

"96 GENERAL LIBRARY (VOLUME IV)"

Filename	Description	SampleRate	BitDepth	Channels	Duration
AMBCnst_InsJ_Construction_Distant-Lumberjacks_01-01_LOOP.wav	Ambience of several distant lumberjacks, foresters and loggers sawing and chopping down multiple trees with chainsaws and logging vehicles. Mild birdsong. Compatible with the Universal Category System (UCS).	96000	24	2	01:30
AMBCnst_InsJ_Deforestation_Harvester-Vehicle_Trees-Falling_Close_01-01.wav	Ambience of several lumberjacks, foresters and loggers sawing and chopping down multiple trees with logging vehicles. Compatible with the Universal Category System (UCS).	96000	24	2	00:28
AMBCnst_InsJ_Deforestation_Harvester-Vehicle_Trees-Falling_Close_01-02.wav	Ambience of several lumberjacks, foresters and loggers sawing and chopping down multiple trees with logging vehicles. Occasional booming of falling trees. Cracking and splintering if falling trees. Compatible with the Universal Category System (UCS).	96000	24	2	00:10
AMBCnst_InsJ_Deforestation_Harvester-Vehicle_Trees-Falling_Close_01-03.wav	Ambience of several lumberjacks, foresters and loggers sawing and chopping down multiple trees with logging vehicles. Occasional booming of falling trees. Cracking and splintering if falling trees. Compatible with the Universal Category System (UCS).	96000	24	2	01:55
AMBCnst_InsJ_Deforestation_Harvester-Vehicle_Trees-Falling_Close_01-04.wav	Ambience of several lumberjacks, foresters and loggers sawing and chopping down multiple trees with logging vehicles. Occasional booming of falling trees. Cracking and splintering if falling trees. Compatible with the Universal Category System (UCS).	96000	24	2	01:46
AMBCnst_InsJ_Deforestation_Harvester-Vehicle_Trees-Falling_Close_02-01.wav	Ambience of several lumberjacks, foresters and loggers sawing and chopping down multiple trees with logging vehicles. Occasional booming of falling trees. Cracking and splintering if falling trees. Compatible with the Universal Category System (UCS).	96000	24	2	01:23
AMBForst_InsJ_Ambience_Day-Wildlife_01-01_LOOP.wav	Ambience of general woodland day wildlife in Florida, USA. Occasional birdsong, insects chirping and background noise. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:01
AMBForst_InsJ_Ambience_Day-Wildlife_02-01_LOOP.wav	Ambience of general woodland day wildlife in Florida, USA. Several insects chirping, including crickets, cicadas and grasshoppers, with occasional birdsong. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:01
AMBForst_InsJ_Ambience_Day-Wildlife_03-01_LOOP.wav	Ambience of general woodland day wildlife in Florida, USA. Several insects chirping, including crickets, cicadas and grasshoppers, with distant dogs barking. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:30
AMBForst_InsJ_Ambience_Day-Wildlife_03-02_LOOP.wav	Ambience of general woodland day wildlife in Florida, USA. Several insects chirping, including crickets, cicadas and grasshoppers. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:01
AMBForst_InsJ_Ambience_Day-Wildlife_04-01_LOOP.wav	Ambience of general woodland day wildlife in Florida, USA. Occasional birdsong, insects chirping and deep background noise. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:37
AMBForst_InsJ_Ambience_Day-Wildlife_05-01_LOOP.wav	Ambience of general woodland day wildlife in Florida, USA. Occasional birdsong, insects chirping and background noise. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:26
AMBForst_InsJ_Ambience_Day-Wildlife_05-01_LOOP_EQ.wav	Ambience of general woodland day wildlife in Florida, USA. Occasional birdsong, insects chirping. Soft EQ noise removal. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:27
AMBForst_InsJ_Ambience_Day-Wildlife_06-01_LOOP.wav	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 the Universal Category System (UCS).	96000	24	2	01:01
AMBForst_InsJ_Ambience_Day-Wildlife_06-01_LOOP_EQ.wav	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 loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:01
AMBForst_InsJ_Ambience_Day-Wildlife_07-01_LOOP.wav	Ambience of general woodland day wildlife in Surrey, England. Occasional birdsong, owls hooting and background noise. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	02:01

AMBForst_InsJ_Ambience_Day-Wildlife_07-01_LOOP_EQ.wav	Ambience of general woodland day wildlife in Surrey, England. Occasional birdsong, owls hooting and background noise. Soft EQ noise removal. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	02:00
AMBForst_InsJ_Ambience_Day-Wildlife_08-01_LOOP.wav	Ambience of general woodland day wildlife in Surrey, England. Occasional birdsong, distant dogs barking, owls hooting and background noise. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:31
AMBForst_InsJ_Ambience_Day-Wildlife_08-01_LOOP_EQ.wav	Ambience of general woodland day wildlife in Surrey, England. Occasional birdsong, distant dogs barking, owls hooting and background noise. Soft EQ noise removal. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:30
AMBInd_InsJ_Ambience_Machine-Factory_01-01_Dry_LOOP.wav	A designed combination of various machine appliances to create the ambience of a machine factory. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:31
AMBInd_InsJ_Ambience_Machine-Factory_01-01_WET.wav	A designed combination of various machine appliances to create the ambience of a machine factory. Large room reverberation. Compatible with the Universal Category System (UCS).	96000	24	2	00:33
AMBInd_InsJ_Ambience_Machine-Factory_01-01_WET_LOOP.wav	A designed combination of various machine appliances to create the ambience of a machine factory. Large room reverberation. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:08
AMBInd_InsJ_Ambience_Machine-Factory_02-01-DRY.wav	A designed combination of various machine appliances to create the ambience of a rhythmic machine. Compatible with the Universal Category System (UCS).	96000	24	2	00:15
AMBInd_InsJ_Ambience_Machine-Factory_02-01-WET.wav	A designed combination of various machine appliances to create the ambience of a rhythmic machine. Large room reverberation. Compatible with the Universal Category System (UCS).	96000	24	2	00:17
AMBInd_InsJ_Ambience_Machine-Factory_02-01-WET_LOOP.wav	A designed combination of various machine appliances to create the ambience of a rhythmic machine. Large room reverberation. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
AMBInd_InsJ_Ambience_Machine-Factory_03-01-DRY_LOOP.wav	Background ambience or ambience of an industrial machine factory with various robotic devices active and working with a rhythmic pattern. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:30
AMBInd_InsJ_Ambience_Machine-Factory_03-01-WET_LOOP.wav	Background ambience or ambience of an industrial machine factory with various robotic devices active and working with a rhythmic pattern. Added reverberation. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:30
AMBPubl_InsJ_Ambience_Jacksonville-Zoo_01-01_LOOP.wav	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 Category System (UCS).	96000	24	2	00:41
AMBPubl_InsJ_Ambience_Jacksonville-Zoo_01-02_LOOP.wav	Background ambience at Jacksonville Zoo, Florida. Various animals, insects and birds vocalizing. Mild background noise. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:18
AMBPubl_InsJ_Ambience_Jacksonville-Zoo_01-03_LOOP.wav	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 Universal Category System (UCS).	96000	24	2	00:21
AMBPubl_InsJ_Ambience_Outdoor-Public-Pool_01-01_LOOP.wav	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 loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:00
AMBPubl_InsJ_Ambience_Outdoor-Public-Pool_01-02_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 Universal Category System (UCS).	96000	24	2	01:01
AMBPubl_InsJ_Ambience_Outdoor-Public-Pool_01-03_LOOP.wav	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 loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:01
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 Universal Category System (UCS).	96000	24	2	00:45
AMBPubl_InsJ_Ambience_Outdoor-Public-Pool_02-02_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 Universal Category System (UCS).	96000	24	2	01:00

AMBPubl_InsJ_Ambience_Shopping-Mall_01_LOOP.wav	Background ambience at a shopping mall supermarket with checkout beeping at the till counter, people chatting and talking, and mild background noise. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:41
AMBPubl_InsJ_Ambience_Shopping-Mall_01_LOOP_EQ.wav	Background ambience at a shopping mall supermarket with checkout beeping at the till counter, people chatting and talking. Soft EQ noise removal. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:41
AMBRest_InsJ_Ambience_Food-Court_01-01_LOOP.wav	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 Universal Category System (UCS).	96000	24	2	00:30
AMBRest_InsJ_Ambience_Food-Court_01-02_LOOP.wav	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 Universal Category System (UCS).	96000	24	2	01:01
AMBRest_InsJ_Ambience_Food-Court_02-01_LOOP.wav	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 Universal Category System (UCS).	96000	24	2	01:01
AMBRurl_InsJ_Ambience_BRT_Afternoon_A01_Rain_LOOP.wav	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. From the Ambience Banaue Rice Terraces sound library. Compatible with the Un	96000	24	2	01:01
AMBRurl_InsJ_Ambience_BRT_General_A01_Waterfall_LOOP.wav	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 Ambience Banaue Rice Terraces sound library. Compatible with the Un	96000	24	2	01:01
AMBRurl_InsJ_Ambience_BRT_Morning_A01_Animals_LOOP.wav	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 looped. From the Ambience Banaue Rice Terraces sound library. Compatib	96000	24	2	01:01
AMBSchl_InsJ_Ambience_Children-Playing_Close_01_LOOP.wav	Background ambience of distant children and kids playing at a playground. Playful screaming and shouting with distant birdsong. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:01
AMBSubn_InsJ_Ambience_Day-Wildlife_10-01_MS_LOOP.wav	Ambience of general suburban garden day in Surrey, England. Distant lawn mowers cutting grass, occasional birdsong chirping, and mild background noise. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:30
AMBSubn_InsJ_Ambience_Day-Wildlife_10-01_XY_LOOP.wav	Ambience of general suburban garden day in Surrey, England. Distant lawn mowers cutting grass, occasional birdsong chirping, and people talking and chatting. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:30
AMBSubn_InsJ_Ambience_Day-Wildlife_10-02_XY_LOOP_EQ.wav	Ambience of general suburban garden day in Surrey, England. Distant lawn mowers cutting grass, occasional birdsong chirping, and distant hammering construction. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:30
AMBSubn_InsJ_Ambience_Distant-Lawnmowers_01_LOOP.wav	Ambience of general suburban garden day in Surrey, England. Distant lawn mowers cutting grass and occasional birdsong chirping. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:31
AMBTech_InsJ_Ambience_Underground-Base_01-01_LOOP.wav	Background ambience or ambience 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 large echoing. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:00
AMBTech_InsJ_Ambience_Underground-Base_01-02_LOOP.wav	Background ambience or ambience 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 System (UCS).	96000	24	2	01:00
AMBTech_InsJ_Ambience_Underground-Base_01-03_LOOP.wav	Background ambience or ambience 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 machines. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:00
AMBTech_InsJ_Ambience_Underground-Base_01-04_LOOP.wav	Background ambience or ambience 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. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:01

AMBTech_InsJ_Spaceship_Engine-Ambience_Interior_03-03_WET.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. Mild reverberation. Compatible with the Universal Category System (UCS).	96000	24	2	00:24
AMBTech_InsJ_Spaceship_Engine-Ambience_Interior_03-04_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
AMBTech_InsJ_Spaceship_Engine-Ambience_Interior_03-04_WET.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. Mild reverberation. Compatible with the Universal Category System (UCS).	96000	24	2	00:25
AMBTech_InsJ_Spaceship_Engine-Ambience_Interior_03-05_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
AMBTech_InsJ_Spaceship_Engine-Ambience_Interior_03-05_WET.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. Mild reverberation. Compatible with the Universal Category System (UCS).	96000	24	2	00:24
AMBTraf_InsJ_Ambience_BRT_Jeepney_RoofSeat_01_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines. Riding on top of a jeep (local transportation known as "jeepney"). Vehicles pass on either side with periodic chatter from passing locals and animals. Can be looped. From the Ambience Banaue Rice Terrace	96000	24	2	01:01
AMBTraf_InsJ_Ambience_Vehicles_Manila-Traffic_01_LOOP.wav	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 noise. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:01
AMBTraf_InsJ_Ambience_Vehicles_Manila-Traffic_02_LOOP.wav	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 noise. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:00
AMBTraf_InsJ_Ambience_Vehicles_Manila-Traffic_03_LOOP.wav	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 noise. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:01
AMBTraf_InsJ_Ambience_Vehicles_Manila-Traffic_04-Siren_LOOP.wav	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 noise. Passing police siren left to right. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:01
AMBTraf_InsJ_Ambience_Vehicles_Manila-Traffic_05-Siren_LOOP.wav	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 noise. Passing police siren right to left. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:01
AMBTran_InsJ_Ambience_London-Waterloo-Train-Station_01-01_LOOP.wav	Background ambience at London Waterloo Train Station, England. Occasional broadcast announcements, many people walking, talking and chatting in a large room. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:01
AMBUndr_InsJ_Ambience_Deep-Abyss_01-01.wav	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 (UCS).	96000	24	2	01:46
AMBUndr_InsJ_Ambience_Deep-Abyss_01-02.wav	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 (UCS).	96000	24	2	01:46
AMBUndr_InsJ_Ambience_Deep-Abyss_01-03.wav	Background ambience of a large area, abyss, cave, cavern or crevice in a haunted, unknown or evil and sinister location. Compatible with the Universal Category System (UCS).	96000	24	2	01:46
AMBUndr_InsJ_Ambience_Deep-Abyss_01-04.wav	Background ambience of a large area, abyss, cave, cavern or crevice in a haunted, unknown or evil and sinister location. Compatible with the Universal Category System (UCS).	96000	24	2	01:46
AMBUndr_InsJ_Sewer_Soundscape_01-01_LOOP.wav	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 space. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
AMBUndr_InsJ_Sewer_Soundscape_02-06_LOOP.wav	Background ambience or ambience underground in a sewer, sewage pipe, with running water, streams, rivers and sewage, dripping and leaking of plumbing, and rats squeaking and scurrying about. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	01:00

AMBUrbn_InsJ_Ambience_BRT_Mid-Day_D01_Town_LOOP.wav	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 Banaue Rice Terraces sound library. Compatible with the Universal Categoror	96000	24	2	01:01
BELLRrg_InsJ_Church-Bell_Tolling_Double_01-01_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
BELLRrg_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
BELLRrg_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
BELLRrg_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
BELLRrg_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
BELLRrg_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
BELLRrg_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
BELLRrg_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
BELLRrg_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
BELLRrg_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
BELLRrg_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
BELLRrg_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
BELLRrg_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
BELLRrg_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
BELLRrg_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
BELLRrg_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
BELLRrg_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
BELLRrg_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
BELLRrg_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
BELLRrg_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

BELLrg_InsJ_Church-Bells_Ringing_Very-Close_01-04_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	00:03
BELLrg_InsJ_Church-Bells_Ringing_Very-Close_02-01.wav	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 with the Universal Category System (UCS).	96000	24	2	00:20
BELLMisc_InsJ_Bell_Small_Close_01-01.wav	A small checkout till counter bell tolling with a small metallic chime. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
BELLMisc_InsJ_Bell_Small_Close_01-02.wav	A small checkout till counter bell tolling with a small metallic chime. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
BELLMisc_InsJ_Bell_Small_Close_01-03.wav	A small checkout till counter bell tolling with a small metallic chime. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
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
BELLMisc_InsJ_Bell_Small_Distant_01-02.wav	A small checkout till counter bell tolling with a small metallic chime. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
BELLMisc_InsJ_Bell_Small_Distant_01-03.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
COMCam_InsJ_Camera-01_Auto-Focus_01-01.wav	The mechanical digital beeping from an electronic camera to signal the device is successfully in focus. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
COMCam_InsJ_Camera-01_Auto-Focus_01-02.wav	The mechanical digital beeping from an electronic camera to signal the device is successfully in focus. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
COMCam_InsJ_Camera-01_Auto-Focus_02-01.wav	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 System (UCS).	96000	24	2	00:01
COMCam_InsJ_Camera-01_Auto-Focus_02-02.wav	The mechanical digital beeping from an electronic camera to signal the device is successfully in focus. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
COMCam_InsJ_Camera-01_Auto-Focus_03-01.wav	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 System (UCS).	96000	24	2	00:02
COMCam_InsJ_Camera-01_Auto-Focus_04-01.wav	The mechanical movement sound of an electronic camera automatically shifting focus in the lens. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
COMCam_InsJ_Camera-01_Auto-Focus_04-02.wav	The mechanical movement sound of an electronic camera automatically shifting focus in the lens. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
COMCam_InsJ_Camera-01_Auto-Focus_04-03.wav	The mechanical movement sound of an electronic camera automatically shifting focus in the lens. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
COMCam_InsJ_Camera-01_Auto-Focus_04-04.wav	The mechanical movement sound of an electronic camera automatically shifting focus in the lens. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
COMCam_InsJ_Camera-01_Auto-Focus_04-05.wav	The mechanical movement sound of an electronic camera automatically shifting focus in the lens. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
COMCam_InsJ_Camera-01_Auto-Focus_05-01.wav	The mechanical movement sound of an electronic camera automatically shifting focus in the lens. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
COMCam_InsJ_Camera-01_Auto-Focus_05-02.wav	The mechanical movement sound of an electronic camera automatically shifting focus in the lens. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
COMCam_InsJ_Camera-01_Auto-Focus_05-03.wav	The mechanical movement sound of an electronic camera automatically shifting focus in the lens. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
COMCam_InsJ_Camera-01_Auto-Focus_05-04.wav	The mechanical movement sound of an electronic camera automatically shifting focus in the lens. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
COMCam_InsJ_Camera-01_Auto-Focus_05-05.wav	The mechanical movement sound of an electronic camera automatically shifting focus in the lens. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
COMCam_InsJ_Camera-01_Dial-01_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	00:05

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
COMCam_InsJ_Camera-01_Dial-01_Multi_02-01.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
COMCam_InsJ_Camera-01_Dial-01_Multi_02-02.wav	Winding a plastic circular dial on a camera to shift between different options. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
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
COMCam_InsJ_Camera-01_Dial-02_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	00:03
COMCam_InsJ_Camera-01_Dial-02_Multi_02-01.wav	Winding a plastic circular dial on a camera to shift between different options. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
COMCam_InsJ_Camera-01_Dial-02_Multi_02-02.wav	Winding a plastic circular dial on a camera to shift between different options. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
COMCam_InsJ_Camera-01_Flash-Lower_01-01.wav	Lowering and resetting the raised flash on a plastic camera. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
COMCam_InsJ_Camera-01_Flash-Lower_01-02.wav	Lowering and resetting the raised flash on a plastic camera. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
COMCam_InsJ_Camera-01_Flash-Lower_01-03.wav	Lowering and resetting the raised flash on a plastic camera. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
COMCam_InsJ_Camera-01_Flash-Lower_02-01.wav	Lowering and resetting the raised flash on a plastic camera. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
COMCam_InsJ_Camera-01_Flash-Lower_02-02.wav	Lowering and resetting the raised flash on a plastic camera. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
COMCam_InsJ_Camera-01_Flash-Lower_02-03.wav	Lowering and resetting the raised flash on a plastic camera. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
COMCam_InsJ_Camera-01_Flash-Raise_01-01.wav	Raising and activating the flash on a plastic camera. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
COMCam_InsJ_Camera-01_Flash-Raise_02-01.wav	Raising and activating the flash on a plastic camera. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
COMCam_InsJ_Camera-01_Lens_Attaching_01-01.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
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
COMCam_InsJ_Camera-01_Lens_Attaching_02-01.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
COMCam_InsJ_Camera-01_Lens_Attaching_02-02.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
COMCam_InsJ_Camera-01_Lens_Removing_01-01.wav	Removing the lens to a plastic camera with a twisting, shifting click. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
COMCam_InsJ_Camera-01_Lens_Removing_01-02.wav	Removing the lens to a plastic camera with a twisting, shifting click. Compatible with the 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
COMCam_InsJ_Camera-01_Lens_Removing_02-02.wav	Removing the lens to a plastic camera with a twisting, shifting click. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
COMCam_InsJ_Camera-01_SD-Card-Slot_Closing_01-01.wav	Closing the SD card tab flap on a plastic camera for a small ticking. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
COMCam_InsJ_Camera-01_SD-Card-Slot_Closing_02-01.wav	Closing the SD card tab flap on a plastic camera for a small ticking. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
COMCam_InsJ_Camera-01_SD-Card-Slot_Opening_01-01.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

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
COMCam_InsJ_Camera-01_Shutter_1-1_01-01.wav	A plastic camera being activated for a photo with the shutter mechanical ticking and opening at a speed of 1 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
COMCam_InsJ_Camera-01_Shutter_1-20_01-01.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	00:01
COMCam_InsJ_Camera-01_Shutter_1-20_02-01.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	00:01
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_InsJ_Camera-01_Shutter_1-20_04-01.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_InsJ_Camera-01_Shutter_1-4000_01-01.wav	A plastic camera being activated for a photo with the shutter mechanical ticking and opening at a speed of 1/4000 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
COMCam_InsJ_Camera-01_Shutter_1-4_01-01.wav	A plastic camera being activated for a photo with the shutter mechanical ticking and opening at a speed of 1/4 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
COMCam_InsJ_Camera-01_Shutter_1-4_02-01.wav	A plastic camera being activated for a photo with the shutter mechanical ticking and opening at a speed of 1/4 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
COMCam_InsJ_Camera-01_Shutter_1-8_01-01.wav	A plastic camera being activated for a photo with the shutter mechanical ticking and opening at a speed of 1/8 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
COMCam_InsJ_Camera-01_Shutter_1-8_02-01.wav	A plastic camera being activated for a photo with the shutter mechanical ticking and opening at a speed of 1/8 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
COMCam_InsJ_Camera-01_Shutter_1-8_03-01.wav	A plastic camera being activated for a photo with the shutter mechanical ticking and opening at a speed of 1/8 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
COMCam_InsJ_Camera-01_Shutter_1-8_04-01.wav	A plastic camera being activated for a photo with the shutter mechanical ticking and opening at a speed of 1/8 second. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
COMCam_InsJ_Camera-01_Shutter_Rapidx3_01-01.wav	A plastic camera being activated rapidly for a photo with the shutter mechanical ticking and opening three times in quick succession for a continuous shot. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
COMCam_InsJ_Camera-01_Shutter_Rapidx3_02-01.wav	A plastic camera being activated rapidly for a photo with the shutter mechanical ticking and opening three times in quick succession for a continuous shot. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
COMCam_InsJ_Camera-01_Shutter_Rapidx5_01-01.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 Category System (UCS).	96000	24	2	00:02
COMCam_InsJ_Camera-01_Shutter_Rapidx5_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. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
COMCam_InsJ_Camera-01_Shutter_Rapidx8_01-01.wav	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 Category System (UCS).	96000	24	2	00:03
COMCam_InsJ_Camera-01_Shutter_Rapidx8_02-01.wav	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. Distant. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
COMCam_InsJ_Camera-01_Switch_01-01.wav	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-01_Switch_02-01.wav	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-01_Switch_03-01.wav	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-01_Switch_04-01.wav	A small plastic click of a switch on a camera. Compatible with the Universal Category System (UCS).	96000	24	2	00:01

COMRadio_InsJ_Radio_Noise_Medium-Wave_01-03_LOOP.wav	MW radio static noise from an electronic radio with built-in speaker. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
COMRadio_InsJ_Radio_Noise_Medium-Wave_01-04_LOOP.wav	MW radio static noise from an electronic radio with built-in speaker. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
COMRadio_InsJ_Radio_Noise_Medium-Wave_01-05-Turning-Off.wav	Turning off an MW 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_Medium-Wave_01-05_LOOP.wav	MW radio static noise from an electronic radio with built-in speaker. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
COMTelph_InsJ_Phone_Retro-Corded_Lift_01.wav	An old antique retro corded phone being lifted out of its plastic carrier. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
COMTelph_InsJ_Phone_Retro-Corded_Lift_02.wav	An old antique retro corded phone being lifted out of its plastic carrier. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
COMTelph_InsJ_Phone_Retro-Corded_Lift_03.wav	An old antique retro corded phone being lifted out of its plastic carrier. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
COMTelph_InsJ_Phone_Retro-Corded_Lift_04.wav	An old antique retro corded phone being lifted out of its plastic carrier. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
COMTelph_InsJ_Phone_Retro-Corded_Place_01.wav	An old antique retro corded phone being placed back on to its plastic carrier. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
COMTelph_InsJ_Phone_Retro-Corded_Place_02.wav	An old antique retro corded phone being placed back on to its plastic carrier. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
COMTelph_InsJ_Phone_Retro-Corded_Place_03.wav	An old antique retro corded phone being placed back on to its plastic carrier. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
COMTelph_InsJ_Phone_Retro-Corded_Place_04.wav	An old antique retro corded phone being placed back on to its plastic carrier. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
COMTelph_InsJ_Phone_Retro-Corded_Place_05.wav	An old antique retro corded phone being placed back on to its plastic carrier. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
COMTelph_InsJ_Phone_Retro-Corded_Place_06.wav	An old antique retro corded phone being placed back on to its plastic carrier. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
CREAMisc_InsJ_Flexatone_Voice-A_Arguing_01.wav	An arguing, 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_Cry_01.wav	A crying, 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	00:02
CREAMisc_InsJ_Flexatone_Voice-A_Disappointed_01.wav	A disappointed, descending, 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	An excited, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
CREAMisc_InsJ_Flexatone_Voice-A_Laugh_01.wav	A laughing, comical, 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-B_Laugh_Long_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.	96000	24	2	00:08
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.	96000	24	2	00:03
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.	96000	24	2	00:01
CREAMisc_InsJ_Flexatone_Voice-B_Okay_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.	96000	24	2	00:01
CREAMisc_InsJ_Flexatone_Voice-B_Pain_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 hair bow.	96000	24	2	00:01

CREAMisc_InsJ_Flexatone_Voice-C_Question_01.wav	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 flexatone with a violin horse hair bow.	96000	24	2	00:02
CREAMisc_InsJ_Flexatone_Voice-C_Really_01.wav	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 metal flexatone with a violin horse hair bow.	96000	24	2	00:02
CREAMisc_InsJ_Flexatone_Voice-C_Sad_01.wav	A quivering, 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 with a violin horse hair bow.	96000	24	2	00:01
CREAMisc_InsJ_Flexatone_Voice-C_Scared_01.wav	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 flexatone with a violin horse hair bow.	96000	24	2	00:02
CREAMisc_InsJ_Flexatone_Voice-C_Surprised_01.wav	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 with a violin horse hair bow.	96000	24	2	00:02
CREAMisc_InsJ_Flexatone_Voice-D_Sad_Long_01.wav	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 with a violin horse hair bow.	96000	24	2	00:06
CREAMisc_InsJ_Flexatone_Voice-D_Talk_01.wav	A child-like, conversational, metallic machine, robot or sci-fi computer voice talking generally. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
CREAMisc_InsJ_Flexatone_Voice-D_Wee_01.wav	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 metal flexatone with a violin horse hair bow.	96000	24	2	00:02
CREAMisc_InsJ_Flexatone_Voice-D_What_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. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
CREAMisc_InsJ_Flexatone_Voice-D_Why_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. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
CREAMnstr_InsJ_Monster_Growling_Male_01-01.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	00:04
CREAMnstr_InsJ_Monster_Growling_Male_01-02.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_01-03.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	00:05
CREAMnstr_InsJ_Monster_Growling_Male_01-04.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_01-05.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_02-01.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_02-02.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_02-03.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	00:03
CREAMnstr_InsJ_Monster_Growling_Male_03-01.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_03-02.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_03-03.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_09-05.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_10-01.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_10-02.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_10-03.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_10-04.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_10-05.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_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).	96000	24	2	00:01
CREAMnstr_InsJ_Monster_Growling_Male_11-01.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_11-02.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_11-03.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_12-01.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_12-02.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_12-03.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_12-04.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_12-05.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_13-01.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	00:04
CREAMnstr_InsJ_Monster_Growling_Male_13-02.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_13-03.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	00:03
CREAMnstr_InsJ_Monster_Growling_Male_13-04.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	00:03
CREAMnstr_InsJ_Monster_Growling_Male_13-05.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	00:03
CREASmall_InsJ_Bodyboard_Creature-Base_Dry_01.wav	A combination of various stretching sounds made by twisting a surfing bodyboard made of polystyrene foam. Sounds like monsters chittering. No reverberation.	96000	24	2	00:02
CREASmall_InsJ_Bodyboard_Creature-Ensemble_Dry_1.wav	A combination of various long stretching sounds made by twisting and scraping a surfing bodyboard made of polystyrene foam. Sounds like monsters chittering. No reverberation.	96000	24	2	00:09
CREASmall_InsJ_Bodyboard_Creature-Nest_Dry_1.wav	An extended combination of various long stretching and scraping sounds made by scraping and twisting a surfing bodyboard made of polystyrene foam. No reverberation.	96000	24	2	00:57
CREASmall_InsJ_Bodyboard_Creature-Voice_Long_Dry_01.wav	A long creature vocalization made by scraping a surfing bodyboard made of polystyrene foam and pitch shifting. No reverberation.	96000	24	2	00:03
CREASmall_InsJ_Bodyboard_Creature-VoiceA_Dry_001.wav	A creature vocalization made by combining several stretching sounds from twisting a surfing bodyboard made of polystyrene foam. Then pitch shifted. No reverberation.	96000	24	2	00:02
CREASmall_InsJ_Bodyboard_Creature-VoiceB_Dry_040.wav	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 reverberation.	96000	24	2	00:02

CREASmall_InsJ_Bodyboard_Creature-VoiceC_Dry_073.wav	A creature vocalization made by combining several stretching sounds from twisting a surfing bodyboard made of polystyrene foam. Then pitch shifted with a high timbre. No reverberation.	96000	24	2	00:01
CREASmall_InsJ_Bodyboard_Creature-VoiceD_Dry_114.wav	A creature vocalization made by combining several stretching sounds from twisting a surfing bodyboard made of polystyrene foam. Then pitch shifted with a low timbre. No reverberation.	96000	24	2	00:01
CREASmall_InsJ_Bodyboard_Creature-VoiceE_Dry_146.wav	A creature vocalization made by combining several stretching sounds from twisting a surfing bodyboard made of polystyrene foam. Then pitch shifted with a very low timbre and reference pitch. No reverberation.	96000	24	2	00:02
CREASmall_InsJ_Bodyboard_Creature-VoiceF_Dry_189.wav	A creature vocalization made by combining several stretching sounds from twisting a surfing bodyboard made of polystyrene foam. Then pitch shifted with a very high timbre and reference pitch. No reverberation.	96000	24	2	00:01
CREASmall_InsJ_Bodyboard_Creature-VoiceG_Dry_253.wav	A creature vocalization made by combining several stretching sounds from twisting a surfing bodyboard made of polystyrene foam. Then pitch shifted with a flanger and tremolo effect. No reverberation.	96000	24	2	00:02
CREASmall_InsJ_Bodyboard_Creature-VoiceH_Dry_296.wav	A creature vocalization made by combining several stretching sounds from twisting a surfing bodyboard made of polystyrene foam. Then pitch shifted with a flanger and tremolo effect while also being timbrally adjusted. No reverberation.	96000	24	2	00:02
CREASmall_InsJ_Bodyboard_Creature-VoiceI_Dry_360.wav	A creature vocalization made by combining several stretching sounds from twisting a surfing bodyboard made of polystyrene foam. Then pitch shifted with a quick monophonic delay and tremolo tranceformer. No reverberation.	96000	24	2	00:02
CREASmall_InsJ_Bodyboard_Creature-VoiceJ_Dry_416.wav	A creature vocalization made by combining several stretching sounds from twisting a surfing bodyboard made of polystyrene foam. Then pitch shifted with a ring modulator and tranceformer effect. No reverberation.	96000	24	2	00:01
CREASmall_InsJ_Bodyboard_Creature-VoiceK_Dry_471.wav	A creature vocalization made by combining several stretching sounds from twisting a surfing bodyboard made of polystyrene foam. Then pitch shifted with a quick monophonic delay, ring modulator, computer tranceformer and tremolo effect. No reverberation.	96000	24	2	00:01
DSGNSynth_InsJ_Bass-Synth_Beefy_01.wav	A digital synthesizer low pedal drone with a booming and sizzling timbre. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
DSGNSynth_InsJ_Electrical-Pulsing_Long_01_LOOP.wav	A digital synthesizer with a bright, electrical sizzling timbre similar to electricity or energy pulsing. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
DSGNSynth_InsJ_Electrical-Pulsing_Long_02_LOOP.wav	A digital synthesizer with a bright, electrical sizzling timbre similar to electricity or energy pulsing. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
DSGNSynth_InsJ_Electrical-Pulsing_Long_03_LOOP.wav	A digital synthesizer with a bright, electrical sizzling timbre similar to electricity or energy pulsing. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
DSGNSynth_InsJ_Electrical-Pulsing_Long_04_LOOP.wav	A digital synthesizer with a bright, electrical sizzling timbre similar to electricity or energy pulsing. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
DSGNSynth_InsJ_Electrical-Pulsing_Long_05_LOOP.wav	A digital synthesizer with a bright, electrical sizzling timbre similar to electricity or energy pulsing. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
DSGNSynth_InsJ_Electrical-Pulsing_Long_06-01_LOOP.wav	A digital synthesizer with a bright, electrical sizzling timbre similar to electricity or energy pulsing. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
DSGNSynth_InsJ_Electrical-Pulsing_Long_07_LOOP.wav	A digital synthesizer with a bright, electrical sizzling timbre similar to electricity or energy pulsing. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
DSGNSynth_InsJ_Electrical-Pulsing_Long_08_LOOP.wav	A digital synthesizer with a bright, electrical sizzling timbre similar to electricity or energy pulsing. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
FEETHmn_InsJ_Footsteps_Dry-Leaves_Walking_Trainers_01-02_MULTI.wav	A man walking on dry leaves and dirt with trainer shoes. Compatible with the Universal Category System (UCS).	96000	24	2	00:19
FEETHmn_InsJ_Footsteps_Dry-Leaves_Walking_Trainers_01-02_Single-01.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-02.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-03.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-04.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_Wood_Running_Trainers_01-02_Single-07.wav	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 the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Wood_Running_Trainers_01-02_Single-09.wav	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-10.wav	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_Walking_Socks_01-02_MULTI.wav	A man walking on wooden floorboards with socks. Wooden creaking. Compatible with the Universal Category System (UCS).	96000	24	2	00:10
FEETHmn_InsJ_Footsteps_Wood_Walking_Socks_01-02_Single-01.wav	A single footstep with felted socks walking on a hard wooden floorboard. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Wood_Walking_Socks_01-02_Single-02.wav	A single footstep with felted socks walking on a hard wooden floorboard. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Wood_Walking_Socks_01-02_Single-03.wav	A single footstep with felted socks walking on a hard wooden floorboard. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Wood_Walking_Socks_01-02_Single-04.wav	A single footstep with felted socks walking on a hard wooden floorboard. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Wood_Walking_Socks_01-02_Single-05.wav	A single footstep with felted socks walking on a hard wooden floorboard. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Wood_Walking_Socks_01-02_Single-06.wav	A single footstep with felted socks walking on a hard wooden floorboard. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Wood_Walking_Socks_01-02_Single-07.wav	A single footstep with felted socks walking on a hard wooden floorboard. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FEETHmn_InsJ_Footsteps_Wood_Walking_Socks_01-02_Single-08.wav	A single footstep with felted socks walking on a hard wooden floorboard. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FIREIgn_InsJ_Party-Pack_Match_Ignite_01-01.wav	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 the Party Pack sound library. Compatible with the Universal Category System	96000	24	2	00:06
FIREIgn_InsJ_Party-Pack_Match_Ignite_02-01.wav	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 (UCS).	96000	24	2	00:07
FIREMisc_InsJ_Party-Pack_Match_Burnout_01.wav	A lit wooden match burning itself out and extinguishing after a low, pulsing stutter of flame. From the Party Pack sound library. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
FIREMisc_InsJ_Party-Pack_Match_Extinguish_Shaking_01.wav	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
FIREsizz_InsJ_Party-Pack_Match_Extinguish_Water_01.wav	Extinguishing a lit wooden match by dunking and submerging it in a pool of water for a brief, fizzing hiss. Sounds similar to extinguishing a cigarette bud. From the Party Pack sound library. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FIREsizz_InsJ_Party-Pack_Sparkler_Extinguish_Water_01-01.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. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
FIREsizz_InsJ_Party-Pack_Sparkler_Extinguish_Water_01-02.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. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
FIREsizz_InsJ_Party-Pack_Sparkler_Extinguish_Water_01-03.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. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
FIREsizz_InsJ_Party-Pack_Sparkler_Extinguish_Water_02-01.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. A shorter, more aggressive sizzle. From the Party Pack sound library. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FOODEat_InsJ_Gulping_Swallowing_Female_01.wav	A woman gulping in her throat to swallow food. Compatible with the Universal Category System (UCS).	96000	24	2	00:01

FRWKRec_InsJ_Party-Pack_Poppers_01-01.wav	Explosive party poppers being pulled to create a quick and high popping or bang. From the Party Pack sound library. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FRWKRec_InsJ_Party-Pack_Poppers_02-01.wav	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. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
FRWKRec_InsJ_Party-Pack_Poppers_03-01.wav	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 Universal Category System (UCS).	96000	24	2	00:01
FRWKRec_InsJ_Party-Pack_Sparkler_Still_01-01.wav	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 Category System (UCS).	96000	24	2	00:24
GAMECas_InsJ_Coin-Machine_Coin-Entering_01-01.wav	Entering, placing and submitting a metal coin into a casino slot machine mechanism. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
GAMECas_InsJ_Coin-Machine_Coin-Entering_02-01.wav	Entering, placing and submitting a metal coin into a casino slot machine mechanism. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
GAMECas_InsJ_Coin-Machine_Coin-Entry_01-01.wav	Pushing the plastic and metal coin entry mechanism into a coin shaping device. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GAMECas_InsJ_Coin-Machine_Coin-Entry_01-02.wav	Pushing the plastic and metal coin entry mechanism into a coin shaping device. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
GAMECas_InsJ_Coin-Machine_Coin-Entry_01-03.wav	Pushing the plastic and metal coin entry mechanism into a coin shaping device. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
GAMECas_InsJ_Coin-Machine_Coin-Entry_01-04.wav	Pushing the plastic and metal coin entry mechanism into a coin shaping device. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GAMECas_InsJ_Coin-Machine_Coin-Entry_02-01.wav	Pushing the plastic and metal coin entry mechanism into a coin shaping device. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GAMECas_InsJ_Coin-Machine_Coin-Entry_02-02.wav	Pushing the plastic and metal coin entry mechanism into a coin shaping device. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GAMECas_InsJ_Coin-Machine_Coin-Entry_02-03.wav	Pushing the plastic and metal coin entry mechanism into a coin shaping device. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GAMECas_InsJ_Coin-Machine_Coin-Entry_02-04.wav	Pushing the plastic and metal coin entry mechanism into a coin shaping device. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GAMECas_InsJ_Coin-Machine_Coin-Entry_02-05.wav	Pushing the plastic and metal coin entry mechanism into a coin shaping device. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
GAMECas_InsJ_Coin-Machine_Coin-Entry_03-01.wav	Pushing the plastic and metal coin entry mechanism into a coin shaping device. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
HMNBrth_InsJ_Breathing_Male_Exhale_Moderate_01-01.wav	A man exhaling and breathing out ghostly, breathy air. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
HMNBrth_InsJ_Breathing_Male_Exhale_Moderate_01-02.wav	A man exhaling and breathing out ghostly, breathy air. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
HMNBrth_InsJ_Breathing_Male_Exhale_Moderate_01-03.wav	A man exhaling and breathing out ghostly, breathy air. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
HMNBrth_InsJ_Breathing_Male_Exhale_Moderate_01-04.wav	A man exhaling and breathing out ghostly, breathy air. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
HMNBrth_InsJ_Breathing_Male_Exhale_Moderate_01-05.wav	A man exhaling and breathing out ghostly, breathy air. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
HMNBrth_InsJ_Breathing_Male_Exhale_Short_01-01.wav	A man exhaling and breathing out ghostly, breathy air. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
HMNBrth_InsJ_Breathing_Male_Exhale_Short_01-02.wav	A man exhaling and breathing out ghostly, breathy air. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
HMNHart_InsJ_Heartbeat-01_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-01_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-07_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-07_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
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

ICEImpt_InsJ_Impact_Ice_Small_01-02.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
ICEImpt_InsJ_Impact_Ice_Small_01-03.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
MACHAppl_InsJ_Ironing_Full_01-01.wav	Ironing fabric with a steam heated water iron as it steams and hisses. Compatible with the Universal Category System (UCS).	96000	24	2	00:09
MACHAppl_InsJ_Ironing_Full_01-02.wav	Ironing fabric with a steam heated water iron as it steams and hisses. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
MACHAppl_InsJ_Ironing_Lifting_01-01.wav	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_01-02.wav	Lifting a steam heated water iron with various steaming and hissing. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
MACHAppl_InsJ_Ironing_Lifting_01-03.wav	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_01-04.wav	Lifting a steam heated water iron with various steaming and hissing. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
MACHAppl_InsJ_Ironing_Lifting_01-05.wav	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_01-06.wav	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_Pressing_01-01.wav	Pressing down a steam heated water iron on fabric with various mild steaming and hissing. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
MACHAppl_InsJ_Ironing_Pressing_01-02.wav	Pressing down a steam heated water iron on fabric with various mild steaming and hissing. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
MACHAppl_InsJ_Ironing_Pressing_01-03.wav	Pressing down a steam heated water iron on fabric with various mild steaming and hissing. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
MACHAppl_InsJ_Sewing-Machine_Arm-Movement_01-01-Close.wav	The mechanical robotic arm of a sewing machine for an automated machine sound. Closer in proximity.	96000	24	2	00:02
MACHAppl_InsJ_Sewing-Machine_Arm-Movement_02-01-Distant.wav	The mechanical robotic arm of a sewing machine moving for a longer time for an automated machine sound. Further away in proximity.	96000	24	2	00:06
MACHAppl_InsJ_Sewing-Machine_Arm-Movement_03-01-Contact.wav	The mechanical robotic arm of a sewing machine moving for an automated machine sound. In contact with the microphone, picking up vibrations.	96000	24	2	00:02
MACHAppl_InsJ_Sewing-Machine_Auto-Sewing_Full_Close_01-01.wav	An automated sewing device threading a needle at various speeds and seam stitches with increasing and slowing rates for a mechanical sound. Closer in proximity.	96000	24	2	00:25
MACHAppl_InsJ_Sewing-Machine_Auto-Sewing_Partial_Mechanical_Close_01-01_LOOP.wav	A small robotic mechanical tinkering and clanking from a sewing machine adjusting its settings. Seamlessly loopable. Closer in proximity.	96000	24	2	00:05
MACHAppl_InsJ_Sewing-Machine_Auto-Sewing_Partial_Mechanical_Contact_01-01_LOOP.wav	A small robotic mechanical tinkering and clanking from a sewing machine adjusting its settings. Seamlessly loopable. In contact with the microphone, picking up vibrations.	96000	24	2	00:04
MACHAppl_InsJ_Sewing-Machine_Auto-Sewing_Partial_Mechanical_Distant_01-01_LOOP.wav	A small robotic mechanical tinkering and clanking from a sewing machine adjusting its settings. Seamlessly loopable. Further away in proximity.	96000	24	2	00:03
MACHAppl_InsJ_Sewing-Machine_Auto-Sewing_Partial_Sewing_Close_01-01_LOOP.wav	An automated sewing device threading quickly at various fluctuating speeds with increasing 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_02-01_LOOP.wav	An automated sewing device threading quickly at various fluctuating speeds with increasing 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_03-01_LOOP.wav	An automated sewing device threading quickly at various fluctuating speeds with increasing 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_04-01_LOOP.wav	An automated sewing device threading quickly at various fluctuating speeds with increasing 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_Contact_01-01_LOOP.wav	An automated sewing device threading quickly at a steady rate for a mechanical sound. Seamlessly loopable. In contact with the microphone, picking up vibrations.	96000	24	2	00:12
MACHAppl_InsJ_Sewing-Machine_Auto-Sewing_Partial_Sewing_Distant_01-01_LOOP.wav	An automated sewing device threading quickly at a steady rate for a mechanical sound. Seamlessly loopable. Further away in proximity.	96000	24	2	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_General-Sewing_Extremely-Slow_01-01.wav	A sewing device threading fabric very slowly for a rhythmic mechanical sound.	96000	24	2	00:07
MACHAppl_InsJ_Sewing-Machine_Needle-Shift_01-01.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	00:01
MACHAppl_InsJ_Sewing-Machine_Needle-Shift_02-01.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	00:01
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
MACHAppl_InsJ_Sewing-Machine_Needle-Shift_04-01.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
MACHAppl_InsJ_Sewing-Machine_Needle-Shift_05-01.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
MACHAppl_InsJ_Sewing-Machine_Needle-Shift_11-01.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	00:01
MACHAppl_InsJ_Sewing-Machine_Seam-01_Sewing_Fast_01-Close_LOOP.wav	A sewing machine device quickly threading fabric for a robotic mechanical rhythm. Closer in proximity to the microphone. Seamlessly loopable.	96000	24	2	00:02
MACHAppl_InsJ_Sewing-Machine_Seam-01_Sewing_Fast_02-Distant_LOOP.wav	A sewing machine device quickly threading fabric for a robotic mechanical rhythm. Further away in proximity to the microphone. Seamlessly loopable.	96000	24	2	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 to the microphone. Seamlessly loopable.	96000	24	2	00:02
MACHAppl_InsJ_Sewing-Machine_Seam-01_Sewing_Moderate_02-Distant_LOOP.wav	A sewing machine device threading fabric for a robotic mechanical rhythm. Further away in proximity to the microphone. Seamlessly loopable.	96000	24	2	00:02
MACHAppl_InsJ_Sewing-Machine_Seam-01_Sewing_Slow_01-Close_LOOP.wav	A sewing machine device slowly threading fabric for a robotic mechanical rhythm. Close in proximity to the microphone. Seamlessly loopable.	96000	24	2	00:03
MACHAppl_InsJ_Sewing-Machine_Seam-01_Sewing_Slow_02-Distant_LOOP.wav	A sewing machine device slowly threading fabric for a robotic mechanical rhythm. Further away in proximity to the microphone. Seamlessly loopable.	96000	24	2	00:02
MACHAppl_InsJ_Sewing-Machine_Seam-01_Sewing_Very-Fast_01-Close_LOOP.wav	A sewing machine device very quickly threading fabric for an aggressive, loud robotic 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-Distant_LOOP.wav	A sewing machine device very quickly threading fabric for an aggressive, loud robotic 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-Close_LOOP.wav	A sewing machine device very slowly threading fabric for a robotic mechanical rhythm. Closer in proximity to the microphone. Seamlessly loopable.	96000	24	2	00:04
MACHAppl_InsJ_Sewing-Machine_Seam-01_Sewing_Very-Slow_02-Distant_LOOP.wav	A sewing machine device very slowly threading fabric for a robotic mechanical rhythm. Further away in proximity to the microphone. Seamlessly loopable.	96000	24	2	00:04
MACHAppl_InsJ_Sewing-Machine_Thread-Cut_01-01.wav	A sewing machine device automatically tying a knot and cutting the thread for a robotic mechanical movement.	96000	24	2	00:05
MACHAppl_InsJ_Sewing-Machine_Turning-On_Close_01-01.wav	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 the microphone.	96000	24	2	00:04
MACHAppl_InsJ_Toaster_Metal_Pop_01.wav	An electric metal toaster activating and popping up the toast after completion. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
MACHAppl_InsJ_Toaster_Metal_Pop_02.wav	An electric metal toaster activating and popping up the toast after completion. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
MACHAppl_InsJ_Toaster_Metal_Pop_03.wav	An electric metal toaster activating and popping up the toast after completion. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
MACHAppl_InsJ_Toaster_Metal_Set_01.wav	Setting an electric metal toaster to begin the timer, pressing the lever downwards. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
MACHAppl_InsJ_Toaster_Metal_Set_02.wav	Setting an electric metal toaster to begin the timer, pressing the lever downwards. Compatible with the Universal Category System (UCS).	96000	24	2	00:02

MACHAppl_InsJ_Toaster_Metal_Set_03.wav	Setting an electric metal toaster to begin the timer, pressing the lever downwards. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
MACHAppl_InsJ_Vacuum-02_Active_01-01_LOOP.wav	An electronic vacuum machine actively sucking up debris and moving back and forth with a droning suction. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
MACHAppl_InsJ_Vacuum-02_Active_01-02_LOOP.wav	An electronic vacuum machine actively sucking up debris and moving back and forth with a droning suction. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
MACHAppl_InsJ_Vacuum_Cable-Pull-Out_Long_01-01.wav	Pulling or reeling out a long vacuum cord cable from its packed coil within the plastic casing. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
MACHAppl_InsJ_Vacuum_Cable-Pull-Out_Long_01-02.wav	Pulling or reeling out a long vacuum cord cable from its packed coil within the plastic casing. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
MACHAppl_InsJ_Vacuum_Cable-Pull-Out_Short_01-01.wav	Pulling or reeling out a long vacuum cord cable from its packed coil within the plastic casing. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
MACHAppl_InsJ_Vacuum_Cable-Pull-Out_Very-Short_01-01.wav	Pulling or reeling out a long vacuum cord cable from its packed coil within the plastic casing. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
MACHAppl_InsJ_Vacuum_Cable-Pull-Out_Very-Short_01-02.wav	Pulling or reeling out a long vacuum cord cable from its packed coil within the plastic casing. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
MACHAppl_InsJ_Vacuum_Cable-Pull-Out_Very-Short_01-03.wav	Pulling or reeling out a long vacuum cord cable from its packed coil within the plastic casing. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
MACHAppl_InsJ_Vacuum_Cable-Reel-In_Moderate_01-01.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	00:03
MACHAppl_InsJ_Vacuum_Cable-Reel-In_Moderate_01-02.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
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
MACHAppl_InsJ_Vacuum_Cable-Reel-In_Moderate_02-01.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	00:03
MACHAppl_InsJ_Vacuum_Cable-Reel-In_Short_01-01.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	00:02
MACHAppl_InsJ_Vacuum_Cable-Reel-In_Short_01-02.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	00:02
MACHAppl_InsJ_Vacuum_Cable-Reel-In_Short_02-01.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	00:02
MACHAppl_InsJ_Vacuum_Cable-Reel-In_Short_02-02.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	00:02
MACHAppl_InsJ_Vacuum_Cable-Reel-In_Short_02-03.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	00:02
MACHAppl_InsJ_Vacuum_Cable-Reel-In_Very-Short_01-01.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	00:01
MACHAppl_InsJ_Vacuum_Cable-Reel-In_Very-Short_01-02.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	00:02
MACHAppl_InsJ_Vacuum_Cable-Reel-In_Very-Short_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	00:02
MACHAppl_InsJ_Washing-Machine_01_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	00:05
MACHAppl_InsJ_Washing-Machine_01_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	00:05
MACHAppl_InsJ_Washing-Machine_01_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	00:03
MACHAppl_InsJ_Washing-Machine_01_Drone_04_LOOP.wav	An electric washing machine droning while in an active cycle. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
MACHAppl_InsJ_Washing-Machine_01_Drone_05_LOOP.wav	An electric washing machine droning while in an active cycle. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:02

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
MACHCnst_InsJ_Woodchipper_Close_02-01_LOOP.wav	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 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
MACHEscl_InsJ_Escalator_Close_03-01_LOOP.wav	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	00:07
MACHEscl_InsJ_Escalator_Close_03-02_LOOP.wav	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	00:07
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
MACHEscl_InsJ_Escalator_Distant_03-01_LOOP.wav	An electric automatic metal escalator with a steady mechanical rhythm and random high-pitched squeaking and scraping. Seamlessly loopable. Distant. Compatible with the Universal 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
MACHFan_InsJ_Fan_Ceiling_Close_01-01_LOOP.wav	An electric home ceiling fan spinning with a moderate rotation and shaking with each sping. 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
MECHClk_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

MECHClk_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
MECHClk_InsJ_Button_Plastic_Organ-Console_01.wav	A short, small, plastic organ console key being pressed for a quick tick and click. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
MECHClk_InsJ_Button_Plastic_Organ-Console_Black-Keys-01_Double_01.wav	A short, small, plastic organ console key being pressed for a quick double tick and click. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
MECHClk_InsJ_Button_Plastic_Organ-Console_Single_01.wav	A short, small, plastic organ console key being pressed for a quick tick and click. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
MECHClk_InsJ_Button_Plastic_Organ-Console_White-Keys-01_Double_01.wav	A short, small, plastic organ console key being pressed for a quick double tick and click. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
MECHClk_InsJ_Button_Plastic_Organ-Console_White-Keys-02_Double_01.wav	A short, small, plastic organ console key being pressed for a quick double tick and click. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
MECHClk_InsJ_Button_Plastic_Printer-01_Double_01.wav	A short, small, plastic organ console key being pressed for a quick double tick and click. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
MECHClk_InsJ_Button_Plastic_Printer-01_Panel_01.wav	A short, small, plastic panel being pressed for a quick tick and click. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
MECHClk_InsJ_Button_Plastic_Printer-01_Panel_Closing-Attempt_01.wav	Closing, shutting a small, plastic panel for a quick mechanical tick and click. Compatible with the Universal Category System (UCS).	96000	32	2	00:02
MECHClk_InsJ_Button_Plastic_Printer-01_Panel_Closing_01.wav	Closing, shutting a small, plastic panel for a quick mechanical tick and click. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
MECHClk_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
MECHClk_InsJ_Button_Plastic_Printer-01_Single_Press_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
MECHClk_InsJ_Button_Plastic_Torch_Double_01-01.wav	A short, small, plastic button being pressed for a quick double tick and click. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
MECHClk_InsJ_Clicking_SD-USB-Card_Connecting_01.wav	Connecting 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
MECHClk_InsJ_Clicking_SD-USB-Card_Connecting_02.wav	Connecting 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
MECHClk_InsJ_Clicking_SD-USB-Card_Connecting_03.wav	Connecting 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
MECHClk_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
MECHClk_InsJ_Clicking_SD-USB-Card_Disconnecting_02.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
MECHClk_InsJ_Clicking_SD-USB-Card_Disconnecting_03.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
MECHClk_InsJ_Headphone-Jack_Plug-In_01.wav	Plugging in a headphone jack into a device for a quick tick and click. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
MECHClk_InsJ_Headphone-Jack_Plug-In_02.wav	Plugging in a headphone jack into a device for a quick tick and click. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
MECHClk_InsJ_Headphone-Jack_Plug-In_03.wav	Plugging in a headphone jack into a device for a quick tick and click. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
MECHClk_InsJ_Headphone-Jack_Pull-Out_01.wav	Pulling out a headphone jack from a device for a quick tick and click. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
MECHClk_InsJ_Headphone-Jack_Pull-Out_02.wav	Pulling out a headphone jack from a device for a quick tick and click. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
MECHClk_InsJ_Headphone-Jack_Pull-Out_03.wav	Pulling out a headphone jack from a device for a quick tick and click. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
MECHClk_InsJ_Plug_European_Inserting_01-01.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

MECHClk_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
MECHClk_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
MECHClk_InsJ_Plug_European_Removing_01-01.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
MECHClk_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
MECHClk_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
MECHLock_InsJ_Lock_Metal_Clank_01-02.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_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
MECHLock_InsJ_Lock_Metal_Closing_01-02.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_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_InsJ_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
MECHLock_InsJ_Lock_Metal_Opening_01-02.wav	A metallic door lock being lifted and opened on an old wooden door to create a metal movement. Natural reverberation of the large hall. Compatible with the Universal Category 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
MECHLtch_InsJ_Lock_Suitcase_Closing_01-01.wav	Securing a travelling suitcase with a metal lock being closed. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
MECHLtch_InsJ_Lock_Suitcase_Closing_01-02.wav	Securing a travelling suitcase with a metal lock being closed. Compatible with the Universal 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
MECHLtch_InsJ_Lock_Suitcase_Closing_01-04.wav	Securing a travelling suitcase with a metal lock being closed. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
MECHLtch_InsJ_Lock_Suitcase_Closing_01-05.wav	Securing a travelling suitcase with a metal lock being closed. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
MECHLtch_InsJ_Lock_Suitcase_Opening_01-01.wav	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
MECHLtch_InsJ_Lock_Suitcase_Opening_01-02.wav	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
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
MECHLvr_InsJ_Lever_Plastic_Window-Handle_Closing_01.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
MECHLvr_InsJ_Lever_Plastic_Window-Handle_Closing_02.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
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
MECHLvr_InsJ_Lever_Plastic_Window-Handle_Opening_01.wav	The plastic lever on a glass window being opened and clicking into an open position. Compatible with the Universal Category System (UCS).	96000	24	2	00:01

MECHLvr_InsJ_Lever_Plastic_Window-Handle_Opening_02.wav	The plastic lever on a glass window being opened and clicking into an open position. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
MECHLvr_InsJ_Lever_Plastic_Window-Handle_Opening_03.wav	The plastic lever on a glass window being opened and clicking into an open position. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
MECHRtch_InsJ_Cranking_Metal-Lever_Fast_01-01_LOOP.wav	Winding a circular lever wheel quickly to create a stuttering crank. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
MECHRtch_InsJ_Cranking_Metal-Lever_Fast_02-01_LOOP.wav	Winding a circular lever wheel quickly to create a stuttering crank. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
MECHRtch_InsJ_Cranking_Metal-Lever_Fast_02-02_LOOP.wav	Winding a circular lever wheel quickly to create a stuttering crank. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
MECHRtch_InsJ_Cranking_Metal-Lever_Fast_02-03_LOOP.wav	Winding a circular lever wheel quickly to create a stuttering crank. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
MECHRtch_InsJ_Cranking_Metal-Lever_Moderate_01-01_LOOP.wav	Winding a circular lever wheel to create a stuttering crank. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
MECHRtch_InsJ_Cranking_Metal-Lever_Moderate_01-02_LOOP.wav	Winding a circular lever wheel to create a stuttering crank. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
MECHRtch_InsJ_Cranking_Metal-Lever_Moderate_02-01_LOOP.wav	Winding a circular lever wheel to create a stuttering crank. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
MECHRtch_InsJ_Cranking_Metal-Lever_Slow_01-01_LOOP.wav	Winding a circular lever wheel slowly to create a stuttering crank. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
MECHRtch_InsJ_Cranking_Metal-Lever_Slow_02-01_LOOP.wav	Winding a circular lever wheel slowly to create a stuttering crank. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
MECHRtch_InsJ_Towing_Tightening-Bolts_01-01.wav	Mechanical sound of tightening metal bolts on a tow truck to secure a vehicle. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
METLlmpT_InsJ_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).	96000	24	2	00:06
METLlmpT_InsJ_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).	96000	24	2	00:07
METLlmpT_InsJ_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).	96000	24	2	00:03
METLlmpT_InsJ_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).	96000	24	2	00:06
METLMisc_InsJ_Party-Pack_Oidz_Magnet_Sizzling_Very-Short_01.wav	A pair of metal oidz 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).	96000	24	2	00:01
MOTRElec_InsJ_Motor_Small_Fast_Front_01_LOOP.wav	A small mechanical engine motor. Seamlessly loopable. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
MOTRElec_InsJ_Motor_Small_Fast_Side_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_Long_Close_01-01.wav	A small mechanical engine motor with gutteral shifting. Compatible with the Universal Category System (UCS).	96000	24	2	00:10
MOTRElec_InsJ_Motor_Small_Long_Close_01-02.wav	A small mechanical engine motor with gutteral shifting. Compatible with the Universal Category System (UCS).	96000	24	2	00:10
MOTRElec_InsJ_Motor_Small_Long_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	00:39
MOTRElec_InsJ_Motor_Small_Long_Close_02-02.wav	A small mechanical engine motor with occasional shifting to other pitches. Compatible with the Universal Category System (UCS).	96000	24	2	00:33
MOTRElec_InsJ_Motor_Small_Long_Close_03-01.wav	A small, high-pitched mechanical engine motor which slowly stops. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
MOTRElec_InsJ_Motor_Small_Long_Close_03-02.wav	A small, high-pitched mechanical engine motor which slowly stops. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
MOTRElec_InsJ_Motor_Small_Long_Close_03-03.wav	A small, high-pitched mechanical engine motor which slowly stops. Compatible with the 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
MOTRElec_InsJ_Motor_Small_Long_Distant_01-02.wav	A small mechanical engine motor with subtle shifting. Compatible with the Universal Category System (UCS).	96000	24	2	00:10
MOTRElec_InsJ_Motor_Small_Moderate_Close_01-01.wav	A small mechanical engine motor with subtle shifting. Compatible with the Universal Category 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
MOTRElec_InsJ_Motor_Small_Revving-Down_01-01.wav	A small mechanical engine motor slowly stopping with a downward revving. Compatible with 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
MOTRElec_InsJ_Motor_Small_Revving-Down_01-03.wav	A small mechanical engine motor slowly stopping with a downward revving. Compatible with 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
MOTRElec_InsJ_Motor_Small_Short_Close_02-01.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_02-02.wav	A small, deep, mechanical engine motor quickly revving. Compatible with the Universal 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
MOTRElec_InsJ_Motor_Small_Short_Distant_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_Slow_Front_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_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
MOTRElec_InsJ_Motor_Small_Slowing_Side_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	00:03

MOTRElec_InsJ_Motor_Small_Speeding_Front_01-01.wav	A small mechanical engine motor idling before speeding up to power on. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
MOTRElec_InsJ_Motor_Small_Speeding_Side_01-01.wav	A small mechanical engine motor idling before speeding up to power on. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
MOTRElec_InsJ_Motor_Small_Very-Short_Close_01-01.wav	A small mechanical engine motor quickly stopping with a downward revving. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
MOTRElec_InsJ_Motor_Small_Very-Short_Close_01-02.wav	A small mechanical engine motor quickly stopping with a downward revving. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
MOTRElec_InsJ_Motor_Small_Very-Short_Close_01-03.wav	A small mechanical engine motor quickly stopping with a downward revving. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
MOTRElec_InsJ_Motor_Small_Very-Short_Close_02-01.wav	A deep mechanical engine motor quickly stopping with a downward revving. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
MOTRElec_InsJ_Motor_Small_Very-Short_Close_02-02.wav	A deep mechanical engine motor quickly stopping with a downward revving. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
MOTRElec_InsJ_Motor_Small_Very-Short_Close_02-03.wav	A deep mechanical engine motor quickly stopping with a downward revving. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
MOTRElec_InsJ_Motor_Small_Very-Short_Close_03-01.wav	A bright mechanical engine motor quickly stopping with a downward revving. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
MOTRElec_InsJ_Motor_Small_Very-Short_Close_03-02.wav	A bright mechanical engine motor quickly stopping with a downward revving. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
MOTRElec_InsJ_Motor_Small_Very-Short_Close_03-03.wav	A bright mechanical engine motor quickly stopping with a downward revving. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
MOTRElec_InsJ_Motor_Small_Very-Short_Distant_01-01.wav	A small mechanical engine motor quickly stopping with a downward revving. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
MOTRElec_InsJ_Motor_Small_Very-Short_Distant_01-02.wav	A small mechanical engine motor quickly stopping with a downward revving. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
MOTRElec_InsJ_Motor_Small_Very-Short_Distant_01-03.wav	A small mechanical engine motor quickly stopping with a downward revving. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
MUSCChim_InsJ_Hand-Bell_01-01_Low-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	00:09
MUSCChim_InsJ_Hand-Bell_01-02_Low-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	00:10
MUSCChim_InsJ_Hand-Bell_01-03_Low-B.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	00:12
MUSCChim_InsJ_Hand-Bell_01-04_Low-C.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	00:09
MUSCChim_InsJ_Hand-Bell_01-05_C#.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	00:06
MUSCChim_InsJ_Hand-Bell_01-06_D.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	00:09
MUSCChim_InsJ_Hand-Bell_01-07_D#.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	00:06
MUSCChim_InsJ_Hand-Bell_01-08_E.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	00:06
MUSCChim_InsJ_Hand-Bell_01-09_F.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
MUSCChim_InsJ_Hand-Bell_01-10_F#.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
MUSCChim_InsJ_Hand-Bell_01-11_G.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	00:06
MUSCChim_InsJ_Hand-Bell_01-12_G#.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	00:07

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
MUSCChim_InsJ_Hand-Bell_01-14_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	00:07
MUSCChim_InsJ_Hand-Bell_01-15_B.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	00:06
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 fade naturally. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
MUSCChim_InsJ_Hand-Bell_01-17_High-C#.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	00:07
MUSCChim_InsJ_Hand-Bell_01-18_High-D.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	00:06
MUSCChim_InsJ_Hand-Bell_01-19_High-D#.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	00:05
MUSCChim_InsJ_Hand-Bell_01-20_High-E.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	00:05
MUSCChim_InsJ_Singing-Bowl_Hit_Single_01-01.wav	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 System (UCS).	96000	24	2	00:22
MUSCChim_InsJ_Singing-Bowl_Hit_Single_01-02.wav	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 System (UCS).	96000	24	2	00:30
MUSCInst_InsJ_Didgeridoo_Low-Drone_01-01.wav	A wooden musical didgeridoo ethnic African wind instrument being blown for a low, booming, humming, straight drone. Compatible with the Universal Category System (UCS).	96000	24	2	00:07
MUSCInst_InsJ_Didgeridoo_Low-Drone_01-02.wav	A wooden musical didgeridoo ethnic African wind instrument being blown for a low, booming, humming, straight drone. Compatible with the Universal Category System (UCS).	96000	24	2	00:09
MUSCInst_InsJ_Didgeridoo_Low-Drone_01-03.wav	A wooden musical didgeridoo ethnic African wind instrument being blown for a low, booming, humming, straight drone. Compatible with the Universal Category System (UCS).	96000	24	2	00:04
MUSCInst_InsJ_Didgeridoo_Low-Drone_Shaking_01-01.wav	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 (UCS).	96000	24	2	00:05
MUSCMisc_InsJ_Piano_MetalMallet_Bounce_Mid_01.wav	Scraping a metal mallet forcefully up or down a single piano string to create a pitch shifting bounce or glissando. Uses strings in the middle of the piano's range.	96000	24	2	00:03
MUSCMisc_InsJ_Piano_MetalMallet_Cluster_High_01.wav	Striking multiple piano strings in close proximity with a metal mallet to create a dissonant cluster. Quickly damped. These sounds use the high register of the piano.	96000	24	2	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
MUSCMisc_InsJ_Piano_MetalMallet_Cluster_Low_07.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	00:03
MUSCMisc_InsJ_Piano_MetalMallet_Cluster_Mid_01.wav	Striking multiple piano strings in close proximity with a metal mallet to create a dissonant cluster. Quickly damped. These sounds use the middle register of the piano.	96000	24	2	00:02
MUSCMisc_InsJ_Piano_MetalMallet_Gliss_EndFrame_Leg_01.wav	Scraping a metal mallet along the tip of the strings at the end of the piano frame, creating a high glissando ripple.	96000	24	2	00:02
MUSCMisc_InsJ_Piano_MetalMallet_Gliss_EndString_Leg_01.wav	Scraping a metal mallet across the bottom end of piano strings to create a dry, ripple or a plucking glissando. Played legato for a smoother sound.	96000	24	2	00:02
MUSCMisc_InsJ_Piano_MetalMallet_Gliss_Low_Asc_Sus_01.wav	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_Desc_Sus_01.wav	Scraping a metal mallet across low piano strings with the sustain pedal depressed. Descending in pitch and played legato for a smoother glissando.	96000	24	2	00:46
MUSCMisc_InsJ_Piano_MetalMallet_Gliss_VeryHigh_Asc_Leg_01.wav	Scraping a metal mallet across the very high piano strings with natural sustain due to the absence of dampers. Ascending in pitch and played legato for a smoother glissando.	96000	24	2	00:06
MUSCMisc_InsJ_Piano_MetalMallet_Roll_01.wav	Rolling a metal mallet on the top of low piano strings which are damped. Creating a metallic 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).	96000	24	2	00:01
OBJLug_InsJ_Impact_Suitcase-on-Concrete_01-05.wav	Dropping a large suitcase on a concrete surface for a loud bang impact. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
OBJLug_InsJ_Impact_Suitcase-on-Concrete_02-01.wav	Dropping a large suitcase on a concrete surface for a loud bang impact. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
OBJLug_InsJ_Impact_Suitcase-on-Concrete_02-02.wav	Dropping a large suitcase on a concrete surface for a loud bang impact. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
OBJLug_InsJ_Impact_Suitcase-on-Concrete_02-03.wav	Dropping a large suitcase on a concrete surface for a loud bang impact. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
OBJLug_InsJ_Impact_Suitcase-on-Concrete_02-04.wav	Dropping a large suitcase on a concrete surface for a loud bang impact. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
OBJLug_InsJ_Impact_Suitcase-on-Concrete_02-05.wav	Dropping a large suitcase on a concrete surface for a loud bang impact. Compatible with the Universal Category System (UCS).	96000	24	2	00:02
OBJMisc_InsJ_Punching_Mattress_Single_01-01.wav	Punching a bed mattress with fists for a soft, fabric impact. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
OBJMisc_InsJ_Scrape_Slipper-on-Carpet_01-01.wav	Scraping slippers on carpet for a robotic, mechanical factory movement. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
OBJMisc_InsJ_Scrape_Slipper-on-Carpet_01-02.wav	Scraping slippers on carpet for a robotic, mechanical factory movement. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
OBJMisc_InsJ_Whiteboard-Chart_Pulling-Down_Very-Short_01-01.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_01-02.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	00:01
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

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
OBJMisc_InsJ_Winding_Torch_Single_01-01.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_01-02.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_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_InsJ_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
OBJMisc_InsJ_Winding_Torch_Single_04-03.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_Slow_01-01.wav	Winding up an electric rechargeable flashlight torch slowly. Compatible with the Universal Category System (UCS).	96000	24	2	00:09
OBJMisc_InsJ_Winding_Torch_Slow_01-02.wav	Winding up an electric rechargeable flashlight torch slowly. Compatible with the Universal 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
OBJTape_InsJ_Velcro_Disconnect_Very-Short_03.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
PLASImpt_InsJ_Plastic_Printer-01_Back-Flap_Pull_01.wav	Flipping a small plastic printer flap forcefully down for a small impact. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
PLASImpt_InsJ_Plastic_Printer-01_Back-Flap_Push_01.wav	Pushing a small plastic printer flap forcefully down for a small impact. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
PLASImpt_InsJ_Plastic_Printer-01_Front-Flap-Close_01.wav	Flipping a small plastic printer flap forcefully up for a small impact. Compatible with the 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

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
PLASImpt_InsJ_Plastic_Printer-01_Tray-Close_02.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
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
PLASImpt_InsJ_Plastic_Printer-01_Tray-Close_Aggressive_01.wav	Forcefully 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
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
PLASImpt_InsJ_Smack_Fly-Swatter_01-02.wav	Smacking a plastic fly swatter on a hard surface. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
PLASImpt_InsJ_Smack_Fly-Swatter_01-03.wav	Smacking a plastic fly swatter on a hard surface. Compatible with the Universal Category 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
PLASMvmt_InsJ_Plastic_Printer-01_Tray-Open_02.wav	Opening or pulling out a small extended flap of a plastic printer. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
PLASMvmt_InsJ_Plastic_Printer-01_Tray-Open_03.wav	Opening or pulling out a small extended flap of a plastic printer. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
RUBRFric_InsJ_Party-Pack_Balloons_Friction_Hair_Moderate_01.wav	Brushing a rubber balloon against a human head of hair for a moderate, coarse, friction movement and scraping. From the Party Pack sound library. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
RUBRFric_InsJ_Party-Pack_Balloons_Friction_Hand_Very-Long_01.wav	Rubbing a rubber balloon with hand skin for a very long, stretching, elastic friction movement or scraping. From the Party Pack sound library. Compatible with the Universal Category System (UCS).	96000	24	2	00:06
RUBRImpt_InsJ_Party-Pack_Balloons_Bounce_Multi_01.wav	Multiple rubber balloons filled with air bouncing on a hard, wooden surface several times. From the Party Pack sound library. Compatible with the Universal Category System (UCS).	96000	24	2	00:03
RUBRMvmt_InsJ_Party-Pack_Balloons_Tying_Long_01.wav	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 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
SCIShip_InsJ_Abstract-Spaceship-B01_Ascending.wav	A large spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending 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
SCIShip_InsJ_Abstract-Spaceship-C01_Ascending.wav	A moderate spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	96000	24	2	00:18
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
SCIShip_InsJ_Abstract-Spaceship_Flyby_Ascending_E01.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Ascending in pitch and 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
SCIShip_InsJ_Abstract-Spaceship_Flyby_Ascending_G01.wav	A small spaceship vehicle flying by quickly with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:07

SCIShip_InsJ_Abtract-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_Abtract-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_Abtract-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_Abtract-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_Abtract-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
SCIShip_InsJ_Abtract-Spaceship_Flyby_Descending_E01.wav	A large spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:08
SCIShip_InsJ_Abtract-Spaceship_Flyby_Descending_F01.wav	A moderate spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:09
SCIShip_InsJ_Abtract-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
SCIShip_InsJ_Abtract-Spaceship_Flyby_Descending_H01.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and 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
TOONClang_InsJ_Flexatone_Boing-Heavy_02.wav	Heavily hitting a metal flexatone with a metal mallet and bending the flexatone to create a bouncy boing sound.	96000	24	2	00:04
TOONClang_InsJ_Flexatone_Boing-Heavy_03.wav	Heavily hitting a metal flexatone with a metal mallet and bending the flexatone to create a bouncy boing sound.	96000	24	2	00:02
TOONClang_InsJ_Flexatone_Boing-Light_01.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	00:02
TOONClang_InsJ_Flexatone_Boing-Light_02.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	00:02
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
TOONMisc_InsJ_Flexatone_Flick-High_01.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
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
TOONMisc_InsJ_Flexatone_Flick-High_03.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	00:01
TOONMisc_InsJ_Flexatone_Flick-High_04.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
TOONMisc_InsJ_Flexatone_Flick-High_05.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
TOONMisc_InsJ_Flexatone_Flick-High_06.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
TOONMisc_InsJ_Flexatone_Flick-Low_01.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
TOONMisc_InsJ_Flexatone_Quiver_01.wav	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 sound.	96000	24	2	00:03
TOONMisc_InsJ_Flexatone_Quiver_02.wav	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 sound.	96000	24	2	00:02
TOONMisc_InsJ_Flexatone_Quiver_03.wav	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 sound.	96000	24	2	00:01
TOONShake_InsJ_Flexatone_Shake_01.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	00:03

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
TOONShake_InsJ_Flexatone_Shake_04_Ascend.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	00:06
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 chattering 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

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
TOYMech_InsJ_Toy_Plastic-Clock_Winding_Slow_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_Slow_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	00:12
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_01-01_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
TOYMech_InsJ_Toy_Plastic-Clock_Winding_Very-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	00:04
TOYMech_InsJ_Toy_Plastic-Train_Moving_Close_Long_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	00:04
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
TOYMech_InsJ_Toy_Plastic-Train_Moving_Close_Very-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	00:01
TOYMech_InsJ_Toy_Plastic-Train_Moving_Close_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_Close_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_Distant_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
TOYMech_InsJ_Toy_Plastic-Train_Moving_Distant_Very-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	00:01
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-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	00:06
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
TOYMech_InsJ_Toy_Plastic-Train_Revving_Moderate_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	00:03
TOYMech_InsJ_Toy_Plastic-Train_Revving_Moderate_01-03.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
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
TOYMech_InsJ_Toy_Plastic-Train_Revving_Short_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	00:02
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
TOYMech_InsJ_Toy_Plastic-Train_Revving_Short_01-03.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
TOYMech_InsJ_Toy_Plastic-Train_Revving_Short_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	00:02
TOYMech_InsJ_Toy_Plastic-Train_Revving_Short_01-05.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
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
TOYMech_InsJ_Toy_Plastic-Train_Revving_Very-Slow_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	00:07
TOYMech_InsJ_Toy_Plastic-Train_Winding_01-01.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
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
TOYMech_InsJ_Toy_Plastic-Train_Winding_01-03.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
TOYMisc_InsJ_Party-Pack_Pig-Toy_Breath_Very-Short_01.wav	Breathing produced from a pig toy after squeaking and allowing its body to refill with air intake, creating a breathing sound. From the Party Pack sound library. Compatible with the Universal Category System (UCS).	96000	24	2	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
TOYMisc_InsJ_Party-Pack_Pig-Toy_Very-Short_01-01.wav	A pig toy being quickly squeezed to produce a fast, low, croaky pig snorting. From the Party Pack sound library. Compatible with the Universal Category System (UCS).	96000	24	2	00:01
TOYMisc_InsJ_Party-Pack_Pig-Toy_Very-Short_02-01.wav	A pig toy being rapidly squeezed to produce a high, squealing and squeaking pig snorting. From 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
WHSTMech_InsJ_Whistle_Steam_Long_01-01_EQ.wav	An old steamboat metal pipe whistle signalling and alerting for a long time to signal arrival. Soft EQ noise removal. Compatible with the Universal Category System (UCS).	96000	24	2	00:05
WHSTMech_InsJ_Whistle_Train_01-01.wav	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
WHSTMisc_InsJ_Party-Pack_Duck-Whistle_Short_02-01.wav	A plastic duck whistle horn quickly croaking a coarse, harsh, high sound for a short period of time. From the Party Pack sound library. Compatible with the Universal Category System (UCS).	96000	24	2	00:02

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