

# Detunized - AroundBridges - DTG055

FileName	SampleRate	BitPerSample	Channels	Duration
Ambience Below/Below_Birds_Trucks_ExpGap.WAV	44100	24	2	00:00:29
Ambience Below/Below_Crosstraffic_ExpGap.WAV	44100	24	2	00:00:24
Ambience Below/Below_Dogbarking.WAV	44100	24	2	00:00:15
Ambience Below/Below_Highway.WAV	44100	24	2	00:00:19
Ambience Below/Below_Quiet_Drops.WAV	44100	24	2	00:00:30
Ambience Below/Below_Quiet_ExpGap.WAV	44100	24	2	00:00:23
Ambience Below/Below_River_ExpGap01.WAV	44100	24	2	00:00:24
Ambience Below/Below_River_ExpGap02.WAV	44100	24	2	00:00:27
Ambience Below/Below_SteadyTraffic1.WAV	44100	24	2	00:00:46
Ambience Below/Below_SteadyTraffic2.WAV	44100	24	2	00:00:46
Ambience Below/Below_Water01.WAV	44100	24	2	00:00:26
Ambience Below/Below_Water02.WAV	44100	24	2	00:00:23
Ambience Below/Below_Water03.WAV	44100	24	2	00:00:54
Ambience Top/Top_Carcrossings.WAV	44100	24	2	00:00:38
Ambience Top/Top_ExpansionGap01.WAV	44100	24	2	00:00:20
Ambience Top/Top_ExpansionGap02.WAV	44100	24	2	00:00:38
Ambience Top/Top_ExpansionGap03.WAV	44100	24	2	00:00:11
Ambience Top/Top_NoiseBarrier-Back.WAV	44100	24	2	00:00:30
Ambience Top/Top_NoiseBarrier-Front.WAV	44100	24	2	00:00:31
Ambience Top/Top_Tram.WAV	44100	24	2	00:00:53
Ambience Top/Top_Truck.WAV	44100	24	2	00:00:14
Beam Barrier/BeamBarrier_ExpGap01.WAV	44100	24	2	00:00:26
Beam Barrier/BeamBarrier_ExpGap02.WAV	44100	24	2	00:00:28
Beam Barrier/BeamBarrier_ExpGap03.WAV	44100	24	2	00:00:20
Beam Barrier/BeamBarrier_SteadyTone01.WAV	44100	24	2	00:00:38
Beam Barrier/BeamBarrier_SteadyTone02.WAV	44100	24	2	00:00:33

Beam Barrier/BeamBarrier_Traffic.WAV	44100	24	2	00:00:30
Beam Barrier/BeamBarrier_Tram.WAV	44100	24	2	00:00:43
Beam Barrier/BeamBarrier_Truck.WAV	44100	24	2	00:00:30
Expansion Gap/ExpansionGap_Dull01.wav	44100	24	2	00:00:12
Expansion Gap/ExpansionGap_Dull02.WAV	44100	24	2	00:00:22
Footsteps/Bridges-Steps01.WAV	44100	24	2	00:00:30
Footsteps/Bridges-Steps02.WAV	44100	24	2	00:00:30
Handrail/Handrail_Bicycles01.WAV	44100	24	2	00:00:26
Handrail/Handrail_Bicycles02.WAV	44100	24	2	00:00:26
Handrail/Handrail_Bicycles03.WAV	44100	24	2	00:00:34
Handrail/Handrail_Bicycles04.WAV	44100	24	2	00:00:23
Handrail/Handrail_Clattering01.WAV	44100	24	2	00:00:17
Handrail/Handrail_Clattering02.WAV	44100	24	2	00:00:13
Handrail/Handrail_Clattering03.WAV	44100	24	2	00:00:15
Handrail/Handrail_ExpGap.WAV	44100	24	2	00:00:16
Handrail/Handrail_Traffic01.WAV	44100	24	2	00:00:19
Handrail/Handrail_Traffic02.WAV	44100	24	2	00:00:38
Handrail/Handrail_Traffic03.WAV	44100	24	2	00:00:19
Handrail/Handrail_Traffic04.WAV	44100	24	2	00:00:16
Handrail/Handrail_Traffic05.wav	44100	24	2	00:00:32
Noise Barrier/NoiseBarrier_Highway01.WAV	44100	24	2	00:00:25
Noise Barrier/NoiseBarrier_Highway02.WAV	44100	24	2	00:00:21
Noise Barrier/NoiseBarrier_Highway03.WAV	44100	24	2	00:00:20
Noise Barrier/NoiseBarrier_Highway04.WAV	44100	24	2	00:00:29
Rain/Bridges-Rain01.WAV	44100	24	2	00:00:20
Rain/Bridges-Rain02.WAV	44100	24	2	00:00:21
Rain/Bridges-Rain03.WAV	44100	24	2	00:00:24
Steel Structure/Structure-3-Hits.WAV	44100	24	2	00:00:13
Steel Structure/Structure-Dull01.WAV	44100	24	2	00:00:16
Steel Structure/Structure-Dull02.WAV	44100	24	2	00:00:21
Steel Structure/Structure-ExpGap_Tone.WAV	44100	24	2	00:00:21

Steel Structure/Structure-SteadyTone01.WAV	44100	24	2	00:00:25
Steel Structure/Structure-SteadyTone02.WAV	44100	24	2	00:00:51
Steel Structure/Structure-SteadyTone03.WAV	44100	24	2	00:00:12
Steel Structure/Structure-Traffic.WAV	44100	24	2	00:00:32
Steel Structure/Structure-Traffic_Wind.WAV	44100	24	2	00:00:31
Wind/Bridges-Wind01.WAV	44100	24	2	00:00:39
Wind/Bridges-Wind02.wav	44100	24	2	00:00:38
Wind/Bridges-Wind03.WAV	44100	24	2	00:00:20
Wind/Bridges-Wind04.WAV	44100	24	2	00:00:12
Wind/Bridges-Wind05.WAV	44100	24	2	00:00:12
Wind/Bridges-Wind06.wav	44100	24	2	00:00:15
Wind/Bridges-Wind07.WAV	44100	24	2	00:00:23
Wind/Bridges-Wind08.WAV	44100	24	2	00:00:19