"96 GENERAL LIBRARY (VOLUME IV)"

Filename	Description	SampleRate	BitDepth	Channels	Duration
	Ambience of several distant lumberjacks, foresters and loggers sawing and chopping down	·			
	multiple trees with chainsaws and logging vehicles. Mild birdsong. Compatible with the				
AMBCnst_InsJ_Construction_Distant-Lumberjacks_01-01_LOOP.wav	Universal Category System (UCS).	96000	24	2	01:30
AMBCnst_InsJ_Deforestation_Harvester-Vehicle_Trees-Falling_Close_01-	Ambience of several lumberjacks, foresters and loggers sawing and chopping down multiple				
01.wav	trees with logging vehicles. Compatible with the Universal Category System (UCS).	96000	24	2	00:28
	Ambience of several lumberjacks, foresters and loggers sawing and chopping down multiple				
AMBCnst_InsJ_Deforestation_Harvester-Vehicle_Trees-Falling_Close_01-	trees with logging vehicles. Occasional booming of falling trees. Cracking and splintering if	0.000			
02.wav	falling trees. Compatible with the Universal Category System (UCS).	96000	24	2	00:10
	Ambience of several lumberjacks, foresters and loggers sawing and chopping down multiple				
AMBCnst_InsJ_Deforestation_Harvester-Vehicle_Trees-Falling_Close_01-	trees with logging vehicles. Occasional booming of falling trees. Cracking and splintering if			_	
03.wav	falling trees. Compatible with the Universal Category System (UCS).	96000	24	2	01:55
	Ambience of several lumberjacks, foresters and loggers sawing and chopping down multiple				
AMBCnst_InsJ_Deforestation_Harvester-Vehicle_Trees-Falling_Close_01-	trees with logging vehicles. Occasional booming of falling trees. Cracking and splintering if			_	
04.wav	falling trees. Compatible with the Universal Category System (UCS).	96000	24	2	01:46
	Ambience of several lumberjacks, foresters and loggers sawing and chopping down multiple				
AMBCnst_InsJ_Deforestation_Harvester-Vehicle_Trees-Falling_Close_02-	trees with logging vehicles. Occasional booming of falling trees. Cracking and splintering if				
01.wav	falling trees. Compatible with the Universal Category System (UCS).	96000	24	2	01:23
	Ambience of general woodland day wildlife in Florida, USA. Occasional birdsong, insects				
	chirping and background noise. Seamlessly loopable. Compatible with the Universal Category				
AMBForst_InsJ_Ambience_Day-Wildlife_01-01_LOOP.wav	System (UCS).	96000	24	2	01:01
	Ambience of general woodland day wildlife in Florida, USA. Several insects chirping, including				
	crickets, cicadas and grasshoppers, with occasional birdsong. Seamlessly loopable. Compatible				
AMBForst InsJ Ambience Day-Wildlife 02-01 LOOP.wav	with the Universal Category System (UCS).	96000	24	2	01:01
	Ambience of general woodland day wildlife in Florida, USA. Several insects chirping, including				
	crickets, cicadas and grasshoppers, with distant dogs barking. Seamlessly loopable. Compatible				
AMBForst_InsJ_Ambience_Day-Wildlife_03-01_LOOP.wav	with the Universal Category System (UCS).	96000	24	2	00:30
	Ambience of general woodland day wildlife in Florida, USA. Several insects chirping, including				
	crickets, cicadas and grasshoppers. Seamlessly loopable. Compatible with the Universal				
AMBForst_InsJ_Ambience_Day-Wildlife_03-02_LOOP.wav	Category System (UCS).	96000	24	2	01:01
	Ambience of general woodland day wildlife in Florida, USA. Occasional birdsong, insects				
	chirping and deep background noise. Seamlessly loopable. Compatible with the Universal				
AMBForst_InsJ_Ambience_Day-Wildlife_04-01_LOOP.wav	Category System (UCS).	96000	24	2	00:37
	Ambience of general woodland day wildlife in Florida, USA. Occasional birdsong, insects				
	chirping and background noise. Seamlessly loopable. Compatible with the Universal Category				
AMBForst InsJ Ambience Day-Wildlife 05-01 LOOP.wav	System (UCS).	96000	24	2	00:26
	Ambience of general woodland day wildlife in Florida, USA. Occasional birdsong, insects				
	chirping. Soft EQ noise removal. Seamlessly loopable. Compatible with the Universal Category				
AMBForst InsJ Ambience Day-Wildlife 05-01 LOOP EQ.wav	System (UCS).	96000	24	2	00:27
	Ambience of general woodland day wildlife in Florida, USA. Occasional insects chirping and				
	deep background noise with light wind and distant cars. Seamlessly loopable. Compatible with				
AMBForst_InsJ_Ambience_Day-Wildlife_06-01_LOOP.wav	the Universal Category System (UCS).	96000	24	2	01:01
	Ambience of general woodland day wildlife in Florida, USA. Occasional insects chirping and				
	deep background noise with light wind and distant cars. Soft EQ noise removal. Seamlessly				
AMBForst_InsJ_Ambience_Day-Wildlife_06-01_LOOP_EQ.wav	loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:01
2.277	Ambience of general woodland day wildlife in Surrey, England. Occasional birdsong, owls				
	hooting and background noise. Seamlessly loopable. Compatible with the Universal Category				
AMBForst_InsJ_Ambience_Day-Wildlife_07-01_LOOP.wav	System (UCS).	96000	24	2	02:01
AIVIBFOISI_ITISJ_AITIDIETICE_Day-WIIGIITE_U7-U1_LOOP.waV	System (UCS).	30000	_		02.01

	Ambience of general woodland day wildlife in Surrey, England. Occasional birdsong, owls hooting and background noise. Soft EQ noise removal. Seamlessly loopable. Compatible with				
AMBForst_InsJ_Ambience_Day-Wildlife_07-01_LOOP_EQ.wav	the Universal Category System (UCS).	96000	24	2	02:00
ANIBI DISC_IIISJ_AIIIBIEIICE_Bay-Wildlife_07-01_LOOF_LQ.wav	Ambience of general woodland day wildlife in Surrey, England. Occasional birdsong, distant	30000			02.00
	dogs barking, owls hooting and background noise. Seamlessly loopable. Compatible with the				
AMBForst_InsJ_Ambience_Day-Wildlife_08-01_LOOP.wav	Universal Category System (UCS).	96000	24	2	01:31
VIBI OIST_IIISJ_AITIDIETICE_Day-Wildlife_08-01_LOOF.WaV	Ambience of general woodland day wildlife in Surrey, England. Occasional birdsong, distant	30000	'		01.01
	dogs barking, owls hooting and background noise. Soft EQ noise removal. Seamlessly loopable.				
AMBForst_InsJ_Ambience_Day-Wildlife_08-01_LOOP_EQ.wav	Compatible with the Universal Category System (UCS).	96000	24	2	01:30
ANDI 013C_1133_AITIBIETICE_Day-Wildine_00-01_EOOT_EQ.Wav	A designed combination of various machine appliances to create the ambience of a machine	30000	'		02.00
AMBInd_InsJ_Ambience_Machine-Factory_01-01_Dry_LOOP.wav	factory. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:31
ANIBING_INST_ANIBIENCE_Watchine-ractory_01-01_bry_toor.wav	A designed combination of various machine appliances to create the ambience of a machine	30000			00.51
AMPInd Inc. Ambience Machine Factory 01 01 WET way	factory. Large room reverberation. Compatible with the Universal Category System (UCS).	96000	24	2	00:33
AMBInd_InsJ_Ambience_Machine-Factory_01-01_WET.wav	A designed combination of various machine appliances to create the ambience of a machine	30000	27		00.55
	- · · · · · · · · · · · · · · · · · · ·				
AMBLE LES AND	factory. Large room reverberation. Seamlessly loopable. Compatible with the Universal	96000	24	2	00:08
AMBInd_InsJ_Ambience_Machine-Factory_01-01_WET_LOOP.wav	Category System (UCS).	30000	24		00.00
44 P	A designed combination of various machine appliances to create the ambience of a rhythmic	96000	24	2	00:15
AMBInd_InsJ_Ambience_Machine-Factory_02-01-DRY.wav	machine. Compatible with the Universal Category System (UCS).	30000	24		00.13
	A designed combination of various machine appliances to create the ambience of a rhythmic	06000	24	2	00:17
AMBInd_InsJ_Ambience_Machine-Factory_02-01-WET.wav	machine. Large room reverberation. Compatible with the Universal Category System (UCS).	96000	24	2	00:17
	A designed combination of various machine appliances to create the ambience of a rhythmic				
	machine. Large room reverberation. Seamlessly loopable. Compatible with the Universal	0.000	24	2	00.00
AMBInd_InsJ_Ambience_Machine-Factory_02-01-WET_LOOP.wav	Category System (UCS).	96000	24	2	00:02
	Background ambience or ambiance of an industrial machine factory with various robotic				
	devices active and working with a rhythmic pattern. Seamlessly loopable. Compatible with the	0.000	2.4	2	04.00
AMBInd_InsJ_Ambience_Machine-Factory_03-01-DRY_LOOP.wav	Universal Category System (UCS).	96000	24	2	01:30
	Background ambience or ambiance of an industrial machine factory with various robotic				
	devices active and working with a rhythmic pattern. Added reverberation. Seamlessly loopable.			_	
AMBInd_InsJ_Ambience_Machine-Factory_03-01-WET_LOOP.wav	Compatible with the Universal Category System (UCS).	96000	24	2	01:30
	Background ambience at Jacksonville Zoo, Florida. Various animals, insects and birds vocalizing,				
	as well as mild chatter from guests. Gorillas vocalizing to the left. Compatible with the Universal			_	
AMBPubl_InsJ_Ambience_Jacksonville-Zoo_01-01_LOOP.wav	Category System (UCS).	96000	24	2	00:41
	Background ambience at Jacksonville Zoo, Florida. Various animals, insects and birds vocalizing.				
	Mild background noise. Seamlessly loopable. Compatible with the Universal Category System				
AMBPubl_InsJ_Ambience_Jacksonville-Zoo_01-02_LOOP.wav	(UCS).	96000	24	2	00:18
	Background ambience at Jacksonville Zoo, Florida. Various animals, insects and birds vocalizing,				
	including droning crickets and cicadas. Gorillas vocalizing to the left. Compatible with the				
AMBPubl_InsJ_Ambience_Jacksonville-Zoo_01-03_LOOP.wav	Universal Category System (UCS).	96000	24	2	00:21
	Background ambience at a public outdoor swimming pool with various children and kids				
	playing, splashing, running, shouting and screaming. A ping-pong table to the right. Seamlessly				
AMBPubl_InsJ_Ambience_Outdoor-Public-Pool_01-01_LOOP.wav	loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:00
	Background ambience at a public outdoor swimming pool with various children and kids				
	playing, splashing, running, shouting and screaming. Seamlessly loopable. Compatible with the				
AMBPubl_InsJ_Ambience_Outdoor-Public-Pool_01-02_LOOP.wav	Universal Category System (UCS).	96000	24	2	01:01
	Background ambience at a public outdoor swimming pool with various children and kids				1
	playing, splashing, running, shouting and screaming. A ping-pong table to the right. Seamlessly				1
AMBPubl InsJ Ambience Outdoor-Public-Pool 01-03 LOOP.wav	loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:01
	Background ambience at a public outdoor swimming pool with various children and kids				1
	playing, splashing, running, shouting and screaming. Seamlessly loopable. Compatible with the				1
	Universal Category System (UCS).	96000	24	2	00:45
AMBPubl InsJ Ambience Outdoor-Public-Pool 02-01 LOOP.wav					
AMBPubl_InsJ_Ambience_Outdoor-Public-Pool_02-01_LOOP.wav					
AMBPubl_InsJ_Ambience_Outdoor-Public-Pool_02-01_LOOP.wav	Background ambience at a public outdoor swimming pool with various children and kids playing, splashing, running, shouting and screaming. Seamlessly loopable. Compatible with the				

	Background ambience at a shopping mall supermarket with checkout beeping at the till				
	counter, people chatting and talking, and mild background noise. Seamlessly loopable.	96000	24	2	00:41
AMBPubl_InsJ_Ambience_Shopping-Mall_01_LOOP.wav	Compatible with the Universal Category System (UCS).	30000	24		00.41
	Background ambience at a shopping mall supermarket with checkout beeping at the till				
AMARR IN Local Application Character Mail Od 1000 50	counter, people chatting and talking. Soft EQ noise removal. Seamlessly loopable. Compatible	96000	24	2	00:41
AMBPubl_InsJ_Ambience_Shopping-Mall_01_LOOP_EQ.wav	with the Universal Category System (UCS).	30000	24		00.41
	Background noise in a public food court in a shopping mall. Various people chatting, talking,				
	moving tables and chairs sliding on a tiled floor. Seamlessly loopable. Compatible with the	96000	24	2	00:30
AMBRest_InsJ_Ambience_Food-Court_01-01_LOOP.wav	Universal Category System (UCS).	30000	24		00.30
	Background noise in a public food court in a shopping mall. Various people chatting, talking,				
	moving tables and chairs sliding on a tiled floor. Seamlessly loopable. Compatible with the	96000	24	2	01:01
AMBRest_InsJ_Ambience_Food-Court_01-02_LOOP.wav	Universal Category System (UCS).	30000	24		01.01
	Background noise in a public food court in a shopping mall. Various people chatting, talking,				
	moving tables and chairs sliding on a tiled floor. Seamlessly loopable. Compatible with the	96000	24	2	01:01
AMBRest_InsJ_Ambience_Food-Court_02-01_LOOP.wav	Universal Category System (UCS).	90000	24		01.01
	Ambience from the Banaue Rice Terraces, Philippines, in the afternoon. Rain is present. Animals				
	can be heard, such as crickets. Waterfalls and rivers are in the background. Can be looped.	06000	24	2	01:01
AMBRurl_InsJ_Ambience_BRT_Afternoon_A01_Rain_LOOP.wav	From the Ambience Banaue Rice Terraces sound library. Compatible wit	96000	24	2	01:01
	Ambience from the Banaue Rice Terraces, Philippines. Animals can be heard, such as crickets.				
	Voices, vehicles, waterfalls and rivers can be heard in the background. Can be looped. From the	06000	24	2	01.01
AMBRurl_InsJ_Ambience_BRT_General_A01_Waterfall_LOOP.wav	Ambience Banaue Rice Terraces sound library. Compatible with the Un	96000	24	2	01:01
	Ambience from the Banaue Rice Terraces, Philippines, in the morning. Animals can be heard,				
	such as crickets, birds and roosters. Waterfalls and rivers are also in the background. Can be	06000	24	2	01:01
AMBRurl_InsJ_Ambience_BRT_Morning_A01_Animals_LOOP.wav	looped. From the Ambience Banaue Rice Terraces sound library. Compatib	96000	24	2	01:01
	Background ambience of distant children and kids playing at a playground. Playful screaming				
	and shouting with distant birdsong. Seamlessly loopable. Compatible with the Universal	00000	24	2	01.01
AMBSchl_InsJ_Ambience_Children-Playing_Close_01_LOOP.wav	Category System (UCS).	96000	24	2	01:01
	Ambience of general suburban garden day in Surrey, England. Distant lawn mowers cutting				
	grass, occasional birdsong chirping, and mild background noise. Seamlessly loopable.	00000	24	2	01.20
AMBSubn_InsJ_Ambience_Day-Wildlife_10-01_MS_LOOP.wav	Compatible with the Universal Category System (UCS).	96000	24	2	01:30
	Ambience of general suburban garden day in Surrey, England. Distant lawn mowers cutting				
	grass, occasional birdsong chirping, and people talking and chatting. Seamlessly loopable.	00000	24	2	01.20
AMBSubn_InsJ_Ambience_Day-Wildlife_10-01_XY_LOOP.wav	Compatible with the Universal Category System (UCS).	96000	24	2	01:30
	Ambience of general suburban garden day in Surrey, England. Distant lawn mowers cutting				
	grass, occasional birdsong chirping, and distant hammering construction. Seamlessly loopable.	00000	24	2	01.20
AMBSubn_InsJ_Ambience_Day-Wildlife_10-02_XY_LOOP_EQ.wav	Compatible with the Universal Category System (UCS).	96000	24	2	01:30
	Ambience of general suburban garden day in Surrey, England. Distant lawn mowers cutting				
	grass and occasional birdsong chirping. Seamlessly loopable. Compatible with the Universal	0.000	2.4	2	00.24
AMBSubn_InsJ_Ambience_Distant-Lawnmowers_01_LOOP.wav	Category System (UCS).	96000	24	2	00:31
	Background ambience or ambiance deep underground in a secret lab, lair, base or bunker, with				
	various people talking and chatting, the noisy hum of air conditioning vents, footsteps, and	0.000	2.4	2	04.00
AMBTech_InsJ_Ambience_Underground-Base_01-01_LOOP.wav	large echoing. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:00
	Background ambience or ambiance deep underground in a secret lab, lair, base or bunker, with				
	various people talking and chatting, the louder hum and droning of air conditioning vents,				
	footsteps, and large echoing. Seamlessly loopable. Compatible with the Universal Category	0.000			24.22
AMBTech_InsJ_Ambience_Underground-Base_01-02_LOOP.wav	System (UCS).	96000	24	2	01:00
	Background ambience or ambiance deep underground in a secret lab, lair, base or bunker, with				
	various people talking and chatting, the louder hum and droning of air conditioning vents,				
	footsteps, large echoing, and occasional static glitching of top secret computers and electrical	0.000		_	04.00
AMBTech_InsJ_Ambience_Underground-Base_01-03_LOOP.wav	machines. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:00
	Background ambience or ambiance deep underground in a secret lab, lair, base or bunker, with				
	various people talking and chatting, the droning of air conditioning vents, footsteps, large				
	echoing, and occasional static glitching of top secret computers and electrical machines.	0.0000		_	
AMBTech_InsJ_Ambience_Underground-Base_01-04_LOOP.wav	Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:01

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AMBTech_InsJ_Spaceship_Engine-Ambience_Interior_01-01_DRY.wav	The interior of a sci-fi spaceship recorded from within the cabin, deeply droning and idling of the engine in the background in space. Compatible with the Universal Category System (UCS).	96000	24	2	00:21
AMBTECTI_TISS_Spacestrip_Engine-Ambience_Interior_01-01_DKT.wav	The interior of a sci-fi spaceship recorded from within the cabin, deeply droning and idling of	30000	·	_	00.22
	the engine in the background in space. Mild reverberation. Compatible with the Universal				
AMBTech_InsJ_Spaceship_Engine-Ambience_Interior_01-01_WET.wav	Category System (UCS).	96000	24	2	00:25
AND Tecti_mss_spacesinp_engine-Annotence_interior_or-or_wer.wav	The interior of a sci-fi spaceship recorded from within the cabin, deeply droning and idling of	3000		_	00.25
AMBTech InsJ Spaceship Engine-Ambience Interior 01-02 DRY.wav	the engine in the background in space. Compatible with the Universal Category System (UCS).	96000	24	2	00:21
AND Tech_mss_spaceship_engine-Annotence_interior_of-oz_bit1.wav	The interior of a sci-fi spaceship recorded from within the cabin, deeply droning and idling of	3000		_	00.22
	the engine in the background in space. Mild reverberation. Compatible with the Universal				
AMBTech_InsJ_Spaceship_Engine-Ambience_Interior_01-02_WET.wav	Category System (UCS).	96000	24	2	00:25
AND Tech_inst_spaceship_engine-Annotence_interior_or-oz_we1.wav	The interior of a sci-fi spaceship recorded from within the cabin, deeply droning and idling of	3000		_	00.25
AMBTech InsJ Spaceship Engine-Ambience Interior 01-03 DRY.wav	the engine in the background in space. Compatible with the Universal Category System (UCS).	96000	24	2	00:21
AND TECH_HIS_SpaceShip_Engine Annotence_Interior_of os_bit1.wav	The interior of a sci-fi spaceship recorded from within the cabin, deeply droning and idling of	3000	 	_	00.22
	the engine in the background in space. Mild reverberation. Compatible with the Universal				
AMBTech_InsJ_Spaceship_Engine-Ambience_Interior_01-03_WET.wav	Category System (UCS).	96000	24	2	00:25
7.Wib redit_ma_spacesimp_engine / wibicines_microst_of os_we1.wav	The interior of a sci-fi spaceship recorded from within the cabin, deeply droning and idling of				
AMBTech_InsJ_Spaceship_Engine-Ambience_Interior_01-04_DRY.wav	the engine in the background in space. Compatible with the Universal Category System (UCS).	96000	24	2	00:21
AND TECH_HIS_SpaceShip_Engine Ambience_Interior_of 64_DKT.wav	The interior of a sci-fi spaceship recorded from within the cabin, deeply droning and idling of	3000	 	_	00.22
	the engine in the background in space. Mild reverberation. Compatible with the Universal				
AMBTech InsJ Spaceship Engine-Ambience Interior 01-04 WET.wav	Category System (UCS).	96000	24	2	00:25
/ Wild redit_inst_opacesinp_Engine / wild rediction_or or _ we reduced	The interior of a sci-fi spaceship recorded from within the cabin, deeply droning and idling of				
AMBTech InsJ Spaceship Engine-Ambience Interior 02-01 DRY.wav	the engine in the background in space. Compatible with the Universal Category System (UCS).	96000	24	2	00:23
AND TECH_HIS_SpaceShip_Engine Ambience_Interior_02 or_DKT.wav	The interior of a sci-fi spaceship recorded from within the cabin, deeply droning and idling of	3000	 	_	00.20
	the engine in the background in space. Mild reverberation. Compatible with the Universal				
AMBTech_InsJ_Spaceship_Engine-Ambience_Interior_02-01_WET.wav	Category System (UCS).	96000	24	2	00:26
AMBTECT_ms_spacesmp_engine Ambience_menor_oz or_wer.wav	The interior of a sci-fi spaceship recorded from within the cabin, deeply droning and idling of	3000	 	_	00.20
AMBTech InsJ Spaceship Engine-Ambience Interior 02-02 DRY.wav	the engine in the background in space. Compatible with the Universal Category System (UCS).	96000	24	2	00:23
AMBTECT_ma_spacesmp_engine Ambience_menor_oz oz_bkt.wav	The interior of a sci-fi spaceship recorded from within the cabin, deeply droning and idling of		 		00.00
	the engine in the background in space. Mild reverberation. Compatible with the Universal				
AMBTech_InsJ_Spaceship_Engine-Ambience_Interior_02-02_WET.wav	Category System (UCS).	96000	24	2	00:27
AND Tech_inst_spaceship_engine-Annotence_interior_02-02_we1.wav	The interior of a sci-fi spaceship recorded from within the cabin, deeply droning and idling of	3000	 	_	00.27
AMBTech_InsJ_Spaceship_Engine-Ambience_Interior_02-03_DRY.wav	the engine in the background in space. Compatible with the Universal Category System (UCS).	96000	24	2	00:23
AMBTECT TISS_Spacestip_Engine Ambience_Interior_02 05_BKT.wav	The interior of a sci-fi spaceship recorded from within the cabin, deeply droning and idling of	3000	 	_	00.20
	the engine in the background in space. Mild reverberation. Compatible with the Universal				
AMBTech InsJ Spaceship Engine-Ambience Interior 02-03 WET.wav	Category System (UCS).	96000	24	2	00:27
/ Wild test _ mas_spaces inp_engine / wild tender_or_or_or_or_or_or_or_or_or_or_or_or_or	The interior of a sci-fi spaceship recorded from within the cabin, deeply droning and idling of				
AMBTech_InsJ_Spaceship_Engine-Ambience_Interior_02-04_DRY.wav	the engine in the background in space. Compatible with the Universal Category System (UCS).	96000	24	2	00:23
/ White continues to the continue of the continues of the	The interior of a sci-fi spaceship recorded from within the cabin, deeply droning and idling of			_	
	the engine in the background in space. Mild reverberation. Compatible with the Universal				
AMBTech_InsJ_Spaceship_Engine-Ambience_Interior_02-04_WET.wav	Category System (UCS).	96000	24	2	00:26
	The interior of a sci-fi spaceship recorded from within the cabin, deeply droning and idling of				
AMBTech InsJ Spaceship Engine-Ambience Interior 03-01 DRY.wav	the engine in the background in space. Compatible with the Universal Category System (UCS).	96000	24	2	00:21
7.1115.15011151000.11511151	The interior of a sci-fi spaceship recorded from within the cabin, deeply droning and idling of				
	the engine in the background in space. Mild reverberation. Compatible with the Universal				
AMBTech InsJ Spaceship Engine-Ambience Interior 03-01 WET.wav	Category System (UCS).	96000	24	2	00:24
	The interior of a sci-fi spaceship recorded from within the cabin, deeply droning and idling of				
AMBTech InsJ Spaceship Engine-Ambience Interior 03-02 DRY.wav	the engine in the background in space. Compatible with the Universal Category System (UCS).	96000	24	2	00:21
	The interior of a sci-fi spaceship recorded from within the cabin, deeply droning and idling of				
	the engine in the background in space. Mild reverberation. Compatible with the Universal				
AMBTech InsJ Spaceship Engine-Ambience Interior 03-02 WET.wav	Category System (UCS).	96000	24	2	00:25
	The interior of a sci-fi spaceship recorded from within the cabin, deeply droning and idling of				
AMBTech InsJ Spaceship Engine-Ambience Interior 03-03 DRY.wav	the engine in the background in space. Compatible with the Universal Category System (UCS).	96000	24	2	00:21
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	The interior of a sci-fi spaceship recorded from within the cabin, deeply droning and idling of				
	the engine in the background in space. Mild reverberation. Compatible with the Universal	0.000	2.4	2	00.24
AMBTech_InsJ_Spaceship_Engine-Ambience_Interior_03-03_WET.wav	Category System (UCS).	96000	24	2	00:24
	The interior of a sci-fi spaceship recorded from within the cabin, deeply droning and idling of	0.000	2.4	2	00.24
AMBTech_InsJ_Spaceship_Engine-Ambience_Interior_03-04_DRY.wav	the engine in the background in space. Compatible with the Universal Category System (UCS).	96000	24	2	00:21
	The interior of a sci-fi spaceship recorded from within the cabin, deeply droning and idling of				
	the engine in the background in space. Mild reverberation. Compatible with the Universal	96000	24	2	00:25
AMBTech_InsJ_Spaceship_Engine-Ambience_Interior_03-04_WET.wav	Category System (UCS).	96000	24		00:25
	The interior of a sci-fi spaceship recorded from within the cabin, deeply droning and idling of	96000	24	2	00:21
AMBTech_InsJ_Spaceship_Engine-Ambience_Interior_03-05_DRY.wav	the engine in the background in space. Compatible with the Universal Category System (UCS).	96000	24		00:21
	The interior of a sci-fi spaceship recorded from within the cabin, deeply droning and idling of				
AMADT and the Local Constraints Free to Analytic and Labority CO. OF IMPT	the engine in the background in space. Mild reverberation. Compatible with the Universal	96000	24	2	00:24
AMBTech_InsJ_Spaceship_Engine-Ambience_Interior_03-05_WET.wav	Category System (UCS).	30000	24		00.24
	Ambience from the Banaue Rice Terraces, Philippines. Riding on top of a jeep (local				
AMPT of Local Acade and BRT Local Base (Cont. Of LOOP)	transportation known as "jeepney"). Vehicles pass on either side with periodic chatter from	96000	24	2	01:01
AMBTraf_InsJ_Ambience_BRT_Jeepney_RoofSeat_01_LOOP.wav	passing locals and animals. Can be looped. From the Ambience Banaue Rice Terrace	30000	24		01.01
	Background ambience of heavy dense traffic in Manila, Philippines. Cars, motorbikes and vans				
AMPTrof Inc. Ambience Vehicles Manile Troffic 01 LOOP way	driving predominantly from left to right, occasional car horns honking and mild background	96000	24	2	01:01
AMBTraf_InsJ_Ambience_Vehicles_Manila-Traffic_01_LOOP.wav	noise. Seamlessly loopable. Compatible with the Universal Category System (UCS).	30000	27		01.01
	Background ambience of heavy dense traffic in Manila, Philippines. Cars, motorbikes and vans driving predominantly from left to right, occasional car horns honking and mild background				
AMPTraf Inc. Ambience Vehicles Manila Traffic 02 LOOP way	, , ,	96000	24	2	01:00
AMBTraf_InsJ_Ambience_Vehicles_Manila-Traffic_02_LOOP.wav	noise. Seamlessly loopable. Compatible with the Universal Category System (UCS). Background ambience of heavy dense traffic in Manila, Philippines. Cars, motorbikes and vans	30000			01.00
	driving predominantly from left to right, occasional car horns honking and mild background				
AMBTraf InsJ Ambience Vehicles Manila-Traffic 03 LOOP.wav	noise. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:01
AND TRI_III3_AITIDIETICE_VEHICLES_INGIIIIG=TRAITIC_03_E001 .Wav	Background ambience of heavy dense traffic in Manila, Philippines. Cars, motorbikes and vans	30000	'		02.02
	driving predominantly from left to right, occasional car horns honking and mild background				
	noise. Passing police siren left to right. Seamlessly loopable. Compatible with the Universal				
AMBTraf InsJ Ambience Vehicles Manila-Traffic 04-Siren LOOP.wav	Category System (UCS).	96000	24	2	01:01
AND TRUE TO STREET FOR THE PROPERTY OF SHEET EOOT WAV	Background ambience of heavy dense traffic in Manila, Philippines. Cars, motorbikes and vans				02.02
	driving predominantly from left to right, occasional car horns honking and mild background				
	noise. Passing police siren right to left. Seamlessly loopable. Compatible with the Universal				
AMBTraf InsJ Ambience Vehicles Manila-Traffic 05-Siren LOOP.wav	Category System (UCS).	96000	24	2	01:01
	Background ambience at London Waterloo Train Station, England. Occasional broadcast				
AMBTran_InsJ_Ambience_London-Waterloo-Train-Station_01-	announcements, many people walking, talking and chatting in a large room. Seamlessly				
01 LOOP.wav	loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:01
	Background ambience of a large area, abyss, cave, cavern or crevice in a haunted, unknown or				
	evil and sinister location. Deeper booming. Compatible with the Universal Category System				
AMBUndr_InsJ_Ambience_Deep-Abyss_01-01.wav	(UCS).	96000	24	2	01:46
	Background ambience of a large area, abyss, cave, cavern or crevice in a haunted, unknown or				
	evil and sinister location. Deeper booming. Compatible with the Universal Category System			_	
AMBUndr_InsJ_Ambience_Deep-Abyss_01-02.wav	(UCS).	96000	24	2	01:46
	Background ambience of a large area, abyss, cave, cavern or crevice in a haunted, unknown or			_	
AMBUndr_InsJ_Ambience_Deep-Abyss_01-03.wav	evil and sinister location. Compatible with the Universal Category System (UCS).	96000	24	2	01:46
	Background ambience of a large area, abyss, cave, cavern or crevice in a haunted, unknown or			_	
AMBUndr_InsJ_Ambience_Deep-Abyss_01-04.wav	evil and sinister location. Compatible with the Universal Category System (UCS).	96000	24	2	01:46
	Background ambience in a small metal underground sewer pipe with areas of dripping leaking				
	water splashing onto concrete, as well as running water, streams and rivers in a reverberated	0.000		2	00.00
AMBUndr_InsJ_Sewer_Soundscape_01-01_LOOP.wav	space. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
	Background ambience or ambiance underground in a sewer, sewage pipe, with running water,				
	streams, rivers and sewage, dripping and leaking of plumbing, and rats squeaking and scurrying	06666	2.	2	04.00
AMBUndr_InsJ_Sewer_Soundscape_02-06_LOOP.wav	about. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:00

	Ambience from the Banaue Rice Terraces, Philippines, at mid-day at a local town. Many voices and vehicles can be heard, such as motorbikes and jeeps. Can be looped. From the Ambience				
AMBUrbn_InsJ_Ambience_BRT_Mid-Day_D01_Town_LOOP.wav	Banaue Rice Terraces sound library. Compatible with the Universal Categor	96000	24	2	01:01
	A single metal church bell being rung and tolling twice. Seamlessly loopable. Compatible with				
BELLLrg_InsJ_Church-Bell_Tolling_Double_01-01_LOOP.wav	the Universal Category System (UCS).	96000	24	2	00:03
BELLLrg_InsJ_Church-Bell_Tolling_Double_01-02_LOOP.wav	A single metal church bell being rung and tolling twice. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
BELLLrg_InsJ_Church-Bell_Tolling_Double_02-01_LOOP.wav	A single metal church bell being rung and tolling twice. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
BELLLrg_InsJ_Church-Bell_Tolling_Single_01-01_LOOP.wav	A single metal church bell being rung and tolling. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
BELLLrg_InsJ_Church-Bell_Tolling_Single_01-02_LOOP.wav	A single metal church bell being rung and tolling. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
BELLLrg_InsJ_Church-Bell_Tolling_Single_02-01_LOOP.wav	A single metal church bell being rung and tolling. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
BELLLrg_InsJ_Church-Bell_Tolling_Single_02-02_LOOP.wav	A single metal church bell being rung and tolling. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
BELLLrg_InsJ_Church-Bell_Tolling_Single_02-03_LOOP.wav	A single metal church bell being rung and tolling. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
BELLLrg_InsJ_Church-Bell_Tolling_Single_02-04_LOOP.wav	A single metal church bell being rung and tolling. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
BELLLrg_InsJ_Church-Bell_Tolling_Single_03-01_LOOP.wav	A single metal church bell being rung and tolling. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
BELLLrg_InsJ_Church-Bells_Ringing_Close_01-01_LOOP.wav	Multiple metal church bells being rung by bell-ringers at a cathedral in England. Several bells tolling, chiming and otherwise ringing. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:26
BELLLrg_InsJ_Church-Bells_Ringing_Close_01-02_LOOP.wav	Multiple metal church bells being rung by bell-ringers at a cathedral in England. Several bells tolling, chiming and otherwise ringing. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:18
BELLLrg InsJ Church-Bells Ringing Close 01-03 LOOP.wav	Multiple metal church bells being rung by bell-ringers at a cathedral in England. Several bells tolling, chiming and otherwise ringing. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:11
BELLLrg_InsJ_Church-Bells_Ringing_Close_01-04_LOOP.wav	Multiple metal church bells being rung by bell-ringers at a cathedral in England. Several bells tolling, chiming and otherwise ringing. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:18
BELLLrg InsJ Church-Bells Ringing Close 01-05 LOOP.wav	Multiple metal church bells being rung by bell-ringers at a cathedral in England. Several bells tolling, chiming and otherwise ringing. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:21
BELLLrg_InsJ_Church-Bells_Ringing_Distant_01-01_LOOP.wav	Multiple metal church bells being rung by bell-ringers at a cathedral in England. Several bells tolling, chiming and otherwise ringing. Distant. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:26
BELLLrg_InsJ_Church-Bells_Ringing_Distant_01-01_LOOP_Rev.wav	Multiple metal church bells being rung by bell-ringers at a cathedral in England. Several bells tolling, chiming and otherwise ringing. Distant with added reverberation. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:23
BELLLrg_InsJ_Church-Bells_Ringing_Very-Close_01-01_LOOP.wav	Multiple metal church bells being rung by bell-ringers at a church in England. Several bells tolling, chiming and otherwise ringing. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
BELLLrg InsJ Church-Bells Ringing Very-Close 01-02 LOOP.wav	Multiple metal church bells being rung by bell-ringers at a church in England. Several bells tolling, chiming and otherwise ringing. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
BELLLrg_InsJ_Church-Bells_Ringing_Very-Close_01-02_LOOP.wav BELLLrg_InsJ_Church-Bells_Ringing_Very-Close_01-03_LOOP.wav	Multiple metal church bells being rung by bell-ringers at a church in England. Several bells tolling, chiming and otherwise ringing. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:05

	Multiple metal church bells being rung by bell-ringers at a church in England. Several bells tolling, chiming and otherwise ringing. Seamlessly loopable. Compatible with the Universal				
BELLLrg_InsJ_Church-Bells_Ringing_Very-Close_01-04_LOOP.wav	Category System (UCS).	96000	24	2	00:03
	Multiple metal church bells being rung by bell-ringers at a church in England. Several bells				
	tolling, chiming and otherwise ringing. Natural trailing conclusion with gradual fade. Compatible			_	
BELLLrg_InsJ_Church-Bells_Ringing_Very-Close_02-01.wav	with the Universal Category System (UCS).	96000	24	2	00:20
	A small checkout till counter bell tolling with a small metallic chime. Compatible with the	0.000	2.4		00.00
BELLMisc_InsJ_Bell_Small_Close_01-01.wav	Universal Category System (UCS).	96000	24	2	00:06
	A small checkout till counter bell tolling with a small metallic chime. Compatible with the	06000	2.4	2	00.05
BELLMisc_InsJ_Bell_Small_Close_01-02.wav	Universal Category System (UCS).	96000	24	2	00:05
	A small checkout till counter bell tolling with a small metallic chime. Compatible with the	96000	24	2	00:05
BELLMisc_InsJ_Bell_Small_Close_01-03.wav	Universal Category System (UCS).	30000	24		00.03
BELLMisc_InsJ_Bell_Small_Distant_01-01.wav	A small checkout till counter bell tolling with a small metallic chime. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
BELLIVIISC_IIISJ_BEII_SIIIAII_DISCAIIC_01-01.WaV	A small checkout till counter bell tolling with a small metallic chime. Distant. Compatible with	30000	2-7		00.05
BELLMisc_InsJ_Bell_Small_Distant_01-02.wav	the Universal Category System (UCS).	96000	24	2	00:04
BEEEIVIISE_III33_BEII_5III4II_BIStant_01-02.wav	A small checkout till counter bell tolling with a small metallic chime. Distant. Compatible with	30000		_	00.01
BELLMisc_InsJ_Bell_Small_Distant_01-03.wav	the Universal Category System (UCS).	96000	24	2	00:05
BEEEMISC_MS_BEN_SMAN_BISCANC_01 05.W4V	The mechanical digital beeping from an electronic camera to signal the device is successfully in				
COMCam InsJ Camera-01 Auto-Focus 01-01.wav	focus. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
	The mechanical digital beeping from an electronic camera to signal the device is successfully in				
COMCam_InsJ_Camera-01_Auto-Focus_01-02.wav	focus. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
	The mechanical digital beeping from an electronic camera to signal the device is successfully in				
	focus. Additional mechanical movement of the lens. Compatible with the Universal Category			_	
COMCam_InsJ_Camera-01_Auto-Focus_02-01.wav	System (UCS).	96000	24	2	00:01
	The mechanical digital beeping from an electronic camera to signal the device is successfully in				00.01
COMCam_InsJ_Camera-01_Auto-Focus_02-02.wav	focus. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
	The mechanical digital beeping from an electronic camera to signal the device is successfully in				
	focus. Additional mechanical movement of the lens. Compatible with the Universal Category	06000	24	2	00:02
COMCam_InsJ_Camera-01_Auto-Focus_03-01.wav	System (UCS).	96000	24	2	00:02
COMC 1 Common 04 A 1- Fee 04 04	The mechanical movement sound of an electronic camera automatically shifting focus in the	96000	24	2	00:01
COMCam_InsJ_Camera-01_Auto-Focus_04-01.wav	lens. Compatible with the Universal Category System (UCS).	30000	24		00.01
COMCam Incl. Camora 01. Auto Focus 04.03 way	The mechanical movement sound of an electronic camera automatically shifting focus in the	96000	24	2	00:01
COMCam_InsJ_Camera-01_Auto-Focus_04-02.wav	lens. Compatible with the Universal Category System (UCS). The mechanical movement sound of an electronic camera automatically shifting focus in the	30000	2-7		00.01
COMCam_InsJ_Camera-01_Auto-Focus_04-03.wav	lens. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CONTROL OF AUTO TOCAS_04 05.Wav	The mechanical movement sound of an electronic camera automatically shifting focus in the			_	00.02
COMCam_InsJ_Camera-01_Auto-Focus_04-04.wav	lens. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
	The mechanical movement sound of an electronic camera automatically shifting focus in the				
COMCam_InsJ_Camera-01_Auto-Focus_04-05.wav	lens. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
	The mechanical movement sound of an electronic camera automatically shifting focus in the				
COMCam_InsJ_Camera-01_Auto-Focus_05-01.wav	lens. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
	The mechanical movement sound of an electronic camera automatically shifting focus in the				
COMCam_InsJ_Camera-01_Auto-Focus_05-02.wav	lens. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
	The mechanical movement sound of an electronic camera automatically shifting focus in the			_	
COMCam_InsJ_Camera-01_Auto-Focus_05-03.wav	lens. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
	The mechanical movement sound of an electronic camera automatically shifting focus in the	00000	24	1	00.01
COMCam_InsJ_Camera-01_Auto-Focus_05-04.wav	lens. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
	The mechanical movement sound of an electronic camera automatically shifting focus in the	06000	24	_	00.01
COMCam_InsJ_Camera-01_Auto-Focus_05-05.wav	lens. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
	Winding a plastic circular dial on a camera to shift between different options. Compatible with	96000	24	2	00:05
COMCam_InsJ_Camera-01_Dial-01_Multi_01-01.wav	the Universal Category System (UCS).	30000		2	00.03

COMCam_InsJ_Camera-01_Dial-01_Multi_01-02.wav	Winding a plastic circular dial on a camera to shift between different options. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
	Winding a plastic circular dial on a camera to shift between different options. Compatible with				
COMCam_InsJ_Camera-01_Dial-01_Multi_02-01.wav	the Universal Category System (UCS).	96000	24	2	00:03
	Winding a plastic circular dial on a camera to shift between different options. Compatible with	96000	24	2	00:03
COMCam_InsJ_Camera-01_Dial-01_Multi_02-02.wav	the Universal Category System (UCS).	90000	24		00.03
COMCam_InsJ_Camera-01_Dial-02_Multi_01-01.wav	Winding a plastic circular dial on a camera to shift between different options. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
	Winding a plastic circular dial on a camera to shift between different options. Compatible with				
COMCam_InsJ_Camera-01_Dial-02_Multi_01-02.wav	the Universal Category System (UCS).	96000	24	2	00:03
	Winding a plastic circular dial on a camera to shift between different options. Compatible with	0.5000	2.4	2	00.00
COMCam_InsJ_Camera-01_Dial-02_Multi_02-01.wav	the Universal Category System (UCS).	96000	24	2	00:02
COMO - Leal Common Of Piel Co. M. Hi Co. Co.	Winding a plastic circular dial on a camera to shift between different options. Compatible with	96000	24	2	00:03
COMCam_InsJ_Camera-01_Dial-02_Multi_02-02.wav	the Universal Category System (UCS). Lowering and resetting the raised flash on a plastic camera. Compatible with the Universal	30000	24		00.03
COMCam_InsJ_Camera-01_Flash-Lower_01-01.wav	Category System (UCS).	96000	24	2	00:01
Content_ins_camera of_nash tower_of of.wav	Lowering and resetting the raised flash on a plastic camera. Compatible with the Universal	3000			
COMCam_InsJ_Camera-01_Flash-Lower_01-02.wav	Category System (UCS).	96000	24	2	00:01
	Lowering and resetting the raised flash on a plastic camera. Compatible with the Universal			_	
COMCam_InsJ_Camera-01_Flash-Lower_01-03.wav	Category System (UCS).	96000	24	2	00:01
	Lowering and resetting the raised flash on a plastic camera. Compatible with the Universal	0000	24	2	00.01
COMCam_InsJ_Camera-01_Flash-Lower_02-01.wav	Category System (UCS).	96000	24	2	00:01
COMCom Inc. Comoro 01 Floch Lower 02 02 way	Lowering and resetting the raised flash on a plastic camera. Compatible with the Universal	96000	24	2	00:01
COMCam_InsJ_Camera-01_Flash-Lower_02-02.wav	Category System (UCS). Lowering and resetting the raised flash on a plastic camera. Compatible with the Universal	30000	24		00.01
COMCam_InsJ_Camera-01_Flash-Lower_02-03.wav	Category System (UCS).	96000	24	2	00:01
	Raising and activating the flash on a plastic camera. Compatible with the Universal Category				
COMCam_InsJ_Camera-01_Flash-Raise_01-01.wav	System (UCS).	96000	24	2	00:01
	Raising and activating the flash on a plastic camera. Compatible with the Universal Category	0.000	2.4	2	00.01
COMCam_InsJ_Camera-01_Flash-Raise_02-01.wav	System (UCS).	96000	24	2	00:01
	Attaching a lens to a plastic camera with a final connecting tick. Compatible with the Universal	96000	24	2	00:02
COMCam_InsJ_Camera-01_Lens_Attaching_01-01.wav	Category System (UCS).	96000	24		00.02
COMCam_InsJ_Camera-01_Lens_Attaching_01-02.wav	Attaching a lens to a plastic camera with a final connecting tick. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
COMCani_mss_camera-or_tens_Attaching_or-oz.wav	Attaching a lens to a plastic camera with a final connecting tick. Compatible with the Universal	30000			00.02
COMCam_InsJ_Camera-01_Lens_Attaching_02-01.wav	Category System (UCS).	96000	24	2	00:02
	Attaching a lens to a plastic camera with a final connecting tick. Compatible with the Universal				
COMCam_InsJ_Camera-01_Lens_Attaching_02-02.wav	Category System (UCS).	96000	24	2	00:02
	Removing the lens to a plastic camera with a twisting, shifting click. Compatible with the	0.5000			22.21
COMCam_InsJ_Camera-01_Lens_Removing_01-01.wav	Universal Category System (UCS).	96000	24	2	00:01
	Removing the lens to a plastic camera with a twisting, shifting click. Compatible with the	96000	24	2	00:01
COMCam_InsJ_Camera-01_Lens_Removing_01-02.wav	Universal Category System (UCS).	96000	24	2	00:01
COMCam InsJ Camera-01 Lens Removing 02-01.wav	Removing the lens to a plastic camera with a twisting, shifting click. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CONCAIT_IIISI_Caitieta-01_Letts_Retitiovitig_02-01.wav	Removing the lens to a plastic camera with a twisting, shifting click. Compatible with the	30000			00.02
COMCam_InsJ_Camera-01_Lens_Removing_02-02.wav	Universal Category System (UCS).	96000	24	2	00:01
	Closing the SD card tab flap on a plastic camera for a small ticking. Compatible with the				
COMCam_InsJ_Camera-01_SD-Card-Slot_Closing_01-01.wav	Universal Category System (UCS).	96000	24	2	00:01
	Closing the SD card tab flap on a plastic camera for a small ticking. Compatible with the	00000			00.00
COMCam_InsJ_Camera-01_SD-Card-Slot_Closing_02-01.wav	Universal Category System (UCS).	96000	24	2	00:01
	Opening the SD card tab flap on a plastic camera for a small ticking and bounce. Compatible	06000	24	2	00:01
COMCam_InsJ_Camera-01_SD-Card-Slot_Opening_01-01.wav	with the Universal Category System (UCS).	96000	24	2	00:01

	_				
COMCam_InsJ_Camera-01_SD-Card-Slot_Opening_02-01.wav	Opening the SD card tab flap on a plastic camera for a small ticking and bounce. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
	A plastic camera being activated for a photo with the shutter mechanical ticking and opening at				
COMCam_InsJ_Camera-01_Shutter_1-1_01-01.wav	a speed of 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
	A plastic camera being activated for a photo with the shutter mechanical ticking and opening at	0.5000	2.4	•	00.01
COMCam_InsJ_Camera-01_Shutter_1-20_01-01.wav	a speed of 1/20 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
	A plastic camera being activated for a photo with the shutter mechanical ticking and opening at	96000	24	2	00:01
COMCam_InsJ_Camera-01_Shutter_1-20_02-01.wav	a speed of 1/20 second. Compatible with the Universal Category System (UCS).	96000	24		00.01
COMCam_InsJ_Camera-01_Shutter_1-20_03-01.wav	A plastic camera being activated for a photo with the shutter mechanical ticking and opening at a speed of 1/20 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
COMCam_msj_camera-01_snutter_1-20_03-01.wav	A plastic camera being activated for a photo with the shutter mechanical ticking and opening at	30000	27		00.02
COMCam_InsJ_Camera-01_Shutter_1-20_04-01.wav	a speed of 1/20 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
COMCANI_NISS_CANCIA OI_SNAKEI_1 20_01 01.Wav	A plastic camera being activated for a photo with the shutter mechanical ticking and opening at				
COMCam_InsJ_Camera-01_Shutter_1-4000_01-01.wav	a speed of 1/4000 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
	A plastic camera being activated for a photo with the shutter mechanical ticking and opening at				
COMCam_InsJ_Camera-01_Shutter_1-4_01-01.wav	a speed of 1/4 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
	A plastic camera being activated for a photo with the shutter mechanical ticking and opening at				
COMCam_InsJ_Camera-01_Shutter_1-4_02-01.wav	a speed of 1/4 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
	A plastic camera being activated for a photo with the shutter mechanical ticking and opening at			_	
COMCam_InsJ_Camera-01_Shutter_1-8_01-01.wav	a speed of 1/8 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
	A plastic camera being activated for a photo with the shutter mechanical ticking and opening at	0.000	2.4	2	00.04
COMCam_InsJ_Camera-01_Shutter_1-8_02-01.wav	a speed of 1/8 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
	A plastic camera being activated for a photo with the shutter mechanical ticking and opening at	00000	2.4	2	00.00
COMCam_InsJ_Camera-01_Shutter_1-8_03-01.wav	a speed of 1/8 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
	A plastic camera being activated for a photo with the shutter mechanical ticking and opening at	06000	24	2	00.02
COMCam_InsJ_Camera-01_Shutter_1-8_04-01.wav	a speed of 1/8 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
	A plastic camera being activated rapidly for a photo with the shutter mechanical ticking and				
COMCom Incl. Comoro 01 Chutter Benidu? 01 01 way	opening three times in quick succession for a continuous shot. Compatible with the Universal	96000	24	2	00:02
COMCam_InsJ_Camera-01_Shutter_Rapidx3_01-01.wav	Category System (UCS). A plastic camera being activated rapidly for a photo with the shutter mechanical ticking and	30000	27		00.02
	opening three times in quick succession for a continuous shot. Distant. Compatible with the				
COMCam_InsJ_Camera-01_Shutter_Rapidx3_02-01.wav	Universal Category System (UCS).	96000	24	2	00:02
COMECUIT_INST_CONTENT OI_SHARKET_REPLAXS_02 01.Wav	A plastic camera being activated rapidly for a photo with the shutter mechanical ticking and				
	opening five times in quick succession for a continuous shot. Compatible with the Universal				
COMCam_InsJ_Camera-01_Shutter_Rapidx5_01-01.wav	Category System (UCS).	96000	24	2	00:02
	A plastic camera being activated rapidly for a photo with the shutter mechanical ticking and				
	opening five times in quick succession for a continuous shot. Distant. Compatible with the				
COMCam_InsJ_Camera-01_Shutter_Rapidx5_02-01.wav	Universal Category System (UCS).	96000	24	2	00:02
	A plastic camera being activated rapidly for a photo with the shutter mechanical ticking and				
	opening eight times in quick succession for a continuous shot. Compatible with the Universal				
COMCam_InsJ_Camera-01_Shutter_Rapidx8_01-01.wav	Category System (UCS).	96000	24	2	00:03
	A plastic camera being activated rapidly for a photo with the shutter mechanical ticking and				
	A plastic carriera being activated rapidly for a prioto with the shutter mechanical ticking and				
	opening eight times in quick succession for a continuous shot. Distant. Compatible with the	0.000	24	2	00.02
COMCam_InsJ_Camera-01_Shutter_Rapidx8_02-01.wav	opening eight times in quick succession for a continuous shot. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
	opening eight times in quick succession for a continuous shot. Distant. Compatible with the Universal Category System (UCS). A small plastic click of a switch on a camera. Compatible with the Universal Category System				
COMCam_InsJ_Camera-01_Shutter_Rapidx8_02-01.wav COMCam_InsJ_Camera-01_Switch_01-01.wav	opening eight times in quick succession for a continuous shot. Distant. Compatible with the Universal Category System (UCS). A small plastic click of a switch on a camera. Compatible with the Universal Category System (UCS).	96000 96000	24 24	2	00:03
COMCam_InsJ_Camera-01_Switch_01-01.wav	opening eight times in quick succession for a continuous shot. Distant. Compatible with the Universal Category System (UCS). A small plastic click of a switch on a camera. Compatible with the Universal Category System (UCS). A small plastic click of a switch on a camera. Compatible with the Universal Category System	96000	24	2	00:01
	opening eight times in quick succession for a continuous shot. Distant. Compatible with the Universal Category System (UCS). A small plastic click of a switch on a camera. Compatible with the Universal Category System (UCS). A small plastic click of a switch on a camera. Compatible with the Universal Category System (UCS).				
COMCam_InsJ_Camera-01_Switch_01-01.wav COMCam_InsJ_Camera-01_Switch_02-01.wav	opening eight times in quick succession for a continuous shot. Distant. Compatible with the Universal Category System (UCS). A small plastic click of a switch on a camera. Compatible with the Universal Category System (UCS). A small plastic click of a switch on a camera. Compatible with the Universal Category System (UCS). A small plastic click of a switch on a camera. Compatible with the Universal Category System	96000 96000	24 24	2	00:01
COMCam_InsJ_Camera-01_Switch_01-01.wav	opening eight times in quick succession for a continuous shot. Distant. Compatible with the Universal Category System (UCS). A small plastic click of a switch on a camera. Compatible with the Universal Category System (UCS). A small plastic click of a switch on a camera. Compatible with the Universal Category System (UCS).	96000	24	2	00:01

COMCam InsJ Camera Error 01-01.wav	An error failure beeping on a camera when the mechanism fails to function. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
COMCam_InsJ_Camera_Error_01-02.wav	An error failure beeping on a camera when the mechanism fails to function. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
COMCell_InsJ_Phone_Digital_Ringing_01-01_LOOP.wav	An electronic digital phone ringing in two oscillating alerts with a synthesized beeping. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
COMCell_InsJ_Phone_Digital_Ringing_01-02_LOOP.wav	An electronic digital phone ringing in two oscillating alerts with a synthesized beeping. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
COMCell_InsJ_Phone_Digital_Ringing_01-03_LOOP.wav	An electronic digital phone ringing in two oscillating alerts with a synthesized beeping. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
COMCell_InsJ_Phone_Digital_Ringing_01-04_LOOP.wav	An electronic digital phone ringing in two oscillating alerts with a synthesized beeping. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
COMCell_InsJ_Phone_Digital_Ringing_01-05_LOOP.wav	An electronic digital phone ringing in two oscillating alerts with a synthesized beeping. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
COMCell_InsJ_Phone_Digital_Ringing_02-01_LOOP.wav	An electronic digital phone ringing in two oscillating alerts with a synthesized beeping. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
COMCell_InsJ_Phone_Digital_Ringing_02-02_LOOP.wav	An electronic digital phone ringing in two oscillating alerts with a synthesized beeping. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
COMCell_InsJ_Phone_Digital_Ringing_02-03_LOOP.wav	An electronic digital phone ringing in two oscillating alerts with a synthesized beeping. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
COMCell_InsJ_Phone_Digital_Ringing_02-04_LOOP.wav	An electronic digital phone ringing in two oscillating alerts with a synthesized beeping. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
COMCell_InsJ_Phone_Digital_Ringing_02-05_LOOP.wav	An electronic digital phone ringing in two oscillating alerts with a synthesized beeping. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
COMCell_InsJ_Phone_Digital_Ringing_03-01_LOOP.wav	An electronic digital phone ringing in two oscillating alerts with a synthesized beeping. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
COMCell_InsJ_Phone_Digital_Ringing_03-02_LOOP.wav	An electronic digital phone ringing in two oscillating alerts with a synthesized beeping. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
COMCell_InsJ_Phone_Digital_Ringing_03-03_LOOP.wav	An electronic digital phone ringing in two oscillating alerts with a synthesized beeping. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
COMCell_InsJ_Phone_Digital_Ringing_03-04_LOOP.wav	An electronic digital phone ringing in two oscillating alerts with a synthesized beeping. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
COMCell_InsJ_Phone_Digital_Ringing_03-05_LOOP.wav	An electronic digital phone ringing in two oscillating alerts with a synthesized beeping. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
COMCell_InsJ_Phone_Digital_Ringing_04-01_LOOP.wav	An electronic digital phone ringing in two oscillating alerts with a synthesized beeping. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
COMCell_InsJ_Phone_Digital_Ringing_04-02_LOOP.wav	An electronic digital phone ringing in two oscillating alerts with a synthesized beeping. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
COMCell_InsJ_Phone_Digital_Ringing_04-03_LOOP.wav	An electronic digital phone ringing in two oscillating alerts with a synthesized beeping. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
COMCell_InsJ_Phone_Digital_Ringing_04-04_LOOP.wav	An electronic digital phone ringing in two oscillating alerts with a synthesized beeping. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
COMCell_InsJ_Phone_Digital_Ringing_04-05_LOOP.wav	An electronic digital phone ringing in two oscillating alerts with a synthesized beeping. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
COMCell_InsJ_Phone_Digital_Ringing_05-01_LOOP.wav	An electronic digital phone ringing in two oscillating alerts with a synthesized beeping. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
COMCell_InsJ_Phone_Digital_Ringing_05-02_LOOP.wav	An electronic digital phone ringing in two oscillating alerts with a synthesized beeping. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
COMCell_InsJ_Phone_Digital_Ringing_05-03_LOOP.wav	An electronic digital phone ringing in two oscillating alerts with a synthesized beeping. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
COMCell_InsJ_Phone_Digital_Ringing_05-04_LOOP.wav	An electronic digital phone ringing in two oscillating alerts with a synthesized beeping. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:03

	A contract of the first state of the contract	1			
COMCell_InsJ_Phone_Digital_Ringing_05-05_LOOP.wav	An electronic digital phone ringing in two oscillating alerts with a synthesized beeping. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
COMCAIL LALL Phase Printed Printers OF 04 100P	An electronic digital phone ringing in two oscillating alerts with a synthesized beeping.	96000	24	2	00:03
COMCell_InsJ_Phone_Digital_Ringing_06-01_LOOP.wav	Seamlessly loopable. Compatible with the Universal Category System (UCS). An electronic digital phone ringing in two oscillating alerts with a synthesized beeping.	30000	24		00.03
COMCell_InsJ_Phone_Digital_Ringing_06-02_LOOP.wav	Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
	An electronic digital phone ringing in two oscillating alerts with a synthesized beeping.				
COMCell_InsJ_Phone_Digital_Ringing_06-03_LOOP.wav	Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
	An electronic digital phone ringing in two oscillating alerts with a synthesized beeping.	0.000	2.4	2	00.00
COMCell_InsJ_Phone_Digital_Ringing_06-04_LOOP.wav	Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
COMCALL Last Phase Pictal Pictar Of OF LOOP	An electronic digital phone ringing in two oscillating alerts with a synthesized beeping.	96000	24	2	00:03
COMCell_InsJ_Phone_Digital_Ringing_06-05_LOOP.wav	Seamlessly loopable. Compatible with the Universal Category System (UCS). FM radio static noise from an electronic radio with built-in speaker. Seamlessly loopable.	30000	24	2	00.03
COMRadio_InsJ_Radio_Noise_Frenquency-Modulated_01-01_LOOP.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:06
COMMUNICATION TO SECTION QUELLE VINDAMINE COLOR SECTION CONTRACTOR SECTION SECTI	FM radio static noise from an electronic radio with built-in speaker. Seamlessly loopable.				00.00
COMRadio InsJ Radio Noise Frenquency-Modulated 01-02 LOOP.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:02
COMRadio_InsJ_Radio_Noise_Frenquency-Modulated_01-03-Turning-	Turning off an FM radio with static noise from an electronic radio with built-in speaker.				
Off.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:02
	FM radio static noise from an electronic radio with built-in speaker. Seamlessly loopable.	0.000			22.24
COMRadio_InsJ_Radio_Noise_Frenquency-Modulated_01-03_LOOP.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:01
	Turning off an LW radio with static noise from an electronic radio with built-in speaker.	06000	2.4	2	00.11
COMRadio_InsJ_Radio_Noise_Long-Wave_01-01-Turning-On-Off.wav	Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:11
COMPadia last Padia Naisa Lasa Ways 01 01 1000	LW radio static noise from an electronic radio with built-in speaker. Seamlessly loopable.	96000	24	2	00:05
COMRadio_InsJ_Radio_Noise_Long-Wave_01-01_LOOP.wav	Compatible with the Universal Category System (UCS). LW radio static noise from an electronic radio with built-in speaker. Seamlessly loopable.	30000	24	2	00.03
COMRadio InsJ Radio Noise Long-Wave 01-02 LOOP.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:03
COMMadio_III3J_Nadio_Noise_Long-wave_o1-02_Loof .wav	LW radio static noise from an electronic radio with built-in speaker. Seamlessly loopable.	30000			00.00
COMRadio_InsJ_Radio_Noise_Long-Wave_01-03_LOOP.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:08
	Turning off an LW radio with static noise from an electronic radio with built-in speaker.				
COMRadio_InsJ_Radio_Noise_Long-Wave_01-04-Turning-Off.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:02
	LW radio static noise from an electronic radio with built-in speaker. Seamlessly loopable.	0.000	2.4		00.04
COMRadio_InsJ_Radio_Noise_Long-Wave_01-04_LOOP.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:04
	LW radio static noise from an electronic radio with built-in speaker. Seamlessly loopable.	96000	24	2	00:05
COMRadio_InsJ_Radio_Noise_Long-Wave_01-05_LOOP.wav	Compatible with the Universal Category System (UCS).	30000	24		00.03
COMPadia Incl. Padia Naisa Long Ways 01 06 Turning Off way	Turning off an LW radio with static noise from an electronic radio with built-in speaker. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
COMRadio_InsJ_Radio_Noise_Long-Wave_01-06-Turning-Off.wav	LW radio static noise from an electronic radio with built-in speaker. Seamlessly loopable.	30000			00.02
COMRadio_InsJ_Radio_Noise_Long-Wave_01-06_LOOP.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:05
	LW radio static noise from an electronic radio with built-in speaker. Seamlessly loopable.				
COMRadio_InsJ_Radio_Noise_Long-Wave_01-07_LOOP.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:03
	LW radio static noise from an electronic radio with built-in speaker. Seamlessly loopable.			_	
COMRadio_InsJ_Radio_Noise_Long-Wave_01-08_LOOP.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:02
	LW radio static noise from an electronic radio with built-in speaker. Seamlessly loopable.	00000	2.4	2	00.00
COMRadio_InsJ_Radio_Noise_Long-Wave_01-09_LOOP.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:06
COMPadia Iral Padia Naira Iran W 04 40 T 12 - 05	Turning off an LW radio with static noise from an electronic radio with built-in speaker.	96000	24	2	00:02
COMRadio_InsJ_Radio_Noise_Long-Wave_01-10-Turning-Off.wav	Compatible with the Universal Category System (UCS). LW radio static noise from an electronic radio with built-in speaker. Seamlessly loopable.	30000	24	۷	00.02
COMRadio_InsJ_Radio_Noise_Long-Wave_01-10_LOOP.wav	LW radio static noise from an electronic radio with built-in speaker. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:11
COMMUNICATION TO THE TOTAL TO T	MW radio static noise from an electronic radio with built-in speaker. Seamlessly loopable.	33000	'	<u>-</u>	33.11
COMRadio InsJ Radio Noise Medium-Wave 01-01 LOOP.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:03
	MW radio static noise from an electronic radio with built-in speaker. Seamlessly loopable.				
COMRadio_InsJ_Radio_Noise_Medium-Wave_01-02_LOOP.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:02

COMMado Inst. Radio. Noise. Medium-Wave 0.1-01 LOOP way		MW radio static noise from an electronic radio with built-in speaker. Seamlessly loopable.				
COMMado Inst. Radio Note: Medium-Wave, DL-03, LOPP wave Compatible with the Universal Catagory System (UCS). 96000 24 2 00:002	COMRadio_InsJ_Radio_Noise_Medium-Wave_01-03_LOOP.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:02
Turning d'in MN radio with static noise from an electronic andio with built-in specier. COMMado Insil Radio Noise Medium-Wave DI-OS-Turning-Off wav MN radio static noise from an electronic radio with built-in specier. MN radio static noise from an electronic radio with built-in specier. MN radio static noise from an electronic radio with built-in specier. MN radio static noise from an electronic radio with built-in specier. MN radio static noise from an electronic radio with built-in specier. MN radio static noise from an electronic radio with built-in specier. MN radio static noise from an electronic radio with built-in specier. MN radio static noise from an electronic radio with built-in specier. MN radio static noise from an electronic radio with built-in specier. MN radio static noise from an electronic radio with built-in specier. MN radio static noise from an electronic radio with built-in specier. MN radio static noise from an electronic radio with built-in specier. MN radio static noise from an electronic radio with built-in specier. MN radio static noise from an electronic radio with built-in specier. MN radio static noise from an electronic radio with built-in specier. MN radio static noise from an electronic radio with built-in specier. MN radio static noise from an electronic radio with built-in specier. MN radio static noise from an electronic radio with built-in specier. MN radio static noise from an electronic radio with built-in specier. MN radio static noise from an electronic radio with built-in specier. MN radio static noise from an electronic radio with built-in specier. MN radio static noise from an electronic radio with built-in specier. MN radio static noise from an electronic radio with built-in specier. MN radio static noise from an electronic radio with built-in specier. MN radio static noise from an electronic radio with built-in specier. MN radio static noise from an electronic radio with built-in specier. MN radio static noise from an electronic radio wit		MW radio static noise from an electronic radio with built-in speaker. Seamlessly loopable.				
COMMarilo Inst. Radio. Noise. Medium-Wave. 01-05-1urning-Off-ave COMMarilo Inst. Radio. Noise. Medium-Wave. 01-05-1urning-Off-ave COMmarilo Inst. Radio. Noise. Medium-Wave. 01-05-100R-wav Compatible with the Universal Category System (UCS). An old artique retree control place being littled out of its plastic carrier. Compatible with the Universal Category System (UCS). COMTreigh. Inst. Phone. Retro-Conded_Lift. 02-wav Universal Category System (UCS). An old artique retree conded place on the plastic carrier. Compatible with the Post of	COMRadio_InsJ_Radio_Noise_Medium-Wave_01-04_LOOP.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:02
COMTeigh Inst. Phone Retro Corded Lift: 03-way An old antique retro corded phone being lifted out of its plastic carrier. Compatible with the Universal Citegory System (UCS). An old antique retro corded phone being lifted out of its plastic carrier. Compatible with the Universal Citegory System (UCS). An old antique retro corded phone being lifted out of its plastic carrier. Compatible with the Universal Citegory System (UCS). An old antique retro corded phone being lifted out of its plastic carrier. Compatible with the Universal Citegory System (UCS). An old antique retro corded phone being lifted out of its plastic carrier. Compatible with the Universal Citegory System (UCS). An old antique retro corded phone being lifted out of its plastic carrier. Compatible with the Universal Citegory System (UCS). COMTeigh Inst. Phone Retro Corded Lift, 03-way An old antique retro corded phone being glisted back on to its plastic carrier. Compatible with the Universal Citegory System (UCS). COMTeigh Inst. Phone Retro Corded Place O. Navy An old antique retro corded phone being placed back on to its plastic carrier. Compatible with the Universal Citegory System (UCS). COMTeigh Inst. Phone Retro Corded Place O. Navy An old antique retro corded phone being placed back on to its plastic carrier. Compatible with the Universal Citegory System (UCS). COMTeigh Inst. Phone Retro Corded Place O. Navy An old antique retro corded phone being placed back on to its plastic carrier. Compatible with the Universal Citegory System (UCS). COMTeigh Inst. Phone Retro Corded Place O. Navy The Universal Citegory System (UCS). COMTeigh Inst. Phone Retro Corded Place O. Navy The Universal Citegory System (UCS). COMTeigh Inst. Phone Retro Corded Place O. Navy The Universal Citegory System (UCS). COMTeigh Inst. Phone Retro Corded Place O. Navy The Universal Citegory System (UCS). COMTeigh Inst. Phone Retro Corded Place O. Navy The Universal Citegory System (UCS). COMTeigh Inst. Phone Retro Corded Place O. Navy The Universa		· ·	0.000	2.4	_	00.00
COMPagh, Inst. Phone, Retro-Corded_Utt, 01.way An old antique retro corded plane being placed back on to its plastic carrier. Compatible with the Universal Category System (UCS). An old antique retro corded plane being placed back on to its plastic carrier. Compatible with the Universal Category System (UCS). An old antique retro corded plane being placed back on to its plastic carrier. Compatible with the Universal Category System (UCS). An old antique retro corded plane being placed back on to its plastic carrier. Compatible with the Universal Category System (UCS). An old antique retro corded plane being placed back on to its plastic carrier. Compatible with the Universal Category System (UCS). An old antique retro corded plane being placed back on to its plastic carrier. Compatible with the Universal Category System (UCS). An old antique retro corded plane being placed back on to its plastic carrier. Compatible with the Universal Category System (UCS). An old antique retro corded plane being placed back on to its plastic carrier. Compatible with the Universal Category System (UCS). An old antique retro corded plane being placed back on to its plastic carrier. Compatible with the Universal Category System (UCS). An old antique retro corded plane being placed back on to its plastic carrier. Compatible with the Universal Category System (UCS). An old antique retro corded plane being placed back on to its plastic carrier. Compatible with the Universal Category System (UCS). An old antique retro corded plane being placed back on to its plastic carrier. Compatible with the Universal Category System (UCS). COMTeigh Inst Phone Retro Corded Place 0.5 way The Universal Category System (UCS). An old antique retro corded plane being placed back on to its plastic carrier. Compatible with the Universal Category System (UCS). COMTeigh Inst Phone Retro Corded Place 0.5 way The Universal Category System (UCS). COMTeigh Inst Phone Retro Corded Place 0.5 way The Universal Category System (UCS). COMTeigh In	COMRadio_InsJ_Radio_Noise_Medium-Wave_01-05-Turning-Off.wav		96000	24	2	00:02
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COMTeigh Inst. Phone, Retro-Corded Lift, 03.ww An old antique retro corded phone being lifted out of its plastic carrier. Compatible with the Universal Category System (UCS). An old antique retro corded phone being lifted out of its plastic carrier. Compatible with the Universal Category System (UCS). An old antique retro corded phone being lifted out of its plastic carrier. Compatible with the Universal Category System (UCS). An old antique retro corded phone being lifted out of its plastic carrier. Compatible with the Universal Category System (UCS). An old antique retro corded phone being placed back on to its plastic carrier. Compatible with the Universal Category System (UCS). An old antique retro corded phone being placed back on to its plastic carrier. Compatible with the Universal Category System (UCS). An old antique retro corded phone being placed back on to its plastic carrier. Compatible with the Universal Category System (UCS). An old antique retro corded phone being placed back on to its plastic carrier. Compatible with the Universal Category System (UCS). An old antique retro corded phone being placed back on to its plastic carrier. Compatible with the Universal Category System (UCS). An old antique retro corded phone being placed back on to its plastic carrier. Compatible with the Universal Category System (UCS). An old antique retro corded phone being placed back on to its plastic carrier. Compatible with the Universal Category System (UCS). An old antique retro corded phone being placed back on to its plastic carrier. Compatible with the Universal Category System (UCS). An old antique retro corded phone being placed back on to its plastic carrier. Compatible with the Universal Category System (UCS). An old antique retro corded phone being placed back on to its plastic carrier. Compatible with the Universal Category System (UCS). An old antique retro corded phone being placed back on to its plastic carrier. Compatible with the Universal Category System (UCS).	COMRadio_InsJ_Radio_Noise_Medium-Wave_01-05_LOOP.wav		90000	24		00.04
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REAMISC_INSJ_Flexatone_Voice-A_arguing_01.wav 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. A disappointed_01.wav edge of a metal flexatone with a violin horse hair bow. A disappointed_01.wav edge of a metal flexatone with a violin horse hair bow. A disappointed_01.wav edge of a metal flexatone with a violin horse hair bow. A nexcited, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow. 96000 24 2 00:01 CREAMISC_INSJ_Flexatone_Voice-A_Excited_01.wav of a metal flexatone with a violin horse hair bow. 96000 24 2 00:01 CREAMISC_INSJ_Flexatone_Voice-A_Laugh_01.wav a metal flexatone with a violin horse hair bow. 96000 24 2 00:01 CREAMISC_INSJ_Flexatone_Voice-A_Laugh_01.wav a metal flexatone with a violin horse hair bow. 96000 24 2 00:01 CREAMISC_INSJ_Flexatone_Voice-B_Laugh_Long_01.wav 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. 96000 24 2 00:08 CREAMISC_INSJ_Flexatone_Voice-B_Moan_01.wav additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow. 96000 24 2 00:03 CREAMISC_INSJ_Flexatone_Voice-B_Moan_01.wav additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow. 96000 24 2 00:03 CREAMISC_INSJ_Flexatone_Voice-B_Moan_01.wav bow. A deeper, metallic machine, robot or sci-fi computer voice similar to the word "no". Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow. 96000 24 2 00:03 CREAMISC_INSJ_Flexatone_Voice-B_Moan_01.wav bow. A deeper, metallic machine, robot or sci-fi computer voice similar to the word "noxy". Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow. 96000 24 2 00:01 CR	COMTEIPT_INST_PRORE_Retro-Corded_Place_06.wav		30000	24		00.01
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A laughing, comical, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone_Voice-A_Laugh_01.wav A deeper, long, staggered, 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 deeper, metallic machine, robot or sci-fi computer voice similar to the word "no". Slowed down with a violin horse hair bow. CREAMisc_Insl_Flexatone_Voice-B_No_01.wav A deeper, metallic machine, robot or sci-fi computer voice similar to the word "no". Slowed down with a violin horse hair bow. A deeper, metallic machine, robot or sci-fi computer voice similar to the word "no". Slowed down with a violin horse hair bow. A deeper, metallic machine, robot or sci-fi computer voice similar to the word "on". Slowed down with a violin horse hair bow. A deeper, metallic machine, robot or sci-fi computer voice similar to the word "okay". Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow. A deeper, metallic machine, robot or sci-fi computer voice similar to the word "okay". Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow. A deeper, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a harmonics. Scraping the edge of a metal flexatone with a dege of a						
A deeper, long, staggered, 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. CREAMisc_InsJ_Flexatone_Voice-B_Laugh_Long_01.wav 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 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 deeper, metallic machine, robot or sci-fi computer voice similar to the word "no". Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow. CREAMisc_InsJ_Flexatone_Voice-B_No_01.wav A deeper, metallic machine, robot or sci-fi computer voice similar to the word "okay". Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow. A deeper, metallic machine, robot or sci-fi computer voice similar to the word "okay". Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow. A deeper, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow. A deeper, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow. A deeper, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	CREAMisc_InsJ_Flexatone_Voice-A_Excited_01.wav	of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
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Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow. CREAMisc_InsJ_Flexatone_Voice-B_Moan_01.wav 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 deeper, metallic machine, robot or sci-fi computer voice similar to the word "no". Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow. CREAMisc_InsJ_Flexatone_Voice-B_No_01.wav A deeper, metallic machine, robot or sci-fi computer voice similar to the word "okay". Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow. A deeper, metallic machine, robot or sci-fi computer voice similar to the word "okay". Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow. A deeper, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a metallic machine, robot or sci-fi computer voice as if screaming or under harmonics. Scraping fl	CREAMisc_InsJ_Flexatone_Voice-A_Laugh_01.wav	a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
CREAMisc_InsJ_Flexatone_Voice-B_Laugh_Long_01.wav 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. CREAMisc_InsJ_Flexatone_Voice-B_Moan_01.wav A deeper, metallic machine, robot or sci-fi computer voice similar to the word "no". Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow. CREAMisc_InsJ_Flexatone_Voice-B_No_01.wav A deeper, metallic machine, robot or sci-fi computer voice similar to the word "okay". Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow. CREAMisc_InsJ_Flexatone_Voice-B_Okay_01.wav A deeper, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a harmonics. Scraping the edge of a metal flexatone with a dditional harmonics. Scraping the edge of a metal flexatone with a harmonics. Scraping the edge of a metal flexatone with a harmonics. Scraping the edge of a metal flexatone with a harmonics. Scraping the edge of a metal flexatone with a harmonics. Scraping the edge of a metal flexatone with a harmonics. Scraping the edge of a metal flexatone with a harmonics. Scraping the edge of a metal flexatone with a harmonics. Scraping the edge of a metal flexatone with a harmonics. Scraping the edge of a metal flexatone with a harmonics. Scraping the edge of a metal flexatone with a harmonics. Scraping the edge of a metal flexatone with a harmonics. Scraping the edge of a metal flexatone with a harmonics. Scraping the edge of a metal flexatone with a harmonics. Scraping the edge of a metal flexatone with a harmonics. Scraping the edge of a metal flexatone with a harmonics. Scraping the edge of a metal flexatone with a harmonics. Scraping the edge of a metal flexatone with a harmonics. Scraping the edge of a metal flexatone with a harmonics. Scrapi		: = == : :				
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 deeper, metallic machine, robot or sci-fi computer voice similar to the word "no". Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow. CREAMisc_InsJ_Flexatone_Voice-B_No_01.wav A deeper, metallic machine, robot or sci-fi computer voice similar to the word "okay". Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow. CREAMisc_InsJ_Flexatone_Voice-B_Okay_01.wav A deeper, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse with a violin horse hair bow. A deeper, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.		,	00000	2.4		00:00
CREAMisc_InsJ_Flexatone_Voice-B_Moan_01.wav A deeper, metallic machine, robot or sci-fi computer voice similar to the word "no". Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow. CREAMisc_InsJ_Flexatone_Voice-B_No_01.wav A deeper, metallic machine, robot or sci-fi computer voice similar to the word "no". Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow. A deeper, metallic machine, robot or sci-fi computer voice similar to the word "okay". Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow. CREAMisc_InsJ_Flexatone_Voice-B_Okay_01.wav A deeper, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a	CREAMisc_InsJ_Flexatone_Voice-B_Laugh_Long_01.wav		96000	24		80:00
A deeper, metallic machine, robot or sci-fi computer voice similar to the word "no". Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow. A deeper, metallic machine, robot or sci-fi computer voice similar to the word "okay". Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow. CREAMisc_InsJ_Flexatone_Voice-B_Okay_01.wav A deeper, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a A deeper, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a	CDEAM's a last file above Waise D. M		96000	24	2	00.03
down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow. A deeper, metallic machine, robot or sci-fi computer voice similar to the word "okay". Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow. CREAMisc_InsJ_Flexatone_Voice-B_Okay_01.wav A deeper, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a	CKEAIVIISC_INSJ_FIEXATONE_VOICE-B_Moan_U1.wav		30000	24		00.03
CREAMisc_InsJ_Flexatone_Voice-B_No_01.wav bow. A deeper, metallic machine, robot or sci-fi computer voice similar to the word "okay". Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow. A deeper, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a		1 1				
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down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow. A deeper, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a	CITEMINISE_IIISI_I IEXACOITE_VOICE-D_IVO_OT.WdV		30000			33.01
CREAMisc_InsJ_Flexatone_Voice-B_Okay_01.wav bow. 96000 24 2 00:01 A deeper, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a						
A deeper, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a	CREAMisc Ins.J. Flexatone Voice-B. Okay 01.way	. 5	96000	24	2	00:01
harm. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a						
CREAMisc Ins.J Flexatone Voice-B Pain 01.wav violin horse hair bow. 96000 24 2 00:01						
	CREAMisc_InsJ_Flexatone_Voice-B_Pain 01.wav	· · ·	96000	24	2	00:01

	A quivering, questioning, metallic machine, robot or sci-fi computer voice asking for something.				
	Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal				
CREAMisc InsJ Flexatone Voice-C Question 01.wav	flexatone with a violin horse hair bow.	96000	24	2	00:02
	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the word				
	"really". Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a				
CREAMisc InsJ Flexatone Voice-C Really 01.way	metal flexatone with a violin horse hair bow.	96000	24	2	00:02
	A guivering, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed				
	down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone				
CREAMisc InsJ Flexatone Voice-C Sad 01.wav	with a violin horse hair bow.	96000	24	2	00:01
	A quivering, scared, metallic machine, robot or sci-fi computer voice as if shivering or terrified.				
	Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal				
CREAMisc_InsJ_Flexatone_Voice-C_Scared_01.wav	flexatone with a violin horse hair bow.	96000	24	2	00:02
	A quivering, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed				
	down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone				
CREAMisc InsJ Flexatone Voice-C Surprised 01.wav	with a violin horse hair bow.	96000	24	2	00:02
	A child-like, longer, sad, metallic machine, robot or sci-fi computer voice about to cry. Higher in				
	pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone				
CREAMisc_InsJ_Flexatone_Voice-D_Sad_Long_01.wav	with a violin horse hair bow.	96000	24	2	00:06
0.12.11.1100_1103_110.410110_10100	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				
CREAMisc_InsJ_Flexatone_Voice-D_Talk_01.wav	flexatone with a violin horse hair bow	96000	24	2	00:02
CREATING TO THE REPORT OF THE PROPERTY OF THE	A child-like, metallic machine, robot or sci-fi computer voice with a vocal contour similar to				
	"wee". Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a				
CREAMisc_InsJ_Flexatone_Voice-D_Wee_01.wav	metal flexatone with a violin horse hair bow.	96000	24	2	00:02
CREAIVISC_ITSJ_FIEXACOTIE_VOICE-D_WEE_01.WaV	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the			-	
	questioning word "what?". Higher in pitch, with a brighter timbre and ascending pitch delay.				
CREAMisc InsJ Flexatone Voice-D What 01.wav	Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
CREATIONS_TEXACONE_VOICE D_VITAL_01.Wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the			-	
	questioning word "why?". Higher in pitch, with a brighter timbre and ascending pitch delay.				
CREAMisc_InsJ_Flexatone_Voice-D_Why_01.wav	Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
CREATIVISE_ITISS_TEXACOTIC_VOICE D_VITY_01.WdV	A male man growling pitched down for a monster growl or other horror monster or creature				
CREAMnstr_InsJ_Monster_Growling_Male_01-01.wav	vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
CREATMISTI_IIISS_IMOTISTET_GFOWING_MIDE_OF OF WAV	A male man growling pitched down for a monster growl or other horror monster or creature			-	
CREAMnstr_InsJ_Monster_Growling_Male_01-02.wav	vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CREAMINSTI_INST_MONSTEI_Growning_Male_01-02.wav	A male man growling pitched down for a monster growl or other horror monster or creature	30000			00.02
CREAMnstr_InsJ_Monster_Growling_Male_01-03.wav	vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
CREAMINSTI_INST_MONSTEI_Growning_Male_01-05.Wav	A male man growling pitched down for a monster growl or other horror monster or creature	30000			00.03
CREAMnstr_InsJ_Monster_Growling_Male_01-04.wav	vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CREAMINSTI_INST_MONSTER_GLOWING_MARE_01-04.Wav	A male man growling pitched down for a monster growl or other horror monster or creature	30000			00.02
CREAMnstr_InsJ_Monster_Growling_Male_01-05.wav	vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CREAMINSTI_INST_MONSTEI_GLOWING_MAIE_01-05.Wav	A male man growling pitched down for a monster growl or other horror monster or creature	30000	21		00.02
CREAMnstr_InsJ_Monster_Growling_Male_02-01.wav	vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CREAMINSTELLIST MOUSTEL GLOWING MAIE 02-01.WAV		30000	24		00.02
CDEAMpetr Incl. Monetor Crowling Mole 03 03 way	A male man growling pitched down for a monster growl or other horror monster or creature	96000	24	2	00:02
CREAMnstr_InsJ_Monster_Growling_Male_02-02.wav	vocalisation. Compatible with the Universal Category System (UCS).	30000	27		00.02
CREAMpetr Inc. Monetor Grouding Male 03 03 way	A male man growling pitched down for a monster growl or other horror monster or creature	96000	24	2	00:03
CREAMnstr_InsJ_Monster_Growling_Male_02-03.wav	vocalisation. Compatible with the Universal Category System (UCS).	30000	24		00.03
CDEANAgety lead Magaztag Cray Per Adala 02 04	A male man growling pitched down for a monster growl or other horror monster or creature	96000	24	2	00:03
CREAMnstr_InsJ_Monster_Growling_Male_03-01.wav	vocalisation. Compatible with the Universal Category System (UCS).	30000	24		00.03
CDEANA COLO LOS AACOS COLO UN	A male man growling pitched down for a monster growl or other horror monster or creature	96000	24	2	00:02
CREAMnstr_InsJ_Monster_Growling_Male_03-02.wav	vocalisation. Compatible with the Universal Category System (UCS).	30000	24		00.02
CDEANA and a local Manager Consulting March 22 02	A male man growling pitched down for a monster growl or other horror monster or creature	96000	24	2	00:02
CREAMnstr_InsJ_Monster_Growling_Male_03-03.wav	vocalisation. Compatible with the Universal Category System (UCS).	30000	24		00.02

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CREAMnstr_InsJ_Monster_Growling_Male_03-04.wav	A male man growling pitched down for a monster growl or other horror monster or creature vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CREAMnstr_InsJ_Monster_Growling_Male_03-05.wav	A male man growling pitched down for a monster growl or other horror monster or creature vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CREAMnstr_InsJ_Monster_Growling_Male_04-01.wav	A male man growling pitched down for a monster growl or other horror monster or creature vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CREAMnstr_InsJ_Monster_Growling_Male_04-02.wav	A male man growling pitched down for a monster growl or other horror monster or creature vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
CREAMnstr_InsJ_Monster_Growling_Male_04-03.wav	A male man growling pitched down for a monster growl or other horror monster or creature vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CREAMnstr_InsJ_Monster_Growling_Male_04-04.wav	A male man growling pitched down for a monster growl or other horror monster or creature vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CREAMnstr_InsJ_Monster_Growling_Male_04-05.wav	A male man growling pitched down for a monster growl or other horror monster or creature vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CREAMnstr_InsJ_Monster_Growling_Male_05-01.wav	A male man growling pitched down for a monster growl or other horror monster or creature vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CREAMnstr_InsJ_Monster_Growling_Male_05-02.wav	A male man growling pitched down for a monster growl or other horror monster or creature vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CREAMnstr_InsJ_Monster_Growling_Male_05-03.wav	A male man growling pitched down for a monster growl or other horror monster or creature vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CREAMnstr_InsJ_Monster_Growling_Male_05-04.wav	A male man growling pitched down for a monster growl or other horror monster or creature vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CREAMnstr_InsJ_Monster_Growling_Male_05-05.wav	A male man growling pitched down for a monster growl or other horror monster or creature vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CREAMnstr_InsJ_Monster_Growling_Male_06-01.wav	A male man growling pitched down for a monster growl or other horror monster or creature vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CREAMnstr_InsJ_Monster_Growling_Male_06-02.wav	A male man growling pitched down for a monster growl or other horror monster or creature vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CREAMnstr_InsJ_Monster_Growling_Male_06-03.wav	A male man growling pitched down for a monster growl or other horror monster or creature vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CREAMnstr_InsJ_Monster_Growling_Male_07-01.wav	A male man growling pitched down for a monster growl or other horror monster or creature vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
CREAMnstr_InsJ_Monster_Growling_Male_07-02.wav	A male man growling pitched down for a monster growl or other horror monster or creature vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CREAMnstr_InsJ_Monster_Growling_Male_07-03.wav	A male man growling pitched down for a monster growl or other horror monster or creature vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CREAMnstr_InsJ_Monster_Growling_Male_08-01.wav	A male man growling pitched down for a monster growl or other horror monster or creature vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CREAMnstr_InsJ_Monster_Growling_Male_08-02.wav	A male man growling pitched down for a monster growl or other horror monster or creature vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CREAMnstr_InsJ_Monster_Growling_Male_08-03.wav	A male man growling pitched down for a monster growl or other horror monster or creature vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CREAMnstr_InsJ_Monster_Growling_Male_08-04.wav	A male man growling pitched down for a monster growl or other horror monster or creature vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CREAMnstr_InsJ_Monster_Growling_Male_09-01.wav	A male man growling pitched down for a monster growl or other horror monster or creature vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CREAMnstr_InsJ_Monster_Growling_Male_09-02.wav	A male man growling pitched down for a monster growl or other horror monster or creature vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CREAMnstr_InsJ_Monster_Growling_Male_09-03.wav	A male man growling pitched down for a monster growl or other horror monster or creature vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
CREAMnstr InsJ Monster Growling Male 09-04.wav	A male man growling pitched down for a monster growl or other horror monster or creature vocalisation. Compatible with the Universal Category System (UCS).	96000	24	2	00:01

A male man growling pitched down for a monster growl or other horror monster or creature vocalisation. Compatible with the Universal Category System (UCS). CREAMINST_InsJ_Monster_Growling_Male_10-01.wav CREAMINST_InsJ_Monster_Growling_Male_10-02.wav CREAMINST_InsJ_Monster_Growling_Male_10-03.wav CREAMINST_InsJ_Monster_Growling_Male_10-03.wav CREAMINST_InsJ_Monster_Growling_Male_10-03.wav CREAMINST_InsJ_Monster_Growling_Male_10-03.wav CREAMINST_InsJ_Monster_Growling_Male_10-03.wav CREAMINST_InsJ_Monster_Growling_Male_10-03.wav CREAMINST_InsJ_Monster_Growling_Male_10-03.wav CREAMINST_InsJ_Monster_Growling_Male_10-05.wav CREAMINST_InsJ_Monster_Growling_Male_10-05.wav CREAMINST_InsJ_Monster_Growling_Male_10-05.wav CREAMINST_InsJ_Monster_Growling_Male_10-06.wav CREAMINST_InsJ_Monster_Growling_Male_10-06.wav CREAMINST_InsJ_Monster_Growling_Male_10-06.wav CREAMINST_InsJ_Monster_Growling_Male_11-01.wav CREAMINST_InsJ_Monster_Growling_Male_11-02.wav CREAMINST_InsJ_Monster_Growling_Male_11-03.wav CREAMINST_InsJ_Mo
A male man growling pitched down for a monster growl or other horror monster or creature vocalisation. Compatible with the Universal Category System (UCS). CREAMnstr_Insl_Monster_Growling_Male_10-02.wav CREAMnstr_Insl_Monster_Growling_Male_10-03.wav CREAMnstr_Insl_Monster_Growling_Male_10-03.wav CREAMnstr_Insl_Monster_Growling_Male_10-03.wav CREAMnstr_Insl_Monster_Growling_Male_10-04.wav CREAMnstr_Insl_Monster_Growling_Male_10-05.wav CREAMnstr_Insl_Monster_Growling_Male_10-05.wav CREAMnstr_Insl_Monster_Growling_Male_10-05.wav CREAMnstr_Insl_Monster_Growling_Male_10-06.wav A male man growling pitched down for a monster growl or other horror monster or creature vocalisation. Compatible with the Universal Category System (UCS). A male man growling pitched down for a monster growl or other horror monster or creature vocalisation. Compatible with the Universal Category System (UCS). A male man growling pitched down for a monster growl or other horror monster or creature vocalisation. Compatible with the Universal Category System (UCS). A male man growling pitched down for a monster growl or other horror monster or creature vocalisation. Compatible with the Universal Category System (UCS). A male man growling pitched down for a monster growl or other horror monster or creature vocalisation. Compatible with the Universal Category System (UCS). A male man growling pitched down for a monster growl or other horror monster or creature vocalisation. Compatible with the Universal Category Sy
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CREAMnstr_InsJ_Monster_Growling_Male_13-05.wav vocalisation. Compatible with the Universal Category System (UCS). 96000 24 2 000
A combination of various stretching sounds made by twisting a surfing bodyboard made of
CREASmall_InsJ_Bodyboard_Creature-Base_Dry_01.wav polystyrene foam. Sounds like monsters chittering. No reverberation. 96000 24 2 000
A combination of various long stretching sounds made by twisting and scraping a surfing
CREASmall InsJ Bodyboard Creature-Ensemble Dry 1.wav bodyboard made of polystyrene foam. Sounds like monsters chittering. No reverberation.
An extended combination of various long stretching and scraping sounds made by scraping and
CREASmall_InsJ_Bodyboard_Creature-Nest_Dry_1.wav twisting a surfing bodyboard made of polystyrene foam. No reverberation.
A long creature vocalization made by scraping a surfing bodyboard made of polystyrene foam
CREASmall_InsJ_Bodyboard_Creature-Voice_Long_Dry_01.wav and pitch shifting. No reverberation.
A creature vocalization made by combining several stretching sounds from twisting a surfing
CREASmall_InsJ_Bodyboard_Creature-VoiceA_Dry_001.wav bodyboard made of polystyrene foam. Then pitch shifted. No reverberation.
A creature vocalization made by combining several stretching sounds from twisting a surfing
bodyboard made of polystyrene foam. Then pitch shifted and timbrally adjusted. No
CREASmall_InsJ_Bodyboard_Creature-VoiceB_Dry_040.wav reverberation. 96000 24 2 00

	ature vocalization made by combining several stretching sounds from twisting a surfing	00000	24	2	00.01
	board made of polystyrene foam. Then pitch shifted with a high timbre. No reverberation.	96000	24	2	00:01
	ature vocalization made by combining several stretching sounds from twisting a surfing	96000	24	2	00:01
	board made of polystyrene foam. Then pitch shifted with a low timbre. No reverberation.	30000	24		00.01
	ature vocalization made by combining several stretching sounds from twisting a surfing				
1 · · · · · · · · · · · · · · · · · · ·	board made of polystyrene foam. Then pitch shifted with a very low timbre and reference	96000	24	2	00:02
	. No reverberation. ature vocalization made by combining several stretching sounds from twisting a surfing	30000	27		00.02
	board made of polystyrene foam. Then pitch shifted with a very high timbre and reference				
·	. No reverberation.	96000	24	2	00:01
	ature vocalization made by combining several stretching sounds from twisting a surfing	30000			00.01
	board made of polystyrene foam. Then pitch shifted with a flanger and tremolo effect. No				
<u> </u>	beration.	96000	24	2	00:02
	ature vocalization made by combining several stretching sounds from twisting a surfing				
	board made of polystyrene foam. Then pitch shifted with a flanger and tremolo effect				
·	also being timbrally adjusted. No reverberation.	96000	24	2	00:02
	ature vocalization made by combining several stretching sounds from twisting a surfing				
	board made of polystyrene foam. Then pitch shifted with a quick monophonic delay and				
CREASmall_InsJ_Bodyboard_Creature-Voicel_Dry_360.wav tremo	olo tranceformer. No reverberation.	96000	24	2	00:02
A crea	ature vocalization made by combining several stretching sounds from twisting a surfing				
bodyb	board made of polystyrene foam. Then pitch shifted with a ring modulator and				
	eformer effect. No reverberation.	96000	24	2	00:01
	ature vocalization made by combining several stretching sounds from twisting a surfing				
1 '	board made of polystyrene foam. Then pitch shifted with a quick monophonic delay, ring	0.000	2.4	2	00.04
	ulator, computer tranceformer and tremolo effect. No reverberation.	96000	24	2	00:01
1	ital synthesizer low pedal drone with a booming and sizzling timbre. Compatible with the	0.000	2.4	2	00.04
	ersal Category System (UCS).	96000	24	2	00:04
1 =	ital synthesizer with a bright, electrical sizzling timbre similar to electricity or energy	00000	2.4	2	00.07
	ng. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
	ital synthesizer with a bright, electrical sizzling timbre similar to electricity or energy	06000	24	2	00.04
	ng. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	Z	00:04
	ital synthesizer with a bright, electrical sizzling timbre similar to electricity or energy	96000	24	2	00:07
	ng. Seamlessly loopable. Compatible with the Universal Category System (UCS).	30000	24		00.07
1 =	ital synthesizer with a bright, electrical sizzling timbre similar to electricity or energy	96000	24	2	00:04
	ng. Seamlessly loopable. Compatible with the Universal Category System (UCS).	30000	24		00.04
	ital synthesizer with a bright, electrical sizzling timbre similar to electricity or energy	96000	24	2	00:03
	ng. Seamlessly loopable. Compatible with the Universal Category System (UCS).	30000	27		00.03
	ital synthesizer with a bright, electrical sizzling timbre similar to electricity or energy ng. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
<u> </u>	ital synthesizer with a bright, electrical sizzling timbre similar to electricity or energy	30000	27		00.05
	ng. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
,	ital synthesizer with a bright, electrical sizzling timbre similar to electricity or energy				00.0.
1 =	ng. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
	n walking on dry leaves and dirt with trainer shoes. Compatible with the Universal				
	zory System (UCS).	96000	24	2	00:19
	gle footstep with a trainer shoe walking on a pile of dry leaves with a crunching.				_
	patible with the Universal Category System (UCS).	96000	24	2	00:01
	gle footstep with a trainer shoe walking on a pile of dry leaves with a crunching.				
	patible with the Universal Category System (UCS).	96000	24	2	00:01
	gle footstep with a trainer shoe walking on a pile of dry leaves with a crunching.				
		96000	24	· •	00:01
03.wav Compa	patible with the Universal Category System (UCS).	90000		2	00.01
	patible with the Universal Category System (UCS). gle footstep with a trainer shoe walking on a pile of dry leaves with a crunching.	96000	24	2	00:01

		1		1	T
FEETHmn_InsJ_Footsteps_Dry-Leaves_Walking_Trainers_01-02_Single- 05.wav	A single footstep with a trainer shoe walking on a pile of dry leaves with a crunching. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dry-Leaves_Walking_Trainers_01-02_Single-	A single footstep with a trainer shoe walking on a pile of dry leaves with a crunching.			_	00.02
06.way	Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dry-Leaves_Walking_Trainers_01-02_Single-	A single footstep with a trainer shoe walking on a pile of dry leaves with a crunching.				
07.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dry-Leaves_Walking_Trainers_01-02_Single-	A single footstep with a trainer shoe walking on a pile of dry leaves with a crunching.			_	
08.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dry-Leaves_Walking_Trainers_01-02_Single-	A single footstep with a trainer shoe walking on a pile of dry leaves with a crunching.	00000	24	_	00.01
09.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dry-Leaves_Walking_Trainers_01-02_Single-	A single footstep with a trainer shoe walking on a pile of dry leaves with a crunching.	96000	24	2	00:01
10.wav	Compatible with the Universal Category System (UCS).	30000	24		00.01
FFFTIme Inc. Footstone Day Logues Walking Trainers Of C1 MILLTINGS	A man walking on dry leaves and dirt with trainer shoes. Compatible with the Universal	96000	24	2	00:24
FEETHmn_InsJ_Footsteps_Dry-Leaves_Walking_Trainers_04-01_MULTI.wav FEETHmn_InsJ_Footsteps_Dry-Leaves_Walking_Trainers_04-01_Single-	Category System (UCS). A single footstep with a trainer shoe walking on a pile of dry leaves with a crunching.	30000	24		00.24
01.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dry-Leaves_Walking_Trainers_04-01_Single-	A single footstep with a trainer shoe walking on a pile of dry leaves with a crunching.			_	00.02
02.way	Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dry-Leaves_Walking_Trainers_04-01_Single-	A single footstep with a trainer shoe walking on a pile of dry leaves with a crunching.				
03.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dry-Leaves_Walking_Trainers_04-01_Single-	A single footstep with a trainer shoe walking on a pile of dry leaves with a crunching.				
04.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dry-Leaves_Walking_Trainers_04-01_Single-	A single footstep with a trainer shoe walking on a pile of dry leaves with a crunching.			_	
05.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dry-Leaves_Walking_Trainers_04-01_Single-	A single footstep with a trainer shoe walking on a pile of dry leaves with a crunching.	0.000			
06.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dry-Leaves_Walking_Trainers_04-01_Single-	A single footstep with a trainer shoe walking on a pile of dry leaves with a crunching.	00000	24	_	00.01
07.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dry-Leaves_Walking_Trainers_04-01_Single-	A single footstep with a trainer shoe walking on a pile of dry leaves with a crunching.	96000	24	2	00:01
08.way	Compatible with the Universal Category System (UCS). A single footstep with a trainer shoe walking on a pile of dry leaves with a crunching.	30000	24		00.01
FEETHmn_InsJ_Footsteps_Dry-Leaves_Walking_Trainers_04-01_Single- 09.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Dry-Leaves_Walking_Trainers_04-01_Single-	A single footstep with a trainer shoe walking on a pile of dry leaves with a crunching.	30000	24		00.01
10.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:01
10.1101	A man running on a pile of glass shards with trainer shoes. Compatible with the Universal			_	
FEETHmn_InsJ_Footsteps_Glass_Running_Trainers_04-01_MULTI.wav	Category System (UCS).	96000	24	2	00:14
	A single footstep with a trainer shoe running on a pile of cracked glass shards and debris.				
FEETHmn_InsJ_Footsteps_Glass_Running_Trainers_04-01_Single-01.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:01
	A single footstep with a trainer shoe running on a pile of cracked glass shards and debris.				
FEETHmn_InsJ_Footsteps_Glass_Running_Trainers_04-01_Single-02.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:01
	A single footstep with a trainer shoe running on a pile of cracked glass shards and debris.	0.000			
FEETHmn_InsJ_Footsteps_Glass_Running_Trainers_04-01_Single-03.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:01
	A single footstep with a trainer shoe running on a pile of cracked glass shards and debris.	06000	24	_	00:01
FEETHmn_InsJ_Footsteps_Glass_Running_Trainers_04-01_Single-04.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:01
EFFTH A LOLE FAMILIA Class B a 1 T 1 CA	A single footstep with a trainer shoe running on a pile of cracked glass shards and debris.	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Running_Trainers_04-01_Single-05.wav	Compatible with the Universal Category System (UCS).	90000	24		00.01
FFFTIImp Incl. Footstone Class Bunging Training OA OA Cincle OC	A single footstep with a trainer shoe running on a pile of cracked glass shards and debris.	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Running_Trainers_04-01_Single-06.wav	Compatible with the Universal Category System (UCS). A single footstep with a trainer shoe running on a pile of cracked glass shards and debris.	30000	24		00.01
FEETHmn InsJ Footsteps Glass Running Trainers 04-01 Single-07.way	Compatible with the Universal Category System (UCS).	96000	24	2	00:01
TEETTIMIT_HIST_1 OOLSteps_Glass_NullHillg_Halliers_04-01_Slitgle-07.WdV	A single footstep with a trainer shoe running on a pile of cracked glass shards and debris.	33000			33.01
FEETHmn InsJ Footsteps Glass Running Trainers 04-01 Single-08.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:01
·	companies that the othersal category system (Octo).				

FEETHmn_InsJ_Footsteps_Glass_Running_Trainers_04-01_Single-09.wav	A single footstep with a trainer shoe running on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn InsJ Footsteps Glass Running Trainers 04-01 Single-10.wav	A single footstep with a trainer shoe running on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Walking_Trainers_01-03_MULTI.wav	A man walking on a pile of glass shards with trainer shoes. Compatible with the Universal Category System (UCS).	96000	24	2	00:12
FEETHmn_InsJ_Footsteps_Glass_Walking_Trainers_01-03_Single-01.wav	A single footstep with a trainer shoe walking on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
FEETHmn_InsJ_Footsteps_Glass_Walking_Trainers_01-03_Single-02.wav	A single footstep with a trainer shoe walking on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Walking_Trainers_01-03_Single-03.wav	A single footstep with a trainer shoe walking on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Walking_Trainers_01-03_Single-04.wav	A single footstep with a trainer shoe walking on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Walking_Trainers_01-03_Single-05.wav	A single footstep with a trainer shoe walking on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Walking_Trainers_01-03_Single-06.wav	A single footstep with a trainer shoe walking on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Walking_Trainers_01-03_Single-07.wav	A single footstep with a trainer shoe walking on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Walking_Trainers_01-03_Single-08.wav	A single footstep with a trainer shoe walking on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Walking_Trainers_01-03_Single-09.wav	A single footstep with a trainer shoe walking on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Walking_Trainers_02-01_MULTI.wav	A man walking on a pile of glass shards with trainer shoes. Compatible with the Universal Category System (UCS).	96000	24	2	00:21
FEETHmn_InsJ_Footsteps_Glass_Walking_Trainers_02-01_Single-01.wav	A single footstep with a trainer shoe walking on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Walking_Trainers_02-01_Single-02.wav	A single footstep with a trainer shoe walking on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Walking_Trainers_02-01_Single-03.wav	A single footstep with a trainer shoe walking on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Walking_Trainers_02-01_Single-04.wav	A single footstep with a trainer shoe walking on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Walking_Trainers_02-01_Single-05.wav	A single footstep with a trainer shoe walking on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Walking_Trainers_02-01_Single-06.wav	A single footstep with a trainer shoe walking on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Walking_Trainers_02-01_Single-07.wav	A single footstep with a trainer shoe walking on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Walking_Trainers_02-01_Single-08.wav	A single footstep with a trainer shoe walking on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Walking_Trainers_02-01_Single-09.wav	A single footstep with a trainer shoe walking on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Glass_Walking_Trainers_02-01_Single-10.wav	A single footstep with a trainer shoe walking on a pile of cracked glass shards and debris. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Wood_Jogging_Trainers_01-03_MULTI.wav	A man jogging on wooden floorboards with trainer shoes. Compatible with the Universal Category System (UCS).	96000	24	2	00:09
FEETHmn_InsJ_Footsteps_Wood_Jogging_Trainers_01-03_Single-01.wav	A single footstep with a trainer shoe jogging on a hard wooden floorboard. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Wood_Jogging_Trainers_01-03_Single-02.wav	A single footstep with a trainer shoe jogging on a hard wooden floorboard. Compatible with the Universal Category System (UCS).	96000	24	2	00:01

	A single footstep with a trainer shoe jogging on a hard wooden floorboard. Compatible with the				
FEETHmn_InsJ_Footsteps_Wood_Jogging_Trainers_01-03_Single-03.wav	Universal Category System (UCS).	96000	24	2	00:01
	A single footstep with a trainer shoe jogging on a hard wooden floorboard. Compatible with the				
FEETHmn_InsJ_Footsteps_Wood_Jogging_Trainers_01-03_Single-04.wav	Universal Category System (UCS).	96000	24	2	00:01
	A single footstep with a trainer shoe jogging on a hard wooden floorboard. Compatible with the	0.000	2.4		00.04
FEETHmn_InsJ_Footsteps_Wood_Jogging_Trainers_01-03_Single-05.wav	Universal Category System (UCS).	96000	24	2	00:01
	A single footstep with a trainer shoe jogging on a hard wooden floorboard. Compatible with the	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Wood_Jogging_Trainers_01-03_Single-06.wav	Universal Category System (UCS).	90000	24		00.01
FEETHmn_InsJ_Footsteps_Wood_Jogging_Trainers_01-03_Single-07.wav	A single footstep with a trainer shoe jogging on a hard wooden floorboard. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHIIII_IIISJ_FOOtsteps_wood_Joggilig_ITalliers_01-05_Sliigle-07.wav	A single footstep with a trainer shoe jogging on a hard wooden floorboard. Compatible with the	30000	2-		00.01
FEETHmn_InsJ_Footsteps_Wood_Jogging_Trainers_01-03_Single-08.wav	Universal Category System (UCS).	96000	24	2	00:01
TEETTIME_MSS_FOOtstepS_Wood_3088M8_TrumerS_01 05_5M8fc 06.W4V	A single footstep with a trainer shoe jogging on a hard wooden floorboard. Compatible with the				
FEETHmn_InsJ_Footsteps_Wood_Jogging_Trainers_01-03_Single-09.wav	Universal Category System (UCS).	96000	24	2	00:01
	A single footstep with a trainer shoe jogging on a hard wooden floorboard. Compatible with the				
FEETHmn_InsJ_Footsteps_Wood_Jogging_Trainers_01-03_Single-10.wav	Universal Category System (UCS).	96000	24	2	00:01
	A man jogging on wooden floorboards with trainer shoes. Compatible with the Universal				
FEETHmn_InsJ_Footsteps_Wood_Jogging_Trainers_01-04_MULTI.wav	Category System (UCS).	96000	24	2	00:11
	A single footstep with a trainer shoe jogging on a hard wooden floorboard. Compatible with the			_	
FEETHmn_InsJ_Footsteps_Wood_Jogging_Trainers_01-04_Single-01.wav	Universal Category System (UCS).	96000	24	2	00:01
	A single footstep with a trainer shoe jogging on a hard wooden floorboard. Compatible with the	0.000	2.4	2	00.01
FEETHmn_InsJ_Footsteps_Wood_Jogging_Trainers_01-04_Single-02.wav	Universal Category System (UCS).	96000	24	2	00:01
	A single footstep with a trainer shoe jogging on a hard wooden floorboard. Compatible with the	00000	24	2	00.01
FEETHmn_InsJ_Footsteps_Wood_Jogging_Trainers_01-04_Single-03.wav	Universal Category System (UCS).	96000	24	2	00:01
	A single footstep with a trainer shoe jogging on a hard wooden floorboard. Compatible with the	06000	24	2	00:01
FEETHmn_InsJ_Footsteps_Wood_Jogging_Trainers_01-04_Single-04.wav	Universal Category System (UCS).	96000	24	Z	00:01
FFFTUres had Footstone Wood Joseine Trainers 04 04 Girola 05 was	A single footstep with a trainer shoe jogging on a hard wooden floorboard. Compatible with the	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Wood_Jogging_Trainers_01-04_Single-05.wav	Universal Category System (UCS). A single footstep with a trainer shoe jogging on a hard wooden floorboard. Compatible with the	30000	24	2	00.01
FEETHmn_InsJ_Footsteps_Wood_Jogging_Trainers_01-04_Single-06.wav	Universal Category System (UCS).	96000	24	2	00:01
TEETHINI_Hist_Footsteps_wood_jogging_framers_of-o4_single-oo.wav	A single footstep with a trainer shoe jogging on a hard wooden floorboard. Compatible with the	30000			00.01
FEETHmn_InsJ_Footsteps_Wood_Jogging_Trainers_01-04_Single-07.wav	Universal Category System (UCS).	96000	24	2	00:01
TETTIMI_MSS_TOOLSteps_vvood_30ggmg_Trainers_01 04_Single 07.wav	A single footstep with a trainer shoe jogging on a hard wooden floorboard. Compatible with the			_	00.02
FEETHmn_InsJ_Footsteps_Wood_Jogging_Trainers_01-04_Single-08.wav	Universal Category System (UCS).	96000	24	2	00:01
	A single footstep with a trainer shoe jogging on a hard wooden floorboard. Compatible with the				
FEETHmn_InsJ_Footsteps_Wood_Jogging_Trainers_01-04_Single-09.wav	Universal Category System (UCS).	96000	24	2	00:01
	A single footstep with a trainer shoe jogging on a hard wooden floorboard. Compatible with the				
FEETHmn_InsJ_Footsteps_Wood_Jogging_Trainers_01-04_Single-10.wav	Universal Category System (UCS).	96000	24	2	00:01
	A man running on wooden floorboards with trainer shoes. Compatible with the Universal				
FEETHmn_InsJ_Footsteps_Wood_Running_Trainers_01-02_MULTI.wav	Category System (UCS).	96000	24	2	00:07
	A single footstep with a trainer shoe running on a hard wooden floorboard. Compatible with			_	
FEETHmn_InsJ_Footsteps_Wood_Running_Trainers_01-02_Single-01.wav	the Universal Category System (UCS).	96000	24	2	00:01
	A single footstep with a trainer shoe running on a hard wooden floorboard. Compatible with				00.04
FEETHmn_InsJ_Footsteps_Wood_Running_Trainers_01-02_Single-02.wav	the Universal Category System (UCS).	96000	24	2	00:01
	A single footstep with a trainer shoe running on a hard wooden floorboard. Compatible with	00000	2.4	_	00.04
FEETHmn_InsJ_Footsteps_Wood_Running_Trainers_01-02_Single-03.wav	the Universal Category System (UCS).	96000	24	2	00:01
	A single footstep with a trainer shoe running on a hard wooden floorboard. Compatible with	06000	24	2	00:01
FEETHmn_InsJ_Footsteps_Wood_Running_Trainers_01-02_Single-04.wav	the Universal Category System (UCS).	96000	24	2	00:01
	A single footstep with a trainer shoe running on a hard wooden floorboard. Compatible with	06000	24	2	00:01
FEETHmn_InsJ_Footsteps_Wood_Running_Trainers_01-02_Single-05.wav	the Universal Category System (UCS).	96000	24	2	00:01
FEFTIlms Incl. Footstone Wood Durating Training 04 03 Circle 05	A single footstep with a trainer shoe running on a hard wooden floorboard. Compatible with	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Wood_Running_Trainers_01-02_Single-06.wav	the Universal Category System (UCS).	30000	_ 		00.01

FFFTUre led Footbas Wood Busine Trainer 04 03 Circle 07	A single footstep with a trainer shoe running on a hard wooden floorboard. Compatible with	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Wood_Running_Trainers_01-02_Single-07.wav	the Universal Category System (UCS).	30000	24		00.01
EFETHMA Inc. Footstone Wood Punning Trainers 01 02 Single 09 way	A single footstep with a trainer shoe running on a hard wooden floorboard. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Wood_Running_Trainers_01-02_Single-08.wav	A single footstep with a trainer shoe running on a hard wooden floorboard. Compatible with	30000			00.01
FEETHmn InsJ Footsteps Wood Running Trainers 01-02 Single-09.wav	the Universal Category System (UCS).	96000	24	2	00:01
TEETTIIIII_IIISS_100tSteps_W00d_Rdffilling_ffaillers_01-02_Siligie-03.wav	A single footstep with a trainer shoe running on a hard wooden floorboard. Compatible with	30000	2.1		00.01
FEETHmn_InsJ_Footsteps_Wood_Running_Trainers_01-02_Single-10.wav	the Universal Category System (UCS).	96000	24	2	00:01
TEETHINI_HISS_TOOLStepS_WOOd_Namining_TrainerS_OT 02_Single 10.wav	A man walking on wooden floorboards with socks. Wooden creaking. Compatible with the				
FEETHmn_InsJ_Footsteps_Wood_Walking_Socks_01-02_MULTI.wav	Universal Category System (UCS).	96000	24	2	00:10
TEETHINE NOS TOOLSTEPS WOOD WANNING SOOKS OF SE MOETHWAY	A single footstep with felted socks walking on a hard wooden floorboard. Compatible with the			_	
FEETHmn_InsJ_Footsteps_Wood_Walking_Socks_01-02_Single-01.wav	Universal Category System (UCS).	96000	24	2	00:01
	A single footstep with felted socks walking on a hard wooden floorboard. Compatible with the				
FEETHmn_InsJ_Footsteps_Wood_Walking_Socks_01-02_Single-02.wav	Universal Category System (UCS).	96000	24	2	00:01
	A single footstep with felted socks walking on a hard wooden floorboard. Compatible with the				
FEETHmn_InsJ_Footsteps_Wood_Walking_Socks_01-02_Single-03.wav	Universal Category System (UCS).	96000	24	2	00:01
	A single footstep with felted socks walking on a hard wooden floorboard. Compatible with the				
FEETHmn_InsJ_Footsteps_Wood_Walking_Socks_01-02_Single-04.wav	Universal Category System (UCS).	96000	24	2	00:01
	A single footstep with felted socks walking on a hard wooden floorboard. Compatible with the		_		
FEETHmn_InsJ_Footsteps_Wood_Walking_Socks_01-02_Single-05.wav	Universal Category System (UCS).	96000	24	2	00:01
	A single footstep with felted socks walking on a hard wooden floorboard. Compatible with the			_	
FEETHmn_InsJ_Footsteps_Wood_Walking_Socks_01-02_Single-06.wav	Universal Category System (UCS).	96000	24	2	00:01
	A single footstep with felted socks walking on a hard wooden floorboard. Compatible with the				
FEETHmn_InsJ_Footsteps_Wood_Walking_Socks_01-02_Single-07.wav	Universal Category System (UCS).	96000	24	2	00:01
	A single footstep with felted socks walking on a hard wooden floorboard. Compatible with the	0.000	2.4	_	00.04
FEETHmn_InsJ_Footsteps_Wood_Walking_Socks_01-02_Single-08.wav	Universal Category System (UCS).	96000	24	2	00:01
	Igniting a wooden match by scraping it against the coarse side of a matchbox. Close to the				
	microphones. Multiple microphones used to add phasing to the sound for more colour. From	00000	2.4	2	00.00
FIREIgn_InsJ_Party-Pack_Match_Ignite_01-01.wav	the Party Pack sound library. Compatible with the Universal Category System	96000	24	2	00:06
	Igniting a wooden match by scraping it against the coarse side of a matchbox. Close to the				
	microphone. From the Party Pack sound library. Compatible with the Universal Category System	96000	24	2	00:07
FIREIgn_InsJ_Party-Pack_Match_Ignite_02-01.wav	(UCS).	90000	24		00.07
FIDENCE Leal Death Deal Matela Dispersit Office	A lit wooden match burning itself out and extinguishing after a low, pulsing stutter of flame.	96000	24	2	00:06
FIREMisc_InsJ_Party-Pack_Match_Burnout_01.wav	From the Party Pack sound library. Compatible with the Universal Category System (UCS).	30000	24		00.00
EIDEMice Incl. Party Pack Match Eytinguish Shaking 01 way	Extinguishing a lit wooden match by shaking it aggressively while ignited to put it out. From the Party Pack sound library. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FIREMisc_InsJ_Party-Pack_Match_Extinguish_Shaking_01.wav	Extinguishing a lit wooden match by dunking and submerging it in a pool of water for a brief,	30000	2-7		00.01
	fizzing hiss. Sounds similar to extinguishing a cigarette bud. From the Party Pack sound library.				
FIRESizz_InsJ_Party-Pack_Match_Extinguish_Water_01.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:01
Theoree_mos_rarey rack_water_exemgator_vacer_or.wav	A hot sparkler being dunked into a pool of cold water to extinguish and cool off, producing a			_	
	quick fizzling hissing as the surrounding water sizzles. From the Party Pack sound library.				
FIRESizz_InsJ_Party-Pack_Sparkler_Extinguish_Water_01-01.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:03
	A hot sparkler being dunked into a pool of cold water to extinguish and cool off, producing a				
	quick fizzling hissing as the surrounding water sizzles. From the Party Pack sound library.				
FIRESizz_InsJ_Party-Pack_Sparkler_Extinguish_Water_01-02.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:03
	A hot sparkler being dunked into a pool of cold water to extinguish and cool off, producing a				
	quick fizzling hissing as the surrounding water sizzles. From the Party Pack sound library.	0.000	2.5		00.00
FIRESizz_InsJ_Party-Pack_Sparkler_Extinguish_Water_01-03.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:02
	A hot sparkler being dunked into a pool of cold water to extinguish and cool off, producing a				
	quick fizzling hissing as the surrounding water sizzles. A shorter, more aggressive sizzle. From	00000	2.4	2	00.04
FIRESizz_InsJ_Party-Pack_Sparkler_Extinguish_Water_02-01.wav	the Party Pack sound library. Compatible with the Universal Categ	96000	24	2	00:01
	A woman gulping in her throat to swallow food. Compatible with the Universal Category System	06000	24	2	00:01
FOODEat_InsJ_Gulping_Swallowing_Female_01.wav	(UCS).	96000	24	2	00:01

	Explosive party poppers being pulled to create a quick and high popping or bang. From the	0.000	2.4	2	00.04
FRWKRec_InsJ_Party-Pack_Poppers_01-01.wav	Party Pack sound library. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
	Explosive party poppers being pulled to create a quick and high popping. In a larger room to				
	add some natural reverberating tone to the bang. From the Party Pack sound library.	00000	2.4	2	00.01
FRWKRec_InsJ_Party-Pack_Poppers_02-01.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:01
	Explosive party poppers being pulled to create a quick and high popping. Boosted with slight				
	distortion to create a more punchy pop. From the Party Pack sound library. Compatible with the	0.000	2.4	2	00.04
FRWKRec_InsJ_Party-Pack_Poppers_03-01.wav	Universal Category System (UCS).	96000	24	2	00:01
	A firework sparkler being lit and sparkling, sizzling and fizzing close to the microphone, creating				
	a high, bright and hot hissing. From the Party Pack sound library. Compatible with the Universal	0.000	2.4	•	00.04
FRWKRec_InsJ_Party-Pack_Sparkler_Still_01-01.wav	Category System (UCS).	96000	24	2	00:24
	Entering, placing and submitting a metal coin into a casino slot machine mechanism.	0.000	2.4	•	00.00
GAMECas_InsJ_Coin-Machine_Coin-Entering_01-01.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:02
	Entering, placing and submitting a metal coin into a casino slot machine mechanism.	0.000			
GAMECas_InsJ_Coin-Machine_Coin-Entering_02-01.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:02
	Pushing the plastic and metal coin entry mechanism into a coin shaping device. Compatible			_	
GAMECas_InsJ_Coin-Machine_Coin-Entry_01-01.wav	with the Universal Category System (UCS).	96000	24	2	00:01
	Pushing the plastic and metal coin entry mechanism into a coin shaping device. Compatible			_	
GAMECas_InsJ_Coin-Machine_Coin-Entry_01-02.wav	with the Universal Category System (UCS).	96000	24	2	00:02
	Pushing the plastic and metal coin entry mechanism into a coin shaping device. Compatible				
GAMECas_InsJ_Coin-Machine_Coin-Entry_01-03.wav	with the Universal Category System (UCS).	96000	24	2	00:02
	Pushing the plastic and metal coin entry mechanism into a coin shaping device. Compatible				
GAMECas_InsJ_Coin-Machine_Coin-Entry_01-04.wav	with the Universal Category System (UCS).	96000	24	2	00:01
	Pushing the plastic and metal coin entry mechanism into a coin shaping device. Compatible				
GAMECas InsJ Coin-Machine Coin-Entry 02-01.wav	with the Universal Category System (UCS).	96000	24	2	00:01
	Pushing the plastic and metal coin entry mechanism into a coin shaping device. Compatible				
GAMECas_InsJ_Coin-Machine_Coin-Entry_02-02.wav	with the Universal Category System (UCS).	96000	24	2	00:01
	Pushing the plastic and metal coin entry mechanism into a coin shaping device. Compatible				
GAMECas_InsJ_Coin-Machine_Coin-Entry_02-03.wav	with the Universal Category System (UCS).	96000	24	2	00:01
	Pushing the plastic and metal coin entry mechanism into a coin shaping device. Compatible				
GAMECas_InsJ_Coin-Machine_Coin-Entry_02-04.wav	with the Universal Category System (UCS).	96000	24	2	00:01
	Pushing the plastic and metal coin entry mechanism into a coin shaping device. Compatible				
GAMECas_InsJ_Coin-Machine_Coin-Entry_02-05.wav	with the Universal Category System (UCS).	96000	24	2	00:01
	Pushing the plastic and metal coin entry mechanism into a coin shaping device. Compatible				
GAMECas_InsJ_Coin-Machine_Coin-Entry_03-01.wav	with the Universal Category System (UCS).	96000	24	2	00:02
	A man exhaling and breathing out ghostly, breathy air. Compatible with the Universal Category				
HMNBrth_InsJ_Breathing_Male_Exhale_Moderate_01-01.wav	System (UCS).	96000	24	2	00:04
	A man exhaling and breathing out ghostly, breathy air. Compatible with the Universal Category				
HMNBrth_InsJ_Breathing_Male_Exhale_Moderate_01-02.wav	System (UCS).	96000	24	2	00:04
THANKS OF SECURING MADE EXHIBITION OF SECURIOR OF SECU	A man exhaling and breathing out ghostly, breathy air. Compatible with the Universal Category				
HMNBrth_InsJ_Breathing_Male_Exhale_Moderate_01-03.wav	System (UCS).	96000	24	2	00:04
THE TOTAL TO	A man exhaling and breathing out ghostly, breathy air. Compatible with the Universal Category				
HMNBrth InsJ Breathing Male Exhale Moderate 01-04.wav	System (UCS).	96000	24	2	00:04
Thirting_triale_txiale_tvioderate_01-04.wav	A man exhaling and breathing out ghostly, breathy air. Compatible with the Universal Category			_	
HMNBrth_InsJ_Breathing_Male_Exhale_Moderate_01-05.wav	System (UCS).	96000	24	2	00:05
This in the straig of the stra	A man exhaling and breathing out ghostly, breathy air. Compatible with the Universal Category	30000	- '		00.03
HMNBrth Incl. Broathing Malo Exhala Short 01 01 way	System (UCS).	96000	24	2	00:02
HMNBrth_InsJ_Breathing_Male_Exhale_Short_01-01.wav	A man exhaling and breathing out ghostly, breathy air. Compatible with the Universal Category	30000			00.02
HMNBrth InsJ Breathing Male Exhale Short 01-02.wav		96000	24	2	00:03
mivindi tii_iiisi_breatiiiig_iviale_exilale_Short_U1-U2.WaV	System (UCS).	20000	<u> </u>	۷	00.03
LIMMULart Inc. Hoorthoot 01 Fact Mariti 01 LOOD	A human heart beating quickly as if under stress, anxious, or near death. Seamlessly loopable.	96000	24	2	00:01
HMNHart_InsJ_Heartbeat-01_Fast_Multi_01_LOOP.wav	Compatible with the Universal Category System (UCS).	30000	<u> </u>		00.01
LIMMULart Inc. Hoorthoot 01 Fact Mariti 02 LOOD	A human heart beating quickly as if under stress, anxious, or near death. Seamlessly loopable.	96000	24	2	00:01
HMNHart_InsJ_Heartbeat-01_Fast_Multi_02_LOOP.wav	Compatible with the Universal Category System (UCS).	30000	4		00.01

	A single human heart beating quickly as if under stress, anxious, or near death. Compatible with	96000	24	2	00:03
HMNHart_InsJ_Heartbeat-01_Fast_Single_01.wav	the Universal Category System (UCS). A single human heart hearing quickly as if under stress, anyious, or near death. Compatible with	96000	24	2	00:03
HMNHart_InsJ_Heartbeat-01_Fast_Single_02.wav	A single human heart beating quickly as if under stress, anxious, or near death. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
	A human heart beating normally at a steady beat. Seamlessly loopable. Compatible with the	0.000	2.4	_	22.22
HMNHart_InsJ_Heartbeat-01_Regular_Multi_01_LOOP.wav	Universal Category System (UCS).	96000	24	2	00:03
HMNHart_InsJ_Heartbeat-01_Regular_Multi_02_LOOP.wav	A human heart beating normally at a steady beat. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
HMNHart_InsJ_Heartbeat-01_Regular_Single_01.wav	A single heart beating normally at a steady beat. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
HMNHart_InsJ_Heartbeat-01_Regular_Single_02.wav	A single heart beating normally at a steady beat. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
HMNHart_InsJ_Heartbeat-02_Fast_Multi_01_LOOP.wav	A human heart beating quickly as if under stress, anxious, or near death. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
HMNHart_InsJ_Heartbeat-02_Fast_Multi_02_LOOP.wav	A human heart beating quickly as if under stress, anxious, or near death. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
HMNHart_InsJ_Heartbeat-02_Fast_Single_01.wav	A single human heart beating quickly as if under stress, anxious, or near death. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
HMNHart_InsJ_Heartbeat-02_Fast_Single_02.wav	A single human heart beating quickly as if under stress, anxious, or near death. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
HMNHart InsJ Heartbeat-02 Regular Multi 01 LOOP.wav	A human heart beating normally at a steady beat. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
HMNHart InsJ Heartbeat-02 Regular Multi 02 LOOP.wav	A human heart beating normally at a steady beat. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
HMNHart InsJ Heartbeat-02 Regular Single 01.wav	A single heart beating normally at a steady beat. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
HMNHart_InsJ_Heartbeat-02_Regular_Single_02.wav	A single heart beating normally at a steady beat. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
HMNHart_InsJ_Heartbeat-03_Fast_Multi_01_LOOP.wav	A human heart beating quickly as if under stress, anxious, or near death. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
HMNHart_InsJ_Heartbeat-03_Fast_Multi_02_LOOP.wav	A human heart beating quickly as if under stress, anxious, or near death. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
HMNHart_InsJ_Heartbeat-03_Fast_Single_01.wav	A single human heart beating quickly as if under stress, anxious, or near death. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
HMNHart_InsJ_Heartbeat-03_Fast_Single_02.wav	A single human heart beating quickly as if under stress, anxious, or near death. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
HMNHart_InsJ_Heartbeat-03_Regular_Multi_01_LOOP.wav	A human heart beating normally at a steady beat. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
HMNHart_InsJ_Heartbeat-03_Regular_Multi_02_LOOP.wav	A human heart beating normally at a steady beat. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
HMNHart_InsJ_Heartbeat-03_Regular_Single_01.wav	A single heart beating normally at a steady beat. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
HMNHart_InsJ_Heartbeat-03_Regular_Single_02.wav	A single heart beating normally at a steady beat. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
HMNHart_InsJ_Heartbeat-04_Fast_Multi_01_LOOP.wav	A human heart beating quickly as if under stress, anxious, or near death. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
HMNHart_InsJ_Heartbeat-04_Fast_Multi_02_LOOP.wav	A human heart beating quickly as if under stress, anxious, or near death. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
HMNHart_InsJ_Heartbeat-04_Fast_Single_01.wav	A single human heart beating quickly as if under stress, anxious, or near death. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
HMNHart_InsJ_Heartbeat-04_Fast_Single_02.wav	A single human heart beating quickly as if under stress, anxious, or near death. Compatible with the Universal Category System (UCS).	96000	24	2	00:03

	A human heart beating normally at a steady beat. Seamlessly loopable. Compatible with the				
HMNHart_InsJ_Heartbeat-04_Regular_Multi_01_LOOP.wav	Universal Category System (UCS).	96000	24	2	00:02
	A human heart beating normally at a steady beat. Seamlessly loopable. Compatible with the	06000	24	2	00:02
HMNHart_InsJ_Heartbeat-04_Regular_Multi_02_LOOP.wav	Universal Category System (UCS).	96000	24	2	00:02
LINANULant Inc. Locathorat O.A. Donalou Cincle O.A	A single heart beating normally at a steady beat. Compatible with the Universal Category	96000	24	2	00:03
HMNHart_InsJ_Heartbeat-04_Regular_Single_01.wav	System (UCS). A single heart heating permally at a steady heat. Compatible with the Universal Category.	30000	24		00.03
HMNHart_InsJ_Heartbeat-04_Regular_Single_02.wav	A single heart beating normally at a steady beat. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
THVINTIAL _III3_Heartseat 04_Regular_Siligite_02.wav	A human heart beating quickly as if under stress, anxious, or near death. Seamlessly loopable.				00.00
HMNHart InsJ Heartbeat-05 Fast Multi 01 LOOP.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:01
	A human heart beating quickly as if under stress, anxious, or near death. Seamlessly loopable.				
HMNHart_InsJ_Heartbeat-05_Fast_Multi_02_LOOP.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:01
	A single human heart beating quickly as if under stress, anxious, or near death. Compatible with			_	
HMNHart_InsJ_Heartbeat-05_Fast_Single_01.wav	the Universal Category System (UCS).	96000	24	2	00:01
	A single human heart beating quickly as if under stress, anxious, or near death. Compatible with	0.000	2.4	2	00.01
HMNHart_InsJ_Heartbeat-05_Fast_Single_02.wav	the Universal Category System (UCS).	96000	24	2	00:01
	A human heart beating normally at a steady beat. Seamlessly loopable. Compatible with the	96000	24	2	00:02
HMNHart_InsJ_Heartbeat-05_Regular_Multi_01_LOOP.wav	Universal Category System (UCS).	90000	24		00.02
HMNHart InsJ Heartbeat-05 Regular Multi 02 LOOP.wav	A human heart beating normally at a steady beat. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
THININTAL TISS_Heartbeat-05_Kegulai_Wulti_02_t001.wav	A single heart beating normally at a steady beat. Compatible with the Universal Category	30000			00.02
HMNHart InsJ Heartbeat-05 Regular Single 01.wav	System (UCS).	96000	24	2	00:03
	A single heart beating normally at a steady beat. Compatible with the Universal Category				
HMNHart_InsJ_Heartbeat-05_Regular_Single_02.wav	System (UCS).	96000	24	2	00:01
	A human heart beating quickly as if under stress, anxious, or near death. Seamlessly loopable.				
HMNHart_InsJ_Heartbeat-06_Fast_Multi_01_LOOP.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:02
	A human heart beating quickly as if under stress, anxious, or near death. Seamlessly loopable.	0.000	2.4	2	00.00
HMNHart_InsJ_Heartbeat-06_Fast_Multi_02_LOOP.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:02
HAMILLA LAST Handbard OC Fool Challe Od	A single human heart beating quickly as if under stress, anxious, or near death. Compatible with	96000	24	2	00:02
HMNHart_InsJ_Heartbeat-06_Fast_Single_01.wav	the Universal Category System (UCS).	30000	24		00.02
HMNHart_InsJ_Heartbeat-06_Fast_Single_02.wav	A single human heart beating quickly as if under stress, anxious, or near death. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
Thiritial Linss_Heartbeat-00_Last_Single_02.wav	A human heart beating normally at a steady beat. Seamlessly loopable. Compatible with the	30000			00.02
HMNHart_InsJ_Heartbeat-06_Regular_Multi_01_LOOP.wav	Universal Category System (UCS).	96000	24	2	00:03
	A human heart beating normally at a steady beat. Seamlessly loopable. Compatible with the				
HMNHart_InsJ_Heartbeat-06_Regular_Multi_02_LOOP.wav	Universal Category System (UCS).	96000	24	2	00:03
	A single heart beating normally at a steady beat. Compatible with the Universal Category				
HMNHart_InsJ_Heartbeat-06_Regular_Single_01.wav	System (UCS).	96000	24	2	00:02
	A single heart beating normally at a steady beat. Compatible with the Universal Category	0.000	2.4	2	00.00
HMNHart_InsJ_Heartbeat-06_Regular_Single_02.wav	System (UCS).	96000	24	2	00:02
	A human heart beating quickly as if under stress, anxious, or near death. Seamlessly loopable.	96000	24	2	00:01
HMNHart_InsJ_Heartbeat-07_Fast_Multi_01_LOOP.wav	Compatible with the Universal Category System (UCS).	90000	24		00.01
HMNHart_InsJ_Heartbeat-07_Fast_Multi_02_LOOP.wav	A human heart beating quickly as if under stress, anxious, or near death. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
THININTALL_HISS_HEALDEAL-O7_Last_INIUILI_02_LOOF.wav	A single human heart beating quickly as if under stress, anxious, or near death. Compatible with	30000			00.01
HMNHart InsJ Heartbeat-07 Fast Single 01.wav	the Universal Category System (UCS).	96000	24	2	00:01
	A single human heart beating quickly as if under stress, anxious, or near death. Compatible with				
HMNHart_InsJ_Heartbeat-07_Fast_Single_02.wav	the Universal Category System (UCS).	96000	24	2	00:01
	A human heart beating normally at a steady beat. Seamlessly loopable. Compatible with the		_		
HMNHart_InsJ_Heartbeat-07_Regular_Multi_01_LOOP.wav	Universal Category System (UCS).	96000	24	2	00:03
	A human heart beating normally at a steady beat. Seamlessly loopable. Compatible with the	00000	24	2	00:03
HMNHart_InsJ_Heartbeat-07_Regular_Multi_02_LOOP.wav	Universal Category System (UCS).	96000	24	2	00:03

LIMANUART Jack Heartheat O7 Decular Cingle O4 way	A single heart beating normally at a steady beat. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
HMNHart_InsJ_Heartbeat-07_Regular_Single_01.wav	A single heart beating normally at a steady beat. Compatible with the Universal Category	30000	24		00.03
HMNHart_InsJ_Heartbeat-07_Regular_Single_02.wav	System (UCS).	96000	24	2	00:03
HORNCele_InsJ_Party-Pack_Horn-Coil-01_Long_01.wav	A plastic kid's party horn blower with a paper coil being blown for a long period of time. From the Party Pack sound library. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
HORNCele_InsJ_Party-Pack_Horn-Coil-01_Short_01.wav	A plastic kid's party horn blower with a paper coil being blown for a short period of time. From the Party Pack sound library. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
HORNCele_InsJ_Party-Pack_Horn-Coil-01_Very-Short_01.wav	A plastic kid's party horn blower with a paper coil being quickly blown for a very short and fast period of time. From the Party Pack sound library. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
HORNCele_InsJ_Party-Pack_Horn-Straight-01_Short_01-01.wav	A plastic kid's party horn blower being blown for a short and fast period of time. From the Party Pack sound library. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
HORNCele_InsJ_Party-Pack_Horn-Straight-01_Very-Short_01-01.wav	A plastic kid's party horn blower being blown for a very short and fast period of time. From the Party Pack sound library. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
ICEFric_InsJ_Scrape_Ice-on-Concrete_Short_01-01.wav	Scraping a large icicle on a concrete slab for coarse friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
ICEFric_InsJ_Scrape_Ice-on-Concrete_Short_01-02.wav	Scraping a large icicle on a concrete slab for coarse friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
ICEFric_InsJ_Scrape_Ice-on-Concrete_Short_02-01.wav	Scraping a large icicle on a concrete slab for coarse friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
ICEFric_InsJ_Scrape_Ice-on-Concrete_Short_02-02.wav	Scraping a large icicle on a concrete slab for coarse friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
ICEFric_InsJ_Scrape_Ice-on-Concrete_Short_02-03.wav	Scraping a large icicle on a concrete slab for coarse friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
ICEFric_InsJ_Scrape_Ice-on-Concrete_Short_02-04.wav	Scraping a large icicle on a concrete slab for coarse friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
ICEFric_InsJ_Scrape_Ice-on-Concrete_Short_02-05.wav	Scraping a large icicle on a concrete slab for coarse friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
ICEFric_InsJ_Scrape_Ice-on-Concrete_Very-Short_01-01.wav	Scraping a large icicle on a concrete slab for coarse friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
ICEFric_InsJ_Scrape_Ice-on-Concrete_Very-Short_01-02.wav	Scraping a large icicle on a concrete slab for coarse friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
ICEFric_InsJ_Scrape_Ice-on-Concrete_Very-Short_01-03.wav	Scraping a large icicle on a concrete slab for coarse friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
ICEFric_InsJ_Scrape_Ice-on-Concrete_Very-Short_01-04.wav	Scraping a large icicle on a concrete slab for coarse friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
ICEFric_InsJ_Scrape_Ice-on-Concrete_Very-Short_01-05.wav	Scraping a large icicle on a concrete slab for coarse friction. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
ICEImpt_InsJ_Impact_Ice_Large_01-01.wav	Throwing a large icicle on a concrete floor for a large, heavier icy impact. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
ICEImpt_InsJ_Impact_Ice_Large_01-02.wav	Throwing a large icicle on a concrete floor for a large, heavier icy impact. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
ICEImpt_InsJ_Impact_Ice_Large_01-03.wav	Throwing a large icicle on a concrete floor for a large, heavier icy impact. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
ICEImpt_InsJ_Impact_Ice_Moderate_01-01.wav	Throwing a moderate icicle on a concrete floor for an icy impact. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
ICEImpt_InsJ_Impact_Ice_Moderate_01-02.wav	Throwing a moderate icicle on a concrete floor for an icy impact. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
ICEImpt_InsJ_Impact_Ice_Moderate_01-03.wav	Throwing a moderate icicle on a concrete floor for an icy impact. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
ICEImpt InsJ Impact Ice Small 01-01.wav	Throwing a small icicle on a concrete floor for a thin, weak icy impact. Compatible with the Universal Category System (UCS).	96000	24	2	00:01

			1	1	1
	Throwing a small icicle on a concrete floor for a thin, weak icy impact. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
	Throwing a small icicle on a concrete floor for a thin, weak icy impact. Compatible with the	0.5000			22.21
ICEImpt_InsJ_Impact_Ice_Small_01-03.wav	Universal Category System (UCS).	96000	24	2	00:01
	Ironing fabric with a steam heated water iron as it steams and hisses. Compatible with the	00000	2.4	_	00.00
MACHAppl_InsJ_Ironing_Full_01-01.wav	Universal Category System (UCS).	96000	24	2	00:09
	Ironing fabric with a steam heated water iron as it steams and hisses. Compatible with the	96000	24	2	00:06
MACHAppl_InsJ_Ironing_Full_01-02.wav	Universal Category System (UCS).	90000	24		00.00
MACHAnd Incl. Ironing Lifting 01 01 way	Lifting a steam heated water iron with various steaming and hissing. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
MACHAppl_InsJ_Ironing_Lifting_01-01.wav	Lifting a steam heated water iron with various steaming and hissing. Compatible with the	30000	27		00.03
MACHAppl_InsJ_Ironing_Lifting_01-02.wav	Universal Category System (UCS).	96000	24	2	00:05
When Appi_ins_indining_circling_or-oz.wav	Lifting a steam heated water iron with various steaming and hissing. Compatible with the				00.00
MACHAppl_InsJ_Ironing_Lifting_01-03.wav	Universal Category System (UCS).	96000	24	2	00:03
	Lifting a steam heated water iron with various steaming and hissing. Compatible with the				
MACHAppl_InsJ_Ironing_Lifting_01-04.wav	Universal Category System (UCS).	96000	24	2	00:05
0_ 0_	Lifting a steam heated water iron with various steaming and hissing. Compatible with the				
MACHAppl_InsJ_Ironing_Lifting_01-05.wav	Universal Category System (UCS).	96000	24	2	00:03
	Lifting a steam heated water iron with various steaming and hissing. Compatible with the				
MACHAppl_InsJ_Ironing_Lifting_01-06.wav	Universal Category System (UCS).	96000	24	2	00:03
	Pressing down a steam heated water iron on fabric with various mild steaming and hissing.			_	
MACHAppl_InsJ_Ironing_Pressing_01-01.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:06
	Pressing down a steam heated water iron on fabric with various mild steaming and hissing.	0.000			
MACHAppl_InsJ_Ironing_Pressing_01-02.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:06
	Pressing down a steam heated water iron on fabric with various mild steaming and hissing.	0.000	2.4	_	00.00
MACHAppl_InsJ_Ironing_Pressing_01-03.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:03
	The mechanical robotic arm of a sewing machine for an automated machine sound. Closer in	06000	2.4	2	00.02
MACHAppl_InsJ_Sewing-Machine_Arm-Movement_01-01-Close.wav	proximity.	96000	24	2	00:02
MACUA del local Construction Associated Associated CO CA Bishoot	The mechanical robotic arm of a sewing machine moving for a longer time for an automated	96000	24	2	00:06
MACHAppl_InsJ_Sewing-Machine_Arm-Movement_02-01-Distant.wav	machine sound. Further away in proximity.	90000	24		00.00
MACHADI Incl Cowing Machine Arm Mayament 02 01 Centect way	The mechanical robotic arm of a sewing machine moving for an automated machine sound. In	96000	24	2	00:02
MACHAppl_InsJ_Sewing-Machine_Arm-Movement_03-01-Contact.wav	contact with the microphone, picking up vibrations. An automated sewing device threading a needle at various speeds and seam stitches with	30000	24		00.02
MACHAppl_InsJ_Sewing-Machine_Auto-Sewing_Full_Close_01-01.wav	increasing and slowing rates for a mechanical sound. Closer in proximity.	96000	24	2	00:25
MACHAppl InsJ Sewing-Machine Auto-	A small robotic mechanical tinkering and clanking from a sewing machine adjusting its settings.	30000			00.23
Sewing_Partial_Mechanical_Close_01-01_LOOP.wav	Seamlessly loopable. Closer in proximity.	96000	24	2	00:05
MACHAppl_InsJ_Sewing-Machine_Auto-	A small robotic mechanical tinkering and clanking from a sewing machine adjusting its settings.			_	
Sewing_Partial_Mechanical_Contact_01-01_LOOP.wav	Seamlessly loopable. In contact with the microphone, picking up vibrations.	96000	24	2	00:04
MACHAppl_InsJ_Sewing-Machine_Auto-	A small robotic mechanical tinkering and clanking from a sewing machine adjusting its settings.				
Sewing_Partial_Mechanical_Distant_01-01_LOOP.wav	Seamlessly loopable. Further away in proximity.	96000	24	2	00:03
MACHAppl_InsJ_Sewing-Machine_Auto-Sewing_Partial_Sewing_Close_01-	An automated sewing device threading quickly at various fluctuating speeds with increasing				
01_LOOP.wav	and slowing rates for a rhythmic mechanical sound. Seamlessly loopable. Closer in proximity.	96000	24	2	00:34
MACHAppl_InsJ_Sewing-Machine_Auto-Sewing_Partial_Sewing_Close_02-	An automated sewing device threading quickly at various fluctuating speeds with increasing				
01_LOOP.wav	and slowing rates for a rhythmic mechanical sound. Seamlessly loopable. Closer in proximity.	96000	24	2	00:11
MACHAppl_InsJ_Sewing-Machine_Auto-Sewing_Partial_Sewing_Close_03-	An automated sewing device threading quickly at various fluctuating speeds with increasing	06666	2.5		00.00
01_LOOP.wav	and slowing rates for a rhythmic mechanical sound. Seamlessly loopable. Closer in proximity.	96000	24	2	00:06
MACHAppl_InsJ_Sewing-Machine_Auto-Sewing_Partial_Sewing_Close_04-	An automated sewing device threading quickly at various fluctuating speeds with increasing	00000	2.4		00:00
01_LOOP.wav	and slowing rates for a rhythmic mechanical sound. Seamlessly loopable. Closer in proximity.	96000	24	2	00:06
MACHAppl_InsJ_Sewing-Machine_Auto-	An automated sewing device threading quickly at a steady rate for a mechanical sound.	06000	2.4	2	00:13
Sewing_Partial_Sewing_Contact_01-01_LOOP.wav	Seamlessly loopable. In contact with the microphone, picking up vibrations.	96000	24	2	00:12
MACHAppl_InsJ_Sewing-Machine_Auto-	An automated sewing device threading quickly at a steady rate for a mechanical sound.	96000	24	2	00:05
Sewing_Partial_Sewing_Distant_01-01_LOOP.wav	Seamlessly loopable. Further away in proximity.	30000			00.05

MACHAppl InsJ Sewing-Machine Foot-Down 01-01.wav	The clamping mechanical foot of a sewing machine being robotically lowered into place to hold the fabric.	96000	24	2	00:03
MACHAppl InsJ Sewing-Machine Foot-Up 01-01.wav	The clamping mechanical foot of a sewing machine being robotically raised or lifted.	96000	24	2	00:02
MACHAppl_InsJ_Sewing-Machine_Foot-op_of-of-wav MACHAppl_InsJ_Sewing-Machine_General-Sewing_Extremely-Slow_01-	The clamping mechanical loot of a sewing machine being lobotically raised of inted.	30000		_	00.02
01.wav	A sewing device threading fabric very slowly for a rhythmic mechanical sound.	96000	24	2	00:07
	Changing the electronic sewing seam style, resulting in a mechanical nudge of the metallic	06000	24	2	00:01
MACHAppl_InsJ_Sewing-Machine_Needle-Shift_01-01.wav	needle, quickly shifting to a new location.	96000	24	2	00:01
	Changing the electronic sewing seam style, resulting in a mechanical nudge of the metallic	96000	24	2	00:01
MACHAppl_InsJ_Sewing-Machine_Needle-Shift_02-01.wav	needle, quickly shifting to a new location.	30000	24		00.01
MACHAppl_InsJ_Sewing-Machine_Needle-Shift_03-01.wav	Changing the electronic sewing seam style, resulting in a mechanical nudge of the metallic needle, quickly shifting to a new location.	96000	24	2	00:02
	Changing the electronic sewing seam style, resulting in a mechanical nudge of the metallic			_	
MACHAppl_InsJ_Sewing-Machine_Needle-Shift_04-01.wav	needle, quickly shifting to a new location.	96000	24	2	00:02
	Changing the electronic sewing seam style, resulting in a mechanical nudge of the metallic	0.000	2.4	_	00.00
MACHAppl_InsJ_Sewing-Machine_Needle-Shift_05-01.wav	needle, quickly shifting to a new location.	96000	24	2	00:02
	Changing the electronic sewing seam style, resulting in a mechanical nudge of the metallic	00000	24	_	00.01
MACHAppl_InsJ_Sewing-Machine_Needle-Shift_11-01.wav	needle, quickly shifting to a new location.	96000	24	2	00:01
MACHAppl_InsJ_Sewing-Machine_Seam-01_Sewing_Fast_01-	A sewing machine device quickly threading fabric for a robotic mechanical rhythm. Closer in	96000	24	2	00:02
Close_LOOP.wav	proximity to the microphone. Seamlessly loopable.	90000	24		00.02
MACHAppl_InsJ_Sewing-Machine_Seam-01_Sewing_Fast_02-	A sewing machine device quickly threading fabric for a robotic mechanical rhythm. Further	96000	24	2	00:04
Distant_LOOP.wav	away in proximity to the microphone. Seamlessly loopable.	30000	24		00.04
MACHAppl_insJ_Sewing-Machine_Seam-01_Sewing_Moderate_01- Close LOOP.wav	A sewing machine device threading fabric for a robotic mechanical rhythm. Close in proximity	96000	24	2	00:02
MACHAppl_InsJ_Sewing-Machine_Seam-01_Sewing_Moderate_02-	to the microphone. Seamlessly loopable. A sewing machine device threading fabric for a robotic mechanical rhythm. Further away in	30000	2-7		00.02
Distant_LOOP.wav	proximity to the microphone. Seamlessly loopable.	96000	24	2	00:02
MACHAppl_InsJ_Sewing-Machine_Seam-01_Sewing_Slow_01-	A sewing machine device slowly threading fabric for a robotic mechanical rhythm. Close in	30000		_	00.02
Close LOOP.way	proximity to the microphone. Seamlessly loopable.	96000	24	2	00:03
MACHAppl_InsJ_Sewing-Machine_Seam-01_Sewing_Slow_02-	A sewing machine device slowly threading fabric for a robotic mechanical rhythm. Further away			_	00.00
Distant LOOP.wav	in proximity to the microphone. Seamlessly loopable.	96000	24	2	00:02
MACHAppl_InsJ_Sewing-Machine_Seam-01_Sewing_Very-Fast_01-	A sewing machine device very quickly threading fabric for an aggressive, loud robotic				
Close_LOOP.way	mechanical rhythm. Closer in proximity to the microphone. Seamlessly loopable.	96000	24	2	00:02
MACHAppl_InsJ_Sewing-Machine_Seam-01_Sewing_Very-Fast_02-	A sewing machine device very quickly threading fabric for an aggressive, loud robotic				
Distant_LOOP.wav	mechanical rhythm. Further away in proximity to the microphone. Seamlessly loopable.	96000	24	2	00:03
MACHAppl_InsJ_Sewing-Machine_Seam-01_Sewing_Very-Slow_01-	A sewing machine device very slowly threading fabric for a robotic mechanical rhythm. Closer in				
Close_LOOP.wav	proximity to the microphone. Seamlessly loopable.	96000	24	2	00:04
MACHAppl_InsJ_Sewing-Machine_Seam-01_Sewing_Very-Slow_02-	A sewing machine device very slowly threading fabric for a robotic mechanical rhythm. Further			_	
Distant_LOOP.wav	away in proximity to the microphone. Seamlessly loopable.	96000	24	2	00:04
	A sewing machine device automatically tying a knot and cutting the thread for a robotic	0.000	24	2	00.05
MACHAppl_InsJ_Sewing-Machine_Thread-Cut_01-01.wav	mechanical movement.	96000	24	2	00:05
	Switching on, powering on, or turning on a sewing machine, with its motors and mechanisms				
	quickly warming up with a fleeting fluttering robotic swarm of sounds. Closer in proximity to	00000	24	_	00.04
MACHAppl_InsJ_Sewing-Machine_Turning-On_Close_01-01.wav	the microphone.	96000	24	2	00:04
	An electric metal toaster activating and popping up the toast after completion. Compatible with	96000	24	2	00:02
MACHAppl_InsJ_Toaster_Metal_Pop_01.wav	the Universal Category System (UCS).	90000	24		00.02
MACHANI Inc. Toroton Motel Day 03	An electric metal toaster activating and popping up the toast after completion. Compatible with	96000	24	2	00:02
MACHAppl_InsJ_Toaster_Metal_Pop_02.wav	the Universal Category System (UCS).	30000	<u> </u>		00.02
MACHAnni Incl. Toastor Motal Pan. 02 way	An electric metal toaster activating and popping up the toast after completion. Compatible with	96000	24	2	00:02
MACHAppl_InsJ_Toaster_Metal_Pop_03.wav	the Universal Category System (UCS). Setting an electric metal toaster to begin the timer, pressing the lever downwards. Compatible	30000	27		00.02
MACHAppl_InsJ_Toaster_Metal_Set_01.wav	with the Universal Category System (UCS).	96000	24	2	00:02
INITION TO ASSET INITIAL DEL OTT MAN	Setting an electric metal toaster to begin the timer, pressing the lever downwards. Compatible	30000			00.02
MACHAppl_InsJ_Toaster_Metal_Set_02.wav	with the Universal Category System (UCS).	96000	24	2	00:02
THIN TO INTO POLITICAL TOUS COLLINICAL SECTION AND AND AND AND AND AND AND AND AND AN	was the different eateboly system (oce).			_	00.0-

	Setting an electric metal toaster to begin the timer, pressing the lever downwards. Compatible				
MACHAppl_InsJ_Toaster_Metal_Set_03.wav	with the Universal Category System (UCS).	96000	24	2	00:01
	An electronic vacuum machine actively sucking up debris and moving back and forth with a			_	
MACHAppl_InsJ_Vacuum-02_Active_01-01_LOOP.wav	droning suction. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
	An electronic vacuum machine actively sucking up debris and moving back and forth with a	00000	24	2	00.00
MACHAppl_InsJ_Vacuum-02_Active_01-02_LOOP.wav	droning suction. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
MACHANNI Inst Vanuum Cable Bull Out Lang 01 01 unu	Pulling or reeling out a long vacuum cord cable from its packed coil within the plastic casing.	96000	24	2	00:06
MACHAppl_InsJ_Vacuum_Cable-Pull-Out_Long_01-01.wav	Compatible with the Universal Category System (UCS). Pulling or reeling out a long vacuum cord cable from its packed coil within the plastic casing.	30000	24		00.00
MACHAppl_InsJ_Vacuum_Cable-Pull-Out_Long_01-02.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:06
	Pulling or reeling out a long vacuum cord cable from its packed coil within the plastic casing.	30000			00.00
MACHAppl InsJ Vacuum Cable-Pull-Out Short 01-01.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:02
	Pulling or reeling out a long vacuum cord cable from its packed coil within the plastic casing.				
MACHAppl_InsJ_Vacuum_Cable-Pull-Out_Very-Short_01-01.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:02
	Pulling or reeling out a long vacuum cord cable from its packed coil within the plastic casing.				
MACHAppl_InsJ_Vacuum_Cable-Pull-Out_Very-Short_01-02.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:02
	Pulling or reeling out a long vacuum cord cable from its packed coil within the plastic casing.	0.000			
MACHAppl_InsJ_Vacuum_Cable-Pull-Out_Very-Short_01-03.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:02
	Automatically reeling in a long vacuum cord cable into its plastic casing to wrap it into a coil.	00000	24	2	00.03
MACHAppl_InsJ_Vacuum_Cable-Reel-In_Moderate_01-01.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:03
MACHA editori Version Calda Bardia Madagaria 04.02	Automatically reeling in a long vacuum cord cable into its plastic casing to wrap it into a coil.	96000	24	2	00:04
MACHAppl_InsJ_Vacuum_Cable-Reel-In_Moderate_01-02.wav	Compatible with the Universal Category System (UCS).	90000	24		00.04
MACHAppl_InsJ_Vacuum_Cable-Reel-In_Moderate_01-03.wav	Automatically reeling in a long vacuum cord cable into its plastic casing to wrap it into a coil. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
MACHAPPI_IIISI_VacuuIII_Cable-Reel-III_Moderate_01-05.wav	Automatically reeling in a long vacuum cord cable into its plastic casing to wrap it into a coil.	30000	27		00.04
MACHAppl InsJ Vacuum Cable-Reel-In Moderate 02-01.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:03
MACHAPPI_III3_Vacauni_cable neer in_woderate_02 01.wav	Automatically reeling in a long vacuum cord cable into its plastic casing to wrap it into a coil.				1 00:00
MACHAppl_InsJ_Vacuum_Cable-Reel-In_Short_01-01.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:02
	Automatically reeling in a long vacuum cord cable into its plastic casing to wrap it into a coil.				
MACHAppl_InsJ_Vacuum_Cable-Reel-In_Short_01-02.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:02
	Automatically reeling in a long vacuum cord cable into its plastic casing to wrap it into a coil.			_	
MACHAppl_InsJ_Vacuum_Cable-Reel-In_Short_02-01.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:02
	Automatically reeling in a long vacuum cord cable into its plastic casing to wrap it into a coil.	0.000	24	2	00.00
MACHAppl_InsJ_Vacuum_Cable-Reel-In_Short_02-02.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:02
	Automatically reeling in a long vacuum cord cable into its plastic casing to wrap it into a coil.	96000	24	2	00:02
MACHAppl_InsJ_Vacuum_Cable-Reel-In_Short_02-03.wav	Compatible with the Universal Category System (UCS).	96000	24		00.02
MACHAnni Incl. Vacuum Cable Book in Vary Shart 01 01 way	Automatically reeling in a long vacuum cord cable into its plastic casing to wrap it into a coil.	96000	24	2	00:01
MACHAppl_InsJ_Vacuum_Cable-Reel-In_Very-Short_01-01.wav	Compatible with the Universal Category System (UCS). Automatically reeling in a long vacuum cord cable into its plastic casing to wrap it into a coil.	30000	27		00.01
MACHAppl_InsJ_Vacuum_Cable-Reel-In_Very-Short_01-02.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:02
MACHAPPI_HIS_Vacuum_cable Recrim_very Short_of 02.wav	Automatically reeling in a long vacuum cord cable into its plastic casing to wrap it into a coil.				
MACHAppl InsJ Vacuum Cable-Reel-In Very-Short 01-03.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:02
- PF	An electric washing machine droning while in an active cycle. Seamlessly loopable. Compatible				
MACHAppl_InsJ_Washing-Machine_01_Drone_01_LOOP.wav	with the Universal Category System (UCS).	96000	24	2	00:05
	An electric washing machine droning while in an active cycle. Seamlessly loopable. Compatible				
MACHAppl_InsJ_Washing-Machine_01_Drone_02_LOOP.wav	with the Universal Category System (UCS).	96000	24	2	00:05
	An electric washing machine droning while in an active cycle. Seamlessly loopable. Compatible	06000]	2	00.00
MACHAppl_InsJ_Washing-Machine_01_Drone_03_LOOP.wav	with the Universal Category System (UCS).	96000	24	2	00:03
	An electric washing machine droning while in an active cycle. Seamlessly loopable. Compatible	06000] 24	2	00:03
MACHAppl_InsJ_Washing-Machine_01_Drone_04_LOOP.wav	with the Universal Category System (UCS).	96000	24	2	00:03
MACHAnal Incl. Weshing Moshing Of Decree OF LOOP.	An electric washing machine droning while in an active cycle. Seamlessly loopable. Compatible	96000	24	2	00:02
MACHAppl_InsJ_Washing-Machine_01_Drone_05_LOOP.wav	with the Universal Category System (UCS).	20000	24		00.02

MACHAppl_InsJ_Washing-Machine_01_Shutting-Down-01.wav	An electric washing machine shutting and powering down or turning off after finishing a wash cycle, with a slowly descending pitch. Compatible with the Universal Category System (UCS).	96000	24	2	00:34
MACHAppl_InsJ_Washing-Machine_02_Drone_01_LOOP.wav	An electric washing machine droning while in an active cycle. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:17
MACHAppl_InsJ_Washing-Machine_02_Drone_02_LOOP.wav	An electric washing machine droning while in an active cycle. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:15
MACHAppl InsJ Washing-Machine 02 Drone 03 LOOP.wav	An electric washing machine droning while in an active cycle. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:22
	A lumberjacking woodchipper vehicle active and sawing or shredding up logs, trees, branches, leaves and other foliage into splinters and timber. Seamlessly loopable. Compatible with the				
MACHCnst_InsJ_Woodchipper_Close_02-01_LOOP.wav	Universal Category System (UCS).	96000	24	2	00:50
MACHEscl_InsJ_Escalator_Close_01-01_LOOP.wav	An electric automatic metal escalator with a steady mechanical rhythm. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
MACHEscl_InsJ_Escalator_Close_01-02_LOOP.wav	An electric automatic metal escalator with a steady mechanical rhythm. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
MACHEscl_InsJ_Escalator_Close_02-01_LOOP.wav	An electric automatic metal escalator with a steady mechanical rhythm. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
	An electric automatic metal escalator with a steady mechanical rhythm and random high-				
MACHEscl_InsJ_Escalator_Close_03-01_LOOP.wav	pitched squeaking and scraping. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
	An electric automatic metal escalator with a steady mechanical rhythm and random high- pitched squeaking and scraping. Seamlessly loopable. Compatible with the Universal Category				
MACHEscl_InsJ_Escalator_Close_03-02_LOOP.wav	System (UCS).	96000	24	2	00:07
MACHEscl_InsJ_Escalator_Distant_01-01_LOOP.wav	An electric automatic metal escalator with a steady mechanical rhythm. Seamlessly loopable. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
MACHEscl_InsJ_Escalator_Distant_02-01_LOOP.wav	An electric automatic metal escalator with a steady mechanical rhythm. Seamlessly loopable. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
	An electric automatic metal escalator with a steady mechanical rhythm and random high- pitched squeaking and scraping. Seamlessly loopable. Distant. Compatible with the Universal				
MACHEscl_InsJ_Escalator_Distant_03-01_LOOP.wav	Category System (UCS).	96000	24	2	00:07
MACHEscl_InsJ_Escalator_Riding_03-01-Squeaking.wav	Riding an electric automatic metal escalator with a steady mechanical rhythm and random high-pitched squeaking and scraping. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:28
MACHFan_InsJ_Fan_Air-Conditioning_01-01_LOOP.wav	A large air conditioning fan blowing cool air with a fast rotation. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
MACHFan_InsJ_Fan_Air-Conditioning_01-02_LOOP.wav	A large air conditioning fan blowing cool air with a fast rotation. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
When the major the part conditioning of oz 2001. Wav	An electric home ceiling fan spinning with a moderate rotation and shaking with each sping.				
MACHFan_InsJ_Fan_Ceiling_Close_01-01_LOOP.wav	Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
MACHFan_InsJ_Fan_Ceiling_Close_01-01_LOOP_EQ.wav	An electric home ceiling fan spinning with a moderate rotation and shaking with each sping. Soft EQ noise removal. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
MACHFan_InsJ_Fan_Ceiling_Starting_01-01.wav	Starting or turning on a home ceiling fan, beginning with a low electric hum and slowly swirling and spinning with increasing speed as the rotation increases. Compatible with the Universal Category System (UCS).	96000	24	2	00:33
MACHMisc_InsJ_Towing_Van-onto-Tow-Truck_01-01.wav	Towing a large van on to a pickup truck via a pulley system. Metallic creaking as the weight of the van is stressed on the pickup vehicle. Compatible with the Universal Category System (UCS).	96000	24	2	00:47
MACHMisc_InsJ_Towing_Van-onto-Tow-Truck_01-02.wav	Towing a large van on to a pickup truck via a pulley system. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
MACHPump InsJ Party-Pack Air-Pump Double 01.wav	Pumping air in and out of a plastic manual balloon pump for a double movement of air. From the Party Pack sound library. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
MECHClik_InsJ_Button_Plastic_Boombox_01.wav	A short, small, plastic button being pressed for a quick tick and click. Compatible with the Universal Category System (UCS).	96000	24	2	00:01

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MECHClik_InsJ_Button_Plastic_Carpet-Device_01.wav	A short, small, plastic button being pressed for a quick tick and click. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
	A short, small, plastic organ console key being pressed for a quick tick and click. Compatible	96000	24	2	00:01
MECHClik_InsJ_Button_Plastic_Organ-Console_01.wav MECHClik_InsJ_Button_Plastic_Organ-Console_Black-Keys-	with the Universal Category System (UCS). A short, small, plastic organ console key being pressed for a quick double tick and click.	30000	27		00.01
01 Double 01.way	Compatible with the Universal Category System (UCS).	96000	24	2	00:01
	A short, small, plastic organ console key being pressed for a quick tick and click. Compatible	0.5000			00.01
MECHClik_InsJ_Button_Plastic_Organ-Console_Single_01.wav	with the Universal Category System (UCS).	96000	24	2	00:01
MECHClik_InsJ_Button_Plastic_Organ-Console_White-Keys-	A short, small, plastic organ console key being pressed for a quick double tick and click.	96000	24	2	00:01
01_Double_01.wav MECHClik_InsJ_Button_Plastic_Organ-Console_White-Keys-	Compatible with the Universal Category System (UCS). A short, small, plastic organ console key being pressed for a quick double tick and click.	90000	24		00.01
02_Double_01.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:01
02_Double_01.wav	A short, small, plastic organ console key being pressed for a quick double tick and click.			-	33.32
MECHClik_InsJ_Button_Plastic_Printer-01_Double_01.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:01
	A short, small, plastic panel being pressed for a quick tick and click. Compatible with the			_	
MECHClik_InsJ_Button_Plastic_Printer-01_Panel_01.wav	Universal Category System (UCS).	96000	24	2	00:01
	Closing, shutting a small, plastic panel for a quick mechanical tick and click. Compatible with the	0.000	22	2	00.00
MECHClik_InsJ_Button_Plastic_Printer-01_Panel_Closing-Attempt_01.wav	Universal Category System (UCS).	96000	32	2	00:02
MECHON Last B. Harris Blad's Distance Of Barrel Classes Of	Closing, shutting a small, plastic panel for a quick mechanical tick and click. Compatible with the	96000	24	2	00:01
MECHClik_InsJ_Button_Plastic_Printer-01_Panel_Closing_01.wav	Universal Category System (UCS).	30000	24		00.01
MECHClik_InsJ_Button_Plastic_Printer-01_Panel_Opening_01.wav	Opening a small, plastic panel for a quick mechanical tick and click. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WECHCIK_III3S_BUCCOT_Flastic_FFIIICEF-01_Farier_Opening_01.wav	A short, small, plastic button being pressed for a quick tick and click. Compatible with the	30000			00.01
MECHClik_InsJ_Button_Plastic_Printer-01_Single_Press_01.wav	Universal Category System (UCS).	96000	24	2	00:01
	A short, small, plastic button being pressed for a quick double tick and click. Compatible with				
MECHClik_InsJ_Button_Plastic_Torch_Double_01-01.wav	the Universal Category System (UCS).	96000	24	2	00:01
	Connecting a small SD card into a device for a quick tick and click. Compatible with the				
MECHClik_InsJ_Clicking_SD-USB-Card_Connecting_01.wav	Universal Category System (UCS).	96000	24	2	00:01
	Connecting a small SD card into a device for a quick tick and click. Compatible with the	0.000	2.4	2	00.04
MECHClik_InsJ_Clicking_SD-USB-Card_Connecting_02.wav	Universal Category System (UCS).	96000	24	2	00:01
	Connecting a small SD card into a device for a quick tick and click. Compatible with the	96000	24	2	00:01
MECHClik_InsJ_Clicking_SD-USB-Card_Connecting_03.wav	Universal Category System (UCS).	90000	24		00.01
MECHClik_InsJ_Clicking_SD-USB-Card_Disconnecting_01.wav	Disconnecting a small SD card into a device for a quick tick and click. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WECHCIK_IIISJ_CIICKIIIB_SD-OSB-CAIU_DISCOIIIIECUIIB_01.wav	Disconnecting a small SD card into a device for a quick tick and click. Compatible with the	30000	27		00.01
MECHClik_InsJ_Clicking_SD-USB-Card_Disconnecting_02.wav	Universal Category System (UCS).	96000	24	2	00:01
WEGITCHK_HISS_CHCKHIS_OD OSD CATA_DISCONNECCHIS_OZ.WAV	Disconnecting a small SD card into a device for a quick tick and click. Compatible with the				
MECHClik_InsJ_Clicking_SD-USB-Card_Disconnecting_03.wav	Universal Category System (UCS).	96000	24	2	00:01
	Plugging in a headphone jack into a device for a quick tick and click. Compatible with the				
MECHClik_InsJ_Headphone-Jack_Plug-In_01.wav	Universal Category System (UCS).	96000	24	2	00:01
	Plugging in a headphone jack into a device for a quick tick and click. Compatible with the			_	
MECHClik_InsJ_Headphone-Jack_Plug-In_02.wav	Universal Category System (UCS).	96000	24	2	00:01
	Plugging in a headphone jack into a device for a quick tick and click. Compatible with the	00000	24	2	00.01
MECHClik_InsJ_Headphone-Jack_Plug-In_03.wav	Universal Category System (UCS).	96000	24	2	00:01
MECHCIA Inc. Handahara Inch. Bull Out 01 way	Pulling out a headphone jack from a device for a quick tick and click. Compatible with the	96000	24	2	00:01
MECHClik_InsJ_Headphone-Jack_Pull-Out_01.wav	Universal Category System (UCS). Pulling out a headphone jack from a device for a quick tick and click. Compatible with the	30000	24	۷	00.01
MECHClik InsJ Headphone-Jack Pull-Out 02.wav	Universal Category System (UCS).	96000	24	2	00:01
ivitericiik_iiisi_rieaupiiolie-jack_ruii-out_oz.wav	Pulling out a headphone jack from a device for a quick tick and click. Compatible with the	30000			00.01
MECHClik InsJ Headphone-Jack Pull-Out 03.wav	Universal Category System (UCS).	96000	24	2	00:01
	Inserting a plastic plug into a socket for a quick tick and click. Compatible with the Universal			_	
MECHClik_InsJ_Plug_European_Inserting_01-01.wav	Category System (UCS).	96000	24	2	00:01

					1
MECHClik_InsJ_Plug_European_Inserting_01-02.wav	Inserting a plastic plug into a socket for a quick tick and click. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
MECHClik InsJ Plug European Inserting 01-03.wav	Inserting a plastic plug into a socket for a quick tick and click. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WLCHCIK_IIISJ_FIUB_LUIOpean_IIISei tilig_01-05.wav	Removing a plastic plug from a socket for a quick tick and click. Compatible with the Universal				
MECHClik_InsJ_Plug_European_Removing_01-01.wav	Category System (UCS).	96000	24	2	00:01
MECHClik_InsJ_Plug_European_Removing_01-02.wav	Removing a plastic plug from a socket for a quick tick and click. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
MECHClik_InsJ_Plug_European_Removing_01-03.wav	Removing a plastic plug from a socket for a quick tick and click. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
MECHLock_InsJ_Lock_Metal_Clank_01-01.wav	A metallic door lock being adjusted to create a bright, metal clanking. Natural reverberation of the large hall. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
WEETECK_III33_LOCK_IVICTAL_CLATIK_01-01.WaV	A metallic door lock being adjusted to create a bright, metal clanking. Natural reverberation of				
MECHLock_InsJ_Lock_Metal_Clank_01-02.wav	the large hall. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
MECHLock_InsJ_Lock_Metal_Clank_01-03.wav	A metallic door lock being adjusted to create a bright, metal clanking. Natural reverberation of the large hall. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
MECHLock InsJ_Lock_Metal_Closing_01-01.wav	A metallic door lock being clamped and locked to create a bright, metal clanking. Natural reverberation of the large hall. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WEETTEOCK_INISS_LOCK_INICIAL_CIOSHIB_01-01.wav	A metallic door lock being clamped and locked to create a bright, metal clanking. Natural				
MECHLock_InsJ_Lock_Metal_Closing_01-02.wav	reverberation of the large hall. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
MECHLock InsJ Lock Metal Closing 01-03.wav	A metallic door lock being clamped and locked to create a bright, metal clanking. Natural reverberation of the large hall. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
MECHLock Ins Lock Metal Opening 01-01.wav	A metallic door lock being lifted and opened on an old wooden door to create a metal movement. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
WECHEOCK_HISS_LOCK_Wetai_Opening_01-01.wav	A metallic door lock being lifted and opened on an old wooden door to create a metal	30000			00.02
	movement. Natural reverberation of the large hall. Compatible with the Universal Category	0.000			
MECHLock_InsJ_Lock_Metal_Opening_01-02.wav	System (UCS).	96000	24	2	00:02
MECHLock_InsJ_Lock_Metal_Opening_01-03.wav	A metallic door lock being lifted and opened on an old wooden door to create a metal movement. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
	Securing a travelling suitcase with a metal lock being closed. Compatible with the Universal	96000	24	2	00:01
MECHLtch_InsJ_Lock_Suitcase_Closing_01-01.wav	Category System (UCS). Securing a travelling suitcase with a metal lock being closed. Compatible with the Universal	96000	24		00.01
MECHLtch_InsJ_Lock_Suitcase_Closing_01-02.wav	Category System (UCS).	96000	24	2	00:01
MECHLtch_InsJ_Lock_Suitcase_Closing_01-03.wav	Securing a travelling suitcase with a metal lock being closed. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
	Securing a travelling suitcase with a metal lock being closed. Compatible with the Universal	96000	24	2	00:01
MECHLtch_InsJ_Lock_Suitcase_Closing_01-04.wav	Category System (UCS). Securing a travelling suitcase with a metal lock being closed. Compatible with the Universal	90000	24	2	00.01
MECHLtch_InsJ_Lock_Suitcase_Closing_01-05.wav	Category System (UCS).	96000	24	2	00:01
MECHLtch InsJ Lock Suitcase Opening 01-01.way	Opening a travelling suitcase or briefcase with a metal lock being unlocked and flipping back. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WECHELUI_IIISJ_LOCK_SUITCASE_OPENING_01-01.wav	Opening a travelling suitcase or briefcase with a metal lock being unlocked and flipping back.				
MECHLtch_InsJ_Lock_Suitcase_Opening_01-02.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:01
MECHLtch_InsJ_Lock_Suitcase_Opening_01-03-Double.wav	Opening a travelling suitcase or briefcase with two metal locks being unlocked and flipping back. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
	The plastic lever on a glass window being closed and clicking into a locked position. Compatible	96000	24	2	00:01
MECHLvr_InsJ_Lever_Plastic_Window-Handle_Closing_01.wav	with the Universal Category System (UCS). The plastic lever on a glass window being closed and clicking into a locked position. Compatible	30000	24		00.01
MECHLvr_InsJ_Lever_Plastic_Window-Handle_Closing_02.wav	with the Universal Category System (UCS).	96000	24	2	00:01
MECHLvr_InsJ_Lever_Plastic_Window-Handle_Closing_03.wav	The plastic lever on a glass window being closed and clicking into a locked position. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
	The plastic lever on a glass window being opened and clicking into an open position.				
MECHLvr_InsJ_Lever_Plastic_Window-Handle_Opening_01.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:01

MICHELD, INJ. Cranking, Metal Lever, East, D. (D.) LOOP was MICHELD, INJ. Cranking, Metal Lever, East, D. (D.) LOOP was MICHELD, INJ. Cranking, Metal Lever, East, D. (D.) LOOP was MICHELD, INJ. Cranking, Metal Lever, East, D. (D.) LOOP was MICHELD, INJ. Cranking, Metal Lever, East, D. (D.) LOOP was MICHELD, INJ. Cranking, Metal Lever, East, D. (D.) LOOP was MICHELD, INJ. Cranking, Metal Lever, East, D. (D.) LOOP was MICHELD, INJ. Cranking, Metal Lever, East, D. (D.) LOOP was MICHELD, INJ. Cranking, Metal Lever, East, D. (D.) LOOP was MICHELD, INJ. Cranking, Metal Lever, East, D. (D.) LOOP was MICHELD, INJ. Cranking, Metal Lever, East, D. (D.) LOOP was MICHELD, INJ. Cranking, Metal Lever, East, D. (D.) LOOP was MICHELD, INJ. Cranking, Metal Lever, East, D. (D.) LOOP was MICHELD, INJ. Cranking, Metal Lever, Medicare, D. (D.) LOOP was MICHELD, INJ. Cranking, Metal Lever, Medicare, D. (D.) LOOP was MICHELD, INJ. Cranking, Metal Lever, Medicare, D. (D.) LOOP was MICHELD, INJ. Cranking, Metal Lever, Medicare, D. (D.) LOOP was MICHELD, INJ. Cranking, Metal Lever, Medicare, D. (D.) LOOP was MICHELD, INJ. Cranking, Metal Lever, Medicare, D. (D.) LOOP was MICHELD, INJ. Cranking, Metal Lever, Medicare, D. (D.) LOOP was MICHELD, INJ. Cranking, Metal Lever, Medicare, D. (D.) LOOP was MICHELD, INJ. Cranking, Metal Lever, Medicare, D. (D.) LOOP was MICHELD, INJ. Cranking, Metal Lever, Medicare, D. (D.) LOOP was MICHELD, INJ. Cranking, Metal Lever, Medicare, D. (D.) LOOP was MICHELD, INJ. Cranking, Metal Lever, Medicare, D. (D.) LOOP was MICHELD, INJ. Cranking, Metal Lever, Medicare, D. (D.) LOOP was MICHELD, INJ. Cranking, Metal Lever, Sew, D. (D.) LOOP was MICHELD, INJ. Cranking, Metal Lever, Sew, D. (D.) LOOP was MICHELD, INJ. Cranking, Metal Lever, Sew, D. (D.) LOOP was MICHELD, INJ. Cranking, Metal Lever, Sew, D. (D.) LOOP was MICHELD, INJ. Cranking, Metal Lever, Sew, D. (D.) LOOP was MICHELD, INJ. Cranking, Metal Lever, Sew, D. (D.) LOOP was MICHELD, INJ.		The plastic lever on a glass window being opened and clicking into an open position.	0.000	2.4	2	00.01
MCCHRCh Inst.) Canking, Metal-Lever. Fast D2-01. DOD wav More of the Christic Inst.) Canking, Metal-Lever. Fast D2-01. DOD wav More of the Universal Category System (U.S.) Section Percentage of the Universal Category System (U.S.) Percentage of the Universal	MECHLvr_InsJ_Lever_Plastic_Window-Handle_Opening_02.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:01
Michight Inst. Cranking, Metal Lever, Fast (0.10 1,000 way Compatible with the Universal Category System (U.S.) 96000 24 2 00.03	MECHANIST Incl. Lawren Blankin Mindow Handle Organiza 02 was	, , , , , , , , , , , , , , , , , , , ,	96000	24	2	00:01
MCCHRIst, Inst. Cranking, Metal-Lever, Sant. Q. 01. 10.00P wav Compatible with the Universal Category System (UCS). 96000 24 2 00.03	MECHLVr_insj_Lever_Plastic_window-Handle_Opening_03.wav		30000	24		00.01
Michellich Inst. Cranking, Metal-Lower Fast 0.2.01. LOOP-wave Compatible with the Universal Category System (U.S.). 96000 24 2 00:03	MECHRICH Incl. Cranking Metal-Lever East 01-01 LOOP way		96000	24	2	00:02
MCCHRish, Inst.) Cranking, Metal-Lever, Fast. Q2-01. LOOP-wave Compatible with the Universal Category System (UCS). 96000	INITION TO THE CONTROL OF THE CONTRO		30000			00.02
MCHitch Inst. Cranking. Metal Lover. Fist. 02.02. LOOP was Mining a circular lever wheel quickly to create a stuttering crank. Seamlessly loopable. MCHitch Inst. Cranking. Metal-Lever. Moderate 0.1-01. LOOP was MCHITCH. Inst. Cranking. Metal-Lever. Stow. 0.1-01. Loop was MCHITCH. Inst. Cranking. Metal-Lever. Stow	MECHRICH Ins. Cranking Metal-Lever Fast 02-01 LOOP.way		96000	24	2	00:03
MCCHRitch, Inst. Cranking, Metal-Lever, Fast, 02-02, LOOP.wav Compatible with the Universal Category System (UCS). 96000 24 2 00:05						
MCCHRich Inst. Cranking, Metal_Lever, Fast Q.203_LOOP.wav Winding a circular lever wheels to race to satutering crank. Scamlessly loopable. Compatible with the Universal Category System (U.S.).	MECHRtch_InsJ_Cranking_Metal-Lever_Fast_02-02_LOOP.wav		96000	24	2	00:04
Michiga directal few wheel to create a stuttering crank. Seamlessly loopable. Compatible with the Universal Category System (UCS). Michiga directal few wheel to create a stuttering crank. Seamlessly loopable. Compatible with the Universal Category System (UCS). Michiga directal few wheel to create a stuttering crank. Seamlessly loopable. Compatible with the Universal Category System (UCS). Michiga directal few wheel to create a stuttering crank. Seamlessly loopable. Compatible with the Universal Category System (UCS). Michiga directal few wheel showly to create a stuttering crank. Seamlessly loopable. Compatible with the Universal Category System (UCS). Michiga directal few wheel showly to create a stuttering crank. Seamlessly loopable. Compatible with the Universal Category System (UCS). Michiga directal few wheel showly to create a stuttering crank. Seamlessly loopable. Compatible with the Universal Category System (UCS). Michiga directal few wheel showly to create a stuttering crank. Seamlessly loopable. Compatible with the Universal Category System (UCS). Michiga directal few wheel showly to create a stuttering crank. Seamlessly loopable. Compatible with the Universal Category System (UCS). Michiga directal few wheel showly to create a stuttering crank. Seamlessly loopable. Compatible with the Universal Category System (UCS). Michiga directal few wheel showly to create a stuttering crank. Seamlessly loopable. Compatible with the Universal Category System (UCS). Michiga directal few wheel showly to create a stuttering crank. Seamlessly loopable. Compatible with the Universal Category System (UCS). Michiga directal few wheel showly to create a stuttering crank. Seamlessly loopable. Compatible with the Universal Category System (UCS). Michiga directal few wheels showly to create a stuttering crank. Seamlessly loopable. Compatible with the Universal Category System (UCS). Michiga directal few wheels showly to create a stuttering crank. Seamlessly loopable. Compatible with the Universal Category Sy						
MECHISCH, Inst. Cranking, Metai-Lever, Moderate, 0.1-01, LOOP-way Michiga s circuits lever wheto to create a stuttering crank. Seamlessly loopable. Compatible with the Universal Category System (U.S.). MECHISCH, Inst. Cranking, Metai-Lever, Moderate, 0.1-02, LOOP-way Michiga s circuits lever wheto to create a stuttering crank. Seamlessly loopable. Compatible with the Universal Category System (U.S.). MECHISCH, Inst. Cranking, Metai-Lever, Moderate, 0.2-01, LOOP-way Michiga s circuits lever wheto down by create a stuttering crank. Seamlessly loopable. Compatible with the Universal Category System (U.S.). MECHISCH, Inst. Cranking, Metai-Lever, Stow, 01-01, LOOP-way Michiga circuits lever wheto down by create a stuttering crank. Seamlessly loopable. Compatible with the Universal Category System (U.S.). MECHISCH, Inst. Cranking, Metai-Lever, Stow, 01-01, LOOP-way Michiga circuits lever wheto down by craste a stuttering crank. Seamlessly loopable. Michiga circuits lever wheto down by craste a stuttering crank. Seamlessly loopable. Compatible with the Universal Category System (U.S.). Michiga circuits lever wheto down by craste a stuttering crank. Seamlessly loopable. Michiga circuits lever wheto down by craste a stuttering crank. Seamlessly loopable. Michiga circuits lever wheto down by craste a stuttering crank. Seamlessly loopable. Michiga circuits lever wheto down by craste a stuttering crank. Seamlessly loopable. Michiga circuits lever wheto down by craste a stuttering crank. Seamlessly loopable. Michiga circuits lever wheto down by craste a stuttering crank. Seamlessly loopable. Michiga circuits lever wheto loops of crast lever wheto loops of cr	MECHRtch_InsJ_Cranking_Metal-Lever_Fast_02-03_LOOP.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:05
Michitich Inst. Cranking. Metal-Liever_Moderate_01-02_LOOP.wav Winding a circular lever wheels to create a stuttering rank. Seamlessly loopable. Compatible with the Universal Category System (UCS). Michitich Inst. Cranking. Metal-Liever_Moderate_02-01_LOOP.wav Winding a circular lever wheel to create a stuttering crank. Seamlessly loopable. Compatible with the Universal Category System (UCS). Michitich Inst. Cranking. Metal-Liever_Stow_01-01_LOOP.wav Winding a circular lever wheel stowly to create a stuttering crank. Seamlessly loopable. Michitich Inst. Cranking. Metal-Liever_Stow_01-01_LOOP.wav Winding a circular lever wheel slowly to create a stuttering crank. Seamlessly loopable. Michitich Inst. Cranking. Metal-Liever_Stow_02-01_LOOP.wav Winding a circular lever wheel slowly to create a stuttering crank. Seamlessly loopable. Winding a circular lever wheel slowly to create a stuttering crank. Seamlessly loopable. Winding a circular lever wheel slowly to create a stuttering crank. Seamlessly loopable. Michitich Inst. Cranking. Metal-Liever_Stow_02-01_LOOP.wav Winding a circular lever wheel slowly to create a stuttering crank. Seamlessly loopable. Michitich Inst. Cranking. Metal-Liever_Stow_02-01_LOOP.wav Winding a circular lever wheel slowly to create a stuttering crank. Seamlessly loopable. Michitich Inst. Cranking. Metal-Liever_Stow_02-01_LOOP.wav Michitich Inst. Cranking. Metal-Liever_Stow_02-01_LOOP.wav Michitich Inst. Spring. Boing. 01-01.wav Michitich Inst. Spring. Boing. 01-01.wav A colled metallic spring generge forcefully plucked, creating a quickering boing with natural resonance. Compabilie with the Universal Category System (UCS). MICHITICH Inst. Spring. Boing. 03-01.wav Michitich Inst. Spring. Boing. 03-01.wav A colled metallic spring peeling forcefully plucked, creating a quickering boing with natural resonance. Compabilie with the Universal Category System (UCS). MICHITICH Inst. Spring. Boing. 03-01.wav MICHITICH Inst. Spring. Boing. 03-01.wav MICHITICH Inst. Spring. Bo		Winding a circular lever wheel to create a stuttering crank. Seamlessly loopable. Compatible			_	
MECHRICH, Inst. Cranking, Metal-Lever, Moderate, 0.2-01, LOOP-way MICHIGHS, Inst. Cranking, Metal-Lever, Moderate, 0.2-01, LOOP-way MICHIGHS, Inst. Cranking, Metal-Lever, Moderate, 0.2-01, LOOP-way MICHIGHS, Inst. Cranking, Metal-Lever, Sow, 0.1-01, LOOP-way MICHIGH, Inst. Towning, Tightening-Bolts, 0.1-01, way A colled metallics of lightening metal bols on a tow truck to secure a vehicle. Compatible with the Universal Category System (U.CS). MELILIPP, Inst. Spring, Boling, 0.1-01, way A colled metallics of pring being frort-fully plucked, creating a quickering boling with natural resonance. Compatible with the Universal Category System (U.CS). MELILIPP, Inst. Spring, Boling, 0.1-01, way A colled metallics of pring being frort-fully plucked, creating a quickering boling with natural resonance. Compatible with the Universal Category System (U.CS). MELILIPP, Inst. Spring, Boling, 0.3-01, way A colled metallics of pring being fort-fully plucked, creating a quickering boling with natural resonance. Compatible with the Universal Category System (U.CS). MELILIPP, Inst. Spring, Boling, 0.3-01, way A colled metallics of pring peoning fort-fully plucked, creating a quickering boling with natural resonance. Compatible with the Universal Category System (U.CS). MELILIPP, Inst. Spring, Boling, 0.3-01, way A pair of metal ord or angents being thrown into the an against one enother, creating a sizzing electrical fuzzing as the magnetics come into contact. From the Party Pack Sound Univory. MOTRELE, Inst. Motor, Small, Fast, Front, 0.1, LOOP-way A pair of metal ord ord magnets being	MECHRtch_InsJ_Cranking_Metal-Lever_Moderate_01-01_LOOP.wav		96000	24	2	00:02
MECHRich Inst. Cranking, Metal-Lever Moderate 02-01 LOOP was with the Universal Category System (UCS). MECHRich Inst. Cranking, Metal-Lever Slow 01-01 LOOP was with the Universal Category System (UCS). MECHRich Inst. Cranking, Metal-Lever Slow 01-01 LOOP was with the Universal Category System (UCS). MECHRich Inst. Cranking, Metal-Lever Slow 02-01 LOOP was with the Universal Category System (UCS). MECHRich Inst. Cranking, Metal-Lever Slow 02-01 LOOP was with the Universal Category System (UCS). MECHRich Inst. Towing, Tightening, Solts 01-01 LOOP was with the Universal Category System (UCS). MECHRich Inst. Towing, Tightening, Solts 01-01 LOOP was with the Universal Category System (UCS). MECHRich Inst. Towing, Tightening, Solts 01-01 LOOP was with the Universal Category System (UCS). MECHRICAL Inst. Towing, Tightening, Solts 01-01 LOOP was with the Universal Category System (UCS). MECHING, Inst. Spring, Soling, 01-01 Loop. MECHING, Inst. Spring, Soling, 01-01 Loop. MECHING, Inst. Spring, Soling, 02-01 Loop. MECHING, Inst. Spring, Soling, 03-01 Loop. M			00000	24	2	00.05
MECHRICH, Ins.J. Cranking, Metal-Lever, Moderate, 0.2-01, LODP.way Michiga, acticular lever wheel solvely to create a stuttering crank. Seamlessly loopable. Compatible with the Universal Category System (UCS). Michiga, Cranking, Metal-Lever, Slow, 0.1-01, LODP.way Michiga, acticular lever wheel solvey to create a stuttering crank. Seamlessly loopable. Compatible with the Universal Category System (UCS). Michiga, Cranking, Metal-Lever, Slow, 0.2-01, LODP.way Michiga, Cranking, Metal-Lever, Slow, 0.2-01, LODP.way Michiga, Cranking, Metal-Lever, Slow, 0.2-01, LODP.way Metal-Lever, Slow, 0.2	MECHRtch_InsJ_Cranking_Metal-Lever_Moderate_01-02_LOOP.wav		96000	24	2	00:05
MECHRItch Inst. Cranking, Metal-Lever Slow 01-01, LOOP-way Miding a circular lever wheel slowly to create a stuttering crank. Seamlessly loopable. Compatible with the Universal Category, System, UCS). MICHRICH, Inst. Cranking, Metal-Lever, Slow 02-01, LOOP-way MICHRITCH, Inst. Spring, Boing, 01-01-way MICHITCH, Inst. Spring, Boing, 01-01-way MICHITCH, Inst. Spring, Boing, 01-01-way MICHITCH, Inst. Spring, Boing, 01-01-way A colled metallic spring being forcefully plucked, creating a quickering boing with natural resonance, Compatible with the Universal Category, System (UCS). MICHITCH, Inst. Spring, Boing, 02-01-way MICHITCH, Inst. Spring, Boing, 03-01-way A colled metallic spring being forcefully plucked, creating a quickering boing with natural resonance, Compatible with the Universal Category System (UCS). MICHITCH, Inst. Spring, Boing, 03-01-way MICHITCH, Inst. Spring, Boing, 04-01-way A colled metallic spring being forcefully plucked, creating a quickering boing with natural resonance, Compatible with the Universal Category System (UCS). MICHITCH, Inst. Spring, Boing, 04-01-way MICHITCH, Inst. Spring, Boing, 04			06000	24	2	00.05
MECHRich_Insl_Cranking_Metal-Lever_Slow_01-01_LODP.wav MECHRich_Insl_Cranking_Metal-Lever_Slow_02-01_LODP.wav Minding_a carcular lever_whole slowly to create a suttering crank. Seamlessly loopable. Compatible with the Universal Category System (UCS). Mechanical count of tightening-Bolts_01-01.wav Mechanical count of tightening metal bolts on a tow truck to secure a vehicle. Compatible with the Universal Category System (UCS). Mechanical count of tightening metal bolts on a tow truck to secure a vehicle. Compatible with the Universal Category System (UCS). Mechanical count of tightening metal bolts on a tow truck to secure a vehicle. Compatible with the Universal Category System (UCS). Mechanical count of tightening metal bolts on a tow truck to secure a vehicle. Compatible with the Universal Category System (UCS). Mechanical count of tightening metal bolts on a tow truck to secure a vehicle. Compatible with the Universal Category System (UCS). Mechanical count of tightening metal bolts on a tow truck to secure a vehicle. Compatible with the Universal Category System (UCS). Mechanical count of the Universal Category System (UCS). Mechanical count	IVIECHRECTI_INSJ_Cranking_Metal-Lever_Moderate_U2-U1_LOOP.wav		30000	۷4		00.03
MECHRIch, Ins.J. Granking, Metal-Lever, Slow, Q2-01, LOOP.waw Mechrical sound of tightening metal boils on a tow truck to secure a vehicle. Compatible with the Universal Category System (UCS). Mechrical sound of tightening metal boils on a tow truck to secure a vehicle. Compatible with the Universal Category System (UCS). Mechrical sound of tightening metal boils on a tow truck to secure a vehicle. Compatible with the Universal Category System (UCS). Mechrical sound of tightening metal boils on a tow truck to secure a vehicle. Compatible with the Universal Category System (UCS). Mechrical sound of tightening metal boils on a tow truck to secure a vehicle. Compatible with the Universal Category System (UCS). A colled metallic spring being forcefully plucked, creating a quickering boing with natural resonance. Compatible with the Universal Category System (UCS). Method in the	MECHPtch Inc. Cranking Motal Lover Slow 01.01.100P way		96000	24	2	00:05
MECHRICH, Ins.J. Cranking, Metal-Lever, Slow, Q2-01, LOOP.wav Mechanical sound of tightening metal bolts on a tow truck to secure a vehicle. Compatible with the Universal Category System (UCS). MECHRICH, Ins.J. Towing, Tightening-Bolts, Q1-01.wav Methanical sound of tightening metal bolts on a tow truck to secure a vehicle. Compatible with the Universal Category System (UCS). A coiled metalic spring being forcefully plucked, creating a quickering boing with natural resonance. Compatible with the Universal Category System (UCS). METLIMPL Ins.J. Spring, Boing, Q1-01.wav A coiled metalic spring being forcefully plucked, creating a quickering boing with natural resonance. Compatible with the Universal Category System (UCS). METLIMPL Ins.J. Spring, Boing, Q1-01.wav A coiled metalic spring being forcefully plucked, creating a quickering boing with natural resonance. Compatible with the Universal Category System (UCS). METLIMPL Ins.J. Spring, Boing, Q1-01.wav A coiled metalic spring being forcefully plucked, creating a quickering boing with natural resonance. Compatible with the Universal Category System (UCS). A coiled metalic spring being forcefully plucked, creating a quickering boing with natural resonance. Compatible with the Universal Category System (UCS). METLIMPL Ins.J. Spring, Boing, Q1-01.wav A coiled metalic spring being forcefully plucked, creating a quickering boing with natural resonance. Compatible with the Universal Category System (UCS). A pair of metal older metalic spring being forcefully plucked, creating a quickering boing with natural resonance. Compatible with the Universal Category System (UCS). MOTREIce, Ins.J. Motor, Small, Fast, Front, Q1, LOOP, wav A small mechanical engine motor. Seamlessly loopable. Compatible with the Universal Category System (UCS). MOTREIce, Ins.J. Motor, Small, Long, Close, Q1-Q1-wav MOT	INTECTIVECT THIS CHAINING WELGI-LEVEL SIOW OF OIL LOOF. WAV		30000			00.03
MECHRItch Inst Towing, Tightening-Bolts 01-01-way METUmpt_Inst Spring_Boing_01-01-way A coiled metalic spring being forcefully plucked, creating a quickering boing with natural resonance. Compatible with the Universal Category System (UCS). METUmpt_Inst Spring_Boing_01-01-way A coiled metalic spring being forcefully plucked, creating a quickering boing with natural resonance. Compatible with the Universal Category System (UCS). METUmpt_Inst_Spring_Boing_02-01-way A coiled metalic spring being forcefully plucked, creating a quickering boing with natural resonance. Compatible with the Universal Category System (UCS). METUmpt_Inst_Spring_Boing_02-01-way A coiled metalic spring_being forcefully plucked, creating a quickering boing with natural resonance. Compatible with the Universal Category System (UCS). METUmpt_Inst_Spring_Boing_02-01-way A coiled metalic spring_being forcefully plucked, creating a quickering boing with natural resonance. Compatible with the Universal Category System (UCS). A coiled metalic spring_being forcefully plucked, creating a quickering boing with natural resonance. Compatible with the Universal Category System (UCS). METUmpt_Inst_Spring_Boing_03-01-way A coiled metalic spring_being forcefully plucked, creating a quickering boing with natural resonance. Compatible with the Universal Category System (UCS). A pair of metal old: a magnetise of the Universal Category System (UCS). METUmpt_Inst_Spring_Boing_03-01-way METUmpt_Inst_Spring_Boing_03-01-way A coiled metalic spring_being forcefully plucked, creating a quickering boing with natural resonance. Compatible with the Universal Category System (UCS). METUmpt_Inst_Spring_Boing_03-01-way METUmpt_Inst_Spring_Boing_03-01-way A coiled metalic spring_being forcefully plucked, creating a quickering boing with natural resonance. Compatible with the Universal Category System (UCS). METUmpt_Inst_Spring_Boing_03-01-way METUmpt_Inst_Spring_Boing_03-01-way METUmpt_Inst_Spring_Boing_03-01-way A small mechanical engine motor. Sea	MECHRICH Ins. Cranking Metal-Lever Slow 02-01 LOOP.way		96000	24	2	00:02
MECHRICH, Ins.J. Towing, Tightening-Bolts, 01-01.wav METLImpt, Insl. Spring, Boing, 01-01.wav A coiled metallic spring being forcefully plucked, creating a quickering boing with natural resonance. Compatible with the Universal Category System (UCS). METLImpt, Insl. Spring, Boing, 02-01.wav A coiled metallic spring being forcefully plucked, creating a quickering boing with natural resonance. Compatible with the Universal Category System (UCS). METLImpt, Insl. Spring, Boing, 02-01.wav A coiled metallic spring being forcefully plucked, creating a quickering boing with natural resonance. Compatible with the Universal Category System (UCS). METLImpt, Insl. Spring, Boing, 03-01.wav A coiled metallic spring being forcefully plucked, creating a quickering boing with natural resonance. Compatible with the Universal Category System (UCS). A coiled metallic spring being forcefully plucked, creating a quickering boing with natural resonance. Compatible with the Universal Category System (UCS). A pair of metal old magnets being forcefully plucked, creating a quickering boing with natural resonance. Compatible with the Universal Category System (UCS). A pair of metal old magnets being thrown into the air against one another, creating a sizzling electrical fizing as the magnets come into contact. From the Party Pack sound library. METLMISC, Insl. Motor, Small, Fast, Front, 01, LOOP.wav A small mechanical engine motor. Seamlessly loopable. Compatible with the Universal Category System (UCS). MOTRElec, Insl. Motor, Small, Long, Close, 01-01.wav MOTRElec, Insl. Motor, Small, Long, Close, 01-01.wav MOTRElec, Insl. Motor, Small, Long, Close, 01-01.wav MOTRElec, Insl. Motor, Small, Long, Close, 02-02.wav MOTRElec, Insl. Motor, Small, Long, Close, 02-02.wav Universal Category System (UCS). A small mechanical engine motor with occasional shifting to other pitches. Compatible with the Universal Category System (UCS). MOTRElec, Insl. Motor, Small, Long, Close, 03-02.wav Universal Category System (UCS). A small me						
resonance. Compatible with the Universal Category System (UCS). METLIMPT, Insl. Spring, Boing, 01-01.wav A colled metallic spring being forefully plucked, creating a quickering boing with natural resonance. Compatible with the Universal Category System (UCS). METLIMPT, Insl. Spring, Boing, 03-01.wav A colled metallic spring being forefully plucked, creating a quickering boing with natural resonance. Compatible with the Universal Category System (UCS). A colled metallic spring being forefully plucked, creating a quickering boing with natural resonance. Compatible with the Universal Category System (UCS). A colled metallic spring being forefully plucked, creating a quickering boing with natural resonance. Compatible with the Universal Category System (UCS). A colled metallic spring being forefully plucked, creating a quickering boing with natural resonance. Compatible with the Universal Category System (UCS). A pair of metal oldz magnets being thrown into the air against one another, creating a siziling electrical fizzing as the magnets come into contact. From the Party Pack sound library. Compatible with the Universal Category System (UCS). MOTREIce, Insl, Motor, Small, Fast, Side, 01 LOOP.wav System (UCS). A small mechanical engine motor. Seamlessly loopable. Compatible with the Universal Category System (UCS). A small mechanical engine motor with gutteral shifting. Compatible with the Universal Category System (UCS). A small mechanical engine motor with gutteral shifting. Compatible with the Universal Category System (UCS). A small mechanical engine motor with gutteral shifting. Compatible with the Universal Category System (UCS). A small mechanical engine motor with gutteral shifting. Compatible with the Universal Category System (UCS). A small mechanical engine motor with gutteral shifting. Compatible with the Universal Category System (UCS). A small mechanical engine motor with gutteral shifting. Compatible with the Universal Category System (UCS). A small mechanical engine motor with occ	MECHRtch_InsJ_Towing_Tightening-Bolts_01-01.wav	· ·	96000	24	2	00:07
METLIMPT Inst Spring Boing 02-01.wav resonance. Compatible with the Universal Category System (UCS). METLIMPT Inst Spring Boing 03-01.wav resonance. Compatible with the Universal Category System (UCS). A colled metallic spring being forcefully plucked, creating a quickering boing with natural resonance. Compatible with the Universal Category System (UCS). A colled metallic spring being forcefully plucked, creating a quickering boing with natural resonance. Compatible with the Universal Category System (UCS). A colled metallic spring being forcefully plucked, creating a quickering boing with natural resonance. Compatible with the Universal Category System (UCS). A play in offeet old olds ampants being a quickering boing with natural resonance. Compatible with the Universal Category System (UCS). A play in offeet old olds ampants being a quickering boing with natural resonance. Compatible with the Universal Category System (UCS). MOTRELEC Inst Party-Pack_Oldz_Magnet_Sizzling_Very-Short_01.wav A small mechanical engine motor. Seamlessly loopable. Compatible with the Universal Category System (UCS). A small mechanical engine motor. Seamlessly loopable. Compatible with the Universal Category System (UCS). MOTRELEC_Inst Motor_Small_Fast_Side_01_LOOP.wav A small mechanical engine motor. Seamlessly loopable. Compatible with the Universal Category System (UCS). MOTRELEC_Inst Motor_Small_Long_Close_01-01.wav A small mechanical engine motor with gutteral shifting. Compatible with the Universal Category System (UCS). MOTRELEC_Inst Motor_Small_Long_Close_01-02.wav A small mechanical engine motor with gutteral shifting to other pitches. Compatible with the Universal Category System (UCS). MOTRELEC_Inst Motor_Small_Long_Close_02-01.wav Universal Category System (UCS). A small mechanical engine motor with occasional shifting to other pitches. Compatible with the Universal Category System (UCS). MOTRELEC_Inst Motor_Small_Long_Close_03-01.wav Universal Category System (UCS). A small inph-pitched mechanical e						
METLIMPT_Insl_Spring_Boing_02-01.wav resonance. Compatible with the Universal Category System (UCS). A coiled metallic spring being forcefully plucked, creating a quickering boing with natural resonance. Compatible with the Universal Category System (UCS). METLIMPT_Insl_Spring_Boing_03-01.wav A coiled metallic spring being forcefully plucked, creating a quickering boing with natural resonance. Compatible with the Universal Category System (UCS). METLIMPT_Insl_Spring_Boing_04-01.wav A coiled metallic spring being forcefully plucked, creating a quickering boing with natural resonance. Compatible with the Universal Category System (UCS). A coiled metallic spring being forcefully plucked, creating a quickering boing with natural resonance. Compatible with resonance. Compatible with neturosal Category System (UCS). A pair of metal oldz magnets being thrown into the air against one another, creating a sizzling electrical fizzing as the magnets one into contact. From the Party Pack sound library. Compatible with the Universal Category System (UCS). A small mechanical engine motor. Seamlessly loopable. Compatible with the Universal Category System (UCS). MOTRElec_Insl_Motor_Small_Fast_Side_01_LOOP.wav A small mechanical engine motor with gutteral shifting. Compatible with the Universal Category System (UCS). A small mechanical engine motor with gutteral shifting. Compatible with the Universal Category System (UCS). MOTRElec_Insl_Motor_Small_Long_Close_01-01.wav A small mechanical engine motor with gutteral shifting to other pitches. Compatible with the Universal Category System (UCS). MOTRElec_Insl_Motor_Small_Long_Close_02-01.wav Universal Category System (UCS). A small mechanical engine motor with occasional shifting to other pitches. Compatible with the Universal Category System (UCS). MOTRElec_Insl_Motor_Small_Long_Close_03-01.wav Universal Category System (UCS). A small, high-pitched mechanical engine motor which slowly stops. Compatible with the Universal Category System (UCS). MOTRElec_Insl	METLImpt_InsJ_Spring_Boing_01-01.wav		96000	24	2	00:06
A coiled metallic spring being forcefully plucked, creating a quickering boing with natural resonance. Compatible with the Universal Category System (UCS). A Faciled metallic spring being forcefully plucked, creating a quickering boing with natural resonance. Compatible with the Universal Category System (UCS). A Faciled metallic spring being forcefully plucked, creating a quickering boing with natural resonance. Compatible with the Universal Category System (UCS). A pair of metal oldz magnets being thrown into the air against one another, creating a sizzling electrical fizzing as the magnets come into contact. From the Party Pack sound library. Compatible with the Universal Category System (UCS). A small mechanical engine motor. Seamlessly loopable. Compatible with the Universal Category System (UCS). MOTRElec_InsJ_Motor_Small_Fast_Front_01_LOOP.wav MOTRElec_InsJ_Motor_Small_Long_Close_01-01.wav A small mechanical engine motor. Seamlessly loopable. Compatible with the Universal Category System (UCS). A small mechanical engine motor with gutteral shifting. Compatible with the Universal Category System (UCS). A small mechanical engine motor with gutteral shifting. Compatible with the Universal Category System (UCS). MOTRElec_InsJ_Motor_Small_Long_Close_01-01.wav A small mechanical engine motor with gutteral shifting. Compatible with the Universal Category System (UCS). A small mechanical engine motor with gutteral shifting to other pitches. Compatible with the Universal Category System (UCS). A small mechanical engine motor with occasional shifting to other pitches. Compatible with the Universal Category System (UCS). A small mechanical engine motor with occasional shifting to other pitches. Compatible with the Universal Category System (UCS). MOTRElec_InsJ_Motor_Small_Long_Close_02-02.wav Universal Category System (UCS). A small, high-pitched mechanical engine motor which slowly stops. Compatible with the Universal Category System (UCS). A small, high-pitched mechanical engine motor which slo		A coiled metallic spring being forcefully plucked, creating a quickering boing with natural	2222			
METLIMPT_INS_Spring_Boing_03-01.wav resonance. Compatible with the Universal Category System (UCS). 96000 24 2 00:03 METLIMPT_INS_Spring_Boing_04-01.wav resonance. Compatible with the Universal Category System (UCS). 96000 24 2 00:06 METLIMPT_INS_Spring_Boing_04-01.wav resonance. Compatible with the Universal Category System (UCS). Apair of metal oldz magnets being throw into the air against one another, creating a sizzling electrical fizzing as the magnets come into contact. From the Party Packs count library. Compatible with the Universal Category System (UCS). 96000 24 2 00:001 MOTREIGE_INS_MOTOR_Small_Fast_Front_01_LOOP.wav System (UCS). As all mechanical engine motor. Seamlessly loopable. Compatible with the Universal Category System (UCS). 96000 24 2 00:003 MOTREIGE_INS_MOTOR_Small_Long_Close_01-01.wav System (UCS). As mall mechanical engine motor with gutteral shifting. Compatible with the Universal Category System (UCS). 96000 24 2 00:10 MOTREIGE_INS_MOTOR_Small_Long_Close_01-01.wav System (UCS). A small mechanical engine motor with gutteral shifting. Compatible with the Universal Category System (UCS). 96000 24 2 00:10 MOTREIGE_INS_MOTOR_Small_Long_Close_01-02.wav System (UCS). A small mechanical engine motor with gutteral shifting to other pitches. Compatible with the Universal Category 96000 24 2 00:10 MOTREIGE_INS_MOTOR_Small_Long_Close_02-01.wav Universal Category System (UCS). 96000 24 2 00:10 MOTREIGE_INS_MOTOR_Small_Long_Close_02-01.wav Universal Category System (UCS). 96000 24 2 00:33 MOTREIGE_INS_MOTOR_Small_Long_Close_03-01.wav Universal Category System (UCS). 96000 24 2 00:33 MOTREIGE_INS_MOTOR_Small_Long_Close_03-01.wav Universal Category System (UCS). 96000 24 2 00:03 MOTREIGE_INS_MOTOR_Small_Long_Close_03-02.wav Universal Category System (UCS). 96000 24 2 00:03 MOTREIGE_INS_MOTOR_Small_Long_Close_03-02.wav Universal Category System (UCS). 96000 24 2 00:03	METLImpt_InsJ_Spring_Boing_02-01.wav		96000	24	2	00:07
METLImpt_Insi_Spring_Boing_04-01.wav			06000	24	2	00.03
METLIMIS_Spring_Boing_04-01.wav resonance. Compatible with the Universal Category System (UCS). A pair of metal older magnets being thrown into the air against one another, creating a sizzling electrical fizzing as the magnets come into contact. From the Party Pack sound library. Compatible with the Universal Category System (UCS). A small mechanical engine motor. Seamlessiy loopable. Compatible with the Universal Category System (UCS). A small mechanical engine motor. Seamlessiy loopable. Compatible with the Universal Category System (UCS). A small mechanical engine motor. Seamlessiy loopable. Compatible with the Universal Category System (UCS). A small mechanical engine motor. Seamlessiy loopable. Compatible with the Universal Category System (UCS). A small mechanical engine motor with gutteral shifting. Compatible with the Universal Category System (UCS). A small mechanical engine motor with gutteral shifting. Compatible with the Universal Category System (UCS). A small mechanical engine motor with gutteral shifting. Compatible with the Universal Category System (UCS). A small mechanical engine motor with gutteral shifting. Compatible with the Universal Category System (UCS). A small mechanical engine motor with gutteral shifting. Compatible with the Universal Category System (UCS). MOTRElec_Insl_Motor_Small_Long_Close_01-02.wav A small mechanical engine motor with occasional shifting to other pitches. Compatible with the Universal Category System (UCS). A small mechanical engine motor with occasional shifting to other pitches. Compatible with the Universal Category System (UCS). A small mechanical engine motor with occasional shifting to other pitches. Compatible with the Universal Category System (UCS). MOTRElec_Insl_Motor_Small_Long_Close_02-02.wav Universal Category System (UCS). A small, high-pitched mechanical engine motor which slowly stops. Compatible with the Universal Category System (UCS). MOTRElec_Insl_Motor_Small_Long_Close_03-01.wav Universal Category System (UCS). A small	METLImpt_InsJ_Spring_Boing_03-01.wav		96000	24		00:03
A pair of metal oldz magnets being thrown into the air against one another, creating a sizzling electrical fizzing as the magnets come into contact. From the Party Pack sound library. Compatible with the universal Category System (UCS). A small mechanical engine motor. Seamlessly loopable. Compatible with the Universal Category System (UCS). A small mechanical engine motor. Seamlessly loopable. Compatible with the Universal Category System (UCS). A small mechanical engine motor. Seamlessly loopable. Compatible with the Universal Category System (UCS). A small mechanical engine motor with gutteral shifting. Compatible with the Universal Category System (UCS). A small mechanical engine motor with gutteral shifting. Compatible with the Universal Category System (UCS). A small mechanical engine motor with gutteral shifting. Compatible with the Universal Category System (UCS). A small mechanical engine motor with gutteral shifting. Compatible with the Universal Category System (UCS). A small mechanical engine motor with gutteral shifting. Compatible with the Universal Category 96000 24 2 00:10 MOTRElec_Insl_Motor_Small_Long_Close_01-02.wav System (UCS). A small mechanical engine motor with occasional shifting to other pitches. Compatible with the Universal Category System (UCS). A small mechanical engine motor with occasional shifting to other pitches. Compatible with the Universal Category System (UCS). A small mechanical engine motor which slowly stops. Compatible with the Universal Category System (UCS). MOTRElec_Insl_Motor_Small_Long_Close_02-02.wav Universal Category System (UCS). A small, high-pitched mechanical engine motor which slowly stops. Compatible with the Universal Category System (UCS). A small, high-pitched mechanical engine motor which slowly stops. Compatible with the Universal Category System (UCS). A small, high-pitched mechanical engine motor which slowly stops. Compatible with the Universal Category System (UCS). A small, high-pitched mechanical engine motor which slowly stop	NASTULANA Incl. Caring Daine 04.04	, , , , , , , , ,	96000	2/	2	00.06
electrical fizzing as the magnets come into contact. From the Party Pack sound library. Compatible with the Universal Category System (UCS). A small mechanical engine motor. Seamlessly loopable. Compatible with the Universal Category System (UCS). MOTRElec_Insl_Motor_Small_Fast_Front_01_LOOP.wav MOTRElec_Insl_Motor_Small_Long_Close_01-01.wav MOTRElec_Insl_Motor_Small_Long_Close_02-02.wav MOTRElec_Insl_Motor_Small_Long_Close_02-02.wav MOTRElec_Insl_Motor_Small_Long_Close_03-01.wav MOTRElec_Insl_Motor_Small_Long_Close_03-01.wav MOTRElec_Insl_Motor_Small_Long_Close_03-02.wav MOTRElec_Insl_Motor_Small_Long_Close_03-02.wav MOTRElec_Insl_Motor_Small_Long_Close_03-02.wav MOTRElec_Insl_Motor_Small_Long_Close_03-02.wav MOTRElec_Insl_Motor_Small_Long_Close_03-03.wav MOTRElec_Insl_Moto	WETLIMPT_INSJ_Spring_Boing_04-01.wav		30000	24	2	00.00
MOTRElec_InsJ_Motor_Small_Long_Close_01-02.wav MOTRElec_InsJ_Motor_Small_Long_Close_02-02.wav MOTRElec_InsJ_Motor_Small_Long_Close_02-02.wav MOTRElec_InsJ_Motor_Small_Long_Close_03-02.wav MOTRElec_InsJ_Motor_Small_Long_Close_03-02.wav MOTRElec_InsJ_Motor_Small_Long_Close_03-02.wav MOTRElec_InsJ_Motor_Small_Long_Close_03-02.wav MOTRElec_InsJ_Motor_Small_Long_Close_03-02.wav MOTRElec_InsJ_Motor_Small_Long_Close_03-02.wav A small_mechanical engine motor with occasional shifting to other pitches. Compatible with the Universal Category System (UCS). A small_Motor_Small_Long_Close_03-02.wav A small_Migh-pitched mechanical engine motor which slowly stops. Compatible with the Universal Category System (UCS). A small_Nigh-pitched mechanical engine motor which slowly stops. Compatible with the Universal Category System (UCS). A small_Nigh-pitched mechanical engine motor which slowly stops. Compatible with the Universal Category System (UCS). A small_Nigh-pitched mechanical engine motor which slowly stops. Compatible with the Universal Category System (UCS). A small_Nigh-pitched mechanical engine motor which slowly stops. Compatible with the Universal Category System (UCS). A small_Nigh-pitched mechanical engine motor which slowly stops. Compatible with the Universal Category System (UCS). A small_Nigh-pitched mechanical engine motor which slowly stops. Compatible with the Universal Category System (UCS). A small_Nigh-pitched mechanical engine motor which slowly stops. Compatible with the Universal Category System (UCS). A small_Nigh-pitched mechanical engine motor which slowly stops. Compatible with the Universal Category System (UCS). A small_Nigh-pitched mechanical engine motor which slowly stops. Compatible with the Universal Category System (UCS). A small_Nigh-pitched mechanical engine motor which slowly stops. Compatible with the Universal Category System (UCS). A small_Nigh-pitched mechanical engine motor which slowly stops. Compatible with the Universal Category System (UCS).						
A small mechanical engine motor. Seamlessly loopable. Compatible with the Universal Category System (UCS). A small mechanical engine motor. Seamlessly loopable. Compatible with the Universal Category System (UCS). A small mechanical engine motor. Seamlessly loopable. Compatible with the Universal Category System (UCS). A small mechanical engine motor with gutteral shifting. Compatible with the Universal Category System (UCS). A small mechanical engine motor with gutteral shifting. Compatible with the Universal Category System (UCS). A small mechanical engine motor with gutteral shifting. Compatible with the Universal Category System (UCS). A small mechanical engine motor with gutteral shifting to other pitches. Compatible with the Universal Category System (UCS). MOTRElec_InsJ_Motor_Small_Long_Close_01-02.wav A small mechanical engine motor with occasional shifting to other pitches. Compatible with the Universal Category System (UCS). A small mechanical engine motor with occasional shifting to other pitches. Compatible with the Universal Category System (UCS). A small mechanical engine motor with occasional shifting to other pitches. Compatible with the Universal Category System (UCS). A small mechanical engine motor with occasional shifting to other pitches. Compatible with the Universal Category System (UCS). A small mechanical engine motor which slowly stops. Compatible with the Universal Category System (UCS). MOTRElec_InsJ_Motor_Small_Long_Close_03-01.wav Universal Category System (UCS). A small, high-pitched mechanical engine motor which slowly stops. Compatible with the Universal Category System (UCS). A small, high-pitched mechanical engine motor which slowly stops. Compatible with the Universal Category System (UCS). A small, high-pitched mechanical engine motor which slowly stops. Compatible with the Universal Category System (UCS). A small, high-pitched mechanical engine motor which slowly stops. Compatible with the Universal Category System (UCS).	METI Misc Inst Party-Pack Oldz Magnet Sizzling Very-Short 01 way		96000	24	2	00:01
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MOTRElec_InsJ_Motor_Small_Long_Close_03-01.wav Universal Category System (UCS). A small, high-pitched mechanical engine motor which slowly stops. Compatible with the Universal Category System (UCS). A small, high-pitched mechanical engine motor which slowly stops. Compatible with the Universal Category System (UCS). A small, high-pitched mechanical engine motor which slowly stops. Compatible with the OCCORD	MICTINETER THIS TRIOTOL SHIGHT FOR THE CHOSE TO SHORT MAN		30000	<u> </u>		00.55
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MOTRElec_InsJ_Motor_Small_Long_Close_03-02.wav Universal Category System (UCS). A small, high-pitched mechanical engine motor which slowly stops. Compatible with the					-	22.07
A small, high-pitched mechanical engine motor which slowly stops. Compatible with the	MOTRElec InsJ Motor Small Long Close 03-02.wav		96000	24	2	00:06
oniversal ediceon y system (ocs).	MOTRElec_InsJ_Motor_Small_Long_Close_03-03.wav	Universal Category System (UCS).	96000	24	2	00:05

MOTRElec InsJ_Motor Small Long_Distant_01-01.wav	A small mechanical engine motor with subtle shifting. Compatible with the Universal Category				
	System (UCS).	96000	24	2	00:13
	A small mechanical engine motor with subtle shifting. Compatible with the Universal Category	96000	24	2	00:10
MOTRElec_InsJ_Motor_Small_Long_Distant_01-02.wav	System (UCS). A small mechanical engine motor with subtle shifting. Compatible with the Universal Category				
MOTRElec_InsJ_Motor_Small_Moderate_Close_01-01.wav	System (UCS).	96000	24	2	00:03
MOTRElec_InsJ_Motor_Small_Moderate_Close_02-01.wav	A small mechanical engine motor with occasional shifting to other pitches. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
MOTRElec_InsJ_Motor_Small_Moderate_Close_03-01.wav	A small, high-pitched mechanical engine motor which slowly stops. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
MOTRElec_InsJ_Motor_Small_Moderate_Distant_01-01.wav	A small mechanical engine motor slowly stopping. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
	A small mechanical engine motor slowly stopping with a downward revving. Compatible with				
MOTRElec_InsJ_Motor_Small_Revving-Down_01-01.wav	the Universal Category System (UCS).	96000	24	2	00:02
MOTRElec_InsJ_Motor_Small_Revving-Down_01-02.wav	A small mechanical engine motor slowly stopping with a downward revving. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
	A small mechanical engine motor slowly stopping with a downward revving. Compatible with				
MOTRElec_InsJ_Motor_Small_Revving-Down_01-03.wav	the Universal Category System (UCS).	96000	24	2	00:02
MOTRElec_InsJ_Motor_Small_Short_Close_01-01.wav	A small mechanical engine motor quickly revving. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
MOTRElec InsJ_Motor_Small_Short_Close_01-02.wav	A small mechanical engine motor quickly revving. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
MOTRElec_InsJ_Motor_Small_Short_Close_01-03.wav	A small mechanical engine motor quickly revving. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
MOTRElec_InsJ_Motor_Small_Short_Close_01-04.wav	A small mechanical engine motor quickly revving. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
	A small, deep, mechanical engine motor quickly revving. Compatible with the Universal	96000	24	2	00:03
MOTRElec_InsJ_Motor_Small_Short_Close_02-01.wav	Category System (UCS). A small, deep, mechanical engine motor quickly revving. Compatible with the Universal	30000	24		00.03
MOTRElec_InsJ_Motor_Small_Short_Close_02-02.wav	Category System (UCS).	96000	24	2	00:02
MOTRElec_InsJ_Motor_Small_Short_Close_02-03.wav	A small, deep, mechanical engine motor quickly revving. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
MOTRElec_InsJ_Motor_Small_Short_Close_02-04.wav	A small, deep, mechanical engine motor quickly revving. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
MOTRElec_InsJ_Motor_Small_Short_Distant_01-01.wav	A small, mechanical engine motor quickly revving. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
MOTRElec_InsJ_Motor_Small_Short_Distant_01-02.wav	A small, mechanical engine motor quickly revving. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
	A small, mechanical engine motor quickly revving. Compatible with the Universal Category	96000	24	2	00:02
MOTRElec_InsJ_Motor_Small_Short_Distant_01-03.wav	System (UCS). A small mechanical engine motor. Seamlessly loopable. Compatible with the Universal Category	30000	24		00.02
MOTRElec_InsJ_Motor_Small_Slow_Front_01-01_LOOP.wav	System (UCS).	96000	24	2	00:03
MOTRElec_InsJ_Motor_Small_Slow_Front_01-02_LOOP.wav	A small mechanical engine motor. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
MOTRElec_InsJ_Motor_Small_Slow_Side_01-01_LOOP.wav	A small mechanical engine motor. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
MOTRElec InsJ Motor Small Slow Side 01-02 LOOP.wav	A small mechanical engine motor. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
MOTRElec_InsJ_Motor_Small_Slowing_Front_01-01.wav	A small mechanical engine motor idling before slowing down to power down. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
MOTHERS MODEL SHOWING TO WING TO THE WAY	A small mechanical engine motor idling before slowing down to power down. Compatible with	22300	'		+ 33.3.

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MUSCChim InsJ Hand-Bell 01-13 A.wav	A metal musical hand bell instrument being struck with a metal mallet and left to sustain and fade naturally. Compatible with the Universal Category System (UCS).	96000	24	2	00:08
Moscellinging benefit 155 and	A metal musical hand bell instrument being struck with a metal mallet and left to sustain and				
MUSCChim_InsJ_Hand-Bell_01-14_A#.wav	fade naturally. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
	A metal musical hand bell instrument being struck with a metal mallet and left to sustain and	06000	24	2	00.06
MUSCChim_InsJ_Hand-Bell_01-15_B.wav	fade naturally. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
MUSCChim Incl. Hand Boll 01 16 High C way	A metal musical hand bell instrument being struck with a metal mallet and left to sustain and fade naturally. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
MUSCChim_InsJ_Hand-Bell_01-16_High-C.wav	A metal musical hand bell instrument being struck with a metal mallet and left to sustain and	30000	1		00.00
MUSCChim InsJ Hand-Bell 01-17 High-C#.wav	fade naturally. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
	A metal musical hand bell instrument being struck with a metal mallet and left to sustain and				
MUSCChim_InsJ_Hand-Bell_01-18_High-D.wav	fade naturally. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
	A metal musical hand bell instrument being struck with a metal mallet and left to sustain and	0.5000	2.4	•	00.05
MUSCChim_InsJ_Hand-Bell_01-19_High-D#.wav	fade naturally. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
MUCCCL's Leaf Head Ball 04 30 High F	A metal musical hand bell instrument being struck with a metal mallet and left to sustain and	96000	24	2	00:05
MUSCChim_InsJ_Hand-Bell_01-20_High-E.wav	fade naturally. Compatible with the Universal Category System (UCS).	30000	24		00.03
	A metal musical Tibetan meditative singing bowl instrument being struck with a metal mallet and left to sustain and fade naturally over a long time. Compatible with the Universal Category				
MUSCChim_InsJ_Singing-Bowl_Hit_Single_01-01.wav	System (UCS).	96000	24	2	00:22
	A metal musical Tibetan meditative singing bowl instrument being struck with a metal mallet				
	and left to sustain and fade naturally over a long time. Compatible with the Universal Category				
MUSCChim_InsJ_Singing-Bowl_Hit_Single_01-02.wav	System (UCS).	96000	24	2	00:30
	A wooden musical didgeridoo ethnic African wind instrument being blown for a low, booming,	0.000	2.4	2	00.07
MUSCInst_InsJ_Didgeridoo_Low-Drone_01-01.wav	humming, straight drone. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
MUCClost Lost Pide dides to Prove 04.03	A wooden musical didgeridoo ethnic African wind instrument being blown for a low, booming,	96000	24	2	00:09
MUSCInst_InsJ_Didgeridoo_Low-Drone_01-02.wav	humming, straight drone. Compatible with the Universal Category System (UCS). A wooden musical didgeridoo ethnic African wind instrument being blown for a low, booming,	30000	24		00.03
MUSCInst InsJ Didgeridoo Low-Drone 01-03.wav	humming, straight drone. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
ood.not_mss_ptsBensoo_ton_ptono_ot_oomat	A wooden musical didgeridoo ethnic African wind instrument being blown for a low, booming,				
	humming, quivering, vibrato, shaking drone. Compatible with the Universal Category System				
MUSCInst_InsJ_Didgeridoo_Low-Drone_Shaking_01-01.wav	(UCS).	96000	24	2	00:05
	Scraping a metal mallet forcefully up or down a single piano string to create a pitch shifting	0.5000	2.4	•	00.00
MUSCMisc_InsJ_Piano_MetalMallet_Bounce_Mid_01.wav	bounce or glissando. Uses strings in the middle of the piano's range.	96000	24	2	00:03
	Striking multiple piano strings in close proximity with a metal mallet to create a dissonant	96000	24	2	00:03
MUSCMisc_InsJ_Piano_MetalMallet_Cluster_High_01.wav	cluster. Quickly damped. These sounds use the high register of the piano.	96000	24		00.03
MUSCMisc InsJ Piano MetalMallet Cluster Low 01.wav	Striking multiple piano strings in close proximity with a metal mallet to create a dissonant cluster. Quickly damped. These sounds use the low register of the piano.	96000	24	2	00:02
WOSCIVIISC_IIISS_FIGITO_IVIELGIIVIGITEL_CIUSLEL_LOW_01.WaV	Striking multiple piano strings in close proximity with a metal mallet to create a dissonant	30000	1		00.02
MUSCMisc InsJ Piano MetalMallet Cluster Low 07.wav	cluster. Quickly damped. These sounds use the low register of the piano.	96000	24	2	00:03
	Striking multiple piano strings in close proximity with a metal mallet to create a dissonant				
MUSCMisc_InsJ_Piano_MetalMallet_Cluster_Mid_01.wav	cluster. Quickly damped. These sounds use the middle register of the piano.	96000	24	2	00:02
	Scraping a metal mallet along the tip of the strings at the end of the piano frame, creating a	0.000			
MUSCMisc_InsJ_Piano_MetalMallet_Gliss_EndFrame_Leg_01.wav	high glissando ripple.	96000	24	2	00:02
	Scraping a metal mallet across the bottom end of piano strings to create a dry, ripple or a	06000	24	2	00.02
MUSCMisc_InsJ_Piano_MetalMallet_Gliss_EndString_Leg_01.wav	plucking glissando. Played legato for a smoother sound.	96000	24	2	00:02
MUSCMiss Incl. Piano MotalMallot Clies Low Ass. Sus. 01 way	Scraping a metal mallet across low piano strings with the sustain pedal depressed. Ascending in pitch and played legato for a smoother glissando.	96000	24	2	00:52
MUSCMisc_InsJ_Piano_MetalMallet_Gliss_Low_Asc_Sus_01.wav	Scraping a metal mallet across low piano strings with the sustain pedal depressed. Descending	30000	<u> </u>		00.52
MUSCMisc InsJ Piano MetalMallet Gliss Low Desc Sus 01.wav	in pitch and played legato for a smoother glissando.	96000	24	2	00:46
	Scraping a metal mallet across the very high piano strings with natural sustain due to the				
MUSCMisc_InsJ_Piano_MetalMallet_Gliss_VeryHigh_Asc_Leg_01.wav	absence of dampers. Ascending in pitch and played legato for a smoother glissando.	96000	24	2	00:06
	Rolling a metal mallet on the top of low piano strings which are damped. Creating a metallic	0.000			
MUSCMisc_InsJ_Piano_MetalMallet_Roll_01.wav	sizzle that can ascend and descend in pitch.	96000	24	2	00:06

MUSCMisc_InsJ_Piano_MetalMallet_Scrape_FullString_Damp_Long_01.wav	Scraping a metal mallet along one or two low piano strings to create a brassy, metallic almost engine-like sound. These sounds scrape a large amount of the string.	96000	24	2	00:08
MUSCMisc_InsJ_Piano_Pedal_Depressed_Damp_01.wav	Pressing down a piano sustain pedal with force to create a ghostly reverberation from the strings. The sustain pedal is quickly lowered again to dampen the strings.	96000	24	2	00:03
OBJLug_InsJ_Impact_Suitcase-on-Concrete_01-01.wav	Dropping a large suitcase on a concrete surface for a loud bang impact. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
OBJLug_InsJ_Impact_Suitcase-on-Concrete_01-02.wav	Dropping a large suitcase on a concrete surface for a loud bang impact. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
OBJLug_InsJ_Impact_Suitcase-on-Concrete_01-03.wav	Dropping a large suitcase on a concrete surface for a loud bang impact. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
OBJLug_InsJ_Impact_Suitcase-on-Concrete_01-04.wav	Dropping a large suitcase on a concrete surface for a loud bang impact. Compatible with the Universal Category System (UCS). Dropping a large suitcase on a concrete surface for a loud bang impact. Compatible with the	96000	24	2	00:01
OBJLug_InsJ_Impact_Suitcase-on-Concrete_01-05.wav	Universal Category System (UCS). Dropping a large suitcase on a concrete surface for a loud bang impact. Compatible with the	96000	24	2	00:02
OBJLug_InsJ_Impact_Suitcase-on-Concrete_02-01.wav	Universal Category System (UCS). Dropping a large suitcase on a concrete surface for a loud bang impact. Compatible with the	96000	24	2	00:02
OBJLug_InsJ_Impact_Suitcase-on-Concrete_02-02.wav	Universal Category System (UCS). Dropping a large suitcase on a concrete surface for a loud bang impact. Compatible with the	96000	24	2	00:02
OBJLug_InsJ_Impact_Suitcase-on-Concrete_02-03.wav	Universal Category System (UCS). Dropping a large suitcase on a concrete surface for a loud bang impact. Compatible with the	96000	24	2	00:02
OBJLug_InsJ_Impact_Suitcase-on-Concrete_02-04.wav	Universal Category System (UCS). Dropping a large suitcase on a concrete surface for a loud bang impact. Compatible with the	96000	24	2	00:02
OBJLug_InsJ_Impact_Suitcase-on-Concrete_02-05.wav	Universal Category System (UCS). Punching a bed mattress with fists for a soft, fabric impact. Compatible with the Universal	96000	24	2	00:02
OBJMisc_InsJ_Punching_Mattress_Single_01-01.wav	Category System (UCS). Scraping slippers on carpet for a robotic, mechanical factory movement. Compatible with the	96000	24	2	00:01
OBJMisc_InsJ_Scrape_Slipper-on-Carpet_01-01.wav	Universal Category System (UCS). Scraping slippers on carpet for a robotic, mechanical factory movement. Compatible with the	96000	24	2	00:01
OBJMisc_InsJ_Scrape_Slipper-on-Carpet_01-02.wav	Universal Category System (UCS). Pulling down a rolled up, coiled up whiteboard chart to display graphs and figures in a meeting	96000	24	2	00:01
OBJMisc_InsJ_Whiteboard-Chart_Pulling-Down_Very-Short_01-01.wav	presentation. Compatible with the Universal Category System (UCS). Pulling down a rolled up, coiled up whiteboard chart to display graphs and figures in a meeting	96000	24	2	00:01
OBJMisc_InsJ_Whiteboard-Chart_Pulling-Down_Very-Short_01-02.wav	presentation. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
OBJMisc_InsJ_Whiteboard-Chart_Pulling-Down_Very-Short_01-03.wav	Pulling down a rolled up, coiled up whiteboard chart to display graphs and figures in a meeting presentation. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
OBJMisc_InsJ_Whiteboard-Chart_Pulling-Down_Very-Short_02-01.wav	Pulling down a rolled up, coiled up whiteboard chart to display graphs and figures in a meeting presentation. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
OBJMisc_InsJ_Whiteboard-Chart_Pulling-Down_Very-Short_02-02.wav	Pulling down a rolled up, coiled up whiteboard chart to display graphs and figures in a meeting presentation. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
OBJMisc_InsJ_Whiteboard-Chart_Pulling-Down_Very-Short_02-03.wav	Pulling down a rolled up, coiled up whiteboard chart to display graphs and figures in a meeting presentation. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
OBJMisc_InsJ_Winding_Torch_Fast_01-01.wav	Winding up an electric rechargeable flashlight torch rapidly. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
OBJMisc_InsJ_Winding_Torch_Fast_01-02.wav	Winding up an electric rechargeable flashlight torch rapidly. Compatible with the Universal Category System (UCS).	96000	24	2	00:08
OBJMisc_InsJ_Winding_Torch_Fast_01-03.wav	Winding up an electric rechargeable flashlight torch rapidly. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
OBJMisc_InsJ_Winding_Torch_Moderate_01-01.wav	Winding up an electric rechargeable flashlight torch. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
OBJMisc_InsJ_Winding_Torch_Moderate_01-02.wav	Winding up an electric rechargeable flashlight torch. Compatible with the Universal Category System (UCS).	96000	24	2	00:09

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OBJMisc_InsJ_Winding_Torch_Moderate_01-03.wav	Winding up an electric rechargeable flashlight torch. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
	Winding up an electric rechargeable flashlight torch once for a small, mechanical, robotic arm	96000	24	2	00:02
OBJMisc_InsJ_Winding_Torch_Single_01-01.wav	movement. Compatible with the Universal Category System (UCS). Winding up an electric rechargeable flashlight torch once for a small, mechanical, robotic arm				
OBJMisc_InsJ_Winding_Torch_Single_01-02.wav	movement. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
OBJMisc_InsJ_Winding_Torch_Single_01-03.wav	Winding up an electric rechargeable flashlight torch once for a small, mechanical, robotic arm movement. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
OBJMisc_InsJ_Winding_Torch_Single_02-01.wav	Winding up an electric rechargeable flashlight torch once for a small, mechanical, robotic arm movement. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
OBJMisc_InsJ_Winding_Torch_Single_02-02.wav	Winding up an electric rechargeable flashlight torch once for a small, mechanical, robotic arm movement. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
OBJMisc_InsJ_Winding_Torch_Single_02-03.wav	Winding up an electric rechargeable flashlight torch once for a small, mechanical, robotic arm movement. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
OBJMisc_InsJ_Winding_Torch_Single_03-01.wav	Winding up an electric rechargeable flashlight torch once for a small, mechanical, robotic arm movement. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
OBJMisc_InsJ_Winding_Torch_Single_03-02.wav	Winding up an electric rechargeable flashlight torch once for a small, mechanical, robotic arm movement. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
OBJMisc_InsJ_Winding_Torch_Single_03-03.wav	Winding up an electric rechargeable flashlight torch once for a small, mechanical, robotic arm movement. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
OBJMisc_InsJ_Winding_Torch_Single_04-01.wav	Winding up an electric rechargeable flashlight torch once for a small, mechanical, robotic arm movement. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
OBJMisc_Insl_Winding_Torch_Single_04-02.wav	Winding up an electric rechargeable flashlight torch once for a small, mechanical, robotic arm movement. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
	Winding up an electric rechargeable flashlight torch once for a small, mechanical, robotic arm	96000	24	2	00:01
OBJMisc_InsJ_Winding_Torch_Single_04-03.wav	movement. Compatible with the Universal Category System (UCS). Winding up an electric rechargeable flashlight torch slowly. Compatible with the Universal	96000	24	2	00:09
OBJMisc_InsJ_Winding_Torch_Slow_01-01.wav	Category System (UCS). Winding up an electric rechargeable flashlight torch slowly. Compatible with the Universal	96000	24		00.09
OBJMisc_InsJ_Winding_Torch_Slow_01-02.wav	Category System (UCS).	96000	24	2	00:08
OBJMisc_InsJ_Winding_Torch_Slow_01-03.wav	Winding up an electric rechargeable flashlight torch slowly. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
OBJMisc_InsJ_Winding_Torch_Speeding-Up_01-01.wav	Winding up an electric rechargeable flashlight torch, starting slowly and getting faster by speeding up. Compatible with the Universal Category System (UCS).	96000	24	2	00:12
OBJTape_InsJ_Velcro_Disconnect_Moderate_01.wav	Pulling two pieces of velcro apart for an electrical, static tearing sound. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
OBJTape_InsJ_Velcro_Disconnect_Short_01.wav	Pulling two pieces of velcro apart for an electrical, static tearing sound. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
OBJTape_InsJ_Velcro_Disconnect_Very-Short_01.wav	Pulling two pieces of velcro apart for an electrical, static tearing sound. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
OBJTape_InsJ_Velcro_Disconnect_Very-Short_02.wav	Pulling two pieces of velcro apart for an electrical, static tearing sound. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
	Pulling two pieces of velcro apart for an electrical, static tearing sound. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
OBJTape_InsJ_Velcro_Disconnect_Very-Short_03.wav	Flipping a small plastic printer flap forcefully down for a small impact. Compatible with the	96000	24	2	00:01
PLASImpt_InsJ_Plastic_Printer-01_Back-Flap_Pull_01.wav	Universal Category System (UCS). Pushing a small plastic printer flap forcefully down for a small impact. Compatible with the				
PLASImpt_InsJ_Plastic_Printer-01_Back-Flap_Push_01.wav	Universal Category System (UCS). Flipping a small plastic printer flap forcefully up for a small impact. Compatible with the	96000	24	2	00:01
PLASImpt_InsJ_Plastic_Printer-01_Front-Flap-Close_01.wav	Universal Category System (UCS).	96000	24	2	00:01
PLASImpt InsJ Plastic Printer-01 Front-Flap-Open 01.wav	Flipping a small plastic printer flap forcefully up for a small bouncing impact. Compatible with the Universal Category System (UCS).	96000	24	2	00:01

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PLASImpt_InsJ_Plastic_Printer-01_Tray-Close_01.wav	Closing or putting away a small extended flap of a plastic printer with a final shutting impact. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
	Closing or putting away a small extended flap of a plastic printer with a final shutting impact.				
PLASImpt_InsJ_Plastic_Printer-01_Tray-Close_02.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:01
PLASImpt_InsJ_Plastic_Printer-01_Tray-Close_03.wav	Closing or putting away a small extended flap of a plastic printer with a final shutting impact. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
- and mpt_mas_master_mater or any disse_oom an	Forcefully closing or putting away a small extended flap of a plastic printer with a final shutting				
PLASImpt_InsJ_Plastic_Printer-01_Tray-Close_Aggressive_01.wav	impact. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
PLASImpt InsJ_Smack_Fly-Swatter_01-01.wav	Smacking a plastic fly swatter on a hard surface. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FLASHipt_Hist_Sillack_Fly-Swattel_01-01.wav	Smacking a plastic fly swatter on a hard surface. Compatible with the Universal Category	30000	21		00.01
PLASImpt_InsJ_Smack_Fly-Swatter_01-02.wav	System (UCS).	96000	24	2	00:01
	Smacking a plastic fly swatter on a hard surface. Compatible with the Universal Category	06000	24	2	00.01
PLASImpt_InsJ_Smack_Fly-Swatter_01-03.wav	System (UCS).	96000	24	2	00:01
PLASMvmt_InsJ_Plastic_Printer-01_Tray-Open_01.wav	Opening or pulling out a small extended flap of a plastic printer with a small bounce. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
	Opening or pulling out a small extended flap of a plastic printer. Compatible with the Universal			_	
PLASMvmt_InsJ_Plastic_Printer-01_Tray-Open_02.wav	Category System (UCS).	96000	24	2	00:01
DIACNA and Just Diaglia Drinter C4 Trav. Once C2 and	Opening or pulling out a small extended flap of a plastic printer. Compatible with the Universal	96000	24	2	00:01
PLASMvmt_InsJ_Plastic_Printer-01_Tray-Open_03.wav	Category System (UCS). Brushing a rubber balloon against a human head of hair for a moderate, coarse, friction	30000	24		00.01
	movement and scraping. From the Party Pack sound library. Compatible with the Universal				
RUBRFric_InsJ_Party-Pack_Balloons_Friction_Hair_Moderate_01.wav	Category System (UCS).	96000	24	2	00:03
	Rubbing a rubber balloon with hand skin for a very long, stretching, elastic friction movement				
DUDDE in last Dark Dark Ballages Frietian Hand Very Lane 01	or scraping. From the Party Pack sound library. Compatible with the Universal Category System	96000	24	2	00:06
RUBRFric_InsJ_Party-Pack_Balloons_Friction_Hand_Very-Long_01.wav	(UCS). Multiple rubber balloons filled with air bouncing on a hard, wooden surface several times. From	30000	24		00.00
RUBRImpt_InsJ_Party-Pack_Balloons_Bounce_Multi_01.wav	the Party Pack sound library. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
· ·	Tying a knot on a rubber balloon filled with air over a long period of time. Some rubbery, elastic				
	friction movements and scraping. From the Party Pack sound library. Compatible with the	00000	24	2	00.05
RUBRMvmt_InsJ_Party-Pack_Balloons_Tying_Long_01.wav	Universal Category System (UCS).	96000	24	2	00:05
SCIShip_InsJ_Abstract-Spaceship-A01_Ascending.wav	A large spaceship vehicle slowly lifting/taking off and flying away. Ascending in pitch and dry.	96000	24	2	00:22
SCIShip_InsJ_Abstract-Spaceship-A01_Descending.wav	A large spaceship vehicle slowly landing. Descending in pitch and dry.	96000	24	2	00:21
	A large spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending	0.000	2.4	2	00.20
SCIShip_InsJ_Abstract-Spaceship-B01_Ascending.wav	in pitch and dry.	96000	24	2	00:20
SCIShip_InsJ_Abstract-Spaceship-B01_Descending.wav	A large spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	96000	24	2	00:20
	A moderate spaceship vehicle slowly lifting/taking off into space with a rhythmic engine.	96000	24	2	00:18
SCIShip_InsJ_Abstract-Spaceship-C01_Ascending.wav	Ascending in pitch and dry.				
SCIShip_InsJ_Abstract-Spaceship-C01_Descending.wav	A small spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	96000	24	2	00:18
SCIShip_InsJ_Abstract-Spaceship_Flyby_Ascending_A01.wav	A small spaceship vehicle flying by with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:11
SCIShip_InsJ_Abstract-Spaceship_Flyby_Ascending_B01.wav	A moderate spaceship vehicle flying by with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:14
SCIShip_InsJ_Abstract-Spaceship_Flyby_Ascending_C01.wav	A small spaceship vehicle flying by quickly with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:11
SCIShip_InsJ_Abstract-Spaceship_Flyby_Ascending_D01.wav	A very small spaceship vehicle flying by with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:12
	A small spaceship vehicle flying by with a doppler and tremolo effect. Ascending in pitch and	06000	24	2	00:07
SCIShip_InsJ_Abstract-Spaceship_Flyby_Ascending_E01.wav	dry.	96000	24	2	00:07
SCIShip_InsJ_Abstract-Spaceship_Flyby_Ascending_F01.wav	A moderate spaceship vehicle flying by with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:09
1 = 1 = 1 = 1 = 1 = 1 = 1 = 1 = 1 = 1 =	A small spaceship vehicle flying by quickly with a doppler and tremolo effect. Ascending in pitch				
SCIShip_InsJ_Abstract-Spaceship_Flyby_Ascending_G01.wav	and dry.	96000	24	2	00:07

SCIShip_InsJ_Abstract-Spaceship_Flyby_Ascending_H01.wav	A very small spaceship vehicle flying by quickly with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:08
SCIShip_InsJ_Abstract-Spaceship_Flyby_Descending_A01.wav	A large spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:09
SCIShip_InsJ_Abstract-Spaceship_Flyby_Descending_B01.wav	A large spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:11
SCIShip_InsJ_Abstract-Spaceship_Flyby_Descending_C01.wav	A moderate spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:12
SCIShip_InsJ_Abstract-Spaceship_Flyby_Descending_D01.wav	A small spaceship vehicle flying by quickly with a doppler effect. Descending in pitch and dry.	96000	24	2	00:10
	A large spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and	96000	24	2	00:08
SCIShip_InsJ_Abstract-Spaceship_Flyby_Descending_E01.wav	dry. A moderate spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch	90000	24		00.08
SCIShip_InsJ_Abstract-Spaceship_Flyby_Descending_F01.wav	and dry.	96000	24	2	00:09
SCIShip InsJ Abstract-Spaceship Flyby Descending G01.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:11
Scising_ms_Abstract Spacesing_righty_bestername_cor.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and				
SCIShip_InsJ_Abstract-Spaceship_Flyby_Descending_H01.wav	dry.	96000	24	2	00:09
TOONClang_InsJ_Flexatone_Boing-Heavy_01.wav	Heavily hitting a metal flexatone with a metal mallet and bending the flexatone to create a bouncy boing sound.	96000	24	2	00:03
	Heavily hitting a metal flexatone with a metal mallet and bending the flexatone to create a	00000	24	2	00:04
TOONClang_InsJ_Flexatone_Boing-Heavy_02.wav	bouncy boing sound. Heavily hitting a metal flexatone with a metal mallet and bending the flexatone to create a	96000	24	2	00:04
TOONClang_InsJ_Flexatone_Boing-Heavy_03.wav	bouncy boing sound.	96000	24	2	00:02
TOONClang Inc. Floretone Being Light 01 way	Lightly hitting a metal flexatone with a metal mallet and bending the flexatone to create a	96000	24	2	00:02
TOONClang_InsJ_Flexatone_Boing-Light_01.wav	bouncy boing sound. More distant. Lightly hitting a metal flexatone with a metal mallet and bending the flexatone to create a				
TOONClang_InsJ_Flexatone_Boing-Light_02.wav	bouncy boing sound. More distant.	96000	24	2	00:02
TOONClang_InsJ_Flexatone_Boing-Light_03.wav	Lightly hitting a metal flexatone with a metal mallet and bending the flexatone to create a bouncy boing sound. More distant.	96000	24	2	00:01
· · · · · · · · · · · · · · · · · · ·	Rapidly bending and flicking a metal flexatone and letting it rebound violently, creating a quick				
TOONMisc_InsJ_Flexatone_Flick-High_01.wav	and aggressive metallic shake. The pitch shifts as the metal returns to its normal shape.	96000	24	2	00:02
TOONMisc_InsJ_Flexatone_Flick-High_02.wav	Rapidly bending and flicking a metal flexatone and letting it rebound violently, creating a quick and aggressive metallic shake. The pitch shifts as the metal returns to its normal shape.	96000	24	2	00:02
TOOMVIISC_IIISJ_TIEXALOHE_THEK-THEH_OZ.WAV	Rapidly bending and flicking a metal flexatone and letting it rebound violently, creating a quick	30000	1		00.02
TOONMisc_InsJ_Flexatone_Flick-High_03.wav	and aggressive metallic shake. The pitch shifts as the metal returns to its normal shape.	96000	24	2	00:01
TOONMiss last Flausteen Fligh Wish Od way	Rapidly bending and flicking a metal flexatone and letting it rebound violently, creating a quick	96000	24	2	00:02
TOONMisc_InsJ_Flexatone_Flick-High_04.wav	and aggressive metallic shake. The pitch shifts as the metal returns to its normal shape. Rapidly bending and flicking a metal flexatone and letting it rebound violently, creating a quick	30000	24		00.02
TOONMisc_InsJ_Flexatone_Flick-High_05.wav	and aggressive metallic shake. The pitch shifts as the metal returns to its normal shape.	96000	24	2	00:02
	Rapidly bending and flicking a metal flexatone and letting it rebound violently, creating a quick	96000	24	2	00:02
TOONMisc_InsJ_Flexatone_Flick-High_06.wav	and aggressive metallic shake. The pitch shifts as the metal returns to its normal shape. Rapidly bending and flicking a metal flexatone and letting it rebound violently, creating a quick	90000	24		00.02
TOONMisc_InsJ_Flexatone_Flick-Low_01.wav	and aggressive metallic shake. The pitch shifts as the metal returns to its normal shape.	96000	24	2	00:02
	Partially hitting a metal flexatone with a metal mallet, or quickly shaking it, to create a brief				
TOONMisc_InsJ_Flexatone_Quiver_01.wav	metallic phrase of sound that changes pitch as the metal is bent, creating a fast quivering sound.	96000	24	2	00:03
TOOMMISC_IIIS_FICACOTIC_QUIVET_01.wdv	Partially hitting a metal flexatone with a metal mallet, or quickly shaking it, to create a brief				
	metallic phrase of sound that changes pitch as the metal is bent, creating a fast quivering	06000	24	2	00.03
TOONMisc_InsJ_Flexatone_Quiver_02.wav	sound. Partially hitting a metal flexatone with a metal mallet, or quickly shaking it, to create a brief	96000	24	2	00:02
	metallic phrase of sound that changes pitch as the metal is bent, creating a fast quivering				
TOONMisc_InsJ_Flexatone_Quiver_03.wav	sound.	96000	24	2	00:01
TOONShaka Inc. Floretona Shake 24	Rapidly shaking a flexatone instrument to create a comical, cartoon effect that is ascending and	96000	24	2	00:03
TOONShake_InsJ_Flexatone_Shake_01.wav	descending in pitch as the metal is bent.	30000	24		00.03

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TOONShake_InsJ_Flexatone_Shake_02.wav	Rapidly shaking a flexatone instrument to create a comical, cartoon effect that is ascending and descending in pitch as the metal is bent.	96000	24	2	00:07
TOONShake InsJ Flexatone Shake 03 Descend.wav	Rapidly shaking a flexatone instrument to create a comical, cartoon effect that is ascending and descending in pitch as the metal is bent.	96000	24	2	00:05
TOONSHIRKE_IIISS_FIEXALUTE_SHIRKE_US_DESCENDE.WaV	Rapidly shaking a flexatone instrument to create a comical, cartoon effect that is ascending and	30000			
TOONShake_InsJ_Flexatone_Shake_04_Ascend.wav	descending in pitch as the metal is bent.	96000	24	2	00:06
TOONWhis_InsJ_Party-Pack_Lip-Whizzer-Whistle_Short_01-01.wav	A plastic lip whistling whizzer kid's toy quickly squeaking a high pitch before descending with breath. From the Party Pack sound library. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
TOONWhis_InsJ_Party-Pack_Lip-Whizzer-Whistle_Short_02-01.wav	A plastic lip whistling whizzer kid's toy quickly squeaking a high pitch before descending with breath. From the Party Pack sound library. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
TOONWhis_InsJ_Party-Pack_Lip-Whizzer-Whistle_Very-Short_01-01.wav	A plastic lip whistling whizzer kid's toy quickly squeaking a high pitch before descending with breath. From the Party Pack sound library. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
TOYMech_InsJ_Party-Pack_Chattering-Teeth_Long_01.wav	A chattering jaw of plastic teeth chittering for a long period of time. From the Party Pack sound library. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
TOYMech_InsJ_Party-Pack_Chattering-Teeth_Winding_Very-Short_01.wav	Very quick, short, fast and rapid ticking and clicking caused by winding up a mechanical plastic automaton toy to reset or charge the mechanisms and clockwork within. From the Party Pack sound library. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
TOYMech_InsJ_Toy_Plastic-Clock_Winding_Fast_Close_01-01_LOOP.wav	Winding around a plastic clock hand toy for a consistent mechanical robotic rhythm. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:08
TOYMech InsJ Toy Plastic-Clock Winding Fast Close 01-02 LOOP.wav	Winding around a plastic clock hand toy for a consistent mechanical robotic rhythm. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
TOYMech_InsJ_Toy_Plastic-Clock_Winding_Fast_Contact-Close_01- 01 LOOP.wav	Winding around a plastic clock hand toy for a consistent mechanical robotic rhythm. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
TOYMech_InsJ_Toy_Plastic-Clock_Winding_Fast_Contact-Close_01- 02_LOOP.wav	Winding around a plastic clock hand toy for a consistent mechanical robotic rhythm. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
TOYMech_InsJ_Toy_Plastic-Clock_Winding_Fast_Contact-Distant_01- 01_LOOP.wav	Winding around a plastic clock hand toy for a consistent mechanical robotic rhythm. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
TOYMech_InsJ_Toy_Plastic-Clock_Winding_Fast_Contact-Distant_01- 02_LOOP.wav	Winding around a plastic clock hand toy for a consistent mechanical robotic rhythm. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
TOYMech_InsJ_Toy_Plastic-Clock_Winding_Fast_Distant_01-01_LOOP.wav	Winding around a plastic clock hand toy for a consistent mechanical robotic rhythm. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
TOYMech_InsJ_Toy_Plastic-Clock_Winding_Fast_Distant_01-02_LOOP.wav	Winding around a plastic clock hand toy for a consistent mechanical robotic rhythm. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
TOYMech_InsJ_Toy_Plastic-Clock_Winding_Normal_Close_01- 01_LOOP.wav	Winding around a plastic clock hand toy for a consistent mechanical robotic rhythm. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
TOYMech_InsJ_Toy_Plastic-Clock_Winding_Normal_Close_01- 02 LOOP.wav	Winding around a plastic clock hand toy for a consistent mechanical robotic rhythm. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:10
TOYMech_InsJ_Toy_Plastic-Clock_Winding_Normal_Contact-Close_01- 01 LOOP.wav	Winding around a plastic clock hand toy for a consistent mechanical robotic rhythm. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:10
TOYMech_InsJ_Toy_Plastic-Clock_Winding_Normal_Contact-Close_01-02_LOOP.wav	Winding around a plastic clock hand toy for a consistent mechanical robotic rhythm. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:08
TOYMech_InsJ_Toy_Plastic-Clock_Winding_Normal_Contact-Distant_01_01_LOOP.wav	Winding around a plastic clock hand toy for a consistent mechanical robotic rhythm. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:09
TOYMech_InsJ_Toy_Plastic-Clock_Winding_Normal_Contact-Distant_01-02_LOOP.wav	Winding around a plastic clock hand toy for a consistent mechanical robotic rhythm. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:10
TOYMech_InsJ_Toy_Plastic-Clock_Winding_Normal_Distant_01- 01_LOOP.wav	Winding around a plastic clock hand toy for a consistent mechanical robotic rhythm. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
TOYMech_InsJ_Toy_Plastic-Clock_Winding_Normal_Distant_01- 02_LOOP.wav	Winding around a plastic clock hand toy for a consistent mechanical robotic rhythm. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:11

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TOYMech_InsJ_Toy_Plastic-Clock_Winding_Slow_Close_01-01_LOOP.wav	Winding around a plastic clock hand toy for a consistent mechanical robotic rhythm. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
TOWARD In I Town Plantin Clark Winding Clark Clark A4 02 LOOP way	Winding around a plastic clock hand toy for a consistent mechanical robotic rhythm. Seamlessly	96000	24	2	00:10
TOYMech_InsJ_Toy_Plastic-Clock_Winding_Slow_Close_01-02_LOOP.wav TOYMech_InsJ_Toy_Plastic-Clock_Winding_Slow_Contact-Close_01-	loopable. Compatible with the Universal Category System (UCS). Winding around a plastic clock hand toy for a consistent mechanical robotic rhythm. Seamlessly				
01_LOOP.wav	loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:12
TOYMech_InsJ_Toy_Plastic-Clock_Winding_Slow_Contact-Close_01-02_LOOP.wav	Winding around a plastic clock hand toy for a consistent mechanical robotic rhythm. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:16
TOYMech_InsJ_Toy_Plastic-Clock_Winding_Slow_Contact-Distant_01- 01_LOOP.wav	Winding around a plastic clock hand toy for a consistent mechanical robotic rhythm. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:11
TOYMech_InsJ_Toy_Plastic-Clock_Winding_Slow_Contact-Distant_01- 02_LOOP.wav	Winding around a plastic clock hand toy for a consistent mechanical robotic rhythm. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:10
TOYMech InsJ Toy Plastic-Clock Winding Slow Distant 01-01 LOOP.wav	Winding around a plastic clock hand toy for a consistent mechanical robotic rhythm. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
TOYMech_InsJ_Toy_Plastic-Clock_Winding_Slow_Distant_01-02_LOOP.wav	Winding around a plastic clock hand toy for a consistent mechanical robotic rhythm. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:09
TOYMech_InsJ_Toy_Plastic-Clock_Winding_Very-Fast_Close_01- 01_LOOP.wav	Winding around a plastic clock hand toy for a consistent mechanical robotic rhythm. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
TOYMech_InsJ_Toy_Plastic-Clock_Winding_Very-Fast_Contact-Close_01-	Winding around a plastic clock hand toy for a consistent mechanical robotic rhythm. Seamlessly	96000	24	2	00:04
01_LOOP.wav TOYMech_InsJ_Toy_Plastic-Clock_Winding_Very-Fast_Contact-Distant_01-	loopable. Compatible with the Universal Category System (UCS). Winding around a plastic clock hand toy for a consistent mechanical robotic rhythm. Seamlessly				
01_LOOP.wav TOYMech_InsJ_Toy_Plastic-Train_Moving_Close_Long_01-	loopable. Compatible with the Universal Category System (UCS). A plastic wind up toy train engine stuttering along while suspended in the air. Compatible with	96000	24	2	00:04
01_Stuttering.wav	the Universal Category System (UCS).	96000	24	2	00:04
TOYMech_InsJ_Toy_Plastic-Train_Moving_Close_Moderate_01- 01_Stuttering.wav	A plastic wind up toy train engine stuttering along while suspended in the air. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
TOYMech InsJ_Toy_Plastic-Train_Moving_Close_Short_01-01.wav	A plastic wind up toy train engine moving along while suspended in the air. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
TOYMech_InsJ_Toy_Plastic-Train_Moving_Close_Short_01-02.wav	A plastic wind up toy train engine moving along while suspended in the air. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
TOYMech_InsJ_Toy_Plastic-Train_Moving_Close_Short_01- 03_Stuttering.wav	A plastic wind up toy train engine stuttering along while suspended in the air. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
TOYMech_InsJ_Toy_Plastic-Train_Moving_Close_Very-Long_01-01.wav	A plastic wind up toy train engine moving along while suspended in the air. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
	A plastic wind up toy train engine moving along while suspended in the air. Compatible with the	96000	24	2	00:01
TOYMech_InsJ_Toy_Plastic-Train_Moving_Close_Very-Short_01-01.wav	Universal Category System (UCS). A plastic wind up toy train engine moving along while suspended in the air. Compatible with the				
TOYMech_InsJ_Toy_Plastic-Train_Moving_Close_Very-Short_01-02.wav	Universal Category System (UCS). A plastic wind up toy train engine moving along while suspended in the air. Compatible with the	96000	24	2	00:01
TOYMech_InsJ_Toy_Plastic-Train_Moving_Close_Very-Short_01-03.wav	Universal Category System (UCS). A plastic wind up toy train engine moving along while suspended in the air. Compatible with the	96000	24	2	00:01
TOYMech_InsJ_Toy_Plastic-Train_Moving_Distant_Very-Long_01-01.wav	Universal Category System (UCS). A plastic wind up toy train engine moving along while suspended in the air. Compatible with the	96000	24	2	00:07
TOYMech_InsJ_Toy_Plastic-Train_Moving_Distant_Very-Short_01-01.wav	Universal Category System (UCS).	96000	24	2	00:01
TOYMech_InsJ_Toy_Plastic-Train_Moving_Distant_Very-Short_01-02.wav	A plastic wind up toy train engine moving along while suspended in the air. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
TOYMech_InsJ_Toy_Plastic-Train_Moving_Distant_Very-Short_01-03.wav	A plastic wind up toy train engine moving along while suspended in the air. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
TOYMech_InsJ_Toy_Plastic-Train_Moving_Wooden-Table_Close_Long_01-01.wav	A plastic wind up toy train engine moving along a wooden table. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
TOYMech_InsJ_Toy_Plastic-Train_Moving_Wooden-Table_Close_Long_01-02.wav	A plastic wind up toy train engine moving along a wooden table. Compatible with the Universal Category System (UCS).	96000	24	2	00:04

TOYMech_InsJ_Toy_Plastic-Train_Moving_Wooden-Table_Close_Long_01-03.wav	A plastic wind up toy train engine moving along a wooden table. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
TOYMech_InsJ_Toy_Plastic-Train_Moving_Wooden-Table_Close_Very-	A plastic wind up toy train engine moving along a wooden table. Compatible with the Universal				
Long_01-01.wav	Category System (UCS).	96000	24	2	00:06
TOYMech_InsJ_Toy_Plastic-Train_Moving_Wooden-Table_Close_Very- Long_01-02.wav	A plastic wind up toy train engine moving along a wooden table. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
TOYMech_InsJ_Toy_Plastic-Train_Moving_Wooden-Table_Close_Very- Long_02-01.wav	A plastic wind up toy train engine moving along a wooden table. Compatible with the Universal Category System (UCS).	96000	24	2	00:09
TOYMech_InsJ_Toy_Plastic-Train_Revving_Moderate_01-01.wav	A plastic wind up toy train engine revving while being forcefully pushed across a wooden table. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
5 11 2 17 1111 1 2 1 0 1 1 1 1 1 1 1 1 1 1 1 1 1	A plastic wind up toy train engine revving while being forcefully pushed across a wooden table.				+
TOYMech_InsJ_Toy_Plastic-Train_Revving_Moderate_01-02.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:03
	A plastic wind up toy train engine revving while being forcefully pushed across a wooden table.	96000	24	2	00:03
TOYMech_InsJ_Toy_Plastic-Train_Revving_Moderate_01-03.wav	Compatible with the Universal Category System (UCS).	90000	24		00.03
TOYMech_InsJ_Toy_Plastic-Train_Revving_Moderate_01-04.wav	A plastic wind up toy train engine revving while being forcefully pushed across a wooden table. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
TOWN 1 T	A plastic wind up toy train engine revving while being forcefully pushed across a wooden table.	96000	24	2	00:02
TOYMech_InsJ_Toy_Plastic-Train_Revving_Short_01-01.wav	Compatible with the Universal Category System (UCS).	90000	24		00.02
TOYMech_InsJ_Toy_Plastic-Train_Revving_Short_01-02.wav	A plastic wind up toy train engine revving while being forcefully pushed across a wooden table. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
TOVAMents lead Tour Plantic Train Parating Chart 04 03 years	A plastic wind up toy train engine revving while being forcefully pushed across a wooden table.	96000	24	2	00:02
TOYMech_InsJ_Toy_Plastic-Train_Revving_Short_01-03.wav	Compatible with the Universal Category System (UCS). A plastic wind up toy train engine revving while being forcefully pushed across a wooden table.				00.02
TOYMech_InsJ_Toy_Plastic-Train_Revving_Short_01-04.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:02
	A plastic wind up toy train engine revving while being forcefully pushed across a wooden table.	00000	24	2	00.03
TOYMech_InsJ_Toy_Plastic-Train_Revving_Short_01-05.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:02
TOYMech_InsJ_Toy_Plastic-Train_Revving_Very-Slow_01-01.wav	A plastic wind up toy train engine revving while being forcefully pushed across a wooden table. Compatible with the Universal Category System (UCS).	96000	24	2	00:09
	A plastic wind up toy train engine revving while being forcefully pushed across a wooden table.				
TOYMech_InsJ_Toy_Plastic-Train_Revving_Very-Slow_01-02.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:07
	Winding or recharging a plastic wind up toy train for a quick mechanical ticking and clicking.	0.000	24	2	00:01
TOYMech_InsJ_Toy_Plastic-Train_Winding_01-01.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:01
TOYMech_InsJ_Toy_Plastic-Train_Winding_01-02.wav	Winding or recharging a plastic wind up toy train for a quick mechanical ticking and clicking. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
	Winding or recharging a plastic wind up toy train for a quick mechanical ticking and clicking.				
TOYMech_InsJ_Toy_Plastic-Train_Winding_01-03.wav	Compatible with the Universal Category System (UCS).	96000	24	2	00:01
	Breathing produced from a pig toy after squeaking and allowing its body to refill with air intake,				
TOWN IN A DECEMBER OF THE PROPERTY OF THE PROP	creating a breathing sound. From the Party Pack sound library. Compatible with the Universal	96000	24	2	00:01
TOYMisc_InsJ_Party-Pack_Pig-Toy_Breath_Very-Short_01.wav	Category System (UCS).	90000	24		00.01
TOYMisc_InsJ_Party-Pack_Pig-Toy_Short_01-01.wav	A pig toy being slowly squeezed to produce a low, croaky pig snorting. From the Party Pack sound library. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
TOTIVISE_HIS_I dity I dek_Tig Toy_Short_of of.wav	A pig toy being quickly squeezed to produce a fast, low, croaky pig snorting. From the Party		 		
TOYMisc_InsJ_Party-Pack_Pig-Toy_Very-Short_01-01.wav	Pack sound library. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
	A pig toy being rapidly squeezed to produce a high, squealing and squeaking pig snorting. From	06000	24	2	00.01
TOYMisc_InsJ_Party-Pack_Pig-Toy_Very-Short_02-01.wav	the Party Pack sound library. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
WHSTMech_InsJ_Whistle_Steam_Double_01-01.wav	An old steamboat metal pipe whistle signalling and alerting twice to signal arrival. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
	An old steamboat metal pipe whistle signalling and alerting for a long time to signal arrival. Soft				
WHSTMech_InsJ_Whistle_Steam_Long_01-01_EQ.wav	EQ noise removal. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
WHSTMach Incl. Whictle Train 01-01 way	An old steam metal pipe train whistle signalling and alerting for a long time to signal arrival. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
WHSTMech_InsJ_Whistle_Train_01-01.wav	A plastic duck whistle horn quickly croaking a coarse, harsh, high sound for a short period of				00.00

WHSTMisc_InsJ_Party-Pack_Train-Whistle_Double_01-01.wav	Two blows of a wooden toy train whistle with multiple frequencies clashing together in a soft, dry cluster. From the Party Pack sound library. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
WHSTMisc InsJ Party-Pack Train-Whistle Short 01-01.wav	A single short blow of a wooden toy train whistle with multiple frequencies clashing together in a soft, dry cluster. From the Party Pack sound library. Compatible with the Universal Category System (UCS).	96000	24	2	00:02