SOUND LIST – "44.1 GENERAL LIBRARY (VOLUME I)" – INSPECTORJ

Filename	Description	SampleRate	BitDepth	Channels	Duration
Airplane_A380-800_In-Flight_Engine_Ambience_Interior_01_LOOP.wav	Engine ambience inside of an A380-800 aircraft cabin while flying. Seamless looping.	44100	24	2	0:11
Airplane A380-800 In-Flight Engine Ambience Interior 02 LOOP.way	Engine ambience inside of an A380-800 aircraft cabin while flying. Seamless looping.	44100	24	2	0:06
	The interior, inside of an A380-800 aircraft cabin as it lands at an airport. Wheel ground contact and				
Airplane_A380-800_Landing_Interior_01.wav	slight voice chatter.	44100	24	2	0:50
	The interior, inside of an A380-800 aircraft cabin as it takes off from an airport. Small voice chatter,				
Airplane_A380-800_Landing_Interior_02.wav	engine revving and acceleration.	44100	24	2	0:48
	The interior, inside of an A380-800 aircraft cabin as it takes off from an airport. Minimal voice chatter,				
Airplane_A380-800_Takeoff_Interior_01.wav	engine revving, acceleration and metallic vibrations.	44100	24	2	1:29
	The interior, inside of an A380-800 aircraft cabin as it takes off from an airport. Minimal voice chatter,				
Airplane_A380-800_Takeoff_Interior_02.wav	engine revving, acceleration and metallic vibrations.	44100	24	2	0:55
	Engine ambience inside of an A380-800 aircraft cabin while taxiing at an airport on the ground	44400	2.4	2	0.04
Airplane_A380-800_Taxiing_Engine_Ambience_Interior_01_LOOP.wav	Seamless looping.	44100	24	2	0:04
Airelana A200 000 Wheel Core Clarine Interior 04	Engine ambience inside of an A380-800 aircraft cabin while taxiing at an airport on the ground	44100	24	2	0:15
Airplane_A380-800_Wheel_Gear_Closing_Interior_01.wav	Seamless looping.	44100	24	2	0:15
Airplane_B777-300_In-Flight_Engine_Ambience_Interior_01_LOOP.wav	Engine ambience inside of a B777-300 aircraft cabin while flying. Seamless looping.	44100	24	2	0:18
Airplane_B777-300_In-Flight_Engine_Ambience_Interior_02_LOOP.wav	Engine ambience inside of a B777-300 aircraft cabin while flying. Seamless looping. Deeper.	44100	24	2	0:12
	Engine ambience inside of a B777-300 aircraft cabin while flying. Seamless looping. Some metallic				
Airplane_B777-300_In-Flight_Engine_Ambience_Interior_03_LOOP.wav	bumping.	44100	24	2	0:10
Airplane_B777-300_In-Flight_Engine_Ambience_Interior_04_LOOP.wav	Engine ambience inside of a B777-300 aircraft cabin while flying. Seamless looping. Sharper.	44100	24	2	0:21
Airplane_B777-300_In-Flight_Engine_Ambience_Interior_05_LOOP.wav	Engine ambience inside of a B777-300 aircraft cabin while flying. Seamless looping. Small voice chatter.	44100	24	2	0:10
	The interior, inside of a B777-300 aircraft cabin as it lands at an airport. Wheel ground contact and				
Airplane_B777-300_Landing_Interior_01.wav	slight voice chatter.	44100	24	2	0:50
	The interior, inside of a B777-300 aircraft cabin as it lands at an airport. Double wheel ground contact,				
Airplane_B777-300_Landing_Interior_02.wav	slight voice chatter and metallic squeaking.	44100	24	2	0:45
	The interior, inside of a B777-300 aircraft cabin as it takes off from an airport. Deep engine revving,				
Airplane_B777-300_Takeoff_Interior_01.wav	acceleration, rumbling and vibrations.	44100	24	2	1:39
Airelana DZZZ 200 Telaniii Interior 02	The interior, inside of a B777-300 aircraft cabin as it takes off from an airport. Small voice chatter, deep	44100	24	2	1:37
Airplane_B777-300_Takeoff_Interior_02.wav	engine revving, acceleration, rumbling, vibrations and metallic squeaking.	44100	24	2	1.37
Airplane B777-300 Taxiing Engine Ambience Interior 01 LOOP.way	Engine ambience inside of a B777-300 aircraft cabin while taxiing at an airport on the ground Seamless looping.	44100	24	2	0:12
All plane_B777-300_Taxining_Engine_Allibratice_intendi_oi_Loop.wav	A large commercial Boeing passenger aircraft flying past centered from right to left. Taking off from	44100	24	2	0.12
Airplane_Boeing_Fly-by_Centered_01.wav	Gatwick airport, passing by at a distance of about 100 meters.	44100	24	2	0:32
/ in plante_boomg_rry by_contened_or.wav	A large commercial Boeing passenger aircraft flying past centered from right to left. Taking off from	1.1200		_	0.02
	Gatwick airport, passing by at a distance of about 100 meters. Distant motorway vehicle sounds with				
Airplane_Boeing_Fly-by_Centered_02.wav	car honk, and wind noise.	44100	24	2	0:46
	A large commercial Boeing passenger aircraft flying past centered from right to left. Taking off from				
	Gatwick airport, passing by at a distance of about 100 meters. Distant motorway vehicle sounds and				
Airplane_Boeing_Fly-by_Centered_03.wav	wind noise.	44100	24	2	0:52
	A large commercial Boeing passenger aircraft flying past centered from right to left. Taking off from				
	Gatwick airport, passing by at a distance of about 100 meters. Distant motorway vehicle sounds and		1 _	_	
Airplane_Boeing_Fly-by_Centered_04.wav	wind noise.	44100	24	2	0:53

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Airplane_Boeing_Fly-by_Centered_05.wav	A large commercial Boeing passenger aircraft flying past centered from right to left. Taking off from Gatwick airport, passing by at a distance of about 100 meters.	44100	24	2	0:43
	A large commercial Boeing passenger aircraft flying past from right to left. Taking off from Gatwick				3.15
Airplane_Boeing_Fly-by_Right-To-Left_01.wav	airport, passing by at a distance of about 100 meters. Small wind noise and distant motorway vehicles.	44100	24	2	0:50
7.mp.a.ne_ssc.mg_1.1/ s1/mg.nc 10 test_o2.ma1	A large commercial Boeing passenger aircraft flying past from right to left. Taking off from Gatwick			_	
	airport, passing by at a distance of about 100 meters. Minimal wind noise and distant motorway				
Airplane_Boeing_Fly-by_Right-To-Left_02.wav	vehicles.	44100	24	2	0:48
7p.a.i.e_20e67 276.i.e 10 2e.t_02.ii.e.	A large commercial Boeing passenger aircraft flying past from right to left. Taking off from Gatwick			_	
	airport, passing by at a distance of about 100 meters. Distant motorway vehicles and a distant arriving				
Airplane_Boeing_Fly-by_Right-To-Left_03.wav	train clip clop.	44100	24	2	0:52
1 2 02 7 72 0 2	A large commercial Boeing passenger aircraft flying past from right to left. Taking off from Gatwick				
Airplane_Boeing_Fly-by_Right-To-Left_04.wav	airport, passing by at a distance of about 100 meters. Distant motorway vehicles.	44100	24	2	0:47
	A large commercial Boeing passenger aircraft flying past from right to left. Taking off from Gatwick				
Airplane_Boeing_Fly-by_Right-To-Left_05.wav	airport, passing by at a distance of about 100 meters. Distant motorway vehicles.	44100	24	2	0:58
		44400			0.11
Airplane_CRJ900_In-Flight_Engine_Ambience_Interior_01_LOOP.wav	Engine ambience inside of a CRJ900 aircraft cabin while flying. Seamless looping.	44100	24	2	0:11
Airplane_CRJ900_In-Flight_Engine_Ambience_Interior_02_LOOP.wav	Engine ambience inside of a CRJ900 aircraft cabin while flying. Slight metallic ticking. Seamless looping.	44100	24	2	0:14
	The interior, inside of a CRJ900 aircraft cabin as it lands at an airport. Wheel ground contact and engine				
Airplane_CRJ900_Landing_Interior_01.wav	deceleration	44100	24	2	0:33
	The interior, inside of a CRJ900 aircraft cabin as it takes off from an airport. Light engine revving,				
Airplane_CRJ900_Takeoff_Interior_01.wav	acceleration, rumbling and metallic shaking.	44100	24	2	1:21
	Engine ambience inside of a CRJ900 aircraft cabin while taxiing at an airport on the ground Seamless				
Airplane_CRJ900_Taxiing_Engine_Ambience_Interior_01_LOOP.wav	looping.	44100	24	2	0:15
	Audio of a passenger aircraft seatbelt sign beeping to signal seatbelts can be unbuckled. Cleaned with				
Airplane_Seatbelt_Sign_Beep_Double_01.wav	engine noise removed.	44100	24	2	0:06
	Background ambience at the Heathrow airport waiting area. Large crowd chatter, talking,				
Ambience_Airport_Waiting_Crowd_01_LOOP.wav	conversations, and movement noise. Seamless looping.	44100	24	2	1:01
	Background ambience at the Heathrow airport waiting area. Large crowd chatter, talking,				
Ambience_Airport_Waiting_Crowd_02_LOOP.wav	conversations, movement noise and plastic bag crackling. Seamless looping.	44100	24	2	1:00
	Background ambience at the Heathrow airport waiting area. Large crowd chatter, talking, a closer				
Ambience_Airport_Waiting_Crowd_03_LOOP.wav	conversation, movement noise and plastic bag crackling. Seamless looping.	44100	24	2	1:00
	Background ambience at the Heathrow airport waiting area. Large crowd chatter, talking, a closer				
Ambience_Airport_Waiting_Crowd_04_LOOP.wav	conversation and movement noise. Seamless looping.	44100	24	2	1:01
	Background ambience at the Heathrow airport waiting area. Large crowd chatter, talking,				
Ambience_Airport_Waiting_Crowd_05_LOOP.wav	conversations and suitcase movement noise. Seamless looping.	44100	24	2	1:01
	Ambience from the Banaue Rice Terraces, Philippines, in the afternoon. Light rain is present. Animals				
Ambience_BRT_Afternoon_F01_Children_LOOP.wav	can be heard, such as crickets and frogs. Children are playing in the background. Can be looped.	44100	16	2	1:01
	Ambience from the Banaue Rice Terraces, Philippines, in the afternoon. Animals can be heard, such as				
Ambience_BRT_Afternoon_H01_Roosters_LOOP.wav	crickets, dogs and roosters. Waterfalls and rivers are in the background. Can be looped.	44100	16	2	1:01
	Ambience from the Banaue Rice Terraces, Philippines. Riding on top of a jeep (local transportation				
	known as "jeepney"). Vehicles pass on either side with periodic chatter from passing locals and				
Ambience_BRT_Jeepney_Roof-Seat_01_LOOP.wav	animals. Can be looped.	44100	16	2	1:01
	Ambience from the Banaue Rice Terraces, Philippines, at mid-day. Heavy rain is present. Can be				
Ambience_BRT_Mid-Day_C05_Heavy-Rain_LOOP.wav	looped.	44100	16	2	1:01
	Ambience from the Banaue Rice Terraces, Philippines, in the morning at a local town. Animals can be				
	heard, such as crickets and roosters. The sound of children playing and vehicles are in the background.				
Ambience_BRT_Morning_C01_Town_LOOP.wav	Can be looped.	44100	16	2	1:01
	Ambience from the Banaue Rice Terraces, Philippines, in the morning at a local village. Animals can be				
	heard, such as several birds and roosters. Voices are in the background, as is a waterfall. Can be				
Ambience_BRT_Morning_F01_Village_LOOP.wav	looped.	44100	16	2	1:01

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Ambience_BRT_Night_A03_Clean_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, a night. Animals can be heard, such as crickets and birds. The noise has been removed. Can be looped.	44100	16	2	1:00
Ambience_BRT_Street-Vehicles-Passing_A01_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, by a road. Motorbikes, jeeps and other vehicles pass left and right. Can be looped.	44100	16	2	1:01
Ambience_BRT_Waterfall_Small_01_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, of a small waterfall. Can be looped.	44100	16	2	0:02
Ambience_Children_Playing_Distant_01.wav	Background ambience of distant children, kids playing on a school field, including screams and shouting. Some closer birdsong.	44100	24	2	0:57
Ambience Crowd Large 01_LOOP.wav	Background ambience of a large gathering crowd of people talking, chatting, loudly in a large activities tent. Seamless looping.	44100	24	2	0:55
Ambience_Crowd_Large_02_LOOP.wav	Background ambience of a large gathering crowd of people talking, chatting, loudly in a large activities tent. Seamless looping.	44100	24	2	0:38
Ambience_Day_Wildlife_01_LOOP.wav	Background ambience of day wildlife, animals, insects, birds, distant vehicles, wind in trees in America. Seamless looping.	44100	24	2	0:41
Ambience_Day_Wildlife_02_LOOP.wav	Background ambience of day wildlife, animals, insects, people chatter, distant passing vehicles, wind in trees in America. Seamless looping.	44100	24	2	0:41
Ambience_Florida_Frogs_Night_01_LOOP.wav	Background ambience of a large gathering of treefrogs in Florida, croaking and ribbiting en masse after a rain storm. Seamless looping.	44100	24	2	1:01
Ambience_Food_Court_01_LOOP.wav	Background ambience of a busy food court. People chatting, talking, conversing, eating, cutlery noises and chair movement squeaks. Seamless looping.	44100	16	2	0:38
Ambience_Food_Court_02_LOOP.wav	Background ambience of a busy food court. People chatting, talking, conversing, playing and eating. Seamless looping.	44100	24	2	0:41
Ambience_Food_Court_03_LOOP.wav	Background ambience of a busy food court. People chatting, talking, conversing, eating, shopping, and moving plastic chairs. Seamless looping.	44100	24	2	0:58
Ambience_Insects_Cicada_01_LOOP.wav	An insect, cicada, cricket sizzling layer in America. Background noise removed. Seamless looping.	44100	24	2	0:20
Ambience_Insects_Cicada_02_LOOP.wav	An insect, cicada, cricket sizzling layer in America. Background noise removed. Seamless looping.	44100	24	2	0:22
Ambience_Insects_Grasshopper_01_LOOP.wav	An insect, grasshopper chirping, clicking layer in England. Background noise removed. Seamless looping.	44100	24	2	0:26
Ambience_Insects_Grasshopper_02_LOOP.wav	An insect, grasshopper chirping, clicking layer in England. Background noise removed. Seamless looping.	44100	24	2	0:27
Ambience_London_Street_01_LOOP.wav	Background ambience of a busy city street in London. People walking past, talking, chatting, shopping, distant vehicles driving. Seamless looping.	44100	24	2	0:28
Ambience_Machine_Factory_01_LOOP.wav	Background ambience of an industrial automated machine factory with various mechanical systems. Constructed by combining various printer sounds with added reverb. Seamless looping.	44100	24	2	0:41
Ambience_Moaning-of-the-Dead_01.wav	A scary, terrifying, horror ambience of moaning souls of the dead with reverberation. Created by combining several drone engines revving up and down.	44100	24	2	0:36
Ambience_Night_Wildlife_01_LOOP.wav	Background ambience of various insects, crickets, cicadas during an American night. Highpass filtering, wildlife layer only. Seamless looping.	44100	16	2	1:00
Ambience_Night_Wildlife_02_LOOP.wav	Background ambience of various animals, insects, crickets, cicadas and frogs during an American night. Highpass filtering. Light rain. Seamless looping.	44100	24	2	0:58
Ambience_Night_Wildlife_03_LOOP.wav	Background ambience of various insects, crickets, cicadas and frogs during an American night. Highpass filtering. Seamless looping.	44100	24	2	0:31
Ambience_Outdoor_Public_Pool_01_LOOP.wav	Background ambience of an outdoor public swimming pool with various chatter, talking, and children playing and splashing. Seamless looping.	44100	24	2	1:01
Ambience_Restaurant_01_LOOP.wav	Background ambience at a busy restaurant. Several people talking, chatting, conversing and eating food. Sound of plates bashing and metal cutlery. Seamless looping.	44100	24	2	0:41
Ambience_Start-Of-A-Rainstorm_01.wav	An oncoming rainstorm in America. Distant rain approaches and starts to drip with distant rumbling thunder. Moderate rainfall at peak before calming and stopping. Some insect sounds towards the end.	44100	24	2	1:32

Ambience of a busy London city road with numerous vehicles, cars, buses, and trucks passing from right to left with their engines close. A bus stops at a traffic light. Seamless looping.	44100			
right to left with their eligines close. A bus stops at a traffic light, seaffless looping.		7)/1	2	1:01
Ambience of a busy London city road with numerous vehicles, cars, buses, and trucks passing from	44100	24	2	1.01
right to left with their engines close. Seamless looping.	44100	24	2	1:01
Ambience of a busy London city road with numerous vehicles, cars, buses, motorbikes and trucks				
passing from right to left with their engines close. Distant hammering. Pedestrians walking. Seamless				
looping.	44100	24	2	1:01
Ambience of a busy town tarmac road with multiple vehicles, cars and trucks passing from both right to				
left and left to right. About 5 meters from the road. Seamless looping.	44100	24	2	0:51
Ambience of multiple driving vehicles, cars, trucks, and lorries passing from right to left from the side				
of a motorway. About 5 meters from the vehicles. Seamless looping.	44100	24	2	0:55
Ambience of multiple driving vehicles, cars, trucks, and lorries passing from right to left from the side				
of a motorway. About 5 meters from the vehicles. Seamless looping.	44100	24	2	0:55
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	44100	24	2	0:58
	44400	2.4	2	0.50
	44100	24	2	0:58
	44400	2.4	2	0.57
	44100	24	2	0:57
	44100	24	2	0.20
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	44100	24	2	0:04
·	44100	24	2	0.04
	44100	24	2	0:04
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				0:06
An artificial birdsong by blowing into a plastic bird toy filled with water.	44100	24		0:04
An artificial birdsong by blowing into a plastic bird toy filled with water.	44100	24	2	0:04
An artificial birdsong by blowing into a plastic bird toy filled with water.	44100	24	2	0:06
An artificial birdsong by blowing into a plastic bird toy filled with water.	44100	24	2	0:05
An artificial birdsong by blowing into a plastic bird toy filled with water.	44100	24	2	0:03
An artificial birdsong by blowing into a plastic bird toy filled with water.	44100	24	2	0:04
An artificial birdsong by blowing into a plastic bird toy filled with water.	44100	24	2	0:06
An artificial birdsong by blowing into a plastic bird toy filled with water. A shorter variation.	44100	24	2	0:01
An artificial birdsong by blowing into a plastic bird toy filled with water. A shorter variation.	44100	24	2	0:01
An artificial birdsong by blowing into a plastic bird toy filled with water. A shorter variation.	44100	24	2	0:02
An artificial birdsong by blowing into a plastic bird toy filled with water. A shorter variation.	44100	24	2	0:01
An artificial birdsong by blowing into a plastic bird toy filled with water. A shorter variation.	44100	24	2	0:01
An artificial birdsong by blowing into a plastic bird toy filled with water. A shorter variation.	44100	24	2	0:01
An artificial birdsong by blowing into a plastic bird toy filled with water. A shimmering, shaking, trilling				0:09
	Ambience of a busy London city road with numerous vehicles, cars, buses, motorbikes and trucks passing from right to left with their engines close. Distant hammering. Pedestrians walking. Seamless looping. Ambience of a busy town tarmac road with multiple vehicles, cars and trucks passing from both right to left and left to right. About 5 meters from the road. Seamless looping. Ambience of multiple driving vehicles, cars, trucks, and lorries passing from right to left from the side of a motorway. About 5 meters from the vehicles. Seamless looping. Ambience of multiple driving vehicles, cars, trucks, and lorries passing from right to left from the side of a motorway. About 5 meters from the vehicles. Seamless looping. Ambience of multiple driving vehicles, cars, trucks, and lorries passing from right to left from the side of a motorway. About 10 meters from the vehicles. Distant birds. Seamless looping. Ambience of multiple driving vehicles, cars, trucks, and lorries passing from right to left from the side of a motorway. About 10 meters from the vehicles. Distant birds. Seamless looping. Ambience of multiple driving vehicles, cars, trucks, and lorries passing from right to left from the side of a motorway. About 2 meters from the vehicles. Seamless looping. Ambience of multiple driving vehicles, cars, trucks, and lorries passing from right to left from the side of a motorway. About 2 meters from the vehicles. Seamless looping. Ambience of multiple driving vehicles, cars, trucks, and lorries passing from right to left from the side of a motorway. About 2 meters from the vehicles. Seamless looping. A ding, ring, bright metallic bell commonly found in shops at the till, counter, checkout to notify the shopkeeper. A ding, ring, bright metallic bell commonly found in shops at the till, counter, checkout to notify the shopkeeper. An artificial birdsong by blowing into a plastic bird toy filled with water. An artificial birdsong by blowing into a plastic bird toy filled with water. An artificial birdsong	Ambience of a busy London city road with numerous vehicles, cars, buses, motorbikes and trucks passing from right to left with their engines close. Distant hammering. Pedestrians walking. Seamless looping. Ambience of a busy town tarmac road with multiple vehicles, cars and trucks passing from both right to left and left to right. About 5 meters from the road. Seamless looping. Ambience of multiple driving vehicles, cars, trucks, and lorries passing from right to left from the side of a motorway. About 5 meters from the vehicles. Seamless looping. Ambience of multiple driving vehicles, cars, trucks, and lorries passing from right to left from the side of a motorway. About 5 meters from the vehicles. Seamless looping. Ambience of multiple driving vehicles, cars, trucks, and lorries passing from right to left from the side of a motorway. About 10 meters from the vehicles. Distant birds. Seamless looping. Ambience of multiple driving vehicles, cars, trucks, and lorries passing from right to left from the side of a motorway. About 10 meters from the vehicles. Distant birds. Seamless looping. Ambience of multiple driving vehicles, cars, trucks, and lorries passing from right to left from the side of a motorway. About 2 meters from the vehicles. Distant birds. Seamless looping. Ambience of multiple driving vehicles, cars, trucks, and lorries passing from right to left from the side of a motorway. About 2 meters from the vehicles. Seamless looping. Ambience of multiple driving vehicles, cars, trucks, and lorries passing from right to left from the side of a motorway. About 2 meters from the vehicles. Close birds and light wind. Seamless looping. 44100 Ambience of multiple driving vehicles, cars, trucks, and lorries passing from right to left from the side of a motorway. About 2 meters from the vehicles. Close birds and light wind. Seamless looping. 44100 A ding, ring, bright metallic bell commonly found in shops at the till, counter, checkout to notify the shopkeeper. 44100 A ding, ring, bright metallic	Ambience of a busy London city road with numerous vehicles, cars, buses, motorbikes and trucks passing from right to left with their engines close. Distant hammering, Pedestrians valking, Seamless looping. Ambience of a busy town tarmac road with multiple vehicles, cars and trucks passing from both right to left and left to right. About 5 meters from the road. Seamless looping. Ambience of multiple driving vehicles, cars, trucks, and lorries passing from right to left from the side of a motorway. About 5 meters from the vehicles. Seamless looping. Ambience of multiple driving vehicles, cars, trucks, and lorries passing from right to left from the side of a motorway. About 5 meters from the vehicles. Seamless looping. Ambience of multiple driving vehicles, cars, trucks, and lorries passing from right to left from the side of a motorway. About 10 meters from the vehicles. Distant birds. Seamless looping. 44100 24 Ambience of multiple driving vehicles, cars, trucks, and lorries passing from right to left from the side of a motorway. About 10 meters from the vehicles. Distant birds. Seamless looping. 44100 24 Ambience of multiple driving vehicles, cars, trucks, and lorries passing from right to left from the side of a motorway. About 2 meters from the vehicles. Seamless looping. 44100 24 Ambience of multiple driving vehicles, cars, trucks, and lorries passing from right to left from the side of a motorway. About 2 meters from the vehicles. Seamless looping. 44100 24 Ambience of multiple driving vehicles, cars, trucks, and lorries passing from right to left from the side of a motorway. About 10 meters from the vehicles. Seamless looping. 44100 24 Ading, ring, bright metallic bell commonly found in shops at the till, counter, checkout to notify the shopkeeper. 44100 24 A ding, ring, bright metallic bell commonly found in shops at the till, counter, checkout to notify the shopkeeper. 44100 24 An artificial birdsong by blowing into a plastic bird toy filled with water. 44100 24 An artificial	Ambience of a busy London city road with numerous vehicles, cars, buses, motorbikes and trucks passing from right to left with their engines close. Distant hammering. Pedestrians walking. Seamless looping. Ambience of a busy town tarmac road with multiple vehicles, cars and trucks passing from both right to left and left to right. About 5 meters from the road. Seamless looping. Ambience of multiple driving vehicles, cars, trucks, and lorries passing from right to left from the side of a motorway. About 5 meters from the vehicles. Seamless looping. Ambience of multiple driving vehicles, cars, trucks, and lorries passing from right to left from the side of a motorway. About 5 meters from the vehicles. Seamless looping. Ambience of multiple driving vehicles, cars, trucks, and lorries passing from right to left from the side of a motorway. About 3 meters from the vehicles. Distant birds. Seamless looping. Ambience of multiple driving vehicles, cars, trucks, and lorries passing from right to left from the side of a motorway. About 3 meters from the vehicles. Distant birds. Seamless looping. Ambience of multiple driving vehicles, cars, trucks, and lorries passing from right to left from the side of a motorway. About 3 meters from the vehicles. Seamless looping. Anbience of multiple driving vehicles, cars, trucks, and lorries passing from right to left from the side of a motorway. About 2 meters from the vehicles. Seamless looping. Ambience of multiple driving vehicles, cars, trucks, and lorries passing from right to left from the side of a motorway. About 100 meters from the vehicles. Close birds and light wind. Seamless looping. An increase of multiple driving vehicles, cars, trucks, and lorries passing from right to left from the side of a motorway. About 100 meters from the vehicles. Close birds and light wind. Seamless looping. A ding, ring, bright metallic bell commonly found in shops at the till, counter, checkout to notify the shopkeeper. A ding, ring, bright metallic bell commonly found in shops at

Bird_Whistling_Plastic_Toy_Tremolo_02.wav	An artificial birdsong by blowing into a plastic bird toy filled with water. A shimmering, shaking, trilling variation.	44100	24	2	0:04
Bird_Whistling_Plastic_Toy_Tremolo_03.wav	An artificial birdsong by blowing into a plastic bird toy filled with water. A shimmering, shaking, trilling variation.	44100	24	2	0:04
Bird_Whistling_Plastic_Toy_Tremolo_04.wav	An artificial birdsong by blowing into a plastic bird toy filled with water. A shimmering, shaking, trilling variation.	44100	24	2	0:03
Bird_Whistling_Plastic_Toy_Tremolo_05.wav	An artificial birdsong by blowing into a plastic bird toy filled with water. A shimmering, shaking, trilling variation.	44100	24	2	0:07
Bird_Whistling_Plastic_Toy_Tremolo_06.wav	An artificial birdsong by blowing into a plastic bird toy filled with water. A shimmering, shaking, trilling variation.	44100	24	2	0:06
Bird_Whistling_Robin_Multi_01.wav	A single English robin bird singing birdsong multiple times. Noise removed.	44100	16	2	0:25
Bird_Whistling_Robin_Multi_02.wav	A single English robin bird singing birdsong multiple times. Noise removed.	44100	16	2	0:14
Bird_Whistling_Robin_Multi_03.wav	A single English robin bird singing birdsong multiple times. Noise removed.	44100	16	2	0:24
Bird_Whistling_Robin_Multi_04.wav	A single English robin bird singing birdsong multiple times. Noise removed.	44100	16	2	0:06
Bird_Whistling_Robin_Multi_05.wav	A single English robin bird singing birdsong multiple times. Noise removed.	44100	24	2	0:16
Bird_Whistling_Robin_Single_01.wav	A single English robin bird singing birdsong once. Noise removed.	44100	24	2	0:03
Bird_Whistling_Robin_Single_02.wav	A single English robin bird singing birdsong once. Noise removed.	44100	24	2	0:04
Bird_Whistling_Robin_Single_03.wav	A single English robin bird singing birdsong once. Noise removed.	44100	24	2	0:04
Bird_Whistling_Robin_Single_04.wav	A single English robin bird singing birdsong once. Noise removed.	44100	24	2	0:02
Bird_Whistling_Robin_Single_05.wav	A single English robin bird singing birdsong once. Noise removed.	44100	24	2	0:04
Bird_Whistling_Robin_Single_06.wav	A single English robin bird singing birdsong once. Noise removed.	44100	24	2	0:03
Bird_Whistling_Robin_Single_07.wav	A single English robin bird singing birdsong once. Noise removed.	44100	24	2	0:03
Bird_Whistling_Robin_Single_08.wav	A single English robin bird singing birdsong once. Noise removed.	44100	24	2	0:03
Bird_Whistling_Robin_Single_09.wav	A single English robin bird singing birdsong once. Noise removed.	44100	24	2	0:03
Bird_Whistling_Robin_Single_10.wav	A single English robin bird singing birdsong once. Noise removed.	44100	24	2	0:03
Bird_Whistling_Robin_Single_11.wav	A single English robin bird singing birdsong once. Noise removed.	44100	24	2	0:03
Bird_Whistling_Robin_Single_12.wav	A single English robin bird singing birdsong once. Noise removed.	44100	24	2	0:05
Birds_Whistling_Multi_01.wav	Multiple English birds, including robins, singing birdsong. Noise removed.	44100	16	2	0:13
Birds_Whistling_Multi_02.wav	Multiple English birds, including robins, singing birdsong. Noise removed.	44100	24	2	0:22
Biting_Carrot_Single_Close_01.wav	A single mouth biting, chewing of a crunchy carrot.	44100	24	2	0:02
Biting_Crunchy_Multi_Close_01.wav	Multiple mouth biting, chewing of a crunchy, crackling, dry prawn cracker.	44100	24	2	0:10
Biting_Crunchy_Multi_Close_02.wav	Multiple mouth biting, chewing of a crunchy, crackling, dry prawn cracker.	44100	24	2	0:05
Biting_Crunchy_Multi_Close_03.wav	Multiple mouth biting, chewing of a crunchy, crackling, dry prawn cracker.	44100	24	2	0:04
Biting_Crunchy_Multi_Close_04.wav	Multiple mouth biting, chewing of a crunchy, crackling, dry prawn cracker.	44100	24	2	0:03
Biting_Crunchy_Multi_Close_05.wav	Multiple mouth biting, chewing of a crunchy, crackling, dry prawn cracker.	44100	24	2	0:03
Biting_Crunchy_Multi_Close_Internal_01.wav	Multiple mouth biting, chewing of a crunchy, crackling, dry cracker inside a closed mouth.	44100	24	2	0:07
Biting_Crunchy_Multi_Close_Internal_02.wav	Multiple mouth biting, chewing of a crunchy, crackling, dry cracker inside a closed mouth.	44100	24	2	0:07

Biting_Crunchy_Multi_Close_Internal_03.wav	Multiple mouth biting, chewing of a crunchy, crackling, dry cracker inside a closed mouth.	44100	24	2	0:08
Biting_Crunchy_Multi_Close_Internal_04.wav	Multiple mouth biting, chewing of a crunchy, crackling, dry cracker inside a closed mouth.	44100	24	2	0:08
Biting_Crunchy_Single_Close_01.wav	A single mouth biting, chewing of a crunchy, crackling, dry prawn cracker.	44100	24	2	0:01
Biting_Crunchy_Single_Close_02.wav	A single mouth biting, chewing of a crunchy, crackling, dry prawn cracker.	44100	24	2	0:01
Biting Crunchy_Single_Close_03.wav	A single mouth biting, chewing of a crunchy, crackling, dry prawn cracker.	44100	24	2	0:01
Biting_Crunchy_Single_Close_04.wav	A single mouth biting, chewing of a crunchy, crackling, dry prawn cracker.	44100	24	2	0:01
Biting_Crunchy_Single_Close_05.wav	A single mouth biting, chewing of a crunchy, crackling, dry prawn cracker.	44100	24	2	0:01
			24	2	
Biting_Crunchy_Single_Close_06.wav	A single mouth biting, chewing of a crunchy, crackling, dry prawn cracker.	44100			0:01
Biting_Crunchy_Single_Close_07.wav	A single mouth biting, chewing of a crunchy, crackling, dry prawn cracker.	44100	24	2	0:01
Biting_Crunchy_Single_Close_08.wav	A single mouth biting, chewing of a crunchy, crackling, dry prawn cracker.	44100	24	2	0:01
Biting_Crunchy_Single_Close_09.wav	A single mouth biting, chewing of a crunchy, crackling, dry prawn cracker.	44100	24	2	0:01
Biting_Crunchy_Single_Close_10.wav	A single mouth biting, chewing of a crunchy, crackling, dry prawn cracker.	44100	24	2	0:01
Biting_Crunchy_Single_Close_11.wav	A single mouth biting, chewing of a crunchy, crackling, dry prawn cracker.	44100	24	2	0:01
Biting_Crunchy_Single_Close_12.wav	A single mouth biting, chewing of a crunchy, crackling, dry prawn cracker.	44100	24	2	0:01
Biting_Crunchy_Single_Close_13.wav	A single mouth biting, chewing of a crunchy, crackling, dry prawn cracker.	44100	24	2	0:01
Biting_Crunchy_Single_Close_14.wav	A single mouth biting, chewing of a crunchy, crackling, dry prawn cracker.	44100	24	2	0:01
Biting_Crunchy_Single_Close_15.wav	A single mouth biting, chewing of a crunchy, crackling, dry prawn cracker.	44100	24	2	0:01
	A creature vocalization made by combining several stretching sounds from twisting a surfing				
Bodyboard_Creature-Voice-A_Dry_001.wav	bodyboard made of polystyrene foam. Then pitch shifted. No reverberation.	44100	16	2	0:02
	A creature vocalization made by combining several stretching sounds from twisting a surfing			_	
Bodyboard_Creature-Voice-A_Dry_002.wav	bodyboard made of polystyrene foam. Then pitch shifted. No reverberation.	44100	16	2	0:02
	A creature vocalization made by combining several stretching sounds from twisting a surfing	44400	1.0	2	0.04
Bodyboard_Creature-Voice-A_Dry_003.wav	bodyboard made of polystyrene foam. Then pitch shifted. No reverberation.	44100	16	2	0:01
	A creature vocalization made by combining several stretching sounds from twisting a surfing	44100	1.0	2	0.03
Bodyboard_Creature-Voice-B_Dry_040.wav	bodyboard made of polystyrene foam. Then pitch shifted and timbrally adjusted. No reverberation.	44100	16	2	0:02
	A creature vocalization made by combining several stretching sounds from twisting a surfing	44400	4.6	2	0.02
Bodyboard_Creature-Voice-B_Dry_041.wav	bodyboard made of polystyrene foam. Then pitch shifted and timbrally adjusted. No reverberation.	44100	16	2	0:02
	A creature vocalization made by combining several stretching sounds from twisting a surfing	44100	1.0	2	0.02
Bodyboard_Creature-Voice-B_Dry_042.wav	bodyboard made of polystyrene foam. Then pitch shifted and timbrally adjusted. No reverberation.	44100	16	2	0:02
Red heard Coast as Noise C Res 072 and	A creature vocalization made by combining several stretching sounds from twisting a surfing	44100	16	,	0.01
Bodyboard_Creature-Voice-C_Dry_073.wav	bodyboard made of polystyrene foam. Then pitch shifted with a high timbre. No reverberation.	44100	16	2	0:01
	A creature vocalization made by combining several stretching sounds from twisting a surfing	44100	1.0	_	0.03
Bodyboard_Creature-Voice-C_Dry_074.wav	bodyboard made of polystyrene foam. Then pitch shifted with a high timbre. No reverberation.	44100	16	2	0:02
Red hand Control With C. Do. 075	A creature vocalization made by combining several stretching sounds from twisting a surfing	44100	16	2	0.02
Bodyboard_Creature-Voice-C_Dry_075.wav	bodyboard made of polystyrene foam. Then pitch shifted with a high timbre. No reverberation.	44100	16	2	0:02
Red hand Cook of Wise R. D. 444	A creature vocalization made by combining several stretching sounds from twisting a surfing	44100	16	2	0.01
Bodyboard_Creature-Voice-D_Dry_114.wav	bodyboard made of polystyrene foam. Then pitch shifted with a low timbre. No reverberation. A creature vocalization made by combining several stretching sounds from twisting a surfing	44100	16	2	0:01
Bodyboard Creature-Voice-D Dry 115.wav	, , ,	44100	16	2	0:02
Bodyboard_Creature-voice-D_DLY_115.WdV	bodyboard made of polystyrene foam. Then pitch shifted with a low timbre. No reverberation.	44100	10		0.02
Bodyboard_Creature-Voice-D_Dry_116.wav	A creature vocalization made by combining several stretching sounds from twisting a surfing bodyboard made of polystyrene foam. Then pitch shifted with a low timbre. No reverberation.	44100	16	2	0:01
<u> </u>		1	I.	1	1

	A creature vocalization made by combining several stretching sounds from twisting a surfing bodyboard made of polystyrene foam. Then pitch shifted with a very low timbre and reference pitch.				
Dadukaand Crastura Vaisa F. Dr. 146		44100	16	2	0:02
Bodyboard_Creature-Voice-E_Dry_146.wav	No reverberation.	44100	10	2	0.02
	A creature vocalization made by combining several stretching sounds from twisting a surfing				
Dadubaard Crastina Vaisa F. Dr. 147	bodyboard made of polystyrene foam. Then pitch shifted with a very low timbre and reference pitch.	44100	16	2	0.01
Bodyboard_Creature-Voice-E_Dry_147.wav	No reverberation.	44100	16	2	0:01
	A creature vocalization made by combining several stretching sounds from twisting a surfing				
	bodyboard made of polystyrene foam. Then pitch shifted with a very low timbre and reference pitch.	44400	1.0	2	0.01
Bodyboard_Creature-Voice-E_Dry_148.wav	No reverberation.	44100	16	2	0:01
	A creature vocalization made by combining several stretching sounds from twisting a surfing				
	bodyboard made of polystyrene foam. Then pitch shifted with a very high timbre and reference pitch.				
Bodyboard_Creature-Voice-F_Dry_189.wav	No reverberation.	44100	16	2	0:01
	A creature vocalization made by combining several stretching sounds from twisting a surfing				
	bodyboard made of polystyrene foam. Then pitch shifted with a very high timbre and reference pitch.		_		
Bodyboard_Creature-Voice-F_Dry_190.wav	No reverberation.	44100	16	2	0:01
	A creature vocalization made by combining several stretching sounds from twisting a surfing				
	bodyboard made of polystyrene foam. Then pitch shifted with a very high timbre and reference pitch.				
Bodyboard_Creature-Voice-F_Dry_191.wav	No reverberation.	44100	16	2	0:01
	A creature vocalization made by combining several stretching sounds from twisting a surfing				
	bodyboard made of polystyrene foam. Then pitch shifted with a flanger and tremolo effect. No				
Bodyboard_Creature-Voice-G_Dry_253.wav	reverberation.	44100	16	2	0:02
	A creature vocalization made by combining several stretching sounds from twisting a surfing				
	bodyboard made of polystyrene foam. Then pitch shifted with a flanger and tremolo effect. No				
Bodyboard_Creature-Voice-G_Dry_254.wav	reverberation.	44100	16	2	0:02
	A creature vocalization made by combining several stretching sounds from twisting a surfing				
	bodyboard made of polystyrene foam. Then pitch shifted with a flanger and tremolo effect. No				
Bodyboard_Creature-Voice-G_Dry_255.wav	reverberation.	44100	16	2	0:01
	A creature vocalization made by combining several stretching sounds from twisting a surfing				
	bodyboard made of polystyrene foam. Then pitch shifted with a flanger and tremolo effect while also				
Bodyboard_Creature-Voice-H_Dry_296.wav	being timbrally adjusted. No reverberation.	44100	16	2	0:02
	A creature vocalization made by combining several stretching sounds from twisting a surfing				
	bodyboard made of polystyrene foam. Then pitch shifted with a flanger and tremolo effect while also				
Bodyboard_Creature-Voice-H_Dry_297.wav	being timbrally adjusted. No reverberation.	44100	16	2	0:01
	A creature vocalization made by combining several stretching sounds from twisting a surfing				
	bodyboard made of polystyrene foam. Then pitch shifted with a flanger and tremolo effect while also				
Bodyboard_Creature-Voice-H_Dry_298.wav	being timbrally adjusted. No reverberation.	44100	16	2	0:02
,	A creature vocalization made by combining several stretching sounds from twisting a surfing				
	bodyboard made of polystyrene foam. Then pitch shifted with a quick monophonic delay and tremolo				
Bodyboard_Creature-Voice-I_Dry_360.wav	tranceformer. No reverberation.	44100	16	2	0:02
	A creature vocalization made by combining several stretching sounds from twisting a surfing				
	bodyboard made of polystyrene foam. Then pitch shifted with a quick monophonic delay and tremolo				
Bodyboard_Creature-Voice-I_Dry_361.wav	tranceformer. No reverberation.	44100	16	2	0:01
	A creature vocalization made by combining several stretching sounds from twisting a surfing	200		_	
	bodyboard made of polystyrene foam. Then pitch shifted with a quick monophonic delay and tremolo				
Bodyboard Creature-Voice-I Dry 362.wav	tranceformer. No reverberation.	44100	16	2	0:01
Dody 2001 a_Creature + Order_Dry_302.44d4	A creature vocalization made by combining several stretching sounds from twisting a surfing			_	5.01
	bodyboard made of polystyrene foam. Then pitch shifted with a ring modulator and tranceformer				
Bodyboard_Creature-Voice-J_Dry_416.wav	effect. No reverberation.	44100	16	2	0:01
Dody Soura_Creature-voice-3_Dry_410.wav	Circus no reverse autori.	77100	10		0.01

	A creature vocalization made by combining several stretching sounds from twisting a surfing		1		
	bodyboard made of polystyrene foam. Then pitch shifted with a ring modulator and tranceformer				
Bodyboard_Creature-Voice-J_Dry_417.wav	effect. No reverberation.	44100	16	2	0:01
	A creature vocalization made by combining several stretching sounds from twisting a surfing				
	bodyboard made of polystyrene foam. Then pitch shifted with a ring modulator and tranceformer				
Bodyboard_Creature-Voice-J_Dry_418.wav	effect. No reverberation.	44100	16	2	0:01
	A creature vocalization made by combining several stretching sounds from twisting a surfing				
	bodyboard made of polystyrene foam. Then pitch shifted with a quick monophonic delay, ring				
Bodyboard_Creature-Voice-K_Dry_471.wav	modulator, computer tranceformer and tremolo effect. No reverberation.	44100	16	2	0:01
	A creature vocalization made by combining several stretching sounds from twisting a surfing				
	bodyboard made of polystyrene foam. Then pitch shifted with a quick monophonic delay, ring				
Bodyboard_Creature-Voice-K_Dry_472.wav	modulator, computer tranceformer and tremolo effect. No reverberation.	44100	16	2	0:02
	A creature vocalization made by combining several stretching sounds from twisting a surfing				
	bodyboard made of polystyrene foam. Then pitch shifted with a quick monophonic delay, ring				
Bodyboard_Creature-Voice-K_Dry_473.wav	modulator, computer tranceformer and tremolo effect. No reverberation.	44100	16	2	0:01
Boing_Comedic_Flexatone_01.wav	A dizzying, comedic, cartoon, metallic boing produced from striking a flexatone with a metal mallet.	44100	16	2	0:02
Boing_Comedic_Flexatone_02.wav	A dizzying, comedic, cartoon, metallic boing produced from striking a flexatone with a metal mallet.	44100	24	2	0:02
Boing_Comedic_Flexatone_03.wav	A dizzying, comedic, cartoon, metallic boing produced from striking a flexatone with a metal mallet.	44100	24	2	0:02
Boing_Comedic_Flexatone_04.wav	A dizzying, comedic, cartoon, metallic boing produced from striking a flexatone with a metal mallet.	44100	24	2	0:02
	Heavily hitting a metal flexatone with a metal mallet and bending the flexatone to create a bouncy				
Boing_Comedic_Flexatone_05.wav	boing sound.	44100	16	2	0:03
	A comedic, cartoon, metallic boing produced from flicking a jaw harp, jew's harp, placed in the mouth		_	_	
Boing_Jaw_Harp_01.wav	voicing the vowel "A".	44100	24	2	0:03
	A comedic, cartoon, metallic boing produced from flicking a jaw harp, jew's harp, placed in the mouth				
Boing_Jaw_Harp_02.wav	voicing the vowel "O".	44100	24	2	0:02
	A distant car alarm during the night, with a slight natural echo. Both turning on, and turning off. Noise	44100	24	2	0.20
Car_Alarm_Distant_01.wav	removed.	44100	24	2	0:28
Con March Bittert 02	A distant car alarm during the night, with a slight natural echo. Both turning on, and turning off. Noise	44100	24	2	0.20
Car_Alarm_Distant_02.wav	removed.	44100	24	2	0:28
Car_Grand-Scenic_Door_Closing_01.wav	A metal car door closing forcefully on a Grand Scenic vehicle.	44100	24	2	0:01
Car_Grand-Scenic_Engine_Idle_Exterior_01_LOOP.wav	A diesel car engine idling from a Grand Scenic vehicle. From outside the vehicle. Seamless looping.	44100	16	2	0:08
Car_Grand-Scenic_Engine_Idle_Exterior_02_LOOP.wav	A diesel car engine idling from a Grand Scenic vehicle. From outside the vehicle. Seamless looping.	44100	16	2	0:06
Car_Grand-Scenic_Engine_Ignition_01.wav	The car engine starting from a Grand Scenic vehicle ignition.	44100	16	2	0:05
	Turning the car engine off from a Grand Scenic vehicle, with a little bit of close diesel engine idling to		_	_	
Car_Grand-Scenic_Engine_Off_01.wav	begin.	44100	16	2	0:03
	Two cars passing close to the recorder, traveling both from left to right and right to left on a tarmac				
Car_Passing_Multi_Close_Both_01.wav	road. Some birdsong and natural day ambience.	44100	24	2	0:36
	Three cars passing close to the recorder, traveling both from right to left, left to right and right to left				
Car_Passing_Multi_Close_Both_02.wav	on a tarmac road. Some distant birdsong.	44100	24	2	0:49
	A single car vehicle passing close to the recorder from left to right, traveling on a tarmac road. Some	44400	2.4	2	0.40
Car_Passing_Single_Close_Left-To-Right_01.wav	slight birdsong.	44100	24	2	0:13
Cat_Meow_Female_Single_01.wav	A single female cat meowing or moaning.	44100	24	2	0:01
Cat_Meow_Female_Single_02.wav	A single female cat meowing or moaning.	44100	24	2	0:01
Cat_Meow_Female_Single_03.wav	A single female cat meowing or moaning.	44100	24	2	0:01

Cat_Meow_Female_Single_04.wav	A single female cat meowing or moaning.	44100	24	2	0:01
Cat_Meow_Female_Single_05.wav	A single female cat meowing or moaning.	44100	24	2	0:01
Cat_Meow_Male_Single_01.wav	A single male cat meowing or moaning.	44100	16	2	0:02
Cat_Meow_Male_Single_02.wav	A single male cat meowing or moaning.	44100	16	2	0:02
Cat_Meow_Male_Single_03.wav	A single male cat meowing or moaning.	44100	16	2	0:02
Cat_Meow_Male_Single_04.wav	A single male cat meowing or moaning.	44100	16	2	0:02
Cat_Meow_Screaming_01.wav	A single stray cat screaming or shrieking loudly at a distance of about 6 meters.	44100	24	2	0:02
Cat_Purring_Female_Single_01.wav	A single female cat purring at a distance of 5 centimeters.	44100	16	2	0:03
Cat_Purring_Female_Single_02.wav	A single female cat quickly purring at a distance of 5 centimeters.	44100	16	2	0:01
Clock_Antique_Chiming_01.wav	An old, antique mechanical clockwork clock chime at 8 o'clock with ticking and a gradually fading chime. Winding of internal gears and cogs.	44100	24	2	0:23
Clock_Cuckoo_Chiming_Multi_01.wav	An old cuckoo mechanical clockwork clock chime at 5 o'clock with an opening mechanism, bell ding, cuckoo bird and gradual fade. Slight winding of internal gears and cogs.	44100	24	2	0:07
Clock_Cuckoo_Chiming_Single_01.wav	An old cuckoo mechanical clockwork clock chime at 1 o'clock with an opening mechanism, bell ding, cuckoo bird and gradual fade. Slight winding of internal gears and cogs.	44100	24	2	0:04
Clock_Cuckoo_Chiming_Single_01_LOOP.wav	A single cuckoo clock chime with a bell ding and slight winding of internal gears and cogs. Seamless looping to construct your own time.	44100	24	2	0:01
Coffee_Machine_Cycle_01.wav	The full cycle of a Keurig coffee making machine brewing and filtering a cup of hot beverage before pouring it into a cup.	44100	24	2	1:32
Construction_Jackhammer_Excavator_Digging_Close_01.wav	A large construction jackhammer excavator vehicle digging harshly into concrete with its metal digger. At a distance of roughly 8 meters.	44100	24	2	0:17
Construction_Jackhammer_Excavator_Digging_Close_02.wav	A large construction jackhammer excavator vehicle digging harshly into concrete with its metal digger. At a distance of roughly 8 meters.	44100	24	2	0:11
Construction_Jackhammer_Excavator_Digging_Close_03.wav	A large construction jackhammer excavator vehicle digging harshly into concrete with its metal digger. At a distance of roughly 8 meters.	44100	24	2	0:09
Construction_Jackhammer_Excavator_Digging_Distant_01.wav	A large construction jackhammer excavator vehicle digging harshly into concrete with its metal digger. At a distance of roughly 20 meters.	44100	24	2	0:15
Cracking_Crunching_Branch_Long_01.wav	A single long cracking and crunching sound by snapping a dry, wooden tree branch.	44100	24	2	0:04
Cracking_Crunching_Branch_Long_02.wav	A single long cracking and crunching sound by snapping a dry, wooden tree branch.	44100	24	2	0:03
Cracking_Crunching_Branch_Long_03.wav	A single long cracking and crunching sound by snapping a dry, wooden tree branch.	44100	24	2	0:05
Cracking_Crunching_Branch_Long_04.wav	A single long cracking and crunching sound by snapping a dry, wooden tree branch.	44100	24	2	0:04
Cracking_Crunching_Branch_Long_05.wav	A single long cracking and crunching sound by snapping a dry, wooden tree branch.	44100	24	2	0:05
Cracking_Crunching_Branch_Long_06.wav	A single long cracking and crunching sound by snapping a dry, wooden tree branch.	44100	24	2	0:04
Cracking_Crunching_Branch_Short_01.wav	A single short cracking and crunching sound by quickly snapping a dry, wooden tree branch.	44100	24	2	0:03
Cracking_Crunching_Branch_Short_02.wav	A single short cracking and crunching sound by quickly snapping a dry, wooden tree branch.	44100	24	2	0:02
Cracking_Crunching_Branch_Short_03.wav	A single short cracking and crunching sound by quickly snapping a dry, wooden tree branch.	44100	24	2	0:01
Cracking_Crunching_Branch_Short_04.wav	A single short cracking and crunching sound by quickly snapping a dry, wooden tree branch.	44100	24	2	0:02
Cracking_Crunching_Branch_Short_05.wav	A single short cracking and crunching sound by quickly snapping a dry, wooden tree branch.	44100	24	2	0:02
Cracking_Crunching_Branch_Short_06.wav	A single short cracking and crunching sound by quickly snapping a dry, wooden tree branch.	44100	24	2	0:01
Cracking_Crunching_Branch_Short_07.wav	A single short cracking and crunching sound by quickly snapping a dry, wooden tree branch.	44100	24	2	0:02

Cracking_Crunching_Branch_Short_08.wav	A single short cracking and crunching sound by quickly snapping a dry, wooden tree branch.	44100	24	2	0:03
Cracking_Crunching_Branch_Short_09.wav	A single short cracking and crunching sound by quickly snapping a dry, wooden tree branch.	44100	24	2	0:02
Cracking_Crunching_Branch_Short_10.wav	A single short cracking and crunching sound by quickly snapping a dry, wooden tree branch.	44100	24	2	0:01
Cracking_Crunching_Cabbage_Single_Short_01.wav	A single short cracking and crunching sound by quickly snapping a wet, slimy cabbage vegetable.	44100	24	2	0:01
Cracking_Crunching_Cabbage_Single_Short_02.wav	A single short cracking and crunching sound by quickly snapping a wet, slimy cabbage vegetable.	44100	24	2	0:01
Cracking_Crunching_Cabbage_Single_Short_03.wav	A single short cracking and crunching sound by quickly snapping a wet, slimy cabbage vegetable.	44100	24	2	0:01
Cracking_Crunching_Cabbage_Single_Short_04.wav	A single short cracking and crunching sound by quickly snapping a wet, slimy cabbage vegetable.	44100	24	2	0:01
		44100	24	2	0:02
Cracking_Crunching_Cabbage_Single_Short_05.wav	A single short cracking and crunching sound by quickly snapping a wet, slimy cabbage vegetable.				
Cracking_Crunching_Cabbage_Single_Short_06.wav	A single short cracking and crunching sound by quickly snapping a wet, slimy cabbage vegetable.	44100	24	2	0:01
Cracking_Crunching_Cabbage_Single_Short_07.wav	A single short cracking and crunching sound by quickly snapping a wet, slimy cabbage vegetable.	44100	24	2	0:02
Cracking_Crunching_Cabbage_Single_Short_08.wav	A single short cracking and crunching sound by quickly snapping a wet, slimy cabbage vegetable.	44100	24	2	0:03
Cracking_Crunching_Cabbage_Single_Short_09.wav	A single short cracking and crunching sound by quickly snapping a wet, slimy cabbage vegetable.	44100	24	2	0:02
	A single long cracking and crunching sound by slowly snapping and ripping a wet, fleshy celery	44100	24	2	0.05
Cracking_Crunching_Celery_Single_Long_01.wav	vegetable. A single long cracking and crunching sound by slowly snapping and ripping a wet, fleshy celery	44100	24	2	0:05
Cracking_Crunching_Celery_Single_Long_02.wav	vegetable.	44100	24	2	0:02
	A single long cracking and crunching sound by slowly snapping and ripping a wet, fleshy celery				
Cracking_Crunching_Celery_Single_Long_03.wav	vegetable.	44100	24	2	0:03
Cracking_Crunching_Celery_Single_Long_04.wav	A single long cracking and crunching sound by slowly snapping and ripping a wet, fleshy celery vegetable.	44100	24	2	0:03
Cracking_craneming_cerery_snight_bong_outwar	A single long cracking and crunching sound by slowly snapping and ripping a wet, fleshy celery	11100			0.03
Cracking_Crunching_Celery_Single_Long_05.wav	vegetable.	44100	24	2	0:03
Cracking Counching Colony Cincle Lang OC	A single long cracking and crunching sound by slowly snapping and ripping a wet, fleshy celery	44100	24	2	0:04
Cracking_Crunching_Celery_Single_Long_06.wav	vegetable. A single long cracking and crunching sound by slowly snapping and ripping a wet, fleshy celery	44100	24	2	0:04
Cracking_Crunching_Celery_Single_Long_07.wav	vegetable.	44100	24	2	0:04
	A single long cracking and crunching sound by slowly snapping and ripping a wet, fleshy celery				
Cracking_Crunching_Celery_Single_Long_08.wav	vegetable.	44100	24	2	0:03
Cracking_Crunching_Celery_Single_Long_09.wav	A single long cracking and crunching sound by slowly snapping and ripping a wet, fleshy celery vegetable.	44100	24	2	0:03
Cracking_cranoming_cerery_single_cong_os.wav	A single long cracking and crunching sound by slowly snapping and ripping a wet, fleshy celery	200		_	0.00
Cracking_Crunching_Celery_Single_Long_10.wav	vegetable.	44100	24	2	0:03
	A single short cracking and crunching sound by quickly snapping and ripping a wet, fleshy celery	44100	24	2	0.03
Cracking_Crunching_Celery_Single_Short_01.wav	vegetable.	44100	24	2	0:02
Cracking_Crunching_Celery_Single_Short_02.wav	A single short cracking and crunching sound by quickly snapping and ripping a wet, fleshy celery vegetable.	44100	24	2	0:03
<u> </u>	A single short cracking and crunching sound by quickly snapping and ripping a wet, fleshy celery				
Cracking_Crunching_Celery_Single_Short_03.wav	vegetable.	44100	24	2	0:01
Cracking Crunching Colory Single Short Of way	A single short cracking and crunching sound by quickly snapping and ripping a wet, fleshy celery	44100	24	2	0:03
Cracking_Crunching_Celery_Single_Short_04.wav	vegetable. A single short cracking and crunching sound by quickly snapping and ripping a wet, fleshy celery	44100	24		0.03
Cracking_Crunching_Celery_Single_Short_05.wav	vegetable.	44100	24	2	0:02
	A single short cracking and crunching sound by quickly snapping and ripping a wet, fleshy celery		_		
Cracking_Crunching_Celery_Single_Short_06.wav	vegetable.	44100	24	2	0:01

Cracking_Crunching_Celery_Single_Short_07.wav	A single short cracking and crunching sound by quickly snapping and ripping a wet, fleshy celery vegetable.	44100	24	2	0:01
	A single short cracking and crunching sound by quickly snapping and ripping a wet, fleshy celery	44100	24	2	0:02
Cracking_Crunching_Celery_Single_Short_08.wav	vegetable. A single short cracking and crunching sound by quickly snapping and ripping a wet, fleshy celery	44100	24		0.02
Cracking_Crunching_Celery_Single_Short_09.wav	vegetable.	44100	24	2	0:01
Cracking_Crunching_Celery_Single_Short_10.wav	A single short cracking and crunching sound by quickly snapping and ripping a wet, fleshy celery vegetable.	44100	24	2	0:02
	A single short cracking and crunching sound by quickly snapping and ripping a wet, fleshy celery				
Cracking_Crunching_Celery_Single_Short_11.wav	vegetable.	44100	24	2	0:01
	A single short cracking and crunching sound by quickly snapping and ripping a wet, fleshy celery				
Cracking_Crunching_Celery_Single_Short_12.wav	vegetable.	44100	24	2	0:01
Condition Consulting Colors Citate Charles 42	A single short cracking and crunching sound by quickly snapping and ripping a wet, fleshy celery	44100	24	2	0.02
Cracking_Crunching_Celery_Single_Short_13.wav	vegetable.	44100	24	2	0:02
Cracking Crunching Celery Single Short 14 way	A single short cracking and crunching sound by quickly snapping and ripping a wet, fleshy celery vegetable.	44100	24	2	0:02
Cracking_Crunching_Celery_Single_Short_14.wav	A single short cracking and crunching sound by quickly snapping and ripping a wet, fleshy celery	44100	24		0.02
Cracking_Crunching_Celery_Single_Short_15.wav	vegetable.	44100	24	2	0:02
02 72 0 2 2	A single short cracking and crunching sound by quickly snapping and ripping a wet, fleshy celery				
Cracking_Crunching_Celery_Single_Short_16.wav	vegetable.	44100	24	2	0:03
	A single short cracking and crunching sound by quickly snapping and ripping a wet, fleshy celery		_	_	
Cracking_Crunching_Celery_Single_Short_17.wav	vegetable.	44100	24	2	0:02
Condition Consulting Colors Citate Chart 40	A single short cracking and crunching sound by quickly snapping and ripping a wet, fleshy celery	44100	24	2	0:01
Cracking_Crunching_Celery_Single_Short_18.wav	vegetable. A single short spacking and spunching sound by quickly spanning and singing a west fleshy solony.	44100	24	2	0.01
Cracking_Crunching_Celery_Single_Short_19.wav	A single short cracking and crunching sound by quickly snapping and ripping a wet, fleshy celery vegetable.	44100	24	2	0:02
5. 5. 5. 5. 5. 5. 5. 5. 5. 5. 5. 5. 5. 5	A single short cracking and crunching sound by quickly snapping and ripping a wet, fleshy celery				
Cracking_Crunching_Celery_Single_Short_20.wav	vegetable.	44100	24	2	0:02
Cracking_Crunching_Cracker_Multi_Long_01.wav	Multiple long cracking and crunching sounds by crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:05
Cracking_Crunching_Cracker_Multi_Long_02.wav	Multiple long cracking and crunching sounds by crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:05
Cracking_Crunching_Cracker_Multi_Long_03.wav	Multiple long cracking and crunching sounds by crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:05
Cracking_Crunching_Cracker_Multi_Long_04.wav	Multiple long cracking and crunching sounds by crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:04
Cracking_Crunching_Cracker_Multi_Short_01.wav	Multiple short cracking and crunching sounds by quickly crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:05
Cracking_Crunching_Cracker_Multi_Short_02.wav	Multiple short cracking and crunching sounds by quickly crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:07
Cracking_Crunching_Cracker_Multi_Short_03.wav	Multiple short cracking and crunching sounds by quickly crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:07
Cracking_Crunching_Cracker_Single_Long_01.wav	A single long cracking and crunching sound by crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:05
Cracking_Crunching_Cracker_Single_Long_02.wav	A single long cracking and crunching sound by crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:06
Cracking_Crunching_Cracker_Single_Long_03.wav	A single long cracking and crunching sound by crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:08
Cracking_Crunching_Cracker_Single_Long_04.wav	A single long cracking and crunching sound by crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:04
Cracking_Crunching_Cracker_Single_Long_05.wav	A single long cracking and crunching sound by crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:04
Cracking_Crunching_Cracker_Single_Long_06.wav	A single long cracking and crunching sound by crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:03
Cracking_Crunching_Cracker_Single_Long_07.wav	A single long cracking and crunching sound by crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:02
Cracking_Crunching_Cracker_Single_Long_08.wav	A single long cracking and crunching sound by crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:06

Cracking_Crunching_Cracker_Single_Long_09.wav	A single long cracking and crunching sound by crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:02
Cracking_Crunching_Cracker_Single_Long_10.wav	A single long cracking and crunching sound by crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:06
Cracking_Crunching_Cracker_Single_Long_11.wav	A single long cracking and crunching sound by crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:02
Cracking_Crunching_Cracker_Single_Short_01.wav	A single short cracking and crunching sound by quickly crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:01
Cracking_Crunching_Cracker_Single_Short_02.wav	A single short cracking and crunching sound by quickly crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:01
Cracking_Crunching_Cracker_Single_Short_03.wav	A single short cracking and crunching sound by quickly crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:01
Cracking_Crunching_Cracker_Single_Short_04.wav	A single short cracking and crunching sound by quickly crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:01
Cracking_Crunching_Cracker_Single_Short_05.wav	A single short cracking and crunching sound by quickly crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:01
Cracking_Crunching_Cracker_Single_Short_06.wav	A single short cracking and crunching sound by quickly crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:02
Cracking_Crunching_Cracker_Single_Short_07.wav	A single short cracking and crunching sound by quickly crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:01
Cracking_Crunching_Cracker_Single_Short_08.wav	A single short cracking and crunching sound by quickly crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:01
Cracking_Crunching_Cracker_Single_Short_09.wav	A single short cracking and crunching sound by quickly crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:01
Cracking_Crunching_Cracker_Single_Short_10.wav	A single short cracking and crunching sound by quickly crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:01
Cracking_Crunching_Cracker_Single_Short_11.wav	A single short cracking and crunching sound by quickly crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:01
Cracking_Crunching_Cracker_Single_Short_12.wav	A single short cracking and crunching sound by quickly crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:01
Cracking_Crunching_Cracker_Single_Short_13.wav	A single short cracking and crunching sound by quickly crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:01
Cracking_Crunching_Cracker_Single_Short_14.wav	A single short cracking and crunching sound by quickly crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:01
Cracking_Crunching_Cracker_Single_Short_15.wav	A single short cracking and crunching sound by quickly crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:01
Cracking_Crunching_Leaf_Short_01.wav	A single short cracking and crunching sound by quickly crushing a dry leaf.	44100	24	2	0:02
Cracking_Crunching_Leaf_Short_02.wav	A single short cracking and crunching sound by quickly crushing a dry leaf.	44100	24	2	0:01
Cracking_Crunching_Leaf_Short_03.wav	A single short cracking and crunching sound by quickly crushing a dry leaf.	44100	24	2	0:01
Cracking_Crunching_Leaf_Short_04.wav	A single short cracking and crunching sound by quickly crushing a dry leaf.	44100	24	2	0:01
Cracking_Crunching_Leaf_Short_05.wav	A single short cracking and crunching sound by quickly crushing a dry leaf.	44100	24	2	0:02
Cracking_Crunching_Leaf_Short_06.wav	A single short cracking and crunching sound by quickly crushing a dry leaf.	44100	24	2	0:01
Cracking_Crunching_Leaf_Short_07.wav	A single short cracking and crunching sound by quickly crushing a dry leaf.	44100	24	2	0:01
Cracking_Crunching_Leaf_Short_08.wav	A single short cracking and crunching sound by quickly crushing a dry leaf.	44100	24	2	0:03
Cracking_Crunching_Leaf_Short_09.wav	A single short cracking and crunching sound by quickly crushing a dry leaf.	44100	24	2	0:01
Cracking_Crunching_Leaf_Short_10.wav	A single short cracking and crunching sound by quickly crushing a dry leaf.	44100	24	2	0:01
Cracking_Crunching_Leaf_Short_11.wav	A single short cracking and crunching sound by quickly crushing a dry leaf.	44100	24	2	0:01
Cracking_Crunching_Leaf_Short_12.wav	A single short cracking and crunching sound by quickly crushing a dry leaf.	44100	24	2	0:01
Cracking_Crunching_Leaf_Short_13.wav	A single short cracking and crunching sound by quickly crushing a dry leaf.	44100	24	2	0:01
Cracking_Crunching_Leaf_Short_14.wav	A single short cracking and crunching sound by quickly crushing a dry leaf.	44100	24	2	0:01
Cracking_Crunching_Leaf_Short_15.wav	A single short cracking and crunching sound by quickly crushing a dry leaf.	44100	24	2	0:01
Crow_Call_Human_Mouth_01.wav	A single artificial crow bird call created with a male human mouth.	44100	24	2	0:02

Crow_Call_Human_Mouth_02.wav	A single artificial crow bird call created with a male human mouth.	44100	24	2	0:02
Crow_Call_Human_Mouth_03.wav	A single artificial crow bird call created with a male human mouth.	44100	24	2	0:02
Crow_Call_Human_Mouth_04.wav	A single artificial crow bird call created with a male human mouth.	44100	24	2	0:02
Destruction_Wooden_Large_01.wav	A combination of several dry, wooden fence panel snaps and cracks to create a large, loud wooden crashing, breaking and destruction.	44100	16	2	0:05
Destruction_Wooden_Large_02.wav	A combination of several dry, wooden fence panel snaps and cracks to create a large, loud wooden crashing, breaking and destruction.	44100	16	2	0:03
Didgeridoo_Low_Drone_01.wav	A single long deep pedal drone of a wooden didgeridoo woodwind instrument pitched on a sharpened D around 75 hertz	44100	24	2	0:07
Dog_Barking_Multi_Close_01.wav	Two dogs barking at one another as they pass at a distance of roughly 8 meters. Slight wooden snapping and movement in the background.	44100	24	2	0:23
Dog_Barking_Single_Close_01.wav	A single small dog barking multiple times with a slight natural echo at a distance of roughly 8 meters. Slight birdsong and light rain.	44100	24	2	1:07
Door_Church_Closing_Locking_01.wav	A large, old, wooden church door being closed with a large wood thud and a metallic lock bar clanking into place.	44100	16	2	0:03
Door_Church_Closing_Locking_02.wav	A large, old, wooden church door being closed with a large wood thud and a metallic lock bar clanking into place.	44100	16	2	0:03
Door_Church_Closing_Locking_03.wav	A large, old, wooden church door being closed with a large wood thud and a metallic lock bar clanking into place.	44100	24	2	0:05
Door_Church_Closing_Locking_04.wav	A large, old, wooden church door being closed with a large wood thud and a metallic lock bar clanking into place.	44100	24	2	0:05
Door_Church_Closing_Locking_05.wav	A large, old, wooden church door being closed with a large wood thud and a metallic lock bar clanking into place.	44100	24	2	0:03
Door_Church_Closing_Locking_06.wav	A large, old, wooden church door being closed with a large wood thud and a metallic lock bar clanking into place.	44100	24	2	0:03
Door_Church_Closing_Locking_07.wav	A large, old, wooden church door being closed with a large wood thud and a metallic lock bar clanking into place.	44100	24	2	0:02
Door_Church_Closing_Locking_08.wav	A large, old, wooden church door being closed with a large wood thud and a metallic lock bar clanking into place.	44100	24	2	0:03
Door_Church_Closing_Locking_09.wav	A large, old, wooden church door being closed with a large wood thud and a metallic lock bar clanking into place.	44100	24	2	0:02
Door_Church_Closing_Locking_10.wav	A large, old, wooden church door being closed with a large wood thud and a metallic lock bar clanking into place.	44100	24	2	0:02
Door_Front_Closing_01.wav	A large, wooden front door of a house closing with a metallic click of the lock.	44100	24	2	0:01
Door_Front_Closing_02.wav	A large, wooden front door of a house closing with a metallic click of the lock.	44100	24	2	0:02
Door_Front_Opening_01.wav	A large, wooden front door of a house opening with the metal door handle being rapidly turned and twisted to unlock.	44100	24	2	0:02
Door_Front_Opening_02.wav	A large, wooden front door of a house opening with the metal door handle being rapidly turned and twisted to unlock.	44100	24	2	0:02
Door_Front_Opening_03.wav	A large, wooden front door of a house opening with the metal door handle being rapidly turned and twisted to unlock.	44100	24	2	0:02
Door_Garage_Metal_Closing_01.wav	A large metallic garage door slamming shut with a thunderous booming rumble.	44100	24	2	0:03
Door_Garage_Metal_Closing_02.wav	A large metallic garage door slamming shut with a thunderous booming rumble.	44100	24	2	0:05
Door_Garage_Metal_Opening_Lift_01.wav	A large metallic garage door being opened with a horizontal lift. Slight footstep on stones.	44100	16	2	0:06
Door_Garage_Metal_Opening_Lift_02.wav	A large metallic garage door being opened with a horizontal lift. Slight footstep on stones.	44100	24	2	0:04

Door_Handle_Opening_Double_01.wav	A metal door handle being opened and released for a double unlocking sound of a wooden door.	44100	24	2	0:02
Door_Handle_Opening_Double_02.wav	A metal door handle being opened and released for a double unlocking sound of a wooden door.	44100	24	2	0:02
Door_Handle_Opening_Double_03.wav	A metal door handle being opened and released for a double unlocking sound of a wooden door.	44100	24	2	0:02
Door_Handle_Opening_Double_04.wav	A metal door handle being opened and released for a double unlocking sound of a wooden door.	44100	24	2	0:01
Door_Handle_Opening_Double_05.wav	A metal door handle being opened and released for a double unlocking sound of a wooden door.	44100	24	2	0:02
Door_Handle_Opening_Double_06.wav	A metal door handle being opened and released for a double unlocking sound of a wooden door.	44100	24	2	0:01
Door_Handle_Opening_Single_01.wav	A metal door handle being opened for a single unlocking sound of a wooden door.	44100	24	2	0:01
Door Handle Opening Single 02.wav	A metal door handle being opened for a single unlocking sound of a wooden door.	44100	24	2	0:01
Door Handle Opening Single 03.wav	A metal door handle being opened for a single unlocking sound of a wooden door.	44100	24	2	0:01
Door Handle Opening Single 04.wav	A metal door handle being opened for a single unlocking sound of a wooden door.	44100	24	2	0:01
Door_Handle_Opening_Single_05.wav	A metal door handle being opened for a single unlocking sound of a wooden door.	44100	24	2	0:01
Door_Handle_Opening_Single_06.wav	A metal door handle being opened for a single unlocking sound of a wooden door.	44100	24	2	0:01
Door_Handle_Opening_Single_07.wav	A metal door handle being opened for a single unlocking sound of a wooden door.	44100	24	2	0:01
Door_Handle_Opening_Single_or.wav	A large glass shower door being slid open on metallic wheels with a deep rumble. Natural	44100	24		0.01
Door_Shower_Sliding_Opening_01.wav	reverberation of the bathroom.	44100	24	2	0:04
Door_Shower_Sliding_Opening_02.wav	A large glass shower door being slid open on metallic wheels with a deep rumble. Natural reverberation of the bathroom.	44100	24	2	0:04
5501_51161161_51161116_52.1141	A large glass shower door being slid open on metallic wheels with a deep rumble. Natural	200			0.0.
Door_Shower_Sliding_Opening_03.wav	reverberation of the bathroom.	44100	24	2	0:03
Door Shower Sliding Opening Office	A large glass shower door being slid open on metallic wheels with a deep rumble. Natural	44100	24	2	0:05
Door_Shower_Sliding_Opening_04.wav	reverberation of the bathroom. A large wooden door slowly and deeply creaking, squeaking as it is being closed. Some natural	44100	24	2	0.03
Door_Squeaking_Deep_01.wav	reverberation of the large stairway space and other mechanisms of the door.	44100	24	2	0:04
Door_Squeakiig_Deep_or.wav	A large wooden door slowly and deeply creaking, squeaking as it is being closed. Some natural	11100			0.01
Door_Squeaking_Deep_02.wav	reverberation of the large stairway space and other mechanisms of the door.	44100	24	2	0:09
	A large wooden door slowly and deeply creaking, squeaking as it is being closed. Some natural				
Door_Squeaking_Deep_03.wav	reverberation of the large stairway space and other mechanisms of the door.	44100	24	2	0:04
	A large wooden door slowly and deeply creaking, squeaking as it is being closed. Some natural			_	
Door_Squeaking_Deep_04.wav	reverberation of the large stairway space and other mechanisms of the door.	44100	24	2	0:05
	A large wooden door slowly and deeply creaking, squeaking as it is being closed. Some natural				
Door_Squeaking_Deep_05.wav	reverberation of the large stairway space and other mechanisms of the door.	44100	24	2	0:05
	A large wooden door slowly and deeply creaking, squeaking as it is being closed. Some natural			_	
Door_Squeaking_Deep_06.wav	reverberation of the large stairway space and other mechanisms of the door.	44100	24	2	0:06
	A single plastic door with metal hinges squeaking open loudly and aggressively due to lack of oiling.			_	
Door Squeaking Loud 01.wav	Slight reverberation in a public bathroom.	44100	16	2	0:03
Door_squeuking_toud_o1.wav	A single plastic door with metal hinges squeaking open loudly and aggressively due to lack of oiling.			_	0.00
Door_Squeaking_Loud_02.wav	Slight reverberation in a public bathroom.	44100	16	2	0:02
20004**********************************	A single large old wooden church door squeaking open with its metal hinges. Slight reverberation from			-	1
Door_Squeaking_Normal_01.wav	the interior of a large church.	44100	16	2	0:02
55554acaning_riorinal_52.wav	A single large old wooden church door squeaking open with its metal hinges. Slight reverberation from			-	5.02
Door_Squeaking_Normal_02.wav	the interior of a large church.	44100	16	2	0:02
Door_Squeaking_Plastic_Dishwasher_01.wav	A plastic high pitched squeaking door of a dishwasher being opened with a piercing shriek.	44100	16	2	0:03
Door Squeaking Plastic Dishwasher 02.wav	A plastic high pitched squeaking door of a dishwasher being opened with a piercing shriek.	44100	16	2	0:03

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Door_Squeaking_Plastic_Shower_14.wav reverberation. A plastic high pitched squeaking door of a shower being opened with a deep shriek. Slight bathroom reverberation. A plastic high pitched squeaking door of a shower being opened with a deep shriek. Slight bathroom reverberation. A plastic high pitched squeaking door of a shower being opened with a deep shriek. Slight bathroom reverberation. A plastic_Shower_16.wav reverberation. A wooden door being closed at a distance of roughly 50 centimeters. Slight door vibrations on closing. A plastic high pitched squeaking door of a shower being opened with a deep shriek. Slight bathroom reverberation. A wooden door being closed at a distance of roughly 50 centimeters. Slight door vibrations on closing. A plastic high pitched squeaking door of a shower being opened with a deep shriek. Slight bathroom reverberation. A plastic high pitched squeaking door of a shower being opened with a deep shriek. Slight bathroom reverberation. A plastic high pitched squeaking door of a shower being opened with a deep shriek. Slight bathroom reverberation. A plastic high pitched squeaking door of a shower being opened with a deep shriek. Slight bathroom reverberation. A plastic high pitched squeaking door of a shower being opened with a deep shriek. Slight bathroom reverberation. A plastic high pitched squeaking door of a shower being opened with a deep shriek. Slight bathroom reverberation. A plastic high pitched squeaking door of a shower being opened with a deep shriek. Slight bathroom reverberation. A plastic high pitched squeaking door of a shower being opened with a deep shriek. Slight bathroom reverberation. A plastic high pitched squeaking door of a shower being opened with a deep shriek. Slight bathroom reverberation. A plastic high pitched squeaking door of a shower being opened with a deep shriek. Slight bathroom reverberation. A plastic high pitched squeaking door of a shower being opened with a deep shriek. Slight bathroom reverberation. A plastic high pitched squeaking door o		A plastic high pitched squeaking door of a shower being opened with a deep shriek. Slight bathroom				
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Door_Squeaking_Plastic_Shower_15.wav reverberation. A plastic high pitched squeaking door of a shower being opened with a deep shriek. Slight bathroom reverberation. Door_Wooden_Closing_01.wav A wooden door being closed at a distance of roughly 50 centimeters. Slight door vibrations on closing. A wooden door being closed at a distance of roughly 20 centimeters. Slight door vibrations on closing. A wooden door being closed at a distance of roughly 20 centimeters. Slight door vibrations on closing. A wooden door being closed at a distance of roughly 20 centimeters. Slight door vibrations on closing. A wooden door being closed at a distance of roughly 20 centimeters. Slight door vibrations on closing. A wooden door being closed at a distance of roughly 20 centimeters. Slight door vibrations on closing. A wooden door being closed at a distance of roughly 20 centimeters. Slight door vibrations on closing. A wooden door being closed at a distance of roughly 20 centimeters. Slight door vibrations on closing.						
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Door_Wooden_Closing_01.wav A wooden door being closed at a distance of roughly 50 centimeters. Slight door vibrations on closing. 44100 16 2 0:03 Door_Wooden_Closing_02.wav A wooden door being closed at a distance of roughly 20 centimeters. Slight door vibrations on closing. 44100 24 2 0:02 Door_Wooden_Closing_03.wav A wooden door being closed at a distance of roughly 20 centimeters. Slight door vibrations on closing. 44100 24 2 0:02	Door Squeaking Plastic Shower 16.way		44100	24	2	0:02
Door_Wooden_Closing_02.wav A wooden door being closed at a distance of roughly 20 centimeters. Slight door vibrations on closing. 44100 24 2 0:02 Door_Wooden_Closing_03.wav A wooden door being closed at a distance of roughly 20 centimeters. Slight door vibrations on closing. 44100 24 2 0:02						
Door_Wooden_Closing_03.wav A wooden door being closed at a distance of roughly 20 centimeters. Slight door vibrations on closing. 44100 24 2 0:02	Door_Wooden_Closing_01.wav	A wooden door being closed at a distance of roughly 50 centimeters. Slight door vibrations on closing.	44100	16	2	0:03
	Door_Wooden_Closing_02.wav	A wooden door being closed at a distance of roughly 20 centimeters. Slight door vibrations on closing.	44100	24	2	0:02
Door Wooden Closing 04 way A wooden door being closed at a distance of roughly 20 centimeters. Slight door vibrations on closing 44100 24 2 0.002	Door_Wooden_Closing_03.wav	A wooden door being closed at a distance of roughly 20 centimeters. Slight door vibrations on closing.	44100	24	2	0:02
A Wooden door being about the distance of foughty 20 centimeters, single door vibrations on dooring.	Door_Wooden_Closing_04.wav	A wooden door being closed at a distance of roughly 20 centimeters. Slight door vibrations on closing.	44100	24	2	0:02

Door_Wooden_Closing_05.wav	A wooden door being closed at a distance of roughly 20 centimeters. Slight door vibrations on closing.	44100	24	2	0:02
Door_Wooden_Closing_06.wav	A wooden door being closed at a distance of roughly 20 centimeters. Slight door vibrations on closing.	44100	24	2	0:02
Door_Wooden_Closing_07.wav	A wooden door being closed at a distance of roughly 20 centimeters. Slight door vibrations on closing.	44100	24	2	0:02
Door_Wooden_Closing_08.wav	A wooden door being closed at a distance of roughly 20 centimeters.	44100	24	2	0:02
Door_Wooden_Closing_09.wav	A wooden door being closed at a distance of roughly 30 centimeters.	44100	24	2	0:01
Door_Wooden_Closing_10.wav	A wooden door being closed at a distance of roughly 30 centimeters.	44100	24	2	0:01
Door_Wooden_Closing_11.wav	A wooden door being closed at a distance of roughly 30 centimeters.	44100	24	2	0:02
Door_Wooden_Slamming_01.wav	A wooden door being aggressively slammed at a distance of roughly 50 centimeters. Some door vibrations on closing.	44100	24	2	0:02
Door_Wooden_Slamming_02.wav	A wooden door being aggressively slammed at a distance of roughly 50 centimeters. Some door vibrations on closing.	44100	24	2	0:02
Door_Wooden_Slamming_03.wav	A wooden door being aggressively slammed at a distance of roughly 50 centimeters. Some door vibrations on closing. A small drone quadcopter being flown while held in a hand. Engine revving up and down with its	44100	24	2	0:02
Drone_Quadcopter_Small_Close_01.wav	propellers accelerating and decelerating. At a distance of roughly 10 centimeters.	44100	24	2	0:15
Drone_Quadcopter_Small_Close_02.wav	A small drone quadcopter being flown while held in a hand. Engine revving up and down with its propellers accelerating and decelerating. At a distance of roughly 50 centimeters.	44100	24	2	0:14
Drone_Quadcopter_Small_Very-Close_01.wav	A small drone quadcopter being flown while held in a hand. Engine revving up and down with its propellers accelerating and decelerating. At a distance of roughly 5 centimeters.	44100	24	2	0:15
Dropping_Metal-Pin_Wood_01.wav	Dropping a small metallic paper clip pin on a hard wooden desk for a short, high metal clanking and scattering.	44100	24	2	0:01
Dropping_Metal-Pin_Wood_02.wav	Dropping a small metallic paper clip pin on a hard wooden desk for a short, high metal clanking and scattering.	44100	24	2	0:02
Dropping_Metal-Pin_Wood_03.wav	Dropping a small metallic paper clip pin on a hard wooden desk for a short, high metal clanking and scattering.	44100	24	2	0:01
Dropping_Wood_Pile_01.wav	Dropping a small bundle of broken, dry wooden fence panel debris on to a small wood pile atop a concrete surface. At a distance of roughly 1 meter.	44100	16	2	0:02
Dropping_Wood_Pile_02.wav	Dropping a small bundle of broken, dry wooden fence panel debris on to a small wood pile atop a concrete surface. At a distance of roughly 1 meter.	44100	16	2	0:01
Dropping_Wood_Pile_03.wav	Dropping a small bundle of broken, dry wooden fence panel debris on to a small wood pile atop a concrete surface. At a distance of roughly 1 meter.	44100	16	2	0:02
Dropping_Wood_Pile_04.wav	Dropping a small bundle of broken, dry wooden fence panel debris on to a small wood pile atop a concrete surface. At a distance of roughly 1 meter.	44100	16	2	0:01
Dropping_Wood_Pile_05.wav	Dropping a small bundle of broken, dry wooden fence panel debris on to a small wood pile atop a concrete surface. At a distance of roughly 1 meter.	44100	16	2	0:01
Dropping_Wood_Pile_06.wav	Dropping a small bundle of broken, dry wooden fence panel debris on to a small wood pile atop a concrete surface. At a distance of roughly 1 meter.	44100	16	2	0:02
Dropping_Wood_Pile_07.wav	Dropping a small bundle of broken, dry wooden fence panel debris on to a small wood pile atop a concrete surface. At a distance of roughly 1 meter.	44100	16	2	0:01
Dropping_Wood_Pile_08.wav	Dropping a small bundle of broken, dry wooden fence panel debris on to a small wood pile atop a concrete surface. At a distance of roughly 1 meter.	44100	16	2	0:02
Dropping_Wood_Pile_09.wav	Dropping a small bundle of broken, dry wooden fence panel debris on to a small wood pile atop a concrete surface. At a distance of roughly 1 meter.	44100	16	2	0:02
Dropping_Wood_Pile_10.wav	Dropping a small bundle of broken, dry wooden fence panel debris on to a small wood pile atop a concrete surface. At a distance of roughly 1 meter.	44100	16	2	0:01

Dropping_Wood_Pile_11.wav	Dropping a small bundle of broken, dry wooden fence panel debris on to a small wood pile atop a concrete surface. At a distance of roughly 1 meter.	44100	16	2	0:02
Dropping_wood_i ne_ii.wav	Dropping a small bundle of broken, dry wooden fence panel debris on to a small wood pile atop a	44100	10		0.02
Dropping_Wood_Pile_12.wav	concrete surface. At a distance of roughly 1 meter.	44100	16	2	0:01
	Dropping a small bundle of broken, dry wooden fence panel debris on to a small wood pile atop a				
Dropping_Wood_Pile_13.wav	concrete surface. At a distance of roughly 1 meter.	44100	16	2	0:01
	Dropping a small bundle of broken, dry wooden fence panel debris on to a small wood pile atop a				
Dropping_Wood_Pile_14.wav	concrete surface. At a distance of roughly 1 meter.	44100	16	2	0:02
Explosion_8-bit_Heavy_01.wav	A large 8-bit retro explosive sound with a long decay using pink noise.	44100	16	2	0:05
Explosion_8-bit_Heavy_02.wav	A large 8-bit retro explosive sound with a long decay using pink noise.	44100	16	2	0:05
Explosion_8-bit_Heavy_03.wav	A large 8-bit retro explosive sound with a long decay using pink noise.	44100	16	2	0:05
Explosion_8-bit_Moderate_01.wav	A medium 8-bit retro explosive sound with an ascending pitch using white noise.	44100	16	2	0:01
Explosion_8-bit_Moderate_02.wav	A medium 8-bit retro explosive sound with an ascending pitch using white noise.	44100	16	2	0:01
Explosion_8-bit_Moderate_03.wav	A medium 8-bit retro explosive sound with an ascending pitch using white noise.	44100	16	2	0:01
	A small 8-bit retro explosive sound with minimal decay using white noise. Also usable as a hit, impact				
Explosion_8-bit_Small_01.wav	or damaging strike.	44100	16	2	0:01
	A small 8-bit retro explosive sound with minimal decay using white noise. Also usable as a hit, impact				
Explosion_8-bit_Small_02.wav	or damaging strike.	44100	16	2	0:01
	A small 8-bit retro explosive sound with minimal decay using white noise. Also usable as a hit, impact	44400	4.6	2	0.01
Explosion_8-bit_Small_03.wav	or damaging strike.	44100	16	2	0:01
	Dropping a live metal guitar amplifier harshly on a carpeted surface, causing the interior components	44100	24	2	0.03
Explosion_Artificial_Dropping-Live-Guitar-Amp_01.wav	and metal coils to resonate and blast out of the speaker with a metallic twanging explosive sound.	44100	24	2	0:03
Explosion_Artificial_Dropping-Live-Guitar-Amp_02.wav	Dropping a live metal guitar amplifier harshly on a carpeted surface, causing the interior components	44100	24	2	0:10
explosion_Artificial_bropping-Live-Guitar-Arrip_02.wav	and metal coils to resonate and blast out of the speaker with a metallic twanging explosive sound.	44100	24	2	0.10
Explosion_Artificial_Dropping-Live-Guitar-Amp_03.wav	Dropping a live metal guitar amplifier harshly on a carpeted surface, causing the interior components and metal coils to resonate and blast out of the speaker with a metallic twanging explosive sound.	44100	24	2	0:10
Explosion_Artificial_Dropping-Live-Guital-Artip_os.wav	A loud, heavy synthesized explosive sound with a very long decay tail and reverberation using white	44100	24		0.10
Explosion_Synthesized_Heavy_01.wav	noise. Highly distorted for a more damaging bang.	44100	16	2	0:25
Explosion_Synthesized_fleavy_o1.wav	A loud, heavy synthesized explosive sound with a very long decay tail and reverberation using white	44100	10		0.23
Explosion_Synthesized_Heavy_02.wav	noise. Highly distorted for a more damaging bang.	44100	16	2	0:24
Explosion_Synthesized_rreavy_oz.wav	A loud, heavy synthesized explosive sound with a very long decay tail and reverberation using white	44100	10		0.24
Explosion_Synthesized_Heavy_03.wav	noise. Highly distorted for a more damaging bang.	44100	16	2	0:24
Explosion_Synthesized_Moderate_01.wav	A moderate synthesized dry explosive sound using white noise. Slight distortion for added impact.	44100	16	2	0:03
Explosion_Synthesized_Moderate_02.wav	A moderate synthesized dry explosive sound using white noise. Slight distortion for added impact.	44100	16	2	0:03
Explosion_Synthesized_Moderate_03.wav	A moderate synthesized dry explosive sound using white noise. Slight distortion for added impact.	44100	16	2	0:03
	A male farting some flatulence with a dry, breathy and windy bottom burp. Starting small, and growing				
Farting_Dry_Long_01.wav	before ending with a melodic contour.	44100	24	2	0:07
	A male farting violently some flatulence with a long, wet, watery and sticky bottom burp from				
Farting_Wet_Long_01.wav	diarrhea. Some reverberence of the toilet bowl.	44100	24	2	0:06
	A male farting violently some flatulence with a long, wet, watery and sticky bottom burp from	44400	2.4	2	0.00
Farting_Wet_Long_02.wav	diarrhea. Some reverberence of the toilet bowl.	44100	24	2	0:06
	A male farting violently some flatulence with a long, wet, watery and sticky bottom burp from	44100	2.4	_	0.00
Farting_Wet_Long_03.wav	diarrhea. Some reverberence of the toilet bowl.	44100	24	2	0:03
Forting Wet Long Of way	A male farting violently some flatulence with a long, wet, watery and sticky bottom burp from diarrhea. Some reverberence of the toilet bowl.	44100	24	2	0:04
Farting_Wet_Long_04.wav	ularritied. Some reverberence of the tollet bowl.	44100	24	2	0.04

Forting Wet Chart 01 way	A male farting violently some flatulence with a long, wet, watery and sticky bottom burp from	44100	24	2	0:02
Farting_Wet_Short_01.wav	diarrhea. Some reverberence of the toilet bowl.	44100	24		0:02
	A male farting violently some flatulence with a long, wet, watery and sticky bottom burp from	44400	2.4	2	0.01
Farting_Wet_Short_02.wav	diarrhea. Some reverberence of the toilet bowl.	44100	24	2	0:01
	A male farting violently some flatulence with a long, wet, watery and sticky bottom burp from				
Farting_Wet_Short_03.wav	diarrhea. Some reverberence of the toilet bowl.	44100	24	2	0:01
	A male farting violently some flatulence with a long, wet, watery and sticky bottom burp from				
Farting_Wet_Short_04.wav	diarrhea. Some reverberence of the toilet bowl.	44100	24	2	0:01
	A male farting violently some flatulence with a long, wet, watery and sticky bottom burp from			_	
Farting_Wet_Short_05.wav	diarrhea. Some reverberence of the toilet bowl.	44100	24	2	0:01
	A male farting violently some flatulence with a long, wet, watery and sticky bottom burp from			_	
Farting_Wet_Short_06.wav	diarrhea. Some reverberence of the toilet bowl.	44100	24	2	0:01
	A male farting violently some flatulence with a long, wet, watery and sticky bottom burp from				
Farting_Wet_Short_07.wav	diarrhea. Some reverberence of the toilet bowl.	44100	24	2	0:01
	A male farting violently some flatulence with a long, wet, watery and sticky bottom burp from				
Farting_Wet_Short_08.wav	diarrhea. Some reverberence of the toilet bowl.	44100	24	2	0:01
	A male farting violently some flatulence with a long, wet, watery and sticky bottom burp from				
Farting_Wet_Short_09.wav	diarrhea. Some reverberence of the toilet bowl.	44100	24	2	0:01
	A male farting violently some flatulence with a long, wet, watery and sticky bottom burp from				
Farting_Wet_Short_10.wav	diarrhea. Some reverberence of the toilet bowl.	44100	24	2	0:01
	A male farting violently some flatulence with a long, wet, watery and sticky bottom burp from				
Farting_Wet_Short_11.wav	diarrhea. Some reverberence of the toilet bowl.	44100	24	2	0:01
	A male farting violently some flatulence with a long, wet, watery and sticky bottom burp from				
Farting_Wet_Short_12.wav	diarrhea. Some reverberence of the toilet bowl.	44100	24	2	0:02
	A male farting violently some flatulence with a long, wet, watery and sticky bottom burp from				
Farting_Wet_Short_13.wav	diarrhea. Some reverberence of the toilet bowl.	44100	24	2	0:02
	A male farting violently some flatulence with a long, wet, watery and sticky bottom burp from				
Farting_Wet_Short_14.wav	diarrhea. Some reverberence of the toilet bowl.	44100	24	2	0:01
	A male farting violently some flatulence with a long, wet, watery and sticky bottom burp from				
Farting_Wet_Short_15.wav	diarrhea. Some reverberence of the toilet bowl.	44100	24	2	0:02
	A male farting violently some flatulence with a long, wet, watery and sticky bottom burp from				
Farting_Wet_Short_16.wav	diarrhea. Some reverberence of the toilet bowl.	44100	24	2	0:02
	A male farting violently some flatulence with a long, wet, watery and sticky bottom burp from				
Farting_Wet_Short_17.wav	diarrhea. Some reverberence of the toilet bowl.	44100	24	2	0:02
	A male farting violently some flatulence with a long, wet, watery and sticky bottom burp from				
Farting_Wet_Short_18.wav	diarrhea. Some reverberence of the toilet bowl.	44100	24	2	0:02
	A male farting violently some flatulence with a long, wet, watery and sticky bottom burp from				
Farting_Wet_Short_19.wav	diarrhea. Some reverberence of the toilet bowl.	44100	24	2	0:02
	A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart.				
Farting_Whoopee-Cushion_Long_01.wav	A longer variation.	44100	24	2	0:02
	A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart.				
Farting_Whoopee-Cushion_Long_02.wav	A longer variation.	44100	24	2	0:02
	A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart.				
Farting_Whoopee-Cushion_Long_03.wav	A longer variation.	44100	24	2	0:03
<u> </u>	A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart.				
Farting_Whoopee-Cushion_Long_04.wav	A longer variation.	44100	24	2	0:02
<u> </u>	A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart.				
Farting Whoopee-Cushion Long 05.wav	A longer variation.	44100	24	2	0:02
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A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A longer variation.	44100	24	2	
	77100			0:02
A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart.				0.02
	44100	24	2	0:02
9	44100	24		0.02
	44100	24	2	0:03
9	44100			0.03
	44100	24	2	0:02
	44100	24		0.02
	44100	24	2	0:01
	44100			0.01
	44100	24	2	0:01
	44100	24		0.01
	44100	24	2	0:01
	44100	24		0:01
	44400	24	_	0.01
	44100	24	2	0:01
	44400	24		0.04
	44100	24	2	0:01
			_	
	44100	24	2	0:01
			_	
	44100	24	2	0:01
A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart.				
A shorter variation.	44100	24	2	0:02
quivering and shaking rise and fall found in comedies and cartoons.	44100	24	2	0:08
A metallic flexatone instrument being aggressively shaken and bent, producing a comedic, funny,				
quivering and shaking rise and fall found in comedies and cartoons.	44100	24	2	0:10
An arguing, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal				
flexatone with a violin horse hair bow.	44100	16	2	0:01
A crying, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone				
with a violin horse hair bow.	44100	16	2	0:02
An excited, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a				
metal flexatone with a violin horse hair bow.	44100	16	2	0:01
A deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down				
with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	44100	16	2	0:01
A deeper, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with				
additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	44100	16	2	0:01
A deeper, moaning, metallic machine, robot or sci-fi computer voice. Slowed down with additional				
harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	44100	16	2	0:03
A quivering, metallic machine, robot or sci-fi computer voice similar to the word ââ,¬Å"noââ,¬ÂD.				
with a violin horse hair bow.	44100	16	2	0:01
Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone			1	
with a violin horse hair bow.	44100	16	2	0:01
			1	
with a violin horse hair bow.	44100	16	2	0:01
	A metallic flexatone instrument being aggressively shaken and bent, producing a comedic, funny, quivering and shaking rise and fall found in comedies and cartoons. A metallic flexatone instrument being aggressively shaken and bent, producing a comedic, funny, quivering and shaking rise and fall found in comedies and cartoons. An arguing, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow. A crying, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow. An excited, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow. A deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow. A deeper, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow. A deeper, moaning, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow. A quivering, metallic machine, robot or sci-fi computer voice similar to the word Ãcâ,¬Å"noÃcâ,¬Â?. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow. A quivering, metallic machine, robot or sci-fi computer voice similar to the word Ãcâ,¬Å"okayÃcâ,¬Â?. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A longer variation. A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A shorter variation. 44100 A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A shorter variation. 44100 A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A shorter variation. 44100 A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A shorter variation. 44100 A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A shorter variation. 44100 A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A shorter variation. 44100 A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A shorter variation. 44100 A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A shorter variation. 44100 A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A shorter variation. 44100 A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A shorter variation. 44100 A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A shorter variation. 44100 A metallic flexatone instrument being aggressively shaken and bent, producing a comedic, funny, quivering and shaking rise and fall found in comedies and cartoons. 44100 A metallic flexatone instrument being aggressively shaken and bent, producing a comedic, funny, quivering and shaking rise and fall found in comedies and cartoons. 44100 A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A shorter variation. 4	A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A longer variation. 44100 24 A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A shorter variation. 44100 24 A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A shorter variation. 44100 24 A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A shorter variation. 44100 24 A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A shorter variation. 44100 24 A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A shorter variation. 44100 24 A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A shorter variation. 44100 24 A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A shorter variation. 44100 24 A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A shorter variation. 44100 24 A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A shorter variation. 44100 24 A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A shorter variation. 44100 24 A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A shorter variation. 44100 24 A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A shorter variation. 44100 24 A metallic flexatone instrument being aggressively shaken and bent, producing a comedic, funny, quivering and shaking rise and fall found in comedies and cartoons. 44100 44 A metallic flexatone instrument being aggressively shaken and bent, producing a comedic, funny, quivering and shaking rise and fall found in come	A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A longer variation. A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A shorter variation. A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A shorter variation. A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A shorter variation. A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A shorter variation. A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A shorter variation. 44100 24 2 A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A shorter variation. 44100 24 2 A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A shorter variation. 44100 24 2 A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A shorter variation. 44100 24 2 A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A shorter variation. 44100 24 2 A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A shorter variation. 44100 24 2 A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A shorter variation. 44100 24 2 2 A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A shorter variation. 44100 24 2 2 4 2 4 4 4 4 4 4 4 4

	A child-like, questioning, metallic machine, robot or sci-fi computer voice asking for something. Higher				
	in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with				
Flexatone_Voice-D_Question_02.wav	a violin horse hair bow.	44100	16	2	0:01
	A child-like, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Higher in pitch, with				
	a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse				
Flexatone_Voice-D_Sad_08.wav	hair bow.	44100	16	2	0:02
	A child-like, conversational, metallic machine, robot or sci-fi computer voice talking generally. Higher in				
	pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a				
Flexatone_Voice-D_Talk_01.wav	violin horse hair bow.	44100	16	2	0:02
	Multiple footsteps on a solid concrete surface with some gravelly debris and dust. Wearing hard				
Footsteps_Concrete_Multi_01.wav	parade shoes.	44100	16	2	0:40
	Multiple footsteps on a solid concrete surface with some gravelly debris and dust. Wearing hard				
Footsteps_Concrete_Multi_02.wav	parade shoes.	44100	16	2	0:42
	Multiple footsteps of fast running on a solid concrete surface with some gravelly debris and dust.				
Footsteps_Concrete_Multi_03_Running.wav	Wearing hard parade shoes.	44100	16	2	0:23
	A single footstep on a solid concrete surface with some gravelly debris and dust. Wearing hard parade				
Footsteps_Concrete_Single_01.wav	shoes.	44100	16	2	0:01
	A single footstep on a solid concrete surface with some gravelly debris and dust. Wearing hard parade				
Footsteps_Concrete_Single_02.wav	shoes.	44100	16	2	0:01
	A single footstep on a solid concrete surface with some gravelly debris and dust. Wearing hard parade				
Footsteps_Concrete_Single_03.wav	shoes.	44100	16	2	0:01
·	A single footstep on a solid concrete surface with some gravelly debris and dust. Wearing hard parade				
Footsteps_Concrete_Single_04.wav	shoes.	44100	16	2	0:01
1 ootsteps_contrete_single_o+.wav	A single footstep on a solid concrete surface with some gravelly debris and dust. Wearing hard parade				
Footsteps_Concrete_Single_05.wav	shoes.	44100	16	2	0:01
	A single footstep on a solid concrete surface with some gravelly debris and dust. Wearing hard parade		_		
Footsteps_Concrete_Single_06.wav	shoes.	44100	16	2	0:01
	A single footstep on a solid concrete surface with some gravelly debris and dust. Wearing hard parade		_		
Footsteps_Concrete_Single_07.wav	shoes.	44100	16	2	0:01
	A single footstep on a solid concrete surface with some gravelly debris and dust. Wearing hard parade		_		
Footsteps_Concrete_Single_08.wav	shoes.	44100	16	2	0:01
	A single footstep on a solid concrete surface with some gravelly debris and dust. Wearing hard parade		_		
Footsteps_Concrete_Single_09.wav	shoes.	44100	16	2	0:01
	A single footstep on a solid concrete surface with some gravelly debris and dust. Wearing hard parade			_	1
Footsteps_Concrete_Single_10.wav	shoes.	44100	16	2	0:01
	A single footstep on a solid concrete surface with some gravelly debris and dust. Wearing hard parade			_	0.02
Footsteps_Concrete_Single_11.wav	shoes.	44100	16	2	0:01
Tootsteps_contrete_single_11.wav	A single footstep on a solid concrete surface with some gravelly debris and dust. Wearing hard parade	11200	10		0.01
Footsteps_Concrete_Single_12.wav	shoes.	44100	16	2	0:01
1 Ootsteps_contrete_single_1z.wav	A single footstep on a solid concrete surface with some gravelly debris and dust. Wearing hard parade	44100	10		0.01
Footsteps_Concrete_Single_13.wav	shoes.	44100	16	2	0:01
1 OOLSTEPS_COURTERE_SHIRE_13.WdV		77100	10		0.01
Footstons Concrete Single 14 way	A single footstep on a solid concrete surface with some gravelly debris and dust. Wearing hard parade shoes.	44100	16	2	0:01
Footsteps_Concrete_Single_14.wav		44100	10		0.01
Footstons Concrete Single 15 way	A single footstep on a solid concrete surface with some gravelly debris and dust. Wearing hard parade	44100	16	2	0:01
Footsteps_Concrete_Single_15.wav	shoes.	44100	16	2	0.01
Factotone Consucto Cincle 1C	A single footstep on a solid concrete surface with some gravelly debris and dust. Wearing hard parade	44100	16	2	0.01
Footsteps_Concrete_Single_16.wav	shoes.	44100	16	2	0:01
Frankling Class M. H. Of	Multiple footsteps on large glass pieces remaining from smashed bottles on a hard tiled surface with	44100	1.0	2	0.27
Footsteps_Glass_Multi_01.wav	slight reverberation. Wearing trainers.	44100	16	2	0:27

					_
Footsteps_Glass_Shards_Multi_01.wav	Multiple footsteps on glass shards and fragments remaining from smashed bottles on a hard tiled surface with slight reverberation. Wearing trainers.	44100	16	2	0:39
Tootsteps_Glass_Sharus_Wurti_G1.wav		44100	10		0.55
Footsteps_Glass_Single_01.wav	A single footstep on large glass pieces remaining from smashed bottles on a hard tiled surface with slight reverberation. Wearing trainers.	44100	16	2	0:02
1 Outsteps_Glass_Slilgle_O1.wav	A single footstep on large glass pieces remaining from smashed bottles on a hard tiled surface with	44100	10		0.02
Footsteps_Glass_Single_02.wav	slight reverberation. Wearing trainers.	44100	16	2	0:02
Footsteps_Glass_Slilgle_oz.wav	A single footstep on large glass pieces remaining from smashed bottles on a hard tiled surface with	44100	10		0.02
institute Class Single 02 way	slight reverberation. Wearing trainers.	44100	16	2	0:03
Footsteps_Glass_Single_03.wav	A single footstep on large glass pieces remaining from smashed bottles on a hard tiled surface with	44100	10		0.03
Footsteps Glass Single 04.wav	slight reverberation. Wearing trainers.	44100	16	2	0:01
1 ootsteps_diass_single_04.wav	A single footstep on large glass pieces remaining from smashed bottles on a hard tiled surface with	44100	10		0.01
Footsteps_Glass_Single_05.wav	slight reverberation. Wearing trainers.	44100	16	2	0:01
Toursteps_diass_single_os.wav	-	44100	10		0.01
Footstone Class Single Of way	A single footstep on large glass pieces remaining from smashed bottles on a hard tiled surface with	44100	16	2	0:01
Footsteps_Glass_Single_06.wav	slight reverberation. Wearing trainers.	44100	10	2	0.01
Fastatana Class Cinala 07	A single footstep on large glass pieces remaining from smashed bottles on a hard tiled surface with	44100	16	2	0:01
Footsteps_Glass_Single_07.wav	slight reverberation. Wearing trainers.	44100	16	2	0.01
Factoria Class Charles 00 and	A single footstep on large glass pieces remaining from smashed bottles on a hard tiled surface with	44100	16	2	0.02
Footsteps_Glass_Single_08.wav	slight reverberation. Wearing trainers.	44100	10	2	0:02
Footsteps_Grass_Multi_01.wav	Multiple footsteps on soft, wet, soily grass in England. Wearing trainers.	44100	16	2	0:06
Footsteps_Grass_Single_01.wav	A single footstep on soft, wet, soily grass in England. Wearing trainers.	44100	16	2	0:01
Footsteps_Grass_Single_02.wav	A single footstep on soft, wet, soily grass in England. Wearing trainers.	44100	16	2	0:01
Footsteps_Grass_Single_03.wav	A single footstep on soft, wet, soily grass in England. Wearing trainers.	44100	16	2	0:01
Footsteps_Grass_Single_04.wav	A single footstep on soft, wet, soily grass in England. Wearing trainers.	44100	16	2	0:01
Footsteps_Grass_Single_05.wav	A single footstep on soft, wet, soily grass in England. Wearing trainers.	44100	16	2	0:01
Footsteps_Grass_Single_06.wav	A single footstep on soft, wet, soily grass in England. Wearing trainers.	44100	16	2	0:01
Footsteps_Grass_Single_07.wav	A single footstep on soft, wet, soily grass in England. Wearing trainers.	44100	16	2	0:01
Footsteps_Grass_Single_08.wav	A single footstep on soft, wet, soily grass in England. Wearing trainers.	44100	16	2	0:01
	Multiple footsteps on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright,				
Footsteps_Ice_Multi_01.wav	crunching footstep. Wearing trainers.	44100	16	2	1:01
	Multiple footsteps on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright,				
Footsteps_Ice_Multi_02.wav	crunching footstep. Wearing trainers.	44100	24	2	0:06
	Multiple footsteps on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright,				
Footsteps_Ice_Multi_03.wav	crunching footstep. Wearing trainers.	44100	24	2	1:33
	Multiple footsteps on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright,				
Footsteps_Ice_Multi_04.wav	crunching footstep. Wearing trainers.	44100	24	2	0:57
·	Multiple running footsteps sprinting on dry, hard, frozen ice on a cold day with frost. A chilling,				
Footsteps_Ice_Multi_05_Running.wav	crackling, bright, crunching footstep. Wearing trainers.	44100	24	2	0:17
·	Multiple running footsteps sprinting on dry, hard, frozen ice on a cold day with frost. A chilling,				
Footsteps_Ice_Multi_06_Running.wav	crackling, bright, crunching footstep. Wearing trainers.	44100	24	2	0:13
· = ·	Multiple running footsteps sprinting on dry, hard, frozen ice on a cold day with frost. A chilling,				
Footsteps_Ice_Multi_07_Running.wav	crackling, bright, crunching footstep. Wearing trainers.	44100	24	2	0:08
	Multiple running footsteps sprinting on dry, hard, frozen ice on a cold day with frost. A chilling,			1	1
Footsteps Ice Multi 08 Running.wav	crackling, bright, crunching footstep. Wearing trainers.	44100	24	2	0:10
	A single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright, crunching			1	
Footsteps_Ice_Single_A01.wav	footstep. Wearing trainers.	44100	16	2	0:01

Footsteps_Ice_Single_A02.wav	A single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright, crunching footstep. Wearing trainers.	44100	16	2	0:01
1 ootsteps_ice_single_Aoz.wav		44100	10	2	0.01
Factoria de Ciada A02 a se	A single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright, crunching	44100	16	2	0:01
Footsteps_Ice_Single_A03.wav	footstep. Wearing trainers.	44100	16	2	0:01
	A single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright, crunching				
Footsteps_Ice_Single_A04.wav	footstep. Wearing trainers.	44100	16	2	0:01
	A single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright, crunching			_	
Footsteps_Ice_Single_A05.wav	footstep. Wearing trainers.	44100	16	2	0:01
	A single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright, crunching				
Footsteps_Ice_Single_A06.wav	footstep. Wearing trainers.	44100	16	2	0:01
	A single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright, crunching				
Footsteps_Ice_Single_A07.wav	footstep. Wearing trainers.	44100	16	2	0:02
	A single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright, crunching				
Footsteps_Ice_Single_A08.wav	footstep. Wearing trainers.	44100	16	2	0:01
	A single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright, crunching				
Footsteps_Ice_Single_A09.wav	footstep. Wearing trainers.	44100	16	2	0:01
	A single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright, crunching				
Footsteps_Ice_Single_A10.wav	footstep. Wearing trainers.	44100	16	2	0:02
	A single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright, crunching				
Footsteps Ice Single A11.wav	footstep. Wearing trainers.	44100	16	2	0:01
	A single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright, crunching				
Footsteps_Ice_Single_A12.wav	footstep. Wearing trainers.	44100	16	2	0:01
1 =	A closer single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright,				
Footsteps_Ice_Single_B01.wav	crunching footstep. Wearing trainers.	44100	16	2	0:01
	A closer single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright,		-		
Footsteps Ice Single B02.wav	crunching footstep. Wearing trainers.	44100	16	2	0:01
. 00:0::000_0:::00_0:::00	A closer single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright,				
Footsteps_Ice_Single_B03.wav	crunching footstep. Wearing trainers.	44100	16	2	0:01
Tootsteps_tee_single_bos.wav	A closer single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright,	11200	10	_	0.01
Footsteps_Ice_Single_B04.wav	crunching footstep. Wearing trainers.	44100	16	2	0:01
Toursteps_ice_single_bo4.wav	A closer single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright,	44100	10		0.01
Egatetone Ica Singla POE way	crunching footstep. Wearing trainers.	44100	16	2	0:01
Footsteps_Ice_Single_B05.wav		44100	10	2	0.01
Factoria de Ciarla DOC	A closer single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright,	44100	16	2	0.01
Footsteps_Ice_Single_B06.wav	crunching footstep. Wearing trainers.	44100	10	2	0:01
5	A closer single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright,	44100	1.0	2	0.01
Footsteps_Ice_Single_B07.wav	crunching footstep. Wearing trainers.	44100	16	2	0:01
	A closer single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright,				
Footsteps_Ice_Single_B08.wav	crunching footstep. Wearing trainers.	44100	16	2	0:01
	A closer single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright,				
Footsteps_Ice_Single_B09.wav	crunching footstep. Wearing trainers.	44100	16	2	0:01
	A closer single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright,				
Footsteps_Ice_Single_B10.wav	crunching footstep. Wearing trainers.	44100	16	2	0:02
	A closer single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright,			_	
Footsteps_Ice_Single_B11.wav	crunching footstep. Wearing trainers.	44100	16	2	0:02
	A closer single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright,				
Footsteps_Ice_Single_B12.wav	crunching footstep. Wearing trainers.	44100	16	2	0:02
1 00000cb3_ice_3iiiBie_D12.wav			i	1	
	Multiple footsteps on dry, crunchy, snapping leaves and foliage with trainer shoes. Sharp crackling with				

	No. It is a factor of the control of		1		1
Footsteps_Leaves_Dry_Multi_02.wav	Multiple footsteps on dry, crunchy, snapping leaves and foliage with trainer shoes. Sharp crackling with each step.	44100	24	2	1:05
Footsteps_Leaves_Dry_Single_01.wav	A single footstep on dry, crunchy, snapping leaves and foliage with trainer shoes. Sharp crackling with each step.	44100	16	2	0:01
Tootsteps_teaves_bry_single_of.wav	A single footstep on dry, crunchy, snapping leaves and foliage with trainer shoes. Sharp crackling with	11200	10	_	0.01
Footsteps_Leaves_Dry_Single_02.wav	each step.	44100	16	2	0:01
Footsteps_Leaves_Dry_Single_03.wav	A single footstep on dry, crunchy, snapping leaves and foliage with trainer shoes. Sharp crackling with each step.	44100	16	2	0:01
1 Ootsteps_Leaves_Diy_Siligie_OS.wav	·	44100	10		0.01
Footsteps_Leaves_Dry_Single_04.wav	A single footstep on dry, crunchy, snapping leaves and foliage with trainer shoes. Sharp crackling with each step.	44100	16	2	0:01
	A single footstep on dry, crunchy, snapping leaves and foliage with trainer shoes. Sharp crackling with				
Footsteps_Leaves_Dry_Single_05.wav	each step.	44100	16	2	0:01
	A single footstep on dry, crunchy, snapping leaves and foliage with trainer shoes. Sharp crackling with				
Footsteps_Leaves_Dry_Single_06.wav	each step.	44100	16	2	0:01
	A single footstep on dry, crunchy, snapping leaves and foliage with trainer shoes. Sharp crackling with				
Footsteps_Leaves_Dry_Single_07.wav	each step.	44100	16	2	0:01
, = - /= 0 =	A single footstep on dry, crunchy, snapping leaves and foliage with trainer shoes. Sharp crackling with				
Footsteps_Leaves_Dry_Single_08.wav	each step.	44100	16	2	0:01
	A single footstep on dry, crunchy, snapping leaves and foliage with trainer shoes. Sharp crackling with				
Footsteps_Leaves_Dry_Single_09.wav	each step.	44100	16	2	0:01
7 0	A single footstep on dry, crunchy, snapping leaves and foliage with trainer shoes. Sharp crackling with				
Footsteps_Leaves_Dry_Single_10.wav	each step.	44100	16	2	0:01
	A single footstep on dry, crunchy, snapping leaves and foliage with trainer shoes. Sharp crackling with		_		
Footsteps_Leaves_Dry_Single_11.wav	each step.	44100	16	2	0:01
Tootsteps_teaves_bry_single_11.wav	A single footstep on dry, crunchy, snapping leaves and foliage with trainer shoes. Sharp crackling with	11200	10	_	0.01
Footsteps_Leaves_Dry_Single_12.wav	each step.	44100	16	2	0:01
1 Ootsteps_Leaves_Diy_Single_12.wav	A single footstep on dry, crunchy, snapping leaves and foliage with trainer shoes. Sharp crackling with	44100	10		0.01
Footstons Logyes Dry Single 12 year		44100	16	2	0:01
Footsteps_Leaves_Dry_Single_13.wav	each step.	44100	10	2	0.01
5	A single footstep on dry, crunchy, snapping leaves and foliage with trainer shoes. Sharp crackling with	44100	1.0	2	0.01
Footsteps_Leaves_Dry_Single_14.wav	each step.	44100	16	2	0:01
	A single footstep on dry, crunchy, snapping leaves and foliage with trainer shoes. Sharp crackling with	44400	4.6	2	0.04
Footsteps_Leaves_Dry_Single_15.wav	each step.	44100	16	2	0:01
	A single footstep on dry, crunchy, snapping leaves and foliage with trainer shoes. Sharp crackling with				
Footsteps_Leaves_Dry_Single_16.wav	each step.	44100	16	2	0:01
Footsteps_Snow_Heavy_Multi_01.wav	Multiple footsteps on deep, heavy, snowfall with a crisp, cold crunch. Lower in pitch. Wearing trainers.	44100	24	2	0:19
Footsteps_Snow_Heavy_Multi_02.wav	Multiple footsteps on deep, heavy, snowfall with a crisp, cold crunch. Lower in pitch. Wearing trainers.	44100	24	2	0:52
	Multiple running footsteps springing on deep, heavy, snowfall with a crisp, cold crunch. Lower in pitch.				
Footsteps_Snow_Heavy_Multi_03_Running.wav	Wearing trainers.	44100	24	2	0:27
	Multiple running footsteps springing on deep, heavy, snowfall with a crisp, cold crunch. Lower in pitch.				
Footsteps_Snow_Heavy_Multi_04_Running.wav	Wearing trainers.	44100	24	2	0:20
	Multiple running footsteps springing on deep, heavy, snowfall with a crisp, cold crunch. Lower in pitch.				
Footsteps Snow Heavy Multi 05 Running.wav	Wearing trainers.	44100	24	2	0:38
	Multiple running footsteps springing on deep, heavy, snowfall with a crisp, cold crunch. Lower in pitch.			-	
Footsteps Snow Heavy Multi 06 Running.wav	Wearing trainers.	44100	24	2	0:11
Tootsteps_snow_neavy_watt_oo_nammig.wav					
Footsteps_Snow_Heavy_Single_01.wav	A single footstep on deep, heavy, snowfall with a crisp, cold crunch. Lower in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Heavy_Single_02.wav	A single footstep on deep, heavy, snowfall with a crisp, cold crunch. Lower in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Heavy_Single_03.wav	A single footstep on deep, heavy, snowfall with a crisp, cold crunch. Lower in pitch. Wearing trainers.	44100	16	2	0:01

Footsteps_Snow_Heavy_Single_04.wav	A single footstep on deep, heavy, snowfall with a crisp, cold crunch. Lower in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Heavy_Single_05.wav	A single footstep on deep, heavy, snowfall with a crisp, cold crunch. Lower in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Heavy_Single_06.wav	A single footstep on deep, heavy, snowfall with a crisp, cold crunch. Lower in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Heavy_Single_07.wav	A single footstep on deep, heavy, snowfall with a crisp, cold crunch. Lower in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Heavy_Single_08.wav	A single footstep on deep, heavy, snowfall with a crisp, cold crunch. Lower in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Heavy_Single_09.wav	A single footstep on deep, heavy, snowfall with a crisp, cold crunch. Lower in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Heavy_Single_10.wav	A single footstep on deep, heavy, snowfall with a crisp, cold crunch. Lower in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Heavy_Single_11.wav	A single footstep on deep, heavy, snowfall with a crisp, cold crunch. Lower in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Heavy_Single_12.wav	A single footstep on deep, heavy, snowfall with a crisp, cold crunch. Lower in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Heavy_Single_13.wav	A single footstep on deep, heavy, snowfall with a crisp, cold crunch. Lower in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Heavy_Single_14.wav	A single footstep on deep, heavy, snowfall with a crisp, cold crunch. Lower in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Heavy_Single_15.wav	A single footstep on deep, heavy, snowfall with a crisp, cold crunch. Lower in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Heavy_Single_16.wav	A single footstep on deep, heavy, snowfall with a crisp, cold crunch. Lower in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Light_Multi_01.wav	Multiple footsteps on light, icy, snowfall with a sharp, chilling crunch. Higher in pitch. Wearing trainers.	44100	24	2	0:34
Footsteps_Snow_Light_Multi_02.wav	Multiple footsteps on light, icy, snowfall with a sharp, chilling crunch. Higher in pitch. Wearing trainers.	44100	24	2	0:51
Footsteps_Snow_Light_Single_01.wav	A single footstep on light, icy, snowfall with a sharp, chilling crunch. Higher in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Light_Single_02.wav	A single footstep on light, icy, snowfall with a sharp, chilling crunch. Higher in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Light_Single_03.wav	A single footstep on light, icy, snowfall with a sharp, chilling crunch. Higher in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Light_Single_04.wav	A single footstep on light, icy, snowfall with a sharp, chilling crunch. Higher in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Light_Single_05.wav	A single footstep on light, icy, snowfall with a sharp, chilling crunch. Higher in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Light_Single_06.wav	A single footstep on light, icy, snowfall with a sharp, chilling crunch. Higher in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Light_Single_07.wav	A single footstep on light, icy, snowfall with a sharp, chilling crunch. Higher in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Light_Single_08.wav	A single footstep on light, icy, snowfall with a sharp, chilling crunch. Higher in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Light_Single_09.wav	A single footstep on light, icy, snowfall with a sharp, chilling crunch. Higher in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Light_Single_10.wav	A single footstep on light, icy, snowfall with a sharp, chilling crunch. Higher in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Light_Single_11.wav	A single footstep on light, icy, snowfall with a sharp, chilling crunch. Higher in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Light_Single_12.wav	A single footstep on light, icy, snowfall with a sharp, chilling crunch. Higher in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Light_Single_13.wav	A single footstep on light, icy, snowfall with a sharp, chilling crunch. Higher in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Light_Single_14.wav	A single footstep on light, icy, snowfall with a sharp, chilling crunch. Higher in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Light_Single_15.wav	A single footstep on light, icy, snowfall with a sharp, chilling crunch. Higher in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Light_Single_16.wav	A single footstep on light, icy, snowfall with a sharp, chilling crunch. Higher in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Moderate_A01.wav	A single footstep on moderate, icy, snowfall with a chilling crunch. Wearing trainers.	44100	24	2	0:01
Footsteps_Snow_Moderate_A02.wav	A single footstep on moderate, icy, snowfall with a chilling crunch. Wearing trainers.	44100	24	2	0:01
Footsteps_Snow_Moderate_A03.wav	A single footstep on moderate, icy, snowfall with a chilling crunch. Wearing trainers.	44100	24	2	0:01

Footsteps_Snow_Moderate_A04.wav	A single footstep on moderate, icy, snowfall with a chilling crunch. Wearing trainers.	44100	24	2	0:01
Footsteps_Snow_Moderate_A05.wav	A single footstep on moderate, icy, snowfall with a chilling crunch. Wearing trainers.	44100	24	2	0:01
Footsteps_Snow_Moderate_A06.wav	A single footstep on moderate, icy, snowfall with a chilling crunch. Wearing trainers.	44100	24	2	0:01
Footsteps_Snow_Moderate_A07.wav	A single footstep on moderate, icy, snowfall with a chilling crunch. Wearing trainers.	44100	24	2	0:01
Footsteps_Snow_Moderate_A08.wav	A single footstep on moderate, icy, snowfall with a chilling crunch. Wearing trainers.	44100	24	2	0:01
Footsteps_Snow_Moderate_B01.wav	A single footstep on moderate, hard, snowfall with a tough, chilling crunch. Wearing trainers.	44100	24	2	0:01
Footsteps_Snow_Moderate_B02.wav	A single footstep on moderate, hard, snowfall with a tough, chilling crunch. Wearing trainers.	44100	24	2	0:01
Footsteps_Snow_Moderate_B03.wav	A single footstep on moderate, hard, snowfall with a tough, chilling crunch. Wearing trainers.	44100	24	2	0:01
Footsteps_Snow_Moderate_B04.wav	A single footstep on moderate, hard, snowfall with a tough, chilling crunch. Wearing trainers.	44100	24	2	0:01
Footsteps_Snow_Moderate_B05.wav	A single footstep on moderate, hard, snowfall with a tough, chilling crunch. Wearing trainers.	44100	24	2	0:01
Footsteps_Snow_Moderate_B06.wav	A single footstep on moderate, hard, snowfall with a tough, chilling crunch. Wearing trainers.	44100	24	2	0:01
Footsteps_Snow_Moderate_B07.wav	A single footstep on moderate, hard, snowfall with a tough, chilling crunch. Wearing trainers.	44100	24	2	0:01
Footsteps_Snow_Moderate_B08.wav	A single footstep on moderate, hard, snowfall with a tough, chilling crunch. Wearing trainers.	44100	24	2	0:01
Footsteps_Stone_Single_01.wav	A single footsteps on a hard, stone rocky surface for a dry, tough step. Wearing trainers.	44100	24	2	0:01
Footsteps_Stone_Single_02.wav	A single footsteps on a hard, stone rocky surface for a dry, tough step. Wearing trainers.	44100	24	2	0:01
Footsteps_Stone_Single_03.wav	A single footsteps on a hard, stone rocky surface for a dry, tough step. Wearing trainers.	44100	24	2	0:01
Footsteps_Stone_Single_04.wav	A single footsteps on a hard, stone rocky surface for a dry, tough step. Wearing trainers.	44100	24	2	0:01
Footsteps_Stone_Single_05.wav	A single footsteps on a hard, stone rocky surface for a dry, tough step. Wearing trainers.	44100	24	2	0:01
Footsteps_Stone_Single_06.wav	A single footsteps on a hard, stone rocky surface for a dry, tough step. Wearing trainers.	44100	24	2	0:01
Footsteps_Stone_Single_07.wav	A single footsteps on a hard, stone rocky surface for a dry, tough step. Wearing trainers.	44100	24	2	0:01
Footsteps_Stone_Single_08.wav	A single footsteps on a hard, stone rocky surface for a dry, tough step. Wearing trainers.	44100	24	2	0:01
Footsteps_Stone_Single_09.wav	A single footsteps on a hard, stone rocky surface for a dry, tough step. Wearing trainers.	44100	24	2	0:01
Footsteps_Stone_Single_10.wav	A single footsteps on a hard, stone rocky surface for a dry, tough step. Wearing trainers.	44100	24	2	0:01
Footsteps_Stone_Single_11.wav	A single footsteps on a hard, stone rocky surface for a dry, tough step. Wearing trainers.	44100	24	2	0:01
Footsteps_Stone_Single_13.wav	A single footsteps on a hard, stone rocky surface for a dry, tough step. Wearing trainers.	44100	24	2	0:01
Footsteps_Stone_Single_14.wav	A single footsteps on a hard, stone rocky surface for a dry, tough step. Wearing trainers.	44100	24	2	0:01
Footsteps_Stone_Single_15.wav	A single footsteps on a hard, stone rocky surface for a dry, tough step. Wearing trainers.	44100	24	2	0:01
Footsteps_Stone_Single_16.wav	A single footsteps on a hard, stone rocky surface for a dry, tough step. Wearing trainers.	44100	24	2	0:01
Footsteps_Stone_Single_17.wav	A single footsteps on a hard, stone rocky surface for a dry, tough step. Wearing trainers.	44100	24	2	0:01
Footsteps_Stone_Single_18.wav	A single footsteps on a hard, stone rocky surface for a dry, tough step. Wearing trainers.	44100	24	2	0:01
Footsteps_Stone_Single_19.wav	A single footsteps on a hard, stone rocky surface for a dry, tough step. Wearing trainers.	44100	24	2	0:01
Footsteps_Stone_Single_20.wav	A single footsteps on a hard, stone rocky surface for a dry, tough step. Wearing trainers.	44100	24	2	0:01
Footsteps_Stones_Multi_01.wav	Multiple footsteps on small, rocky, loose stones and pebbles for a dry, hard yet high step. Wearing trainers.	44100	16	2	0:15

Footsteps_Stones_Single_01.wav	A single footstep on small, rocky, loose stones and pebbles for a dry, hard yet high step. Wearing trainers.	44100	16	2	0:01
Footsteps_Stones_Single_02.wav	A single footstep on small, rocky, loose stones and pebbles for a dry, hard yet high step. Wearing trainers.	44100	16	2	0:01
Footsteps_Stones_Single_03.wav	A single footstep on small, rocky, loose stones and pebbles for a dry, hard yet high step. Wearing trainers.	44100	16	2	0:01
	A single footstep on small, rocky, loose stones and pebbles for a dry, hard yet high step. Wearing	44100	16	2	0:01
Footsteps_Stones_Single_04.wav	trainers. A single footstep on small, rocky, loose stones and pebbles for a dry, hard yet high step. Wearing				
Footsteps_Stones_Single_05.wav	trainers. A single footstep on small, rocky, loose stones and pebbles for a dry, hard yet high step. Wearing	44100	16	2	0:01
Footsteps_Stones_Single_06.wav	trainers. A single footstep on small, rocky, loose stones and pebbles for a dry, hard yet high step. Wearing	44100	16	2	0:01
Footsteps_Stones_Single_07.wav	trainers. A single footstep on small, rocky, loose stones and pebbles for a dry, hard yet high step. Wearing	44100	16	2	0:01
Footsteps_Stones_Single_08.wav	trainers.	44100	16	2	0:01
Footsteps_Stones_Single_09.wav	A single footstep on small, rocky, loose stones and pebbles for a dry, hard yet high step. Wearing trainers.	44100	16	2	0:01
Footsteps_Stones_Single_10.wav	A single footstep on small, rocky, loose stones and pebbles for a dry, hard yet high step. Wearing trainers.	44100	16	2	0:01
Footsteps_Stones_Single_11.wav	A single footstep on small, rocky, loose stones and pebbles for a dry, hard yet high step. Wearing trainers.	44100	16	2	0:01
Footsteps_Stones_Single_12.wav	A single footstep on small, rocky, loose stones and pebbles for a dry, hard yet high step. Wearing trainers.	44100	16	2	0:01
Footsteps_Stones_Single_13.wav	A single footstep on small, rocky, loose stones and pebbles for a dry, hard yet high step. Wearing trainers.	44100	16	2	0:01
	A single footstep on small, rocky, loose stones and pebbles for a dry, hard yet high step. Wearing	44100			
Footsteps_Stones_Single_14.wav	trainers. A single footstep on small, rocky, loose stones and pebbles for a dry, hard yet high step. Wearing		16	2	0:01
Footsteps_Stones_Single_15.wav	trainers. A single footstep on small, rocky, loose stones and pebbles for a dry, hard yet high step. Wearing	44100	16	2	0:01
Footsteps_Stones_Single_16.wav	trainers. Multiple footsteps on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp	44100	16	2	0:01
Footsteps_Twigs_Multi_01.wav	crackling with each step. A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp	44100	16	2	0:47
Footsteps_Twigs_Single_01.wav	crackling with each step.	44100	16	2	0:01
Footsteps_Twigs_Single_02.wav	A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step.	44100	16	2	0:01
Footsteps_Twigs_Single_03.wav	A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step.	44100	16	2	0:01
Footsteps_Twigs_Single_04.wav	A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step.	44100	16	2	0:01
Footsteps_Twigs_Single_05.wav	A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step.	44100	16	2	0:01
Footsteps_Twigs_Single_06.wav	A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step.	44100	16	2	0:01
1 - 0-1 0 -1	A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp				

A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step.	44100	16	2	0:01
A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp		-		
crackling with each step.	44100	16	2	0:01
A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp				
	44100	16	2	0:01
	44100	16	2	0:01
	44100	10		0.01
	44100	16	2	0:01
crackling with each step.	44100	16	2	0:01
A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp				
crackling with each step.	44100	16	2	0:01
			_	
	44100	16	2	0:01
	44100	16	2	0.01
	44100	16	2	0:01
	44100	24	2	0:06
	44100	24	2	0.00
	44100	24	2	0:10
frogs in the distance responding.	44100	24	2	0:09
A close Florida amphibious treefrog croaking a series of ribbits with slight rain. Other frogs in the				
distance responding.	44100	24	2	0:27
A single sustained note from a shining glass harp instrument, with a bright, long tone. Pitched on C.	44100	24	2	0:06
A single sustained note from a shining glass harp instrument, with a bright, long tone. Pitched on G.	44100	24	2	0:07
A G major 7th, seventh chord on an acoustic guitar left to sustain.	44100	24	2	0:21
An E minor chord on an acoustic guitar left to sustain.	44100	24	2	0:15
An open 5th, fifth chord on the notes A and E on an acoustic guitar left to sustain.	44100	24	2	0:18
A single note pitched on E4 on an acoustic guitar left to sustain.	44100	24	2	0:12
Two notes two octaves apart pitched on E on an acoustic guitar left to sustain.	44100	24	2	0:19
A sci-fi 8-bit large laser gun firing a blasting shot that propels away.	44100	16	2	0:01
A sci-fi 8-bit large laser gun firing a blasting shot that propels away.	44100	16	2	0:01
A sci-fi 8-bit large laser gun firing a blasting shot that propels away.	44100	16	2	0:01
A sci-fi 8-bit large laser gun firing a blasting shot that propels away.	44100	16	2	0:01
A sci-fi 8-bit large laser gun firing a blasting shot that propels away.	44100	16	2	0:01
A dissonant, clashing cluster of bright, metallic hand bell notes crushed together for a piercing,	44400	2.4	2	0:40
stabbing chord that decays naturally.	44100	24	2	0:10
A single strike of a metal hand bell instrument with a metal triangle mallet. Sustained and naturally	44100	16	2	0.00
A single strike of a metal hand bell instrument with a metal triangle mallet. Sustained and naturally decaying. A bright, twinkling ding or ring. Pitched on A sharp or B flat. A single strike of a metal hand bell instrument with a metal triangle mallet. Sustained and naturally	44100	16	2	0:08
	crackling with each step. A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step. A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step. A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step. A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step. A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step. A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step. A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step. 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Other frogs in the distance responding. A close Florida amphibious treefrog croaking a series of ribbits with slight rain.	A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step. A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step. A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step. A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step. A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step. A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step. A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. 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A close Florida amphibious treefrog croaking a series of ribbits following a rainstorm. Other frogs in the distance responding. A close Florida amphibious treefrog croaking a series of ribbits with slight rain.	A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step. A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step. A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step. A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step. A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step. A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step. 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Other frogs in the distance responding. A close Florida amphibious treefrog croaking a series of ribbits following a rainstorm. Other frogs in the distance responding. A close Florida amphibious treefrog croaking a series of ribbits following a rainstorm. Other frogs	crackling with each step. A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step. A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step. A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step. A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step. A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step. 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Other frogs in the distance responding. A close florida amphibious treefrog croaking a series of ribbits following a rainstorm. Other frogs in the distance responding. A close florida amphibious treefrog croaking a series of ribbits following a rainstorm. Other frogs in the distance responding. A close florida amphibious treefrog croaking a series of ribbits with sli

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Hand Roll Note R 01 way	A single strike of a metal hand bell instrument with a metal triangle mallet. Sustained and naturally decaying. A bright, twinkling ding or ring. Pitched on B.	44100	16	2	0:07
Hand_Bell_Note_B_01.wav		44100	10	2	0.07
Hand Roll Note C# 01 way	A single strike of a metal hand bell instrument with a metal triangle mallet. Sustained and naturally	44100	16	2	0:08
Hand_Bell_Note_C#_01.wav	decaying. A bright, twinkling ding or ring. Pitched on C sharp or D flat. A single strike of a metal hand bell instrument with a metal triangle mallet. Sustained and naturally	44100	10	2	0.08
Hand Ball Note D# 01 way	,	44100	16	2	0:06
Hand_Bell_Note_D#_01.wav	decaying. A bright, twinkling ding or ring. Pitched on D sharp or E flat.	44100	10	2	0.00
Hand Ball Note D 01 way	A single strike of a metal hand bell instrument with a metal triangle mallet. Sustained and naturally decaying. A bright, twinkling ding or ring. Pitched on D.	44100	16	2	0:09
Hand_Bell_Note_D_01.wav	A single strike of a metal hand bell instrument with a metal triangle mallet. Sustained and naturally	44100	10	2	0.09
Hand_Bell_Note_E_01.wav	decaying. A bright, twinkling ding or ring. Pitched on E.	44100	16	2	0:07
Tiand_ben_Note_t_o1.wav	A single strike of a metal hand bell instrument with a metal triangle mallet. Sustained and naturally	44100	10		0.07
Hand_Bell_Note_F#_01.wav	decaying. A bright, twinkling ding or ring. Pitched on F sharp or G flat.	44100	16	2	0:10
Tiand_ben_Note_1#_01.wav	A single strike of a metal hand bell instrument with a metal triangle mallet. Sustained and naturally	44100	10		0.10
Hand_Bell_Note_F_01.wav	decaying. A bright, twinkling ding or ring. Pitched on F.	44100	16	2	0:08
Tianu_Ben_Note_i_O1.wav	A single strike of a metal hand bell instrument with a metal triangle mallet. Sustained and naturally	44100	10	2	0.00
Hand_Bell_Note_G#_01.wav	decaying. A bright, twinkling ding or ring. Pitched on G sharp or A flat.	44100	16	2	0:09
Hallu_Bell_Note_G#_01.wav	A single strike of a metal hand bell instrument with a metal triangle mallet. Sustained and naturally	44100	10	2	0.03
Hand_Bell_Note_G_01.wav	decaying. A bright, twinkling ding or ring. Pitched on G.	44100	16	2	0:05
Tiatid_Bell_Note_G_O1.wav		44100	10		0.03
Hand Bell Note High-C 01.wav	A single strike of a metal hand bell instrument with a metal triangle mallet. Sustained and naturally decaying. A bright, twinkling ding or ring. Pitched on a high C.	44100	16	2	0:09
Halid_Bell_Note_High-C_01.wav	A single strike of a metal hand bell instrument with a metal triangle mallet. Sustained and naturally	44100	10		0.03
Hand Bell Note Low-C 01.wav	decaying. A bright, twinkling ding or ring. Pitched on a low C.	44100	16	2	0:08
Harid_Bell_Note_Low-C_01.wav	decaying. A bright, twinking ding or ring. Pitched on a low C.	44100			0.08
Horse_Whinnying_Close_01.wav	A small horse whinny call close to the recorder at a distance of roughly 5 meters.	44100	24	2	0:03
Horse_Whinnying_Close_02.wav	A small horse whinny call close to the recorder at a distance of roughly 5 meters.	44100	24	2	0:03
Horse_Whinnying_Close_03.wav	A small horse whinny call close to the recorder at a distance of roughly 5 meters.	44100	24	2	0:03
	A synthesized damaging impact hit for a retro, 8-bit old video game where a character gets struck,				
Impact, 8-bit, Light_A01.wav	wounded or damaged in combat. A light variation.	44100	16	2	0:01
	A synthesized damaging impact hit for a retro, 8-bit old video game where a character gets struck,				
Impact, 8-bit, Light_A02.wav	wounded or damaged in combat. A light variation.	44100	16	2	0:01
	A synthesized damaging impact hit for a retro, 8-bit old video game where a character gets struck,				
Impact, 8-bit, Light_A03.wav	wounded or damaged in combat. A light variation.	44100	16	2	0:01
	A synthesized damaging impact hit for a retro, 8-bit old video game where a character gets struck,				
Impact, 8-bit, Light_A04.wav	wounded or damaged in combat. A light variation.	44100	16	2	0:01
	A synthesized damaging impact hit for a retro, 8-bit old video game where a character gets struck,				
Impact, 8-bit, Light_A05.wav	wounded or damaged in combat. A light variation.	44100	16	2	0:01
	A synthesized damaging impact hit for a retro, 8-bit old video game where a character gets struck,				
Impact_8-bit_Heavy_A01.wav	wounded or damaged in combat. A heavy variation.	44100	16	2	0:01
	A synthesized damaging impact hit for a retro, 8-bit old video game where a character gets struck,				
Impact_8-bit_Heavy_A02.wav	wounded or damaged in combat. A heavy variation.	44100	16	2	0:01
	A synthesized damaging impact hit for a retro, 8-bit old video game where a character gets struck,				
Impact_8-bit_Heavy_A03.wav	wounded or damaged in combat. A heavy variation.	44100	16	2	0:01
	A synthesized damaging impact hit for a retro, 8-bit old video game where a character gets struck,				
Impact_8-bit_Heavy_A04.wav	wounded or damaged in combat. A heavy variation.	44100	16	2	0:01
	A synthesized damaging impact hit for a retro, 8-bit old video game where a character gets struck,				
Impact_8-bit_Heavy_A05.wav	wounded or damaged in combat. A heavy variation.	44100	16	2	0:01
	A synthesized damaging impact hit for a retro, 8-bit old video game where a character gets struck,				
Impact_8-bit_Moderate_A01.wav	wounded or damaged in combat. A moderate variation.	44100	16	2	0:01

Impact_8-bit_Moderate_A02.wav	A synthesized damaging impact hit for a retro, 8-bit old video game where a character gets struck, wounded or damaged in combat. A moderate variation.	44100	16	2	0:01
Impact_o-bit_iviouerate_Aoz.wav	A synthesized damaging impact hit for a retro, 8-bit old video game where a character gets struck,	44100	10		0.01
Impact_8-bit_Moderate_A03.wav	wounded or damaged in combat. A moderate variation.	44100	16	2	0:01
	A synthesized damaging impact hit for a retro, 8-bit old video game where a character gets struck,				
Impact_8-bit_Moderate_A04.wav	wounded or damaged in combat. A moderate variation.	44100	16	2	0:01
	A synthesized damaging impact hit for a retro, 8-bit old video game where a character gets struck,				
Impact_8-bit_Moderate_A05.wav	wounded or damaged in combat. A moderate variation.	44100	16	2	0:01
	Jumping into a thin, icy sheet of snow-covered grass with trainer shoes. Both the initial lift and the				
Jumping_Snow_Single_01.wav	landing.	44100	24	2	0:01
Lucasias Casus Ciasla 03	Jumping into a thin, icy sheet of snow-covered grass with trainer shoes. Both the initial lift and the	44100	24	2	0:01
Jumping_Snow_Single_02.wav	landing.	44100	24	2	0.01
Jumping_Snow_Single_03.wav	Jumping into a thin, icy sheet of snow-covered grass with trainer shoes. Both the initial lift and the landing.	44100	24	2	0:01
Jumping_Snow_Single_os.wav	Jumping into a thin, icy sheet of snow-covered grass with trainer shoes. Both the initial lift and the	11100	21		0.01
Jumping_Snow_Single_04.wav	landing.	44100	24	2	0:01
1 02 2 0 2	Jumping into a thin, icy sheet of snow-covered grass with trainer shoes. Both the initial lift and the				
Jumping_Snow_Single_05.wav	landing.	44100	24	2	0:01
	Jumping into a thin, icy sheet of snow-covered grass with trainer shoes. Both the initial lift and the				
Jumping_Snow_Single_06.wav	landing.	44100	24	2	0:01
	Jumping into a thin, icy sheet of snow-covered grass with trainer shoes. Both the initial lift and the				
Jumping_Snow_Single_07.wav	landing.	44100	24	2	0:01
lumning Chau Single OR way	Jumping into a thin, icy sheet of snow-covered grass with trainer shoes. Both the initial lift and the	44100	24	2	0:01
Jumping_Snow_Single_08.wav	landing.				
Kazoo_Descending_01.wav	A plastic kazoo instrument sliding downward with a harsh, crackling, timbre.	44100	24	2	0:02
Metronome_168_01_LOOP.wav	A plastic musical tempo metronome beating around 168 beats per minute with a rhythmic clicking or ticking. Seamless looping.	44100	24	2	0:02
	A plastic musical tempo metronome beating around 168 beats per minute with a rhythmic clicking or				
Metronome_168_02_LOOP.wav	ticking. Seamless looping.	44100	24	2	0:02
Metronome_Single_Downbeat_01.wav	A plastic musical tempo mettronome beating a single downbeat tick or click to give the beat.	44100	24	2	0:01
Metronome_Single_Upbeat_01.wav	A plastic musical tempo mettronome beating a single upbeat tick or click to give the beat.	44100	24	2	0:01
Music-Box_Note_A#3.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:03
Music-Box_Note_A#4.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:02
Music-Box_Note_A3.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:03
Music-Box_Note_A4.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:02
Music-Box_Note_B3.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:03
Music-Box_Note_B4.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:02
Music-Box_Note_C#4.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:02
Music-Box_Note_C#5.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:02
Music-Box_Note_C4.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:02
Music-Box_Note_C5.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:02
Music-Box_Note_D#4.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:01
Music-Box Note D#5.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:02

Music-Box_Note_D4.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:02
Music-Box_Note_D5.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:02
Music-Box_Note_E4.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:02
Music-Box_Note_E5.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:02
Music-Box_Note_F#4.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:02
Music-Box_Note_F#5.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:02
Music-Box_Note_F4.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:02
Music-Box_Note_F5.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:02
Music-Box Note G#3.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:02
Music-Box Note G#4.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:02
Music-Box Note G#5.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:01
Music-Box Note G3.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:02
		44100	16	2	0:02
Music-Box_Note_G4.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.				
Music-Box_Note_G5.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:02
	A short musical extract of J.S.Bach's "Toccata and Fugue in D Minor" played on a church organ with	44400	2.4	2	0.22
Music_Dramatic_Organ_01.wav	added reverberation. A classic villain, evil pipe organ theme.	44100	24	2	0:23
	A short musical extract of J.S.Bach's "Toccata and Fugue in D Minor" played on a church organ with			_	
Music_Dramatic_Organ_02.wav	added reverberation. A classic villain, evil pipe organ theme.	44100	24	2	0:18
	A creepy, scary version of Brahms "Wiegenlied" lullaby played on a processed music box with added				
Music_Lullaby_Creepy_Brahms_Wiegenlied.wav	reverberation.	44100	24	2	0:36
	Religious church organ ambience suitable as peaceful background music to a chapel or cathedral. Using				
Music_Organ_Ambience_Calm_01.wav	a pipe organ with a lot of reverberation.	44100	24	2	1:49
	Religious church organ ambience suitable as peaceful background music to a chapel or cathedral. Using				
Music_Organ_Ambience_Calm_02.wav	a pipe organ with a lot of reverberation.	44100	24	2	0:45
	Religious church organ ambience suitable as peaceful background music to a chapel or cathedral. Using				
Music_Organ_Ambience_Calm_03.wav	a pipe organ with a lot of reverberation.	44100	24	2	1:18
	A 10 second long sustained low organ pedal note pitched on a C with every stop active for a loud,				
Organ_Full-Pedal_Sustained_C1.wav	powerful organ note.	44100	24	2	0:11
	Striking the frame of a baby grand piano with a metal mallet while the sustain pedal is depressed,				
Piano_Frame_Strike_Pedal_01.wav	creating a wooden impact that decays naturally.	44100	16	2	0:11
	Striking multiple piano strings in close proximity with a metal mallet to create a dissonant cluster.				
Piano_Metal-Mallet_Cluster_High_1.wav	Quickly damped. These sounds use the high register of the piano.	44100	16	2	0:03
Tidilo_Wetai Wallet_clastel_ingil_1.wav	Striking multiple piano strings in close proximity with a metal mallet to create a dissonant cluster.	200		_	0.00
Piano_Metal-Mallet_Cluster_Low_1.wav	Quickly damped. These sounds use the low register of the piano.	44100	16	2	0:02
Tano_retar-retainet_Cluster_Low_1.wav	Scraping a metal mallet along the tip of the strings at the end of the piano frame, creating a high	44100	10		0.02
Piano Metal-Mallet Gliss EndFrame Leg 1.wav		44100	16	2	0:02
	glissando ripple.	77100	10		0.02
Diano Motal Mallot Clies EndString Log 1 way	Scraping a metal mallet across the bottom end of piano strings to create a dry, ripple or a plucking	44100	16	2	0:02
Piano_Metal-Mallet_Gliss_EndString_Leg_1.wav	glissando. Played legato for a smoother sound.	44100	10		0.02
Discon Martal Mallist Clies Wish Ass. Los Donns C	Scraping a metal mallet across high piano strings with the dampers resting on the strings. Ascending in	44100	16	,	0.03
Piano_Metal-Mallet_Gliss_High_Asc_Leg_Damp_1.wav	pitch and played legato for a smoother glissando.	44100	16	2	0:03
Diago Martal Mallat Clina Language Condition	Scraping a metal mallet across low piano strings with the sustain pedal depressed. Ascending in pitch	44100	16		0.53
Piano_Metal-Mallet_Gliss_Low_Asc_Sus_1.wav	and played legato for a smoother glissando.	44100	16	2	0:52

Bione Matel Mellet Clies Variation Ass Les 4 way	Scraping a metal mallet across the very high piano strings with natural sustain due to the absence of	44100	16	2	0:06
Piano_Metal-Mallet_Gliss_VeryHigh_Asc_Leg_1.wav	dampers. Ascending in pitch and played legato for a smoother glissando. Rolling a metal mallet on the top of low piano strings which are damped. Creating a metallic sizzle that	44100	16	2	0:06
Piano_Metal-Mallet_Roll_1.wav	can ascend and descend in pitch.	44100	16	2	0:06
Trans_wetar waret_non_1.wav	Pressing down forcefully on the sustain pedal of a baby grand piano with a foot, creating a quick	11200	10		0.00
Piano_Pedal_Lift_01.wav	vibration on the strings which are left to decay naturally in an eerie, creepy, ghostly sustain.	44100	16	2	0:15
	Aggressively and loudly scraping the lower strings of a baby grand piano with a metal mallet while the				
Piano_String_Glissando_Low_01.wav	sustain pedal is pressed, creating a thunderous, booming roar of low frequencies that decay naturally.	44100	16	2	0:42
	Aggressively and loudly scraping the lower strings of a baby grand piano with a metal mallet while the				
Piano_String_Glissando_Low_02.wav	sustain pedal is pressed, creating a thunderous, booming roar of low frequencies that decay naturally.	44100	24	2	0:39
Pouring_Sugar-on-Paper_01.wav	Pouring grains of sugar onto a sheet of thin paper for a dusty, tumbling of debris.	44100	24	2	0:08
	A bright, shining power up notification sound that may play when a player picks up an item, magical				
Power_Up_Bright_01.wav	ability, recovers health, or completes something.	44100	24	2	0:05
	A bright, shining power up notification sound that may play when a player picks up an item, magical				
Power_Up_Bright_02.wav	ability, recovers health, or completes something.	44100	24	2	0:03
	A bright, shining power up notification sound that may play when a player picks up an item, magical				
Power_Up_Bright_03.wav	ability, recovers health, or completes something.	44100	24	2	0:27
D	A mechanical, electrical power washer machine engine active while a fine watery mist is being sprayed.	44100	2.4	2	0.12
Pressure_Washer_Close_Active_01_LOOP.wav	Close to the recorder. Seamless looping.	44100	24	2	0:12
Proceure Washer Class Active 02 LOOP way	A mechanical, electrical power washer machine engine active while a fine watery mist is being sprayed. Close to the recorder. Seamless looping.	44100	24	2	0:12
Pressure_Washer_Close_Active_02_LOOP.wav	A close mechanical, electrical power washer in use, with its engine revving up and down with a watery	44100	24	2	0.12
Pressure_Washer_Close_Full_Cycle_01.wav	mist being sprayed.	44100	24	2	1:33
Pressure_Washer_Close_Idling_01_LOOP.wav	A mechanical, electrical power washer machine engine idling. Close to the recorder. Seamless looping.	44100	24	2	0:05
Breeze Western Bistoria Adii ee 04 100B	A mechanical, electrical power washer machine engine active while a fine watery mist is being sprayed.	44100	24	2	0:08
Pressure_Washer_Distant_Active_01_LOOP.wav	Fairly distant. Seamless looping.	44100	24	2	0:08
Pressure_Washer_Distant_Full_Cycle_01.wav	A distant mechanical, electrical power washer in use, with its engine revving up and down with a watery mist being sprayed. Some insects and cicadas can be heard in the moments if idling.	44100	24	2	0:44
Pressure_Washer_Distant_Idling_01_LOOP.wav	A mechanical, electrical power washer machine engine idling. Fairly distant. Seamless looping.	44100	24	2	0:03
	A mechanical, electrical power washer machine engine active while a fine watery mist is being sprayed.	44400	2.4		0.24
Pressure_Washer_Very_Close_Active_01_LOOP.wav	Very close to the recorder. Seamless looping.	44100	24	2	0:31
Decree of Western Very Class Addition 03 100D	A mechanical, electrical power washer machine engine active while a fine watery mist is being sprayed.	44100	24	2	0.10
Pressure_Washer_Very_Close_Active_02_LOOP.wav	Very close to the recorder. Seamless looping. A very close mechanical, electrical power washer in use, with its engine revving up and down with a	44100	24	2	0:10
Pressure_Washer_Very_Close_Full_Cycle_01.wav	watery mist being sprayed.	44100	24	2	1:11
Tressure_washer_very_close_ruii_cycle_o1.wav	A mechanical, electrical power washer machine engine idling. Very close to the recorder. Seamless	44100	2-7		1.11
Pressure_Washer_Very_Close_Idling_01_LOOP.wav	looping.	44100	24	2	0:05
7. c. sou eas.icve/_e.ose_ia6_ozzooav	A mechanical, electrical power washer machine engine idling. Very close to the recorder. Seamless			_	1
Pressure_Washer_Very_Close_Idling_02_LOOP.wav	looping.	44100	24	2	0:02
/	A mechanical, electrical power washer machine engine idling. Very close to the recorder. Seamless				
Pressure_Washer_Very_Close_Idling_03_LOOP.wav	looping.	44100	24	2	0:03
	An ink printer starting up with a low droning humming and some mechanical movement. The recorder				
Printer_Ink_Close_01.wav	was placed on the printer, picking up its vibrations.	44100	24	2	0:37
	An ink printer printing coloured paper before shutting down with a broken error and a malfunction				
Printer_Ink_Close_02_Error.wav	beeping. The printer's rollers can be heard turning.	44100	24	2	0:12
1	An ink printer rhythmically printing a sheet of paper with the sounds of its mechanical movement.			_	
Printer_Ink_Close_03_LOOP.wav	Seamless looping.	44100	24	2	0:13

		ı		1
	44100	16	2	0:24
				0.2.
exhaust hissing. Roughly 1 meter from the printer.	44100	16	2	1:00
A MultiXPress X7400GX laser printer printing several sheets of paper. Several mechanical sounds and				
exhaust hissing. Roughly 1 meter from the printer.	44100	16	2	1:03
A MultiXPress X7400GX laser printer printing several sheets of paper. Several mechanical sounds and				
exhaust hissing. Roughly 3 meters from the printer.	44100	16	2	1:01
A MultiXPress X7400GX laser printer printing a sheet of paper. Several mechanical sounds and exhaust				
hissing. The recorder was placed on top of the output board, picking up the machine's vibrations.	44100	16	2	0:28
		_		
	44100	16	2	1:06
	44400	2.4	2	0.00
				0:06
	44100	24	2	0.00
				0:08
	44100	24	2	0:05
	44400	2.4	2	0:05
	44100	24	2	0:03
	44100	24		0.03
	44100	24	2	0:06
				0.00
	44100	24	2	1:25
	11100			1.23
	44100	24	2	0:08
powering down.	44100	24	2	0:05
panel.	44100	16	2	0:03
A wooden crashing, smashing, destruction sound by snapping and breaking a large, dry, wooden fence				
panel.	44100	16	2	0:02
A wooden crashing, smashing, destruction sound by snapping and breaking a large, dry, wooden fence				
panel.	44100	16	2	0:01
A single snap of a dry, wooden branch for a cracking, breaking of wood.	44100	24	2	0:03
A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:06
A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:01
A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:02
A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:02
A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:04
A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:02
A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:06
A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:03
A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.			2	0:02
	A MultiXPress X7400GX laser printer printing several sheets of paper. Several mechanical sounds and exhaust hissing. Roughly 1 meter from the printer. A MultiXPress X7400GX laser printer printing several sheets of paper. Several mechanical sounds and exhaust hissing. Roughly 3 meters from the printer. A MultiXPress X7400GX laser printer printing a sheet of paper. Several mechanical sounds and exhaust hissing. The recorder was placed on top of the output board, picking up the machine's vibrations. A MultiXPress X7400GX laser printer printing several sheets of paper. Several mechanical sounds and exhaust hissing. The recorder was placed on top of the output board, picking up the machine's vibrations. A single synthesized pulsing sound made from a process metallic strike. Deep, electrical, a sci-fi esque, with added reverberation, potentially useful as an alarm or notification. A synthesized pulsing tone with a pitiph, shimmering and stuttering timbre that slowly decays. Deep, electrical, a sci-fi esque, potentially useful as an alarm or notification. A synthesized pulsing tone with a high, bright, electrical and beating timbre that slowly decays. High, electrical, a sci-fi esque, with added reverberation, potentially useful as an alarm or notification. A synthesized tone with a high, bright, electrical and twinkling timbre that quickly decays. High, electrical, a sci-fi esque, with added reverberation, potentially useful as an alarm or notification. A synthesized tone with a low, soft and electronic timbre that slowly decays with a subtle glitching, beep, electrical, a sci-fi esque, with added reverberation, potentially useful as an alarm or notification. A synthesized tone with a low, soft and electronic timbre that slowly decays with a subtle glitching. Deep, electrical, a sci-fi esque, with added reverberation, potentially useful as an alarm or notification. A synthesized tone with a low, soft and electronic timbre that slowly decays with a subtle glitching. Deep, electrical, a sci-fi esque, with add	hissing, Roughly 1 meter from the printer. A MultiXPress X7400GX laser printer printing several sheets of paper. Several mechanical sounds and exhaust hissing, Roughly 1 meter from the printer. A MultiXPress X7400GX laser printer printing several sheets of paper. Several mechanical sounds and exhaust hissing, Roughly 1 meter from the printer. A MultiXPress X7400GX laser printer printing several sheets of paper. Several mechanical sounds and exhaust hissing, Roughly 1 meter from the printer. A MultiXPress X7400GX laser printer printing several sheets of paper. Several mechanical sounds and exhaust hissing. Roughly 3 meters from the printer. A MultiXPress X7400GX laser printer printing a sheet of paper. Several mechanical sounds and exhaust hissing. The recorder was placed on top of the output board, picking up the machine's vibrations. A MultiXPress X7400GX laser printer printing several sheets of paper. Several mechanical sounds and exhaust hissing. The recorder was placed on top of the output board, picking up the machine's vibrations. A single synthesized pulsing sound made from a process metallic strike. Deep, electrical, a sci-fi esque, with added reverberation potentially useful as an alarm or notification. A synthesized pulsing tone with a birght, shimmering and stuttering timbre that slowly decays. Deep, electrical, a sci-fi esque, with added reverberation, potentially useful as an alarm or notification. A synthesized tone with a low, soft and electronic timbre that slowly decays with a subtle glitching. A synthesized tone with a low, soft and electronic timbre that slowly decays with a subtle glitching. A synthesized tone with a low, soft and electronic timbre that slowly decays with a subtle glitching. A nartificial rocket launching into space with a deep, rumbling of engines and gradual fading into the distance. Created with a synthesizer and equalization. A nartificial rocket launching into space with a deep, rumbling of engines and gradual fading into the distance. Created with a synthe	hissing. Roughly 1 meter from the printer. A MultiXPress X7400Sk laser printer printing several sheets of paper. Several mechanical sounds and exhaust hissing. Roughly 1 meter from the printer. A MultiXPress X7400Sk laser printer printing several sheets of paper. Several mechanical sounds and exhaust hissing. Roughly 1 meter from the printer. A MultiXPress X7400Sk laser printer printing several sheets of paper. Several mechanical sounds and exhaust shissing. Roughly 3 meters from the printer. A MultiXPress X7400Sk laser printer printing as weet of paper. Several mechanical sounds and exhaust hissing. Roughly 3 meters from the printer. A MultiXPress X7400Sk laser printer printing a sheet of paper. Several mechanical sounds and exhaust hissing. The recorder was placed on top of the output board, picking up the machine's vibrations. A MultiXPress X7400Sk laser printer printing several sheets of paper. Several mechanical sounds and exhaust hissing. The recorder was placed on top of the output board, picking up the machine's vibrations. A single synthesized pulsing sound made from a process metallic strike. Deep, electrical, a sci-fi esque, with added reverberation, potentially useful as an alarm or notification. A synthesized pulsing tone with a bright, shimmering and stuttering timbre that slowly decays. Deep, electrical, a sci-fi esque, with added reverberation, potentially useful as an alarm or notification. A synthesized tone with a high, bright, electrical and beating timbre that slowly decays. High, electrical, a sci-fi esque, with added reverberation, potentially useful as an alarm or notification. A synthesized tone with a high, bright, electrical computer machine or vehicle starting up, powering up, or turning on. A synthesized tone with a high, bright, electrical on the distance. Created with a synthesizer and equalization. An artificial rocket launching into space with a deep, rumbiling of engines and gradual fading into the distance. Created with a synthesizer and equalization. An accending	hissing. Roughly 1 meter from the printer. A MultiXPress X7400CK laser printer printing several sheets of paper. Several mechanical sounds and exhaust hissing, Roughly 1 meter from the printer. A MultiXPress X7400CK laser printer printing several sheets of paper. Several mechanical sounds and exhaust hissing, Roughly 1 meter from the printer. A MultiXPress X7400CK laser printer printing several sheets of paper. Several mechanical sounds and exhaust hissing. Roughly 1 meter from the printer. A MultiXPress X7400CK laser printer printing several sheets of paper. Several mechanical sounds and exhaust hissing. Roughly 1 meter from the printer. A MultiXPress X7400CK laser printer printing a sheet of paper. Several mechanical sounds and exhaust hissing. Roughly 1 meter from the printer. A MultiXPress X7400CK laser printer printing a sheet of paper. Several mechanical sounds and exhaust hissing. The recorder was placed on top of the output board, picking up the machine's vibrations. A nighe synthesized pulsing sound made from a process metallic strike. Deep, electrical, a sci-fil esque, with added reverberation, potentially useful as an alarm or notification. A synthesized pulsing sound made from a process metallic strike. Deep, electrical, a sci-fil esque, with a bright, shimmering and stuttering timbre that slowly decays. Deep, electrical, a sci-fil esque, potentially useful as an alarm or notification. A synthesized pulsing tone with a high, bright, electrical and beating timbre that slowly decays. High, electrical, a sci-fil esque, with added reverberation, potentially useful as an alarm or notification. A synthesized tone with a link, bright, electrical and beating timbre that slowly decays. High, electrical, a sci-fil esque, with added reverberation, potentially useful as an alarm or notification. A synthesized tone with a link, bright, electrical and twinkling timbre that quickly decays. High, electrical, a sci-fil esque, with added reverberation, potentially useful as an alarm or notification. A nat

Snapping_Wooden_Fence_10.wav	A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:03
Snapping_Wooden_Fence_11.wav	A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:03
Snapping_Wooden_Fence_12.wav	A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:02
Snapping_Wooden_Fence_13.wav	A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:01
Snapping_Wooden_Fence_14.wav	A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:03
Snapping_Wooden_Fence_15.wav	A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:02
Snapping_Wooden_Fence_16.wav	A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:02
Snapping_Wooden_Fence_17.wav	A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:01
Snapping_Wooden_Fence_18.wav	A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:02
Snapping_Wooden_Fence_19.wav	A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:02
Snapping_Wooden_Fence_20.wav	A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:03
Snapping_Wooden_Fence_21.wav	A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:01
Snapping_Wooden_Fence_22.wav	A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:02
Snapping_Wooden_Fence_23.wav	A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:03
Snapping_Wooden_Fence_24.wav	A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:04
Snapping_Wooden_Fence_25.wav	A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:02
Snapping_Wooden_Fence_26.wav	A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:02
Spaceship_A01_Ascending.wav	A large spaceship vehicle slowly lifting/taking off and flying away. Ascending in pitch and dry.	44100	16	2	0:22
Spaceship_A01_Descending.wav	A large spaceship vehicle slowly landing. Descending in pitch and dry.	44100	16	2	0:21
Spaceship_A01_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	44100	16	2	0:22
Spaceship_B01_Ascending.wav	A large spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	44100	16	2	0:20
Spaceship_B01_Descending.wav	A large spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	44100	16	2	0:20
Spaceship_B01_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	44100	16	2	0:20
Spaceship_C01_Ascending.wav	A moderate spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	44100	16	2	0:18
Spaceship_C01_Descending.wav	A small spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	44100	16	2	0:18
Spaceship_C01_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create small spaceship vehicle ascensions and descensions.	44100	16	2	0:18
Spaceship_Fly-by_01.wav	An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. Low timbre.	44100	24	2	0:09
Spaceship_Fly-by_02.wav	An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. Bright timbre.	44100	24	2	0:06
Spaceship_Fly-by_03.wav	An artificial sci-fi abstract spaceship vehicle flying past with an ascending tone. Low timbre.	44100	24	2	0:06
Spaceship_Fly-by_04.wav	An artificial sci-fi abstract spaceship vehicle flying past with an ascending then descending tone. Low timbre.	44100	24	2	0:06
Spaceship_Fly-by_05.wav	An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. Frizzing timbre.	44100	24	2	0:06
Spaceship_Fly-by_06.wav	An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. Low fizzing timbre.	44100	24	2	0:07

An artificial sci-fi abstract spaceship vehicle flying past with a descending then ascending tone. High				
crackling timbre.	44100	24	2	0:09
An artificial sci-fi abstract spaceship vehicle flying past with an ascending tone. Moderate timbre.	44100	24	2	0:06
An artificial sci-fi abstract spaceship vehicle flying past with an ascending then descending tone. Bright	11100	2.4	2	0.40
fizzling timbre.	44100	24		0:10
An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. Moderate timbre.	44100	24	2	0:10
	44100	24	,	0:09
. •	44100	24	2	0:09
	44100	24	2	0:10
	200		_	0.20
timbre.	44100	24	2	0:12
An artificial sci-fi abstract spaceship vehicle flying past with a descending and ascending tone.				
Sparkling, fizzing timbre.	44100	24	2	0:07
An artificial sci-fi abstract spaceship vehicle flying past with a descending and ascending tone. Dark to				
	44100	24	2	0:06
	44100	24	2	0:06
	44100	24	2	0.06
	44100	24	2	0:13
				0:07
				0:06
				0:06
An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. Low fizzing timbre.	44100	24	2	0:08
An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. Low sizzling timbre.	44100	24	2	0:13
An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. Low sizzling timbre.	44100	24	2	0:13
An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. Low sizzling timbre.	44100	24	2	0:19
An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. Low sizzling timbre.	44100	24	2	0:07
An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. Low sizzling timbre.	44100	24	2	0:07
An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. Low sizzling timbre.	44100	24	2	0:08
An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. High sizzling timbre.	44100	24	2	0:13
An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. Low, thin timbre.	44100	24	2	0:12
An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. Low, thin timbre.	44100	24	2	0:13
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1				
thin timbre.	44100	24	2	0:14
An artificial sci-fi abstract spaceship vehicle flying past with an ascending tone. High fizzing timbre.	44100	24	2	0:13
An artificial sci-fi abstract spaceship vehicle flying past with an ascending tone. Low fizzing timbre.	44100	24	2	0:11
An artificial sci-fi abstract spaceship vehicle flying past with an ascending tone. Low, slow fizzing				
timbre.	44100	24	2	0:37
Aggressively stabbing a wet cabbage vegetable with a small metal knife for a fleshy, piercing stab and	44100	24	2	0:01
	crackling timbre. An artificial sci-fi abstract spaceship vehicle flying past with an ascending tone. Moderate timbre. An artificial sci-fi abstract spaceship vehicle flying past with an ascending then descending tone. Bright fizzling timbre. An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. Moderate timbre. An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. Moderate timbre. An artificial sci-fi abstract spaceship vehicle flying past with a descending then ascending tone. Sparkling, fizzing timbre. An artificial sci-fi abstract spaceship vehicle flying past with a descending and ascending tone. Sparkling, fizzing timbre. An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. Sparkling, fizzing timbre. An artificial sci-fi abstract spaceship vehicle flying past with a descending and ascending tone. Sparkling, fizzing timbre. An artificial sci-fi abstract spaceship vehicle flying past with a descending and ascending tone. Dark to bright timbre. An artificial sci-fi abstract spaceship vehicle flying past with a descending and ascending tone. Bright to dark timbre. An artificial sci-fi abstract spaceship vehicle flying past with a descending and ascending tone. Changing timbre. An artificial sci-fi abstract spaceship vehicle flying past with a descending and ascending tone. Changing timbre. An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. Spitting timbre. An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. Low timbre. An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. Low sizzing timbre. An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. Low sizzing timbre. An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. Low sizzing timbre. 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Low sizzing timbre. 44100 An artificial sci-fl abstract spaceship vehicle flying past with a descending tone. Low sizzing timbre. 44100 An artificial sci-fl abstract spaceship vehicle flying past with a descending tone. Low sizzing ti	An artificial sci-fi abstract spaceship vehicle flying past with an ascending tone. Moderate timbre. An artificial sci-fi abstract spaceship vehicle flying past with an ascending tone. Bright fizzing timbre. An artificial sci-fi abstract spaceship vehicle flying past with an ascending tone. Moderate timbre. An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. Moderate timbre. An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. Moderate timbre. An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. Sparkling, fizzing timbre. An artificial sci-fi abstract spaceship vehicle flying past with a descending and ascending tone. Sparkling, fizzing timbre. 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An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. Low timbre. An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. Low timbre. An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. Low timbre. An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. Low timbre. An artificial sci-fi abstract spaceship vehicle flying past

Stabbing_Lettuce_Metal-Knife_02.wav	Aggressively stabbing a wet cabbage vegetable with a small metal knife for a fleshy, piercing stab and cutting.	44100	24	2	0:01
	Aggressively stabbing a wet cabbage vegetable with a small metal knife for a fleshy, piercing stab and				
Stabbing_Lettuce_Metal-Knife_03.wav	cutting.	44100	24	2	0:01
	Aggressively stabbing a wet cabbage vegetable with a small metal knife for a fleshy, piercing stab and	44400	2.4	2	0.04
Stabbing_Lettuce_Metal-Knife_04.wav	cutting.	44100	24	2	0:01
Stabbing_Lettuce_Metal-Knife_05.wav	Aggressively stabbing a wet cabbage vegetable with a small metal knife for a fleshy, piercing stab and cutting.	44100	24	2	0:01
Stabbing_Lettuce_ivietai-knine_os.wav	Aggressively stabbing a wet cabbage vegetable with a small metal knife for a fleshy, piercing stab and	44100	27		0.01
Stabbing_Lettuce_Metal-Knife_06.wav	cutting.	44100	24	2	0:01
	Aggressively stabbing a wet cabbage vegetable with a small metal knife for a fleshy, piercing stab and				
Stabbing_Lettuce_Metal-Knife_07.wav	cutting.	44100	24	2	0:01
	Aggressively stabbing a wet cabbage vegetable with a small metal knife for a fleshy, piercing stab and				
Stabbing_Lettuce_Metal-Knife_08.wav	cutting.	44100	24	2	0:01
	Aggressively stabbing a wet cabbage vegetable with a small metal knife for a fleshy, piercing stab and				
Stabbing_Lettuce_Metal-Knife_09.wav	cutting.	44100	24	2	0:01
	Aggressively stabbing a wet cabbage vegetable with a small metal knife for a fleshy, piercing stab and				
Stabbing_Lettuce_Metal-Knife_10.wav	cutting.	44100	24	2	0:01
	Aggressively stabbing a wet cabbage vegetable with a small metal knife and pulling it out immediately	44100	2.4	2	0.01
Stabbing_Lettuce_Metal-Knife_Double_01.wav	for a double fleshy, piercing stab and cutting.	44100	24	2	0:01
Stabbing Lattuce Motal Knife Double 02 way	Aggressively stabbing a wet cabbage vegetable with a small metal knife and pulling it out immediately for a double fleshy, piercing stab and cutting.	44100	24	2	0:01
Stabbing_Lettuce_Metal-Knife_Double_02.wav	Aggressively stabbing a wet cabbage vegetable with a small metal knife and pulling it out immediately	44100	24	2	0.01
Stabbing_Lettuce_Metal-Knife_Double_03.wav	for a double fleshy, piercing stab and cutting.	44100	24	2	0:01
Stabbling_Lettatee_Wetai Milite_Double_05.wav	Aggressively stabbing a wet cabbage vegetable with a small metal knife and pulling it out immediately	11100	21		0.01
Stabbing_Lettuce_Metal-Knife_Double_04.wav	for a double fleshy, piercing stab and cutting.	44100	24	2	0:01
 	Aggressively stabbing a wet cabbage vegetable with a small metal knife and pulling it out immediately				
Stabbing_Lettuce_Metal-Knife_Double_05.wav	for a double fleshy, piercing stab and cutting.	44100	24	2	0:01
	Aggressively stabbing a wet cabbage vegetable with a small metal knife and pulling it out immediately				
Stabbing_Lettuce_Metal-Knife_Double_06.wav	for a double fleshy, piercing stab and cutting.	44100	24	2	0:01
	Aggressively stabbing a wet cabbage vegetable with a small metal knife and pulling it out immediately			_	
Stabbing_Lettuce_Metal-Knife_Double_07.wav	for a double fleshy, piercing stab and cutting.	44100	24	2	0:01
	Aggressively stabbing a wet cabbage vegetable with a small metal knife and pulling it out immediately	44400	2.4		0.04
Stabbing_Lettuce_Metal-Knife_Double_08.wav	for a double fleshy, piercing stab and cutting.	44100	24	2	0:01
Stabbing Lattuce Motal Knife Double 00 way	Aggressively stabbing a wet cabbage vegetable with a small metal knife and pulling it out immediately for a double fleshy, piercing stab and cutting.	44100	24	2	0:01
Stabbing_Lettuce_Metal-Knife_Double_09.wav	Aggressively stabbing a wet cabbage vegetable with a small metal knife and pulling it out immediately	44100	24	2	0.01
Stabbing_Lettuce_Metal-Knife_Double_10.wav	for a double fleshy, piercing stab and cutting.	44100	24	2	0:01
Stabbling_Lettace_Wetai Milie_Boable_10.wav	Striking a metallic 4" triangle instrument with a metal beater and left to resonate and decay naturally	11100	21		0.01
Triangle_4-Inch_Metal_01.wav	for a bright, piercing hit.	44100	16	2	0:09
	Striking a metallic 8" triangle instrument with a metal beater and left to resonate and decay naturally		-		
Triangle_8-Inch_Metal_01.wav	for a bright, piercing hit.	44100	16	2	0:10
Twisting_Metal-Knife_Lettuce_01.wav	Twisting a small metal knife in a wet cabbage vegetable for a twisted, fleshy scraping.	44100	24	2	0:02
Twisting_Metal-Knife_Lettuce_02.wav	Twisting a small metal knife in a wet cabbage vegetable for a twisted, fleshy scraping.	44100	24	2	0:01
Twisting_Metal-Knife_Lettuce_03.wav	Twisting a small metal knife in a wet cabbage vegetable for a twisted, fleshy scraping.	44100	24	2	0:01
	A synthesized user interface confirmation button with a bright, piercing, shining, twinkling timbre. An				
UI_Confirmation_Alert_A01.wav	ascending arpeggiated chord.	44100	24	2	0:02

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UI_Confirmation_Alert_A02.wav	A synthesized user interface confirmation button with a bright, piercing, shining, twinkling timbre. A fifth jump.	44100	24	2	0:02
	A synthesized user interface confirmation button with a bright, piercing, shining, twinkling timbre. A			_	
UI_Confirmation_Alert_A03.wav	fifth jump.	44100	24	2	0:02
	A synthesized user interface confirmation button with a bright, piercing, shining, twinkling timbre. An				
UI_Confirmation_Alert_A04.wav	ascending arpeggiated chord.	44100	24	2	0:02
	A synthesized user interface confirmation button with a bright, piercing, shining, twinkling timbre. An				
UI_Confirmation_Alert_A05.wav	ascending arpeggiated chord.	44100	24	2	0:02
	A synthesized user interface confirmation button with a bright, piercing, shining, twinkling timbre. A				
UI_Confirmation_Alert_A06.wav	descending arpeggiated chord.	44100	24	2	0:01
	A synthesized user interface confirmation button with a bright, piercing, shining, twinkling timbre. An				
UI_Confirmation_Alert_A07.wav	ascending arpeggiated chord.	44100	24	2	0:01
	A synthesized user interface confirmation button with a bright, piercing, shining, twinkling timbre. A				
UI_Confirmation_Alert_A08.wav	seventh jump.	44100	24	2	0:01
	A synthesized user interface confirmation button with a bright, piercing, shining, twinkling timbre. A				
UI_Confirmation_Alert_A09.wav	seventh jump.	44100	24	2	0:01
	A synthesized user interface confirmation button with a bright, piercing, shining, twinkling timbre. A				
UI_Confirmation_Alert_A10.wav	seventh jump.	44100	24	2	0:01
	A synthesized user interface confirmation button with a bright, piercing, shining, twinkling timbre. An				
UI_Confirmation_Alert_A11.wav	ascending arpeggiated chord.	44100	24	2	0:01
	A synthesized user interface confirmation button with a bright, piercing, shining, twinkling timbre. An				
UI_Confirmation_Alert_A12.wav	ascending arpeggiated chord.	44100	24	2	0:01
	A synthesized user interface confirmation button with a bright, piercing, shining, twinkling timbre. An				
UI_Confirmation_Alert_A13.wav	ascending arpeggiated chord.	44100	24	2	0:01
	A synthesized user interface confirmation button with a bright, piercing, shining, twinkling timbre. An				
UI_Confirmation_Alert_A14.wav	ascending arpeggiated chord.	44100	24	2	0:01
	A synthesized user interface confirmation button with a bright, piercing, shining, twinkling timbre. An				
UI_Confirmation_Alert_A15.wav	ascending arpeggiated chord.	44100	24	2	0:01
	A synthesized user interface confirmation button with a low, bubbling, popping timbre. An octave				
UI_Confirmation_Alert_B01.wav	jump.	44100	24	2	0:03
	A synthesized user interface confirmation button with a low, bubbling, popping timbre. An octave				
UI_Confirmation_Alert_B02.wav	jump.	44100	24	2	0:03
	A synthesized user interface confirmation button with a low, bubbling, popping timbre. An octave				
UI_Confirmation_Alert_B03.wav	jump.	44100	24	2	0:03
	A synthesized user interface confirmation button with a low, bubbling, popping timbre. An octave				
UI_Confirmation_Alert_B04.wav	jump.	44100	24	2	0:03
	A synthesized user interface confirmation button with a low, bubbling, popping timbre. An octave				
UI_Confirmation_Alert_B05.wav	jump.	44100	24	2	0:03
	A synthesized user interface confirmation button with a low, bubbling, popping timbre. An ascending				
UI_Confirmation_Alert_B06.wav	arpeggiated chord.	44100	24	2	0:03
	A synthesized user interface confirmation button with a low, bubbling, popping timbre. An ascending				
UI_Confirmation_Alert_B07.wav	arpeggiated chord.	44100	24	2	0:03
	A synthesized user interface confirmation button with a low, bubbling, popping timbre. An ascending				
UI_Confirmation_Alert_B08.wav	arpeggiated chord.	44100	24	2	0:02
	A synthesized user interface confirmation button with a low, bubbling, popping timbre. An ascending				
UI_Confirmation_Alert_B09.wav	arpeggiated chord.	44100	24	2	0:02
	A synthesized user interface confirmation button with a low, bubbling, popping timbre. An ascending				
UI_Confirmation_Alert_B10.wav	arpeggiated chord.	44100	24	2	0:02

	_				
UI_Confirmation_Alert_B11.wav	A synthesized user interface confirmation button with a low, bubbling, popping timbre. An ascending arpeggiated chord.	44100	24	2	0:03
<u> </u>	A synthesized user interface confirmation button with a low, bubbling, popping timbre. An ascending			_	0.00
UI_Confirmation_Alert_B12.wav	arpeggiated chord.	44100	24	2	0:03
	A synthesized user interface confirmation button with a low, bubbling, popping timbre. An ascending				
JI_Confirmation_Alert_B13.wav	arpeggiated chord.	44100	24	2	0:02
	A synthesized user interface confirmation button with a low, bubbling, popping timbre. An ascending				
UI_Confirmation_Alert_B14.wav	arpeggiated chord.	44100	24	2	0:02
	A synthesized user interface confirmation button with a low, bubbling, popping timbre. An ascending				
JI_Confirmation_Alert_B15.wav	arpeggiated chord.	44100	24	2	0:02
	A synthesized user interface confirmation button with a bright, soft, shining, twinkling timbre. An				
UI_Confirmation_Alert_C01.wav	ascending arpeggiated chord.	44100	24	2	0:02
	A synthesized user interface confirmation button with a bright, soft, shining, twinkling timbre. An				
UI_Confirmation_Alert_C02.wav	ascending arpeggiated chord.	44100	24	2	0:02
	A synthesized user interface confirmation button with a bright, soft, shining, twinkling timbre. An				
UI_Confirmation_Alert_C03.wav	ascending arpeggiated chord.	44100	24	2	0:02
	A synthesized user interface confirmation button with a bright, soft, shining, twinkling timbre. An				
UI_Confirmation_Alert_C04.wav	ascending arpeggiated chord.	44100	24	2	0:02
	A synthesized user interface confirmation button with a bright, soft, shining, twinkling timbre. Two				
UI_Confirmation_Alert_C05.wav	chords.	44100	24	2	0:02
	A synthesized user interface confirmation button with a bright, soft, shining, twinkling timbre. Two				
UI_Confirmation_Alert_C06.wav	chords.	44100	24	2	0:02
	A synthesized user interface confirmation button with a bright, soft, shining, twinkling timbre. An				
UI_Confirmation_Alert_C07.wav	ascending arpeggiated chord.	44100	24	2	0:02
	A synthesized user interface confirmation button with a bright, soft, shining, twinkling timbre. A				
UI_Confirmation_Alert_C08.wav	seventh jump.	44100	24	2	0:02
	A synthesized user interface confirmation button with a bright, soft, shining, twinkling timbre. A				
UI_Confirmation_Alert_C09.wav	seventh chord.	44100	24	2	0:02
	A synthesized user interface confirmation button with a bright, soft, shining, twinkling timbre. A				
UI_Confirmation_Alert_C10.wav	seventh chord.	44100	24	2	0:02
	A synthesized user interface confirmation button with a bright, soft, shining, twinkling timbre. An				
UI_Confirmation_Alert_C11.wav	ascending arpeggiated chord.	44100	24	2	0:02
	A synthesized user interface confirmation button with a bright, soft, shining, twinkling timbre. An				
UI_Confirmation_Alert_C12.wav	descending arpeggiated chord.	44100	24	2	0:02
	A synthesized user interface confirmation button with a bright, soft, shining, twinkling timbre. Two				
UI_Confirmation_Alert_C13.wav	chords.	44100	24	2	0:02
	A synthesized user interface confirmation button with a bright, soft, shining, twinkling timbre. Three				
UI_Confirmation_Alert_C14.wav	chords.	44100	24	2	0:02
	A synthesized user interface confirmation button with a bright, soft, shining, twinkling timbre. Three				
UI Confirmation Alert C15.wav	ascending chords.	44100	24	2	0:02
	A synthesized UI text scrolling for a dialogue scroll on screen for a character. A bright, high, twinkling				
UI_Text_Scroll_01_LOOP.wav	and stuttering. Seamless looping.	44100	24	2	0:02
	An artificial vehicle engine idling made with a synthesizer, suitable for 8-bit sci-fi electrical vehicles.				
Vehicle_8-bit_Engine_Idling_01_LOOP.wav	Seamless looping.	44100	16	2	0:02
Vehicle Motorbike Artificial Engine Idling 01.wav	An artificial motorbike engine idling with a stuttering tremolo at a deep pitch.	44100	24	2	0:18
	A short electronic washing machine cycle as it is activated, rotates clothes around in water, before				
Washing_Machine_01.wav	stopping itself with a click.	44100	24	2	0:21
<u> </u>	The beginning of an electronic washing machine cycle as it slowly rotates at an accelerating speed				1
	Title beginning of an electronic washing indchine cycle as it slowly rotates at an accelerating speed				

Washing_Machine_Idling_01_LOOP.wav	A washing machine during a rhythmic cycle of rotations while washing clothes. Seamless looping.	44100	24	2	0:30
Washing_Machine_Idling_02_LOOP.wav	A washing machine during a rhythmic cycle of rotations while washing clothes. Seamless looping.	44100	24	2	0:30
Washing_Machine_Idling_03_LOOP.wav	A washing machine during a circular cycle of rotations while washing clothes. Seamless looping.	44100	24	2	0:11
Wind_Chimes_Multi_01.wav	Multiple metallic wind chimes being struck against each other in a small shop. Twinkling and sparkling with bright, mystical tones.	44100	16	2	0:26
Woodpecker_Distant_01.wav	A distant woodpecker bird hammering with its beak into a wooden tree.	44100	24	2	0:01
Writing_Pencil_Close_01.wav	Writing rapidly and randomly on paper with a lead pencil. Roughly 10 centimeters from the recorder.	44100	24	2	0:13

SOUND LIST – "44.1 GENERAL LIBRARY (VOLUME II)" – INSPECTORJ

Filename	Description	SampleRate	BitDepth	Channels	Duration
Ambience_Creepy_Wind_01.wav	An artificial, unnerving and scary wind. Combining several toy train whistle sounds with strong reverb.	44100	24	2	00:33
	Background ambience of a large, deep, scary, abyss with mystery, an unseen horror, and unsettling				
Ambience_Deep-Abyss_01.wav	feeling. A very slowed down sound with extensive reverberation and stereo space.	44100	24	2	01:30
	Background ambience of a large, deep, scary, abyss with mystery, an unseen horror, and unsettling	44400	2.4	_	04.40
Ambience_Deep-Abyss_02.wav	feeling. A very slowed down sound with extensive reverberation and stereo space.	44100	24	2	01:10
	Background ambience of a large, deep, scary, abyss with mystery, an unseen horror, and unsettling	44100	24	2	01.26
Ambience_Deep-Abyss_03.wav	feeling. A very slowed down sound with extensive reverberation and stereo space.	44100	24	2	01:36
Auchienes Deer Abuse 04 uses	Background ambience of a large, deep, scary, abyss with mystery, an unseen horror, and unsettling	44100	24	2	01:27
Ambience_Deep-Abyss_04.wav	feeling. A very slowed down sound with extensive reverberation and stereo space.	44100	27		01.27
Ambience_Deep-Abyss_05.wav	Background ambience of a large, deep, scary, abyss with mystery, an unseen horror, and unsettling feeling. A very slowed down sound with extensive reverberation and stereo space.	44100	24	2	00:30
Alliblefice_beep-Abyss_03.wav	Background ambience of light hail rainstorm from the inside of a house hitting a glass window skylight.	11200		_	00.00
Ambience Hail Light Interior 01 LOOP.wav	Seamless looping.	44100	24	2	00:41
/#####################################	Background ambience of light hail rainstorm from the inside of a house hitting a glass window skylight.				
Ambience Hail Light Interior 02 LOOP.wav	Seamless looping.	44100	24	2	00:41
	Background ambience of light hail rainstorm from the inside of a house hitting a glass window skylight.				
Ambience_Hail_Light_Interior_03_LOOP.wav	Seamless looping.	44100	24	2	00:41
	Background ambience of busy London Waterloo train station. Many people talking, chatting, and				
Ambience_London-Waterloo_Train-Station_01_LOOP.wav	walking around. Periodic public service train announcement and whistle. Seamless looping.	44100	24	2	01:01
ambience_London-Waterloo_Train-Station_02_LOOP.wav	Background ambience of busy London Waterloo train station. Many people talking, chatting, and			_	
	walking around. Periodic public service train announcement and whistle. Seamless looping.	44100	24	2	01:01
	Background ambience of busy London Waterloo train station. Many people talking, chatting, and	44400	24		00.44
Ambience_London-Waterloo_Train-Station_03_LOOP.wav	walking around. Seamless looping.	44100	24	2	00:41
	Background ambience of busy London Waterloo train station. Many people talking, chatting, and	44100	24	2	00:41
Ambience_London-Waterloo_Train-Station_04_LOOP.wav	walking around. A distant steam hiss and suitcase passing. Seamless looping.	44100	24		00.41
Authors Landay Waterland Train Challes OF LOOP	Background ambience of busy London Waterloo train station. Many people talking, chatting, and	44100	24	2	00:41
Ambience_London-Waterloo_Train-Station_05_LOOP.wav	walking around. A distant whistle and public service train announcement. Seamless looping.	44100	24	2	00.41
Ambience Rain-on-Windows Exterior 01 LOOP.wav	Ambience of light rainfall out of a glass skylight window, with sounds of the rain hitting both the window and the exterior background of outside. Seamless looping.	44100	24	2	00:15
	willdow and the exterior background of outside. Seamless looping.				
Ambience_Rain-on-Windows_Interior_01_LOOP.wav	Ambience of light rainfall hitting a glass skylight window from the inside of a house. Seamless looping.	44100	16	2	00:30
Ambience_Rain-on-Windows_Interior_02_LOOP.wav	Ambience of light rainfall hitting a glass skylight window from the inside of a house. Seamless looping.	44100	16	2	00:30
Ambience Rain-on-Windows Interior 03 LOOP.wav	Ambience of light rainfall hitting a glass skylight window from the inside of a house. Seamless looping.	44100	24	2	00:57
	Ambience from the inside of a car during a rainstorm, with rain hitting both the metal roof and glass				
Ambience_Rain_Car_Interior_01.wav	windshield. Sounds of the car engine also dominant.	44100	24	2	00:37
	Ambience from the inside of a car during a rainstorm, with rain hitting both the metal roof and glass				
Ambience_Rain_Car_Interior_02_LOOP.wav	windshield. Sounds of the car engine also dominant. Seamless looping.	44100	24	2	00:30
	Background ambience of a heavy rainstorm in England. Heavy dripping, splashes and wet, watery				
Ambience_Rain_Heavy_01_LOOP.wav	sounds. Seamless looping.	44100	24	2	00:16
	Background ambience of a heavy rainstorm in England. Heavy dripping, splashes and wet, watery	44100	1.0		00.55
Ambience_Rain_Heavy_02_LOOP.wav	sounds. Seamless looping.	44100	16	2	00:55
	Background ambience of a light rainstorm in England. Small dripping, splashes and birdsong. Seamless	44100	24	2	01:01
Ambience_Rain_Light_01_LOOP.wav	looping.			2	
Ambience_Rain_Light_02_LOOP.wav	Background ambience of a light rainstorm in England. Small dripping and splashes. Seamless looping.	44100	24	2	00:40

Ambience Rain_Moderate_01_LOOP.wav	Background ambience of a moderate rainstorm in England. Moderate dripping, splashes and water. Seamless looping.	44100	16	2	00:27
	Background ambience of a moderate rainstorm in England. Moderate dripping, splashes and water.				
Ambience_Rain_Moderate_02_LOOP.wav	Seamless looping.	44100	16	2	00:26
	Background ambience of a moderate rainstorm in England. Moderate dripping, splashes and water.			_	
Ambience_Rain_Moderate_03_LOOP.wav	Seamless looping.	44100	16	2	00:41
	Background ambience of a moderate rainstorm in England. Moderate dripping, splashes and water.	44400	1.0	_	00.44
Ambience_Rain_Moderate_04_LOOP.wav	Seamless looping.	44100	16	2	00:41
	Background ambience of a moderate rainstorm in England. Moderate dripping, splashes and water.	44100	24	2	00:14
Ambience_Rain_Moderate_05_LOOP.wav	Seamless looping.	44100	24		00.14
Ambienes Dein Mederate Interior 01 LOOD way	Ambience of moderate rainfall from the interior of a metal RV about 1 meter from the roof. Seamless	44100	24	2	01:01
Ambience_Rain_Moderate_Interior_01_LOOP.wav	looping.	44100	27		01.01
Ambience_Rain_Moderate_Interior_02_LOOP.wav	Ambience of moderate rainfall from the interior of a metal RV about 10 cm from the roof. Seamless looping.	44100	24	2	01:17
Ambience_kain_ivioderate_interior_02_LOOP.wav	Ambience of moderate rainfall onto a nylon covered umbrella brolly. Bright dripping onto fabric.	11100		_	01.17
Ambience_Rain_Umbrella_01_LOOP.wav	Seamless looping.	44100	24	2	00:26
Ambience_kain_ombrena_o1_toop.wav	Background ambience of close seaside waves. A lot of water splashing, breaking waves on the shore,				
Ambience_Seaside_Waves_Close_01_LOOP.wav	bubble hissing. Slight wind. About 1 meter from the waves. Seamless looping.	44100	24	2	01:01
ambienee_Jeaside_vvaves_close_o1_toor.wav	Background ambience of close seaside waves. A lot of water splashing, breaking waves on the shore,				
Ambience_Seaside_Waves_Close_02_LOOP.wav	bubble hissing. Slight wind. About 1 meter from the waves. Seamless looping.	44100	24	2	01:01
	Background ambience of close seaside waves. A lot of water splashing, breaking waves on the shore,				
Ambience_Seaside_Waves_Close_03_LOOP.wav	bubble hissing, distant seagull. Slight wind. About 1 meter from the waves. Seamless looping.	44100	24	2	01:00
	Background ambience of very close seaside waves. A lot of water splashing, breaking waves on the				
Ambience_Seaside_Waves_Very-Close_01_LOOP.wav	shore, bubble hissing. Slight wind. About 0.5 meters from the waves. Seamless looping.	44100	24	2	01:01
	An artificial background ambience for a disgusting, underground, pipe-laden sewer filled with running			_	
Ambience_Sewer_Soundscape_01_LOOP.wav	dirty water, murky flowing, leaking pipes with dripping, and slight reverberation. Seamless looping.	44100	24	2	00:56
	Ambience of a slow, pulsating, synthesized siren wobbling around randomly and gradually as if a				
Ambience_Siren_Synthesized_01.wav	distant alarm.	44100	24	2	00:37
	Ambience of a slow, pulsating, synthesized siren wobbling around randomly and gradually as if a	44100	24	_	00.24
Ambience_Siren_Synthesized_02.wav	distant alarm.	44100	24	2	00:34
	Ambience of a slow, high, pulsating, synthesized siren wobbling around randomly and gradually as if an	44100	24	2	00:54
Ambience_Siren_Synthesized_03.wav	alarm.	44100	24		00.54
Auchteres Charles Could actual Office	Ambience of a slow, pulsating, synthesized siren wobbling around randomly and gradually as if a	44100	24	2	00:13
Ambience_Siren_Synthesized_04.wav	distant alarm.	44100	27		00.13
Ambience_Spaceship_Interior_1_LOOP.wav	Background ambience of an artificial sci-fi spaceship interior cabin. A low rumbling of the engines as heard from inside the spacecraft. Seamless looping.	44100	24	2	00:21
Ambience_spaceship_interior_1_toor.wav	Ambience of a collection of metallic wind chimes twinkling and sparkling together with added reverb. A			_	00.22
Ambience_Wind_Chimes_Twinkling_Sparkling_01.wav	magical, mystical background.	44100	16	2	02:07
Ambience_wind_enines_rwinking_sparking_o1.wav	Ambience of a collection of metallic wind chimes twinkling and sparkling together with added reverb. A			_	
Ambience_Wind_Chimes_Twinkling_Sparkling_02.wav	magical, mystical background.	44100	24	2	00:30
78_018_018_078_028_02	A large audience of people clapping and cheering at the end of an informal orchestral music				
Applause_Clapping_Cheering_Moderate_Crowd_Close_01.wav	performance.	44100	24	2	00:27
11 2 11 02 02 2 2 2	A large audience of people clapping and cheering at the end of an informal orchestral music				
Applause_Clapping_Cheering_Moderate_Crowd_Close_02.wav	performance. Some bashing of hollow wooden objects in added excitement.	44100	24	2	00:12
	A large audience of people clapping and loud cheering at the end of an informal orchestral music				
Applause_Clapping_Cheering_Moderate_Crowd_Close_03.wav	performance.	44100	24	2	00:07
Applause Clapping Cheering Small Crowd 01.wav	A moderate audience of people clapping and cheering in a church at the end of a musical performance.	44100	24	2	00:09
FF	A large audience of people clapping at the end of an informal orchestral rehearsal. Some mild vocal				1
Applause_Clapping_Moderate_Crowd_Close_01.wav	chatter and instrument noise.	44100	24	2	00:12

Bamboo_Chimes_01.wav	A large set of dry wooden bamboo chimes being struck in a shop. Slight metallic wind chimes and human chatter in the background.	44100	24	2	00:56
Bell_Metal_Candle-Damper_01.wav	A ding, ring, bright metallic bell sound by striking a candle damper with a metal mallet.	44100	24	2	00:06
Bell_Metal_Candle-Damper_02.wav	A ding, ring, bright metallic bell sound by striking a candle damper with a metal mallet.	44100	24	2	00:06
Book Page_Flipping_Multi_01.wav	A single, fast, quick page flip through multiple dry pages of a moderately sized book.	44100	24	2	00:01
Book_Page_Flipping_Single_Left-to-Right_01.wav	A single page flip of paper from left to right on a dry page of a moderately sized book.	44100	16	2	00:02
Book_Page_Flipping_Single_Left-to-Right_02.wav	A single page flip of paper from left to right on a dry page of a moderately sized book.	44100	16	2	00:02
Book_Page_Flipping_Single_Left-to-Right_03.wav	A single page flip of paper from left to right on a dry page of a moderately sized book.	44100	16	2	00:02
Book_Page_Flipping_Single_Left-to-Right_04.wav	A single page flip of paper from left to right on a dry page of a moderately sized book.	44100	16	2	00:02
Book_Page_Flipping_Single_Left-to-Right_05.wav	A single page flip of paper from left to right on a dry page of a moderately sized book.	44100	16	2	00:02
Bottle_Carbonated_Opening_Fizzle_01.wav	Opening a plastic carbonated soft drink bottle with its gaseous, sizzling, fizzing on being opened.	44100	24	2	00:01
Bottle_Carbonated_Opening_Fizzle_02.wav	Opening a plastic carbonated soft drink bottle with its gaseous, sizzling, fizzing on being opened.	44100	24	2	00:01
Bottle_Carbonated_Opening_Fizzle_03.wav	Opening a plastic carbonated soft drink bottle with its gaseous, sizzling, fizzing on being opened.	44100	16	2	00:01
Bow_Shot_Artificial_01.wav	A single artificial shooting, firing of a wooden bow. Created with rubber bands, a wooden ruler, and a male mouth.	44100	16	2	00:01
Bow_Shot_Artificial_02.wav	A single artificial shooting, firing of a wooden bow. Created with rubber bands, a wooden ruler, and a male mouth.	44100	16	2	00:01
Bow_Shot_Artificial_03.wav	A single artificial shooting, firing of a wooden bow. Created with rubber bands, a wooden ruler, and a male mouth.	44100	16	2	00:01
Bow_Shot_Artificial_04.wav	A single artificial shooting, firing of a wooden bow. Created with rubber bands, a wooden ruler, and a male mouth.	44100	16	2	00:01
Bubbling_Thick-Paste_Large_01.wav	Blowing air bubbles into a thick, sludgy, liquid paste of sour cream.	44100	24	2	00:14
Bubbling_Water_Large_Short_01.wav	Blowing deep air bubbles submerged in a large swimming pool, rising and bursting on the surface.	44100	24	2	00:07
Bubbling_Water_Large_Short_02.wav	Blowing deep air bubbles submerged in a large swimming pool, rising and bursting on the surface.	44100	24	2	00:06
Bubbling_Water_Large_Short_03.wav	Blowing deep air bubbles submerged in a large swimming pool, rising and bursting on the surface.	44100	24	2	00:09
Bubbling_Water_Large_Short_04.wav	Blowing deep air bubbles submerged in a large swimming pool, rising and bursting on the surface.	44100	24	2	00:09
Bubbling_Water_Large_Short_05.wav	Blowing deep air bubbles submerged in a large swimming pool, rising and bursting on the surface.	44100	24	2	00:10
Bubbling_Water_Large_Short_06.wav	Blowing deep air bubbles submerged in a large swimming pool, rising and bursting on the surface.	44100	24	2	00:10
Bubbling_Water_Large_Short_07.wav	Blowing deep air bubbles submerged in a large swimming pool, rising and bursting on the surface.	44100	24	2	00:09
Burp_Male_Short_01.wav	A short burping, gaseous mouth sound from a man.	44100	24	2	00:02
Bus_Air-Brake_Artificial_01.wav	An artificial large vehicle air brake hissing sound created with plastic bags and a male mouth.	44100	16	2	00:02
Buzzing_Electric-Lamp_01_LOOP.wav	A small electric lamp light buzzing with electricity. Seamless looping.	44100	24	2	00:03
Camera_2003_Flash_Fall_01.wav	Lowering the flash of a 2003 Sony camera.	44100	24	2	00:01
Camera_2003_Flash_Lift_01.wav	Raising the flash of a 2003 Sony camera with an automated mechanical lift.	44100	24	2	00:01
Camera_2003_Flash_Lift_02.wav	Raising the flash of a 2003 Sony camera with an automated mechanical lift.	44100	24	2	00:01
Camera_D3300_Flash_Fall_01.wav	Lowering the flash of a Nikon D3300 DSLR camera with a locking click.	44100	16	2	00:01
Camera_D3300_Flash_Fall_02.wav	Lowering the flash of a Nikon D3300 DSLR camera with a locking click.	44100	16	2	00:01

Camera_D3300_Flash_Lift_01.wav	Raising the flash of a Nikon D3300 DSLR camera with a flicking, unlocking, plastic click.	44100	16	2	00:01
Camera_D3300_Flash_Lift_02.wav	Raising the flash of a Nikon D3300 DSLR camera with a flicking, unlocking, plastic click.	44100	16	2	00:01
Camera_D3300_Flash_Lift_03.wav	Raising the flash of a Nikon D3300 DSLR camera with a flicking, unlocking, plastic click.	44100	16	2	00:01
Camera_D3300_Flash_Lift_04.wav	Raising the flash of a Nikon D3300 DSLR camera with a flicking, unlocking, plastic click.	44100	16	2	00:01
Camera_D3300_Flash_Lift_05.wav	Raising the flash of a Nikon D3300 DSLR camera with a flicking, unlocking, plastic click.	44100	16	2	00:01
Camera_D3300_Flash_Lift_06.wav	Raising the flash of a Nikon D3300 DSLR camera with a flicking, unlocking, plastic click.	44100	16	2	00:01
Camera_D3300_Shutter_Single_01.wav	Taking a photo on a Nikon D3300 DSLR camera with a quick, fast, shutter click.	44100	16	2	00:01
Camera_D3300_Shutter_Single_02.wav	Taking a photo on a Nikon D3300 DSLR camera with a quick, fast, shutter click.	44100	16	2	00:01
Camera_D3300_Shutter_Single_03.wav	Taking a photo on a Nikon D3300 DSLR camera with a quick, fast, shutter click.	44100	16	2	00:01
Camera_D3300_Shutter_Single_04.wav	Taking a photo on a Nikon D3300 DSLR camera with a quick, fast, shutter click.	44100	16	2	00:01
Camera_D3300_Shutter_Single_05.wav	Taking a photo on a Nikon D3300 DSLR camera with a quick, fast, shutter click.	44100	16	2	00:01
Camera_D3300_Shutter_Single_06.wav	Taking a photo on a Nikon D3300 DSLR camera with a quick, fast, shutter click.	44100	16	2	00:01
Camera_D3300_Shutter_Single_07.wav	Taking a photo on a Nikon D3300 DSLR camera with a quick, fast, shutter click.	44100	16	2	00:01
Camera_D3300_Shutter_Single_08.wav	Taking a photo on a Nikon D3300 DSLR camera with a quick, fast, shutter click.	44100	16	2	00:01
Can_Carbonated_Opening_Fizzle_01.wav	Opening a carbonated soft drink metallic can with a crackling click and release of fizzing gas.	44100	24	2	00:04
Can_Carbonated_Opening_Fizzle_02.wav	Opening a carbonated soft drink metallic can with a crackling click and release of fizzing gas.	44100	24	2	00:12
Can_Carbonated_Opening_Fizzle_03.wav	Opening a carbonated soft drink metallic can with a crackling click and release of fizzing gas.	44100	24	2	00:11
Can_Carbonated_Opening_Fizzle_04.wav	Opening a carbonated soft drink metallic can with a crackling click and release of fizzing gas.	44100	24	2	00:13
Can_Carbonated_Opening_Fizzle_05.wav	Opening a carbonated soft drink metallic can with a crackling click and release of fizzing gas.	44100	24	2	00:12
Chairean Distant 01 was	A single distant chainsaw cutting, chopping tree branches at a distance of around 20 meters. Motor	44100	24	2	00:13
Chainsaw_Distant_01.wav	revving up and down. A single distant chainsaw cutting, chopping tree branches at a distance of around 20 meters. Motor	44100	24		00.13
Chainsaw_Distant_02.wav	revving up and down.	44100	24	2	00:07
Chainsaw_Idling_Close_01_LOOP.wav	A single close chainsaw with its motor engine idling and jumping at a distance of around 5 meters. Seamless looping.	44100	24	2	00:03
	A single distant chainsaw with its motor engine idling at a distance of around 20 meters. Some slight				
Chainsaw_Idling_Distant_01_LOOP.wav	birdsong and cracking of cut wooden branches. Seamless looping. Multiple church bells ringing, tolling after a Sunday morning religious service in England. At a distance	44100	24	2	00:12
Church_Bells_Ringing_Close_01.wav	of roughly 20 meters.	44100	16	2	00:46
	Multiple church bells ringing, tolling after a Sunday morning religious service in England. At a distance	44100	24	2	01:00
Church_Bells_Ringing_Very-Close_01.wav	of roughly 7 meters.	44100	24	2	00:01
Clap_Single_Close_01.wav	A single hand clap with the fleshy palms. At a close distance of 1 meter.	44100			00:01
Clap_Single_Close_02.wav	A single hand clap with the fleshy palms. At a close distance of 1 meter.		24	2	1
Clap_Single_Close_03.wav	A single hand clap with the fleshy palms. At a close distance of 1 meter.	44100	24		00:01
Clap_Single_Close_04.wav	A single hand clap with the fleshy palms. At a close distance of 1 meter.	44100	24	2	00:01
Clap_Single_Close_05.wav	A single hand clap with the fleshy palms. At a close distance of 1 meter. Flipping a single metallic 50 pence small coin from a hand. A bright, quick shimmering shing and twang	44100	24	2	00:01
Coin_Flipping_Single_01.wav	as the metal rotates in the air.	44100	24	2	00:01

	Multiple high-pitched, small creature squeakings and screamings from a robin bird whistling slowed			_	
Creature_Small_Squeaking_01.wav	down.	44100	24	2	00:05
Creature_Small_Squeaking_02.wav	A high-pitched, small creature squeaking and screaming from a robin bird whistling slowed down.	44100	24	2	00:05
Creature_Small_Squeaking_03.wav	A high-pitched, small creature squeaking and screaming from a robin bird whistling slowed down.	44100	24	2	00:06
Creature_Small_Squeaking_04.wav	A high-pitched, small creature squeaking and screaming from a robin bird whistling slowed down.	44100	24	2	00:06
Creature_Small_Squeaking_05.wav	A high-pitched, small creature squeaking and screaming from a robin bird whistling slowed down.	44100	24	2	00:03
Creature_Small_Squeaking_06.wav	A high-pitched, small creature squeaking and screaming from a robin bird whistling slowed down.	44100	24	2	00:08
Creature_Small_Squeaking_07.wav	A high-pitched, small creature squeaking and screaming from a robin bird whistling slowed down.	44100	24	2	00:06
Creature_Small_Squeaking_08.wav	A high-pitched, small creature squeaking and screaming from a robin bird whistling slowed down.	44100	24	2	00:08
Creature_Small_Squeaking_09.wav	A high-pitched, small creature squeaking and screaming from a robin bird whistling slowed down.	44100	24	2	00:04
Creature_Small_Squeaking_10.wav	A high-pitched, small creature squeaking and screaming from a robin bird whistling slowed down.	44100	24	2	00:08
Creature_Small_Squeaking_11.wav	A high-pitched, small creature squeaking and screaming from a robin bird whistling slowed down.	44100	32	2	00:06
Creature_Small_Squeaking_12.wav	A high-pitched, small creature squeaking and screaming from a robin bird whistling slowed down.	44100	32	2	00:06
Creature_Small_Squeaking_13.wav	A high-pitched, small creature squeaking and screaming from a robin bird whistling slowed down.	44100	32	2	00:04
Creature_Small_Squeaking_14.wav	A high-pitched, small creature squeaking and screaming from a robin bird whistling slowed down.	44100	32	2	00:05
Creature_Small_Squeaking_15.wav	A high-pitched, small creature squeaking and screaming from a robin bird whistling slowed down.	44100	32	2	00:05
Creature_Small_Squeaking_16.wav	A high-pitched, small creature squeaking and screaming from a robin bird whistling slowed down.	44100	32	2	00:04
Creature_Small_Squeaking_17.wav	A high-pitched, small creature squeaking and screaming from a robin bird whistling slowed down.	44100	32	2	00:04
Creature_Small_Squeaking_18.wav	A high-pitched, small creature squeaking and screaming from a robin bird whistling slowed down.	44100	32	2	00:07
Creature_Small_Squeaking_19.wav	A high-pitched, small creature squeaking and screaming from a robin bird whistling slowed down.	44100	32	2	00:07
Creature_Small_Squeaking_20.wav	A high-pitched, small creature squeaking and screaming from a robin bird whistling slowed down.	44100	32	2	00:03
Creature_Small_Squeaking_21.wav	A high-pitched, small creature squeaking and screaming from a robin bird whistling slowed down.	44100	32	2	00:09
Dialogue_Male_Creepy_Grunt_Confused_01.wav	A creepy male vocally grunting with puzzled confusion. Pitched down.	44100	24	2	00:01
Dialogue_Male_Creepy_Grunt_Confused_02.wav	A creepy male vocally grunting with puzzled confusion. Pitched down.	44100	24	2	00:02
Dialogue_Male_Creepy_Grunt_Confused_03.wav	A creepy male vocally grunting with puzzled confusion. Pitched down.	44100	24	2	00:02
Dialogue_Male_Creepy_Grunt_Confused_04.wav	A creepy male vocally grunting with puzzled confusion. Pitched down.	44100	24	2	00:01
Dialogue_Male_Creepy_Grunt_Confused_05.wav	A creepy male vocally grunting with puzzled confusion. Pitched down.	44100	24	2	00:02
Dialogue_Male_Creepy_Grunt_General_01.wav	A creepy male vocally grunting generally. Pitched down.	44100	24	2	00:02
Dialogue_Male_Creepy_Grunt_General_02.wav	A creepy male vocally grunting generally. Pitched down.	44100	24	2	00:02
Dialogue_Male_Creepy_Grunt_General_03.wav	A creepy male vocally grunting generally. Pitched down.	44100	24	2	00:02
Dialogue_Male_Creepy_Grunt_General_04.wav	A creepy male vocally grunting generally. Pitched down.	44100	24	2	00:02
Dialogue_Male_Creepy_Grunt_General_05.wav	A creepy male vocally grunting generally. Pitched down.	44100	24	2	00:02
Dialogue_Male_Creepy_Laughing_01.wav	A creepy male vocally laughing in a staggered manner. Pitched down.	44100	24	2	00:02
Dialogue_Male_Creepy_Laughing_02.wav	A creepy male vocally laughing in a staggered manner. Pitched down.	44100	24	2	00:02
Dialogue_Male_Creepy_Laughing_03.wav	A creepy male vocally laughing in a staggered manner. Pitched down.	44100	24	2	00:02

Dialogue_Male_Creepy_Laughing_04.wav	A creepy male vocally laughing in a staggered manner. Pitched down.	44100	24	2	00:02
Dialogue Male Creepy Laughing 05.wav	A creepy male vocally laughing in a staggered manner. Pitched down.	44100	24	2	00:02
Dialogue Male Creepy Loss-Of-Breath 01.wav	A creepy male voice gasping for breath as if choking or unable to breathe. Pitched down.	44100	24	2	00:04
Dialogue Male Creepy Loss-Of-Breath 02.wav	A creepy male voice gasping for breath as if choking or unable to breathe. Pitched down.	44100	24	2	00:02
Dialogue_Male_Creepy_Loss-Of-Breath_03.wav	A creepy male voice gasping for breath as if choking or unable to breathe. Pitched down.	44100	24	2	00:04
Dialogue_Male_Creepy_Loss-Of-Breath_04.wav	A creepy male voice gasping for breath as if choking or unable to breathe. Pitched down.	44100	24	2	00:04
Dialogue_Male_Creepy_Loss-Of-Breath_05.wav	A creepy male voice gasping for breath as if choking or unable to breathe. Pitched down.	44100	24	2	00:05
Dialogue_Male_Creepy_Loss-Of-Breath_Single_01.wav	A creepy male voice quickly gasping for breath as if choking or unable to breathe. Pitched down. A short variation.	44100	24	2	00:01
Dialogue_Male_Creepy_Loss-Of-Breath_Single_02.wav	A creepy male voice quickly gasping for breath as if choking or unable to breathe. Pitched down. A short variation.	44100	24	2	00:01
Dialogue_Male_Creepy_Loss-Of-Breath_Single_03.wav	A creepy male voice quickly gasping for breath as if choking or unable to breathe. Pitched down. A short variation.	44100	24	2	00:01
Dialogue_Male_Creepy_Loss-Of-Breath_Single_04.wav	A creepy male voice quickly gasping for breath as if choking or unable to breathe. Pitched down. A short variation.	44100	24	2	00:01
Dialogue_Male_Creepy_Loss-Of-Breath_Single_05.wav	A creepy male voice quickly gasping for breath as if choking or unable to breathe. Pitched down. A short variation.	44100	24	2	00:01
Dialogue_Male_Creepy_Mumbling_General_01.wav	A creepy male vocally mumbling and grumbling generally, making strange noises. Pitched down.	44100	24	2	00:03
Dialogue_Male_Creepy_Mumbling_General_02.wav	A creepy male vocally mumbling and grumbling generally, making strange noises. Pitched down.	44100	24	2	00:04
Dialogue_Male_Creepy_Mumbling_General_03.wav	A creepy male vocally mumbling and grumbling generally, making strange noises. Pitched down.	44100	24	2	00:04
Dialogue_Male_Creepy_Mumbling_General_04.wav	A creepy male vocally mumbling and grumbling generally, making strange noises. Pitched down.	44100	24	2	00:05
Dialogue_Male_Creepy_Mumbling_General_05.wav	A creepy male vocally mumbling and grumbling generally, making strange noises. Pitched down.	44100	24	2	00:03
Dialogue_Male_Creepy_Pained_Yelp_Loud_01.wav	A creepy male voice shouting loudly in pain as if under attack or being hurt. Pitched down.	44100	24	2	00:02
Dialogue_Male_Creepy_Pained_Yelp_Loud_02.wav	A creepy male voice shouting loudly in pain as if under attack or being hurt. Pitched down.	44100	24	2	00:02
Dialogue_Male_Creepy_Pained_Yelp_Loud_03.wav	A creepy male voice shouting loudly in pain as if under attack or being hurt. Pitched down.	44100	24	2	00:02
Dialogue_Male_Creepy_Pained_Yelp_Loud_04.wav	A creepy male voice shouting loudly in pain as if under attack or being hurt. Pitched down.	44100	24	2	00:02
Dialogue_Male_Creepy_Pained_Yelp_Loud_05.wav	A creepy male voice shouting loudly in pain as if under attack or being hurt. Pitched down.	44100	24	2	00:01
Dialogue_Male_Creepy_Sigh_Disappointed_01.wav	A creepy male voice giving a short sigh of disappointment as if unimpressed. Pitched down.	44100	24	2	00:01
Dialogue_Male_Creepy_Sigh_Disappointed_02.wav	A creepy male voice giving a short sigh of disappointment as if unimpressed. Pitched down.	44100	24	2	00:01
Dialogue_Male_Creepy_Sigh_Disappointed_03.wav	A creepy male voice giving a short sigh of disappointment as if unimpressed. Pitched down.	44100	24	2	00:02
Dialogue_Male_Creepy_Sigh_Disappointed_04.wav	A creepy male voice giving a short sigh of disappointment as if unimpressed. Pitched down.	44100	24	2	00:02
Dialogue_Male_Creepy_Sigh_Disappointed_05.wav	A creepy male voice giving a short sigh of disappointment as if unimpressed. Pitched down.	44100	24	2	00:02
Digging_Hammer_Snow_Single_01.wav	Multiple digs into a thick, icy pile of frozen snow with the claw of a hammer. Small ice chunks scatter with each hit.	44100	24	2	00:04
Digging_Shovel_Snow_Single_01.wav	A single dig into a thin pile of snow with a shovel, scooping up crystal shards of ice.	44100	24	2	00:02
Door_Train_Opening_01.wav	A sliding metal door to a British commuter train opening with a hissing squeak. Sound of the train engine idling and air conditioning within the train carriage.	44100	16	2	00:06
Door_Train_Opening_02.wav	A sliding metal door to a British commuter train opening with a hissing squeak. Sound of the train engine idling and air conditioning within the train carriage.	44100	16	2	00:06

Drain Water Drinning Cutter Blactic 01 LOOP way	Dain water dringing barehly into a plactic gutter following a rainstarm. Complete lagging	44100	24	2	00:35
Drain_Water_Dripping_Gutter_Plastic_01_LOOP.wav	Rain water dripping harshly into a plastic gutter following a rainstorm. Seamless looping. Rain water flowing as a stream into a roadside gully drain to prevent flooding. Watery splashing could	44100	24		00.55
Drain_Water_Roadside_Gully_01_LOOP.wav	also be used as a waterfall or fountain. Seamless looping.	44100	24	2	00:08
Dripping_Water_Multi_01.wav	Several drips of water into a pool from pulling an object out of a swimming pool and rinsing it out.	44100	24	2	00:06
	A long, low droning produced by an active dishwasher during its cleaning cycle. Several harmonics and				
Drone_Dishwasher_01_LOOP.wav	partials with slight watery movement from within. Seamless looping.	44100	24	2	00:12
	A long, low droning produced by an active dishwasher during its cleaning cycle. Several harmonics and	44100	24	,	00.20
Drone_Dishwasher_02_LOOP.wav	partials with slight watery movement from within. Seamless looping.	44100	24	2	00:29
Drone_Dishwasher_Harmonic-Series_01.wav	A dishwasher drone filled entirely with tones and partials from the harmonic series with a fundamental at 100 Hz. Resonates with other tones such as vocal humming.	44100	24	2	00:32
Dione_Dishwasher_Harmonic-Series_O1.wav	Two wooden drumsticks being bashed and hitting one another 4 times to count the introduction of a	11100		_	00.32
Drumsticks_Hit_Intro_01.wav	song.	44100	16	2	00:02
Falling_Comedic_Descending_Long_01.wav	A long synthesized fall as if from a cartoon or comedy. A long, gradual descent from a height.	44100	16	2	00:21
Falling_Comedic_Descending_Long_02.wav	A long synthesized fall as if from a cartoon or comedy. A long, gradual descent from a height.	44100	24	2	00:17
Falling_Comedic_Descending_Short_01.wav	A short synthesized fall as if from a cartoon or comedy. A quick, fast, descent from a height.	44100	24	2	00:04
Falling_Comedic_Descending_Short_02.wav	A short synthesized fall as if from a cartoon or comedy. A quick, fast, descent from a height.	44100	24	2	00:04
Falling_Comedic_Descending_Short_03.wav	A short synthesized fall as if from a cartoon or comedy. A quick, fast, descent from a height.	44100	24	2	00:04
Falling_Comedic_Descending_Short_04.wav	A short synthesized fall as if from a cartoon or comedy. A quick, fast, descent from a height.	44100	24	2	00:04
Falling_Comedic_Descending_Short_05.wav	A short synthesized fall as if from a cartoon or comedy. A quick, fast, descent from a height.	44100	24	2	00:04
Fan_Extractor_Bathroom_01.wav	A bathroom extraction fan for air conditioning and filtering. A smaller fan with a rotary, tremolo esque humming.	44100	24	2	00:19
Fan_Extractor_Bathroom_02.wav	A bathroom extraction fan for air conditioning and filtering. A smaller fan with a rotary, tremolo esque humming.	44100	24	2	00:18
Fan_Extractor_Public_Toilet_01.wav	A larger public toilet extraction fan for air conditioning and filtering. A large fan with a persistent breathy, windy hum and drone.	44100	24	2	00:30
Fan_Rotating_Air_Conditioner_01.wav	A large rotating air conditioning fan machine blowing out cool air and creating a breeze wind.	44100	24	2	00:16
Faucet_Water_Tap_01.wav	Turning on a bathroom water sink tap faucet with running water down a drain, before turning it off.	44100	16	2	00:10
Faucet_Water_Tap_Hands_01.wav	Turning on a bathroom water sink tap faucet with running water down a drain, before turning it off. Hands are being washed in the water.	44100	16	2	00:10
Fire_Extinguish_Hissing_Steam_01.wav	Putting out burning embers of a fire with water, creating a steam hissing and crackling.	44100	16	2	00:09
Fire_Extinguish_Hissing_Steam_02.wav	Putting out burning embers of a fire with water, creating a steam hissing and crackling.	44100	16	2	00:13
Fire_Extinguish_Hissing_Steam_03.wav	Putting out burning embers of a fire with water, creating a steam hissing and crackling.	44100	16	2	00:12
Fire_Extinguish_Hissing_Steam_04.wav	Putting out burning embers of a fire with water, creating a steam hissing and crackling.	44100	16	2	00:12
Fire_Extinguish_Hissing_Steam_05.wav	Putting out burning embers of a fire with water, creating a steam hissing and crackling.	44100	16	2	00:14
Fire_Extinguish_Hissing_Steam_06.wav	Putting out burning embers of a fire with water, creating a steam hissing and crackling.	44100	16	2	00:15
Fire_Extinguish_Hissing_Steam_07.wav	Putting out burning embers of a fire with water, creating a steam hissing and crackling.	44100	16	2	00:12
Fire_Extinguish_Hissing_Steam_08.wav	Putting out burning embers of a fire with water, creating a steam hissing and crackling.	44100	16	2	00:14
Fireworks_Launch_Single_01.wav	A single small firework being launched like a rocket with a rapid, hissing sweep.	44100	16	2	00:02
Fireworks_Multi_Distant_01.wav	Several distant fireworks exploding far away. Lowpass filtering, with upper frequencies reduced. Slight echoing in the surrounding area.	44100	16	2	00:53

Fireworks_Multi_Large_01_Applause.wav	A large fireworks display with multiple firework explosions of moderate and large size. Crackling and whistling, whizzing fireworks also present. A distant crowd applause following the finale.	44100	24	2	01:00
e.oooasee_o pproduceas	Several small fireworks exploding with a crackling fizz. Rapidly exploding with slight echoing in the				
Fireworks_Multi_Small_01.wav	surrounding area.	44100	24	2	00:27
	A few large fireworks exploding simultaneously with a loud explosive bang. Some echoing and			_	
ireworks_Single_Large_01.wav	reverberation in the surrounding area.	44100	16	2	00:05
	A few large fireworks exploding simultaneously with a loud explosive bang. Some echoing and	44100	1.0	_	00.04
ireworks_Single_Large_02.wav	reverberation in the surrounding area.	44100	16	2	00:04
	A few large fireworks exploding simultaneously with a loud explosive bang. Some echoing and	44100	16	2	00:04
ireworks_Single_Large_03.wav	reverberation in the surrounding area.	44100	10		00.04
Fire and a Citate Large Office	A few large fireworks exploding simultaneously with a loud explosive bang. Some echoing and	44100	16	2	00:03
Fireworks_Single_Large_04.wav	reverberation in the surrounding area.	44100	10	2	00.03
Financials Circle Leave OF way	A few large fireworks exploding simultaneously with a loud explosive bang. Some echoing and	44100	16	2	00:03
Fireworks_Single_Large_05.wav	reverberation in the surrounding area.	44100	10		00.03
Cathorina Ion 04 way	Picking up several chunks, pieces and icy debris from a concrete floor, scraping against the stone for a	44100	24	2	00:02
Gathering_Ice_01.wav	bright, chilling gathering of snow crystals.	44100	27		00.02
Gathering_Ice_02.wav	Picking up several chunks, pieces and icy debris from a concrete floor, scraping against the stone for a bright, chilling gathering of snow crystals.	44100	24	2	00:02
Gathering_ice_02.wav	Picking up several chunks, pieces and icy debris from a concrete floor, scraping against the stone for a			_	00.02
Gathering_Ice_03.wav	bright, chilling gathering of snow crystals.	44100	24	2	00:01
Gathering_ice_os.wav	Picking up several chunks, pieces and icy debris from a concrete floor, scraping against the stone for a	1.1200		_	00.02
Gathering_Ice_04.wav	bright, chilling gathering of snow crystals.	44100	24	2	00:01
	Picking up several chunks, pieces and icy debris from a concrete floor, scraping against the stone for a				1 22.2
Gathering_Ice_05.wav	bright, chilling gathering of snow crystals.	44100	24	2	00:01
Gathering_ice_05.wav	Picking up several chunks, pieces and icy debris from a concrete floor, scraping against the stone for a				1 22.2
Gathering_Ice_06.wav	bright, chilling gathering of snow crystals.	44100	24	2	00:01
	A series of glitching, scratching and distorted sounds akin to white noise produced from scraping the				+
Glitching_Vinyl_Record_Player_01.wav	needle head of a turntable against a vinyl record.	44100	24	2	00:10
	A series of glitching, scratching and distorted sounds akin to white noise produced from scraping the				
Glitching_Vinyl_Record_Player_02.wav	needle head of a turntable against a vinyl record.	44100	24	2	00:02
	A series of glitching, scratching and distorted sounds akin to white noise produced from scraping the				
Glitching_Vinyl_Record_Player_03.wav	needle head of a turntable against a vinyl record.	44100	24	2	00:07
	A series of glitching, scratching and distorted sounds akin to white noise produced from scraping the				
Glitching_Vinyl_Record_Player_04.wav	needle head of a turntable against a vinyl record.	44100	24	2	00:05
	A series of glitching, scratching and distorted sounds akin to white noise produced from scraping the				
Glitching_Vinyl_Record_Player_05.wav	needle head of a turntable against a vinyl record.	44100	24	2	00:11
	A series of glitching, scratching and distorted sounds akin to white noise produced from scraping the			_	
Glitching_Vinyl_Record_Player_06.wav	needle head of a turntable against a vinyl record.	44100	24	2	00:27
	An artificial large Gamelan gong strike created by pitching down a wind chime being struck with a			_	
Gong_Gamelan_Deep_01.wav	metal mallet and left to resonate and decay naturally.	44100	24	2	00:17
	An artificial large Gamelan gong strike created by pitching down a wind chime being struck with a	44400	2.4	_	00.44
Gong_Gamelan_Deep_02.wav	metal mallet and left to resonate and decay naturally.	44100	24	2	00:11
Gong_Small_Hit_01.wav	Striking a small alto gong instrument of 15.5 inches with a metal mallet. Left to decay naturally.	44100	16	2	00:05
Grabbing_Metal-Pin_A01.wav	Grasping a small metal pin in the palm of a hand for a metallic grabbing or picking up.	44100	24	2	00:01
		44100	24	2	00:01
Grabbing_Metal-Pin_A02.wav	Grasping a small metal pin in the palm of a hand for a metallic grabbing or picking up.	44100		_	00.01
Grabbing_Metal-Pin_A02.wav Grabbing_Metal-Pin_A03.wav	Grasping a small metal pin in the palm of a hand for a metallic grabbing or picking up. Grasping a small metal pin in the palm of a hand for a metallic grabbing or picking up.	44100	24	2	00:01

Grabbing_Metal-Pin_B02.wav	Grasping a small metal pin in the palm of a hand for a metallic grabbing or picking up.	44100	24	2	00:01
Grabbing_Metal-Pin_B03.wav	Grasping a small metal pin in the palm of a hand for a metallic grabbing or picking up.	44100	24	2	00:01
Gulping_Male_Single_01.wav	A male man quickly gulping as he swallows something down his throat.	44100	24	2	00:01
Gulping_Male_Single_02.wav	A male man quickly gulping as he swallows something down his throat.	44100	24	2	00:01
Gulping_Male_Single_03.wav	A male man quickly gulping as he swallows something down his throat.	44100	24	2	00:01
Gulping_Male_Single_04.wav	A male man quickly gulping as he swallows something down his throat.	44100	24	2	00:01
Gulping_Male_Single_05.wav	A male man quickly gulping as he swallows something down his throat.	44100	24	2	00:01
Hair_Dryer_High_01.wav	Switching on an electric hair dryer, drier, set to a high, fast mode with more power and force. Turning on with a switch, idling, and turning off.	44100	16	2	00:14
Hair_Dryer_High_01_LOOP.wav	An idling noise of an electric hair dryer, drier, set to a high, fast mode with more power and force. Seamless looping.	44100	16	2	00:05
Hair_Dryer_Low_01.wav	Switching on an electric hair dryer, drier, set to a low power mode with less noise and force. Turning on with a switch, idling, and turning off.	44100	16	2	00:17
Hair_Dryer_Low_01_LOOP.wav	An idling noise of an electric hair dryer, drier, set to a low power mode with less noise and force. Seamless looping.	44100	16	2	00:05
Hammering_Nails_Multi_Close_01.wav	Hammering multiple metal nails with a metallic hammer into a wooden cabinet. A loud, quick bashing with slight reverberation in the room.	44100	24	2	00:04
Hammering_Nails_Multi_Close_02.wav	Hammering multiple metal nails with a metallic hammer into a wooden cabinet. A loud, quick bashing with slight reverberation in the room.	44100	24	2	00:03
Hammering_Nails_Multi_Close_03.wav	Hammering multiple metal nails with a metallic hammer into a wooden cabinet. A loud, quick bashing with slight reverberation in the room.	44100	24	2	00:04
Hammering Nails Multi Close 04.wav	Hammering multiple metal nails with a metallic hammer into a wooden cabinet. A loud, quick bashing with slight reverberation in the room.	44100	24	2	00:06
Hammering Nails Multi Close 05.wav	Hammering multiple metal nails with a metallic hammer into a wooden cabinet. A loud, quick bashing with slight reverberation in the room.	44100	24	2	00:04
Hammering Nails Multi Close 06.wav	Hammering multiple metal nails with a metallic hammer into a wooden cabinet. A loud, quick bashing with slight reverberation in the room.	44100	24	2	00:04
Hammering_Nails_Multi_Close_07.wav	Hammering multiple metal nails with a metallic hammer into a wooden cabinet. A loud, quick bashing with slight reverberation in the room.	44100	24	2	00:04
Hammering_Nails_Multi_Close_08.wav	Hammering multiple metal nails with a metallic hammer into a wooden cabinet. A loud, quick bashing with slight reverberation in the room.	44100	24	2	00:04
Hammering_Nails_Multi_Close_09.wav	Hammering multiple metal nails with a metallic hammer into a wooden cabinet. A loud, quick bashing with slight reverberation in the room.	44100	24	2	00:05
Helicopter_Chinook_Flying_Away_Distant_01.wav	A military Chinook helicopter flying away in the distance with a low, beating thump of the metal propeller blades.	44100	24	2	00:46
Helicopter_Takeoff_Distant_01.wav	A small helicopter taking off at a distant field before flying away. At first hidden behind trees, then coming into view. Roughly 150 meters away.	44100	24	2	01:30
Horror Violin Tremolo Cluster 01 Approaching.wav	A dissonant, clashing cluster of shrieking, squeaking, scratching violin sul ponticello tremolandi for a scary, creepy, disturbing, piercing, horror sound that is gradually approaching with added reverberaton.	44100	16	2	00:45
Horror_Violin_Tremolo_Cluster_01_Clean.wav	A dissonant, clashing cluster of shrieking, squeaking, scratching violin sul ponticello tremolandi for a scary, creepy, disturbing, piercing, horror sound.	44100	16	2	00:41
Horror_Violin_Tremolo_Cluster_01_Noise.wav	A dissonant, clashing cluster of shrieking, squeaking, scratching violin sul ponticello tremolandi for a scary, creepy, disturbing, piercing, horror sound. The bowing noise has been left in from around 1.5kHz and below.	44100	16	2	00:41

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Impact_Arrow_Hit_01.wav	A wooden arrow striking, hitting its target from a bow and piercing. Artificial, created with rubber bands, wooden rulers, and the human mouth.	44100	16	2	00:01
Impact_Arrow_Hit_02.wav	A wooden arrow striking, hitting its target from a bow and piercing. Artificial, created with rubber bands, wooden rulers, and the human mouth.	44100	16	2	00:01
	A wooden arrow striking, hitting its target from a bow and piercing. Artificial, created with rubber	44100	16	2	00:01
Impact_Arrow_Hit_03.wav	bands, wooden rulers, and the human mouth. A loud, distorting, tremolo cinematic hit, warped and corrupted from a didgeridoo drone to produce a	44100	10	2	00.01
Impact_Cinematic_Deep_01_Dry.wav	low, powerful pulsing hit.	44100	24	2	00:18
Impact_Distorted_Cinematic_Hit_LOUD_01.wav	A loud, distorting cinematic hit, warped and corrupted for an electrical, bright, bubbling explosion. A processed piano mallet strike.	44100	24	2	00:08
Impact_Distorted_Cinematic_Hit_LOUD_02.wav	A loud, distorting cinematic hit, warped and corrupted for an electrical, bright, bubbling explosion. A processed piano mallet strike.	44100	24	2	00:08
Impact_Distorted_Cinematic_Hit_LOUD_03.wav	A loud, distorting cinematic hit, warped and corrupted for an electrical, bright, bubbling explosion. A processed piano mallet strike.	44100	24	2	00:08
Impact_Ice_Large_A01.wav	A raw, large, frozen ice chunk being thrown on a concrete surface with some chilly cracking and icy dust shards splintering.	44100	24	2	00:02
Impact_Ice_Large_A02.wav	A raw, large, frozen ice chunk being thrown on a concrete surface with some chilly cracking and icy dust shards splintering.	44100	24	2	00:01
Impact_Ice_Large_A03.wav	A raw, large, frozen ice chunk being thrown on a concrete surface with some chilly cracking and icy dust shards splintering.	44100	24	2	00:01
Impact_Ice_Large_A04.wav	A raw, large, frozen ice chunk being thrown on a concrete surface with some chilly cracking and icy dust shards splintering.	44100	24	2	00:01
Impact_Ice_Large_A05.wav	A raw, large, frozen ice chunk being thrown on a concrete surface with some chilly cracking and icy dust shards splintering.	44100	24	2	00:01
Impact_Ice_Large_A06.wav	A raw, large, frozen ice chunk being thrown on a concrete surface with some chilly cracking and icy dust shards splintering.	44100	24	2	00:02
Impact_Ice_Large_A07.wav	A raw, large, frozen ice chunk being thrown on a concrete surface with some chilly cracking and icy dust shards splintering.	44100	24	2	00:01
	A raw, large, frozen ice chunk being thrown on a concrete surface with some chilly cracking and icy	44100	24	2	00:02
Impact_Ice_Large_A08.wav	dust shards splintering. A raw, large, frozen ice chunk being thrown on a concrete surface with some chilly cracking and icy dust shards splintering.	44100	24	2	00:02
Impact_Ice_Large_A09.wav	A raw, large, frozen ice chunk being thrown on a concrete surface with some chilly cracking and icy	44100	24	2	00:02
Impact_Ice_Large_A10.wav	dust shards splintering. A raw, large, frozen ice chunk being thrown on a concrete surface with some chilly cracking and icy dust shards splintering.	44100	24	2	00:02
Impact_Ice_Large_A11.wav	A raw, large, frozen ice chunk being thrown on a concrete surface with some chilly cracking and icy	44100	24	2	00:01
Impact_Ice_Large_A12.wav	dust shards splintering. A raw, large, frozen ice chunk being thrown on a concrete surface with some chilly cracking and icy				
Impact_Ice_Large_A13.wav	dust shards splintering. A raw, large, frozen ice chunk being thrown on a concrete surface with some chilly cracking and icy	44100	24	2	00:02
Impact_Ice_Large_A14.wav	dust shards splintering.	44100	24	2	00:01
Impact_Ice_Large_A15.wav	A raw, large, frozen ice chunk being thrown on a concrete surface with some chilly cracking and icy dust shards splintering.	44100	24	2	00:01
Impact_Ice_Moderate_A01.wav	A raw, medium, frozen ice chunk being thrown on a concrete surface with some cold shattering shards and crashing dust crystals scattering.	44100	24	2	00:01
Impact_Ice_Moderate_A02.wav	A raw, medium, frozen ice chunk being thrown on a concrete surface with some cold shattering shards and crashing dust crystals scattering.	44100	24	2	00:01

Impact_Ice_Moderate_A03.wav	A raw, medium, frozen ice chunk being thrown on a concrete surface with some cold shattering shards and crashing dust crystals scattering.	44100	24	2	00:01
	A raw, medium, frozen ice chunk being thrown on a concrete surface with some cold shattering shards				
Impact_Ice_Moderate_A04.wav	and crashing dust crystals scattering.	44100	24	2	00:02
	A raw, medium, frozen ice chunk being thrown on a concrete surface with some cold shattering shards			_	
Impact_Ice_Moderate_A05.wav	and crashing dust crystals scattering.	44100	24	2	00:01
	A raw, medium, frozen ice chunk being thrown on a concrete surface with some cold shattering shards	44400	2.4		00.00
Impact_Ice_Moderate_A06.wav	and crashing dust crystals scattering.	44100	24	2	00:02
	A raw, medium, frozen ice chunk being thrown on a concrete surface with some cold shattering shards	44400	2.4	2	00.01
Impact_Ice_Moderate_A07.wav	and crashing dust crystals scattering.	44100	24	2	00:01
	A raw, medium, frozen ice chunk being thrown on a concrete surface with some cold shattering shards	44100	24	2	00:01
Impact_Ice_Moderate_A08.wav	and crashing dust crystals scattering.	44100	24	Z	00:01
	A raw, medium, frozen ice chunk being thrown on a concrete surface with some cold shattering shards	44100	24	2	00.03
Impact_Ice_Moderate_A09.wav	and crashing dust crystals scattering.	44100	24	2	00:02
	A raw, medium, frozen ice chunk being thrown on a concrete surface with some cold shattering shards	44100	24	2	00.01
Impact_Ice_Moderate_A10.wav	and crashing dust crystals scattering.	44100	24	2	00:01
Impact_Ice_Small_A01.wav Impact_Ice_Small_A02.wav Impact_Ice_Small_A03.wav Impact_Ice_Small_A04.wav	Striking a frozen ice chunk with a metal hammer for a small, cold digging impact with ice shards	44100	24	2	00.01
	scattering on to concrete.	44100	24	2	00:01
	Striking a frozen ice chunk with a metal hammer for a small, cold digging impact with ice shards	44400	2.4	_	00.03
	scattering on to concrete.	44100	24	2	00:02
	Striking a frozen ice chunk with a metal hammer for a small, cold digging impact with ice shards	44400	2.4	_	00.01
	scattering on to concrete.	44100	24	2	00:01
	Striking a frozen ice chunk with a metal hammer for a small, cold digging impact with ice shards	44400	2.4	_	00.04
	scattering on to concrete.	44100	24	2	00:01
	Striking a frozen ice chunk with a metal hammer for a small, cold digging impact with ice shards	44400	2.4	_	00.01
Impact_Ice_Small_A05.wav	scattering on to concrete.	44100	24	2	00:01
	Striking a frozen ice chunk with a metal hammer for a small, cold digging impact with ice shards	44400	2.4	_	00.01
Impact_Ice_Small_A06.wav	scattering on to concrete.	44100	24	2	00:01
	Striking a frozen ice chunk with a metal hammer for a small, cold digging impact with ice shards	44400	2.4	_	00.01
Impact_Ice_Small_A07.wav	scattering on to concrete.	44100	24	2	00:01
	Striking a frozen ice chunk with a metal hammer for a small, cold digging impact with ice shards	44400	2.4		00.04
Impact_Ice_Small_A08.wav	scattering on to concrete.	44100	24	2	00:01
	Striking a frozen ice chunk with a metal hammer for a small, cold digging impact with ice shards	44400	2.4	_	00.04
Impact_Ice_Small_A09.wav	scattering on to concrete.	44100	24	2	00:01
	Striking a frozen ice chunk with a metal hammer for a small, cold digging impact with ice shards	44400	2.4	_	00.04
Impact_Ice_Small_A10.wav	scattering on to concrete.	44100	24	2	00:01
	Striking a frozen ice chunk with a metal hammer for a small, cold digging impact with ice shards	44400	2.4	_	00.04
Impact_Ice_Small_A11.wav	scattering on to concrete.	44100	24	2	00:01
	Striking a frozen ice chunk with a metal hammer for a small, cold digging impact with ice shards	44400	2.4		00.04
Impact_Ice_Small_A12.wav	scattering on to concrete.	44100	24	2	00:01
	Striking a frozen ice chunk with a metal hammer for a small, cold digging impact with ice shards	44400	2.4		00.04
Impact_Ice_Small_A13.wav	scattering on to concrete.	44100	24	2	00:01
	Kicking a frozen ice chunk with trainer shoes on a concrete surface for a damaging, icy, cold, impact	44400	2.4	_	00.04
Impact_Ice_Small_B01.wav	with cold shards and bright crystals scattering.	44100	24	2	00:01
	Kicking a frozen ice chunk with trainer shoes on a concrete surface for a damaging, icy, cold, impact	44400	2.4		00.01
Impact_Ice_Small_B02.wav	with cold shards and bright crystals scattering.	44100	24	2	00:01
	Kicking a frozen ice chunk with trainer shoes on a concrete surface for a damaging, icy, cold, impact	44400	2.4		00.04
Impact_Ice_Small_B03.wav	with cold shards and bright crystals scattering.	44100	24	2	00:01

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Impact_Ice_Small_B04.wav	Kicking a frozen ice chunk with trainer shoes on a concrete surface for a damaging, icy, cold, impact with cold shards and bright crystals scattering.	44100	24	2	00:01
impact_ice_smail_bo i.wav	Kicking a frozen ice chunk with trainer shoes on a concrete surface for a damaging, icy, cold, impact				+
Impact_Ice_Small_B05.wav	with cold shards and bright crystals scattering.	44100	24	2	00:01
	Kicking a frozen ice chunk with trainer shoes on a concrete surface for a damaging, icy, cold, impact				
Impact Ice Small B06.wav	with cold shards and bright crystals scattering.	44100	24	2	00:01
	Kicking a frozen ice chunk with trainer shoes on a concrete surface for a damaging, icy, cold, impact				
Impact_Ice_Small_B07.wav	with cold shards and bright crystals scattering.	44100	24	2	00:01
	Kicking a frozen ice chunk with trainer shoes on a concrete surface for a damaging, icy, cold, impact				
Impact_Ice_Small_B08.wav	with cold shards and bright crystals scattering.	44100	24	2	00:01
	Kicking a frozen ice chunk with trainer shoes on a concrete surface for a damaging, icy, cold, impact				
Impact_Ice_Small_B09.wav	with cold shards and bright crystals scattering.	44100	24	2	00:01
	Kicking a frozen ice chunk with trainer shoes on a concrete surface for a damaging, icy, cold, impact				
mpact_Ice_Small_B10.wav	with cold shards and bright crystals scattering.	44100	24	2	00:01
	Kicking a frozen ice chunk with trainer shoes on a concrete surface for a damaging, icy, cold, impact				
Impact_Ice_Small_B11.wav	with cold shards and bright crystals scattering.	44100	24	2	00:01
	Kicking a frozen ice chunk with trainer shoes on a concrete surface for a damaging, icy, cold, impact				
Impact_Ice_Small_B12.wav	with cold shards and bright crystals scattering.	44100	24	2	00:01
	Kicking a frozen ice chunk with trainer shoes on a concrete surface for a damaging, icy, cold, impact				
Impact_Ice_Small_B13.wav	with cold shards and bright crystals scattering.	44100	24	2	00:01
	Kicking a frozen ice chunk with trainer shoes on a concrete surface for a damaging, icy, cold, impact				
Impact_Ice_Small_B14.wav	with cold shards and bright crystals scattering.	44100	24	2	00:01
	Kicking a frozen ice chunk with trainer shoes on a concrete surface for a damaging, icy, cold, impact				
Impact_Ice_Small_B15.wav	with cold shards and bright crystals scattering.	44100	24	2	00:01
	Kicking frozen ice shards, chunks and pieces with trainer shoes on a concrete surface for a light, icy,				
Impact_Ice_Small_C01.wav	cold debris movement and impact with ice fragments, crystals and shards being scattered aggressively.	44100	24	2	00:01
pudceo	Kicking frozen ice shards, chunks and pieces with trainer shoes on a concrete surface for a light, icy,				
Impact_Ice_Small_C02.wav	cold debris movement and impact with ice fragments, crystals and shards being scattered aggressively.	44100	24	2	00:01
pud	Kicking frozen ice shards, chunks and pieces with trainer shoes on a concrete surface for a light, icy,				
Impact_Ice_Small_C03.wav	cold debris movement and impact with ice fragments, crystals and shards being scattered aggressively.	44100	24	2	00:01
mpace_ice_sman_cos.wav	Kicking frozen ice shards, chunks and pieces with trainer shoes on a concrete surface for a light, icy,				
Impact_Ice_Small_C04.wav	cold debris movement and impact with ice fragments, crystals and shards being scattered aggressively.	44100	24	2	00:01
impace_ice_sman_co i.wav	Kicking frozen ice shards, chunks and pieces with trainer shoes on a concrete surface for a light, icy,				
Impact_Ice_Small_C05.wav	cold debris movement and impact with ice fragments, crystals and shards being scattered aggressively.	44100	24	2	00:02
mpace_ice_sman_cos.wav	Kicking frozen ice shards, chunks and pieces with trainer shoes on a concrete surface for a light, icy,				
Impact_Ice_Small_C06.wav	cold debris movement and impact with ice fragments, crystals and shards being scattered aggressively.	44100	24	2	00:01
impace_ice_sman_coo.wav	Kicking frozen ice shards, chunks and pieces with trainer shoes on a concrete surface for a light, icy,				
Impact_Ice_Small_C07.wav	cold debris movement and impact with ice fragments, crystals and shards being scattered aggressively.	44100	24	2	00:01
impact_icc_smail_cor.wav	Kicking frozen ice shards, chunks and pieces with trainer shoes on a concrete surface for a light, icy,				
Impact_Ice_Small_C08.wav	cold debris movement and impact with ice fragments, crystals and shards being scattered aggressively.	44100	24	2	00:01
impact_ice_smail_cos.wav	Kicking frozen ice shards, chunks and pieces with trainer shoes on a concrete surface for a light, icy,			_	
Impact_Ice_Small_C09.wav	cold debris movement and impact with ice fragments, crystals and shards being scattered aggressively.	44100	24	2	00:01
impact_ice_sinaii_cos.wav	Kicking frozen ice shards, chunks and pieces with trainer shoes on a concrete surface for a light, icy,			-	- 55.52
Impact Ice Small C10.wav	cold debris movement and impact with ice fragments, crystals and shards being scattered aggressively.	44100	24	2	00:01
impact_ice_sinail_cto.wav	Kicking frozen ice shards, chunks and pieces with trainer shoes on a concrete surface for a light, icy,			_	
Impact Ice Small C11.wav	cold debris movement and impact with ice fragments, crystals and shards being scattered aggressively.	44100	24	2	00:01
inipact_ice_3indii_C11.wdv	Kicking frozen ice shards, chunks and pieces with trainer shoes on a concrete surface for a light, icy,	11100		_	00.01
Impact Ico Small C12 way	cold debris movement and impact with ice fragments, crystals and shards being scattered aggressively.	44100	24	2	00:01
Impact_Ice_Small_C12.wav	colo debris movement and impact with ice fragments, crystals and shards being scattered aggressively.	11100	'		00.01

Impact_Ice_Small_C13.wav	Kicking frozen ice shards, chunks and pieces with trainer shoes on a concrete surface for a light, icy, cold debris movement and impact with ice fragments, crystals and shards being scattered aggressively.	44100	24	2	00:01
	Kicking frozen ice shards, chunks and pieces with trainer shoes on a concrete surface for a light, icy,				
Impact_Ice_Small_C14.wav	cold debris movement and impact with ice fragments, crystals and shards being scattered aggressively.	44100	24	2	00:01
·	Kicking frozen ice shards, chunks and pieces with trainer shoes on a concrete surface for a light, icy,				
Impact_Ice_Small_C15.wav	cold debris movement and impact with ice fragments, crystals and shards being scattered aggressively.	44100	24	2	00:01
, = = =	Kicking frozen ice shards, chunks and pieces with trainer shoes on a concrete surface for a light, icy,				
Impact_Ice_Small_C16.wav	cold debris movement and impact with ice fragments, crystals and shards being scattered aggressively.	44100	24	2	00:01
	Kicking frozen ice shards, chunks and pieces with trainer shoes on a concrete surface for a light, icy,				
Impact_Ice_Small_C17.wav	cold debris movement and impact with ice fragments, crystals and shards being scattered aggressively.	44100	24	2	00:01
	Kicking frozen ice shards, chunks and pieces with trainer shoes on a concrete surface for a light, icy,				
Impact_Ice_Small_C18.wav	cold debris movement and impact with ice fragments, crystals and shards being scattered aggressively.	44100	24	2	00:01
	Throwing a small ice chunk on a concrete surface for a light, but hard cold impact of icy crystals and				
Impact_Ice_Small_D01.wav	fragments, then scattering around the concrete as dusty debris.	44100	24	2	00:01
	Throwing a small ice chunk on a concrete surface for a light, but hard cold impact of icy crystals and				
Impact_Ice_Small_D02.wav	fragments, then scattering around the concrete as dusty debris.	44100	24	2	00:01
	Throwing a small ice chunk on a concrete surface for a light, but hard cold impact of icy crystals and				
Impact_Ice_Small_D03.wav	fragments, then scattering around the concrete as dusty debris.	44100	24	2	00:01
<u> </u>	Throwing a small ice chunk on a concrete surface for a light, but hard cold impact of icy crystals and				
Impact_Ice_Small_D04.wav	fragments, then scattering around the concrete as dusty debris.	44100	24	2	00:02
	Throwing a small ice chunk on a concrete surface for a light, but hard cold impact of icy crystals and	44400	2.4	_	00.00
Impact_Ice_Small_D05.wav Impact_Ice_Small_D06.wav	fragments, then scattering around the concrete as dusty debris.	44100	24	2	00:02
	Throwing a small ice chunk on a concrete surface for a light, but hard cold impact of icy crystals and				
	fragments, then scattering around the concrete as dusty debris.	44100	24	2	00:01
	Throwing a small ice chunk on a concrete surface for a light, but hard cold impact of icy crystals and	44400	2.4		00.04
Impact_Ice_Small_D07.wav	fragments, then scattering around the concrete as dusty debris.	44100	24	2	00:01
	Throwing a small ice chunk on a concrete surface for a light, but hard cold impact of icy crystals and	4.44.00	2.4		00.03
Impact_Ice_Small_D08.wav	fragments, then scattering around the concrete as dusty debris.	44100	24	2	00:02
	Throwing a small ice chunk on a concrete surface for a light, but hard cold impact of icy crystals and	44400	24		00.01
Impact_Ice_Small_D09.wav	fragments, then scattering around the concrete as dusty debris.	44100	24	2	00:01
	Throwing a small ice chunk on a concrete surface for a light, but hard cold impact of icy crystals and	44400	24		00.00
Impact_Ice_Small_D10.wav	fragments, then scattering around the concrete as dusty debris.	44100	24	2	00:02
	Throwing a small ice chunk on a concrete surface for a light, but hard cold impact of icy crystals and	44100	24	_	00.01
Impact_Ice_Small_D11.wav	fragments, then scattering around the concrete as dusty debris.	44100	24	2	00:01
	Throwing a small ice chunk on a concrete surface for a light, but hard cold impact of icy crystals and	44100	24	2	00.01
Impact_Ice_Small_D12.wav	fragments, then scattering around the concrete as dusty debris.	44100	24	2	00:01
	Throwing a small ice chunk on a concrete surface for a light, but hard cold impact of icy crystals and	44100	24	_	00.03
Impact_Ice_Small_D13.wav	fragments, then scattering around the concrete as dusty debris.	44100	24	2	00:02
	Throwing a small ice chunk on a concrete surface for a light, but hard cold impact of icy crystals and	44100	24	2	00:01
Impact_Ice_Small_D14.wav	fragments, then scattering around the concrete as dusty debris.	44100	24		00.01
	Striking a large metallic tin with a metal mallet for a hard, bright, reverberating strike with a slight	44100	24	2	00:02
Impact_Metal_Hard_01.wav	decay.	44100	24	2	00.02
	Striking a large metallic tin with a metal mallet for a hard, bright, reverberating strike with a slight	44100	24	2	00:02
Impact_Metal_Hard_02.wav	decay.	44100	24		00.02
	Striking a large metallic tin with a metal mallet for a hard, bright, reverberating strike with a slight	44100	24	2	00:02
Impact_Metal_Hard_03.wav	decay.	44100	24		00.02
Lorent March Hard Offi	Striking a large metallic tin with a metal mallet for a hard, bright, reverberating strike with a slight	44100	24	2	00:02
Impact_Metal_Hard_04.wav	decay.	44100	24		00.02

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Impact_Metal_Hard_05.wav	Striking a large metallic tin with a metal mallet for a hard, bright, reverberating strike with a slight decay.	44100	24	2	00:02
Impact_Metal_Moderate_01.wav	Striking a large metallic tin with a metal mallet for a moderate, soft, damped strike with a slight decay.	44100	24	2	00:02
Impact_Metal_Moderate_02.wav	Striking a large metallic tin with a metal mallet for a moderate, soft, damped strike with a slight decay.	44100	24	2	00:01
Impact_Metal_Moderate_03.wav	Striking a large metallic tin with a metal mallet for a moderate, soft, damped strike with a slight decay.	44100	24	2	00:01
Impact_Metal_Moderate_04.wav	Striking a large metallic tin with a metal mallet for a moderate, soft, damped strike with a slight decay.	44100	24	2	00:01
Impact_Metal_Moderate_05.wav	Striking a large metallic tin with a metal mallet for a moderate, soft, damped strike with a slight decay.	44100	24	2	00:01
Impact_Wooden_Bashing_01.wav	Bashing a moderate wooden desk with a fleshy hand for a quick, dry, wooden hitting sound. High frequency squeaking of metallic objects on the desk.	44100	24	2	00:01
Impact_Wooden_Bashing_02.wav	Bashing a moderate wooden desk with a fleshy hand for a quick, dry, wooden hitting sound. High frequency squeaking of metallic objects on the desk.	44100	24	2	00:01
Impact_Wooden_Bashing_03.wav	Bashing a moderate wooden desk with a fleshy hand for a quick, dry, wooden hitting sound. High frequency squeaking of metallic objects on the desk.	44100	24	2	00:01
Impact_Wooden_Bashing_04.wav	Bashing a moderate wooden desk with a fleshy hand for a quick, dry, wooden hitting sound. High frequency squeaking of metallic objects on the desk.	44100	24	2	00:01
Impact_Wooden_Bashing_05.wav	Bashing a moderate wooden desk with a fleshy hand for a quick, dry, wooden hitting sound. High frequency squeaking of metallic objects on the desk.	44100	24	2	00:01
Kettle_Boiling_01.wav	An English metal kettle boiling hot water, ending with an internal bubbling and automatic switch turning the kettle off. Kicking a small, frozen icicle chunk on a concrete surface with trainer shoes for a bright, impact hitting	44100	24	2	01:44
Kicking_Icicle_Concrete_01.wav	sound. Kicking a small, frozen icicle chunk on a concrete surface with trainer shoes for a bright, impact hitting sound.	44100	24	2	00:02
Kicking_Icicle_Concrete_02.wav	sound.	44100	24	2	00:02
Kicking_Icicle_Concrete_03.wav	Kicking a small, frozen icicle chunk on a concrete surface with trainer shoes for a bright, impact hitting sound.	44100	24	2	00:02
Knife_Metal_Scraping_Single_01.wav	Scraping two small metal knives together for a bright, piercing, metallic sharpening.	44100	24	2	00:01
Knife_Metal_Scraping_Single_02.wav	Scraping two small metal knives together for a bright, piercing, metallic sharpening.	44100	24	2	00:01
Knife_Metal_Scraping_Single_03.wav	Scraping two small metal knives together for a bright, piercing, metallic sharpening.	44100	24	2	00:01
Logo_Dissolve_Electric_01.wav	A sound accompanying a company logo dissolve or fade. An electrical descent with fizzing, hissing and crackling with a gradual decay.	44100	24	2	00:07
Monster_Growling_Low_1.wav	A general, scary, guttural, monster growl, shout, roar or scream. A human male pitched down.	44100	24	2	00:03
Monster_Growling_Low_2.wav	A general, scary, guttural, monster growl, shout, roar or scream. A human male pitched down.	44100	24	2	00:03
Monster_Growling_Low_3.wav	A general, scary, guttural, monster growl, shout, roar or scream. A human male pitched down.	44100	24	2	00:03
Monster_Growling_Low_4.wav	A general, scary, guttural, monster growl, shout, roar or scream. A human male pitched down.	44100	24	2	00:03
Monster_Growling_Low_5.wav	A general, scary, guttural, monster growl, shout, roar or scream. A human male pitched down.	44100	24	2	00:03
Monster_Growling_Low_6.wav	A general, scary, guttural, monster growl, shout, roar or scream. A human male pitched down.	44100	24	2	00:03
Monster_Growling_Low_7.wav	A general, scary, guttural, monster growl, shout, roar or scream. A human male pitched down.	44100	24	2	00:02
Monster_Growling_Low_8.wav	A general, scary, guttural, monster growl, shout, roar or scream. A human male pitched down.	44100	24	2	00:05
Monster_Growling_Low_9.wav	A general, scary, guttural, monster growl, shout, roar or scream. A human male pitched down.	44100	24	2	00:02
Noise_Hissing_Glitch_01_LOOP.wav	An accidental sound similar to white noise. A high pitched hissing, ringing and crackling recorded while no microphone was connected.	44100	24	2	00:05

Noise_White_Deep_01_LOOP.wav	A synthesized white noise with a deep low colour for an 8-bit rumbling or retro earthquake sound. Seamless looping.	44100	16	2	00:08
Noise_White_High_01_LOOP.wav	A synthesized white noise with a high, piercing colour for a bright, static, hissing fuzz. Seamless looping.	44100	24	2	00:10
Ocean-Drum_Rolling_Felt_01.wav	Rolling around an ocean drum filled with metallic balls on the felt-sided head. Simulating the sound of ocean seaside waves with a high, softer hissing.	44100	24	2	00:48
Ocean-Drum_Rolling_Plastic_01.wav	Rolling around an ocean drum filled with metallic balls on the plastic-sided head. Simulating the sound of ocean seaside waves with a high, bright hissing.	44100	24	2	00:43
Oidz_Magnet_Sizzling_01.wav	Sizzling together two metallic oidz magnets as they vibrate rapidly to create a buzzing, crackling static electrical sound.	44100	24	2	00:01
Parrot_Lorikeet_Ensemble_Multi_01.wav	An enclosure of multiple lorikeet parrots at a zoo. Loud, high chirping, birdsong, piercing whistling and other distant bird animals.	44100	24	2	00:47
Parrot_Lorikeet_Ensemble_Multi_02.wav	An enclosure of multiple lorikeet parrots at a zoo. Loud, high chirping, birdsong, piercing whistling and other distant bird animals.	44100	24	2	01:31
Plug_Insert_01.wav	Inserting, putting in, plugging in an English plug into a socket.	44100	24	2	00:01
Plug_Insert_02.wav	Inserting, putting in, plugging in an English plug into a socket.	44100	24	2	00:01
Plug_Insert_03.wav	Inserting, putting in, plugging in an English plug into a socket.	44100	24	2	00:01
Plug_Pulling-Out_01.wav	Pulling out an English plug from its socket.	44100	24	2	00:01
Plug_Pulling-Out_02.wav	Pulling out an English plug from its socket.	44100	24	2	00:01
Plug_Pulling-Out_03.wav	Pulling out an English plug from its socket.	44100	24	2	00:01
Popping_Bottle_High_01.wav	A high pitched popping alert notification by opening the lid of a plastic bottle filled with water.	44100	24	2	00:01
Popping_Bottle_High_02.wav	A high pitched popping alert notification by opening the lid of a plastic bottle filled with water.	44100	24	2	00:01
Popping_Bottle_High_03.wav	A high pitched popping alert notification by opening the lid of a plastic bottle filled with water. A high pitched popping alert notification by opening the lid of a plastic bottle filled with water.	44100	24	2	00:01
Popping_Bottle_High_04.wav	A high pitched popping alert notification by opening the lid of a plastic bottle filled with water.	44100	24	2	00:01
Popping_Bottle_Low_01.wav	A low pitched popping alert notification by opening the lid of a plastic bottle filled with water.	44100	24	2	00:01
Popping_Bottle_Low_02.wav	A low pitched popping alert notification by opening the lid of a plastic bottle filled with water. A low pitched popping alert notification by opening the lid of a plastic bottle filled with water.	44100	24	2	00:01
Popping Mouth High_01.wav	A high pitched popping alert notification by opening the national plastic bottle linea with water. A high pitched popping alert notification by creating a pop with the human mouth.	44100	24	2	00:01
		44100	24	2	00:01
Popping_Mouth_Low_01.wav	A low pitched popping alert notification by creating a pop with the human mouth. An electric refrigerator fridge idling and humming a drone with its cooling system active. An	44100	24	2	00:16
Refrigerator_Idling_Close_01_LOOP.wav	intermittent creaking and moaning, with watery movement of the water dispenser. Seamless looping. A mechanical roller coaster chain hill lifting a cart up a wooden track. A regular, rhythmic clicking and	44100	24		00.10
Roller-Coaster_Chain-Hill-Lift_01.wav	clanking of the metal chains.	44100	24	2	00:17
	A mechanical roller coaster chain hill lifting a cart up a wooden track. A regular, rhythmic clicking and	44100	24	2	00:07
Roller-Coaster_Chain-Hill-Lift_01_LOOP.wav	clanking of the metal chains. Seamless looping. Riding a wooden roller coaster at a theme amusement park with passengers screaming with	44100	24		00.07
Roller-Coaster_Full-Ride_01.wav	excitement, chain lift tracks, and other mechanical sounds of the coaster carriages.	44100	24	2	01:55
Pollor Coaster Full Bide 03	Riding a wooden roller coaster at a theme amusement park with passengers screaming with	44100	24	2	01:44
Roller-Coaster_Full-Ride_02.wav	excitement, chain lift tracks, and other mechanical sounds of the coaster carriages.	44100	24	2	00:06
Rolling_Marble_Wood_01.wav	Rolling a small glass marble on a wooden floor surface.	44100	24	2	00:06
Rolling_Marble_Wood_02.wav	Rolling a small glass marble on a wooden floor surface. Searching, squishing and rummaging through sheets of paper and newspaper for a wooden, dry	44100	24		00:06
Rummaging_Paper_01.wav	scavenging sound.	44100	24	2	00:35

Sawing_Toast_01.wav	Sawing crisp, crunchy toast that has been cooked with a metal knife on a glass plate.	44100	16	2	00:07
Sawing_Toast_02.wav	Sawing crisp, crunchy toast that has been cooked with a metal knife on a glass plate.	44100	16	2	00:06
Scissors_Metal_Multi_01.wav	Multiple snips of a small pair of metal scissors close to the recorder.	44100	24	2	00:06
Scissors_Metal_Single_01.wav	A single snip and reset of a pair of metal scissors with metal scraping as if at a hairdresser or barber.	44100	16	2	00:01
Scissors Metal Single 02.wav	A single snip and reset of a pair of metal scissors with metal scraping as if at a hairdresser or barber.	44100	16	2	00:01
Scissors_Metal_Single_03.wav	A single snip and reset of a pair of metal scissors with metal scraping as if at a hairdresser or barber.	44100	16	2	00:01
Scraping Brick Short 01.wav	A single quick grinding scrape of two bricks against each other at a distance of roughly 5 centimeters.	44100	24	2	00:02
Secretarian County Laura 04 man	A large artificial screaming crowd of people in terror, created from a combination of several theme	44100	24	2	01:23
Screaming_Crowd_Large_01.wav	park ride screams. Some high animal insect noise. Low frequencies reduced. A large artificial screaming crowd of people in terror, created from a combination of several theme	77100	27		01.23
Screaming_Crowd_Large_02.wav	park ride screams. Low frequencies reduced.	44100	24	2	00:47
occanning_crowu_targe_oz.wav	A large artificial screaming crowd of people in terror, created from a combination of several theme				
Screaming_Crowd_Large_03.wav	park ride screams. Low frequencies reduced.	44100	24	2	00:47
Screaming_Crowd_Moderate_01.wav	A moderate crowd of people screaming on a boat rocking theme park amusement ride.	44100	24	2	01:00
	A single passing roller coaster cart with its riders screaming as it passes. Low rumbling of the track				
Screaming_Roller-Coaster_01.wav	carriage as it passes. Roughly 5 meters from the recorder at its closest pass.	44100	24	2	00:09
	A single passing roller coaster cart with its riders screaming as it passes. Low rumbling of the track				
Screaming_Roller-Coaster_02.wav	carriage as it passes. Roughly 5 meters from the recorder at its closest pass.	44100	24	2	00:10
	A single passing roller coaster cart with its riders screaming as it passes. Low rumbling of the track				
Screaming_Roller-Coaster_03.wav	carriage as it passes. Roughly 5 meters from the recorder at its closest pass.	44100	24	2	00:09
	A single passing roller coaster cart with its riders screaming as it passes. Low rumbling of the track				
Screaming_Roller-Coaster_04.wav	carriage as it passes. Roughly 5 meters from the recorder at its closest pass.	44100	24	2	00:10
	A single passing roller coaster cart with its riders screaming as it passes. Low rumbling of the track				
Screaming_Roller-Coaster_05.wav	carriage as it passes. Roughly 5 meters from the recorder at its closest pass.	44100	24	2	00:12
	A single passing roller coaster cart with its riders screaming as it passes. Low rumbling of the track				
Screaming_Roller-Coaster_06.wav	carriage as it passes. Roughly 5 meters from the recorder at its closest pass.	44100	24	2	00:12
	A single passing roller coaster cart with its riders screaming as it passes. Low rumbling of the track				
Screaming_Roller-Coaster_07.wav	carriage as it passes. Roughly 5 meters from the recorder at its closest pass.	44100	24	2	00:08
	A single passing roller coaster cart with its riders screaming as it passes. Low rumbling of the track				
Screaming_Roller-Coaster_08.wav	carriage as it passes. Roughly 5 meters from the recorder at its closest pass.	44100	24	2	00:10
	A single passing roller coaster cart with its riders screaming as it passes. Low rumbling of the track				
Screaming_Roller-Coaster_09.wav	carriage as it passes. Roughly 5 meters from the recorder at its closest pass.	44100	24	2	00:11
	A single passing roller coaster cart with its riders screaming as it passes. Low rumbling of the track				
Screaming_Roller-Coaster_10.wav	carriage as it passes. Roughly 5 meters from the recorder at its closest pass.	44100	24	2	00:10
	A single passing roller coaster cart with its riders screaming as it passes. Low rumbling of the track			_	
Screaming_Roller-Coaster_11.wav	carriage as it passes. Roughly 5 meters from the recorder at its closest pass.	44100	24	2	00:17
	A single passing roller coaster cart with its riders screaming as it passes. Low rumbling of the track			_	
Screaming_Roller-Coaster_12.wav	carriage as it passes. Roughly 5 meters from the recorder at its closest pass.	44100	24	2	00:15
	A single passing roller coaster cart with its riders screaming as it passes. Low rumbling of the track	44100	24	2	00.11
Screaming_Roller-Coaster_13.wav	carriage as it passes. Roughly 5 meters from the recorder at its closest pass.	44100	24	2	00:11
	A single passing roller coaster cart with its riders screaming as it passes. Low rumbling of the track	44100	24	2	00:13
Screaming_Roller-Coaster_14.wav	carriage as it passes. Roughly 5 meters from the recorder at its closest pass.	44100	24	2	00:13
	A single passing roller coaster cart with its riders screaming as it passes. Low rumbling of the track	44400	24	_	00:13
Screaming_Roller-Coaster_15.wav	carriage as it passes. Roughly 5 meters from the recorder at its closest pass.	44100	24	2	00:13
	A single passing roller coaster cart with its riders screaming as it passes. Low rumbling of the track	44100	24	2	00:10
Screaming_Roller-Coaster_16.wav	carriage as it passes. Roughly 5 meters from the recorder at its closest pass.	44100	24		00.10

	A single passing roller coaster cart with its riders screaming as it passes. Low rumbling of the track				
Screaming_Roller-Coaster_17.wav	carriage as it passes. Roughly 5 meters from the recorder at its closest pass.	44100	24	2	00:08
	A single passing roller coaster cart with its riders screaming as it passes. Low rumbling of the track				
Screaming_Roller-Coaster_18.wav	carriage as it passes. Roughly 5 meters from the recorder at its closest pass.	44100	24	2	00:15
	A single passing roller coaster cart with its riders screaming as it passes. Low rumbling of the track	44400	2.4	2	00.00
Screaming_Roller-Coaster_19.wav	carriage as it passes. Roughly 5 meters from the recorder at its closest pass.	44100	24	2	00:08
Course Dellas Coostas 20 may	A single passing roller coaster cart with its riders screaming as it passes. Low rumbling of the track	44100	24	2	00:09
Screaming_Roller-Coaster_20.wav	carriage as it passes. Roughly 5 meters from the recorder at its closest pass. A single passing roller coaster cart with its riders screaming as it passes. Low rumbling of the track	77100	24		00.03
Screaming_Roller-Coaster_21.wav	carriage as it passes. Roughly 5 meters from the recorder at its closest pass.	44100	24	2	00:11
Streaming_Notice Coaster_11.wav	A single passing roller coaster cart with its riders screaming as it passes. Low rumbling of the track				
Screaming_Roller-Coaster_22.wav	carriage as it passes. Roughly 5 meters from the recorder at its closest pass.	44100	24	2	00:08
	A single passing roller coaster cart with its riders screaming as it passes. Low rumbling of the track				
Screaming_Roller-Coaster_23.wav	carriage as it passes. Roughly 5 meters from the recorder at its closest pass.	44100	24	2	00:10
	A single passing roller coaster cart with its riders screaming as it passes. Low rumbling of the track	44100	24	2	00.14
Screaming_Roller-Coaster_24.wav	carriage as it passes. Roughly 5 meters from the recorder at its closest pass.	44100	24	2	00:14
Coursesing Dellay Constant 25 years	A single passing roller coaster cart with its riders screaming as it passes. Low rumbling of the track	44100	24	2	00:10
Screaming_Roller-Coaster_25.wav	carriage as it passes. Roughly 5 meters from the recorder at its closest pass.	44100	24		00.10
Screaming_Roller-Coaster_26.wav	A single passing roller coaster cart with its riders screaming as it passes. Low rumbling of the track carriage as it passes. Roughly 5 meters from the recorder at its closest pass.	44100	24	2	00:10
Screaming_Noner-Coaster_20.wav	A single passing roller coaster cart with its riders screaming as it passes. Low rumbling of the track				
Screaming_Roller-Coaster_27.wav	carriage as it passes. Roughly 5 meters from the recorder at its closest pass.	44100	24	2	00:10
Screwdriver_Ratchet_Multi_01.wav	A metal ratchet screwdriver screwing in a screw with its plastic clicking on each twist.	44100	24	2	00:14
Screwdriver Ratchet Multi 02.wav	A metal ratchet screwdriver screwing in a screw with its plastic clicking on each twist.	44100	24	2	00:11
Screwdriver_Ratchet_Multi_03.wav	A metal ratchet screwdriver screwing in a screw with its plastic clicking on each twist.	44100	24	2	00:16
Shaking_Rattling_Wooden-Branch_Long_01.wav	Shaking a dry, dead wooden palm tree leaf for a wooden rattling.	44100	24	2	00:16
Shaver_Electric_Full_01.wav	A full shaving cycle with an electric razor cutting a hairy beard in a reverberating bathroom.	44100	24	2	01:05
	A full short shower cycle with running water hitting a tiled floor, human body, and then down a drain.				
Shower_Water_Full_01.wav	Includes turning the shower on, and turning off.	44100	16	2	00:39
	A full shower cycle with large running water drops hitting a tiled floor, human body, a shower curtain				04.07
Shower_Water_Full_02.wav	and then down a drain. Includes turning the shower on, and turning off.	44100	24	2	01:07
Slap_Plastic_Tremolo_01.wav	A quick, short, stuttering slapping sound of two plastic objects smacking together rapidly.	44100	24	2	00:02
Slap_Plastic_Tremolo_02.wav	A quick, short, stuttering slapping sound of two plastic objects smacking together rapidly.	44100	24	2	00:02
Slap_Plastic_Tremolo_03.wav	A quick, short, stuttering slapping sound of two plastic objects smacking together rapidly.	44100	24	2	00:01
Slap_Plastic_Tremolo_04.wav	A quick, short, stuttering slapping sound of two plastic objects smacking together rapidly.	44100	24	2	00:01
	A quick, short, stuttering slapping sound of two plastic objects smacking together rapidly. A longer				
Slap_Plastic_Tremolo_Long_01.wav	variation.	44100	24	2	00:06
Sleigh_Bells_Long_01.wav	A long variation of metal sleigh bells jangling, twinkling and sparkling together.	44100	24	2	00:24
Sleigh_Bells_Long_02.wav	A long variation of metal sleigh bells jangling, twinkling and sparkling together.	44100	24	2	00:22
	Throwing a glass bottle onto a hard tiled floor for a loud crashing, smashing and destruction as it		4 -	_	00.00
Smashing_Glass_Bottle_01.wav	explodes and scatters glass fragments in all directions. Slight reverberation of the room.	44100	16	2	00:02
	Throwing a glass bottle onto a hard tiled floor for a loud crashing, smashing and destruction as it	44100	1.0	2	00.03
Smashing_Glass_Bottle_02.wav	explodes and scatters glass fragments in all directions. Slight reverberation of the room.	44100	16	2	00:02
Smaching Glass Rottle 03 way	Throwing a glass bottle onto a hard tiled floor for a loud crashing, smashing and destruction as it	44100	16	2	00:02
Smashing_Glass_Bottle_03.wav	explodes and scatters glass fragments in all directions. Slight reverberation of the room.	44100	16	2	00:0

Smashing_Glass_Bottle_04.wav	Throwing a glass bottle onto a hard tiled floor for a loud crashing, smashing and destruction as it explodes and scatters glass fragments in all directions. Slight reverberation of the room.	44100	16	2	00:02
Sindshing_GldSS_Bottle_G4.wav	Throwing a glass bottle onto a hard tiled floor for a loud crashing, smashing and destruction as it				+
Smashing_Glass_Bottle_05.wav	explodes and scatters glass fragments in all directions. Slight reverberation of the room.	44100	16	2	00:03
	Throwing a glass bottle onto a hard tiled floor for a loud crashing, smashing and destruction as it				
Smashing_Glass_Bottle_06.wav	explodes and scatters glass fragments in all directions. Slight reverberation of the room.	44100	16	2	00:02
	Throwing a glass bottle onto a hard tiled floor for a loud crashing, smashing and destruction as it	44400	1.6	•	00.00
Smashing_Glass_Bottle_07.wav	explodes and scatters glass fragments in all directions. Slight reverberation of the room.	44100	16	2	00:02
	Throwing a glass bottle onto a hard tiled floor for a loud crashing, smashing and destruction as it	44100	16	2	00:02
Smashing_Glass_Bottle_08.wav	explodes and scatters glass fragments in all directions. Slight reverberation of the room.			2	
Sneezing_Male_Single_01.wav	A single aggressive sneeze of a male.	44100	16	2	00:01
Sneezing_Male_Single_02.wav	A single aggressive sneeze of a male.	44100	16	2	00:01
Sneezing_Male_Single_03.wav	A single aggressive sneeze of a male.	44100	16	2	00:01
Sneezing_Male_Single_04.wav	A single aggressive sneeze of a male.	44100	16	2	00:01
Sneezing_Male_Single_05.wav	A single aggressive sneeze of a male.	44100	16	2	00:02
Sniffing_Male_Single_Long_A01.wav	A single nose sniff from a male smelling something. A longer variation.	44100	24	2	00:01
Sniffing_Male_Single_Long_A02.wav	A single nose sniff from a male smelling something. A longer variation.	44100	24	2	00:01
Sniffing_Male_Single_Long_A03.wav	A single nose sniff from a male smelling something. A longer variation.	44100	24	2	00:01
Sniffing Male Single Short A01.wav	A single nose sniff from a male smelling something. A shorter variation.	44100	24	2	00:01
Sniffing_Male_Single_Short_A02.wav	A single nose sniff from a male smelling something. A shorter variation.	44100	24	2	00:01
Sniffing_Male_Single_Short_A03.wav	A single nose sniff from a male smelling something. A shorter variation.	44100	24	2	00:01
Stiffing_Male_Single_Stiff t_Aos.wav	A single nose sniff from a male smelling something. A shorter variation and deeper in pitch with more	1.1200		-	00.02
Sniffing_Male_Single_Short_B01.wav	blockage.	44100	16	2	00:01
Sniffing Male Single Short B02.wav	A single nose sniff from a male smelling something. A shorter variation and deeper in pitch with more blockage.	44100	16	2	00:01
Siliting_iviale_Single_Short_Boz.wav	A single nose sniff from a male smelling something. A shorter variation and deeper in pitch with more	44100	10		00.01
Sniffing_Male_Single_Short_B03.wav	blockage.	44100	16	2	00:01
	A single nose sniff from a male smelling something. A shorter variation and deeper in pitch with more				
Sniffing_Male_Single_Short_B04.wav	blockage.	44100	16	2	00:01
	An adult human jumping into a swimming pool of water, creating an average wet splash with bubbles	44100	1.0	2	00.04
Splash_Water_Human_Jumping_01.wav	fizzing and hissing.	44100	16	2	00:04
Calash Mater Human Junaina 02	An adult human jumping into a swimming pool of water, creating an average wet splash with bubbles	44100	16	2	00:06
Splash_Water_Human_Jumping_02.wav	fizzing and hissing.	44100	10		00.00
Splash_Water_Human_Jumping_03.wav	An adult human jumping into a swimming pool of water, creating an average wet splash with bubbles fizzing and hissing.	44100	16	2	00:04
	An adult human jumping into a swimming pool of water, creating an average wet splash with bubbles				
Splash_Water_Human_Jumping_04.wav	fizzing and hissing.	44100	16	2	00:04
	An adult human jumping into a swimming pool of water, creating an average wet splash with bubbles				
Splash_Water_Human_Jumping_05.wav	fizzing and hissing.	44100	16	2	00:04
	An adult human jumping into a swimming pool of water, creating an average wet splash with bubbles	44100	16	2	00:04
Splash_Water_Human_Jumping_06.wav	fizzing and hissing.	44100	16	2	00:04
Splach Water Human Jumping 07 way	An adult human jumping into a swimming pool of water, creating an average wet splash with bubbles fizzing and hissing.	44100	16	2	00:06
Splash_Water_Human_Jumping_07.wav	An adult human jumping into a swimming pool of water, creating an average wet splash with bubbles	44100	10		00.00
Splash Water Human Jumping 08.wav	fizzing and hissing.	44100	16	2	00:06

			1	1	
Splash_Water_Small_01.wav	Dropping a small, heavy object into a swimming pool of water, creating a small but deep wet splash with a ricochet ripple and plop.	44100	24	2	00:02
Splash_Water_Small_02.wav	Dropping a small, heavy object into a swimming pool of water, creating a small but deep wet splash with a ricochet ripple and plop.	44100	24	2	00:02
Spray_Gas_Aerosol_Deoderant_Long_01.wav	A longer spray of an aerosol gas deoderant odour spray bottle.	44100	16	2	00:01
Spray_Gas_Aerosol_Deoderant_Short_01.wav	A shorter spray of an aerosol gas deoderant odour spray bottle.	44100	16	2	00:01
Spray_Gas_Aerosol_Deoderant_Short_02.wav	A shorter spray of an aerosol gas deoderant odour spray bottle.	44100	16	2	00:01
Spray_Gas_Aerosol_Deoderant_Short_03.wav	A shorter spray of an aerosol gas deoderant odour spray bottle.	44100	16	2	00:01
Spray_Gas_Aerosol_Deoderant_Short_04.wav	A shorter spray of an aerosol gas deoderant odour spray bottle.	44100	16	2	00:01
Spray_Gas_Aerosol_Deoderant_Short_05.wav	A shorter spray of an aerosol gas deoderant odour spray bottle.	44100	16	2	00:01
Squeaking_Metal-on-Glass_Long_01.wav	A long high stuttering squeaking from forcefull scraping a metal straw on a glass cup rim.	44100	16	2	00:02
Squeaking_Metal-on-Glass_Long_02.wav	A long high stuttering squeaking from forcefull scraping a metal straw on a glass cup rim.	44100	16	2	00:02
Squeaking_Metal-on-Glass_Long_03.wav	A long high stuttering squeaking from forcefull scraping a metal straw on a glass cup rim.	44100	16	2	00:03
Squeaking_Metal-on-Glass_Long_04.wav	A long high stuttering squeaking from forcefull scraping a metal straw on a glass cup rim.	44100	16	2	00:02
Squeaking_Metal-on-Glass_Long_05.wav	A long high stuttering squeaking from forcefull scraping a metal straw on a glass cup rim.	44100	16	2	00:02
Squeaking_Metal-on-Glass_Long_06.wav	A long high stuttering squeaking from forcefull scraping a metal straw on a glass cup rim.	44100	16	2	00:02
Squeaking_Metal-on-Glass_Long_07.wav	A long high stuttering squeaking from forcefull scraping a metal straw on a glass cup rim.	44100	16	2	00:02
Squeaking_Metal-on-Glass_Short_01.wav	A short high stuttering squeaking from forcefull scraping a metal straw on a glass cup rim.	44100	16	2	00:01
Squeaking_Metal-on-Glass_Short_02.wav	A short high stuttering squeaking from forcefull scraping a metal straw on a glass cup rim.	44100	16	2	00:01
Squeaking_Metal-on-Glass_Short_03.wav	A short high stuttering squeaking from forcefull scraping a metal straw on a glass cup rim.	44100	16	2	00:01
Squeaking_Metal-on-Glass_Short_04.wav	A short high stuttering squeaking from forcefull scraping a metal straw on a glass cup rim.	44100	16	2	00:02
Squeaking_Metal-on-Glass_Short_05.wav	A short high stuttering squeaking from forcefull scraping a metal straw on a glass cup rim.	44100	16	2	00:02
Squeaking_Metal-on-Glass_Short_06.wav	A short high stuttering squeaking from forcefull scraping a metal straw on a glass cup rim.	44100	16	2	00:01
Squeaking_Metal-on-Glass_Short_07.wav	A short high stuttering squeaking from forcefull scraping a metal straw on a glass cup rim.	44100	16	2	00:01
Squeaking_Metal-on-Glass_Short_08.wav	A short high stuttering squeaking from forcefull scraping a metal straw on a glass cup rim.	44100	16	2	00:01
Squeaking_Metal-on-Glass_Short_09.wav	A short high stuttering squeaking from forcefull scraping a metal straw on a glass cup rim.	44100	16	2	00:01
Squeaking_Metal-on-Glass_Short_10.wav	A short high stuttering squeaking from forcefull scraping a metal straw on a glass cup rim.	44100	16	2	00:01
Squeaking_Metal-on-Glass_Short_11.wav	A short high stuttering squeaking from forcefull scraping a metal straw on a glass cup rim.	44100	16	2	00:01
Squeaking_Metal-on-Glass_Short_12.wav	A short high stuttering squeaking from forcefull scraping a metal straw on a glass cup rim.	44100	16	2	00:02
Squeaking_Metal-on-Glass_Short_13.wav	A short high stuttering squeaking from forcefull scraping a metal straw on a glass cup rim.	44100	16	2	00:01
Squeaking_Mouth_High_01.wav	A short high animal squeaking produced with the human mouth by squeezing air through puckered lips and closed teeth. Similar to a kissing sound.	44100	24	2	00:02
Squeaking_Mouth_High_02.wav	A short high animal squeaking produced with the human mouth by squeezing air through puckered lips and closed teeth. Similar to a kissing sound.	44100	24	2	00:02
Squeaking_Mouth_High_03.wav	A short high animal squeaking produced with the human mouth by squeezing air through puckered lips and closed teeth. Similar to a kissing sound.	44100	24	2	00:02
Squeaking_Mouth_High_04.wav	A short high animal squeaking produced with the human mouth by squeezing air through puckered lips and closed teeth. Similar to a kissing sound.	44100	24	2	00:02

Squeaking_Mouth_High_05.wav	A short high animal squeaking produced with the human mouth by squeezing air through puckered li and closed teeth. Similar to a kissing sound.	ips 44100	24	2	00:02
Squeaking_Pet-Toy_Long_01.wav	A long high squeaking voice from a small squeezing cat or dog toy.	44100	24	2	00:02
Squeaking_Pet-Toy_Long_02.wav	A long high squeaking voice from a small squeezing cat or dog toy.	44100	24	2	00:02
Squeaking_Pet-Toy_Long_03.wav	A long high squeaking voice from a small squeezing cat or dog toy.	44100	24	2	00:01
Squeaking_Pet-Toy_Long_04.wav	A long high squeaking voice from a small squeezing cat or dog toy.	44100	24	2	00:02
Squeaking_Pet-Toy_Long_05.wav	A long high squeaking voice from a small squeezing cat or dog toy.	44100	24	2	00:02
Squeaking_Pet-Toy_Long_06.wav	A long high squeaking voice from a small squeezing cat or dog toy.	44100	24	2	00:01
Squeaking_Pet-Toy_Long_07.wav	A long high squeaking voice from a small squeezing cat or dog toy.	44100	24	2	00:02
Squeaking_Pet-Toy_Long_08.wav	A long high squeaking voice from a small squeezing cat or dog toy.	44100	24	2	00:02
Squeaking_Pet-Toy_Long_09.wav	A long high squeaking voice from a small squeezing cat or dog toy.	44100	24	2	00:02
Squeaking_Pet-Toy_Long_10.wav	A long high squeaking voice from a small squeezing cat or dog toy.	44100	24	2	00:01
Squeaking_Pet-Toy_Long_11.wav	A long high squeaking voice from a small squeezing cat or dog toy.	44100	24	2	00:02
Squeaking_Pet-Toy_Long_12.wav	A long high squeaking voice from a small squeezing cat or dog toy.	44100	24	2	00:01
Squeaking_Pet-Toy_Long_13.wav	A long high squeaking voice from a small squeezing cat or dog toy.	44100	24	2	00:02
Squeaking_Pet-Toy_Long_14.wav	A long high squeaking voice from a small squeezing cat or dog toy.	44100	24	2	00:01
Squeaking_Pet-Toy_Long_15.wav	A long high squeaking voice from a small squeezing cat or dog toy.	44100	24	2	00:01
Squeaking_Pet-Toy_Short_01.wav	A short high squeaking voice from a small squeezing cat or dog toy.	44100	24	2	00:01
Squeaking_Pet-Toy_Short_02.wav	A short high squeaking voice from a small squeezing cat or dog toy.	44100	24	2	00:01
Squeaking_Pet-Toy_Short_03.wav	A short high squeaking voice from a small squeezing cat or dog toy.	44100	24	2	00:01
Squeaking_Pet-Toy_Short_04.wav	A short high squeaking voice from a small squeezing cat or dog toy.	44100	24	2	00:01
Squeaking_Pet-Toy_Short_05.wav	A short high squeaking voice from a small squeezing cat or dog toy.	44100	24	2	00:01
Squeaking_Pet-Toy_Short_06.wav	A short high squeaking voice from a small squeezing cat or dog toy.	44100	24	2	00:01
Squeaking_Pet-Toy_Short_07.wav	A short high squeaking voice from a small squeezing cat or dog toy.	44100	24	2	00:01
Squeaking_Pet-Toy_Short_08.wav	A short high squeaking voice from a small squeezing cat or dog toy.	44100	24	2	00:01
Squeaking_Pet-Toy_Short_09.wav	A short high squeaking voice from a small squeezing cat or dog toy.	44100	24	2	00:01
Squeaking_Pet-Toy_Short_10.wav	A short high squeaking voice from a small squeezing cat or dog toy.	44100	24	2	00:01
Squeaking_Plastic_Long_01.wav	A long high stuttering plastic squeaking by forcefully scraping two plastic bottles together.	44100	24	2	00:02
Squeaking_Plastic_Long_02.wav	A long high stuttering plastic squeaking by forcefully scraping two plastic bottles together.	44100	24	2	00:03
Squeaking_Plastic_Long_03.wav	A long high stuttering plastic squeaking by forcefully scraping two plastic bottles together.	44100	24	2	00:04
Squeaking_Plastic_Long_04.wav	A long high stuttering plastic squeaking by forcefully scraping two plastic bottles together.	44100	24	2	00:03
Squeaking_Plastic_Long_05.wav	A long high stuttering plastic squeaking by forcefully scraping two plastic bottles together.	44100	24	2	00:02
Squeaking_Plastic_Long_06.wav	A long high stuttering plastic squeaking by forcefully scraping two plastic bottles together.	44100	24	2	00:03
Squeaking_Plastic_Long_07.wav	A long high stuttering plastic squeaking by forcefully scraping two plastic bottles together.	44100	24	2	00:03
Squeaking_Plastic_Long_08.wav	A long high stuttering plastic squeaking by forcefully scraping two plastic bottles together.	44100	24	2	00:03

Squeaking_Plastic_Long_09.wav	A long high stuttering plastic squeaking by forcefully scraping two plastic bottles together.	44100	24	2	00:06
Squeaking_Plastic_Long_10.wav	A long high stuttering plastic squeaking by forcefully scraping two plastic bottles together.	44100	24	2	00:05
Squeaking_Plastic_Short_01.wav	A short high stuttering plastic squeaking by forcefully and quickly scraping two plastic bottles together.	44100	24	2	00:01
Squeaking_Plastic_Short_02.wav	A short high stuttering plastic squeaking by forcefully and quickly scraping two plastic bottles together.	44100	24	2	00:01
Squeaking_Plastic_Short_03.wav	A short high stuttering plastic squeaking by forcefully and quickly scraping two plastic bottles together.	44100	24	2	00:02
Squeaking_Plastic_Short_04.wav	A short high stuttering plastic squeaking by forcefully and quickly scraping two plastic bottles together.	44100	24	2	00:01
	A short high stuttering plastic squeaking by forcefully and quickly scraping two plastic bottles together.	44100	24	2	00:01
Squeaking_Plastic_Short_05.wav		44100	24	2	00:01
Squeaking_Plastic_Short_06.wav	A short high stuttering plastic squeaking by forcefully and quickly scraping two plastic bottles together.				
Squeaking_Plastic_Short_07.wav	A short high stuttering plastic squeaking by forcefully and quickly scraping two plastic bottles together.	44100	24	2	00:01
Squeaking_Plastic_Short_08.wav	A short high stuttering plastic squeaking by forcefully and quickly scraping two plastic bottles together.	44100	24	2	00:02
Squeaking_Plastic_Short_09.wav	A short high stuttering plastic squeaking by forcefully and quickly scraping two plastic bottles together.	44100	24	2	00:02
Squeaking_Plastic_Short_10.wav	A short high stuttering plastic squeaking by forcefully and quickly scraping two plastic bottles together.	44100	24	2	00:02
Squeaking_Plastic_Short_11.wav	A short high stuttering plastic squeaking by forcefully and quickly scraping two plastic bottles together.	44100	24	2	00:02
Squeaking_Plastic_Short_12.wav	A short high stuttering plastic squeaking by forcefully and quickly scraping two plastic bottles together.	44100	24	2	00:02
Squeaking_Plastic_Short_13.wav	A short high stuttering plastic squeaking by forcefully and quickly scraping two plastic bottles together.	44100	24	2	00:03
Squeaking_Plastic_Short_14.wav	A short high stuttering plastic squeaking by forcefully and quickly scraping two plastic bottles together.	44100	24	2	00:02
Squeaking_Plastic_Short_15.wav	A short high stuttering plastic squeaking by forcefully and quickly scraping two plastic bottles together.	44100	24	2	00:01
Squeaking_Plastic_Short_16.wav	A short high stuttering plastic squeaking by forcefully and quickly scraping two plastic bottles together.	44100	24	2	00:01
Squeaking_1 idotio_short_10.wav	A loud, painful animal squeak from a plastic toy pig being forcefully squeezed and depleting its air				
Squeaking_Toy_Pig_Loud_01.wav	rapidly for a harsh cry.	44100	24	2	00:01
	A loud, painful animal squeak from a plastic toy pig being forcefully squeezed and depleting its air	44100	24	2	00.01
Squeaking_Toy_Pig_Loud_02.wav	rapidly for a harsh cry.	44100	24	2	00:01
Squeaking_Toy_Pig_Loud_03.wav	A loud, painful animal squeak from a plastic toy pig being forcefully squeezed and depleting its air rapidly for a harsh cry.	44100	24	2	00:02
Squeaking_roy_rig_Loud_os.wav	A loud, painful animal squeak from a plastic toy pig being forcefully squeezed and depleting its air			_	00.02
Squeaking_Toy_Pig_Loud_04.wav	rapidly for a harsh cry.	44100	24	2	00:02
	A loud, painful animal squeak from a plastic toy pig being forcefully squeezed and depleting its air	44400	2.4	2	00.02
Squeaking_Toy_Pig_Loud_05.wav	rapidly for a harsh cry.	44100	24	2	00:02
Squeaking_Toy_Pig_Soft_01.wav	A normal squeak from a plastic toy pig being squeezed and depleting its air for an artificial animal vocalization.	44100	24	2	00:01
	A normal squeak from a plastic toy pig being squeezed and depleting its air for an artificial animal				
Squeaking_Toy_Pig_Soft_02.wav	vocalization.	44100	24	2	00:02
Squeaking_Toy_Pig_Soft_03.wav	A normal squeak from a plastic toy pig being squeezed and depleting its air for an artificial animal vocalization.	44100	24	2	00:01
Squeaking_Toy_rig_Sort_os.wav	A normal squeak from a plastic toy pig being squeezed and depleting its air for an artificial animal				00.02
Squeaking_Toy_Pig_Soft_04.wav	vocalization.	44100	24	2	00:01
Static_Speaker_Small_01.wav	A small stylophone speaker idling with a static drone of noise.	44100	24	2	00:08
	A small running stream of bubbling water flowing calmly in a forest with mild splashing and dripping.	44100	16	2	00.20
Stream_Water_01_LOOP.wav	Seamless looping.	44100	16	2	00:30
	A small running stream of bubbling water flowing calmly in a forest with mild splashing and dripping.	44100	24	2	00:30

Stream_Water_03_LOOP.wav	A small running stream of bubbling water flowing calmly in a forest with mild splashing and dripping. Mild birdsong. Seamless looping.	44100	24	2	00:28
	A small running stream of bubbling water flowing calmly in a forest with mild splashing and dripping.	44100	24	2	00.20
Stream_Water_04_LOOP.wav	Mild birdsong. Seamless looping.	44100	24	2	00:30
Stream_Water_05_LOOP.wav	A small running stream of bubbling water flowing calmly in a forest with mild splashing and dripping. Seamless looping.	44100	24	2	00:30
	A small running stream of bubbling water flowing calmly in a forest with mild splashing and dripping.	44100	24	2	00:30
Stream_Water_06_LOOP.wav	Mild birdsong. Seamless looping. A small running stream of bubbling water flowing calmly in a forest with mild splashing and dripping.	44100	24		00.30
Stream_Water_07_LOOP.wav	Mild birdsong. Seamless looping.	44100	24	2	00:30
	A small running stream of bubbling water flowing calmly in a forest with mild splashing and dripping.	44100	24	2	00.20
Stream_Water_08_LOOP.wav	Mild birdsong. Seamless looping.	44100	24	2	00:30
Stream_Water_09_LOOP.wav	A small running stream of bubbling water flowing aggressively on a tarmac road as a flash flood with splashing and dripping. Seamless looping.	44100	24	2	00:21
				2	
Strimmer_Grass_Distant_01.wav	A distant grass strimming mowing machine cutting a garden. Some birdsong. Dragging a plastic suitcase along a metal moving walkway at an airport for a metallic droning and	44100	24		00:39
Suitcase_Moving-Walkway_Metal_01.wav	rhythmic clicking of the conveyor. People talking in the background.	44100	24	2	00:29
Swallowing_Male_Single_01.wav	A man swallowing water down his throat. Roughly 5 centimeters from the neck.	44100	16	2	00:01
Swallowing_Male_Single_02.wav	A man swallowing water down his throat. Roughly 5 centimeters from the neck.	44100	16	2	00:01
Swallowing_Male_Single_03.wav	A man swallowing water down his throat. Roughly 5 centimeters from the neck.	44100	16	2	00:01
Swallowing_Male_Single_04.wav	A man swallowing water down his throat. Roughly 5 centimeters from the neck.	44100	16	2	00:01
Swallowing_Male_Single_05.wav	A man swallowing water down his throat. Roughly 5 centimeters from the neck.	44100	16	2	00:01
Swallowing_Male_Single_06.wav	A man swallowing water down his throat. Roughly 5 centimeters from the neck.	44100	16	2	00:01
Swallowing_Male_Single_07.wav	A man swallowing water down his throat. Roughly 5 centimeters from the neck.	44100	16	2	00:01
Sweeping_Broom_Concrete_Single_Long_01.wav	A long cleaning sweep of a bristle broom on a concrete surface with mild dust debris.	44100	24	2	00:02
Sweeping_Broom_Concrete_Single_Long_02.wav	A long cleaning sweep of a bristle broom on a concrete surface with mild dust debris.	44100	24	2	00:02
Sweeping_Broom_Concrete_Single_Short_01.wav	A short cleaning sweep of a bristle broom on a concrete surface with mild dust debris.	44100	24	2	00:01
Sweeping_Broom_Concrete_Single_Short_02.wav	A short cleaning sweep of a bristle broom on a concrete surface with mild dust debris.	44100	24	2	00:01
Sweeping_Broom_Concrete_Single_Short_03.wav	A short cleaning sweep of a bristle broom on a concrete surface with mild dust debris.	44100	24	2	00:01
Sweeping_Broom_Concrete_Single_Short_04.wav	A short cleaning sweep of a bristle broom on a concrete surface with mild dust debris.	44100	24	2	00:01
Sweeping_Broom_Concrete_Single_Short_05.wav	A short cleaning sweep of a bristle broom on a concrete surface with mild dust debris.	44100	24	2	00:01
Sweeping_Broom_Concrete_Single_Short_06.wav	A short cleaning sweep of a bristle broom on a concrete surface with mild dust debris.	44100	24	2	00:01
Sweeping_Broom_Concrete_Single_Short_07.wav	A short cleaning sweep of a bristle broom on a concrete surface with mild dust debris.	44100	24	2	00:01
Sweeping_Broom_Concrete_Single_Short_08.wav	A short cleaning sweep of a bristle broom on a concrete surface with mild dust debris.	44100	24	2	00:01
Sweeping_Broom_Concrete_Single_Short_09.wav	A short cleaning sweep of a bristle broom on a concrete surface with mild dust debris.	44100	24	2	00:01
Sweeping_Broom_Concrete_Single_Short_10.wav	A short cleaning sweep of a bristle broom on a concrete surface with mild dust debris.	44100	24	2	00:01
Sweeping_Broom_Glass_Single_Long_01.wav	A long cleaning sweep of a bristle brush on a tiled surface with scattered glass debris and shards of a broken bottle.	44100	16	2	00:02
Sweeping_Broom_Glass_Single_Long_02.wav	A long cleaning sweep of a bristle brush on a tiled surface with scattered glass debris and shards of a broken bottle.	44100	16	2	00:02

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Sweeping_Broom_Glass_Single_Long_03.wav	A long cleaning sweep of a bristle brush on a tiled surface with scattered glass debris and shards of a broken bottle.	44100	16	2	00:02
	A long cleaning sweep of a bristle brush on a tiled surface with scattered glass debris and shards of a				
Sweeping_Broom_Glass_Single_Long_04.wav	broken bottle.	44100	16	2	00:02
	A long cleaning sweep of a bristle brush on a tiled surface with scattered glass debris and shards of a	44100	16	2	00:02
Sweeping_Broom_Glass_Single_Long_05.wav	broken bottle.	44100	16		00.02
Sweeping_Broom_Glass_Single_Long_06.wav	A long cleaning sweep of a bristle brush on a tiled surface with scattered glass debris and shards of a broken bottle.	44100	16	2	00:03
Sweeping_broom_diass_single_cong_oo.wav	A long cleaning sweep of a bristle brush on a tiled surface with scattered glass debris and shards of a	00		_	1 00.00
Sweeping_Broom_Glass_Single_Long_07.wav	broken bottle.	44100	16	2	00:02
1 0= = = 0 = 0=	A long cleaning sweep of a bristle brush on a tiled surface with scattered glass debris and shards of a				
Sweeping_Broom_Glass_Single_Long_08.wav	broken bottle.	44100	16	2	00:02
	A short cleaning sweep of a bristle brush on a tiled surface with scattered glass debris and shards of a		1.5		00.00
Sweeping_Broom_Glass_Single_Short_01.wav	broken bottle.	44100	16	2	00:02
	A short cleaning sweep of a bristle brush on a tiled surface with scattered glass debris and shards of a	44100	16	2	00:03
Sweeping_Broom_Glass_Single_Short_02.wav	broken bottle.	44100	10	2	00:02
Consenies Busses Class Circle Chart 02	A short cleaning sweep of a bristle brush on a tiled surface with scattered glass debris and shards of a	44100	16	2	00:02
Sweeping_Broom_Glass_Single_Short_03.wav	broken bottle.	44100	10		00.02
Sweeping_Broom_Glass_Single_Short_04.wav	A short cleaning sweep of a bristle brush on a tiled surface with scattered glass debris and shards of a broken bottle.	44100	16	2	00:02
Sweeping_broom_Glass_Single_Short_04.wav	A short cleaning sweep of a bristle brush on a tiled surface with scattered glass debris and shards of a	11200	10	_	00.02
Sweeping_Broom_Glass_Single_Short_05.wav	broken bottle.	44100	16	2	00:02
	A short cleaning sweep of a bristle brush on a tiled surface with scattered glass debris and shards of a				
Sweeping_Broom_Glass_Single_Short_06.wav	broken bottle.	44100	16	2	00:01
	A short cleaning sweep of a bristle brush on a tiled surface with scattered glass debris and shards of a				
Sweeping_Broom_Glass_Single_Short_07.wav	broken bottle.	44100	16	2	00:01
	A short cleaning sweep of a bristle brush on a tiled surface with scattered glass debris and shards of a	44400	4.6	2	00.00
Sweeping_Broom_Glass_Single_Short_08.wav	broken bottle.	44100	16	2	00:02
	A short cleaning sweep of a bristle brush on a tiled surface with scattered glass debris and shards of a	44100	16	2	00:01
Sweeping_Broom_Glass_Single_Short_09.wav	broken bottle.	44100	10		00.01
Sweeping_Broom_Glass_Single_Short_10.wav	A short cleaning sweep of a bristle brush on a tiled surface with scattered glass debris and shards of a broken bottle.	44100	16	2	00:01
Sweeping_broom_Glass_Single_Short_10.wav	A short cleaning sweep of a bristle brush on a tiled surface with scattered glass debris and shards of a	11200	10	_	00.01
Sweeping_Broom_Glass_Single_Short_11.wav	broken bottle.	44100	16	2	00:01
	A short cleaning sweep of a bristle brush on a tiled surface with scattered glass debris and shards of a				
Sweeping_Broom_Glass_Single_Short_12.wav	broken bottle.	44100	16	2	00:01
	A short cleaning sweep of a bristle brush on a tiled surface with scattered glass debris and shards of a				
Sweeping_Broom_Glass_Single_Short_13.wav	broken bottle.	44100	16	2	00:01
	A short cleaning sweep of a bristle brush on a tiled surface with scattered glass debris and shards of a	44400	4.6	2	00.01
Sweeping_Broom_Glass_Single_Short_14.wav	broken bottle.	44100	16	2	00:01
	A short cleaning sweep of a bristle brush on a tiled surface with scattered glass debris and shards of a	44100	16	2	00:01
Sweeping_Broom_Glass_Single_Short_15.wav	broken bottle.			2	
Switch_Light_Pulley_01.wav	Pulling a pulley light switch on a string cord for a double clicking.	44100	24	2	00:01
Switch_Light_Pulley_02.wav	Pulling a pulley light switch on a string cord for a double clicking.	44100	24	2	00:01
Switch_Light_Pulley_03.wav	Pulling a pulley light switch on a string cord for a double clicking.	44100	24	2	00:01
Switch_Light_Pulley_Short_01.wav	Pulling a pulley light switch on a string cord for a double clicking. A shorter, quicker variation.	44100	24	2	00:01
Switch_Light_Pulley_Short_02.wav	Pulling a pulley light switch on a string cord for a double clicking. A shorter, quicker variation.	44100	24	2	00:01

Switch_Light_Pulley_Short_03.wav	Pulling a pulley light switch on a string cord for a double clicking. A shorter, quicker variation.	44100	24	2	00:01
Tearing_Newspaper_01.wav	Rapidly and aggressively tearing a sheet of thin newspaper with a ripping break.	44100	24	2	00:02
Tearing_Newspaper_02.wav	Rapidly and aggressively tearing a sheet of thin newspaper with a ripping break.	44100	24	2	00:02
Tearing_Newspaper_03.wav	Rapidly and aggressively tearing a sheet of thin newspaper with a ripping break.	44100	24	2	00:02
Tearing_Newspaper_04.wav	Rapidly and aggressively tearing a sheet of thin newspaper with a ripping break.	44100	24	2	00:02
Tearing_Newspaper_05.wav	Rapidly and aggressively tearing a sheet of thin newspaper with a ripping break.	44100	24	2	00:02
Tearing_Newspaper_06.wav	Rapidly and aggressively tearing a sheet of thin newspaper with a ripping break.	44100	24	2	00:02
Tearing_Newspaper_07.wav	Rapidly and aggressively tearing a sheet of thin newspaper with a ripping break.	44100	24	2	00:02
Thunder-Tube_Large_Hit_01.wav	Striking the metallic coil of a large thunder tube with a metal mallet for a spiking, metal, zapping and natural reverberating rumble in its wooden chamber.	44100	24	2	00:16
Thunder-Tube_Large_Hit_02.wav	Striking the metallic coil of a large thunder tube with a metal mallet for a spiking, metal, zapping and natural reverberating rumble in its wooden chamber.	44100	24	2	00:16
Thunder-Tube_Large_Hit_03.wav	Striking the metallic coil of a large thunder tube with a metal mallet for a spiking, metal, zapping and natural reverberating rumble in its wooden chamber.	44100	24	2	00:16
Thunder-Tube_Large_Hit_04.wav	Striking the metallic coil of a large thunder tube with a metal mallet for a spiking, metal, zapping and natural reverberating rumble in its wooden chamber.	44100	24	2	00:21
Thunder-Tube_Large_Hit_05.wav	Striking the metallic coil of a large thunder tube with a metal mallet for a spiking, metal, zapping and natural reverberating rumble in its wooden chamber.	44100	24	2	00:20
Thunder-Tube_Large_Rumble_01.wav	Shaking a large, wooden thunder tube and letting its metal coil wildly flail to create a low, thunderous rumbling that is augmented by its wooden chamber.	44100	24	2	00:19
Thunder-Tube_Large_Rumble_02.wav	Shaking a large, wooden thunder tube and letting its metal coil wildly flail to create a low, thunderous rumbling that is augmented by its wooden chamber.	44100	24	2	00:18
Thunder-Tube_Large_Rumble_03.wav	Shaking a large, wooden thunder tube and letting its metal coil wildly flail to create a low, thunderous rumbling that is augmented by its wooden chamber.	44100	24	2	00:19
Thunder-Tube_Large_Rumble_04.wav	Shaking a large, wooden thunder tube and letting its metal coil wildly flail to create a low, thunderous rumbling that is augmented by its wooden chamber.	44100	24	2	00:26
Thunder-Tube_Large_Rumble_05.wav	Shaking a large, wooden thunder tube and letting its metal coil wildly flail to create a low, thunderous rumbling that is augmented by its wooden chamber.	44100	24	2	00:25
Thunder-Tube_Large_Rumble_06.wav	Shaking a large, wooden thunder tube and letting its metal coil wildly flail to create a low, thunderous rumbling that is augmented by its wooden chamber.	44100	24	2	00:22
Thunder_Close_01.wav	A close, bright, crackling thunder lightning strike during a thunderstorm with no rain.	44100	16	2	00:14
Thunder_Close_02.wav	A close, bright, crackling thunder lightning strike during a thunderstorm with no rain.	44100	16	2	00:13
Thunder_Close_03.wav	A close, bright, crackling thunder lightning strike during a thunderstorm with no rain.	44100	16	2	00:15
Thunder_Close_04.wav	A close, bright, crackling thunder lightning strike during a thunderstorm with no rain.	44100	24	2	00:17
Thunder_Close_05.wav	A close, booming thunder lightning strike during a thunderstorm with no rain sweeping across the landscape.	44100	24	2	00:24
Thunder_Close_06.wav	A close, booming thunder lightning strike during a thunderstorm with no rain sweeping across the landscape.	44100	24	2	00:23
Thunder_Close_Rain_01.wav	A close, crackling thunder lightning strike during a thunderstorm with light rain.	44100	16	2	00:19
Thunder_Close_Rain_02.wav	A close, crackling thunder lightning strike during a thunderstorm with light rain.	44100	16	2	00:14
Thunder_Close_Rain_03.wav	A close, crackling thunder lightning strike during a thunderstorm with light rain.	44100	24	2	00:10
Thunder_Close_Rain_04.wav	A close, crackling thunder lightning strike during a thunderstorm with light rain.	44100	24	2	00:09

Thunder_Close_Rain_05.wav	A close, booming thunder lightning strike during a thunderstorm with very light rain.	44100	24	2	00:21
Thunder_Close_Rain_06.wav	A close, booming thunder lightning strike during a thunderstorm with very light rain.	44100	24	2	00:24
Thunder_Distant_01.wav	A distant, crackling thunder lightning strike during a far away thunderstorm with no rain.	44100	16	2	00:15
Thunder_Distant_02.wav	A distant, crackling thunder lightning strike during a far away thunderstorm with no rain.	44100	16	2	00:08
Thunder_Distant_03.wav	A distant, booming thunder lightning strike during a far away thunderstorm with no rain.	44100	24	2	00:13
Thunder_Distant_04.wav	A distant, booming thunder lightning strike during a far away thunderstorm with no rain.	44100	24	2	00:21
Thunder_Distant_05.wav	A distant, booming, scattered thunder lightning strike during a far away thunderstorm with no rain.	44100	24	2	00:17
Thunder_Distant_06.wav	A distant, booming thunder lightning strike during a far away thunderstorm with no rain.	44100	24	2	00:15
Thunder_Distant_Rain_01.wav	A distant, booming thunder lightning strike during a far away thunderstorm with light rain.	44100	24	2	00:24
Thunder_Distant_Rain_02.wav	A distant, booming thunder lightning strike during a far away thunderstorm with light rain.	44100	24	2	00:33
Thunder_Distant_Rain_03.wav	A distant, booming thunder lightning strike during a far away thunderstorm with light rain.	44100	24	2	00:19
Thunder_Distant_Rain_04.wav	A distant, booming thunder lightning strike during a far away thunderstorm with light rain.	44100	24	2	00:19
Thunder_Distant_Rain_05.wav	A distant, booming thunder lightning strike during a far away thunderstorm with light rain.	44100	24	2	00:15
Thunder_Distant_Rain_06.wav	A distant, booming thunder lightning strike during a far away thunderstorm with light rain.	44100	24	2	00:24
Thunder_Extremely-Close_01.wav	A very close, loud booming and brightly crackling lightning strike during a large thunderstorm with no rain.	44100	24	2	00:25
Thunder_Extremely-Close_02.wav	A very close, loud booming and brightly crackling lightning strike during a large thunderstorm with no rain.	44100	24	2	00:32
Thunder_Extremely-Close_03.wav	A very close, loud booming and brightly crackling lightning strike during a large thunderstorm with no rain.	44100	24	2	00:14
Thunder_Very-Close_01.wav	A very close, booming thunder lightning strike during a thunderstorm with no rain sweeping across the landscape.	44100	24	2	00:08
Thunder_Very-Close_02.wav	A very close, booming thunder lightning strike during a thunderstorm with no rain sweeping across the landscape.	44100	24	2	00:08
Thunder_Very-Close_Rain_01.wav	A very close, bright, crackling thunder lightning strike during a thunderstorm with rain.	44100	16	2	00:13
Thunder_Very-Close_Rain_02.wav	A very close, bright, crackling thunder lightning strike during a thunderstorm with rain.	44100	24	2	00:17
Thunder_Very-Close_Rain_03.wav	A very close, bright, crackling thunder lightning strike during a thunderstorm with rain.	44100	24	2	00:14
Thunder_Very-Close_Rain_04.wav	A very close, booming, crackling thunder lightning strike during a thunderstorm with rain and light watery dripping.	44100	16	2	00:13
Thunder_Very-Close_Rain_05.wav	A very close, booming, crackling thunder lightning strike during a thunderstorm with rain and light watery dripping.	44100	16	2	00:16
Thunder_Very-Close_Rain_06.wav	A very close, booming, crackling thunder lightning strike during a thunderstorm with light rain.	44100	24	2	00:24
Thunder_Very-Close_Rain_07.wav	A very close, booming, bright, crackling thunder lightning strike during a thunderstorm with moderate rain.	44100	24	2	00:09
Thunder_Very-Close_Rain_08.wav	A very close, booming, bright, crackling thunder lightning strike during a thunderstorm with moderate rain.	44100	24	2	00:09
Thunder_Very-Close_Rain_09.wav	A very close, booming, bright, crackling thunder lightning strike during a thunderstorm with moderate rain.	44100	24	2	00:09
Thunder_Very-Close_Rain_10.wav	A very close, booming, bright, crackling thunder lightning strike during a thunderstorm with moderate rain.	44100	24	2	00:21
Ticking_Clock_Multi_01_LOOP.wav	A mechanical clockwork clock ticking time on every second. Seamless looping.	44100	24	2	00:12

Ticking_Clock_Multi_02_LOOP.wav	A mechanical clockwork clock rapidly ticking multiple times per second. Seamless looping.	44100	24	2	00:10
Toaster_Pop_Single_01.wav	The popping of a metal toaster after it has finished, completed its toasting cycle.	44100	16	2	00:02
Toaster_Pop_Single_02.wav	The popping of a metal toaster after it has finished, completed its toasting cycle.	44100	16	2	00:02
Toaster_Pop_Single_03.wav	The popping of a metal toaster after it has finished, completed its toasting cycle.	44100	16	2	00:02
Toaster_Pop_Single_04.wav	The popping of a metal toaster after it has finished, completed its toasting cycle.	44100	16	2	00:01
Toaster_Start_Single_01.wav	Setting, starting a metal toaster with a sliding metallic click switch as it locks into place.	44100	16	2	00:02
Toaster_Start_Single_02.wav	Setting, starting a metal toaster with a sliding metallic click switch as it locks into place.	44100	16	2	00:02
Toaster_Start_Single_03.wav	Setting, starting a metal toaster with a sliding metallic click switch as it locks into place.	44100	16	2	00:01
Toaster_Start_Single_04.wav	Setting, starting a metal toaster with a sliding metallic click switch as it locks into place.	44100	16	2	00:02
Toilet_Flush_American_01.wav	A toilet flushing in America with a watery swirling splash and draining with the lid up. A brief refilling cycle allowing the flush to reset.	44100	24	2	00:18
	A toilet flushing in America with a watery swirling splash and draining with the lid up. A brief refilling	44100	24	2	00:12
Toilet_Flush_American_02.wav	cycle allowing the flush to reset. A toilet flushing in America with a watery swirling splash and draining with the lid up. A brief refilling	44100	24	Z	00.12
Toilet_Flush_American_03.wav	cycle allowing the flush to reset.	44100	24	2	00:14
Toilet_Flush_European_01.wav	A toilet flushing in England with a long watery flush and draining with the lid up. A long refilling cycle to reset.	44100	24	2	01:40
Toilet_Flush_Philippines_01.wav	A toilet flushing in the Philippines with a short, weak watery flush and draining with the lid up. A loud, hissing refilling cycle to reset.	44100	24	2	00:27
Toy Truck Wheel Acceleration Long 01.wav	A plastic toy truck revving with its mechanical spinning wheels.	44100	24	2	00:07
Toy_Truck_Wheel_Acceleration_Long_02.wav	A plastic toy truck revving with its mechanical spinning wheels.	44100	24	2	00:09
Toy_Truck_Wheel_Acceleration_Long_03.wav	A plastic toy truck revving with its mechanical spinning wheels.	44100	24	2	00:08
Toy_Truck_Wheel_Acceleration_Short_01.wav	A plastic toy truck revving once with its mechanical spinning wheels.	44100	24	2	00:02
Toy_Truck_Wheel_Acceleration_Short_02.wav	A plastic toy truck revving once with its mechanical spinning wheels.	44100	24	2	00:02
Toy_Truck_Wheel_Acceleration_Short_03.wav	A plastic toy truck revving once with its mechanical spinning wheels.	44100	24	2	00:02
Toy_Truck_Wheel_Acceleration_Short_04.wav	A plastic toy truck revving once with its mechanical spinning wheels.	44100	24	2	00:02
Toy_Truck_Wheel_Acceleration_Short_05.wav	A plastic toy truck revving once with its mechanical spinning wheels.	44100	24	2	00:02
Toy_Truck_Wheel_Acceleration_Short_06.wav	A plastic toy truck revving once with its mechanical spinning wheels.	44100	24	2	00:01
Toy_Truck_Wheel_Acceleration_Short_07.wav	A plastic toy truck revving once with its mechanical spinning wheels.	44100	24	2	00:02
Toy_Truck_Wheel_Acceleration_Short_08.wav	A plastic toy truck revving once with its mechanical spinning wheels.	44100	24	2	00:01
Toy_Truck_Wheel_Acceleration_Short_09.wav	A plastic toy truck revving once with its mechanical spinning wheels.	44100	24	2	00:01
Toy_Truck_Wheel_Acceleration_Short_10.wav	A plastic toy truck revving once with its mechanical spinning wheels.	44100	24	2	00:01
Train_British_Arriving_Left-To-Right_Close_01.wav	A British commuter train arriving and stopping at a station from right to left with its engine humming and buzzing.	44100	24	2	00:39
Train_British_Arriving_Left-To-Right_Distant_01.wav	A British commuter train arriving and stopping at a station from right to left with its engine humming deeply and brakes squeaking.	44100	24	2	00:24
Train_British_Door_Beeping_01.wav	A British train door beeping to signal that it can now be opened.	44100	16	2	00:03
Train_British_Door_Beeping_02.wav	A British train door beeping to signal that it can now be opened.	44100	16	2	00:03

Train_British_Door_Beeping_03.wav	A British train door beeping to signal that it can now be opened.	44100	24	2	00:04
Train_British_Door_Beeping_04.wav	A British train door beeping to signal that it can now be opened.	44100	24	2	00:04
	A British train door beeping quickly signalling that the door is now closing. The train door then slides				
Train_British_Door_Closing_Beeping_01.wav	shut with a hydraulic hiss and a loud slam.	44100	24	2	00:10
	A British train door opening with a hydraulic hissing and sliding. The interior air conditioning unit can	44400	2.4	•	00.06
Train_British_Door_Opening_01.wav	be heard once the door is open.	44100	24	2	00:06
	A British train door opening with a hydraulic hissing and sliding. The interior air conditioning unit can	44100	2.4	2	00.10
Train_British_Door_Opening_02_Announcement.wav	be heard once the door is open as well as an automated train announcement.	44100	24	2	00:10
Train_British_Idling_01_LOOP.wav	A British train engine idling closely at a station with loud exhaust. Seamless looping.	44100	24	2	00:04
	Travelling between two coaches of a British commuter train, hearing the exterior journey of the train				
	carriages as they speed between stations on the railway. Ends with squeaking brakes stopping at a			_	
Train_British_Journey_Between-Coaches_01.wav	station.	44100	24	2	02:30
	Travelling between two coaches of a British commuter train, hearing the exterior journey of the train				
	carriages as they speed between stations on the railway. A squeaking of the carriage joining	44400	2.4	-	04.04
Train_British_Journey_Between-Coaches_02.wav	mechanism.	44100	24	2	01:01
	A British commuter train accelerating away and leaving a station from left to right with clip clop on the	44400	2.4	-	00.00
Train_British_Leaving_Left-To-Right_01_Clip-Clop.wav	railway tracks and engine whizzing.	44100	24	2	00:20
	A British commuter train accelerating away and leaving a station from left to right with clip clop on the	44400	2.4	2	00.27
Train_British_Leaving_Left-To-Right_02_Clip-Clop.wav	railway tracks and engine whizzing.	44100	24	2	00:27
	A British commuter train accelerating away and leaving a station from left to right with engine whizzing	44400	2.4	2	00.25
Train_British_Leaving_Left-To-Right_03.wav	and air brake steam hissing.	44100	24	2	00:25
	A British commuter train accelerating away and leaving a station from left to right with engine	44100	2.4	2	00.53
Train_British_Leaving_Left-To-Right_04.wav	whizzing.	44100	24	2	00:52
	A British commuter train accelerating away and leaving a station from left to right with engine whizzing	44100	24	2	00.46
Train_British_Leaving_Left-To-Right_05.wav	and exhaust.	44100	24		00:46
	A British commuter train accelerating away and leaving a station from right to left with clip clop on the	44100	24	2	00:33
Train_British_Leaving_Right-To-Left_01_Clip-Clop.wav	railway tracks, engine whizzing and air brake steam hissing.	44100	24		00.33
	A British commuter train accelerating away and leaving a station from right to left with clip clop on the	44100	24	2	00:37
Train_British_Leaving_Right-To-Left_02_Clip-Clop.wav	railway tracks and engine whizzing.	44100	24		00.57
	A British commuter train accelerating away and leaving a station from right to left with engine whizzing	44100	24	2	00:44
Train_British_Leaving_Right-To-Left_03.wav	and a door lock clicking,	44100	24		00.44
T : 0 !!! 0 : 1 0 T 0!!! 04 0!! 0!	A British commuter train passing by from left to right on the railway tracks with clip clop. Roughly 3	44100	16	2	00:24
Train_British_Passing_Left-To-Right_01_Clip-Clop.wav	meters from the recorder.	44100	10		00.24
Taria British Bresian Left To Bisha 02 City Classes	A British commuter train passing by from left to right on the railway tracks with clip clop. Roughly 3	44100	16	2	00:25
Train_British_Passing_Left-To-Right_02_Clip-Clop.wav	meters from the recorder.	44100	10		00.23
Taria British Bassian Laft Ta Bisht, Class Of Clin Classes	A British commuter train passing by closely from left to right on the railway tracks with clip clop.	44100	16	2	00:24
Train_British_Passing_Left-To-Right_Close_01_Clip-Clop.wav	Roughly 1 meter from the recorder.	44100	10		00.24
Train Dritish Dessire Left To Disht Class 02	A British commuter train passing by closely from left to right on the railway tracks. Roughly 1 meter	44100	16	2	00:16
Train_British_Passing_Left-To-Right_Close_02.wav	from the recorder.	77100	10		00.10
Train British Passing Left-To-Right Close 03.wav	A British commuter train passing by closely from left to right on the railway tracks with electrical	44100	24	2	00:28
italii_bittisii_rassiiig_teit-10-nigiit_Close_03.WdV	sparking from the tracks. Roughly 1 meter from the recorder. A British commuter train passing by closely from left to right on the railway tracks with electrical	11100	27		55.25
Train British Passing Left-To-Right Close 04.wav	sparking from the tracks. Roughly 1 meter from the recorder.	44100	24	2	00:30
Train_british_rassing_telt-10-night_close_04.wav		11100	27		33.30
Train British Dassing Dight To Loft 01 way	A British commuter train passing by from right to left on the railway tracks. Roughly 2 meters from the	44100	16	2	00:21
Train_British_Passing_Right-To-Left_01.wav	recorder. A British commuter train passing by from right to left on the railway tracks with loud engine exhaust	11100			00.21
Train_British_Passing_Right-To-Left_02_Slow.wav	and slight track clip clop. Roughly 2 meters from the recorder.	44100	24	2	00:38
Train_Direisin_i assing_ingin-10-LCIL_02_Slow.wav	and sight track city doy. Roughly 2 meters from the recorder.		- •	_	1 23.00

	A British commuter train passing by closely from right to left on the railway tracks with clip clop.				
Train_British_Passing_Right-To-Left_Close_01.wav	Roughly 1 meter from the recorder.	44100	16	2	00:19
	A British commuter train passing by closely from right to left on the railway tracks with clip clop.				
Train_British_Passing_Right-To-Left_Close_02.wav	Roughly 1 meter from the recorder.	44100	16	2	00:17
	A British commuter train passing by closely from right to left on the railway tracks with clip clop.				
Train_British_Passing_Right-To-Left_Close_03.wav	Roughly 1 meter from the recorder.	44100	24	2	00:10
	A British commuter train passing by closely from right to left on the railway tracks with clip clop and			_	
Train_British_Passing_Right-To-Left_Close_04.wav	electrical sparking from the tracks. Roughly 1 meter from the recorder.	44100	24	2	00:26
	A British commuter train passing by closely from right to left on the railway tracks with clip clop and			_	
Train_British_Passing_Right-To-Left_Close_05.wav	electrical sparking from the tracks. Roughly 1 meter from the recorder.	44100	24	2	00:29
	A British commuter train passing by closely from right to left on the railway tracks with clip clop and	44400	2.4	_	00.07
Train_British_Passing_Right-To-Left_Close_06.wav	electrical sparking from the tracks. Roughly 1 meter from the recorder.	44100	24	2	00:37
	A British commuter train passing by very closely from right to left on the railway tracks with clip clop.	44400	2.4	_	00.40
Train_British_Passing_Right-To-Left_Very-Close_01_Clip-Clop.wav	Roughly 1 meter from the recorder.	44100	24	2	00:10
	A British commuter train passing by very closely from right to left on the railway tracks with light clip	44400	2.4	2	00.40
Train_British_Passing_Right-To-Left_Very-Close_02.wav	clop. Roughly 50 centimeters from the recorder.	44100	24	2	00:19
	A British commuter train passing by very closely from right to left on the railway tracks with light clip	44400	2.4	2	00.46
Train_British_Passing_Right-To-Left_Very-Close_03.wav	clop. Roughly 50 centimeters from the recorder.	44100	24	2	00:16
	A British commuter train passing by very closely from right to left on the railway tracks with light clip	44400	2.4	2	00.45
Train_British_Passing_Right-To-Left_Very-Close_04.wav	clop. Roughly 50 centimeters from the recorder.	44100	24	2	00:15
	A British commuter train passing by very closely from right to left on the railway tracks with clip clop.	44400	2.4	_	00.20
Train_British_Passing_Right-To-Left_Very-Close_05_Clip-Clop.wav	Roughly 50 centimeters from the recorder.	44100	24	2	00:20
Train_London-Underground_Arriving_01.wav	A London Underground commuter train arriving at station and idling. Chatter and talking from people.	44100	24	2	00:41
Train_London-Underground_Arriving_02.wav	A London Underground commuter train arriving at station and idling. Chatter and talking from people.	44100	24	2	00:34
Train_London-Underground_Arriving_03.wav	A London Underground commuter train arriving at station and idling. Chatter and talking from people.	44100	24	2	00:25
1 91	Travelling inside a carriage on the London Underground train network as it travels inside several thin				
	tunnels. Sound of tracks, air ventilation, mild chatter, and a train announcement before arriving at a				
Train_London-Underground_Interior_01.wav	station.	44100	24	2	01:42
Truck_Engine_Idle_Distant_01.wav	A construction truck engine idling deeply in the distance. Seamless looping.	44100	24	2	00:08
Truck_Inglic_idic_bistant_bi.wav	A synthesized user interface dialogue scrolling beep from an 8-bit video game. A high, repetitive				
UI_Text_Scroll_B01.wav	beeping.	44100	24	2	00:03
01_10X_301011_B01.WdV	A synthesized user interface dialogue scrolling beep from an 8-bit video game. A high, repetitive				
UI_Text_Scroll_B02.wav	beeping.	44100	24	2	00:04
<u> </u>	A synthesized user interface dialogue scrolling beep from an 8-bit video game. A high, repetitive				
UI Text Scroll B03.wav	beeping.	44100	24	2	00:05
<u></u>	A synthesized user interface dialogue scrolling beep from an 8-bit video game. A high, repetitive				
UI_Text_Scroll_B04.wav	beeping.	44100	24	2	00:05
<u></u>	A synthesized user interface dialogue scrolling beep from an 8-bit video game. A high, soft, repetitive				
UI_Text_Scroll_C01.wav	beeping.	44100	24	2	00:03
	A synthesized user interface dialogue scrolling beep from an 8-bit video game. A high, soft, repetitive				
UI Text Scroll C02.wav	beeping.	44100	24	2	00:04
	A synthesized user interface dialogue scrolling beep from an 8-bit video game. A high, soft, repetitive				
UI_Text_Scroll_C03.wav	beeping.	44100	24	2	00:05
	A synthesized user interface dialogue scrolling beep from an 8-bit video game. A high, soft, repetitive				
UI_Text_Scroll_C04.wav	beeping.	44100	24	2	00:05
=	A synthesized user interface dialogue scrolling beep from an 8-bit video game. A high, soft, repetitive				
UI_Text_Scroll_C05.wav	beeping.	44100	24	2	00:05

Urinating_Toilet_01.wav	A male urinating, weeing, peeing, pissing in a toilet bowl of water with a streaming splash.	44100	24	2	00:07
Vacuum-Cleaner-Hoover_01_Active_01_LOOP.wav	A Henry hoover vacuum cleaner on standard suction power. Seamless looping.	44100	24	2	00:06
Vacuum-Cleaner-Hoover_01_Active_02_LOOP.wav	A Henry hoover vacuum cleaner on high suction power. Seamless looping.	44100	24	2	00:05
Vacuum-Cleaner-Hoover_01_General_01.wav	A Henry hoover vacuum cleaner cleaning cycle, turning on, idling on regular, going into full power mode, back to regular, then turning off.	44100	24	2	00:45
Vacuum-Cleaner-Hoover_01_Turn-Off_01.wav	A Henry hoover vacuum cleaner machine being turned off with a descending decay and gradual fade.	44100	24	2	00:10
Vacuum-Cleaner-Hoover_01_Turn-On_01.wav	A Henry hoover vacuum cleaner machine being turned on with an ascending tone and increasing air exhaust.	44100	24	2	00:07
Vacuum-Cleaner-Hoover_02_Approaching_01.wav	A Dyson hoover vacuum cleaner idling while the suction nozzle approaches the recorder.	44100	24	2	00:09
Vacuum-Cleaner-Hoover_02_Approaching_02.wav	A Dyson hoover vacuum cleaner idling while the suction nozzle approaches the recorder.	44100	24	2	00:05
Vacuum-Cleaner-Hoover_02_Approaching_03.wav	A Dyson hoover vacuum cleaner idling while the suction nozzle approaches the recorder.	44100	24	2	00:04
Vacuum-Cleaner-Hoover_02_General_Close_01.wav	A Dyson hoover vacuum cleaner cleaning cycle, turning on, idling, and then being turned off. A closer variation of roughly 50 centimeters away.	44100	24	2	00:20
Vacuum-Cleaner-Hoover_02_General_Distant_01.wav	A Dyson hoover vacuum cleaner cleaning cycle, turning on, idling, and then being turned off. A distant variation of roughly 2 meters away.	44100	24	2	00:25
Vacuum-Cleaner-Hoover_02_Idle_Distant_01_LOOP.wav	A Dyson hoover vacuum cleaner idling at a distance of roughly 2 meters with its motor running and exhaust blasting out air. Seamless looping.	44100	24	2	00:03
Vacuum-Cleaner-Hoover_02_Sucker_Idle_Close_01_LOOP.wav	A Dyson hoover vacuum cleaner suction nozzle idling close to the recorder for a loud air sucking. Seamless looping.	44100	24	2	00:03
Vacuum-Cleaner-Hoover_02_Sucker_Idle_Spin_Close_01_LOOP.wav	A Dyson hoover vacuum cleaner suction rotating nozzle idling close to the recorder for a loud air swirling. Seamless looping.	44100	24	2	00:06
Vacuum-Cleaner-Hoover_02_Sucking_Debris_Close_01.wav	A Dyson hoover vacuum cleaner sucking up food dry food and crumbs as they travel along the plastic tubing and into the bin. Closer variations.	44100	24	2	00:02
Vacuum-Cleaner-Hoover_02_Sucking_Debris_Close_02.wav	A Dyson hoover vacuum cleaner sucking up food dry food and crumbs as they travel along the plastic tubing and into the bin. Closer variations.	44100	24	2	00:02
Vacuum-Cleaner-Hoover_02_Sucking_Debris_LOOP_01.wav	A Dyson hoover vacuum cleaner sucking up food dry food and crumbs as they travel along the plastic tubing and into the bin. The hoover motor is closer. Seamless looping.	44100	24	2	00:11
Vacuum-Cleaner-Hoover_02_Sucking_Debris_LOOP_02.wav	A Dyson hoover vacuum cleaner sucking up food dry food and crumbs as they travel along the plastic tubing and into the bin. The hoover motor is closer. Seamless looping.	44100	24	2	00:07
Vacuum-Cleaner-Hoover_02_Sucking_Debris_LOOP_03.wav	A Dyson hoover vacuum cleaner sucking up food dry food and crumbs as they travel along the plastic tubing and into the bin. The hoover motor is closer. Seamless looping.	44100	24	2	00:11
Vacuum-Cleaner-Hoover_03_General_01.wav	A wireless Dyson hoover vacuum cleaner cleaning a wooden floor with various debris being picked up in the plastic tubing. A lot of movement.	44100	24	2	00:41
Vacuum-Cleaner-Hoover_03_General_02.wav	A wireless Dyson hoover vacuum cleaner cleaning a wooden floor with various debris being picked up in the plastic tubing before being turned off. A lot of movement.	44100	24	2	00:14
Vacuum-Cleaner-Hoover_03_General_03.wav	A wireless Dyson hoover vacuum cleaner being turned on, idling, and then being turned off.	44100	24	2	00:09
Vacuum-Cleaner-Hoover_03_Turn-Off_01.wav	A wireless Dyson hoover vacuum cleaner being turned off with a descending motor decay and gradual natural fade.	44100	24	2	00:03
Vacuum-Cleaner-Hoover_03_Turn-Off_02.wav	A wireless Dyson hoover vacuum cleaner being turned off with a descending motor decay and gradual natural fade.	44100	24	2	00:02
Vacuum-Cleaner-Hoover_03_Turn-Off_03.wav	A wireless Dyson hoover vacuum cleaner being turned off with a descending motor decay and gradual natural fade.	44100	24	2	00:03
Vacuum-Cleaner-Hoover_03_Turn-Off_04.wav	A wireless Dyson hoover vacuum cleaner being turned off with a descending motor decay and gradual natural fade.	44100	24	2	00:03
Vacuum-Cleaner-Hoover_03_Turn-Off_05.wav	A wireless Dyson hoover vacuum cleaner being turned off with a descending motor decay and gradual natural fade.	44100	24	2	00:03

Vibrating_Pet-Toy_01.wav	A close and deep vibration of a cat, dog, pet toy, creating a low rumbling that gradually descends in pitch.	44100	24	2	00:05
Vibrating_Pet-Toy_02.wav	A close and deep vibration of a cat, dog, pet toy, creating a low rumbling that gradually descends in pitch.	44100	24	2	00:04
Vibrating_Pet-Toy_03.wav	A close and deep vibration of a cat, dog, pet toy, creating a low rumbling that gradually descends in pitch.	44100	24	2	00:03
Vibrating_Pet-Toy_04.wav	A close and deep vibration of a cat, dog, pet toy, creating a low rumbling that gradually descends in pitch.	44100	24	2	00:04
Vibrating_Pet-Toy_05.wav	A close and deep vibration of a cat, dog, pet toy, creating a low rumbling that gradually descends in pitch.	44100	24	2	00:04
Vinyl-Record-Player_On_01.wav	A needle of a vinyl record player being placed on a record with a quick static hit and blank vinyl noise.	44100	24	2	00:05
Vinyl-Record-Player_On_Off_01.wav	A needle of a vinyl record player being placed on a record briefly before being taken off, with some blank vinyl noise in between.	44100	24	2	00:03
Vinyl-Record-Player_On_Off_02.wav	A needle of a vinyl record player being placed on a record briefly before being taken off, with some blank vinyl noise in between.	44100	24	2	00:03
Vinyl-Record-Player_On_Off_03.wav	A needle of a vinyl record player being placed on a record briefly before being taken off, with some blank vinyl noise in between.	44100	24	2	00:03
Water_Boiling_01_LOOP.wav	A pool of water bubbling and broiling aggressively as it boils at an immense hot heat. Seamless looping.	44100	24	2	00:16
Water_Fountain_01_LOOP.wav	An artificial water fountain sprinkling and splashing water as it flows downward and splashes. Seamless looping.	44100	24	2	00:11
Water_Fountain_02_LOOP.wav	An artificial water fountain sprinkling and splashing water as it flows downward and splashes. Seamless looping.	44100	24	2	00:30
Water_Pour_Bucket_01.wav	Pouring a moderate bucket of water into a sink where it splashes and briefly drains.	44100	24	2	00:04
Water_Pour_Bucket_02.wav	Pouring a moderate bucket of water onto concrete where it splashes.	44100	24	2	00:03
Water_Swirl_Small_Left-To-Right_01.wav	A small water movement moving from left to right in a stereo space. A hand travelling through water.	44100	24	2	00:02
Water_Swirl_Small_Left-To-Right_02.wav	A small water movement moving from left to right in a stereo space. A hand travelling through water.	44100	24	2	00:04
Water_Swirl_Small_Left-To-Right_03.wav	A small water movement moving from left to right in a stereo space. A hand travelling through water.	44100	24	2	00:03
Water_Swirl_Small_Long_01.wav	A long small water movement with some splashing and minor bubbling. A hand travelling through water.	44100	24	2	00:04
Water_Swirl_Small_Long_02.wav	A long small water movement with some splashing and minor bubbling. A hand travelling through water.	44100	24	2	00:04
Water_Swirl_Small_Long_03.wav	A long small water movement with some splashing and minor bubbling. A hand travelling through water.	44100	24	2	00:04
Water_Swirl_Small_Long_04.wav	A very long small water movement with some splashing and minor bubbling. A hand travelling through water.	44100	24	2	00:09
Water_Swirl_Small_Long_05.wav	A long small water movement with some splashing and minor bubbling. A hand travelling through water.	44100	24	2	00:07
Water_Swirl_Small_Long_06.wav	A long small water movement with some splashing and minor bubbling. A hand travelling through water.	44100	24	2	00:08
Water_Swirl_Small_Long_07.wav	A long small water movement with some splashing and minor bubbling. A hand travelling through water.	44100	24	2	00:06
Water_Swirl_Small_Long_08.wav	A long small water movement with some splashing and minor bubbling. A hand travelling through water.	44100	24	2	00:03
Water_Swirl_Small_Long_09.wav	A very long small water movement with some splashing and minor bubbling. A hand travelling through water.	44100	24	2	00:16

Water_Swirl_Small_Long_10.wav	A long small water movement with some splashing and minor bubbling. A hand travelling through water.	44100	24	2	00:08
water_3wiir_3iiiaii_Long_10.wav	A long small water movement with some splashing and minor bubbling. A hand travelling through	1.1200		_	- 00.00
Water_Swirl_Small_Long_11.wav	water.	44100	24	2	00:06
Water_Swirl_Small_Right-To-Left_01.wav	A small water movement moving from right to left in a stereo space. A hand travelling through water.	44100	24	2	00:03
Water_Swirl_Small_Right-To-Left_02.wav	A small water movement moving from right to left in a stereo space. A hand travelling through water.	44100	24	2	00:03
Water_Swirl_Small_Right-To-Left_03.wav	A small water movement moving from right to left in a stereo space. A hand travelling through water.	44100	24	2	00:03
Water_Swirl_Small_Short_01.wav	A short small water movement with some splashing and minor bubbling. A hand travelling through water.	44100	24	2	00:03
Water_Swirl_Small_Short_02.wav	A short small water movement with some splashing and minor bubbling. A hand travelling through water.	44100	24	2	00:02
Water_Swirl_Small_Short_03.wav	A short small water movement with some splashing and minor bubbling. A hand travelling through water.	44100	24	2	00:02
Water_Swirl_Small_Short_04.wav	A short small water movement with some splashing and minor bubbling. A hand travelling through water.	44100	24	2	00:02
Water_Swirl_Small_Short_05.wav	A short small water movement with some splashing and minor bubbling. A hand travelling through water.	44100	24	2	00:02
Water_Swirl_Small_Short_06.wav	A short small water movement with some splashing and minor bubbling. A hand travelling through water.	44100	24	2	00:02
Water_Swirl_Small_Short_07.wav	A short small water movement with some splashing and minor bubbling. A hand travelling through water.	44100	24	2	00:02
Water_Swirl_Small_Short_08.wav	A short small water movement with some splashing and minor bubbling. A hand travelling through water.	44100	24	2	00:02
Water_Swirl_Small_Short_09.wav	A short small water movement with some splashing and minor bubbling. A hand travelling through water.	44100	24	2	00:02
Water_Swirl_Small_Short_10.wav	A short small water movement with some splashing and minor bubbling. A hand travelling through water.	44100	24	2	00:02
Water_Swirl_Small_Short_11.wav	A short small water movement with some splashing and minor bubbling. A hand travelling through water.	44100	24	2	00:02
Water_Swirl_Small_Short_12.wav	A short small water movement with some splashing and minor bubbling. A hand travelling through water.	44100	24	2	00:04
Water_Swirl_Small_Short_13.wav	A short small water movement with some splashing and minor bubbling. A hand travelling through water.	44100	24	2	00:03
Water_Swirl_Small_Short_14.wav	A short small water movement with some splashing and minor bubbling. A hand travelling through water.	44100	24	2	00:03
Water_Swirl_Small_Short_15.wav	A short small water movement with some splashing and minor bubbling. A hand travelling through water.	44100	24	2	00:03
Water_Swirl_Small_Short_16.wav	A short small water movement with some splashing and minor bubbling. A hand travelling through water.	44100	24	2	00:03
Water_Swirl_Small_Short_17.wav	A short small water movement with some splashing and minor bubbling. A hand travelling through water.	44100	24	2	00:02
Water_Swirl_Small_Short_18.wav	A short small water movement with some splashing and minor bubbling. A hand travelling through water.	44100	24	2	00:03
Water_Swirl_Small_Short_19.wav	A short small water movement with some splashing and minor bubbling. A hand travelling through water.	44100	24	2	00:03
Water_Swirl_Small_Short_20.wav	A short small water movement with some splashing and minor bubbling. A hand travelling through water.	44100	24	2	00:02

Water_Swirl_Small_Short_21.wav	A short small water movement with some splashing and minor bubbling. A hand travelling through water.	44100	24	2	00:03
Water_Swirl_Small_Short_22.wav	A short small water movement with some splashing and minor bubbling. A hand travelling through	44100	24	2	00:02
water_Swiri_Smail_Snort_22.wav	water. A short small water movement with some splashing and minor bubbling. A hand travelling through	44100	27		00.02
Water_Swirl_Small_Short_23.wav	water.	44100	24	2	00:02
Water_Swirl_Small_Short_24.wav	A short small water movement with some splashing and minor bubbling. A hand travelling through water.	44100	24	2	00:02
	A short small water movement with some splashing and minor bubbling. A hand travelling through				
Water_Swirl_Small_Short_25.wav	water.	44100	24	2	00:03
Waterfall_Large_01_LOOP.wav	A large and loud artificial waterfall flowing aggressively with hissing bubbling. Seamless looping.	44100	16	2	00:10
	A small artificial waterfall flowing quickly down a river with some splashing and bright bubbling.	44400	4.6	_	00.45
Waterfall_Small_01_LOOP.wav	Seamless looping.	44100	16	2	00:15
	A small artificial waterfall flowing quickly down a river with some splashing and bright bubbling.	44100	1.0	2	00.15
Waterfall_Small_02_LOOP.wav	Seamless looping.	44100	16	2	00:15
Waterfall_Small_03_LOOP.wav	A small artificial waterfall flowing quickly down a river with some splashing and bright bubbling.	44100	16	2	00.15
	Seamless looping.	44100	16	2	00:15
	A small artificial waterfall flowing quickly down a river with some splashing and bright bubbling.	44100	16	2	00:15
Waterfall_Small_04_LOOP.wav	Seamless looping.	44100	10		00.13
Waterfall_Small_05_LOOP.wav	A small artificial waterfall flowing quickly down a river with some splashing and bright bubbling. Seamless looping.	44100	24	2	00:15
	Whipping quickly through water with a small, thin, wooden stick as it rapidly slices through for a fast				
Whip_Water_Left-To-Right_01.wav	splashing swipe from left to right.	44100	24	2	00:02
	Whipping quickly through water with a small, thin, wooden stick as it rapidly slices through for a fast				
Whip_Water_Right-To-Left_01.wav	splashing swipe from right to left.	44100	24	2	00:02
	Whipping quickly through water with a small, thin, wooden stick as it rapidly slices through for a fast	44400	2.4	2	00.03
Whip_Water_Right-To-Left_02.wav	splashing swipe from right to left.	44100	24	2	00:02
Whip_Water_Right-To-Left_03.wav	Whipping quickly through water with a small, thin, wooden stick as it rapidly slices through for a fast splashing swipe from right to left.	44100	24	2	00:02
	Whipping quickly through water with a small, thin, wooden stick as it rapidly slices through for a fast				
Whip_Water_Right-To-Left_04.wav	splashing swipe from right to left.	44100	24	2	00:02
<u> </u>	Whipping quickly through water with a small, thin, wooden stick as it rapidly slices through for a fast				
Whip_Water_Right-To-Left_05.wav	splashing swipe from right to left.	44100	24	2	00:02
	Whipping quickly through water with a small, thin, wooden stick as it rapidly slices through for a fast				
Whip_Water_Short_01.wav	splashing swipe.	44100	24	2	00:02
Whistle_Bamboo_Comedic_Ascending_Long_01.wav	A small bamboo whistle ascending for a longer time. A comedic cartoon rising.	44100	24	2	00:06
Whistle_Bamboo_Comedic_Descending_Long_01.wav	A small bamboo whistle descending for a long time. A comedic cartoon falling.	44100	24	2	80:00
Whistle_Bamboo_Comedic_Descending_Long_02.wav	A small bamboo whistle descending for a long time. A comedic cartoon falling.	44100	24	2	00:06
Whistle_Bamboo_Comedic_Descending_Short_01.wav	A small bamboo whistle descending quickly. A fast comedic cartoon falling.	44100	24	2	00:01
Whistle_Bamboo_Comedic_Descending_Short_02.wav	A small bamboo whistle descending quickly. A fast comedic cartoon falling.	44100	24	2	00:01
Whistle_Bamboo_Comedic_Descending_Short_03.wav	A small bamboo whistle descending quickly. A fast comedic cartoon falling.	44100	24	2	00:01
Whistle_Bamboo_Comedic_Descending_Short_04.wav	A small bamboo whistle descending quickly. A fast comedic cartoon falling.	44100	24	2	00:01
Whistle_Finger_Long_01.wav	A male finger whistling in his mouth for a long duration. Slight reverberation in a church.	44100	24	2	00:03
Whistle_Finger_Long_02.wav	A male finger whistling in his mouth for a long duration. Slight reverberation in a church.	44100	24	2	00:02
Whistle_Finger_Long_03.wav	A male finger whistling in his mouth for a long duration. Slight reverberation in a church.	44100	24	2	00:03

Whistle_Finger_Long_04.wav	A male finger whistling in his mouth for a long duration. Slight reverberation in a church.	44100	24	2	00:03
Whistle_Finger_Long_05.wav	A male finger whistling in his mouth for a long duration. Slight reverberation in a church.	44100	24	2	00:03
Whistle_Finger_Moderate_01.wav	A male finger whistling in his mouth for a moderate duration. Slight reverberation in a church.	44100	24	2	00:02
Whistle_Finger_Moderate_02.wav	A male finger whistling in his mouth for a moderate duration. Slight reverberation in a church.	44100	24	2	00:02
Whistle_Finger_Moderate_03.wav	A male finger whistling in his mouth for a moderate duration. Slight reverberation in a church.	44100	24	2	00:02
Whistle_Finger_Moderate_04.wav	A male finger whistling in his mouth for a moderate duration. Slight reverberation in a church.	44100	24	2	00:02
Whistle_Finger_Moderate_05.wav	A male finger whistling in his mouth for a moderate duration. Slight reverberation in a church.	44100	24	2	00:02
Whistle_Finger_Short_01.wav	A male finger whistling in his mouth for a short duration. Slight reverberation in a church.	44100	24	2	00:02
Whistle_Finger_Short_02.wav	A male finger whistling in his mouth for a short duration. Slight reverberation in a church.	44100	24	2	00:02
Whistle_Finger_Short_03.wav	A male finger whistling in his mouth for a short duration. Slight reverberation in a church.	44100	24	2	00:02
Whistle_Finger_Short_04.wav	A male finger whistling in his mouth for a short duration. Slight reverberation in a church.	44100	24	2	00:02
Whistle_Finger_Short_05.wav	A male finger whistling in his mouth for a short duration. Slight reverberation in a church.	44100	24	2	00:02
Whistle_Finger_Short_06.wav	A male finger whistling in his mouth for a short duration. Slight reverberation in a church.	44100	24	2	00:02
Whistle_Male_Awe_01.wav	A male whistling with his mouth as if in awe and impressed by something magnificent, rising in contour before falling,	44100	24	2	00:02
Whistle_Toy-Train_Long_01.wav	A wooden toy train whistle being blown for a breathy whistling. A longer variation.	44100	24	2	00:05
Whistle_Toy-Train_Short_01.wav	A wooden toy train whistle being blown for a breathy whistling. A shorter variation.	44100	24	2	00:03
Whistle_Toy-Train_Short_02.wav	A wooden toy train whistle being blown for a breathy whistling. A shorter variation.	44100	24	2	00:04
Whistle_Toy-Train_Short_03.wav	A wooden toy train whistle being blown for a breathy whistling. A shorter variation.	44100	24	2	00:03
Whistle_Wolf_Fast_01.wav	A man wolf whistling quickly with his mouth at something attractive.	44100	24	2	00:02
Whistle_Wolf_Slow_01.wav	A man wolf whistling slowly with his mouth at something attractive.	44100	24	2	00:02
Whoosh_Fast_Badminton-Racket_A01.wav	A fast, rapid, transition whoosh created by quickly swiping a badminton racket through air with a speeding slice.	44100	24	2	00:01
Whoosh_Fast_Badminton-Racket_A02.wav	A fast, rapid, transition whoosh created by quickly swiping a badminton racket through air with a speeding slice.	44100	24	2	00:01
Whoosh_Fast_Badminton-Racket_A03.wav	A fast, rapid, transition whoosh created by quickly swiping a badminton racket through air with a speeding slice.	44100	24	2	00:01
Whoosh_Fast_Badminton-Racket_A04.wav	A fast, rapid, transition whoosh created by quickly swiping a badminton racket through air with a speeding slice.	44100	24	2	00:01
Whoosh_Fast_Badminton-Racket_A05.wav	A fast, rapid, transition whoosh created by quickly swiping a badminton racket through air with a speeding slice.	44100	24	2	00:01
Whoosh_Fast_Badminton-Racket_B01.wav	A fast, rapid, transition whoosh created by quickly swiping a badminton racket through air with a speeding slice. Lower in pitch.	44100	24	2	00:01
Whoosh_Fast_Badminton-Racket_B02.wav	A fast, rapid, transition whoosh created by quickly swiping a badminton racket through air with a speeding slice. Lower in pitch.	44100	24	2	00:01
Whoosh_Fast_Badminton-Racket_B03.wav	A fast, rapid, transition whoosh created by quickly swiping a badminton racket through air with a speeding slice. Lower in pitch.	44100	24	2	00:01
Whoosh_Fast_Badminton-Racket_B04.wav	A fast, rapid, transition whoosh created by quickly swiping a badminton racket through air with a speeding slice. Lower in pitch.	44100	24	2	00:01
Whoosh_Fast_Badminton-Racket_B05.wav	A fast, rapid, transition whoosh created by quickly swiping a badminton racket through air with a speeding slice. Lower in pitch.	44100	24	2	00:01

Whoosh Moderate Bamboo A01.wav	A moderate, deep transition whoosh created by quickly swinging a long, thin, wooden bamboo stick through air with a slicing swipe.	44100	16	2	00:01
Wheel Madeute Pershap A03	A moderate, deep transition whoosh created by quickly swinging a long, thin, wooden bamboo stick	44100	16	2	00:01
Whoosh_Moderate_Bamboo_A02.wav	through air with a slicing swipe.	44100	10		00.01
	A moderate, deep transition whoosh created by quickly swinging a long, thin, wooden bamboo stick	44100	16	2	00:01
Whoosh_Moderate_Bamboo_A03.wav	through air with a slicing swipe.	44100	10		00.01
	A moderate, deep transition whoosh created by quickly swinging a long, thin, wooden bamboo stick	44100	16	2	00:01
Whoosh_Moderate_Bamboo_A04.wav	through air with a slicing swipe.	44100	10		00.01
W	A moderate, deep transition whoosh created by quickly swinging a long, thin, wooden bamboo stick	44100	16	2	00:01
Whoosh_Moderate_Bamboo_A05.wav	through air with a slicing swipe.	44100	10		00.01
Whench Madagata Darahan ACC	A moderate, deep transition whoosh created by quickly swinging a long, thin, wooden bamboo stick	44100	16	2	00:01
Whoosh_Moderate_Bamboo_A06.wav	through air with a slicing swipe.	44100	10		00.01
Miles et Marte de Perebre A07	A moderate, deep transition whoosh created by quickly swinging a long, thin, wooden bamboo stick	44100	16	2	00:01
Whoosh_Moderate_Bamboo_A07.wav	through air with a slicing swipe.	44100	10		00.01
	A moderate, deep transition whoosh created by quickly swinging a long, thin, wooden bamboo stick	44100	16	2	00:01
Whoosh_Moderate_Bamboo_A08.wav	through air with a slicing swipe.	44100	10		00.01
Mhasah Madarata Damhaa ACC	A moderate, deep transition whoosh created by quickly swinging a long, thin, wooden bamboo stick	44100	16	2	00:01
Whoosh_Moderate_Bamboo_A09.wav	through air with a slicing swipe.	44100	10	2	00.01
	A moderate, deep transition whoosh created by quickly swinging a long, thin, wooden bamboo stick	44100	16	,	00:01
Whoosh_Moderate_Bamboo_A10.wav	through air with a slicing swipe.	44100	16	2	00:01
	A moderate, deep transition whoosh created by quickly swinging a long, thin, wooden bamboo stick	44100	1.0	_	00.01
Whoosh_Moderate_Bamboo_B01.wav	through air with a slicing swipe. More distant.	44100	16	2	00:01
	A moderate, deep transition whoosh created by quickly swinging a long, thin, wooden bamboo stick	44400	1.0		00.01
Whoosh_Moderate_Bamboo_B02.wav	through air with a slicing swipe. More distant.	44100	16	2	00:01
	A moderate, deep transition whoosh created by quickly swinging a long, thin, wooden bamboo stick	44400	4.6	_	00.01
Whoosh_Moderate_Bamboo_B03.wav	through air with a slicing swipe. More distant.	44100	16	2	00:01
	A moderate, deep transition whoosh created by quickly swinging a long, thin, wooden bamboo stick	44400	4.6		00.04
Whoosh_Moderate_Bamboo_B04.wav	through air with a slicing swipe. More distant.	44100	16	2	00:01
	A moderate, deep transition whoosh created by quickly swinging a long, thin, wooden bamboo stick				00.04
Whoosh_Moderate_Bamboo_B05.wav	through air with a slicing swipe. More distant.	44100	16	2	00:01
	A moderate, deep transition whoosh created by quickly swinging a long, thin, wooden bamboo stick			_	
Whoosh_Moderate_Bamboo_B06.wav	through air with a slicing swipe. More distant.	44100	16	2	00:01
	A moderate, deep transition whoosh created by quickly swinging a long, thin, wooden bamboo stick			_	
Whoosh_Moderate_Bamboo_B07.wav	through air with a slicing swipe. More distant.	44100	16	2	00:01
	A moderate, deep transition whoosh created by quickly swinging a long, thin, wooden bamboo stick				
Whoosh_Moderate_Bamboo_B08.wav	through air with a slicing swipe. More distant.	44100	16	2	00:01
	A moderate, deep transition whoosh created by quickly swinging a long, thin, wooden bamboo stick				
Whoosh_Moderate_Bamboo_B09.wav	through air with a slicing swipe. More distant.	44100	16	2	00:01
	A moderate, deep transition whoosh created by quickly swinging a long, thin, wooden bamboo stick				
Whoosh_Moderate_Bamboo_B10.wav	through air with a slicing swipe. More distant.	44100	16	2	00:01
	A moderate, deeper transition whoosh created by quickly swinging a long, thin, wooden bamboo stick				
Whoosh Moderate Bamboo C01.wav	through air with a slicing swipe. Slower in speed and pitch.	44100	16	2	00:01
- -	A moderate, deeper transition whoosh created by quickly swinging a long, thin, wooden bamboo stick				
Whoosh_Moderate_Bamboo_C02.wav	through air with a slicing swipe. Slower in speed and pitch.	44100	16	2	00:01
WIIOOSII_IVIOUEFALE_BAITIDOO_CO2.WAV	A moderate, deeper transition whoosh created by quickly swinging a long, thin, wooden bamboo stick				
Whench Madagata Dagahaa (02)	A moderate, deeper transition whoosii created by quickly swinging a long, thin, wooden bamboo stick in				
Whoosh Moderate Bamboo C03.wav	through air with a slicing swipe. Slower in speed and pitch.	44100	16	2	00:01
Whoosh_Moderate_Bamboo_C03.wav	, , , , , , , , , , , , , , , , , , , ,	44100	16	2	00:01

Whoosh_Moderate_Bamboo_C05.wav	A moderate, deeper transition whoosh created by quickly swinging a long, thin, wooden bamboo stick through air with a slicing swipe. Slower in speed and pitch.	44100	16	2	00:01
	A moderate, deeper transition whoosh created by quickly swinging a long, thin, wooden bamboo stick				
Whoosh_Moderate_Bamboo_C06.wav	through air with a slicing swipe. Slower in speed and pitch.	44100	16	2	00:01
	A moderate, deeper transition whoosh created by quickly swinging a long, thin, wooden bamboo stick		1.0		00.01
Whoosh_Moderate_Bamboo_C07.wav	through air with a slicing swipe. Slower in speed and pitch.	44100	16	2	00:01
	A moderate, deeper transition whoosh created by quickly swinging a long, thin, wooden bamboo stick	44400	4.6		00.01
Whoosh_Moderate_Bamboo_C08.wav	through air with a slicing swipe. Slower in speed and pitch.	44100	16	2	00:01
	A moderate, deeper transition whoosh created by quickly swinging a long, thin, wooden bamboo stick	44100	1.0	_	00.01
Whoosh_Moderate_Bamboo_C09.wav	through air with a slicing swipe. Slower in speed and pitch.	44100	16	2	00:01
	A double, moderate, deep transition whoosh created by quickly swinging a long, thin, wooden bamboo	44100	16	_	00.03
Whoosh_Moderate_Bamboo_Double_01.wav	stick through air with a slicing swipe twice.	44100	16	2	00:03
	A double, moderate, deep transition whoosh created by quickly swinging a long, thin, wooden bamboo	44100	16	_	00.02
Whoosh_Moderate_Bamboo_Double_02.wav	stick through air with a slicing swipe twice.	44100	16	2	00:02
	A double, moderate, deep transition whoosh created by quickly swinging a long, thin, wooden bamboo	44100	16	2	00:02
Whoosh_Moderate_Bamboo_Double_03.wav	stick through air with a slicing swipe twice.	44100	10		00.02
	A double, moderate, deep transition whoosh created by quickly swinging a long, thin, wooden bamboo	44100	16	_	00.03
Whoosh_Moderate_Bamboo_Double_04.wav	stick through air with a slicing swipe twice.	44100	16	2	00:02
Wind Artificial 01.wav	Artificial synthesized wind blowing in a cold, reverberating breeze of an icy landscape.	44100	16	2	01:11
	Artificial synthesized wind blowing in a cold, reverberating breeze of an icy landscape. White noise				
Wind_Artificial_02_Dry.wav	with changing colour. Dry with no additional effects.	44100	24	2	01:39
	Artificial synthesized wind blowing in a cold, reverberating breeze of an icy landscape. White noise				
Wind_Artificial_02_Wet.wav	with changing colour. With ping-pong delay and high reverberation.	44100	24	2	01:39
	Realistic wind blowing aggressively and quickly through trees, scattering the leaves rapidly and causing				
Wind_Realistic_01_LOOP.wav	a continuous stormy drone. Seamless looping.	44100	24	2	00:31
	Realistic wind blowing aggressively and quickly through trees, scattering the leaves rapidly and causing				
Wind_Realistic_02_LOOP.wav	a continuous stormy drone. Seamless looping.	44100	24	2	00:41
	Realistic wind blowing aggressively and quickly through trees, scattering the leaves rapidly and causing				
Wind_Realistic_03_LOOP.wav	a continuous stormy drone. Seamless looping.	44100	24	2	00:41
	Realistic deep wind blowing aggressively and quickly through trees, scattering the leaves rapidly and				
Wind_Realistic_04_LOOP.wav	causing a continuous stormy drone. Seamless looping.	44100	24	2	00:41
	Realistic bright wind blowing aggressively and quickly through trees, scattering the leaves rapidly and				
Wind_Realistic_05_LOOP.wav	causing a continuous stormy drone. Seamless looping.	44100	24	2	00:41
	Realistic wind blowing aggressively and quickly through trees, scattering the leaves rapidly and causing				
Wind_Realistic_06_LOOP_Gusts.wav	a continuous stormy drone with several breathy gusts. Seamless looping.	44100	24	2	01:01
	Realistic wind blowing aggressively and quickly through trees, scattering the leaves rapidly and causing				
Wind_Realistic_07_LOOP.wav	a continuous stormy drone. Seamless looping.	44100	24	2	00:41
	Realistic wind blowing occasional aggressive and fast breathy gusts onto a partially open window and				
Wind_Realistic_Interior_Gusts_01_LOOP.wav	across the roof of a house. Seamless looping.	44100	24	2	00:21
	Realistic wind blowing occasional aggressive and fast breathy gusts onto a partially open window and				
Wind_Realistic_Interior_Gusts_02_LOOP.wav	across the roof of a house. Seamless looping.	44100	24	2	02:01
	Realistic wind blowing occasional aggressive and fast breathy gusts onto a partially open window and				
Wind_Realistic_Interior_Gusts_03_LOOP.wav	across the roof of a house. Seamless looping.	44100	24	2	03:01
	Realistic wind blowing occasional aggressive and fast breathy gusts onto a partially open window and				
Wind_Realistic_Interior_Gusts_04_LOOP.wav	across the roof of a house. Seamless looping.	44100	24	2	01:01
Winding Music Roy 01 way	A machanical winding resotting charging up by twicting a circular layer on a small music hay machina	44100	24	2	00:07
Winding_Music-Box_01.wav	A mechanical winding, resetting, charging up, by twisting a circular lever on a small music box machine.				
Winding_Pet-Toy_Long_01.wav	Winding up a small pet, cat, dog toy with a vibrating mechanism within. A longer variation.	44100	24	2	00:03
Winding_Pet-Toy_Long_02.wav	Winding up a small pet, cat, dog toy with a vibrating mechanism within. A longer variation.	44100	24	2	00:01

Winding_Pet-Toy_Long_03.wav	Winding up a small pet, cat, dog toy with a vibrating mechanism within. A longer variation.	44100	24	2	00:02
Winding_Pet-Toy_Long_04.wav	Winding up a small pet, cat, dog toy with a vibrating mechanism within. A longer variation.	44100	24	2	00:03
Winding_Pet-Toy_Long_05.wav	Winding up a small pet, cat, dog toy with a vibrating mechanism within. A longer variation.	44100	24	2	00:03
W. I. D. T. G. J. G.	Winding up a small pet, cat, dog toy with a vibrating mechanism within, similar to zipping a coat. A	44100	24	2	00:01
Winding_Pet-Toy_Short_01.wav	shorter variation. Winding up a small pet, cat, dog toy with a vibrating mechanism within, similar to zipping a coat. A	44100	24		00.01
Winding_Pet-Toy_Short_02.wav	shorter variation.	44100	24	2	00:01
Winding Pot Toy Chart 02 way	Winding up a small pet, cat, dog toy with a vibrating mechanism within, similar to zipping a coat. A	44100	24	2	00:01
Winding_Pet-Toy_Short_03.wav	shorter variation. Winding up a small pet, cat, dog toy with a vibrating mechanism within, similar to zipping a coat. A	11100		_	00.01
Winding_Pet-Toy_Short_04.wav	shorter variation.	44100	24	2	00:01
Winding Pot Toy Short OF way	Winding up a small pet, cat, dog toy with a vibrating mechanism within, similar to zipping a coat. A shorter variation.	44100	24	2	00:01
Winding_Pet-Toy_Short_05.wav	Winding up a small pet, cat, dog toy with a vibrating mechanism within, similar to zipping a coat. A	11100			00.01
Winding_Pet-Toy_Short_06.wav	shorter variation.	44100	24	2	00:01
Wing-Flapping_Large_Single_01.wav	A single large, dry wing flap of a large creature or dragon flying in the sky and soaring through wind.	44100	24	2	00:01
Wing-Flapping_Large_Single_02.wav	A single large, dry wing flap of a large creature or dragon flying in the sky and soaring through wind.	44100	24	2	00:01
Wing-Flapping_Large_Single_03.wav	A single large, dry wing flap of a large creature or dragon flying in the sky and soaring through wind.	44100	24	2	00:01
Wing-Flapping_Large_Single_04.wav	A single large, dry wing flap of a large creature or dragon flying in the sky and soaring through wind.	44100	24	2	00:01
Wing-Flapping_Large_Single_05.wav	A single large, dry wing flap of a large creature or dragon flying in the sky and soaring through wind.	44100	24	2	00:01
Wing-Flapping_Large_Single_06.wav	A single large, dry wing flap of a large creature or dragon flying in the sky and soaring through wind.	44100	24	2	00:01
Wing-Flapping_Large_Single_07.wav	A single large, dry wing flap of a large creature or dragon flying in the sky and soaring through wind.	44100	24	2	00:01
Wing-Flapping_Large_Single_08.wav	A single large, dry wing flap of a large creature or dragon flying in the sky and soaring through wind.	44100	24	2	00:01
Wing-Flapping_Large_Single_09.wav	A single large, dry wing flap of a large creature or dragon flying in the sky and soaring through wind.	44100	24	2	00:01
Wing-Flapping_Large_Single_10.wav	A single large, dry wing flap of a large creature or dragon flying in the sky and soaring through wind.	44100	24	2	00:01
Wing-Flapping_Large_Single_11.wav	A single large, dry wing flap of a large creature or dragon flying in the sky and soaring through wind.	44100	24	2	00:01
Wing-Flapping_Large_Single_12.wav	A single large, dry wing flap of a large creature or dragon flying in the sky and soaring through wind.	44100	24	2	00:01
Wing-Flapping_Large_Single_13.wav	A single large, dry wing flap of a large creature or dragon flying in the sky and soaring through wind.	44100	24	2	00:01
Wing-Flapping_Large_Single_14.wav	A single large, dry wing flap of a large creature or dragon flying in the sky and soaring through wind.	44100	24	2	00:01
Wing-Flapping_Large_Single_15.wav	A single large, dry wing flap of a large creature or dragon flying in the sky and soaring through wind.	44100	24	2	00:01
Wing-Flapping_Plastic_01.wav	Multiple rapid, aggressive and fast wing flaps with plastic material.	44100	24	2	00:08
Wing-Flapping_Plastic_02.wav	Multiple rapid, aggressive and fast wing flaps with plastic material.	44100	24	2	00:09
Woodshipper Class 01 way	A woodchipper vehicle active while chopping up a large wooden tree branch and shredding it into	44100	24	2	00:25
Woodchipper_Close_01.wav	woodchips and sawdust.	44100	24	2	00:23
Woodchipper_Engine_Idle_01_LOOP.wav	A woodchipper vehicle engine idling with a motor. Seamless looping.	44100			00:07