

FILENAME	DESCRIPTION
Impact_Aluminum_Foil_Hit.wav	IMPACT - METAL - HIGH - Dry, hitting aluminum foil
Impact_Aluminum_Foil_Scrape.wav	IMPACT - METAL - HIGH - Dry, crushing aluminum foil
Impact_Aquaphone_Hard.wav	IMPACT - METAL - HIGH - Dry, hit aquaphone
Impact_Aquaphone_Harsh.wav	IMPACT - METAL - MID - Dry, hit aquaphone
Impact_Aquaphone_High.wav	IMPACT - METAL - HIGH - Dry, hit aquaphone
Impact_Aquaphone_Soft.wav	IMPACT - METAL - MID - Dry, hit aquaphone
Impact_Axe_Wood.wav	IMPACT - WOOD - LOW - Dry, hitting wood with axe
Impact_Ball_Flat.wav	IMPACT - BALL - MID - Dry, ball hit
Impact_Bodypercussion_Claps.wav	IMPACT - BODY - LOW - Reverberant, hands clapping on chest
Impact_Camera_Release.wav	IMPACT - CAMERA - HIGH - Dry, slr-camera release
Impact_Cardboardbox_Hard.wav	IMPACT - CARDBOARD - LOW - Dry, hands clapping on cardboard boxes
Impact_Cardboardbox_Medium.wav	IMPACT - CARDBOARD - LOW - Dry, hands clapping on cardboard boxes
Impact_Cardboardbox_Soft.wav	IMPACT - CARDBOARD - LOW - Dry, hands clapping on cardboard boxes
Impact_Cymbal_Crash.wav	IMPACT - METAL - HIGH - Dry, crash cymbal hit
Impact_Cymbal_Gong_High.wav	IMPACT - METAL - MID - Dry, Gong hit
Impact_Cymbal_Gong_Low.wav	IMPACT - METAL - MID - Dry, Gong hit
Impact_Cymbal_Hard.wav	IMPACT - METAL - HIGH - Dry, hit cymbal
Impact_Cymbal_HiHat_Bell.wav	IMPACT - METAL - HIGH - Dry, hi-hat hit
Impact_Cymbal_HiHat_Flat.wav	IMPACT - METAL - HIGH - Dry, hi-hat hit
Impact_Cymbal_HiHat.wav	IMPACT - METAL - HIGH - Dry, hi-hat hit
Impact_Cymbal_Ride_Bell.wav	IMPACT - METAL - HIGH - Dry, ride cymbal hit
Impact_Cymbal_Ride_Flat.wav	IMPACT - METAL - HIGH - Dry, ride cymbal hit
Impact_Cymbal_Ride.wav	IMPACT - METAL - HIGH - Dry, ride cymbal hit
Impact_Cymbal_Soft.wav	IMPACT - METAL - HIGH - Dry, hit cymbal
Impact_Cymbal_Splash_Hard.wav	IMPACT - METAL - HIGH - Dry, hit cymbal
Impact_Cymbals_Tutti_Hard.wav	IMPACT - METAL - HIGH - Dry, cymbals hit
Impact_Daiko_Frame_Ens_Hard_Loose.wav	IMPACT - DRUM - MID - Dry, hit frames of Daiko drums, loose
Impact_Daiko_Frame_Ens_Hard_Tight.wav	IMPACT - DRUM - MID - Dry, hit frames of Daiko drums, tight
Impact_Daiko_M_Ens_Hard_Loose.wav	IMPACT - DRUM - LOW - Dry, hit Daiko drums, loose
Impact_Daiko_M_Ens_Hard_Tight.wav	IMPACT - DRUM - LOW - Dry, hit Daiko drums, tight
Impact_Daiko_M_Ens_Soft_Loose.wav	IMPACT - DRUM - LOW - Dry, hit Daiko drums, loose
Impact_Daiko_M_Ens_Soft_Tight.wav	IMPACT - DRUM - LOW - Dry, hit Daiko drums, tight
Impact_Daiko_O_Ens_Hard_Loose.wav	IMPACT - DRUM - LOW - Dry, hit Daiko drums, loose
Impact_Daiko_O_Ens_Hard_Tight.wav	IMPACT - DRUM - LOW - Dry, hit Daiko drums, tight
Impact_Daiko_O_Ens_Soft_Loose.wav	IMPACT - DRUM - LOW - Dry, hit Daiko drums, loose
Impact_Daiko_O_Ens_Soft_Tight.wav	IMPACT - DRUM - LOW - Dry, hit Daiko drums, tight
Impact_Daiko_O_Single_120_Hard.wav	IMPACT - DRUM - LOW - Dry, hit Daiko drum
Impact_Daiko_O_Single_120_Soft.wav	IMPACT - DRUM - LOW - Dry, hit Daiko drum
Impact_Daiko_O_Single_90_Hard.wav	IMPACT - DRUM - LOW - Dry, hit Daiko drum
Impact_Daiko_O_Single_90_Soft.wav	IMPACT - DRUM - LOW - Dry, hit Daiko drum
Impact_Daiko_OM_Ens_Hard_Loose.wav	IMPACT - DRUM - LOW - Dry, hit Daiko drums, loose
Impact_Daiko_OM_Ens_Hard_Tight.wav	IMPACT - DRUM - LOW - Dry, hit Daiko drums, tight
Impact_Daiko_OM_Ens_Soft_Tight.wav	IMPACT - DRUM - LOW - Dry, hit Daiko drums, tight
Impact_Daiko_OMS_Ens_Flyswat_Loose.wav	IMPACT - DRUM - MID - Dry, hit Daiko drums with flyswats, loose
Impact_Daiko_OMS_Ens_Flyswat_Tight.wav	IMPACT - DRUM - MID - Dry, hit Daiko drums with flyswats, tight
Impact_Daiko_OMS_Ens_Hard_Loose.wav	IMPACT - DRUM - LOW - Dry, hit Daiko drums, loose
Impact_Daiko_OMS_Ens_Hard_Tight.wav	IMPACT - DRUM - LOW - Dry, hit Daiko drums, tight
Impact_Drum_Bass_Low_Hard.wav	IMPACT - DRUM - LOW - Dry, hit bassdrum
Impact_Drum_Couch_Kick.wav	IMPACT - DRUM - LOW - Dry, kickdrum
Impact_Drum_Dark_Hit.wav	IMPACT - DRUM - LOW - Dry, hit drums
Impact_Drum_Grancassa_Low.wav	IMPACT - DRUM - LOW - Dry, hit Grancassa drum
Impact_Drum_Granchukra.wav	IMPACT - DRUM - MID - Reverberant, hit drum
Impact_Drum_Tom_Hard.wav	IMPACT - DRUM - MID - Reverberant, hit tom-tom
Impact_Drum_Tom_Low_Hard.wav	IMPACT - DRUM - MID - Dry, hit tom-tom
Impact_Drum_Tom_Low_Massive.wav	IMPACT - DRUM - MID - Dry, hit tom-tom
Impact_Drum_Tom_Smack.wav	IMPACT - DRUM - LOW - Dry, hit drum
Impact_Drum_Toms_Tutti_Crescendo.wav	IMPACT - DRUM - MID - Dry, tom-tom crescendo
Impact_Drum_Toms_Tutti_Hard.wav	IMPACT - DRUM - MID - Dry, hit tom-tom
Impact_Drum_Toms_Tutti_Soft.wav	IMPACT - DRUM - MID - Dry, hit tom-tom
Impact_Drum_Wood_Hit.wav	IMPACT - DRUM - MID - Reverberant, hit drums
Impact_Fire_Torch_Hard.wav	IMPACT - FIRE - HIGH - Reverberant, swinging a torch
Impact_Fire_Torch_Short_Hard.wav	IMPACT - FIRE - MID - Dry, swinging a torch
Impact_Fire_Torch_Sizzle_Long.wav	IMPACT - FIRE - HIGH - Dry, long torch sizzles
Impact_Fire_Torch_Sizzle_Short.wav	IMPACT - FIRE - HIGH - Dry, short torch sizzles
Impact_Fire_Torch_Soft.wav	IMPACT - FIRE - MID - Reverberant, swinging a torch
Impact_Glass_Bottle_Champagne.wav	IMPACT - GLASS - HIGH - Dry, empty bottle thrown against wall

FILENAME	DESCRIPTION
Impact_Glass_Bottle_Full.wav	IMPACT - GLASS - HIGH - Dry, full bottle thrown against wall
Impact_Glass_Debris.wav	IMPACT - GLASS - HIGH - Dry, dropping glass debris
Impact_Glass_Shake.wav	IMPACT - GLASS - HIGH - Dry, glass debris flyby
Impact_Glass_Smash.wav	IMPACT - GLASS - HIGH - Dry, smashing bottles
Impact_Heartbeat_Dull_Fast.wav	IMPACT - HEARTBEAT - LOW - Dry, heart beating fast
Impact_Heartbeat_Dull_Slow.wav	IMPACT - HEARTBEAT - LOW - Dry, heart beating slowly
Impact_Heartbeat_Low_Fast.wav	IMPACT - HEARTBEAT - LOW - Dry, heart beating fast
Impact_Heartbeat_Low_Slow.wav	IMPACT - HEARTBEAT - LOW - Dry, heart beating slowly
Impact_Metal_Bars_Thin.wav	IMPACT - METAL - HIGH - Dry, clashing metal bars
Impact_Metal_Beer_Can.wav	IMPACT - METAL - HIGH - Dry, squashing a beer can
Impact_Metal_Bullet_Hit.wav	IMPACT - METAL - HIGH - Dry, bullet hits metal
Impact_Metal_Chain_Soft.wav	IMPACT - METAL - HIGH - Dry, chain dropped
Impact_Metal_Door_Big.wav	IMPACT - METAL - MID - Dry, smashing metal door shut
Impact_Metal_Door_Cellar.wav	IMPACT - WOOD - MID - Dry, slamming cellar door shut
Impact_Metal_Door_French.wav	IMPACT - WOOD - LOW - Dry, slamming french door shut
Impact_Metal_Door_Small.wav	IMPACT - METAL - MID - Dry, smashing metal door shut
Impact_Metal_Tank_Metal.wav	IMPACT - METAL - MID - Reverberant, hitting a metal tank with metal
Impact_Metal_Tank_Textile_Hard.wav	IMPACT - METAL - LOW - Reverberant, hitting a metal tank with cloth
Impact_Metal_Tank_Textile_Indirect.wav	IMPACT - METAL - LOW - Reverberant, hitting a metal tank with cloth
Impact_Metal_Tank_Textile_Soft.wav	IMPACT - METAL - LOW - Reverberant, hitting a metal tank with cloth
Impact_Metal_Tank_Wood_Indirect.wav	IMPACT - METAL - LOW - Reverberant, hitting a metal tank with wood
Impact_Metal_Tank_Wood.wav	IMPACT - METAL - MID - Reverberant, hitting a metal tank with wood
Impact_Orchestra_Anvil_Grancassa_Wood.wav	IMPACT - ORCHESTRA - LOW - Reverberant, high anvil impact
Impact_Orchestra_Anvil_Grancasse.wav	IMPACT - ORCHESTRA - LOW - Reverberant, high anvil impact
Impact_Orchestra_Grancassa_Wood.wav	IMPACT - DRUM - LOW - Reverberant, hit Grancassa drum
Impact_Orchestra_Strings_High.wav	IMPACT - ORCHESTRA - HIGH - Reverberant, high-pitch string hits
Impact_Orchestra_Strings_Low.wav	IMPACT - ORCHESTRA - MID - Reverberant, low-pitch string hits
Impact_Orchestra_Strings_Percussive.wav	IMPACT - ORCHESTRA - MID - Reverberant, percussive string hits
Impact_Piano_Hit_Low.wav	IMPACT - PIANO - LOW - Reverberant, low-pitch piano keys
Impact_Plastic_Bag.wav	IMPACT - PLASTIC - HIGH - Dry, pulling apart a plastic bag
Impact_Plastic_Cup_Crack.wav	IMPACT - PLASTIC - HIGH - Dry, breaking a plastic cup
Impact_Plastic_Cup_Crunch.wav	IMPACT - PLASTIC - HIGH - Dry, twisting a plastic cup
Impact_Plastic_Cup_Debris.wav	IMPACT - PLASTIC - HIGH - Dry, dropping plastic shards
Impact_Synth_Low_Balls.wav	IMPACT - PROCESSED - LOW - Reverberant, low synthesizer impact
Impact_Synth_Low_Boom.wav	IMPACT - PROCESSED - LOW - Reverberant, low synthesizer impact
Impact_Synth_Low_Eternal_Deep.wav	IMPACT - PROCESSED - LOW - Reverberant, low-pitch metal rumble
Impact_Synth_Low_Noise.wav	IMPACT - PROCESSED - LOW - Reverberant, low-frequency synthesizer impacts
Impact_Synth_Low_Rumble.wav	IMPACT - PROCESSED - LOW - Reverberant, low synthesizer rumble
Impact_Synth_Low_Silky.wav	IMPACT - PROCESSED - LOW - Dry, low-frequency synthesizer impact
Impact_Synth_Low_Smack.wav	IMPACT - PROCESSED - LOW - Dry, low synthesizer impact
Impact_Synth_Low_Sweetener.wav	IMPACT - PROCESSED - LOW - Dry, low-frequency sweetener
Impact_Textile_Curtain.wav	IMPACT - TEXTILE - MID - Reverberant, curtain flutter
Impact_Textile_Leather_Bundle_Loose.wav	IMPACT - LEATHER - HIGH - Dry, loose leather slap
Impact_Textile_Leather_Bundle_Tight.wav	IMPACT - LEATHER - HIGH - Dry, tight leather slap
Impact_Textile_Leather_Hard.wav	IMPACT - LEATHER - MID - Dry, smacking leather
Impact_Textile_Nylon.wav	IMPACT - TEXTILE - MID - Dry, whipping cloth
Impact_Thunder_Close.wav	IMPACT - THUNDER - MID - Reverberant, close thunder
Impact_Thunder_Distant.wav	IMPACT - THUNDER - LOW - Reverberant, distant thunder
Impact_Vacuume_Tube_Bounce.wav	IMPACT - PLASTIC - MID - Dry, bouncing vacuum cleaner tube
Impact_Valve_Water.wav	IMPACT - WATER - HIGH - Dry, pressure washer impact
Impact_Voice_Choir_Female_Shout.wav	IMPACT - VOICE - HIGH - Dry, female choir shouting
Impact_Voice_Choir_Female_Whisper.wav	IMPACT - VOICE - HIGH - Dry, female choir whispering
Impact_Voice_Choir_Male_Shout.wav	IMPACT - VOICE - MID - Dry, male choir shouting
Impact_Voice_Choir_Male_Whisper.wav	IMPACT - VOICE - MID - Dry, male choir whispering
Impact_Voice_Choir_Mixed_Shout.wav	IMPACT - VOICE - MID - Dry, mixed choir shouting
Impact_Voice_Choir_Mixed_Whisper.wav	IMPACT - VOICE - HIGH - Dry, mixed choir whispering
Impact_Wood_Break_Medium.wav	IMPACT - WOOD - HIGH - Dry, wood breaking
Impact_Wood_Break_Short.wav	IMPACT - WOOD - HIGH - Dry, wood breaking
Impact_Wood_Door_Cabinet.wav	IMPACT - WOOD - MID - Dry, slamming cabinet door shut
Impact_Wood_Door_Entrance.wav	IMPACT - WOOD - MID - Dry, slam door shut
Impact_Wood_Door_Slam.wav	IMPACT - WOOD - MID - Dry, slamming door shut
Impact_Wood_Door_Soft.wav	IMPACT - WOOD - LOW - Dry, slam door shut
Rise_Orchestra_String_Bounces.wav	RISE - ORCHESTRA - HIGH - Dry, bouncing strings
Rise_Orchestra_Strings_Eerie.wav	RISE - ORCHESTRA - HIGH - Dry, eerie string rises
Rise_Orchestra_Strings_Trembling.wav	RISE - ORCHESTRA - HIGH - Dry, trembling string rises
Rise_Orchestra_Strings_Tremolator.wav	RISE - ORCHESTRA - HIGH - Dry, trembling string rises

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Rise_Orchestra_Tutti_Brass_Chaos.wav	RISE - ORCHESTRA - MID - Dry, chaotic orchestra rises
Rise_Orchestra_Tutti_Chaos.wav	RISE - ORCHESTRA - HIGH - Dry, chaotic orchestra rises
Rise_Orchestra_Tutti_Crescendo.wav	RISE - ORCHESTRA - MID - Dry, crescendo orchestra rises
Rise_Orchestra_Tutti_Freeze.wav	RISE - ORCHESTRA - MID - Dry, brass-heavy rises
Rise_Orchestra_Tutti_Rumble.wav	RISE - ORCHESTRA - MID - Dry, rumbling rises
Rise_Orchestra_Tutti_Straight.wav	RISE - ORCHESTRA - MID - Dry, string-heavy rises
Rise_Orchestra_Tutti_Tremolator.wav	RISE - ORCHESTRA - HIGH - Dry, trembling orchestra rises
Rise_Orchestra_Tutti_WildWinds.wav	RISE - ORCHESTRA - HIGH - Dry, chaotic woodwind-heavy rises
Rise_Orchestra_Violins_Glissando.wav	RISE - ORCHESTRA - HIGH - Dry, close, Violin glissando
Rise_Synth_Fall_Ascent.wav	RISE - PROCESSED - LOW - Reverberant, re-recorded synthesizer rise
Rise_Synth_Fall_Axis.wav	RISE - PROCESSED - LOW - Reverberant, re-recorded synthesizer fall
Rise_Synth_Fall_Bottom.wav	RISE - PROCESSED - LOW - Reverberant, re-recorded synthesizer fall
Rise_Synth_Fall_Classic.wav	RISE - PROCESSED - LOW - Reverberant, re-recorded synthesizer fall
Rise_Synth_Fall_Deactivate.wav	RISE - PROCESSED - LOW - Reverberant, re-recorded synthesizer fall
Rise_Synth_Fall_Disconnect.wav	RISE - PROCESSED - LOW - Dry, re-recorded synthesizer fall
Rise_Synth_Fall_Down.wav	RISE - PROCESSED - LOW - Dry, re-recorded synthesizer fall
Rise_Synth_Fall_Gentle.wav	RISE - PROCESSED - LOW - Reverberant, re-recorded synthesizer fall
Rise_Synth_Fall_Obscurity.wav	RISE - PROCESSED - LOW - Dry, re-recorded synthesizer fall
Rise_Synth_Fall_Smooth.wav	RISE - PROCESSED - LOW - Dry, low-frequency synthesizer whoosh
Rise_Synth_Fall_Turnoff.wav	RISE - PROCESSED - LOW - Dry, re-recorded synthesizer fall
Rise_Synth_Starship.wav	RISE - PROCESSED - MID - Dry, synthesizer rise
Rise_Voice_Chair_Female_Long.wav	RISE - VOICE - HIGH - Reverberant, long female choir rises
Rise_Voice_Chair_Female_Short.wav	RISE - VOICE - HIGH - Reverberant, short female choir rises
Rise_Voice_Chair_Male_Ah.wav	RISE - VOICE - MID - Dry, male choir rises
Rise_Voice_Chair_Male_Oh.wav	RISE - VOICE - MID - Dry, male choir rises
Rise_Voice_Chair_Mixed_Ah.wav	RISE - VOICE - MID - Reverberant, mixed choir rises
Rise_Voice_Chair_Mixed_Oh_Ah.wav	RISE - VOICE - MID - Reverberant, mixed choir rises
Rise_Voice_Chair_Mixed_Oh.wav	RISE - VOICE - MID - Reverberant, mixed choir rises
Rise_Voice_Female_Exhale_Croak.wav	RISE - VOICE - MID - Dry, croaky exhalation
Rise_Voice_Female_long.wav	RISE - VOICE - HIGH - Dry, female voice rise
Rise_Voice_Female_medium.wav	RISE - VOICE - HIGH - Dry, female voice rise
Rise_Voice_Female_short.wav	RISE - VOICE - HIGH - Dry, female voice rise
Stinger_Aquaphone_Bright.wav	STINGER - METAL - HIGH - Reverberant, aquaphone stinger
Stinger_Aquaphone_Fast.wav	STINGER - METAL - HIGH - Reverberant, aquaphone stinger
Stinger_Aquaphone_High_Bowed.wav	STINGER - METAL - HIGH - Reverberant, aquaphone stinger
Stinger_Aquaphone_High_Bright.wav	STINGER - METAL - HIGH - Reverberant, aquaphone stinger
Stinger_Cymbal_Crash_Reverse.wav	STINGER - METAL - HIGH - Dry, reversed crash cymbal hit
Stinger_Cymbal_Ride_Gong_Reverse.wav	STINGER - METAL - MID - Dry, reversed ride cymbal gong
Stinger_Cymbal_Scrape_Crash_Bow_Screech.wav	STINGER - METAL - HIGH - Reverberant, pulling a violin bow over a crash cymbal
Stinger_Cymbal_Scrape_Crash_Bow.wav	STINGER - METAL - HIGH - Reverberant, pulling a violin bow over a crash cymbal
Stinger_Cymbal_Scrape_Crash_Long.wav	STINGER - METAL - HIGH - Reverberant, long crash cymbal scrapes
Stinger_Cymbal_Scrape_Crash.wav	STINGER - METAL - HIGH - Reverberant, short crash cymbal scrapes
Stinger_Cymbal_Scrape_HiHat_Bow_Screech.wav	STINGER - METAL - HIGH - Reverberant, pulling a violin bow over a hi-hat
Stinger_Cymbal_Scrape_HiHat_Bow_Short_Hard.wav	STINGER - METAL - HIGH - Reverberant, pulling a violin bow over a hi-hat
Stinger_Cymbal_Scrape_HiHat_Bow_Short_Soft.wav	STINGER - METAL - HIGH - Reverberant, pulling a violin bow over a hi-hat
Stinger_Cymbal_Scrape_HiHat_Bow.wav	STINGER - METAL - HIGH - Reverberant, pulling a violin bow over a hi-hat
Stinger_Cymbal_Scrape_HiHat.wav	STINGER - METAL - HIGH - Reverberant, hi-hat scrapes
Stinger_Cymbal_Scrape_Ride_Bow_Soft.wav	STINGER - METAL - HIGH - Reverberant, pulling a violin bow over a ride cymbal
Stinger_Cymbal_Scrape_Ride_Bow.wav	STINGER - METAL - HIGH - Reverberant, pulling a violin bow over a ride cymbal
Stinger_Cymbal_Scrape_Ride.wav	STINGER - METAL - HIGH - Reverberant, ride cymbal scrapes
Stinger_Fire_Torch_Breath_Medium.wav	STINGER - FIRE - MID - Dry, blowing into torch
Stinger_Fire_Torch_Breath_Soft.wav	STINGER - FIRE - MID - Dry, blowing into torch
Stinger_Metal_Bars_Ring_Reverse.wav	STINGER - METAL - HIGH - Dry, reversed ringing metal bars
Stinger_Metal_Bars_Ringing.wav	STINGER - METAL - HIGH - Reverberant, ringing metal bars
Stinger_Metal_Creak_Delay.wav	STINGER - METAL - HIGH - Reverberant, metal creak with delay
Stinger_Metal_Multitone.wav	STINGER - METAL - HIGH - Dry, multitone metal squeal
Stinger_Metal_Silverware_Hard.wav	STINGER - METAL - HIGH - Dry, dropping silverware
Stinger_Metal_Silverware_Reversed.wav	STINGER - METAL - HIGH - Dry, dropping silverware reversed
Stinger_Metal_Silverware_Slide.wav	STINGER - METAL - HIGH - Dry, sliding silverware
Stinger_Metal_Squeal_Eerie.wav	STINGER - METAL - MID - Reverberant, eerie metal squeal
Stinger_Metal_Squeal_Long.wav	STINGER - METAL - HIGH - Reverberant, long metal squeals
Stinger_Metal_Squeal.wav	STINGER - METAL - HIGH - Reverberant, metal squeals
Stinger_Metal_Sword.wav	STINGER - METAL - HIGH - Dry, sword squeal
Stinger_Metal_Tonal.wav	STINGER - METAL - HIGH - Dry, tonal metal squeal
Stinger_Music_Scratch_Bass.wav	STINGER - PROCESSED - LOW - Dry, scratching record on turntables
Stinger_Noodles_Crack.wav	STINGER - NOODLES - HIGH - Dry, breaking raw spaghetti

FILENAME	DESCRIPTION
Stinger_Noodles_On_Plastic.wav	STINGER - NOODLES - HIGH - Dry, dropping noodles on plastic
Stinger_Orchestra_Car_Horn.wav	STINGER - ORCHESTRA - HIGH - Reverberant, brass section stinger
Stinger_Orchestra_Cluster_Fall.wav	STINGER - ORCHESTRA - HIGH - Reverberant, brass section stinger
Stinger_Orchestra_Dark_Breath.wav	STINGER - ORCHESTRA - MID - Reverberant, drum-heavy stinger
Stinger_Orchestra_Dark_Doppler.wav	STINGER - ORCHESTRA - MID - Reverberant, drum-heavy stinger
Stinger_Orchestra_Hard_By.wav	STINGER - ORCHESTRA - MID - Reverberant, brass- and drum-heavy stinger
Stinger_Piano_Scrape_Coin.wav	STINGER - PIANO - LOW - Reverberant, scraping piano strings with a coin
Stinger_Piano_Scrape_High.wav	STINGER - PIANO - MID - Reverberant, scraping piano strings
Stinger_Piano_Scrape_Low_Hard.wav	STINGER - PIANO - LOW - Reverberant, scraping piano strings
Stinger_Piano_Scrape_Low_Soft.wav	STINGER - PIANO - MID - Reverberant, scraping piano strings
Stinger_Piano_Scrape_Reverse_Processed.wav	STINGER - PIANO - MID - Dry, reversed piano string scrapes
Stinger_Piano_Scrape_Short_Erie.wav	STINGER - PIANO - HIGH - Reverberant, eerie piano string scrapes
Stinger_Piano_Scrape_Short.wav	STINGER - PIANO - HIGH - Reverberant, scraping piano strings
Stinger_Piano_Scrape_Single_String_Long.wav	STINGER - PIANO - MID - Reverberant, scraping piano strings
Stinger_Piano_Scrape_Single_String_Reverse.wav	STINGER - PIANO - MID - Dry, reversed piano string scrapes
Stinger_Piano_Scrape_Single_String.wav	STINGER - PIANO - MID - Reverberant, scraping piano strings
Stinger_Piano_Scrape_Squeal.wav	STINGER - PIANO - MID - Reverberant, scraping piano strings
Stinger_Piano_Scrape.wav	STINGER - PIANO - LOW - Reverberant, scraping piano strings
Stinger_Synth_Low_Incoming.wav	STINGER - PROCESSED - LOW - Dry, low-pitch rumble
Stinger_Synth_Low_Rumble.wav	STINGER - PROCESSED - LOW - Dry, low-pitch rumble
Stinger_Train_Air.wav	STINGER - PROCESSED - MID - Reverberant, train approaching
Stinger_Train_Sharp.wav	STINGER - VEHICLES - MID - Dry, train passing by
Stinger_Train_Soft.wav	STINGER - VEHICLES - MID - Dry, train passing by
Stinger_Voice_Female_Eerie_Croak.wav	STINGER - VOICE - PROCESSED - MID - Reverberant, eerie and croaky exhalation
Stinger_Voice_Female_Eerie_Exhale_Close.wav	STINGER - VOICE - PROCESSED - MID - Dry, eerie exhalation
Stinger_Voice_Female_Eerie_Exhale.wav	STINGER - VOICE - PROCESSED - MID - Reverberant, eerie exhalation
Stinger_Voice_Female_Eerie_Scream.wav	STINGER - VOICE - PROCESSED - MID - Reverberant, eerie scream
Stinger_Voice_Female_Eerie_Whisper.wav	STINGER - VOICE - PROCESSED - MID - Reverberant, eerie whisper
Stinger_Voice_Female_Evil_Laughter_Reverb.wav	STINGER - VOICE - PROCESSED - MID - Reverberant, eerie laughter
Stinger_Voice_Female_Evil_Laughter.wav	STINGER - VOICE - PROCESSED - MID - Reverberant, eerie laughter
Stinger_Voice_Female_Reverse.wav	STINGER - VOICE - PROCESSED - HIGH - Reverberant, reversed eerie scream
Stinger_Voice_Male_Breath_Open.wav	STINGER - VOICE - PROCESSED - MID - Dry, exhaling sharply
Whoosh_Badminton_Racket.wav	WHOOSH - RACKET - HIGH - Dry, swinging a badminton racket on a rope
Whoosh_Bamboo_Stick_Fast.wav	WHOOSH - WOOD - MID - Dry, swinging a bamboo stick
Whoosh_Bamboo_Stick_Sharp.wav	WHOOSH - WOOD - MID - Reverberant, swinging a bamboo stick
Whoosh_Bamboo_Thick_Fast.wav	WHOOSH - WOOD - HIGH - Dry, swinging a bamboo stick
Whoosh_Bamboo_Thick_Slow.wav	WHOOSH - WOOD - MID - Dry, swinging a bamboo stick
Whoosh_Bicycle_Hard_Fuzzy.wav	WHOOSH - VEHICLES - MID - Reverberant, bicycle driveby
Whoosh_Bicycle_Hard.wav	WHOOSH - VEHICLES - MID - Reverberant, bicycle driveby
Whoosh_Bicycle_Harsh.wav	WHOOSH - VEHICLES - MID - Reverberant, bicycle driveby
Whoosh_Bicycle_Racebikes.wav	WHOOSH - VEHICLES - HIGH - Dry, bicycle driveby
Whoosh_Bicycle_Soft_Scrape.wav	WHOOSH - VEHICLES - MID - Reverberant, bicycle driveby
Whoosh_Bicycle_Soft.wav	WHOOSH - VEHICLES - MID - Reverberant, bicycle driveby
Whoosh_Blow_Flutter_Long.wav	WHOOSH - BLOW - LOW - Dry, low-frequency flutter
Whoosh_Blow_Flutter_Short.wav	WHOOSH - BLOW - LOW - Dry, wind blowing
Whoosh_Bungee_Cord.wav	WHOOSH - PLASTIC - HIGH - Dry, swinging a bungee cord
Whoosh_Car_By_Fast_In_Fast_Out_RL.wav	WHOOSH - VEHICLES - MID - Dry, car driving by
Whoosh_Car_By_Fast_In_Long_Out_RL_Sharp.wav	WHOOSH - VEHICLES - MID - Reverberant, car driving by
Whoosh_Car_By_Fast_In_Long_Out_RL.wav	WHOOSH - VEHICLES - MID - Reverberant, car driving by
Whoosh_Car_By_Long_In_Long_Out_Low_RL.wav	WHOOSH - VEHICLES - MID - Reverberant, car driving by
Whoosh_Car_By_Long_In_Long_Out_Low_RL.wav	WHOOSH - VEHICLES - MID - Reverberant, car driving by
Whoosh_Car_By_Long_In_Long_Out_RL.wav	WHOOSH - VEHICLES - MID - Reverberant, car driving by
Whoosh_Car_By_Long_In_Long_Out_Soft_Beefy_RL.wav	WHOOSH - VEHICLES - MID - Reverberant, car driving by
Whoosh_Cymbal_Fast_Flyby.wav	WHOOSH - METAL - PROCESSED - HIGH - Reverberant, cymbal hit flyby
Whoosh_Cymbal_Flyby.wav	WHOOSH - METAL - PROCESSED - HIGH - Reverberant, cymbal hit flyby
Whoosh_Eerie_Hellcar.wav	WHOOSH - VEHICLES - MID - Reverberant, processed car driveby
Whoosh_Electric_Magnets_Marbles.wav	WHOOSH - METAL - HIGH - Dry, marbles drawn to electric magnets
Whoosh_Fire_Arrow_High.wav	WHOOSH - FIRE - MID - Dry, shooting a fire arrow
Whoosh_Fire_Arrow_Outdoor.wav	WHOOSH - FIRE - MID - Dry, fire arrow flyby
Whoosh_Fire_Arrow_Shot.wav	WHOOSH - FIRE - LOW - Dry, shooting a fire arrow
Whoosh_Fire_Arrow_Soft.wav	WHOOSH - FIRE - MID - Dry, shooting a fire arrow
Whoosh_Fire_Torch_Blaze_Medium.wav	WHOOSH - FIRE - MID - Dry, swinging a torch
Whoosh_Fire_Torch_Blaze_Short.wav	WHOOSH - FIRE - MID - Reverberant, swinging a torch
Whoosh_Fire_Torch_Distant_Hard.wav	WHOOSH - FIRE - MID - Dry, distant torch-swing
Whoosh_Fire_Torch_Distant_Medium.wav	WHOOSH - FIRE - MID - Reverberant, distant torch-swing
Whoosh_Fire_Torch_Distant_Short.wav	WHOOSH - FIRE - MID - Reverberant, distant torch-swing

FILENAME	DESCRIPTION
Whoosh_Fire_Torch_Fast.wav	WHOOSH - FIRE - MID - Reverberant, swinging a torch
Whoosh_Fire_Torch_Long_RL.wav	WHOOSH - FIRE - MID - Dry, swinging a torch
Whoosh_Fire_Torch_Long.wav	WHOOSH - FIRE - MID - Dry, swinging a torch
Whoosh_Fire_Torch_Med_Flange_RL.wav	WHOOSH - FIRE - MID - Dry, swinging a torch
Whoosh_Fire_Torch_Med_RLR.wav	WHOOSH - FIRE - MID - Dry, swinging a torch
Whoosh_Fire_Torch_Short_Airy.wav	WHOOSH - FIRE - MID - Dry, swinging a torch
Whoosh_Fire_Torch_Short_Close.wav	WHOOSH - FIRE - MID - Reverberant, swinging a torch
Whoosh_Fire_Torch_Short_Hard_RL.wav	WHOOSH - FIRE - MID - Reverberant, swinging a torch from right to left
Whoosh_Fire_Torch_Throw_Fast_RL.wav	WHOOSH - FIRE - MID - Reverberant, throwing a torch from right to left
Whoosh_Fire_Torch_Throw_Fast_Shaky_RL.wav	WHOOSH - FIRE - MID - Reverberant, throwing a torch from right to left
Whoosh_Fire_Torch_Throw_LR.wav	WHOOSH - FIRE - MID - Reverberant, swinging a torch
Whoosh_Fire_Torch_Throw_RL.wav	WHOOSH - FIRE - MID - Reverberant, swinging a torch
Whoosh_Fireball_Flange.wav	WHOOSH - FIRE - MID - Reverberant, fireball flyby
Whoosh_Fireball_Hard.wav	WHOOSH - FIRE - MID - Reverberant, fireball flyby
Whoosh_Fireball_Soft_RL.wav	WHOOSH - FIRE - MID - Dry, fireball flyby
Whoosh_Mat_Sparkle.wav	WHOOSH - RUBBER - HIGH - Dry, rubbery sparkle
Whoosh_Metal_Flyby.wav	WHOOSH - PROCESSED - MID - Dry, metal squeal flyby
Whoosh_Motorbike_By_RL.wav	WHOOSH - VEHICLES - MID - Reverberant, motorcycle driving by
Whoosh_Plane_Passenger_Jet_Flyby.wav	WHOOSH - VEHICLES - MID - Dry, jet flyby
Whoosh_Plastic_Bag.wav	WHOOSH - PLASTIC - HIGH - Dry, swinging a plastic bag
Whoosh_Rope_Fast.wav	WHOOSH - AIR - HIGH - Dry, swinging a rope
Whoosh_Rope_Heavy.wav	WHOOSH - AIR - HIGH - Dry, swinging a rope
Whoosh_Rope_Plastic_Tape_sharp.wav	WHOOSH - TAPE - HIGH - Dry, swinging plastic tape on a rope
Whoosh_Rope_Plastic_Tape.wav	WHOOSH - TAPE - HIGH - Dry, swinging plastic tape on a rope
Whoosh_Rope_Video_Tape.wav	WHOOSH - TAPE - HIGH - Dry, swinging video tape on a rope
Whoosh_Slingshot_Bys.wav	WHOOSH - AIR - MID - Dry, slingshot flybys
Whoosh_Snow_Attack.wav	WHOOSH - SNOW - HIGH - Dry, ski sway
Whoosh_Snow_Fast.wav	WHOOSH - SNOW - MID - Dry, ski sway
Whoosh_Snow_Slow.wav	WHOOSH - SNOW - HIGH - Dry, ski sway
Whoosh_Spatula_Flutter.wav	WHOOSH - AIR - LOW - Dry, swinging a spatula on a rope
Whoosh_Spatula_Swish.wav	WHOOSH - AIR - MID - Dry, swinging a spatula on a rope
Whoosh_Speaker_Creature_Beefy.wav	WHOOSH - PROCESSED - LOW - Dry, re-recorded creature voice flyby
Whoosh_Speaker_Creature_Harsh.wav	WHOOSH - PROCESSED - MID - Dry, re-recorded creature voice flyby
Whoosh_Speaker_High_Long.wav	WHOOSH - PROCESSED - HIGH - Dry, re-recorded long noise flyby
Whoosh_Speaker_High_Med.wav	WHOOSH - PROCESSED - HIGH - Dry, re-recorded medium length noise flyby
Whoosh_Speaker_High_Short.wav	WHOOSH - PROCESSED - HIGH - Dry, re-recorded short noise flyby
Whoosh_Speaker_Soft_Noise_Long.wav	WHOOSH - PROCESSED - HIGH - Dry, re-recorded long noise flyby
Whoosh_Speaker_Soft_Noise_Short.wav	WHOOSH - PROCESSED - HIGH - Dry, re-recorded short noise flyby
Whoosh_Synth_Alien_Saucer.wav	WHOOSH - PROCESSED - MID - Reverberant, synthesizer ufo flyby
Whoosh_Synth_Big_Flame.wav	WHOOSH - PROCESSED - LOW - Reverberant, synthesizer flame
Whoosh_Synth_Breeze_Long.wav	WHOOSH - PROCESSED - LOW - Reverberant, synthesizer wind
Whoosh_Synth_Breeze_Short.wav	WHOOSH - PROCESSED - LOW - Dry, synthesizer wind
Whoosh_Synth_Creature.wav	WHOOSH - PROCESSED - MID - Reverberant, synthesizer creature voice
Whoosh_Synth_Eerie_Shore.wav	WHOOSH - PROCESSED - MID - Reverberant, eerie synthesizer surf
Whoosh_Synth_Incoming_Flame.wav	WHOOSH - PROCESSED - MID - Dry, synthesizer flame
Whoosh_Synth_Long_Flame.wav	WHOOSH - PROCESSED - LOW - Reverberant, synthesizer flame
Whoosh_Synth_Noise_Deep.wav	WHOOSH - PROCESSED - LOW - Reverberant, low synthesizer noise
Whoosh_Synth_Noise_Harsh.wav	WHOOSH - PROCESSED - MID - Dry, short synthesizer noise
Whoosh_Synth_Noise_Low.wav	WHOOSH - PROCESSED - LOW - Reverberant, synthesizer noise
Whoosh_Synth_Noise_Soft.wav	WHOOSH - PROCESSED - MID - Dry, synthesizer noise
Whoosh_Synth_Rocket_Flyby.wav	WHOOSH - PROCESSED - MID - Dry, synthesizer rocket flyby
Whoosh_Synth_Slingshot.wav	WHOOSH - PROCESSED - MID - Dry, synthesized Slingshot
Whoosh_Synth_Soft_By.wav	WHOOSH - PROCESSED - LOW - Reverberant, synthesizer noise
Whoosh_Synth_Spaceship_Flyby.wav	WHOOSH - PROCESSED - LOW - Reverberant, synthesizer spaceship
Whoosh_Synth_Whistle.wav	WHOOSH - PROCESSED - MID - Reverberant, synthesizer whistle
Whoosh_Tape_Down.wav	WHOOSH - TAPE - HIGH - Dry, pulling down crepe tape
Whoosh_Textile_Blanket_Crispy.wav	WHOOSH - TEXTILE - MID - Dry, clothes flutter
Whoosh_Textile_Blanket_Long.wav	WHOOSH - TEXTILE - MID - Dry, clothes flutter
Whoosh_Textile_Blanket_Warm.wav	WHOOSH - TEXTILE - LOW - Dry, clothes flutter
Whoosh_Textile_Cotton_Incoming.wav	WHOOSH - TEXTILE - MID - Dry, swinging cloth
Whoosh_Textile_Cotton_Short.wav	WHOOSH - TEXTILE - LOW - Dry, clothes flutter
Whoosh_Textile_Leather_Bullroarer.wav	WHOOSH - TEXTILE - MID - Dry, fast leather bullroarer flyby
Whoosh_Textile_Leather_Dense.wav	WHOOSH - TEXTILE - MID - Dry, leather flutter
Whoosh_Textile_Leather_Incoming.wav	WHOOSH - TEXTILE - MID - Dry, swinging leather jacket
Whoosh_Textile_Leather_Jacket_Incoming.wav	WHOOSH - TEXTILE - MID - Dry, swinging leather jacket
Whoosh_Textile_Leather_Jacket_Sharp.wav	WHOOSH - TEXTILE - MID - Dry, swinging leather jacket

FILENAME	DESCRIPTION
Whoosh_Textile_Leather_Jacket_Soft.wav	WHOOSH - TEXTILE - MID - Dry, swinging leather jacket
Whoosh_Textile_Leather_Nylon_Hit.wav	WHOOSH - TEXTILE - HIGH - Dry, leather and nylon whoosh
Whoosh_Textile_Nylon.wav	WHOOSH - TEXTILE - MID - Dry, nylon cloth whoosh
Whoosh_Train_Airy.wav	WHOOSH - VEHICLES - MID - Dry, train passing by
Whoosh_Train_Fast_Beefy.wav	WHOOSH - VEHICLES - MID - Dry, train passing by
Whoosh_Train_Fast_High.wav	WHOOSH - VEHICLES - MID - Dry, train passing by
Whoosh_Train_Long.wav	WHOOSH - VEHICLES - MID - Reverberant, train passing by
Whoosh_Train_Sharp.wav	WHOOSH - VEHICLES - MID - Dry, train passing by
Whoosh_Train_Short_Rattle.wav	WHOOSH - VEHICLES - MID - Dry, train passing by
Whoosh_Train_Soft_Medium.wav	WHOOSH - VEHICLES - MID - Dry, train passing by
Whoosh_Train_Soft_Short.wav	WHOOSH - VEHICLES - MID - Dry, train passing by
Whoosh_Vacuum_Cleaner_Aggressive.wav	WHOOSH - VACUUM - MID - Dry, vacuum cleaner whoosh
Whoosh_Vacuum_Cleaner_Light.wav	WHOOSH - VACUUM - HIGH - Dry, vacuum cleaner whoosh
Whoosh_Videotape_Flyby.wav	WHOOSH - TAPE - HIGH - Dry, videotape flyby
Whoosh_Voice_Exhale.wav	WHOOSH - VOICE - HIGH - Dry, exhalation
Whoosh_Water_In_Hot_Oil.wav	WHOOSH - WATER - MID - Dry, pouring water into hot oil