FILENAME	DESCRIPTION
CHAINImpt_IMPACT-Chain Big_B00M_CACK.wav	Large movement for chain shot.
CHAINImpt_IMPACT-Chain Bright_B00M_CACK.wav	Fast movement for chain shot.
CHAINImpt_IMPACT-Chain Dull_B00M_CACK.wav	Hit with movement for chain shot.
CHAINImpt_IMPACT-Chain Thin Many Rattle_B00M_CACK.wav	Movement for chain shot with lot of rattling.
CHAINImpt_IMPACT-Chain Thin Rattle_B00M_CACK.wav	Movement for chain shot with short rattling.
CHAINImpt_IMPACT-Metal Chain High_B00M_CACK.wav	Hitting metallic chain. Rattling and ringing.
CHAINImpt_IMPACT-Metal Chain Low_B00M_CACK.wav	Hitting metallic chain. Rattling and ringing.
CHAINImpt_IMPACT-Metal Chain Soft_B00M_CACK.wav	Hitting metallic chain. Rattling and ringing.
CHAINImpt_IMPACT-Metal Wood Chain Long_B00M_CACK.wav	Movement for chain shot with ringing and rattling.
CHAINImpt_IMPACT-Metal Wood Chain Short_B00M_CACK.wav	Short movement for chain shot with ringing and rattling.
CHAINMymt_HANDLING-Metal Chain Drop High Ringing_B00M_CACK.wav	Metallic chain being dropped with tonal ring out.
CHAINMymt_HANDLING-Metal Chain Drop High Short_B00M_CACK.wav	Metallic chain being dropped. Very short with tonal ring out.
CHAINMymt_HANDLING-Metal Chain Drop High_B00M_CACK.wav	Metallic chain being dropped with high, tonal ring out.
CHAINMymt_HANDLING-Metal Chain Drop Low Ringing_B00M_CACK.wav	Metallic chain being dropped. Very short with some rattling.
CHAINMymt_HANDLING-Metal Chain Drop Low_R00M_CACK.wav	Metallic chain being dropped. Very short with some rattling. Metallic chain being dropped. Short with high rattling.
CHAINMymt_HANDLING-Metal Chain Drop On Metal_B00M_CACK.way	Metallic chain being dropped on metallic pieces.
CHAINMymt_HANDLING-Metal Chain Drop_B00M_CACK.wav	Longer sequence of metallic chain being dropped.
CHAINMymt_HANDLING-Metal Chain Massive Drop Fast_B00M_CACK.wav	Big metallic chain being dropped. Lot of rattling.
CHAINMymt_HANDLING-Metal Chain Massive Drop Slow_B00M_CACK.wav	Big metallic chain being dropped slowly. Lot of rattling and several impacts.
CHAINMymt_HANDLING-Metal Chain Massive Pick Up Fast_B00M_CACK.wav	Big metallic chain being picked up with tonal ring outs.
CHAINMymt_HANDLING-Metal Chain Massive Pick Up Slow_B00M_CACK.wav	Big metallic chain being picked up slowly with tonal ring outs.
CHAINMymt_HANDLING-Metal Chain Pick Up Long_B00M_CACK.wav	Metallic chain being picked up slowly.
CHAINMymt_HANDLING-Metal Chain Pick Up Moderate_B00M_CACK.wav	Metallic chain being picked up slowly with rattling and tonal ring outs.
CHAINMymt_HANDLING-Metal Chain Pick Up On Metal_B00M_CACK.wav	Metallic chain being picked. Very prominent tonal ring out.
CHAINMymt_HANDLING-Metal Chain Pick Up Short_B00M_CACK.wav	Metallic chain being picked up fast. Very prominent tonal ring out.
CHAINMymt_HANDLING-Metal Chain Pick Up_B00M_CACK.wav	Metallic chain being picked up fast. Lots of rattling.
CHAINMymt_HANDLING-Metal Chain Rattling Constant_B00M_CACK.wav	Continuous sequence of metallic chain rattling.
CHAINMvmt_HANDLING-Metal Chain Rattling Short_B00M_CACK.wav	Short sequence of metallic chain rattling.
CHAINMvmt_HANDLING-Metal Chain Rattling Tighten_B00M_CACK.wav	Fast movement of metallic chain rattling.
CHAINMvmt_HANDLING-Metal Chain Rattly Drop Clunky Fast_B00M_CACK.wav	Big metallic chain dropped fast. Lots of rattling.
CHAINMvmt_HANDLING-Metal Chain Rattly Drop Clunky Slow_B00M_CACK.wav	Big metallic chain dropped slowly. Lots of rattling.
CHAINMvmt_HANDLING-Metal Chain Rattly Drop Slow_B00M_CACK.wav	Big metallic chain dropped slowly. Lots of rattling.
CHAINMvmt_HANDLING-Metal Chain Rattly Pick Up Clunky_B00M_CACK.wav	Metallic chain being picked up slowly. Subtle tonal ring outs and rattling.



FILENAME	DESCRIPTION
CHAINMvmt_HANDLING-Metal Chain Rattly Pick Up Slow_B00M_CACK.wav	Metallic chain being picked up slowly. Subtle tonal ring outs and rattling.
CHAINMvmt_HANDLING-Metal Wood Chain Rattle Soft_B00M_CACK.wav	Metallic chain being dragged. Slightly tonal ringing.
CHAINMvmt_HANDLING-Metal Wood Chain Rattle_B00M_CACK.wav	Metallic chain being dropped with high, tonal ringing.
CHAINMvmt_MOVEMENT-Chain Constant Big_B00M_CACK.wav	Continuous clanging and rattling. Large and steady.
CHAINMvmt_MOVEMENT-Chain Constant Bright_B00M_CACK.wav	Continuous clanging and rattling. High and steady.
CHAINMvmt_MOVEMENT-Chain Constant Thin Many_B00M_CACK.wav	Continuous clanging and rattling. High with characteristic of a bell.
CHAINMvmt_MOVEMENT-Chain Constant Thin_B00M_CACK.wav	Continuous clanging and rattling. High and fast.
CHAINMvmt_MOVEMENT-Metal Chain Swing Stop_B00M_CACK.wav	Metallic rattling and clanging.
CLOTHFlp_IMPACT-Sail Duffle Bag Flap_B00M_CACK.wav	Textile movement with some flapping and rustling.
CLOTHFlp_IMPACT-Sail Duffle Bag Punch_B00M_CACK.wav	Textile being hit. Rustling and hollow elements.
CLOTHFIp_IMPACT-Sail Duffle Bag Snap_B00M_CACK.wav	Textile being unfold leading into soft impact.
CLOTHFIp_IMPACT-Sail Leather Jacket Flap_B00M_CACK.wav	Textile movement with some flapping and rustling.
CLOTHFlp_IMPACT-Sail Leather Jacket Punch_B00M_CACK.wav	Textile being hit. Rustling and flappy clothes.
CLOTHFlp_IMPACT-Sail Leather Jacket Snap_B00M_CACK.wav	Textile being unfold leading into soft impact with lots of rustling cloth.
CLOTHRip_IMPACT-Sail Textile Rip_B00M_CACK.wav	Tearing apart textile. Sharp with some subtle cloth movements.
DIRTImpt_IMPACT-Dirt Bar Bell 14KG Bark Mulch_B00M_CACK.wav	Steel ball of 14 kilograms being dropped onto dirt consisting of bark and mulch. Deep and dull hit.
DIRTImpt_IMPACT-Dirt Bar Bell 14KG Forest Soil_B00M_CACK.wav	Steel ball of 14 kilograms being dropped onto a soil with some leaves. Deep and dull hit.
DIRTImpt_IMPACT-Dirt Bar Bell 14KG Ground Punchy_B00M_CACK.wav	Steel ball of 14 kilograms being dropped onto ground. Deep and short hit.
DIRTImpt_IMPACT-Dirt Bar Bell 14KG Lawn_B00M_CACK.wav	Steel ball of 14 kilograms being dropped onto a lawn. Deep and dull hit.
DIRTImpt_IMPACT-Dirt Bar Bell_B00M_CACK.wav	Steel ball being dropped into dirt. Heavy and dull hits.
DIRTImpt_IMPACT-Dirt Bark Mulch Constant_B00M_CACK.wav	Continuous rustling of bark and mulch. Steady movement.
DIRTImpt_IMPACT-Dirt Bark Mulch Debris Throw_B00M_CACK.wav	Dropping pile on ground. Short with rustling.
DIRTImpt_IMPACT-Dirt Bark Mulch Debris_B00M_CACK.wav	Dropping pile on ground. Long with lots of rustling.
DIRTImpt_IMPACT-Dirt Forest Soil Debris Throw_B00M_CACK.wav	Dropping pile of dirt out of hands. Short with rustling.
DIRTImpt_IMPACT-Dirt Forest Soil Debris_B00M_CACK.wav	Dropping pile of dirt out of hands. Short with lots of rustling.
DIRTImpt_IMPACT-Dirt Large Trickling From Hand_B00M_CACK.wav	Dropping big pile of dirt out of hands. Long with rustling and some thuds.
DIRTImpt_IMPACT-Dirt Small Trickling From Hand_B00M_CACK.wav	Dropping pile of dirt out of hands. Short with lots of rustling.
DIRTImpt_IMPACT-Dirt Throw_B00M_CACK.wav	Dropping pile of dirt. Lots of small debris elements hitting the ground.
DIRTImpt_IMPACT-Sand Bar Bell_B00M_CACK.wav	Steel ball being dropped on pile of sand. Rustling debris.
DIRTImpt_IMPACT-Sand Debris Throw_B00M_CACK.wav	Dropping sand with lot of rustling and soft thud.
DIRTImpt_IMPACT-Sand Debris Trickling From Hand_B00M_CACK.wav	Sediment being dropped. Sliding and rustling elements.
DIRTImpt_IMPACT-Sand Hand_B00M_CACK.wav	Hitting pile of sand with fist. Some sliding and rustling.
FIRESizz_FUSE-Burn Large_B00M_CACK.wav	The burning sound of a cannon or bomb before it explodes, large.



TRESSEZ FUSE-Burn Short, BOWA, CACK way Intia burning and stopping of a born for craims of decraptor wire, large, Intia burning and stopping of a born for craims of decraptor wire, large, Intia burning and stopping of a born for craims of decraptor wire, large, Intia burning and stopping of a born for craims of decraptor wire, medium. RRESSEZ FUSE-Ingine and Extinguish Small, BOWA, CACK way Intia burning and stopping of a born for craims of decraptor wire, small. RRESSEZ FUSE-Ingine Many Matches BOWA CACK way The burning of one matchistics. RRESSEZ FUSE-Ingine Many Matches BOWA CACK way The burning of one matchistics. RRESSEZ FUSE-Ingine Many Matches BOWA CACK way The burning of one matchistics. RRESSEZ FUSE-Ingine Many Matches BOWA CACK Way The burning of a craim of a born of a b	FILENAME	DESCRIPTION
FIRESZZ FUSE-Burn Short 800M CACK wav Intil burning and stoping of a bomb or camon decorator wire, large, Intil burning and stoping of a bomb or camon decorator wire, large, Intil burning and stoping of a bomb or camon decorator wire, medium. FIRESZZ FUSE-Sprite and Extinguesh Small B00M_CACK wav Intil burning and stoping of a bomb or camon decorator wire, small. FIRESZZ FUSE-Sprite and Extinguesh Small B00M_CACK wav Intil burning and stoping of a bomb or camon decorator wire, small. FIRESZZ FUSE-Sprite Many Matches B00M_CACK wav The burning of some matchastick. FIRESZZ FUSE-Sprite Many Matches B00M_CACK wav The burning of owner matchastick. FIRESZZ FUSE-Sprite Many Matches B00M_CACK Wav The burning of owner matchastick. FIRESZZ FUSE-Sprite Many Matches B00M_CACK Wav The burning of owner matchastick. FIRESZZ FUSE-Sprite Many Matches B00M_CACK Wav The burning of owner matchastick. FIRESZZ FUSE-Sprite Many Matches B00M_CACK Wav The burning of war matchastick. FIRESZZ FUSE-Sprite Many Matches B00M_CACK Wav And	FIRESizz_FUSE-Burn Medium_B00M_CACK.wav	The burning sound of a cannon or bomb before it explodes, medium.
Intial burning and stoppind and Estinguish Medium_BOOK_CACK way Initial burning and stopping of a born for camon detonator wire, medium. FIRESIZE_FIRES (print a few Matches, BOOK_CACK way The burning of a lot of matchaticks. FIRESIZE_FIRES (print Many Matches, BOOK_CACK way The burning of a lot of matchatick. FIRESIZE_FIRES (print Many Matches, BOOK_CACK way The burning of a lot of matchatick. GUNCaro, FIRNC-16 Pounder 150m, BOOK_CACK_CORTEO Hilway Antique artillery, Instoric camon, cal 27mm. CRITERIO Hilpack way from the camon. GUNCaro, FIRNC-16 Pounder 150m, BOOK_CACK_CRITERIO In way Antique artillery, Instoric camon, cal 27mm. CRITERIO In positioned 150m way from the camon. GUNCaro, FIRNC-16 Pounder 150m, BOOK_CACK_CRITERIO In way Antique artillery, Instoric camon, cal 27mm. XP hardhed recorded positioned 150m way from the camon. GUNCaro, FIRNC-16 Pounder 175m, BOOK_CACK_CRITERIO In way Antique artillery, Instoric camon, cal 27mm. XP hardhed recorded positioned 175m way from the camon. GUNCaro, FIRNC-16 Pounder 200m, BOOK_CACK_CRITERIO In way Antique artillery, Instoric camon, cal 27mm. XP hardhed recorded positioned 175m way from the camon. GUNCaro, FIRNC-16 Pounder 200m, BOOK_CACK_CRITERIO In way Antique artillery, Instoric camon, cal 27mm. Four channel Ambisonics positioned 200m way from the camon. GUNCaro, FIRNC-16 Pounder 200m, BOOK_CACK_CRITERIO IN way Antique artillery, Instoric camon, cal 27mm. XP sorting microphone positioned 200m way from the camon. GUNCaro, FIRNC-16 Pounder 200m, BOOK_CACK_CRITERIO IN way Antique artillery, Instoric camon, cal 27mm. XP sorting microphone positioned 200m way from the camon. GUNCaro, FIRNC-16 Pounder 150m, BOOK_CACK_CRITERIO IN way Antique artillery, Instoric camon, cal 27mm. XP sorting microphone positioned 30m way from the camon. GUNCaro, FIRNC-16 Pounder 150m, BOOK_CACK_CRITERIO IN way Antique artillery, Instoric camon, cal 56mm. DRITERIO IN positioned 150m way from the camon. GUNCaro, FIRNC-16 Pounder 150m, BOOK_CACK_CRITERIO IN way Antique artille	FIRESizz_FUSE-Burn Short_B00M_CACK.wav	
Intial burning and stoppind and Estinguish Medium_BOOK_CACK way Initial burning and stopping of a born for camon detonator wire, medium. FIRESIZE_FIRES (print a few Matches, BOOK_CACK way The burning of a lot of matchaticks. FIRESIZE_FIRES (print Many Matches, BOOK_CACK way The burning of a lot of matchatick. FIRESIZE_FIRES (print Many Matches, BOOK_CACK way The burning of a lot of matchatick. GUNCaro, FIRNC-16 Pounder 150m, BOOK_CACK_CORTEO Hilway Antique artillery, Instoric camon, cal 27mm. CRITERIO Hilpack way from the camon. GUNCaro, FIRNC-16 Pounder 150m, BOOK_CACK_CRITERIO In way Antique artillery, Instoric camon, cal 27mm. CRITERIO In positioned 150m way from the camon. GUNCaro, FIRNC-16 Pounder 150m, BOOK_CACK_CRITERIO In way Antique artillery, Instoric camon, cal 27mm. XP hardhed recorded positioned 150m way from the camon. GUNCaro, FIRNC-16 Pounder 175m, BOOK_CACK_CRITERIO In way Antique artillery, Instoric camon, cal 27mm. XP hardhed recorded positioned 175m way from the camon. GUNCaro, FIRNC-16 Pounder 200m, BOOK_CACK_CRITERIO In way Antique artillery, Instoric camon, cal 27mm. XP hardhed recorded positioned 175m way from the camon. GUNCaro, FIRNC-16 Pounder 200m, BOOK_CACK_CRITERIO In way Antique artillery, Instoric camon, cal 27mm. Four channel Ambisonics positioned 200m way from the camon. GUNCaro, FIRNC-16 Pounder 200m, BOOK_CACK_CRITERIO IN way Antique artillery, Instoric camon, cal 27mm. XP sorting microphone positioned 200m way from the camon. GUNCaro, FIRNC-16 Pounder 200m, BOOK_CACK_CRITERIO IN way Antique artillery, Instoric camon, cal 27mm. XP sorting microphone positioned 200m way from the camon. GUNCaro, FIRNC-16 Pounder 150m, BOOK_CACK_CRITERIO IN way Antique artillery, Instoric camon, cal 27mm. XP sorting microphone positioned 30m way from the camon. GUNCaro, FIRNC-16 Pounder 150m, BOOK_CACK_CRITERIO IN way Antique artillery, Instoric camon, cal 56mm. DRITERIO IN positioned 150m way from the camon. GUNCaro, FIRNC-16 Pounder 150m, BOOK_CACK_CRITERIO IN way Antique artille	FIRESizz_FUSE-Ignite and Extinguish Large_B00M_CACK.wav	·
FIRESIZE_FUSE-ignite and Exhtinguish Small_BOM_CACK.Wav The burning of a storphing of a bomb or cannon detonator wire, small. FIRESIZE_FUSE-ignite Name Markets_BOM_CACK.Wav The burning of a lot of matchatisks. FIRESIZE_FUSE-ignite Name Markets_BOM_CACK.Wav The burning of a lot of matchatisks. FIRESIZE_FUSE-ignite Name Markets_BOM_CACK.Wav The burning of a lot of matchatisks. FIRESIZE_FUSE-ignite Name Markets_BOM_CACK.CAV The burning of a lot of matchatisks. FIRESIZE_FUSE-ignite Name Markets_BOM_CACK.CAV Antique antillery, historic cannon, cal 27mm. ORTF3D Lip positioned 15tm away from the cannon. GUNCano_FIRING-16 Pounder 15tm_BOM_CACK_CATT30 Lo wav Antique antillery, historic cannon, cal 27mm. ORTF3D Lip positioned 15tm away from the cannon. GUNCano_FIRING-16 Pounder 15tm_BOM_CACK_CATT30 Lo wav Antique antillery, historic cannon, cal 27mm. Xp positioned 15tm away from the cannon. GUNCano_FIRING-16 Pounder 15tm_BOM_CACK_CATT30 Lo wav Antique antillery, historic cannon, cal 27mm. Small AB positioned 17tm away from the cannon. GUNCano_FIRING-16 Pounder 15tm_BOM_CACK_CATT30 Lo wav Antique antillery, historic cannon, cal 27mm. Four channel Ambisonics positioned 25tm away from the cannon. GUNCano_FIRING-16 Pounder 3tm_BOM_CACK_CATT30 Lo wav Antique antillery, historic cannon, cal 27mm. AB with dyname microphones positioned 3tm away from the cannon. GUNCano_FIRING-16 Pounder 4tm_BOM_CACK_CATT30 Lo wav Antique antillery, historic cannon, cal 27mm. AB with dyname microphones positioned 3tm away from the cannon. GUNCano_FIRING-16 Pounder 4tm_BOM_CACK_CATT30 Lo wav Antique antillery, historic cannon, cal 27mm. May continued 3tm away from the cannon. GUNCano_FIRING-18 Pounder 15tm_BOM_CACK_CATT30 Lo wav Antique antillery, historic cannon, cal 5tm. CATT30 Lip positioned 3tm away from the cannon. GUNCano_FIRING-18 Pounder 15tm_BOM_CACK_CATT30 Lo wav Antique antillery, historic cannon, cal 5tm. CATT30 Lip positioned 15tm away from the cannon. GUNCano_FIRING-18 Pounder 15tm_BOM_CACK_CATT30 Liv wav Antique antillery,	FIRESizz_FUSE-Ignite and Extinguish Medium_B00M_CACK.wav	
FIRESIZE_FUSE-Ignite Manny Matches_800M_CACK way The burning of a lot of matchsticks. The burning of one matchstick. Antique entitlery, historic cannon, cal 27mm. ORTF3D Hipositioned 150m away from the cannon. GUNCano_FIRING-16 Pounder 150m_800M_CACK CRTF3D Lo way Antique entitlery, historic cannon, cal 27mm. XY branched forcorder postured 150m away from the cannon. GUNCano_FIRING-16 Pounder 15m_800M_CACK_AMS way Antique entitlery, historic cannon, cal 27mm. XY branched forcorder postured 17m away from the cannon. GUNCano_FIRING-16 Pounder 17m_800M_CACK_AMS way Antique entitlery, historic cannon, cal 27mm. XY handhed forcorder postured 17m away from the cannon. GUNCano_FIRING-16 Pounder 17m_800M_CACK_AMS way Antique entitlery, historic cannon, cal 27mm. Four channel Ambisonics positioned 20m away from the cannon. GUNCano_FIRING-16 Pounder 20m_800M_CACK_AMS way Antique entitlery, historic cannon, cal 27mm. Four channel Ambisonics positioned 20m away from the cannon. GUNCano_FIRING-16 Pounder 20m_800M_CACK_AMS way Antique entitlery, historic cannon, cal 27mm. My shotpun microphone positioned 20m away from the cannon. GUNCano_FIRING-16 Pounder 3m_800M_CACK_AMS way Antique entitlery, historic cannon, cal 27mm. My shotpun microphone positioned 3m away from the cannon. GUNCano_FIRING-16 Pounder 4m_800M_CACK_AMS way Antique entitlery, historic cannon, cal 27mm. My branched in away from the cannon. GUNCano_FIRING-16 Pounder 5m_800M_CACK_MS way Antique entitlery, historic cannon, cal 27mm. My branched 5m away from the cannon. GUNCano_FIRING-18 Pounder 15m_800M_CACK_MS way Antique entitlery, historic cannon, cal 55mm. My positioned 15m away from the cannon. GUNCano_FIRING-18 Pounder 17m_800M_CACK_MS way Antique entitlery, historic cannon, cal 55mm. My shotpun microphone positioned 15m away from the cannon. GUNCano_FIRING-18 Pounder 20m_B00M_CACK_MS way Antiq	FIRESizz_FUSE-Ignite and Extinguish Small_B00M_CACK.wav	
FIRESIZ_FUSE-ignite One Match_B00M_CACK_Wav Antique artillery, historic cannon, cal 27mm. ORTF3D Hipostitioned 150m away from the cannon. GUNCano_FIRING-16 Pounder 150m_B00M_CACK_CNTTS0 Low Antique artillery, historic cannon, cal 27mm. ORTF3D Lip positioned 150m away from the cannon. GUNCano_FIRING-16 Pounder 150m_B00M_CACK_Was wav Antique artillery, historic cannon, cal 27mm. XY positioned 150m away from the cannon. GUNCano_FIRING-16 Pounder 150m_B00M_CACK_Was wav Antique artillery, historic cannon, cal 27mm. XY positioned 150m away from the cannon. GUNCano_FIRING-16 Pounder 120m_B00M_CACK_AMB wav Antique artillery, historic cannon, cal 27mm. XY benched recorder positioned 750m away from the cannon. GUNCano_FIRING-16 Pounder 200m_B00M_CACK_AMB wav Antique artillery, historic cannon, cal 27mm. Four channel Ambisonics positioned 200m away from the cannon. GUNCano_FIRING-16 Pounder 200m_B00M_CACK_Was wav Antique artillery, historic cannon, cal 27mm. MS shotgum microphone positioned 200m away from the cannon. GUNCano_FIRING-16 Pounder 200m_B00M_CACK_Was wav Antique artillery, historic cannon, cal 27mm. MS shotgum microphone positioned 200m away from the cannon. GUNCano_FIRING-16 Pounder 50m_B00M_CACK_Was wav Antique artillery, historic cannon, cal 27mm. MS shotgum microphone positioned 3m away from the cannon. GUNCano_FIRING-16 Pounder 50m_B00M_CACK_Was wav Antique artillery, historic cannon, cal 27mm. MS positioned 5m away from the cannon. GUNCano_FIRING-18 Pounder 150m_B00M_CACK_Was wav Antique artillery, historic cannon, cal 27mm. MS positioned 150m away from the cannon. GUNCano_FIRING-18 Pounder 150m_B00M_CACK_Was wav Antique artillery, historic cannon, cal 56mm. ORTF3D Lip opsitioned 150m away from the cannon. GUNCano_FIRING-18 Pounder 150m_B00M_CACK_Was wav Antique artillery, historic cannon, cal 56mm. MS shotgum microphone positioned 150m away from the cannon. GUNCano_FIRING-18 Pounder 150m_B00M_CACK_Was wav Antique artillery, historic cannon, cal 56mm. Ms shotgum microphone positioned 200m awa	FIRESizz_FUSE-Ignite Few Matches_B00M_CACK.wav	The burning of some matchsticks.
GUNCano, FIRING-16 Pounder 150m. 800M, CACK ORTF30 Livav Antique artillery, historic cannon, cal 27mm. ORTF30 Lipositioned 150m away from the cannon. GUNCano, FIRING-16 Pounder 150m. 800M, CACK, MS wav Antique artillery, historic cannon, cal 27mm. XY handheld recorder positioned 175m away from the cannon. GUNCano, FIRING-16 Pounder 175m. BOOM, CACK, XY.wav Antique artillery, historic cannon, cal 27mm. XY handheld recorder positioned 175m away from the cannon. GUNCano, FIRING-16 Pounder 200m. BOOM, CACK, ABNava Antique artillery, historic cannon, cal 27mm. Four channel Ambisonics positioned 200m away from the cannon. GUNCano, FIRING-16 Pounder 200m. BOOM, CACK, XY.wav Antique artillery, historic cannon, cal 27mm. MS shittgun microphone positioned 200m away from the cannon. GUNCano, FIRING-16 Pounder 30m. BOOM, CACK, XY.wav Antique artillery, historic cannon, cal 27mm. MS shittgun microphone positioned 30m away from the cannon. GUNCano, FIRING-16 Pounder 4 m. BOOM, CACK, XY.wav Antique artillery, historic cannon, cal 27mm. Ms with dynamic microphones positioned 30m away from the cannon. GUNCano, FIRING-16 Pounder 4 m. BOOM, CACK, XY.wav Antique artillery, historic cannon, cal 27mm. MS positioned 50m away from the cannon. GUNCano, FIRING-16 Pounder 5 m. BOOM, CACK, XY.wav Antique artillery, historic cannon, cal 27mm. MS positioned 50m away from the cannon. GUNCano, FIRING-18 Pounder 150m. BOOM, CACK, XY.wav Antique artillery, historic cannon, cal 50mm. ORTF30 Lipositioned 150m away from the cannon. GUNCano, FIRING-18 Pounder 150m. BOOM, CACK, XY.wav Antique artillery, historic cannon, cal 56mm. ORTF30 Lipositioned 150m away from the cannon. GUNCano, FIRING-18 Pounder 175m. BOOM, CACK, XY.wav Antique artillery, historic cannon, cal 56mm. XY handheld recorder positioned 150m away from the cannon. GUNCano, FIRING-18 Pounder 175m. BOOM, CACK, XY.wav Antique artillery, historic cannon, cal 56mm. XY handheld recorder positioned 40m away from the cannon. GUNCano, FIRING-18 Pounder 200m. BOOM, CACK, XY.wav Antique artille	FIRESizz_FUSE-Ignite Many Matches_B00M_CACK.wav	The burning of a lot of matchsticks.
Antique artillery, historic cannon, cal 27mm. ORTF3D Lo positioned 15m away from the cannon. GUNCano_FIRNS-16 Pounder 15m_BOOM_CACK_MS wav Antique artillery, historic cannon, cal 27mm. XY positioned 15m away from the cannon. GUNCano_FIRNS-16 Pounder 15m_BOOM_CACK_XY wav Antique artillery, historic cannon, cal 27mm. XP positioned 15m away from the cannon. GUNCano_FIRNS-16 Pounder 1m_BOOM_CACK_Ambx wav Antique artillery, historic cannon, cal 27mm. Small AB positioned 1m away from the cannon. GUNCano_FIRNS-16 Pounder 20m_BOOM_CACK_Ambx wav Antique artillery, historic cannon, cal 27mm. Four channel Ambisonics positioned 200m away from the cannon. GUNCano_FIRNS-16 Pounder 20m_BOOM_CACK_AM awa Antique artillery, historic cannon, cal 27mm. MS with dynamic microphone positioned 3m away from the cannon. GUNCano_FIRNS-16 Pounder 3m_BOOM_CACK_AM awa Antique artillery, historic cannon, cal 27mm. MS with dynamic microphones positioned 3m away from the cannon. GUNCano_FIRNS-16 Pounder 4m_BOOM_CACK_MS wav Antique artillery, historic cannon, cal 27mm. MS with dynamic microphones positioned 3m away from the cannon. GUNCano_FIRNS-16 Pounder 4m_BOOM_CACK_MS wav Antique artillery, historic cannon, cal 27mm. MS work away from the cannon. GUNCano_FIRNS-16 Pounder 5m_BOOM_CACK_MS wav Antique artillery, historic cannon, cal 5fmm. ORTF3D Hi positioned 150m away from the cannon. GUNCano_FIRNS-18 Pounder 150m_BOOM_CACK_MS wav Antique artillery, historic cannon, cal 5fmm. ORTF3D Hi positioned 150m away from the cannon. GUNCano_FIRNS-18 Pounder 150m_BOOM_CACK_MS wav Antique artillery, historic cannon, cal 5fmm. ORTF3D Hi positioned 150m away from the cannon. GUNCano_FIRNS-18 Pounder 150m_BOOM_CACK_MS wav Antique artillery, historic cannon, cal 5fmm. Synthylader decorder positioned 150m away from the cannon. GUNCano_FIRNS-18 Pounder 150m_BOOM_CACK_MS wav Antique artillery, historic cannon, cal 5fmm. Synthylader decorder positioned 175m away from the cannon. GUNCano_FIRNS-18 Pounder 150m_BOOM_CACK_MS wav Antique a	FIRESizz_FUSE-Ignite One Match_B00M_CACK.wav	The burning of one matchstick.
Antique artillery, historic cannon, cal 27mm. XY positioned 15m away from the cannon. GUNCano_FIRING-16 Pounder 175m_B00M_CACK_XY.wav Antique artillery, historic cannon, cal 27mm. XY handheld recorder positioned 175m away from the cannon. GUNCano_FIRING-16 Pounder 17m_B00M_CACK_XB.wav Antique artillery, historic cannon, cal 27mm. Small AB positioned 1m away from the cannon. GUNCano_FIRING-16 Pounder 20m_B00M_CACK_XMbix.wav Antique artillery, historic cannon, cal 27mm. MS shotgun microphone positioned 20m away from the cannon. GUNCano_FIRING-16 Pounder 3m_B00M_CACK_XMbix.wav Antique artillery, historic cannon, cal 27mm. MS shotgun microphone positioned 20m away from the cannon. GUNCano_FIRING-16 Pounder 3m_B00M_CACK_XB.wav Antique artillery, historic cannon, cal 27mm. MS with dynamic microphones positioned 3m away from the cannon. GUNCano_FIRING-16 Pounder 5m_B00M_CACK_XB.wav Antique artillery, historic cannon, cal 27mm. MS positioned 5m away from the cannon. GUNCano_FIRING-16 Pounder 5m_B00M_CACK_MS wav Antique artillery, historic cannon, cal 27mm. MS positioned 5m away from the cannon. GUNCano_FIRING-18 Pounder 150m_B00M_CACK_MS wav Antique artillery, historic cannon, cal 56mm. ORTF3D Lip ositioned 150m away from the cannon. GUNCano_FIRING-18 Pounder 150m_B00M_CACK_MS wav Antique artillery, historic cannon, cal 56mm. MS shotgun microphone positioned 150m away from the cannon. GUNCano_FIRING-18 Pounder 150m_B00M_CACK_MS wav Antique artillery, historic cannon, cal 56mm. MS shotgun microphone positioned 150m away from the cannon. GUNCano_FIRING-18 Pounder 150m_B00M_CACK_MS wav Antique artillery, historic cannon, cal 56mm. MS shotgun microphone positioned 150m away from the cannon. GUNCano_FIRING-18 Pounder 175m_B00M_CACK_MS wav Antique artillery, historic cannon, cal 56mm. MS shotgun microphone positioned 150m away from the cannon. GUNCano_FIRING-18 Pounder 175m_B00M_CACK_MS wav Antique artillery, historic cannon, cal 56mm. MS positioned 150m away from the cannon. GUNCano_FIRING-18 Pounder 4m_B00M_C	GUNCano_FIRING-16 Pounder 150m_B00M_CACK_ORTF3D Hi.wav	Antique artillery, historic cannon, cal 27mm. ORTF3D Hi positioned 150m away from the cannon.
Antique artillery, historic cannon, cal 27mm. XY handheld recorder positioned 175m away from the cannon. GUNCano_FIRING-16 Pounder 175m_BOOM_CACK_ABWay Antique artillery, historic cannon, cal 27mm. Small AB positioned 175m away from the cannon. GUNCano_FIRING-16 Pounder 200m_BOOM_CACK_ABWay Antique artillery, historic cannon, cal 27mm. Four channel Ambisonics positioned 200m away from the cannon. GUNCano_FIRING-16 Pounder 200m_BOOM_CACK_XY.way Antique artillery, historic cannon, cal 27mm. AB with dynamic microphone positioned 20m away from the cannon. GUNCano_FIRING-16 Pounder 3m_BOOM_CACK_AB.way Antique artillery, historic cannon, cal 27mm. AB with dynamic microphone positioned 20m away from the cannon. GUNCano_FIRING-16 Pounder 4m_BOOM_CACK_MS.way Antique artillery, historic cannon, cal 27mm. MB positioned 5m away from the cannon. GUNCano_FIRING-18 Pounder 150m_BOOM_CACK_MS.way Antique artillery, historic cannon, cal 27mm. MS positioned 5m away from the cannon. GUNCano_FIRING-18 Pounder 150m_BOOM_CACK_MS.way Antique artillery, historic cannon, cal 56mm. ORTE3D Hi positioned 150m away from the cannon. GUNCano_FIRING-18 Pounder 150m_BOOM_CACK_MS.way Antique artillery, historic cannon, cal 56mm. ORTE3D Lip positioned 150m away from the cannon. GUNCano_FIRING-18 Pounder 150m_BOOM_CACK_MS.way Antique artillery, historic cannon, cal 56mm. MS shotgum microphone positioned 15m away from the cannon. GUNCano_FIRING-18 Pounder 175m_BOOM_CACK_MS.way Antique artillery, historic cannon, cal 56mm. MS notgum microphone positioned 175m away from the cannon. GUNCano_FIRING-18 Pounder 175m_BOOM_CACK_MS.way Antique artillery, historic cannon, cal 56mm. XY positioned 175m away from the cannon. GUNCano_FIRING-18 Pounder 200m_BOOM_CACK_MS.way Antique artillery, historic cannon, cal 56mm. XY positioned 200m away from the cannon. GUNCano_FIRING-18 Pounder 3m_BOOM_CACK_MS.way Antique artillery, historic cannon, cal 56mm. XY positioned 5m away from the cannon. GUNCano_FIRING-18 Pounder 5m_BOOM_CACK_MS.way An	GUNCano_FIRING-16 Pounder 150m_B00M_CACK_ORTF3D Lo.wav	Antique artillery, historic cannon, cal 27mm. ORTF3D Lo positioned 150m away from the cannon.
Antique artillery, historic cannon, cal 27mm. Small AB positioned 1m away from the cannon. GUNCano_FIRING-16 Pounder 20m_BOM_CACK_Ambix.way Antique artillery, historic cannon, cal 27mm. Four channel Ambisonics positioned 200m away from the cannon. GUNCano_FIRING-16 Pounder 20m_BOM_CACK_XY.way Antique artillery, historic cannon, cal 27mm. AB with dynamic microphone positioned 3m away from the cannon. GUNCano_FIRING-16 Pounder 4m_BOM_CACK_AB way Antique artillery, historic cannon, cal 27mm. MS shotgun microphones positioned 3m away from the cannon. GUNCano_FIRING-16 Pounder 4m_BOM_CACK_MS.way GUNCano_FIRING-16 Pounder 5m_BOM_CACK_MS.way Antique artillery, historic cannon, cal 27mm. MS positioned 5m away from the cannon. GUNCano_FIRING-16 Pounder 5m_BOM_CACK_MS.way Antique artillery, historic cannon, cal 57mm. MS positioned 150m away from the cannon. GUNCano_FIRING-18 Pounder 150m_BOM_CACK_MS.way Antique artillery, historic cannon, cal 56mm. ORTF3D Lip positioned 150m away from the cannon. GUNCano_FIRING-18 Pounder 150m_BOM_CACK_MS.way Antique artillery, historic cannon, cal 56mm. NT3D Lip positioned 150m away from the cannon. GUNCano_FIRING-18 Pounder 15m_BOM_CACK_MS.way Antique artillery, historic cannon, cal 56mm. NT3D Lip positioned 15m away from the cannon. GUNCano_FIRING-18 Pounder 1m_BOM_CACK_MS.way Antique artillery, historic cannon, cal 56mm. Small AB positioned 175m away from the cannon. GUNCano_FIRING-18 Pounder 1m_BOM_CACK_MS.way Antique artillery, historic cannon, cal 56mm. Four channel Ambisonics positioned 3m away from the cannon. GUNCano_FIRING-18 Pounder 3m_BOM_CACK_MS.way Antique artillery, historic cannon, cal 56mm. Four channel Ambisonics positioned 3m away from the cannon. GUNCano_FIRING-18 Pounder 3m_BOM_CACK_MS.way Antique artillery, historic cannon, cal 56mm. Hammerhead microphones positioned 4m away from the cannon. GUNCano_FIRING-18 Pounder 3m_BOM_CACK_MS.way Antique artillery, historic cannon, cal 56mm. MS with dynamic microphones positioned 4m away from the ca	GUNCano_FIRING-16 Pounder 15m_B00M_CACK_MS.wav	Antique artillery, historic cannon, cal 27mm. XY positioned 15m away from the cannon.
Antique artillery, historic cannon, cal 27mm. Four channel Ambisonics positioned 200m away from the cannon. GUNCano_FIRING-16 Pounder 2m_B00M_CACK_XY(way Antique artillery, historic cannon, cal 27mm. AB with dynamic microphone positioned 20m away from the cannon. GUNCano_FIRING-16 Pounder 4m_B00M_CACK_HH way Antique artillery, historic cannon, cal 27mm. Ms positioned 5m away from the cannon. GUNCano_FIRING-16 Pounder 4m_B00M_CACK_MS way Antique artillery, historic cannon, cal 27mm. Ms positioned 5m away from the cannon. GUNCano_FIRING-16 Pounder 5m_B00M_CACK_MS way Antique artillery, historic cannon, cal 27mm. Ms positioned 5m away from the cannon. GUNCano_FIRING-18 Pounder 150m_B00M_CACK_CNTF3D Hi.way Antique artillery, historic cannon, cal 56mm. ORTF3D Hi positioned 150m away from the cannon. GUNCano_FIRING-18 Pounder 150m_B00M_CACK_MS.way Antique artillery, historic cannon, cal 56mm. ORTF3D Hi positioned 150m away from the cannon. GUNCano_FIRING-18 Pounder 150m_B00M_CACK_MS.way Antique artillery, historic cannon, cal 56mm. Ms shotqun microphone positioned 175m away from the cannon. GUNCano_FIRING-18 Pounder 175m_B00M_CACK_MS.way Antique artillery, historic cannon, cal 56mm. Ms shotqun microphone positioned 175m away from the cannon. GUNCano_FIRING-18 Pounder 175m_B00M_CACK_MS.way Antique artillery, historic cannon, cal 56mm. Small AB positioned 175m away from the cannon. GUNCano_FIRING-18 Pounder 200m_B00M_CACK_MS.way Antique artillery, historic cannon, cal 56mm. Xy positioned 200m away from the cannon. GUNCano_FIRING-18 Pounder 20m_B00M_CACK_MS.way Antique artillery, historic cannon, cal 56mm. Xy positioned 20m away from the cannon. GUNCano_FIRING-18 Pounder 4m_B00M_CACK_MS.way Antique artillery, historic cannon, cal 56mm. Ms positioned 3m away from the cannon. GUNCano_FIRING-18 Pounder 5m_B00M_CACK_MS.way Antique artillery, historic cannon, cal 56mm. Ms positioned 5m away from the cannon. GUNCano_FIRING-18 Pounder 150m_B00M_CACK_MS.way Antique artillery, historic cannon, cal 56m	GUNCano_FIRING-16 Pounder 175m_B00M_CACK_XY.wav	Antique artillery, historic cannon, cal 27mm. XY handheld recorder positioned 175m away from the cannon.
Antique artillery, historic cannon, cal 27mm. MS shotgun microphone positioned 20m away from the cannon. GUNCano_FIRING-16 Pounder 3m_B00M_CACK_AB.way Antique artillery, historic cannon, cal 27mm. AB with dynamic microphones positioned 3m away from the cannon. GUNCano_FIRING-16 Pounder 4m_B00M_CACK_HH.way Antique artillery, historic cannon, cal 27mm. MS positioned 5m away from the cannon. GUNCano_FIRING-18 Pounder 5m_B00M_CACK_MS.way Antique artillery, historic cannon, cal 27mm. MS positioned 5m away from the cannon. GUNCano_FIRING-18 Pounder 150m_B00M_CACK_ORTF3D Hiway Antique artillery, historic cannon, cal 56mm. ORTF3D Hi positioned 150m away from the cannon. GUNCano_FIRING-18 Pounder 150m_B00M_CACK_ORTF3D Lo.way Antique artillery, historic cannon, cal 56mm. ORTF3D Lo positioned 150m away from the cannon. GUNCano_FIRING-18 Pounder 15m_B00M_CACK_MS.way Antique artillery, historic cannon, cal 56mm. MS shotgun microphone positioned 15m away from the cannon. GUNCano_FIRING-18 Pounder 175m_B00M_CACK_MS.way Antique artillery, historic cannon, cal 56mm. Switch and the cannon. GUNCano_FIRING-18 Pounder 175m_B00M_CACK_MS.way Antique artillery, historic cannon, cal 56mm. Small AB positioned 175m away from the cannon. GUNCano_FIRING-18 Pounder 20m_B00M_CACK_MS.way Antique artillery, historic cannon, cal 56mm. Four channel Ambisonics positioned 20m away from the cannon. GUNCano_FIRING-18 Pounder 20m_B00M_CACK_MS.way Antique artillery, historic cannon, cal 56mm. MY positioned 20m away from the cannon. GUNCano_FIRING-18 Pounder 4m_B00M_CACK_MS.way Antique artillery, historic cannon, cal 56mm. MS positioned 5m away from the cannon. GUNCano_FIRING-18 Pounder 4m_B00M_CACK_MS.way Antique artillery, historic cannon, cal 56mm. MS positioned 5m away from the cannon. GUNCano_FIRING-18 Pounder 5m_B00M_CACK_MS.way Antique artillery, historic cannon, cal 56mm. MS positioned 5m away from the cannon. GUNCano_FIRING-30 Pounder 150m_B00M_CACK_MS.way Antique artillery, historic cannon, cal 75mm. ORTF3D Lo positioned 15m awa	GUNCano_FIRING-16 Pounder 1m_B00M_CACK_AB.wav	Antique artillery, historic cannon, cal 27mm. Small AB positioned 1m away from the cannon.
Antique artillery, historic cannon, cal 27mm. AB with dynamic microphones positioned 3m away from the cannon. GUNCano, FIRING-16 Pounder 4m, B00M_CACK_HH way Antique artillery, historic cannon, cal 27mm. Hammerhead microphones positioned 4m away from the cannon. GUNCano, FIRING-18 Pounder 5m, B00M_CACK_ORTF3D Hi.way Antique artillery, historic cannon, cal 27mm. MS positioned 5m away from the cannon. GUNCano, FIRING-18 Pounder 150m, B00M_CACK_ORTF3D Loway Antique artillery, historic cannon, cal 56mm. ORTF3D Hi positioned 150m away from the cannon. GUNCano, FIRING-18 Pounder 15m, B00M_CACK_ORTF3D Loway Antique artillery, historic cannon, cal 56mm. ORTF3D Hi positioned 150m away from the cannon. GUNCano, FIRING-18 Pounder 15m, B00M_CACK_MS wav Antique artillery, historic cannon, cal 56mm. MS shotgun microphone positioned 15m away from the cannon. GUNCano, FIRING-18 Pounder 17m, B00M_CACK_MS wav Antique artillery, historic cannon, cal 56mm. XY handheld recorder positioned 175m away from the cannon. GUNCano, FIRING-18 Pounder 1m, B00M_CACK_MS wav Antique artillery, historic cannon, cal 56mm. Small AB positioned 175m away from the cannon. GUNCano, FIRING-18 Pounder 20m_B00M_CACK_MS wav Antique artillery, historic cannon, cal 56mm. Four channel Ambisonics positioned 200m away from the cannon. GUNCano, FIRING-18 Pounder 20m_B00M_CACK_MS wav Antique artillery, historic cannon, cal 56mm. Four channel Ambisonics positioned 200m away from the cannon. GUNCano, FIRING-18 Pounder 3m_B00M_CACK_MS wav Antique artillery, historic cannon, cal 56mm. AB with dynamic microphones positioned 3m away from the cannon. GUNCano, FIRING-18 Pounder 5m_B00M_CACK_MS wav Antique artillery, historic cannon, cal 56mm. MS positioned 5m away from the cannon. GUNCano, FIRING-18 Pounder 5m_B00M_CACK_MS wav Antique artillery, historic cannon, cal 56mm. MS positioned 5m away from the cannon. GUNCano, FIRING-18 Pounder 5m_B00M_CACK_MS wav Antique artillery, historic cannon, cal 56mm. MS positioned 150m away from the cannon. G	GUNCano_FIRING-16 Pounder 200m_B00M_CACK_Ambix.wav	Antique artillery, historic cannon, cal 27mm. Four channel Ambisonics positioned 200m away from the cannon.
Antique artillery, historic cannon, cal 27mm. Hammerhead microphones positioned 4m away from the cannon. GUNCano, FIRING-16 Pounder 5m_B00M_CACK_MS.wav Antique artillery, historic cannon, cal 56mm. ORTF3D Hi positioned 150m away from the cannon. GUNCano, FIRING-18 Pounder 150m_B00M_CACK_ORTF3D Lo.wav Antique artillery, historic cannon, cal 56mm. ORTF3D Hi positioned 150m away from the cannon. GUNCano, FIRING-18 Pounder 150m_B00M_CACK_MS.wav Antique artillery, historic cannon, cal 56mm. ORTF3D Lo positioned 150m away from the cannon. GUNCano, FIRING-18 Pounder 175m_B00M_CACK_MS.wav Antique artillery, historic cannon, cal 56mm. Shotqun microphone positioned 15m away from the cannon. GUNCano, FIRING-18 Pounder 175m_B00M_CACK_AB.wav Antique artillery, historic cannon, cal 56mm. Shotqun microphone positioned 175m away from the cannon. GUNCano, FIRING-18 Pounder 100M_CACK_AB.wav Antique artillery, historic cannon, cal 56mm. Small AB positioned 17m away from the cannon. GUNCano, FIRING-18 Pounder 100M_CACK_AB.wav Antique artillery, historic cannon, cal 56mm. Four channel Ambisonics positioned 200m away from the cannon. GUNCano, FIRING-18 Pounder 200m_B00M_CACK_AB.wav Antique artillery, historic cannon, cal 56mm. AB with dynamic microphones positioned 3m away from the cannon. GUNCano, FIRING-18 Pounder 3m_B00M_CACK_AB.wav Antique artillery, historic cannon, cal 56mm. AB with dynamic microphones positioned 3m away from the cannon. GUNCano, FIRING-18 Pounder 4m_B00M_CACK_MS.wav Antique artillery, historic cannon, cal 56mm. Ms positioned 4m away from the cannon. GUNCano, FIRING-30 Pounder 150m_B00M_CACK_AB.wav Antique artillery, historic cannon, cal 56mm. Ms positioned 5m away from the cannon. GUNCano, FIRING-30 Pounder 150m_B00M_CACK_ORTF3D Lo.wav Antique artillery, historic cannon, cal 75mm. ORTF3D Hi positioned 150m away from the cannon. GUNCano, FIRING-30 Pounder 150m_B00M_CACK_ORTF3D Lo.wav Antique artillery, historic cannon, cal 75mm. MS shotqun microphone positioned 15m away from the canno	GUNCano_FIRING-16 Pounder 20m_B00M_CACK_XY.wav	Antique artillery, historic cannon, cal 27mm. MS shotgun microphone positioned 20m away from the cannon.
Antique artillery, historic cannon, cal 27mm. MS positioned 5m away from the cannon. GUNCano_FIRING-18 Pounder 150m_B00M_CACK_ORTF3D Hi.wav Antique artillery, historic cannon, cal 56mm. ORTF3D Hi positioned 150m away from the cannon. GUNCano_FIRING-18 Pounder 150m_B00M_CACK_ORTF3D Lo.wav Antique artillery, historic cannon, cal 56mm. ORTF3D Lo positioned 150m away from the cannon. GUNCano_FIRING-18 Pounder 175m_B00M_CACK_MS.wav Antique artillery, historic cannon, cal 56mm. MS shotgun microphone positioned 15m away from the cannon. GUNCano_FIRING-18 Pounder 175m_B00M_CACK_AB.wav Antique artillery, historic cannon, cal 56mm. XY handheld recorder positioned 175m away from the cannon. GUNCano_FIRING-18 Pounder 175m_B00M_CACK_AB.wav Antique artillery, historic cannon, cal 56mm. Small AB positioned 17m away from the cannon. GUNCano_FIRING-18 Pounder 200m_B00M_CACK_AB.wav Antique artillery, historic cannon, cal 56mm. Four channel Ambisonics positioned 200m away from the cannon. GUNCano_FIRING-18 Pounder 20m_B00M_CACK_AB.wav Antique artillery, historic cannon, cal 56mm. XY positioned 20m away from the cannon. GUNCano_FIRING-18 Pounder 3m_B00M_CACK_AB.wav Antique artillery, historic cannon, cal 56mm. AB with dynamic microphones positioned 3m away from the cannon. GUNCano_FIRING-18 Pounder 4m_B00M_CACK_AB.wav Antique artillery, historic cannon, cal 56mm. AB with dynamic microphones positioned 4m away from the cannon. GUNCano_FIRING-18 Pounder 5m_B00M_CACK_MS.wav Antique artillery, historic cannon, cal 56mm. MS positioned 5m away from the cannon. GUNCano_FIRING-30 Pounder 150m_B00M_CACK_MS.wav Antique artillery, historic cannon, cal 75mm. ORTF3D Hi positioned 150m away from the cannon. GUNCano_FIRING-30 Pounder 150m_B00M_CACK_MS.wav Antique artillery, historic cannon, cal 75mm. ORTF3D Lo positioned 150m away from the cannon. GUNCano_FIRING-30 Pounder 150m_B00M_CACK_MS.wav Antique artillery, historic cannon, cal 75mm. ORTF3D Lo positioned 150m away from the cannon. GUNCano_FIRING-30 Pounder 150m_B00M_CACK_MS.w	GUNCano_FIRING-16 Pounder 3m_B00M_CACK_AB.wav	Antique artillery, historic cannon, cal 27mm. AB with dynamic microphones positioned 3m away from the cannon.
Antique artillery, historic cannon, cal 56mm. ORTF3D Hi positioned 150m away from the cannon. GUNCano_FIRING-18 Pounder 150m_B00M_CACK_ORTF3D Lo.wav Antique artillery, historic cannon, cal 56mm. ORTF3D Lo positioned 150m away from the cannon. GUNCano_FIRING-18 Pounder 15m_B00M_CACK_MS.wav Antique artillery, historic cannon, cal 56mm. MS shotgun microphone positioned 15m away from the cannon. GUNCano_FIRING-18 Pounder 17m_B00M_CACK_AB.wav Antique artillery, historic cannon, cal 56mm. XY handheld recorder positioned 175m away from the cannon. GUNCano_FIRING-18 Pounder 20m_B00M_CACK_AB.wav Antique artillery, historic cannon, cal 56mm. Small AB positioned 1m away from the cannon. GUNCano_FIRING-18 Pounder 20m_B00M_CACK_AB.wav Antique artillery, historic cannon, cal 56mm. Four channel Ambisonics positioned 20m away from the cannon. GUNCano_FIRING-18 Pounder 20m_B00M_CACK_AB.wav Antique artillery, historic cannon, cal 56mm. AB with dynamic microphones positioned 3m away from the cannon. GUNCano_FIRING-18 Pounder 4m_B00M_CACK_AB.wav Antique artillery, historic cannon, cal 56mm. AB with dynamic microphones positioned 3m away from the cannon. GUNCano_FIRING-18 Pounder 5m_B00M_CACK_MS.wav Antique artillery, historic cannon, cal 56mm. MS positioned 4m away from the cannon. GUNCano_FIRING-18 Pounder 5m_B00M_CACK_MS.wav Antique artillery, historic cannon, cal 56mm. MS positioned 5m away from the cannon. GUNCano_FIRING-30 Pounder 150m_B00M_CACK_MS.wav Antique artillery, historic cannon, cal 75mm. ORTF3D Hi positioned 15m away from the cannon. GUNCano_FIRING-30 Pounder 150m_B00M_CACK_MS.wav Antique artillery, historic cannon, cal 75mm. ORTF3D Lo positioned 15m away from the cannon. GUNCano_FIRING-30 Pounder 15m_B00M_CACK_MS.wav Antique artillery, historic cannon, cal 75mm. MS shotgun microphone positioned 15m away from the cannon. GUNCano_FIRING-30 Pounder 175m_B00M_CACK_MS.wav Antique artillery, historic cannon, cal 75mm. MS shotgun microphone positioned 15m away from the cannon.	GUNCano_FIRING-16 Pounder 4m_B00M_CACK_HH.wav	Antique artillery, historic cannon, cal 27mm. Hammerhead microphones positioned 4m away from the cannon.
Antique artillery, historic cannon, cal 56mm. ORTF3D Lo positioned 150m away from the cannon. GUNCano_FIRING-18 Pounder 15m_B00M_CACK_MS.wav Antique artillery, historic cannon, cal 56mm. MS shotgun microphone positioned 15m away from the cannon. GUNCano_FIRING-18 Pounder 175m_B00M_CACK_AB.wav Antique artillery, historic cannon, cal 56mm. Small AB positioned 175m away from the cannon. GUNCano_FIRING-18 Pounder 20m_B00M_CACK_AB.wav Antique artillery, historic cannon, cal 56mm. Four channel Ambisonics positioned 200m away from the cannon. GUNCano_FIRING-18 Pounder 20m_B00M_CACK_AB.wav Antique artillery, historic cannon, cal 56mm. AB with dynamic microphones positioned 3m away from the cannon. GUNCano_FIRING-18 Pounder 3m_B00M_CACK_AB.wav Antique artillery, historic cannon, cal 56mm. AB with dynamic microphones positioned 3m away from the cannon. GUNCano_FIRING-18 Pounder 4m_B00M_CACK_AB.wav Antique artillery, historic cannon, cal 56mm. AB with dynamic microphones positioned 4m away from the cannon. GUNCano_FIRING-18 Pounder 5m_B00M_CACK_MS.wav Antique artillery, historic cannon, cal 56mm. MS positioned 5m away from the cannon. GUNCano_FIRING-30 Pounder 150m_B00M_CACK_ORTF3D Hi.wav Antique artillery, historic cannon, cal 75mm. ORTF3D Lo positioned 150m away from the cannon. GUNCano_FIRING-30 Pounder 15m_B00M_CACK_MS.wav Antique artillery, historic cannon, cal 75mm. MS shotgun microphone positioned 15m away from the cannon. GUNCano_FIRING-30 Pounder 15m_B00M_CACK_MS.wav Antique artillery, historic cannon, cal 75mm. MS shotgun microphone positioned 15m away from the cannon. GUNCano_FIRING-30 Pounder 15m_B00M_CACK_MS.wav Antique artillery, historic cannon, cal 75mm. XY handheld recorder positioned 15m away from the cannon.	GUNCano_FIRING-16 Pounder 5m_B00M_CACK_MS.wav	Antique artillery, historic cannon, cal 27mm. MS positioned 5m away from the cannon.
Antique artillery, historic cannon, cal 56mm. MS shotgun microphone positioned 15m away from the cannon. GUNCano_FIRING-18 Pounder 175m_B00M_CACK_AS.wav Antique artillery, historic cannon, cal 56mm. XY handheld recorder positioned 175m away from the cannon. GUNCano_FIRING-18 Pounder 200m_B00M_CACK_AB.wav Antique artillery, historic cannon, cal 56mm. Four channel Ambisonics positioned 200m away from the cannon. GUNCano_FIRING-18 Pounder 20m_B00M_CACK_AMDix.wav Antique artillery, historic cannon, cal 56mm. XY positioned 20m away from the cannon. GUNCano_FIRING-18 Pounder 20m_B00M_CACK_XY.wav Antique artillery, historic cannon, cal 56mm. AB with dynamic microphones positioned 3m away from the cannon. GUNCano_FIRING-18 Pounder 4m_B00M_CACK_AB.wav Antique artillery, historic cannon, cal 56mm. MS positioned 4m away from the cannon. GUNCano_FIRING-18 Pounder 5m_B00M_CACK_MS.wav Antique artillery, historic cannon, cal 56mm. MS positioned 5m away from the cannon. GUNCano_FIRING-30 Pounder 150m_B00M_CACK_MS.wav Antique artillery, historic cannon, cal 75mm. ORTF3D Hi positioned 150m away from the cannon. GUNCano_FIRING-30 Pounder 150m_B00M_CACK_MS.wav Antique artillery, historic cannon, cal 75mm. ORTF3D Lo positioned 150m away from the cannon. GUNCano_FIRING-30 Pounder 150m_B00M_CACK_MS.wav Antique artillery, historic cannon, cal 75mm. ORTF3D Lo positioned 150m away from the cannon. GUNCano_FIRING-30 Pounder 15m_B00M_CACK_MS.wav Antique artillery, historic cannon, cal 75mm. MS shotgun microphone positioned 15m away from the cannon. GUNCano_FIRING-30 Pounder 175m_B00M_CACK_MS.wav Antique artillery, historic cannon, cal 75mm. XY handheld recorder positioned 15m away from the cannon.	GUNCano_FIRING-18 Pounder 150m_B00M_CACK_ORTF3D Hi.wav	Antique artillery, historic cannon, cal 56mm. ORTF3D Hi positioned 150m away from the cannon.
Antique artillery, historic cannon, cal 56mm. XY handheld recorder positioned 175m away from the cannon. GUNCano_FIRING-18 Pounder 1m_B00M_CACK_AB.wav Antique artillery, historic cannon, cal 56mm. Small AB positioned 1m away from the cannon. GUNCano_FIRING-18 Pounder 200m_B00M_CACK_Ambix.wav Antique artillery, historic cannon, cal 56mm. Four channel Ambisonics positioned 200m away from the cannon. GUNCano_FIRING-18 Pounder 20m_B00M_CACK_AB.wav Antique artillery, historic cannon, cal 56mm. XY positioned 20m away from the cannon. GUNCano_FIRING-18 Pounder 3m_B00M_CACK_AB.wav Antique artillery, historic cannon, cal 56mm. AB with dynamic microphones positioned 3m away from the cannon. GUNCano_FIRING-18 Pounder 4m_B00M_CACK_MB.wav Antique artillery, historic cannon, cal 56mm. MS positioned 5m away from the cannon. GUNCano_FIRING-30 Pounder 150m_B00M_CACK_MS.wav Antique artillery, historic cannon, cal 75mm. ORTF3D Hi positioned 150m away from the cannon. GUNCano_FIRING-30 Pounder 150m_B00M_CACK_ORTF3D Lo.wav Antique artillery, historic cannon, cal 75mm. ORTF3D Lo positioned 150m away from the cannon. GUNCano_FIRING-30 Pounder 15m_B00M_CACK_MS.wav Antique artillery, historic cannon, cal 75mm. MS shotgun microphone positioned 15m away from the cannon. GUNCano_FIRING-30 Pounder 15m_B00M_CACK_MS.wav Antique artillery, historic cannon, cal 75mm. MS shotgun microphone positioned 15m away from the cannon. Antique artillery, historic cannon, cal 75mm. MS shotgun microphone positioned 15m away from the cannon. Antique artillery, historic cannon, cal 75mm. MS shotgun microphone positioned 15m away from the cannon. Antique artillery, historic cannon, cal 75mm. MS shotgun microphone positioned 15m away from the cannon.	GUNCano_FIRING-18 Pounder 150m_B00M_CACK_ORTF3D Lo.wav	Antique artillery, historic cannon, cal 56mm. ORTF3D Lo positioned 150m away from the cannon.
Antique artillery, historic cannon, cal 56mm. Small AB positioned 1m away from the cannon. GUNCano_FIRING-18 Pounder 200m_B00M_CACK_AB.wav Antique artillery, historic cannon, cal 56mm. Four channel Ambisonics positioned 200m away from the cannon. GUNCano_FIRING-18 Pounder 20m_B00M_CACK_XY.wav Antique artillery, historic cannon, cal 56mm. XY positioned 20m away from the cannon. GUNCano_FIRING-18 Pounder 3m_B00M_CACK_AB.wav Antique artillery, historic cannon, cal 56mm. AB with dynamic microphones positioned 3m away from the cannon. GUNCano_FIRING-18 Pounder 4m_B00M_CACK_HH.wav Antique artillery, historic cannon, cal 56mm. Hammerhead microphones positioned 4m away from the cannon. GUNCano_FIRING-30 Pounder 150m_B00M_CACK_MS.wav Antique artillery, historic cannon, cal 75mm. ORTF3D Hi positioned 150m away from the cannon. GUNCano_FIRING-30 Pounder 150m_B00M_CACK_ORTF3D Lo.wav Antique artillery, historic cannon, cal 75mm. ORTF3D Lo positioned 150m away from the cannon. GUNCano_FIRING-30 Pounder 15m_B00M_CACK_MS.wav Antique artillery, historic cannon, cal 75mm. MS shotgun microphone positioned 15m away from the cannon. GUNCano_FIRING-30 Pounder 15m_B00M_CACK_XY.wav Antique artillery, historic cannon, cal 75mm. MS shotgun microphone positioned 15m away from the cannon. Antique artillery, historic cannon, cal 75mm. XY handheld recorder positioned 175m away from the cannon.	GUNCano_FIRING-18 Pounder 15m_B00M_CACK_MS.wav	Antique artillery, historic cannon, cal 56mm. MS shotgun microphone positioned 15m away from the cannon.
Antique artillery, historic cannon, cal 56mm. Four channel Ambisonics positioned 20m away from the cannon. GUNCano_FIRING-18 Pounder 20m_B00M_CACK_XY.wav Antique artillery, historic cannon, cal 56mm. XY positioned 20m away from the cannon. GUNCano_FIRING-18 Pounder 3m_B00M_CACK_AB.wav Antique artillery, historic cannon, cal 56mm. AB with dynamic microphones positioned 3m away from the cannon. GUNCano_FIRING-18 Pounder 4m_B00M_CACK_HH.wav Antique artillery, historic cannon, cal 56mm. Hammerhead microphones positioned 4m away from the cannon. GUNCano_FIRING-18 Pounder 5m_B00M_CACK_MS.wav Antique artillery, historic cannon, cal 56mm. MS positioned 5m away from the cannon. GUNCano_FIRING-30 Pounder 150m_B00M_CACK_ORTF3D Hi.wav Antique artillery, historic cannon, cal 75mm. ORTF3D Lo positioned 150m away from the cannon. GUNCano_FIRING-30 Pounder 150m_B00M_CACK_ORTF3D Lo.wav Antique artillery, historic cannon, cal 75mm. ORTF3D Lo positioned 150m away from the cannon. GUNCano_FIRING-30 Pounder 15m_B00M_CACK_MS.wav Antique artillery, historic cannon, cal 75mm. MS shotgun microphone positioned 15m away from the cannon. GUNCano_FIRING-30 Pounder 175m_B00M_CACK_XY.wav Antique artillery, historic cannon, cal 75mm. XY handheld recorder positioned 175m away from the cannon.	GUNCano_FIRING-18 Pounder 175m_B00M_CACK_XY.wav	Antique artillery, historic cannon, cal 56mm. XY handheld recorder positioned 175m away from the cannon.
Antique artillery, historic cannon, cal 56mm. XY positioned 20m away from the cannon. GUNCano_FIRING-18 Pounder 3m_B00M_CACK_AB.wav Antique artillery, historic cannon, cal 56mm. AB with dynamic microphones positioned 3m away from the cannon. GUNCano_FIRING-18 Pounder 4m_B00M_CACK_HH.wav Antique artillery, historic cannon, cal 56mm. Hammerhead microphones positioned 4m away from the cannon. GUNCano_FIRING-18 Pounder 5m_B00M_CACK_MS.wav Antique artillery, historic cannon, cal 56mm. MS positioned 5m away from the cannon. GUNCano_FIRING-30 Pounder 150m_B00M_CACK_ORTF3D Hi.wav Antique artillery, historic cannon, cal 75mm. ORTF3D Hi positioned 150m away from the cannon. GUNCano_FIRING-30 Pounder 15m_B00M_CACK_ORTF3D Lo.wav Antique artillery, historic cannon, cal 75mm. ORTF3D Lo positioned 150m away from the cannon. GUNCano_FIRING-30 Pounder 15m_B00M_CACK_MS.wav Antique artillery, historic cannon, cal 75mm. MS shotgun microphone positioned 15m away from the cannon. GUNCano_FIRING-30 Pounder 175m_B00M_CACK_MS.wav Antique artillery, historic cannon, cal 75mm. XY handheld recorder positioned 175m away from the cannon.	GUNCano_FIRING-18 Pounder 1m_B00M_CACK_AB.wav	Antique artillery, historic cannon, cal 56mm. Small AB positioned 1m away from the cannon.
Antique artillery, historic cannon, cal 56mm. AB with dynamic microphones positioned 3m away from the cannon. GUNCano_FIRING-18 Pounder 4m_B00M_CACK_HH.wav Antique artillery, historic cannon, cal 56mm. Hammerhead microphones positioned 4m away from the cannon. GUNCano_FIRING-18 Pounder 5m_B00M_CACK_MS.wav Antique artillery, historic cannon, cal 56mm. MS positioned 5m away from the cannon. GUNCano_FIRING-30 Pounder 150m_B00M_CACK_ORTF3D Hi.wav Antique artillery, historic cannon, cal 75mm. ORTF3D Hi positioned 150m away from the cannon. GUNCano_FIRING-30 Pounder 150m_B00M_CACK_ORTF3D Lo.wav Antique artillery, historic cannon, cal 75mm. ORTF3D Lo positioned 150m away from the cannon. GUNCano_FIRING-30 Pounder 15m_B00M_CACK_MS.wav Antique artillery, historic cannon, cal 75mm. MS shotgun microphone positioned 15m away from the cannon. Antique artillery, historic cannon, cal 75mm. XY handheld recorder positioned 175m away from the cannon.	GUNCano_FIRING-18 Pounder 200m_B00M_CACK_Ambix.wav	Antique artillery, historic cannon, cal 56mm. Four channel Ambisonics positioned 200m away from the cannon.
GUNCano_FIRING-18 Pounder 4m_B00M_CACK_HH.wav Antique artillery, historic cannon, cal 56mm. Hammerhead microphones positioned 4m away from the cannon. GUNCano_FIRING-18 Pounder 5m_B00M_CACK_MS.wav Antique artillery, historic cannon, cal 56mm. MS positioned 5m away from the cannon. GUNCano_FIRING-30 Pounder 150m_B00M_CACK_ORTF3D Hi.wav Antique artillery, historic cannon, cal 75mm. ORTF3D Hi positioned 150m away from the cannon. GUNCano_FIRING-30 Pounder 150m_B00M_CACK_ORTF3D Lo.wav Antique artillery, historic cannon, cal 75mm. MS shotgun microphone positioned 15m away from the cannon. GUNCano_FIRING-30 Pounder 175m_B00M_CACK_XY.wav Antique artillery, historic cannon, cal 75mm. XY handheld recorder positioned 175m away from the cannon.	GUNCano_FIRING-18 Pounder 20m_B00M_CACK_XY.wav	Antique artillery, historic cannon, cal 56mm. XY positioned 20m away from the cannon.
Antique artillery, historic cannon, cal 56mm. MS positioned 5m away from the cannon. GUNCano_FIRING-30 Pounder 150m_B00M_CACK_ORTF3D Hi.wav Antique artillery, historic cannon, cal 75mm. ORTF3D Hi positioned 150m away from the cannon. GUNCano_FIRING-30 Pounder 150m_B00M_CACK_ORTF3D Lo.wav Antique artillery, historic cannon, cal 75mm. ORTF3D Lo positioned 150m away from the cannon. GUNCano_FIRING-30 Pounder 15m_B00M_CACK_MS.wav Antique artillery, historic cannon, cal 75mm. MS shotgun microphone positioned 15m away from the cannon. GUNCano_FIRING-30 Pounder 175m_B00M_CACK_XY.wav Antique artillery, historic cannon, cal 75mm. XY handheld recorder positioned 175m away from the cannon.	GUNCano_FIRING-18 Pounder 3m_B00M_CACK_AB.wav	Antique artillery, historic cannon, cal 56mm. AB with dynamic microphones positioned 3m away from the cannon.
GUNCano_FIRING-30 Pounder 150m_B00M_CACK_ORTF3D Hi.wav Antique artillery, historic cannon, cal 75mm. ORTF3D Hi positioned 150m away from the cannon. GUNCano_FIRING-30 Pounder 150m_B00M_CACK_ORTF3D Lo.wav Antique artillery, historic cannon, cal 75mm. ORTF3D Lo positioned 150m away from the cannon. GUNCano_FIRING-30 Pounder 15m_B00M_CACK_MS.wav Antique artillery, historic cannon, cal 75mm. MS shotgun microphone positioned 15m away from the cannon. GUNCano_FIRING-30 Pounder 175m_B00M_CACK_XY.wav Antique artillery, historic cannon, cal 75mm. XY handheld recorder positioned 175m away from the cannon.	GUNCano_FIRING-18 Pounder 4m_B00M_CACK_HH.wav	Antique artillery, historic cannon, cal 56mm. Hammerhead microphones positioned 4m away from the cannon.
GUNCano_FIRING-30 Pounder 150m_B00M_CACK_ORTF3D Lo.wav Antique artillery, historic cannon, cal 75mm. ORTF3D Lo positioned 150m away from the cannon. Antique artillery, historic cannon, cal 75mm. MS shotgun microphone positioned 15m away from the cannon. GUNCano_FIRING-30 Pounder 175m_B00M_CACK_XY.wav Antique artillery, historic cannon, cal 75mm. XY handheld recorder positioned 175m away from the cannon.	GUNCano_FIRING-18 Pounder 5m_B00M_CACK_MS.wav	Antique artillery, historic cannon, cal 56mm. MS positioned 5m away from the cannon.
GUNCano_FIRING-30 Pounder 15m_B00M_CACK_MS.wav Antique artillery, historic cannon, cal 75mm. MS shotgun microphone positioned 15m away from the cannon. GUNCano_FIRING-30 Pounder 175m_B00M_CACK_XY.wav Antique artillery, historic cannon, cal 75mm. XY handheld recorder positioned 175m away from the cannon.	GUNCano_FIRING-30 Pounder 150m_B00M_CACK_ORTF3D Hi.wav	Antique artillery, historic cannon, cal 75mm. ORTF3D Hi positioned 150m away from the cannon.
GUNCano_FIRING-30 Pounder 175m_B00M_CACK_XY.wav Antique artillery, historic cannon, cal 75mm. XY handheld recorder positioned 175m away from the cannon.	GUNCano_FIRING-30 Pounder 150m_B00M_CACK_ORTF3D Lo.wav	Antique artillery, historic cannon, cal 75mm. ORTF3D Lo positioned 150m away from the cannon.
	GUNCano_FIRING-30 Pounder 15m_B00M_CACK_MS.wav	Antique artillery, historic cannon, cal 75mm. MS shotgun microphone positioned 15m away from the cannon.
GUNCano_FIRING-30 Pounder 1m_B00M_CACK_AB.wav Antique artillery, historic cannon, cal 75mm. Small AB positioned 1m away from the cannon.	GUNCano_FIRING-30 Pounder 175m_B00M_CACK_XY.wav	Antique artillery, historic cannon, cal 75mm. XY handheld recorder positioned 175m away from the cannon.
	GUNCano_FIRING-30 Pounder 1m_B00M_CACK_AB.wav	Antique artillery, historic cannon, cal 75mm. Small AB positioned 1m away from the cannon.



FILENAME	DESCRIPTION
GUNCano_FIRING-30 Pounder 200m_B00M_CACK_Ambix.wav	Antique artillery, historic cannon, cal 75mm. Four channel Ambisonics positioned 200m away from the cannon.
GUNCano_FIRING-30 Pounder 20m_B00M_CACK_XY.wav	Antique artillery, historic cannon, cal 75mm. XY positioned 20m away from the cannon.
GUNCano_FIRING-30 Pounder 3m_B00M_CACK_AB.wav	Antique artillery, historic cannon, cal 75mm. AB with dynamic microphones positioned 3m away from the cannon.
GUNCano_FIRING-30 Pounder 4m_B00M_CACK_HH.wav	Antique artillery, historic cannon, cal 75mm. Hammerhead microphones positioned 4m away from the cannon.
GUNCano_FIRING-30 Pounder 5m_B00M_CACK_MS.wav	Antique artillery, historic cannon, cal 75mm. MS positioned 5m away from the cannon.
GUNCano_FIRING-Bombard 150m_B00M_CACK_ORTF3D Hi.wav	Antique artillery, historic cannon bombard, cal 40mm. ORTF3D Hi positioned 150m away from the cannon.
GUNCano_FIRING-Bombard 150m_B00M_CACK_ORTF3D Lo.wav	Antique artillery, historic cannon bombard, cal 40mm. ORTF3D Lo positioned 150m away from the cannon.
GUNCano_FIRING-Bombard 15m_B00M_CACK_MS.wav	Antique artillery, historic cannon bombard, cal 40mm. MS shotgun microphone positioned 15m away from the cannon.
GUNCano_FIRING-Bombard 175m_B00M_CACK_XY.wav	Antique artillery, historic cannon bombard, cal 40mm. XY handheld recorder positioned 175m away from the cannon.
GUNCano_FIRING-Bombard 1m_B00M_CACK_AB.wav	Antique artillery, historic cannon bombard, cal 40mm. Small AB positioned 1m away from the cannon.
GUNCano_FIRING-Bombard 200m_B00M_CACK_Ambix.wav	Antique artillery, historic cannon bombard, cal 40mm. Four channel Ambisonics positioned 200m away from the cannon.
GUNCano_FIRING-Bombard 20m_B00M_CACK_XY.wav	Antique artillery, historic cannon bombard, cal 40mm. XY positioned 20m away from the cannon.
GUNCano_FIRING-Bombard 3m_B00M_CACK_AB.wav	Antique artillery, historic cannon bombard, cal 40mm. AB with dynamic microphones positioned 3m away from the cannon.
GUNCano_FIRING-Bombard 4m_B00M_CACK_HH.wav	Antique artillery, historic cannon bombard, cal 40mm. Hammerhead microphones positioned 4m away from the cannon.
GUNCano_FIRING-Bombard 5m_B00M_CACK_MS.wav	Antique artillery, historic cannon bombard, cal 40mm. MS positioned 5m away from the cannon.
GUNCano_FIRING-Burgundian 62 100m_B00M_CACK_ORTF3D Hi.wav	Antique artillery, historic cannon Burgundian, cal 62mm. ORTF3D Hi positioned 100m away from the cannon.
GUNCano_FIRING-Burgundian 62 100m_B00M_CACK_ORTF3D Lo.wav	Antique artillery, historic cannon Burgundian, cal 62mm. ORTF3D Lo positioned 100m away from the cannon.
GUNCano_FIRING-Burgundian 62 150m_B00M_CACK_Ambix.wav	Antique artillery, historic cannon Burgundian, cal 62mm. Four channel Ambisonics positioned 150m away from the cannon.
GUNCano_FIRING-Burgundian 62 15m_B00M_CACK_MS.wav	Antique artillery, historic cannon Burgundian, cal 62mm. MS shotgun microphone positioned 15m away from the cannon.
GUNCano_FIRING-Burgundian 62 1m_B00M_CACK_AB.wav	Antique artillery, historic cannon Burgundian, cal 62mm. Small AB positioned 1m away from the cannon.
GUNCano_FIRING-Burgundian 62 20m_B00M_CACK_XY.wav	Antique artillery, historic cannon Burgundian, cal 62mm. XY positioned 20m away from the cannon.
GUNCano_FIRING-Burgundian 62 25m_B00M_CACK_XY.wav	Antique artillery, historic cannon Burgundian, cal 62mm. XY handheld recorder positioned 25m away from the cannon.
GUNCano_FIRING-Burgundian 62 3m_B00M_CACK_AB.wav	Antique artillery, historic cannon Burgundian, cal 62mm. AB with dynamic microphones positioned 3m away from the cannon.
GUNCano_FIRING-Burgundian 62 4m_B00M_CACK_HH.wav	Antique artillery, historic cannon Burgundian, cal 62mm. Hammerhead microphones positioned 4m away from the cannon.
GUNCano_FIRING-Burgundian 62 5m_B00M_CACK_MS.wav	Antique artillery, historic cannon Burgundian, cal 62mm. MS positioned 5m away from the cannon.
GUNCano_FIRING-Burgundian 62 75m_B00M_CACK_XY.wav	Antique artillery, historic cannon Burgundian, cal 62mm. XY handheld recorder positioned 75m away from the cannon.
GUNCano_FIRING-Caliber 60 150m_B00M_CACK_ORTF3D Hi.wav	Antique artillery, historic cannon, cal 60mm. ORTF3D Hi positioned 150m away from the cannon.
GUNCano_FIRING-Caliber 60 150m_B00M_CACK_ORTF3D Lo.wav	Antique artillery, historic cannon, cal 60mm. ORTF3D Lo positioned 150m away from the cannon.
GUNCano_FIRING-Caliber 60 15m_B00M_CACK_MS.wav	Antique artillery, historic cannon, cal 60mm. MS shotgun microphone positioned 15m away from the cannon.
GUNCano_FIRING-Caliber 60 175m_B00M_CACK_XY.wav	Antique artillery, historic cannon, cal 60mm. XY handheld recorder positioned 175m away from the cannon.
GUNCano_FIRING-Caliber 60 1m_B00M_CACK_AB.wav	Antique artillery, historic cannon, cal 60mm. Small AB positioned 1m away from the cannon.
GUNCano_FIRING-Caliber 60 200m_B00M_CACK_Ambix.wav	Antique artillery, historic cannon, cal 60mm. Four channel Ambisonics positioned 200m away from the cannon.
GUNCano_FIRING-Caliber 60 20m_B00M_CACK_XY.wav	Antique artillery, historic cannon, cal 60mm. XY positioned 20m away from the cannon.



FILENAME	DESCRIPTION
NCano_FIRING-Caliber 60 3m_B00M_CACK_AB.wav	Antique artillery, historic cannon, cal 60mm. AB with dynamic microphones positioned 3m away from the cannon.
NCano_FIRING-Caliber 60 4m_B00M_CACK_HH.wav	Antique artillery, historic cannon, cal 60mm. Hammerhead microphones positioned 4m away from the cannon.
NCano_FIRING-Caliber 60 5m_B00M_CACK_MS.wav	Antique artillery, historic cannon, cal 60mm. MS positioned 5m away from the cannon.
NCano_FIRING-Carronade 150m_B00M_CACK_ORTF3D Hi.wav	Antique artillery, historic cannon carronade, cal 54mm. ORTF3D Hi positioned 150m away from the cannon.
NCano_FIRING-Carronade 150m_B00M_CACK_ORTF3D Lo.way	Antique artillery, historic cannon carronade, cal 54mm. ORTF3D Lo positioned 150m away from the cannon.
NCano_FIRING-Carronade 15m_B00M_CACK_MS.wav	Antique artillery, historic cannon carronade, cal 54mm. MS shotgun microphone positioned 15m away from the cannon.
NCano_FIRING-Carronade 175m_B00M_CACK_XY.wav	Antique artillery, historic cannon carronade, cal 54mm. XY handheld recorder positioned 175m away from the cannon.
NCano_FIRING-Carronade 1m_B00M_CACK_AB.wav	Antique artillery, historic cannon carronade, cal 54mm. Small AB positioned 1m away from the cannon.
NCano_FIRING-Carronade 200m_B00M_CACK_Ambix.wav	Antique artillery, historic cannon carronade, cal 54mm. Four channel Ambisonics positioned 200m away from the cannon.
NCano_FIRING-Carronade 20m_B00M_CACK_XY.wav	Antique artillery, historic cannon carronade, cal 54mm. XY positioned 20m away from the cannon.
NCano_FIRING-Carronade 3m_B00M_CACK_AB.wav	Antique artillery, historic cannon carronade, cal 54mm. AB with dynamic microphones positioned 3m away from the cannon.
NCano_FIRING-Carronade 4m_B00M_CACK_HH.wav	Antique artillery, historic cannon carronade, cal 54mm. Hammerhead microphones positioned 4m away from the cannon.
NCano_FIRING-Carronade 5m_B00M_CACK_MS.wav	Antique artillery, historic cannon carronade, cal 54mm. MS positioned 5m away from the cannon.
NCano_FIRING-Culverin 150m_B00M_CACK_ORTF3D Hi.wav	Antique artillery, historic cannon culverin, cal 37mm. ORTF3D Hi positioned 150m away from the cannon.
NCano_FIRING-Culverin 150m_B00M_CACK_ORTF3D Lo.wav	Antique artillery, historic cannon culverin, cal 37mm. ORTF3D Lo positioned 150m away from the cannon.
NCano_FIRING-Culverin 15m_B00M_CACK_MS.wav	Antique artillery, historic cannon culverin, cal 37mm. MS shotgun microphone positioned 15m away from the cannon.
NCano_FIRING-Culverin 175m_B00M_CACK_XY.wav	Antique artillery, historic cannon culverin, cal 37mm. XY handheld recorder positioned 175m away from the cannon.
NCano_FIRING-Culverin 1m_B00M_CACK_AB.wav	Antique artillery, historic cannon culverin, cal 37mm. Small AB positioned 1m away from the cannon.
NCano_FIRING-Culverin 200m_B00M_CACK_Ambix.wav	Antique artillery, historic cannon culverin, cal 37mm. Four channel Ambisonics positioned 200m away from the cannon.
NCano_FIRING-Culverin 20m_B00M_CACK_XY.wav	Antique artillery, historic cannon culverin, cal 37mm. XY positioned 20m away from the cannon.
NCano_FIRING-Culverin 3m_B00M_CACK_AB.wav	Antique artillery, historic cannon culverin, cal 37mm. AB with dynamic microphones positioned 3m away from the cannon.
NCano_FIRING-Culverin 4m_B00M_CACK_HH.wav	Antique artillery, historic cannon culverin, cal 37mm. Hammerhead microphones positioned 4m away from the cannon.
NCano_FIRING-Culverin 5m_B00M_CACK_MS.wav	Antique artillery, historic cannon culverin, cal 37mm. MS positioned 5m away from the cannon.
NCano_FIRING-Demi Cannon 150m_B00M_CACK_ORTF3D Hi.wav	Antique artillery, historic cannon demi cannon, cal 51mm. ORTF3D Hi positioned 150m away from the cannon.
NCano_FIRING-Demi Cannon 150m_B00M_CACK_ORTF3D Lo.wav	Antique artillery, historic cannon demi cannon, cal 51mm. ORTF3D Lo positioned 150m away from the cannon.
NCano_FIRING-Demi Cannon 15m_B00M_CACK_MS.wav	Antique artillery, historic cannon demi cannon, cal 51mm. MS shotgun microphone positioned 15m away from the cannon.
NCano_FIRING-Demi Cannon 175m_B00M_CACK_XY.wav	Antique artillery, historic cannon demi cannon, cal 51mm. XY handheld recorder positioned 175m away from the cannon.
NCano_FIRING-Demi Cannon 1m_B00M_CACK_AB.wav	Antique artillery, historic cannon demi cannon, cal 51mm. Small AB positioned 1m away from the cannon.
NCano_FIRING-Demi Cannon 200m_B00M_CACK_Ambix.wav	Antique artillery, historic cannon demi cannon, cal 51mm. Four channel Ambisonics positioned 200m away from the cannon.
NCano_FIRING-Demi Cannon 20m_B00M_CACK_XY.wav	Antique artillery, historic cannon demi cannon, cal 51mm. XY positioned 20m away from the cannon.
NCano_FIRING-Demi Cannon 3m_B00M_CACK_AB.wav	Antique artillery, historic cannon demi cannon, cal 51mm. AB with dynamic microphones positioned 3m away from the cannon.
NCano_FIRING-Demi Cannon 4m_B00M_CACK_HH.wav	Antique artillery, historic cannon demi cannon, cal 51mm. Hammerhead microphones positioned 4m away from the cannon.
NCano_FIRING-Demi Cannon 5m_B00M_CACK_MS.wav	Antique artillery, historic cannon demi cannon, cal 51mm. MS positioned 5m away from the cannon.



FILENAME	DESCRIPTION
UNCano_FIRING-Falconet 150m_B00M_CACK_ORTF3D Hi.wav	Antique artillery, historic cannon falconet, cal 33mm. ORTF3D Hi positioned 150m away from the cannon.
UNCano_FIRING-Falconet 150m_B00M_CACK_ORTF3D Lo.wav	Antique artillery, historic cannon falconet, cal 33mm. ORTF3D Lo positioned 150m away from the cannon.
UNCano_FIRING-Falconet 15m_B00M_CACK_MS.wav	Antique artillery, historic cannon falconet, cal 33mm. MS shotgun microphone positioned 15m away from the cannon.
UNCano_FIRING-Falconet 175m_B00M_CACK_XY.wav	Antique artillery, historic cannon falconet, cal 33mm. XY handheld recorder positioned 175m away from the cannon.
UNCano_FIRING-Falconet 1m_B00M_CACK_AB.wav	Antique artillery, historic cannon falconet, cal 33mm. Small AB positioned 1m away from the cannon.
JNCano_FIRING-Falconet 200m_B00M_CACK_Ambix.wav	Antique artillery, historic cannon falconet, cal 33mm. Four channel Ambisonics positioned 200m away from the cannon.
UNCano_FIRING-Falconet 20m_B00M_CACK_XY.wav	Antique artillery, historic cannon falconet, cal 33mm. XY positioned 20m away from the cannon.
UNCano_FIRING-Falconet 3m_B00M_CACK_AB.wav	Antique artillery, historic cannon falconet, cal 33mm. AB with dynamic microphones positioned 3m away from the cannon.
JNCano_FIRING-Falconet 4m_B00M_CACK_HH.wav	Antique artillery, historic cannon falconet, cal 33mm. Hammerhead microphones positioned 4m away from the cannon.
JNCano_FIRING-Falconet 5m_B00M_CACK_MS.wav	Antique artillery, historic cannon falconet, cal 33mm. MS positioned 5m away from the cannon.
JNCano_FIRING-Group Shots 01 100m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 100m away from cannons.
JNCano_FIRING-Group Shots 01 120m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 120m away from cannons.
JNCano_FIRING-Group Shots 01 130m_B00M_CACK_MS.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. MS positioned 130m away from cannons.
JNCano_FIRING-Group Shots 01 150m_B00M_CACK_HH.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. HH positioned 150m away from cannons.
INCano_FIRING-Group Shots 01 160m_B00M_CACK_MS.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. MS positioned 160m away from cannons.
INCano_FIRING-Group Shots 01 175m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 175m away from cannons.
INCano_FIRING-Group Shots 01 200m_B00M_CACK_Ambix.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. Ambisonics positioned 200m away from cannons.
INCano_FIRING-Group Shots 01 200m_B00M_CACK_ORTF3D Hi.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. ORTF3D Hi positioned 200m away from cannons.
INCano_FIRING-Group Shots 01 200m_B00M_CACK_ORTF3D Lo.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. ORTF3D Lo positioned 200m away from cannons.
INCano_FIRING-Group Shots 01 50m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 50m away from cannons.
INCano_FIRING-Group Shots 02 100m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 100m away from cannons.
INCano_FIRING-Group Shots 02 120m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 120m away from cannons.
INCano_FIRING-Group Shots 02 130m_B00M_CACK_MS.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. MS positioned 130m away from cannons.
INCano_FIRING-Group Shots 02 150m_B00M_CACK_HH.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. HH positioned 150m away from cannons.
INCano_FIRING-Group Shots 02 160m_B00M_CACK_MS.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. MS positioned 160m away from cannons.
INCano_FIRING-Group Shots 02 175m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 175m away from cannons.
INCano_FIRING-Group Shots 02 200m_B00M_CACK_Ambix.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. Ambisonics positioned 200m away from cannons.
NCano_FIRING-Group Shots 02 200m_B00M_CACK_ORTF3D Hi.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. ORTF3D Hi positioned 200m away from cannons.
INCano_FIRING-Group Shots 02 200m_B00M_CACK_ORTF3D Lo.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. ORTF3D Lo positioned 200m away from cannons.
INCano_FIRING-Group Shots 02 50m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 50m away from cannons.
JNCano_FIRING-Group Shots 03 100m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 100m away from cannons.
UNCano_FIRING-Group Shots 03 120m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 120m away from cannons.
JNCano_FIRING-Group Shots 03 130m_B00M_CACK_MS.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. MS positioned 130m away from cannons.



FILENAME	DESCRIPTION
UNCano_FIRING-Group Shots 03 150m_B00M_CACK_HH.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. HH positioned 150m away from cannons.
UNCano_FIRING-Group Shots 03 160m_B00M_CACK_MS.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. MS positioned 160m away from cannons.
UNCano_FIRING-Group Shots 03 175m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 175m away from cannons.
UNCano_FIRING-Group Shots 03 200m_B00M_CACK_Ambix.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. Ambisonics positioned 200m away from cannons.
UNCano_FIRING-Group Shots 03 200m_B00M_CACK_0RTF3D Hi.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. Ambisonics positioned 200m away from cannons. Antique artillery bombardment, multiple historic cannons firing in sequence. ORTF3D Hi positioned 200m away from cannons.
UNCano_FIRING-Group Shots 03 200m_B00M_CACK_ORTF3D Lo.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. ORTF3D Lo positioned 200m away from cannons. Antique artillery bombardment, multiple historic cannons firing in sequence. ORTF3D Lo positioned 200m away from cannons.
UNCano_FIRING-Group Shots 03 20011_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 50m away from cannons. Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 50m away from cannons.
UNCano_FIRING-Group Shots 04 100m_B00M_CACK_XY.wav	
	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 100m away from cannons.
UNCano_FIRING-Group Shots 04 120m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 120m away from cannons.
UNCano_FIRING-Group Shots 04 130m_B00M_CACK_MS.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. MS positioned 130m away from cannons.
UNCano_FIRING-Group Shots 04 150m_B00M_CACK_HH.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. HH positioned 150m away from cannons.
UNCano_FIRING-Group Shots 04 160m_B00M_CACK_MS.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. MS positioned 160m away from cannons.
UNCano_FIRING-Group Shots 04 175m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 175m away from cannons.
JNCano_FIRING-Group Shots 04 200m_B00M_CACK_Ambix.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. Ambisonics positioned 200m away from cannons.
JNCano_FIRING-Group Shots 04 200m_B00M_CACK_ORTF3D Hi.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. ORTF3D Hi positioned 200m away from cannons.
UNCano_FIRING-Group Shots 04 200m_B00M_CACK_ORTF3D Lo.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. ORTF3D Lo positioned 200m away from cannons.
JNCano_FIRING-Group Shots 04 50m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 50m away from cannons.
UNCano_FIRING-Group Shots 05 100m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 100m away from cannons.
UNCano_FIRING-Group Shots 05 120m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 120m away from cannons.
JNCano_FIRING-Group Shots 05 130m_B00M_CACK_MS.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. MS positioned 130m away from cannons.
UNCano_FIRING-Group Shots 05 150m_B00M_CACK_HH.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. HH positioned 150m away from cannons.
JNCano_FIRING-Group Shots 05 160m_B00M_CACK_MS.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. MS positioned 160m away from cannons.
JNCano_FIRING-Group Shots 05 175m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 175m away from cannons.
JNCano_FIRING-Group Shots 05 200m_B00M_CACK_Ambix.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. Ambisonics positioned 200m away from cannons.
JNCano_FIRING-Group Shots 05 200m_B00M_CACK_ORTF3D Hi.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. ORTF3D Hi positioned 200m away from cannons.
JNCano_FIRING-Group Shots 05 200m_B00M_CACK_ORTF3D Lo.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. ORTF3D Lo positioned 200m away from cannons.
JNCano_FIRING-Group Shots 05 50m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 50m away from cannons.
JNCano_FIRING-Group Shots 06 100m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 100m away from cannons.
JNCano_FIRING-Group Shots 06 120m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 120m away from cannons.
JNCano_FIRING-Group Shots 06 130m_B00M_CACK_MS.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. MS positioned 130m away from cannons.
JNCano_FIRING-Group Shots 06 150m_B00M_CACK_HH.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. HH positioned 150m away from cannons.
UNCano_FIRING-Group Shots 06 160m_B00M_CACK_MS.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. MS positioned 160m away from cannons.
JNCano_FIRING-Group Shots 06 175m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 175m away from cannons.



FILENAME	DESCRIPTION
GUNCano_FIRING-Group Shots 06 200m_B00M_CACK_Ambix.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. Ambisonics positioned 200m away from cannons.
GUNCano_FIRING-Group Shots 06 200m_B00M_CACK_ORTF3D Hi.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. ORTF3D Hi positioned 200m away from cannons.
GUNCano_FIRING-Group Shots 06 200m_B00M_CACK_ORTF3D Lo.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. ORTF3D Lo positioned 200m away from cannons.
GUNCano_FIRING-Group Shots 06 50m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 50m away from cannons.
GUNCano_FIRING-Group Shots 07 100m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 100m away from cannons.
GUNCano_FIRING-Group Shots 07 120m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 120m away from cannons.
GUNCano_FIRING-Group Shots 07 130m_B00M_CACK_MS.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. MS positioned 130m away from cannons.
GUNCano_FIRING-Group Shots 07 150m_B00M_CACK_HH.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. HH positioned 150m away from cannons.
GUNCano_FIRING-Group Shots 07 160m_B00M_CACK_MS.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. MS positioned 160m away from cannons.
GUNCano_FIRING-Group Shots 07 175m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 175m away from cannons.
GUNCano_FIRING-Group Shots 07 200m_B00M_CACK_Ambix.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. Ambisonics positioned 200m away from cannons.
GUNCano_FIRING-Group Shots 07 200m_B00M_CACK_ORTF3D Hi.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. ORTF3D Hi positioned 200m away from cannons.
GUNCano_FIRING-Group Shots 07 200m_B00M_CACK_ORTF3D Lo.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. ORTF3D Lo positioned 200m away from cannons.
GUNCano_FIRING-Group Shots 07 50m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 50m away from cannons.
GUNCano_FIRING-Group Shots 08 100m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 100m away from cannons.
GUNCano_FIRING-Group Shots 08 120m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 120m away from cannons.
GUNCano_FIRING-Group Shots 08 130m_B00M_CACK_MS.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. MS positioned 130m away from cannons.
GUNCano_FIRING-Group Shots 08 150m_B00M_CACK_HH.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. HH positioned 150m away from cannons.
GUNCano_FIRING-Group Shots 08 160m_B00M_CACK_MS.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. MS positioned 160m away from cannons.
GUNCano_FIRING-Group Shots 08 175m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 175m away from cannons.
GUNCano_FIRING-Group Shots 08 200m_B00M_CACK_Ambix.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. Ambisonics positioned 200m away from cannons.
GUNCano_FIRING-Group Shots 08 200m_B00M_CACK_ORTF3D Hi.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. ORTF3D Hi positioned 200m away from cannons.
GUNCano_FIRING-Group Shots 08 200m_B00M_CACK_ORTF3D Lo.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. ORTF3D Lo positioned 200m away from cannons.
GUNCano_FIRING-Group Shots 08 50m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 50m away from cannons.
GUNCano_FIRING-Group Shots 09 100m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 100m away from cannons.
GUNCano_FIRING-Group Shots 09 120m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 120m away from cannons.
GUNCano_FIRING-Group Shots 09 130m_B00M_CACK_MS.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. MS positioned 130m away from cannons.
GUNCano_FIRING-Group Shots 09 150m_B00M_CACK_HH.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. HH positioned 150m away from cannons.
GUNCano_FIRING-Group Shots 09 160m_B00M_CACK_MS.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. MS positioned 160m away from cannons.
GUNCano_FIRING-Group Shots 09 175m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 175m away from cannons.
GUNCano_FIRING-Group Shots 09 200m_B00M_CACK_Ambix.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. Ambisonics positioned 200m away from cannons.
GUNCano_FIRING-Group Shots 09 200m_B00M_CACK_ORTF3D Hi.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. ORTF3D Hi positioned 200m away from cannons.
GUNCano_FIRING-Group Shots 09 200m_B00M_CACK_ORTF3D Lo.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. ORTF3D Lo positioned 200m away from cannons.



FILENAME	DESCRIPTION
GUNCano_FIRING-Group Shots 09 50m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 50m away from cannons.
GUNCano_FIRING-Group Shots 10 100m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 100m away from cannons.
GUNCano_FIRING-Group Shots 10 120m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 120m away from cannons. Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 120m away from cannons.
GUNCano_FIRING-Group Shots 10 130m_B00M_CACK_MS.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. MS positioned 130m away from cannons. Antique artillery bombardment, multiple historic cannons firing in sequence. MS positioned 130m away from cannons.
GUNCano_FIRING-Group Shots 10 150m_B00M_CACK_HH.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. HH positioned 150m away from cannons. Antique artillery bombardment, multiple historic cannons firing in sequence. HH positioned 150m away from cannons.
GUNCano_FIRING-Group Shots 10 130HI_B00M_CACK_HIwav	Antique artillery bombardment, multiple historic cannons firing in sequence. MS positioned 160m away from cannons. Antique artillery bombardment, multiple historic cannons firing in sequence. MS positioned 160m away from cannons.
GUNCano_FIRING-Group Shots 10 175m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 175m away from cannons.
GUNCano_FIRING-Group Shots 10 173II_B00M_CACK_AT.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. An positioned 175m away from cannons. Antique artillery bombardment, multiple historic cannons firing in sequence. Ambisonics positioned 200m away from cannons.
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GUNCano_FIRING-Group Shots 10 200m_B00M_CACK_ORTF3D Hi.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. ORTF3D Hi positioned 200m away from cannons.
GUNCano_FIRING-Group Shots 10 200m_B00M_CACK_ORTF3D Lo.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. ORTF3D Lo positioned 200m away from cannons.
GUNCano_FIRING-Group Shots 10 50m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 50m away from cannons.
GUNCano_FIRING-Long Gun 150m_B00M_CACK_ORTF3D Hi.wav	Antique artillery, historic cannon long gun, cal 38mm. ORTF3D Hi positioned 150m away from the cannon.
GUNCano_FIRING-Long Gun 150m_B00M_CACK_ORTF3D Lo.wav	Antique artillery, historic cannon long gun, cal 38mm. ORTF3D Lo positioned 150m away from the cannon.
GUNCano_FIRING-Long Gun 15m_B00M_CACK_MS.wav	Antique artillery, historic cannon long gun, cal 38mm. MS shotgun microphone positioned 15m away from the cannon.
GUNCano_FIRING-Long Gun 175m_B00M_CACK_XY.wav	Antique artillery, historic cannon long gun, cal 38mm. XY handheld recorder positioned 175m away from the cannon.
GUNCano_FIRING-Long Gun 1m_B00M_CACK_AB.wav	Antique artillery, historic cannon long gun, cal 38mm. Small AB positioned 1m away from the cannon.
GUNCano_FIRING-Long Gun 200m_B00M_CACK_Ambix.wav	Antique artillery, historic cannon long gun, cal 38mm. Four channel Ambisonics positioned 200m away from the cannon.
GUNCano_FIRING-Long Gun 20m_B00M_CACK_XY.wav	Antique artillery, historic cannon long gun, cal 38mm. XY positioned 20m away from the cannon.
GUNCano_FIRING-Long Gun 3m_B00M_CACK_AB.wav	Antique artillery, historic cannon long gun, cal 38mm. AB with dynamic microphones positioned 3m away from the cannon.
GUNCano_FIRING-Long Gun 4m_B00M_CACK_HH.wav	Antique artillery, historic cannon long gun, cal 38mm. Hammerhead microphones positioned 4m away from the cannon.
GUNCano_FIRING-Long Gun 5m_B00M_CACK_MS.wav	Antique artillery, historic cannon long gun, cal 38mm. MS positioned 5m away from the cannon.
GUNCano_FIRING-Loshult Arrow Gun 35 100m_B00M_CACK_ORTF3D Hi.wav	Antique artillery, historic cannon Loshult arrow gun, cal 35mm. ORTF3D Hi positioned 100m away from the cannon.
GUNCano_FIRING-Loshult Arrow Gun 35 100m_B00M_CACK_ORTF3D Lo.wav	Antique artillery, historic cannon Loshult arrow gun, cal 35mm. ORTF3D Lo positioned 100m away from the cannon.
GUNCano_FIRING-Loshult Arrow Gun 35 150m_B00M_CACK_Ambix.wav	Antique artillery, historic cannon Loshult arrow gun, cal 35mm. Four channel Ambisonics positioned 150m away from the cannon.
GUNCano_FIRING-Loshult Arrow Gun 35 15m_B00M_CACK_MS.wav	Antique artillery, historic cannon Loshult arrow gun, cal 35mm. MS shotgun microphone positioned 15m away from the cannon.
GUNCano_FIRING-Loshult Arrow Gun 35 1m_B00M_CACK_AB.wav	Antique artillery, historic cannon Loshult arrow gun, cal 35mm. Small AB positioned 1m away from the cannon.
GUNCano_FIRING-Loshult Arrow Gun 35 20m_B00M_CACK_XY.wav	Antique artillery, historic cannon Loshult arrow gun, cal 35mm. XY positioned 20m away from the cannon.
GUNCano_FIRING-Loshult Arrow Gun 35 25m_B00M_CACK_XY.wav	Antique artillery, historic cannon Loshult arrow gun, cal 35mm. XY handheld recorder positioned 25m away from the cannon
GUNCano_FIRING-Loshult Arrow Gun 35 3m_B00M_CACK_AB.wav	Antique artillery, historic cannon Loshult arrow gun, cal 35mm. AB with dynamic microphones positioned 3m away from the cannon.
GUNCano_FIRING-Loshult Arrow Gun 35 4m_B00M_CACK_HH.wav	Antique artillery, historic cannon Loshult arrow gun, cal 35mm. Hammerhead microphones positioned 4m away from the cannon.
GUNCano_FIRING-Loshult Arrow Gun 35 5m_B00M_CACK_MS.wav	Antique artillery, historic cannon Loshult arrow gun, cal 35mm. MS positioned 5m away from the cannon.
GUNCano_FIRING-Loshult Arrow Gun 35 75m_B00M_CACK_XY.wav	Antique artillery, historic cannon Loshult arrow gun, cal 35mm. XY handheld recorder positioned 75m away from the cannon
GUNCano_FIRING-Mortar 45 100m_B00M_CACK_ORTF3D Hi.wav	Antique artillery, historic cannon mortar, cal 45mm. ORTF3D Hi positioned 100m away from the cannon.



FILENAME	DESCRIPTION
GUNCano_FIRING-Mortar 45 100m_B00M_CACK_ORTF3D Lo.wav	Antique artillery, historic cannon mortar, cal 45mm. ORTF3D Lo positioned 100m away from the cannon.
GUNCano_FIRING-Mortar 45 150m_B00M_CACK_Ambix.wav	Antique artillery, historic cannon mortar, cal 45mm. Four channel Ambisonics positioned 150m away from the cannon.
UNCano_FIRING-Mortar 45 15m_B00M_CACK_MS.wav	Antique artillery, historic cannon mortar, cal 45mm. MS shotgun microphone positioned 15m away from the cannon.
UNCano_FIRING-Mortar 45 1m_B00M_CACK_AB.wav	Antique artillery, historic cannon mortar, cal 45mm. Small AB positioned 1m away from the cannon.
SUNCano_FIRING-Mortar 45 20m_B00M_CACK_XY.wav	Antique artillery, historic cannon mortar, cal 45mm. XY positioned 20m away from the cannon.
UNCano_FIRING-Mortar 45 25m_B00M_CACK_XY.wav	Antique artillery, historic cannon mortar, cal 45mm. XY handheld recorder positioned 25m away from the cannon
UNCano_FIRING-Mortar 45 3m_B00M_CACK_AB.wav	Antique artillery, historic cannon mortar, cal 45mm. AB with dynamic microphones positioned 3m away from the cannon.
UNCano_FIRING-Mortar 45 4m_B00M_CACK_HH.wav	Antique artillery, historic cannon mortar, cal 45mm. Hammerhead microphones positioned 4m away from the cannon.
UNCano_FIRING-Mortar 45 5m_B00M_CACK_MS.wav	Antique artillery, historic cannon mortar, cal 45mm. MS positioned 5m away from the cannon.
UNCano_FIRING-Mortar 45 75m_B00M_CACK_XY.wav	Antique artillery, historic cannon mortar, cal 45mm. XY handheld recorder positioned 75m away from the cannon
UNCano_FIRING-Mortar 66 150m_B00M_CACK_ORTF3D Hi.wav	Antique artillery, historic cannon mortar, cal 66mm. ORTF3D Hi positioned 150m away from the cannon.
UNCano_FIRING-Mortar 66 150m_B00M_CACK_ORTF3D Lo.wav	Antique artillery, historic cannon mortar, cal 66mm. ORTF3D Lo positioned 150m away from the cannon.
UNCano_FIRING-Mortar 66 15m_B00M_CACK_MS.wav	Antique artillery, historic cannon mortar, cal 66mm. MS shotgun microphone positioned 15m away from the cannon.
UNCano_FIRING-Mortar 66 175m_B00M_CACK_XY.wav	Antique artillery, historic cannon mortar, cal 66mm. XY handheld recorder positioned 175m away from the cannon
UNCano_FIRING-Mortar 66 1m_B00M_CACK_AB.wav	Antique artillery, historic cannon mortar, cal 66mm. Small AB positioned 1m away from the cannon.
UNCano_FIRING-Mortar 66 200m_B00M_CACK_Ambix.wav	Antique artillery, historic cannon mortar, cal 66mm. Four channel Ambisonics positioned 200m away from the cannon.
UNCano_FIRING-Mortar 66 20m_B00M_CACK_XY.wav	Antique artillery, historic cannon mortar, cal 66mm. XY positioned 20m away from the cannon.
UNCano_FIRING-Mortar 66 3m_B00M_CACK_AB.wav	Antique artillery, historic cannon mortar, cal 66mm. AB with dynamic microphones positioned 3m away from the cannon.
UNCano_FIRING-Mortar 66 4m_B00M_CACK_HH.wav	Antique artillery, historic cannon mortar, cal 66mm. Hammerhead microphones positioned 4m away from the cannon.
UNCano_FIRING-Mortar 66 5m_B00M_CACK_MS.wav	Antique artillery, historic cannon mortar, cal 66mm. MS positioned 5m away from the cannon.
JNCano_FIRING-Mortar 80 150m_B00M_CACK_ORTF3D Hi.wav	Antique artillery, historic cannon mortar, cal 80mm. ORTF3D Hi positioned 150m away from the cannon.
JNCano_FIRING-Mortar 80 150m_B00M_CACK_ORTF3D Lo.wav	Antique artillery, historic cannon mortar, cal 80mm. ORTF3D Lo positioned 150m away from the cannon.
UNCano_FIRING-Mortar 80 15m_B00M_CACK_MS.wav	Antique artillery, historic cannon mortar, cal 80mm. MS shotgun microphone positioned 15m away from the cannon.
UNCano_FIRING-Mortar 80 175m_B00M_CACK_XY.wav	Antique artillery, historic cannon mortar, cal 80mm. XY handheld recorder positioned 175m away from the cannon
JNCano_FIRING-Mortar 80 1m_B00M_CACK_AB.wav	Antique artillery, historic cannon mortar, cal 80mm. Small AB positioned 1m away from the cannon.
UNCano_FIRING-Mortar 80 200m_B00M_CACK_Ambix.wav	Antique artillery, historic cannon mortar, cal 80mm. Four channel Ambisonics positioned 200m away from the cannon.
UNCano_FIRING-Mortar 80 20m_B00M_CACK_XY.wav	Antique artillery, historic cannon mortar, cal 80mm. XY positioned 20m away from the cannon.
JNCano_FIRING-Mortar 80 3m_B00M_CACK_AB.wav	Antique artillery, historic cannon mortar, cal 80mm. AB with dynamic microphones positioned 3m away from the cannon.
JNCano_FIRING-Mortar 80 4m_B00M_CACK_HH.wav	Antique artillery, historic cannon mortar, cal 80mm. Hammerhead microphones positioned 4m away from the cannon.
UNCano_FIRING-Mortar 80 5m_B00M_CACK_MS.wav	Antique artillery, historic cannon mortar, cal 80mm. MS positioned 5m away from the cannon.
UNCano_FIRING-Sweetener Crack Crumbles_B00M_CACK.wav	Processed, distorted crackling to enhance shots. Rumbly and long.
UNCano_FIRING-Sweetener Crack Hard Clip_B00M_CACK.wav	Processed, distorted crackling to enhance shots. Crisp and short.
JNCano_FIRING-Sweetener Crack High Tight Heads_B00M_CACK.wav	Processed, distorted crackling to enhance shots. Hard attack and short with subtle noise elements.



EH ENAME	PERCENTION
FILENAME CUNCARA FIDING Sweetener Grook High Transient DOOM CACK way	DESCRIPTION Processed distorted greakling to enhance shots. Hard attack with public point alements.
GUNCano_FIRING-Sweetener Crack High Transient_B00M_CACK.wav	Processed, distorted crackling to enhance shots. Hard attack with subtle noise elements.
GUNCano_FIRING-Sweetener Crack Low Texture Transients_B00M_CACK.wav	Processed, distorted crackling to enhance shots. Dull with stuttering effect.
GUNCano_FIRING-Sweetener Distortion Shot Low Texture_B00M_CACK.wav	Processed noise to enhance shots. Rumbling and stuttering.
GUNCano_FIRING-Sweetener Distortion Texture Crumble Crack_B00M_CACK.wav	Processed noise to enhance shots. Stuttering with heavy start and subtle tail.
GUNCano_FIRING-Sweetener Distortion Texture Crumble Micro Transients_B00M_CACK.wav	Processed noise to enhance shots. Stutter effect and long decay.
GUNCano_FIRING-Sweetener Distortion Texture Crumble Sustain_B00M_CACK.wav	Processed, stuttering impacts to enhance shots.
GUNCano_FIRING-Sweetener Distortion Texture Modulated_B00M_CACK.wav	Heavily distorting noise. Harsh with low rumbling.
GUNCano_FIRING-Sweetener Distortion Texture Short Crumble_B00M_CACK.wav	Heavily distorting noise. Harsh and short with low rumbling.
GUNCano_FIRING-Sweetener Distortion Texture_B00M_CACK.wav	Heavily distorting noise with low rumbling.
GUNCano_FIRING-Sweetener Distortion Tonal Texture_B00M_CACK.wav	Heavily distorting noise with filter modulation.
GUNCano_FIRING-Sweetener Shot Airy_B00M_CACK.wav	Processed shot with heavy detonation and dense tail.
GUNCano_FIRING-Sweetener Shot Clean_B00M_CACK.wav	Processed shot with tight detonation and soft tail.
GUNCano_FIRING-Sweetener Shot Crack Transient_B00M_CACK.wav	Crumbling, processed shot with short decay.
GUNCano_FIRING-Sweetener Shot Low Slow_B00M_CACK.wav	Crumbling, processed shot with short decay.
GUNCano_FIRING-Sweetener Shot Modulated Filter Ripple Low_B00M_CACK.wav	Dull and crumbly with filter modulation.
GUNCano_FIRING-Sweetener Shot Modulated Filter_B00M_CACK.wav	Dull and crumbly with fast filter modulation.
GUNCano_FIRING-Sweetener Shot Punchy Low Soft_B00M_CACK.wav	Processed, low thud with high sizzling elements on top.
GUNCano_FIRING-Sweetener Shot Solid Bump_B00M_CACK.wav	Processed detonation with soft attack followed short crumbly noise.
GUNCano_FIRING-Sweetener Snap Pop Light_B00M_CACK.wav	Processed, very short impact with subtle tail.
GUNCano_FIRING-Sweetener Snap Pop Mid Range_B00M_CACK.wav	Processed, very short impact with no tail.
GUNCano_FIRING-Sweetener Snap Pop Tight_B00M_CACK.wav	Processed, very short impact with subtle tail.
GUNCano_FIRING-Sweetener Transient Shot Heavy Low_B00M_CACK.wav	Rumbling thud with noisy tail.
GUNCano_FIRING-Sweetener Transient Shot Pre Hit_B00M_CACK.wav	Processed thuds with noisy, crackly tail.
GUNCano_FIRING-Sweetener Transient Shot Punchy_B00M_CACK.wav	Processed thud with noisy, crackly tail.
GUNCano_FIRING-Sweetener Transient Shot Tight_B00M_CACK.wav	Processed thud with noisy, slightly reverberant tail.
GUNCano_FLY BY-Cannonball Pass By Noise Large_B00M_CACK.way	Flying cannonball pass by, large.
GUNCano_FLY BY-Cannonball Pass By Noise Medium_B00M_CACK.wav	Flying cannonball pass by, medium.
GUNCano_FLY BY-Cannonball Pass By Noise Small_B00M_CACK.wav	Flying cannonball pass by, small.
GUNCano_FLY BY-Pass By Synthetic Large_B00M_CACK.wav	Noise with filter modulation to create big movement of cannonball.
GUNCano_FLY BY-Pass By Synthetic Medium_B00M_CACK.wav	Noise with filter modulation to create movement of cannonball.
GUNCano_FLY BY-Pass By Synthetic Small_B00M_CACK.wav	Noise with filter modulation to create small movement of cannonball.
METLFric_MOVEMENT-Metal Scrape Back And Forth Snap In_B00M_CACK.wav	Moving metallic pieces slowly. Some ringing impacts.
METLFric_MOVEMENT-Metal Scrape Gritty Bar Fast_B00M_CACK.wav	Quickly sliding metallic piece. Some ringing and slightly gritty.
mere memory barrage of the barrage o	quemp ename place. Some iniging and originity gritty.



FILENAME	DESCRIPTION
METLFric_MOVEMENT-Metal Scrape Gritty Bar Slow_B00M_CACK.wav	Slowly sliding metallic piece. Some ringing and slightly gritty.
METLFric_MOVEMENT-Metal Scrape Large Gritty Fast_B00M_CACK.wav	Quickly sliding big metallic piece. Some ringing and slightly gritty.
METLFric_MOVEMENT-Metal Scrape Large Gritty Slow_B00M_CACK.wav	Slowly sliding big metallic piece. Some ringing and slightly gritty.
METLFric_MOVEMENT-Metal Scrape Long_B00M_CACK.wav	Slowly sliding big metallic piece. Slightly rumbling.
METLFric_MOVEMENT-Metal Scrape Massive Bar On Pole Fast_B00M_CACK.wav	Quickly sliding metallic pieces. Slightly hollow.
METLFric_MOVEMENT-Metal Scrape Massive Bar On Pole Slow_B00M_CACK.wav	Slowly sliding metallic pieces. Slightly hollow.
METLFric_MOVEMENT-Metal Scrape Massive Bar On Steel Girder Fast_B00M_CACK.wav	Quickly sliding big, metallic pieces. Slightly hollow.
METLFric_MOVEMENT-Metal Scrape Massive Bar On Steel Girder Slow_B00M_CACK.wav	Slowly sliding big, metallic pieces. Slightly hollow.
METLFric_MOVEMENT-Metal Scrape Massive Brass Fast_B00M_CACK.wav	Quickly sliding big, metallic pieces. Slightly hollow and raspy.
METLFric_MOVEMENT-Metal Scrape Massive Brass Slow_B00M_CACK.wav	Slowly sliding big metallic pieces. Slightly hollow and raspy.
METLFric_MOVEMENT-Metal Scrape Massive On Metal Fast_B00M_CACK.wav	Quickly sliding metallic pieces on metallic surface. Slightly hollow.
METLFric_MOVEMENT-Metal Scrape Massive On Metal Slow_B00M_CACK.wav	Slowly sliding metallic pieces on metallic surface. Slightly hollow.
METLFric_MOVEMENT-Metal Scrape Massive On Wood Fast_B00M_CACK.wav	Quickly sliding metallic pieces on wooden surface. Slightly hollow.
METLFric_MOVEMENT-Metal Scrape Massive On Wood Slow_B00M_CACK.wav	Slowly sliding metallic pieces on wooden surface. Slightly hollow.
METLFric_MOVEMENT-Metal Scrape Massive Tonal Fast_B00M_CACK.wav	Quickly sliding big, metallic pieces. Slightly hollow.
METLFric_MOVEMENT-Metal Scrape Massive Tonal Gritty Constant_B00M_CACK.wav	Continuous sliding of big, metallic pieces. Slightly hollow.
METLFric_MOVEMENT-Metal Scrape Massive Tonal Gritty_B00M_CACK.wav	Sliding big, metallic pieces. Slightly hollow.
METLFric_MOVEMENT-Metal Scrape Massive Tonal Slow_B00M_CACK.wav	Slowly sliding big, metallic pieces. Slightly hollow.
METLFric_MOVEMENT-Metal Scrape On Wood Large Slow_B00M_CACK.wav	Slowly sliding metallic pieces on wooden surface. Slightly hollow.
METLFric_MOVEMENT-Metal Scrape On Wood Resonant Fast_B00M_CACK.wav	Quickly sliding metallic pieces on wooden surface. Slightly hollow.
METLFric_MOVEMENT-Metal Scrape On Wood Resonant Slow_B00M_CACK.wav	Slowly sliding metallic pieces on wooden surface. Slightly hollow.
METLFric_MOVEMENT-Metal Scrape Rusty Fast_B00M_CACK.wav	Quickly sliding big, metallic pieces. Slightly hollow.
METLFric_MOVEMENT-Metal Scrape Rusty Slow_B00M_CACK.wav	Slowly sliding big, metallic pieces. Slightly hollow.
METLFric_MOVEMENT-Metal Scrape Rusty Snap_B00M_CACK.wav	Slowly sliding big, metallic pieces with ringing impact in the end.
METLFric_MOVEMENT-Metal Scrape Slow_B00M_CACK.wav	Slowly sliding big, metallic pieces. Slightly hollow and rattling.
METLFric_MOVEMENT-Metal Scrape Wood Gritty Fast_B00M_CACK.wav	Quickly sliding metallic piece on wooden surface. Slightly gritty and raspy.
METLFric_MOVEMENT-Metal Scrape Wood Gritty Slow_B00M_CACK.wav	Slowly sliding metallic piece on wooden surface. Slightly gritty and raspy.
METLFric_MOVEMENT-Metal Squeak Constant Fast_B00M_CACK.wav	Continuous, quick movement with sliding, rattling, squeaking and some ringing.
METLFric_MOVEMENT-Metal Squeak Constant Moderate_B00M_CACK.wav	Continuous, medium fast movement with sliding, rattling, squeaking and some ringing.
METLFric_MOVEMENT-Metal Squeak Constant Slow_B00M_CACK.wav	Continuous, slow movement with sliding, rattling, squeaking and some ringing.
METLFric_MOVEMENT-Metal Squeak Grind Constant Fast_B00M_CACK.wav	Quickly turning of metallic pieces. Squealing and slightly screeching.
METLFric_MOVEMENT-Metal Squeak Grind Constant Slow_B00M_CACK.wav	Slowly turning of metallic pieces. Squealing and slightly screeching.
METLFric_MOVEMENT-Metal Squeak Grind Short Sweetener Slow_B00M_CACK.wav	Short turning of metallic pieces. Slightly squealing and screeching.



FILENAME	DESCRIPTION
METLFric_MOVEMENT-Wood Scrape Metal Mechanics Constant_B00M_CACK.wav	Continuous spinning with soft squeaking and some vibrant rattling.
METLFric_MOVEMENT-Wood Scrape Metal Mechanics_B00M_CACK.wav	Spinning with soft squeaking and some rumbling and rattling.
METLFric_MOVEMENT-Wood Scrape Metal Rattling_B00M_CACK.wav	Fast spinning with vibrant rattling and clanging.
METLImpt_IMPACT-Metal Light Harsh_B00M_CACK.wav	Soft hit of metallic piece with some tonal ringing.
METLImpt_IMPACT-Metal Light_B00M_CACK.wav	Soft hit of metallic piece with some tonal ringing and rattling.
METLImpt_IMPACT-Metal Massive On Wood Gritty_B00M_CACK.wav	Dropping big metallic piece on wooden surface. Some clanging and rolling.
METLImpt_IMPACT-Metal Multiple Layers Drop On Wooden Pallet_B00M_CACK.wav	Lots of rattling, metallic elements with some ring out.
METLImpt_IMPACT-Metal Multiple Layers Hit On Wooden Pallet_B00M_CACK.wav	Hitting with lots of rattling, shattering, metallic elements with soft ring out.
METLImpt_IMPACT-Metal On Metal Bright Ring Out_B00M_CACK.wav	Short and soft sliding followed by hit with tonal ringing.
METLImpt_IMPACT-Metal On Metal Rattle_B00M_CACK.wav	Hitting metallic pieces with some tonal ringing.
METLImpt_IMPACT-Metal On Metal Tight Ring Out_B00M_CACK.wav	Short sliding followed by thud with tonal ringing.
METLImpt_IMPACT-Metal On Wood Ring Out_B00M_CACK.wav	Rattling metallic piece on wooden surface.
METLImpt_IMPACT-Metal Saw Blade Drop On Saw Blade_B00M_CACK.wav	Hit with a lot of rattling and very subtle tonal elements.
METLImpt_IMPACT-Metal Saw Blade On Wooden Pallet Short_B00M_CACK.wav	Very short and tight impact with subtle rattling.
METLImpt_IMPACT-Metal Saw Blade On Wooden Pallet_B00M_CACK.wav	Hit with some rattling and tonal ringing.
METLImpt_IMPACT-Metal Sheet On Wooden Pallet_B00M_CACK.wav	Soft hit with a lot of metallic rattling.
METLImpt_IMPACT-Metal Sign On Wooden Pallet_B00M_CACK.wav	Metallic plate hit with ring out and some rattling.
METLImpt_IMPACT-Metal Snap In Bright Ring Out_B00M_CACK.wav	Metallic pieces clanging and rattling.
METLImpt_IMPACT-Metal Wood Rattly_B00M_CACK.wav	Very short and tight hits with subtle rattling.
METLImpt_IMPACT-Metal Wood Snap In_B00M_CACK.wav	Pick up big metallic piece and drop it on wooden surface. Ringing and rattling.
METLImpt_IMPACT-Metal Wood Soft Long_B00M_CACK.wav	Very short and tight hits with subtle rattling.
METLImpt_IMPACT-Metal Wood Soft Short_B00M_CACK.wav	Very short and tight hits with subtle rattling.
METLImpt_IMPACT-Metal Wood_B00M_CACK.wav	Very short and tight hits with subtle rattling.
METLMvmt_HANDLING-Metal On Metal Big_B00M_CACK.wav	Heavy metallic piece hitting large metallic surface.
METLMvmt_HANDLING-Metal On Metal Ring Out_B00M_CACK.wav	Heavy metallic piece hitting large metallic surface.
METLMvmt_HANDLING-Metal Pieces Large_B00M_CACK.wav	Movement of larger metallic pieces.
METLMvmt_HANDLING-Metal Pieces Small_B00M_CACK.wav	Movement of smaller metallic pieces.
METLMvmt_HANDLING-Metal Scrape Into Slide Snap_B00M_CACK.wav	Metallic piece sliding with friction followed by snapping into place.
METLMvmt_HANDLING-Metal Scrape With Impact_B00M_CACK.wav	Short slide of big, metallic pieces followed by thuds. Slightly rattling and ringing.
METLMvmt_HANDLING-Metal Slide Medium_B00M_CACK.wav	Short slide of metallic pieces. Slightly rattling and ringing.
METLMvmt_HANDLING-Metal Slide Small_B00M_CACK.wav	Short slide of small, metallic pieces. Slightly rattling and some ringing.
METLMvmt_HANDLING-Metal Small Mechanics Rattling Constant_B00M_CACK.wav	Continuous movement of small pieces. Slightly squeaking.
METLMvmt_HANDLING-Metal Small Mechanics Rattling_B00M_CACK.wav	Short movements of small pieces. Slightly squeaking.



FILENAME	DESCRIPTION
METLMvmt_HANDLING-Metal Snap In Double_B00M_CACK.wav	Metallic pieces locking impacts.
METLMvmt_HANDLING-Metal Snap In_B00M_CACK.wav	Metallic pieces locking impacts with some sliding, rattling and ringing.
METLMvmt_HANDLING-Metal Wood Scrape Back And Forth_B00M_CACK.wav	Scraping metallic pieces on wooden surface with slight impacts and ring out.
METLMvmt_HANDLING-Metal Wood Sequence Clunky_B00M_CACK.wav	Movement of big metallic pieces with rattling and sliding.
METLMvmt_HANDLING-Metal Wood Sequence Rattling Long_B00M_CACK.wav	Movement of big metallic pieces with rattling and clanging.
METLMvmt_HANDLING-Metal Wood Sequence Rattling Short_B00M_CACK.wav	Heavy and clunky metallic movement on wooden surface.
METLMvmt_HANDLING-Metal Wood Squeak Sweetener Short_B00M_CACK.wav	Very subtle movement with metallic squeaking.
METLMvmt_MOVEMENT-Complex Big_B00M_CACK.wav	Large metallic pieces being moved and locking in place.
METLMvmt_MOVEMENT-Metal And Wood Rolling Rattling Constant_B00M_CACK.wav	Continuous moving metallic and wooden pieces. Long, slightly rumbling sequence.
METLMvmt_MOVEMENT-Metal And Wood Rolling Rattling Fast_B00M_CACK.wav	Quickly moving metallic and wooden pieces. Rumbling and rattling.
METLMvmt_MOVEMENT-Metal And Wood Rolling Rattling Slow_B00M_CACK.wav	Slowly moving metallic and wooden pieces. Rumbling and rattling.
METLMvmt_MOVEMENT-Metal Bar Roll Hit Steel Girder_B00M_CACK.wav	Rolling leading into clanging hit.
METLMvmt_MOVEMENT-Metal Bright Double Snap_B00M_CACK.wav	Locking into place with some tonal ringing.
METLMvmt_MOVEMENT-Metal Cogwheel Fast_B00M_CACK.wav	Rattling made by quickly rolling gear against wood.
METLMvmt_MOVEMENT-Metal Cogwheel Slow_B00M_CACK.wav	Rattling made by slowly rolling gear against wood.
METLMvmt_MOVEMENT-Metal On Wood Impact Drag Snap_B00M_CACK.wav	Clanging followed by sliding and locking in place.
METLMvmt_MOVEMENT-Metal On Wood Large Fast Snap_B00M_CACK.wav	Quickly sliding metallic pieces on wooden surface.
METLMvmt_MOVEMENT-Metal Sequence Gritty Poles_B00M_CACK.wav	Several clanging impacts by moving metallic bars around.
METLMvmt_MOVEMENT-Metal Sequence Massive Into Snap In_B00M_CACK.wav	Sliding leading into locking. Some clanging and rattling.
METLMvmt_MOVEMENT-Metal Sequence Small Massive Impacts_B00M_CACK.wav	Multiple, tonally clanging impacts.
METLMvmt_MOVEMENT-Metal Sequence Small Massive Slide Into Impact Ring Out_B00M_CACK.wav	Sliding with tonally clanging impacts.
METLMvmt_MOVEMENT-Metal Slide Massive Long_B00M_CACK.wav	Sliding of metallic pieces. Hollow and slightly ringing.
METLMvmt_MOVEMENT-Metal Wood Sequence Snap In_B00M_CACK.wav	Sliding metallic pieces on wood ending with clang.
METLMvmt_MOVEMENT-Rattling Metal Pieces_B00M_CACK.wav	Loose wooden and metallic pieces rattling.
METLMvmt_MOVEMENT-Wood Metal Rolling Fast_B00M_CACK.wav	Massive, quick rumbling of metallic pieces on wooden surface. Hollow and dull with some ringing.
METLMvmt_MOVEMENT-Wood Metal Rolling Rattle_B00M_CACK.wav	Massive rumbling of metallic pieces on wooden surface. Hollow and dull with some ringing.
METLMvmt_MOVEMENT-Wood Metal Rolling Slow_B00M_CACK.wav	Massive, slow rumbling of metallic pieces on wooden surface. Hollow, gritty and dull with some ringing.
METLMvmt_RELOAD-Metal Bar Scrape Into Impact_B00M_CACK.wav	Several metallic pieces hitting together. Some ringing and clanging in tail.
METLMvmt_RELOAD-Metal Handling_B00M_CACK.wav	Clanging and ringing metallic pieces. Short and quick.
METLMvmt_RELOAD-Metal Impact Low_B00M_CACK.wav	Short collision sound of a steel ball on a metal plate.
METLMvmt_RELOAD-Metal Massive Impacts_B00M_CACK.wav	Soft metallic thud. Slightly ringing.
METLMvmt_RELOAD-Metal Multiple Impacts To Snap_B00M_CACK.wav	Sliding forth and back leading into hit with ringing.
METLMvmt_RELOAD-Metal Rattle Fast_B00M_CACK.wav	Several, hollow impacts of metallic pieces.



METLAWTH_RELOAD Metal Rinling into Metal Private Big_ROOM_CACK.wav Moving large metallic pieces on vooders surface. METLAWTH_RELOAD Metal Rinling into Metal Private Big_ROOM_CACK.wav Slicing metallic pieces against each other. METLAWTH_RELOAD Metal Strape Impact Ring Gut_ROOM_CACK.wav Slicing with hitting of metallic pieces against each other. METLAWTH_RELOAD Metal Strape Long BIG MEDIA CACK wav Slicing metallic pieces against each other with raining pitch. METLAWTH_RELOAD Metal Strape Doom_CACK.wav Slicing metallic pieces against each other with raining pitch. METLAWTH_RELOAD Metal Strape Doom_CACK.wav Slicing metallic pieces against each other with raining pitch. METLAWTH_RELOAD Metal Strape Doom_CACK.wav Slicing metallic pieces against each other with raining and falling pitch. METLAWTH_RELOAD Metal Strape Big_CACK.wav Slicing metallic pieces and tocknip in place. METLAWTH_RELOAD Metal Strape Big_CACK.wav Slicing metallic pieces and tocknip in place. METLAWTH_RELOAD Metal Strape Big_CACK.wav Slicing metallic pieces and tocknip in place. METLAWTH_RELOAD Metal Strape Big_CACK.wav Slicing metallic pieces and tocknip in place. METLAWTH_RELOAD Metal Strape Big_CACK.wav Slicing metallic pieces and tocknip in place. METLAWTH_RELOAD Metal Strape Big_CACK.wav Moving retallic pieces and tocknip in place. METLAWTH_RELOAD Metal Strape Big_CACK.wav Moving retallic pieces and tocknip in place. METLAWTH_RELOAD Metal Strape Big_CACK.wav Moving retallic pieces and tocknip in place. METLAWTH_RELOAD Metal Strape Big_CACK.wav Moving retallic pieces and tocknip in place. METLAWTH_RELOAD Metal Strape Big_CACK.wav Moving retallic pieces and tocknip in place. METLAWTH_RELOAD Metal Strape Big_CACK.wav Moving retallic pieces and tocknip in place. METLAWTH_RELOAD Metal Strape Big_CACK.wav Moving retallic pieces and tocknip in place. METLAWTH_RELOAD Metal Strape Big_CACK.wav Moving retallic pieces and tocknip in place. METLAWTH_RELOAD Metal Strape Big_CACK.wav Moving retallic pieces and tocknip	FILENAME	DESCRIPTION
MET JAMMEL BELGAD Metal Scrape Ingl., BOOM, CACK vav Sliding metallic pieces an veociden surface. MET LAMMEL BELGAD Metal Scrape Ingl., BOOM, CACK vav Sliding with Intiting of metallic pieces against each of ther. MET LAMMEL BELGAD Metal Scrape Ingl., BOOM, CACK vav Sliding with Intiting of metallic pieces against each of ther. MET LAMMEL BELGAD Metal Scrape Ingl., BOOM, CACK vav Sliding metallic pieces against each of ther. MET LAMMEL BELGAD Metal Scrape Ingl., BOOM, CACK vav Sliding metallic pieces against each of ther. MET LAMMEL BELGAD Metal Scrape (Ingl., BOOM, CACK vav) Sliding metallic pieces against each of ther. MET LAMMEL BELGAD Metal Scrape (Ingl., BOOM, CACK vav) Sliding metallic pieces against each of ther vith rising and failing pitch. MET LAMMEL BELGAD Metal Scrape (Ingl., BOOM, CACK vav) Sliding metallic pieces against each of ther vith rising and failing pitch. MET LAMMEL BELGAD Metal Scrape (Ingl., BOOM, CACK vav) Sliding metallic pieces against each of ther vith rising and failing pitch. MET LAMMEL BELGAD Metal Scrape (Ingl., BOOM, CACK vav) Sliding metallic pieces and looking in place. MET LAMMEL BELGAD Metal Scrape (Ingl., BOOM, CACK vav) Sliding metallic pieces against each of ther vith rising and failing pitch. MET LAMMEL BELGAD Metal Scrape (Ingl., BOOM, CACK vav) Sliding metallic pieces against each of ther vith rising and failing pitch. MET LAMMEL BELGAD Metal Scrape (Ingl., BOOM, CACK vav) Sliding metallic pieces and looking in place. MET LAMMEL BELGAD Metal Scrape (Ingl., BOOM, CACK vav) Moving metallic pieces and looking in place. MET LAMMEL BELGAD Metal Scrape (Ingl., BOOM, CACK vav) Biopage several metallic pieces. MET LAMMEL BELGAD Metal Scrape (Ingl., BOOM, CACK vav) Discipling several metallic pieces. MET LAMMEL BELGAD Metal Scrape (Ingl., BOOM, CACK vav) Discipling in place of rock debris on top of a stone slab. MET LAMMEL BELGAD Metal Scrape (Ingl., BOOM, CACK vav) Slow place (Ingl., BOOM, CACK vav) Slow place (Ingl., BOOM, CACK vav) Slow place (Ingl., BOOM,	METLMvmt_RELOAD-Metal Rattle Slow_B00M_CACK.wav	Several, hollow impacts of metallic pieces with some friction.
METLAWTH.ELGAD-Metal Scrape High. BODM.CACK way Sliding metal lic pieces against each other. METLAWTH.ELGAD-Metal Scrape tow, BODM.CACK way Sliding with hitting of metalic pieces against each other. METLAWTH.ELGAD-Metal Scrape tow, BODM.CACK way Sliding metalic pieces against each other. METLAWTH.ELGAD-Metal Scrape tow, BODM.CACK way Sliding metalic pieces against each other with falling pitch. METLAWTH.ELGAD-Metal Scrape tow, BODM.CACK way Sliding metalic pieces against each other with falling pitch. METLAWTH.ELGAD-Metal Scrape tow, BODM.CACK way Sliding metalic pieces against each other with falling pitch. METLAWTH.ELGAD-Metal Scrape tow, BODM.CACK way Sliding metalic pieces and locking in place. METLAWTH.ELGAD-Metal Scrape Snap in 800M.CACK way Sliding metalic pieces and locking in place. METLAWTH.ELGAD-Metal Scrape tow, BODM.CACK way Sliding metalic pieces and locking in place. METLAWTH.ELGAD-Metal Scrape Snap in 800M.CACK way Sliding metalic pieces and locking in place. METLAWTH.ELGAD-Metal Snap in 800M.CACK way Sliding metalic pieces and locking in place. METLAWTH.ELGAD-Metal Snap in 800M.CACK way Sliding metalic pieces and locking in place. METLAWTH.ELGAD-Metal Snap in 800M.CACK way Sliding metalic pieces and locking in place. METLAWTH.ELGAD-Metal Snap in 800M.CACK way Oroping several metalic pieces and wooden surface. METLAWTH.ELGAD-Metal Snap in 800M.CACK way Oroping several metalic pieces and wooden surface. MECKIMPLI, MPACT-Concrete Paing Slab Detain Endown.CACK way Oroping several metalic pieces and sone intiging. MECKIMPLI, MPACT-Concrete Paing Slab Detain Endown.CACK way Slab place Slab Paing	METLMvmt_RELOAD-Metal Rolling Into Metal Impact Big_B00M_CACK.wav	Moving large metallic pieces on wooden surface.
METLAMMEL BLOAD-Metal Scrape impact Ring of LEODAL CACK wav Silding hage metallic pleases agreet seed in ther. METLAMMEL BLOAD-Metal Scrape on Metal Fast Descending, BOOM, CACK wav Silding metallic pleases agreet seed in ther. METLAMMEL BLOAD-Metal Scrape on Metal Fast Descending, BOOM, CACK wav Silding metallic pleases agreet seed on ther with falling pitch. METLAMMEL BLOAD-Metal Scrape on Metal Fast Descending, BOOM, CACK wav Silding metallic pleases agriet seed of ther with rising and falling pitch. METLAMMER BLOAD-Metal Scrape New Steps In, BOOM, CACK wav Silding metallic pleases and lunking in place. METLAMMER BLOAD-Metal Scrape SOOM, CACK wav Silding metallic pleases and lunking in place. METLAMMER BLOAD-Metal Scrape SOOM, CACK wav Silding metallic pleases and lunking in place. METLAMMER BLOAD-Metal Scrape SOOM, CACK wav Silding metallic pleases and lunking in place. METLAMMER BLOAD-Metal Scrape SOOM, CACK wav Silding metallic pleases and lunking in place. METLAMMER BLOAD-Metal Scrape SOOM, CACK wav Dropping several metallic pleases. Rattling and some ringing. ROCKINGEL IMPACT-Concrete Paving Sild Solaries Throw, BOOM, CACK wav Dropping several metallic pleases. Rattling and some ringing. ROCKINGEL IMPACT-Concrete Paving Sild Solaries Throw, BOOM, CACK wav Debris ripping from hand on stone slab. ROCKINGEL IMPACT-Concrete Paving Sild Debris Toxishing BOOM, CACK wav Sild Solaries ripping from hand on stone slab. ROCKINGEL IMPACT-Concrete Silds Bar Bell JAKK, BOOM, CACK wav Sild Solaries shell of the Ropping shell proper on a stone slab. Heavy, metallic with concrete cracking elements. ROCKINGEL IMPACT-Concrete Silds Bar Bell JAKK, BOOM, CACK wav Sild beling dropped on debris on top of a stone slab. Heavy, metallic with concrete cracking elements. ROCKINGEL IMPACT-Concrete Silds Bar Bell JAKK, BOOM, CACK wav Sild beling dropped on debris on top of a stone slab. Heavy, metallic elements. ROCKINGEL IMPACT-Concrete Silds Bar Bell JAKK, BOOM, CACK wav Silds beling dropped on debris on top of a st	METLMvmt_RELOAD-Metal Rolling Into Metal Wood Impact_B00M_CACK.wav	
METLYMMERL AD-Metal Scrape Low. BOMC CACK wav METLYMMERL AD-Metal Scrape On Metal Fast Ascending, BOML CACK wav Sliding metallic pieces against each other with rising pitch. METLYMMERL AD-Metal Scrape On Metal Brass Desending, BOML CACK wav Sliding metallic pieces against each other with rising and falling pitch. METLYMMERL AD-Metal Scrape On Metal Brow, BOML CACK wav Sliding metallic pieces and locking in piece. METLYMMERL AD-Metal Scrape Snap in BOWN CACK wav Sliding metallic pieces and locking in piece. METLYMMERL AD-Metal Scrape Snap in BOWN CACK wav Sliding metallic pieces and locking in piece. METLYMMERL AD-Metal Snap in BOWN CACK wav Moving metallic pieces and working and some ringing. METLYMMERL AD-Metal Snap in BOWN CACK wav Moving metallic pieces and working and some ringing. METLYMMERL AD-Metal Snap in BOWN CACK wav Moving metallic pieces and working and some ringing. METLYMMERL AD-Metal Snap in BOWN CACK wav Moving metallic pieces and working and some ringing. METLYMMERL AD-Metal Snap in BOWN CACK wav Moving metallic pieces and working and some ringing. METLYMMERL AD-Metal Snap in BOWN CACK wav Dropping several metallic pieces. Rattling and some ringing. METLYMMERL AD-Cancrete Paving Slab Detairs Trickling, BOWN CACK wav Dropping several metallic pieces. Rattling and some ringing. MEDCKING LIMPACT-Concrete Paving Slab Detairs Trickling, BOWN CACK wav Detairs rippling from hand on stars eskab. MOCKING LIMPACT-Concrete Slab Bar Bell Paving Slab Detairs Trickling, BOWN CACK wav Slee hall of 14 kilograms being dropped on a stone slab. Heavy, metallic with concrete cracking elements. MOCKING LIMPACT-Concrete Slab Bar Bell Paving Slab Detairs DACK Wav Slee hall being dropped on detairs on top of a stone slab. Heavy, metallic with concrete cracking elements. MOCKING LIMPACT-Concrete Slab Bar Bell Paving Slab Detairs DACK Wav Slee hall being dropped on detairs on top of a stone slab. Heavy, metallic with concrete cracking elements. MOCKING LIMPACT-Concrete Slab Bar Bell Pavi	METLMvmt_RELOAD-Metal Scrape High_B00M_CACK.wav	Sliding metallic pieces against each other.
METLMMTLRELOAD-Metal Scrape On Metal Fast Descending, BOUM_CACK wav Sliding metallic pieces against each other with rising pitch. METLMMTLRELOAD-Metal Scrape Point Metal Fast Descending, BOUM_CACK wav Sliding metallic pieces and looking in place. METLMMTLRELOAD-Metal Scrape Point pl. BOUM_CACK wav Sliding metallic pieces and looking in place. METLMMTLRELOAD-Metal Scrape BOUM_CACK wav Sliding metallic pieces and looking in place. METLMMTLRELOAD-Metal Scrape BOUM_CACK wav Sliding metallic pieces on wooden surface. METLMMTLRELOAD-Metal Scrape BOUM_CACK wav Moving metallic pieces on wooden surface. METLMMTLRELOAD-Metal Scrape Boum, BOUM_CACK wav Moving metallic pieces on wooden surface. METLMMTLRELOAD-Metal Scrape Boum, BOUM_CACK wav Director on control of the place before Constitution of the place before Const	METLMvmt_RELOAD-Metal Scrape Impact Ring Out_B00M_CACK.wav	Sliding with hitting of metallic pieces. Some rattling and ringing.
METLM/mmt.RELOAD-Metal Scrape On Metal Stone Boom, CACK wav Siding metallic pieces against each other with failing pitch. METLM/mmt.RELOAD-Metal Scrape on Metal Stone Boom, CACK wav Siding metallic pieces against each other with nising and failing pitch. METLM/mmt.RELOAD-Metal Scrape_Boom_CACK wav Siding metallic pieces on wooden do locking in place. METLM/mmt.RELOAD-Metal Scrape_Boom_CACK wav METLM/mmt.RELOAD-Metal Scrape_Boom_CACK wav METLM/mmt.RELOAD-Metal Scrape_Boom_CACK wav METLM/mmt.RELOAD-Metal Side metallic pieces Sen wooden surface. METLM/mmt.RELOAD-Metal Side metallic pieces Sen wooden surface. METLM/mmt.RELOAD-Metal Scrape_Boom_CACK wav METLM/mmt.RELOAD-Metal Scrape_Boom_CACK wav Origing several metallic pieces Sen attiting and Some ringing. ROCKimpt.MPACT-Concrete Paving Slab Blanket Throw. BOOM. CACK wav Origing several metallic pieces Sen attiting and Some ringing. ROCKimpt.MPACT-Concrete Paving Slab Debtar Side Metallic Boom. CACK wav Origing several metallic pieces Sen attiting and Some ringing. ROCKimpt.MPACT-Concrete Paving Slab Debtar Side Bloom. CACK wav Origing movement of dirt on paving slabs. ROCKimpt.MPACT-Concrete Paving Slab Debtar Side Bloom. CACK wav Steel ball of 14 kingrams being dropped on a stone slab. Heavy, metallic with concrete cracking elements. ROCKimpt.MPACT-Concrete Slab Bar Bell 12KG, BOOM_CACK wav Steel ball of 14 kingrams being dropped on a stone slab. Heavy, metallic with concrete cracking elements. ROCKimpt.MPACT-Concrete Slab Steel Girder. BOOM_CACK wav Steel ball of proped on debris on top of a stone slab. Heavy, metallic elements. ROCKimpt.MPACT-Rock Bar Bell 12KG, BOOM_CACK wav Steel ball of proped on debris on top of a stone slab. Heavy, metallic elements. ROCKimpt.MPACT-Rock Bar Bell 12KG, Gravel Long-BoOM_CACK wav Steel ball being dropped on debris on top of a stone slab. Heavy, metallic elements. ROCKimpt.MPACT-Rock Bar Bell 12KG, Gravel Boom.CACK wav Steel ball being dropped on debris on top of a stone slab. Heavy, metallic elements. ROCKimpt	METLMvmt_RELOAD-Metal Scrape Low_B00M_CACK.wav	Sliding large metallic pieces against each other.
METLM/mmLRELOAD Metal Storape Cnn Metal Storape Cnn Metal Storape Cnn Metal Storape Snap in BROML_CACK wav Sliding metallic pieces against each other with rising and falling pitch. METLM/mmLRELOAD Metal Storape Snap in BROML_CACK wav Method, Metal Snap in Brown Brom. Method, Metal Snap in Brown Br	METLMvmt_RELOAD-Metal Scrape On Metal Fast Ascending_B00M_CACK.wav	Sliding metallic pieces against each other with rising pitch.
METLMVmLRELOAD-Metal Scrape Snap In_BOOM_CACK wav Silding metallic pieces and locking in place. METLMVmLRELOAD-Metal Srape BOOM_CACK wav Silding metallic pieces on wooden surface. METLMVmLRELOAD-Metal Snap In_BOOM_CACK wav Dropping several metallic pieces. Rattling and some ringing. METLMVmLRELOAD-Metal Snap In_BOOM_CACK wav Dropping several metallic pieces. Rattling and some ringing. METLMVmLRELOAD-Metal Snap In_BOOM_CACK wav Dropping several metallic pieces. Rattling and some ringing. METLMVmLDAD-CT-Concrete Paving Slab Debris Containt, BOOM_CACK wav Continuous, rustling nowement of dirt on paving slabs. Lot of debris. MECKIMPL, IMPACT-Concrete Paving Slab Debris Containt, BOOM_CACK wav Debris pipping from hand on stone slab. MECKIMPL, IMPACT-Concrete Paving Slab Step On Pile-BOOM_CACK wav Stepping Important on stone slab. MECKIMPL, IMPACT-Concrete Paving Slab Step On Pile-BOOM_CACK wav Step Slab Gropped on a stone slab. MECKIMPL, IMPACT-Concrete Slab Bar Bell 12KCB, BOOM_CACK wav Step Slab Gropped on debris on top of a stone slab. MECKIMPL, IMPACT-Concrete Slab Bar Bell 12KCB, BOOM_CACK wav Step Slab Gropped on debris on top of a stone slab. Heavy, metallic elements. MECKIMPL, IMPACT-Concrete Slab Bar Bell 12KCB, BOOM_CACK wav Step Slab Gropped on debris on top of a stone slab. Heavy, metallic elements. MECKIMPL, IMPACT-Concrete Slab Bar Bell 14KC GraveL targe, BOOM_CACK wav Step Slab Gropped on debris on top of a stone slab. Heavy, metallic elements. MECKIMPL, IMPACT-Rock Bar Bell 14KC GraveL targe, BOOM_CACK wav Step Slab Gropped on debris on top of a stone slab. Heavy, metallic elements. MECKIMPL, IMPACT-Rock Gravel Contain, BOOM_CACK wav Step Slab Gropped on debris on top of a stone slab. Heavy, metallic elements. MECKIMPL, IMPACT-Rock Gravel Debris Throw, BOOM_CACK wav Step Slab Gropped on debris on top of a stone slab. Heavy, metallic elements. MECKIMPL, IMPACT-Rock Gravel Debris BoOM_CACK wav Step Slab Gropped on debris on top of a stone slab through Slab Gropped on debris on top of a	METLMvmt_RELOAD-Metal Scrape On Metal Fast Descending_B00M_CACK.wav	Sliding metallic pieces against each other with falling pitch.
METLMMIL.REL.DAD-Metal Small Rolling Into Impact.BOOM_CACK.wav Moring metallic pieces on hollow surface. METLMMIL.REL.DAD-Metal Small Rolling Into Impact.BOOM_CACK.wav Dropping several metallic pieces. Ratting and some ringing. ROCKIMPL.IMPACT-Concrete Paving Slab Barket Throw_BOOM_CACK.wav Dirt dropped on paving slabs. Lot of debris. ROCKIMPL.IMPACT-Concrete Paving Slab Debris Trickling, BOOM_CACK.wav Dirt dropped on paving slabs. Lot of debris. ROCKIMPL.IMPACT-Concrete Paving Slab Debris Trickling, BOOM_CACK.wav Debris rippling from hand on stone slab. ROCKIMPL.IMPACT-Concrete Paving Slab Debris Trickling, BOOM_CACK.wav Steel ball of 14 kilograms being dropped on a stone slab. ROCKIMPL.IMPACT-Concrete Slab Bar Bell 14KG, BOOM_CACK.wav Steel ball of 14 kilograms being dropped on a stone slab. Heavy, metallic with concrete cracking elements. ROCKIMPL.IMPACT-Concrete Slab Bar Bell DEVIS BOOM_CACK.wav Steel ball of 12 kilograms being dropped on a stone slab. Heavy, metallic elements. ROCKIMPL.IMPACT-Concrete Slab Bar Bell DEVIS BOOM_CACK.wav Steel ball being dropped on debris on top of a stone slab. Heavy, metallic elements. ROCKIMPL.IMPACT-Concrete Slab Bar Bell DEVIS BOOM_CACK.wav Steel ball being dropped on debris on top of a stone slab. Heavy, metallic elements. ROCKIMPL.IMPACT-Rock Bar Bell 14KG Gravel Large BOOM_CACK.wav Steel ball being dropped on debris on top of a stone slab. Heavy, metallic elements. ROCKIMPL.IMPACT-Rock Bar Bell 14KG Gravel Large BOOM_CACK.wav Steel ball being dropped on debris on top of a stone slab. Heavy, metallic elements. ROCKIMPL.IMPACT-Rock Gravel BOOM_CACK.wav Steel ball being dropped on debris on top of a stone slab. Heavy, metallic elements. ROCKIMPL.IMPACT-Rock Gravel BOOM_CACK.wav Steel ball being dropped on debris on top of a stone slab. Heavy, metallic elements. ROCKIMPL.IMPACT-Rock Gravel BOOM_CACK.wav Steel ball Lot of stone slab better cock debris in tall. ROCKIMPL.IMPACT-Rock Gravel Bobris BOOM_CACK.wav Steel ball Lot of stone swith stone sliding. ROCK	METLMvmt_RELOAD-Metal Scrape On Metal Slow_B00M_CACK.wav	Sliding metallic pieces against each other with rising and falling pitch.
METLM/mtl.RELOAD-Metal Small Rolling Into Impact, B00M_CACK.wav Dropping several metallic pieces on wooden surface. METLM/mtl.RELOAD-Metal Snap in, B00M_CACK.wav Dropping several metallic pieces. Rattling and some ringing. Dock/impt_IMPACT-Concrete Paving Slab Blanket Throw_B00M_CACK.wav Dock/impt_IMPACT-Concrete Paving Slab Debris Constant_B00M_CACK.wav Debris rippling from hand on stone slab. ROCK/impt_IMPACT-Concrete Paving Slab Debris Trickling_B00M_CACK.wav Debris rippling into pile of rock debris on top of a stone slab. ROCK/impt_IMPACT-Concrete Paving Slab Bise pile Pile_B00M_CACK.wav Steel ball of 14 kilograms being dropped on a stone slab. Heavy, metallic with concrete cracking elements. ROCK/impt_IMPACT-Concrete Slab Bar Bell 14KG, B00M_CACK.wav Steel ball of 20 kilograms being dropped on a stone slab. Heavy, metallic with concrete cracking elements. ROCK/impt_IMPACT-Concrete Slab Bar Bell 20KG, B00M_CACK.wav Steel ball of 20 kilograms being dropped on debris on top of a stone slab. Heavy, metallic elements. ROCK/impt_IMPACT-Concrete Slab Bar Bell 20KG, B00M_CACK.wav Steel ball being dropped on debris on top of a stone slab. Heavy, metallic elements. ROCK/impt_IMPACT-Rock Bar Bell 14KG Gravel Large_B00M_CACK.wav Steel ball being dropped on debris on top of a stone slab. Heavy, metallic elements. ROCK/impt_IMPACT-Rock Bar Bell 14KG Gravel Large_B00M_CACK.wav Steel ball being dropped on debris on top of a stone slab. Heavy, metallic elements. ROCK/impt_IMPACT-Rock Bar Bell 14KG Gravel Large_B00M_CACK.wav Steel ball being dropped on debris on top of a stone slab. Heavy, metallic elements. ROCK/impt_IMPACT-Rock Bar Bell 14KG Gravel Large_B00M_CACK.wav Steel ball being dropped on debris on top of a stone slab. Heavy, metallic elements. ROCK/impt_IMPACT-Rock Gravel Debris B00M_CACK.wav Continuous movement of small stones. ROCK/impt_IMPACT-Rock Gravel Debris B00M_CACK.wav Dropping small amount of stones. Fast and short. ROCK/impt_IMPACT-Rock Sandstone Debris Small Contact B00M_CACK.wav Hitting	METLMvmt_RELOAD-Metal Scrape Snap In_B00M_CACK.wav	Sliding metallic pieces and locking in place.
METLMYMIL RELOAD-Metal Snap in _B00M_CACK wav Dropping several metallic pieces. Ratting and some ringing. ROCKIMPLLIMPACT-Concrete Paving Slab Debris Constant_B00M_CACK wav Continuous, rustling movement of dirt on paving slabs. ROCKIMPLIMPACT-Concrete Paving Slab Debris Trickling_B00M_CACK wav Debris rippling from hand on stone slab. ROCKIMPLIMPACT-Concrete Paving Slab Step On Pile_B00M_CACK wav Debris rippling into pile of rock debris on top of a stone slab. ROCKIMPLIMPACT-Concrete Paving Slab Step On Pile_B00M_CACK wav Steel ball of 14 kingrams being dropped on a stone slab. Heavy, metallic with concrete cracking elements. ROCKIMPLIMPACT-Concrete Slab Bar Bell 2BKG_B00M_CACK wav Steel ball of 20 kilograms being dropped on a stone slab. Heavy, metallic with concrete cracking elements. ROCKIMPLIMPACT-Concrete Slab Bar Bell 2BKG_B00M_CACK wav Steel ball being dropped on debris on top of a stone slab. Heavy, metallic elements. ROCKIMPLIMPACT-Concrete Slab Bar Bell 2BKG_B00M_CACK wav Steel ball being dropped on debris on top of a stone slab. Heavy, metallic elements. ROCKIMPLIMPACT-Rochcrete Slab Bar Bell 2BKG_B00M_CACK wav Steel ball being dropped on debris on top of a stone slab. Heavy, metallic elements. ROCKIMPLIMPACT-Rochcrete Slab Bar Bell 2BKG_G00M_CACK wav Steel ball being dropped on debris on top of a stone slab. Heavy, metallic elements. ROCKIMPLIMPACT-Rock Gravel Loris Gravel Large_B00M_CACK wav Steel ball being dropped on debris on top of a stone slab. Heavy, metallic elements. ROCKIMPLIMPACT-Rock Gravel Debris Introv_B00M_CACK wav Steel ball being dropped on debris on top of a stone slab. Heavy, metallic elements. ROCKIMPLIMPACT-Rock Gravel Debris Introv_B00M_CACK wav Continuous movement of small stones. ROCKIMPLIMPACT-Rock Gravel Debris Introv_B00M_CACK wav Dropping small amount of stones. Slav and short. ROCKIMPLIMPACT-Rock Flavel Large Ell-B00M_CACK wav Hitting pile of stone with some sliding elements. ROCKIMPLIMPACT-Rock Sandstone Debris Large Throw_B00M_CACK wav Hit	METLMvmt_RELOAD-Metal Scrape_B00M_CACK.wav	Sliding metallic pieces on hollow surface.
ROCKImpt_IMPACT-Concrete Paving Slab Blanket Throw_BOOM_CACK.wav Continuous, ustiling movement of dirt on paving slabs. Lot of debris. ROCKImpt_IMPACT-Concrete Paving Slab Debris Constant, BOOM_CACK.wav Debris rippling from hand on stone slab. ROCKImpt_IMPACT-Concrete Paving Slab Debris Strickling_BOOM_CACK.wav Storping into pile of rock debris on top of a stone slab. ROCKImpt_IMPACT-Concrete Slab Bar Bell 14KG_BOOM_CACK.wav Steel ball of 14 kilograms being dropped on a stone slab. Heavy, metallic with concrete cracking elements. ROCKImpt_IMPACT-Concrete Slab Bar Bell 20KG_BOOM_CACK.wav Steel ball of 20 kilograms being dropped on a stone slab. Heavy, metallic with concrete cracking elements. ROCKImpt_IMPACT-Concrete Slab Bar Bell 20KG_BOOM_CACK.wav Steel ball being dropped on debris on top of a stone slab. Heavy, metallic elements. ROCKImpt_IMPACT-Concrete Slab Bar Bell 20KG_BOOM_CACK.wav Steel ball being dropped on debris on top of a stone slab. Heavy, metallic elements. ROCKImpt_IMPACT-Rock Bar Bell 14KG Gravel_BOOM_CACK.wav Steel ball being dropped on debris on top of a stone slab. Heavy, metallic elements. ROCKImpt_IMPACT-Rock Bar Bell 14KG Gravel_BOOM_CACK.wav Steel ball being dropped on debris on top of a stone slab. Heavy, metallic elements. ROCKImpt_IMPACT-Rock Gravel BooM_CACK.wav Steel ball being dropped on debris on top of a stone slab. Heavy, metallic elements. ROCKImpt_IMPACT-Rock Gravel Large_BOOM_CACK.wav Steel ball being dropped on debris on top of a stone slab. Heavy, metallic elements. ROCKImpt_IMPACT-Rock Gravel Debris Throw_BOOM_CACK.wav Steel ball being dropped on debris on top of a stone slab. Heavy, metallic elements. ROCKImpt_IMPACT-Rock Gravel Debris Throw_BOOM_CACK.wav Depring small amount of stones. Steel ball being dropped on a stone slab. Heavy, metallic with concrete cracking elements. ROCKImpt_IMPACT-Rock Gravel Debris Throw_BOOM_CACK.wav Bell in the steel land bell being debris. ROCKImpt_IMPACT-Rock Sandstone Debris Sand Constant_BOOM_CACK.wav Bell in the steel land	METLMvmt_RELOAD-Metal Small Rolling Into Impact_B00M_CACK.wav	Moving metallic pieces on wooden surface.
ROCKImpt_IMPACT-Concrete Paving Slab Debris Constant_BOOM_CACK.wav Debris rippling from hand on stone slab. ROCKImpt_IMPACT-Concrete Paving Slab Debris Trickling_BOOM_CACK.wav Stomping into pile of rock debris on top of a stone slab. ROCKImpt_IMPACT-Concrete Slab Bar Bell 14KG_BOOM_CACK.wav Steel ball of 14 kilograms being dropped on a stone slab. Heavy, metallic with concrete cracking elements. ROCKImpt_IMPACT-Concrete Slab Bar Bell 20KG_BOOM_CACK.wav Steel ball of 20 kilograms being dropped on a stone slab. Heavy, metallic with concrete cracking elements. ROCKImpt_IMPACT-Concrete Slab Bar Bell 20KG_BOOM_CACK.wav Steel ball bof 20 kilograms being dropped on a stone slab. Heavy, metallic elements. ROCKImpt_IMPACT-Concrete Slab Bar Bell 20KG_BOOM_CACK.wav Steel ball being dropped on debris on top of a stone slab. Heavy, metallic elements. ROCKImpt_IMPACT-Concrete Slab Bar Bell 20KG_CACK.wav Steel ball being dropped on debris on top of a stone slab. Heavy, metallic elements. ROCKImpt_IMPACT-Rock Bar Bell 14KG Gravel Large_BOOM_CACK.wav Steel ball being dropped on debris on top of a stone slab. Heavy, metallic elements. ROCKImpt_IMPACT-Rock Bar Bell 14KG Gravel Large_BOOM_CACK.wav Sharp and tight hit with some rock debris on top of a stone slab. Heavy, metallic elements. ROCKImpt_IMPACT-Rock Gravel Large_BOOM_CACK.wav Sharp and tight hit with some rock debris in tail. ROCKImpt_IMPACT-Rock Gravel Debris Trow_BOOM_CACK.wav Continuous movement of small stones. ROCKImpt_IMPACT-Rock Gravel Debris Trow_BOOM_CACK.wav Dropping small amount of stones. Slaw with longer tail. ROCKImpt_IMPACT-Rock Gravel Debris BooM_CACK.wav Big impact of stones with some sliding. ROCKImpt_IMPACT-Rock Sandstone Debris Large Throw_BOOM_CACK.wav Big impact of stones with some sliding and dropping. ROCKImpt_IMPACT-Rock Sandstone Debris Large Throw_BOOM_CACK.wav Altition pile of stone with steel ball. Lot of falling and sliding elements. ROCKImpt_IMPACT-Rock Sandstone Debris Small File Bar Bell_BOOM_CACK.wav Loos hit with a lot of	METLMvmt_RELOAD-Metal Snap In_B00M_CACK.wav	Dropping several metallic pieces. Rattling and some ringing.
ROCKIMpt_IMPACT-Concrete Paving Slab Debris Trickling_BOOM_CACK.wav Stemping into pile of rock debris on top of a stone slab. ROCKIMpt_IMPACT-Concrete Slab Bar Bell DAKG_BOOM_CACK.wav Steel ball of 14 kilograms being dropped on a stone slab. Heavy, metallic with concrete cracking elements. ROCKIMpt_IMPACT-Concrete Slab Bar Bell Debris_BOOM_CACK.wav Steel ball of 12 kilograms being dropped on a stone slab. Heavy, metallic with concrete cracking elements. ROCKIMpt_IMPACT-Concrete Slab Bar Bell Debris_BOOM_CACK.wav Steel ball being dropped on debris on top of a stone slab. Heavy, metallic elements. ROCKIMpt_IMPACT-Concrete Slab Steel Girder_BOOM_CACK.wav Steel ball being dropped on debris on top of a stone slab. Heavy, metallic elements. ROCKIMpt_IMPACT-Rock Bar Bell 14KG Gravel Large_BOOM_CACK.wav Steel ball being dropped on debris on top of a stone slab. Heavy, metallic elements. ROCKIMpt_IMPACT-Rock Bar Bell 14KG Gravel_BOOM_CACK.wav Sharp and tight hit with some rock debris. ROCKIMpt_IMPACT-Rock Bar Bell 14KG Gravel_BOOM_CACK.wav Sharp and tight hit with some rock debris in tail. ROCKIMpt_IMPACT-Rock Gravel Debris Trow_BOOM_CACK.wav Continuous movement of small stones. ROCKIMpt_IMPACT-Rock Gravel Debris_BOOM_CACK.wav Dropping small amount of stones. Slow with longer tail. ROCKIMpt_IMPACT-Rock Gravel Debris_BOOM_CACK.wav Big impact of stones with some sliding. ROCKIMpt_IMPACT-Rock Sandstone Bar Bell Debris_BOOM_CACK.wav Big impact of stones with some sliding and sliding debris. ROCKIMpt_IMPACT-Rock Sandstone Debris Large Throw_BOOM_CACK.wav Big impact of stone with steel ball. Lot of falling and sliding elements. ROCKIMpt_IMPACT-Rock Sandstone Debris Small Constant_BOOM_CACK.wav Big impact of stone with steel ball. Lot of falling and sliding elements. ROCKIMpt_IMPACT-Rock Sandstone Debris Small Constant_BOOM_CACK.wav Big interest of consent of stone. Rustling and sliding elements. ROCKIMpt_IMPACT-Rock Sandstone Debris Small Hit Bar Bell_BOOM_CACK.wav DockImpt_IMPACT-Rock Sandstone Debris Small Hi	ROCKImpt_IMPACT-Concrete Paving Slab Blanket Throw_B00M_CACK.wav	Dirt dropped on paving slabs. Lot of debris.
ROCKImpt_IMPACT-Concrete Paving Slab Step On Pile_BOOM_CACK.wav Steel ball of 14 kilograms being dropped on a stone slab. Heavy, metallic with concrete cracking elements. ROCKImpt_IMPACT-Concrete Slab Bar Bell 2KG_BOOM_CACK.wav Steel ball of 20 kilograms being dropped on a stone slab. Heavy, metallic with concrete cracking elements. ROCKImpt_IMPACT-Concrete Slab Bar Bell 2KG_BOOM_CACK.wav Steel ball being dropped on debris on top of a stone slab. Heavy, metallic elements. ROCKImpt_IMPACT-Concrete Slab Bar Bell 2KG Gravel Large_BOOM_CACK.wav Steel ball being dropped on debris on top of a stone slab. Heavy, metallic elements. ROCKImpt_IMPACT-Rock Bar Bell 14KG Gravel Large_BOOM_CACK.wav Steel ball being dropped on debris on top of a stone slab. Heavy, metallic elements. ROCKImpt_IMPACT-Rock Bar Bell 14KG Gravel Large_BOOM_CACK.wav Sharp and tight hit with some rock debris: ROCKImpt_IMPACT-Rock Bar Bell 14KG Gravel Loom_CACK.wav Sharp and tight hit with some rock debris in tail. ROCKImpt_IMPACT-Rock Gravel Constant_BOOM_CACK.wav Continuous movement of small stones. ROCKImpt_IMPACT-Rock Gravel Debris Throw_BOOM_CACK.wav Dropping small amount of stones. Fast and short. ROCKImpt_IMPACT-Rock Gravel Debris.BOOM_CACK.wav Big impact of stones with some sliding. ROCKImpt_IMPACT-Rock Sandstone Bar Bell Debris_BOOM_CACK.wav Hits of sense with some sliding and sliding debris. ROCKImpt_IMPACT-Rock Sandstone Debris Large Throw_BOOM_CACK.wav Continuous movement of smaller pieces with some sliding and sliding elements. ROCKImpt_IMPACT-Rock Sandstone Debris Small Constant_BOOM_CACK.wav Continuous movement of smaller pieces of stone. Rustling and sliding elements. ROCKImpt_IMPACT-Rock Sandstone Debris Small Hit Bar Bell_BOOM_CACK.wav Continuous movement of smaller pieces of stone. Rustling and sliding elements.	ROCKImpt_IMPACT-Concrete Paving Slab Debris Constant_B00M_CACK.wav	Continuous, rustling movement of dirt on paving slabs.
ROCKImpt_IMPACT-Concrete Slab Bar Bell 14KG_B00M_CACK.wav Steel ball of 14 kilograms being dropped on a stone slab. Heavy, metallic with concrete cracking elements. ROCKImpt_IMPACT-Concrete Slab Bar Bell Debris_B00M_CACK.wav Steel ball of 20 kilograms being dropped on a stone slab. Heavy, metallic elements. ROCKImpt_IMPACT-Concrete Slab Bar Bell Debris_B00M_CACK.wav Steel ball being dropped on debris on top of a stone slab. Heavy, metallic elements. ROCKImpt_IMPACT-Concrete Slab Steel Girder_B00M_CACK.wav Steel ball being dropped on debris on top of a stone slab. Heavy, metallic elements. ROCKImpt_IMPACT-Concrete Slab Steel Girder_B00M_CACK.wav Sharp and tight hit with some rock debris. ROCKImpt_IMPACT-Rock Bar Bell 14KG Gravel_B00M_CACK.wav Sharp and bigh, ringing hit. Very subtle rock debris in tail. ROCKImpt_IMPACT-Rock Gravel Constant_B00M_CACK.wav Continuous movement of small stones. ROCKImpt_IMPACT-Rock Gravel Debris Throw_B00M_CACK.wav Dropping small amount of stones. Fast and short. ROCKImpt_IMPACT-Rock Gravel Debris_B00M_CACK.wav Big impact of stones with some sliding. ROCKImpt_IMPACT-Rock Sandstone Bar Bell Debris_B00M_CACK.wav Hitting pile of stone with seel ball. Lot of falling and sliding debris. ROCKImpt_IMPACT-Rock Sandstone Debris Large Throw_B00M_CACK.wav Continuous movement of small stone pieces with some sliding and dropping. ROCKImpt_IMPACT-Rock Sandstone Debris Small Constant_B00M_CACK.wav Continuous movement of smaller pieces of stone. Rustling and sliding elements. ROCKImpt_IMPACT-Rock Sandstone Debris Small Ball Ball Ball Ball Ball Ball Ball	ROCKImpt_IMPACT-Concrete Paving Slab Debris Trickling_B00M_CACK.wav	Debris rippling from hand on stone slab.
ROCKIMpt_IMPACT-Concrete Slab Bar Bell 20KG_B00M_CACK.wav Steel ball of 20 kilograms being dropped on a stone slab. Heavy, metallic elements. ROCKIMpt_IMPACT-Concrete Slab Bar Bell Debris_B00M_CACK.wav Steel ball being dropped on debris on top of a stone slab. Heavy, metallic elements. ROCKIMpt_IMPACT-Rock Bar Bell 14KG Gravel Large_B00M_CACK.wav Steel ball being dropped on debris on top of a stone slab. Heavy, metallic elements. ROCKIMpt_IMPACT-Rock Bar Bell 14KG Gravel_B00M_CACK.wav Sharp and tight hit with some rock debris. ROCKIMpt_IMPACT-Rock Bar Bell 14KG Gravel_B00M_CACK.wav Sharp and tight, hirging hit. Very subtle rock debris in tail. ROCKIMpt_IMPACT-Rock Gravel Constant_B00M_CACK.wav Continuous movement of small stones. ROCKIMpt_IMPACT-Rock Gravel Debris Throw_B00M_CACK.wav Dropping small amount of stones. Fast and short. ROCKIMpt_IMPACT-Rock Gravel Debris_B00M_CACK.wav Dropping small amount of stones. Slow with longer tail. ROCKIMpt_IMPACT-Rock Sandstone Bar Bell Debris_B00M_CACK.wav Hitting pile of stones with some sliding. ROCKIMpt_IMPACT-Rock Sandstone Bar Bell Debris_B00M_CACK.wav Hitting pile of stone with steel ball. Lot of falling and sliding debris. ROCKIMpt_IMPACT-Rock Sandstone Debris Small Constant_B00M_CACK.wav Continuous movement of smaller pieces of stone. Rustling and sliding elements. ROCKIMpt_IMPACT-Rock Sandstone Debris Small Constant_B00M_CACK.wav Continuous movement of smaller pieces of stone. Rustling and sliding elements. ROCKIMpt_IMPACT-Rock Sandstone Debris Small Throw_B00M_CACK.wav Loose hit with a lot of crushing debris. ROCKIMpt_IMPACT-Rock Sandstone Debris Small Throw_B00M_CACK.wav Dropping little amount of smaller pieces of stone. Rustling and short.	ROCKImpt_IMPACT-Concrete Paving Slab Step On Pile_B00M_CACK.wav	Stomping into pile of rock debris on top of a stone slab.
ROCKIMpt_IMPACT-Concrete Slab Bar Bell Debris_B00M_CACK.wav Steel ball being dropped on debris on top of a stone slab. Heavy, metallic elements. ROCKIMpt_IMPACT-Rock Bar Bell 14KG Gravel Large_B00M_CACK.wav Sharp and tight hit with some rock debris. ROCKIMpt_IMPACT-Rock Bar Bell 14KG Gravel_B00M_CACK.wav Sharp and high, ringing hit. Very subtle rock debris in tail. ROCKIMpt_IMPACT-Rock Gravel Constant_B00M_CACK.wav Continuous movement of small stones. ROCKIMpt_IMPACT-Rock Gravel Debris Throw_B00M_CACK.wav Dropping small amount of stones. Fast and short. ROCKIMpt_IMPACT-Rock Gravel Debris_B00M_CACK.wav Dropping small amount of stones. Slow with longer tail. ROCKIMpt_IMPACT-Rock Pile_B00M_CACK.wav Big impact of stones with some sliding. ROCKIMpt_IMPACT-Rock Sandstone Bar Bell Debris_B00M_CACK.wav Hitting pile of stone with steel ball. Lot of falling and sliding debris. ROCKIMpt_IMPACT-Rock Sandstone Debris Small Constant_B00M_CACK.wav Continuous movement of smaller pieces of stone. Rustling and sliding elements. ROCKIMpt_IMPACT-Rock Sandstone Debris Small Constant_B00M_CACK.wav Continuous movement of smaller pieces of stone. Rustling and sliding elements. ROCKIMpt_IMPACT-Rock Sandstone Debris Small Hit Bar Bell_B00M_CACK.wav Dropping little amount of smaller pieces of stone. Rustling and sliding elements.	ROCKImpt_IMPACT-Concrete Slab Bar Bell 14KG_B00M_CACK.wav	Steel ball of 14 kilograms being dropped on a stone slab. Heavy, metallic with concrete cracking elements.
ROCKIMpt_IMPACT-Concrete Slab Steel Girder_B00M_CACK.wav Sharp and tight hit with some rock debris. ROCKIMpt_IMPACT-Rock Bar Bell 14KG Gravel Large_B00M_CACK.wav Sharp and high, ringing hit. Very subtle rock debris in tail. ROCKIMpt_IMPACT-Rock Gravel Constant_B00M_CACK.wav Continuous movement of small stones. ROCKIMpt_IMPACT-Rock Gravel Debris Throw_B00M_CACK.wav Dropping small amount of stones. Fast and short. ROCKIMpt_IMPACT-Rock Gravel Debris_B00M_CACK.wav Dropping small amount of stones. Slow with longer tail. ROCKIMpt_IMPACT-Rock Gravel Debris_B00M_CACK.wav Dropping small amount of stones slow with longer tail. ROCKIMpt_IMPACT-Rock Pile_B00M_CACK.wav Big impact of stones with some sliding. ROCKIMpt_IMPACT-Rock Sandstone Bar Bell Debris_B00M_CACK.wav Hitting pile of stone with steel ball. Lot of falling and sliding debris. ROCKIMpt_IMPACT-Rock Sandstone Debris Small Constant_B00M_CACK.wav Continuous movement of small er pieces of stone. Rustling and sliding elements. ROCKIMpt_IMPACT-Rock Sandstone Debris Small Constant_B00M_CACK.wav Continuous movement of smaller pieces of stone. Rustling and sliding elements. ROCKIMpt_IMPACT-Rock Sandstone Debris Small Hit Bar Bell_B00M_CACK.wav Dropping little amount of small debris. Fast and short.	ROCKImpt_IMPACT-Concrete Slab Bar Bell 20KG_B00M_CACK.wav	Steel ball of 20 kilograms being dropped on a stone slab. Heavy, metallic with concrete cracking elements.
ROCKIMpt_IMPACT-Rock Bar Bell 14KG Gravel Large_B00M_CACK.wav Sharp and tight hit with some rock debris. ROCKIMpt_IMPACT-Rock Gravel Constant_B00M_CACK.wav Continuous movement of small stones. ROCKIMpt_IMPACT-Rock Gravel Debris Throw_B00M_CACK.wav Dropping small amount of stones. Fast and short. ROCKIMpt_IMPACT-Rock Gravel Debris_B00M_CACK.wav Dropping small amount of stones. Slow with longer tail. ROCKIMpt_IMPACT-Rock Gravel Debris_B00M_CACK.wav Dropping small amount of stones. Slow with longer tail. ROCKIMpt_IMPACT-Rock Pile_B00M_CACK.wav Big impact of stones with some sliding. ROCKIMpt_IMPACT-Rock Sandstone Bar Bell Debris_B00M_CACK.wav Hitting pile of stone with steel ball. Lot of falling and sliding debris. ROCKIMpt_IMPACT-Rock Sandstone Debris Small Constant_B00M_CACK.wav Hits of small stone pieces with some sliding and dropping. ROCKIMpt_IMPACT-Rock Sandstone Debris Small Constant_B00M_CACK.wav Continuous movement of smaller pieces of stone. Rustling and sliding elements. ROCKIMpt_IMPACT-Rock Sandstone Debris Small Hit Bar Bell_B00M_CACK.wav Dropping little amount of small debris. Fast and short.	ROCKImpt_IMPACT-Concrete Slab Bar Bell Debris_B00M_CACK.wav	Steel ball being dropped on debris on top of a stone slab. Heavy, metallic elements.
ROCKImpt_IMPACT-Rock Bar Bell 14KG Gravel_B00M_CACK.wav ROCKImpt_IMPACT-Rock Gravel Constant_B00M_CACK.wav ROCKImpt_IMPACT-Rock Gravel Debris Throw_B00M_CACK.wav ROCKImpt_IMPACT-Rock Gravel Debris Throw_B00M_CACK.wav ROCKImpt_IMPACT-Rock Gravel Debris Security Debris Security Debris Security Description Security	ROCKImpt_IMPACT-Concrete Slab Steel Girder_B00M_CACK.wav	Steel ball being dropped on debris on top of a stone slab. Heavy, metallic elements.
ROCKImpt_IMPACT-Rock Gravel Constant_B00M_CACK.wav Continuous movement of small stones. ROCKImpt_IMPACT-Rock Gravel Debris Throw_B00M_CACK.wav Dropping small amount of stones. Fast and short. ROCKImpt_IMPACT-Rock Gravel Debris_B00M_CACK.wav Dropping small amount of stones. Slow with longer tail. ROCKImpt_IMPACT-Rock Pile_B00M_CACK.wav Big impact of stones with some sliding. ROCKImpt_IMPACT-Rock Sandstone Bar Bell Debris_B00M_CACK.wav Hitting pile of stone with steel ball. Lot of falling and sliding debris. ROCKImpt_IMPACT-Rock Sandstone Debris Large Throw_B00M_CACK.wav Hits of small stone pieces with some sliding and dropping. ROCKImpt_IMPACT-Rock Sandstone Debris Small Constant_B00M_CACK.wav Continuous movement of smaller pieces of stone. Rustling and sliding elements. ROCKImpt_IMPACT-Rock Sandstone Debris Small Hit Bar Bell_B00M_CACK.wav Loose hit with a lot of crushing debris. ROCKImpt_IMPACT-Rock Sandstone Debris Small Throw_B00M_CACK.wav Dropping little amount of small debris. Fast and short.	ROCKImpt_IMPACT-Rock Bar Bell 14KG Gravel Large_B00M_CACK.wav	Sharp and tight hit with some rock debris.
ROCKImpt_IMPACT-Rock Gravel Debris Throw_B00M_CACK.wav Dropping small amount of stones. Fast and short. ROCKImpt_IMPACT-Rock Gravel Debris_B00M_CACK.wav Dropping small amount of stones. Slow with longer tail. ROCKImpt_IMPACT-Rock Pile_B00M_CACK.wav Big impact of stones with some sliding. ROCKImpt_IMPACT-Rock Sandstone Bar Bell Debris_B00M_CACK.wav Hitting pile of stone with steel ball. Lot of falling and sliding debris. ROCKImpt_IMPACT-Rock Sandstone Debris Large Throw_B00M_CACK.wav Hits of small stone pieces with some sliding and dropping. ROCKImpt_IMPACT-Rock Sandstone Debris Small Constant_B00M_CACK.wav Continuous movement of smaller pieces of stone. Rustling and sliding elements. ROCKImpt_IMPACT-Rock Sandstone Debris Small Hit Bar Bell_B00M_CACK.wav Loose hit with a lot of crushing debris. ROCKImpt_IMPACT-Rock Sandstone Debris Small Throw_B00M_CACK.wav Dropping little amount of small debris. Fast and short.	ROCKImpt_IMPACT-Rock Bar Bell 14KG Gravel_B00M_CACK.wav	Sharp and high, ringing hit. Very subtle rock debris in tail.
ROCKImpt_IMPACT-Rock Gravel Debris_B00M_CACK.wav Big impact of stones with some sliding. ROCKImpt_IMPACT-Rock Pile_B00M_CACK.wav ROCKImpt_IMPACT-Rock Sandstone Bar Bell Debris_B00M_CACK.wav Hitting pile of stone with steel ball. Lot of falling and sliding debris. ROCKImpt_IMPACT-Rock Sandstone Debris Large Throw_B00M_CACK.wav Hits of small stone pieces with some sliding and dropping. ROCKImpt_IMPACT-Rock Sandstone Debris Small Constant_B00M_CACK.wav Continuous movement of smaller pieces of stone. Rustling and sliding elements. ROCKImpt_IMPACT-Rock Sandstone Debris Small Hit Bar Bell_B00M_CACK.wav Loose hit with a lot of crushing debris. ROCKImpt_IMPACT-Rock Sandstone Debris Small Throw_B00M_CACK.wav Dropping little amount of small debris. Fast and short.	ROCKImpt_IMPACT-Rock Gravel Constant_B00M_CACK.wav	Continuous movement of small stones.
ROCKImpt_IMPACT-Rock Sandstone Bar Bell Debris_B00M_CACK.wav ROCKImpt_IMPACT-Rock Sandstone Bar Bell Debris_B00M_CACK.wav ROCKImpt_IMPACT-Rock Sandstone Debris Large Throw_B00M_CACK.wav ROCKImpt_IMPACT-Rock Sandstone Debris Small Constant_B00M_CACK.wav ROCKImpt_IMPACT-Rock Sandstone Debris Small Constant_B00M_CACK.wav ROCKImpt_IMPACT-Rock Sandstone Debris Small Hit Bar Bell_B00M_CACK.wav ROCKImpt_IMPACT-Rock Sandstone Debris Small Hit Bar Bell_B00M_CACK.wav ROCKImpt_IMPACT-Rock Sandstone Debris Small Throw_B00M_CACK.wav ROCKImpt_IMPACT-Rock Sandstone Debris Small Throw_B00M_CACK.wav Dropping little amount of small debris. Fast and short.	ROCKImpt_IMPACT-Rock Gravel Debris Throw_B00M_CACK.wav	Dropping small amount of stones. Fast and short.
ROCKImpt_IMPACT-Rock Sandstone Bar Bell Debris_B00M_CACK.wav ROCKImpt_IMPACT-Rock Sandstone Debris Large Throw_B00M_CACK.wav ROCKImpt_IMPACT-Rock Sandstone Debris Small Constant_B00M_CACK.wav ROCKImpt_IMPACT-Rock Sandstone Debris Small Constant_B00M_CACK.wav ROCKImpt_IMPACT-Rock Sandstone Debris Small Hit Bar Bell_B00M_CACK.wav ROCKImpt_IMPACT-Rock Sandstone Debris Small Throw_B00M_CACK.wav ROCKImpt_IMPACT-Rock Sandstone Debris Small Throw_B00M_CACK.wav Dropping little amount of small debris. Fast and short.	ROCKImpt_IMPACT-Rock Gravel Debris_B00M_CACK.wav	Dropping small amount of stones. Slow with longer tail.
ROCKImpt_IMPACT-Rock Sandstone Debris Large Throw_B00M_CACK.wav ROCKImpt_IMPACT-Rock Sandstone Debris Small Constant_B00M_CACK.wav Continuous movement of smaller pieces of stone. Rustling and sliding elements. ROCKImpt_IMPACT-Rock Sandstone Debris Small Hit Bar Bell_B00M_CACK.wav Loose hit with a lot of crushing debris. ROCKImpt_IMPACT-Rock Sandstone Debris Small Throw_B00M_CACK.wav Dropping little amount of small debris. Fast and short.	ROCKImpt_IMPACT-Rock Pile_B00M_CACK.wav	Big impact of stones with some sliding.
ROCKImpt_IMPACT-Rock Sandstone Debris Small Constant_B00M_CACK.wav ROCKImpt_IMPACT-Rock Sandstone Debris Small Hit Bar Bell_B00M_CACK.wav Loose hit with a lot of crushing debris. ROCKImpt_IMPACT-Rock Sandstone Debris Small Throw_B00M_CACK.wav Dropping little amount of small debris. Fast and short.	ROCKImpt_IMPACT-Rock Sandstone Bar Bell Debris_B00M_CACK.wav	Hitting pile of stone with steel ball. Lot of falling and sliding debris.
ROCKImpt_IMPACT-Rock Sandstone Debris Small Hit Bar Bell_B00M_CACK.wav Loose hit with a lot of crushing debris. Propping little amount of small debris. Fast and short.	ROCKImpt_IMPACT-Rock Sandstone Debris Large Throw_B00M_CACK.wav	Hits of small stone pieces with some sliding and dropping.
ROCKImpt_IMPACT-Rock Sandstone Debris Small Throw_B00M_CACK.wav Dropping little amount of small debris. Fast and short.	ROCKImpt_IMPACT-Rock Sandstone Debris Small Constant_B00M_CACK.wav	Continuous movement of smaller pieces of stone. Rustling and sliding elements.
	ROCKImpt_IMPACT-Rock Sandstone Debris Small Hit Bar Bell_B00M_CACK.wav	Loose hit with a lot of crushing debris.
ROCKImpt IMPACT-Rock Sandstone Debris Small Trickling ROOM CACK way	ROCKImpt_IMPACT-Rock Sandstone Debris Small Throw_B00M_CACK.wav	Dropping little amount of small debris. Fast and short.
Tooking and some pieces. Figure took outdoorded by the property of the propert	ROCKImpt_IMPACT-Rock Sandstone Debris Small Trickling_B00M_CACK.wav	Dropping stone pieces. High, rustling and some softer hits.



FILENAME	DESCRIPTION
ROCKImpt_IMPACT-Rock Sandstone Pile Picking Up_B00M_CACK.wav	Movement of different sized pieces with sliding and rattling.
ROCKImpt_IMPACT-Rock Sandstone Pile Step_B00M_CACK.wav	Hitting of different sized pieces with a lot of sliding and moving.
ROCKImpt_IMPACT-Rock Sandstone Small Blanket_B00M_CACK.wav	Loose pieces being dropped out of fabric.
ROCKImpt_IMPACT-Rock Shuttering Block Bar Bell_B00M_CACK.wav	Pile of stone pieces being hit from steel ball. Sliding debris.
ROCKImpt_IMPACT-Rock Shuttering Block Debris Blanket Throw_B00M_CACK.wav	Soft, short movement of pile of rocks and stone. Some dropping debris.
ROCKImpt_IMPACT-Rock Shuttering Block Debris Constant_B00M_CACK.wav	Continuous movement of pile of rocks and stone. Rustling and sliding debris.
ROCKImpt_IMPACT-Rock Shuttering Block Debris Drop Slow_B00M_CACK.wav	Smaller pieces of rock and stone falling to ground. Short with some rustling.
ROCKImpt_IMPACT-Rock Shuttering Block Pile Step_B00M_CACK.wav	Foot stomp into pile of rocks and stones. Some rolling debris.
ROCKImpt_IMPACT-Rock Solid Slide_B00M_CACK.wav	Large stone hitting and sliding on pile of rocks.
WATRBubl_IMPACT-Water Bubbles Mid Range_B00M_CACK.wav	Mostly soft attack with some bubbling and splashing. Typical
WATRMvmt_IMPACT-Water Bubbles Vase Fill In.wav_B00M_CANNONS_BDX.wav_B00M_CACK.wav	Pressing object under water. Air bubbling on surface with some light splashing.
WATRMvmt_IMPACT-Water Impact Plunge_B00M_CANNONS_BDX.wav_B00M_CACK.wav	Hitting surface with plunger. Tonal impact with splashing.
WATRMvmt_IMPACT-Water Movement Bamboo Stick Constant_B00M_CACK.wav	Continuous displacement with subtle sprays and splashes.
WATRMvmt_IMPACT-Water Movement Constant_B00M_CACK.wav	Continuous displacement with a lot of splashing and dripping.
WATRMvmt_IMPACT-Water Movement Deep Fast Low Constant_B00M_CACK.wav	Continuous displacement with some gurgling and bubbling.
WATRMvmt_IMPACT-Water Movement Multiple Impacts Low_B00M_CACK.wav	Continuous hits with splashing and steady displacement. Dull and bubbly.
WATRMvmt_IMPACT-Water Movement Multiple Impacts Medium_B00M_CACK.wav	Continuous hits with splashing and steady displacement. Subtle spraying and splashing.
WATRMvmt_IMPACT-Water Movement Paddle Fast Constant_B00M_CACK.wav	Continuous splashing and displacement. Very quick moving with subtle splashing.
WATRMvmt_IMPACT-Water Movement Paddle Slow Constant_B00M_CACK.wav	Continuous splashing and displacement. Moving slowly with subtle splashing.
WATRMvmt_IMPACT-Water Movement Splashy Low_B00M_CACK.wav	Continuous moving and displacement. Subtle splashing and some spraying.
WATRPour_IMPACT-Water Splash Hose Large_B00M_CACK.wav	Dripping with some spraying and a lot of splashing. Big amount and fast.
WATRPour_IMPACT-Water Splash Hose Long Low_B00M_CACK.wav	Dripping with some spraying and a lot of splashing. Big amount and slow.
WATRPour_IMPACT-Water Splash Hose Small_B00M_CACK.wav	Dripping with some spraying and a lot of splashing. Little amount and fast.
WATRSplsh_IMPACT-Water Paddle Implosion Hard_B00M_CACK.wav	Water displacement with precise water sparkles, a wide stereo field and a medium long tail.
WATRSplsh_IMPACT-Water Paddle Implosion Soft_B00M_CACK.wav	Water displacement with more subtle water sparkles, a wide stereo field and a medium long tail.
WATRSplsh_IMPACT-Water Processed High_B00M_CACK.wav	Water splash sound with mainly high and mid frequencies and some water sparkles.
WATRSplsh_IMPACT-Water Processed Low Hard_B00M_CACK.wav	Short and dull water displacement sound with lots of bass frequencies.
WATRSplsh_IMPACT-Water Processed Low Soft_B00M_CACK.wav	Fast water displacement with subtle rumbling and some bubbling.
WATRSplsh_IMPACT-Water Processed Low_B00M_CACK.wav	Heavy water displacement with a hard low frequency transient and a rather short tail.
WATRSplsh_IMPACT-Water Processed Medium_B00M_CACK.wav	Fast hit on surface with slowly decaying displacement.
WATRSplsh_IMPACT-Water Processed Modulated_B00M_CACK.wav	Fast hit on surface with subtle thud and slowly decaying displacement.
WATRSplsh_IMPACT-Water Processed Punchy_B00M_CACK.wav	Soft attack but lots of displacement.
WATRSplsh_IMPACT-Water Processed Sharp_B00M_CACK.wav	Hard attack with lots of displacement.



FILENAME	DESCRIPTION
RSplsh_IMPACT-Water Processed Thin_B00M_CACK.wav	Hard attack with lots of displacement. High with very soft thud.
RSpIsh_IMPACT-Water Frocessed Trint_Boom_CACK.wav	Quickly moving arm, displacing big amount with lots of dripping and spraying.
RSpIsh_IMPACT-Water Spiash Arm Slow_B00M_CACK.wav	Slowly moving arm, displacing big amount with lots of dripping and spraying.
RSplsh_IMPACT-Water Splash Arm_B00M_CACK.wav	
·	Displacement with a transient character and some crisp water sparkles.
RSplsh_IMPACT-Water Splash Body Large_B00M_CACK.wav	Large displacement with some water sparkles and spraying in the end.
RSplsh_IMPACT-Water Splash Bubble Impact_B00M_CACK.wav	Large displacement with submerging bubbles and spraying in the end.
RSplsh_IMPACT-Water Splash Impact_B00M_CACK.wav	Hitting water surface with lots of spraying and splashing.
RSplsh_IMPACT-Water Splash Movement Paddle Large_B00M_CACK.wav	Big displacement with some spraying and subtle thuds.
RSplsh_IMPACT-Water Splash Paddle Large_B00M_CACK.wav	Big displacement with soft attack and a lot of dripping.
RSplsh_IMPACT-Water Splash Paddle Small_B00M_CACK.wav	Little displacement with soft attack and some spraying.
RSplsh_IMPACT-Water Splash Paddle Tail Large_B00M_CACK.wav	Hitting surface with heavy thud and small spraying.
RSplsh_IMPACT-Water Splash Paddle Tail Small_B00M_CACK.wav	Hitting surface with thud and small spraying.
RSplsh_IMPACT-Water Splash Vase Empty Out_B00M_CACK.wav	Submerging with lots of displacement, bubbling and dripping in the end.
RSplsh_IMPACT-Water Whoosh Fast_B00M_CACK.wav	Fast submerging hit with subtle displacement.
RSplsh_IMPACT-Water Whoosh Large_B00M_CACK.wav	Submerging hit with dull and subtle displacement.
RSplsh_IMPACT-Water Whoosh Medium_B00M_CACK.wav	Fast submerging with subtle displacement.
RSplsh_IMPACT-Water Whoosh Small_B00M_CACK.wav	Fast submerging with subtle displacement and several splashing.
RWave_IMPACT-Water Big Spray High_B00M_CACK.wav	Long and noisy water whoosh. High with slow movement.
RWave_IMPACT-Water Big Spray Low_B00M_CACK.wav	Long and noisy water whoosh. Large with hard attack.
DFric_HANDLING-Wood Creak Heavy Short_B00M_CACK.wav	Breaking wood with splintering and creaking elements.
DFric_HANDLING-Wood Creak Light Short_B00M_CACK.wav	Ripping wooden pieces slowly apart. Splintering and short.
DFric_HANDLING-Wood Creak Medium Short_B00M_CACK.wav	Ripping wooden pieces apart. Short and high.
DFric_HANDLING-Wood Creak Sweetener_B00M_CACK.wav	Ripping wooden pieces apart and crunching them.
DFric_MOVEMENT-Wood Scrape Fast_B00M_CACK.wav	Quickly sliding wooden piece. High and slightly hollow.
DFric_MOVEMENT-Wood Scrape Low Fast_B00M_CACK.wav	Quickly sliding wooden piece. Low and slightly hollow.
DFric_MOVEMENT-Wood Scrape Low Moderate_B00M_CACK.wav	Quickly sliding wooden piece. Dull and slightly hollow.
DFric_MOVEMENT-Wood Scrape Low Rough Slow_B00M_CACK.wav	Quickly sliding wooden piece. Gritty and slightly hollow.
DFric_MOVEMENT-Wood Scrape Low Slow_B00M_CACK.wav	Quickly sliding wooden piece. Very dull and slightly hollow.
DImpt_IMPACT-Wood Bar Bell 14KG Case Of Wine On Wooden Box_B00M_CACK.wav	Crushing wood with a lot of rattling and some rustling.
DImpt_IMPACT-Wood Bar Bell 14KG Case Of Wine_B00M_CACK.wav	Crushing and hitting wood with a lot of rattling and some rustling.
DImpt_IMPACT-Wood Bar Bell 14KG Sawn Off Fencepoles_B00M_CACK.wav	Hitting steel ball on wooden pieces. Some rattling and slightly tonal.
DImpt_IMPACT-Wood Bar Bell 14KG Wooden Beam High_B00M_CACK.wav	Short hit of steel ball on wooden pieces. Dull with some rattling.



FILENAME	DESCRIPTION
WOODImpt_IMPACT-Wood Bar Bell 14KG Wooden Beam_B00M_CACK.wav	Low thud of wooden pieces. Subtle noise and debris in tail.
WOODImpt_IMPACT-Wood Barn Door_B00M_CACK.wav	Heavy hitting of wooden gate. Lots of rumbling and rattling.
WOODImpt_IMPACT-Wood Barn Half Door_B00M_CACK.wav	Heavy hitting of wooden gate. Lots of rumbling and rattling.
W00DImpt_IMPACT-Wood Bounce Hard_B00M_CACK.wav	Very dull wood collision sound focused on low frequencies.
WOODImpt_IMPACT-Wood Bounce Heavy_B00M_CACK.wav	Very dull wood collision sound focused on low frequencies.
WOODImpt_IMPACT-Wood Bounce Massive_B00M_CACK.wav	Very dull wood collision sound focused on low frequencies.
WOODImpt_IMPACT-Wood Bounce Moderate_B00M_CACK.wav	Soft wooden hit with some rattling and rustling.
WOODImpt_IMPACT-Wood Bounce Soft_B00M_CACK.wav	Thin wooden hit with very light, metallic rattling.
WOODImpt_IMPACT-Wood Case Of Wine Container_B00M_CACK.wav	Hitting and dropping wooden pieces. Lots of rumbling and some sliding.
WOODImpt_IMPACT-Wood Fence Pole Dropping_B00M_CACK.wav	Several wooden pieces being dropped. Rattling and some sliding.
WOODImpt_IMPACT-Wood Fence Poles Container_B00M_CACK.wav	Small wooden bars rolling and dropping. Slightly tonal.
WOODImpt_IMPACT-Wood Fence Poles Large Container_B00M_CACK.wav	Bigger wooden bars rolling and dropping. Slightly tonal.
WOODImpt_IMPACT-Wood Hollow_B00M_CACK.wav	Hitting wooden piece. Tonally ringing and some rattling.
WOODImpt_IMPACT-Wood Leather Slap_B00M_CACK.wav	Hitting wooden piece with leather. Dull with some rattling.
WOODImpt_IMPACT-Wood Leather_B00M_CACK.wav	Hitting wooden piece with leather. Dull with some rattling.
WOODImpt_IMPACT-Wood Light_B00M_CACK.wav	Hitting wooden piece. Very soft and slightly rattling.
WOODImpt_IMPACT-Wood Metal Bounce_B00M_CACK.wav	Short metal collision sound with a dull and low frequency character.
WOODImpt_IMPACT-Wood Metal Low Soft Tight_B00M_CACK.wav	Hitting wooden and metallic pieces. Low thud with some rattling.
WOODImpt_IMPACT-Wood Metal Low Soft_B00M_CACK.wav	Hitting wooden and metallic pieces. Soft, low thud with some rattling.
WOODImpt_IMPACT-Wood Moderate Low_B00M_CACK.wav	Hitting wooden and metallic pieces. Soft, low thud with some rattling.
WOODImpt_IMPACT-Wood Moderate Rattle_B00M_CACK.wav	Rattling wooden pieces on hollow surface.
WOODImpt_IMPACT-Wood On Wood_B00M_CACK.wav	Dropping wooden pieces on wooden pile. Some metallic rattling.
WOODImpt_IMPACT-Wood Pallet Wooden Door_B00M_CACK.wav	Dropping wooden pieces on pallet.
WOODImpt_IMPACT-Wood Plywood Bar Bell_B00M_CACK.wav	Harsh hit with steel ball on wooden pieces. Some breaking and sliding parts.
WOODImpt_IMPACT-Wood Plywood Breaking_B00M_CACK.wav	Ripping and tearing wooden pieces apart. High, rustling elements.
WOODImpt_IMPACT-Wood Plywood Debris Constant_B00M_CACK.wav	Continuous movement of wooden pieces. Lots of rattling and rustling.
WOODImpt_IMPACT-Wood Plywood Debris Drop Single_B00M_CACK.wav	Dropping thin pieces onto ground. Softly rustling and crackling.
WOODImpt_IMPACT-Wood Plywood Debris Large Drop Slow_B00M_CACK.wav	Dropping big amount of thin pieces onto ground. Softly rattling and crackling.
WOODImpt_IMPACT-Wood Plywood Debris Small Constant_B00M_CACK.wav	Continuous rustling of thin pieces with some crackling debris.
WOODImpt_IMPACT-Wood Plywood Debris Small Slow_B00M_CACK.wav	Slowly dropping thin pieces. Softly rustling and crackling.
WOODImpt_IMPACT-Wood Plywood Drop Many_B00M_CACK.wav	Compact pile dropped onto ground. Short with subtle debris.
WOODImpt_IMPACT-Wood Plywood Hand_B00M_CACK.wav	Short drop with subtle rattling elements.
WOODImpt_IMPACT-Wood Plywood Kicking_B00M_CACK.wav	Kicking against pile. Low thud with some cracking.



FILENAME	DESCRIPTION
WOODImpt_IMPACT-Wood Plywood Steel Girder_B00M_CACK.wav	Big pile crashing with lots of rattling and crackling debris.
WOODImpt_IMPACT-Wood Plywood_B00M_CACK.wav	Short drop with subtle rattling elements.
WOODImpt_IMPACT-Wood Rattle Heavy_B00M_CACK.wav	Dull and hollow drop with rattling on surface.
WOODImpt_IMPACT-Wood Rattle Light_B00M_CACK.wav	Soft drop with soft, metallic rattling.
WOODImpt_IMPACT-Wood Resonance Heavy_B00M_CACK.wav	Dull and hollow drop with rattling on surface.
WOODImpt_IMPACT-Wood Resonance Light_B00M_CACK.wav	Soft drop with soft, metallic rattling and ringing.
WOODImpt_IMPACT-Wood Resonance_B00M_CACK.wav	Soft drop with softly ringing metallic elements.
WOODImpt_IMPACT-Wood Rolling Impact Beefy_B00M_CACK.wav	Metal sound of a cannonball moving on a wooden plate into some random metal objects.
WOODImpt_IMPACT-Wood Rolling Impact Big_B00M_CACK.wav	Metal sound of a cannonball moving on a wooden plate into some random metal objects.
WOODImpt_IMPACT-Wood Rolling Impact Ring Out_B00M_CACK.wav	Metal sound of a cannonball moving on a wooden plate into some loose and moving metal objects with a long metal pin tail.
WOODImpt_IMPACT-Wood Rolling Impact_B00M_CACK.wav	Wood scraping on a wooden plate and moving into some wood objects.
WOODImpt_IMPACT-Wood Rolling Into Metal Snap In_B00M_CACK.wav	Metal sound of a cannonball moving on a wooden plate into some loose and moving metal objects.
WOODImpt_IMPACT-Wood Roof Beam Falling_B00M_CACK.wav	Hollow drop with resonating elements.
WOODImpt_IMPACT-Wood Scrape Impact Rattling_B00M_CACK.wav	A wood and metal collision with some blade like metal sounds.
WOODImpt_IMPACT-Wood Steel Girder Case Of Wine_B00M_CACK.wav	Heavy thud with some metallic ringing.
WOODImpt_IMPACT-Wood Steel Girder Pallet On Wooden Door_B00M_CACK.wav	Heavy thud with some metallic ringing and some rattling.
WOODImpt_IMPACT-Wood Steel Girder Wooden Box In Case Of Wine_B00M_CACK.wav	Heavy thud with some metallic ringing and some rattling.
WOODImpt_IMPACT-Wood Wooden Door Floor_B00M_CACK.wav	Hitting wooden piece on ground. Very short and slightly rattling.
WOODImpt_IMPACT-Wood Wooden Pallet Door_B00M_CACK.wav	Hitting wooden piece on ground. Long rattling in tail.
WOODMvmt_MOVEMENT-Metal And Wood Rattle Long_B00M_CACK.wav	Loose wooden and metallic pieces rattling.
WOODMvmt_MOVEMENT-Metal And Wood Rattle Short_B00M_CACK.wav	Loose wooden and metallic pieces rattling.
WOODMvmt_MOVEMENT-Metal Wood Sequence Various Pieces _B00M_CACK.wav	Moving metallic pieces on pile of mixed wood. Long action with some ringing.
WOODMvmt_MOVEMENT-Metal Wood Turn Into Snap_B00M_CACK.wav	Moving metallic pieces on pile of mixed wood. Short action with some ringing.
WOODMvmt_MOVEMENT-Metal Wood Turn Stop_B00M_CACK.wav	Moving metallic pieces on pile of mixed wood. Short action with some rattling.
WOODMvmt_MOVEMENT-Wood And Metal Heavy Rattling Long_B00M_CACK.wav	Shaking pile of wooden and metallic pieces. Long and slightly, tonally ringing.
WOODMvmt_MOVEMENT-Wood And Metal Heavy Rattling Short_B00M_CACK.wav	Shaking pile of wooden and metallic pieces. Short and slightly, tonally ringing.
WOODMvmt_MOVEMENT-Wood And Metal Rattle Long_B00M_CACK.wav	Loose wooden and metallic pieces rattling.
WOODMvmt_MOVEMENT-Wood And Metal Rattle Short_B00M_CACK.wav	Loose wooden and metallic pieces rattling.
WOODMvmt_MOVEMENT-Wood Cogwheel Fast_B00M_CACK.wav	Quickly turning gear with grinding wooden pieces. Hollow and dull.
WOODMvmt_MOVEMENT-Wood Cogwheel Slow_B00M_CACK.wav	Slowly turning gear with grinding wooden pieces. Hollow and dull.
WOODMvmt_MOVEMENT-Wood Rattle Jolt Long_B00M_CACK.wav	Loose wooden pieces shaking and rattling.
WOODMvmt_MOVEMENT-Wood Rattle Jolt Short_B00M_CACK.wav	Loose wooden pieces shaking and rattling.
WOODMvmt_MOVEMENT-Wood Rattle Jolt Sweetener_B00M_CACK.wav	Loose wooden pieces shaking and rattling.



FILENAME	DESCRIPTION
WOODMvmt_MOVEMENT-Wood Rolling Constant_B00M_CACK.wav	Continuous moving wooden pieces. Long, rumbling sequence.
WOODMvmt_MOVEMENT-Wood Rolling Fast_B00M_CACK.wav	Quickly moving wooden pieces. Rumbling and dull.
WOODMvmt_MOVEMENT-Wood Rolling High Fast_B00M_CACK.wav	Quickly moving wooden pieces on hollow surface. Dull with some ringing.
WOODMvmt_MOVEMENT-Wood Rolling High Slow_B00M_CACK.wav	Slowly moving wooden pieces on hollow surface. Dull with some ringing.
WOODMvmt_MOVEMENT-Wood Rolling Low Slow_B00M_CACK.wav	Slowly moving wooden pieces on hollow surface. Dull with a lot of rumbling.
WOODMvmt_MOVEMENT-Wood Rolling Medium_B00M_CACK.wav	Moving wooden pieces. Rumbling with dull clacking.
WOODMvmt_MOVEMENT-Wood Rolling Slow_B00M_CACK.wav	Slowly moving wooden pieces. Rumbling with dull clacking.
WOODMvmt_MOVEMENT-Wood Rolling Sweetener_B00M_CACK.wav	Moving wooden pieces on hollow surface. Dull with a lot of rumbling.
WOODMvmt_MOVEMENT-Wood Scrape On Wood Fast_B00M_CACK.wav	Soft and quick moving of wooden pieces with light rustling.
WOODMvmt_MOVEMENT-Wood Scrape On Wood Slow_B00M_CACK.wav	Soft and quick moving of wooden pieces with light rustling.
WOODMvmt_MOVEMENT-Wood Stone Roll Fast_B00M_CACK.wav	Quickly sliding wooden pieces on hollow surface.
WOODMvmt_MOVEMENT-Wood Stone Roll Moderate_B00M_CACK.wav	Slowly sliding wooden pieces on hollow surface.

