

CINEMATIC METAL

FILENAME	DESCRIPTION
BELLGong_Impact Brass Stick Body P0_B00M_CMCK.wav	Impact - Metal - Medium - Mid - Med. Piece of a pendulum clock attached on a bongo. Dry. Original Pitch.
BELLGong_Impact Brass Stick Body P1_B00M_CMCK.wav	Impact - Metal - Medium - Mid - Med. Piece of a pendulum clock attached on a bongo. Dry. Pitched down one octave.
BELLGong_Impact Brass Stick Body P2_B00M_CMCK.wav	Impact - Metal - Medium - Low - Med. Piece of a pendulum clock attached on a bongo. Dry. Pitched down two octaves.
BELLMisc_Impact Brass Bell P0_B00M_CMCK.wav	Impact - Metal - Soft - High - Small. Brass bells. Dry. Original Pitch.
BELLMisc_Impact Brass Stick 01 P0_B00M_CMCK.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, first stick. Dry. Original Pitch.
BELLMisc_Impact Brass Stick 02 P0_B00M_CMCK.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, second stick. Dry. Original Pitch.
BELLMisc_Impact Brass Stick 03 P0_B00M_CMCK.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, third stick. Dry. Original Pitch.
BELLMisc_Impact Brass Stick 04 P0_B00M_CMCK.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, fourth stick. Dry. Original Pitch.
BELLMisc_Impact Brass Sticks Jitter P0_B00M_CMCK.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, all sticks. Dry. Original Pitch.
BELLMisc_Impact Brass Sticks Phase P0_B00M_CMCK.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, all sticks, moved in front of microphone. Dry. Original Pitch.
BELLMisc_Impact Brass Sticks Sustained P0_B00M_CMCK.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, all sticks. Dry. Original Pitch.
BELLMisc_Impact Brass Bell P1_B00M_CMCK.wav	Impact - Metal - Soft - High - Small. Brass bells. Dry. Pitched down one octave.
BELLMisc_Impact Brass Stick 01 P1_B00M_CMCK.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, first stick. Dry. Pitched down one octave.
BELLMisc_Impact Brass Stick 02 P1_B00M_CMCK.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, second stick. Dry. Pitched down one octave.
BELLMisc_Impact Brass Stick 03 P1_B00M_CMCK.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, third stick. Dry. Pitched down one octave.
BELLMisc_Impact Brass Stick 04 P1_B00M_CMCK.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, fourth stick. Dry. Pitched down one octave.
BELLMisc_Impact Brass Sticks Jitter P1_B00M_CMCK.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, all sticks. Dry. Pitched down one octave.
BELLMisc_Impact Brass Sticks Phase P1_B00M_CMCK.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, all sticks, moved in front of microphone. Dry. Pitched down one octave.
BELLMisc_Impact Brass Sticks Sustained P1_B00M_CMCK.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, all sticks. Dry. Pitched down one octave.
BELLMisc_Impact Brass Bell P2_B00M_CMCK.wav	Impact - Metal - Soft - High - Small. Brass bells. Dry. Pitched down two octaves.
BELLMisc_Impact Brass Stick 01 P2_B00M_CMCK.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, first stick. Dry. Pitched down two octaves.
BELLMisc_Impact Brass Stick 02 P2_B00M_CMCK.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, second stick. Dry. Pitched down two octaves.
BELLMisc_Impact Brass Stick 03 P2_B00M_CMCK.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, third stick. Dry. Pitched down two octaves.
BELLMisc_Impact Brass Stick 04 P2_B00M_CMCK.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, fourth stick. Dry. Pitched down two octaves.
BELLMisc_Impact Brass Sticks Jitter P2_B00M_CMCK.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, all sticks. Dry. Pitched down two octaves.
BELLMisc_Impact Brass Sticks Phase P2_B00M_CMCK.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, all sticks, moved in front of microphone. Dry. Pitched down two octaves.

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BELLMisc_Impact Brass Sticks Sustained P2_B00M_CMCK.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, all sticks. Dry. Pitched down two octaves.
CHAINMisc_Impact Chain Box P0_B00M_CMCK.wav	Impact - Metal - Medium - High - Small. Metalbox box, chain inside. Dry. Original Pitch.
CHAINMisc_Impact Chain Drop P0_B00M_CMCK.wav	Crash - Metal - Soft - High - Med. Chain drop into box, rattle. Reverberant Original Pitch.
CHAINMisc_Impact Chain Light P0_B00M_CMCK.wav	Impact - Metal - Soft - High - Small. Chain. Dry. Original Pitch.
CHAINMisc_Impact Chain Light Drop P0_B00M_CMCK.wav	Impact - Metal - Soft - High - Small. Chain rattle. Reverberant Original Pitch.
CHAINMisc_Impact Chain Smash P0_B00M_CMCK.wav	Impact - Metal - Soft - High - Small. Chain drop, rattle. Reverberant Original Pitch.
CHAINMisc_Impact Chain Box P1_B00M_CMCK.wav	Impact - Metal - Medium - High - Med. Metalbox box, chain inside. Dry. Pitched down one octave.
CHAINMisc_Impact Chain Drop P1_B00M_CMCK.wav	Crash - Metal - Soft - High - Med. Chain drop into box, rattle. Reverberant Pitched down one octave.
CHAINMisc_Impact Chain Light P1_B00M_CMCK.wav	Impact - Metal - Medium - High - Small. Chain. Dry. Pitched down one octave.
CHAINMisc_Impact Chain Light Drop P1_B00M_CMCK.wav	Impact - Metal - Medium - High - Small. Chain rattle. Reverberant Pitched down one octave.
CHAINMisc_Impact Chain Smash P1_B00M_CMCK.wav	Impact - Metal - Soft - High - Small. Chain drop, rattle. Reverberant Pitched down one octave.
CHAINMisc_Impact Chain Box P2_B00M_CMCK.wav	Crash - Metal - Medium - Mid - Med. Metalbox box, chain inside. Dry. Pitched down two octaves.
CHAINMisc_Impact Chain Drop P2_B00M_CMCK.wav	Crash - Metal - Soft - Mid - Large. Chain drop into box, rattle. Reverberant Pitched down two octaves.
CHAINMisc_Impact Chain Light P2_B00M_CMCK.wav	Impact - Metal - Medium - High - Small. Chain. Dry. Pitched down two octaves.
CHAINMisc_Impact Chain Light Drop P2_B00M_CMCK.wav	Impact - Metal - Medium - High - Med. Chain rattle. Reverberant Pitched down two octaves.
CHAINMisc_Impact Chain Smash P2_B00M_CMCK.wav	Impact - Metal - Soft - High - Med. Chain drop, rattle. Reverberant Pitched down two octaves.
DOORGate_Impact Fence P0_B00M_CMCK.wav	Crash - Metal - Medium - High - Med. Fence. Reverberant Original Pitch.
DOORGate_Impact Fence P1_B00M_CMCK.wav	Crash - Metal - Medium - High - Med. Fence. Reverberant Pitched down one octave.
DOORGate_Impact Fence P2_B00M_CMCK.wav	Crash - Metal - Medium - Mid - Med. Fence. Reverberant Pitched down two octaves.
DOORGate_Scratch Fence P0_B00M_CMCK.wav	Scrape - Metal - Medium - Mid - Med. Sheet on Fence. Reverberant Original Pitch.
DOORGate_Scratch Fence P1_B00M_CMCK.wav	Scrape - Metal - Hard - Mid - Med. Sheet on Fence. Reverberant Pitched down one octave.
DOORGate_Scratch Fence P2_B00M_CMCK.wav	Scrape - Metal - Hard - Mid - Large. Sheet on Fence. Reverberant Pitched down two octaves.
DOORHdwr_Impact Lock Dry P0_B00M_CMCK.wav	Impact - Metal - Soft - Mid - Med. Metal latch. Dry. Original Pitch.
DOORHdwr_Impact Lock Squeak P0_B00M_CMCK.wav	Impact - Metal - Soft - High - Med. Steel door open. Reverberant Original Pitch.
DOORHdwr_Impact Lock Dry P1_B00M_CMCK.wav	Impact - Metal - Soft - Mid - Med. Metal latch. Dry. Pitched down one octave.
DOORHdwr_Impact Lock Squeak P1_B00M_CMCK.wav	Impact - Metal - Soft - High - Large. Steel door open. Reverberant Pitched down one octave.
DOORHdwr_Impact Lock Dry P2_B00M_CMCK.wav	Impact - Metal - Soft - Mid - Med. Metal latch. Dry. Pitched down two octaves.
DOORHdwr_Impact Lock Squeak P2_B00M_CMCK.wav	Impact - Metal - Soft - Mid - Large. Steel door open. Reverberant Pitched down two octaves.

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FILENAME	DESCRIPTION
DOORMet_Impact Door Dark P0_B00M_CMCK.wav	Hit - Metal - Soft - Low - Large. Door close. Reverberant Original Pitch.
DOORMet_Impact Door Heavy P0_B00M_CMCK.wav	Impact - Metal - Medium - Mid - Large. Door close. Reverberant Original Pitch.
DOORMet_Impact Door Soft P0_B00M_CMCK.wav	Impact - Metal - Soft - Mid - Med. Door close. Reverberant Original Pitch.
DOORMet_Impact Hatch Dark P0_B00M_CMCK.wav	Crash - Metal - Soft - Low - Large. Dumpster hatch open. Reverberant Original Pitch.
DOORMet_Impact Hatch Hollow P0_B00M_CMCK.wav	Impact - Metal - Medium - Mid - Med. Dumpster hatch. Reverberant Original Pitch.
DOORMet_Impact Hatch Soft P0_B00M_CMCK.wav	Impact - Metal - Soft - Low - Med. Dumpster hatch close. Reverberant Original Pitch.
DOORMet_Impact Door Dark P1_B00M_CMCK.wav	Hit - Metal - Soft - Low - Large. Door close. Reverberant Pitched down one octave.
DOORMet_Impact Door Heavy P1_B00M_CMCK.wav	Impact - Metal - Medium - Low - Large. Door close. Reverberant Pitched down one octave.
DOORMet_Impact Door Soft P1_B00M_CMCK.wav	Impact - Metal - Soft - Low - Large. Door close. Reverberant Pitched down one octave.
DOORMet_Impact Hatch Dark P1_B00M_CMCK.wav	Crash - Metal - Soft - Low - Large. Dumpster hatch open. Reverberant Pitched down one octave.
DOORMet_Impact Hatch Hollow P1_B00M_CMCK.wav	Impact - Metal - Medium - Mid - Med. Dumpster hatch. Reverberant Pitched down one octave.
DOORMet_Impact Hatch Soft P1_B00M_CMCK.wav	Impact - Metal - Soft - Low - Med. Dumpster hatch close. Reverberant Pitched down one octave.
DOORMet_Impact Door Dark P2_B00M_CMCK.wav	Impact - Metal - Soft - Low - Large. Door close. Reverberant Pitched down two octaves.
DOORMet_Impact Door Heavy P2_B00M_CMCK.wav	Impact - Metal - Medium - Low - Large. Door close. Reverberant Pitched down two octaves.
DOORMet_Impact Door Soft P2_B00M_CMCK.wav	Impact - Metal - Soft - Low - Large. Door close. Reverberant Pitched down two octaves.
DOORMet_Impact Hatch Dark P2_B00M_CMCK.wav	Crash - Metal - Soft - Low - Large. Dumpster hatch open. Reverberant Pitched down two octaves.
DOORMet_Impact Hatch Hollow P2_B00M_CMCK.wav	Impact - Metal - Medium - Mid - Large. Dumpster hatch. Reverberant Pitched down two octaves.
DOORMet_Impact Hatch Soft P2_B00M_CMCK.wav	Impact - Metal - Soft - Low - Large. Dumpster hatch close. Reverberant Pitched down two octaves.
DOORSlid_Impact Slidedoor Close P0_B00M_CMCK.wav	Crash - Metal - Medium - High - Med. Close metal sliding door. Dry. Original Pitch.
DOORSlid_Impact Slidedoor Open P0_B00M_CMCK.wav	Crash - Metal - Medium - High - Med. Open metal sliding door. Dry. Original Pitch.
DOORSlid_Impact Slidedoor Close P1_B00M_CMCK.wav	Crash - Metal - Soft - Mid - Med. Close metal sliding door. Dry. Pitched down one octave.
DOORSlid_Impact Slidedoor Open P1_B00M_CMCK.wav	Crash - Metal - Soft - Mid - Med. Open metal sliding door. Dry. Pitched down one octave.
DOORSlid_Impact Slidedoor Close P2_B00M_CMCK.wav	Crash - Metal - Soft - Mid - Large. Close metal sliding door. Dry. Pitched down two octaves.
DOORSlid_Impact Slidedoor Open P2_B00M_CMCK.wav	Crash - Metal - Soft - Mid - Large. Open metal sliding door. Dry. Pitched down two octaves.
METLcrsh_Impact Plate Long P0_B00M_CMCK.wav	Crash - Metal - Medium - High - Small. Sheets. Reverberant Original Pitch.
METLcrsh_Impact Plate Short P0_B00M_CMCK.wav	Crash - Metal - Medium - High - Small. Sheets. Reverberant Original Pitch.
METLcrsh_Impact Rims Rattle P0_B00M_CMCK.wav	Crash - Metal - Medium - High - Small. Rim on various metal elements. Reverberant Original Pitch.
METLcrsh_Impact Trash Box P0_B00M_CMCK.wav	Impact - Metal - Soft - Mid - Small. Opened small ammunition box. Dry. Original Pitch.

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FILENAME	DESCRIPTION
METLCrsh_Impact Trash Massive P0_B00M_CMCK.wav	Impact - Metal - Medium - High - Small. Scrap and diverse metal elements. Reverberant Original Pitch.
METLCrsh_Impact Trash Poles P0_B00M_CMCK.wav	Crash - Metal - Hard - High - Med. Scrap, pole and diverse metal elements. Reverberant Original Pitch.
METLCrsh_Impact Trash Rattle P0_B00M_CMCK.wav	Crash - Metal - Hard - High - Med. Scrap and diverse metal elements. Reverberant Original Pitch.
METLCrsh_Impact Plate Long P1_B00M_CMCK.wav	Crash - Metal - Medium - Mid - Med. Sheets. Reverberant Pitched down one octave.
METLCrsh_Impact Plate Short P1_B00M_CMCK.wav	Crash - Metal - Medium - High - Med. Sheets. Reverberant Pitched down one octave.
METLCrsh_Impact Rims Rattle P1_B00M_CMCK.wav	Crash - Metal - Medium - Mid - Med. Rim on various metal elements. Reverberant Pitched down one octave.
METLCrsh_Impact Trash Box P1_B00M_CMCK.wav	Impact - Metal - Soft - Mid - Small. Opened small ammunition box. Dry. Pitched down one octave.
METLCrsh_Impact Trash Massive P1_B00M_CMCK.wav	Impact - Metal - Medium - High - Med. Scrap and diverse metal elements. Reverberant Pitched down one octave.
METLCrsh_Impact Trash Poles P1_B00M_CMCK.wav	Crash - Metal - Hard - Mid - Med. Scrap, pole and diverse metal elements. Reverberant Pitched down one octave.
METLCrsh_Impact Trash Rattle P1_B00M_CMCK.wav	Crash - Metal - Hard - Mid - Med. Scrap and diverse metal elements. Reverberant Pitched down one octave.
METLCrsh_Impact Plate Long P2_B00M_CMCK.wav	Crash - Metal - Medium - Mid - Med. Sheets. Reverberant Pitched down two octaves.
METLCrsh_Impact Plate Short P2_B00M_CMCK.wav	Crash - Metal - Medium - Mid - Med. Sheets. Reverberant Pitched down two octaves.
METLCrsh_Impact Rims Rattle P2_B00M_CMCK.wav	Crash - Metal - Hard - Mid - Med. Rim on various metal elements. Reverberant Pitched down two octaves.
METLCrsh_Impact Trash Box P2_B00M_CMCK.wav	Impact - Metal - Medium - Mid - Med. Opened small ammunition box. Dry. Pitched down two octaves.
METLCrsh_Impact Trash Massive P2_B00M_CMCK.wav	Impact - Metal - Hard - Mid - Med. Scrap and diverse metal elements. Reverberant Pitched down two octaves.
METLCrsh_Impact Trash Poles P2_B00M_CMCK.wav	Crash - Metal - Hard - Mid - Large. Scrap, pole and diverse metal elements. Reverberant Pitched down two octaves.
METLCrsh_Impact Trash Rattle P2_B00M_CMCK.wav	Crash - Metal - Hard - Mid - Large. Scrap and diverse metal elements. Reverberant Pitched down two octaves.
METLFric_Scratch Metal Debris P0_B00M_CMCK.wav	Scrape - Metal - Medium - High - Small. Diverse small metal elements on sheet. Reverberant Original Pitch.
METLFric_Scratch Sheet P0_B00M_CMCK.wav	Scrape - Metal - Medium - High - Med. Sheets. Reverberant Original Pitch.
METLFric_Scratch Sword Long P0_B00M_CMCK.wav	Scrape - Metal - Medium - High - Small. Slow scrape of two swords. Dry. Original Pitch.
METLFric_Scratch Sword Short P0_B00M_CMCK.wav	Scrape - Metal - Medium - High - Small. Short scrape of two swords. Dry. Original Pitch.
METLFric_Scratch Sword Squeak P0_B00M_CMCK.wav	Scrape - Metal - Hard - High - Small. Sword vs rusty rail piece scratches. Hinge. Tonal. Dry. Original Pitch.
METLFric_Scratch Metal Debris P1_B00M_CMCK.wav	Scrape - Metal - Medium - Mid - Med. Diverse small metal elements on sheet. Reverberant Pitched down one octave.
METLFric_Scratch Sheet P1_B00M_CMCK.wav	Scrape - Metal - Hard - Mid - Med. Sheets. Reverberant Pitched down one octave.
METLFric_Scratch Sword Long P1_B00M_CMCK.wav	Scrape - Metal - Medium - High - Small. Slow scrape of two swords. Dry. Pitched down one octave.
METLFric_Scratch Sword Short P1_B00M_CMCK.wav	Scrape - Metal - Medium - High - Small. Short scrape of two swords. Dry. Pitched down one octave.
METLFric_Scratch Sword Squeak P1_B00M_CMCK.wav	Scrape - Metal - Hard - High - Small. Sword vs rusty rail piece scratches. Hinge. Tonal. Dry. Pitched down one octave.
METLFric_Scratch Metal Debris P2_B00M_CMCK.wav	Scrape - Metal - Medium - Mid - Med. Diverse small metal elements on sheet. Reverberant Pitched down two octaves.

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METLFric_Scratch Sheet P2_B00M_CMCK.wav	Scrape - Metal - Hard - Mid - Med. Sheets. Reverberant Pitched down two octaves.
METLFric_Scratch Sword Long P2_B00M_CMCK.wav	Scrape - Metal - Medium - High - Med. Slow scrape of two swords. Dry. Pitched down two octaves.
METLFric_Scratch Sword Short P2_B00M_CMCK.wav	Scrape - Metal - Medium - High - Med. Short scrape of two swords. Dry. Pitched down two octaves.
METLFric_Scratch Sword Squeak P2_B00M_CMCK.wav	Scrape - Metal - Hard - High - Med. Sword vs rusty rail piece scratches. Hinge. Tonal, atmospheric. Dry. Pitched down two octaves.
METLImpt_Impact Barbell Bar P0_B00M_CMCK.wav	Hit - Metal - Medium - High - Small. Two light cast iron barbell weights. Dry. Original Pitch.
METLImpt_Impact Barbell Clear P0_B00M_CMCK.wav	Hit - Metal - Medium - High - Small. Two cast iron barbell weights. Dry. Original Pitch.
METLImpt_Impact Barbell Crunch P0_B00M_CMCK.wav	Impact - Metal - Medium - Mid - Med. Two cast iron barbell weights on a metal sheet. Dry. Original Pitch.
METLImpt_Impact Barbell Hammer P0_B00M_CMCK.wav	Hit - Metal - Medium - High - Small. Two cast iron barbell weights. Dry. Original Pitch.
METLImpt_Impact Barbell Solid P0_B00M_CMCK.wav	Impact - Metal - Medium - Mid - Med. Three cast iron barbell weights on a metal sheet. Dry. Original Pitch.
METLImpt_Impact Bars Light P0_B00M_CMCK.wav	Impact - Metal - Medium - High - Small. Bars, poles, metal elements. Dry. Original Pitch.
METLImpt_Impact Bars Smash P0_B00M_CMCK.wav	Crash - Metal - Medium - High - Med. Bars, poles, metal elements. Reverberant Original Pitch.
METLImpt_Impact Bars Tonal P0_B00M_CMCK.wav	Impact - Metal - Soft - High - Small. Bars. Reverberant Original Pitch.
METLImpt_Impact Bicycle P0_B00M_CMCK.wav	Impact - Metal - Soft - Mid - Med. Metal debris. Dry. Original Pitch.
METLImpt_Impact Can P0_B00M_CMCK.wav	Hit - Metal - Medium - Mid - Small. Metal can. Reverberant Original Pitch.
METLImpt_Impact Coffe Big P0_B00M_CMCK.wav	Hit - Metal - Medium - Mid - Med. Big aluminium coffe. Dry. Original Pitch.
METLImpt_Impact Coffe Light P0_B00M_CMCK.wav	Hit - Metal - Medium - High - Small. Small aluminium coffe. Dry. Original Pitch.
METLImpt_Impact Container Bolt P0_B00M_CMCK.wav	Hit - Metal - Medium - Mid - Med. Container door, latch, inside. Reverberant Original Pitch.
METLImpt_Impact Container Door P0_B00M_CMCK.wav	Impact - Metal - Medium - Mid - Large. Open container door, inside. Reverberant Original Pitch.
METLImpt_Impact Container Hollow P0_B00M_CMCK.wav	Hit - Metal - Soft - Low - Large. Container. Dull, inside. Dry. Original Pitch.
METLImpt_Impact Container Lock P0_B00M_CMCK.wav	Impact - Metal - Medium - Mid - Med. Close container door, inside. Reverberant Original Pitch.
METLImpt_Impact Container Wall P0_B00M_CMCK.wav	Hit - Metal - Soft - Low - Large. Container wall, inside. Reverberant Original Pitch.
METLImpt_Impact Crate Hammer P0_B00M_CMCK.wav	Crash - Metal - Medium - High - Small. Axe on crate filled with metal elements. Dry. Original Pitch.
METLImpt_Impact Crate Heavy P0_B00M_CMCK.wav	Impact - Metal - Medium - High - Small. Metalcrate with handles. Dry. Original Pitch.
METLImpt_Impact Crate Light P0_B00M_CMCK.wav	Impact - Metal - Medium - High - Small. Ammunition crate lid. Dry. Original Pitch.
METLImpt_Impact Crate Rattle P0_B00M_CMCK.wav	Impact - Metal - Medium - High - Small. Crate plus metal elements. Dry. Original Pitch.
METLImpt_Impact Distorted Door P0_B00M_CMCK.wav	Impact - Metal - Hard - High - Med. Container door. Distorted. Dry. Original Pitch.
METLImpt_Impact Distorted Poles P0_B00M_CMCK.wav	Crash - Metal - Hard - High - Med. Poles. Distorted. Dry. Original Pitch.
METLImpt_Impact Distorted Shovel P0_B00M_CMCK.wav	Hit - Metal - Hard - Mid - Med. Excavator shovel. Distorted. Dry. Original Pitch.

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FILENAME	DESCRIPTION
METLlmp_Impact Drum Hard P0_B00M_CMCK.wav	Hit - Metal - Hard - Mid - Med. Gran cassa drum. Reverberant Original Pitch.
METLlmp_Impact Drum Medium P0_B00M_CMCK.wav	Hit - Metal - Medium - Mid - Med. Gran cassa drum. Reverberant Original Pitch.
METLlmp_Impact Drum Rattle P0_B00M_CMCK.wav	Impact - Metal - Medium - Mid - Med. Gran cassa drum with metal elements. Reverberant Original Pitch.
METLlmp_Impact Drum Soft P0_B00M_CMCK.wav	Hit - Metal - Soft - Mid - Med. Gran cassa drum. Reverberant Original Pitch.
METLlmp_Impact Dumpster Hatch P0_B00M_CMCK.wav	Impact - Metal - Medium - Mid - Med. Dumpster, hit on hatch outside, mic inside. Reverberant Original Pitch.
METLlmp_Impact Dumpster Wall P0_B00M_CMCK.wav	Hit - Metal - Medium - Mid - Med. Dumpster, hit on frame outside, mic inside. Reverberant Original Pitch.
METLlmp_Impact Hammer Rattle P0_B00M_CMCK.wav	Impact - Metal - Medium - Mid - Small. Hammer on cast iron barbell weights. Dry. Original Pitch.
METLlmp_Impact Hammer Sheet P0_B00M_CMCK.wav	Hit - Metal - Medium - High - Small. Sledgehammer on sheet steel. Dry. Original Pitch.
METLlmp_Impact Hammer Solid P0_B00M_CMCK.wav	Hit - Metal - Medium - High - Small. Hammer on sheet steel. Dry. Original Pitch.
METLlmp_Impact Jetty Dark P0_B00M_CMCK.wav	Impact - Metal - Soft - Low - Large. Jetty. Dry. Original Pitch.
METLlmp_Impact Lid Light P0_B00M_CMCK.wav	Hit - Metal - Soft - High - Small. Two lids plus metal elements. Dry. Original Pitch.
METLlmp_Impact Lid Rattle P0_B00M_CMCK.wav	Hit - Metal - Medium - High - Small. Cast iron lid on ammunition box. Dry. Original Pitch.
METLlmp_Impact Metalbox Drop P0_B00M_CMCK.wav	Impact - Metal - Soft - High - Med. Metal ammunition boxes. Reverberant Original Pitch.
METLlmp_Impact Metalbox Hard P0_B00M_CMCK.wav	Crash - Metal - Medium - High - Med. Metal ammunition boxes. Reverberant Original Pitch.
METLlmp_Impact Metalbox Light P0_B00M_CMCK.wav	Impact - Metal - Medium - High - Small. Metalbox plus chain. Dry. Original Pitch.
METLlmp_Impact Metalbox Rattle P0_B00M_CMCK.wav	Impact - Metal - Medium - Mid - Small. Ammunition box. Dry. Original Pitch.
METLlmp_Impact Pole Solid P0_B00M_CMCK.wav	Hit - Metal - Medium - High - Small. Two poles, chromed steel. Dry. Original Pitch.
METLlmp_Impact Rod Hollow P0_B00M_CMCK.wav	Hit - Metal - Soft - High - Small. Steel rod on radiator. Dry. Original Pitch.
METLlmp_Impact Sheet Crunch P0_B00M_CMCK.wav	Impact - Metal - Medium - Mid - Med. Sheet, rattle. Reverberant Original Pitch.
METLlmp_Impact Sheet Dark P0_B00M_CMCK.wav	Hit - Metal - Medium - Low - Med. Single metal sheet, dull. Dry. Original Pitch.
METLlmp_Impact Sheet Hard P0_B00M_CMCK.wav	Impact - Metal - Medium - Mid - Large. Sheets, light rattle. Reverberant Original Pitch.
METLlmp_Impact Sheet Hollow P0_B00M_CMCK.wav	Hit - Metal - Medium - Mid - Large. Sheet. Reverberant Original Pitch.
METLlmp_Impact Sheet Light P0_B00M_CMCK.wav	Impact - Metal - Hard - High - Small. Drop of a sheet steel. Dry. Original Pitch.
METLlmp_Impact Sheet Tonal P0_B00M_CMCK.wav	Hit - Metal - Soft - High - Small. Iron rod on sheet metal. Dry. Original Pitch.
METLlmp_Impact Small Iron Bar P0_B00M_CMCK.wav	Hit - Metal - Hard - High - Small. Iron on concrete. Reverberant Original Pitch.
METLlmp_Impact Small Iron Hammer P0_B00M_CMCK.wav	Hit - Metal - Hard - High - Small. Iron on concrete. Reverberant Original Pitch.
METLlmp_Impact Small Iron Plates P0_B00M_CMCK.wav	Hit - Metal - Hard - High - Small. Iron on concrete. Reverberant Original Pitch.
METLlmp_Impact Small Iron Pole P0_B00M_CMCK.wav	Hit - Metal - Medium - High - Small. Iron on iron. Dry. Original Pitch.

CINEMATIC METAL

FILENAME	DESCRIPTION
METLlmpct_Impact Small Iron Rail P0_B00M_CMCK.wav	Hit - Metal - Medium - High - Small. Iron rod on piece of rail. Dry. Original Pitch.
METLlmpct_Impact Small Iron Stick P0_B00M_CMCK.wav	Hit - Metal - Medium - High - Small. Hammer on iron. Dry. Original Pitch.
METLlmpct_Impact Small Iron Sword P0_B00M_CMCK.wav	Hit - Metal - Medium - High - Small. Iron on iron. Dry. Original Pitch.
METLlmpct_Impact Spring Light P0_B00M_CMCK.wav	Hit - Metal - Soft - High - Small. Smash two car damper springs, ring out. Reverberant Original Pitch.
METLlmpct_Impact Spring Rattle P0_B00M_CMCK.wav	Crash - Metal - Soft - High - Med. Drop two car damper springs. Reverberant Original Pitch.
METLlmpct_Impact Sword P0_B00M_CMCK.wav	Hit - Metal - Medium - High - Small. Sword on different metal elements. Dry. Original Pitch.
METLlmpct_Impact Barbell Bar P1_B00M_CMCK.wav	Hit - Metal - Medium - Mid - Med. Two light cast iron barbell weights. Dry. Pitched down one octave.
METLlmpct_Impact Barbell Clear P1_B00M_CMCK.wav	Hit - Metal - Medium - Mid - Small. Two cast iron barbell weights. Dry. Pitched down one octave.
METLlmpct_Impact Barbell Crunch P1_B00M_CMCK.wav	Impact - Metal - Medium - Mid - Med. Two cast iron barbell weights on a metal sheet. Dry. Pitched down one octave.
METLlmpct_Impact Barbell Hammer P1_B00M_CMCK.wav	Hit - Metal - Medium - Mid - Med. Two cast iron barbell weights. Dry. Pitched down one octave.
METLlmpct_Impact Barbell Solid P1_B00M_CMCK.wav	Impact - Metal - Medium - Mid - Med. Three cast iron barbell weights on a metal sheet. Dry. Pitched down one octave.
METLlmpct_Impact Bars Light P1_B00M_CMCK.wav	Impact - Metal - Medium - High - Med. Bars, poles, metal elements. Dry. Pitched down one octave.
METLlmpct_Impact Bars Smash P1_B00M_CMCK.wav	Crash - Metal - Medium - High - Med. Bars, poles, metal elements. Reverberant Pitched down one octave.
METLlmpct_Impact Bars Tonal P1_B00M_CMCK.wav	Impact - Metal - Medium - High - Med. Bars. Reverberant Pitched down one octave.
METLlmpct_Impact Bicycle P1_B00M_CMCK.wav	Impact - Metal - Soft - Mid - Med. Metal debris. Dry. Pitched down one octave.
METLlmpct_Impact Can P1_B00M_CMCK.wav	Hit - Metal - Medium - Mid - Med. Metal can. Reverberant Pitched down one octave.
METLlmpct_Impact Coffe Big P1_B00M_CMCK.wav	Impact - Metal - Medium - Low - Med. Big aluminium coffe. Dry. Pitched down one octave.
METLlmpct_Impact Coffe Light P1_B00M_CMCK.wav	Impact - Metal - Medium - High - Small. Small aluminium coffe. Dry. Pitched down one octave.
METLlmpct_Impact Container Bolt P1_B00M_CMCK.wav	Hit - Metal - Medium - Mid - Large. Container door, latch, inside. Reverberant Pitched down one octave.
METLlmpct_Impact Container Door P1_B00M_CMCK.wav	Impact - Metal - Hard - Low - Large. Open container door, inside. Reverberant Pitched down one octave.
METLlmpct_Impact Container Hollow P1_B00M_CMCK.wav	Hit - Metal - Medium - Low - Large. Container. Dull, inside. Dry. Pitched down one octave.
METLlmpct_Impact Container Lock P1_B00M_CMCK.wav	Impact - Metal - Medium - Low - Large. Close container door, inside. Reverberant Pitched down one octave.
METLlmpct_Impact Container Wall P1_B00M_CMCK.wav	Hit - Metal - Medium - Low - Large. Container wall, inside. Reverberant Pitched down one octave.
METLlmpct_Impact Crate Hammer P1_B00M_CMCK.wav	Crash - Metal - Soft - High - Small. Axe on crate filled with metal elements. Dry. Pitched down one octave.
METLlmpct_Impact Crate Heavy P1_B00M_CMCK.wav	Impact - Metal - Hard - Mid - Med. Metalcrate with handles. Dry. Pitched down one octave.
METLlmpct_Impact Crate Light P1_B00M_CMCK.wav	Impact - Metal - Medium - Mid - Med. Ammunition crate lid. Dry. Pitched down one octave.
METLlmpct_Impact Crate Rattle P1_B00M_CMCK.wav	Impact - Metal - Medium - Mid - Med. Crate plus metal elements. Dry. Pitched down one octave.
METLlmpct_Impact Distorted Door P1_B00M_CMCK.wav	Impact - Metal - Hard - Mid - Med. Container door. Distorted. Dry. Pitched down one octave.

CINEMATIC METAL

FILENAME	DESCRIPTION
METLlmp_Impact Distorted Poles P1_B00M_CMCK.wav	Crash - Metal - Hard - High - Large. Poles. Distorted. Dry. Pitched down one octave.
METLlmp_Impact Distorted Shovel P1_B00M_CMCK.wav	Hit - Metal - Hard - Mid - Large. Excavator shovel. Distorted. Dry. Pitched down one octave.
METLlmp_Impact Drum Hard P1_B00M_CMCK.wav	Hit - Metal - Hard - Mid - Med. Gran cassa drum. Reverberant Pitched down one octave.
METLlmp_Impact Drum Medium P1_B00M_CMCK.wav	Hit - Metal - Medium - Low - Med. Gran cassa drum. Reverberant Pitched down one octave.
METLlmp_Impact Drum Rattle P1_B00M_CMCK.wav	Impact - Metal - Medium - Mid - Med. Gran cassa drum with metal elements. Reverberant Pitched down one octave.
METLlmp_Impact Drum Soft P1_B00M_CMCK.wav	Hit - Metal - Soft - Mid - Med. Gran cassa drum. Reverberant Pitched down one octave.
METLlmp_Impact Dumpster Hatch P1_B00M_CMCK.wav	Impact - Metal - Medium - Low - Large. Dumpster, hit on hatch outside, mic inside. Reverberant Pitched down one octave.
METLlmp_Impact Dumpster Wall P1_B00M_CMCK.wav	Hit - Metal - Medium - Mid - Med. Dumpster, hit on frame outside, mic inside. Reverberant Pitched down one octave.
METLlmp_Impact Hammer Rattle P1_B00M_CMCK.wav	Impact - Metal - Medium - Mid - Med. Hammer on cast iron barbell weights. Dry. Pitched down one octave.
METLlmp_Impact Hammer Sheet P1_B00M_CMCK.wav	Hit - Metal - Hard - High - Med. Sledgehammer on sheet steel. Dry. Pitched down one octave.
METLlmp_Impact Hammer Solid P1_B00M_CMCK.wav	Hit - Metal - Medium - Mid - Med. Hammer on sheet steel. Dry. Pitched down one octave.
METLlmp_Impact Jetty Dark P1_B00M_CMCK.wav	Impact - Metal - Soft - Low - Large. Jetty. Dry. Pitched down one octave.
METLlmp_Impact Lid Light P1_B00M_CMCK.wav	Hit - Metal - Medium - High - Small. Two lids plus metal elements. Dry. Pitched down one octave.
METLlmp_Impact Lid Rattle P1_B00M_CMCK.wav	Hit - Metal - Medium - Mid - Med. Cast iron lid on ammunition box. Dry. Pitched down one octave.
METLlmp_Impact Metalbox Drop P1_B00M_CMCK.wav	Impact - Metal - Soft - High - Med. Metal ammunition boxes. Reverberant Pitched down one octave.
METLlmp_Impact Metalbox Hard P1_B00M_CMCK.wav	Crash - Metal - Medium - Mid - Med. Metal ammunition boxes. Reverberant Pitched down one octave.
METLlmp_Impact Metalbox Light P1_B00M_CMCK.wav	Impact - Metal - Medium - Mid - Med. Metalbox plus chain. Dry. Pitched down one octave.
METLlmp_Impact Metalbox Rattle P1_B00M_CMCK.wav	Impact - Metal - Medium - Mid - Med. Ammunition box. Dry. Pitched down one octave.
METLlmp_Impact Pole Solid P1_B00M_CMCK.wav	Hit - Metal - Medium - High - Med. Two poles, chromed steel. Dry. Pitched down one octave.
METLlmp_Impact Rod Hollow P1_B00M_CMCK.wav	Hit - Metal - Soft - High - Small. Steel rod on radiator. Dry. Pitched down one octave.
METLlmp_Impact Sheet Crunch P1_B00M_CMCK.wav	Crash - Metal - Medium - Mid - Med. Sheet, rattle. Reverberant Pitched down one octave.
METLlmp_Impact Sheet Dark P1_B00M_CMCK.wav	Impact - Metal - Medium - Low - Med. Single metal sheet, dull. Dry. Pitched down one octave.
METLlmp_Impact Sheet Hard P1_B00M_CMCK.wav	Impact - Metal - Hard - Low - Large. Sheets, light rattle. Reverberant Pitched down one octave.
METLlmp_Impact Sheet Hollow P1_B00M_CMCK.wav	Hit - Metal - Medium - Mid - Large. Sheet. Reverberant Pitched down one octave.
METLlmp_Impact Sheet Light P1_B00M_CMCK.wav	Impact - Metal - Hard - High - Small. Drop of a sheet steel. Dry. Pitched down one octave.
METLlmp_Impact Sheet Tonal P1_B00M_CMCK.wav	Impact - Metal - Soft - High - Med. Iron rod on sheet metal. Dry. Pitched down one octave.
METLlmp_Impact Small Iron Bar P1_B00M_CMCK.wav	Hit - Metal - Hard - High - Small. Iron on concrete. Reverberant Pitched down one octave.
METLlmp_Impact Small Iron Hammer P1_B00M_CMCK.wav	Hit - Metal - Hard - High - Small. Iron on concrete. Reverberant Pitched down one octave.

CINEMATIC METAL

FILENAME	DESCRIPTION
METLlmp_Impact Small Iron Plates P1_B00M_CMCK.wav	Hit - Metal - Hard - High - Small. Iron on concrete. Reverberant Pitched down one octave.
METLlmp_Impact Small Iron Pole P1_B00M_CMCK.wav	Hit - Metal - Medium - High - Small. Iron on iron. Dry. Pitched down one octave.
METLlmp_Impact Small Iron Rail P1_B00M_CMCK.wav	Hit - Metal - Medium - High - Small. Iron rod on piece of rail. Dry. Pitched down one octave.
METLlmp_Impact Small Iron Stick P1_B00M_CMCK.wav	Hit - Metal - Medium - High - Small. Hammer on iron. Dry. Pitched down one octave.
METLlmp_Impact Small Iron Sword P1_B00M_CMCK.wav	Hit - Metal - Medium - High - Small. Iron on iron. Dry. Pitched down one octave.
METLlmp_Impact Spring Light P1_B00M_CMCK.wav	Hit - Metal - Medium - High - Small. Smash two car damper springs, ring out. Reverberant Pitched down one octave.
METLlmp_Impact Spring Rattle P1_B00M_CMCK.wav	Crash - Metal - Soft - High - Med. Drop two car damper springs. Reverberant Pitched down one octave.
METLlmp_Impact Sword P1_B00M_CMCK.wav	Hit - Metal - Medium - High - Small. Sword on different metal elements. Dry. Pitched down one octave.
METLlmp_Impact Barbell Bar P2_B00M_CMCK.wav	Hit - Metal - Medium - Mid - Med. Two light cast iron barbell weights. Dry. Pitched down two octaves.
METLlmp_Impact Barbell Clear P2_B00M_CMCK.wav	Hit - Metal - Medium - Mid - Med. Two cast iron barbell weights. Dry. Pitched down two octaves.
METLlmp_Impact Barbell Crunch P2_B00M_CMCK.wav	Impact - Metal - Medium - Mid - Large. Two cast iron barbell weights on a metal sheet. Dry. Pitched down two octaves.
METLlmp_Impact Barbell Hammer P2_B00M_CMCK.wav	Hit - Metal - Medium - Mid - Med. Two cast iron barbell weights. Dry. Pitched down two octaves.
METLlmp_Impact Barbell Solid P2_B00M_CMCK.wav	Impact - Metal - Medium - Mid - Med. Three cast iron barbell weights on a metal sheet. Dry. Pitched down two octaves.
METLlmp_Impact Bars Light P2_B00M_CMCK.wav	Impact - Metal - Medium - Mid - Med. Bars, poles, metal elements. Dry. Pitched down two octaves.
METLlmp_Impact Bars Smash P2_B00M_CMCK.wav	Crash - Metal - Medium - Mid - Med. Bars, poles, metal elements. Reverberant Pitched down two octaves.
METLlmp_Impact Bars Tonal P2_B00M_CMCK.wav	Crash - Metal - Medium - Mid - Med. Bars. Reverberant Pitched down two octaves.
METLlmp_Impact Bicycle P2_B00M_CMCK.wav	Crash - Metal - Soft - Mid - Large. Metal debris. Dry. Pitched down two octaves.
METLlmp_Impact Can P2_B00M_CMCK.wav	Impact - Metal - Medium - Low - Med. Metal can. Reverberant Pitched down two octaves.
METLlmp_Impact Coffe Big P2_B00M_CMCK.wav	Impact - Metal - Medium - Low - Large. Big aluminium coffe. Dry. Pitched down two octaves.
METLlmp_Impact Coffe Light P2_B00M_CMCK.wav	Impact - Metal - Medium - Mid - Med. Small aluminium coffe. Dry. Pitched down two octaves.
METLlmp_Impact Container Bolt P2_B00M_CMCK.wav	Hit - Metal - Medium - Mid - Large. Container door, latch, inside. Reverberant Pitched down two octaves.
METLlmp_Impact Container Door P2_B00M_CMCK.wav	Impact - Metal - Hard - Low - Large. Open container door, inside. Reverberant Pitched down two octaves.
METLlmp_Impact Container Hollow P2_B00M_CMCK.wav	Impact - Metal - Medium - Low - Large. Container. Dull, inside. Dry. Pitched down two octaves.
METLlmp_Impact Container Lock P2_B00M_CMCK.wav	Impact - Metal - Medium - Low - Large. Close container door, inside. Reverberant Pitched down two octaves.
METLlmp_Impact Container Wall P2_B00M_CMCK.wav	Impact - Metal - Medium - Low - Large. Container wall, inside. Reverberant Pitched down two octaves.
METLlmp_Impact Crate Hammer P2_B00M_CMCK.wav	Crash - Metal - Soft - Mid - Med. Axe on crate filled with metal elements. Dry. Pitched down two octaves.
METLlmp_Impact Crate Heavy P2_B00M_CMCK.wav	Crash - Metal - Hard - Mid - Med. Metalcrate with handles. Dry. Pitched down two octaves.
METLlmp_Impact Crate Light P2_B00M_CMCK.wav	Impact - Metal - Medium - Mid - Med. Ammunition crate lid. Dry. Pitched down two octaves.

CINEMATIC METAL

FILENAME	DESCRIPTION
METLImpt_Impact Crate Rattle P2_B00M_CMCK.wav	Crash - Metal - Hard - Mid - Med. Crate plus metal elements. Dry. Pitched down two octaves.
METLImpt_Impact Distorted Door P2_B00M_CMCK.wav	Impact - Metal - Hard - Mid - Large. Container door. Distorted. Dry. Pitched down two octaves.
METLImpt_Impact Distorted Poles P2_B00M_CMCK.wav	Crash - Metal - Hard - High - Large. Poles. Distorted. Dry. Pitched down two octaves.
METLImpt_Impact Distorted Shovel P2_B00M_CMCK.wav	Hit - Metal - Hard - Mid - Large. Excavator shovel. Distorted. Dry. Pitched down two octaves.
METLImpt_Impact Drum Hard P2_B00M_CMCK.wav	Impact - Metal - Hard - Low - Med. Gran cassa drum. Reverberant Pitched down two octaves.
METLImpt_Impact Drum Medium P2_B00M_CMCK.wav	Hit - Metal - Medium - Low - Large. Gran cassa drum. Reverberant Pitched down two octaves.
METLImpt_Impact Drum Rattle P2_B00M_CMCK.wav	Impact - Metal - Medium - Mid - Large. Gran cassa drum with metal elements. Reverberant Pitched down two octaves.
METLImpt_Impact Drum Soft P2_B00M_CMCK.wav	Hit - Metal - Soft - Low - Large. Gran cassa drum. Reverberant Pitched down two octaves.
METLImpt_Impact Dumpster Hatch P2_B00M_CMCK.wav	Crash - Metal - Medium - Low - Large. Dumpster, hit on hatch outside, mic inside. Reverberant Pitched down two octaves.
METLImpt_Impact Dumpster Wall P2_B00M_CMCK.wav	Hit - Metal - Medium - Low - Med. Dumpster, hit on frame outside, mic inside. Reverberant Pitched down two octaves.
METLImpt_Impact Hammer Rattle P2_B00M_CMCK.wav	Impact - Metal - Hard - Mid - Med. Hammer on cast iron barbell weights. Dry. Pitched down two octaves.
METLImpt_Impact Hammer Sheet P2_B00M_CMCK.wav	Hit - Metal - Hard - High - Med. Sledgehammer on sheet steel. Dry. Pitched down two octaves.
METLImpt_Impact Hammer Solid P2_B00M_CMCK.wav	Hit - Metal - Hard - Mid - Med. Hammer on sheet steel. Dry. Pitched down two octaves.
METLImpt_Impact Jetty Dark P2_B00M_CMCK.wav	Impact - Metal - Soft - Low - Large. Jetty. Dry. Pitched down two octaves.
METLImpt_Impact Lid Light P2_B00M_CMCK.wav	Hit - Metal - Medium - Mid - Med. Two lids plus metal elements. Dry. Pitched down two octaves.
METLImpt_Impact Lid Rattle P2_B00M_CMCK.wav	Hit - Metal - Hard - Low - Med. Cast iron lid on ammunition box. Dry. Pitched down two octaves.
METLImpt_Impact Metalbox Drop P2_B00M_CMCK.wav	Crash - Metal - Medium - High - Med. Metal ammunition boxes. Reverberant Pitched down two octaves.
METLImpt_Impact Metalbox Hard P2_B00M_CMCK.wav	Crash - Metal - Hard - Mid - Med. Metal ammunition boxes. Reverberant Pitched down two octaves.
METLImpt_Impact Metalbox Light P2_B00M_CMCK.wav	Impact - Metal - Medium - Mid - Med. Metalbox plus chain. Dry. Pitched down two octaves.
METLImpt_Impact Metalbox Rattle P2_B00M_CMCK.wav	Crash - Metal - Medium - Mid - Med. Ammunition box. Dry. Pitched down two octaves.
METLImpt_Impact Pole Solid P2_B00M_CMCK.wav	Hit - Metal - Medium - High - Med. Two poles, chromed steel. Dry. Pitched down two octaves.
METLImpt_Impact Rod Hollow P2_B00M_CMCK.wav	Hit - Metal - Soft - High - Med. Steel rod on radiator. Dry. Pitched down two octaves.
METLImpt_Impact Sheet Crunch P2_B00M_CMCK.wav	Crash - Metal - Hard - Mid - Large. Sheet, rattle. Reverberant Pitched down two octaves.
METLImpt_Impact Sheet Dark P2_B00M_CMCK.wav	Impact - Metal - Medium - Low - Large. Single metal sheet, dull. Dry. Pitched down two octaves.
METLImpt_Impact Sheet Hard P2_B00M_CMCK.wav	Crash - Metal - Medium - Low - Large. Sheets, light rattle. Reverberant Pitched down two octaves.
METLImpt_Impact Sheet Hollow P2_B00M_CMCK.wav	Impact - Metal - Medium - Low - Large. Sheet. Reverberant Pitched down two octaves.
METLImpt_Impact Sheet Light P2_B00M_CMCK.wav	Crash - Metal - Hard - Mid - Med. Drop of a sheet steel. Dry. Pitched down two octaves.
METLImpt_Impact Sheet Tonal P2_B00M_CMCK.wav	Impact - Metal - Medium - Mid - Med. Iron rod on sheet metal. Dry. Pitched down two octaves.

CINEMATIC METAL

FILENAME	DESCRIPTION
METLImpt_Impact Small Iron Bar P2_B00M_CMCK.wav	Hit - Metal - Medium - Mid - Med. Iron on concrete. Reverberant Pitched down two octaves.
METLImpt_Impact Small Iron Hammer P2_B00M_CMCK.wav	Hit - Metal - Medium - Mid - Med. Iron on concrete. Reverberant Pitched down two octaves.
METLImpt_Impact Small Iron Plates P2_B00M_CMCK.wav	Hit - Metal - Medium - Mid - Med. Iron on concrete. Reverberant Pitched down two octaves.
METLImpt_Impact Small Iron Pole P2_B00M_CMCK.wav	Hit - Metal - Medium - Mid - Med. Iron on iron. Dry. Pitched down two octaves.
METLImpt_Impact Small Iron Rail P2_B00M_CMCK.wav	Hit - Metal - Medium - Mid - Med. Iron rod on piece of rail. Dry. Pitched down two octaves.
METLImpt_Impact Small Iron Stick P2_B00M_CMCK.wav	Hit - Metal - Medium - Mid - Med. Hammer on iron. Dry. Pitched down two octaves.
METLImpt_Impact Small Iron Sword P2_B00M_CMCK.wav	Hit - Metal - Medium - Mid - Med. Iron on iron. Dry. Pitched down two octaves.
METLImpt_Impact Spring Light P2_B00M_CMCK.wav	Hit - Metal - Medium - High - Med. Smash two car damper springs, ring out. Reverberant Pitched down two octaves.
METLImpt_Impact Spring Rattle P2_B00M_CMCK.wav	Crash - Metal - Medium - High - Med. Drop two car damper springs. Reverberant Pitched down two octaves.
METLImpt_Impact Sword P2_B00M_CMCK.wav	Impact - Metal - Medium - Mid - Med. Sword on different metal elements. Dry. Pitched down two octaves.
METLMvmt_Impact Jetty Rattle P0_B00M_CMCK.wav	Crash - Metal - Hard - Mid - Large. Jetty, rattling, vibrating. Dry. Original Pitch.
METLMvmt_Impact Steel Floor P0_B00M_CMCK.wav	Crash - Metal - Hard - Mid - Large. Metal floor, rattling. Reverberant Original Pitch.
METLMvmt_Impact Jetty Rattle P1_B00M_CMCK.wav	Crash - Metal - Medium - Low - Large. Jetty, rattling, vibrating. Dry. Pitched down one octave.
METLMvmt_Impact Steel Floor P1_B00M_CMCK.wav	Crash - Metal - Medium - Low - Large. Metal floor, rattling. Reverberant Pitched down one octave.
METLMvmt_Impact Jetty Rattle P2_B00M_CMCK.wav	Crash - Metal - Medium - Low - Large. Jetty, rattling, vibrating. Dry. Pitched down two octaves.
METLMvmt_Impact Steel Floor P2_B00M_CMCK.wav	Crash - Metal - Soft - Low - Large. Metal floor, rattling. Reverberant Pitched down two octaves.
MUSCStr_Impact Piano Muted P0_B00M_CMCK.wav	Hit - Metal - Soft - Mid - Med. Piano string. Muted. Dry. Original Pitch.
MUSCStr_Impact Piano Sustained P0_B00M_CMCK.wav	Hit - Metal - Soft - Mid - Med. Piano string. Sustained. Dry. Original Pitch.
MUSCStr_Impact Piano Muted P1_B00M_CMCK.wav	Hit - Metal - Soft - Mid - Large. Piano string. Muted. Dry. Pitched down one octave.
MUSCStr_Impact Piano Sustained P1_B00M_CMCK.wav	Hit - Metal - Soft - Mid - Large. Piano string. Sustained. Dry. Pitched down one octave.
MUSCStr_Impact Piano Muted P2_B00M_CMCK.wav	Hit - Metal - Medium - Low - Large. Piano string. Muted. Dry. Pitched down two octaves.
MUSCStr_Impact Piano Sustained P2_B00M_CMCK.wav	Hit - Metal - Soft - Low - Large. Piano string. Sustained. Dry. Pitched down two octaves.
VEHDoor_Impact Car Door Hard P0_B00M_CMCK.wav	Impact - Metal - Medium - Low - Med. Landrover Defender, close car door inside. Dry. Original Pitch.
VEHDoor_Impact Car Door Outside P0_B00M_CMCK.wav	Impact - Metal - Medium - Mid - Med. Landrover Defender, close car door outside. Dry. Original Pitch.
VEHDoor_Impact Car Door Soft P0_B00M_CMCK.wav	Impact - Metal - Soft - Low - Med. Landrover Defender, open car door inside. Dry. Original Pitch.
VEHDoor_Impact Car Door Hard P1_B00M_CMCK.wav	Impact - Metal - Medium - Low - Med. Landrover Defender, close car door inside. Dry. Pitched down one octave.
VEHDoor_Impact Car Door Outside P1_B00M_CMCK.wav	Impact - Metal - Medium - Mid - Med. Landrover Defender, close car door outside. Dry. Pitched down one octave.
VEHDoor_Impact Car Door Soft P1_B00M_CMCK.wav	Impact - Metal - Soft - Low - Med. Landrover Defender, open car door inside. Dry. Pitched down one octave.

CINEMATIC METAL

FILENAME	DESCRIPTION
VEHDoor_Impact Car Door Hard P2_B00M_CMCK.wav	Impact - Metal - Medium - Low - Med. Landrover Defender, close car door inside. Dry. Pitched down two octaves.
VEHDoor_Impact Car Door Outside P2_B00M_CMCK.wav	Impact - Metal - Medium - Mid - Med. Landrover Defender, close car door outside. Dry. Pitched down two octaves.
VEHDoor_Impact Car Door Soft P2_B00M_CMCK.wav	Impact - Metal - Soft - Low - Med. Landrover Defender, open car door inside. Dry. Pitched down two octaves.
VEHMech_Impact Car Hood Inside P0_B00M_CMCK.wav	Hit - Metal - Hard - Low - Med. Landrover Defender, close car hood outside. Dry. Original Pitch.
VEHMech_Impact Car Hood Outside P0_B00M_CMCK.wav	Impact - Metal - Hard - Mid - Med. Landrover Defender, close car hood inside. Dump. Dry. Original Pitch.
VEHMech_Impact Car Trunk Hard P0_B00M_CMCK.wav	Impact - Metal - Medium - Low - Med. Landrover Defender, close car trunk, inside. Dry. Original Pitch.
VEHMech_Impact Car Trunk Soft P0_B00M_CMCK.wav	Impact - Metal - Soft - Low - Med. Landrover Defender, open car trunk, inside. Dry. Original Pitch.
VEHMech_Impact Car Hood Inside P1_B00M_CMCK.wav	Hit - Metal - Hard - Low - Large. Landrover Defender, close car hood outside. Dry. Pitched down one octave.
VEHMech_Impact Car Hood Outside P1_B00M_CMCK.wav	Impact - Metal - Hard - Mid - Med. Landrover Defender, close car hood inside. Dump. Dry. Pitched down one octave.
VEHMech_Impact Car Trunk Hard P1_B00M_CMCK.wav	Impact - Metal - Medium - Low - Med. Landrover Defender, close car trunk, inside. Dry. Pitched down one octave.
VEHMech_Impact Car Trunk Soft P1_B00M_CMCK.wav	Impact - Metal - Soft - Low - Med. Landrover Defender, open car trunk, inside. Dry. Pitched down one octave.
VEHMech_Impact Car Hood Inside P2_B00M_CMCK.wav	Hit - Metal - Hard - Low - Large. Landrover Defender, close car hood outside. Dry. Pitched down two octaves.
VEHMech_Impact Car Hood Outside P2_B00M_CMCK.wav	Impact - Metal - Hard - Mid - Med. Landrover Defender, close car hood inside. Dump. Dry. Pitched down two octaves.
VEHMech_Impact Car Trunk Hard P2_B00M_CMCK.wav	Impact - Metal - Medium - Low - Med. Landrover Defender, close car trunk, inside. Dry. Pitched down two octaves.
VEHMech_Impact Car Trunk Soft P2_B00M_CMCK.wav	Impact - Metal - Soft - Low - Med. Landrover Defender, open car trunk, inside. Dry. Pitched down two octaves.