

Gregor Quendel - Designed Sci-Fi - V1.1 - Metadata

Filename	Description	Time	Channels	Format
AchingRust.wav	ACHINGRUST - Low-Mid Pitched Drone, Slight Tonal Swell (x1)	0:09	2	96 24
Algernon_01.wav	ALGERNON_01 - Speed Ramping Texture, Pulses and Sparks, Reversing Ramping Texture at End, Mid Pitched (x1)	0:02	2	96 24
Algernon_02.wav	ALGERNON_02 - Powerdown with Percussive Clicks (x1)	0:01	2	96 24
Algernon_03.wav	ALGERNON_03 - Reversing Power Rise, Lasery Chirps (x1)	0:02	2	96 24
Algernon_04.wav	ALGERNON_04 - Laser Chirps with Farty and Bassy Power Down (x1)	0:02	2	96 24
Algernon_05.wav	ALGERNON_05 - Fluctuating Pitch with Wacky Punctuations at End (x1)	0:06	2	96 24
Algernon_06.wav	ALGERNON_06 - Crunchy Buzz Reverse Buildup, Weird Bloops and Chirps (x1)	0:02	2	96 24
Algernon_07.wav	ALGERNON_07 - Gritty Reversing Riser with Intermittent Pulses (x1)	0:02	2	96 24
Algernon_08.wav	ALGERNON_08 - Airy Rise into Wacky High Pitched Shuffling Texture (x1)	0:03	2	96 24
Algernon_Timelazer_01.wav	ALGERNON_TIMELAZER_01 - Delay Feedback Laser Chirps with Speed Ramping (x1)	0:07	2	96 24
Algernon_Timelazer_02.wav	ALGERNON_TIMELAZER_02 - Shuffling Followed by Drop, Rise, and Digital Chirping (x1)	0:06	2	96 24
Algernon_Timelazer_03.wav	ALGERNON_TIMELAZER_03 - Laser Like Burst with Arpeggiating Chirps with Reverse at End (x1)	0:04	2	96 24
Algernon_Timelazer_04.wav	ALGERNON_TIMELAZER_04 - Laser Like Chirp with Stuttering Clicks (x1)	0:01	2	96 24
Algernon_Timelazer_05.wav	ALGERNON_TIMELAZER_05 - Laser Ricochet, Digital Bubbling Pulse, High Pitched (x1)	0:01	2	96 24
Algernon_Timelazer_06.wav	ALGERNON_TIMELAZER_06 - Chirpy Arpeggiating Pulse Followed by Distorted Laser Cannon with Decending Pitch (x1)	0:02	2	96 24
Algernon_Transition_Sequence.wav	ALGERNON_TRANSITION_SEQUENCE - Various Crunching Shuffling Bursts, Various Pitch Modulations (x7)	0:15	2	96 24
Algernon_Transition_Short.wav	ALGERNON_TRANSITION_SHORT - Buzzy Swell with Punchy Low Pulses (x1)	0:02	2	96 24
Alien_GoblinPlanet.wav	ALIEN_GOBLINPLANET - Digital Arpegiation, Shuffling, Glitching, Processing, Mid Pitched (x1)	0:08	2	96 24
AlienChime.wav	ALIENCHIME - Harmonic, Chaotic Glitch, Bells, Static Noise, Mid-Low Pitched (x1)	0:33	2	96 24
AlienChime_LightCrystals.wav	ALIENCHIME_LIGHTCRYSTALS - Harmonic Glitch, Abstract Bells, Granular, Mid Pitched (x1)	0:52	2	96 24
Alienfax_01.wav	ALIENFAX_01 - Low Pitched Arythmic Pulses, Snappy, Muted, Random Digital Chirps (x1)	0:05	2	96 24
Alienfax_02.wav	ALIENFAX_02 - Distorted Arpeggiating Tone (x1)	0:01	2	96 24
Alienfax_03.wav	ALIENFAX_03 - Low Noise Hiss and Distorted Tonal Accent (x1)	0:01	2	96 24
Alienfax_04.wav	ALIENFAX_04 - Low Noise Hiss and Arpeggiating Distorted Tonal Accent (x1)	0:01	2	96 24
AlienFAX_BrokenTransponder.wav	ALIENFAX_BROKENTRANSPONDER - Chaotic Chirping, Bursts of Noise, Bassy Pops, High Pitched (x1)	0:09	2	96 24
AlienHarmonicsTransfer.wav	ALIENHARMONICSTRANSFER - Atmospheric, Chaotic Distorted Bells, Static Noise, Mid-Low Pitched (x1)	0:07	2	96 24
AlienHarmony.wav	ALIENHARMONY - Harmonic, Distorted, Chaotic Glitch, Bells, Static Noise, Mid-Low Pitched (x1)	0:13	2	96 24
Aquapur.wav	AQUAPUR - Clicking, Morphing, Fluttering, Evolving, Mid-Low Pitched (x1)	0:12	2	96 24
Aquapur_01.wav	AQUAPUR_01 - Grumbly Lofi Pulse (x1)	0:02	2	96 24
Aquapur_02.wav	AQUAPUR_02 - Digital Crackling into Echoing Bassy Pulse (x1)	0:03	2	96 24
Aquapur_03.wav	AQUAPUR_03 - Digital Bubbling, Crackling with Bassy Swell at End (x1)	0:02	2	96 24
Aquapur_04.wav	AQUAPUR_04 - Muted Electric-like Sparking, Crackling (x1)	0:02	2	96 24
Aquapur_05.wav	AQUAPUR_05 - High Pitched Static Chaos, Digital Chirps (x1)	0:01	2	96 24
Aquapur_06.wav	AQUAPUR_06 - Bubbling Crackling, Digital Insect, Mid-High Pitched (x1)	0:02	2	96 24
Aquapur_07.wav	AQUAPUR_07 - Digital Bubbling and Crackling, Digital Insect, Fluctuating Pitch (x1)	0:02	2	96 24
Aquapur_08.wav	AQUAPUR_08 - Crackling with Tonal Swell at End, Mid-Low Pitched (x1)	0:02	2	96 24
Aquapur_09.wav	AQUAPUR_09 - Clicky Muted Digital Morph, Mid Pitched (x1)	0:02	2	96 24
Aquapur_10.wav	AQUAPUR_10 - Stuttering Digital Grumbles and Static (x1)	0:03	2	96 24
Aquapur_11.wav	AQUAPUR_11 - Digital Bubbling, Fluctuating Pitch (x1)	0:02	2	96 24
Aquapur_12.wav	AQUAPUR_12 - Bubbling UI, Negative, Decending Pitch	0:01	2	96 24
Aquapur_13.wav	AQUAPUR_13 - Muted Digital Bubbling UI, Sucking Reverse, Tonal Oneshot, Mid-Low Pitched (x1)	0:02	2	96 24
Aquapur_14.wav	AQUAPUR_14 - Stuttery Clicky Processing UI, Mid-High Pitched (x1)	0:01	2	96 24
Aquapur_15.wav	AQUAPUR_15 - Glassy Clicks with Buzzing Tail, Mid-Low Pitched (x1)	0:02	2	96 24
Aquapur_16.wav	AQUAPUR_16 - Stuttering Bass Pulse (x1)	0:02	2	96 24
Aquapur_17.wav	AQUAPUR_17 - High Pitched Ping with Mid Pitched Fluttery Swell (x1)	0:01	2	96 24
Aquapur_18.wav	AQUAPUR_18 - Digital Neutral Confirmation, Clicking, Tinny, Metallic (x1)	0:01	2	96 24
Aquapur_19.wav	AQUAPUR_19 - Rising Phasey Clicks and Short Digital Neutral UI (x1)	0:01	2	96 24
Aquapur_20.wav	AQUAPUR_20 - Muted. Stuttering Glitching Clicks (x1)	0:02	2	96 24
Aquapur_21.wav	AQUAPUR_21 - Crackling, Warbling, Neutral UI Select (x1)	0:01	2	96 24
Aquapur_Data.wav	AQUAPUR_DATA - Digital Clicking Rumble, Tonal Swell, Low Pitched (x1)	0:12	2	96 24
Aquapur_Minipops_Sequence_01.wav	AQUAPUR_MINIPOPS_SEQUENCE_01 - Glitchy UI, Neutral, Confirmations, High Pitched (x11)	0:25	2	96 24
Aquapur_Minipops_Sequence_02.wav	AQUAPUR_MINIPOPS_SEQUENCE_02 - Small Groany UI Elements with High Pitched Stacey Popping (x3)	0:11	2	96 24
Aquapur_Nano_01.wav	AQUAPUR_NANO_01 - UI Pulse, Select, Low Pitched (x1)	0:01	2	96 24
Aquapur_Nano_02.wav	AQUAPUR_NANO_02 - UI Pulse, Confirm, Low Pitched (x1)	0:01	2	96 24
Aquapur_Nano_03.wav	AQUAPUR_NANO_03 - Soft Digital Growly Bubbling, Mid-Low Pitched (x1)	0:02	2	96 24
Aquapur_Nano_04.wav	AQUAPUR_NANO_04 - Warping Thwoomp, Low Pitched (x1)	0:01	2	96 24
Aquapur_Nano_05.wav	AQUAPUR_NANO_05 - Fast Pusling UI, Digital Bubbling, Confirm (x1)	0:01	2	96 24
Aquapur_Nano_06.wav	AQUAPUR_NANO_06 - Dark Selection UI Pulse with Bubbling, Low Pitched (x1)	0:02	2	96 24
Aquapur_Nano_07.wav	AQUAPUR_NANO_07 - Neutral Digital UI Confrim (x1)	0:01	2	96 24
Aquapur_Nano_08.wav	AQUAPUR_NANO_08 - Dark Selection UI with Bubbling, Mid-High Pitched (x1)	0:01	2	96 24
Aquapur_Nano_09.wav	AQUAPUR_NANO_09 - Airy Reversing Tone into High Energy Digital Bubbling (x1)	0:02	2	96 24
Aquapur_Nano_10.wav	AQUAPUR_NANO_10 - Low Pitched Bass Oneshot with High Pitched Digital Bubbling	0:02	2	96 24
Aquapur_Nano_11.wav	AQUAPUR_NANO_11 - Low Pitched Smooth Bass Pulse (x1)	0:02	2	96 24
Aquapur_Nano_12.wav	AQUAPUR_NANO_12 - Muted Swelling Glitching Warble (x1)	0:01	2	96 24
Aquapur_Transition.wav	AQUAPUR_TRANSITION - Clicking, Digital Insect, Mid-High Pitched (x1)	0:04	2	96 24
Aquapur_ReadOnly_01.wav	AQUAPUR_READONLY_01 - Croaking Synth Bursts, Hissy Static, Mid Pitched (x1)	0:11	2	96 24
Aquapur_ReadOnly_02.wav	AQUAPUR_READONLY_02 - Croaking Synth Bursts, Hissy Static, Mid Pitched (x1)	0:10	2	96 24
Aquapur_ReadOnly_03.wav	AQUAPUR_READONLY_03 - Croaking Synth Bursts, Digital Bubbling Warble, Glitchy Static Accents, Slow, Abstract Texture, Mid Pitched (x1)	0:23	2	96 24
Aquapur_ReadOnly_04.wav	AQUAPUR_READONLY_04 - Croaking Synth Bursts, Digital Grumble with High Pitched Static Bursts (x1)	0:09	2	96 24
Baron_Transition_01.wav	BARON_TRANSITION_01 - Bit Crushed Metallic Tone with Pitch Rise (x1)	0:02	2	96 24
Baron_Transition_02.wav	BARON_TRANSITION_02 - Metallic Twangy Texture with Low Pitched Swell (x1)	0:01	2	96 24
Bogcritter.wav	BOGCRITTER - Distorted Mallet Weird Hit and Hold, Mid Pitched (x1)	0:03	2	96 24
Bogcritter_Sequence.wav	BOGCRITTER_SEQUENCE - Low Mid Bassy Tone with Crunchy Static and Resonant Tube-like Thumps (x5)	0:12	2	96 24
Bowl_AlienChatter.wav	BOWL_ALIENCHATTER - Reverberent Digital Bell-like Tones, Two Tones up and one Down (x1)	0:04	2	96 24
Bowl_Badbot.wav	BOWL_BADBOT - Low-Mid Pitched Drone Element with High Percussive Accents and Musical Accent (x1)	0:11	2	96 24
Bowl_Chakra.wav	BOWL_CHAKRA - Phasey Airy Flutters, Resonant, Swells, Mid Pitched (x1)	0:12	2	96 24
Bowl_Crackle_01.wav	BOWL_CRACKLE_01 - Bass String Two Tone Texture, Low Pitched (x1)	0:01	2	96 24
Bowl_Crackle_02.wav	BOWL_CRACKLE_02 - UI Negative Confirmation, Low-Mid Pitched with Airy Tail (x1)	0:01	2	96 24
Bowl_Crackle_03.wav	BOWL_CRACKLE_03 - Wobbly Bass Pluck, Rumble, Low Pitched (x1)	0:03	2	96 24
Bowl_Crackle_Sequence.wav	BOWL_CRACKLE_SEQUENCE - Resonant, Woody Bassy Digital Scrapes (x6)	0:15	2	96 24
Bowl_Cybin_01.wav	BOWL_CYBIN_01 - Atmospheric Texture, Evil, Tonal, Airy Warbling, Mid-Low Pitched (x1)	0:20	2	96 24
Bowl_Cybin_02.wav	BOWL_CYBIN_02 - Shimmery Reverberent Pad with Bassy Swells, Mid-Low Pitched (x1)	0:35	2	96 24
Bowl_Cybin_03.wav	BOWL_CYBIN_03 - Atmospheric Texture, Evil, Tonal, Airy Warbling, Mid-Low Pitched (x1)	0:11	2	96 24

Bowl_Cybin_Optical.wav	BOWL_CYBIN_OPTICAL - Low Bassy Pulses with Airy Hissy Accents, Mid-Low Pitched (x1)	0:28	2	96 24
Bowl_DistantMovement.wav	BOWL_DISTANTMOVEMENT - Slow Bubbling Fluttering Tone, Echoing, Reverberant, Low Pitched (x1)	1:16	2	96 24
Bowl_Doowah.wav	BOWL_DOOWAH - Quiet Metallic Noise Burse into Tonal Sweep, Bouncy (x1)	0:01	2	96 24
Bowl_Dronescape_01.wav	BOWL_DRONESCAPE_01 - Metallic Buzzing Riser, Mid-High Pitched (x1)	0:04	2	96 24
Bowl_Dronescape_02.wav	BOWL_DRONESCAPE_02 - Metallic Buzzing Riser, Mid-High Pitched (x1)	0:05	2	96 24
Bowl_Eastern.wav	BOWL_EASTERN - Low Drone with Resonant Metallic Plinks, Low Pitched (x1)	0:15	2	96 24
Bowl_Gravity_Bell_Sequence.wav	BOWL_GRAVITY_BELL_SEQUENCE - Metallic String Strike with Tonal Drone (x3)	0:29	2	96 24
Bowl_Graze.wav	BOWL_GRAZE - Chaotic Stuttering FM Bell Chime, Pitch Ramping Down, Clanging, Buzzing Noise, Mid-Low Pitched (x1)	0:20	2	96 24
Bowl_Grumbler.wav	BOWL_GRUMBLER - Metallic Pulsing, Distorted, Bassy Pulses, Atmospheric, Low Pitched (x1)	0:14	2	96 24
Bowl_Hangar_01.wav	BOWL_HANGAR_01 - Metallic Pulsing, Airy Flutters, Bassy Pulses, Atmospheric, Low Pitched (x1)	0:31	2	96 24
Bowl_Hangar_02.wav	BOWL_HANGAR_02 - Two Alternating Notes, Metallic Clinking and Clanking, High Pitched (x2)	0:08	2	96 24
Bowl_Jitters.wav	BOWL_JITTERS - Tonal, Bell, Slow Metallic, Stretched, Mid Low Pitched (x1)	0:26	2	96 24
Bowl_Lockerspace_01.wav	BOWL_LOCKERSPACE_01 - Atmospheric, Evil, Metallic, Shuddering, Drone, Texture, Mid-Low Pitched (x1)	0:25	2	96 24
Bowl_Lockerspace_02.wav	BOWL_LOCKERSPACE_02 - Atmospheric, Evil, Metallic, Shuddering, Drone, Texture, Mid-Low Pitched (x1)	0:13	2	96 24
Bowl_Metalscape.wav	BOWL_METALSCAPE - Low Drone with Reverberant Airy Dull Knocks, Low Pitched (x1)	0:19	2	96 24
Bowl_MoonDragon_01.wav	BOWL_MOONDRAGON_01 - Atmospheric, Metallic, Drone, Texture, Mid Pitched (x1)	0:36	2	96 24
Bowl_MoonDragon_02.wav	BOWL_MOONDRAGON_02 - Ahythmic Pulsing Hissy Metallic Accents, High Pitched (x1)	0:05	2	96 24
Bowl_Polop_Sequence.wav	BOWL_POLOP_SEQUENCE - Round Tone Swells, Buzzy Cello-like Swell (x6)	0:21	2	96 24
Bowl_SolarChime.wav	BOWL_SOLARCHIME - Dischordant Clock Chime with Metallic Shimmers at End (x1)	0:03	2	96 24
Bowl_Spiral_01.wav	BOWL_SPIRAL_01 - Ahythmic Metallic Clangs and Slow Arpeggiating Buzzy Tones, Low Gritty Buzzes, Low Pitched (x1)	0:17	2	96 24
Bowl_Spiral_02.wav	BOWL_SPIRAL_02 - Arpeggiating Buzzy Tones with Metallic Clattering, Mid Pitched (x1)	0:10	2	96 24
Bowl_Tinscape.wav	BOWL_TINSCAPE - Tonal Sting, Swelling Pitch, Metallic (x1)	0:03	2	96 24
Brasswires_Counter_Transition.wav	BRASSWIRES_COUNTER_TRANSITION - Bubbly Arpeggiating Feedback Texture, Mid-High Pitched (x1)	0:13	2	96 24
Brasswires_Galacticmorn.wav	BRASSWIRES_GALACTICMORN - Atmospheric, Swelling, Musical, Harmonic Burst, Bubbly, Glitched, Mid-Pitched (x1)	0:15	2	96 24
Brasswires_Glasssphere_01.wav	BRASSWIRES_GLASSSHPHRE_01 - Atmospheric, Texture, Light Static, Mid-High Pitched (x1)	0:15	2	96 24
Brasswires_GlassSphere_02.wav	BRASSWIRES_GLASSSHPHRE_02 - Atmospheric, Metallic Bells, Glitching, High Pitched (x1)	0:12	2	96 24
Brasswires_GlassSphere_03.wav	BRASSWIRES_GLASSSHPHRE_03 - Low Reverberant Swell with Digital Twinkling (x1)	0:04	2	96 24
Brasswires_GlassSphere_04.wav	BRASSWIRES_GLASSSHPHRE_04 - Atmospheric, Harmonic, Musical, Metallic Bells, Glitching, Mid Pitched (x1)	0:03	2	96 24
Brasswires_GlassSphere_05.wav	BRASSWIRES_GLASSSHPHRE_05 - Atmospheric, Harmonic Granular Glitch, Bells, Mid-High Pitched (x1)	0:21	2	96 24
Brasswires_Harmonicblossom.wav	BRASSWIRES_HARMONICBLOSSOM - Large Reverberant Metallic Pluc, with Arpeggiating and Digital Clicking (x1)	0:03	2	96 24
Brasswires_HarmonicSlice_01.wav	BRASSWIRES_HARMONICSLICE_01 - Harmonic, Musical Glitch, Frequency Bursts, Evolving, Mid Pitched (x1)	0:12	2	96 24
Brasswires_HarmonicSlice_02.wav	BRASSWIRES_HARMONICSLICE_02 - Harmonic, Musical Glitch, Frequency Bursts, Evolving, Mid Pitched (x1)	0:09	2	96 24
Brasswires_HarmonicSlice_Short.wav	BRASSWIRES_HARMONICSLICE_SHORT - Mellow Dramatic Tonal Stinger, Soft Noise Burst (x1)	0:03	2	96 24
Broken_Transition.wav	BROKEN_TRANSITION - Bit Crush Swell, Alien Alarm (x1)	0:01	2	96 24
Cavern.wav	CAVERN - Droning Tone, Atmospheric, Small Shimmery Overtones, Mid-Low Pitched (x1)	0:47	2	96 24
Cavern_Crystalline.wav	CAVERN_CRYSTALLINE - Atmospheric, Harmonic, Abstract, Bubbly, Reverberant, Mid-High Pitched (x1)	0:04	2	96 24
Cavern_Powercore_Counter.wav	CAVERN_POWERCORE_COUNTER - Atmospheric, Airy Glassy Statics, Reverberant, High Pitched (x1)	0:15	2	96 24
ChaosDrops_01.wav	CHAOSDROPS_01 - Arpeggiating Tinny Synth Chirps, Rythmic, FM, Mid Pitched (x1)	0:04	2	96 24
Chaosdrops_02.wav	CHAOSDROPS_02 - Shuffling Glassy and Synth Tones with Low Pitched Percussive Elements (x1)	0:02	2	96 24
Chaosdrops_03.wav	CHAOSDROPS_03 - Percussive Texture, Digital Chaos, Atmospheric, Airy, Mid Pitched (x1)	0:02	2	96 24
Chaosdrops_04.wav	CHAOSDROPS_04 - Reverberant Arpeggiating Tonal Chaos (x1)	0:03	2	96 24
Chaosdrops_05.wav	CHAOSDROPS_05 - Percussive Texture, Digital Chaos, Atmospheric, Airy, Mid Pitched (x1)	0:02	2	96 24
ChaosDrops_06.wav	CHAOSDROPS_06 - Chaotic Chirpy Shuffling, Bassy Accents, High Pitched (x1)	0:04	2	96 24
Chaosdrops_07.wav	CHAOSDROPS_07 - Reverberant Woody Hit, Airy, Mid-Low Pitched (x1)	0:01	2	96 24
Chaosdrops_08.wav	CHAOSDROPS_08 - Glassy Stuttering Bubbling (x1)	0:01	2	96 24
Chaosdrops_09.wav	CHAOSDROPS_09 - Ahythmic Reverberant Popping Pulses, Low Pitched (x1)	0:04	2	96 24
Circuits_BadChips_01.wav	CIRCUITS_BADCHIPS_01 - Digital Processing, Glitching, Arpeggiating Chirps, Mid-High Pitched (x1)	0:07	2	96 24
Circuits_BadChips_01.wav	CIRCUITS_BADCHIPS_01 - Stuttering Arpeggiating Glitching, Bit Crushed (x1)	0:02	2	96 24
Circuits_BadChips_02.wav	CIRCUITS_BADCHIPS_02 - Chaotic Tonal Arpeggiation, Crunchy Digital Tones, Stuttering, Malfunctioning Robot, Texture, Mid Pitched (x1)	0:07	2	96 24
Circuits_BadChips_02.wav	CIRCUITS_BADCHIPS_02 - Boxy Tinny High Pitched Double Tone, Printer Like (x1)	0:01	2	96 24
Circuits_BadChips_03.wav	CIRCUITS_BADCHIPS_03 - Chaotic Tonal Arpeggiation, Tinny Crunchy Digital Tones, Malfunctioning Robot, Texture, Mid-High Pitched (x1)	0:10	2	96 24
Circuits_BadChips_03.wav	CIRCUITS_BADCHIPS_03 - Boxy Digital Stuttering, Glitching (x1)	0:03	2	96 24
Circuits_BadChips_04.wav	CIRCUITS_BADCHIPS_04 - Arpeggiating Gritty Stuttering Chirping, High Energy, High Pitched (x1)	0:08	2	96 24
Circuits_BadChips_05.wav	CIRCUITS_BADCHIPS_05 - Digital Arpeggiation, Glitching, Metallic Clicking, Buzzing, Mid Pitched (x1)	0:13	2	96 24
Circuits_BadChips_06.wav	CIRCUITS_BADCHIPS_06 - Stuttering Clicks and Tonal Arpeggiation, Buzzy, Mid Pitched (x1)	0:08	2	96 24
Circuits_BadChips_07.wav	CIRCUITS_BADCHIPS_07 - Digital Arpeggiation, Tonal Buzzy Accents with Low Warbling Texture Bed, Mid Pitched (x1)	0:09	2	96 24
Circuits_BadChips_08.wav	CIRCUITS_BADCHIPS_08 - Glitching Tonal Synth Sounds, Bursts of Noise, Stuttering, Mid Pitched (x1)	0:13	2	96 24
Circuits_BadChips_09.wav	CIRCUITS_BADCHIPS_09 - Glitching Tonal Synth Sounds, Bursts of Noise, Stuttering, Mid Pitched (x1)	0:04	2	96 24
Circuits_BadChips_10.wav	CIRCUITS_BADCHIPS_10 - Glitching Arpeggiation, Stuttering Tones, Buzzing, Oscillating Pitches, Mid Pitched (x1)	0:28	2	96 24
Circuits_BadChips_11.wav	CIRCUITS_BADCHIPS_11 - Arcade Machine Glitch, Arpeggiating Chirping Tones, Digital Processing, Mid-High Pitched (x1)	0:09	2	96 24
Circuits_BadChips_12.wav	CIRCUITS_BADCHIPS_12 - Chaotic Synth Arpeggiating, Airy Buzzing Tone, Mid Pitched (x1)	0:06	2	96 24
Circuits_BadChips_Glitch.wav	CIRCUITS_BADCHIPS_GLITCH - Shuffling Static and Tone Chaos (x1)	0:03	2	96 24
Circuits_BadChips_long.wav	CIRCUITS_BADCHIPS_LONG - Arpeggiating Tones with Oscillating Wobbly Tone and Gritty Static, Mid Pitched (x1)	0:28	2	96 24
Circuits_BadChips_medium.wav	CIRCUITS_BADCHIPS_MEDIUM - Thin Arpeggiating Tones with Oscillating Wobbly Tone and Gritty Static, Mid Pitched (x1)	0:12	2	96 24
Circuits_BadChips_short.wav	CIRCUITS_BADCHIPS_SHORT - Stuttering Arpeggiating Tones with Oscillating Wobbly Tone and Gritty Static, Mid-High Pitched (x1)	0:08	2	96 24
Circuits_BurntBadChips_01.wav	CIRCUITS_BURNTBADCHIPS_01 - Swelling Arpeggiating Tones with Small Rythmic Clicking Elements (x1)	0:02	2	96 24
Circuits_BurntBadChips_02.wav	CIRCUITS_BURNTBADCHIPS_02 - High Pitched Tinny Two Tone Followed By Low Pitched Two Tone (x1)	0:01	2	96 24
Circuits_BurntBadChips_03.wav	CIRCUITS_BURNTBADCHIPS_03 - UI Select Clunk with small Buzz, Mid-High Pitched (x1)	0:01	2	96 24
Circuits_BurntBadChips_04.wav	CIRCUITS_BURNTBADCHIPS_04 - Static and Multiple Percussive Kicks (x1)	0:01	2	96 24
Circuits_BurntBadChips_05.wav	BASH - Harsh Tinny 3-Tone Oneshot (x1)	0:01	2	96 24
Circuits_BurntBadChips_06.wav	CIRCUITS_BURNTBADCHIPS_05 - High Pitched Laser Beam into Bit Crushed Bass Drop, Fast, Small Crackles (x1)	0:01	2	96 24
Circuits_BurntBadChips_Sequence_01.wav	CIRCUITS_BURNTBADCHIPS_SEQUENCE_01 - Digital Blurbs, Babbling Clicks, Mid-High Pitched (x1)	0:04	2	96 24
Circuits_BurntBadChips_Sequence_02.wav	CIRCUITS_BURNTBADCHIPS_SEQUENCE_02 - Fast Arpeggiating Tones with Shuffling and Clicking Elements (x5)	0:13	2	96 24
Circuits_BurntChips_01.wav	CIRCUITS_BURNTCHIPS_01 - Chirpy Stuttery Transients, with Short Bubbly Accents and Airy Drone, High Pitched (x1)	0:07	2	96 24
Circuits_BurntChips_02.wav	CIRCUITS_BURNTCHIPS_02 - Fast Static Clicks into Woody Arpeggiating Clicks, (x1)	0:03	2	96 24
Circuits_BurntChips_03.wav	CIRCUITS_BURNTCHIPS_03 - Rythmic Clicking, Digital Processing, Thin, High Pitched (x1)	0:05	2	96 24
Circuits_Buzzer.wav	CIRCUITS_BUZZER - Glitching Stuttering Burst of Noise, Mid-Low Pitched (x1)	0:01	2	96 24
Circuits_Byrne_01.wav	CIRCUITS_BYRNE_01 - Shuffling High Pitched Static Tones (x1)	0:01	2	96 24
Circuits_Byrne_02.wav	CIRCUITS_BYRNE_02 - Mid-Low Pitched Shuffling Metallic Tones with Very High Pitched Overtones (x1)	0:01	2	96 24
Circuits_Chaosengine.wav	CIRCUITS_CHAOSENGINE - Glitchy One Shot, Glitchy, Two Notes (x1)	0:01	2	96 24
Circuits_Clicks_Sequence.wav	BARON_CLICKS_SEQUENCE - Goofy Chirpy Elements with Rythmic Static Bursts and Digital Grumbles (x7)	0:25	2	96 24
Circuits_Error_AlienBingo.wav	CIRCUITS_ERROR_ALIENBINGO - LowFi Electronic Glitching, Muted, Buzzing, Mid Pitched (x1)	0:10	2	96 24
Circuits_Error_Bubbles.wav	CIRCUITS_ERROR_BUBBLES - Artifacty Tone with Various Tonal Fluctuations, Reversing, Mid-High Pitched (x1)	0:30	2	96 24
Circuits_Error_LoopPig.wav	CIRCUITS_ERROR_LOOPPIG - Low Dampened Arpeggiations with Random Tonal Chirps, Blips and Static, Mid-Low Pitched (x1)	0:49	2	96 24
Circuits_Error_RobotSpeech.wav	CIRCUITS_ERROR_ROBOTSPPEECH - Chaotic Clicking and Tones, Mid Pitched (x1)	0:12	2	96 24
Circuits_Error_Upload.wav	CIRCUITS_ERROR_UPLOAD - Rapid Chirping and Clicking, Staticy Pops, High Pitched (x1)	0:52	2	96 24
Circuits_Errorscape_01.wav	CIRCUITS_ERRORSCAPE_01 - Tinny Chaotic Arpeggiation, Buzzing and Tonal Blips, Mid-High Pitched (x1)	0:29	2	96 24

Circuits_Errorscape_02.wav	CIRCUITS_ERRORSCAPE_02 - Chaotic Tones and Buzzes, Glitching, High Pitched Chirping, Mid-High Pitched (x1)	0:21	2	96 24
Circuits_Gruel.wav	CIRCUITS_GRUEL - Bit Crushed Pad, Fluctuating Tones, High Pitched, High Pitched (x1)	0:30	2	96 24
Circuits_Junkchat.wav	CIRCUITS_JUNKCHAT - High Pitched Chaotic Arpeggiating Tones with Low Pitched Shuffling Undertones (x1)	0:07	2	96 24
Circuits_Transfer_01.wav	CIRCUITS_TRANSFER_01 - Dialup Tone of the Future, Various Slow Bursts of Static and Tonal Sounds, Mid Pitched (x1)	0:04	2	96 24
Circuits_Transfer_02.wav	CIRCUITS_TRANSFER_02 - Warbling Digital Malfunctioning, Drunk Robot, Metallic, Oscillating Tone, Mid Pitched (x1)	0:12	2	96 24
Clanks_01.wav	CLANKS_01 - Buzzy Pulse into Minimal Percussive Clicking, Airy, Mid Pitched (x1)	0:02	2	96 24
Clanks_02.wav	CLANKS_02 - Airy, Thin, Reverberent Burst of Noise, Low Pitched (x1)	0:02	2	96 24
Clanks_03.wav	CLANKS_03 - Stuttering Metallic Noise Burst, Mid-High Pitched (x1)	0:01	2	96 24
Clanks_04.wav	CLANKS_04 - Tonal Noise Arpeggiation, Slow, Mid-Low Pitched (x1)	0:03	2	96 24
Clanks_05.wav	CLANKS_05 - Rumbling, Noise, Abstract Texture, Low Pitched (x1)	0:01	2	96 24
Clanks_06.wav	CLANKS_06 - Bassy Pulse, Low Pitched (x1)	0:01	2	96 24
Clanks_07.wav	RESIN - Dramatic, Gritty, Atmospheric Abstract Texture (x1)	0:10	2	96 24
Clanks_Transition.wav	CLANKS_TRANSITION - Quick Airy Stuttering Texture, Mid-Low Pitched (x1)	0:01	2	96 24
Coded_01.wav	CODED_01 - UI Chime, Tone, Tinny, Mid Pitched (x1)	0:01	2	96 24
Coded_02.wav	CODED_02 - Tinny Mid-Low Pitched Warbling Tone (x1)	0:01	2	96 24
Coded_03.wav	CODED_03 - UI Chime, Metallic, FM Synth, Mid Pitched (x1)	0:01	2	96 24
Coded_04.wav	CODED_04 - Bouncy UI Chime, Tiny, FM Synth, Mid Pitched (x1)	0:01	2	96 24
Coded_05.wav	CODED_05 - UI Alert Tone with Soft Click, Low-Mid Pitched (x1)	0:01	2	96 24
Coded_06.wav	CODED_06 - Tinny Two Tone Sting with Trailing Clicks (x1)	0:01	2	96 24
Coded_07.wav	CODED_07 - Tinny Clock-like Chime (x1)	0:01	2	96 24
Coded_08.wav	CODED_08 - Bouncy UI Chime, Tiny, FM Synth, Rapid Clicking at End, Mid Pitched (x1)	0:01	2	96 24
Coded_09.wav	CODED_09 - Plastic Plonk with Glassy Ticking, Mid Pitched (x1)	0:01	2	96 24
Coded_10.wav	CODED_10 - Tinny Sproing with Long Ringout, Mid-High Pitched (x1)	0:01	2	96 24
Coded_11.wav	CODED_11 - Aliasing Chime with Warbling and Small Burst at the End (x1)	0:01	2	96 24
Coded_12.wav	SPINOOFF - Metallic Clang with Farty Clicking (x1)	0:01	2	96 24
Coded_Bit_01.wav	CODED_BIT_01 - Hissy Buzz, Metallic, High Pitched (x1)	0:01	2	96 24
Coded_Bit_02.wav	CODED_BIT_02 - Phasy Buzzing Neutral UI Confirm, Mid Pitched (x1)	0:01	2	96 24
Coded_Bit_03.wav	CODED_BIT_03 - Digital Croak, Buzzy, Negative (x1)	0:01	2	96 24
Coded_Bit_04.wav	CODED_BIT_04 - Servo-like Buzz, Mid-High Pitched (x1)	0:01	2	96 24
Coded_Bit_05.wav	CODED_BIT_05 - Digital UI Quack, Neutral, Negative, Mid-High Pitched (x1)	0:01	2	96 24
Counter_01.wav	COUNTER_01 - Metallic Crackling Scrapes, Mid Pitched (x1)	0:35	2	96 24
Counter_02.wav	COUNTER_02 - Metallic Crackling Scrapes, Mid Pitched (x1)	0:36	2	96 24
Counter_03.wav	COUNTER_03 - Resonant Rapid Wood Clattering, Soft Static-y Jitters, Mid Pitched (x1)	0:58	2	96 24
Counter_04.wav	COUNTER_04 - Ahythmic Metallic Scraping, Clattering, Mid Pitched (x1)	0:36	2	96 24
Counter_05.wav	COUNTER_05 - Ahythmic Woody Scraping, Clattering, Mid Pitched (x1)	0:36	2	96 24
Counter_06.wav	COUNTER_06 - Metallic Crackling Scrapes, Mid Pitched (x1)	0:36	2	96 24
Crank_Transition_01.wav	CRANK_TRANSITION_01 - Wacky Laser, Scrubbing Texture, Time Ramp, Modulating Pitch (x3)	0:11	2	96 24
Crank_Transition_02.wav	CRANK_TRANSITION_02 - Speed Ramp Down, Stuttering Clicks, Power Down (x1)	0:01	2	96 24
Crank_Transition_Sequence.wav	CRANK_TRANSITION_SEQUENCE - Weird Oneshot, Various Textures, Airy Space, Metallic and Farty Clangs, Mid Low Pitched (x1)	0:09	2	96 24
Crushup.wav	CRUSHUP - Glitchy Swell, Stuttering, Burst of Noise at End (x1)	0:01	2	96 24
Cyberpunk.wav	CYBERPUNK - Bubbling Rushing Static, Small Soft Reverberent Swells, Low Pitched (x1)	0:49	2	96 24
Cyberpunk_Badstrike.wav	CYBERPUNK_BADSTRIKE - Bit Crushed, Bassy Clang, Long Ringout, Low Pitched (x1)	0:13	2	96 24
Cyberpunk_Badstrike_shudder.wav	CYBERPUNK_BADSTRIKE_SHUDDER - Bit Crushed, Bassy Clang, Long Ringout, Low Pitched (x1)	0:15	2	96 24
Cyberpunk_Badstrike_tonal.wav	CYBERPUNK_BADSTRIKE_TONAL - Bit Crushed, Bassy Clang, Long Ringout, Low Pitched (x1)	0:17	2	96 24
Cyberpunk_Bellscape.wav	CYBERPUNK_BELLSCAPE - Tonal Hits and Soft Plunks with Soft Hissy Static, Mid-Low Pitched (x1)	1:29	2	96 24
Cyberpunk_Cyclonic.wav	CYBERPUNK_CYCLONIC - Gritty Drone, Soft Hissy Rattling, Low Pitched (x1)	0:27	2	96 24
Cyberpunk_Cyclonic_lower.wav	CYBERPUNK_CYCLONIC_LOWER - Droning Hum with Short Hissy Rises, Low Pitched (x1)	0:20	2	96 24
Cyberpunk_Cyclonic_wide.wav	CYBERPUNK_CYCLONIC_WIDE - Droning Hum with Short Hissy Rises, Low Pitched (x1)	0:29	2	96 24
Cyberpunk_Distressed.wav	CYBERPUNK_DISTRESSED - Digital Static Rumbling, Reversing, Anxiety, Small Static Accents, Evolving, Low Pitched, (x1)	0:55	2	96 24
Cyberpunk_Dron_HorrorScape.wav	CYBERPUNK_DRON_HORRORSCAPE - Resonant Airy Tone with Continuous Muted Plunks (x1)	0:13	2	96 24
Cyberpunk_Dron_JupiterHarpy.wav	CYBERPUNK_DRON_JUPITERHARPY - Atmospheric Tonal Warbling, Slow, Musical, Alien, Mid-Low Pitched (x1)	0:18	2	96 24
Cyberpunk_Interference_01.wav	CYBERPUNK_INTERFERENCE_01 - Fluctuating Static, Bad Connection, Oscillating, Mid Pitched (x1)	0:32	2	96 24
Cyberpunk_Interference_02.wav	CYBERPUNK_INTERFERENCE_02 - Digital Crackling, Static-y, Low Rumble, Soft Clangs at End, Low Pitched, (x1)	0:37	2	96 24
Cyberpunk_Interference_GrainSpace_01.wav	CYBERPUNK_INTERFERENCE_GRAINSPACE_01 - High Pitched Digital Electrical Static, Clicking, Squelches (x1)	0:06	2	96 24
Cyberpunk_Interference_GrainSpace_02.wav	CYBERPUNK_INTERFERENCE_GRAINSPACE_02 - Glitching, Static, Crackling, High Pitched (x1)	0:11	2	96 24
Cyberpunk_Interference_GrainSpace_03.wav	CYBERPUNK_INTERFERENCE_GRAINSPACE_03 - Digital Glitching, Speed Ramping Arpeggiation, Various Clangs, Texture, Mid Pitched (x1)	0:32	2	96 24
Cyberpunk_Interference_Grotesque.wav	CYBERPUNK_INTERFERENCE_GROTESQUE - Glitching, Arpeggiating Textures, Rumbling, Tonal, Low Pitched (x1)	0:29	2	96 24
Cyberpunk_JunkPlanet.wav	CYBERPUNK_JUNKPLANET - Low Swelling Tones with Reverberent Soft Woody Clicking, Low Pitched (x1)	0:53	2	96 24
Cyberpunk_Suspensor.wav	CYBERPUNK_SUSPENSOR - Static-y Hissing, Metallic Clangs, Low Resonant Swelling Tone (x1)	0:26	2	96 24
Data_Freq_01.wav	DATA_FREQ_01 - Fast Pulsing Buzzy Tone with Random Snappy Pops, Mid-High Pitched (x1)	0:10	2	96 24
Data_Freq_02.wav	DATA_FREQ_02 - Quick Oscillating Buzzing Tone with Small Static Pulses, High Pitched (x1)	0:30	2	96 24
Data_Scan_Sequence.wav	SCAN_SEQUENCE - Resonant Laser-like Burst with Crackling at End, Mid-High Pitched (x6)	0:18	2	96 24
Datajack_01.wav	DATAJACK_01 - Two Tones, Glitching, Filter Sweeping, Gritty, Atonal, Anxiety, Abstract Texture, Mid Pitched (x1)	0:42	2	96 24
Datajack_02.wav	DATAJACK_02 - Fluttering Tone with Various Sporadic Beeps, Mid-Low Pitched (x1)	0:16	2	96 24
Datajack_03.wav	DATAJACK_03 - Artifacty Buzzy Tone, Reverberent, Mid-Low Pitched (x1)	0:27	2	96 24
Datapoint_Sequence.wav	DATAPOINT_SEQUENCE - Arpeggiating Tonal Glitching, Light Static Distortion, Mid Pitched (x4)	0:17	2	96 24
Datatransfer.wav	DATATRANSFER - Muted Alien Dial Tone (x1)	0:02	2	96 24
Delayscape_01.wav	DELAYSCAPE_01 - Airy, Thin, Gritty, Reverberent Burst of Noise, Low Pitched (x1)	0:01	2	96 24
Delayscape_02.wav	DELAYSCAPE_02 - Soft Punchy Bassy Hit with Short Reverberent Tail, Low Pitched (x1)	0:02	2	96 24
Delayscape_03.wav	DELAYSCAPE_03 - Soft Punchy Bassy Hit with Short Reverberent Tail, Low Pitched (x1)	0:01	2	96 24
Delayscape_04.wav	DELAYSCAPE_04 - Soft Punchy Bassy Hit with Medium Reverberent Tail, Low Pitched (x1)	0:03	2	96 24
Delayscape_05.wav	DELAYSCAPE_05 - Low Resonant Clang, Soft Powerful Hit, Low Pitched (x1)	0:17	2	96 24
Delayscape_06.wav	DELAYSCAPE_06 - Percussive Bassy Texture, Airy, Atmospheric (x1)	0:03	2	96 24
Delayscape_07.wav	DELAYSCAPE_07 - Reverberent Hit, Digital Clang, Airy, Mid-Low Pitched (x1)	0:03	2	96 24
Delayscape_08.wav	DELAYSCAPE_08 - Gritty Chirp, Reverberent, Tinny, High Pitched (x1)	0:03	2	96 24
Delayscape_09.wav	DELAYSCAPE_09 - Bassy Reverberent Hit, Muted, Low Pitched (x1)	0:01	2	96 24
Delayscape_Clanks.wav	DELAYSCAPE_CLANKS - Digital Drum Accent, Low Pitched (x1)	0:04	2	96 24
Dopped_01.wav	DOPPED_01 - UI, Glassy Select, Digital (x1)	0:01	2	96 24
Dopped_02.wav	DOPPED_02 - Flappy Kick, Mid Pitched (x1)	0:01	2	96 24
Dopped_03.wav	DOPPED_03 - Quick Buzzy Digital Chirp, High Pitched (x1)	0:01	2	96 24
Dopped_04.wav	DOPPED_04 - Short Sharp Round Pulse, Mid Pitched (x1)	0:01	2	96 24
Dopped_05.wav	DOPPED_05 - UI, Pulse, Negative (x1)	0:01	2	96 24
Dopped_06.wav	DOPPED_06 - Short Digital Click, Mid-Low Pitched (x1)	0:01	2	96 24
Dopped_07.wav	DOPPED_07 - UI, Woody Click, Mid-High Pitched (x1)	0:01	2	96 24
Dopped_08.wav	DOPPED_08 - FM Woody Pulse, Mid-Low Pitched (x1)	0:01	2	96 24
Dopped_09.wav	DOPPED_09 - Woody Airy Plunk, Mid-High Pitched (x1)	0:01	2	96 24
Dopped_10.wav	DOPPED_10 - UI, Quick Dull Beep, Typing (x1)	0:01	2	96 24

Dopped_11.wav	DOPPED_11 - UI, Plip, Typing, High Pitched (x1)	0:01	2	96 24
Dopped_12.wav	DOPPED_12 - Noise Click, Typing, High Pitched (x1)	0:01	2	96 24
Dopped_13.wav	DOPPED_13 - Shaker-like Noise Burst, Short, High Pitched (x1)	0:01	2	96 24
Dopped_14.wav	DOPPED_14 - Metallic Clunk with Digital Bubbling (x1)	0:01	2	96 24
Dopped_Clink_01.wav	DOPPED_CLINK_01 - UI, Glassy Click (x1)	0:01	2	96 24
Dopped_Clink_02.wav	DOPPED_CLINK_02 - UI, Glassy Clunk, Select, Mid-Low Pitched (x1)	0:01	2	96 24
Dopped_Clink_03.wav	DOPPED_CLINK_03 - Marumba Clunk, Woody, Mid-Low Pitched (x1)	0:01	2	96 24
Drainer_01.wav	DRAINER_01 - Low Drone with Very Gradual Filter Opening (x1)	0:08	2	96 24
Drainer_02.wav	DRAINER_02 - Slow Tension Riser, Low Pitched Bass with Slow Rising Airy Tone (x1)	0:17	2	96 24
Draught_01.wav	DRAUGHT_01 - Bassy Slow Swell, Texture, Atmospheric, Low Pitched (x1)	0:08	2	96 24
Draught_02.wav	DRAUGHT_02 - Synth Swell, Airy, Mid-Low Pitched (X1)	0:01	2	96 24
Drex.wav	DREX - Atmospheric, Bell Texture, Reversed, Atonal, Low-Pitched (x1)	0:15	2	96 24
Drex_Apparatus.wav	DREX_APPARATUS - Buzzy Soft Feedback Tone, Soft Metallic Clanking, Mid Pitched (x1)	0:24	2	96 24
Dron.wav	DRON - Bassy Hit with Digital FM Chime Element, Low Pitched (x1)	0:04	2	96 24
Dron_Petrodollar_01.wav	DRON_PETRODOLLAR_01 - Airy Siren-like Oneshot, Slight Buzzing, Phasey Swell, Mid Pitched (x1)	0:04	2	96 24
Dron_Petrodollar_02.wav	DRON_PETRODOLLAR_02 - Synth Texture, Swell, Soft Alarm (x1)	0:02	2	96 24
Dron_Petrodollar_03.wav	DRON_PETRODOLLAR_03 - Airy Siren-like Oneshot, Slight Buzzing, Phasey Swell, Mid Pitched (x1)	0:06	2	96 24
Dron_Petrodollar_04.wav	DRON_PETRODOLLAR_04 - Airy Siren-like Oneshot, Slight Buzzing, Phasey Swell, Mid Pitched (x1)	0:06	2	96 24
Dron_Petrodollar_05.wav	DRON_PETRODOLLAR_05 - Phasey Swell, Airy, Mid Pitched (x1)	0:03	2	96 24
Dron_Sequence.wav	DRON_SEQUENCE - Eerie High Pitched Tone with Low Distorted Airy Bass Burst (x4)	0:17	2	96 24
Gourd_Groan.wav	GOURD_GROAN - Muted Bassy Siren, Distortion, Feedback, Low Pitched (x1)	0:01	2	96 24
Gourd_Neptunian808.wav	GOURD_NEPTUNIAN808 - Gritty Bass Hit and Drop (x1)	0:01	2	96 24
Gourd_Overtone_01.wav	GOURD_OVERTONED_01 - Bassy Pulse, Gritty Hit, Low Pitched (x1)	0:02	2	96 24
Gourd_Overtone_02.wav	GOURD_OVERTONED_02 - Square Downer, Gritty, Low Pitched (x1)	0:03	2	96 24
Gourd_Phosphur.wav	GOURD_PHOSPHUR - Slow Swelling Tone with Fluttering Buzzing Accents, Mid-Low Pitched (x1)	0:39	2	96 24
Gourd_Phosphur_Omm.wav	GOURD_PHOSPHUR_OMM - Low Rumbling Bubbling Tones, Low Pitched (x1)	0:08	2	96 24
Gourd_Scramble.wav	SCRAMBLE (B) - Digital Drum Hit with Long Tonal Hold, Gritty Low Pitched Rumble (x1)	0:03	2	96 24
Gourd_Sub_01.wav	GOURD_SUB_01 - Bassy Glunk Texture, Double Blub, Low Pitched (x1)	0:02	2	96 24
Gourd_Sub_02.wav	GOURD_SUB_02 - Woody Echoing Note with (x2) Low Pitched Bassy Pulses (x1)	0:04	2	96 24
Gourd_Sub_03.wav	GOURD_SUB_03 - Low Puse, Two Tone, Dull, Low Pitched (x1)	0:01	2	96 24
Gourd_Sub_Sequence.wav	GOURD_SUB_SEQUENCE - Echoing Low Synth Pulse, Low Pitched (x1)	0:19	2	96 24
Gourd_Sub_Tryp.wav	GOURD_SUB_TRYP - Three Synth Bass Pulses, Low Pitched (x1)	0:01	2	96 24
Gourd_Warhorn.wav	GOURD_WARHORN - Low Clean Tone, Distorted Pitch and Volume Swell (x1)	0:06	2	96 24
Harmonicreduction.wav	HARMONICREDUCTION - Mid-Pitched Tinny Laser Beam, Light Crackling from Distortion (x1)	0:02	2	96 24
IdlingShip.wav	IDLINGSHIP - Bassy Tone with Small Phasey Swells and Constant Airy Buzzing, Low Pitched (x1)	0:22	2	96 24
Judder_Clanks_01.wav	JUDDER_CLANKS_01 - Mid-High Pitched Reverberent Shuffling Chaos (x1)	0:02	2	96 24
Judder_Clanks_02.wav	JUDDER_CLANKS_02 - Woody Clicks and Low Pitched High Energy Warbling (x1)	0:01	2	96 24
Judder_Clanks_Distant.wav	JUDDER_CLANKS_DISTANT - Mid-High Pitched Reverberent Shuffling Chaos (x1)	0:03	2	96 24
Judder_Clanks_Louder_01.wav	JUDDER_CLANKS_LOUDER - Mid-High Pitched Reverberent Shuffling Chaos (x1)	0:02	2	96 24
Judder_Clanks_Louder_02.wav	CLANKS - Arpeggiating Tones, Reverberent, Grumbly Tone with High Pitched Squelches, Mid-Low Pitched (x1)	0:06	2	96 24
Judders.wav	JUDDERS - Shuffling, Rumbling, Arpeggiating Static, Frantic, High Energy, Texture, Mid-Low Pitched (x1)	0:21	2	96 24
Lazer_Grained.wav	LAZER_GRAINED - Low Sizzling Noise with Goofy Rising Tones, Mid-Low Pitched (x1)	0:42	2	96 24
Lazer_Rubberzap_01.wav	LAZER_RUBBERZAP_01 - Stuttering Glitch, Farty (x1)	0:02	2	96 24
Lazer_Rubberzap_02.wav	LAZER_RUBBERZAP_02 - Wobbly Digital Glitching, Stuttering (x1)	0:06	2	96 24
Lazer_Rubberzap_longer.wav	LAZER_RUBBERZAP_LONGER - Stuttering Tonal Glitches, Mid Pitched (x1)	0:08	2	96 24
Lazer_Rubberzap_short.wav	LAZER_RUBBERZAP_SHORT - Stuttering Clicking and Tonal Glitches, Mid Pitched (x1)	0:05	2	96 24
Lazer_Scatter.wav	LAZER_SCATTER - Mid-Low Pitched Tone with Formant and High Pitched Buzzing Tone with Tremolo (x1)	0:04	2	96 24
Lazer_Scatter_long.wav	LAZER_SCATTER_LONG - Phasey Synth Energy with Wobbling Overtones, Mid Pitched (x1)	0:38	2	96 24
Lazer_Scatter_roars.wav	LAZER_SCATTER_ROARS - Phasey Synth Energy with Wobbling Overtones, Mid Pitched (x1)	0:05	2	96 24
Lazerquest_Sequence.wav	LAZERQUEST_SEQUENCE - Distorted Gritty Rising Digital Boings (x3)	0:10	2	96 24
Lazerscape_01.wav	LAZERSCAPE_01 - Low-Pitched High Energy Pulsing Energy, Small Static Bursts (x1)	0:11	2	96 24
Lazerscape_02.wav	LAZERSCAPE_02 - Low Pitched Percussive Elements, Digital Artifacts, Filter Modulation (x1)	0:05	2	96 24
LoadingBay.wav	LOADINGBAY - Slow Swelling Bass Tones with Suttering Hissy Rise and Falls, Low Pitched (x1)	0:43	2	96 24
Mercurygurgle_01.wav	MERCURYGURGLE_01 - Digital Ether, Atmospheric, Teleport Sweetener, Mid-High Pitched (x1)	0:06	2	96 24
Mercurygurgle_02.wav	MERCURYGURGLE_02 - Detuned Arpeggiations, Metallic and Digitized (x4)	0:22	2	96 24
Monster_01.wav	MONSTER_01 - Stuttering Formant, Digital Voice with Synth Swell Undertone (x1)	0:03	2	96 24
Monster_02.wav	MONSTER_02 - Growly, Stuttery, Spring, Abstract Texture, Low Pitched (x1)	0:02	2	96 24
Monster_03.wav	MONSTER_03 - Low Pitched Muted Statcy Tone, Warbly (x1)	0:03	2	96 24
Monster_Nano_01.wav	MONSTER_NANO_01 - UI, Negitive, Digital Clicking, Mid-High Pitched (x1)	0:01	2	96 24
Monster_Nano_02.wav	MONSTER_NANO_02 - UI, Negitive, Digital Clicking, Mid-High Pitched (x1)	0:01	2	96 24
Monster_Nano_03.wav	MONSTER_NANO_03 - Buzzy Stutter with Stuttering Percussive Tail, High Pitched(x1)	0:01	2	96 24
Monster_Thresher.wav	MONSTER_THRESHER - Muted Buzzing Swell, Mid-Low Pitched (x1)	0:01	2	96 24
MusicOfTheSpheres.wav	MUSICOFTHESPHERES - Atmospheric, Musical, Glitch, Slow, Low-Pitched (x1)	0:18	2	96 24
MusicOfTheSpheres_Articulate_01.wav	MUSICOFTHESPHERES_ARTICULATE_01 - Shimmering Oscillating Rises, High Pitched (x1)	0:25	2	96 24
MusicOfTheSpheres_Articulate_02.wav	MUSICOFTHESPHERES_ARTICULATE_02 - Rising Metallic Tonal Swells with Pulsing Panning Blips, High Pitched (x1)	0:55	2	96 24
MusicOfTheSpheres_HarmonicSlips.wav	MUSICOFTHESPHERES_HARMONICSLIPS - Musical, Glitchy, Slow Metallic Arpeggiation and Fast Glitching, Mid Pitched (x1)	0:41	2	96 24
MusicOfTheSpheres_ModularBristol_01.wav	MUSICOFTHESPHERES_MODULARBRISTOL_01 - Reversing Stuttering Tone, Swelling Rises, Mid Pitched (x1)	0:22	2	96 24
MusicOfTheSpheres_ModularBristol_02.wav	MUSICOFTHESPHERES_MODULARBRISTOL_02 - Chaotic Fluttering and Stuttering Tone, FM, Mid Pitched (x1)	0:19	2	96 24
MusicOfTheSpheres_Organ.wav	MUSICOFTHESPHERES_ORGAN - Feedback Tone, Organ-like, Tense, High Pitched (x1)	1:12	2	96 24
MusicOfTheSpheres_Organics.wav	MUSICOFTHESPHERES_ORGANICS - High Pitched Vibrato Tones, Oscilating, High Pitched (x1)	0:29	2	96 24
MusicOfTheSpheres_PrettyScape.wav	MUSICOFTHESPHERES_PRETTYSCAPE - Atmospheric, Singing Bells, Harmonic, Musical, Tonal, Glitching, Reverberant, Mid Pitched (x1)	0:16	2	96 24
MusicOfTheSpheres_Swinspace.wav	MUSICOFTHESPHERES_SWIMSPACE - Heavenly Swell into Metallic Digital Ringouts and Phasey Digital Rise (x1)	0:13	2	96 24
Neptune_CelestialThumbs.wav	NEPTUNE_CELESTIALTHUMBS - Atmospheric, Musical, Evolving, Tonal, Glitch, Granular (x1)	0:28	2	96 24
Neptune_Counter_Marimba_01.wav	NEPTUNECOUNTERMARIMBA_01 - Resonant Clicking, Metallic, Digital Static Bursts, Tonal Pitch Drop, Mid-High Pitched (x1)	0:05	2	96 24
Neptune_Counter_Marimba_02.wav	NEPTUNECOUNTERMARIMBA_02 - Faster - Clicking Texture With Various Digital Bubbling Accents, High Pitched (x1)	0:07	2	96 24
Neptune_Counter_Marimba_slower.wav	NEPTUNECOUNTERMARIMBA_SLOWER - Slower - Clicking Texture With Various Digital Bubbling Accents, High Pitched (x1)	0:05	2	96 24
Neptune_GekWizard.wav	NEPTUNE_GEKWIZARD - Atmospheric, Eery Pulsating Bells, Reverberant, Mid Pitched (x1)	0:18	2	96 24
Neptune_Marimba_01.wav	NEPTUNE_MARIMBA_01 - Woody Trilling Texture with Reverb (x1)	0:03	2	96 24
Neptune_Marimba_02.wav	NEPTUNE_MARIMBA_02 - Laser-Like Oneshot with Woody Echos (x1)	0:01	2	96 24
Neptune_Marimba_03.wav	NEPTUNE_MARIMBA_03 - High Pitched Rising Boinging aith Feedback (x1)	0:02	2	96 24
Neptune_Marimba_04.wav	NEPTUNE_MARIMBA_04 - Digital Processing with Wood Marumba, Cartoony (x1)	0:03	2	96 24
Neptune_Marimba_05.wav	NEPTUNE_MARIMBA_05 - High Pitched Pitch Drop with Low Pitched Resonant Static Bursts (x1)	0:03	2	96 24
Neptune_Scanners.wav	NEPTUNE_SCANNERS - Chaotic Harmonic, Musical, Metallic Transient, Mid-High Pitched (x1)	0:10	2	96 24
Neptune_Scanners.wav	NEPTUNE_SCANNERS - Echoing Woody and Glassy Plinks (x1)	0:10	2	96 24
Neptune_Scraped.wav	NEPTUNE_SCRAPED - Quacky Stereo Wobble, Pitch Rise (x1)	0:04	2	96 24
Neptune_Squeeze.wav	NEPTUNE_SQUEEZE - Digital Laughing Creature, Delay Feedback, Squeaky (x1)	0:04	2	96 24
Neptune_Squeeze_fast.wav	NEPTUNE_SQUEEZE_FAST - Echoing Rubber Duck-Like Sound with Bassy Pulses (x1)	0:01	2	96 24

Neptune_Squeeze_Spring.wav	NEPTUNE_SQUEEZE_SPRING - Digital Quack, Mid-High Pitched (x1)	0:01	2	96 24
Noids_01.wav	NOIDS_01 - Laughing Digital Bird, Stuttering Airy Reverb (x1)	0:03	2	96 24
Noids_02.wav	NOIDS_02 - Laughing Digital Bird, Stuttering Airy Reverb (x1)	0:03	2	96 24
Noids_03.wav	NOIDS_03 - Crackle and Hiss, Airy, Mid Pitched (x1)	0:02	2	96 24
Noids_04.wav	NOIDS_04 - PUNCHY Digital Bubble, Double Hit, Hissy Tail, Reverberent, Mid Pitched (x1)	0:02	2	96 24
Noids_05.wav	NOIDS_05 - Pulse, Airy Tail, Mid Pitched (x1)	0:02	2	96 24
Noids_Korvax.wav	NOIDS_KORVAX - Fluttering Airy Synth, Wind Like, Occasional Clicks, Ghost, Mid-High Pitched (x3)	0:24	2	96 24
Noids_Korvax_01.wav	NOIDS_KORVAX_01 - Airy, Hissing Texture, with Soft Bassy Plunks, Mid-High Pitched (x1)	0:02	2	96 24
Noids_Korvax_02.wav	NOIDS_KORVAX_02 - Double Tinny Noise Burst, Airy Undertone, Mid-High Pitched (x1)	0:01	2	96 24
Noids_Korvax_03.wav	NOIDS_KORVAX_03 - Gritty Click with Crunchy Atmospheric Tail, Airy, High Pitched (x1)	0:01	2	96 24
Noids_Korvax_Scrape.wav	NOIDS_KORVAX_SCRAPE - Shuffling Clicking Stuttering Reverberent Scrapes, Mid Pitched (x1)	0:16	2	96 24
Noids_Korvax_Scrapper.wav	NOIDS_KORVAX_SCRAPPER - Chaotic Reverberent Clattering Synth, Mid Pitched (x1)	0:07	2	96 24
Noids_Korvax_Sequence.wav	NOIDS_KORVAX_SEQUENCE - Airy Plastic Croak Bursts, Mid-Low Pitched (x9)	0:32	2	96 24
Noids_Korvax_Verbnat_Sequence.wav	NOIDS_KORVAX_VERBNAT_SEQUENCE - Metallic Thunks, Muted, Mid-Low Pitched (x5)	0:15	2	96 24
Noids_Scrapper.wav	NOIDS_SCRAPPER - Reverberent Multiple High Pitched Metallic Clinks, Low Bassy Accents, and Strange Quacky Texture, Mid-High Pitched (x1)	0:02	2	96 24
Noids_Sequence_01.wav	NOIDS_SEQUENCE_01 - Shuffling Suttering Resonant Verby Clicks (x4)	0:10	2	96 24
Noids_Sequence_02.wav	NOIDS_SEQUENCE_02 - Clunks with Airy Shimmering, Mid Pitched (x4)	0:12	2	96 24
Noised_01.wav	NOISED_01 - Snappy Kick with Airy Digital Tail, Mid-High Pitched (x1)	0:01	2	96 24
Noised_02.wav	NOISED_02 - Knocking Noise Pulse (x1)	0:01	2	96 24
Noised_03.wav	NOISED_03 - Chunky Noise Burst, Mid High Pitched (x1)	0:01	2	96 24
Noised_04.wav	NOISED_04 - Airy Knock, Mid-Low Pitched (x1)	0:01	2	96 24
Noised_05.wav	NOISED_05 - Lofi Digital Grumble (x1)	0:01	2	96 24
Noised_06.wav	NOISED_06 - UI, Cancel, Negative, Bassy, Low Pitched (x1)	0:01	2	96 24
Noised_07.wav	NOISED_07 - Grumbly Texture with Fluttering Soft Clicks, Low-Mid Pitched (x1)	0:01	2	96 24
Noised_08.wav	NOISED_08 - Airy Pulse with Telemetric Processing, Mid-Low Pitched (x1)	0:01	2	96 24
Noised_09.wav	NOISED_09 - Bassy Dull Hit with High Reverberent Noise Burst (x1)	0:01	2	96 24
Noised_10.wav	NOISED_10 - Stuttering Ripping Swell, Crispy, Gritty, Mid-Low Pitched (x1)	0:01	2	96 24
Noised_11.wav	NOISED_11 - Metallic Washy Burst of Noise (x1)	0:01	2	96 24
Opeth.wav	OPETH - Dark Resonant Verby Airy Builds with Shuffling Digital Artifacts (x1)	0:20	2	96 24
Optical_DecayState.wav	OPTICAL_DECAYSTATE - Low Resonant Drone, Resonant Mid-High Swells with Static-y Edge, Low Pitched (x1)	0:23	2	96 24
Optical_Grimmajesty.wav	OPTICAL_GRIMMAJESTY - Metallic Buzzing Fluctuating Swell, High Pitched Shril Overtones, Low-Mid Pitched (x1)	0:15	2	96 24
Optical_IncreasePressure.wav	OPTICAL_INCREASEPRESSURE - Low Rumbling Drone with High Airy Overtones and Rushing Static, Low Pitched (x1)	0:29	2	96 24
Optical_Ominoid.wav	OPTICAL_OMINOID - Airy Swelling, Reversing, Low Pitched (x1)	0:13	2	96 24
Optical_Paranoid.wav	OPTICAL_PARANOID - Artifacting Swelling Tones, Low Reverberent Rumbling, Mid-High Pitched (x1)	0:37	2	96 24
Ozone.wav	OZONE - Atmospheric, Pulsating Metallic Bells, Slow, Mid-Low Pitched (x1)	0:42	2	96 24
Ozone_Gloops.wav	OZONE_GLOOPS - Metallic Texture, Swelling, Atonal, Bells, Glitching, Mid Pitched (x1)	0:08	2	96 24
Pipe.wav	PIPE - Synth Muted Pop, with Long Woody Reverb, Atmospheric, Low Pitched (x1)	0:04	2	96 24
Pitcher.wav	PITCHER - Plunk, Pitch Ramping Down and back Up, Reverse (x1)	0:03	2	96 24
Plung.wav	PLUNG - Bassy Airy Hit, Low Pitched (x1)	0:04	2	96 24
Plung_Sequence.wav	PLUNG_SEQUENCE - Airy Digital Hissing with Artifacting Warbles (x4)	0:20	2	96 24
Puncher_01.wav	PUNCHER_01 - Woody Clunks, Strange Fluttering Tones, Bursts of Sounds, Mid Pitched (x1)	0:05	2	96 24
Puncher_02.wav	PUNCHER_02 - Chaotic Stuttering Sequence of Noises, Texture, Various Pitches (x1)	0:10	2	96 24
Puncher_03.wav	PUNCHER_03 - Percussive Glitching Texture, Mid-Low Pitched (x1)	0:04	2	96 24
Puncher_04.wav	PUNCHER_04 - Bizzare Metallic Wobble with Percussive Hits (x1)	0:03	2	96 24
Puncher_05.wav	PUNCHER_05 - Rising Winding Tones with Static Glitching Bursts and Soft Telemetric Tail, Mid-High Pitched (x1)	0:06	2	96 24
Puncher_06.wav	PUNCHER_06 - Synth 8bit Powerup with Glitching Out and Echo (x1)	0:04	2	96 24
Puncher_07.wav	PUNCHER_07 - Static Shuffling, High Pitched Whining, Glitching Series of Sounds with Telemetric Qualities at End, Mid-High Pitched (x1)	0:07	2	96 24
Puncher_08.wav	SHUDDER - Explosive Hit with Stuttering Tail (x1)	0:01	2	96 24
Puncher_Foundry.wav	PUNCHER_FOUNDRY - Random Ahythmic Beat, Bassy Plunks, Metallic Clangs, Snappy Reverberent Bursts of Noise, Mid-High Pitched (x1)	0:34	2	96 24
Puncher_Harmony_01.wav	PUNCHER_HARMONY_01 - Synthetic Woody Plunks, Ahythmic, Soft Low Droning Tone, Mid Pitched (x1)	0:28	2	96 24
Puncher_Harmony_02.wav	PUNCHER_HARMONY_02 - Ahythmic Reverberent Plastic-y Plunks, Mid Pitched (x1)	0:36	2	96 24
Puncher_Nano_01.wav	PUNCHER_NANO_01 - Airy Percussive Hit with Groany Undertone (x1)	0:01	2	96 24
Puncher_Nano_02.wav	PUNCHER_NANO_02 - Airy Snappy Hit, Atmospheric, Mid-High Pitched (x1)	0:01	2	96 24
Puncher_Nano_03.wav	PUNCHER_NANO_03 - Airy Bass Kick, Low Pitched (x1)	0:01	2	96 24
Puncher_Nano_04.wav	PUNCHER_NANO_04 - Bassy Plunky Hit with Atmospheric Reverb, Low Pitched (x1)	0:01	2	96 24
Puncher_Nano_05.wav	PUNCHER_NANO_05 - Bassy Kick with Airy Tail, Low Pitched (x1)	0:01	2	96 24
Puncher_Nano_06.wav	PUNCHER_NANO_06 - Bassy Kick with Airy Tail, Low Pitched (x1)	0:01	2	96 24
Puncher_Nano_07.wav	PUNCHER_NANO_08 - Airy Bit Crushed Double Pulse, Mid-Low Pitched (x1)	0:01	2	96 24
Puncher_Scramble.wav	PUNCHER_SCRAMBLE - Chaotic Clicking and Stuttering Woody and Metallic Clanks, Mid Pitched (x1)	0:11	2	96 24
Reflux.wav	REFLUX - Resonant Flanging Buzzy Swells, Mid-Low Pitched (x1)	0:24	2	96 24
Resospace.wav	RESOSPACE - Reverberent Woody Ahythmic Soft Clanging, Mid-Low Pitched (x1)	0:43	2	96 24
Reverser.wav	REVERSER - Low Swelling Tones, Low Pitched (x1)	0:11	2	96 24
Science_01.wav	SCIENCE_01 - Glassy Clicks with Airy Reverb (x1)	0:01	2	96 24
Science_02.wav	SCIENCE_02 - Digital Clicks with Decending Tone with Confirmation Tone at End	0:01	2	96 24
Science_03.wav	SCIENCE_03 - Digital Electrical Crackle (x1)	0:01	2	96 24
Science_04.wav	SCIENCE_04 - Sharp Echoing Digital Crackle (x1)	0:01	2	96 24
Science_05.wav	SCIENCE_05 - Small Burst of Reversing Crackly Static (x1)	0:01	2	96 24
Science_06.wav	SCIENCE_06 - Digital Bubbling Pulse with Crackling, Mid-Low Pitched (x1)	0:01	2	96 24
Science_07.wav	SCIENCE_07 - Digital Clicking with UI Cancel, Negative (x1)	0:01	2	96 24
Science_08.wav	SCIENCE_08 - Clicking Pig-like Squeal (x1)	0:01	2	96 24
Sliders.wav	SLIDERS - Round Tone into Wooden Gliss and Tonal Riser, Mid-High Pitched (x1)	0:02	2	96 24
SolarWind_01.wav	SOLARWIND_01 - Staticy Airy Tone Transitioning to Noise, Mid Pitched (x1)	0:15	2	96 24
SolarWind_02.wav	SOLARWIND_02 - Hissy Static with Continuous Resonant Tone, Mid Pitched (x1)	0:20	2	96 24
Solarwind_Gamma.wav	SOLARWIND_GAMMA - Digital Suttering Tone with Low Rumbling Undertone (x1)	0:08	2	96 24
Solarwind_GeidiPrime.wav	SOLARWIND_GEIDIPRIME - Sizzling Echos, Low Swelling Tones, High Pitched (x1)	0:23	2	96 24
Solarwind_Gourd.wav	SOLARWIND_GOURD - Buzzing Steady Tone, Reverberent, Low-Mid Pitched (x1)	0:29	2	96 24
Solarwind_Lazer_Decay.wav	SOLARWIND_LAZER_DECAY - Static Warbling, Bassy Rise and Falls, Abstract Texture, Mid-Low Pitched (x1)	0:22	2	96 24
Solarwind_Plastic.wav	SOLARWIND_PLASTIC - Resonant and Sizzly Swell, Mid-Low Pitched (x1)	0:02	2	96 24
Solarwind_Rotor.wav	SOLARWIND_ROTOR - Bassy Atonal Tone with Fluttering Static Croaking and Shimmery Bursts of Noise at End, Low Pitched (x1)	0:18	2	96 24
Stab.wav	STAB - Round Tone, Pulse and Swell, Mid-Low Pitched (x1)	0:04	2	96 24
Stretch_01.wav	STRETCH_01 - Resonant Artifacting Tone, Mid Pitched (x1)	0:32	2	96 24
Stretch_02.wav	STRETCH_02 - Metallic Buzzing Pulsing Tones, Mid-High Pitched (x1)	0:24	2	96 24
Stretch_Hummer.wav	STRETCH_HUMMER - Rumbling Bass with Artifacting Tone, Low Pitched (x1)	0:29	2	96 24
Stretch_Lighting.wav	STRETCH_LIGHTING - Low Rumbling Tone with Buzzing Oscillating Overtone, Low Pitched (x1)	1:25	2	96 24
Stretch_Offworld.wav	STRETCH_OFFWORLD - Artifacting Low Rumbling, Low Pitched (x1)	0:06	2	96 24
Stretch_Offworld_longer.wav	STRETCH_OFFWORLD_LONGER - Artifacting Low Rumbling, Low Pitched (x1)	0:11	2	96 24
Stretch_Phazeon.wav	STRETCH_PHAZEON - Phasey Buzzing Slowly Oscillating Tone, Sudden Switch to Muted Reverberent Tone (x1)	0:20	2	96 24

Stretch_Screed.wav	STRETCH_SCREED - Alien Alarm, Two Tones, Buzzing (x1)	0:05	2	96 24
Subcycle.wav	SUBCYCLE - Low Pulsing Swells, Low Pitched (x1)	0:57	2	96 24
SubCycle_Empty_01.wav	SUBCYCLE_EMPTY_01 - Resonant Muted Droning Tone, Mid Pitched (x1)	0:21	2	96 24
SubCycle_Empty_02.wav	SUBCYCLE_EMPTY_02 - Resonant Airy Tone with Small Tonal Fluctuations (x1)	0:31	2	96 24
SubCycle_Grainlevel.wav	SUBCYCLE_GRAINLEVEL - Low Pitched Tonal Drone, Artifacts, Mid-Low Pitched (x1)	0:13	2	96 24
Summon_01.wav	SUMMON_01 - Warbly Muted Tone with Rhythmic Stutters (x1)	0:03	2	96 24
Summon_02.wav	SUMMON_02 - Tone with Rhythmic Stutters, Decreasing Speed (x1)	0:03	2	96 24
Tallic.wav	TALLIC - Strange Flanging Swell with Digital Bubbling at End, Rising Pitch (x1)	0:04	2	96 24
Tallic Short.wav	TALLIC_SHORT - Tonal Sting with small Click Burst (x1)	0:01	2	96 24
Time_Rip_Sequence.wav	TIME_RIP_SEQUENCE - Crackling Buzzy Bitcrushed Bursts of Noise, Mid-High Pitched (x5)	0:08	2	96 24
Timelazer_Zapper_01.wav	TIMELAZER_ZAPPER_01 - Chirping Blast, Noise Burst, Mid-High Pitched (x1)	0:01	2	96 24
Timelazer_Zapper_02.wav	TIMELAZER_ZAPPER_02 - Crunchy Tonal Drop, with Synth Bubbling and Crunchy Burst at End (x1)	0:02	2	96 24
Timescape_01.wav	TIMESCAPE_01 - Atmospheric, Reverse Bells, Tonal, Mid-High Pitched (x1)	0:08	2	96 24
Timescape_01.wav	TIMESCAPE_01 - High Pitched Digital Twinkling Evolving into Lower Pitched Swells (x1)	0:06	2	96 24
Timescape_02.wav	TIMESCAPE_02 - Reverse Bells Glitching, Tonal, Mid-High Pitched (x1)	0:09	2	96 24
Timescape_02.wav	TIMESCAPE_02 - High Pitched Digital Twinkling with Low Pitched Tonal Bed (x1)	0:01	2	96 24
Timescape_03.wav	TIMESCAPE_03 - High Pitched Shuffling Arpeggiating Tones (x1)	0:01	2	96 24
Timescape_Doomy.wav	TIMESCAPE_DOOMY - Atmospheric, Atonal, Bells, Glitch, Low Pitched (x1)	0:08	2	96 24
Timescape_Eater_long.wav	TIMESCAPE_EATER_LONG - Atmospheric, Tonal, Bells, Glitch, Reversed, Mid-High Pitched (x1)	0:14	2	96 24
Timescape_Eater_medium.wav	TIMESCAPE_EATER_LONG - Atmospheric, Tonal, Bells, Glitch, Reversed, Low Pitched (x1)	0:05	2	96 24
Timescape_Eater_short.wav	TIMESCAPE_EATER_SHORT - Atmospheric, Tonal, Bells, Glitch, Reversed, Mid-High Pitched (x1)	0:05	2	96 24
Timescape_Sequence_01.wav	TIMESCAPE_SEQUENCE_01 - Short Low Pitched Arpeggiations with High Pitched Tonal Woody Arpeggiations (x9)	0:25	2	96 24
Timescape_Sequence_02.wav	TIMESCAPE_SEQUENCE_02 - Weird Slow Arpeggiating Tonal Element with Fast Reversing High Pitched Swells (x3)	0:08	2	96 24
Timescape_Subdued_01.wav	TIMESCAPE_SUBDUED_01 - Atmospheric, Digital Bells Glitching, Mid-Low Pitched (x1)	0:25	2	96 24
Timescape_Subdued_02.wav	TIMESCAPE_SUBDUED_02 - Atmospheric, Digital Bells Glitching, Reverberant, Mid-Low Pitched (x1)	0:32	2	96 24
Timescape_Subdued_Sequence.wav	TIMESCAPE_SUBDUED_SEQUENCE - Metallic Tones with Arpeggiating Low Pitched Percussive Elements (x6)	0:17	2	96 24
Timescape_Subdued_Wiggle.wav	TIMESCAPE_SUBDUED_WIGGLE - Atmospheric, Digital Bells Glitching, Mid-Low Pitched (x1)	0:14	2	96 24
Timescape_Transition_Large_01.wav	TIMESCAPE_TRANSITION_LARGE_01 - Powerup, Wacky Stutter, Power Down (x1)	0:09	2	96 24
Timescape_Transition_Large_02.wav	TIMESCAPE_TRANSITION_LARGE_02 - Shuffling Texture with Complex Powerdown At End (x1)	0:08	2	96 24
Timescape_Transition_Large_03.wav	TIMESCAPE_TRANSITION_LARGE_03 - Wacky Stuttering Laser Charge (x1)	0:14	2	96 24
Timescape_Transition_Large_04.wav	TIMESCAPE_TRANSITION_LARGE_04 - Stuttering Power Down and Power Up with Metallic Clanks (x1)	0:05	2	96 24
Timescape_Transition_Large_05.wav	TIMESCAPE_TRANSITION_LARGE_05 - Power Down and Powerup (x1)	0:05	2	96 24
Timescape_Transition_Longer.wav	TIMESCAPE_TRANSITION_LONGER - Stuttering Chaotic Falls, Tonal Chirping, Fast Slowing Down, Revamping and Continuing to Fall, Mid-High Pitched (x1)	0:19	2	96 24
Timescape_Transition_Medium_01.wav	TIMESCAPE_TRANSITION_MEDIUM_01 - Stuttering Reversed Metallic Ringing, Mid-High Pitched (x1)	0:04	2	96 24
Timescape_Transition_Medium_02.wav	TIMESCAPE_TRANSITION_MEDIUM_02 - Fluttering Synth Ramps, Aliasing, Metallic (x1)	0:03	2	96 24
Timescape_Transition_Medium_03.wav	TIMESCAPE_TRANSITION_MEDIUM_03 - Reversed Shimmering, Metallic, Mid-High Pitched (x1)	0:04	2	96 24
Timescape_Transition_Medium_04.wav	TIMESCAPE_TRANSITION_MEDIUM_04 - Reversing Airy Pulses (x1)	0:04	2	96 24
Timescape_Transition_Sequence_01.wav	TIMESCAPE_TRANSITION_SEQUENCE_01 - Fluttering Synth Ramps, Aliasing, Metallic (x5)	0:16	2	96 24
Timescape_Transition_Sequence_02.wav	TIMESCAPE_TRANSITION_SEQUENCE_02 - Wacky Stuttering Reversing Riser, High Pitched (x1)	0:18	2	96 24
Timescape_Transition_Sequence_03.wav	TIMESCAPE_TRANSITION_SEQUENCE_03 - Stuttering Resonant Pulsing, Mid-High Pitched Tone (x3)	0:12	2	96 24
Timescape_Transition_Sequence_Short.wav	TIMESCAPE_TRANSITION_SEQUENCE_SHORT - Reversing Ping Pong Pulsing Swell, Mid-High Pitched (x8)	0:24	2	96 24
Tonescape.wav	TONESCAPE - Swelling Bursts of Low and High Tones, Mid-Low Pitched (x1)	0:09	2	96 24
Transporter.wav	TRANSPORTER - Warbling Fast Oscillating Buzzy Tones, Static Fluttering, Mid-High Pitched (x1)	0:33	2	96 24
Tuner_01.wav	TUNER_01 - Ahythmic Noise Bursts and Extended Tone (x1)	0:05	2	96 24
Tuner_02.wav	TUNER_02 - Low Pitched, Rhythmic, Muted, Distorted, Pulsing Tone (x1)	0:04	2	96 24
Tuner_03.wav	TUNER_03 - Wobbly Low Tone with High Pitched Static Accent at End (x1)	0:03	2	96 24
Tuner_04.wav	TUNER_04 - Airy Stuttering Noise with Quiet Mid-High Pitched Tone (x1)	0:04	2	96 24
Tuner_05.wav	TUNER_05 - Airy Stuttering Noise with Mid-High Resonance (x1)	0:01	2	96 24
Tuner_06.wav	TUNER_06 - Screaming Static with Tonal Pulsing Element (x1)	0:02	2	96 24
Tuner_07.wav	TUNER_07 - High Pitched Wobbly Tone with Filter Sweeping (x1)	0:03	2	96 24
Tuner_08.wav	TUNER_08 - Noise Bursts with Tuning Oscillating Laser Like Tone (x1)	0:02	2	96 24
Tuner_Arcade.wav	TUNER_ARCADE - Alien Alarm with Static Interference, Mid-High Pitched (x1)	0:05	2	96 24
Tuner_Arcade_Cameras.wav	TUNER_ARCADE_CAMERAS - FM Airy Tones, Percussive Airy Chirping Clicks, Rhythmic, High Pitched (x1)	0:27	2	96 24
Tuner_Arcade_Crushbo.wav	TUNER_ARCADE_CRUSHBO - Bad Transmission, Static, High Pitched FM Modulation, High Pitched (x1)	0:11	2	96 24
Tuner_Arcade_Machinism.wav	TUNER_ARCADE_MACHINISM - Rhythmic Synth Pulses, Clicks, Mid Pitched (x1)	0:06	2	96 24
Tuner_Chaoswhip_01.wav	TUNER_CHAOSWHIP_01 - Digital Steam Burst, Air Release-like (x1)	0:01	2	96 24
Tuner_Chaoswhip_02.wav	TUNER_TINHIT - Tinny Clank with Reverberant Atmospheric Reverb, Mid-High Pitched (x1)	0:02	2	96 24
Tuner_Chaoswhip_02.wav	TUNER_CHAOSWHIP_02 - Three Buzzing Resonant Pulses (x1)	0:01	2	96 24
Tuner_Chaoswhip_03.wav	TUNER_CHAOSWHIP_03 - Erratic Bursts of Noise and Low Bassy Pulses (x1)	0:02	2	96 24
Tuner_Chaoswhip_04.wav	TUNER_CHAOSWHIP_04 - Bursts of Noise with Low Pitched Steam Pipe-like Tone (x1)	0:06	2	96 24
Tuner_ChaosWhipper.wav	CHAOSWIPPER - Phasey Airy Clangs and Snaps, Reverberant, Echoing, Mid Pitched (x1)	0:35	2	96 24
Tuner_Diplodocus_Sequence.wav	TUNER_DIPODOCUS_SEQUENCE - Futuristic Radio Tuning, Shuffling with Tonal and Static Accents (x4)	0:25	2	96 24
Tuner_Diplodocus_01.wav	TUNER_DIPODOCUS_01 - Gritty Airy Tones, Small Room Verb, Mid Pitched (x1)	0:04	2	96 24
Tuner_Diplodocus_02.wav	TUNER_DIPODOCUS_02 - Gritty Airy Tones, Small Room Verb, Mid Pitched (x1)	0:05	2	96 24
Tuner_Diplodocus_Transition_01.wav	TUNER_DIPODOCUS_TRANSITION_01 - Clicky Swell, Soft Metallic Rise, Mid-High Pitched (x1)	0:01	2	96 24
Tuner_Diplodocus_Transition_02.wav	TUNER_DIPODOCUS_TRANSITION_02 - UI Selection, Digital Bubble with Sizzling Tail, Mid-Low Pitched (x1)	0:02	2	96 24
Tuner_Diplodocus_Transition_03.wav	TUNER_DIPODOCUS_TRANSITION_03 - Resonant Swell with Slight Stuttering, High Pitched (x1)	0:01	2	96 24
Tuner_Diplodocus_Transition_04.wav	TUNER_DIPODOCUS_TRANSITION_04 - Ramping Fast Clicks and Laser-like Pulses (x1)	0:02	2	96 24
Tuner_Diplodocus_Transition_05.wav	TUNER_DIPODOCUS_TRANSITION_05 - Metallic Synth Ronk, Shrill, High Pitched (x1)	0:02	2	96 24
Tuner_Hitsmash_01.wav	TUNER_HITSMASH_01 - Metallic Clank with Warbling Digital Noise, Mid Pitched (x1)	0:03	2	96 24
Tuner_Hitsmash_02.wav	TUNER_HITSMASH_02 - Drunk Clanging, Wobbly, Metallic, Mid-Low Pitched (x1)	0:03	2	96 24
Tuner_Hitsmash_03.wav	TUNER_HITSMASH_03 - Heavy Percussive Drum-like Texture, Airy, Digital Sizzling, Low Pitched (x1)	0:01	2	96 24
Tuner_Hitsmash_04.wav	TUNER_HITSMASH_04 - Burst of Noise with Strange Warbling Reverberant Tail, Mid-Low Pitched (x1)	0:03	2	96 24
Tuner_Hitsmash_Sequence_01.wav	TUNER_HITSMASH_SEQUENCE_01 - Metallic Clank, Fluctuating Echoing Tail, Low Pitched (x1)	0:16	2	96 24
Tuner_Hitsmash_Sequence_02.wav	TUNER_HITSMASH_SEQUENCE_02 - Metallic Bassy Hits, Percussive, Low Pitched (x1)	0:11	2	96 24
Tuner_Hitsmash_Sequence_03.wav	TUNER_HITSMASH_SEQUENCE_03 - Muted Noise Burst, Low Pitched (x3)	0:06	2	96 24
Tuner_Impact.wav	TUNER_IMPACT - Phasey Pulsing Gritty Texture, Mid-High Pitched (x1)	0:04	2	96 24
Tuner_Lazerwhip.wav	TUNER_LAZERWHIP - Airy Shuffling Slithering Texture, Speed Pitch Ramping, High Pitched (x1)	0:05	2	96 24
Tuner_Metalfight_Impacts.wav	TUNER_METALFIGHT_IMPACTS - White Noise Crash with Laser Like Aftershocks (x1)	0:04	2	96 24
Tuner_Metalfight_Longer.wav	TUNER_METALFIGHT_LONGER - Muted Noise Bursts, Light Saber-like (x1)	0:04	2	96 24
Tuner_Metalfight_Sequence.wav	TUNER_METALFIGHT_SEQUENCE - Transformer-like Metallic Airy Chunking (x9)	0:39	2	96 24
Tuner_Pitchsphere.wav	TUNER_PITCHSPHERE - Low Pitched Reverberant Spacy Tone Into Present Hissy High Pitched Tone (x1)	0:05	2	96 24
Tuner_Rainplanet.wav	TUNER_RAINPLANET - Resonant Crackling Air, Mid Pitched (x1)	0:03	2	96 24
Tuner_Reverser.wav	TUNER_REVERSER - Rumble with Airy Reversing Swells and High Pitched Tones, High Pitched (x1)	0:13	2	96 24
Tuner_Transition_01.wav	TUNER_TRANSITION_01 - Fizzy, Warbly, Metallic Synth Noise (x1)	0:02	2	96 24
Tuner_Transition_02.wav	TUNER_TRANSITION_02 - Fizzy, Warbly, Metallic Synth Noise (x1)	0:03	2	96 24
Tuner_Transition_03.wav	TUNER_TRANSITION_03 - Hissy Fuzz Swell with Metallic Wobble (x1)	0:02	2	96 24

Tuner_Transition_04.wav	TUNER_TRANSITION_04 - Echoing Tone, Swell, Low-High-Low Frequency Sweep, High Pitched (x1)	0:03	2	96 24
Tuner_Transition_05.wav	TUNER_TRANSITION_05 - Hissy Decending Laser, High to Low Frequency Sweep (x1)	0:02	2	96 24
Tuner_Transition_06.wav	TUNER_TRANSITION_06 - Echoing Tone Warble, Light Crackling Low-High-Low Pitch Modulation (x1)	0:03	2	96 24
Tuner_Transition_07.wav	TUNER_TRANSITION_07 - Powerup and Power Down, High Pitched Whine (x1)	0:04	2	96 24
Tuner_Transition_08.wav	TUNER_TRANSITION_08 - Stuttering DJ Laser Texture, Filter Sweep, High Pitched (x1)	0:08	2	96 24
Tuner_Transition_09.wav	TUNER_TRANSITION_09 - Fizzy Tuning, Fluctuating Pitch (x1)	0:05	2	96 24
Tuner_Transition_Sequence_01.wav	TUNER_TRANSITION_SEQUENCE_01 - Whispy Synth Airy Pulses, Pitch Fluctuations, Mid-High Pitched (x4)	0:07	2	96 24
Tuner_Transition_Sequence_02.wav	TUNER_TRANSITION_SEQUENCE_02 - Goofy Air Sweeps, Pneumatic Door Sweetener (x4)	0:08	2	96 24
Tuner_Tucked_01.wav	TUNER_TUCKED_01 - Bassy, Warbly, Plam, Low Pitched (x1)	0:01	2	96 24
Tuner_Tucked_02.wav	TUNER_TUCKED_02 - Bassy, Warbly, Plam, Low Pitched (x1)	0:01	2	96 24
Tuner_Tucked_03.wav	TUNER_TUCKED_03 - Bassy, Warbly, Plam, Low Pitched (x1)	0:01	2	96 24
Tuner_Tucked_04.wav	TUNER_TUCKED_04 - Bassy, Warbly, Sharp Plam, Pingponging Echo, Low Pitched (x1)	0:02	2	96 24
Tuner_Tucked_05.wav	TUNER_TUCKED_05 - Bassy, Warbly, Plam, Low Pitched (x1)	0:02	2	96 24
Tuner_Tucked_06.wav	TUNER_TUCKED_06 - Bassy, Warbly, Sharp Plam, Low Pitched (x1)	0:02	2	96 24
Tuner_Tucked_07.wav	TUNER_TUCKED_07 - Bassy, Warbly, Sharp Plam, Low Pitched (x1)	0:01	2	96 24
Tuner_Tucked_08.wav	TUNER_TUCKED_08 - Bassy, Warbly, Plam, Low Pitched (x1)	0:01	2	96 24
Tuner_Tucked_09.wav	TUNER_TUCKED_09 - Bassy, Warbly, Plam, Low Pitched (x1)	0:02	2	96 24
Tuner_Tucked_10.wav	TUNER_TUCKED_10 - Digital Hit with Warbling Digital Tail, Low-Mid Pitched (x1)	0:03	2	96 24
Tuner_Tucked_11.wav	TUNER_TUCKED_11 - Digital Pulse with Chripy Pulse at End (x1)	0:01	2	96 24
Tuner_Tucked_12.wav	TUNER_TUCKED_12 - Round Sweep and Noise Hit, Mid-Low Pitched (x1)	0:01	2	96 24
Tuner_Tucked_13.wav	TUNER_TUCKED_13 - Laser Sweep, Mid-High Pitched (x1)	0:01	2	96 24
WindDown.wav	WINDDOWN - Reversing Staticy Flutters and Low Pitched Falling Tones, Mid-Low Pitched (x1)	0:07	2	96 24
Winddown_Zeyr.wav	WINDDOWN_ZEYR - Distorted Boingy Tones, Up and Down in Pitch, High Pitched Metallic Chattering, Low Pitched (x1)	0:13	2	96 24
Zeotrope.wav	ZEOTROPE - Mid Pitched Tone with Chaotic Fluttering Overtone, and Shrill High Pitched Overtone, Mid Pitched (x1)	0:20	2	96 24
Zeotrope_higher.wav	ZEOTROPE_HIGHER - Soft Stuttering Tones, Full Transitioning to Thin Sounding, Mid Pitched (x1)	0:20	2	96 24
Zeotrope_lower.wav	ZEOTROPE_LOWER - Soft Stuttering Tones, Full Transitioning to Thin Sounding, Mid Pitched (x1)	0:20	2	96 24
Zyrax_EarScan.wav	ZYRAX_EARSCAN - Atonal, Piercing, Abstract, Glitch, Mid-High Pitched (x1)	0:31	2	96 24