. Soft EQ noise removal. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:41
AMBMisc_InsJ_Ambience_Night-Wildlife_07-04_LOOP.wav	Ambience of general woodland night wildlife in Florida, USA. Several crickets and other insects chirping and droning. Mild background noise. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:41
AMBMisc_InsJ_Ambience_Night-Wildlife_07-04_LOOP_EQ.wav	Ambience of general woodland night wildlife in Florida, USA. Several crickets and other insects chirping and droning. Soft EQ noise removal. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:41
AMBMisc_InsJ_Ambience_Night-Wildlife_08-01_Frogs_LOOP.wav	Ambience of general woodland night wildlife in Florida, USA. Several frogs ticking and clicking on a pond, as well as crickets and other insects chirping and droning. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:41
AMBMisc_InsJ_Ambience_Night-Wildlife_09-01_LOOP.wav	Ambience of general woodland night wildlife in Florida, USA. Several crickets and other insects chirping and droning. Distant frogs ticking and clicking on a pond. Distant rail freight train horn. Mild background noise. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:41
AMBMisc_InsJ_Ambience_Night-Wildlife_10-01_LOOP.wav	Ambience of general woodland night wildlife in Florida, USA. Several frogs croaking and ribbiting after a rainstorm, as well as crickets chirping and droning. Mild background noise. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:01
AMBMisc_InsJ_Ambience_Night-Wildlife_10-01_LOOP_EQ.wav	Ambience of general woodland night wildlife in Florida, USA. Several frogs croaking and ribbiting after a rainstorm, as well as crickets chirping and droning. Soft EQ noise removal. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:01
ANMLAmph_InsJ_Florida-Treefrog_Close_In-Air-Vent_01.wav	A Floridean treefrog croaking and ribbiting in a metal air vent with small movements. Compatible with the Universal Category System (UCS).	96000	24	2	00:41
ANMLCat_InsJ_Cat_Meow_Female_01-01.wav	A single meowing call of a female cat. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
ANMLCat_InsJ_Cat_Meow_Male_01-01.wav	A male cat meowing with a mild purring. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
ANMLCat_InsJ_Cat_Purring_Female_02-01.wav	Close, deep, bassy purring of a female cat. Compatible with the Universal Category System (UCS).	96000	24	2	00:02

ANMLCat_InsJ_Cat_Purring_Female_02-02.wav	Close, deep, bassy purring of a female cat. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
ANMLCat_InsJ_Cat_Purring_Female_02-03.wav	Close, deep, bassy purring of a female cat. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
ANMLCat_InsJ_Cat_Purring_Female_02-04.wav	Close, deep, bassy purring of a female cat. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
ANMLCat_InsJ_Cat_Purring_Female_02-05.wav	Close, deep, bassy purring of a female cat. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
ANMLCat_InsJ_Cat_Purring_Female_03-01.wav	Close, deep, bassy purring of a female cat. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
ANMLCat_InsJ_Cat_Purring_Female_03-02.wav	Close, deep, bassy purring of a female cat. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
ANMLCat_InsJ_Cat_Purring_Female_03-03.wav	Close, deep, bassy purring of a female cat. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
ANMLCat_InsJ_Cat_Purring_Female_03-04.wav	Close, deep, bassy purring of a female cat. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
ANMLCat_InsJ_Cat_Purring_Female_03-05.wav	Close, deep, bassy purring of a female cat. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
ANMLCat_InsJ_Cat_Purring_Female_03-06.wav	Close, deep, bassy purring of a female cat. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
ANMLCat_InsJ_Cat_Purring_Female_03-07.wav	Close, deep, bassy purring of a female cat. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
ANMLCat_InsJ_Cat_Purring_Male_01-01.wav	A male cat purring in approach to the microphone. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
ANMLCat_InsJ_Cat_Purring_Male_01-02.wav	A male cat purring in approach to the microphone. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
ANMLCat_InsJ_Cat_Purring_Male_01-03.wav	A male cat purring in approach to the microphone. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
ANMLCat_InsJ_Cat_Purring_Male_01-04.wav	A male cat purring in approach to the microphone. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
ANMLDog_InsJ_Dog_Single_Barking_01-01.wav	A single small dog barking and growling with a subtle distant echo. Compatible with the Universal Category System (UCS).	96000	24	2	00:24
ANMLDog_InsJ_Fox_Mating-Cry_Close_01-01.wav	A fox's mating cry with a loud, perceptibly aggressive vocalisation similar to a monkey. Compatible with the Universal Category System (UCS).	96000	24	2	00:22
ANMLDog_InsJ_Fox_Mating-Cry_Close_02-01.wav	Two foxes mating with a loud, perceptibly aggressive vocalisation similar to a monkey. Compatible with the Universal Category System (UCS).	96000	24	2	00:20
ANMLDog_InsJ_Fox_Vocal-Cry_Close_01-01.wav	A single close fox shrieking cry vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
ANMLDog_InsJ_Fox_Vocal-Cry_Close_01-02.wav	A single close fox shrieking cry vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
ANMLDog_InsJ_Fox_Vocal-Cry_Close_01-03.wav	A single close fox shrieking cry vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
ANMLDog_InsJ_Fox_Vocal-Cry_Close_01-04.wav	A single close fox shrieking cry vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
ANMLDog_InsJ_Fox_Vocal-Cry_Close_01-05.wav	A single close fox shrieking cry vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
ANMLDog_InsJ_Fox_Vocal-Cry_Close_02-01.wav	A single close fox shrieking cry vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
ANMLDog_InsJ_Fox_Vocal-Cry_Close_02-02.wav	A single close fox shrieking cry vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
ANMLDog_InsJ_Fox_Vocal-Cry_Close_02-03.wav	A single close fox shrieking cry vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
ANMLDog_InsJ_Fox_Vocal-Cry_Close_02-04.wav	A single close fox shrieking cry vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
ANMLDog_InsJ_Fox_Vocal-Cry_Close_02-05.wav	A single close fox shrieking cry vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
ANMLDog_InsJ_Fox_Vocal-Cry_Close_03-01.wav	A single close fox shrieking cry vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
ANMLDog_InsJ_Fox_Vocal-Cry_Close_03-02.wav	A single close fox shrieking cry vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
ANMLDog_InsJ_Fox_Vocal-Cry_Close_03-03.wav	A single close fox shrieking cry vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:03

ANMLDog_InsJ_Fox_Vocal-Cry_Close_03-04.wav	Two close fox shrieking cry vocalisations. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
ANMLDog_InsJ_Fox_Vocal-Cry_Close_03-05.wav	A single close fox shrieking cry vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
ANMLDog_InsJ_Fox_Vocal-Cry_Close_04-01.wav	A single close fox shrieking cry vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
ANMLDog_InsJ_Fox_Vocal-Cry_Close_04-02.wav	A single close fox shrieking cry vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
ANMLDog_InsJ_Fox_Vocal-Cry_Close_04-03.wav	A single close fox shrieking cry vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
ANMLDog_InsJ_Fox_Vocal-Cry_Close_04-04.wav	A single close fox shrieking cry vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
ANMLDog_InsJ_Fox_Vocal-Cry_Close_04-05.wav	A single close fox shrieking cry vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
ANMLDog_InsJ_Fox_Vocal-Cry_Close_05-01.wav	Two close fox shrieking cry vocalisations. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
ANMLDog_InsJ_Fox_Vocal-Cry_Close_05-02.wav	A single close fox shrieking cry vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
ANMLDog_InsJ_Fox_Vocal-Cry_Close_06-01.wav	Multiple close fox shrieking cry vocalisations. Compatible with the Universal Category System (UCS).	96000	24	2	00:11
ANMLDog_InsJ_Fox_Vocal-Cry_Close_08-01.wav	An English fox calling, shrieking and squeaking during the night with a harsh vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:09
ANMLDog_InsJ_Fox_Vocal-Cry_Close_08-02.wav	An English fox calling, shrieking and squeaking during the night with a harsh vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
ANMLDog_InsJ_Fox_Vocal-Cry_Close_08-03.wav	An English fox calling, shrieking and squeaking during the night with a harsh vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
ANMLDog_InsJ_Fox_Vocal-Cry_Distant_01-01.wav	A single distant fox shrieking cry vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
ANMLDog_InsJ_Fox_Vocal-Cry_Distant_01-02.wav	A single distant fox shrieking cry vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
ANMLDog_InsJ_Fox_Vocal-Cry_Distant_01-03.wav	A single distant fox shrieking cry vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
ANMLDog_InsJ_Fox_Vocal-Cry_Distant_02-01.wav	Multiple distant fox shrieking cry vocalisations. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
ANMLDog_InsJ_Fox_Vocal-Cry_Distant_02-02.wav	A single distant fox shrieking cry vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
ANMLDog_InsJ_Fox_Vocal-Cry_Distant_04-01.wav	A distant English fox calling, shrieking and squeaking during the night with a harsh vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
ANMLDog_InsJ_Fox_Vocal-Cry_Distant_04-02.wav	A distant English fox calling, shrieking and squeaking during the night with a harsh vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
ANMLDog_InsJ_Fox_Vocal-Cry_Distant_04-03.wav	A distant English fox calling, shrieking and squeaking during the night with a harsh vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
ANMLDog_InsJ_Fox_Vocal-Cry_Distant_04-04.wav	A distant English fox calling, shrieking and squeaking during the night with a harsh vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
ANMLDog_InsJ_Fox_Vocal-Cry_Distant_04-05.wav	A distant English fox calling, shrieking and squeaking during the night with a harsh vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
ANMLDog_InsJ_Fox_Vocal-Cry_Distant_04-06.wav	A distant English fox calling, shrieking and squeaking during the night with a harsh vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
ANMLDog_InsJ_Fox_Vocal-Cry_Very-Close_01-01.wav	A single very close fox shrieking cry vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
ANMLDog_InsJ_Fox_Vocal-Cry_Very-Close_01-02.wav	A single very close fox shrieking cry vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
ANMLFarm_InsJ_Pig-Slaughtering_Close_01.wav	GRAPHIC - A pig being slaughtered in a rural village by bleeding from the neck. Increasingly struggling and pained breaths. Numerous people gathered. Compatible with the Universal Category System (UCS).	96000	24	2	00:55
ANMLHorse_InsJ_Horses_Clip-Clop_Distant_01.wav	Distant horses trotting past with clip clop hooves on a tarmac road. Occasional bird song. Compatible with the Universal Category System (UCS).	96000	24	2	00:11

ANMLRdnt_InsJ_Mouse_Squeaking_Close_01-01.wav	A single small mouse, mice or rat squeaking and shrieking a short, high-pitched phrase. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
ANMLRdnt_InsJ_Mouse_Squeaking_Close_01-04.wav	A single small mouse, mice or rat squeaking and shrieking a short, high-pitched phrase. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
ANMLRdnt_InsJ_Mouse_Squeaking_Close_01-08.wav	A single small mouse, mice or rat squeaking and shrieking a short, high-pitched phrase. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
ANMLRdnt_InsJ_Mouse_Squeaking_Close_01-11.wav	A single small mouse, mice or rat squeaking and shrieking a short, high-pitched phrase. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
ANMLRdnt_InsJ_Mouse_Squeaking_Close_01-13.wav	A single small mouse, mice or rat squeaking and shrieking a short, high-pitched phrase. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
ANMLRdnt_InsJ_Mouse_Squeaking_Close_01_Multi.wav	A single small mouse, mice or rat squeaking and shrieking a short, high-pitched phrase. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
BIRDFowl_InsJ_Ambience_BRT_ChicksCalling_Close_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines. A mother hen was guarding her chicks. Can be looped. From the Ambience Banaue Rice Terraces sound library. Compatible with the Universal Category System (UCS).	96000	24	2	01:01
BIRDFowl_InsJ_Rooster-Calling_Close_01.wav	A single rooster cockeral cawing a cock-a-doodle-doo in the morning. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
CHAINImpt_InsJ_Chains_Metal_Dropping_Close_01-01.wav	Dropping a long metallic chain on top of other metal chains for a bright, harsh, glistening impact. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINImpt_InsJ_Chains_Metal_Dropping_Close_01-02.wav	Dropping a long metallic chain on top of other metal chains for a bright, harsh, glistening impact. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINImpt_InsJ_Chains_Metal_Dropping_Close_01-03.wav	Dropping a long metallic chain on top of other metal chains for a bright, harsh, glistening impact. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
CHAINImpt_InsJ_Chains_Metal_Dropping_Close_01-04.wav	Dropping a long metallic chain on top of other metal chains for a bright, harsh, glistening impact. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINImpt_InsJ_Chains_Metal_Dropping_Close_01-05.wav	Dropping a long metallic chain on top of other metal chains for a bright, harsh, glistening impact. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINImpt_InsJ_Chains_Metal_Dropping_Close_02-01.wav	Dropping a long metallic chain on top of other metal chains for a bright, harsh, glistening impact. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CHAINImpt_InsJ_Chains_Metal_Dropping_Close_02-02.wav	Dropping a long metallic chain on top of other metal chains for a bright, harsh, glistening impact. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CHAINImpt_InsJ_Chains_Metal_Dropping_Close_02-03.wav	Dropping a long metallic chain on top of other metal chains for a bright, harsh, glistening impact. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CHAINImpt_InsJ_Chains_Metal_Dropping_Close_02-04.wav	Dropping a long metallic chain on top of other metal chains for a bright, harsh, glistening impact. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CHAINImpt_InsJ_Chains_Metal_Dropping_Close_02-05.wav	Dropping a long metallic chain on top of other metal chains for a bright, harsh, glistening impact. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CHAINImpt_InsJ_Chains_Metal_Dropping_Close_Long_01-01.wav	Dropping a long metallic chain on top of other metal chains for a bright, harsh, glistening impact. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINImpt_InsJ_Chains_Metal_Dropping_Close_Long_01-02.wav	Dropping a long metallic chain on top of other metal chains for a bright, harsh, glistening impact. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINImpt_InsJ_Chains_Metal_Dropping_Close_Long_01-03.wav	Dropping a long metallic chain on top of other metal chains for a bright, harsh, glistening impact. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINImpt_InsJ_Chains_Metal_Dropping_Close_Long_01-04.wav	Dropping a long metallic chain on top of other metal chains for a bright, harsh, glistening impact. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINImpt_InsJ_Chains_Metal_Dropping_Close_Long_01-05.wav	Dropping a long metallic chain on top of other metal chains for a bright, harsh, glistening impact. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINImpt_InsJ_Chains_Metal_Dropping_Distant_01-01.wav	Dropping a long metallic chain on top of other metal chains for a bright, harsh, glistening impact. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:01

CHAINImpt_InsJ_Chains_Metal_Dropping_Distant_01-02.wav	Dropping a long metallic chain on top of other metal chains for a bright, harsh, glistening impact. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINImpt_InsJ_Chains_Metal_Dropping_Distant_01-03.wav	Dropping a long metallic chain on top of other metal chains for a bright, harsh, glistening impact. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINImpt_InsJ_Chains_Metal_Dropping_Distant_01-04.wav	Dropping a long metallic chain on top of other metal chains for a bright, harsh, glistening impact. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINImpt_InsJ_Chains_Metal_Dropping_Distant_01-05.wav	Dropping a long metallic chain on top of other metal chains for a bright, harsh, glistening impact. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINImpt_InsJ_Chains_Metal_Dropping_Distant_02-01.wav	Dropping a long metallic chain on top of other metal chains for a bright, harsh, glistening impact. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CHAINImpt_InsJ_Chains_Metal_Dropping_Distant_02-02.wav	Dropping a long metallic chain on top of other metal chains for a bright, harsh, glistening impact. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CHAINImpt_InsJ_Chains_Metal_Dropping_Distant_02-03.wav	Dropping a long metallic chain on top of other metal chains for a bright, harsh, glistening impact. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CHAINImpt_InsJ_Chains_Metal_Dropping_Distant_02-04.wav	Dropping a long metallic chain on top of other metal chains for a bright, harsh, glistening impact. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CHAINImpt_InsJ_Chains_Metal_Dropping_Distant_02-05.wav	Dropping a long metallic chain on top of other metal chains for a bright, harsh, glistening impact. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CHAINImpt_InsJ_Chains_Metal_Dropping_Distant_03-01.wav	Dropping a long metallic chain on top of other metal chains for a bright, harsh, glistening impact. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CHAINImpt_InsJ_Chains_Metal_Dropping_Distant_03-02.wav	Dropping a long metallic chain on top of other metal chains for a bright, harsh, glistening impact. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINImpt_InsJ_Chains_Metal_Dropping_Distant_03-03.wav	Dropping a long metallic chain on top of other metal chains for a bright, harsh, glistening impact. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINImpt_InsJ_Chains_Metal_Dropping_Distant_03-04.wav	Dropping a long metallic chain on top of other metal chains for a bright, harsh, glistening impact. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINImpt_InsJ_Chains_Metal_Dropping_Distant_03-05.wav	Dropping a long metallic chain on top of other metal chains for a bright, harsh, glistening impact. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINImpt_InsJ_Chains_Metal_Hitting_Close_01-01.wav	Clashing two long metallic chains againts one another for a quick, harsh, bright impact sound.Clashing two long metallic chains againts one another for a quick, harsh, bright impact sound. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CHAINImpt_InsJ_Chains_Metal_Hitting_Close_01-02.wav	Clashing two long metallic chains againts one another for a quick, harsh, bright impact sound. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CHAINImpt_InsJ_Chains_Metal_Hitting_Close_01-03.wav	Clashing two long metallic chains againts one another for a quick, harsh, bright impact sound. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CHAINImpt_InsJ_Chains_Metal_Hitting_Close_01-04.wav	Clashing two long metallic chains againts one another for a quick, harsh, bright impact sound. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CHAINImpt_InsJ_Chains_Metal_Hitting_Close_01-05.wav	Clashing two long metallic chains againts one another for a quick, harsh, bright impact sound. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CHAINImpt_InsJ_Chains_Metal_Lifting_Close_01-01.wav	Clashing two long metallic chains againts one another for a quick, harsh, bright impact sound. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINImpt_InsJ_Chains_Metal_Lifting_Close_01-02.wav	Clashing two long metallic chains againts one another for a quick, harsh, bright impact sound. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
CHAINImpt_InsJ_Chains_Metal_Lifting_Close_01-03.wav	Clashing two long metallic chains againts one another for a quick, harsh, bright impact sound. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINImpt_InsJ_Chains_Metal_Lifting_Close_01-04.wav	Clashing two long metallic chains againts one another for a quick, harsh, bright impact sound. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINImpt_InsJ_Chains_Metal_Lifting_Close_01-05.wav	Clashing two long metallic chains againts one another for a quick, harsh, bright impact sound. Compatible with the Universal Category System (UCS).	96000	24	2	00:02

CHAINImpt_InsJ_Chains_Metal_Lifting_Close_02-01.wav	Clashing two long metallic chains againts one another for a quick, harsh, bright impact sound. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINImpt_InsJ_Chains_Metal_Lifting_Close_02-02.wav	Clashing two long metallic chains againts one another for a quick, harsh, bright impact sound. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINImpt_InsJ_Chains_Metal_Lifting_Close_02-03.wav	Clashing two long metallic chains againts one another for a quick, harsh, bright impact sound. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINImpt_InsJ_Chains_Metal_Lifting_Close_02-04.wav	Clashing two long metallic chains againts one another for a quick, harsh, bright impact sound. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINImpt_InsJ_Chains_Metal_Lifting_Close_02-05.wav	Clashing two long metallic chains againts one another for a quick, harsh, bright impact sound. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CHAINImpt_InsJ_Chains_Metal_Lifting_Close_Long_01-01.wav	Clashing two long metallic chains againts one another for a quick, harsh, bright impact sound. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
CHAINImpt_InsJ_Chains_Metal_Lifting_Close_Long_01-02.wav	Clashing two long metallic chains againts one another for a quick, harsh, bright impact sound. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINImpt_InsJ_Chains_Metal_Lifting_Close_Long_01-03.wav	Clashing two long metallic chains againts one another for a quick, harsh, bright impact sound. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
CHAINImpt_InsJ_Chains_Metal_Lifting_Close_Long_01-04.wav	Clashing two long metallic chains againts one another for a quick, harsh, bright impact sound. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
CHAINImpt_InsJ_Chains_Metal_Lifting_Close_Long_01-05.wav	Clashing two long metallic chains againts one another for a quick, harsh, bright impact sound. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINImpt_InsJ_Chains_Metal_Lifting_Distant_01-01.wav	Clashing two long metallic chains againts one another for a quick, harsh, bright impact sound. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINImpt_InsJ_Chains_Metal_Lifting_Distant_01-02.wav	Clashing two long metallic chains againts one another for a quick, harsh, bright impact sound. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINImpt_InsJ_Chains_Metal_Lifting_Distant_01-03.wav	Clashing two long metallic chains againts one another for a quick, harsh, bright impact sound. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
CHAINImpt_InsJ_Chains_Metal_Lifting_Distant_01-04.wav	Clashing two long metallic chains againts one another for a quick, harsh, bright impact sound. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINImpt_InsJ_Chains_Metal_Lifting_Distant_01-05.wav	Clashing two long metallic chains againts one another for a quick, harsh, bright impact sound. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
CHAINImpt_InsJ_Chains_Metal_Lifting_Distant_02-01.wav	Clashing two long metallic chains againts one another for a quick, harsh, bright impact sound. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINImpt_InsJ_Chains_Metal_Lifting_Distant_02-02.wav	Clashing two long metallic chains againts one another for a quick, harsh, bright impact sound. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CHAINImpt_InsJ_Chains_Metal_Lifting_Distant_02-03.wav	Clashing two long metallic chains againts one another for a quick, harsh, bright impact sound. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CHAINImpt_InsJ_Chains_Metal_Lifting_Distant_02-04.wav	Clashing two long metallic chains againts one another for a quick, harsh, bright impact sound. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINImpt_InsJ_Chains_Metal_Lifting_Distant_02-05.wav	Clashing two long metallic chains againts one another for a quick, harsh, bright impact sound. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CHAINImpt_InsJ_Chains_Metal_Lifting_Distant_03-01.wav	Clashing two long metallic chains againts one another for a quick, harsh, bright impact sound. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINImpt_InsJ_Chains_Metal_Lifting_Distant_03-02.wav	Clashing two long metallic chains againts one another for a quick, harsh, bright impact sound. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
CHAINImpt_InsJ_Chains_Metal_Lifting_Distant_03-03.wav	Clashing two long metallic chains againts one another for a quick, harsh, bright impact sound. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINImpt_InsJ_Chains_Metal_Lifting_Distant_03-04.wav	Clashing two long metallic chains againts one another for a quick, harsh, bright impact sound. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02

CHAINImpt_InsJ_Chains_Metal_Lifting_Distant_03-05.wav	Clashing two long metallic chains againts one another for a quick, harsh, bright impact sound. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Long_01-01.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Long_01-02.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Long_01-03.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Long_01-04.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Long_01-05.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Long_02-01.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Long_02-02.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Long_02-03.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Long_02-04.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Long_02-05.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Moderate_01-01.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Moderate_01-02.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Moderate_01-03.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Moderate_01-04.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Moderate_01-05.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Moderate_02-01.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Moderate_02-02.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Moderate_02-03.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Moderate_02-04.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Moderate_02-05.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Short_01-01.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Short_01-02.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Short_01-03.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:02

CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Short_01-04.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Short_01-05.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Short_02-01.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Short_02-02.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Short_02-03.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Short_02-04.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Short_02-05.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Very-Long_01-01.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:17
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Very-Long_01-02.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:10
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Very-Long_01-03.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:08
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Very-Long_02-01.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:08
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Very-Long_02-02.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Very-Long_02-03.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:09
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Very-Long_03-01.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:08
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Very-Long_03-02.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Very-Long_03-03.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:08
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Very-Long_04-01.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Very-Long_04-02.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Very-Long_04-03.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Very-Short_01-01.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Very-Short_01-02.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Very-Short_01-03.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Very-Short_01-04.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Very-Short_01-05.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:01

CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Very-Short_02-01.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Very-Short_02-02.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Very-Short_02-03.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Very-Short_02-04.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Very-Short_02-05.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Very-Short_03-01.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Very-Short_03-02.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Very-Short_03-03.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Very-Short_03-04.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Very-Short_03-05.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Very-Short_04-01.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Very-Short_04-02.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Very-Short_04-03.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Very-Short_04-04.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Very-Short_04-05.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Very-Short_05-01.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Very-Short_05-02.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Very-Short_05-03.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Very-Short_05-04.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Very-Short_05-05.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Very-Short_06-01.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Very-Short_06-02.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Very-Short_06-03.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Very-Short_06-04.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:02

CHAINMvmt_InsJ_Chains_Metal_Movement_Close_Very-Short_06-05.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Long_01-01.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Long_01-02.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Long_01-03.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Long_01-04.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Long_01-05.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Long_02-01.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Long_02-02.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Long_02-03.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Long_02-04.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Long_02-05.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Long_03-01.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Long_03-02.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Long_03-03.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Long_03-04.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Long_03-05.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Moderate_01-01.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Moderate_01-02.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Moderate_01-03.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Moderate_01-04.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Moderate_01-05.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Moderate_02-01.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Moderate_02-02.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Moderate_02-03.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:04

CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Moderate_02-04.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Moderate_02-05.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Short_01-01.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Short_01-02.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Short_01-03.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Short_01-04.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Short_01-05.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Short_02-01.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Short_02-02.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Short_02-03.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Short_02-04.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Very-Long_01-01.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Very-Long_01-02.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Very-Long_01-03.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Very-Long_02-01.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:08
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Very-Long_02-02.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Very-Long_02-03.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Very-Short_01-01.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Very-Short_01-02.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Very-Short_01-03.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Very-Short_01-04.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Very-Short_01-05.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Very-Short_02-01.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Very-Short_02-02.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02

CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Very-Short_02-03.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Very-Short_02-04.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Very-Short_02-05.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Very-Short_03-01.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Very-Short_03-02.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Very-Short_03-03.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Very-Short_03-04.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CHAINMvmt_InsJ_Chains_Metal_Movement_Distant_Very-Short_03-05.wav	Small movements of a long metallic chain being pushed against itself for a bright, harsh twinkling moving friction. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORAppl_InsJ_Door_Metal-Grill_Closing_01.wav	Closing the lid of a metal oven grill with a small metallic thump. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORAppl_InsJ_Door_Metal-Grill_Opening_01.wav	Opening the lid of a metal oven grill with a small squeaking slide. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORAppl_InsJ_Door_Plastic-Drier_Closing_01.wav	Closing the plastic door to a clothes drier with a short thump. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORAppl_InsJ_Door_Plastic-Drier_Opening_01.wav	Opening the plastic door to a clothes drier with a short tick. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORAppl_InsJ_Door_Plastic-Washing-Machine_Closing_01.wav	Closing the plastic door to a washing machine with a short thump. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORCab_InsJ_Cabinet-Door_Wooden_Closing_01.wav	Closing the wooden door of a cabinet with a metallic lock sliding into place for a small thump. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORCab_InsJ_Cabinet-Door_Wooden_Opening_01.wav	Opening the wooden door of a cabinet with a metallic lock sliding out for a small metallic and wooden thump. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORCab_InsJ_Cabinet-Handle_Metal_Flick_01.wav	Flicking the metallic handle of a drawer for a quick, short and bright piercing sound. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORCab_InsJ_Cabinet-Handle_Metal_Flick_Multi_01.wav	Flicking the metallic handle of a drawer for a quick and short movement. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORCab_InsJ_Cabinet-Handle_Metal_Open_01.wav	Opening a wooden cabinet with a metal handle for a short metallic and wooden thump. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORHdwr_InsJ_Door-01_Handle_Metal_01.wav	Twisting and opening the metallic handle of a wooden door for a quick movement shift. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORHdwr_InsJ_Door-01_Handle_Metal_02.wav	Twisting and opening the metallic handle of a wooden door for a quick movement shift. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORHdwr_InsJ_Door-01_Handle_Metal_03.wav	Twisting and opening the metallic handle of a wooden door for a quick movement shift. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORHdwr_InsJ_Door-02_Handle-Locking_Plastic_Closing_01.wav	Twisting the metal lock of a plastic door handle. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORHdwr_InsJ_Door-02_Handle-Locking_Plastic_Closing_02.wav	Twisting the metal lock of a plastic door handle. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORHdwr_InsJ_Door-02_Handle-Locking_Plastic_Closing_03.wav	Twisting the metal lock of a plastic door handle. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORHdwr_InsJ_Door-02_Handle_Plastic_01.wav	Twisting and opening the plastic handle of a plastic door for a quick movement shift. Compatible with the Universal Category System (UCS).	96000	24	2	00:01

DOORHdwr_InsJ_Door-02_Handle_Plastic_02.wav	Twisting and opening the plastic handle of a plastic door for a quick movement shift. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORHdwr_InsJ_Door-02_Handle_Plastic_03.wav	Twisting and opening the plastic handle of a plastic door for a quick movement shift. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORHdwr_InsJ_Door-02_Handle_Plastic_Opening_01.wav	Twisting and opening the plastic handle of a plastic door for a quick movement shift. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORHdwr_InsJ_Door-02_Handle_Plastic_Opening_02.wav	Twisting and opening the plastic handle of a plastic door for a quick movement shift. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORHdwr_InsJ_Door-02_Handle_Plastic_Opening_03.wav	Twisting and opening the plastic handle of a plastic door for a quick movement shift. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORHdwr_InsJ_Door-02_Handle_Plastic_Reset_01.wav	Twisting and opening the plastic handle of a plastic door for a quick movement shift. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORHdwr_InsJ_Door-02_Handle_Plastic_Reset_02.wav	Twisting and opening the plastic handle of a plastic door for a quick movement shift. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORHdwr_InsJ_Door-02_Handle_Plastic_Reset_03.wav	Twisting and opening the plastic handle of a plastic door for a quick movement shift. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORHdwr_InsJ_Door-02_Plastic_Closing_01.wav	Closing a large plastic door. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORHdwr_InsJ_Door-03_Handle-Locking_Metal_Closing_01.wav	Twisting and locking the plastic handle of a plastic door for a quick movement shift. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORHdwr_InsJ_Door-03_Handle-Locking_Metal_Closing_02.wav	Twisting and locking the plastic handle of a plastic door for a quick movement shift. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORHdwr_InsJ_Door-03_Handle-Locking_Metal_Closing_03.wav	Twisting and locking the plastic handle of a plastic door for a quick movement shift. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORHdwr_InsJ_Door-03_Handle_Metal_01.wav	Twisting and locking the metal handle of a plastic door for a quick movement shift. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORHdwr_InsJ_Door-03_Handle_Metal_02.wav	Twisting and locking the metal handle of a plastic door for a quick movement shift. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORHdwr_InsJ_Door-03_Handle_Metal_03.wav	Twisting and locking the metal handle of a plastic door for a quick movement shift. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORHdwr_InsJ_Door-03_Handle_Metal_Opening_01.wav	Twisting the metal handle of a plastic door for a quick movement shift. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORHdwr_InsJ_Door-03_Handle_Metal_Opening_02.wav	Twisting the metal handle of a plastic door for a quick movement shift. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORHdwr_InsJ_Door-03_Handle_Metal_Opening_03.wav	Twisting the metal handle of a plastic door for a quick movement shift. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORHdwr_InsJ_Door-04_Handle_Metal_01-01.wav	Twisting the metal handle of a plastic door for a quick movement shift. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORHdwr_InsJ_Door-04_Handle_Metal_01-02.wav	Twisting the metal handle of a plastic door for a quick movement shift. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORHdwr_InsJ_Door-04_Handle_Metal_01-03.wav	Twisting the metal handle of a plastic door for a quick movement shift. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORHdwr_InsJ_Door-04_Handle_Metal_02-01.wav	Twisting the metal handle of a plastic door for a quick movement shift. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORHdwr_InsJ_Door-04_Handle_Metal_02-02.wav	Twisting the metal handle of a plastic door for a quick movement shift. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORHdwr_InsJ_Door-04_Handle_Metal_02-03.wav	Twisting the metal handle of a plastic door for a quick movement shift. Compatible with the Universal Category System (UCS).	96000	24	2	00:01

DOORHdwr_InsJ_Door_Handle_Metal_Forcing-Entry_01-01.wav	Attempting to force entry through a wooden door by aggressively twisting the metal door handle. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORHdwr_InsJ_Door_Handle_Metal_Forcing-Entry_01-02.wav	Attempting to force entry through a wooden door by aggressively twisting the metal door handle. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORHdwr_InsJ_Door_Handle_Metal_Forcing-Entry_01-03.wav	Attempting to force entry through a wooden door by aggressively twisting the metal door handle. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORHdwr_InsJ_Door_Metal-Garage_Closing_01.wav	Closing a large sliding metal garage door with a loud booming. Compatible with the Universal Category System (UCS).	96000	24	2	00:08
DOORKnck_InsJ_Door_Wooden_Knocking-x1_01-01.wav	Knocking on a regular wooden door once. Metallic rattling of the handle from vibrations. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORKnck_InsJ_Door_Wooden_Knocking-x1_01-02.wav	Knocking on a regular wooden door once. Metallic rattling of the handle from vibrations. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORKnck_InsJ_Door_Wooden_Knocking-x1_01-03.wav	Knocking on a regular wooden door once. Metallic rattling of the handle from vibrations. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORKnck_InsJ_Door_Wooden_Knocking-x2_01-01.wav	Knocking on a regular wooden door twice. Metallic rattling of the handle from vibrations. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORKnck_InsJ_Door_Wooden_Knocking-x2_01-02.wav	Knocking on a regular wooden door twice. Metallic rattling of the handle from vibrations. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORKnck_InsJ_Door_Wooden_Knocking-x3_01-01.wav	Knocking on a regular wooden door three times. Metallic rattling of the handle from vibrations. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORKnck_InsJ_Door_Wooden_Knocking-x3_01-02.wav	Knocking on a regular wooden door three times. Metallic rattling of the handle from vibrations. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORKnck_InsJ_Door_Wooden_Knocking-x3_02-01.wav	Knocking on a small wooden door three times. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORKnck_InsJ_Door_Wooden_Knocking-x3_02-02.wav	Knocking on a small wooden door three times. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORKnck_InsJ_Door_Wooden_Knocking-x4_01-01.wav	Knocking on a regular wooden door four times. Metallic rattling of the handle from vibrations. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORWood_InsJ_Door_Wooden_Closing_01-01.wav	Closing a regular wooden door. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORWood_InsJ_Door_Wooden_Closing_01-02.wav	Closing a regular wooden door. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORWood_InsJ_Door_Wooden_Closing_02-01.wav	Closing a regular wooden door. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORWood_InsJ_Door_Wooden_Closing_02-02.wav	Closing a regular wooden door. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORWood_InsJ_Door_Wooden_Closing_02-03.wav	Closing a regular wooden door. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORWood_InsJ_Door_Wooden_Closing_02-04.wav	Closing a regular wooden door. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORWood_InsJ_Door_Wooden_Closing_02-05.wav	Closing a regular wooden door. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORWood_InsJ_Door_Wooden_Closing_03-01.wav	Closing a regular wooden door. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORWood_InsJ_Door_Wooden_Closing_03-02.wav	Closing a regular wooden door. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORWood_InsJ_Door_Wooden_Closing_03-03.wav	Closing a regular wooden door. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORWood_InsJ_Door_Wooden_Closing_03-04.wav	Closing a regular wooden door. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORWood_InsJ_Door_Wooden_Closing_03-05.wav	Closing a regular wooden door. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORWood_InsJ_Door_Wooden_Closing_04-01.wav	Closing a regular wooden door. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
DOORWood_InsJ_Door_Wooden_Kicking_01-01.wav	Kicking a wooden door with a foot for a harsh, impact bash. Compatible with the Universal Category System (UCS).	96000	24	2	00:01

DOORWood_InsJ_Door_Wooden_Kicking_01-02.wav	Kicking a wooden door with a foot for a harsh, impact bash. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORWood_InsJ_Door_Wooden_Kicking_01-03.wav	Kicking a wooden door with a foot for a harsh, impact bash. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORWood_InsJ_Door_Wooden_Kicking_02-01.wav	Kicking a wooden door with a foot for a harsh, impact bash. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORWood_InsJ_Door_Wooden_Kicking_02-02.wav	Kicking a wooden door with a foot for a harsh, impact bash. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORWood_InsJ_Door_Wooden_Kicking_02-03.wav	Kicking a wooden door with a foot for a harsh, impact bash. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORWood_InsJ_Door_Wooden_Kicking_03-01.wav	Kicking a wooden door with a foot for a harsh, impact bash. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORWood_InsJ_Door_Wooden_Kicking_03-02.wav	Kicking a wooden door with a foot for a harsh, impact bash. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORWood_InsJ_Door_Wooden_Kicking_03-03.wav	Kicking a wooden door with a foot for a harsh, impact bash. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORWood_InsJ_Door_Wooden_Opening_01-01.wav	Twisting the metal handle of a wooden door to open it. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORWood_InsJ_Door_Wooden_Opening_01-02.wav	Twisting the metal handle of a wooden door to open it. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORWood_InsJ_Door_Wooden_Opening_01-03.wav	Twisting the metal handle of a wooden door to open it. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORWood_InsJ_Door_Wooden_Opening_02-01.wav	Twisting the metal handle of a wooden door to open it. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORWood_InsJ_Door_Wooden_Opening_02-02.wav	Twisting the metal handle of a wooden door to open it. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORWood_InsJ_Door_Wooden_Opening_02-03.wav	Twisting the metal handle of a wooden door to open it. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORWood_InsJ_Door_Wooden_Punching_Single_01-01.wav	Punching, banging or bashing hands against a wooden door for an aggressive booming bang. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORWood_InsJ_Door_Wooden_Punching_Single_01-02.wav	Punching, banging or bashing hands against a wooden door for an aggressive booming bang. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORWood_InsJ_Door_Wooden_Punching_Single_01-03.wav	Punching, banging or bashing hands against a wooden door for an aggressive booming bang. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORWood_InsJ_Door_Wooden_Punching_Single_02-01.wav	Punching, banging or bashing hands against a wooden door for an aggressive booming bang. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORWood_InsJ_Door_Wooden_Punching_Single_02-02.wav	Punching, banging or bashing hands against a wooden door for an aggressive booming bang. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORWood_InsJ_Door_Wooden_Punching_Single_02-03.wav	Punching, banging or bashing hands against a wooden door for an aggressive booming bang. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORWood_InsJ_Door_Wooden_Scratching_01-01.wav	Scratching nails against a wooden door for an unsettling splintering scrape. Compatible with the Universal Category System (UCS).	96000	24	2	00:12
DOORWood_InsJ_Door_Wooden_Scratching_02-01.wav	Scratching nails against a wooden door for an unsettling splintering scrape. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORWood_InsJ_Door_Wooden_Scratching_02-02.wav	Scratching nails against a wooden door for an unsettling splintering scrape. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
DOORWood_InsJ_Door_Wooden_Scratching_03-01.wav	Scratching nails against a wooden door for an unsettling splintering scrape. Compatible with the Universal Category System (UCS).	96000	24	2	00:03

DOORWood_InsJ_Door_Wooden_Scratching_03-02.wav	Scratching nails against a wooden door for an unsettling splintering scrape. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
DOORWood_InsJ_Door_Wooden_Scratching_03-03.wav	Scratching nails against a wooden door for an unsettling splintering scrape. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORWood_InsJ_Door_Wooden_Scratching_04-01.wav	Scratching nails against a wooden door for an unsettling splintering scrape. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORWood_InsJ_Door_Wooden_Scratching_04-02.wav	Scratching nails against a wooden door for an unsettling splintering scrape. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORWood_InsJ_Door_Wooden_Scratching_04-03.wav	Scratching nails against a wooden door for an unsettling splintering scrape. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORWood_InsJ_Door_Wooden_Slamming_01-01.wav	Harshly slamming a wooden door shut in an aggressive slam. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DOORWood_InsJ_Door_Wooden_Slamming_01-02.wav	Harshly slamming a wooden door shut in an aggressive slam. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORWood_InsJ_Door_Wooden_Slamming_01-03.wav	Harshly slamming a wooden door shut in an aggressive slam. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORWood_InsJ_Door_Wooden_Slamming_02-01.wav	Harshly slamming a wooden door shut in an aggressive slam. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORWood_InsJ_Door_Wooden_Slamming_02-02.wav	Harshly slamming a wooden door shut in an aggressive slam. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORWood_InsJ_Door_Wooden_Slamming_02-03.wav	Harshly slamming a wooden door shut in an aggressive slam. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORWood_InsJ_Door_Wooden_Slamming_03-01.wav	Harshly slamming a wooden door shut in an aggressive slam. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORWood_InsJ_Door_Wooden_Slamming_03-02.wav	Harshly slamming a wooden door shut in an aggressive slam. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORWood_InsJ_Door_Wooden_Slamming_03-03.wav	Harshly slamming a wooden door shut in an aggressive slam. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORWood_InsJ_Door_Wooden_Slamming_04-01.wav	Harshly slamming a wooden door shut in an aggressive slam. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORWood_InsJ_Door_Wooden_Slamming_04-02.wav	Harshly slamming a wooden door shut in an aggressive slam. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DOORWood_InsJ_Door_Wooden_Slamming_04-03.wav	Harshly slamming a wooden door shut in an aggressive slam. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DRWRMetl_InsJ_Sliding-Drawer_Metal-Screeching_01.wav	Opening a metallic drawer with rusted hinges creating a high-pitched squeaking shrieking screech. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DRWRMetl_InsJ_Sliding-Drawer_Metal-Screeching_02.wav	Opening a metallic drawer with rusted hinges creating a high-pitched squeaking shrieking screech. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DRWRMetl_InsJ_Sliding-Drawer_Metal-Screeching_03.wav	Opening a metallic drawer with rusted hinges creating a high-pitched squeaking shrieking screech. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
DRWRMetl_InsJ_Sliding-Drawer_Metal-Screeching_Long_01.wav	Opening a metallic drawer with rusted hinges creating a high-pitched squeaking shrieking screech. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DRWRMetl_InsJ_Sliding-Drawer_Metal-Screeching_Long_02.wav	Opening a metallic drawer with rusted hinges creating a high-pitched squeaking shrieking screech. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
DRWRMetl_InsJ_Sliding-Drawer_Metal-Screeching_Long_03.wav	Opening a metallic drawer with rusted hinges creating a high-pitched squeaking shrieking screech. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
FARTDsgn_InsJ_Party-Pack_Balloons_Deflate_Moderate_02-01.wav	A rubber balloon slowly deflating or exhaling over a moderate period of time with a high pitched squeaking. From the Party Pack sound library. Compatible with the Universal Category System (UCS).	96000	24	2	00:03

FARTDsgn_InsJ_Party-Pack_Balloons_Deflate_Moderate_03-01.wav	A rubber balloon slowly deflating or exhaling over a moderate period of time with a farting raspberry sound. From the Party Pack sound library. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
FARTDsgn_InsJ_Party-Pack_Balloons_Deflate_Short_03-04.wav	A rubber balloon deflating or exhaling over a short period of time with a farting raspberry sound. From the Party Pack sound library. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
FARTDsgn_InsJ_Party-Pack_Balloons_Deflate_Short_04-01.wav	A rubber balloon deflating or exhaling over a short period of time with a farting raspberry sound. The balloon was set loose to fly around the room. From the Party Pack sound library. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
FARTDsgn_InsJ_Party-Pack_Balloons_Deflate_Very-Short_01.wav	A rubber balloon quickly deflating or exhaling over a very short period of time with a high pitched squeaking. From the Party Pack sound library. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FARTReal_InsJ_Farting_Diarrhoea_Long_01-01.wav	Real human flatulence and gassy farting during diarrhoea bowel movements or poo within a toilet bowl. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
FARTReal_InsJ_Farting_Diarrhoea_Long_01-02.wav	Real human flatulence and gassy farting during diarrhoea bowel movements or poo within a toilet bowl. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
FARTReal_InsJ_Farting_Diarrhoea_Long_01-03.wav	Real human flatulence and gassy farting during diarrhoea bowel movements or poo within a toilet bowl. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
FARTReal_InsJ_Farting_Diarrhoea_Long_01-04.wav	Real human flatulence and gassy farting during diarrhoea bowel movements or poo within a toilet bowl. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
FARTReal_InsJ_Farting_Diarrhoea_Long_01-05.wav	Real human flatulence and gassy farting during diarrhoea bowel movements or poo within a toilet bowl. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
FARTReal_InsJ_Farting_Diarrhoea_Long_01-06.wav	Real human flatulence and gassy farting during diarrhoea bowel movements or poo within a toilet bowl. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
FARTReal_InsJ_Farting_Diarrhoea_Long_01-07.wav	Real human flatulence and gassy farting during diarrhoea bowel movements or poo within a toilet bowl. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
FARTReal_InsJ_Farting_Diarrhoea_Short_01-01.wav	Real human flatulence and gassy farting during diarrhoea bowel movements or poo within a toilet bowl. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FARTReal_InsJ_Farting_Diarrhoea_Short_01-02.wav	Real human flatulence and gassy farting during diarrhoea bowel movements or poo within a toilet bowl. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FARTReal_InsJ_Farting_Diarrhoea_Short_01-03.wav	Real human flatulence and gassy farting during diarrhoea bowel movements or poo within a toilet bowl. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FARTReal_InsJ_Farting_Diarrhoea_Short_01-04.wav	Real human flatulence and gassy farting during diarrhoea bowel movements or poo within a toilet bowl. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FARTReal_InsJ_Farting_Diarrhoea_Short_01-05.wav	Real human flatulence and gassy farting during diarrhoea bowel movements or poo within a toilet bowl. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FARTReal_InsJ_Farting_Diarrhoea_Short_01-06.wav	Real human flatulence and gassy farting during diarrhoea bowel movements or poo within a toilet bowl. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FARTReal_InsJ_Farting_Diarrhoea_Short_01-07.wav	Real human flatulence and gassy farting during diarrhoea bowel movements or poo within a toilet bowl. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Ceramic_Jogging_Trainers_01-01_MULTI.wav	A man jogging on ceramic tiles with trainer shoes. Compatible with the Universal Category System (UCS).	96000	24	2	00:10
FEETHmn_InsJ_Footsteps_Ceramic_Jogging_Trainers_01-01_Single-01.wav	A single footstep with a trainer shoe jogging on a pile of glass ceramic tiles cracking and crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Ceramic_Jogging_Trainers_01-01_Single-02.wav	A single footstep with a trainer shoe jogging on a pile of glass ceramic tiles cracking and crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Ceramic_Jogging_Trainers_01-01_Single-03.wav	A single footstep with a trainer shoe jogging on a pile of glass ceramic tiles cracking and crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Ceramic_Jogging_Trainers_01-01_Single-04.wav	A single footstep with a trainer shoe jogging on a pile of glass ceramic tiles cracking and crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Ceramic_Jogging_Trainers_01-01_Single-05.wav	A single footstep with a trainer shoe jogging on a pile of glass ceramic tiles cracking and crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01

FEETHmn_InsJ_Footsteps_Ceramic_Jogging_Trainers_01-01_Single-06.wav	A single footstep with a trainer shoe jogging on a pile of glass ceramic tiles cracking and crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Ceramic_Jogging_Trainers_01-01_Single-07.wav	A single footstep with a trainer shoe jogging on a pile of glass ceramic tiles cracking and crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Ceramic_Jogging_Trainers_01-01_Single-08.wav	A single footstep with a trainer shoe jogging on a pile of glass ceramic tiles cracking and crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Ceramic_Jogging_Trainers_01-01_Single-09.wav	A single footstep with a trainer shoe jogging on a pile of glass ceramic tiles cracking and crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Ceramic_Jogging_Trainers_01-01_Single-10.wav	A single footstep with a trainer shoe jogging on a pile of glass ceramic tiles cracking and crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Ceramic_Walking_Trainers_01-01_MULTI.wav	A man walking on ceramic tiles with trainer shoes. Compatible with the Universal Category System (UCS).	96000	24	2	00:11
FEETHmn_InsJ_Footsteps_Ceramic_Walking_Trainers_01-01_Single-01.wav	A single footstep with a trainer shoe walking on a pile of glass ceramic tiles cracking and crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Ceramic_Walking_Trainers_01-01_Single-02.wav	A single footstep with a trainer shoe walking on a pile of glass ceramic tiles cracking and crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Ceramic_Walking_Trainers_01-01_Single-03.wav	A single footstep with a trainer shoe walking on a pile of glass ceramic tiles cracking and crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Ceramic_Walking_Trainers_01-01_Single-04.wav	A single footstep with a trainer shoe walking on a pile of glass ceramic tiles cracking and crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Ceramic_Walking_Trainers_01-01_Single-05.wav	A single footstep with a trainer shoe walking on a pile of glass ceramic tiles cracking and crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Ceramic_Walking_Trainers_01-01_Single-06.wav	A single footstep with a trainer shoe walking on a pile of glass ceramic tiles cracking and crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Ceramic_Walking_Trainers_01-01_Single-07.wav	A single footstep with a trainer shoe walking on a pile of glass ceramic tiles cracking and crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Ceramic_Walking_Trainers_01-01_Single-08.wav	A single footstep with a trainer shoe walking on a pile of glass ceramic tiles cracking and crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Ceramic_Walking_Trainers_01-01_Single-09.wav	A single footstep with a trainer shoe walking on a pile of glass ceramic tiles cracking and crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Ceramic_Walking_Trainers_01-01_Single-10.wav	A single footstep with a trainer shoe walking on a pile of glass ceramic tiles cracking and crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dry-Leaves_Jogging_Trainers_01-01_MULTI.wav	A man jogging on dry leaves and dirt with trainer shoes. Compatible with the Universal Category System (UCS).	96000	24	2	00:11
FEETHmn_InsJ_Footsteps_Dry-Leaves_Jogging_Trainers_01-01_Single-01.wav	A single footstep with a trainer shoe jogging on a pile of dry leaves with a crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dry-Leaves_Jogging_Trainers_01-01_Single-02.wav	A single footstep with a trainer shoe jogging on a pile of dry leaves with a crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dry-Leaves_Jogging_Trainers_01-01_Single-03.wav	A single footstep with a trainer shoe jogging on a pile of dry leaves with a crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dry-Leaves_Jogging_Trainers_01-01_Single-04.wav	A single footstep with a trainer shoe jogging on a pile of dry leaves with a crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dry-Leaves_Jogging_Trainers_01-01_Single-05.wav	A single footstep with a trainer shoe jogging on a pile of dry leaves with a crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dry-Leaves_Jogging_Trainers_01-01_Single-06.wav	A single footstep with a trainer shoe jogging on a pile of dry leaves with a crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dry-Leaves_Jogging_Trainers_01-01_Single-07.wav	A single footstep with a trainer shoe jogging on a pile of dry leaves with a crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01

FEETHmn_InsJ_Footsteps_Dry-Leaves_Jogging_Trainers_01-01_Single-08.wav	A single footstep with a trainer shoe jogging on a pile of dry leaves with a crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dry-Leaves_Jogging_Trainers_01-01_Single-09.wav	A single footstep with a trainer shoe jogging on a pile of dry leaves with a crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dry-Leaves_Jogging_Trainers_01-01_Single-10.wav	A single footstep with a trainer shoe jogging on a pile of dry leaves with a crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dry-Leaves_Walking_Trainers_01-01_MULTI.wav	A man walking on dry leaves and dirt with trainer shoes. Compatible with the Universal Category System (UCS).	96000	24	2	00:20
FEETHmn_InsJ_Footsteps_Dry-Leaves_Walking_Trainers_01-01_Single-01.wav	A single footstep with a trainer shoe walking on a pile of dry leaves with a crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dry-Leaves_Walking_Trainers_01-01_Single-02.wav	A single footstep with a trainer shoe walking on a pile of dry leaves with a crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dry-Leaves_Walking_Trainers_01-01_Single-03.wav	A single footstep with a trainer shoe walking on a pile of dry leaves with a crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dry-Leaves_Walking_Trainers_01-01_Single-04.wav	A single footstep with a trainer shoe walking on a pile of dry leaves with a crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dry-Leaves_Walking_Trainers_01-01_Single-05.wav	A single footstep with a trainer shoe walking on a pile of dry leaves with a crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dry-Leaves_Walking_Trainers_01-01_Single-06.wav	A single footstep with a trainer shoe walking on a pile of dry leaves with a crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dry-Leaves_Walking_Trainers_01-01_Single-07.wav	A single footstep with a trainer shoe walking on a pile of dry leaves with a crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dry-Leaves_Walking_Trainers_01-01_Single-08.wav	A single footstep with a trainer shoe walking on a pile of dry leaves with a crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dry-Leaves_Walking_Trainers_01-01_Single-09.wav	A single footstep with a trainer shoe walking on a pile of dry leaves with a crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dry-Leaves_Walking_Trainers_01-01_Single-10.wav	A single footstep with a trainer shoe walking on a pile of dry leaves with a crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dry-Leaves_Walking_Trainers_02-01_MULTI.wav	A man walking on dry leaves and dirt with trainer shoes. Compatible with the Universal Category System (UCS).	96000	24	2	00:14
FEETHmn_InsJ_Footsteps_Dry-Leaves_Walking_Trainers_02-01_Single-01.wav	A single footstep with a trainer shoe walking on a pile of dry leaves with a crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dry-Leaves_Walking_Trainers_02-01_Single-02.wav	A single footstep with a trainer shoe walking on a pile of dry leaves with a crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dry-Leaves_Walking_Trainers_02-01_Single-03.wav	A single footstep with a trainer shoe walking on a pile of dry leaves with a crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dry-Leaves_Walking_Trainers_02-01_Single-04.wav	A single footstep with a trainer shoe walking on a pile of dry leaves with a crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dry-Leaves_Walking_Trainers_02-01_Single-05.wav	A single footstep with a trainer shoe walking on a pile of dry leaves with a crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dry-Leaves_Walking_Trainers_02-01_Single-06.wav	A single footstep with a trainer shoe walking on a pile of dry leaves with a crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dry-Leaves_Walking_Trainers_02-01_Single-07.wav	A single footstep with a trainer shoe walking on a pile of dry leaves with a crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Running_Trainers_01-01_MULTI.wav	A man running on a pile of glass shards with trainer shoes. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
FEETHmn_InsJ_Footsteps_Glass_Running_Trainers_01-01_Single-01.wav	A single footstep with a trainer shoe running on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01

FEETHmn_InsJ_Footsteps_Glass_Running_Trainers_01-01_Single-02.wav	A single footstep with a trainer shoe running on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Running_Trainers_01-01_Single-03.wav	A single footstep with a trainer shoe running on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Running_Trainers_01-01_Single-04.wav	A single footstep with a trainer shoe running on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Running_Trainers_01-01_Single-05.wav	A single footstep with a trainer shoe running on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Running_Trainers_01-01_Single-06.wav	A single footstep with a trainer shoe running on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Running_Trainers_01-01_Single-07.wav	A single footstep with a trainer shoe running on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Running_Trainers_01-01_Single-08.wav	A single footstep with a trainer shoe running on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Running_Trainers_01-01_Single-09.wav	A single footstep with a trainer shoe running on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Running_Trainers_01-01_Single-10.wav	A single footstep with a trainer shoe running on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Running_Trainers_02-01_MULTI.wav	A man running on a pile of glass shards with trainer shoes. Compatible with the Universal Category System (UCS).	96000	24	2	00:09
FEETHmn_InsJ_Footsteps_Glass_Running_Trainers_02-01_Single-01.wav	A single footstep with a trainer shoe running on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Running_Trainers_02-01_Single-02.wav	A single footstep with a trainer shoe running on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Running_Trainers_02-01_Single-03.wav	A single footstep with a trainer shoe running on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Running_Trainers_02-01_Single-04.wav	A single footstep with a trainer shoe running on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Running_Trainers_02-01_Single-05.wav	A single footstep with a trainer shoe running on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Running_Trainers_02-01_Single-06.wav	A single footstep with a trainer shoe running on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Running_Trainers_02-01_Single-07.wav	A single footstep with a trainer shoe running on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Running_Trainers_02-01_Single-08.wav	A single footstep with a trainer shoe running on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Running_Trainers_02-01_Single-09.wav	A single footstep with a trainer shoe running on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Running_Trainers_02-01_Single-10.wav	A single footstep with a trainer shoe running on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Walking_Trainers_01-01_MULTI.wav	A man walking on a pile of glass shards with trainer shoes. Compatible with the Universal Category System (UCS).	96000	24	2	00:12
FEETHmn_InsJ_Footsteps_Glass_Walking_Trainers_01-01_Single-01.wav	A single footstep with a trainer shoe walking on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Walking_Trainers_01-01_Single-02.wav	A single footstep with a trainer shoe walking on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Walking_Trainers_01-01_Single-03.wav	A single footstep with a trainer shoe walking on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01

FEETHmn_InsJ_Footsteps_Glass_Walking_Trainers_01-01_Single-04.wav	A single footstep with a trainer shoe walking on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Walking_Trainers_01-01_Single-05.wav	A single footstep with a trainer shoe walking on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Walking_Trainers_01-01_Single-06.wav	A single footstep with a trainer shoe walking on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Walking_Trainers_01-01_Single-07.wav	A single footstep with a trainer shoe walking on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Walking_Trainers_01-01_Single-08.wav	A single footstep with a trainer shoe walking on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Walking_Trainers_01-01_Single-09.wav	A single footstep with a trainer shoe walking on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Walking_Trainers_01-01_Single-10.wav	A single footstep with a trainer shoe walking on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Walking_Trainers_01-02_MULTI.wav	A man walking on a pile of glass shards with trainer shoes. Compatible with the Universal Category System (UCS).	96000	24	2	00:23
FEETHmn_InsJ_Footsteps_Glass_Walking_Trainers_01-02_Single-01.wav	A single footstep with a trainer shoe walking on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Walking_Trainers_01-02_Single-02.wav	A single footstep with a trainer shoe walking on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Walking_Trainers_01-02_Single-03.wav	A single footstep with a trainer shoe walking on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Walking_Trainers_01-02_Single-04.wav	A single footstep with a trainer shoe walking on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Walking_Trainers_01-02_Single-05.wav	A single footstep with a trainer shoe walking on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Walking_Trainers_01-02_Single-06.wav	A single footstep with a trainer shoe walking on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Walking_Trainers_01-02_Single-07.wav	A single footstep with a trainer shoe walking on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Walking_Trainers_01-02_Single-08.wav	A single footstep with a trainer shoe walking on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Walking_Trainers_01-02_Single-09.wav	A single footstep with a trainer shoe walking on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Walking_Trainers_01-02_Single-10.wav	A single footstep with a trainer shoe walking on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Ice_Walking_Trainers_01_MULTI.wav	A man walking on ice with trainer shoes. Various icy crackling and snapping as the ice breaks. Compatible with the Universal Category System (UCS).	96000	24	2	01:56
FEETHmn_InsJ_Footsteps_Ice_Walking_Trainers_01_Single-01.wav	A single footstep with a trainer shoe walking on crackling ice as it breaks and snaps. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
FEETHmn_InsJ_Footsteps_Ice_Walking_Trainers_01_Single-02.wav	A single footstep with a trainer shoe walking on crackling ice as it breaks and snaps. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
FEETHmn_InsJ_Footsteps_Ice_Walking_Trainers_01_Single-03.wav	A single footstep with a trainer shoe walking on crackling ice as it breaks and snaps. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
FEETHmn_InsJ_Footsteps_Ice_Walking_Trainers_01_Single-04.wav	A single footstep with a trainer shoe walking on crackling ice as it breaks and snaps. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
FEETHmn_InsJ_Footsteps_Ice_Walking_Trainers_01_Single-05.wav	A single footstep with a trainer shoe walking on crackling ice as it breaks and snaps. Compatible with the Universal Category System (UCS).	96000	24	2	00:02

FEETHmn_InsJ_Footsteps_Ice_Walking_Trainers_01_Single-06.wav	A single footstep with a trainer shoe walking on crackling ice as it breaks and snaps. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Ice_Walking_Trainers_01_Single-07.wav	A single footstep with a trainer shoe walking on crackling ice as it breaks and snaps. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Ice_Walking_Trainers_01_Single-08.wav	A single footstep with a trainer shoe walking on crackling ice as it breaks and snaps. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Ice_Walking_Trainers_01_Single-09.wav	A single footstep with a trainer shoe walking on crackling ice as it breaks and snaps. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Ice_Walking_Trainers_01_Single-10.wav	A single footstep with a trainer shoe walking on crackling ice as it breaks and snaps. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Ice_Walking_Trainers_01_Single-11.wav	A single footstep with a trainer shoe walking on crackling ice as it breaks and snaps. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Ice_Walking_Trainers_01_Single-12.wav	A single footstep with a trainer shoe walking on crackling ice as it breaks and snaps. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
FEETHmn_InsJ_Footsteps_Ice_Walking_Trainers_01_Single-13.wav	A single footstep with a trainer shoe walking on crackling ice as it breaks and snaps. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Ice_Walking_Trainers_01_Single-14.wav	A single footstep with a trainer shoe walking on crackling ice as it breaks and snaps. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
FEETHmn_InsJ_Footsteps_Ice_Walking_Trainers_01_Single-15.wav	A single footstep with a trainer shoe walking on crackling ice as it breaks and snaps. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Ice_Walking_Trainers_01_Single-16.wav	A single footstep with a trainer shoe walking on crackling ice as it breaks and snaps. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
FEETHmn_InsJ_Footsteps_Ice_Walking_Trainers_01_Single-17.wav	A single footstep with a trainer shoe walking on crackling ice as it breaks and snaps. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Ice_Walking_Trainers_01_Single-18.wav	A single footstep with a trainer shoe walking on crackling ice as it breaks and snaps. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Ice_Walking_Trainers_01_Single-19.wav	A single footstep with a trainer shoe walking on crackling ice as it breaks and snaps. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Ice_Walking_Trainers_01_Single-20.wav	A single footstep with a trainer shoe walking on crackling ice as it breaks and snaps. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Ice_Walking_Trainers_02_MULTI.wav	A man walking on ice with trainer shoes. Various icy crackling and snapping as the ice breaks. Compatible with the Universal Category System (UCS).	96000	24	2	00:36
FEETHmn_InsJ_Footsteps_Ice_Walking_Trainers_02_Single-01.wav	A single footstep with a trainer shoe walking on crackling ice as it breaks and snaps. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Ice_Walking_Trainers_02_Single-02.wav	A single footstep with a trainer shoe walking on crackling ice as it breaks and snaps. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
FEETHmn_InsJ_Footsteps_Ice_Walking_Trainers_02_Single-03.wav	A single footstep with a trainer shoe walking on crackling ice as it breaks and snaps. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Ice_Walking_Trainers_02_Single-04.wav	A single footstep with a trainer shoe walking on crackling ice as it breaks and snaps. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Ice_Walking_Trainers_02_Single-05.wav	A single footstep with a trainer shoe walking on crackling ice as it breaks and snaps. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Ice_Walking_Trainers_02_Single-06.wav	A single footstep with a trainer shoe walking on crackling ice as it breaks and snaps. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Ice_Walking_Trainers_02_Single-07.wav	A single footstep with a trainer shoe walking on crackling ice as it breaks and snaps. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Ice_Walking_Trainers_02_Single-08.wav	A single footstep with a trainer shoe walking on crackling ice as it breaks and snaps. Compatible with the Universal Category System (UCS).	96000	24	2	00:01

FEETHmn_InsJ_Footsteps_Ice_Walking_Trainers_02_Single-09.wav	A single footstep with a trainer shoe walking on crackling ice as it breaks and snaps. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Ice_Walking_Trainers_02_Single-10.wav	A single footstep with a trainer shoe walking on crackling ice as it breaks and snaps. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Jumping_Dry-Leaves_Single_01-01.wav	A man jumping on a small pile of dry leaves on dirt with trainer shoes. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
FEETHmn_InsJ_Jumping_Dry-Leaves_Single_01-02.wav	A man jumping on a small pile of dry leaves on dirt with trainer shoes. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
FEETHmn_InsJ_Jumping_Dry-Leaves_Single_01-03.wav	A man jumping on a small pile of dry leaves on dirt with trainer shoes. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
FEETHmn_InsJ_Jumping_Dry-Leaves_Single_01-04.wav	A man jumping on a small pile of dry leaves on dirt with trainer shoes. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
FEETHmn_InsJ_Jumping_Dry-Leaves_Single_02-01.wav	A man jumping on a small pile of dry leaves on dirt with trainer shoes. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
FEETHmn_InsJ_Jumping_Dry-Leaves_Single_02-02.wav	A man jumping on a small pile of dry leaves on dirt with trainer shoes. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
FEETHmn_InsJ_Jumping_Dry-Leaves_Single_02-03.wav	A man jumping on a small pile of dry leaves on dirt with trainer shoes. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
FEETHmn_InsJ_Jumping_Glass_Single_01-01.wav	A man jumping on a pile of glass shards with trainer shoes. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
FEETHmn_InsJ_Jumping_Glass_Single_01-02.wav	A man jumping on a pile of glass shards with trainer shoes. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
FEETHmn_InsJ_Jumping_Glass_Single_01-03.wav	A man jumping on a pile of glass shards with trainer shoes. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
FEETHmn_InsJ_Jumping_Glass_Single_01-04.wav	A man jumping on a pile of glass shards with trainer shoes. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
FIREBrst_InsJ_Flamethrower_Long_01-01_DRY.wav	A long burst or blast of a flamethrower spitting a stream of burning hot fire sizzling in a wave. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
FIREBrst_InsJ_Flamethrower_Long_01-01_WET.wav	A long burst or blast of a flamethrower spitting a stream of burning hot fire sizzling in a wave. Mild reverberation. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
FIREBrst_InsJ_Flamethrower_Long_01-02_DRY.wav	A long burst or blast of a flamethrower spitting a stream of burning hot fire sizzling in a wave. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
FIREBrst_InsJ_Flamethrower_Long_01-02_WET.wav	A long burst or blast of a flamethrower spitting a stream of burning hot fire sizzling in a wave. Mild reverberation. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
FIREBrst_InsJ_Flamethrower_Long_01-03_DRY.wav	A long burst or blast of a flamethrower spitting a stream of burning hot fire sizzling in a wave. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
FIREBrst_InsJ_Flamethrower_Long_01-03_WET.wav	A long burst or blast of a flamethrower spitting a stream of burning hot fire sizzling in a wave. Mild reverberation. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
FIREBrst_InsJ_Flamethrower_Long_01-04_DRY.wav	A long burst or blast of a flamethrower spitting a stream of burning hot fire sizzling in a wave. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
FIREBrst_InsJ_Flamethrower_Long_01-04_WET.wav	A long burst or blast of a flamethrower spitting a stream of burning hot fire sizzling in a wave. Mild reverberation. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
FIREBrst_InsJ_Flamethrower_Short_01-01_DRY.wav	A short burst or blast of a flamethrower spitting a stream of burning hot fire sizzling in a wave. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
FIREBrst_InsJ_Flamethrower_Short_01-01_WET.wav	A short burst or blast of a flamethrower spitting a stream of burning hot fire sizzling in a wave. Mild reverberation. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
FIREBrst_InsJ_Flamethrower_Short_01-02_DRY.wav	A short burst or blast of a flamethrower spitting a stream of burning hot fire sizzling in a wave. Compatible with the Universal Category System (UCS).	96000	24	2	00:02

FIREBrst_InsJ_Flamethrower_Short_01-02_WET.wav	A short burst or blast of a flamethrower spitting a stream of burning hot fire sizzling in a wave. Mild reverberation. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
FIREBrst_InsJ_Flamethrower_Short_01-03_DRY.wav	A short burst or blast of a flamethrower spitting a stream of burning hot fire sizzling in a wave. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
FIREBrst_InsJ_Flamethrower_Short_01-03_WET.wav	A short burst or blast of a flamethrower spitting a stream of burning hot fire sizzling in a wave. Mild reverberation. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
FIREBrst_InsJ_Flamethrower_Short_01-04_DRY.wav	A short burst or blast of a flamethrower spitting a stream of burning hot fire sizzling in a wave. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
FIREBrst_InsJ_Flamethrower_Short_01-04_WET.wav	A short burst or blast of a flamethrower spitting a stream of burning hot fire sizzling in a wave. Mild reverberation. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
FIRESizz_InsJ_Fire_Stoking-Embers_01-01.wav	Stoking the recently extinguished embers and ashes of a fire pit with a wooden stick. Compatible with the Universal Category System (UCS).	96000	24	2	00:18
FIREWhsh_InsJ_Fireball_01-01.wav	A magic fireball spell bursting and pulsating. Compatible with the Universal Category System (UCS).	96000	24	1	00:02
FIREWhsh_InsJ_Fireball_01-02.wav	A magic fireball spell bursting and pulsating. Compatible with the Universal Category System (UCS).	96000	24	1	00:02
FIREWhsh_InsJ_Fireball_01-03.wav	A magic fireball spell bursting and pulsating. Compatible with the Universal Category System (UCS).	96000	24	1	00:04
FIREWhsh_InsJ_Fireball_02-01.wav	A magic fireball spell bursting and pulsating from left to right. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FIREWhsh_InsJ_Fireball_02-02.wav	A magic fireball spell bursting and pulsating from left to right. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FIREWhsh_InsJ_Fireball_02-03.wav	A magic fireball spell bursting and pulsating from right to left. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FIREWhsh_InsJ_Fireball_02-04.wav	A magic fireball spell bursting and pulsating from left to right. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FIREWhsh_InsJ_Fireball_02-05.wav	A magic fireball spell bursting and pulsating from right to left. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
FIREWhsh_InsJ_Fireball_03-01.wav	A magic fireball spell bursting and pulsating. Compatible with the Universal Category System (UCS).	96000	24	1	00:03
FRWKComr_InsJ_Fireworks-Display_Multi_01-01_Crackle.wav	A display of multiple fireworks exploding with a loud bang. A fizzling, hissing, crackling follows each explosion. Distant cheering from a crowd. Compatible with the Universal Category System (UCS).	96000	24	2	00:40
FRWKComr_InsJ_Fireworks-Display_Multi_01-02.wav	A display of multiple fireworks exploding with a loud bang. Distant cheering from a crowd. Compatible with the Universal Category System (UCS).	96000	24	2	00:51
FRWKComr_InsJ_Fireworks-Display_Multi_01-03.wav	A display of multiple fireworks exploding with a loud bang. Distant cheering from a crowd. Compatible with the Universal Category System (UCS).	96000	24	2	01:20
FRWKComr_InsJ_Fireworks-Display_Multi_01-04.wav	A display of multiple large fireworks exploding with a loud bang and deep booming launch. Distant cheering from a crowd. Compatible with the Universal Category System (UCS).	96000	24	2	00:33
FRWKComr_InsJ_Fireworks-Display_Multi_01-05_Noisy.wav	A display of multiple fireworks exploding with a loud bang. A noisy, squeaky and whirling whistling follows some explosions. Occasional large fireworks with louder bang and deep launching boom. Distant cheering from a crowd. Compatible with the Universal Category System (UCS).	96000	24	2	00:47
FRWKComr_InsJ_Fireworks-Display_Multi_01-06.wav	A display of multiple fireworks exploding with a bang. Occasional large fireworks with louder bang and deep launching boom. Distant cheering from a crowd. Compatible with the Universal Category System (UCS).	96000	24	2	00:53
FRWKComr_InsJ_Fireworks-Display_Multi_01-07_Crackle.wav	A display of multiple fireworks exploding with a loud bang. A fizzling, hissing, crackling follows each explosion. Occasional large fireworks with louder bang and deep launching boom. Distant cheering from a crowd. Compatible with the Universal Category System (UCS).	96000	24	2	01:17
FRWKComr_InsJ_Fireworks-Display_Multi_01-08.wav	A display of multiple large fireworks exploding with a loud bang and deep booming launch. Distant cheering from a crowd. Compatible with the Universal Category System (UCS).	96000	24	2	00:29

FRWKComr_InsJ_Fireworks-Display_Multi_01-09_Crackle.wav	A display of multiple fireworks exploding with a loud bang. A fizzling, hissing, crackling follows some explosions. Occasional large fireworks with louder bang and deep launching boom. Distant cheering from a crowd. Compatible with the Universal Category System (UCS).	96000	24	2	00:32
FRWKComr_InsJ_Fireworks-Display_Multi_02-01.wav	A distant display of multiple fireworks exploding with a bang and echoing across the landscape. A fizzling, hissing, crackling follows some explosions. Compatible with the Universal Category System (UCS).	96000	24	2	00:49
FRWKComr_InsJ_Fireworks-Display_Multi_02-02.wav	A distant display of multiple fireworks exploding with a bang and echoing across the landscape. Compatible with the Universal Category System (UCS).	96000	24	2	01:25
FRWKComr_InsJ_Fireworks-Display_Multi_02-03-Noisy.wav	A distant display of multiple fireworks exploding with a bang and echoing across the landscape. Occasional noisy whistling and whirling. Compatible with the Universal Category System (UCS).	96000	24	2	01:58
FRWKComr_InsJ_Fireworks-Display_Multi_02-04-Finale.wav	A display of multiple large fireworks exploding with a loud bang and echoing across the landscape. Occasional crackling and fizzling after each explosion. Compatible with the Universal Category System (UCS).	96000	24	2	00:19
FRWKComr_InsJ_Fireworks-Display_Multi_03-Finale.wav	A display of multiple clustered fireworks exploding with a loud bang to signal the finale. Occasional crackling and fizzling following the explosion. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
FRWKComr_InsJ_Fireworks-Display_Multi_04-FULL.wav	A full long display of multiple fireworks exploding with a loud bang, some with a deep booming launch and occasional crackling, hissing and fizzling. Mild echoes across the landscape. Compatible with the Universal Category System (UCS).	96000	24	2	10:00
FRWKComr_InsJ_Fireworks_Launch_Close_01-01.wav	Launching a firework projectile with a loud fiery hissing of air. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
FRWKComr_InsJ_Fireworks_Launch_Close_01-02.wav	Launching a firework projectile with a loud fiery hissing of air. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
FRWKComr_InsJ_Fireworks_Launch_Close_01-03.wav	Launching a firework projectile with a loud fiery hissing of air. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
FRWKComr_InsJ_Fireworks_Launch_Close_01-04.wav	Launching a firework projectile with a loud fiery hissing of air. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
FRWKComr_InsJ_Fireworks_Launch_Close_01-05.wav	Launching a firework projectile with a loud fiery hissing of air. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
FRWKComr_InsJ_Fireworks_Launch_Close_01-06.wav	Launching a firework projectile with a loud fiery hissing of air. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
FRWKComr_InsJ_Fireworks_Launch_Close_01-07.wav	Launching a firework projectile with a loud fiery hissing of air. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
FRWKComr_InsJ_Fireworks_Launch_Close_01-08.wav	Launching a firework projectile with a loud fiery hissing of air. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
FRWKComr_InsJ_Fireworks_Launch_Close_01-09.wav	Launching a firework projectile with a loud fiery hissing of air. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
FRWKComr_InsJ_Fireworks_Launch_Close_01-10.wav	Launching a firework projectile with a loud fiery hissing of air. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
FRWKComr_InsJ_Fireworks_Launch_Close_01-11.wav	Launching a firework projectile with a loud fiery hissing of air. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
FRWKComr_InsJ_Fireworks_Launch_Distant_01-01.wav	A single launch of a large firework with a low, deep, booming ignition. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
FRWKComr_InsJ_Fireworks_Multi_Close_01-01-Normal.wav	A single collection of small fireworks launching and exploding in the air with a bang. Compatible with the Universal Category System (UCS).	96000	24	2	00:39
FRWKComr_InsJ_Fireworks_Multi_Close_01-02-Crackle.wav	A single collection of small fireworks launching and exploding in the air with a bang followed by a crackling, fizzling and hissing. Compatible with the Universal Category System (UCS).	96000	24	2	00:08
FRWKComr_InsJ_Fireworks_Multi_Close_01-03-Crackle.wav	A single collection of small fireworks launching and exploding in the air with a bang followed by a crackling, fizzling and hissing. Compatible with the Universal Category System (UCS).	96000	24	2	00:06

FRWKComr_InsJ_Fireworks_Multi_Close_01-04-Crackle.wav	A single collection of small fireworks launching and exploding in the air with a bang followed by a crackling, fizzling and hissing. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
FRWKComr_InsJ_Fireworks_Multi_Close_01-05-Normal.wav	A single collection of small fireworks launching and exploding in the air with a bang. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
FRWKComr_InsJ_Fireworks_Multi_Close_01-06-Crackle.wav	A single collection of small fireworks launching and exploding in the air with a bang followed by a crackling, fizzling and hissing. Compatible with the Universal Category System (UCS).	96000	24	2	00:12
FRWKComr_InsJ_Fireworks_Multi_Close_01-07-Crackle.wav	A single collection of small fireworks launching and exploding in the air with a bang followed by a crackling, fizzling and hissing. Compatible with the Universal Category System (UCS).	96000	24	2	00:09
FRWKComr_InsJ_Fireworks_Multi_Close_01-08-Crackle.wav	A single collection of small fireworks launching and exploding in the air with a bang followed by a crackling, fizzling and hissing. Compatible with the Universal Category System (UCS).	96000	24	2	00:11
FRWKComr_InsJ_Fireworks_Multi_Close_01-09_Crackle.wav	A single collection of small fireworks launching and exploding in the air with a bang followed by a crackling, fizzling and hissing. Compatible with the Universal Category System (UCS).	96000	24	2	00:17
FRWKComr_InsJ_Fireworks_Multi_Close_01-10-Crackle.wav	A single collection of small fireworks launching and exploding in the air with a bang followed by a crackling, fizzling and hissing. Compatible with the Universal Category System (UCS).	96000	24	2	00:16
FRWKComr_InsJ_Fireworks_Multi_Close_01-11-Noisy-Whistling.wav	A single collection of small fireworks launching and exploding in the air with a bang followed by a noisy whirling whistling and occasional crackling. Compatible with the Universal Category System (UCS).	96000	24	2	00:22
FRWKComr_InsJ_Fireworks_Multi_Close_01-12-Normal-and-Crackle.wav	A single collection of small fireworks launching and exploding in the air with a bang, occasionally followed by a crackling, fizzling and hissing. Compatible with the Universal Category System (UCS).	96000	24	2	00:58
FRWKComr_InsJ_Fireworks_Multi_Close_01-13-Crackle.wav	A single collection of small fireworks launching and exploding in the air with a bang followed by a crackling, fizzling and hissing. Compatible with the Universal Category System (UCS).	96000	24	2	00:11
FRWKComr_InsJ_Fireworks_Multi_Close_02-01_Crackle.wav	A single collection of small fireworks launching and exploding in the air with a bang followed by a crackling, fizzling and hissing. Compatible with the Universal Category System (UCS).	96000	24	2	00:08
FRWKComr_InsJ_Fireworks_Multi_Close_02-02_Crackle.wav	A single collection of small fireworks launching and exploding in the air with a bang followed by a crackling, fizzling and hissing. Compatible with the Universal Category System (UCS).	96000	24	2	00:17
FRWKComr_InsJ_Fireworks_Multi_Distant_01-01.wav	A very distant collection of small fireworks launching and exploding in the air with a bang with a slight echo across the landscape. Compatible with the Universal Category System (UCS).	96000	24	2	00:34
FRWKComr_InsJ_Fireworks_Multi_Distant_01-02.wav	A very distant collection of small fireworks launching and exploding in the air with a bang with a slight echo across the landscape. Compatible with the Universal Category System (UCS).	96000	24	2	00:18
FRWKComr_InsJ_Fireworks_Multi_Distant_01-03.wav	A very distant collection of small fireworks launching and exploding in the air with a bang with a slight echo across the landscape. Compatible with the Universal Category System (UCS).	96000	24	2	00:35
FRWKComr_InsJ_Fireworks_Multi_Distant_02-01.wav	A distant collection of small fireworks launching and exploding in the air with a bang with a slight echo across the landscape. Compatible with the Universal Category System (UCS).	96000	24	2	00:38
FRWKComr_InsJ_Fireworks_Multi_Distant_02-02.wav	A distant collection of small fireworks launching and exploding in the air with a bang with a slight echo across the landscape. Compatible with the Universal Category System (UCS).	96000	24	2	00:52
FRWKComr_InsJ_Fireworks_Multi_Distant_02-03.wav	A distant collection of small fireworks launching and exploding in the air with a bang with a slight echo across the landscape. Compatible with the Universal Category System (UCS).	96000	24	2	01:14
FRWKComr_InsJ_Fireworks_Multi_Distant_02-04.wav	A distant collection of small fireworks launching and exploding in the air with a bang with a slight echo across the landscape. Compatible with the Universal Category System (UCS).	96000	24	2	00:38
FRWKComr_InsJ_Fireworks_Multi_Distant_02-05.wav	A distant collection of small fireworks launching and exploding in the air with a bang with a slight echo across the landscape. Compatible with the Universal Category System (UCS).	96000	24	2	00:55
FRWKComr_InsJ_Fireworks_Single_Close_01-01-Crackle.wav	A single small firework launching and exploding in the air with a bang followed by a crackling, fizzling and hissing. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
FRWKComr_InsJ_Fireworks_Single_Close_01-02-Crackle.wav	A single small firework launching and exploding in the air with a bang followed by a crackling, fizzling and hissing. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
FRWKComr_InsJ_Fireworks_Single_Close_01-03-Crackle.wav	A single small firework launching and exploding in the air with a bang followed by a crackling, fizzling and hissing. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
FRWKComr_InsJ_Fireworks_Single_Close_01-04-Crackle.wav	A single small firework launching and exploding in the air with a bang followed by a crackling, fizzling and hissing. Compatible with the Universal Category System (UCS).	96000	24	2	00:04

FRWKComr_InsJ_Fireworks_Single_Close_01-05-Crackle.wav	A single small firework launching and exploding in the air with a bang followed by a crackling, fizzling and hissing. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
FRWKComr_InsJ_Fireworks_Single_Close_01-06-Crackle.wav	A single small firework launching and exploding in the air with a bang followed by a crackling, fizzling and hissing. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
FRWKComr_InsJ_Fireworks_Single_Close_01-07-Crackle.wav	A single small firework launching and exploding in the air with a bang followed by a crackling, fizzling and hissing. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
FRWKComr_InsJ_Fireworks_Single_Close_01-08-Crackle.wav	A single small firework launching and exploding in the air with a bang followed by a crackling, fizzling and hissing. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
FRWKComr_InsJ_Fireworks_Single_Close_01-09-Normal.wav	A single small firework launching and exploding in the air with a bang. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
FRWKComr_InsJ_Fireworks_Single_Close_01-10-Normal.wav	A single small firework launching and exploding in the air with a bang. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
FRWKComr_InsJ_Fireworks_Single_Close_01-11-Crackle.wav	A single small firework launching and exploding in the air with a bang followed by a crackling, fizzling and hissing. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
FRWKComr_InsJ_Fireworks_Single_Close_01-12-Normal.wav	A single small firework launching and exploding in the air with a bang. Compatible with the Universal Category System (UCS).	96000	32	2	00:05
FRWKComr_InsJ_Fireworks_Single_Close_01-13-Normal.wav	A single small firework launching and exploding in the air with a bang. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
FRWKComr_InsJ_Fireworks_Single_Close_03-01-Large.wav	A single large firework launching and exploding in the air with a bang. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
FRWKComr_InsJ_Fireworks_Single_Close_03-01-Normal.wav	A normal firework exploding in the air for a small explosion and bang echoing through the landscape. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
FRWKComr_InsJ_Fireworks_Single_Close_03-02-Large.wav	A single large firework launching and exploding in the air with a bang. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
FRWKComr_InsJ_Fireworks_Single_Close_03-02-Normal.wav	A normal firework exploding in the air for a small explosion and bang echoing through the landscape. Compatible with the Universal Category System (UCS).	96000	24	2	00:09
FRWKComr_InsJ_Fireworks_Single_Close_03-03-Crackle.wav	A normal firework exploding in the air for a small explosion and bang and trailing crackling echoing through the landscape. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
FRWKComr_InsJ_Fireworks_Single_Close_03-03-Large.wav	A single large firework launching and exploding in the air with a bang. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
FRWKComr_InsJ_Fireworks_Single_Close_03-04-Crackle.wav	A normal firework exploding in the air for a small explosion and bang and trailing crackling echoing through the landscape. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
FRWKComr_InsJ_Fireworks_Single_Close_03-05-Multi.wav	A normal firework exploding in the air for a small explosion and bang echoing through the landscape with some ground firecrackers crackling. Compatible with the Universal Category System (UCS).	96000	24	2	00:10
FRWKComr_InsJ_Fireworks_Single_Close_03-06-Multi.wav	A normal firework exploding in the air for a small explosion and bang echoing through the landscape with some ground firecrackers crackling. Compatible with the Universal Category System (UCS).	96000	24	2	00:14
FRWKComr_InsJ_Fireworks_Single_Close_03-07-Normal.wav	A normal firework exploding in the air for a small explosion and bang echoing through the landscape. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
FRWKComr_InsJ_Fireworks_Single_Close_03-08-Crackle.wav	A normal firework exploding in the air for a small explosion and bang and trailing crackling echoing through the landscape. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
FRWKComr_InsJ_Fireworks_Single_Close_03-09-Crackle.wav	A normal firework exploding in the air for a small explosion and bang and trailing crackling echoing through the landscape. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
FRWKComr_InsJ_Fireworks_Single_Close_03-10-Whistle.wav	A loud and noisy classic firework whistling, whistle or shriek. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
FRWKComr_InsJ_Fireworks_Single_Close_03-11-Whistle.wav	A loud and noisy classic firework whistling, whistle or shriek. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
FRWKComr_InsJ_Fireworks_Single_Close_03-12-Crackle.wav	A normal firework exploding in the air for a small explosion and bang and trailing crackling echoing through the landscape. Compatible with the Universal Category System (UCS).	96000	24	2	00:05

FRWKComr_InsJ_Fireworks_Single_Close_03-13-Crackle.wav	A normal firework exploding in the air for a small explosion and bang and trailing crackling echoing through the landscape. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
FRWKComr_InsJ_Fireworks_Single_Close_03-14-Launch.wav	A normal firework launching from the ground, exploding in the air for a small explosion and bang echoing through the landscape. Compatible with the Universal Category System (UCS).	96000	24	2	00:12
FRWKComr_InsJ_Fireworks_Single_Close_04-01-Large.wav	A single large firework launching and exploding in the air with a bang and trailing crackling. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
FRWKComr_InsJ_Fireworks_Single_Distant_01-01.wav	A single large distant firework launching and exploding in the air with a bang and echoing across the landscape. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
FRWKComr_InsJ_Fireworks_Single_Distant_01-02.wav	A single large distant firework launching and exploding in the air with a bang and echoing across the landscape. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
MUSCChim_InsJ_Singing-Bowl_Scrape_Violin-Bow_Single_01-01.wav	A metal musical Tibetan meditative singing bowl instrument being bowed with a violin bow and left to sustain and fade naturally over a long time. Compatible with the Universal Category System (UCS).	96000	24	2	00:33
MUSCMisc_InsJ_Happy-Birthday_Electronic-Candle_01-01_LOOP.wav	An electronic candle cake topper performing a digital rendition of Happy Birthday slightly out of tune. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:10
MUSCMisc_InsJ_Happy-Birthday_Electronic-Candle_02-01-Glitch_LOOP.wav	An electronic candle cake topper performing a glitchy, distorted and warped rendition of Happy Birthday. Compatible with the Universal Category System (UCS).	96000	24	2	00:11
MUSCMisc_InsJ_Happy-Birthday_Electronic-Candle_03-01-Glitch.wav	An electronic candle cake topper performing a glitchy, distorted and warped rendition of Happy Birthday. Compatible with the Universal Category System (UCS).	96000	24	2	00:12
ROPECreak_InsJ_Rope_Tightening_01-01.wav	Tightening and squeezing a thick piece of rope for a hard gripping of tension. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
SWSH_InsJ_Swirling_Bamboo-String_01-01.wav	Quickly swirling bamboo with a string for a fast circular air whipping. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
SWSH_InsJ_Swirling_Bamboo-String_01-02.wav	Quickly swirling bamboo with a string for a fast circular air whipping. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
SWSH_InsJ_Swirling_Tent-Pole_01-01.wav	Quickly swirling a plastic pole with a string for a fast circular air whipping. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
SWSH_InsJ_Swirling_Tent-Pole_01-02.wav	Quickly swirling a plastic pole with a string for a fast circular air whipping. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
SWSH_InsJ_Swirling_Tent-Pole_01-03.wav	Quickly swirling a plastic pole with a string for a fast circular air whipping. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
SWSH_InsJ_Whipping_Tent-Pole_01-01.wav	Quickly whipping a plastic pole through the air for a small and fast air swoosh or whoosh transition. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
SWSH_InsJ_Whipping_Tent-Pole_01-02.wav	Quickly whipping a plastic pole through the air for a small and fast air swoosh or whoosh transition. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
SWSH_InsJ_Whipping_Tent-Pole_01-03.wav	Quickly whipping a plastic pole through the air for a small and fast air swoosh or whoosh transition. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
SWSH_InsJ_Whipping_Tent-Pole_01-04.wav	Quickly whipping a plastic pole through the air for a small and fast air swoosh or whoosh transition. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
SWSH_InsJ_Whipping_Tent-Pole_01-05.wav	Quickly whipping a plastic pole through the air for a small and fast air swoosh or whoosh transition. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
SWSH_InsJ_Whipping_Tent-Pole_02-01.wav	Quickly whipping a plastic pole through the air for a small and fast air swoosh or whoosh transition. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
SWSH_InsJ_Whipping_Tent-Pole_02-02.wav	Quickly whipping a plastic pole through the air for a small and fast air swoosh or whoosh transition. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
SWSH_InsJ_Whipping_Tent-Pole_02-03.wav	Quickly whipping a plastic pole through the air for a small and fast air swoosh or whoosh transition. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
SWSH_InsJ_Whipping_Tent-Pole_03-01.wav	Quickly whipping a plastic pole through the air for a small and fast air swoosh or whoosh transition. Compatible with the Universal Category System (UCS).	96000	24	2	00:01

SWSH_InsJ_Whipping_Tent-Pole_03-02.wav	Quickly whipping a plastic pole through the air for a small and fast air swoosh or whoosh transition. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
SWSH_InsJ_Whipping_Tent-Pole_03-03.wav	Quickly whipping a plastic pole through the air for a small and fast air swoosh or whoosh transition. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
SWSH_InsJ_Whipping_Tent-Pole_03-04.wav	Quickly whipping a plastic pole through the air for a small and fast air swoosh or whoosh transition. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
SWSH_InsJ_Whipping_Tent-Pole_03-05.wav	Quickly whipping a plastic pole through the air for a small and fast air swoosh or whoosh transition. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
TOOLHand_InsJ_Hand-Saw_Wood_Close_01-01.wav	A manual hand saw sawing rhythmically on a large, thick wooden log. Compatible with the Universal Category System (UCS).	96000	24	2	00:08
TOOLHand_InsJ_Hand-Saw_Wood_Close_01-02.wav	A manual hand saw sawing rhythmically on a large, thick wooden log. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
TOOLHand_InsJ_Mining_Stone_Multi_01-01.wav	A construction worker hammering or mining against stone and brick with natural reverberance of the concrete. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
TOOLHand_InsJ_Mining_Stone_Single_01-01.wav	A construction worker hammering or mining against stone and brick with natural reverberance of the concrete. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
TOOLHand_InsJ_Mining_Stone_Single_01-02.wav	A construction worker hammering or mining against stone and brick with natural reverberance of the concrete. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
TOOLHand_InsJ_Mining_Stone_Single_01-03.wav	A construction worker hammering or mining against stone and brick with natural reverberance of the concrete. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
TOOLHand_InsJ_Mining_Stone_Single_01-04.wav	A construction worker hammering or mining against stone and brick with natural reverberance of the concrete. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
TOOLPneu_InsJ_Construction_Jackhammer-Excavator_01.wav	A construction worker operating a metallic manual jackhammer excavator and digging into a concrete surface. Compatible with the Universal Category System (UCS).	96000	24	2	00:22
TOOLPneu_InsJ_Construction_Jackhammer-Excavator_02.wav	A construction worker operating a metallic manual jackhammer excavator and digging into a concrete surface. Compatible with the Universal Category System (UCS).	96000	24	2	00:33
TOOLPowr_InsJ_Chainsaw_Close_01.wav	Two lumberjacks with chainsaws sawing at foliage and branches with long engine revving. Compatible with the Universal Category System (UCS).	96000	24	2	00:41
TOOLPowr_InsJ_Chainsaw_Close_Full_01-01_LOOP.wav	A single lumberjack with an active chainsaw sawing down foliage and branches from a hedge with occasional revving and idling of the engine. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:17
TOOLPowr_InsJ_Chainsaw_Close_Full_01-02_LOOP.wav	A single lumberjack with an active chainsaw sawing down foliage and branches from a hedge with occasional revving and idling of the engine. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:30
TOOLPowr_InsJ_Chainsaw_Close_Full_01-03_LOOP.wav	A single lumberjack with an active chainsaw sawing down foliage and branches from a hedge with occasional revving and idling of the engine. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:15
TOOLPowr_InsJ_Chainsaw_Close_Full_01-04_LOOP.wav	A single lumberjack with an active chainsaw sawing down foliage and branches from a hedge with occasional revving and idling of the engine. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:21
TOOLPowr_InsJ_Chainsaw_Close_Full_01-05_LOOP.wav	A single lumberjack with an active chainsaw sawing down foliage and branches from a hedge with occasional revving and idling of the engine. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
TOOLPowr_InsJ_Chainsaw_Close_Full_01-06.wav	A single lumberjack with an active chainsaw sawing down foliage and branches from a hedge with occasional revving and idling of the engine. Compatible with the Universal Category System (UCS).	96000	24	2	00:43
TOOLPowr_InsJ_Chainsaw_Close_Idling_01-01_LOOP.wav	A single lumberjack with an active chainsaw engine idling. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:08
TOOLPowr_InsJ_Chainsaw_Close_Idling_01-02_LOOP.wav	A single lumberjack with an active chainsaw engine idling. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:11

TOOLPowr_InsJ_Chainsaw_Close_Idling_01-03_LOOP.wav	A single lumberjack with an active chainsaw engine idling. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:11
TOOLPowr_InsJ_Chainsaw_Close_Idling_01-04_LOOP.wav	A single lumberjack with an active chainsaw engine idling. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
TOOLPowr_InsJ_Chainsaw_Close_Idling_01-05_LOOP.wav	A single lumberjack with an active chainsaw engine idling. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:11
TOOLPowr_InsJ_Chainsaw_Close_Revving_01-01.wav	A single lumberjack with an active chainsaw engine revving as they saw down foliage and branches from a hedge. Subtle twig snapping. Compatible with the Universal Category System (UCS).	96000	24	2	00:09
TOOLPowr_InsJ_Chainsaw_Close_Revving_01-02.wav	A single lumberjack with an active chainsaw engine revving as they saw down foliage and branches from a hedge. Subtle twig snapping. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
TOOLPowr_InsJ_Chainsaw_Close_Revving_01-03.wav	A single lumberjack with an active chainsaw engine revving as they saw down foliage and branches from a hedge. Subtle twig snapping. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
TOOLPowr_InsJ_Chainsaw_Close_Revving_01-04.wav	A single lumberjack with an active chainsaw engine revving as they saw down foliage and branches from a hedge. Subtle twig snapping. Compatible with the Universal Category System (UCS).	96000	24	2	00:08
TOOLPowr_InsJ_Chainsaw_Close_Revving_01-05.wav	A single lumberjack with an active chainsaw engine revving as they saw down foliage and branches from a hedge. Subtle twig snapping. Compatible with the Universal Category System (UCS).	96000	24	2	00:08
TOOLPowr_InsJ_Chainsaw_Close_Revving_01-06.wav	A single lumberjack with an active chainsaw engine revving as they saw down foliage and branches from a hedge. Subtle twig snapping. Compatible with the Universal Category System (UCS).	96000	24	2	00:09
TOOLPowr_InsJ_Chainsaw_Close_Revving_01-07.wav	A single lumberjack with an active chainsaw engine revving as they saw down foliage and branches from a hedge. Subtle twig snapping. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
TOOLPowr_InsJ_Chainsaw_Close_Revving_01-08.wav	A single lumberjack with an active chainsaw engine revving as they saw down foliage and branches from a hedge. Subtle twig snapping. Compatible with the Universal Category System (UCS).	96000	24	2	00:13
TOOLPowr_InsJ_Chainsaw_Close_Revving_01-09.wav	A single lumberjack with an active chainsaw engine revving as they saw down foliage and branches from a hedge. Subtle twig snapping. Compatible with the Universal Category System (UCS).	96000	24	2	00:09
TOOLPowr_InsJ_Chainsaw_Close_Revving_01-10.wav	A single lumberjack with an active chainsaw engine revving as they saw down foliage and branches from a hedge. Subtle twig snapping. Compatible with the Universal Category System (UCS).	96000	24	2	00:08
TOOLPowr_InsJ_Chainsaw_Close_Revving_Long_01-01.wav	A single lumberjack with an active chainsaw engine revving as they saw down foliage and branches from a hedge. Subtle twig snapping. Compatible with the Universal Category System (UCS).	96000	24	2	00:26
TOOLPowr_InsJ_Chainsaw_Close_Revving_Long_01-02.wav	A single lumberjack with an active chainsaw engine revving as they saw down foliage and branches from a hedge. Subtle twig snapping. Compatible with the Universal Category System (UCS).	96000	24	2	00:24
TOOLPowr_InsJ_Chainsaw_Close_Revving_Long_01-03.wav	A single lumberjack with an active chainsaw engine revving as they saw down foliage and branches from a hedge. Subtle twig snapping. Compatible with the Universal Category System (UCS).	96000	24	2	00:23
TOOLPowr_InsJ_Chainsaw_Close_Revving_Long_01-04.wav	A single lumberjack with an active chainsaw engine revving as they saw down foliage and branches from a hedge. Subtle twig snapping. Compatible with the Universal Category System (UCS).	96000	24	2	00:43
TOOLPowr_InsJ_Chainsaw_Close_Revving_Long_01-05.wav	A single lumberjack with an active chainsaw engine revving as they saw down foliage and branches from a hedge. Subtle twig snapping. Compatible with the Universal Category System (UCS).	96000	24	2	00:17
TOOLPowr_InsJ_Chainsaw_Close_Revving_Long_02-01.wav	A single lumberjack with an active chainsaw engine revving as they saw down foliage and branches from a hedge. Subtle twig snapping. Compatible with the Universal Category System (UCS).	96000	24	2	00:27
TOOLPowr_InsJ_Chainsaw_Close_Revving_Long_02-02.wav	A single lumberjack with an active chainsaw engine revving as they saw down foliage and branches from a hedge. Subtle twig snapping. Compatible with the Universal Category System (UCS).	96000	24	2	00:45
TOOLPowr_InsJ_Chainsaw_Close_Revving_Long_02-03.wav	A single lumberjack with an active chainsaw engine revving as they saw down foliage and branches from a hedge. Subtle twig snapping. Compatible with the Universal Category System (UCS).	96000	24	2	00:22
TOOLPowr_InsJ_Chainsaw_Close_Turning-Off_01.wav	Turning off an active idling chainsaw as it gradually powers down. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
TOOLPowr_InsJ_Chainsaw_Close_Turning-On_01.wav	Turning on an electric chainsaw as it gradually powers up and begins revving. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
TOOLPowr_InsJ_Chainsaw_Distant_01.wav	Two distant lumberjacks with chainsaws sawing at foliage and branches with long engine revving. Compatible with the Universal Category System (UCS).	96000	24	2	00:50

TOOLPowr_InsJ_Chainsaw_Distant_02.wav	Multiple distant lumberjacks with chainsaws sawing at foliage and branches with long engine revving. Occasional cars passing. Compatible with the Universal Category System (UCS).	96000	24	2	01:14
TOOLPowr_InsJ_Circular-Saw_Revving_Close_01-01.wav	An electronic circular power saw revving and activating once before slowly decelerating and slowing down. Compatible with the Universal Category System (UCS).	96000	24	2	00:13
TOOLPowr_InsJ_Circular-Saw_Revving_Close_01-02.wav	An electronic circular power saw revving and activating once before slowly decelerating and slowing down. Compatible with the Universal Category System (UCS).	96000	24	2	00:14
TOOLPowr_InsJ_Circular-Saw_Wood_Close_01-01.wav	An electronic circular power saw activating and sawing a large wooden log before slowly decelerating and slowing down. Compatible with the Universal Category System (UCS).	96000	24	2	00:22
TOOLPowr_InsJ_Circular-Saw_Wood_Close_01-02.wav	An electronic circular power saw activating and sawing a large wooden log before slowly decelerating and slowing down. Compatible with the Universal Category System (UCS).	96000	24	2	00:29
TOOLPowr_InsJ_Circular-Saw_Wood_Close_01-03.wav	An electronic circular power saw activating and sawing a large wooden log before slowly decelerating and slowing down. Compatible with the Universal Category System (UCS).	96000	24	2	00:23
TOOLPowr_InsJ_Circular-Saw_Wood_Close_01-04.wav	An electronic circular power saw activating and sawing a large wooden log before slowly decelerating and slowing down. Compatible with the Universal Category System (UCS).	96000	24	2	00:20
TOOLPowr_InsJ_Circular-Saw_Wood_Distant_01-01.wav	An electronic circular power saw activating and sawing a large wooden log before slowly decelerating and slowing down. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:25
TOOLPowr_InsJ_Circular-Saw_Wood_Distant_01-02.wav	An electronic circular power saw activating and sawing a large wooden log before slowly decelerating and slowing down. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:17
TOOLPowr_InsJ_Circular-Saw_Wood_Distant_01-03.wav	An electronic circular power saw activating and sawing a large wooden log before slowly decelerating and slowing down. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:27
TOOLPowr_InsJ_Circular-Saw_Wood_Distant_01-04.wav	An electronic circular power saw activating and sawing a large wooden log before slowly decelerating and slowing down. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:14
TOOLPowr_InsJ_Circular-Saw_Wood_Distant_01-05.wav	An electronic circular power saw activating and sawing a large wooden log before slowly decelerating and slowing down. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:25
TOOLPowr_InsJ_Circular-Saw_Wood_Distant_01-06.wav	An electronic circular power saw activating and sawing a large wooden log before slowly decelerating and slowing down. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:19
TOOLPowr_InsJ_Construction_Stone-Drilling_01-01.wav	Construction workers drilling and hammering into concrete bricks with occasional jamming and revving. Compatible with the Universal Category System (UCS).	96000	24	2	00:25
TOOLPowr_InsJ_Construction_Stone-Drilling_01-02.wav	Construction workers drilling and hammering into concrete bricks with occasional jamming and revving. Compatible with the Universal Category System (UCS).	96000	24	2	00:14
TOOLPowr_InsJ_Construction_Stone-Drilling_01-03.wav	Construction workers drilling into concrete bricks with occasional jamming and revving. Compatible with the Universal Category System (UCS).	96000	24	2	00:13
TOOLPowr_InsJ_Construction_Stone-Drilling_01-04.wav	Construction workers drilling into concrete bricks with occasional jamming and revving. Compatible with the Universal Category System (UCS).	96000	24	2	00:10
TOOLPowr_InsJ_Construction_Stone-Drilling_01-05.wav	Construction workers drilling into concrete bricks with occasional jamming and revving. Compatible with the Universal Category System (UCS).	96000	24	2	00:09
TOOLPowr_InsJ_Hedge-Trimmer_Cutting_Close_01-01.wav	A lumberjack with an electric hedge trimmer tool powering up, idling, and turning off. Compatible with the Universal Category System (UCS).	96000	24	2	00:09
TOOLPowr_InsJ_Hedge-Trimmer_Cutting_Close_01-02.wav	A lumberjack with an electric hedge trimmer tool powering up, idling, and turning off. Compatible with the Universal Category System (UCS).	96000	24	2	00:09
TOOLPowr_InsJ_Hedge-Trimmer_Cutting_Close_01-03.wav	A lumberjack with an electric hedge trimmer tool powering up, idling, and turning off. Compatible with the Universal Category System (UCS).	96000	24	2	00:17
TOOLPowr_InsJ_Hedge-Trimmer_Cutting_Close_01-04.wav	A lumberjack with an electric hedge trimmer tool powering up, idling, and turning off. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
TOOLPowr_InsJ_Hedge-Trimmer_Cutting_Close_01-05.wav	A lumberjack with an electric hedge trimmer tool powering up, idling, and turning off. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
TOOLPowr_InsJ_Hedge-Trimmer_Cutting_Distant_01-01.wav	A lumberjack with an electric hedge trimmer tool powering up, idling, and turning off. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:03

TOOLPowr_InsJ_Hedge-Trimmer_Cutting_Distant_01-02.wav	A lumberjack with an electric hedge trimmer tool powering up, idling, and turning off. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
TOOLPowr_InsJ_Hedge-Trimmer_Cutting_Distant_01-03.wav	A lumberjack with an electric hedge trimmer tool powering up, idling, and turning off. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
TOOLPowr_InsJ_Hedge-Trimmer_Cutting_Distant_01-04.wav	A lumberjack with an electric hedge trimmer tool powering up, idling, and turning off. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
TOOLPowr_InsJ_Hedge-Trimmer_Cutting_Distant_01-05.wav	A lumberjack with an electric hedge trimmer tool powering up, idling, and turning off. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:14
TOOLPowr_InsJ_Hedge-Trimmer_Idling_Very-Close_01-01.wav	A lumberjack with an electric hedge trimmer tool powering up, idling, and turning off. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
TOOLPowr_InsJ_Hedge-Trimmer_Revving_Short_01-01.wav	A lumberjack with an electric hedge trimmer tool quickly revving up and down. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
TOOLPowr_InsJ_Hedge-Trimmer_Revving_Short_01-02.wav	A lumberjack with an electric hedge trimmer tool quickly revving up and down. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
TOOLPowr_InsJ_Hedge-Trimmer_Revving_Very-Short_01-01.wav	A lumberjack with an electric hedge trimmer tool quickly revving up and down. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
TOOLPowr_InsJ_Hedge-Trimmer_Revving_Very-Short_01-02.wav	A lumberjack with an electric hedge trimmer tool quickly revving up and down. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
TOOLPowr_InsJ_Hedge-Trimmer_Revving_Very-Short_01-03.wav	A lumberjack with an electric hedge trimmer tool quickly revving up and down. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
TOOLPowr_InsJ_Lawn-Mower-01_Idling_Close_01-01.wav	An electric lawn mower on grass being powered on, idling, and then shutting down. Compatible with the Universal Category System (UCS).	96000	24	2	00:08
TOOLPowr_InsJ_Lawn-Mower-01_Idling_Close_01-02.wav	An electric lawn mower on grass being powered on, idling, and then shutting down. Compatible with the Universal Category System (UCS).	96000	24	2	00:09
TOOLPowr_InsJ_Lawn-Mower-01_Idling_Very-Close_01-01.wav	An electric lawn mower on grass being powered on, idling, and then shutting down. Compatible with the Universal Category System (UCS).	96000	24	2	00:09
TOOLPowr_InsJ_Lawn-Mower-01_Idling_Very-Close_01-02.wav	An electric lawn mower on grass being powered on, idling, and then shutting down. Compatible with the Universal Category System (UCS).	96000	24	2	00:11
TOOLPowr_InsJ_Lawn-Mower-01_Mowing-Clanking_01-01.wav	An electric lawn mower on grass running over rocks which get caught in the blades for a harsh metallic crackling and destruction. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
TOOLPowr_InsJ_Lawn-Mower-01_Mowing_Approaching_01-01.wav	An electric lawn mower on grass approaching and moving away from the microphone. Compatible with the Universal Category System (UCS).	96000	24	2	00:30
TOOLPowr_InsJ_Lawn-Mower-01_Mowing_Close_01-01.wav	An electric lawn mower on grass being powered on, mowing generally, and then shutting down. Compatible with the Universal Category System (UCS).	96000	24	2	00:45
TOOLPowr_InsJ_Lawn-Mower-01_Mowing_Close_01-02.wav	An electric lawn mower on grass being powered on, mowing generally, and then shutting down. Compatible with the Universal Category System (UCS).	96000	24	2	00:15
TOOLPowr_InsJ_Lawn-Mower-01_Mowing_Close_01-03.wav	An electric lawn mower on grass being powered on, mowing generally, and then shutting down. Compatible with the Universal Category System (UCS).	96000	24	2	02:01
TOOLPowr_InsJ_Lawn-Mower-01_Mowing_Distant_01-01.wav	An electric lawn mower on grass being powered on, mowing generally, and then shutting down. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:45
TOOLPowr_InsJ_Lawn-Mower-01_Mowing_Distant_01-02.wav	An electric lawn mower on grass being powered on, mowing generally, and then shutting down. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:41
TOOLPowr_InsJ_Lawn-Mower-01_Mowing_General_01-01.wav	An electric lawn mower on grass being powered on, mowing generally, and then shutting down. Distant. Mild background noise. Compatible with the Universal Category System (UCS).	96000	24	2	00:29
TOOLPowr_InsJ_Lawn-Mower-01_Mowing_General_01-02.wav	An electric lawn mower on grass being powered on, mowing generally, and then shutting down. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:28
TOOLPowr_InsJ_Lawn-Mower-01_Mowing_General_01-03.wav	An electric lawn mower on grass being powered on, mowing generally, and then shutting down. Distant. Mild background noise. Compatible with the Universal Category System (UCS).	96000	24	2	00:56

TOOLPowr_InsJ_Lawn-Mower-01_Mowing_Left-to-Right_01-01.wav	An electric lawn mower on grass being mowing from left to right, picking up some twigs and sticks in the blades. Compatible with the Universal Category System (UCS).	96000	24	2	00:12
TOOLPowr_InsJ_Lawn-Mower-01_Mowing_Panning_01-01.wav	An electric lawn mower on grass being mowing and panning back and forth from left to right and right to left, picking up some twigs and sticks in the blades. Compatible with the Universal Category System (UCS).	96000	24	2	00:54
TOOLPowr_InsJ_Lawn-Mower-01_Mowing_Right-to-Left_01-01.wav	An electric lawn mower on grass being mowing from right to left, picking up some twigs and sticks in the blades. Compatible with the Universal Category System (UCS).	96000	24	2	00:15
TOOLPowr_InsJ_Lawn-Mower-01_Mowing_Very-Close_01-01.wav	An electric lawn mower on grass being powered on, mowing generally, and then shutting down. Compatible with the Universal Category System (UCS).	96000	24	2	00:35
TOOLPowr_InsJ_Lawn-Mower-01_Mowing_Very-Close_01-02.wav	An electric lawn mower on grass being powered on, mowing generally, and then shutting down. Compatible with the Universal Category System (UCS).	96000	24	2	01:06
TOOLPowr_InsJ_Lawn-Mower-01_Revving_Short_01-01.wav	An electric lawn mower on grass being powered on for a quick revving, before shutting down. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
TOOLPowr_InsJ_Lawn-Mower-01_Revving_Short_01-02.wav	An electric lawn mower on grass being powered on for a quick revving, before shutting down. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
TOOLPowr_InsJ_Lawn-Mower-01_Revving_Short_01-03.wav	An electric lawn mower on grass being powered on for a quick revving, before shutting down. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
TOOLPowr_InsJ_Lawn-Mower-01_Revving_Short_02-01.wav	An electric lawn mower on grass being powered on for a quick revving, before shutting down. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
TOOLPowr_InsJ_Lawn-Mower-01_Revving_Short_02-02.wav	An electric lawn mower on grass being powered on for a quick revving, before shutting down. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
TOOLPowr_InsJ_Lawn-Mower-01_Revving_Short_03-01.wav	An electric lawn mower on grass being powered on for a quick revving, before shutting down. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
TOOLPowr_InsJ_Lawn-Mower-01_Revving_Short_03-02.wav	An electric lawn mower on grass being powered on for a quick revving, before shutting down. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
TOOLPowr_InsJ_Lawn-Mower-01_Revving_Short_04-01.wav	An electric lawn mower on grass being powered on for a quick revving, before shutting down. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
TOOLPowr_InsJ_Lawn-Mower-01_Revving_Short_04-02.wav	An electric lawn mower on grass being powered on for a quick revving, before shutting down. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
TOOLPowr_InsJ_Lawn-Mower-01_Revving_Very-Short_01-01.wav	An electric lawn mower on grass being powered on for a quick revving, before shutting down. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
TOOLPowr_InsJ_Lawn-Mower-01_Revving_Very-Short_01-02.wav	An electric lawn mower on grass being powered on for a quick revving, before shutting down. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
TOOLPowr_InsJ_Lawn-Mower-01_Revving_Very-Short_02-01.wav	An electric lawn mower on grass being powered on for a quick revving, before shutting down. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
TOOLPowr_InsJ_Lawn-Mower-01_Revving_Very-Short_02-02.wav	An electric lawn mower on grass being powered on for a quick revving, before shutting down. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
TOOLPowr_InsJ_Lawn-Mower-01_Revving_Very-Short_03-01.wav	An electric lawn mower on grass being powered on for a quick revving, before shutting down. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
TOOLPowr_InsJ_Lawn-Mower-01_Revving_Very-Short_03-02.wav	An electric lawn mower on grass being powered on for a quick revving, before shutting down. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
TOOLPowr_InsJ_Lawn-Strimmer_Idling_Close_01-01.wav	An electric lawn strimmer trimmer on grass being powered on, idling with engine revving, and then shutting down. Compatible with the Universal Category System (UCS).	96000	24	2	00:13
TOOLPowr_InsJ_Lawn-Strimmer_Idling_Close_01-02.wav	An electric lawn strimmer trimmer on grass being powered on, idling with engine revving, and then shutting down. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
TOOLPowr_InsJ_Lawn-Strimmer_Idling_Close_01-03.wav	An electric lawn strimmer trimmer on grass being powered on, idling with engine revving, and then shutting down. Compatible with the Universal Category System (UCS).	96000	24	2	00:12
TOOLPowr_InsJ_Lawn-Strimmer_Idling_Close_01-04.wav	An electric lawn strimmer trimmer on grass being powered on, idling with engine revving, and then shutting down. Compatible with the Universal Category System (UCS).	96000	24	2	00:18

TOOLPowr_InsJ_Lawn-Strimmer_Idling_Distant_01-01.wav	An electric lawn strimmer trimmer on grass being powered on, idling with engine revving, and then shutting down. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:18
TOOLPowr_InsJ_Lawn-Strimmer_Idling_Very-Close_01-01.wav	An electric lawn strimmer trimmer on grass being powered on, idling with engine revving, and then shutting down. Compatible with the Universal Category System (UCS).	96000	24	2	00:25
TOOLPowr_InsJ_Lawn-Strimmer_Idling_Very-Close_01-02.wav	An electric lawn strimmer trimmer on grass being powered on, idling with engine revving, and then shutting down. Compatible with the Universal Category System (UCS).	96000	24	2	00:08
TOOLPowr_InsJ_Lawn-Strimmer_Idling_Very-Close_02-01.wav	An electric lawn strimmer trimmer on grass being powered on, idling with engine revving, and then shutting down. Compatible with the Universal Category System (UCS).	96000	24	2	00:08
TOOLPowr_InsJ_Lawn-Strimmer_Idling_Very-Close_02-02.wav	An electric lawn strimmer trimmer on grass being powered on, idling with engine revving, and then shutting down. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
TOOLPowr_InsJ_Lawn-Strimmer_Revving_Long_01-01.wav	An electric lawn strimmer trimmer on grass being powered on with a quick engine revving and then shutting down. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
TOOLPowr_InsJ_Lawn-Strimmer_Revving_Long_01-02.wav	An electric lawn strimmer trimmer on grass being powered on with a quick engine revving and then shutting down. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
TOOLPowr_InsJ_Lawn-Strimmer_Revving_Moderate_01-01.wav	An electric lawn strimmer trimmer on grass being powered on with a quick engine revving and then shutting down. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
TOOLPowr_InsJ_Lawn-Strimmer_Revving_Moderate_01-02.wav	An electric lawn strimmer trimmer on grass being powered on with a quick engine revving and then shutting down. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
TOOLPowr_InsJ_Lawn-Strimmer_Revving_Moderate_02-01.wav	An electric lawn strimmer trimmer on grass being powered on with a quick engine revving and then shutting down. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
TOOLPowr_InsJ_Lawn-Strimmer_Revving_Moderate_02-02.wav	An electric lawn strimmer trimmer on grass being powered on with a quick engine revving and then shutting down. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
TOOLPowr_InsJ_Lawn-Strimmer_Revving_Multi_01-01.wav	An electric lawn strimmer trimmer on grass being powered on with a quick engine revving and then shutting down. Compatible with the Universal Category System (UCS).	96000	24	2	00:12
TOOLPowr_InsJ_Lawn-Strimmer_Revving_Short_01-01.wav	An electric lawn strimmer trimmer on grass being powered on with a quick engine revving and then shutting down. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
TOOLPowr_InsJ_Lawn-Strimmer_Revving_Short_01-02.wav	An electric lawn strimmer trimmer on grass being powered on with a quick engine revving and then shutting down. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
TOOLPowr_InsJ_Lawn-Strimmer_Strimming_General_01-01.wav	An electric lawn strimmer trimmer on grass being powered on, mowing some lawn generally with quick revving, before shutting down. Compatible with the Universal Category System (UCS).	96000	24	2	00:23
VEHBike_InsJ_Bike_Bell-Ding-01_Close_Double_01-01.wav	A metal bicycle, bycycle, bike bell dinging and ringing to alert nearby people of their presence. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
VEHBike_InsJ_Bike_Bell-Ding-01_Close_Single_01-01.wav	A metal bicycle, bycycle, bike bell dinging and ringing to alert nearby people of their presence. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
VEHBike_InsJ_Bike_Bell-Ding-02_Close_Double_01-01.wav	A metal bicycle, bycycle, bike bell dinging and ringing to alert nearby people of their presence. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
VEHBike_InsJ_Bike_Bell-Ding-02_Close_Double_01-02.wav	A metal bicycle, bycycle, bike bell dinging and ringing to alert nearby people of their presence. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
VEHBike_InsJ_Bike_Bell-Ding-02_Close_Double_01-03.wav	A metal bicycle, bycycle, bike bell dinging and ringing to alert nearby people of their presence. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
VEHBike_InsJ_Bike_Bell-Ding-02_Close_Double_02-01.wav	A metal bicycle, bycycle, bike bell dinging and ringing to alert nearby people of their presence. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
VEHBike_InsJ_Bike_Bell-Ding-02_Close_Double_03-01.wav	A metal bicycle, bycycle, bike bell dinging and ringing to alert nearby people of their presence. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
VEHBike_InsJ_Bike_Bell-Ding-02_Close_Multi_01-01.wav	A metal bicycle, bycycle, bike bell dinging and ringing to alert nearby people of their presence. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
VEHBike_InsJ_Bike_Bell-Ding-02_Close_Multi_02-01.wav	A metal bicycle, bycycle, bike bell dinging and ringing to alert nearby people of their presence. Compatible with the Universal Category System (UCS).	96000	24	2	00:04

VEHBike_InsJ_Bike_Bell-Ding-02_Distant_Double_01-01.wav	A metal bicycle, bycycle, bike bell dinging and ringing to alert nearby people of their presence. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
VEHBike_InsJ_Bike_Bell-Ding-02_Distant_Double_01-02.wav	A metal bicycle, bycycle, bike bell dinging and ringing to alert nearby people of their presence. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
VEHBike_InsJ_Bike_Bell-Ding-02_Distant_Double_01-03.wav	A metal bicycle, bycycle, bike bell dinging and ringing to alert nearby people of their presence. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
VEHBike_InsJ_Bike_Bell-Ding-02_Distant_Multi_01-01.wav	A metal bicycle, bycycle, bike bell dinging and ringing to alert nearby people of their presence. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
VEHBike_InsJ_Bike_Bell-Ding-02_Distant_Multi_02-01.wav	A metal bicycle, bycycle, bike bell dinging and ringing to alert nearby people of their presence. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
VEHBike_InsJ_Bike_Chain-Spinning_Fast_01-01.wav	A metal bicycle, bycycle, bike chain being spun around backwards from pedals and pedalling. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
VEHBike_InsJ_Bike_Chain-Spinning_Fast_01-01_LOOP.wav	A metal bicycle, bycycle, bike chain being spun around backwards from pedals and pedalling. Seamless looping. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
VEHBike_InsJ_Bike_Chain-Spinning_Fast_01-02.wav	A metal bicycle, bycycle, bike chain being spun around backwards from pedals and pedalling. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
VEHBike_InsJ_Bike_Chain-Spinning_Fast_01-02_LOOP.wav	A metal bicycle, bycycle, bike chain being spun around backwards from pedals and pedalling. Seamless looping. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
VEHBike_InsJ_Bike_Chain-Spinning_Fast_01-03.wav	A metal bicycle, bycycle, bike chain being spun around backwards from pedals and pedalling. Compatible with the Universal Category System (UCS).	96000	24	2	00:09
VEHBike_InsJ_Bike_Chain-Spinning_Fast_01-03_LOOP.wav	A metal bicycle, bycycle, bike chain being spun around backwards from pedals and pedalling. Seamless looping. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
VEHBike_InsJ_Bike_Chain-Spinning_Fast_02-01.wav	A metal bicycle, bycycle, bike chain being spun around backwards from pedals and pedalling. Compatible with the Universal Category System (UCS).	96000	24	2	00:11
VEHBike_InsJ_Bike_Chain-Spinning_Fast_02-01_LOOP.wav	A metal bicycle, bycycle, bike chain being spun around backwards from pedals and pedalling. Seamless looping. Compatible with the Universal Category System (UCS).	96000	24	2	00:08
VEHBike_InsJ_Bike_Chain-Spinning_Fast_02-02_Breaking.wav	A metal bicycle, bycycle, bike chain being spun around backwards from pedals and pedalling, resulting in it breaking. Compatible with the Universal Category System (UCS).	96000	24	2	00:10
VEHBike_InsJ_Bike_Chain-Spinning_Fast_02-03.wav	A metal bicycle, bycycle, bike chain being spun around backwards from pedals and pedalling. Compatible with the Universal Category System (UCS).	96000	24	2	00:10
VEHBike_InsJ_Bike_Chain-Spinning_Fast_02-03_LOOP.wav	A metal bicycle, bycycle, bike chain being spun around backwards from pedals and pedalling. Seamless looping. Compatible with the Universal Category System (UCS).	96000	24	2	00:09
VEHBike_InsJ_Bike_Chain-Spinning_Fast_02-04.wav	A metal bicycle, bycycle, bike chain being spun around backwards from pedals and pedalling. Compatible with the Universal Category System (UCS).	96000	24	2	00:12
VEHBike_InsJ_Bike_Chain-Spinning_Fast_02-04_LOOP.wav	A metal bicycle, bycycle, bike chain being spun around backwards from pedals and pedalling. Seamless looping. Compatible with the Universal Category System (UCS).	96000	24	2	00:10
VEHBike_InsJ_Bike_Chain-Spinning_Fast_02-05.wav	A metal bicycle, bycycle, bike chain being spun around backwards from pedals and pedalling. Compatible with the Universal Category System (UCS).	96000	24	2	00:10
VEHBike_InsJ_Bike_Chain-Spinning_Fast_02-05_LOOP.wav	A metal bicycle, bycycle, bike chain being spun around backwards from pedals and pedalling. Seamless looping. Compatible with the Universal Category System (UCS).	96000	24	2	00:09
VEHBike_InsJ_Bike_Chain-Spinning_Moderate_01-01.wav	A metal bicycle, bycycle, bike chain being spun around backwards from pedals and pedalling. Compatible with the Universal Category System (UCS).	96000	24	2	00:10
VEHBike_InsJ_Bike_Chain-Spinning_Moderate_01-01_LOOP.wav	A metal bicycle, bycycle, bike chain being spun around backwards from pedals and pedalling. Seamless looping. Compatible with the Universal Category System (UCS).	96000	24	2	00:09
VEHBike_InsJ_Bike_Chain-Spinning_Moderate_01-02.wav	A metal bicycle, bycycle, bike chain being spun around backwards from pedals and pedalling. Compatible with the Universal Category System (UCS).	96000	24	2	00:11
VEHBike_InsJ_Bike_Chain-Spinning_Moderate_01-02_LOOP.wav	A metal bicycle, bycycle, bike chain being spun around backwards from pedals and pedalling. Seamless looping. Compatible with the Universal Category System (UCS).	96000	24	2	00:09

VEHBike_InsJ_Bike_Chain-Spinning_Moderate_02-01.wav	A metal bicycle, bycycle, bike chain being spun around backwards from pedals and pedalling. Compatible with the Universal Category System (UCS).	96000	24	2	00:15
VEHBike_InsJ_Bike_Chain-Spinning_Moderate_02-01_LOOP.wav	A metal bicycle, bycycle, bike chain being spun around backwards from pedals and pedalling. Seamless looping. Compatible with the Universal Category System (UCS).	96000	24	2	00:11
VEHBike_InsJ_Bike_Chain-Spinning_Moderate_02-02.wav	A metal bicycle, bycycle, bike chain being spun around backwards from pedals and pedalling. Compatible with the Universal Category System (UCS).	96000	24	2	00:13
VEHBike_InsJ_Bike_Chain-Spinning_Moderate_02-02_LOOP.wav	A metal bicycle, bycycle, bike chain being spun around backwards from pedals and pedalling. Seamless looping. Compatible with the Universal Category System (UCS).	96000	24	2	00:10
VEHBike_InsJ_Bike_Chain-Spinning_Moderate_02-03.wav	A metal bicycle, bycycle, bike chain being spun around backwards from pedals and pedalling. Compatible with the Universal Category System (UCS).	96000	24	2	00:12
VEHBike_InsJ_Bike_Chain-Spinning_Moderate_02-03_LOOP.wav	A metal bicycle, bycycle, bike chain being spun around backwards from pedals and pedalling. Seamless looping. Compatible with the Universal Category System (UCS).	96000	24	2	00:12
VEHBike_InsJ_Bike_Chain-Spinning_Moderate_02-04.wav	A metal bicycle, bycycle, bike chain being spun around backwards from pedals and pedalling. Compatible with the Universal Category System (UCS).	96000	24	2	00:14
VEHBike_InsJ_Bike_Chain-Spinning_Moderate_02-04_LOOP.wav	A metal bicycle, bycycle, bike chain being spun around backwards from pedals and pedalling. Seamless looping. Compatible with the Universal Category System (UCS).	96000	24	2	00:11
VEHBike_InsJ_Bike_Chain-Spinning_Moderate_02-05.wav	A metal bicycle, bycycle, bike chain being spun around backwards from pedals and pedalling. Compatible with the Universal Category System (UCS).	96000	24	2	00:10
VEHBike_InsJ_Bike_Chain-Spinning_Moderate_02-05_LOOP.wav	A metal bicycle, bycycle, bike chain being spun around backwards from pedals and pedalling. Seamless looping. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
VEHBike_InsJ_Bike_Chain-Spinning_Moderate_02-06_LOOP.wav	A metal bicycle, bycycle, bike chain being spun around backwards from pedals and pedalling. Seamless looping. Compatible with the Universal Category System (UCS).	96000	24	2	00:11
VEHBike_InsJ_Bike_Chain-Spinning_Moderate_02-07.wav	A metal bicycle, bycycle, bike chain being spun around backwards from pedals and pedalling. Compatible with the Universal Category System (UCS).	96000	24	2	00:18
VEHBike_InsJ_Bike_Chain-Spinning_Moderate_02-07_LOOP.wav	A metal bicycle, bycycle, bike chain being spun around backwards from pedals and pedalling. Seamless looping. Compatible with the Universal Category System (UCS).	96000	24	2	00:12
VEHBike_InsJ_Bike_Chain-Spinning_Slow_01-01.wav	A metal bicycle, bycycle, bike chain being spun around backwards from pedals and pedalling. Compatible with the Universal Category System (UCS).	96000	24	2	00:14
VEHBike_InsJ_Bike_Chain-Spinning_Slow_01-01_LOOP.wav	A metal bicycle, bycycle, bike chain being spun around backwards from pedals and pedalling. Compatible with the Universal Category System (UCS).	96000	24	2	00:13
VEHBike_InsJ_Bike_Chain-Spinning_Slow_02-01.wav	A metal bicycle, bycycle, bike chain being spun around backwards from pedals and pedalling. Compatible with the Universal Category System (UCS).	96000	24	2	00:20
VEHBike_InsJ_Bike_Chain-Spinning_Slow_02-01_LOOP.wav	A metal bicycle, bycycle, bike chain being spun around backwards from pedals and pedalling. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
VEHBike_InsJ_Bike_Chain-Spinning_Slow_02-02.wav	A metal bicycle, bycycle, bike chain being spun around backwards from pedals and pedalling. Compatible with the Universal Category System (UCS).	96000	24	2	00:19
VEHBike_InsJ_Bike_Chain-Spinning_Slow_02-02_LOOP.wav	A metal bicycle, bycycle, bike chain being spun around backwards from pedals and pedalling. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
VEHBike_InsJ_Bike_Chain-Spinning_Slow_02-03.wav	A metal bicycle, bycycle, bike chain being spun around backwards from pedals and pedalling. Compatible with the Universal Category System (UCS).	96000	24	2	00:19
VEHBike_InsJ_Bike_Chain-Spinning_Slow_02-03_LOOP.wav	A metal bicycle, bycycle, bike chain being spun around backwards from pedals and pedalling. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
VEHBike_InsJ_Bike_Chain-Spinning_Slow_02-04.wav	A metal bicycle, bycycle, bike chain being spun around backwards from pedals and pedalling. Compatible with the Universal Category System (UCS).	96000	24	2	00:18
VEHBike_InsJ_Bike_Chain-Spinning_Slow_02-04_LOOP.wav	A metal bicycle, bycycle, bike chain being spun around backwards from pedals and pedalling. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
VEHBike_InsJ_Bike_Chain-Spinning_Slow_02-05.wav	A metal bicycle, bycycle, bike chain being spun around backwards from pedals and pedalling. Compatible with the Universal Category System (UCS).	96000	24	2	00:17

VEHBike_InsJ_Bike_Chain-Spinning_Slow_02-05_LOOP.wav	A metal bicycle, bycycle, bike chain being spun around backwards from pedals and pedalling. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
WHSH_InsJ_Whooshing_Bamboo-String_01-01.wav	Quickly and aggressively whooshing and swooshing a long bamboo with string attached for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Bamboo-String_01-02.wav	Quickly and aggressively whooshing and swooshing a long bamboo with string attached for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Bamboo-String_01-03.wav	Quickly and aggressively whooshing and swooshing a long bamboo with string attached for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Bamboo-String_01-04.wav	Quickly and aggressively whooshing and swooshing a long bamboo with string attached for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Bamboo-String_01-05.wav	Quickly and aggressively whooshing and swooshing a long bamboo with string attached for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Bamboo_01-01.wav	Quickly and aggressively whooshing and swooshing a long bamboo for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Bamboo_01-02.wav	Quickly and aggressively whooshing and swooshing a long bamboo for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Bamboo_01-03.wav	Quickly and aggressively whooshing and swooshing a long bamboo for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Bamboo_01-04.wav	Quickly and aggressively whooshing and swooshing a long bamboo for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Bamboo_01-05.wav	Quickly and aggressively whooshing and swooshing a long bamboo for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Bamboo_02-01.wav	Quickly and aggressively whooshing and swooshing a long bamboo for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Bamboo_03-01.wav	Quickly and aggressively whooshing and swooshing a long bamboo for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Bamboo_03-02.wav	Quickly and aggressively whooshing and swooshing a long bamboo for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Bamboo_03-03.wav	Quickly and aggressively whooshing and swooshing a long bamboo for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Bamboo_04-01.wav	Quickly and aggressively whooshing and swooshing a long bamboo for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Bamboo_04-02.wav	Quickly and aggressively whooshing and swooshing a long bamboo for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Bamboo_04-03.wav	Quickly and aggressively whooshing and swooshing a long bamboo for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Bamboo_04-04.wav	Quickly and aggressively whooshing and swooshing a long bamboo for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Bamboo_04-05.wav	Quickly and aggressively whooshing and swooshing a long bamboo for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Bamboo_05-01.wav	Quickly and aggressively whooshing and swooshing a long bamboo for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Bamboo_05-02.wav	Quickly and aggressively whooshing and swooshing a long bamboo for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Bamboo_05-03.wav	Quickly and aggressively whooshing and swooshing a long bamboo for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Bamboo_05-04.wav	Quickly and aggressively whooshing and swooshing a long bamboo for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01

WHSH_InsJ_Whooshing_Bamboo_05-05.wav	Quickly and aggressively whooshing and swooshing a long bamboo for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Bamboo_Double_01-01.wav	Quickly and aggressively whooshing and swooshing a long bamboo for a fast windy transition swish twice. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Bamboo_Double_01-02.wav	Quickly and aggressively whooshing and swooshing a long bamboo for a fast windy transition swish twice. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Bamboo_Double_01-03.wav	Quickly and aggressively whooshing and swooshing a long bamboo for a fast windy transition swish twice. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Bamboo_Double_01-04.wav	Quickly and aggressively whooshing and swooshing a long bamboo for a fast windy transition swish twice. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Bamboo_Double_01-05.wav	Quickly and aggressively whooshing and swooshing a long bamboo for a fast windy transition swish twice. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Bamboo_Multi_01-01.wav	Quickly and aggressively whooshing and swooshing a long bamboo for a fast windy transition swish multiple times in a circular motion as if swinging a lasso or other rope. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
WHSH_InsJ_Whooshing_Bamboo_Multi_01-02.wav	Quickly and aggressively whooshing and swooshing a long bamboo for a fast windy transition swish multiple times in a circular motion as if swinging a lasso or other rope. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
WHSH_InsJ_Whooshing_Bamboo_Multi_01-03.wav	Quickly and aggressively whooshing and swooshing a long bamboo for a fast windy transition swish multiple times in a circular motion as if swinging a lasso or other rope. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
WHSH_InsJ_Whooshing_Large-Stick_01-01.wav	Quickly and aggressively whooshing and swooshing a long wooden stick for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Large-Stick_01-02.wav	Quickly and aggressively whooshing and swooshing a long wooden stick for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Large-Stick_01-03.wav	Quickly and aggressively whooshing and swooshing a long wooden stick for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Large-Stick_01-04.wav	Quickly and aggressively whooshing and swooshing a long wooden stick for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Large-Stick_01-05.wav	Quickly and aggressively whooshing and swooshing a long wooden stick for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Large-Stick_02-01-MS.wav	Quickly and aggressively whooshing and swooshing a long wooden stick for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
WHSH_InsJ_Whooshing_Large-Stick_02-02-MS.wav	Quickly and aggressively whooshing and swooshing a long wooden stick for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
WHSH_InsJ_Whooshing_Large-Stick_02-03-MS.wav	Quickly and aggressively whooshing and swooshing a long wooden stick for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Large-Stick_02-04-MS.wav	Quickly and aggressively whooshing and swooshing a long wooden stick for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Large-Stick_02-05-MS.wav	Quickly and aggressively whooshing and swooshing a long wooden stick for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Leafy-Branch_01-01.wav	Quickly and aggressively whooshing and swooshing a long wooden leafy stick for a fast windy and fiery transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Leafy-Branch_01-02.wav	Quickly and aggressively whooshing and swooshing a long wooden leafy stick for a fast windy and fiery transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Leafy-Branch_01-03.wav	Quickly and aggressively whooshing and swooshing a long wooden leafy stick for a fast windy and fiery transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Leafy-Branch_01-04.wav	Quickly and aggressively whooshing and swooshing a long wooden leafy stick for a fast windy and fiery transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01

WHSH_InsJ_Whooshing_Leafy-Branch_01-05.wav	Quickly and aggressively whooshing and swooshing a long wooden leafy stick for a fast windy and fiery transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Leafy-Branch_02-01.wav	Quickly and aggressively whooshing and swooshing a long wooden leafy stick for a fast windy and fiery transition swish. Similar to a magic fireball. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Leafy-Branch_02-02.wav	Quickly and aggressively whooshing and swooshing a long wooden leafy stick for a fast windy and fiery transition swish. Similar to a magic fireball. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Leafy-Branch_02-03.wav	Quickly and aggressively whooshing and swooshing a long wooden leafy stick for a fast windy and fiery transition swish. Similar to a magic fireball. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Leafy-Branch_02-04.wav	Quickly and aggressively whooshing and swooshing a long wooden leafy stick for a fast windy and fiery transition swish. Similar to a magic fireball. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Leafy-Branch_02-05.wav	Quickly and aggressively whooshing and swooshing a long wooden leafy stick for a fast windy and fiery transition swish. Similar to a magic fireball. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Leafy-Branch_Multi_01-01.wav	Quickly and aggressively whooshing and swooshing a long wooden leafy stick for a fast windy and fiery transition swish in a circular motion. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
WHSH_InsJ_Whooshing_Leafy-Branch_Multi_01-02.wav	Quickly and aggressively whooshing and swooshing a long wooden leafy stick for a fast windy and fiery transition swish in a circular motion. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
WHSH_InsJ_Whooshing_Low_01-01.wav	Quickly and aggressively whooshing and swooshing a long plastic pole for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Low_01-02.wav	Quickly and aggressively whooshing and swooshing a long plastic pole for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Low_01-03.wav	Quickly and aggressively whooshing and swooshing a long plastic pole for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Low_01-04.wav	Quickly and aggressively whooshing and swooshing a long plastic pole for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Low_02-01.wav	Quickly and aggressively whooshing and swooshing a long plastic pole for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Low_02-02.wav	Quickly and aggressively whooshing and swooshing a long plastic pole for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Low_02-03.wav	Quickly and aggressively whooshing and swooshing a long plastic pole for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Low_02-04.wav	Quickly and aggressively whooshing and swooshing a long plastic pole for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Low_Double_01-01.wav	Quickly and aggressively whooshing and swooshing a long plastic pole for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Low_Double_01-02.wav	Quickly and aggressively whooshing and swooshing a long plastic pole for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Plastic-Pole_01-01.wav	Quickly and aggressively whooshing and swooshing a long plastic pole for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Plastic-Pole_01-02.wav	Quickly and aggressively whooshing and swooshing a long plastic pole for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Plastic-Pole_01-03.wav	Quickly and aggressively whooshing and swooshing a long plastic pole for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Plastic-Pole_01-04.wav	Quickly and aggressively whooshing and swooshing a long plastic pole for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Plastic-Pole_01-05.wav	Quickly and aggressively whooshing and swooshing a long plastic pole for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Plastic-Pole_Double_01-01.wav	Quickly and aggressively whooshing and swooshing a long plastic pole for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:02

WHSH_InsJ_Whooshing_Plastic-Pole_Double_01-02.wav	Quickly and aggressively whooshing and swooshing a long plastic pole for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Plastic-Pole_Double_01-03.wav	Quickly and aggressively whooshing and swooshing a long plastic pole for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
WHSH_InsJ_Whooshing_Small-Stick_01-01.wav	Quickly and aggressively whooshing and swooshing a small wooden stick for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Small-Stick_01-02.wav	Quickly and aggressively whooshing and swooshing a small wooden stick for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Small-Stick_01-03.wav	Quickly and aggressively whooshing and swooshing a small wooden stick for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Small-Stick_01-04.wav	Quickly and aggressively whooshing and swooshing a small wooden stick for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Small-Stick_01-05.wav	Quickly and aggressively whooshing and swooshing a small wooden stick for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Small-Stick_02-01.wav	Quickly and aggressively whooshing and swooshing a small wooden stick for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Small-Stick_02-02.wav	Quickly and aggressively whooshing and swooshing a small wooden stick for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Small-Stick_02-03.wav	Quickly and aggressively whooshing and swooshing a small wooden stick for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Small-Stick_02-04.wav	Quickly and aggressively whooshing and swooshing a small wooden stick for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_String_01-01.wav	Quickly and aggressively whooshing and swooshing a small thread of string for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_String_01-02.wav	Quickly and aggressively whooshing and swooshing a small thread of string for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Wooden-Plank_01-01.wav	Quickly and aggressively whooshing and swooshing a plank of wood for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Wooden-Plank_01-02.wav	Quickly and aggressively whooshing and swooshing a plank of wood for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Wooden-Plank_01-03.wav	Quickly and aggressively whooshing and swooshing a plank of wood for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Wooden-Plank_01-04.wav	Quickly and aggressively whooshing and swooshing a plank of wood for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Wooden-Plank_01-05.wav	Quickly and aggressively whooshing and swooshing a plank of wood for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Wooden-Plank_02-01.wav	Quickly and aggressively whooshing and swooshing a plank of wood for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Wooden-Plank_02-02.wav	Quickly and aggressively whooshing and swooshing a plank of wood for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Wooden-Plank_02-03.wav	Quickly and aggressively whooshing and swooshing a plank of wood for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Wooden-Plank_02-04.wav	Quickly and aggressively whooshing and swooshing a plank of wood for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Wooden-Plank_02-05.wav	Quickly and aggressively whooshing and swooshing a plank of wood for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Wooden-Pole_01-01.wav	Quickly and aggressively whooshing and swooshing a plank of wood for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01

WHSH_InsJ_Whooshing_Wooden-Pole_01-02.wav	Quickly and aggressively whooshing and swooshing a plank of wood for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Wooden-Pole_01-03.wav	Quickly and aggressively whooshing and swooshing a plank of wood for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Wooden-Pole_01-04.wav	Quickly and aggressively whooshing and swooshing a plank of wood for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSH_InsJ_Whooshing_Wooden-Pole_01-05.wav	Quickly and aggressively whooshing and swooshing a plank of wood for a fast windy transition swish. Compatible with the Universal Category System (UCS).	96000	24	2	00:01

"RPG ORCHESTRAL ESSENTIALS (MFX)"

Filename	Description	SampleRate	BitDepth	Channels	Duration
Discovery_01-01_Piano-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found played on a piano.	44100	24	2	00:10
Discovery_01-01_Piano-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found played on a piano.	44100	24	2	00:10
Discovery_01-02_Piano-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found played on a soft felt piano.	44100	24	2	00:10
Discovery_01-02_Piano-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found played on a soft felt piano.	44100	24	2	00:10
Discovery_01-03_Organ-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found played on a heavy organ.	44100	24	2	00:10
Discovery_01-03_Organ-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found played on a heavy organ.	44100	24	2	00:11
Discovery_01-04_Organ-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found played on a light organ.	44100	24	2	00:10
Discovery_01-04_Organ-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found played on a light organ.	44100	24	2	00:11
Discovery_01-05_Harpsichord_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found played on a harpsichord.	44100	24	2	00:10
Discovery_01-05_Harpsichord_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found played on a harpsichord.	44100	24	2	00:10
Discovery_01-06_Celesta_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found played on a celesta or celeste.	44100	24	2	00:10
Discovery_01-06_Celesta_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found played on a celesta or celeste.	44100	24	2	00:10
Discovery_01-07_Music-Box_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found played on a music box.	44100	24	2	00:10
Discovery_01-07_Music-Box_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found played on a music box.	44100	24	2	00:10
Discovery_01-08_Harp_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found played on a harp.	44100	24	2	00:10
Discovery_01-08_Harp_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found played on a harp.	44100	24	2	00:10
Discovery_01-09_Guitar_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found played on an acoustic guitar.	44100	24	2	00:10
Discovery_01-09_Guitar_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found played on an acoustic guitar.	44100	24	2	00:10
Discovery_01-10_Ensemble-Small_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found played with a small ensemble.	44100	24	2	00:08
Discovery_01-10_Ensemble-Small_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found played with a small ensemble.	44100	24	2	00:10
Discovery_01-11_Ensemble-Large_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found played with a large ensemble.	44100	24	2	00:11
Discovery_01-11_Ensemble-Large_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found played with a large ensemble.	44100	24	2	00:11
Discovery_02-01_Piano-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found played on a piano.	44100	24	2	00:08
Discovery_02-01_Piano-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found played on a piano.	44100	24	2	00:08

Discovery_02-02_Piano-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found played on a soft felt piano.	44100	24	2	00:08
Discovery_02-02_Piano-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found played on a soft felt piano.	44100	24	2	00:08
Discovery_02-03_Organ-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found played on a heavy organ.	44100	24	2	00:09
Discovery_02-03_Organ-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found played on a heavy organ.	44100	24	2	00:10
Discovery_02-04_Organ-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found played on a light organ.	44100	24	2	00:09
Discovery_02-04_Organ-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found played on a light organ.	44100	24	2	00:09
Discovery_02-05_Harpsichord_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found played on a harpsichord.	44100	24	2	00:08
Discovery_02-05_Harpsichord_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found played on a harpsichord.	44100	24	2	00:08
Discovery_02-06_Celesta_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found played on a celesta or celeste.	44100	24	2	00:07
Discovery_02-06_Celesta_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found played on a celesta or celeste.	44100	24	2	00:07
Discovery_02-07_Music-Box_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found played on a music box.	44100	24	2	00:08
Discovery_02-07_Music-Box_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found played on a music box.	44100	24	2	00:08
Discovery_02-08_Harp_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found played on a harp.	44100	24	2	00:09
Discovery_02-08_Harp_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found played on a harp.	44100	24	2	00:08
Discovery_02-09_Guitar_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found played on an acoustic guitar.	44100	24	2	00:08
Discovery_02-09_Guitar_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found played on an acoustic guitar.	44100	24	2	00:09
Discovery_02-10_Ensemble-Small_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found played with a small ensemble.	44100	24	2	00:11
Discovery_02-10_Ensemble-Small_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found played with a small ensemble.	44100	24	2	00:12
Discovery_02-11_Ensemble-Large_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found played with a large ensemble.	44100	24	2	00:10
Discovery_02-11_Ensemble-Large_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found played with a large ensemble.	44100	24	2	00:11
Discovery_03-01_Piano-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Village First-Entry, Rest at Inn, Quest Accept played on a piano.	44100	24	2	00:09
Discovery_03-01_Piano-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Village First-Entry, Rest at Inn, Quest Accept played on a piano.	44100	24	2	00:08
Discovery_03-02_Piano-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Village First-Entry, Rest at Inn, Quest Accept played on a soft felt piano.	44100	24	2	00:10
Discovery_03-02_Piano-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Village First-Entry, Rest at Inn, Quest Accept played on a soft felt piano.	44100	24	2	00:10
Discovery_03-03_Organ-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Village First-Entry, Rest at Inn, Quest Accept played on a heavy organ.	44100	24	2	00:08
Discovery_03-03_Organ-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Village First-Entry, Rest at Inn, Quest Accept played on a heavy organ.	44100	24	2	00:09

Discovery_03-04_Organ-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Village First-Entry, Rest at Inn, Quest Accept played on a light organ.	44100	24	2	00:08
Discovery_03-04_Organ-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Village First-Entry, Rest at Inn, Quest Accept played on a light organ.	44100	24	2	00:09
Discovery_03-05_Harpsichord_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Village First-Entry, Rest at Inn, Quest Accept played on a harpsichord.	44100	24	2	00:08
Discovery_03-05_Harpsichord_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Village First-Entry, Rest at Inn, Quest Accept played on a harpsichord.	44100	24	2	00:08
Discovery_03-06_Celesta_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Village First-Entry, Rest at Inn, Quest Accept played on a celesta or celeste.	44100	24	2	00:08
Discovery_03-06_Celesta_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Village First-Entry, Rest at Inn, Quest Accept played on a celesta or celeste.	44100	24	2	00:09
Discovery_03-07_Music-Box_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Village First-Entry, Rest at Inn, Quest Accept played on a music box.	44100	24	2	00:09
Discovery_03-07_Music-Box_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Village First-Entry, Rest at Inn, Quest Accept played on a music box.	44100	24	2	00:08
Discovery_03-08_Harp_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Village First-Entry, Rest at Inn, Quest Accept played on a harp.	44100	24	2	00:09
Discovery_03-08_Harp_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Village First-Entry, Rest at Inn, Quest Accept played on a harp.	44100	24	2	00:09
Discovery_03-09_Guitar_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Village First-Entry, Rest at Inn, Quest Accept played on an acoustic guitar.	44100	24	2	00:08
Discovery_03-09_Guitar_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Village First-Entry, Rest at Inn, Quest Accept played on an acoustic guitar.	44100	24	2	00:09
Discovery_03-10_Ensemble-Small_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Village First-Entry, Rest at Inn, Quest Accept played with a small ensemble.	44100	24	2	00:07
Discovery_03-10_Ensemble-Small_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Village First-Entry, Rest at Inn, Quest Accept played with a small ensemble.	44100	24	2	00:08
Discovery_03-11_Ensemble-Large_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Village First-Entry, Rest at Inn, Quest Accept played with a large ensemble.	44100	24	2	00:07
Discovery_03-11_Ensemble-Large_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Discover New Area, Village First-Entry, Rest at Inn, Quest Accept played with a large ensemble.	44100	24	2	00:08
Failure_01-01_Piano-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Break, Low Power or HP, Craft Fail, Quest Fail, Negative Status, Mild Shock played on a piano.	44100	24	2	00:03
Failure_01-01_Piano-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Break, Low Power or HP, Craft Fail, Quest Fail, Negative Status, Mild Shock played on a piano.	44100	24	2	00:03
Failure_01-02_Piano-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Break, Low Power or HP, Craft Fail, Quest Fail, Negative Status, Mild Shock played on a soft felt piano.	44100	24	2	00:01
Failure_01-02_Piano-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Break, Low Power or HP, Craft Fail, Quest Fail, Negative Status, Mild Shock played on a soft felt piano.	44100	24	2	00:03
Failure_01-03_Organ-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Break, Low Power or HP, Craft Fail, Quest Fail, Negative Status, Mild Shock played on a heavy organ.	44100	24	2	00:03
Failure_01-03_Organ-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Break, Low Power or HP, Craft Fail, Quest Fail, Negative Status, Mild Shock played on a heavy organ.	44100	24	2	00:04
Failure_01-04_Organ-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Break, Low Power or HP, Craft Fail, Quest Fail, Negative Status, Mild Shock played on a light organ.	44100	24	2	00:03
Failure_01-04_Organ-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Break, Low Power or HP, Craft Fail, Quest Fail, Negative Status, Mild Shock played on a light organ.	44100	24	2	00:04
Failure_01-05_Harpsichord_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Break, Low Power or HP, Craft Fail, Quest Fail, Negative Status, Mild Shock played on a harpsichord.	44100	24	2	00:01
Failure_01-05_Harpsichord_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Break, Low Power or HP, Craft Fail, Quest Fail, Negative Status, Mild Shock played on a harpsichord.	44100	24	2	00:03

Failure_01-06_Celesta_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Break, Low Power or HP, Craft Fail, Quest Fail, Negative Status, Mild Shock played on a celesta or celeste.	44100	24	2	00:02
Failure_01-06_Celesta_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Break, Low Power or HP, Craft Fail, Quest Fail, Negative Status, Mild Shock played on a celesta or celeste.	44100	24	2	00:04
Failure_01-07_Music-Box_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Break, Low Power or HP, Craft Fail, Quest Fail, Negative Status, Mild Shock played on a music box.	44100	24	2	00:02
Failure_01-07_Music-Box_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Break, Low Power or HP, Craft Fail, Quest Fail, Negative Status, Mild Shock played on a music box.	44100	24	2	00:03
Failure_01-08_Harp_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Break, Low Power or HP, Craft Fail, Quest Fail, Negative Status, Mild Shock played on a harp.	44100	24	2	00:02
Failure_01-08_Harp_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Break, Low Power or HP, Craft Fail, Quest Fail, Negative Status, Mild Shock played on a harp.	44100	24	2	00:03
Failure_01-09_Guitar_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Break, Low Power or HP, Craft Fail, Quest Fail, Negative Status, Mild Shock played on an acoustic guitar.	44100	24	2	00:01
Failure_01-09_Guitar_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Break, Low Power or HP, Craft Fail, Quest Fail, Negative Status, Mild Shock played on an acoustic guitar.	44100	24	2	00:03
Failure_01-10_Ensemble-Small_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Break, Low Power or HP, Craft Fail, Quest Fail, Negative Status, Mild Shock played with a small ensemble.	44100	24	2	00:02
Failure_01-10_Ensemble-Small_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Break, Low Power or HP, Craft Fail, Quest Fail, Negative Status, Mild Shock played with a small ensemble.	44100	24	2	00:03
Failure_01-11_Ensemble-Large_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Break, Low Power or HP, Craft Fail, Quest Fail, Negative Status, Mild Shock played with a large ensemble.	44100	24	2	00:02
Failure_01-11_Ensemble-Large_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Break, Low Power or HP, Craft Fail, Quest Fail, Negative Status, Mild Shock played with a large ensemble.	44100	24	2	00:03
Failure_02-01_Piano-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Quest Fail, Item Break, Crafting Fail, Negative Status, Leaves Party, Rest at Inn played on a piano.	44100	24	2	00:05
Failure_02-01_Piano-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Quest Fail, Item Break, Crafting Fail, Negative Status, Leaves Party, Rest at Inn played on a piano.	44100	24	2	00:05
Failure_02-02_Piano-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Quest Fail, Item Break, Crafting Fail, Negative Status, Leaves Party, Rest at Inn played on a soft felt piano.	44100	24	2	00:06
Failure_02-02_Piano-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Quest Fail, Item Break, Crafting Fail, Negative Status, Leaves Party, Rest at Inn played on a soft felt piano.	44100	24	2	00:06
Failure_02-03_Organ-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Quest Fail, Item Break, Crafting Fail, Negative Status, Leaves Party, Rest at Inn played on a heavy organ.	44100	24	2	00:05
Failure_02-03_Organ-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Quest Fail, Item Break, Crafting Fail, Negative Status, Leaves Party, Rest at Inn played on a heavy organ.	44100	24	2	00:06
Failure_02-04_Organ-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Quest Fail, Item Break, Crafting Fail, Negative Status, Leaves Party, Rest at Inn played on a light organ.	44100	24	2	00:05
Failure_02-04_Organ-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Quest Fail, Item Break, Crafting Fail, Negative Status, Leaves Party, Rest at Inn played on a light organ.	44100	24	2	00:06
Failure_02-05_Harpsichord_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Quest Fail, Item Break, Crafting Fail, Negative Status, Leaves Party, Rest at Inn played on a harpsichord.	44100	24	2	00:05
Failure_02-05_Harpsichord_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Quest Fail, Item Break, Crafting Fail, Negative Status, Leaves Party, Rest at Inn played on a harpsichord.	44100	24	2	00:05
Failure_02-06_Celesta_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Quest Fail, Item Break, Crafting Fail, Negative Status, Leaves Party, Rest at Inn played on a celesta or celeste.	44100	24	2	00:05
Failure_02-06_Celesta_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Quest Fail, Item Break, Crafting Fail, Negative Status, Leaves Party, Rest at Inn played on a celesta or celeste.	44100	24	2	00:05
Failure_02-07_Music-Box_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Quest Fail, Item Break, Crafting Fail, Negative Status, Leaves Party, Rest at Inn played on a music box.	44100	24	2	00:06
Failure_02-07_Music-Box_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Quest Fail, Item Break, Crafting Fail, Negative Status, Leaves Party, Rest at Inn played on a music box.	44100	24	2	00:06

Failure_02-08_Harp_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Quest Fail, Item Break, Crafting Fail, Negative Status, Leaves Party, Rest at Inn played on a harp.	44100	24	2	00:05
Failure_02-08_Harp_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Quest Fail, Item Break, Crafting Fail, Negative Status, Leaves Party, Rest at Inn played on a harp.	44100	24	2	00:07
Failure_02-09_Guitar_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Quest Fail, Item Break, Crafting Fail, Negative Status, Leaves Party, Rest at Inn played on an acoustic guitar.	44100	24	2	00:05
Failure_02-09_Guitar_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Quest Fail, Item Break, Crafting Fail, Negative Status, Leaves Party, Rest at Inn played on an acoustic guitar.	44100	24	2	00:05
Failure_02-10_Ensemble-Small_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Quest Fail, Item Break, Crafting Fail, Negative Status, Leaves Party, Rest at Inn played with a small ensemble.	44100	24	2	00:04
Failure_02-10_Ensemble-Small_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Quest Fail, Item Break, Crafting Fail, Negative Status, Leaves Party, Rest at Inn played with a small ensemble.	44100	24	2	00:05
Failure_02-11_Ensemble-Large_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Quest Fail, Item Break, Crafting Fail, Negative Status, Leaves Party, Rest at Inn played with a large ensemble.	44100	24	2	00:04
Failure_02-11_Ensemble-Large_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Quest Fail, Item Break, Crafting Fail, Negative Status, Leaves Party, Rest at Inn played with a large ensemble.	44100	24	2	00:06
Failure_03-01_Piano-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Break, Low Power or HP, Craft Fail, Quest Fail, Negative Status, Surprise played on a piano.	44100	24	2	00:02
Failure_03-01_Piano-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Break, Low Power or HP, Craft Fail, Quest Fail, Negative Status, Surprise played on a piano.	44100	24	2	00:03
Failure_03-02_Piano-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Break, Low Power or HP, Craft Fail, Quest Fail, Negative Status, Surprise played on a soft felt piano.	44100	24	2	00:01
Failure_03-02_Piano-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Break, Low Power or HP, Craft Fail, Quest Fail, Negative Status, Surprise played on a soft felt piano.	44100	24	2	00:04
Failure_03-03_Organ-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Break, Low Power or HP, Craft Fail, Quest Fail, Negative Status, Surprise played on a heavy organ.	44100	24	2	00:03
Failure_03-03_Organ-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Break, Low Power or HP, Craft Fail, Quest Fail, Negative Status, Surprise played on a heavy organ.	44100	24	2	00:04
Failure_03-04_Organ-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Break, Low Power or HP, Craft Fail, Quest Fail, Negative Status, Surprise played on a light organ.	44100	24	2	00:03
Failure_03-04_Organ-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Break, Low Power or HP, Craft Fail, Quest Fail, Negative Status, Surprise played on a light organ.	44100	24	2	00:04
Failure_03-05_Harpsichord_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Break, Low Power or HP, Craft Fail, Quest Fail, Negative Status, Surprise played on a harpsichord.	44100	24	2	00:01
Failure_03-05_Harpsichord_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Break, Low Power or HP, Craft Fail, Quest Fail, Negative Status, Surprise played on a harpsichord.	44100	24	2	00:04
Failure_03-06_Celesta_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Break, Low Power or HP, Craft Fail, Quest Fail, Negative Status, Surprise played on a celesta or celeste.	44100	24	2	00:02
Failure_03-06_Celesta_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Break, Low Power or HP, Craft Fail, Quest Fail, Negative Status, Surprise played on a celesta or celeste.	44100	24	2	00:04
Failure_03-07_Music-Box_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Break, Low Power or HP, Craft Fail, Quest Fail, Negative Status, Surprise played on a music box.	44100	24	2	00:02
Failure_03-07_Music-Box_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Break, Low Power or HP, Craft Fail, Quest Fail, Negative Status, Surprise played on a music box.	44100	24	2	00:03
Failure_03-08_Harp_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Break, Low Power or HP, Craft Fail, Quest Fail, Negative Status, Surprise played on a harp.	44100	24	2	00:02
Failure_03-08_Harp_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Break, Low Power or HP, Craft Fail, Quest Fail, Negative Status, Surprise played on a harp.	44100	24	2	00:04
Failure_03-09_Guitar_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Break, Low Power or HP, Craft Fail, Quest Fail, Negative Status, Surprise played on an acoustic guitar.	44100	24	2	00:02
Failure_03-09_Guitar_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Break, Low Power or HP, Craft Fail, Quest Fail, Negative Status, Surprise played on an acoustic guitar.	44100	24	2	00:04

Failure_03-10_Ensemble-Small_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Break, Low Power or HP, Craft Fail, Quest Fail, Negative Status, Surprise played with a small ensemble.	44100	24	2	00:02
Failure_03-10_Ensemble-Small_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Break, Low Power or HP, Craft Fail, Quest Fail, Negative Status, Surprise played with a small ensemble.	44100	24	2	00:03
Failure_03-11_Ensemble-Large_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Break, Low Power or HP, Craft Fail, Quest Fail, Negative Status, Surprise played with a large ensemble.	44100	24	2	00:02
Failure_03-11_Ensemble-Large_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Break, Low Power or HP, Craft Fail, Quest Fail, Negative Status, Surprise played with a large ensemble.	44100	24	2	00:03
Failure_04-01_Piano-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Shock, Danger, Quest Fail, Item Break, Craft Fail, Low Power or HP played on a piano.	44100	24	2	00:03
Failure_04-01_Piano-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Shock, Danger, Quest Fail, Item Break, Craft Fail, Low Power or HP played on a piano.	44100	24	2	00:03
Failure_04-02_Piano-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Shock, Danger, Quest Fail, Item Break, Craft Fail, Low Power or HP played on a soft felt piano.	44100	24	2	00:01
Failure_04-02_Piano-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Shock, Danger, Quest Fail, Item Break, Craft Fail, Low Power or HP played on a soft felt piano.	44100	24	2	00:04
Failure_04-03_Organ-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Shock, Danger, Quest Fail, Item Break, Craft Fail, Low Power or HP played on a heavy organ.	44100	24	2	00:03
Failure_04-03_Organ-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Shock, Danger, Quest Fail, Item Break, Craft Fail, Low Power or HP played on a heavy organ.	44100	24	2	00:04
Failure_04-04_Organ-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Shock, Danger, Quest Fail, Item Break, Craft Fail, Low Power or HP played on a light organ.	44100	24	2	00:03
Failure_04-04_Organ-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Shock, Danger, Quest Fail, Item Break, Craft Fail, Low Power or HP played on a light organ.	44100	24	2	00:04
Failure_04-05_Harpsichord_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Shock, Danger, Quest Fail, Item Break, Craft Fail, Low Power or HP played on a harpsichord.	44100	24	2	00:03
Failure_04-05_Harpsichord_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Shock, Danger, Quest Fail, Item Break, Craft Fail, Low Power or HP played on a harpsichord.	44100	24	2	00:03
Failure_04-06_Celesta_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Shock, Danger, Quest Fail, Item Break, Craft Fail, Low Power or HP played on a celesta or celeste.	44100	24	2	00:02
Failure_04-06_Celesta_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Shock, Danger, Quest Fail, Item Break, Craft Fail, Low Power or HP played on a celesta or celeste.	44100	24	2	00:03
Failure_04-07_Music-Box_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Shock, Danger, Quest Fail, Item Break, Craft Fail, Low Power or HP played on a music box.	44100	24	2	00:02
Failure_04-07_Music-Box_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Shock, Danger, Quest Fail, Item Break, Craft Fail, Low Power or HP played on a music box.	44100	24	2	00:03
Failure_04-08_Harp_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Shock, Danger, Quest Fail, Item Break, Craft Fail, Low Power or HP played on a harp.	44100	24	2	00:02
Failure_04-08_Harp_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Shock, Danger, Quest Fail, Item Break, Craft Fail, Low Power or HP played on a harp.	44100	24	2	00:04
Failure_04-09_Guitar_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Shock, Danger, Quest Fail, Item Break, Craft Fail, Low Power or HP played on an acoustic guitar.	44100	24	2	00:01
Failure_04-09_Guitar_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Shock, Danger, Quest Fail, Item Break, Craft Fail, Low Power or HP played on an acoustic guitar.	44100	24	2	00:04
Failure_04-10_Ensemble-Small_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Shock, Danger, Quest Fail, Item Break, Craft Fail, Low Power or HP played with a small ensemble.	44100	24	2	00:02
Failure_04-10_Ensemble-Small_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Shock, Danger, Quest Fail, Item Break, Craft Fail, Low Power or HP played with a small ensemble.	44100	24	2	00:04
Failure_04-11_Ensemble-Large_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Shock, Danger, Quest Fail, Item Break, Craft Fail, Low Power or HP played with a large ensemble.	44100	24	2	00:02
Failure_04-11_Ensemble-Large_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Shock, Danger, Quest Fail, Item Break, Craft Fail, Low Power or HP played with a large ensemble.	44100	24	2	00:04

Failure_05-01_Piano-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Shock, Danger, Surprise, Low Power or HP, Item Damaged played on a piano.	44100	24	2	00:04
Failure_05-01_Piano-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Shock, Danger, Surprise, Low Power or HP, Item Damaged played on a piano.	44100	24	2	00:04
Failure_05-02_Piano-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Shock, Danger, Surprise, Low Power or HP, Item Damaged played on a soft felt piano.	44100	24	2	00:02
Failure_05-02_Piano-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Shock, Danger, Surprise, Low Power or HP, Item Damaged played on a soft felt piano.	44100	24	2	00:04
Failure_05-03_Organ-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Shock, Danger, Surprise, Low Power or HP, Item Damaged played on a heavy organ.	44100	24	2	00:03
Failure_05-03_Organ-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Shock, Danger, Surprise, Low Power or HP, Item Damaged played on a heavy organ.	44100	24	2	00:05
Failure_05-04_Organ-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Shock, Danger, Surprise, Low Power or HP, Item Damaged played on a light organ.	44100	24	2	00:03
Failure_05-04_Organ-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Shock, Danger, Surprise, Low Power or HP, Item Damaged played on a light organ.	44100	24	2	00:05
Failure_05-05_Harpsichord_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Shock, Danger, Surprise, Low Power or HP, Item Damaged played on a harpsichord.	44100	24	2	00:03
Failure_05-05_Harpsichord_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Shock, Danger, Surprise, Low Power or HP, Item Damaged played on a harpsichord.	44100	24	2	00:04
Failure_05-06_Celesta_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Shock, Danger, Surprise, Low Power or HP, Item Damaged played on a celesta or celeste.	44100	24	2	00:02
Failure_05-06_Celesta_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Shock, Danger, Surprise, Low Power or HP, Item Damaged played on a celesta or celeste.	44100	24	2	00:04
Failure_05-07_Music-Box_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Shock, Danger, Surprise, Low Power or HP, Item Damaged played on a music box.	44100	24	2	00:03
Failure_05-07_Music-Box_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Shock, Danger, Surprise, Low Power or HP, Item Damaged played on a music box.	44100	24	2	00:04
Failure_05-08_Harp_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Shock, Danger, Surprise, Low Power or HP, Item Damaged played on a harp.	44100	24	2	00:02
Failure_05-08_Harp_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Shock, Danger, Surprise, Low Power or HP, Item Damaged played on a harp.	44100	24	2	00:04
Failure_05-09_Guitar_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Shock, Danger, Surprise, Low Power or HP, Item Damaged played on an acoustic guitar.	44100	24	2	00:02
Failure_05-09_Guitar_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Shock, Danger, Surprise, Low Power or HP, Item Damaged played on an acoustic guitar.	44100	24	2	00:04
Failure_05-10_Ensemble-Small_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Shock, Danger, Surprise, Low Power or HP, Item Damaged played with a small ensemble.	44100	24	2	00:03
Failure_05-10_Ensemble-Small_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Shock, Danger, Surprise, Low Power or HP, Item Damaged played with a small ensemble.	44100	24	2	00:04
Failure_05-11_Ensemble-Large_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Shock, Danger, Surprise, Low Power or HP, Item Damaged played with a large ensemble.	44100	24	2	00:03
Failure_05-11_Ensemble-Large_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Shock, Danger, Surprise, Low Power or HP, Item Damaged played with a large ensemble.	44100	24	2	00:05
Failure_06-01_Piano-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Danger, Surprise, Hidden Area, Low Power or HP, Item Damaged played on a piano.	44100	24	2	00:02
Failure_06-01_Piano-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Danger, Surprise, Hidden Area, Low Power or HP, Item Damaged played on a piano.	44100	24	2	00:03
Failure_06-02_Piano-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Danger, Surprise, Hidden Area, Low Power or HP, Item Damaged played on a soft felt piano.	44100	24	2	00:01
Failure_06-02_Piano-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Danger, Surprise, Hidden Area, Low Power or HP, Item Damaged played on a soft felt piano.	44100	24	2	00:03

Failure_06-03_Organ-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Danger, Surprise, Hidden Area, Low Power or HP, Item Damaged played on a heavy organ.	44100	24	2	00:03
Failure_06-03_Organ-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Danger, Surprise, Hidden Area, Low Power or HP, Item Damaged played on a heavy organ.	44100	24	2	00:04
Failure_06-04_Organ-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Danger, Surprise, Hidden Area, Low Power or HP, Item Damaged played on a light organ.	44100	24	2	00:03
Failure_06-04_Organ-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Danger, Surprise, Hidden Area, Low Power or HP, Item Damaged played on a light organ.	44100	24	2	00:05
Failure_06-05_Harpsichord_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Danger, Surprise, Hidden Area, Low Power or HP, Item Damaged played on a harpsichord.	44100	24	2	00:02
Failure_06-05_Harpsichord_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Danger, Surprise, Hidden Area, Low Power or HP, Item Damaged played on a harpsichord.	44100	24	2	00:04
Failure_06-06_Celesta_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Danger, Surprise, Hidden Area, Low Power or HP, Item Damaged played on a celesta or celeste.	44100	24	2	00:01
Failure_06-06_Celesta_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Danger, Surprise, Hidden Area, Low Power or HP, Item Damaged played on a celesta or celeste.	44100	24	2	00:04
Failure_06-07_Music-Box_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Danger, Surprise, Hidden Area, Low Power or HP, Item Damaged played on a music box.	44100	24	2	00:02
Failure_06-07_Music-Box_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Danger, Surprise, Hidden Area, Low Power or HP, Item Damaged played on a music box.	44100	24	2	00:03
Failure_06-08_Harp_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Danger, Surprise, Hidden Area, Low Power or HP, Item Damaged played on a harp.	44100	24	2	00:02
Failure_06-08_Harp_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Danger, Surprise, Hidden Area, Low Power or HP, Item Damaged played on a harp.	44100	24	2	00:04
Failure_06-09_Guitar_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Danger, Surprise, Hidden Area, Low Power or HP, Item Damaged played on an acoustic guitar.	44100	24	2	00:01
Failure_06-09_Guitar_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Danger, Surprise, Hidden Area, Low Power or HP, Item Damaged played on an acoustic guitar.	44100	24	2	00:03
Failure_06-10_Ensemble-Small_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Danger, Surprise, Hidden Area, Low Power or HP, Item Damaged played with a small ensemble.	44100	24	2	00:02
Failure_06-10_Ensemble-Small_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Danger, Surprise, Hidden Area, Low Power or HP, Item Damaged played with a small ensemble.	44100	24	2	00:04
Failure_06-11_Ensemble-Large_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Danger, Surprise, Hidden Area, Low Power or HP, Item Damaged played with a large ensemble.	44100	24	2	00:02
Failure_06-11_Ensemble-Large_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Negative Status, Danger, Surprise, Hidden Area, Low Power or HP, Item Damaged played with a large ensemble.	44100	24	2	00:03
Failure_07-01_Piano-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Evil Area, Villain, Quest Fail, Leaves Party, Chapter Title played on a piano.	44100	24	2	00:08
Failure_07-01_Piano-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Evil Area, Villain, Quest Fail, Leaves Party, Chapter Title played on a piano.	44100	24	2	00:08
Failure_07-02_Piano-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Evil Area, Villain, Quest Fail, Leaves Party, Chapter Title played on a soft felt piano.	44100	24	2	00:06
Failure_07-02_Piano-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Evil Area, Villain, Quest Fail, Leaves Party, Chapter Title played on a soft felt piano.	44100	24	2	00:09
Failure_07-03_Organ-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Evil Area, Villain, Quest Fail, Leaves Party, Chapter Title played on a heavy organ.	44100	24	2	00:09
Failure_07-03_Organ-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Evil Area, Villain, Quest Fail, Leaves Party, Chapter Title played on a heavy organ.	44100	24	2	00:10
Failure_07-04_Organ-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Evil Area, Villain, Quest Fail, Leaves Party, Chapter Title played on a light organ.	44100	24	2	00:08
Failure_07-04_Organ-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Evil Area, Villain, Quest Fail, Leaves Party, Chapter Title played on a light organ.	44100	24	2	00:09

Failure_07-05_Harpsichord_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Evil Area, Villain, Quest Fail, Leaves Party, Chapter Title played on a harpsichord.	44100	24	2	00:07
Failure_07-05_Harpsichord_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Evil Area, Villain, Quest Fail, Leaves Party, Chapter Title played on a harpsichord.	44100	24	2	00:08
Failure_07-06_Celesta_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Evil Area, Villain, Quest Fail, Leaves Party, Chapter Title played on a celesta or celeste.	44100	24	2	00:06
Failure_07-06_Celesta_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Evil Area, Villain, Quest Fail, Leaves Party, Chapter Title played on a celesta or celeste.	44100	24	2	00:07
Failure_07-07_Music-Box_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Evil Area, Villain, Quest Fail, Leaves Party, Chapter Title played on a music box.	44100	24	2	00:08
Failure_07-07_Music-Box_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Evil Area, Villain, Quest Fail, Leaves Party, Chapter Title played on a music box.	44100	24	2	00:07
Failure_07-08_Harp_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Evil Area, Villain, Quest Fail, Leaves Party, Chapter Title played on a harp.	44100	24	2	00:08
Failure_07-08_Harp_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Evil Area, Villain, Quest Fail, Leaves Party, Chapter Title played on a harp.	44100	24	2	00:08
Failure_07-09_Guitar_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Evil Area, Villain, Quest Fail, Leaves Party, Chapter Title played on an acoustic guitar.	44100	24	2	00:07
Failure_07-09_Guitar_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Evil Area, Villain, Quest Fail, Leaves Party, Chapter Title played on an acoustic guitar.	44100	24	2	00:08
Failure_07-10_Ensemble-Small_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Evil Area, Villain, Quest Fail, Leaves Party, Chapter Title played with a small ensemble.	44100	24	2	00:08
Failure_07-10_Ensemble-Small_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Evil Area, Villain, Quest Fail, Leaves Party, Chapter Title played with a small ensemble.	44100	24	2	00:09
Failure_07-11_Ensemble-Large_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Evil Area, Villain, Quest Fail, Leaves Party, Chapter Title played with a large ensemble.	44100	24	2	00:08
Failure_07-11_Ensemble-Large_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Evil Area, Villain, Quest Fail, Leaves Party, Chapter Title played with a large ensemble.	44100	24	2	00:09
Failure_08-01_Piano-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Quest Fail, Leaves Party, Chapter Title, Save Game, Fade played on a piano.	44100	24	2	00:08
Failure_08-01_Piano-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Quest Fail, Leaves Party, Chapter Title, Save Game, Fade played on a piano.	44100	24	2	00:09
Failure_08-02_Piano-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Quest Fail, Leaves Party, Chapter Title, Save Game, Fade played on a soft felt piano.	44100	24	2	00:08
Failure_08-02_Piano-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Quest Fail, Leaves Party, Chapter Title, Save Game, Fade played on a soft felt piano.	44100	24	2	00:09
Failure_08-03_Organ-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Quest Fail, Leaves Party, Chapter Title, Save Game, Fade played on a heavy organ.	44100	24	2	00:08
Failure_08-03_Organ-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Quest Fail, Leaves Party, Chapter Title, Save Game, Fade played on a heavy organ.	44100	24	2	00:10
Failure_08-04_Organ-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Quest Fail, Leaves Party, Chapter Title, Save Game, Fade played on a light organ.	44100	24	2	00:08
Failure_08-04_Organ-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Quest Fail, Leaves Party, Chapter Title, Save Game, Fade played on a light organ.	44100	24	2	00:10
Failure_08-05_Harpsichord_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Quest Fail, Leaves Party, Chapter Title, Save Game, Fade played on a harpsichord.	44100	24	2	00:08
Failure_08-05_Harpsichord_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Quest Fail, Leaves Party, Chapter Title, Save Game, Fade played on a harpsichord.	44100	24	2	00:08
Failure_08-06_Celesta_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Quest Fail, Leaves Party, Chapter Title, Save Game, Fade played on a celesta or celeste.	44100	24	2	00:08
Failure_08-06_Celesta_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Quest Fail, Leaves Party, Chapter Title, Save Game, Fade played on a celesta or celeste.	44100	24	2	00:08

Failure_08-07_Music-Box_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Quest Fail, Leaves Party, Chapter Title, Save Game, Fade played on a music box.	44100	24	2	00:08
Failure_08-07_Music-Box_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Quest Fail, Leaves Party, Chapter Title, Save Game, Fade played on a music box.	44100	24	2	00:07
Failure_08-08_Harp_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Quest Fail, Leaves Party, Chapter Title, Save Game, Fade played on a harp.	44100	24	2	00:09
Failure_08-08_Harp_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Quest Fail, Leaves Party, Chapter Title, Save Game, Fade played on a harp.	44100	24	2	00:11
Failure_08-09_Guitar_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Quest Fail, Leaves Party, Chapter Title, Save Game, Fade played on an acoustic guitar.	44100	24	2	00:07
Failure_08-09_Guitar_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Quest Fail, Leaves Party, Chapter Title, Save Game, Fade played on an acoustic guitar.	44100	24	2	00:07
Failure_08-10_Ensemble-Small_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Quest Fail, Leaves Party, Chapter Title, Save Game, Fade played with a small ensemble.	44100	24	2	00:09
Failure_08-10_Ensemble-Small_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Quest Fail, Leaves Party, Chapter Title, Save Game, Fade played with a small ensemble.	44100	24	2	00:09
Failure_08-11_Ensemble-Large_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Quest Fail, Leaves Party, Chapter Title, Save Game, Fade played with a large ensemble.	44100	24	2	00:10
Failure_08-11_Ensemble-Large_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Quest Fail, Leaves Party, Chapter Title, Save Game, Fade played with a large ensemble.	44100	24	2	00:11
Failure_09-01_Piano-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Quest Fail, Character Death, Save Game, Rest at Inn played on a piano.	44100	24	2	00:09
Failure_09-01_Piano-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Quest Fail, Character Death, Save Game, Rest at Inn played on a piano.	44100	24	2	00:10
Failure_09-02_Piano-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Quest Fail, Character Death, Save Game, Rest at Inn played on a soft felt piano.	44100	24	2	00:10
Failure_09-02_Piano-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Quest Fail, Character Death, Save Game, Rest at Inn played on a soft felt piano.	44100	24	2	00:10
Failure_09-03_Organ-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Quest Fail, Character Death, Save Game, Rest at Inn played on a heavy organ.	44100	24	2	00:10
Failure_09-03_Organ-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Quest Fail, Character Death, Save Game, Rest at Inn played on a heavy organ.	44100	24	2	00:12
Failure_09-04_Organ-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Quest Fail, Character Death, Save Game, Rest at Inn played on a light organ.	44100	24	2	00:10
Failure_09-04_Organ-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Quest Fail, Character Death, Save Game, Rest at Inn played on a light organ.	44100	24	2	00:12
Failure_09-05_Harpsichord_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Quest Fail, Character Death, Save Game, Rest at Inn played on a harpsichord.	44100	24	2	00:08
Failure_09-05_Harpsichord_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Quest Fail, Character Death, Save Game, Rest at Inn played on a harpsichord.	44100	24	2	00:09
Failure_09-06_Celesta_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Quest Fail, Character Death, Save Game, Rest at Inn played on a celesta or celeste.	44100	24	2	00:08
Failure_09-06_Celesta_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Quest Fail, Character Death, Save Game, Rest at Inn played on a celesta or celeste.	44100	24	2	00:10
Failure_09-07_Music-Box_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Quest Fail, Character Death, Save Game, Rest at Inn played on a music box.	44100	24	2	00:09
Failure_09-07_Music-Box_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Quest Fail, Character Death, Save Game, Rest at Inn played on a music box.	44100	24	2	00:10
Failure_09-08_Harp_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Quest Fail, Character Death, Save Game, Rest at Inn played on a harp.	44100	24	2	00:09
Failure_09-08_Harp_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Quest Fail, Character Death, Save Game, Rest at Inn played on a harp.	44100	24	2	00:09

Failure_09-09_Guitar_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Quest Fail, Character Death, Save Game, Rest at Inn played on an acoustic guitar.	44100	24	2	00:08
Failure_09-09_Guitar_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Quest Fail, Character Death, Save Game, Rest at Inn played on an acoustic guitar.	44100	24	2	00:10
Failure_09-10_Ensemble-Small_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Quest Fail, Character Death, Save Game, Rest at Inn played with a small ensemble.	44100	24	2	00:09
Failure_09-10_Ensemble-Small_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Quest Fail, Character Death, Save Game, Rest at Inn played with a small ensemble.	44100	24	2	00:11
Failure_09-11_Ensemble-Large_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Quest Fail, Character Death, Save Game, Rest at Inn played with a large ensemble.	44100	24	2	00:10
Failure_09-11_Ensemble-Large_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Game Over, Defeated, Quest Fail, Character Death, Save Game, Rest at Inn played with a large ensemble.	44100	24	2	00:11
Mystery_01-01_Piano-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Plot Twist, Realize, Hidden Secret, New Story Chapter, Discover Area played on a piano.	44100	24	2	00:07
Mystery_01-01_Piano-A_WET-FX	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Plot Twist, Realize, Hidden Secret, New Story Chapter, Discover Area played on a piano.	44100	24	2	00:08
Mystery_01-01_Piano-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Plot Twist, Realize, Hidden Secret, New Story Chapter, Discover Area played on a piano.	44100	24	2	00:07
Mystery_01-02_Piano-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Plot Twist, Realize, Hidden Secret, New Story Chapter, Discover Area played on a soft felt piano.	44100	24	2	00:07
Mystery_01-02_Piano-B_WET-FX	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Plot Twist, Realize, Hidden Secret, New Story Chapter, Discover Area played on a soft felt piano.	44100	24	2	00:09
Mystery_01-02_Piano-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Plot Twist, Realize, Hidden Secret, New Story Chapter, Discover Area played on a soft felt piano.	44100	24	2	00:07
Mystery_01-03_Organ-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Plot Twist, Realize, Hidden Secret, New Story Chapter, Discover Area played on a heavy organ.	44100	24	2	00:07
Mystery_01-03_Organ-A_WET-FX	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Plot Twist, Realize, Hidden Secret, New Story Chapter, Discover Area played on a heavy organ.	44100	24	2	00:08
Mystery_01-03_Organ-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Plot Twist, Realize, Hidden Secret, New Story Chapter, Discover Area played on a heavy organ.	44100	24	2	00:08
Mystery_01-04_Organ-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Plot Twist, Realize, Hidden Secret, New Story Chapter, Discover Area played on a light organ.	44100	24	2	00:07
Mystery_01-04_Organ-B_WET-FX	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Plot Twist, Realize, Hidden Secret, New Story Chapter, Discover Area played on a light organ.	44100	24	2	00:08
Mystery_01-04_Organ-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Plot Twist, Realize, Hidden Secret, New Story Chapter, Discover Area played on a light organ.	44100	24	2	00:08
Mystery_01-05_Harpsichord_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Plot Twist, Realize, Hidden Secret, New Story Chapter, Discover Area played on a harpsichord.	44100	24	2	00:06
Mystery_01-05_Harpsichord_WET-FX	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Plot Twist, Realize, Hidden Secret, New Story Chapter, Discover Area played on a harpsichord.	44100	24	2	00:07
Mystery_01-05_Harpsichord_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Plot Twist, Realize, Hidden Secret, New Story Chapter, Discover Area played on a harpsichord.	44100	24	2	00:06
Mystery_01-06_Celesta_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Plot Twist, Realize, Hidden Secret, New Story Chapter, Discover Area played on a celesta or celeste.	44100	24	2	00:06
Mystery_01-06_Celesta_WET-FX	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Plot Twist, Realize, Hidden Secret, New Story Chapter, Discover Area played on a celesta or celeste.	44100	24	2	00:07
Mystery_01-06_Celesta_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Plot Twist, Realize, Hidden Secret, New Story Chapter, Discover Area played on a celesta or celeste.	44100	24	2	00:07
Mystery_01-07_Music-Box_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Plot Twist, Realize, Hidden Secret, New Story Chapter, Discover Area played on a music box.	44100	24	2	00:06
Mystery_01-07_Music-Box_WET-FX-01	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Plot Twist, Realize, Hidden Secret, New Story Chapter, Discover Area played on a music box.	44100	24	2	00:07

Mystery_01-07_Music-Box_WET-FX-02	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Plot Twist, Realize, Hidden Secret, New Story Chapter, Discover Area played on a music box.	44100	24	2	00:06
Mystery_01-07_Music-Box_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Plot Twist, Realize, Hidden Secret, New Story Chapter, Discover Area played on a music box.	44100	24	2	00:06
Mystery_01-08_Harp_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Plot Twist, Realize, Hidden Secret, New Story Chapter, Discover Area played on a harp.	44100	24	2	00:06
Mystery_01-08_Harp_WET-FX	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Plot Twist, Realize, Hidden Secret, New Story Chapter, Discover Area played on a harp.	44100	24	2	00:08
Mystery_01-08_Harp_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Plot Twist, Realize, Hidden Secret, New Story Chapter, Discover Area played on a harp.	44100	24	2	00:06
Mystery_01-09_Guitar_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Plot Twist, Realize, Hidden Secret, New Story Chapter, Discover Area played on an acoustic guitar.	44100	24	2	00:06
Mystery_01-09_Guitar_WET-FX	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Plot Twist, Realize, Hidden Secret, New Story Chapter, Discover Area played on an acoustic guitar.	44100	24	2	00:09
Mystery_01-09_Guitar_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Plot Twist, Realize, Hidden Secret, New Story Chapter, Discover Area played on an acoustic guitar.	44100	24	2	00:06
Mystery_01-10_Ensemble-Small_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Plot Twist, Realize, Hidden Secret, New Story Chapter, Discover Area played with a small ensemble.	44100	24	2	00:06
Mystery_01-10_Ensemble-Small_WET-FX	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Plot Twist, Realize, Hidden Secret, New Story Chapter, Discover Area played with a small ensemble.	44100	24	2	00:08
Mystery_01-10_Ensemble-Small_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Plot Twist, Realize, Hidden Secret, New Story Chapter, Discover Area played with a small ensemble.	44100	24	2	00:08
Mystery_01-11_Ensemble-Large_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Plot Twist, Realize, Hidden Secret, New Story Chapter, Discover Area played with a large ensemble.	44100	24	2	00:07
Mystery_01-11_Ensemble-Large_WET-FX	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Plot Twist, Realize, Hidden Secret, New Story Chapter, Discover Area played with a large ensemble.	44100	24	2	00:09
Mystery_01-11_Ensemble-Large_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Plot Twist, Realize, Hidden Secret, New Story Chapter, Discover Area played with a large ensemble.	44100	24	2	00:08
Mystery_02-01_Piano-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Hidden Secret, New Story Chapter, Discover New Area, Mild Shock played on a piano.	44100	24	2	00:06
Mystery_02-01_Piano-A_WET-FX	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Hidden Secret, New Story Chapter, Discover New Area, Mild Shock played on a piano.	44100	24	2	00:07
Mystery_02-01_Piano-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Hidden Secret, New Story Chapter, Discover New Area, Mild Shock played on a piano.	44100	24	2	00:06
Mystery_02-02_Piano-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Hidden Secret, New Story Chapter, Discover New Area, Mild Shock played on a soft felt piano.	44100	24	2	00:05
Mystery_02-02_Piano-B_WET-FX	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Hidden Secret, New Story Chapter, Discover New Area, Mild Shock played on a soft felt piano.	44100	24	2	00:07
Mystery_02-02_Piano-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Hidden Secret, New Story Chapter, Discover New Area, Mild Shock played on a soft felt piano.	44100	24	2	00:06
Mystery_02-03_Organ-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Hidden Secret, New Story Chapter, Discover New Area, Mild Shock played on a heavy organ.	44100	24	2	00:07
Mystery_02-03_Organ-A_WET-FX	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Hidden Secret, New Story Chapter, Discover New Area, Mild Shock played on a heavy organ.	44100	24	2	00:08
Mystery_02-03_Organ-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Hidden Secret, New Story Chapter, Discover New Area, Mild Shock played on a heavy organ.	44100	24	2	00:08
Mystery_02-04_Organ-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Hidden Secret, New Story Chapter, Discover New Area, Mild Shock played on a light organ.	44100	24	2	00:07
Mystery_02-04_Organ-B_WET-FX	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Hidden Secret, New Story Chapter, Discover New Area, Mild Shock played on a light organ.	44100	24	2	00:08
Mystery_02-04_Organ-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Hidden Secret, New Story Chapter, Discover New Area, Mild Shock played on a light organ.	44100	24	2	00:08

Mystery_02-05_Harpsichord_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Hidden Secret, New Story Chapter, Discover New Area, Mild Shock played on a harpsichord.	44100	24	2	00:05
Mystery_02-05_Harpsichord_WET-FX	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Hidden Secret, New Story Chapter, Discover New Area, Mild Shock played on a harpsichord.	44100	24	2	00:07
Mystery_02-05_Harpsichord_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Hidden Secret, New Story Chapter, Discover New Area, Mild Shock played on a harpsichord.	44100	24	2	00:06
Mystery_02-06_Celesta_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Hidden Secret, New Story Chapter, Discover New Area, Mild Shock played on a celesta or celeste.	44100	24	2	00:05
Mystery_02-06_Celesta_WET-FX	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Hidden Secret, New Story Chapter, Discover New Area, Mild Shock played on a celesta or celeste.	44100	24	2	00:07
Mystery_02-06_Celesta_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Hidden Secret, New Story Chapter, Discover New Area, Mild Shock played on a celesta or celeste.	44100	24	2	00:06
Mystery_02-07_Music-Box_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Hidden Secret, New Story Chapter, Discover New Area, Mild Shock played on a music box.	44100	24	2	00:05
Mystery_02-07_Music-Box_WET-FX-01	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Hidden Secret, New Story Chapter, Discover New Area, Mild Shock played on a music box.	44100	24	2	00:07
Mystery_02-07_Music-Box_WET-FX-02	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Hidden Secret, New Story Chapter, Discover New Area, Mild Shock played on a music box.	44100	24	2	00:06
Mystery_02-07_Music-Box_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Hidden Secret, New Story Chapter, Discover New Area, Mild Shock played on a music box.	44100	24	2	00:06
Mystery_02-08_Harp_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Hidden Secret, New Story Chapter, Discover New Area, Mild Shock played on a harp.	44100	24	2	00:05
Mystery_02-08_Harp_WET-FX	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Hidden Secret, New Story Chapter, Discover New Area, Mild Shock played on a harp.	44100	24	2	00:06
Mystery_02-08_Harp_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Hidden Secret, New Story Chapter, Discover New Area, Mild Shock played on a harp.	44100	24	2	00:06
Mystery_02-09_Guitar_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Hidden Secret, New Story Chapter, Discover New Area, Mild Shock played on an acoustic guitar.	44100	24	2	00:05
Mystery_02-09_Guitar_WET-FX	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Hidden Secret, New Story Chapter, Discover New Area, Mild Shock played on an acoustic guitar.	44100	24	2	00:07
Mystery_02-09_Guitar_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Hidden Secret, New Story Chapter, Discover New Area, Mild Shock played on an acoustic guitar.	44100	24	2	00:06
Mystery_02-10_Ensemble-Small_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Hidden Secret, New Story Chapter, Discover New Area, Mild Shock played with a small ensemble.	44100	24	2	00:06
Mystery_02-10_Ensemble-Small_WET-FX	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Hidden Secret, New Story Chapter, Discover New Area, Mild Shock played with a small ensemble.	44100	24	2	00:08
Mystery_02-10_Ensemble-Small_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Hidden Secret, New Story Chapter, Discover New Area, Mild Shock played with a small ensemble.	44100	24	2	00:08
Mystery_02-11_Ensemble-Large_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Hidden Secret, New Story Chapter, Discover New Area, Mild Shock played with a large ensemble.	44100	24	2	00:07
Mystery_02-11_Ensemble-Large_WET-FX	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Hidden Secret, New Story Chapter, Discover New Area, Mild Shock played with a large ensemble.	44100	24	2	00:08
Mystery_02-11_Ensemble-Large_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Mysterious, Hidden Secret, New Story Chapter, Discover New Area, Mild Shock played with a large ensemble.	44100	24	2	00:08
Mystery_03-01_Piano-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Hidden Secret, Realize, New Story Chapter, Discover Area, Confusion, Trouble played on a piano.	44100	24	2	00:06
Mystery_03-01_Piano-A_WET-FX	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Hidden Secret, Realize, New Story Chapter, Discover Area, Confusion, Trouble played on a piano.	44100	24	2	00:06
Mystery_03-01_Piano-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Hidden Secret, Realize, New Story Chapter, Discover Area, Confusion, Trouble played on a piano.	44100	24	2	00:06
Mystery_03-02_Piano-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Hidden Secret, Realize, New Story Chapter, Discover Area, Confusion, Trouble played on a soft felt piano.	44100	24	2	00:06

Mystery_03-02_Piano-B_WET-FX	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Hidden Secret, Realize, New Story Chapter, Discover Area, Confusion, Trouble played on a soft felt piano.	44100	24	2	00:07
Mystery_03-02_Piano-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Hidden Secret, Realize, New Story Chapter, Discover Area, Confusion, Trouble played on a soft felt piano.	44100	24	2	00:06
Mystery_03-03_Organ-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Hidden Secret, Realize, New Story Chapter, Discover Area, Confusion, Trouble played on a heavy organ.	44100	24	2	00:07
Mystery_03-03_Organ-A_WET-FX	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Hidden Secret, Realize, New Story Chapter, Discover Area, Confusion, Trouble played on a heavy organ.	44100	24	2	00:08
Mystery_03-03_Organ-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Hidden Secret, Realize, New Story Chapter, Discover Area, Confusion, Trouble played on a heavy organ.	44100	24	2	00:08
Mystery_03-04_Organ-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Hidden Secret, Realize, New Story Chapter, Discover Area, Confusion, Trouble played on a light organ.	44100	24	2	00:07
Mystery_03-04_Organ-B_WET-FX	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Hidden Secret, Realize, New Story Chapter, Discover Area, Confusion, Trouble played on a light organ.	44100	24	2	00:09
Mystery_03-04_Organ-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Hidden Secret, Realize, New Story Chapter, Discover Area, Confusion, Trouble played on a light organ.	44100	24	2	00:08
Mystery_03-05_Harpsichord_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Hidden Secret, Realize, New Story Chapter, Discover Area, Confusion, Trouble played on a harpsichord.	44100	24	2	00:06
Mystery_03-05_Harpsichord_WET-FX	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Hidden Secret, Realize, New Story Chapter, Discover Area, Confusion, Trouble played on a harpsichord.	44100	24	2	00:07
Mystery_03-05_Harpsichord_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Hidden Secret, Realize, New Story Chapter, Discover Area, Confusion, Trouble played on a harpsichord.	44100	24	2	00:06
Mystery_03-06_Celesta_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Hidden Secret, Realize, New Story Chapter, Discover Area, Confusion, Trouble played on a celesta or celeste.	44100	24	2	00:06
Mystery_03-06_Celesta_WET-FX	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Hidden Secret, Realize, New Story Chapter, Discover Area, Confusion, Trouble played on a celesta or celeste.	44100	24	2	00:08
Mystery_03-06_Celesta_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Hidden Secret, Realize, New Story Chapter, Discover Area, Confusion, Trouble played on a celesta or celeste.	44100	24	2	00:06
Mystery_03-07_Music-Box_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Hidden Secret, Realize, New Story Chapter, Discover Area, Confusion, Trouble played on a music box.	44100	24	2	00:05
Mystery_03-07_Music-Box_WET-FX-01	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Hidden Secret, Realize, New Story Chapter, Discover Area, Confusion, Trouble played on a music box.	44100	24	2	00:08
Mystery_03-07_Music-Box_WET-FX-02	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Hidden Secret, Realize, New Story Chapter, Discover Area, Confusion, Trouble played on a music box.	44100	24	2	00:07
Mystery_03-07_Music-Box_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Hidden Secret, Realize, New Story Chapter, Discover Area, Confusion, Trouble played on a music box.	44100	24	2	00:07
Mystery_03-08_Harp_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Hidden Secret, Realize, New Story Chapter, Discover Area, Confusion, Trouble played on a harp.	44100	24	2	00:05
Mystery_03-08_Harp_WET-FX	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Hidden Secret, Realize, New Story Chapter, Discover Area, Confusion, Trouble played on a harp.	44100	24	2	00:06
Mystery_03-08_Harp_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Hidden Secret, Realize, New Story Chapter, Discover Area, Confusion, Trouble played on a harp.	44100	24	2	00:05
Mystery_03-09_Guitar_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Hidden Secret, Realize, New Story Chapter, Discover Area, Confusion, Trouble played on an acoustic guitar.	44100	24	2	00:05
Mystery_03-09_Guitar_WET-FX	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Hidden Secret, Realize, New Story Chapter, Discover Area, Confusion, Trouble played on an acoustic guitar.	44100	24	2	00:06
Mystery_03-09_Guitar_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Hidden Secret, Realize, New Story Chapter, Discover Area, Confusion, Trouble played on an acoustic guitar.	44100	24	2	00:05
Mystery_03-10_Ensemble-Small_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Hidden Secret, Realize, New Story Chapter, Discover Area, Confusion, Trouble played with a small ensemble.	44100	24	2	00:06
Mystery_03-10_Ensemble-Small_WET-FX	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Hidden Secret, Realize, New Story Chapter, Discover Area, Confusion, Trouble played with a small ensemble.	44100	24	2	00:07

Mystery_03-10_Ensemble-Small_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Hidden Secret, Realize, New Story Chapter, Discover Area, Confusion, Trouble played with a small ensemble.	44100	24	2	00:07
Mystery_03-11_Ensemble-Large_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Hidden Secret, Realize, New Story Chapter, Discover Area, Confusion, Trouble played with a large ensemble.	44100	24	2	00:07
Mystery_03-11_Ensemble-Large_WET-FX	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Hidden Secret, Realize, New Story Chapter, Discover Area, Confusion, Trouble played with a large ensemble.	44100	24	2	00:07
Mystery_03-11_Ensemble-Large_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Hidden Secret, Realize, New Story Chapter, Discover Area, Confusion, Trouble played with a large ensemble.	44100	24	2	00:07
Save_01-01_Piano-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, New Story Chapter, Healing, Recover, Discover New Area played on a piano.	44100	24	2	00:08
Save_01-01_Piano-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, New Story Chapter, Healing, Recover, Discover New Area played on a piano.	44100	24	2	00:10
Save_01-02_Piano-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, New Story Chapter, Healing, Recover, Discover New Area played on a soft felt piano.	44100	24	2	00:08
Save_01-02_Piano-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, New Story Chapter, Healing, Recover, Discover New Area played on a soft felt piano.	44100	24	2	00:10
Save_01-03_Organ-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, New Story Chapter, Healing, Recover, Discover New Area played on a heavy organ.	44100	24	2	00:11
Save_01-03_Organ-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, New Story Chapter, Healing, Recover, Discover New Area played on a heavy organ.	44100	24	2	00:14
Save_01-04_Organ-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, New Story Chapter, Healing, Recover, Discover New Area played on a light organ.	44100	24	2	00:11
Save_01-04_Organ-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, New Story Chapter, Healing, Recover, Discover New Area played on a light organ.	44100	24	2	00:13
Save_01-05_Harpsichord_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, New Story Chapter, Healing, Recover, Discover New Area played on a harpsichord.	44100	24	2	00:09
Save_01-05_Harpsichord_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, New Story Chapter, Healing, Recover, Discover New Area played on a harpsichord.	44100	24	2	00:09
Save_01-06_Celesta_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, New Story Chapter, Healing, Recover, Discover New Area played on a celesta or celeste.	44100	24	2	00:09
Save_01-06_Celesta_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, New Story Chapter, Healing, Recover, Discover New Area played on a celesta or celeste.	44100	24	2	00:09
Save_01-07_Music-Box_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, New Story Chapter, Healing, Recover, Discover New Area played on a music box.	44100	24	2	00:09
Save_01-07_Music-Box_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, New Story Chapter, Healing, Recover, Discover New Area played on a music box.	44100	24	2	00:09
Save_01-08_Harp_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, New Story Chapter, Healing, Recover, Discover New Area played on a harp.	44100	24	2	00:11
Save_01-08_Harp_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, New Story Chapter, Healing, Recover, Discover New Area played on a harp.	44100	24	2	00:11
Save_01-09_Guitar_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, New Story Chapter, Healing, Recover, Discover New Area played on an acoustic guitar.	44100	24	2	00:08
Save_01-09_Guitar_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, New Story Chapter, Healing, Recover, Discover New Area played on an acoustic guitar.	44100	24	2	00:08
Save_01-10_Ensemble-Small_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, New Story Chapter, Healing, Recover, Discover New Area played with a small ensemble.	44100	24	2	00:12
Save_01-10_Ensemble-Small_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, New Story Chapter, Healing, Recover, Discover New Area played with a small ensemble.	44100	24	2	00:12
Save_01-11_Ensemble-Large_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, New Story Chapter, Healing, Recover, Discover New Area played with a large ensemble.	44100	24	2	00:13
Save_01-11_Ensemble-Large_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, New Story Chapter, Healing, Recover, Discover New Area played with a large ensemble.	44100	24	2	00:12

Save_02-01_Piano-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, Game Over, Defeated, New Story Chapter, Discover Area played on a piano.	44100	24	2	00:09
Save_02-01_Piano-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, Game Over, Defeated, New Story Chapter, Discover Area played on a piano.	44100	24	2	00:09
Save_02-02_Piano-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, Game Over, Defeated, New Story Chapter, Discover Area played on a soft felt piano.	44100	24	2	00:09
Save_02-02_Piano-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, Game Over, Defeated, New Story Chapter, Discover Area played on a soft felt piano.	44100	24	2	00:09
Save_02-03_Organ-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, Game Over, Defeated, New Story Chapter, Discover Area played on a heavy organ.	44100	24	2	00:09
Save_02-03_Organ-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, Game Over, Defeated, New Story Chapter, Discover Area played on a heavy organ.	44100	24	2	00:11
Save_02-04_Organ-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, Game Over, Defeated, New Story Chapter, Discover Area played on a light organ.	44100	24	2	00:09
Save_02-04_Organ-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, Game Over, Defeated, New Story Chapter, Discover Area played on a light organ.	44100	24	2	00:10
Save_02-05_Harpsichord_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, Game Over, Defeated, New Story Chapter, Discover Area played on a harpsichord.	44100	24	2	00:09
Save_02-05_Harpsichord_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, Game Over, Defeated, New Story Chapter, Discover Area played on a harpsichord.	44100	24	2	00:09
Save_02-06_Celesta_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, Game Over, Defeated, New Story Chapter, Discover Area played on a celesta or celeste.	44100	24	2	00:09
Save_02-06_Celesta_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, Game Over, Defeated, New Story Chapter, Discover Area played on a celesta or celeste.	44100	24	2	00:09
Save_02-07_Music-Box_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, Game Over, Defeated, New Story Chapter, Discover Area played on a music box.	44100	24	2	00:08
Save_02-07_Music-Box_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, Game Over, Defeated, New Story Chapter, Discover Area played on a music box.	44100	24	2	00:08
Save_02-08_Harp_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, Game Over, Defeated, New Story Chapter, Discover Area played on a harp.	44100	24	2	00:09
Save_02-08_Harp_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, Game Over, Defeated, New Story Chapter, Discover Area played on a harp.	44100	24	2	00:09
Save_02-09_Guitar_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, Game Over, Defeated, New Story Chapter, Discover Area played on an acoustic guitar.	44100	24	2	00:07
Save_02-09_Guitar_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, Game Over, Defeated, New Story Chapter, Discover Area played on an acoustic guitar.	44100	24	2	00:08
Save_02-10_Ensemble-Small_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, Game Over, Defeated, New Story Chapter, Discover Area played with a small ensemble.	44100	24	2	00:07
Save_02-10_Ensemble-Small_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, Game Over, Defeated, New Story Chapter, Discover Area played with a small ensemble.	44100	24	2	00:09
Save_02-11_Ensemble-Large_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, Game Over, Defeated, New Story Chapter, Discover Area played with a large ensemble.	44100	24	2	00:08
Save_02-11_Ensemble-Large_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, Game Over, Defeated, New Story Chapter, Discover Area played with a large ensemble.	44100	24	2	00:09
Save_03-01_Piano-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, Healing, Recover, Quest Complete, New Story Chapter played on a piano.	44100	24	2	00:09
Save_03-01_Piano-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, Healing, Recover, Quest Complete, New Story Chapter played on a piano.	44100	24	2	00:10
Save_03-02_Piano-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, Healing, Recover, Quest Complete, New Story Chapter played on a soft felt piano.	44100	24	2	00:08
Save_03-02_Piano-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, Healing, Recover, Quest Complete, New Story Chapter played on a soft felt piano.	44100	24	2	00:10

Save_03-03_Organ-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, Healing, Recover, Quest Complete, New Story Chapter played on a heavy organ.	44100	24	2	00:09
Save_03-03_Organ-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, Healing, Recover, Quest Complete, New Story Chapter played on a heavy organ.	44100	24	2	00:10
Save_03-04_Organ-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, Healing, Recover, Quest Complete, New Story Chapter played on a light organ.	44100	24	2	00:09
Save_03-04_Organ-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, Healing, Recover, Quest Complete, New Story Chapter played on a light organ.	44100	24	2	00:11
Save_03-05_Harpsichord_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, Healing, Recover, Quest Complete, New Story Chapter played on a harpsichord.	44100	24	2	00:08
Save_03-05_Harpsichord_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, Healing, Recover, Quest Complete, New Story Chapter played on a harpsichord.	44100	24	2	00:08
Save_03-06_Celesta_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, Healing, Recover, Quest Complete, New Story Chapter played on a celesta or celeste.	44100	24	2	00:08
Save_03-06_Celesta_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, Healing, Recover, Quest Complete, New Story Chapter played on a celesta or celeste.	44100	24	2	00:09
Save_03-07_Music-Box_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, Healing, Recover, Quest Complete, New Story Chapter played on a music box.	44100	24	2	00:10
Save_03-07_Music-Box_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, Healing, Recover, Quest Complete, New Story Chapter played on a music box.	44100	24	2	00:10
Save_03-08_Harp_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, Healing, Recover, Quest Complete, New Story Chapter played on a harp.	44100	24	2	00:11
Save_03-08_Harp_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, Healing, Recover, Quest Complete, New Story Chapter played on a harp.	44100	24	2	00:11
Save_03-09_Guitar_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, Healing, Recover, Quest Complete, New Story Chapter played on an acoustic guitar.	44100	24	2	00:08
Save_03-09_Guitar_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, Healing, Recover, Quest Complete, New Story Chapter played on an acoustic guitar.	44100	24	2	00:09
Save_03-10_Ensemble-Small_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, Healing, Recover, Quest Complete, New Story Chapter played with a small ensemble.	44100	24	2	00:07
Save_03-10_Ensemble-Small_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, Healing, Recover, Quest Complete, New Story Chapter played with a small ensemble.	44100	24	2	00:08
Save_03-11_Ensemble-Large_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, Healing, Recover, Quest Complete, New Story Chapter played with a large ensemble.	44100	24	2	00:09
Save_03-11_Ensemble-Large_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Save Game, Rest at Inn, Healing, Recover, Quest Complete, New Story Chapter played with a large ensemble.	44100	24	2	00:11
Shock_01-01_Piano-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Damage, Item Break, Craft Fail, Quest Fail played on a piano.	44100	24	2	00:03
Shock_01-01_Piano-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Damage, Item Break, Craft Fail, Quest Fail played on a piano.	44100	24	2	00:04
Shock_01-02_Piano-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Damage, Item Break, Craft Fail, Quest Fail played on a soft felt piano.	44100	24	2	00:01
Shock_01-02_Piano-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Damage, Item Break, Craft Fail, Quest Fail played on a soft felt piano.	44100	24	2	00:04
Shock_01-03_Organ-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Damage, Item Break, Craft Fail, Quest Fail played on a heavy organ.	44100	24	2	00:03
Shock_01-03_Organ-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Damage, Item Break, Craft Fail, Quest Fail played on a heavy organ.	44100	24	2	00:05
Shock_01-04_Organ-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Damage, Item Break, Craft Fail, Quest Fail played on a light organ.	44100	24	2	00:03
Shock_01-04_Organ-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Damage, Item Break, Craft Fail, Quest Fail played on a light organ.	44100	24	2	00:04

Shock_01-05_Harpsichord_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Damage, Item Break, Craft Fail, Quest Fail played on a harpsichord.	44100	24	2	00:03
Shock_01-05_Harpsichord_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Damage, Item Break, Craft Fail, Quest Fail played on a harpsichord.	44100	24	2	00:03
Shock_01-06_Celesta_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Damage, Item Break, Craft Fail, Quest Fail played on a celesta or celeste.	44100	24	2	00:01
Shock_01-06_Celesta_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Damage, Item Break, Craft Fail, Quest Fail played on a celesta or celeste.	44100	24	2	00:04
Shock_01-07_Music-Box_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Damage, Item Break, Craft Fail, Quest Fail played on a music box.	44100	24	2	00:03
Shock_01-07_Music-Box_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Damage, Item Break, Craft Fail, Quest Fail played on a music box.	44100	24	2	00:03
Shock_01-08_Harp_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Damage, Item Break, Craft Fail, Quest Fail played on a harp.	44100	24	2	00:03
Shock_01-08_Harp_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Damage, Item Break, Craft Fail, Quest Fail played on a harp.	44100	24	2	00:03
Shock_01-09_Guitar_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Damage, Item Break, Craft Fail, Quest Fail played on an acoustic guitar.	44100	24	2	00:01
Shock_01-09_Guitar_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Damage, Item Break, Craft Fail, Quest Fail played on an acoustic guitar.	44100	24	2	00:03
Shock_01-10_Ensemble-Small_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Damage, Item Break, Craft Fail, Quest Fail played with a small ensemble.	44100	24	2	00:03
Shock_01-10_Ensemble-Small_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Damage, Item Break, Craft Fail, Quest Fail played with a small ensemble.	44100	24	2	00:03
Shock_01-11_Ensemble-Large_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Damage, Item Break, Craft Fail, Quest Fail played with a large ensemble.	44100	24	2	00:03
Shock_01-11_Ensemble-Large_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Damage, Item Break, Craft Fail, Quest Fail played with a large ensemble.	44100	24	2	00:04
Shock_02-01_Piano-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail played on a piano.	44100	24	2	00:02
Shock_02-01_Piano-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail played on a piano.	44100	24	2	00:03
Shock_02-02_Piano-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail played on a soft felt piano.	44100	24	2	00:01
Shock_02-02_Piano-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail played on a soft felt piano.	44100	24	2	00:04
Shock_02-03_Organ-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail played on a heavy organ.	44100	24	2	00:03
Shock_02-03_Organ-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail played on a heavy organ.	44100	24	2	00:05
Shock_02-04_Organ-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail played on a light organ.	44100	24	2	00:03
Shock_02-04_Organ-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail played on a light organ.	44100	24	2	00:04
Shock_02-05_Harpsichord_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail played on a harpsichord.	44100	24	2	00:02
Shock_02-05_Harpsichord_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail played on a harpsichord.	44100	24	2	00:03
Shock_02-06_Celesta_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail played on a celesta or celeste.	44100	24	2	00:02
Shock_02-06_Celesta_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail played on a celesta or celeste.	44100	24	2	00:04

Shock_02-07_Music-Box_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail played on a music box.	44100	24	2	00:02
Shock_02-07_Music-Box_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail played on a music box.	44100	24	2	00:03
Shock_02-08_Harp_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail played on a harp.	44100	24	2	00:03
Shock_02-08_Harp_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail played on a harp.	44100	24	2	00:03
Shock_02-09_Guitar_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail played on an acoustic guitar.	44100	24	2	00:02
Shock_02-09_Guitar_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail played on an acoustic guitar.	44100	24	2	00:03
Shock_02-10_Ensemble-Small_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail played with a small ensemble.	44100	24	2	00:03
Shock_02-10_Ensemble-Small_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail played with a small ensemble.	44100	24	2	00:03
Shock_02-11_Ensemble-Large_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail played with a large ensemble.	44100	24	2	00:03
Shock_02-11_Ensemble-Large_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail played with a large ensemble.	44100	24	2	00:03
Shock_03-01_Piano-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail played on a piano.	44100	24	2	00:03
Shock_03-01_Piano-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail played on a piano.	44100	24	2	00:03
Shock_03-02_Piano-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail played on a soft felt piano.	44100	24	2	00:02
Shock_03-02_Piano-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail played on a soft felt piano.	44100	24	2	00:04
Shock_03-03_Organ-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail played on a heavy organ.	44100	24	2	00:04
Shock_03-03_Organ-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail played on a heavy organ.	44100	24	2	00:05
Shock_03-04_Organ-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail played on a light organ.	44100	24	2	00:03
Shock_03-04_Organ-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail played on a light organ.	44100	24	2	00:05
Shock_03-05_Harpsichord_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail played on a harpsichord.	44100	24	2	00:02
Shock_03-05_Harpsichord_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail played on a harpsichord.	44100	24	2	00:04
Shock_03-06_Celesta_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail played on a celesta or celeste.	44100	24	2	00:02
Shock_03-06_Celesta_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail played on a celesta or celeste.	44100	24	2	00:04
Shock_03-07_Music-Box_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail played on a music box.	44100	24	2	00:03
Shock_03-07_Music-Box_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail played on a music box.	44100	24	2	00:03
Shock_03-08_Harp_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail played on a harp.	44100	24	2	00:04
Shock_03-08_Harp_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail played on a harp.	44100	24	2	00:06

Shock_03-09_Guitar_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail played on an acoustic guitar.	44100	24	2	00:02
Shock_03-09_Guitar_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail played on an acoustic guitar.	44100	24	2	00:04
Shock_03-10_Ensemble-Small_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail played with a small ensemble.	44100	24	2	00:02
Shock_03-10_Ensemble-Small_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail played with a small ensemble.	44100	24	2	00:05
Shock_03-11_Ensemble-Large_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail played with a large ensemble.	44100	24	2	00:03
Shock_03-11_Ensemble-Large_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail played with a large ensemble.	44100	24	2	00:04
Success_01-01_Piano-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a piano.	44100	24	2	00:02
Success_01-01_Piano-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a piano.	44100	24	2	00:04
Success_01-02_Piano-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a soft felt piano.	44100	24	2	00:01
Success_01-02_Piano-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a soft felt piano.	44100	24	2	00:04
Success_01-03_Organ-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a heavy organ.	44100	24	2	00:03
Success_01-03_Organ-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a heavy organ.	44100	24	2	00:04
Success_01-04_Organ-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a light organ.	44100	24	2	00:03
Success_01-04_Organ-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a light organ.	44100	24	2	00:05
Success_01-05_Harpsichord_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a harpsichord.	44100	24	2	00:02
Success_01-05_Harpsichord_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a harpsichord.	44100	24	2	00:03
Success_01-06_Celesta_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a celesta or celeste.	44100	24	2	00:01
Success_01-06_Celesta_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a celesta or celeste.	44100	24	2	00:04
Success_01-07_Music-Box_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a music box.	44100	24	2	00:02
Success_01-07_Music-Box_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a music box.	44100	24	2	00:03
Success_01-08_Harp_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a harp.	44100	24	2	00:02
Success_01-08_Harp_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a harp.	44100	24	2	00:03
Success_01-09_Guitar_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on an acoustic guitar.	44100	24	2	00:01
Success_01-09_Guitar_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on an acoustic guitar.	44100	24	2	00:03
Success_01-10_Ensemble-Small_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played with a small ensemble.	44100	24	2	00:02
Success_01-10_Ensemble-Small_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played with a small ensemble.	44100	24	2	00:03

Success_01-11_Ensemble-Large_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played with a large ensemble.	44100	24	2	00:02
Success_01-11_Ensemble-Large_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played with a large ensemble.	44100	24	2	00:03
Success_02-01_Piano-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a piano.	44100	24	2	00:02
Success_02-01_Piano-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a piano.	44100	24	2	00:03
Success_02-02_Piano-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a soft felt piano.	44100	24	2	00:01
Success_02-02_Piano-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a soft felt piano.	44100	24	2	00:04
Success_02-03_Organ-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a heavy organ.	44100	24	2	00:03
Success_02-03_Organ-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a heavy organ.	44100	24	2	00:04
Success_02-04_Organ-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a light organ.	44100	24	2	00:02
Success_02-04_Organ-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a light organ.	44100	24	2	00:05
Success_02-05_Harpsichord_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a harpsichord.	44100	24	2	00:03
Success_02-05_Harpsichord_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a harpsichord.	44100	24	2	00:04
Success_02-06_Celesta_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a celesta or celeste.	44100	24	2	00:01
Success_02-06_Celesta_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a celesta or celeste.	44100	24	2	00:03
Success_02-07_Music-Box_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a music box.	44100	24	2	00:02
Success_02-07_Music-Box_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a music box.	44100	24	2	00:03
Success_02-08_Harp_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a harp.	44100	24	2	00:02
Success_02-08_Harp_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a harp.	44100	24	2	00:03
Success_02-09_Guitar_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on an acoustic guitar.	44100	24	2	00:02
Success_02-09_Guitar_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on an acoustic guitar.	44100	24	2	00:04
Success_02-10_Ensemble-Small_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played with a small ensemble.	44100	24	2	00:02
Success_02-10_Ensemble-Small_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played with a small ensemble.	44100	24	2	00:03
Success_02-11_Ensemble-Large_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played with a large ensemble.	44100	24	2	00:02
Success_02-11_Ensemble-Large_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played with a large ensemble.	44100	24	2	00:04
Success_03-01_Piano-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a piano.	44100	24	2	00:03
Success_03-01_Piano-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a piano.	44100	24	2	00:03

Success_03-02_Piano-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a soft felt piano.	44100	24	2	00:01
Success_03-02_Piano-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a soft felt piano.	44100	24	2	00:04
Success_03-03_Organ-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a heavy organ.	44100	24	2	00:02
Success_03-03_Organ-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a heavy organ.	44100	24	2	00:04
Success_03-04_Organ-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a light organ.	44100	24	2	00:03
Success_03-04_Organ-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a light organ.	44100	24	2	00:05
Success_03-05_Harpsichord_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a harpsichord.	44100	24	2	00:01
Success_03-05_Harpsichord_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a harpsichord.	44100	24	2	00:03
Success_03-06_Celesta_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a celesta or celeste.	44100	24	2	00:02
Success_03-06_Celesta_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a celesta or celeste.	44100	24	2	00:03
Success_03-07_Music-Box_DRY-01	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a music box.	44100	24	2	00:02
Success_03-07_Music-Box_DRY-02	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a music box.	44100	24	2	00:02
Success_03-07_Music-Box_WET-01	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a music box.	44100	24	2	00:03
Success_03-07_Music-Box_WET-02	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a music box.	44100	24	2	00:03
Success_03-08_Harp_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a harp.	44100	24	2	00:02
Success_03-08_Harp_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on a harp.	44100	24	2	00:03
Success_03-09_Guitar_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on an acoustic guitar.	44100	24	2	00:01
Success_03-09_Guitar_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played on an acoustic guitar.	44100	24	2	00:03
Success_03-10_Ensemble-Small_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played with a small ensemble.	44100	24	2	00:02
Success_03-10_Ensemble-Small_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played with a small ensemble.	44100	24	2	00:03
Success_03-11_Ensemble-Large_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played with a large ensemble.	44100	24	2	00:02
Success_03-11_Ensemble-Large_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Item Found, Stat Boost, Craft Success, Skill or Recipe Learnt, Save Game, Positive played with a large ensemble.	44100	24	2	00:03
Success_04-01_Piano-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Skill or Recipe Learnt, Joins Party played on a piano.	44100	24	2	00:06
Success_04-01_Piano-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Skill or Recipe Learnt, Joins Party played on a piano.	44100	24	2	00:07
Success_04-02_Piano-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Skill or Recipe Learnt, Joins Party played on a soft felt piano.	44100	24	2	00:06
Success_04-02_Piano-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Skill or Recipe Learnt, Joins Party played on a soft felt piano.	44100	24	2	00:08

Success_04-03_Organ-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Skill or Recipe Learnt, Joins Party played on a heavy organ.	44100	24	2	00:06
Success_04-03_Organ-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Skill or Recipe Learnt, Joins Party played on a heavy organ.	44100	24	2	00:07
Success_04-04_Organ-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Skill or Recipe Learnt, Joins Party played on a light organ.	44100	24	2	00:06
Success_04-04_Organ-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Skill or Recipe Learnt, Joins Party played on a light organ.	44100	24	2	00:08
Success_04-05_Harpsichord_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Skill or Recipe Learnt, Joins Party played on a harpsichord.	44100	24	2	00:07
Success_04-05_Harpsichord_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Skill or Recipe Learnt, Joins Party played on a harpsichord.	44100	24	2	00:07
Success_04-06_Celesta_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Skill or Recipe Learnt, Joins Party played on a celesta or celeste.	44100	24	2	00:07
Success_04-06_Celesta_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Skill or Recipe Learnt, Joins Party played on a celesta or celeste.	44100	24	2	00:07
Success_04-07_Music-Box_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Skill or Recipe Learnt, Joins Party played on a music box.	44100	24	2	00:06
Success_04-07_Music-Box_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Skill or Recipe Learnt, Joins Party played on a music box.	44100	24	2	00:06
Success_04-08_Harp_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Skill or Recipe Learnt, Joins Party played on a harp.	44100	24	2	00:06
Success_04-08_Harp_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Skill or Recipe Learnt, Joins Party played on a harp.	44100	24	2	00:06
Success_04-09_Guitar_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Skill or Recipe Learnt, Joins Party played on an acoustic guitar.	44100	24	2	00:07
Success_04-09_Guitar_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Skill or Recipe Learnt, Joins Party played on an acoustic guitar.	44100	24	2	00:07
Success_04-10_Ensemble-Small_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Skill or Recipe Learnt, Joins Party played with a small ensemble.	44100	24	2	00:05
Success_04-10_Ensemble-Small_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Skill or Recipe Learnt, Joins Party played with a small ensemble.	44100	24	2	00:07
Success_04-11_Ensemble-Large_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Skill or Recipe Learnt, Joins Party played with a large ensemble.	44100	24	2	00:06
Success_04-11_Ensemble-Large_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Skill or Recipe Learnt, Joins Party played with a large ensemble.	44100	24	2	00:07
Success_05-01_Piano-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Story Chapter, Discover played on a piano.	44100	24	2	00:07
Success_05-01_Piano-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Story Chapter, Discover played on a piano.	44100	24	2	00:08
Success_05-02_Piano-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Story Chapter, Discover played on a soft felt piano.	44100	24	2	00:08
Success_05-02_Piano-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Story Chapter, Discover played on a soft felt piano.	44100	24	2	00:08
Success_05-03_Organ-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Story Chapter, Discover played on a heavy organ.	44100	24	2	00:08
Success_05-03_Organ-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Story Chapter, Discover played on a heavy organ.	44100	24	2	00:10
Success_05-04_Organ-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Story Chapter, Discover played on a light organ.	44100	24	2	00:08
Success_05-04_Organ-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Story Chapter, Discover played on a light organ.	44100	24	2	00:09

Success_05-05_Harpsichord_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Story Chapter, Discover played on a harpsichord.	44100	24	2	00:07
Success_05-05_Harpsichord_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Story Chapter, Discover played on a harpsichord.	44100	24	2	00:08
Success_05-06_Celesta_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Story Chapter, Discover played on a celesta or celeste.	44100	24	2	00:08
Success_05-06_Celesta_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Story Chapter, Discover played on a celesta or celeste.	44100	24	2	00:08
Success_05-07_Music-Box_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Story Chapter, Discover played on a music box.	44100	24	2	00:07
Success_05-07_Music-Box_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Story Chapter, Discover played on a music box.	44100	24	2	00:08
Success_05-08_Harp_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Story Chapter, Discover played on a harp.	44100	24	2	00:08
Success_05-08_Harp_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Story Chapter, Discover played on a harp.	44100	24	2	00:08
Success_05-09_Guitar_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Story Chapter, Discover played on an acoustic guitar.	44100	24	2	00:08
Success_05-09_Guitar_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Story Chapter, Discover played on an acoustic guitar.	44100	24	2	00:08
Success_05-10_Ensemble-Small_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Story Chapter, Discover played with a small ensemble.	44100	24	2	00:07
Success_05-10_Ensemble-Small_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Story Chapter, Discover played with a small ensemble.	44100	24	2	00:08
Success_05-11_Ensemble-Large_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Story Chapter, Discover played with a large ensemble.	44100	24	2	00:08
Success_05-11_Ensemble-Large_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Story Chapter, Discover played with a large ensemble.	44100	24	2	00:09
Success_06-01_Piano-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Skill or Recipe Learnt, Joins played on a piano.	44100	24	2	00:05
Success_06-01_Piano-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Skill or Recipe Learnt, Joins played on a piano.	44100	24	2	00:06
Success_06-02_Piano-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Skill or Recipe Learnt, Joins played on a soft felt piano.	44100	24	2	00:04
Success_06-02_Piano-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Skill or Recipe Learnt, Joins played on a soft felt piano.	44100	24	2	00:06
Success_06-03_Organ-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Skill or Recipe Learnt, Joins played on a heavy organ.	44100	24	2	00:06
Success_06-03_Organ-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Skill or Recipe Learnt, Joins played on a heavy organ.	44100	24	2	00:07
Success_06-04_Organ-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Skill or Recipe Learnt, Joins played on a light organ.	44100	24	2	00:06
Success_06-04_Organ-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Skill or Recipe Learnt, Joins played on a light organ.	44100	24	2	00:07
Success_06-05_Harpsichord_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Skill or Recipe Learnt, Joins played on a harpsichord.	44100	24	2	00:04
Success_06-05_Harpsichord_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Skill or Recipe Learnt, Joins played on a harpsichord.	44100	24	2	00:06
Success_06-06_Celesta_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Skill or Recipe Learnt, Joins played on a celesta or celeste.	44100	24	2	00:05
Success_06-06_Celesta_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Skill or Recipe Learnt, Joins played on a celesta or celeste.	44100	24	2	00:05

Success_06-07_Music-Box_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Skill or Recipe Learnt, Joins played on a music box.	44100	24	2	00:06
Success_06-07_Music-Box_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Skill or Recipe Learnt, Joins played on a music box.	44100	24	2	00:06
Success_06-08_Harp_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Skill or Recipe Learnt, Joins played on a harp.	44100	24	2	00:06
Success_06-08_Harp_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Skill or Recipe Learnt, Joins played on a harp.	44100	24	2	00:07
Success_06-09_Guitar_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Skill or Recipe Learnt, Joins played on an acoustic guitar.	44100	24	2	00:07
Success_06-09_Guitar_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Skill or Recipe Learnt, Joins played on an acoustic guitar.	44100	24	2	00:07
Success_06-10_Ensemble-Small_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Skill or Recipe Learnt, Joins played with a small ensemble.	44100	24	2	00:04
Success_06-10_Ensemble-Small_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Skill or Recipe Learnt, Joins played with a small ensemble.	44100	24	2	00:05
Success_06-11_Ensemble-Large_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Skill or Recipe Learnt, Joins played with a large ensemble.	44100	24	2	00:07
Success_06-11_Ensemble-Large_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Skill or Recipe Learnt, Joins played with a large ensemble.	44100	24	2	00:07
Success_07-01_Piano-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Level Up, Quest Complete, Joins Party, Grand Item Found, Skill or Recipe Learnt played on a piano.	44100	24	2	00:03
Success_07-01_Piano-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Level Up, Quest Complete, Joins Party, Grand Item Found, Skill or Recipe Learnt played on a piano.	44100	24	2	00:04
Success_07-02_Piano-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Level Up, Quest Complete, Joins Party, Grand Item Found, Skill or Recipe Learnt played on a soft felt piano.	44100	24	2	00:02
Success_07-02_Piano-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Level Up, Quest Complete, Joins Party, Grand Item Found, Skill or Recipe Learnt played on a soft felt piano.	44100	24	2	00:04
Success_07-03_Organ-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Level Up, Quest Complete, Joins Party, Grand Item Found, Skill or Recipe Learnt played on a heavy organ.	44100	24	2	00:04
Success_07-03_Organ-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Level Up, Quest Complete, Joins Party, Grand Item Found, Skill or Recipe Learnt played on a heavy organ.	44100	24	2	00:05
Success_07-04_Organ-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Level Up, Quest Complete, Joins Party, Grand Item Found, Skill or Recipe Learnt played on a light organ.	44100	24	2	00:04
Success_07-04_Organ-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Level Up, Quest Complete, Joins Party, Grand Item Found, Skill or Recipe Learnt played on a light organ.	44100	24	2	00:05
Success_07-05_Harpsichord_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Level Up, Quest Complete, Joins Party, Grand Item Found, Skill or Recipe Learnt played on a harpsichord.	44100	24	2	00:04
Success_07-05_Harpsichord_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Level Up, Quest Complete, Joins Party, Grand Item Found, Skill or Recipe Learnt played on a harpsichord.	44100	24	2	00:05
Success_07-06_Celesta_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Level Up, Quest Complete, Joins Party, Grand Item Found, Skill or Recipe Learnt played on a celesta or celeste.	44100	24	2	00:03
Success_07-06_Celesta_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Level Up, Quest Complete, Joins Party, Grand Item Found, Skill or Recipe Learnt played on a celesta or celeste.	44100	24	2	00:05
Success_07-07_Music-Box_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Level Up, Quest Complete, Joins Party, Grand Item Found, Skill or Recipe Learnt played on a music box.	44100	24	2	00:03
Success_07-07_Music-Box_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Level Up, Quest Complete, Joins Party, Grand Item Found, Skill or Recipe Learnt played on a music box.	44100	24	2	00:04
Success_07-08_Harp_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Level Up, Quest Complete, Joins Party, Grand Item Found, Skill or Recipe Learnt played on a harp.	44100	24	2	00:03
Success_07-08_Harp_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Level Up, Quest Complete, Joins Party, Grand Item Found, Skill or Recipe Learnt played on a harp.	44100	24	2	00:06

Success_07-09_Guitar_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Level Up, Quest Complete, Joins Party, Grand Item Found, Skill or Recipe Learnt played on an acoustic guitar.	44100	24	2	00:02
Success_07-09_Guitar_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Level Up, Quest Complete, Joins Party, Grand Item Found, Skill or Recipe Learnt played on an acoustic guitar.	44100	24	2	00:05
Success_07-10_Ensemble-Small_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Level Up, Quest Complete, Joins Party, Grand Item Found, Skill or Recipe Learnt played with a small ensemble.	44100	24	2	00:03
Success_07-10_Ensemble-Small_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Level Up, Quest Complete, Joins Party, Grand Item Found, Skill or Recipe Learnt played with a small ensemble.	44100	24	2	00:05
Success_07-11_Ensemble-Large_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Level Up, Quest Complete, Joins Party, Grand Item Found, Skill or Recipe Learnt played with a large ensemble.	44100	24	2	00:03
Success_07-11_Ensemble-Large_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Level Up, Quest Complete, Joins Party, Grand Item Found, Skill or Recipe Learnt played with a large ensemble.	44100	24	2	00:05
Success_08-01_Piano-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Level Up, Quest Complete, Joins Party, Grand Item Found, Skill or Recipe Learnt played on a piano.	44100	24	2	00:06
Success_08-01_Piano-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Level Up, Quest Complete, Joins Party, Grand Item Found, Skill or Recipe Learnt played on a piano.	44100	24	2	00:06
Success_08-02_Piano-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Level Up, Quest Complete, Joins Party, Grand Item Found, Skill or Recipe Learnt played on a soft felt piano.	44100	24	2	00:05
Success_08-02_Piano-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Level Up, Quest Complete, Joins Party, Grand Item Found, Skill or Recipe Learnt played on a soft felt piano.	44100	24	2	00:06
Success_08-03_Organ-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Level Up, Quest Complete, Joins Party, Grand Item Found, Skill or Recipe Learnt played on a heavy organ.	44100	24	2	00:06
Success_08-03_Organ-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Level Up, Quest Complete, Joins Party, Grand Item Found, Skill or Recipe Learnt played on a heavy organ.	44100	24	2	00:10
Success_08-04_Organ-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Level Up, Quest Complete, Joins Party, Grand Item Found, Skill or Recipe Learnt played on a light organ.	44100	24	2	00:06
Success_08-04_Organ-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Level Up, Quest Complete, Joins Party, Grand Item Found, Skill or Recipe Learnt played on a light organ.	44100	24	2	00:07
Success_08-05_Harpsichord_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Level Up, Quest Complete, Joins Party, Grand Item Found, Skill or Recipe Learnt played on a harpsichord.	44100	24	2	00:06
Success_08-05_Harpsichord_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Level Up, Quest Complete, Joins Party, Grand Item Found, Skill or Recipe Learnt played on a harpsichord.	44100	24	2	00:06
Success_08-06_Celesta_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Level Up, Quest Complete, Joins Party, Grand Item Found, Skill or Recipe Learnt played on a celesta or celeste.	44100	24	2	00:05
Success_08-06_Celesta_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Level Up, Quest Complete, Joins Party, Grand Item Found, Skill or Recipe Learnt played on a celesta or celeste.	44100	24	2	00:06
Success_08-07_Music-Box_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Level Up, Quest Complete, Joins Party, Grand Item Found, Skill or Recipe Learnt played on a music box.	44100	24	2	00:06
Success_08-07_Music-Box_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Level Up, Quest Complete, Joins Party, Grand Item Found, Skill or Recipe Learnt played on a music box.	44100	24	2	00:06
Success_08-08_Harp_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Level Up, Quest Complete, Joins Party, Grand Item Found, Skill or Recipe Learnt played on a harp.	44100	24	2	00:06
Success_08-08_Harp_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Level Up, Quest Complete, Joins Party, Grand Item Found, Skill or Recipe Learnt played on a harp.	44100	24	2	00:08
Success_08-09_Guitar_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Level Up, Quest Complete, Joins Party, Grand Item Found, Skill or Recipe Learnt played on an acoustic guitar.	44100	24	2	00:05
Success_08-09_Guitar_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Level Up, Quest Complete, Joins Party, Grand Item Found, Skill or Recipe Learnt played on an acoustic guitar.	44100	24	2	00:05
Success_08-10_Ensemble-Small_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Level Up, Quest Complete, Joins Party, Grand Item Found, Skill or Recipe Learnt played with a small ensemble.	44100	24	2	00:05
Success_08-10_Ensemble-Small_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Level Up, Quest Complete, Joins Party, Grand Item Found, Skill or Recipe Learnt played with a small ensemble.	44100	24	2	00:06

Success_08-11_Ensemble-Large_DRY-01	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Level Up, Quest Complete, Joins Party, Grand Item Found, Skill or Recipe Learnt played with a large ensemble.	44100	24	2	00:07
Success_08-11_Ensemble-Large_DRY-02	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Level Up, Quest Complete, Joins Party, Grand Item Found, Skill or Recipe Learnt played with a large ensemble.	44100	24	2	00:07
Success_08-11_Ensemble-Large_WET-01	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Level Up, Quest Complete, Joins Party, Grand Item Found, Skill or Recipe Learnt played with a large ensemble.	44100	24	2	00:08
Success_08-11_Ensemble-Large_WET-02	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Level Up, Quest Complete, Joins Party, Grand Item Found, Skill or Recipe Learnt played with a large ensemble.	44100	24	2	00:08
Success_09-01_Piano-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Grand Level Up, Grand Quest Complete, Grand Item Found, Grand Skill Learnt played on a piano.	44100	24	2	00:11
Success_09-01_Piano-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Grand Level Up, Grand Quest Complete, Grand Item Found, Grand Skill Learnt played on a piano.	44100	24	2	00:11
Success_09-02_Piano-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Grand Level Up, Grand Quest Complete, Grand Item Found, Grand Skill Learnt played on a soft felt piano.	44100	24	2	00:11
Success_09-02_Piano-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Grand Level Up, Grand Quest Complete, Grand Item Found, Grand Skill Learnt played on a soft felt piano.	44100	24	2	00:11
Success_09-03_Organ-A_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Grand Level Up, Grand Quest Complete, Grand Item Found, Grand Skill Learnt played on a heavy organ.	44100	24	2	00:11
Success_09-03_Organ-A_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Grand Level Up, Grand Quest Complete, Grand Item Found, Grand Skill Learnt played on a heavy organ.	44100	24	2	00:13
Success_09-04_Organ-B_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Grand Level Up, Grand Quest Complete, Grand Item Found, Grand Skill Learnt played on a light organ.	44100	24	2	00:11
Success_09-04_Organ-B_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Grand Level Up, Grand Quest Complete, Grand Item Found, Grand Skill Learnt played on a light organ.	44100	24	2	00:13
Success_09-05_Harpsichord_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Grand Level Up, Grand Quest Complete, Grand Item Found, Grand Skill Learnt played on a harpsichord.	44100	24	2	00:11
Success_09-05_Harpsichord_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Grand Level Up, Grand Quest Complete, Grand Item Found, Grand Skill Learnt played on a harpsichord.	44100	24	2	00:12
Success_09-06_Celesta_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Grand Level Up, Grand Quest Complete, Grand Item Found, Grand Skill Learnt played on a celesta or celeste.	44100	24	2	00:11
Success_09-06_Celesta_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Grand Level Up, Grand Quest Complete, Grand Item Found, Grand Skill Learnt played on a celesta or celeste.	44100	24	2	00:11
Success_09-07_Music-Box_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Grand Level Up, Grand Quest Complete, Grand Item Found, Grand Skill Learnt played on a music box.	44100	24	2	00:12
Success_09-07_Music-Box_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Grand Level Up, Grand Quest Complete, Grand Item Found, Grand Skill Learnt played on a music box.	44100	24	2	00:12
Success_09-08_Harp_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Grand Level Up, Grand Quest Complete, Grand Item Found, Grand Skill Learnt played on a harp.	44100	24	2	00:11
Success_09-08_Harp_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Grand Level Up, Grand Quest Complete, Grand Item Found, Grand Skill Learnt played on a harp.	44100	24	2	00:11
Success_09-09_Guitar_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Grand Level Up, Grand Quest Complete, Grand Item Found, Grand Skill Learnt played on an acoustic guitar.	44100	24	2	00:11
Success_09-09_Guitar_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Grand Level Up, Grand Quest Complete, Grand Item Found, Grand Skill Learnt played on an acoustic guitar.	44100	24	2	00:11
Success_09-10_Ensemble-Small_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Grand Level Up, Grand Quest Complete, Grand Item Found, Grand Skill Learnt played with a small ensemble.	44100	24	2	00:10
Success_09-10_Ensemble-Small_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Grand Level Up, Grand Quest Complete, Grand Item Found, Grand Skill Learnt played with a small ensemble.	44100	24	2	00:11
Success_09-11_Ensemble-Large_DRY	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Grand Level Up, Grand Quest Complete, Grand Item Found, Grand Skill Learnt played with a large ensemble.	44100	24	2	00:14
Success_09-11_Ensemble-Large_WET	Music Effects, MFX, ME from RPG Orchestral Essentials, suitable for Grand Level Up, Grand Quest Complete, Grand Item Found, Grand Skill Learnt played with a large ensemble.	44100	24	2	00:15

"RPG ORCHESTRAL ESSENTIALS (REBORN)"

Track Name	Suggested Uses (but not limited to):	File Formats*	Sample Rate	BitDepth*	Channels	Duration	BPM
"A Bitter Hope"	Sad, Tragedy, Betrayal, Loss, Funeral, Lonely, Tears	WAV / OGG / MP3	44100	16 / 24	2	02:20	100
"A Dream of First Flight"	Title, Main Menu, Credits, Trailer, Important Chat	WAV / OGG / MP3	44100	16 / 24	2	04:17	90-100
"A Fight in the Fields"	Battle, Training, Overworld, Race, Fast, Timed Event	WAV / OGG / MP3	44100	16 / 24	2	03:33	200
"A Slave To No One"	Boss, Battle, Climax, Evil Land, Industrial, Slavery	WAV / OGG / MP3	44100	16 / 24	2	05:42	70 / 90
"A Tale of Peace"	Peace, Meditative, Reflection, Flying, Dreaming, Safe	WAV / OGG / MP3	44100	16 / 24	2	03:34	70
"A Tale of Water"	Peace, Meditative, Reflection, Flying, Dreaming, Safe	WAV / OGG / MP3	44100	16 / 24	2	03:43	70
"A Tale of Wind"	Peace, Meditative, Reflection, Flying, Dreaming, Safe	WAV / OGG / MP3	44100	16 / 24	2	03:43	70
"Afternoon Chat"	Dialog, Neutral, Comedy, Tavern, Background	WAV / OGG / MP3	44100	16 / 24	2	02:46	100
"Battle For Mana"	Battle, Combat, Chase, Race, Fast, Timed Event	WAV / OGG / MP3	44100	16 / 24	2	02:50	140
"Can't Stop Winning"	Victory, Battle Results, Success, Quest Complete	WAV / OGG / MP3	44100	16 / 24	2	01:02	140
"Checking Inventory"	Inventory Setup, Dialog, Neutral, Char Creation, Intro	WAV / OGG / MP3	44100	16 / 24	2	02:26	110
"Cold Sanctuary"	Dungeon, Town, Cold, Snow, Old, Ancient, Ruins	WAV / OGG / MP3	44100	16 / 24	2	02:02	105
"Encounter of Misdeeds"	Villain, Dialog, Evil Plot, Sinister, Anxiety, Betrayal	WAV / OGG / MP3	44100	16 / 24	2	02:04	85
"Hear Our Prayer"	Religious, Church, Prayer, Peace, Reflection, Safe	WAV / OGG / MP3	44100	16 / 24	2	02:37	65
"Heated Lands	Dungeon, Town, Hot, Desert, Fort, Army, Battle	WAV / OGG / MP3	44100	16 / 24	2	03:02	130
"In Tranquil Spring"	Town, Countryside, Happy, Grass, Overworld, Flying	WAV / OGG / MP3	44100	16 / 24	2	02:34	100
"Land of Misdeeds"	Villain, Evil Land, Fortress, Dungeon, Comedic Villain	WAV / OGG / MP3	44100	16 / 24	2	02:43	115
"Lingering Evil"	Villain, Dialog, Evil Plot, Sinister, Anxiety, Betrayal	WAV / OGG / MP3	44100	16 / 24	2	02:46	45
"Market on the Sea"	Market Town, Sea, Beach, Sailing, Airship, Overworld	WAV / OGG / MP3	44100	16 / 24	2	02:23	120
"Memories of a Lost Autumn"	Dialog, Nostalgia, Romance, Happy, Town, Children	WAV / OGG / MP3	44100	16 / 24	2	02:52	~80
"Midnight Creeping"	Dungeon, Cave, Stealth, Darkness, Hostile Area	WAV / OGG / MP3	44100	16 / 24	2	02:40	75
"Morning Frost"	Town, Snow, Christmas, Winter, North, Mountain	WAV / OGG / MP3	44100	16 / 24	2	02:11	60
"Out Of Time"	Danger, Catastrophe, Intense, Threat, Scary, Fear	WAV / OGG / MP3	44100	16 / 24	2	02:21	130
"Showdown of Misdeeds"	Boss, Battle, Combat, Villain, Evil Land, Fortress	WAV / OGG / MP3	44100	16 / 24	2	03:39	150
"Sinning Tavern"	Drunk, Funny, Inn, Tavern, Comedy, Delusional	WAV / OGG / MP3	44100	16 / 24	2	03:40	60
"Spinning Tavern"	Funny, Inn, Tavern, Comedy, Elderly, Dialog	WAV / OGG / MP3	44100	16 / 24	2	03:39	60
"The Fallen"	Defeat, Battle Results, Quest Fail, Death, Game Over	WAV / OGG / MP3	44100	16 / 24	2	00:42	105
"The People's Parade"	Town, Celebration, Festival, Parade, March, Credits	WAV / OGG / MP3	44100	16 / 24	2	02:26	120
"The Precipice of Victory"	Final Victory, Determined, Motivated, Development	WAV / OGG / MP3	44100	16 / 24	2	01:02	90
"The Tread of Day"	Military, March, Combat, War, Soldiers, Overworld	WAV / OGG / MP3	44100	16 / 24	2	03:32	120
"The Tread of Soldiers"	Military, March, Combat, War, Soldiers, Overworld	WAV / OGG / MP3	44100	16 / 24	2	03:32	120

"The Tread of War"	Military, March, Combat, War, Soldiers, Overworld	WAV / OGG / MP3	44100	16 / 24	2	03:32	120
"The World At Your Door"	Overworld, Airship, Sailing, Town, Battle, Training	WAV / OGG / MP3	44100	16 / 24	2	02:35	180
"Thoughts"	Dialog, Decisions, Doubt, Realization, Development	WAV / OGG / MP3	44100	16 / 24	2	03:08	80-100
"Tomorrow, We Die"	Battle Prep, Unit Place, Plan, Strategy, Setup, Fear	WAV / OGG / MP3	44100	16 / 24	2	01:51	125
"Tomorrow, We Ride"	Battle Prep, Unit Place, Plan, Strategy, Setup, Fear	WAV / OGG / MP3	44100	16 / 24	2	01:51	125
"Training Is Over"	Victory, Battle Results, Success, Quest Complete	WAV / OGG / MP3	44100	16 / 24	2	00:29	110
"Treading the Unknown"	Dungeon, Cave, Hostile, Unsettling, Unusual, Foggy	WAV / OGG / MP3	44100	16 / 24	2	03:23	130
"Visions of Freedom"	Sad, Tragic, Loss, Hope, Main Menu, Credits, Trailer	WAV / OGG / MP3	44100	16 / 24	2	04:02	70-80
"Welcome to the Club"	Club, Casino, Tavern, Gambling, Jazz, Class, Gang	WAV / OGG / MP3	44100	16 / 24	2	02:01	130
"Wipe Away Those Tears"	Development, Reunite, Sad, Happy, Dialog, Emotion	WAV / OGG / MP3	44100	16 / 24	2	03:21	~85

***File Formats** and **Bit-Depth** will vary depending on the version you purchase and the audio format requirements of the marketplace you are browsing. Please read the description of the product page where you found the library to see which file format and bit-depth are used for that version.