Filename	Length	Description
ADVISER_Generic_Health_High_01.wav	00:00:01	DESIGNED, Generic dialogue adviser message for a character with good health values, single asset 01
ADVISER_Generic_Health_High_02.wav	00:00:01	DESIGNED, Generic dialogue adviser message for a character with good health values, single asset 02
ADVISER_Generic_Health_High_03.wav	00:00:02	DESIGNED, Generic dialogue adviser message for a character with good health values, single asset 03
ADVISER_Generic_Health_High_04.wav	00:00:02	DESIGNED, Generic dialogue adviser message for a character with good health values, single asset 04
ADVISER_Generic_Health_High_05.wav	00:00:02	DESIGNED, Generic dialogue adviser message for a character with good health values, single asset 05
ADVISER_Generic_Health_High_06.wav	00:00:02	DESIGNED, Generic dialogue adviser message for a character with good health values, single asset 06
ADVISER_Generic_Health_High_07.wav	00:00:02	DESIGNED, Generic dialogue adviser message for a character with good health values, single asset 07
ADVISER_Generic_Health_High_08.wav	00:00:02	DESIGNED, Generic dialogue adviser message for a character with good health values, single asset 08
ADVISER_Generic_Health_High_SET_X08.wav	00:00:29	DESIGNED, Generic dialogue adviser message for a character with good health values, SET of 8 assets
ADVISER_Generic_Health_Low_01.wav	00:00:02	DESIGNED, Generic dialogue adviser message for a character with low health values, single asset 01
ADVISER_Generic_Health_Low_02.wav	00:00:02	DESIGNED, Generic dialogue adviser message for a character with low health values, single asset 02
ADVISER_Generic_Health_Low_03.wav	00:00:01	DESIGNED, Generic dialogue adviser message for a character with low health values, single asset 03
ADVISER_Generic_Health_Low_04.wav	00:00:02	DESIGNED, Generic dialogue adviser message for a character with low health values, single asset 04
ADVISER_Generic_Health_Low_05.wav	00:00:03	DESIGNED, Generic dialogue adviser message for a character with low health values, single asset 05
ADVISER_Generic_Health_Low_06.wav	00:00:01	DESIGNED, Generic dialogue adviser message for a character with low health values, single asset 06
ADVISER_Generic_Health_Low_07.wav	00:00:01	DESIGNED, Generic dialogue adviser message for a character with low health values, single asset 07
ADVISER_Generic_Health_Low_08.wav	00:00:01	DESIGNED, Generic dialogue adviser message for a character with low health values, single asset 08
ADVISER_Generic_Health_Low_09.wav	00:00:01	DESIGNED, Generic dialogue adviser message for a character with low health values, single asset 09
ADVISER_Generic_Health_Low_10.wav	00:00:01	DESIGNED, Generic dialogue adviser message for a character with low health values, single asset 10
ADVISER_Generic_Health_Low_11.wav	00:00:02	DESIGNED, Generic dialogue adviser message for a character with low health values, single asset 11
ADVISER_Generic_Health_Low_12.wav	00:00:02	DESIGNED, Generic dialogue adviser message for a character with low health values, single asset 12
ADVISER_Generic_Health_Low_13.wav	00:00:02	DESIGNED, Generic dialogue adviser message for a character with low health values, single asset 13
ADVISER_Generic_Health_Low_SET_X13.wav	00:00:48	DESIGNED, Generic dialogue adviser message for a character with low health values, SET of 13 assets
ADVISER_Generic_Intro_01.wav	00:00:05	DESIGNED, Generic dialogue adviser message when entering a new zone, single asset 01
ADVISER_Generic_Intro_02.wav	00:00:05	DESIGNED, Generic dialogue adviser message when entering a new zone, single asset 02
ADVISER_Generic_Intro_03.wav	00:00:04	DESIGNED, Generic dialogue adviser message when entering a new zone, single asset 03
ADVISER_Generic_Intro_04.wav	00:00:04	DESIGNED, Generic dialogue adviser message when entering a new zone, single asset 04
ADVISER_Generic_Intro_05.wav	00:00:04	DESIGNED, Generic dialogue adviser message when entering a new zone, single asset 05
ADVISER_Generic_Intro_06.wav	00:00:03	DESIGNED, Generic dialogue adviser message when entering a new zone, single asset 06
ADVISER_Generic_Intro_07.wav	00:00:04	DESIGNED, Generic dialogue adviser message when entering a new zone, single asset 07
ADVISER_Generic_Intro_08.wav	00:00:04	DESIGNED, Generic dialogue adviser message when entering a new zone, single asset 08
ADVISER_Generic_Intro_09.wav	00:00:05	DESIGNED, Generic dialogue adviser message when entering a new zone, single asset 09
ADVISER Generic Intro 10.wav	00:00:04	DESIGNED, Generic dialogue adviser message when entering a new zone, single asset 10
ADVISER_Generic_Intro_11.wav	00:00:04	DESIGNED, Generic dialogue adviser message when entering a new zone, single asset 11
ADVISER_Generic_Intro_12.wav	00:00:04	DESIGNED, Generic dialogue adviser message when entering a new zone, single asset 12
ADVISER_Generic_Intro_13.wav	00:00:04	DESIGNED, Generic dialogue adviser message when entering a new zone, single asset 13
ADVISER_Generic_Intro_14.wav	00:00:03	DESIGNED, Generic dialogue adviser message when entering a new zone, single asset 14
ADVISER_Generic_Intro_15.wav	00:00:02	DESIGNED, Generic dialogue adviser message when entering a new zone, single asset 15
ADVISER_Generic_Intro_16.wav	00:00:03	DESIGNED, Generic dialogue adviser message when entering a new zone, single asset 16
ADVISER_Generic_Intro_17.wav	00:00:03	DESIGNED, Generic dialogue adviser message when entering a new zone, single asset 17



ADVISER_Generic_Intro_18.wav	00:00:04	DESIGNED, Generic dialogue adviser message when entering a new zone, single asset 18
ADVISER_Generic_Intro_19.wav	00:00:03	DESIGNED, Generic dialogue adviser message when entering a new zone, single asset 19
ADVISER_Generic_Intro_SET_X19.wav	00:02:09	DESIGNED, Generic dialogue adviser message when entering a new zone, SET of 19 assets
ADVISER_Generic_Results_Defeat_01.wav	00:00:03	DESIGNED, Generic dialogue adviser message when a game level is failed, single asset 01
ADVISER_Generic_Results_Defeat_02.wav	00:00:03	DESIGNED, Generic dialogue adviser message when a game level is failed, single asset 02
ADVISER_Generic_Results_Defeat_03.wav	00:00:03	DESIGNED, Generic dialogue adviser message when a game level is failed, single asset 03
ADVISER_Generic_Results_Defeat_04.wav	00:00:03	DESIGNED, Generic dialogue adviser message when a game level is failed, single asset 04
ADVISER_Generic_Results_Defeat_05.wav	00:00:02	DESIGNED, Generic dialogue adviser message when a game level is failed, single asset 05
ADVISER_Generic_Results_Defeat_06.wav	00:00:04	DESIGNED, Generic dialogue adviser message when a game level is failed, single asset 06
ADVISER_Generic_Results_Defeat_07.wav	00:00:02	DESIGNED, Generic dialogue adviser message when a game level is failed, single asset 07
ADVISER_Generic_Results_Defeat_08.wav	00:00:02	DESIGNED, Generic dialogue adviser message when a game level is failed, single asset 08
ADVISER_Generic_Results_Defeat_09.wav	00:00:03	DESIGNED, Generic dialogue adviser message when a game level is failed, single asset 09
ADVISER_Generic_Results_Defeat_10.wav	00:00:03	DESIGNED, Generic dialogue adviser message when a game level is failed, single asset 10
ADVISER_Generic_Results_Defeat_11.wav	00:00:02	DESIGNED, Generic dialogue adviser message when a game level is failed, single asset 11
ADVISER_Generic_Results_Defeat_SET_X11.wav	00:01:01	DESIGNED, Generic dialogue adviser message when a game level is failed, SET of 11 assets
ADVISER_Generic_Results_Victory_01.wav	00:00:03	DESIGNED, Generic dialogue adviser message when a game level is completed successfully, single asset 01
ADVISER_Generic_Results_Victory_02.wav	00:00:02	DESIGNED, Generic dialogue adviser message when a game level is completed successfully, single asset 02
ADVISER_Generic_Results_Victory_03.wav	00:00:03	DESIGNED, Generic dialogue adviser message when a game level is completed successfully, single asset 03
ADVISER_Generic_Results_Victory_04.wav	00:00:03	DESIGNED, Generic dialogue adviser message when a game level is completed successfully, single asset 04
ADVISER_Generic_Results_Victory_05.wav	00:00:03	DESIGNED, Generic dialogue adviser message when a game level is completed successfully, single asset 05
ADVISER_Generic_Results_Victory_06.wav	00:00:03	DESIGNED, Generic dialogue adviser message when a game level is completed successfully, single asset 06
ADVISER_Generic_Results_Victory_07.wav	00:00:03	DESIGNED, Generic dialogue adviser message when a game level is completed successfully, single asset 07
ADVISER_Generic_Results_Victory_08.wav	00:00:04	DESIGNED, Generic dialogue adviser message when a game level is completed successfully, single asset 08
ADVISER_Generic_Results_Victory_09.wav	00:00:04	DESIGNED, Generic dialogue adviser message when a game level is completed successfully, single asset 09
ADVISER_Generic_Results_Victory_10.wav	00:00:03	DESIGNED, Generic dialogue adviser message when a game level is completed successfully, single asset 10
ADVISER_Generic_Results_Victory_11.wav	00:00:04	DESIGNED, Generic dialogue adviser message when a game level is completed successfully, single asset 11
ADVISER Generic Results Victory 12.wav	00:00:02	DESIGNED, Generic dialogue adviser message when a game level is completed successfully, single asset 12
ADVISER_Generic_Results_Victory_13.wav	00:00:03	DESIGNED, Generic dialogue adviser message when a game level is completed successfully, single asset 13
ADVISER_Generic_Results_Victory_SET_X13.wav	00:01:15	DESIGNED, Generic dialogue adviser message when a game level is completed successfully, SET of 13 assets
ARMOUR Chainmail Movement Fast 01.wav	00:00:01	DESIGNED, Single person armour fast chainmail and leather movement, Single asset 01
ARMOUR Chainmail Movement Fast 02.wav	00:00:01	DESIGNED, Single person armour fast chainmail and leather movement, Single asset 02
ARMOUR Chainmail Movement Fast 03.wav	00:00:01	DESIGNED, Single person armour fast chainmail and leather movement, Single asset 03
ARMOUR Chainmail Movement Fast 04.wav	00:00:01	DESIGNED, Single person armour fast chainmail and leather movement, Single asset 04
ARMOUR Chainmail Movement Fast 05.wav	00:00:01	DESIGNED, Single person armour fast chainmail and leather movement, Single asset 05
ARMOUR Chainmail Movement Fast 06.wav	00:00:01	DESIGNED, Single person armour fast chainmail and leather movement, Single asset 06
ARMOUR Chainmail Movement Fast 07.wav	00:00:01	DESIGNED, Single person armour fast chainmail and leather movement, Single asset 07
ARMOUR Chainmail Movement Fast 08.wav	00:00:01	DESIGNED, Single person armour fast chainmail and leather movement, Single asset 08
ARMOUR Chainmail Movement Fast 09.wav	00:00:01	DESIGNED, Single person armour fast chainmail and leather movement, Single asset 09
ARMOUR Chainmail Movement Fast 10.wav	00:00:01	DESIGNED, Single person armour fast chainmail and leather movement, Single asset 10
ARMOUR Chainmail Movement Fast 11.wav	00:00:01	DESIGNED, Single person armour fast chainmail and leather movement, Single asset 11
ARMOUR Chainmail Movement Fast 12.wav	00:00:01	DESIGNED, Single person armour fast chainmail and leather movement, Single asset 12



ADMACHID Chairmanil Management Foot 12	00.00.01	DESCRIPE Single gaves are surfact the invalid and leather are surfact.
ARMOUR_Chainmail_Movement_Fast_13.wav	00:00:01	DESIGNED, Single person armour fast chainmail and leather movement, Single asset 13
ARMOUR_Chainmail_Movement_Fast_14.wav	00:00:01	DESIGNED, Single person armour fast chainmail and leather movement, Single asset 14
ARMOUR_Chainmail_Movement_Fast_15.wav	00:00:01	DESIGNED, Single person armour fast chainmail and leather movement, Single asset 15
ARMOUR_Chainmail_Movement_Fast_16.wav	00:00:01	DESIGNED, Single person armour fast chainmail and leather movement, Single asset 16
ARMOUR_Chainmail_Movement_Fast_17.wav	00:00:01	DESIGNED, Single person armour fast chainmail and leather movement, Single asset 17
ARMOUR_Chainmail_Movement_Fast_18.wav	00:00:01	DESIGNED, Single person armour fast chainmail and leather movement, Single asset 18
ARMOUR_Chainmail_Movement_Fast_19.wav	00:00:01	DESIGNED, Single person armour fast chainmail and leather movement, Single asset 19
ARMOUR_Chainmail_Movement_Fast_20.wav	00:00:01	DESIGNED, Single person armour fast chainmail and leather movement, Single asset 20
ARMOUR_Chainmail_Movement_Fast_21.wav	00:00:01	DESIGNED, Single person armour fast chainmail and leather movement, Single asset 21
ARMOUR_Chainmail_Movement_Fast_22.wav	00:00:01	DESIGNED, Single person armour fast chainmail and leather movement, Single asset 22
ARMOUR_Chainmail_Movement_Fast_23.wav	00:00:01	DESIGNED, Single person armour fast chainmail and leather movement, Single asset 23
ARMOUR_Chainmail_Movement_Fast_24.wav	00:00:01	DESIGNED, Single person armour fast chainmail and leather movement, Single asset 24
ARMOUR_Chainmail_Movement_Fast_25.wav	00:00:01	DESIGNED, Single person armour fast chainmail and leather movement, Single asset 25
ARMOUR_Chainmail_Movement_Fast_26.wav	00:00:01	DESIGNED, Single person armour fast chainmail and leather movement, Single asset 26
ARMOUR_Chainmail_Movement_Fast_27.wav	00:00:01	DESIGNED, Single person armour fast chainmail and leather movement, Single asset 27
ARMOUR_Chainmail_Movement_Fast_28.wav	00:00:01	DESIGNED, Single person armour fast chainmail and leather movement, Single asset 28
ARMOUR_Chainmail_Movement_Fast_29.wav	00:00:01	DESIGNED, Single person armour fast chainmail and leather movement, Single asset 29
ARMOUR_Chainmail_Movement_Fast_30.wav	00:00:01	DESIGNED, Single person armour fast chainmail and leather movement, Single asset 30
ARMOUR_Chainmail_Movement_Fast_SET_X30.wav	00:00:30	DESIGNED, Single person armour fast chainmail and leather movement, SET of 30 assets
ARMOUR_Chainmail_Movement_Run_Loop_01.wav	00:00:07	DESIGNED, Continous close human run fast chainmail armour movement, looping asset 01, for use with footstep run loops
ARMOUR_Chainmail_Movement_Slow_01.wav	00:00:02	DESIGNED, Single person armour slow chainmail and leather movement, Single asset 01
ARMOUR_Chainmail_Movement_Slow_02.wav	00:00:02	DESIGNED, Single person armour slow chainmail and leather movement, Single asset 02
ARMOUR_Chainmail_Movement_Slow_03.wav	00:00:03	DESIGNED, Single person armour slow chainmail and leather movement, Single asset 03
ARMOUR_Chainmail_Movement_Slow_04.wav	00:00:02	DESIGNED, Single person armour slow chainmail and leather movement, Single asset 04
ARMOUR_Chainmail_Movement_Slow_05.wav	00:00:03	DESIGNED, Single person armour slow chainmail and leather movement, Single asset 05
ARMOUR_Chainmail_Movement_Slow_06.wav	00:00:02	DESIGNED, Single person armour slow chainmail and leather movement, Single asset 06
ARMOUR_Chainmail_Movement_Slow_07.wav	00:00:03	DESIGNED, Single person armour slow chainmail and leather movement, Single asset 07
ARMOUR_Chainmail_Movement_Slow_08.wav	00:00:02	DESIGNED, Single person armour slow chainmail and leather movement, Single asset 08
ARMOUR_Chainmail_Movement_Slow_09.wav	00:00:02	DESIGNED, Single person armour slow chainmail and leather movement, Single asset 09
ARMOUR_Chainmail_Movement_Slow_10.wav	00:00:02	DESIGNED, Single person armour slow chainmail and leather movement, Single asset 10
ARMOUR_Chainmail_Movement_Slow_11.wav	00:00:02	DESIGNED, Single person armour slow chainmail and leather movement, Single asset 11
ARMOUR_Chainmail_Movement_Slow_12.wav	00:00:02	DESIGNED, Single person armour slow chainmail and leather movement, Single asset 12
ARMOUR_Chainmail_Movement_Slow_13.wav	00:00:02	DESIGNED, Single person armour slow chainmail and leather movement, Single asset 13
ARMOUR_Chainmail_Movement_Slow_14.wav	00:00:02	DESIGNED, Single person armour slow chainmail and leather movement, Single asset 14
ARMOUR_Chainmail_Movement_Slow_15.wav	00:00:02	DESIGNED, Single person armour slow chainmail and leather movement, Single asset 15
ARMOUR_Chainmail_Movement_Slow_16.wav	00:00:02	DESIGNED, Single person armour slow chainmail and leather movement, Single asset 16
ARMOUR_Chainmail_Movement_Slow_17.wav	00:00:02	DESIGNED, Single person armour slow chainmail and leather movement, Single asset 17
ARMOUR_Chainmail_Movement_Slow_18.wav	00:00:02	DESIGNED, Single person armour slow chainmail and leather movement, Single asset 18
ARMOUR_Chainmail_Movement_Slow_19.wav	00:00:03	DESIGNED, Single person armour slow chainmail and leather movement, Single asset 19
ARMOUR_Chainmail_Movement_Slow_20.wav	00:00:03	DESIGNED, Single person armour slow chainmail and leather movement, Single asset 20
ARMOUR_Chainmail_Movement_Slow_21.wav	00:00:02	DESIGNED, Single person armour slow chainmail and leather movement, Single asset 21



ARMOUR_Chainmail_Movement_Slow_22.wav	00:00:02	DESIGNED, Single person armour slow chainmail and leather movement, Single asset 22
ARMOUR_Chainmail_Movement_Slow_23.wav	00:00:03	DESIGNED, Single person armour slow chainmail and leather movement, Single asset 23
ARMOUR_Chainmail_Movement_Slow_24.wav	00:00:03	DESIGNED, Single person armour slow chainmail and leather movement, Single asset 24
ARMOUR_Chainmail_Movement_Slow_25.wav	00:00:03	DESIGNED, Single person armour slow chainmail and leather movement, Single asset 25
ARMOUR_Chainmail_Movement_Slow_26.wav	00:00:02	DESIGNED, Single person armour slow chainmail and leather movement, Single asset 26
ARMOUR_Chainmail_Movement_Slow_27.wav	00:00:03	DESIGNED, Single person armour slow chainmail and leather movement, Single asset 27
ARMOUR_Chainmail_Movement_Slow_28.wav	00:00:02	DESIGNED, Single person armour slow chainmail and leather movement, Single asset 28
ARMOUR_Chainmail_Movement_Slow_29.wav	00:00:02	DESIGNED, Single person armour slow chainmail and leather movement, Single asset 29
ARMOUR_Chainmail_Movement_Slow_30.wav	00:00:03	DESIGNED, Single person armour slow chainmail and leather movement, Single asset 30
ARMOUR_Chainmail_Movement_Slow_SET_X30.wav	00:01:59	DESIGNED, Single person armour slow chainmail and leather movement, SET of 30 assets
ARMOUR_Chainmail_Movement_Walk_Loop_01.wav	00:00:19	DESIGNED, Continous close human walk slow chainmail armour movement, looping asset 01, for use with footstep walk loops
ARMOUR_Cloth_Buckle_Movement_Fast_01.wav	00:00:01	DESIGNED, Single person armour fast cloth, leather and buckle movement, Single asset 01
ARMOUR_Cloth_Buckle_Movement_Fast_02.wav	00:00:01	DESIGNED, Single person armour fast cloth, leather and buckle movement, Single asset 02
ARMOUR_Cloth_Buckle_Movement_Fast_03.wav	00:00:01	DESIGNED, Single person armour fast cloth, leather and buckle movement, Single asset 03
ARMOUR_Cloth_Buckle_Movement_Fast_04.wav	00:00:01	DESIGNED, Single person armour fast cloth, leather and buckle movement, Single asset 04
ARMOUR_Cloth_Buckle_Movement_Fast_05.wav	00:00:01	DESIGNED, Single person armour fast cloth, leather and buckle movement, Single asset 05
ARMOUR_Cloth_Buckle_Movement_Fast_06.wav	00:00:01	DESIGNED, Single person armour fast cloth, leather and buckle movement, Single asset 06
ARMOUR_Cloth_Buckle_Movement_Fast_07.wav	00:00:01	DESIGNED, Single person armour fast cloth, leather and buckle movement, Single asset 07
ARMOUR_Cloth_Buckle_Movement_Fast_08.wav	00:00:01	DESIGNED, Single person armour fast cloth, leather and buckle movement, Single asset 08
ARMOUR_Cloth_Buckle_Movement_Fast_09.wav	00:00:01	DESIGNED, Single person armour fast cloth, leather and buckle movement, Single asset 09
ARMOUR_Cloth_Buckle_Movement_Fast_10.wav	00:00:01	DESIGNED, Single person armour fast cloth, leather and buckle movement, Single asset 10
ARMOUR_Cloth_Buckle_Movement_Fast_11.wav	00:00:01	DESIGNED, Single person armour fast cloth, leather and buckle movement, Single asset 11
ARMOUR_Cloth_Buckle_Movement_Fast_12.wav	00:00:01	DESIGNED, Single person armour fast cloth, leather and buckle movement, Single asset 12
ARMOUR_Cloth_Buckle_Movement_Fast_13.wav	00:00:01	DESIGNED, Single person armour fast cloth, leather and buckle movement, Single asset 13
ARMOUR_Cloth_Buckle_Movement_Fast_14.wav	00:00:01	DESIGNED, Single person armour fast cloth, leather and buckle movement, Single asset 14
ARMOUR_Cloth_Buckle_Movement_Fast_15.wav	00:00:01	DESIGNED, Single person armour fast cloth, leather and buckle movement, Single asset 15
ARMOUR_Cloth_Buckle_Movement_Fast_16.wav	00:00:01	DESIGNED, Single person armour fast cloth, leather and buckle movement, Single asset 16
ARMOUR_Cloth_Buckle_Movement_Fast_17.wav	00:00:01	DESIGNED, Single person armour fast cloth, leather and buckle movement, Single asset 17
ARMOUR_Cloth_Buckle_Movement_Fast_18.wav	00:00:01	DESIGNED, Single person armour fast cloth, leather and buckle movement, Single asset 18
ARMOUR_Cloth_Buckle_Movement_Fast_19.wav	00:00:01	DESIGNED, Single person armour fast cloth, leather and buckle movement, Single asset 19
ARMOUR Cloth Buckle Movement Fast 20.wav	00:00:01	DESIGNED, Single person armour fast cloth, leather and buckle movement, Single asset 20
ARMOUR_Cloth_Buckle_Movement_Fast_21.wav	00:00:01	DESIGNED, Single person armour fast cloth, leather and buckle movement, Single asset 21
ARMOUR_Cloth_Buckle_Movement_Fast_22.wav	00:00:01	DESIGNED, Single person armour fast cloth, leather and buckle movement, Single asset 22
ARMOUR Cloth Buckle Movement Fast 23.wav	00:00:01	DESIGNED, Single person armour fast cloth, leather and buckle movement, Single asset 23
ARMOUR Cloth Buckle Movement Fast 24.wav	00:00:01	DESIGNED, Single person armour fast cloth, leather and buckle movement, Single asset 24
ARMOUR Cloth Buckle Movement Fast 25.wav	00:00:01	DESIGNED, Single person armour fast cloth, leather and buckle movement, Single asset 25
ARMOUR Cloth Buckle Movement Fast 26.way	00:00:01	DESIGNED, Single person armour fast cloth, leather and buckle movement, Single asset 26
ARMOUR_Cloth_Buckle_Movement_Fast_27.wav	00:00:01	DESIGNED, Single person armour fast cloth, leather and buckle movement, Single asset 27
ARMOUR Cloth Buckle Movement Fast 28.wav	00:00:01	DESIGNED, Single person armour fast cloth, leather and buckle movement, Single asset 28
ARMOUR Cloth Buckle Movement Fast 29.wav	00:00:01	DESIGNED, Single person armour fast cloth, leather and buckle movement, Single asset 29
ARMOUR Cloth Buckle Movement Fast 30.wav	00:00:01	DESIGNED, Single person armour fast cloth, leather and buckle movement, Single asset 30



ARMOUR_Cloth_Buckle_Movement_Fast_SET_X30.wav	00:00:30	DESIGNED, Single person armour fast cloth, leather and buckle movement, SET of 30 assets
ARMOUR_Cloth_Buckle_Movement_Run_Loop_01.wav	00:00:07	DESIGNED, Continous close human run fast cloth & buckle armour movement, looping asset 01, for use with footstep run loops
ARMOUR_Cloth_Buckle_Movement_Slow_01.wav	00:00:03	DESIGNED, Single person armour slow cloth, leather and buckle movement, Single asset 01
ARMOUR_Cloth_Buckle_Movement_Slow_02.wav	00:00:03	DESIGNED, Single person armour slow cloth, leather and buckle movement, Single asset 02
ARMOUR_Cloth_Buckle_Movement_Slow_03.wav	00:00:03	DESIGNED, Single person armour slow cloth, leather and buckle movement, Single asset 03
ARMOUR_Cloth_Buckle_Movement_Slow_04.wav	00:00:03	DESIGNED, Single person armour slow cloth, leather and buckle movement, Single asset 04
ARMOUR_Cloth_Buckle_Movement_Slow_05.wav	00:00:03	DESIGNED, Single person armour slow cloth, leather and buckle movement, Single asset 05
ARMOUR_Cloth_Buckle_Movement_Slow_06.wav	00:00:03	DESIGNED, Single person armour slow cloth, leather and buckle movement, Single asset 06
ARMOUR_Cloth_Buckle_Movement_Slow_07.wav	00:00:03	DESIGNED, Single person armour slow cloth, leather and buckle movement, Single asset 07
ARMOUR_Cloth_Buckle_Movement_Slow_08.wav	00:00:03	DESIGNED, Single person armour slow cloth, leather and buckle movement, Single asset 08
ARMOUR_Cloth_Buckle_Movement_Slow_09.wav	00:00:03	DESIGNED, Single person armour slow cloth, leather and buckle movement, Single asset 09
ARMOUR_Cloth_Buckle_Movement_Slow_10.wav	00:00:03	DESIGNED, Single person armour slow cloth, leather and buckle movement, Single asset 10
ARMOUR_Cloth_Buckle_Movement_Slow_11.wav	00:00:03	DESIGNED, Single person armour slow cloth, leather and buckle movement, Single asset 11
ARMOUR_Cloth_Buckle_Movement_Slow_12.wav	00:00:03	DESIGNED, Single person armour slow cloth, leather and buckle movement, Single asset 12
ARMOUR_Cloth_Buckle_Movement_Slow_13.wav	00:00:03	DESIGNED, Single person armour slow cloth, leather and buckle movement, Single asset 13
ARMOUR_Cloth_Buckle_Movement_Slow_14.wav	00:00:03	DESIGNED, Single person armour slow cloth, leather and buckle movement, Single asset 14
ARMOUR_Cloth_Buckle_Movement_Slow_15.wav	00:00:03	DESIGNED, Single person armour slow cloth, leather and buckle movement, Single asset 15
ARMOUR_Cloth_Buckle_Movement_Slow_16.wav	00:00:03	DESIGNED, Single person armour slow cloth, leather and buckle movement, Single asset 16
ARMOUR_Cloth_Buckle_Movement_Slow_17.wav	00:00:03	DESIGNED, Single person armour slow cloth, leather and buckle movement, Single asset 17
ARMOUR_Cloth_Buckle_Movement_Slow_18.wav	00:00:03	DESIGNED, Single person armour slow cloth, leather and buckle movement, Single asset 18
ARMOUR_Cloth_Buckle_Movement_Slow_19.wav	00:00:03	DESIGNED, Single person armour slow cloth, leather and buckle movement, Single asset 19
ARMOUR_Cloth_Buckle_Movement_Slow_20.wav	00:00:03	DESIGNED, Single person armour slow cloth, leather and buckle movement, Single asset 20
ARMOUR_Cloth_Buckle_Movement_Slow_21.wav	00:00:03	DESIGNED, Single person armour slow cloth, leather and buckle movement, Single asset 21
ARMOUR_Cloth_Buckle_Movement_Slow_22.wav	00:00:03	DESIGNED, Single person armour slow cloth, leather and buckle movement, Single asset 22
ARMOUR_Cloth_Buckle_Movement_Slow_23.wav	00:00:03	DESIGNED, Single person armour slow cloth, leather and buckle movement, Single asset 23
ARMOUR_Cloth_Buckle_Movement_Slow_24.wav	00:00:03	DESIGNED, Single person armour slow cloth, leather and buckle movement, Single asset 24
ARMOUR_Cloth_Buckle_Movement_Slow_25.wav	00:00:03	DESIGNED, Single person armour slow cloth, leather and buckle movement, Single asset 25
ARMOUR_Cloth_Buckle_Movement_Slow_26.wav	00:00:03	DESIGNED, Single person armour slow cloth, leather and buckle movement, Single asset 26
ARMOUR_Cloth_Buckle_Movement_Slow_27.wav	00:00:03	DESIGNED, Single person armour slow cloth, leather and buckle movement, Single asset 27
ARMOUR_Cloth_Buckle_Movement_Slow_28.wav	00:00:03	DESIGNED, Single person armour slow cloth, leather and buckle movement, Single asset 28
ARMOUR_Cloth_Buckle_Movement_Slow_29.wav	00:00:03	DESIGNED, Single person armour slow cloth, leather and buckle movement, Single asset 29
ARMOUR_Cloth_Buckle_Movement_Slow_30.wav	00:00:03	DESIGNED, Single person armour slow cloth, leather and buckle movement, Single asset 30
ARMOUR_Cloth_Buckle_Movement_Slow_SET_X30.wav	00:01:59	DESIGNED, Single person armour slow cloth, leather and buckle movement, Single asset SET_X30
ARMOUR_Cloth_Buckle_Movement_Walk_Loop_01.wav	00:00:19	DESIGNED, Continous close human walk slow cloth & buckle armour movement, looping asset 01, for use with footstep walk loops
ARMOUR_Leather_Buckle_Movement_Fast_01.wav	00:00:01	DESIGNED, Single person armour fast leather and buckle movement, Single asset 01
ARMOUR_Leather_Buckle_Movement_Fast_02.wav	00:00:01	DESIGNED, Single person armour fast leather and buckle movement, Single asset 02
ARMOUR_Leather_Buckle_Movement_Fast_03.wav	00:00:01	DESIGNED, Single person armour fast leather and buckle movement, Single asset 03
ARMOUR_Leather_Buckle_Movement_Fast_04.wav	00:00:01	DESIGNED, Single person armour fast leather and buckle movement, Single asset 04
ARMOUR_Leather_Buckle_Movement_Fast_05.wav	00:00:01	DESIGNED, Single person armour fast leather and buckle movement, Single asset 05
ARMOUR_Leather_Buckle_Movement_Fast_06.wav	00:00:01	DESIGNED, Single person armour fast leather and buckle movement, Single asset 06
ARMOUR_Leather_Buckle_Movement_Fast_07.wav	00:00:01	DESIGNED, Single person armour fast leather and buckle movement, Single asset 07



ARMOUR_Leather_Buckle_Movement_Fast_08.wav	00:00:01	DESIGNED, Single person armour fast leather and buckle movement, Single asset 08
ARMOUR_Leather_Buckle_Movement_Fast_09.wav	00:00:01	DESIGNED, Single person armour fast leather and buckle movement, Single asset 09
ARMOUR_Leather_Buckle_Movement_Fast_10.wav	00:00:01	DESIGNED, Single person armour fast leather and buckle movement, Single asset 10
ARMOUR_Leather_Buckle_Movement_Fast_11.wav	00:00:01	DESIGNED, Single person armour fast leather and buckle movement, Single asset 11
ARMOUR_Leather_Buckle_Movement_Fast_12.wav	00:00:01	DESIGNED, Single person armour fast leather and buckle movement, Single asset 12
ARMOUR_Leather_Buckle_Movement_Fast_13.wav	00:00:01	DESIGNED, Single person armour fast leather and buckle movement, Single asset 13
ARMOUR_Leather_Buckle_Movement_Fast_14.wav	00:00:01	DESIGNED, Single person armour fast leather and buckle movement, Single asset 14
ARMOUR_Leather_Buckle_Movement_Fast_15.wav	00:00:01	DESIGNED, Single person armour fast leather and buckle movement, Single asset 15
ARMOUR_Leather_Buckle_Movement_Fast_16.wav	00:00:01	DESIGNED, Single person armour fast leather and buckle movement, Single asset 16
ARMOUR_Leather_Buckle_Movement_Fast_17.wav	00:00:01	DESIGNED, Single person armour fast leather and buckle movement, Single asset 17
ARMOUR_Leather_Buckle_Movement_Fast_18.wav	00:00:01	DESIGNED, Single person armour fast leather and buckle movement, Single asset 18
ARMOUR_Leather_Buckle_Movement_Fast_19.wav	00:00:01	DESIGNED, Single person armour fast leather and buckle movement, Single asset 19
ARMOUR_Leather_Buckle_Movement_Fast_20.wav	00:00:01	DESIGNED, Single person armour fast leather and buckle movement, Single asset 20
ARMOUR_Leather_Buckle_Movement_Fast_21.wav	00:00:01	DESIGNED, Single person armour fast leather and buckle movement, Single asset 21
ARMOUR_Leather_Buckle_Movement_Fast_22.wav	00:00:01	DESIGNED, Single person armour fast leather and buckle movement, Single asset 22
ARMOUR_Leather_Buckle_Movement_Fast_23.wav	00:00:01	DESIGNED, Single person armour fast leather and buckle movement, Single asset 23
ARMOUR_Leather_Buckle_Movement_Fast_24.wav	00:00:01	DESIGNED, Single person armour fast leather and buckle movement, Single asset 24
ARMOUR_Leather_Buckle_Movement_Fast_25.wav	00:00:01	DESIGNED, Single person armour fast leather and buckle movement, Single asset 25
ARMOUR_Leather_Buckle_Movement_Fast_26.wav	00:00:01	DESIGNED, Single person armour fast leather and buckle movement, Single asset 26
ARMOUR_Leather_Buckle_Movement_Fast_27.wav	00:00:01	DESIGNED, Single person armour fast leather and buckle movement, Single asset 27
ARMOUR_Leather_Buckle_Movement_Fast_28.wav	00:00:01	DESIGNED, Single person armour fast leather and buckle movement, Single asset 28
ARMOUR_Leather_Buckle_Movement_Fast_29.wav	00:00:01	DESIGNED, Single person armour fast leather and buckle movement, Single asset 29
ARMOUR_Leather_Buckle_Movement_Fast_30.wav	00:00:01	DESIGNED, Single person armour fast leather and buckle movement, Single asset 30
ARMOUR_Leather_Buckle_Movement_Fast_SET_X30.wav	00:00:29	DESIGNED, Single person armour fast leather and buckle movement, SET of 30 assets
ARMOUR_Leather_Buckle_Movement_Run_Loop_01.wav	00:00:07	DESIGNED, Continous close human run fast leather & buckle armour movement, looping asset 01, for use with footstep run loops
ARMOUR_Leather_Buckle_Movement_Slow_01.wav	00:00:03	DESIGNED, Single person armour slow leather and buckle movement, Single asset 01
ARMOUR_Leather_Buckle_Movement_Slow_02.wav	00:00:03	DESIGNED, Single person armour slow leather and buckle movement, Single asset 02
ARMOUR_Leather_Buckle_Movement_Slow_03.wav	00:00:03	DESIGNED, Single person armour slow leather and buckle movement, Single asset 03
ARMOUR_Leather_Buckle_Movement_Slow_04.wav	00:00:03	DESIGNED, Single person armour slow leather and buckle movement, Single asset 04
ARMOUR_Leather_Buckle_Movement_Slow_05.wav	00:00:03	DESIGNED, Single person armour slow leather and buckle movement, Single asset 05
ARMOUR_Leather_Buckle_Movement_Slow_06.wav	00:00:03	DESIGNED, Single person armour slow leather and buckle movement, Single asset 06
ARMOUR_Leather_Buckle_Movement_Slow_07.wav	00:00:03	DESIGNED, Single person armour slow leather and buckle movement, Single asset 07
ARMOUR_Leather_Buckle_Movement_Slow_08.wav	00:00:03	DESIGNED, Single person armour slow leather and buckle movement, Single asset 08
ARMOUR_Leather_Buckle_Movement_Slow_09.wav	00:00:02	DESIGNED, Single person armour slow leather and buckle movement, Single asset 09
ARMOUR_Leather_Buckle_Movement_Slow_10.wav	00:00:03	DESIGNED, Single person armour slow leather and buckle movement, Single asset 10
ARMOUR_Leather_Buckle_Movement_Slow_11.wav	00:00:03	DESIGNED, Single person armour slow leather and buckle movement, Single asset 11
ARMOUR_Leather_Buckle_Movement_Slow_12.wav	00:00:03	DESIGNED, Single person armour slow leather and buckle movement, Single asset 12
ARMOUR_Leather_Buckle_Movement_Slow_13.wav	00:00:03	DESIGNED, Single person armour slow leather and buckle movement, Single asset 13
ARMOUR_Leather_Buckle_Movement_Slow_14.wav	00:00:03	DESIGNED, Single person armour slow leather and buckle movement, Single asset 14
ARMOUR_Leather_Buckle_Movement_Slow_15.wav	00:00:03	DESIGNED, Single person armour slow leather and buckle movement, Single asset 15
ARMOUR_Leather_Buckle_Movement_Slow_16.wav	00:00:03	DESIGNED, Single person armour slow leather and buckle movement, Single asset 16



ARMOUR Leather Buckle Movement Slow 17.wav	00:00:03	DESIGNED, Single person armour slow leather and buckle movement, Single asset 17
ARMOUR Leather Buckle Movement Slow 18.way	00:00:03	DESIGNED, Single person armour slow leather and buckle movement, Single asset 18
ARMOUR Leather Buckle Movement Slow 19.wav	00:00:03	DESIGNED, Single person armour slow leather and buckle movement, Single asset 19
ARMOUR Leather Buckle Movement Slow 20.way	00:00:03	DESIGNED, Single person armour slow leather and buckle movement, Single asset 20
ARMOUR Leather Buckle Movement Slow 21.wav	00:00:03	DESIGNED, Single person armour slow leather and buckle movement, Single asset 21
ARMOUR Leather Buckle Movement Slow 22.way	00:00:02	DESIGNED, Single person armour slow leather and buckle movement, Single asset 22
ARMOUR Leather Buckle Movement Slow 23.way	00:00:03	DESIGNED, Single person armour slow leather and buckle movement, Single asset 23
ARMOUR Leather Buckle Movement Slow 24.way	00:00:03	DESIGNED, Single person armour slow leather and buckle movement, Single asset 24
ARMOUR Leather Buckle Movement Slow 25.wav	00:00:03	DESIGNED, Single person armour slow leather and buckle movement, Single asset 25
ARMOUR_Leather_Buckle_Movement_Slow_26.wav	00:00:03	DESIGNED, Single person armour slow leather and buckle movement, Single asset 26
ARMOUR_Leather_Buckle_Movement_Slow_27.wav	00:00:03	DESIGNED, Single person armour slow leather and buckle movement, Single asset 27
ARMOUR_Leather_Buckle_Movement_Slow_28.wav	00:00:03	DESIGNED, Single person armour slow leather and buckle movement, Single asset 28
ARMOUR Leather Buckle Movement Slow 29.wav	00:00:03	DESIGNED, Single person armour slow leather and buckle movement, Single asset 29
ARMOUR_Leather_Buckle_Movement_Slow_30.wav	00:00:03	DESIGNED, Single person armour slow leather and buckle movement, Single asset 30
ARMOUR_Leather_Buckle_Movement_Slow_SET_X30.wav	00:01:59	DESIGNED, Single person armour slow leather and buckle movement, SET of 30 assets
ARMOUR_Leather_Buckle_Movement_Walk_Loop_01.wav	00:00:19	DESIGNED, Continous close human walk slow leather & buckle armour movement, looping asset 01, for use with footstep walk loops
ARMOUR_Segmented_Movement_Fast_01.wav	00:00:01	DESIGNED, Single person armour fast segmented metal movement, single asset 01
ARMOUR_Segmented_Movement_Fast_02.wav	00:00:01	DESIGNED, Single person armour fast segmented metal movement, single asset 02
ARMOUR_Segmented_Movement_Fast_03.wav	00:00:01	DESIGNED, Single person armour fast segmented metal movement, single asset 03
ARMOUR_Segmented_Movement_Fast_04.wav	00:00:01	DESIGNED, Single person armour fast segmented metal movement, single asset 04
ARMOUR_Segmented_Movement_Fast_05.wav	00:00:01	DESIGNED, Single person armour fast segmented metal movement, single asset 05
ARMOUR_Segmented_Movement_Fast_06.wav	00:00:01	DESIGNED, Single person armour fast segmented metal movement, single asset 06
ARMOUR_Segmented_Movement_Fast_07.wav	00:00:01	DESIGNED, Single person armour fast segmented metal movement, single asset 07
ARMOUR_Segmented_Movement_Fast_08.wav	00:00:01	DESIGNED, Single person armour fast segmented metal movement, single asset 08
ARMOUR_Segmented_Movement_Fast_09.wav	00:00:01	DESIGNED, Single person armour fast segmented metal movement, single asset 09
ARMOUR_Segmented_Movement_Fast_10.wav	00:00:01	DESIGNED, Single person armour fast segmented metal movement, single asset 10
ARMOUR_Segmented_Movement_Fast_11.wav	00:00:01	DESIGNED, Single person armour fast segmented metal movement, single asset 11
ARMOUR_Segmented_Movement_Fast_12.wav	00:00:01	DESIGNED, Single person armour fast segmented metal movement, single asset 12
ARMOUR_Segmented_Movement_Fast_13.wav	00:00:01	DESIGNED, Single person armour fast segmented metal movement, single asset 13
ARMOUR_Segmented_Movement_Fast_14.wav	00:00:01	DESIGNED, Single person armour fast segmented metal movement, single asset 14
ARMOUR_Segmented_Movement_Fast_15.wav	00:00:01	DESIGNED, Single person armour fast segmented metal movement, single asset 15
ARMOUR_Segmented_Movement_Fast_16.wav	00:00:01	DESIGNED, Single person armour fast segmented metal movement, single asset 16
ARMOUR_Segmented_Movement_Fast_17.wav	00:00:01	DESIGNED, Single person armour fast segmented metal movement, single asset 17
ARMOUR_Segmented_Movement_Fast_18.wav	00:00:01	DESIGNED, Single person armour fast segmented metal movement, single asset 18
ARMOUR_Segmented_Movement_Fast_19.wav	00:00:01	DESIGNED, Single person armour fast segmented metal movement, single asset 19
ARMOUR_Segmented_Movement_Fast_20.wav	00:00:01	DESIGNED, Single person armour fast segmented metal movement, single asset 20
ARMOUR_Segmented_Movement_Fast_21.wav	00:00:01	DESIGNED, Single person armour fast segmented metal movement, single asset 21
ARMOUR_Segmented_Movement_Fast_22.wav	00:00:01	DESIGNED, Single person armour fast segmented metal movement, single asset 22
ARMOUR_Segmented_Movement_Fast_23.wav	00:00:01	DESIGNED, Single person armour fast segmented metal movement, single asset 23
ARMOUR_Segmented_Movement_Fast_24.wav	00:00:01	DESIGNED, Single person armour fast segmented metal movement, single asset 24
ARMOUR_Segmented_Movement_Fast_25.wav	00:00:01	DESIGNED, Single person armour fast segmented metal movement, single asset 25



ARMOUR_Segmented_Movement_Fast_26.wav	00:00:01	DESIGNED, Single person armour fast segmented metal movement, single asset 26
ARMOUR_Segmented_Movement_Fast_27.wav	00:00:01	DESIGNED, Single person armour fast segmented metal movement, single asset 27
ARMOUR_Segmented_Movement_Fast_28.wav	00:00:01	DESIGNED, Single person armour fast segmented metal movement, single asset 28
ARMOUR_Segmented_Movement_Fast_29.wav	00:00:01	DESIGNED, Single person armour fast segmented metal movement, single asset 29
ARMOUR_Segmented_Movement_Fast_30.wav	00:00:01	DESIGNED, Single person armour fast segmented metal movement, single asset 30
ARMOUR_Segmented_Movement_Fast_SET_X30.wav	00:00:29	DESIGNED, Single person armour fast segmented metal movement, SET of 30 assets
ARMOUR_Segmented_Movement_Run_Loop_01.wav	00:00:07	DESIGNED, Continous close human run fast segmented metal armour movement, looping asset 01, for use with footstep run loops
ARMOUR_Segmented_Movement_Slow_01.wav	00:00:02	DESIGNED, Single person armour slow segmented metal movement, single asset 01
ARMOUR_Segmented_Movement_Slow_02.wav	00:00:02	DESIGNED, Single person armour slow segmented metal movement, single asset 02
ARMOUR_Segmented_Movement_Slow_03.wav	00:00:03	DESIGNED, Single person armour slow segmented metal movement, single asset 03
ARMOUR_Segmented_Movement_Slow_04.wav	00:00:03	DESIGNED, Single person armour slow segmented metal movement, single asset 04
ARMOUR_Segmented_Movement_Slow_05.wav	00:00:03	DESIGNED, Single person armour slow segmented metal movement, single asset 05
ARMOUR_Segmented_Movement_Slow_06.wav	00:00:03	DESIGNED, Single person armour slow segmented metal movement, single asset 06
ARMOUR_Segmented_Movement_Slow_07.wav	00:00:03	DESIGNED, Single person armour slow segmented metal movement, single asset 07
ARMOUR_Segmented_Movement_Slow_08.wav	00:00:03	DESIGNED, Single person armour slow segmented metal movement, single asset 08
ARMOUR_Segmented_Movement_Slow_09.wav	00:00:02	DESIGNED, Single person armour slow segmented metal movement, single asset 09
ARMOUR_Segmented_Movement_Slow_10.wav	00:00:02	DESIGNED, Single person armour slow segmented metal movement, single asset 10
ARMOUR_Segmented_Movement_Slow_11.wav	00:00:03	DESIGNED, Single person armour slow segmented metal movement, single asset 11
ARMOUR_Segmented_Movement_Slow_12.wav	00:00:03	DESIGNED, Single person armour slow segmented metal movement, single asset 12
ARMOUR_Segmented_Movement_Slow_13.wav	00:00:03	DESIGNED, Single person armour slow segmented metal movement, single asset 13
ARMOUR_Segmented_Movement_Slow_14.wav	00:00:02	DESIGNED, Single person armour slow segmented metal movement, single asset 14
ARMOUR_Segmented_Movement_Slow_15.wav	00:00:03	DESIGNED, Single person armour slow segmented metal movement, single asset 15
ARMOUR_Segmented_Movement_Slow_16.wav	00:00:03	DESIGNED, Single person armour slow segmented metal movement, single asset 16
ARMOUR_Segmented_Movement_Slow_17.wav	00:00:03	DESIGNED, Single person armour slow segmented metal movement, single asset 17
ARMOUR_Segmented_Movement_Slow_18.wav	00:00:03	DESIGNED, Single person armour slow segmented metal movement, single asset 18
ARMOUR_Segmented_Movement_Slow_19.wav	00:00:03	DESIGNED, Single person armour slow segmented metal movement, single asset 19
ARMOUR_Segmented_Movement_Slow_20.wav	00:00:02	DESIGNED, Single person armour slow segmented metal movement, single asset 20
ARMOUR_Segmented_Movement_Slow_21.wav	00:00:02	DESIGNED, Single person armour slow segmented metal movement, single asset 21
ARMOUR_Segmented_Movement_Slow_22.wav	00:00:03	DESIGNED, Single person armour slow segmented metal movement, single asset 22
ARMOUR_Segmented_Movement_Slow_23.wav	00:00:03	DESIGNED, Single person armour slow segmented metal movement, single asset 23
ARMOUR_Segmented_Movement_Slow_24.wav	00:00:02	DESIGNED, Single person armour slow segmented metal movement, single asset 24
ARMOUR_Segmented_Movement_Slow_25.wav	00:00:03	DESIGNED, Single person armour slow segmented metal movement, single asset 25
ARMOUR_Segmented_Movement_Slow_26.wav	00:00:02	DESIGNED, Single person armour slow segmented metal movement, single asset 26
ARMOUR_Segmented_Movement_Slow_27.wav	00:00:03	DESIGNED, Single person armour slow segmented metal movement, single asset 27
ARMOUR_Segmented_Movement_Slow_28.wav	00:00:02	DESIGNED, Single person armour slow segmented metal movement, single asset 28
ARMOUR_Segmented_Movement_Slow_29.wav	00:00:03	DESIGNED, Single person armour slow segmented metal movement, single asset 29
ARMOUR_Segmented_Movement_Slow_30.wav	00:00:02	DESIGNED, Single person armour slow segmented metal movement, single asset 30
ARMOUR_Segmented_Movement_Slow_SET_X30.wav	00:01:58	DESIGNED, Single person armour slow segmented metal movement, SET of 30 assets
ARMOUR_Segmented_Movement_Walk_Loop_01.wav	00:00:19	DESIGNED, Continous close human walk slow segmented metal armour movement, looping asset 01, for use with footstep walk loops
BODY_Fall_Human_Chainmail_Concrete_01.wav	00:00:01	DESIGNED, Single person armour chainmail body fall action on solid concrete surface type, single asset 01
BODY_Fall_Human_Chainmail_Concrete_02.wav	00:00:01	DESIGNED, Single person armour chainmail body fall action on solid concrete surface type, single asset 02
BODY_Fall_Human_Chainmail_Concrete_01.wav	00:00:01	DESIGNED, Single person armour chainmail body fall action on solid concrete surface type, single asset 01



BODY Fall Human Chainmail Concrete 03.wav 00:00	0:01 DESIGNED, Single person armour chainmail body fall action on solid concrete surface type, single asset 03
BODY Fall Human Chainmail Concrete 04.wav 00:00	, , , , , , , , , , , , , , , , , , , ,
BODY Fall Human Chainmail Concrete 05.wav 00:00	, , , , , , , , , , , , , , , , , , , ,
BODY Fall Human Chainmail Concrete SET X05.wav 00:00	, , , , , , , , , , , , , , , , , , , ,
BODY Fall Human Chainmail Grass 01.wav 00:00	, , , , , , , , , , , , , , , , , , , ,
	, , , , , , , , , , , , , , , , , , , ,
	, , , , , , , , , , , , , , , , , , , ,
BODY_Fall_Human_Chainmail_Grass_04.wav 00:00	, , , , , , , , , , , , , , , , , , , ,
BODY_Fall_Human_Chainmail_Grass_05.wav 00:00	, , , , , , , , , , , , , , , , , , , ,
BODY_Fall_Human_Chainmail_Grass_SET_X05.wav 00:00	, , , , , , , , , , , , , , , , , , , ,
BODY_Fall_Human_Chainmail_Gravel_01.wav 00:00	7. 6. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1.
BODY_Fall_Human_Chainmail_Gravel_02.wav 00:00	, , , , , , , , , , , , , , , , , , , ,
BODY_Fall_Human_Chainmail_Gravel_03.wav 00:00	7. 6
BODY_Fall_Human_Chainmail_Gravel_04.wav 00:00	, , , , , , , , , , , , , , , , , , , ,
BODY_Fall_Human_Chainmail_Gravel_05.wav 00:00	, , , , , , , , , , , , , , , , , , , ,
BODY_Fall_Human_Chainmail_Gravel_SET_X05.wav 00:00	
BODY_Fall_Human_Chainmail_Leaves_01.wav 00:00	, , , , , , , , , , , , , , , , , , , ,
BODY_Fall_Human_Chainmail_Leaves_02.wav 00:00	
BODY_Fall_Human_Chainmail_Leaves_03.wav 00:00	0:01 DESIGNED, Single person armour chainmail body fall action on dry leaves surface type, single asset 03
BODY_Fall_Human_Chainmail_Leaves_04.wav 00:00	,, 0,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,
BODY_Fall_Human_Chainmail_Leaves_05.wav 00:00	7. 0. 1
BODY_Fall_Human_Chainmail_Leaves_SET_X05.wav 00:00	0:09 DESIGNED, Single person armour chainmail body fall action on dry leaves surface type, SET of 5 assets
BODY_Fall_Human_Chainmail_Metal_01.wav 00:00	0:01 DESIGNED, Single person armour chainmail body fall action on metal grate surface type, single asset 01
BODY_Fall_Human_Chainmail_Metal_02.wav 00:00	0:01 DESIGNED, Single person armour chainmail body fall action on metal grate surface type, single asset 02
BODY_Fall_Human_Chainmail_Metal_03.wav 00:00	0:01 DESIGNED, Single person armour chainmail body fall action on metal grate surface type, single asset 03
BODY_Fall_Human_Chainmail_Metal_04.wav 00:00	0:01 DESIGNED, Single person armour chainmail body fall action on metal grate surface type, single asset 04
BODY_Fall_Human_Chainmail_Metal_05.wav 00:00	0:01 DESIGNED, Single person armour chainmail body fall action on metal grate surface type, single asset 05
BODY_Fall_Human_Chainmail_Metal_SET_X05.wav 00:00	0:09 DESIGNED, Single person armour chainmail body fall action on metal grate surface type, SET of 5 assets
BODY_Fall_Human_Chainmail_Pebbles_01.wav 00:00	0:01 DESIGNED, Single person armour chainmail body fall action on beach pebbles surface type, single asset 01
BODY_Fall_Human_Chainmail_Pebbles_02.wav 00:00	0:01 DESIGNED, Single person armour chainmail body fall action on beach pebbles surface type, single asset 02
BODY_Fall_Human_Chainmail_Pebbles_03.wav 00:00	0:01 DESIGNED, Single person armour chainmail body fall action on beach pebbles surface type, single asset 03
BODY_Fall_Human_Chainmail_Pebbles_04.wav 00:00	0:01 DESIGNED, Single person armour chainmail body fall action on beach pebbles surface type, single asset 04
BODY_Fall_Human_Chainmail_Pebbles_05.wav 00:00	0:01 DESIGNED, Single person armour chainmail body fall action on beach pebbles surface type, single asset 05
BODY_Fall_Human_Chainmail_Pebbles_SET_X05.wav 00:00	0:09 DESIGNED, Single person armour chainmail body fall action on beach pebbles surface type, SET of 5 assets
BODY_Fall_Human_Chainmail_Rock_01.wav 00:00	0:01 DESIGNED, Single person armour chainmail body fall action on solid rock surface type, single asset 01
BODY_Fall_Human_Chainmail_Rock_02.wav 00:00	0:01 DESIGNED, Single person armour chainmail body fall action on solid rock surface type, single asset 02
BODY_Fall_Human_Chainmail_Rock_03.wav 00:00	0:01 DESIGNED, Single person armour chainmail body fall action on solid rock surface type, single asset 03
BODY Fall Human Chainmail Rock 04.wav 00:00	0:01 DESIGNED, Single person armour chainmail body fall action on solid rock surface type, single asset 04
BODY_Fall_Human_Chainmail_Rock_05.wav 00:00	, , , , , , , , , , , , , , , , , , , ,
BODY_Fall_Human_Chainmail_Rock_SET_X05.wav 00:00	, , , , , , , , , , , , , , , , , , , ,
BODY_Fall_Human_Chainmail_Sand_01.wav 00:00	, , , , , , , , , , , , , , , , , , , ,



BODY_Fall_Human_Chainmail_Sand_02.wav	00:00:01	DESIGNED, Single person armour chainmail body fall action on dry sand surface type, single asset 02
BODY_Fall_Human_Chainmail_Sand_03.wav	00:00:01	DESIGNED, Single person armour chainmail body fall action on dry sand surface type, single asset 03
BODY_Fall_Human_Chainmail_Sand_04.wav	00:00:01	DESIGNED, Single person armour chainmail body fall action on dry sand surface type, single asset 04
BODY_Fall_Human_Chainmail_Sand_05.wav	00:00:01	DESIGNED, Single person armour chainmail body fall action on dry sand surface type, single asset 05
BODY_Fall_Human_Chainmail_Sand_SET_X05.wav	00:00:08	DESIGNED, Single person armour chainmail body fall action on dry sand surface type, SET of 5 assets
BODY_Fall_Human_Chainmail_Snow_01.wav	00:00:01	DESIGNED, Single person armour chainmail body fall action on crispy snow surface type, single asset 01
BODY_Fall_Human_Chainmail_Snow_02.wav	00:00:01	DESIGNED, Single person armour chainmail body fall action on crispy snow surface type, single asset 02
BODY_Fall_Human_Chainmail_Snow_03.wav	00:00:01	DESIGNED, Single person armour chainmail body fall action on crispy snow surface type, single asset 03
BODY_Fall_Human_Chainmail_Snow_04.wav	00:00:01	DESIGNED, Single person armour chainmail body fall action on crispy snow surface type, single asset 04
BODY_Fall_Human_Chainmail_Snow_05.wav	00:00:01	DESIGNED, Single person armour chainmail body fall action on crispy snow surface type, single asset 05
BODY_Fall_Human_Chainmail_Snow_SET_X05.wav	00:00:09	DESIGNED, Single person armour chainmail body fall action on crispy snow surface type, SET of 5 assets
BODY_Fall_Human_Chainmail_Undergrowth_01.wav	00:00:01	DESIGNED, Single person armour chainmail body fall action on twigs and foliage surface type, single asset 01
BODY_Fall_Human_Chainmail_Undergrowth_02.wav	00:00:01	DESIGNED, Single person armour chainmail body fall action on twigs and foliage surface type, single asset 02
BODY_Fall_Human_Chainmail_Undergrowth_03.wav	00:00:01	DESIGNED, Single person armour chainmail body fall action on twigs and foliage surface type, single asset 03
BODY_Fall_Human_Chainmail_Undergrowth_04.wav	00:00:01	DESIGNED, Single person armour chainmail body fall action on twigs and foliage surface type, single asset 04
BODY_Fall_Human_Chainmail_Undergrowth_05.wav	00:00:01	DESIGNED, Single person armour chainmail body fall action on twigs and foliage surface type, single asset 05
BODY_Fall_Human_Chainmail_Undergrowth_SET_X05.wav	00:00:09	DESIGNED, Single person armour chainmail body fall action on twigs and foliage surface type, SET of 5 assets
BODY_Fall_Human_Chainmail_Wood_01.wav	00:00:01	DESIGNED, Single person armour chainmail body fall action on wooden surface type, single asset 01
BODY_Fall_Human_Chainmail_Wood_02.wav	00:00:01	DESIGNED, Single person armour chainmail body fall action on wooden surface type, single asset 02
BODY_Fall_Human_Chainmail_Wood_03.wav	00:00:01	DESIGNED, Single person armour chainmail body fall action on wooden surface type, single asset 03
BODY_Fall_Human_Chainmail_Wood_04.wav	00:00:01	DESIGNED, Single person armour chainmail body fall action on wooden surface type, single asset 04
BODY_Fall_Human_Chainmail_Wood_05.wav	00:00:01	DESIGNED, Single person armour chainmail body fall action on wooden surface type, single asset 05
BODY_Fall_Human_Chainmail_Wood_SET_X05.wav	00:00:09	DESIGNED, Single person armour chainmail body fall action on wooden surface type, SET of 5 assets
BODY_Fall_Human_Cloth_Concrete_01.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on solid concrete surface type, single asset 01
BODY_Fall_Human_Cloth_Concrete_02.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on solid concrete surface type, single asset 02
BODY_Fall_Human_Cloth_Concrete_03.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on solid concrete surface type, single asset 03
BODY_Fall_Human_Cloth_Concrete_04.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on solid concrete surface type, single asset 04
BODY_Fall_Human_Cloth_Concrete_05.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on solid concrete surface type, single asset 05
BODY_Fall_Human_Cloth_Concrete_SET_X05.wav	00:00:09	DESIGNED, Single person armour cloth body fall action on solid concrete surface type, SET of 5 assets
BODY_Fall_Human_Cloth_Grass_01.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on dry grass surface type, single asset 01
BODY_Fall_Human_Cloth_Grass_02.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on dry grass surface type, single asset 02
BODY_Fall_Human_Cloth_Grass_03.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on dry grass surface type, single asset 03
BODY_Fall_Human_Cloth_Grass_04.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on dry grass surface type, single asset 04
BODY_Fall_Human_Cloth_Grass_05.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on dry grass surface type, single asset 05
BODY_Fall_Human_Cloth_Grass_SET_X05.wav	00:00:08	DESIGNED, Single person armour cloth body fall action on dry grass surface type, SET of 5 assets
BODY_Fall_Human_Cloth_Gravel_01.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on grit and gravel surface type, single asset 01
BODY_Fall_Human_Cloth_Gravel_02.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on grit and gravel surface type, single asset 02
BODY_Fall_Human_Cloth_Gravel_03.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on grit and gravel surface type, single asset 03
BODY_Fall_Human_Cloth_Gravel_04.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on grit and gravel surface type, single asset 04
BODY_Fall_Human_Cloth_Gravel_05.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on grit and gravel surface type, single asset 05
BODY_Fall_Human_Cloth_Gravel_SET_X05.wav	00:00:08	DESIGNED, Single person armour cloth body fall action on grit and gravel surface type, SET of 5 assets



BODY Fall Human Cloth Leaves 01.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on dry leaves surface type, single asset 01
BODY Fall Human Cloth Leaves 02.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on dry leaves surface type, single asset 01 DESIGNED, Single person armour cloth body fall action on dry leaves surface type, single asset 02
BODY Fall Human Cloth Leaves 03.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on dry leaves surface type, single asset 02
BODY Fall Human Cloth Leaves 04.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on dry leaves surface type, single asset 03 DESIGNED, Single person armour cloth body fall action on dry leaves surface type, single asset 04
BODY Fall Human Cloth Leaves 05.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on dry leaves surface type, single asset 04 DESIGNED, Single person armour cloth body fall action on dry leaves surface type, single asset 05
	00:00:01	, , , , , , , , , , , ,
BODY_Fall_Human_Cloth_Leaves_SET_X05.wav	00:00:09	DESIGNED, Single person armour cloth body fall action on dry leaves surface type, SET of 5 assets DESIGNED, Single person armour cloth body fall action on metal grate surface type, single asset 01
BODY_Fall_Human_Cloth_Metal_01.wav	00:00:01	
BODY_Fall_Human_Cloth_Metal_02.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on metal grate surface type, single asset 02
BODY_Fall_Human_Cloth_Metal_03.wav		DESIGNED, Single person armour cloth body fall action on metal grate surface type, single asset 03
BODY_Fall_Human_Cloth_Metal_04.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on metal grate surface type, single asset 04
BODY_Fall_Human_Cloth_Metal_05.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on metal grate surface type, single asset 05
BODY_Fall_Human_Cloth_Metal_SET_X05.wav	00:00:08	DESIGNED, Single person armour cloth body fall action on metal grate surface type, SET of 5 assets
BODY_Fall_Human_Cloth_Pebbles_01.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on beach pebbles surface type, single asset 01
BODY_Fall_Human_Cloth_Pebbles_02.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on beach pebbles surface type, single asset 02
BODY_Fall_Human_Cloth_Pebbles_03.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on beach pebbles surface type, single asset 03
BODY_Fall_Human_Cloth_Pebbles_04.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on beach pebbles surface type, single asset 04
BODY_Fall_Human_Cloth_Pebbles_05.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on beach pebbles surface type, single asset 05
BODY_Fall_Human_Cloth_Pebbles_SET_X05.wav	00:00:09	DESIGNED, Single person armour cloth body fall action on beach pebbles surface type, SET of 5 assets
BODY_Fall_Human_Cloth_Rock_01.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on solid rock surface type, single asset 01
BODY_Fall_Human_Cloth_Rock_02.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on solid rock surface type, single asset 02
BODY_Fall_Human_Cloth_Rock_03.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on solid rock surface type, single asset 03
BODY_Fall_Human_Cloth_Rock_04.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on solid rock surface type, single asset 04
BODY_Fall_Human_Cloth_Rock_05.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on solid rock surface type, single asset 05
BODY_Fall_Human_Cloth_Rock_SET_X05.wav	00:00:08	DESIGNED, Single person armour cloth body fall action on solid rock surface type, SET of 5 assets
BODY_Fall_Human_Cloth_Sand_01.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on dry sand surface type, single asset 01
BODY_Fall_Human_Cloth_Sand_02.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on dry sand surface type, single asset 02
BODY_Fall_Human_Cloth_Sand_03.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on dry sand surface type, single asset 03
BODY_Fall_Human_Cloth_Sand_04.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on dry sand surface type, single asset 04
BODY_Fall_Human_Cloth_Sand_05.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on dry sand surface type, single asset 05
BODY_Fall_Human_Cloth_Sand_SET_X05.wav	00:00:08	DESIGNED, Single person armour cloth body fall action on dry sand surface type, SET of 5 assets
BODY_Fall_Human_Cloth_Snow_01.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on crispy snow surface type, single asset 01
BODY_Fall_Human_Cloth_Snow_02.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on crispy snow surface type, single asset 02
BODY_Fall_Human_Cloth_Snow_03.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on crispy snow surface type, single asset 03
BODY_Fall_Human_Cloth_Snow_04.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on crispy snow surface type, single asset 04
BODY_Fall_Human_Cloth_Snow_05.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on crispy snow surface type, single asset 05
BODY_Fall_Human_Cloth_Snow_SET_X05.wav	00:00:08	DESIGNED, Single person armour cloth body fall action on crispy snow surface type, SET of 5 assets
BODY_Fall_Human_Cloth_Undergrowth_01.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on twigs and foliage surface type, single asset 01
BODY_Fall_Human_Cloth_Undergrowth_02.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on twigs and foliage surface type, single asset 02
BODY_Fall_Human_Cloth_Undergrowth_03.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on twigs and foliage surface type, single asset 03
BODY_Fall_Human_Cloth_Undergrowth_04.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on twigs and foliage surface type, single asset 04
BODY_Fall_Human_Cloth_Undergrowth_05.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on twigs and foliage surface type, single asset 05



BODY_Fall_Human_Cloth_Undergrowth_SET_X05.wav	00:00:09	DESIGNED, Single person armour cloth body fall action on twigs and foliage surface type, SET of 5 assets
BODY_Fall_Human_Cloth_Wood_01.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on wooden surface type, single asset 01
BODY_Fall_Human_Cloth_Wood_02.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on wooden surface type, single asset 02
BODY_Fall_Human_Cloth_Wood_03.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on wooden surface type, single asset 03
BODY_Fall_Human_Cloth_Wood_04.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on wooden surface type, single asset 04
BODY_Fall_Human_Cloth_Wood_05.wav	00:00:01	DESIGNED, Single person armour cloth body fall action on wooden surface type, single asset 05
BODY_Fall_Human_Cloth_Wood_SET_X05.wav	00:00:09	DESIGNED, Single person armour cloth body fall action on wooden surface type, siSET of 5 assets
BODY_Fall_Human_Leather_Concrete_01.wav	00:00:01	DESIGNED, Single person armour leather and bucke body fall action on solid concrete surface type, single asset 01
BODY_Fall_Human_Leather_Concrete_02.wav	00:00:01	DESIGNED, Single person armour leather and bucke body fall action on solid concrete surface type, single asset 02
BODY_Fall_Human_Leather_Concrete_03.wav	00:00:01	DESIGNED, Single person armour leather and bucke body fall action on solid concrete surface type, single asset 03
BODY_Fall_Human_Leather_Concrete_04.wav	00:00:01	DESIGNED, Single person armour leather and bucke body fall action on solid concrete surface type, single asset 04
BODY_Fall_Human_Leather_Concrete_05.wav	00:00:01	DESIGNED, Single person armour leather and bucke body fall action on solid concrete surface type, single asset 05
BODY_Fall_Human_Leather_Concrete_SET_X05.wav	00:00:08	DESIGNED, Single person armour leather and bucke body fall action on solid concrete surface type, SET of 5 assets
BODY_Fall_Human_Leather_Grass_01.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on dry grass surface type, single asset 01
BODY_Fall_Human_Leather_Grass_02.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on dry grass surface type, single asset 02
BODY_Fall_Human_Leather_Grass_03.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on dry grass surface type, single asset 03
BODY_Fall_Human_Leather_Grass_04.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on dry grass surface type, single asset 04
BODY_Fall_Human_Leather_Grass_05.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on dry grass surface type, single asset 05
BODY_Fall_Human_Leather_Grass_SET_X05.wav	00:00:08	DESIGNED, Single person armour leather and buckle body fall action on dry grass surface type, SET of 5 assets
BODY_Fall_Human_Leather_Gravel_01.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on grit and gravel surface type, single asset 01
BODY_Fall_Human_Leather_Gravel_02.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on grit and gravel surface type, single asset 02
BODY_Fall_Human_Leather_Gravel_03.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on grit and gravel surface type, single asset 03
BODY_Fall_Human_Leather_Gravel_04.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on grit and gravel surface type, single asset 04
BODY_Fall_Human_Leather_Gravel_05.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on grit and gravel surface type, single asset 05
BODY_Fall_Human_Leather_Gravel_SET_X05.wav	00:00:08	DESIGNED, Single person armour leather and buckle body fall action on grit and gravel surface type, SET of 5 assets
BODY_Fall_Human_Leather_Leaves_01.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on dry leaves surface type, single asset 01
BODY_Fall_Human_Leather_Leaves_02.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on dry leaves surface type, single asset 02
BODY_Fall_Human_Leather_Leaves_03.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on dry leaves surface type, single asset 03
BODY_Fall_Human_Leather_Leaves_04.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on dry leaves surface type, single asset 04
BODY_Fall_Human_Leather_Leaves_05.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on dry leaves surface type, single asset 05
BODY_Fall_Human_Leather_Leaves_SET_X05.wav	00:00:09	DESIGNED, Single person armour leather and buckle body fall action on dry leaves surface type, SET of 5 assets
BODY_Fall_Human_Leather_Metal_01.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on metal grate surface type, single asset 01
BODY_Fall_Human_Leather_Metal_02.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on metal grate surface type, single asset 02
BODY_Fall_Human_Leather_Metal_03.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on metal grate surface type, single asset 03
BODY_Fall_Human_Leather_Metal_04.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on metal grate surface type, single asset 04
BODY_Fall_Human_Leather_Metal_05.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on metal grate surface type, single asset 05
BODY_Fall_Human_Leather_Metal_SET_X05.wav	00:00:09	DESIGNED, Single person armour leather and buckle body fall action on metal grate surface type, SET of 5 assets
BODY_Fall_Human_Leather_Pebbles_01.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on beach pebbles surface type, single asset 01
BODY_Fall_Human_Leather_Pebbles_02.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on beach pebbles surface type, single asset 02
BODY_Fall_Human_Leather_Pebbles_03.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on beach pebbles surface type, single asset 03
BODY_Fall_Human_Leather_Pebbles_04.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on beach pebbles surface type, single asset 04



BODY Fall Human Leather Pebbles 05.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on beach pebbles surface type, single asset 05
BODY Fall Human Leather Pebbles SET X05.wav	00:00:09	DESIGNED, Single person armour leather and buckle body fall action on beach pebbles surface type, SET of 5 assets
BODY Fall Human Leather Rock 01.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on solid rock surface type, single asset 01
BODY Fall Human Leather Rock 02.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on solid rock surface type, single asset 02
BODY Fall Human Leather Rock 03.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on solid rock surface type, single asset 03
BODY Fall Human Leather Rock 04.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on solid rock surface type, single asset 04
BODY_Fall_Human_Leather_Rock_05.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on solid rock surface type, single asset 05
BODY Fall Human Leather Rock SET X05.wav	00:00:08	DESIGNED, Single person armour leather and buckle body fall action on solid rock surface type, SET of 5 assets
BODY Fall Human Leather Sand 01.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on dry sand surface type, single asset 01
BODY_Fall_Human_Leather_Sand_02.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on dry sand surface type, single asset 02
BODY Fall Human Leather Sand 03.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on dry sand surface type, single asset 03
BODY_Fall_Human_Leather_Sand_04.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on dry sand surface type, single asset 04
BODY Fall Human Leather Sand 05.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on dry sand surface type, single asset 05
BODY_Fall_Human_Leather_Sand_SET_X05.wav	00:00:09	DESIGNED, Single person armour leather and buckle body fall action on dry sand surface type, SET of 5 assets
BODY_Fall_Human_Leather_Snow_01.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on crispy snow surface type, single asset 01
BODY_Fall_Human_Leather_Snow_02.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on crispy snow surface type, single asset 02
BODY_Fall_Human_Leather_Snow_03.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on crispy snow surface type, single asset 03
BODY_Fall_Human_Leather_Snow_04.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on crispy snow surface type, single asset 04
BODY_Fall_Human_Leather_Snow_05.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on crispy snow surface type, single asset 05
BODY_Fall_Human_Leather_Snow_SET_X05.wav	00:00:08	DESIGNED, Single person armour leather and buckle body fall action on crispy snow surface type, SET of 5 assets
BODY_Fall_Human_Leather_Undergrowth_01.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on twigs and foliage surface type, single asset 01
BODY_Fall_Human_Leather_Undergrowth_02.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on twigs and foliage surface type, single asset 02
BODY_Fall_Human_Leather_Undergrowth_03.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on twigs and foliage surface type, single asset 03
BODY_Fall_Human_Leather_Undergrowth_04.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on twigs and foliage surface type, single asset 04
BODY_Fall_Human_Leather_Undergrowth_05.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on twigs and foliage surface type, single asset 05
BODY_Fall_Human_Leather_Undergrowth_SET_X05.wav	00:00:09	DESIGNED, Single person armour leather and buckle body fall action on twigs and foliage surface type, SET of 5 assets
BODY_Fall_Human_Leather_Water_01.wav	00:00:02	DESIGNED, Single person armour leather and buckle body fall action on water surface type, single asset 01
BODY_Fall_Human_Leather_Water_02.wav	00:00:02	DESIGNED, Single person armour leather and buckle body fall action on water surface type, single asset 02
BODY_Fall_Human_Leather_Water_03.wav	00:00:02	DESIGNED, Single person armour leather and buckle body fall action on water surface type, single asset 03
BODY_Fall_Human_Leather_Water_04.wav	00:00:02	DESIGNED, Single person armour leather and buckle body fall action on water surface type, single asset 04
BODY_Fall_Human_Leather_Water_05.wav	00:00:02	DESIGNED, Single person armour leather and buckle body fall action on water surface type, single asset 05
BODY_Fall_Human_Leather_Water_SET_X3.wav	00:00:15	DESIGNED, Single person armour leather and buckle body fall action on water surface type, SET of 5 assets
BODY_Fall_Human_Leather_Wood_01.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on wooden surface type, single asset 01
BODY_Fall_Human_Leather_Wood_02.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on wooden surface type, single asset 02
BODY_Fall_Human_Leather_Wood_03.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on wooden surface type, single asset 03
BODY_Fall_Human_Leather_Wood_04.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on wooden surface type, single asset 04
BODY_Fall_Human_Leather_Wood_05.wav	00:00:01	DESIGNED, Single person armour leather and buckle body fall action on wooden surface type, single asset 05
BODY_Fall_Human_Leather_Wood_SET_X05.wav	00:00:08	DESIGNED, Single person armour leather and buckle body fall action on wooden surface type, SET of 5 assets
BODY_Fall_Human_No_Armour_Concrete_01.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on solid concrete surface type, single asset 01
BODY_Fall_Human_No_Armour_Concrete_02.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on solid concrete surface type, single asset 02
BODY_Fall_Human_No_Armour_Concrete_03.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on solid concrete surface type, single asset 03



BODY Fall Human No Armour Concrete 04.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on solid concrete surface type, single asset 04
BODY Fall Human No Armour Concrete 05.way	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on solid concrete surface type, single asset 05
BODY Fall Human No Armour Concrete SET X05.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on solid concrete surface type, SET of 5 assets
BODY Fall Human No Armour Grass 01.way	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on dry grass surface type, single asset 01
BODY Fall Human No Armour Grass 02.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on dry grass surface type, single asset 02
BODY Fall Human No Armour Grass 03.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on dry grass surface type, single asset 02
BODY Fall Human No Armour Grass 04.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on dry grass surface type, single asset 05
BODY Fall Human No Armour Grass 05.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on dry grass surface type, single asset 05
BODY Fall Human No Armour Grass SET X05.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on dry grass surface type, SET of 5 assets
BODY Fall Human No Armour Gravel 01.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on dry grass surface type, ser or 5 assets DESIGNED, Single person armour flesh, no armour body fall action on grit and gravel surface type, single asset 01
BODY Fall Human No Armour Gravel 02.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on grit and gravel surface type, single asset 02
BODY Fall Human No Armour Gravel 03.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on grit and gravel surface type, single asset 03
BODY Fall Human No Armour Gravel 04.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on grit and gravel surface type, single asset 04
BODY Fall Human No Armour Gravel 05.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on grit and gravel surface type, single asset 05
BODY Fall Human No Armour Gravel SET X05.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on grit and gravel surface type, SET of 5 assets
BODY Fall Human No Armour Leaves 01.way	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on dry leaves surface type, single asset 01
BODY Fall Human No Armour Leaves 02.way	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on dry leaves surface type, single asset 02
BODY Fall Human No Armour Leaves 03.way	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on dry leaves surface type, single asset 03
BODY Fall Human No Armour Leaves 04.way	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on dry leaves surface type, single asset 04
BODY Fall Human No Armour Leaves 05.way	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on dry leaves surface type, single asset 05
BODY Fall Human No Armour Leaves SET X05.wav	00:00:09	DESIGNED, Single person armour flesh, no armour body fall action on dry leaves surface type, SET of 5 assets
BODY Fall Human No Armour Metal 01.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on metal grate surface type, single asset 01
BODY Fall Human No Armour Metal 02.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on metal grate surface type, single asset 02
BODY Fall Human No Armour Metal 03.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on metal grate surface type, single asset 03
BODY Fall Human No Armour Metal 04.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on metal grate surface type, single asset 04
BODY Fall Human No Armour Metal 05.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on metal grate surface type, single asset 05
BODY Fall Human No Armour Metal SET X05.wav	00:00:09	DESIGNED, Single person armour flesh, no armour body fall action on metal grate surface type, SET of 5 assets
BODY Fall Human No Armour Pebbles 01.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on beach pebbles surface type, single asset 01
BODY Fall Human No Armour Pebbles 02.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on beach pebbles surface type, single asset 02
BODY_Fall_Human_No_Armour_Pebbles_03.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on beach pebbles surface type, single asset 03
BODY Fall Human No Armour Pebbles 04.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on beach pebbles surface type, single asset 04
BODY Fall Human No Armour Pebbles 05.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on beach pebbles surface type, single asset 05
BODY Fall Human No Armour Pebbles SET X05.wav	00:00:09	DESIGNED, Single person armour flesh, no armour body fall action on beach pebbles surface type, SET of 5 assets
BODY Fall Human No Armour Rock 01.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on solid rock surface type, single asset 01
BODY Fall Human No Armour Rock 02.way	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on solid rock surface type, single asset 02
BODY Fall Human No Armour Rock 03.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on solid rock surface type, single asset 03
BODY Fall Human No Armour Rock 04.way	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on solid rock surface type, single asset 04
BODY Fall Human No Armour Rock 05.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on solid rock surface type, single asset 05
BODY Fall Human No Armour Rock SET X05.wav	00:00:08	DESIGNED, Single person armour flesh, no armour body fall action on solid rock surface type, SET of 5 assets
BODY Fall Human No Armour Sand 01.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on dry sand surface type, single asset 01
BODY Fall Human No Armour Sand 02.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on dry sand surface type, single asset 02



BODY Fall Human No Armour Sand 03.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on dry sand surface type, single asset 03
BODY Fall Human No Armour Sand 04.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on dry sand surface type, single asset 04
BODY Fall Human No Armour Sand 05.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on dry sand surface type, single asset 05
BODY Fall Human No Armour Sand SET X05.wav	00:00:09	DESIGNED, Single person armour flesh, no armour body fall action on dry sand surface type, SET of 5 assets
BODY Fall Human No Armour Snow 01.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on crispy snow surface type, single asset 01
BODY Fall Human No Armour Snow 02.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on crispy snow surface type, single asset 02
BODY_Fall_Human_No_Armour_Snow_03.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on crispy snow surface type, single asset 03
BODY Fall Human No Armour Snow 04.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on crispy snow surface type, single asset 04
BODY Fall Human No Armour Snow 05.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on crispy snow surface type, single asset 05
BODY_Fall_Human_No_Armour_Snow_SET_X05.wav	00:00:08	DESIGNED, Single person armour flesh, no armour body fall action on crispy snow surface type, SET of 5 assets
BODY Fall Human No Armour Undergrowth 01.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on twigs and foliage surface type, single asset 01
BODY Fall Human No Armour Undergrowth 02.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on twigs and foliage surface type, single asset 02
BODY Fall Human No Armour Undergrowth 03.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on twigs and foliage surface type, single asset 03
BODY Fall Human No Armour Undergrowth 04.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on twigs and foliage surface type, single asset 04
BODY_Fall_Human_No_Armour_Undergrowth_05.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on twigs and foliage surface type, single asset 05
BODY_Fall_Human_No_Armour_Undergrowth_SET_X05.wav	00:00:09	DESIGNED, Single person armour flesh, no armour body fall action on twigs and foliage surface type, SET of 5 assets
BODY_Fall_Human_No_Armour_Wood_01.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on wooden surface type, single asset 01
BODY_Fall_Human_No_Armour_Wood_02.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on wooden surface type, single asset 02
BODY_Fall_Human_No_Armour_Wood_03.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on wooden surface type, single asset 03
BODY_Fall_Human_No_Armour_Wood_04.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on wooden surface type, single asset 04
BODY_Fall_Human_No_Armour_Wood_05.wav	00:00:01	DESIGNED, Single person armour flesh, no armour body fall action on wooden surface type, single asset 05
BODY_Fall_Human_No_Armour_Wood_SET_X05.wav	00:00:08	DESIGNED, Single person armour flesh, no armour body fall action on wooden surface type, SET of 5 assets
BODY_Fall_Human_Segmented_Concrete_01.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on solid concrete surface type, single asset 01
BODY_Fall_Human_Segmented_Concrete_02.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on solid concrete surface type, single asset 02
BODY_Fall_Human_Segmented_Concrete_03.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on solid concrete surface type, single asset 03
BODY_Fall_Human_Segmented_Concrete_04.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on solid concrete surface type, single asset 04
BODY_Fall_Human_Segmented_Concrete_05.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on solid concrete surface type, single asset 05
BODY_Fall_Human_Segmented_Concrete_SET_X05.wav	00:00:08	DESIGNED, Single person armour segmented metal body fall action on solid concrete surface type, SET of 5 assets
BODY_Fall_Human_Segmented_Grass_01.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on dry grass surface type, single asset 01
BODY_Fall_Human_Segmented_Grass_02.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on dry grass surface type, single asset 02
BODY_Fall_Human_Segmented_Grass_03.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on dry grass surface type, single asset 03
BODY_Fall_Human_Segmented_Grass_04.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on dry grass surface type, single asset 04
BODY_Fall_Human_Segmented_Grass_05.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on dry grass surface type, single asset 05
BODY_Fall_Human_Segmented_Grass_SET_X05.wav	00:00:08	DESIGNED, Single person armour segmented metal body fall action on dry grass surface type, SET of 5 assets
BODY_Fall_Human_Segmented_Gravel_01.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on grit and gravel surface type, single asset 01
BODY_Fall_Human_Segmented_Gravel_02.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on grit and gravel surface type, single asset 02
BODY_Fall_Human_Segmented_Gravel_03.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on grit and gravel surface type, single asset 03
BODY_Fall_Human_Segmented_Gravel_04.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on grit and gravel surface type, single asset 04
BODY_Fall_Human_Segmented_Gravel_05.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on grit and gravel surface type, single asset 05
BODY_Fall_Human_Segmented_Gravel_SET_X05.wav	00:00:08	DESIGNED, Single person armour segmented metal body fall action on grit and gravel surface type, SET of 5 assets
BODY_Fall_Human_Segmented_Leaves_01.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on dry leaves surface type, single asset 01



BODY_Fall_Human_Segmented_Leaves_02.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on dry leaves surface type, single asset 02
BODY_Fall_Human_Segmented_Leaves_03.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on dry leaves surface type, single asset 03
BODY_Fall_Human_Segmented_Leaves_04.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on dry leaves surface type, single asset 04
BODY_Fall_Human_Segmented_Leaves_05.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on dry leaves surface type, single asset 05
BODY_Fall_Human_Segmented_Leaves_SET_X05.wav	00:00:09	DESIGNED, Single person armour segmented metal body fall action on dry leaves surface type, SET of 5 assets
BODY_Fall_Human_Segmented_Metal_01.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on metal grate surface type, single asset 01
BODY_Fall_Human_Segmented_Metal_02.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on metal grate surface type, single asset 02
BODY_Fall_Human_Segmented_Metal_03.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on metal grate surface type, single asset 03
BODY_Fall_Human_Segmented_Metal_04.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on metal grate surface type, single asset 04
BODY_Fall_Human_Segmented_Metal_05.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on metal grate surface type, single asset 05
BODY_Fall_Human_Segmented_Metal_SET_X05.wav	00:00:09	DESIGNED, Single person armour segmented metal body fall action on metal grate surface type, SET of 5 assets
BODY_Fall_Human_Segmented_Pebbles_01.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on beach pebbles surface type, single asset 01
BODY_Fall_Human_Segmented_Pebbles_02.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on beach pebbles surface type, single asset 02
BODY_Fall_Human_Segmented_Pebbles_03.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on beach pebbles surface type, single asset 03
BODY_Fall_Human_Segmented_Pebbles_04.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on beach pebbles surface type, single asset 04
BODY_Fall_Human_Segmented_Pebbles_05.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on beach pebbles surface type, single asset 05
BODY_Fall_Human_Segmented_Pebbles_SET_X05.wav	00:00:09	DESIGNED, Single person armour segmented metal body fall action on beach pebbles surface type, SET of 5 assets
BODY_Fall_Human_Segmented_Rock_01.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on solid rock surface type, single asset 01
BODY_Fall_Human_Segmented_Rock_02.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on solid rock surface type, single asset 02
BODY_Fall_Human_Segmented_Rock_03.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on solid rock surface type, single asset 03
BODY_Fall_Human_Segmented_Rock_04.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on solid rock surface type, single asset 04
BODY_Fall_Human_Segmented_Rock_05.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on solid rock surface type, single asset 05
BODY_Fall_Human_Segmented_Rock_SET_X05.wav	00:00:08	DESIGNED, Single person armour segmented metal body fall action on solid rock surface type, SET of 5 assets
BODY_Fall_Human_Segmented_Sand_01.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on dry sand surface type, single asset 01
BODY_Fall_Human_Segmented_Sand_02.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on dry sand surface type, single asset 02
BODY_Fall_Human_Segmented_Sand_03.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on dry sand surface type, single asset 03
BODY_Fall_Human_Segmented_Sand_04.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on dry sand surface type, single asset 04
BODY_Fall_Human_Segmented_Sand_05.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on dry sand surface type, single asset 05
BODY_Fall_Human_Segmented_Sand_SET_X05.wav	00:00:09	DESIGNED, Single person armour segmented metal body fall action on dry sand surface type, SET of 5 assets
BODY_Fall_Human_Segmented_Snow_01.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on crispy snow surface type, single asset 01
BODY_Fall_Human_Segmented_Snow_02.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on crispy snow surface type, single asset 02
BODY_Fall_Human_Segmented_Snow_03.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on crispy snow surface type, single asset 03
BODY_Fall_Human_Segmented_Snow_04.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on crispy snow surface type, single asset 04
BODY_Fall_Human_Segmented_Snow_05.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on crispy snow surface type, single asset 05
BODY_Fall_Human_Segmented_Snow_SET_X05.wav	00:00:08	DESIGNED, Single person armour segmented metal body fall action on crispy snow surface type, SET of 5 assets
BODY_Fall_Human_Segmented_Undergrowth_01.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on twigs and foliage surface type, single asset 01
BODY_Fall_Human_Segmented_Undergrowth_02.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on twigs and foliage surface type, single asset 02
BODY_Fall_Human_Segmented_Undergrowth_03.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on twigs and foliage surface type, single asset 03
BODY_Fall_Human_Segmented_Undergrowth_04.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on twigs and foliage surface type, single asset 04
BODY_Fall_Human_Segmented_Undergrowth_05.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on twigs and foliage surface type, single asset 05
BODY_Fall_Human_Segmented_Undergrowth_SET_X05.wav	00:00:09	DESIGNED, Single person armour segmented metal body fall action on twigs and foliage surface type, SET of 5 assets



BODY Fall Human Segmented Water 01.wav	00:00:02	DESIGNED, Single person armour segmented metal body fall action on water surface type, single asset 01
BODY Fall Human Segmented Water 02.wav	00:00:02	DESIGNED, Single person armour segmented metal body fall action on water surface type, single asset 02
BODY Fall Human Segmented Water 03.wav	00:00:02	DESIGNED, Single person armour segmented metal body fall action on water surface type, single asset 03
BODY Fall Human Segmented Water 04.wav	00:00:02	DESIGNED, Single person armour segmented metal body fall action on water surface type, single asset 04
BODY Fall Human Segmented Water 05.wav	00:00:02	DESIGNED, Single person armour segmented metal body fall action on water surface type, single asset 05
BODY Fall Human Segmented Water SET x03.wav	00:00:02	DESIGNED, Single person armour segmented metal body fall action on water surface type, SET of 5 assets
BODY_Fall_Human_Segmented_Wood_01.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on wooden surface type, 221 of 3 assets
BODY Fall Human Segmented Wood 02.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on wooden surface type, single asset 02
BODY Fall Human Segmented Wood 03.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on wooden surface type, single asset 03
BODY Fall Human Segmented Wood 04.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on wooden surface type, single asset 04
BODY Fall Human Segmented Wood 05.wav	00:00:01	DESIGNED, Single person armour segmented metal body fall action on wooden surface type, single asset 05
BODY Fall Human Segmented Wood SET X05.wav	00:00:08	DESIGNED, Single person armour segmented metal body fall action on wooden surface type, SET of 5 assets
BODY Impact Human Chainmail 01.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing chainmail armour, single asset 01
BODY Impact Human Chainmail 02.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing chainmail armour, single asset 02
BODY_Impact_Human_Chainmail_03.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing chainmail armour, single asset 03
BODY Impact Human Chainmail 04.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing chainmail armour, single asset 04
BODY Impact Human Chainmail 05.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing chainmail armour, single asset 05
BODY Impact Human Chainmail 06.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing chainmail armour, single asset 06
BODY Impact Human Chainmail 07.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing chainmail armour, single asset 07
BODY Impact Human Chainmail 08.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing chainmail armour, single asset 08
BODY Impact Human Chainmail 09.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing chainmail armour, single asset 09
BODY Impact Human Chainmail 10.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing chainmail armour, single asset 10
BODY_Impact_Human_Chainmail_SET_X10.wav	00:00:18	DESIGNED, Single close medium impact on single entity wearing chainmail armour, SET of 10 assets
BODY_Impact_Human_Cloth_01.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing cloth armour, single asset 01
BODY_Impact_Human_Cloth_02.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing cloth armour, single asset 02
BODY_Impact_Human_Cloth_03.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing cloth armour, single asset 03
BODY_Impact_Human_Cloth_04.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing cloth armour, single asset 04
BODY_Impact_Human_Cloth_05.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing cloth armour, single asset 05
BODY_Impact_Human_Cloth_06.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing cloth armour, single asset 06
BODY_Impact_Human_Cloth_07.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing cloth armour, single asset 07
BODY_Impact_Human_Cloth_08.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing cloth armour, single asset 08
BODY_Impact_Human_Cloth_09.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing cloth armour, single asset 09
BODY_Impact_Human_Cloth_10.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing cloth armour, single asset 10
BODY_Impact_Human_Cloth_SET_X10.wav	00:00:18	DESIGNED, Single close medium impact on single entity wearing cloth armour, SET of 10 assets
BODY_Impact_Human_Leather_01.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing leather and buckle armour, single asset 01
BODY_Impact_Human_Leather_02.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing leather and buckle armour, single asset 02
BODY_Impact_Human_Leather_03.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing leather and buckle armour, single asset 03
BODY_Impact_Human_Leather_04.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing leather and buckle armour, single asset 04
BODY_Impact_Human_Leather_05.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing leather and buckle armour, single asset 05
BODY_Impact_Human_Leather_06.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing leather and buckle armour, single asset 06
BODY_Impact_Human_Leather_07.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing leather and buckle armour, single asset 07



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BODY_Impact_Human_Leather_08.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing leather and buckle armour, single asset 08
BODY_Impact_Human_Leather_09.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing leather and buckle armour, single asset 09
BODY_Impact_Human_Leather_10.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing leather and buckle armour, single asset 10
BODY_Impact_Human_Leather_SET_X10.wav	00:00:18	DESIGNED, Single close medium impact on single entity wearing leather and buckle armour, SET of 10 assets
BODY_Impact_Human_Segmented_01.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing segmented metal armour, single asset 01
BODY_Impact_Human_Segmented_02.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing segmented metal armour, single asset 02
BODY_Impact_Human_Segmented_03.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing segmented metal armour, single asset 03
BODY_Impact_Human_Segmented_04.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing segmented metal armour, single asset 04
BODY_Impact_Human_Segmented_05.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing segmented metal armour, single asset 05
BODY_Impact_Human_Segmented_06.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing segmented metal armour, single asset 06
BODY_Impact_Human_Segmented_07.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing segmented metal armour, single asset 07
BODY_Impact_Human_Segmented_08.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing segmented metal armour, single asset 08
BODY_Impact_Human_Segmented_09.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing segmented metal armour, single asset 09
BODY_Impact_Human_Segmented_10.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing segmented metal armour, single asset 10
BODY_Impact_Human_Segmented_SET_X10.wav	00:00:18	DESIGNED, Single close medium impact on single entity wearing segmented metal armour, SET of 10 assets
BODY_Impact_Metal_01.wav	00:00:01	DESIGNED, Single close medium impact on single metallic entity, single asset 01
BODY_Impact_Metal_02.wav	00:00:01	DESIGNED, Single close medium impact on single metallic entity, single asset 02
BODY_Impact_Metal_03.wav	00:00:01	DESIGNED, Single close medium impact on single metallic entity, single asset 03
BODY_Impact_Metal_04.wav	00:00:01	DESIGNED, Single close medium impact on single metallic entity, single asset 04
BODY_Impact_Metal_05.wav	00:00:01	DESIGNED, Single close medium impact on single metallic entity, single asset 05
BODY_Impact_Metal_06.wav	00:00:01	DESIGNED, Single close medium impact on single metallic entity, single asset 06
BODY_Impact_Metal_07.wav	00:00:01	DESIGNED, Single close medium impact on single metallic entity, single asset 07
BODY_Impact_Metal_08.wav	00:00:01	DESIGNED, Single close medium impact on single metallic entity, single asset 08
BODY_Impact_Metal_09.wav	00:00:01	DESIGNED, Single close medium impact on single metallic entity, single asset 09
BODY_Impact_Metal_10.wav	00:00:01	DESIGNED, Single close medium impact on single metallic entity, single asset 10
BODY_Impact_Metal_SET_X10.wav	00:00:18	DESIGNED, Single close medium impact on single metallic entity, SET of 10 assets
BODY_Land_Human_Leather_Concrete_01.wav	00:00:01	DESIGNED, Single person armour leather and buckle body land from jump action on solid concrete surface type, single asset 01
BODY_Land_Human_Leather_Concrete_02.wav	00:00:01	DESIGNED, Single person armour leather and buckle body land from jump action on solid concrete surface type, single asset 02
BODY_Land_Human_Leather_Concrete_03.wav	00:00:01	DESIGNED, Single person armour leather and buckle body land from jump action on solid concrete surface type, single asset 03
BODY_Land_Human_Leather_Concrete_SET_X3.wav	00:00:04	DESIGNED, Single person armour leather and buckle body land from jump action on solid concrete surface type, SET of 3 assets
BODY_Land_Human_Leather_Grass_01.wav	00:00:01	DESIGNED, Single person armour leather and buckle body land from jump action on dry grass surface type, single asset 01
BODY_Land_Human_Leather_Grass_02.wav	00:00:01	DESIGNED, Single person armour leather and buckle body land from jump action on dry grass surface type, single asset 02
BODY_Land_Human_Leather_Grass_03.wav	00:00:01	DESIGNED, Single person armour leather and buckle body land from jump action on dry grass surface type, single asset 03
BODY_Land_Human_Leather_Grass_SET_X3.wav	00:00:04	DESIGNED, Single person armour leather and buckle body land from jump action on dry grass surface type, SET of 3 assets
BODY_Land_Human_Leather_Gravel_01.wav	00:00:01	DESIGNED, Single person armour leather and buckle body land from jump action on grit and gravel surface type, single asset 01
BODY_Land_Human_Leather_Gravel_02.wav	00:00:01	DESIGNED, Single person armour leather and buckle body land from jump action on grit and gravel surface type, single asset 02
BODY_Land_Human_Leather_Gravel_03.wav	00:00:01	DESIGNED, Single person armour leather and buckle body land from jump action on grit and gravel surface type, single asset 03
BODY_Land_Human_Leather_Gravel_SET_X3.wav	00:00:04	DESIGNED, Single person armour leather and buckle body land from jump action on grit and gravel surface type, SET of 3 assets
BODY_Land_Human_Leather_Leaves_01.wav	00:00:01	DESIGNED, Single person armour leather and buckle body land from jump action on dry leaves surface type, single asset 01
BODY_Land_Human_Leather_Leaves_02.wav	00:00:01	DESIGNED, Single person armour leather and buckle body land from jump action on dry leaves surface type, single asset 02
BODY_Land_Human_Leather_Leaves_03.wav	00:00:01	DESIGNED, Single person armour leather and buckle body land from jump action on dry leaves surface type, single asset 03



BODY Land Human Leather Leaves SET X3.wav	00:00:04	DESIGNED, Single person armour leather and buckle body land from jump action on dry leaves surface type, SET of 3 assets
BODY Land Human Leather Metal 01.wav	00:00:04	DESIGNED, Single person armour leather and buckle body land from jump action on metal grate surface type, single asset 01
BODY Land Human Leather Metal 02.wav	00:00:01	DESIGNED, Single person armour leather and buckle body land from jump action on metal grate surface type, single asset 02
BODY Land Human Leather Metal 03.wav	00:00:01	DESIGNED, Single person armour leather and buckle body land from jump action on metal grate surface type, single asset 02 DESIGNED, Single person armour leather and buckle body land from jump action on metal grate surface type, single asset 03
BODY Land Human Leather Metal SET X3.wav	00:00:01	DESIGNED, Single person armour leather and buckle body land from jump action on metal grate surface type, SET of 3 assets
BODY Land Human Leather Pebbles 01.wav	00:00:03	DESIGNED, Single person armour leather and buckle body land from jump action on beach pebbles surface type, SET of 3 assets
BODY Land Human Leather Pebbles 02.wav	00:00:01	DESIGNED, Single person armour leather and buckle body land from jump action on beach pebbles surface type, single asset 01 DESIGNED, Single person armour leather and buckle body land from jump action on beach pebbles surface type, single asset 02
	00:00:01	DESIGNED, Single person armour leather and buckle body land from jump action on beach pebbles surface type, single asset 02
BODY_Land_Human_Leather_Pebbles_03.wav BODY_Land_Human_Leather_Pebbles_SET_X3.wav	00:00:01	DESIGNED, Single person armour leather and buckle body land from jump action on beach pebbles surface type, SET of 3 assets
BODY Land Human Leather Rock 01.wav	00:00:03	DESIGNED, Single person armour leather and buckle body land from jump action on solid rock surface type, serior 3 assets DESIGNED, Single person armour leather and buckle body land from jump action on solid rock surface type, single asset 01
	00:00:01	
BODY_Land_Human_Leather_Rock_02.wav BODY_Land_Human_Leather_Rock_03.wav	00:00:01	DESIGNED, Single person armour leather and buckle body land from jump action on solid rock surface type, single asset 02 DESIGNED, Single person armour leather and buckle body land from jump action on solid rock surface type, single asset 03
BODY Land Human Leather Rock SET X3.wav	00:00:01	DESIGNED, Single person armour leather and buckle body land from jump action on solid rock surface type, Single asset of DESIGNED, Single person armour leather and buckle body land from jump action on solid rock surface type, SET of 3 assets
BODY_Land_Human_Leather_Sand_01.wav	00:00:01	DESIGNED, Single person armour leather and buckle body land from jump action on dry sand surface type, single asset 01
BODY_Land_Human_Leather_Sand_02.wav		DESIGNED, Single person armour leather and buckle body land from jump action on dry sand surface type, single asset 02
BODY_Land_Human_Leather_Sand_03.wav	00:00:01	DESIGNED, Single person armour leather and buckle body land from jump action on dry sand surface type, single asset 03
BODY_Land_Human_Leather_Sand_SET_X3.wav	00:00:04	DESIGNED, Single person armour leather and buckle body land from jump action on dry sand surface type, SET of 3 assets
BODY_Land_Human_Leather_Snow_01.wav	00:00:01	DESIGNED, Single person armour leather and buckle body land from jump action on crispy snow surface type, single asset 01
BODY_Land_Human_Leather_Snow_02.wav	00:00:01	DESIGNED, Single person armour leather and buckle body land from jump action on crispy snow surface type, single asset 02
BODY_Land_Human_Leather_Snow_03.wav	00:00:01	DESIGNED, Single person armour leather and buckle body land from jump action on crispy snow surface type, single asset 03
BODY_Land_Human_Leather_Snow_SET_X3.wav	00:00:05	DESIGNED, Single person armour leather and buckle body land from jump action on crispy snow surface type, SET of 3 assets
BODY_Land_Human_Leather_Undergrowth_01.wav	00:00:01	DESIGNED, Single person armour leather and buckle body land from jump action on twigs and foliage surface type, single asset 01
BODY_Land_Human_Leather_Undergrowth_02.wav	00:00:01	DESIGNED, Single person armour leather and buckle body land from jump action on twigs and foliage surface type, single asset 02
BODY_Land_Human_Leather_Undergrowth_03.wav	00:00:01	DESIGNED, Single person armour leather and buckle body land from jump action on twigs and foliage surface type, single asset 03
BODY_Land_Human_Leather_Undergrowth_SET_X3.wav	00:00:04	DESIGNED, Single person armour leather and buckle body land from jump action on twigs and foliage surface type, SET of 3 assets
BODY_Land_Human_Leather_Wood_01.wav	00:00:01	DESIGNED, Single person armour leather and buckle body land from jump action on wooden surface type, single asset 01
BODY_Land_Human_Leather_Wood_02.wav	00:00:01	DESIGNED, Single person armour leather and buckle body land from jump action on wooden surface type, single asset 02
BODY_Land_Human_Leather_Wood_03.wav	00:00:01	DESIGNED, Single person armour leather and buckle body land from jump action on wooden surface type, single asset 03
BODY_Land_Human_Leather_Wood_SET_X3.wav	00:00:04	DESIGNED, Single person armour leather and buckle body land from jump action on wooden surface type, SET of 3 assets
BODY_Land_Human_Segmented_Concrete_01.wav	00:00:01	DESIGNED, Single person armour segmented metal body land from jump action on solid concrete surface type, single asset 01
BODY_Land_Human_Segmented_Concrete_02.wav	00:00:01	DESIGNED, Single person armour segmented metal body land from jump action on solid concrete surface type, single asset 02
BODY_Land_Human_Segmented_Concrete_03.wav	00:00:01	DESIGNED, Single person armour segmented metal body land from jump action on solid concrete surface type, single asset 03
BODY_Land_Human_Segmented_Concrete_SET_x03.wav	00:00:04	DESIGNED, Single person armour segmented metal body land from jump action on solid concrete surface type, SET of 3 assets
BODY_Land_Human_Segmented_Grass_01.wav	00:00:01	DESIGNED, Single person armour segmented metal body land from jump action on dry grass surface type, single asset 01
BODY_Land_Human_Segmented_Grass_02.wav	00:00:01	DESIGNED, Single person armour segmented metal body land from jump action on dry grass surface type, single asset 02
BODY_Land_Human_Segmented_Grass_03.wav	00:00:01	DESIGNED, Single person armour segmented metal body land from jump action on dry grass surface type, single asset 03
BODY_Land_Human_Segmented_Grass_SET_x03.wav	00:00:04	DESIGNED, Single person armour segmented metal body land from jump action on dry grass surface type, SET of 3 assets
BODY_Land_Human_Segmented_Gravel_01.wav	00:00:01	DESIGNED, Single person armour segmented metal body land from jump action on grit and gravel surface type, single asset 01
BODY_Land_Human_Segmented_Gravel_02.wav	00:00:01	DESIGNED, Single person armour segmented metal body land from jump action on grit and gravel surface type, single asset 02
BODY_Land_Human_Segmented_Gravel_03.wav	00:00:01	DESIGNED, Single person armour segmented metal body land from jump action on grit and gravel surface type, single asset 03
BODY_Land_Human_Segmented_Gravel_SET_x03.wav	00:00:04	DESIGNED, Single person armour segmented metal body land from jump action on grit and gravel surface type, SET of 3 assets



BODY_Land_Human_Segmented_Leaves_01.wav	00:00:01	DESIGNED, Single person armour segmented metal body land from jump action on dry leaves surface type, single asset 01
BODY_Land_Human_Segmented_Leaves_02.wav	00:00:01	DESIGNED, Single person armour segmented metal body land from jump action on dry leaves surface type, single asset 02
BODY_Land_Human_Segmented_Leaves_03.wav	00:00:01	DESIGNED, Single person armour segmented metal body land from jump action on dry leaves surface type, single asset 03
BODY_Land_Human_Segmented_Leaves_SET_x03.wav	00:00:04	DESIGNED, Single person armour segmented metal body land from jump action on dry leaves surface type, SET of 3 assets
BODY_Land_Human_Segmented_Metal_01.wav	00:00:01	DESIGNED, Single person armour segmented metal body land from jump action on metal grate surface type, single asset 01
BODY_Land_Human_Segmented_Metal_02.wav	00:00:01	DESIGNED, Single person armour segmented metal body land from jump action on metal grate surface type, single asset 02
BODY_Land_Human_Segmented_Metal_03.wav	00:00:01	DESIGNED, Single person armour segmented metal body land from jump action on metal grate surface type, single asset 03
BODY_Land_Human_Segmented_Metal_SET_x03.wav	00:00:05	DESIGNED, Single person armour segmented metal body land from jump action on metal grate surface type, SET of 3 assets
BODY_Land_Human_Segmented_Pebbles_01.wav	00:00:01	DESIGNED, Single person armour segmented metal body land from jump action on beach pebbles surface type, single asset 01
BODY_Land_Human_Segmented_Pebbles_02.wav	00:00:01	DESIGNED, Single person armour segmented metal body land from jump action on beach pebbles surface type, single asset 02
BODY_Land_Human_Segmented_Pebbles_03.wav	00:00:01	DESIGNED, Single person armour segmented metal body land from jump action on beach pebbles surface type, single asset 03
BODY_Land_Human_Segmented_Pebbles_SET_x03.wav	00:00:05	DESIGNED, Single person armour segmented metal body land from jump action on beach pebbles surface type, SET of 3 assets
BODY_Land_Human_Segmented_Rock_01.wav	00:00:01	DESIGNED, Single person armour segmented metal body land from jump action on solid rock surface type, single asset 01
BODY_Land_Human_Segmented_Rock_02.wav	00:00:01	DESIGNED, Single person armour segmented metal body land from jump action on solid rock surface type, single asset 02
BODY_Land_Human_Segmented_Rock_03.wav	00:00:01	DESIGNED, Single person armour segmented metal body land from jump action on solid rock surface type, single asset 03
BODY_Land_Human_Segmented_Rock_SET_x03.wav	00:00:04	DESIGNED, Single person armour segmented metal body land from jump action on solid rock surface type, SET of 3 assets
BODY_Land_Human_Segmented_Sand_01.wav	00:00:01	DESIGNED, Single person armour segmented metal body land from jump action on dry sand surface type, single asset 01
BODY_Land_Human_Segmented_Sand_02.wav	00:00:01	DESIGNED, Single person armour segmented metal body land from jump action on dry sand surface type, single asset 02
BODY_Land_Human_Segmented_Sand_03.wav	00:00:01	DESIGNED, Single person armour segmented metal body land from jump action on dry sand surface type, single asset 03
BODY_Land_Human_Segmented_Sand_SET_x03.wav	00:00:04	DESIGNED, Single person armour segmented metal body land from jump action on dry sand surface type, SET of 3 assets
BODY_Land_Human_Segmented_Snow_01.wav	00:00:01	DESIGNED, Single person armour segmented metal body land from jump action on crispy snow surface type, single asset 01
BODY_Land_Human_Segmented_Snow_02.wav	00:00:01	DESIGNED, Single person armour segmented metal body land from jump action on crispy snow surface type, single asset 02
BODY_Land_Human_Segmented_Snow_03.wav	00:00:01	DESIGNED, Single person armour segmented metal body land from jump action on crispy snow surface type, single asset 03
BODY_Land_Human_Segmented_Snow_SET_x03.wav	00:00:05	DESIGNED, Single person armour segmented metal body land from jump action on crispy snow surface type, SET of 3 assets
BODY_Land_Human_Segmented_Undergrowth_01.wav	00:00:01	DESIGNED, Single person armour segmented metal body land from jump action on twigs and foliage surface type, single asset 01
BODY_Land_Human_Segmented_Undergrowth_02.wav	00:00:01	DESIGNED, Single person armour segmented metal body land from jump action on twigs and foliage surface type, single asset 02
BODY_Land_Human_Segmented_Undergrowth_03.wav	00:00:01	DESIGNED, Single person armour segmented metal body land from jump action on twigs and foliage surface type, single asset 03
BODY_Land_Human_Segmented_Undergrowth_SET_x03.wav	00:00:04	DESIGNED, Single person armour segmented metal body land from jump action on twigs and foliage surface type, SET of 3 assets
BODY_Land_Human_Segmented_Wood_01.wav	00:00:04	DESIGNED, Single person armour segmented metal body land from jump action on wwoden surface type, single asset 01
BODY_Land_Human_Segmented_Wood_02.wav	00:00:01	DESIGNED, Single person armour segmented metal body land from jump action on wwoden surface type, single asset 02
BODY_Land_Human_Segmented_Wood_03.wav	00:00:01	DESIGNED, Single person armour segmented metal body land from jump action on wwoden surface type, single asset 03
BODY_Land_Human_Segmented_Wood_SET_x03.wav	00:00:01	DESIGNED, Single person armour segmented metal body land from jump action on wwoden surface type, SET of 3 assets
BODY_Splash_In_Water_01.wav	00:00:01	DESIGNED, Single entity entering water splash action, single asset 01
BODY_Splash_In_Water_02.wav	00:00:01	DESIGNED, Single entity entering water splash action, single asset 02
BODY_Splash_In_Water_03.wav	00:00:01	DESIGNED, Single entity entering water splash action, single asset 03
BODY_Splash_In_Water_04.wav	00:00:02	DESIGNED, Single entity entering water splash action, single asset 04
BODY_Splash_In_Water_05.wav	00:00:01	DESIGNED, Single entity entering water splash action, single asset 05
BODY_Splash_In_Water_SET_X5.wav	00:00:13	DESIGNED, Single entity entering water splash action, single asset, SET of 3 assets
BODY_Splash_Out_Water_01.wav	00:00:02	DESIGNED, Single entity exiting water splash action, single asset 01
BODY_Splash_Out_Water_02.wav	00:00:02	DESIGNED, Single entity exiting water splash action, single asset 02
BODY_Splash_Out_Water_03.wav	00:00:02	DESIGNED, Single entity exiting water splash action, single asset 03



BODY_Splash_Out_Water_04.wav	00:00:02	DESIGNED, Single entity exiting water splash action, single asset 04
BODY_Splash_Out_Water_05.wav	00:00:02	DESIGNED, Single entity exiting water splash action, single asset 05
BODY_Splash_Out_Water_SET_X5.wav	00:00:14	DESIGNED, Single entity exiting water splash action, single asset, SET of 3 assets
CK_ADVISER_Generic_High_Health_SET_X08.wav	00:00:25	CONSTRUCTION KIT, Original recording multiple unprocessed close generic dialogue adviser message for a character with good health values
CK_ADVISER_Generic_Intro_SET_X19.wav	00:02:09	CONSTRUCTION KIT, Original recording multiple unprocessed close generic dialogue adviser message when entering a new zone
CK_ADVISER_Generic_Low_Health_SET_X08.wav	00:00:52	CONSTRUCTION KIT, Original recording multiple unprocessed close generic dialogue adviser message for a character with low health values
CK_ADVISER_Generic_Results_Victory_SET_X13.wav	00:01:15	CONSTRUCTION KIT, Original recording multiple unprocessed close generic dialogue adviser message when a game level is completed successfu
CK_ADVISER_Generic_Resuts_Defeat_SET_X11.wav	00:01:01	CONSTRUCTION KIT, Original recording multiple unprocessed close generic dialogue adviser message when a game level is failed
CK_Armour_Limb_Segmented_Fast_01.wav	00:02:29	CONSTRUCTION KIT, Original recording close small segmented metal armor fast aggressive short movement clunks & rattles, for arm or leg arm
CK_Armour_Limb_Segmented_Slow_01.wav	00:03:18	CONSTRUCTION KIT, Original recording close small segmented metal armor slow movement clunks & rattles, for arm or leg armor parts
CK_Armour_Torso_Chainmail_Fast_01.wav	00:01:56	CONSTRUCTION KIT, Original recording close chainmail metal armor fast movement clunks & rattles
CK_Armour_Torso_Chainmail_Slow_01.wav	00:02:17	CONSTRUCTION KIT, Original recording close chainmail metal armor slow movement clunks & rattles
CK_Armour_Torso_Cloth_Fast_01.wav	00:02:03	CONSTRUCTION KIT, Original recording close large cloth sheet fast aggressive short movement
CK_Armour_Torso_Cloth_Slow_01.wav	00:02:36	CONSTRUCTION KIT, Original recording close large cloth sheet slow aggressive flapping long movement
CK_Armour_Torso_Leather_Buckle_Fast_01.wav	00:03:01	CONSTRUCTION KIT, Original recording close leather tunic & buckles fast aggressive short movement
CK_Armour_Torso_Leather_Buckle_Slow_01.wav	00:04:15	CONSTRUCTION KIT, Original recording close leather tunic & buckles slow short twists and shakes movement
CK_Armour_Torso_Segmented_Fast_01.wav	00:02:34	CONSTRUCTION KIT, Original recording close large segmented metal armor fast aggressive short movement clunks & rattles, for torso
CK_Armour_Torso_Segmented_Slow_01.wav	00:02:54	CONSTRUCTION KIT, Original recording close large segmented metal armor slow long movement, clunks & rattles, for torso
CK_BODY_Fall_Human_Base_Layer_Grass_Mic_01.wav	00:00:44	CONSTRUCTION KIT, Original recording close body fall on dry grass surface type. Mic 01
CK_BODY_Fall_Human_Base_Layer_Grass_Mic_02.wav	00:00:44	CONSTRUCTION KIT, Original recording close body fall on dry grass surface type. Mic 02
CK_BODY_Fall_Human_Base_Layer_Leaves_Mic_01.wav	00:00:49	CONSTRUCTION KIT, Original recording close body fall on dry leaves surface type. Mic 01
CK_BODY_Fall_Human_Base_Layer_Leaves_Mic_02.wav	00:00:49	CONSTRUCTION KIT, Original recording close body fall on dry leaves surface type. Mic 02
CK_BODY_Fall_Human_Base_Layer_Metal_Mic_01.wav	00:00:58	CONSTRUCTION KIT, Original recording close body fall on metal grate surface type. Mic 01
CK_BODY_Fall_Human_Base_Layer_Metal_Mic_02.wav	00:00:58	CONSTRUCTION KIT, Original recording close body fall on metal grate surface type. Mic 02
CK_BODY_Fall_Human_Base_Layer_Pebbles_Mic_01.wav	00:00:49	CONSTRUCTION KIT, Original recording close body fall on beach pebbles surface type. Mic 01
CK_BODY_Fall_Human_Base_Layer_Pebbles_Mic_02.wav	00:00:49	CONSTRUCTION KIT, Original recording close body fall on beach pebbles surface type. Mic 02
CK_BODY_Fall_Human_Base_Layer_Rock_Mic_01.wav	00:00:46	CONSTRUCTION KIT, Original recording close body fall on solid rock surface type. Mic 01
CK_BODY_Fall_Human_Base_Layer_Rock_Mic_02.wav	00:00:46	CONSTRUCTION KIT, Original recording close body fall on solid rock surface type. Mic 02
CK_BODY_Fall_Human_Base_Layer_Sand_Mic_01.wav	00:00:32	CONSTRUCTION KIT, Original recording close body fall on dry sand surface type. Mic 01
CK_BODY_Fall_Human_Base_Layer_Sand_Mic_02.wav	00:00:32	CONSTRUCTION KIT, Original recording close body fall on dry sand surface type. Mic 02
CK_BODY_Fall_Human_Base_Layer_Snow_Mic_01.wav	00:00:36	CONSTRUCTION KIT, Original recording close body fall on crispy snow surface type. Mic 01
CK_BODY_Fall_Human_Base_Layer_Snow_Mic_02.wav	00:00:36	CONSTRUCTION KIT, Original recording close body fall on crispy snow surface type. Mic 02
CK_BODY_Fall_Human_Base_Layer_Undergrowth_Mic_01.wav	00:01:11	CONSTRUCTION KIT, Original recording close body fall on twigs & foliage surface type. Mic 01
CK_BODY_Fall_Human_Base_Layer_Undergrowth_Mic_02.wav	00:01:11	CONSTRUCTION KIT, Original recording close body fall on twigs & foliage surface type. Mic 02
CK_BODY_Fall_Human_Base_Layer_Wood_Mic_01.wav	00:01:11	CONSTRUCTION KIT, Original recording close body fall on wooden surface type. Mic 01
CK_BODY_Fall_Human_Base_Layer_Wood_Mic_02.wav	00:01:11	CONSTRUCTION KIT, Original recording close body fall on wooden surface type. Mic 02
CK_BODY_Fall_Human_Sweetener_Pebbles_Mic_01.wav	00:01:09	CONSTRUCTION KIT, Original recording close texture layer beach pebbles slides & impacts. Mic 01
CK_BODY_Fall_Human_Sweetener_Pebbles_Mic_02.wav	00:01:09	CONSTRUCTION KIT, Original recording close texture layer beach pebbles slides & impacts. Mic 02
CK_BODY_Fall_Human_Sweetener_PunchBag_Mic_01.wav	00:00:52	CONSTRUCTION KIT, Original recording close weight layer, punchbag impacts, Mic 01
CK_BODY_Fall_Human_Sweetener_PunchBag_Mic_02.wav	00:00:52	CONSTRUCTION KIT, Original recording close weight layer, punchbag impacts, Mic 02
CK BODY Fall Human Sweetener Snow Mic 01.wav	00:01:23	CONSTRUCTION KIT, Original recording close texture layer crispy snow slides & impacts. Mic 01



CK_BODY_Fall_Human_Sweetener_Snow_Mic_02.wav	00:01:23	CONSTRUCTION KIT, Original recording close texture layer crispy snow slides & impacts. Mic 02
CK_BODY_Fall_Human_Sweetener_Undergrowth_Mic_01.wav	00:00:27	CONSTRUCTION KIT, Original recording close texture layer twigs & undergrowth slides & impacts. Mic 01
CK_BODY_Fall_Human_Sweetener_Undergrowth_Mic_02.wav	00:00:27	CONSTRUCTION KIT, Original recording close texture layer twigs & undergrowth slides & impacts. Mic 02
CK_FOOT_Step_Human_Sneakers_Generic_Gravel_Snow_Mic_01.wav	00:01:48	CONSTRUCTION KIT, Original recording close human walk/run sneakers foot steps on gravel surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Generic_Gravel_Snow_Mic_02.wav	00:01:48	CONSTRUCTION KIT, Original recording close human walk/run sneakers foot steps on gravel surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Generic_Water_Mic_01.wav	00:03:48	CONSTRUCTION KIT, Original recording close human walk/run sneakers foot steps on water surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Generic_Water_Mic_02.wav	00:03:48	CONSTRUCTION KIT, Original recording close human walk/run sneakers foot steps on water surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Run_Concrete_Mic_01.wav	00:01:15	CONSTRUCTION KIT, Original recording close human run sneakers foot steps on concrete surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Run_Concrete_Mic_02.wav	00:01:15	CONSTRUCTION KIT, Original recording close human run sneakers foot steps on concrete surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Run_Grass_Mic_01.wav	00:01:05	CONSTRUCTION KIT, Original recording close human run sneakers foot steps on grass surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Run_Grass_Mic_02.wav	00:01:05	CONSTRUCTION KIT, Original recording close human run sneakers foot steps on grass surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Run_Leaves_Mic_01.wav	00:00:54	CONSTRUCTION KIT, Original recording close human run sneakers foot steps on leaves surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Run_Leaves_Mic_02.wav	00:00:54	CONSTRUCTION KIT, Original recording close human run sneakers foot steps on leaves surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Run_Metal_Mic_01.wav	00:01:40	CONSTRUCTION KIT, Original recording close human run sneakers foot steps on metal surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Run_Metal_Mic_02.wav	00:01:40	CONSTRUCTION KIT, Original recording close human run sneakers foot steps on metal surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Run_Pebbles_Mic_01.wav	00:02:07	CONSTRUCTION KIT, Original recording close human run sneakers foot steps on pebbles surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Run_Pebbles_Mic_02.wav	00:02:07	CONSTRUCTION KIT, Original recording close human run sneakers foot steps on pebbles surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Run_Rock_Mic_01.wav	00:00:57	CONSTRUCTION KIT, Original recording close human run sneakers foot steps on rock surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Run_Rock_Mic_02.wav	00:00:57	CONSTRUCTION KIT, Original recording close human run sneakers foot steps on rock surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Run_Sand_Mic_01.wav	00:01:11	CONSTRUCTION KIT, Original recording close human run sneakers foot steps on sand surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Run_Sand_Mic_02.wav	00:01:11	CONSTRUCTION KIT, Original recording close human run sneakers foot steps on sand surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Run_Snow_Layer_Mic_01.wav	00:01:35	CONSTRUCTION KIT, Original recording close human run sneakers foot steps on snow layer surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Run_Snow_Layer_Mic_02.wav	00:01:35	CONSTRUCTION KIT, Original recording close human run sneakers foot steps on snow layer surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Run_Undergrowth_Mic_01.wav	00:01:25	CONSTRUCTION KIT, Original recording close human run sneakers foot steps on undergrowth surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Run_Undergrowth_Mic_02.wav	00:01:25	CONSTRUCTION KIT, Original recording close human run sneakers foot steps on undergrowth surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Run_Wood_Mic_01.wav	00:01:15	CONSTRUCTION KIT, Original recording close human run sneakers foot steps on wood surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Run_Wood_Mic_02.wav	00:01:15	CONSTRUCTION KIT, Original recording close human run sneakers foot steps on wood surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Slide_Gravel_Snow_Mic_01.wav	00:00:48	CONSTRUCTION KIT, Original recording close human slides sneakers foot steps on gravel surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Slide_Gravel_Snow_Mic_02.wav	00:00:48	CONSTRUCTION KIT, Original recording close human slides sneakers foot steps on gravel surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Slide_Leaves_Mic_01.wav	00:01:10	CONSTRUCTION KIT, Original recording close human slides sneakers foot steps on leaves surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Slide_Leaves_Mic_02.wav	00:01:10	CONSTRUCTION KIT, Original recording close human slides sneakers foot steps on leaves surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Slide_Pebbles_Mic_01.wav	00:01:27	CONSTRUCTION KIT, Original recording close human slides sneakers foot steps on pebbles surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Slide_Pebbles_Mic_02.wav	00:01:27	CONSTRUCTION KIT, Original recording close human slides sneakers foot steps on pebbles surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Slide_Sand_Mic_01.wav	00:00:43	CONSTRUCTION KIT, Original recording close human slides sneakers foot steps on sand surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Slide_Sand_Mic_02.wav	00:00:43	CONSTRUCTION KIT, Original recording close human slides sneakers foot steps on sand surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Slide_Undergrowth_Mic_01.wav	00:00:40	CONSTRUCTION KIT, Original recording close human slides sneakers foot steps on undergrowth surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Slide_Undergrowth_Mic_02.wav	00:00:40	CONSTRUCTION KIT, Original recording close human slides sneakers foot steps on undergrowth surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Walk_Concrete_Mic_01.wav	00:00:44	CONSTRUCTION KIT, Original recording close human walk sneakers foot steps on concrete surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Walk_Concrete_Mic_02.wav	00:00:44	CONSTRUCTION KIT, Original recording close human walk sneakers foot steps on concrete surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Walk_Grass_Mic_01.wav	00:00:52	CONSTRUCTION KIT, Original recording close human walk sneakers foot steps on grass surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Walk_Grass_Mic_02.wav	00:00:52	CONSTRUCTION KIT, Original recording close human walk sneakers foot steps on grass surface type. Mic 02



CK_FOOT_Step_Human_Sneakers_Walk_Leaves_Mic_01.wav	00:00:50	CONSTRUCTION KIT, Original recording close human walk sneakers foot steps on leaves surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Walk_Leaves_Mic_02.wav	00:00:50	CONSTRUCTION KIT, Original recording close human walk sneakers foot steps on leaves surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Walk_Metal_Mic_01.wav	00:01:39	CONSTRUCTION KIT, Original recording close human walk sneakers foot steps on metal surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Walk_Metal_Mic_02.wav	00:01:39	CONSTRUCTION KIT, Original recording close human walk sneakers foot steps on metal surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Walk_Pebbles_Mic_01.wav	00:02:14	CONSTRUCTION KIT, Original recording close human walk sneakers foot steps on pebbles surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Walk_Pebbles_Mic_02.wav	00:02:14	CONSTRUCTION KIT, Original recording close human walk sneakers foot steps on pebbles surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Walk_Rock_Mic_01.wav	00:01:12	CONSTRUCTION KIT, Original recording close human walk sneakers foot steps on rock surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Walk_Rock_Mic_02.wav	00:01:12	CONSTRUCTION KIT, Original recording close human walk sneakers foot steps on rock surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Walk_Sand_Mic_01.wav	00:01:05	CONSTRUCTION KIT, Original recording close human walk sneakers foot steps on sand surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Walk_Sand_Mic_02.wav	00:01:05	CONSTRUCTION KIT, Original recording close human walk sneakers foot steps on sand surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Walk_Snow_Layer_Mic_01.wav	00:01:10	CONSTRUCTION KIT, Original recording close human walk sneakers foot steps on snow layer surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Walk_Snow_Layer_Mic_02.wav	00:01:10	CONSTRUCTION KIT, Original recording close human walk sneakers foot steps on snow layer surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Walk_Undergrowth_Mic_01.wav	00:01:09	CONSTRUCTION KIT, Original recording close human walk sneakers foot steps on undergrowth surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Walk_Undergrowth_Mic_02.wav	00:01:09	CONSTRUCTION KIT, Original recording close human walk sneakers foot steps on undergrowth surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Walk_Wood_Mic_01.wav	00:00:57	CONSTRUCTION KIT, Original recording close human walk sneakers foot steps on wood surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Walk_Wood_Mic_02.wav	00:00:57	CONSTRUCTION KIT, Original recording close human walk sneakers foot steps on wood surface type. Mic 02
CK_TEXTURE_Grass_Continual_Movement_Mic_01.wav	00:00:53	CONSTRUCTION KIT, Original recording texture layer of dry grass in continual movement. Mic 01
CK_TEXTURE_Grass_Continual_Movement_Mic_02.wav	00:00:53	CONSTRUCTION KIT, Original recording texture layer of dry grass in continual movement. Mic 02
CK_TEXTURE_Grass_Impacts_Slides_Mic_01.wav	00:01:25	CONSTRUCTION KIT, Original recording texture layer of dry grass impacts & slides. Mic 01
CK_TEXTURE_Grass_Impacts_Slides_Mic_02.wav	00:01:25	CONSTRUCTION KIT, Original recording texture layer of dry grass impacts & slides. Mic 02
CK_TEXTURE_Leaves_Continual_Movement_Mic_01.wav	00:01:22	CONSTRUCTION KIT, Original recording texture layer of dry leaves in continual movement. Mic 01
CK_TEXTURE_Leaves_Continual_Movement_Mic_02.wav	00:01:22	CONSTRUCTION KIT, Original recording texture layer of dry leaves in continual movement. Mic 02
CK_TEXTURE_Leaves_Drops_Slides_Mic_01.wav	00:01:25	CONSTRUCTION KIT, Original recording texture layer of dry leaves drops & slides. Mic 01
CK_TEXTURE_Leaves_Drops_Slides_Mic_02.wav	00:01:25	CONSTRUCTION KIT, Original recording texture layer of dry leaves drops & slides. Mic 02
CK_TEXTURE_Leaves_Impacts_Slides_Mic_01.wav	00:01:29	CONSTRUCTION KIT, Original recording texture layer of dry leaves impacts & slides. Mic 01
CK_TEXTURE_Leaves_Impacts_Slides_Mic_02.wav	00:01:29	CONSTRUCTION KIT, Original recording texture layer of dry leaves impacts & slides. Mic 02
CK_TEXTURE_Metal_Low_Impacts.wav	00:00:53	CONSTRUCTION KIT, Original recording texture layer of thick metal sheet low impacts 01
CK_TEXTURE_Pebbles_Continual_Movement_Mic_01.wav	00:01:20	CONSTRUCTION KIT, Original recording texture layer of beach pebbles in continual movement. Mic 01
CK_TEXTURE_Pebbles_Continual_Movement_Mic_02.wav	00:01:20	CONSTRUCTION KIT, Original recording texture layer of beach pebbles in continual movement. Mic 02
CK_TEXTURE_Pebbles_Drops_Slides_Mic_01.wav	00:01:33	CONSTRUCTION KIT, Original recording texture layer of beach pebbles drops & slides. Mic 01
CK_TEXTURE_Pebbles_Drops_Slides_Mic_02.wav	00:01:33	CONSTRUCTION KIT, Original recording texture layer of beach pebbles drops & slides. Mic 02
CK_TEXTURE_Pebbles_Impacts_Slides_Mic_01.wav	00:01:25	CONSTRUCTION KIT, Original recording texture layer of beach pebbles impacts & slides. Mic 01
CK_TEXTURE_Pebbles_Impacts_Slides_Mic_02.wav	00:01:25	CONSTRUCTION KIT, Original recording texture layer of beach pebbles impacts & slides. Mic 02
CK_TEXTURE_Sand_Drops_Slides_Mic_01.wav	00:01:12	CONSTRUCTION KIT, Original recording texture layer of dry sand drops & slides. Mic 01
CK_TEXTURE_Sand_Drops_Slides_Mic_02.wav	00:01:12	CONSTRUCTION KIT, Original recording texture layer of dry sand drops & slides. Mic 02
CK_TEXTURE_Sand_Impacts_Slides_Mic_01.wav	00:00:44	CONSTRUCTION KIT, Original recording texture layer of dry sand impacts & slides. Mic 01
CK_TEXTURE_Sand_Impacts_Slides_Mic_02.wav	00:00:44	CONSTRUCTION KIT, Original recording texture layer of dry sand impacts & slides. Mic 02
CK_TEXTURE_Snow_Gravel_Continual_Movement_Mic_01.wav	00:01:48	CONSTRUCTION KIT, Original recording texture layer of crispy snow in continual movement. Mic 01
CK_TEXTURE_Snow_Gravel_Continual_Movement_Mic_02.wav	00:01:48	CONSTRUCTION KIT, Original recording texture layer of crispy snow in continual movement. Mic 02
CK_TEXTURE_Snow_Gravel_Drops_Slides_Mic_01.wav	00:01:10	CONSTRUCTION KIT, Original recording texture layer of crispy snow drops & slides. Mic 01
CK TEXTURE Snow Gravel Drops Slides Mic 02.wav	00:01:10	CONSTRUCTION KIT, Original recording texture layer of crispy snow drops & slides. Mic 02



CK_TEXTURE_Snow_Gravel_Impacts_Slides_Mic_01.wav	00:02:08	CONSTRUCTION KIT, Original recording texture layer of crispy snow impacts & slides. Mic 01
CK_TEXTURE_Snow_Gravel_Impacts_Slides_Mic_02.wav	00:02:08	CONSTRUCTION KIT, Original recording texture layer of crispy snow impacts & slides. Mic 02
CK_TEXTURE_Undergrowth_Continual_Movement_Mic_01.wav	00:02:26	CONSTRUCTION KIT, Original recording texture layer of twigs & foliage in continual movement. Mic 01
CK_TEXTURE_Undergrowth_Continual_Movement_Mic_02.wav	00:02:26	CONSTRUCTION KIT, Original recording texture layer of twigs & foliage in continual movement. Mic 02
CK_TEXTURE_Undergrowth_Impacts_Slides_Mic_01.wav	00:01:11	CONSTRUCTION KIT, Original recording texture layer of twigs & foliage impacts & slides. Mic 01
CK_TEXTURE_Undergrowth_Impacts_Slides_Mic_02.wav	00:01:11	CONSTRUCTION KIT, Original recording texture layer of twigs & foliage impacts & slides. Mic 02
CK_VOCAL_Goblin_Attack_Mic_01.wav	00:00:29	CONSTRUCTION KIT, Original recording multiple unprocessed close high pitched humanised small goblin / imp, aggressive vocal, mic 01
CK_VOCAL_Goblin_Attack_Mic_02.wav	00:00:29	CONSTRUCTION KIT, Original recording multiple unprocessed close high pitched humanised small goblin / imp, aggressive vocal, mic 02
CK_VOCAL_Goblin_Breath_Mic_01.wav	00:00:33	CONSTRUCTION KIT, Original recording multiple unprocessed close high pitched humanised small goblin / imp, breaths in & out vocal, mic 01
CK_VOCAL_Goblin_Breath_Mic_02.wav	00:00:33	CONSTRUCTION KIT, Original recording multiple unprocessed close high pitched humanised small goblin / imp, breaths in & out vocal, mic 02
CK_VOCAL_Goblin_Cheer_Taunt_Mic_01.wav	00:00:42	CONSTRUCTION KIT, Original recording multiple unprocessed close high pitched humanised small goblin / imp, celebrate cheer vocal, Mic 01 onl
CK_VOCAL_Goblin_Death_Final_Breath_Mic_01.wav	00:00:30	CONSTRUCTION KIT, Original recording multiple unprocessed close high pitched humanised small goblin / imp, painful final breath / moan befor
CK_VOCAL_Goblin_Death_Final_Breath_Mic_02.wav	00:00:30	CONSTRUCTION KIT, Original recording multiple unprocessed close high pitched humanised small goblin / imp, painful final breath / moan befor
CK_VOCAL_Goblin_Death_Mic_01.wav	00:00:23	CONSTRUCTION KIT, Original recording multiple unprocessed close high pitched humanised small goblin / imp, painful death vocal, mic 01 only
CK_VOCAL_Goblin_Idle_Mumbles_Mic_01.wav	00:00:49	CONSTRUCTION KIT, Original recording multiple unprocessed close high pitched humanised small goblin / imp, generic idling mumbling vocal, m
CK_VOCAL_Goblin_Idle_Mumbles_Mic_02.wav	00:00:49	CONSTRUCTION KIT, Original recording multiple unprocessed close high pitched humanised small goblin / imp, generic idling mumbling vocal, m
CK_VOCAL_Goblin_Laughter_Mic_01.wav	00:00:19	CONSTRUCTION KIT, Original recording multiple unprocessed close high pitched humanised small goblin / imp, laughter and chuckling vocal, mic
CK_VOCAL_Goblin_Pain_Mic_01.wav	00:00:33	CONSTRUCTION KIT, Original recording multiple unprocessed close high pitched humanised small goblin / imp, painful yelp short vocal, mic 01
CK_VOCAL_Goblin_Pain_Mic_02.wav	00:00:33	CONSTRUCTION KIT, Original recording multiple unprocessed close high pitched humanised small goblin / imp, painful yelp short vocal, mic 02
CK_VOCAL_Ogre_Attack_Mic_01.wav	00:01:08	CONSTRUCTION KIT, Original recording multiple unprocessed close humanised small ogre / troll, aggressive attacking vocal, mic 01
CK_VOCAL_Ogre_Attack_Mic_02.wav	00:01:08	CONSTRUCTION KIT, Original recording multiple unprocessed close humanised small ogre / troll, aggressive attacking vocal, mic 02
CK_VOCAL_Ogre_Cheer_Taunt_Mic_01.wav	00:00:51	CONSTRUCTION KIT, Original recording multiple unprocessed close humanised small ogre / troll, taunt, cheer and roar vocal, mic 01
CK_VOCAL_Ogre_Cheer_Taunt_Mic_02.wav	00:00:51	CONSTRUCTION KIT, Original recording multiple unprocessed close humanised small ogre / troll, taunt, cheer and roar vocal, mic 02
CK_VOCAL_Ogre_Death_Mic_01.wav	00:00:36	CONSTRUCTION KIT, Original recording multiple unprocessed close humanised small ogre / troll, painful death scream vocal, mic 01
CK_VOCAL_Ogre_Death_Mic_02.wav	00:00:36	CONSTRUCTION KIT, Original recording multiple unprocessed close humanised small ogre / troll, painful death scream vocal, mic 02
CK_VOCAL_Ogre_Idle_Mumbles_Mic_01.wav	00:01:09	CONSTRUCTION KIT, Original recording multiple unprocessed close humanised small ogre / troll, mumbles and grumbles idling vocal, mic 01
CK_VOCAL_Ogre_Idle_Mumbles_Mic_02.wav	00:01:09	CONSTRUCTION KIT, Original recording multiple unprocessed close humanised small ogre / troll, mumbles and grumbles idling vocal, mic 02
CK_VOCAL_Ogre_OutTakes_Mic_01.wav	00:00:30	CONSTRUCTION KIT, Original recording multiple unprocessed close humanised small ogre / troll, various generic out-takes vocal, mic 01
CK_VOCAL_Ogre_OutTakes_Mic_02.wav	00:00:30	CONSTRUCTION KIT, Original recording multiple unprocessed close humanised small ogre / troll, various generic out-takes vocal, mic 02
CK_VOCAL_Ogre_Pain_Mic_01.wav	00:00:44	CONSTRUCTION KIT, Original recording multiple unprocessed close humanised small ogre / troll, Painful yelp vocal, mic 01
CK_VOCAL_Ogre_Pain_Mic_02.wav	00:00:44	CONSTRUCTION KIT, Original recording multiple unprocessed close humanised small ogre / troll, Painful yelp vocal, mic 02
CK_VOCAL_Skeleton_Attack_Mic_01.wav	00:00:18	CONSTRUCTION KIT, Original recording multiple unprocessed close humanised skeleton, aggressive attacking vocal, mic 01
CK_VOCAL_Skeleton_Attack_Mic_02.wav	00:00:18	CONSTRUCTION KIT, Original recording multiple unprocessed close humanised skeleton, aggressive attacking vocal, mic 02
CK_VOCAL_Skeleton_Death_Mic_01.wav	00:00:45	CONSTRUCTION KIT, Original recording multiple unprocessed close humanised skeleton, painful death scream vocal, mic 01
CK_VOCAL_Skeleton_Death_Mic_02.wav	00:00:45	CONSTRUCTION KIT, Original recording multiple unprocessed close humanised skeleton, painful death scream vocal, mic 02
CK_VOCAL_Skeleton_Idle_Mumbles_Mic_01.wav	00:00:33	CONSTRUCTION KIT, Original recording multiple unprocessed close humanised skeleton, grumbles, moans, laughter and idling vocal, mic 01
CK_VOCAL_Skeleton_Idle_Mumbles_Mic_02.wav	00:00:33	CONSTRUCTION KIT, Original recording multiple unprocessed close humanised skeleton, grumbles, moans, laughter and idling vocal, mic 02
CK_VOCAL_Skeleton_Laughter_Mic_01.wav	00:00:55	CONSTRUCTION KIT, Original recording multiple unprocessed close humanised skeleton, laughter vocal, mic 01
CK_VOCAL_Skeleton_Laughter_Mic_02.wav	00:00:55	CONSTRUCTION KIT, Original recording multiple unprocessed close humanised skeleton, laughter vocal, mic 02
CK_VOCAL_Skeleton_Pain_Mic_01.wav	00:00:35	CONSTRUCTION KIT, Original recording multiple unprocessed close humanised skeleton, painful yelp vocal, mic 01
CK_VOCAL_Skeleton_Pain_Mic_02.wav	00:00:35	CONSTRUCTION KIT, Original recording multiple unprocessed close humanised skeleton, painful yelp vocal, mic 02



DIALOGUE_Human_Male_ID02_Attack_01.wav	00:00:01	Single human male vocal dialogue line for an attacking action, Actor set ID02, single asset 01
DIALOGUE_Human_Male_ID02_Attack_02.wav	00:00:01	Single human male vocal dialogue line for an attacking action, Actor set ID02, single asset 02
DIALOGUE_Human_Male_ID02_Attack_03.wav	00:00:01	Single human male vocal dialogue line for an attacking action, Actor set ID02, single asset 03
DIALOGUE_Human_Male_ID02_Attack_04.wav	00:00:01	Single human male vocal dialogue line for an attacking action, Actor set ID02, single asset 04
DIALOGUE_Human_Male_ID02_Attack_05.wav	00:00:01	Single human male vocal dialogue line for an attacking action, Actor set ID02, single asset 05
DIALOGUE_Human_Male_ID02_Attack_06.wav	00:00:01	Single human male vocal dialogue line for an attacking action, Actor set ID02, single asset 06
DIALOGUE_Human_Male_ID02_Attack_07.wav	00:00:01	Single human male vocal dialogue line for an attacking action, Actor set ID02, single asset 07
DIALOGUE_Human_Male_ID02_Attack_08.wav	00:00:01	Single human male vocal dialogue line for an attacking action, Actor set ID02, single asset 08
DIALOGUE_Human_Male_ID02_Attack_09.wav	00:00:01	Single human male vocal dialogue line for an attacking action, Actor set ID02, single asset 09
DIALOGUE_Human_Male_ID02_Attack_10.wav	00:00:01	Single human male vocal dialogue line for an attacking action, Actor set ID02, single asset 10
DIALOGUE_Human_Male_ID02_Attack_11.wav	00:00:01	Single human male vocal dialogue line for an attacking action, Actor set ID02, single asset 11
DIALOGUE_Human_Male_ID02_Attack_12.wav	00:00:01	Single human male vocal dialogue line for an attacking action, Actor set ID02, single asset 12
DIALOGUE_Human_Male_ID02_Attack_13.wav	00:00:01	Single human male vocal dialogue line for an attacking action, Actor set ID02, single asset 13
DIALOGUE_Human_Male_ID02_Attack_14.wav	00:00:01	Single human male vocal dialogue line for an attacking action, Actor set ID02, single asset 14
DIALOGUE_Human_Male_ID02_Attack_15.wav	00:00:01	Single human male vocal dialogue line for an attacking action, Actor set ID02, single asset 15
DIALOGUE_Human_Male_ID02_Attack_SET_X15.wav	00:00:29	Single human male vocal dialogue line for an attacking action, Actor set ID02, SET of 15 assets
DIALOGUE_Human_Male_ID02_Death_01.wav	00:00:01	Single human male vocal dialogue line for a be killed action, Actor set ID02, single asset 01
DIALOGUE_Human_Male_ID02_Death_02.wav	00:00:01	Single human male vocal dialogue line for a be killed action, Actor set ID02, single asset 02
DIALOGUE_Human_Male_ID02_Death_03.wav	00:00:01	Single human male vocal dialogue line for a be killed action, Actor set ID02, single asset 03
DIALOGUE_Human_Male_ID02_Death_04.wav	00:00:01	Single human male vocal dialogue line for a be killed action, Actor set ID02, single asset 04
DIALOGUE_Human_Male_ID02_Death_05.wav	00:00:01	Single human male vocal dialogue line for a be killed action, Actor set ID02, single asset 05
DIALOGUE_Human_Male_ID02_Death_06.wav	00:00:01	Single human male vocal dialogue line for a be killed action, Actor set ID02, single asset 06
DIALOGUE_Human_Male_ID02_Death_SET_X06.wav	00:00:11	Single human male vocal dialogue line for a be killed action, Actor set ID02, SET of 6 assets
DIALOGUE_Human_Male_ID02_Idle_Health_Low_01.wav	00:00:02	Single human male vocal dialogue short line for generic idle standing around action but with low health or in pain, Actor set ID02, single asset
DIALOGUE_Human_Male_ID02_Idle_Health_Low_02.wav	00:00:01	Single human male vocal dialogue short line for generic idle standing around action but with low health or in pain, Actor set ID02, single asset
DIALOGUE_Human_Male_ID02_Idle_Health_Low_03.wav	00:00:01	Single human male vocal dialogue short line for generic idle standing around action but with low health or in pain, Actor set ID02, single asset
DIALOGUE_Human_Male_ID02_Idle_Health_Low_04.wav	00:00:01	Single human male vocal dialogue short line for generic idle standing around action but with low health or in pain, Actor set ID02, single asset
DIALOGUE_Human_Male_ID02_Idle_Health_Low_05.wav	00:00:01	Single human male vocal dialogue short line for generic idle standing around action but with low health or in pain, Actor set ID02, single asset
DIALOGUE_Human_Male_ID02_Idle_Health_Low_06.wav	00:00:01	Single human male vocal dialogue short line for generic idle standing around action but with low health or in pain, Actor set ID02, single asset
DIALOGUE_Human_Male_ID02_Idle_Health_Low_07.wav	00:00:01	Single human male vocal dialogue short line for generic idle standing around action but with low health or in pain, Actor set ID02, single asset
DIALOGUE_Human_Male_ID02_Idle_Health_Low_08.wav	00:00:02	Single human male vocal dialogue short line for generic idle standing around action but with low health or in pain, Actor set ID02, single asset
DIALOGUE_Human_Male_ID02_Idle_Health_Low_09.wav	00:00:02	Single human male vocal dialogue short line for generic idle standing around action but with low health or in pain, Actor set ID02, single asset
DIALOGUE_Human_Male_ID02_Idle_Health_Low_10.wav	00:00:01	Single human male vocal dialogue short line for generic idle standing around action but with low health or in pain, Actor set ID02, single asset
DIALOGUE_Human_Male_ID02_Idle_Health_Low_11.wav	00:00:01	Single human male vocal dialogue short line for generic idle standing around action but with low health or in pain, Actor set ID02, single asset
DIALOGUE_Human_Male_ID02_Idle_Health_Low_12.wav	00:00:01	Single human male vocal dialogue short line for generic idle standing around action but with low health or in pain, Actor set ID02, single asset
DIALOGUE_Human_Male_ID02_Idle_Health_Low_13.wav	00:00:01	Single human male vocal dialogue short line for generic idle standing around action but with low health or in pain, Actor set ID02, single asset
DIALOGUE_Human_Male_ID02_Idle_Health_Low_14.wav	00:00:01	Single human male vocal dialogue short line for generic idle standing around action but with low health or in pain, Actor set ID02, single asset
DIALOGUE_Human_Male_ID02_Idle_Health_Low_15.wav	00:00:02	Single human male vocal dialogue short line for generic idle standing around action but with low health or in pain, Actor set ID02, single asser
DIALOGUE_Human_Male_ID02_Idle_Health_Low_16.wav	00:00:02	Single human male vocal dialogue short line for generic idle standing around action but with low health or in pain, Actor set ID02, single asse
DIALOGUE_Human_Male_ID02_Idle_Health_Low_17.wav	00:00:01	Single human male vocal dialogue short line for generic idle standing around action but with low health or in pain, Actor set ID02, single asset
DIALOGUE_Human_Male_ID02_Idle_Health_Low_18.wav	00:00:01	Single human male vocal dialogue short line for generic idle standing around action but with low health or in pain, Actor set ID02, single asset



DIALOGUE_Human_Male_ID02_Idle_Health_Low_19.wav	00:00:01	Single human male vocal dialogue short line for generic idle standing around action but with low health or in pain, Actor set ID02, single asset 19
DIALOGUE_Human_Male_ID02_Idle_Health_Low_20.wav	00:00:01	Single human male vocal dialogue short line for generic idle standing around action but with low health or in pain, Actor set ID02, single asset 20
DIALOGUE_Human_Male_ID02_Idle_Health_Low_21.wav	00:00:01	Single human male vocal dialogue short line for generic idle standing around action but with low health or in pain, Actor set ID02, single asset 21
DIALOGUE_Human_Male_ID02_Idle_Health_Low_22.wav	00:00:01	Single human male vocal dialogue short line for generic idle standing around action but with low health or in pain, Actor set ID02, single asset 22
DIALOGUE_Human_Male_ID02_Idle_Health_Low_23.wav	00:00:01	Single human male vocal dialogue short line for generic idle standing around action but with low health or in pain, Actor set ID02, single asset 23
DIALOGUE_Human_Male_ID02_Idle_Health_Low_24.wav	00:00:01	Single human male vocal dialogue short line for generic idle standing around action but with low health or in pain, Actor set ID02, single asset 24
DIALOGUE_Human_Male_ID02_Idle_Health_Low_25.wav	00:00:01	Single human male vocal dialogue short line for generic idle standing around action but with low health or in pain, Actor set ID02, single asset 25
DIALOGUE_Human_Male_ID02_Idle_Health_Low_26.wav	00:00:01	Single human male vocal dialogue short line for generic idle standing around action but with low health or in pain, Actor set ID02, single asset 26
DIALOGUE_Human_Male_ID02_Idle_Health_Low_27.wav	00:00:01	Single human male vocal dialogue short line for generic idle standing around action but with low health or in pain, Actor set ID02, single asset 27
DIALOGUE_Human_Male_ID02_Idle_Health_Low_28.wav	00:00:01	Single human male vocal dialogue short line for generic idle standing around action but with low health or in pain, Actor set ID02, single asset 28
DIALOGUE_Human_Male_ID02_Idle_Health_Low_29.wav	00:00:02	Single human male vocal dialogue short line for generic idle standing around action but with low health or in pain, Actor set ID02, single asset 29
DIALOGUE_Human_Male_ID02_Idle_Health_Low_30.wav	00:00:01	Single human male vocal dialogue short line for generic idle standing around action but with low health or in pain, Actor set ID02, single asset 30
DIALOGUE_Human_Male_ID02_Idle_Health_Low_31.wav	00:00:01	Single human male vocal dialogue short line for generic idle standing around action but with low health or in pain, Actor set ID02, single asset 31
DIALOGUE_Human_Male_ID02_Idle_Health_Low_32.wav	00:00:01	Single human male vocal dialogue short line for generic idle standing around action but with low health or in pain, Actor set ID02, single asset 32
DIALOGUE_Human_Male_ID02_Idle_Health_Low_33.wav	00:00:01	Single human male vocal dialogue short line for generic idle standing around action but with low health or in pain, Actor set ID02, single asset 33
DIALOGUE_Human_Male_ID02_Idle_Health_Low_34.wav	00:00:01	Single human male vocal dialogue short line for generic idle standing around action but with low health or in pain, Actor set ID02, single asset 34
DIALOGUE_Human_Male_ID02_Idle_Health_Low_35.wav	00:00:01	Single human male vocal dialogue short line for generic idle standing around action but with low health or in pain, Actor set ID02, single asset 35
DIALOGUE_Human_Male_ID02_Idle_Health_Low_SET_X35.wav	00:01:21	Single human male vocal dialogue short line for generic idle standing around action but with low health or in pain, Actor set ID02, SET of 35 asse
DIALOGUE_Human_Male_ID02_Idle_Long_01.wav	00:00:02	Single human male vocal dialogue long line for an generic idle standing around action, Actor set ID02, single asset 01
DIALOGUE_Human_Male_ID02_Idle_Long_02.wav	00:00:02	Single human male vocal dialogue long line for an generic idle standing around action, Actor set ID02, single asset 02
DIALOGUE_Human_Male_ID02_Idle_Long_03.wav	00:00:01	Single human male vocal dialogue long line for an generic idle standing around action, Actor set ID02, single asset 03
DIALOGUE_Human_Male_ID02_Idle_Long_04.wav	00:00:02	Single human male vocal dialogue long line for an generic idle standing around action, Actor set ID02, single asset 04
DIALOGUE_Human_Male_ID02_Idle_Long_05.wav	00:00:01	Single human male vocal dialogue long line for an generic idle standing around action, Actor set ID02, single asset 05
DIALOGUE_Human_Male_ID02_Idle_Long_06.wav	00:00:02	Single human male vocal dialogue long line for an generic idle standing around action, Actor set ID02, single asset 06
DIALOGUE_Human_Male_ID02_Idle_Long_07.wav	00:00:02	Single human male vocal dialogue long line for an generic idle standing around action, Actor set ID02, single asset 07
DIALOGUE_Human_Male_ID02_Idle_Long_08.wav	00:00:02	Single human male vocal dialogue long line for an generic idle standing around action, Actor set ID02, single asset 08
DIALOGUE_Human_Male_ID02_Idle_Long_09.wav	00:00:02	Single human male vocal dialogue long line for an generic idle standing around action, Actor set ID02, single asset 09
DIALOGUE_Human_Male_ID02_Idle_Long_10.wav	00:00:02	Single human male vocal dialogue long line for an generic idle standing around action, Actor set ID02, single asset 10
DIALOGUE_Human_Male_ID02_Idle_Long_11.wav	00:00:02	Single human male vocal dialogue long line for an generic idle standing around action, Actor set ID02, single asset 11
DIALOGUE_Human_Male_ID02_Idle_Long_12.wav	00:00:02	Single human male vocal dialogue long line for an generic idle standing around action, Actor set ID02, single asset 12
DIALOGUE_Human_Male_ID02_Idle_Long_13.wav	00:00:01	Single human male vocal dialogue long line for an generic idle standing around action, Actor set ID02, single asset 13
DIALOGUE_Human_Male_ID02_Idle_Long_14.wav	00:00:03	Single human male vocal dialogue long line for an generic idle standing around action, Actor set ID02, single asset 14
DIALOGUE_Human_Male_ID02_Idle_Long_SET_X14.wav	00:00:42	Single human male vocal dialogue long line for an generic idle standing around action, Actor set ID02, SET of 14 assets
DIALOGUE_Human_Male_ID02_Idle_Short_01.wav	00:00:01	Single human male vocal dialogue short line for an generic idle standing around action, Actor set ID02, single asset 01
DIALOGUE_Human_Male_ID02_Idle_Short_02.wav	00:00:01	Single human male vocal dialogue short line for an generic idle standing around action, Actor set ID02, single asset 02
DIALOGUE_Human_Male_ID02_Idle_Short_03.wav	00:00:01	Single human male vocal dialogue short line for an generic idle standing around action, Actor set ID02, single asset 03
DIALOGUE_Human_Male_ID02_Idle_Short_04.wav	00:00:01	Single human male vocal dialogue short line for an generic idle standing around action, Actor set ID02, single asset 04
DIALOGUE_Human_Male_ID02_Idle_Short_05.wav	00:00:01	Single human male vocal dialogue short line for an generic idle standing around action, Actor set ID02, single asset 05
DIALOGUE_Human_Male_ID02_Idle_Short_06.wav	00:00:01	Single human male vocal dialogue short line for an generic idle standing around action, Actor set ID02, single asset 06
DIALOGUE_Human_Male_ID02_Idle_Short_07.wav	00:00:01	Single human male vocal dialogue short line for an generic idle standing around action, Actor set ID02, single asset 07
DIALOGUE_Human_Male_ID02_Idle_Short_08.wav	00:00:01	Single human male vocal dialogue short line for an generic idle standing around action, Actor set ID02, single asset 08



DIALOGUE Human Male ID02 Idle Short 09.wav	00:00:01	Single human male vocal dialogue short line for an generic idle standing around action, Actor set ID02, single asset 09
DIALOGUE Human Male ID02 Idle Short 10.wav	00:00:01	Single human male vocal dialogue short line for an generic idle standing around action, Actor set ID02, single asset 10
DIALOGUE_Human_Male_ID02_Idle_Short_11.wav	00:00:01	Single human male vocal dialogue short line for an generic idle standing around action, Actor set ID02, single asset 11
DIALOGUE Human Male ID02 Idle Short 13.wav	00:00:01	Single human male vocal dialogue short line for an generic idle standing around action, Actor set ID02, single asset 13
DIALOGUE Human Male ID02 Idle Short 14.wav	00:00:01	Single human male vocal dialogue short line for an generic idle standing around action, Actor set ID02, single asset 14
DIALOGUE Human Male ID02 Idle Short SET X14.wav	00:00:27	Single human male vocal dialogue short line for an generic idle standing around action, Actor set ID02, SET of 14 assets
DIALOGUE Human Male ID02 Special Ability 01.wav	00:00:01	Single human male vocal dialogue line for stats being boosted, Actor set ID02, single asset 01
DIALOGUE Human Male ID02 Special Ability 02.wav	00:00:03	Single human male vocal dialogue line for stats being boosted, Actor set ID02, single asset 02
DIALOGUE_Human_Male_ID02_Special_Ability_03.wav	00:00:01	Single human male vocal dialogue line for stats being boosted, Actor set ID02, single asset 03
DIALOGUE_Human_Male_ID02_Special_Ability_04.wav	00:00:02	Single human male vocal dialogue line for stats being boosted, Actor set IDO2, single asset 04
DIALOGUE_Human_Male_ID02_Special_Ability_05.wav	00:00:02	Single human male vocal dialogue line for stats being boosted, Actor set ID02, single asset 05
DIALOGUE_Human_Male_ID02_Special_Ability_06.wav	00:00:02	Single human male vocal dialogue line for stats being boosted, Actor set ID02, single asset 06
DIALOGUE_Human_Male_ID02_Special_Ability_07.wav	00:00:02	Single human male vocal dialogue line for stats being boosted, Actor set ID02, single asset 07
DIALOGUE_Human_Male_ID02_Special_Ability_SET_X07.wav	00:00:19	Single human male vocal dialogue line for stats being boosted, Actor set ID02, SET of 7 assets
DIALOGUE_Human_Male_ID02_Upgrade_01.wav	00:00:01	Single human male vocal dialogue line for equipment upgrade, Actor set ID02, single asset 01
DIALOGUE_Human_Male_ID02_Upgrade_02.wav	00:00:01	Single human male vocal dialogue line for equipment upgrade, Actor set ID02, single asset 02
DIALOGUE_Human_Male_ID02_Upgrade_03.wav	00:00:01	Single human male vocal dialogue line for equipment upgrade, Actor set ID02, single asset 03
DIALOGUE_Human_Male_ID02_Upgrade_04.wav	00:00:01	Single human male vocal dialogue line for equipment upgrade, Actor set ID02, single asset 04
DIALOGUE_Human_Male_ID02_Upgrade_05.wav	00:00:01	Single human male vocal dialogue line for equipment upgrade, Actor set ID02, single asset 05
DIALOGUE_Human_Male_ID02_Upgrade_06.wav	00:00:01	Single human male vocal dialogue line for equipment upgrade, Actor set ID02, single asset 06
DIALOGUE_Human_Male_ID02_Upgrade_07.wav	00:00:01	Single human male vocal dialogue line for equipment upgrade, Actor set ID02, single asset 07
DIALOGUE_Human_Male_ID02_Upgrade_08.wav	00:00:01	Single human male vocal dialogue line for equipment upgrade, Actor set ID02, single asset 08
DIALOGUE_Human_Male_ID02_Upgrade_09.wav	00:00:01	Single human male vocal dialogue line for equipment upgrade, Actor set ID02, single asset 09
DIALOGUE_Human_Male_ID02_Upgrade_10.wav	00:00:01	Single human male vocal dialogue line for equipment upgrade, Actor set ID02, single asset 10
DIALOGUE_Human_Male_ID02_Upgrade_11.wav	00:00:01	Single human male vocal dialogue line for equipment upgrade, Actor set ID02, single asset 11
DIALOGUE_Human_Male_ID02_Upgrade_SET_X11.wav	00:00:20	Single human male vocal dialogue line for equipment upgrade, Actor set ID02, SET of 11 assets
FOOT_Step_Human_Sneaker_Generic_Water_01.wav	00:00:01	DESIGNED, Single close human generic footstep on shallow water surface type, single asset 01
FOOT_Step_Human_Sneaker_Generic_Water_02.wav	00:00:01	DESIGNED, Single close human generic footstep on shallow water surface type, single asset 02
FOOT_Step_Human_Sneaker_Generic_Water_03.wav	00:00:01	DESIGNED, Single close human generic footstep on shallow water surface type, single asset 03
FOOT_Step_Human_Sneaker_Generic_Water_04.wav	00:00:01	DESIGNED, Single close human generic footstep on shallow water surface type, single asset 04
FOOT_Step_Human_Sneaker_Generic_Water_05.wav	00:00:01	DESIGNED, Single close human generic footstep on shallow water surface type, single asset 05
FOOT_Step_Human_Sneaker_Generic_Water_06.wav	00:00:01	DESIGNED, Single close human generic footstep on shallow water surface type, single asset 06
FOOT_Step_Human_Sneaker_Generic_Water_07.wav	00:00:01	DESIGNED, Single close human generic footstep on shallow water surface type, single asset 07
FOOT_Step_Human_Sneaker_Generic_Water_08.wav	00:00:01	DESIGNED, Single close human generic footstep on shallow water surface type, single asset 08
FOOT_Step_Human_Sneaker_Generic_Water_09.wav	00:00:01	DESIGNED, Single close human generic footstep on shallow water surface type, single asset 09
FOOT_Step_Human_Sneaker_Generic_Water_10.wav	00:00:01	DESIGNED, Single close human generic footstep on shallow water surface type, single asset 10
FOOT_Step_Human_Sneaker_Generic_Water_11.wav	00:00:01	DESIGNED, Single close human generic footstep on shallow water surface type, single asset 11
FOOT_Step_Human_Sneaker_Generic_Water_12.wav	00:00:01	DESIGNED, Single close human generic footstep on shallow water surface type, single asset 12
FOOT_Step_Human_Sneaker_Generic_Water_13.wav	00:00:01	DESIGNED, Single close human generic footstep on shallow water surface type, single asset 13
FOOT_Step_Human_Sneaker_Generic_Water_14.wav	00:00:01	DESIGNED, Single close human generic footstep on shallow water surface type, single asset 14
FOOT_Step_Human_Sneaker_Generic_Water_15.wav	00:00:01	DESIGNED, Single close human generic footstep on shallow water surface type, single asset 15



FOOT_Step_Human_Sneaker_Generic_Water_16.wav	00:00:01	DESIGNED, Single close human generic footstep on shallow water surface type, single asset 16
FOOT_Step_Human_Sneaker_Run_Concrete_01.wav	00:00:01	DESIGNED, Single close human run footstep on solid concrete surface type, single asset 01
FOOT_Step_Human_Sneaker_Run_Concrete_02.wav	00:00:01	DESIGNED, Single close human run footstep on solid concrete surface type, single asset 02
FOOT_Step_Human_Sneaker_Run_Concrete_03.wav	00:00:01	DESIGNED, Single close human run footstep on solid concrete surface type, single asset 03
FOOT_Step_Human_Sneaker_Run_Concrete_04.wav	00:00:01	DESIGNED, Single close human run footstep on solid concrete surface type, single asset 04
FOOT_Step_Human_Sneaker_Run_Concrete_05.wav	00:00:01	DESIGNED, Single close human run footstep on solid concrete surface type, single asset 05
FOOT_Step_Human_Sneaker_Run_Concrete_06.wav	00:00:01	DESIGNED, Single close human run footstep on solid concrete surface type, single asset 06
FOOT_Step_Human_Sneaker_Run_Concrete_07.wav	00:00:01	DESIGNED, Single close human run footstep on solid concrete surface type, single asset 07
FOOT_Step_Human_Sneaker_Run_Concrete_08.wav	00:00:01	DESIGNED, Single close human run footstep on solid concrete surface type, single asset 08
FOOT_Step_Human_Sneaker_Run_Concrete_09.wav	00:00:01	DESIGNED, Single close human run footstep on solid concrete surface type, single asset 09
FOOT_Step_Human_Sneaker_Run_Concrete_10.wav	00:00:01	DESIGNED, Single close human run footstep on solid concrete surface type, single asset 10
FOOT_Step_Human_Sneaker_Run_Concrete_11.wav	00:00:01	DESIGNED, Single close human run footstep on solid concrete surface type, single asset 11
FOOT_Step_Human_Sneaker_Run_Concrete_12.wav	00:00:01	DESIGNED, Single close human run footstep on solid concrete surface type, single asset 12
FOOT_Step_Human_Sneaker_Run_Concrete_13.wav	00:00:01	DESIGNED, Single close human run footstep on solid concrete surface type, single asset 13
FOOT_Step_Human_Sneaker_Run_Concrete_14.wav	00:00:01	DESIGNED, Single close human run footstep on solid concrete surface type, single asset 14
FOOT_Step_Human_Sneaker_Run_Concrete_15.wav	00:00:01	DESIGNED, Single close human run footstep on solid concrete surface type, single asset 15
FOOT_Step_Human_Sneaker_Run_Concrete_16.wav	00:00:01	DESIGNED, Single close human run footstep on solid concrete surface type, single asset 16
FOOT_Step_Human_Sneaker_Run_Concrete_17.wav	00:00:01	DESIGNED, Single close human run footstep on solid concrete surface type, single asset 17
FOOT_Step_Human_Sneaker_Run_Concrete_18.wav	00:00:01	DESIGNED, Single close human run footstep on solid concrete surface type, single asset 18
FOOT_Step_Human_Sneaker_Run_Concrete_19.wav	00:00:01	DESIGNED, Single close human run footstep on solid concrete surface type, single asset 19
FOOT_Step_Human_Sneaker_Run_Concrete_20.wav	00:00:01	DESIGNED, Single close human run footstep on solid concrete surface type, single asset 20
FOOT_Step_Human_Sneaker_Run_Concrete_21.wav	00:00:01	DESIGNED, Single close human run footstep on solid concrete surface type, single asset 21
FOOT_Step_Human_Sneaker_Run_Concrete_22.wav	00:00:01	DESIGNED, Single close human run footstep on solid concrete surface type, single asset 22
FOOT_Step_Human_Sneaker_Run_Concrete_23.wav	00:00:01	DESIGNED, Single close human run footstep on solid concrete surface type, single asset 23
FOOT_Step_Human_Sneaker_Run_Concrete_24.wav	00:00:01	DESIGNED, Single close human run footstep on solid concrete surface type, single asset 24
FOOT_Step_Human_Sneaker_Run_Concrete_25.wav	00:00:01	DESIGNED, Single close human run footstep on solid concrete surface type, single asset 25
FOOT_Step_Human_Sneaker_Run_Concrete_26.wav	00:00:01	DESIGNED, Single close human run footstep on solid concrete surface type, single asset 26
FOOT_Step_Human_Sneaker_Run_Concrete_27.wav	00:00:01	DESIGNED, Single close human run footstep on solid concrete surface type, single asset 27
FOOT_Step_Human_Sneaker_Run_Concrete_28.wav	00:00:01	DESIGNED, Single close human run footstep on solid concrete surface type, single asset 28
FOOT_Step_Human_Sneaker_Run_Concrete_29.wav	00:00:01	DESIGNED, Single close human run footstep on solid concrete surface type, single asset 29
FOOT_Step_Human_Sneaker_Run_Concrete_30.wav	00:00:01	DESIGNED, Single close human run footstep on solid concrete surface type, single asset 30
FOOT_Step_Human_Sneaker_Run_Concrete_Loop_01.wav	00:00:07	DESIGNED, Continous close human run sneaker footstep on concrete surface type, looping asset 01
FOOT_Step_Human_Sneaker_Run_Concrete_SET_X30.wav	00:00:29	DESIGNED, Single close human run footstep on solid concrete surface type, SET of 30 assets
FOOT_Step_Human_Sneaker_Run_Grass_01.wav	00:00:01	DESIGNED, Single close human run footstep on dry grass surface type, single asset 01
FOOT_Step_Human_Sneaker_Run_Grass_02.wav	00:00:01	DESIGNED, Single close human run footstep on dry grass surface type, single asset 02
FOOT_Step_Human_Sneaker_Run_Grass_03.wav	00:00:01	DESIGNED, Single close human run footstep on dry grass surface type, single asset 03
FOOT_Step_Human_Sneaker_Run_Grass_04.wav	00:00:01	DESIGNED, Single close human run footstep on dry grass surface type, single asset 04
FOOT_Step_Human_Sneaker_Run_Grass_05.wav	00:00:01	DESIGNED, Single close human run footstep on dry grass surface type, single asset 05
FOOT_Step_Human_Sneaker_Run_Grass_06.wav	00:00:01	DESIGNED, Single close human run footstep on dry grass surface type, single asset 06
FOOT_Step_Human_Sneaker_Run_Grass_07.wav	00:00:01	DESIGNED, Single close human run footstep on dry grass surface type, single asset 07
FOOT_Step_Human_Sneaker_Run_Grass_08.wav	00:00:01	DESIGNED, Single close human run footstep on dry grass surface type, single asset 08



	FOOT Step Human Sneaker Run Grass 09.wav	00:00:01	DESIGNED, Single close human run footstep on dry grass surface type, single asset 09
ì	FOOT Step Human Sneaker Run Grass 10.wav	00:00:01	DESIGNED, Single close human run footstep on dry grass surface type, single asset 09
	FOOT Step Human Sneaker Run Grass 11.wav	00:00:01	DESIGNED, Single close human run footstep on dry grass surface type, single asset 10
ì	FOOT Step Human Sneaker Run Grass 12.wav	00:00:01	DESIGNED, Single close human run footstep on dry grass surface type, single asset 12
	FOOT Step Human Sneaker Run Grass 13.wav	00:00:01	DESIGNED, Single close human run footstep on dry grass surface type, single asset 12
ì	FOOT Step Human Sneaker Run Grass 14.wav	00:00:01	DESIGNED, Single close human run footstep on dry grass surface type, single asset 13
	FOOT Step_Human_Sneaker_Run_Grass_15.wav	00:00:01	DESIGNED, Single close human run footstep on dry grass surface type, single asset 15
ì	FOOT Step Human Sneaker Run Grass 16.wav	00:00:01	DESIGNED, Single close human run footstep on dry grass surface type, single asset 15
	FOOT Step Human Sneaker Run Grass 17.wav	00:00:01	DESIGNED, Single close human run footstep on dry grass surface type, single asset 10
ì	FOOT Step Human Sneaker Run Grass 18.wav	00:00:01	DESIGNED, Single close human run footstep on dry grass surface type, single asset 17
	FOOT Step Human Sneaker Run Grass 19.wav	00:00:01	DESIGNED, Single close human run footstep on dry grass surface type, single asset 19
ì	FOOT Step Human Sneaker Run Grass 20.wav	00:00:01	DESIGNED, Single close human run footstep on dry grass surface type, single asset 19
	FOOT Step Human Sneaker Run Grass 21.wav	00:00:01	DESIGNED, Single close human run footstep on dry grass surface type, single asset 21
ì	FOOT Step Human Sneaker_Run Grass 22.wav	00:00:01	DESIGNED, Single close human run footstep on dry grass surface type, single asset 22
	FOOT Step Human Sneaker Run Grass 23.wav	00:00:01	DESIGNED, Single close human run footstep on dry grass surface type, single asset 23
ì	FOOT Step Human Sneaker Run Grass 24.wav	00:00:01	DESIGNED, Single close human run footstep on dry grass surface type, single asset 24
	FOOT Step Human Sneaker Run Grass 25.wav	00:00:01	DESIGNED, Single close human run footstep on dry grass surface type, single asset 25
ì	FOOT Step Human Sneaker Run Grass 26.wav	00:00:01	DESIGNED, Single close human run footstep on dry grass surface type, single asset 26
	FOOT_Step_Human_Sneaker_Run_Grass_27.wav	00:00:01	DESIGNED, Single close human run footstep on dry grass surface type, single asset 27
ì	FOOT Step Human Sneaker Run Grass 28.wav	00:00:01	DESIGNED, Single close human run footstep on dry grass surface type, single asset 28
	FOOT Step Human Sneaker Run Grass 29.wav	00:00:01	DESIGNED, Single close human run footstep on dry grass surface type, single asset 29
	FOOT Step Human Sneaker Run Grass 30.wav	00:00:01	DESIGNED, Single close human run footstep on dry grass surface type, single asset 30
	FOOT_Step_Human_Sneaker_Run_Grass_Loop_01.wav	00:00:07	DESIGNED, Continous close human run sneaker footstep on grass surface type, looping asset 01
	FOOT_Step_Human_Sneaker_Run_Grass_SET_X30.wav	00:00:29	DESIGNED, Single close human run footstep on dry grass surface type, SET of 30 assets
	FOOT_Step_Human_Sneaker_Run_Gravel_01.wav	00:00:01	DESIGNED, Single close human run footstep on grit and gravel surface type, single asset 01
	FOOT_Step_Human_Sneaker_Run_Gravel_02.wav	00:00:01	DESIGNED, Single close human run footstep on grit and gravel surface type, single asset 02
	FOOT_Step_Human_Sneaker_Run_Gravel_03.wav	00:00:01	DESIGNED, Single close human run footstep on grit and gravel surface type, single asset 03
	FOOT_Step_Human_Sneaker_Run_Gravel_04.wav	00:00:01	DESIGNED, Single close human run footstep on grit and gravel surface type, single asset 04
	FOOT_Step_Human_Sneaker_Run_Gravel_05.wav	00:00:01	DESIGNED, Single close human run footstep on grit and gravel surface type, single asset 05
	FOOT_Step_Human_Sneaker_Run_Gravel_06.wav	00:00:01	DESIGNED, Single close human run footstep on grit and gravel surface type, single asset 06
	FOOT_Step_Human_Sneaker_Run_Gravel_07.wav	00:00:01	DESIGNED, Single close human run footstep on grit and gravel surface type, single asset 07
	FOOT_Step_Human_Sneaker_Run_Gravel_08.wav	00:00:01	DESIGNED, Single close human run footstep on grit and gravel surface type, single asset 08
	FOOT_Step_Human_Sneaker_Run_Gravel_09.wav	00:00:01	DESIGNED, Single close human run footstep on grit and gravel surface type, single asset 09
	FOOT_Step_Human_Sneaker_Run_Gravel_10.wav	00:00:01	DESIGNED, Single close human run footstep on grit and gravel surface type, single asset 10
	FOOT_Step_Human_Sneaker_Run_Gravel_11.wav	00:00:01	DESIGNED, Single close human run footstep on grit and gravel surface type, single asset 11
	FOOT_Step_Human_Sneaker_Run_Gravel_12.wav	00:00:01	DESIGNED, Single close human run footstep on grit and gravel surface type, single asset 12
	FOOT_Step_Human_Sneaker_Run_Gravel_13.wav	00:00:01	DESIGNED, Single close human run footstep on grit and gravel surface type, single asset 13
	FOOT_Step_Human_Sneaker_Run_Gravel_14.wav	00:00:01	DESIGNED, Single close human run footstep on grit and gravel surface type, single asset 14
	FOOT_Step_Human_Sneaker_Run_Gravel_15.wav	00:00:01	DESIGNED, Single close human run footstep on grit and gravel surface type, single asset 15
	FOOT_Step_Human_Sneaker_Run_Gravel_16.wav	00:00:01	DESIGNED, Single close human run footstep on grit and gravel surface type, single asset 16
	FOOT_Step_Human_Sneaker_Run_Gravel_17.wav	00:00:01	DESIGNED, Single close human run footstep on grit and gravel surface type, single asset 17



FOO	T_Step_Human_Sneaker_Run_Gravel_18.wav	00:00:01	DESIGNED, Single close human run footstep on grit and gravel surface type, single asset 18
FOO	T_Step_Human_Sneaker_Run_Gravel_19.wav	00:00:01	DESIGNED, Single close human run footstep on grit and gravel surface type, single asset 19
FOO	T_Step_Human_Sneaker_Run_Gravel_20.wav	00:00:01	DESIGNED, Single close human run footstep on grit and gravel surface type, single asset 20
FOO	T_Step_Human_Sneaker_Run_Gravel_21.wav	00:00:01	DESIGNED, Single close human run footstep on grit and gravel surface type, single asset 21
FOO	T_Step_Human_Sneaker_Run_Gravel_22.wav	00:00:01	DESIGNED, Single close human run footstep on grit and gravel surface type, single asset 22
FOO	T_Step_Human_Sneaker_Run_Gravel_23.wav	00:00:01	DESIGNED, Single close human run footstep on grit and gravel surface type, single asset 23
FOO	T_Step_Human_Sneaker_Run_Gravel_24.wav	00:00:01	DESIGNED, Single close human run footstep on grit and gravel surface type, single asset 24
FOO	T_Step_Human_Sneaker_Run_Gravel_25.wav	00:00:01	DESIGNED, Single close human run footstep on grit and gravel surface type, single asset 25
FOO	T_Step_Human_Sneaker_Run_Gravel_26.wav	00:00:01	DESIGNED, Single close human run footstep on grit and gravel surface type, single asset 26
FOO	T_Step_Human_Sneaker_Run_Gravel_27.wav	00:00:01	DESIGNED, Single close human run footstep on grit and gravel surface type, single asset 27
FOO	T_Step_Human_Sneaker_Run_Gravel_28.wav	00:00:01	DESIGNED, Single close human run footstep on grit and gravel surface type, single asset 28
FOO	T_Step_Human_Sneaker_Run_Gravel_29.wav	00:00:01	DESIGNED, Single close human run footstep on grit and gravel surface type, single asset 29
FOO	T_Step_Human_Sneaker_Run_Gravel_30.wav	00:00:01	DESIGNED, Single close human run footstep on grit and gravel surface type, single asset 30
FOO	T_Step_Human_Sneaker_Run_Gravel_Loop_01.wav	00:00:07	DESIGNED, Continous close human run sneaker footstep on gravel surface type, looping asset 01
FOO	T_Step_Human_Sneaker_Run_Gravel_SET_X30.wav	00:00:29	DESIGNED, Single close human run footstep on grit and gravel surface type, SET of 30 assets
FOO	T_Step_Human_Sneaker_Run_Leaves_01.wav	00:00:01	DESIGNED, Single close human run footstep on dry leaves surface type, single asset 01
FOO	T_Step_Human_Sneaker_Run_Leaves_02.wav	00:00:01	DESIGNED, Single close human run footstep on dry leaves surface type, single asset 02
FOO	T_Step_Human_Sneaker_Run_Leaves_03.wav	00:00:01	DESIGNED, Single close human run footstep on dry leaves surface type, single asset 03
FOO	T_Step_Human_Sneaker_Run_Leaves_04.wav	00:00:01	DESIGNED, Single close human run footstep on dry leaves surface type, single asset 04
FOO	T_Step_Human_Sneaker_Run_Leaves_05.wav	00:00:01	DESIGNED, Single close human run footstep on dry leaves surface type, single asset 05
FOO	T_Step_Human_Sneaker_Run_Leaves_06.wav	00:00:01	DESIGNED, Single close human run footstep on dry leaves surface type, single asset 06
FOO	T_Step_Human_Sneaker_Run_Leaves_07.wav	00:00:01	DESIGNED, Single close human run footstep on dry leaves surface type, single asset 07
FOO	T_Step_Human_Sneaker_Run_Leaves_08.wav	00:00:01	DESIGNED, Single close human run footstep on dry leaves surface type, single asset 08
FOO	T_Step_Human_Sneaker_Run_Leaves_09.wav	00:00:01	DESIGNED, Single close human run footstep on dry leaves surface type, single asset 09
FOO	T_Step_Human_Sneaker_Run_Leaves_10.wav	00:00:01	DESIGNED, Single close human run footstep on dry leaves surface type, single asset 10
FOO	T_Step_Human_Sneaker_Run_Leaves_11.wav	00:00:01	DESIGNED, Single close human run footstep on dry leaves surface type, single asset 11
FOO	T_Step_Human_Sneaker_Run_Leaves_12.wav	00:00:01	DESIGNED, Single close human run footstep on dry leaves surface type, single asset 12
FOO	T_Step_Human_Sneaker_Run_Leaves_13.wav	00:00:01	DESIGNED, Single close human run footstep on dry leaves surface type, single asset 13
FOO	T_Step_Human_Sneaker_Run_Leaves_14.wav	00:00:01	DESIGNED, Single close human run footstep on dry leaves surface type, single asset 14
FOO	T_Step_Human_Sneaker_Run_Leaves_15.wav	00:00:01	DESIGNED, Single close human run footstep on dry leaves surface type, single asset 15
FOO	T_Step_Human_Sneaker_Run_Leaves_16.wav	00:00:01	DESIGNED, Single close human run footstep on dry leaves surface type, single asset 16
FOO	T_Step_Human_Sneaker_Run_Leaves_17.wav	00:00:01	DESIGNED, Single close human run footstep on dry leaves surface type, single asset 17
	T_Step_Human_Sneaker_Run_Leaves_18.wav	00:00:01	DESIGNED, Single close human run footstep on dry leaves surface type, single asset 18
	T_Step_Human_Sneaker_Run_Leaves_19.wav	00:00:01	DESIGNED, Single close human run footstep on dry leaves surface type, single asset 19
	T_Step_Human_Sneaker_Run_Leaves_20.wav	00:00:01	DESIGNED, Single close human run footstep on dry leaves surface type, single asset 20
	T_Step_Human_Sneaker_Run_Leaves_21.wav	00:00:01	DESIGNED, Single close human run footstep on dry leaves surface type, single asset 21
	T_Step_Human_Sneaker_Run_Leaves_22.wav	00:00:01	DESIGNED, Single close human run footstep on dry leaves surface type, single asset 22
	T_Step_Human_Sneaker_Run_Leaves_23.wav	00:00:01	DESIGNED, Single close human run footstep on dry leaves surface type, single asset 23
	T_Step_Human_Sneaker_Run_Leaves_24.wav	00:00:01	DESIGNED, Single close human run footstep on dry leaves surface type, single asset 24
	T_Step_Human_Sneaker_Run_Leaves_25.wav	00:00:01	DESIGNED, Single close human run footstep on dry leaves surface type, single asset 25
FOO	T_Step_Human_Sneaker_Run_Leaves_26.wav	00:00:01	DESIGNED, Single close human run footstep on dry leaves surface type, single asset 26



FOOT Step Human Sneaker Run Leaves 27.wav	00:00:01	DESIGNED, Single close human run footstep on dry leaves surface type, single asset 27
FOOT Step Human Sneaker Run Leaves 28.wav	00:00:01	DESIGNED, Single close human run footstep on dry leaves surface type, single asset 28
FOOT Step Human Sneaker Run Leaves 29.wav	00:00:01	DESIGNED, Single close human run footstep on dry leaves surface type, single asset 29
FOOT Step Human Sneaker Run Leaves 30.wav	00:00:01	DESIGNED, Single close human run footstep on dry leaves surface type, single asset 30
FOOT Step Human Sneaker Run Leaves Loop 01.wav	00:00:07	DESIGNED, Continous close human run sneaker footstep on leaves surface type, looping asset 01
FOOT Step Human Sneaker Run Leaves SET X30.wav	00:00:29	DESIGNED, Single close human run footstep on dry leaves surface type, SET of 30 assets
FOOT Step Human Sneaker Run Metal 01.wav	00:00:01	DESIGNED, Single close human run footstep on metal grate surface type, single asset 01
FOOT Step Human Sneaker Run Metal 02.wav	00:00:01	DESIGNED, Single close human run footstep on metal grate surface type, single asset 02
FOOT_Step_Human_Sneaker_Run_Metal_03.wav	00:00:01	DESIGNED, Single close human run footstep on metal grate surface type, single asset 03
FOOT_Step_Human_Sneaker_Run_Metal_04.wav	00:00:01	DESIGNED, Single close human run footstep on metal grate surface type, single asset 04
FOOT_Step_Human_Sneaker_Run_Metal_05.wav	00:00:01	DESIGNED, Single close human run footstep on metal grate surface type, single asset 05
FOOT_Step_Human_Sneaker_Run_Metal_06.wav	00:00:01	DESIGNED, Single close human run footstep on metal grate surface type, single asset 06
FOOT_Step_Human_Sneaker_Run_Metal_07.wav	00:00:01	DESIGNED, Single close human run footstep on metal grate surface type, single asset 07
FOOT_Step_Human_Sneaker_Run_Metal_08.wav	00:00:01	DESIGNED, Single close human run footstep on metal grate surface type, single asset 08
FOOT_Step_Human_Sneaker_Run_Metal_09.wav	00:00:01	DESIGNED, Single close human run footstep on metal grate surface type, single asset 09
FOOT_Step_Human_Sneaker_Run_Metal_10.wav	00:00:01	DESIGNED, Single close human run footstep on metal grate surface type, single asset 10
FOOT_Step_Human_Sneaker_Run_Metal_11.wav	00:00:01	DESIGNED, Single close human run footstep on metal grate surface type, single asset 11
FOOT_Step_Human_Sneaker_Run_Metal_12.wav	00:00:01	DESIGNED, Single close human run footstep on metal grate surface type, single asset 12
FOOT_Step_Human_Sneaker_Run_Metal_13.wav	00:00:01	DESIGNED, Single close human run footstep on metal grate surface type, single asset 13
FOOT_Step_Human_Sneaker_Run_Metal_14.wav	00:00:01	DESIGNED, Single close human run footstep on metal grate surface type, single asset 14
FOOT_Step_Human_Sneaker_Run_Metal_15.wav	00:00:01	DESIGNED, Single close human run footstep on metal grate surface type, single asset 15
FOOT_Step_Human_Sneaker_Run_Metal_16.wav	00:00:01	DESIGNED, Single close human run footstep on metal grate surface type, single asset 16
FOOT_Step_Human_Sneaker_Run_Metal_17.wav	00:00:01	DESIGNED, Single close human run footstep on metal grate surface type, single asset 17
FOOT_Step_Human_Sneaker_Run_Metal_18.wav	00:00:01	DESIGNED, Single close human run footstep on metal grate surface type, single asset 18
FOOT_Step_Human_Sneaker_Run_Metal_19.wav	00:00:01	DESIGNED, Single close human run footstep on metal grate surface type, single asset 19
FOOT_Step_Human_Sneaker_Run_Metal_20.wav	00:00:01	DESIGNED, Single close human run footstep on metal grate surface type, single asset 20
FOOT_Step_Human_Sneaker_Run_Metal_21.wav	00:00:01	DESIGNED, Single close human run footstep on metal grate surface type, single asset 21
FOOT_Step_Human_Sneaker_Run_Metal_22.wav	00:00:01	DESIGNED, Single close human run footstep on metal grate surface type, single asset 22
FOOT_Step_Human_Sneaker_Run_Metal_23.wav	00:00:01	DESIGNED, Single close human run footstep on metal grate surface type, single asset 23
FOOT_Step_Human_Sneaker_Run_Metal_24.wav	00:00:01	DESIGNED, Single close human run footstep on metal grate surface type, single asset 24
FOOT_Step_Human_Sneaker_Run_Metal_25.wav	00:00:01	DESIGNED, Single close human run footstep on metal grate surface type, single asset 25
FOOT_Step_Human_Sneaker_Run_Metal_26.wav	00:00:01	DESIGNED, Single close human run footstep on metal grate surface type, single asset 26
FOOT_Step_Human_Sneaker_Run_Metal_27.wav	00:00:01	DESIGNED, Single close human run footstep on metal grate surface type, single asset 27
FOOT_Step_Human_Sneaker_Run_Metal_28.wav	00:00:01	DESIGNED, Single close human run footstep on metal grate surface type, single asset 28
FOOT_Step_Human_Sneaker_Run_Metal_29.wav	00:00:01	DESIGNED, Single close human run footstep on metal grate surface type, single asset 29
FOOT_Step_Human_Sneaker_Run_Metal_30.wav	00:00:01	DESIGNED, Single close human run footstep on metal grate surface type, single asset 30
FOOT_Step_Human_Sneaker_Run_Metal_Loop_01.wav	00:00:07	DESIGNED, Continous close human run sneaker footstep on metal surface type, looping asset 01
FOOT_Step_Human_Sneaker_Run_Metal_SET_X30.wav	00:00:29	DESIGNED, Single close human run footstep on metal grate surface type, SET of 30 assets
FOOT_Step_Human_Sneaker_Run_Pebbles_01.wav	00:00:01	DESIGNED, Single close human run footstep on beach pebbles surface type, single asset 01
FOOT_Step_Human_Sneaker_Run_Pebbles_02.wav	00:00:01	DESIGNED, Single close human run footstep on beach pebbles surface type, single asset 02
FOOT_Step_Human_Sneaker_Run_Pebbles_03.wav	00:00:01	DESIGNED, Single close human run footstep on beach pebbles surface type, single asset 03



FOOT_Step_Human_Sneaker_Run_Pebbles_04.wav	00:00:01	DESIGNED, Single close human run footstep on beach pebbles surface type, single asset 04
FOOT_Step_Human_Sneaker_Run_Pebbles_05.wav	00:00:01	DESIGNED, Single close human run footstep on beach pebbles surface type, single asset 05
FOOT_Step_Human_Sneaker_Run_Pebbles_06.wav	00:00:01	DESIGNED, Single close human run footstep on beach pebbles surface type, single asset 06
FOOT_Step_Human_Sneaker_Run_Pebbles_07.wav	00:00:01	DESIGNED, Single close human run footstep on beach pebbles surface type, single asset 07
FOOT_Step_Human_Sneaker_Run_Pebbles_08.wav	00:00:01	DESIGNED, Single close human run footstep on beach pebbles surface type, single asset 08
FOOT_Step_Human_Sneaker_Run_Pebbles_09.wav	00:00:01	DESIGNED, Single close human run footstep on beach pebbles surface type, single asset 09
FOOT_Step_Human_Sneaker_Run_Pebbles_10.wav	00:00:01	DESIGNED, Single close human run footstep on beach pebbles surface type, single asset 10
FOOT_Step_Human_Sneaker_Run_Pebbles_11.wav	00:00:01	DESIGNED, Single close human run footstep on beach pebbles surface type, single asset 11
FOOT_Step_Human_Sneaker_Run_Pebbles_12.wav	00:00:01	DESIGNED, Single close human run footstep on beach pebbles surface type, single asset 12
FOOT_Step_Human_Sneaker_Run_Pebbles_13.wav	00:00:01	DESIGNED, Single close human run footstep on beach pebbles surface type, single asset 13
FOOT_Step_Human_Sneaker_Run_Pebbles_14.wav	00:00:01	DESIGNED, Single close human run footstep on beach pebbles surface type, single asset 14
FOOT_Step_Human_Sneaker_Run_Pebbles_15.wav	00:00:01	DESIGNED, Single close human run footstep on beach pebbles surface type, single asset 15
FOOT_Step_Human_Sneaker_Run_Pebbles_16.wav	00:00:01	DESIGNED, Single close human run footstep on beach pebbles surface type, single asset 16
FOOT_Step_Human_Sneaker_Run_Pebbles_17.wav	00:00:01	DESIGNED, Single close human run footstep on beach pebbles surface type, single asset 17
FOOT_Step_Human_Sneaker_Run_Pebbles_18.wav	00:00:01	DESIGNED, Single close human run footstep on beach pebbles surface type, single asset 18
FOOT_Step_Human_Sneaker_Run_Pebbles_19.wav	00:00:01	DESIGNED, Single close human run footstep on beach pebbles surface type, single asset 19
FOOT_Step_Human_Sneaker_Run_Pebbles_20.wav	00:00:01	DESIGNED, Single close human run footstep on beach pebbles surface type, single asset 20
FOOT_Step_Human_Sneaker_Run_Pebbles_21.wav	00:00:01	DESIGNED, Single close human run footstep on beach pebbles surface type, single asset 21
FOOT_Step_Human_Sneaker_Run_Pebbles_22.wav	00:00:01	DESIGNED, Single close human run footstep on beach pebbles surface type, single asset 22
FOOT_Step_Human_Sneaker_Run_Pebbles_23.wav	00:00:01	DESIGNED, Single close human run footstep on beach pebbles surface type, single asset 23
FOOT_Step_Human_Sneaker_Run_Pebbles_24.wav	00:00:01	DESIGNED, Single close human run footstep on beach pebbles surface type, single asset 24
FOOT_Step_Human_Sneaker_Run_Pebbles_25.wav	00:00:01	DESIGNED, Single close human run footstep on beach pebbles surface type, single asset 25
FOOT_Step_Human_Sneaker_Run_Pebbles_26.wav	00:00:01	DESIGNED, Single close human run footstep on beach pebbles surface type, single asset 26
FOOT_Step_Human_Sneaker_Run_Pebbles_27.wav	00:00:01	DESIGNED, Single close human run footstep on beach pebbles surface type, single asset 27
FOOT_Step_Human_Sneaker_Run_Pebbles_28.wav	00:00:01	DESIGNED, Single close human run footstep on beach pebbles surface type, single asset 28
FOOT_Step_Human_Sneaker_Run_Pebbles_29.wav	00:00:01	DESIGNED, Single close human run footstep on beach pebbles surface type, single asset 29
FOOT_Step_Human_Sneaker_Run_Pebbles_30.wav	00:00:01	DESIGNED, Single close human run footstep on beach pebbles surface type, single asset 30
FOOT_Step_Human_Sneaker_Run_Pebbles_Loop_01.wav	00:00:07	DESIGNED, Continous close human run sneaker footstep on pebbles surface type, looping asset 01
FOOT_Step_Human_Sneaker_Run_Pebbles_SET_X30.wav	00:00:29	DESIGNED, Single close human run footstep on beach pebbles surface type, SET of 30 assets
FOOT_Step_Human_Sneaker_Run_Rock_01.wav	00:00:01	DESIGNED, Single close human run foot step on solid rock surface type, single asset 01
FOOT_Step_Human_Sneaker_Run_Rock_02.wav	00:00:01	DESIGNED, Single close human run foot step on solid rock surface type, single asset 02
FOOT_Step_Human_Sneaker_Run_Rock_03.wav	00:00:01	DESIGNED, Single close human run foot step on solid rock surface type, single asset 03
FOOT_Step_Human_Sneaker_Run_Rock_04.wav	00:00:01	DESIGNED, Single close human run foot step on solid rock surface type, single asset 04
FOOT_Step_Human_Sneaker_Run_Rock_05.wav	00:00:01	DESIGNED, Single close human run foot step on solid rock surface type, single asset 05
FOOT_Step_Human_Sneaker_Run_Rock_06.wav	00:00:01	DESIGNED, Single close human run foot step on solid rock surface type, single asset 06
FOOT_Step_Human_Sneaker_Run_Rock_07.wav	00:00:01	DESIGNED, Single close human run foot step on solid rock surface type, single asset 07
FOOT_Step_Human_Sneaker_Run_Rock_08.wav	00:00:01	DESIGNED, Single close human run foot step on solid rock surface type, single asset 08
FOOT_Step_Human_Sneaker_Run_Rock_09.wav	00:00:01	DESIGNED, Single close human run foot step on solid rock surface type, single asset 09
FOOT_Step_Human_Sneaker_Run_Rock_10.wav	00:00:01	DESIGNED, Single close human run foot step on solid rock surface type, single asset 10
FOOT_Step_Human_Sneaker_Run_Rock_11.wav	00:00:01	DESIGNED, Single close human run foot step on solid rock surface type, single asset 11
FOOT_Step_Human_Sneaker_Run_Rock_12.wav	00:00:01	DESIGNED, Single close human run foot step on solid rock surface type, single asset 12



FOOT Step Human Sneaker Run Rock 13.wav	00:00:01	DESIGNED, Single close human run foot step on solid rock surface type, single asset 13
FOOT Step Human Sneaker Run Rock 14.wav	00:00:01	DESIGNED, Single close human run foot step on solid rock surface type, single asset 14
FOOT Step Human Sneaker Run Rock 15.wav	00:00:01	DESIGNED, Single close human run foot step on solid rock surface type, single asset 15
FOOT Step Human Sneaker Run Rock 16.wav	00:00:01	DESIGNED, Single close human run foot step on solid rock surface type, single asset 16
FOOT Step Human Sneaker Run Rock 17.wav	00:00:01	DESIGNED, Single close human run foot step on solid rock surface type, single asset 17
FOOT Step Human Sneaker Run Rock 18.wav	00:00:01	DESIGNED, Single close human run foot step on solid rock surface type, single asset 18
FOOT_Step_Human_Sneaker_Run_Rock_19.wav	00:00:01	DESIGNED, Single close human run foot step on solid rock surface type, single asset 19
FOOT_Step_Human_Sneaker_Run_Rock_20.wav	00:00:01	DESIGNED, Single close human run foot step on solid rock surface type, single asset 20
FOOT_Step_Human_Sneaker_Run_Rock_21.wav	00:00:01	DESIGNED, Single close human run foot step on solid rock surface type, single asset 21
FOOT_Step_Human_Sneaker_Run_Rock_22.wav	00:00:01	DESIGNED, Single close human run foot step on solid rock surface type, single asset 22
FOOT_Step_Human_Sneaker_Run_Rock_23.wav	00:00:01	DESIGNED, Single close human run foot step on solid rock surface type, single asset 23
FOOT_Step_Human_Sneaker_Run_Rock_24.wav	00:00:01	DESIGNED, Single close human run foot step on solid rock surface type, single asset 24
FOOT_Step_Human_Sneaker_Run_Rock_25.wav	00:00:01	DESIGNED, Single close human run foot step on solid rock surface type, single asset 25
FOOT_Step_Human_Sneaker_Run_Rock_26.wav	00:00:01	DESIGNED, Single close human run foot step on solid rock surface type, single asset 26
FOOT_Step_Human_Sneaker_Run_Rock_27.wav	00:00:01	DESIGNED, Single close human run foot step on solid rock surface type, single asset 27
FOOT_Step_Human_Sneaker_Run_Rock_28.wav	00:00:01	DESIGNED, Single close human run foot step on solid rock surface type, single asset 28
FOOT_Step_Human_Sneaker_Run_Rock_29.wav	00:00:01	DESIGNED, Single close human run foot step on solid rock surface type, single asset 29
FOOT_Step_Human_Sneaker_Run_Rock_30.wav	00:00:01	DESIGNED, Single close human run foot step on solid rock surface type, single asset 30
FOOT_Step_Human_Sneaker_Run_Rock_Loop_01.wav	00:00:07	DESIGNED, Continous close human run sneaker foot step on rock surface type, looping asset 01
FOOT_Step_Human_Sneaker_Run_Rock_SET_X30.wav	00:00:29	DESIGNED, Single close human run foot step on solid rock surface type, SET of 30 assets
FOOT_Step_Human_Sneaker_Run_Sand_01.wav	00:00:01	DESIGNED, Single close human run footstep on dry sand surface type, single asset 01
FOOT_Step_Human_Sneaker_Run_Sand_02.wav	00:00:01	DESIGNED, Single close human run footstep on dry sand surface type, single asset 02
FOOT_Step_Human_Sneaker_Run_Sand_03.wav	00:00:01	DESIGNED, Single close human run footstep on dry sand surface type, single asset 03
FOOT_Step_Human_Sneaker_Run_Sand_04.wav	00:00:01	DESIGNED, Single close human run footstep on dry sand surface type, single asset 04
FOOT_Step_Human_Sneaker_Run_Sand_05.wav	00:00:01	DESIGNED, Single close human run footstep on dry sand surface type, single asset 05
FOOT_Step_Human_Sneaker_Run_Sand_06.wav	00:00:01	DESIGNED, Single close human run footstep on dry sand surface type, single asset 06
FOOT_Step_Human_Sneaker_Run_Sand_07.wav	00:00:01	DESIGNED, Single close human run footstep on dry sand surface type, single asset 07
FOOT_Step_Human_Sneaker_Run_Sand_08.wav	00:00:01	DESIGNED, Single close human run footstep on dry sand surface type, single asset 08
FOOT_Step_Human_Sneaker_Run_Sand_09.wav	00:00:01	DESIGNED, Single close human run footstep on dry sand surface type, single asset 09
FOOT_Step_Human_Sneaker_Run_Sand_10.wav	00:00:01	DESIGNED, Single close human run footstep on dry sand surface type, single asset 10
FOOT_Step_Human_Sneaker_Run_Sand_11.wav	00:00:01	DESIGNED, Single close human run footstep on dry sand surface type, single asset 11
FOOT_Step_Human_Sneaker_Run_Sand_12.wav	00:00:01	DESIGNED, Single close human run footstep on dry sand surface type, single asset 12
FOOT_Step_Human_Sneaker_Run_Sand_13.wav	00:00:01	DESIGNED, Single close human run footstep on dry sand surface type, single asset 13
FOOT_Step_Human_Sneaker_Run_Sand_14.wav	00:00:01	DESIGNED, Single close human run footstep on dry sand surface type, single asset 14
FOOT_Step_Human_Sneaker_Run_Sand_15.wav	00:00:01	DESIGNED, Single close human run footstep on dry sand surface type, single asset 15
FOOT_Step_Human_Sneaker_Run_Sand_16.wav	00:00:01	DESIGNED, Single close human run footstep on dry sand surface type, single asset 16
FOOT_Step_Human_Sneaker_Run_Sand_17.wav	00:00:01	DESIGNED, Single close human run footstep on dry sand surface type, single asset 17
FOOT_Step_Human_Sneaker_Run_Sand_18.wav	00:00:01	DESIGNED, Single close human run footstep on dry sand surface type, single asset 18
FOOT_Step_Human_Sneaker_Run_Sand_19.wav	00:00:01	DESIGNED, Single close human run footstep on dry sand surface type, single asset 19
FOOT_Step_Human_Sneaker_Run_Sand_20.wav	00:00:01	DESIGNED, Single close human run footstep on dry sand surface type, single asset 20
FOOT_Step_Human_Sneaker_Run_Sand_21.wav	00:00:01	DESIGNED, Single close human run footstep on dry sand surface type, single asset 21



FOOT_Step_Human_Sneaker_Run_Sand_22.wav	00:00:01	DESIGNED, Single close human run footstep on dry sand surface type, single asset 22
FOOT_Step_Human_Sneaker_Run_Sand_23.wav	00:00:01	DESIGNED, Single close human run footstep on dry sand surface type, single asset 23
FOOT_Step_Human_Sneaker_Run_Sand_24.wav	00:00:01	DESIGNED, Single close human run footstep on dry sand surface type, single asset 24
FOOT_Step_Human_Sneaker_Run_Sand_25.wav	00:00:01	DESIGNED, Single close human run footstep on dry sand surface type, single asset 25
FOOT_Step_Human_Sneaker_Run_Sand_26.wav	00:00:01	DESIGNED, Single close human run footstep on dry sand surface type, single asset 26
FOOT_Step_Human_Sneaker_Run_Sand_27.wav	00:00:01	DESIGNED, Single close human run footstep on dry sand surface type, single asset 27
FOOT_Step_Human_Sneaker_Run_Sand_28.wav	00:00:01	DESIGNED, Single close human run footstep on dry sand surface type, single asset 28
FOOT_Step_Human_Sneaker_Run_Sand_29.wav	00:00:01	DESIGNED, Single close human run footstep on dry sand surface type, single asset 29
FOOT_Step_Human_Sneaker_Run_Sand_30.wav	00:00:01	DESIGNED, Single close human run footstep on dry sand surface type, single asset 30
FOOT_Step_Human_Sneaker_Run_Sand_Loop_01.wav	00:00:07	DESIGNED, Continous close human run sneaker footstep on sand surface type, looping asset 01
FOOT_Step_Human_Sneaker_Run_Sand_SET_X30.wav	00:00:29	DESIGNED, Single close human run footstep on dry sand surface type, SET of 30 assets
FOOT_Step_Human_Sneaker_Run_Snow_01.wav	00:00:01	DESIGNED, Single close human run footstep on crispy snow surface type, single asset 01
FOOT_Step_Human_Sneaker_Run_Snow_02.wav	00:00:01	DESIGNED, Single close human run footstep on crispy snow surface type, single asset 02
FOOT_Step_Human_Sneaker_Run_Snow_03.wav	00:00:01	DESIGNED, Single close human run footstep on crispy snow surface type, single asset 03
FOOT_Step_Human_Sneaker_Run_Snow_04.wav	00:00:01	DESIGNED, Single close human run footstep on crispy snow surface type, single asset 04
FOOT_Step_Human_Sneaker_Run_Snow_05.wav	00:00:01	DESIGNED, Single close human run footstep on crispy snow surface type, single asset 05
FOOT_Step_Human_Sneaker_Run_Snow_06.wav	00:00:01	DESIGNED, Single close human run footstep on crispy snow surface type, single asset 06
FOOT_Step_Human_Sneaker_Run_Snow_07.wav	00:00:01	DESIGNED, Single close human run footstep on crispy snow surface type, single asset 07
FOOT_Step_Human_Sneaker_Run_Snow_08.wav	00:00:01	DESIGNED, Single close human run footstep on crispy snow surface type, single asset 08
FOOT_Step_Human_Sneaker_Run_Snow_09.wav	00:00:01	DESIGNED, Single close human run footstep on crispy snow surface type, single asset 09
FOOT_Step_Human_Sneaker_Run_Snow_10.wav	00:00:01	DESIGNED, Single close human run footstep on crispy snow surface type, single asset 10
FOOT_Step_Human_Sneaker_Run_Snow_11.wav	00:00:01	DESIGNED, Single close human run footstep on crispy snow surface type, single asset 11
FOOT_Step_Human_Sneaker_Run_Snow_12.wav	00:00:01	DESIGNED, Single close human run footstep on crispy snow surface type, single asset 12
FOOT_Step_Human_Sneaker_Run_Snow_13.wav	00:00:01	DESIGNED, Single close human run footstep on crispy snow surface type, single asset 13
FOOT_Step_Human_Sneaker_Run_Snow_14.wav	00:00:01	DESIGNED, Single close human run footstep on crispy snow surface type, single asset 14
FOOT_Step_Human_Sneaker_Run_Snow_15.wav	00:00:01	DESIGNED, Single close human run footstep on crispy snow surface type, single asset 15
FOOT_Step_Human_Sneaker_Run_Snow_16.wav	00:00:01	DESIGNED, Single close human run footstep on crispy snow surface type, single asset 16
FOOT_Step_Human_Sneaker_Run_Snow_17.wav	00:00:01	DESIGNED, Single close human run footstep on crispy snow surface type, single asset 17
FOOT_Step_Human_Sneaker_Run_Snow_18.wav	00:00:01	DESIGNED, Single close human run footstep on crispy snow surface type, single asset 18
FOOT_Step_Human_Sneaker_Run_Snow_19.wav	00:00:01	DESIGNED, Single close human run footstep on crispy snow surface type, single asset 19
FOOT_Step_Human_Sneaker_Run_Snow_20.wav	00:00:01	DESIGNED, Single close human run footstep on crispy snow surface type, single asset 20
FOOT_Step_Human_Sneaker_Run_Snow_21.wav	00:00:01	DESIGNED, Single close human run footstep on crispy snow surface type, single asset 21
FOOT_Step_Human_Sneaker_Run_Snow_22.wav	00:00:01	DESIGNED, Single close human run footstep on crispy snow surface type, single asset 22
FOOT_Step_Human_Sneaker_Run_Snow_23.wav	00:00:01	DESIGNED, Single close human run footstep on crispy snow surface type, single asset 23
FOOT_Step_Human_Sneaker_Run_Snow_24.wav	00:00:01	DESIGNED, Single close human run footstep on crispy snow surface type, single asset 24
FOOT_Step_Human_Sneaker_Run_Snow_25.wav	00:00:01	DESIGNED, Single close human run footstep on crispy snow surface type, single asset 25
FOOT_Step_Human_Sneaker_Run_Snow_26.wav	00:00:01	DESIGNED, Single close human run footstep on crispy snow surface type, single asset 26
FOOT_Step_Human_Sneaker_Run_Snow_27.wav	00:00:01	DESIGNED, Single close human run footstep on crispy snow surface type, single asset 27
FOOT_Step_Human_Sneaker_Run_Snow_28.wav	00:00:01	DESIGNED, Single close human run footstep on crispy snow surface type, single asset 28
FOOT_Step_Human_Sneaker_Run_Snow_29.wav	00:00:01	DESIGNED, Single close human run footstep on crispy snow surface type, single asset 29
FOOT_Step_Human_Sneaker_Run_Snow_30.wav	00:00:01	DESIGNED, Single close human run footstep on crispy snow surface type, single asset 30



FOOT_Step_Human_Sneaker_Run_Snow_Loop_01.wav	00:00:07	DESIGNED, Continous close human run sneaker footstep on snow surface type, looping asset 01
FOOT_Step_Human_Sneaker_Run_Snow_SET_X30.wav	00:00:29	DESIGNED, Single close human run footstep on crispy snow surface type, SET of 30 assets
FOOT_Step_Human_Sneaker_Run_Undergrowth_01.wav	00:00:01	DESIGNED, Single close human run footstep on twigs and foliage surface type, single asset 01
FOOT_Step_Human_Sneaker_Run_Undergrowth_02.wav	00:00:01	DESIGNED, Single close human run footstep on twigs and foliage surface type, single asset 02
FOOT_Step_Human_Sneaker_Run_Undergrowth_03.wav	00:00:01	DESIGNED, Single close human run footstep on twigs and foliage surface type, single asset 03
FOOT_Step_Human_Sneaker_Run_Undergrowth_04.wav	00:00:01	DESIGNED, Single close human run footstep on twigs and foliage surface type, single asset 04
FOOT_Step_Human_Sneaker_Run_Undergrowth_05.wav	00:00:01	DESIGNED, Single close human run footstep on twigs and foliage surface type, single asset 05
FOOT_Step_Human_Sneaker_Run_Undergrowth_06.wav	00:00:01	DESIGNED, Single close human run footstep on twigs and foliage surface type, single asset 06
FOOT_Step_Human_Sneaker_Run_Undergrowth_07.wav	00:00:01	DESIGNED, Single close human run footstep on twigs and foliage surface type, single asset 07
FOOT_Step_Human_Sneaker_Run_Undergrowth_08.wav	00:00:01	DESIGNED, Single close human run footstep on twigs and foliage surface type, single asset 08
FOOT_Step_Human_Sneaker_Run_Undergrowth_09.wav	00:00:01	DESIGNED, Single close human run footstep on twigs and foliage surface type, single asset 09
FOOT_Step_Human_Sneaker_Run_Undergrowth_10.wav	00:00:01	DESIGNED, Single close human run footstep on twigs and foliage surface type, single asset 10
FOOT_Step_Human_Sneaker_Run_Undergrowth_11.wav	00:00:01	DESIGNED, Single close human run footstep on twigs and foliage surface type, single asset 11
FOOT_Step_Human_Sneaker_Run_Undergrowth_12.wav	00:00:01	DESIGNED, Single close human run footstep on twigs and foliage surface type, single asset 12
FOOT_Step_Human_Sneaker_Run_Undergrowth_13.wav	00:00:01	DESIGNED, Single close human run footstep on twigs and foliage surface type, single asset 13
FOOT_Step_Human_Sneaker_Run_Undergrowth_14.wav	00:00:01	DESIGNED, Single close human run footstep on twigs and foliage surface type, single asset 14
FOOT_Step_Human_Sneaker_Run_Undergrowth_15.wav	00:00:01	DESIGNED, Single close human run footstep on twigs and foliage surface type, single asset 15
FOOT_Step_Human_Sneaker_Run_Undergrowth_16.wav	00:00:01	DESIGNED, Single close human run footstep on twigs and foliage surface type, single asset 16
FOOT_Step_Human_Sneaker_Run_Undergrowth_17.wav	00:00:01	DESIGNED, Single close human run footstep on twigs and foliage surface type, single asset 17
FOOT_Step_Human_Sneaker_Run_Undergrowth_18.wav	00:00:01	DESIGNED, Single close human run footstep on twigs and foliage surface type, single asset 18
FOOT_Step_Human_Sneaker_Run_Undergrowth_19.wav	00:00:01	DESIGNED, Single close human run footstep on twigs and foliage surface type, single asset 19
FOOT_Step_Human_Sneaker_Run_Undergrowth_20.wav	00:00:01	DESIGNED, Single close human run footstep on twigs and foliage surface type, single asset 20
FOOT_Step_Human_Sneaker_Run_Undergrowth_21.wav	00:00:01	DESIGNED, Single close human run footstep on twigs and foliage surface type, single asset 21
FOOT_Step_Human_Sneaker_Run_Undergrowth_22.wav	00:00:01	DESIGNED, Single close human run footstep on twigs and foliage surface type, single asset 22
FOOT_Step_Human_Sneaker_Run_Undergrowth_23.wav	00:00:01	DESIGNED, Single close human run footstep on twigs and foliage surface type, single asset 23
FOOT_Step_Human_Sneaker_Run_Undergrowth_24.wav	00:00:01	DESIGNED, Single close human run footstep on twigs and foliage surface type, single asset 24
FOOT_Step_Human_Sneaker_Run_Undergrowth_25.wav	00:00:01	DESIGNED, Single close human run footstep on twigs and foliage surface type, single asset 25
FOOT_Step_Human_Sneaker_Run_Undergrowth_26.wav	00:00:01	DESIGNED, Single close human run footstep on twigs and foliage surface type, single asset 26
FOOT_Step_Human_Sneaker_Run_Undergrowth_27.wav	00:00:01	DESIGNED, Single close human run footstep on twigs and foliage surface type, single asset 27
FOOT_Step_Human_Sneaker_Run_Undergrowth_28.wav	00:00:01	DESIGNED, Single close human run footstep on twigs and foliage surface type, single asset 28
FOOT_Step_Human_Sneaker_Run_Undergrowth_29.wav	00:00:01	DESIGNED, Single close human run footstep on twigs and foliage surface type, single asset 29
FOOT_Step_Human_Sneaker_Run_Undergrowth_30.wav	00:00:01	DESIGNED, Single close human run footstep on twigs and foliage surface type, single asset 30
FOOT_Step_Human_Sneaker_Run_Undergrowth_Loop_01.wav	00:00:07	DESIGNED, Continous close human run sneaker footstep on undergrowth surface type, looping asset 01
FOOT_Step_Human_Sneaker_Run_Undergrowth_SET_X30.wav	00:00:29	DESIGNED, Single close human run footstep on twigs and foliage surface type, SET of 30 assets
FOOT_Step_Human_Sneaker_Run_Water_Loop_01.wav	00:00:07	DESIGNED, Continous close human run sneaker footstep on water surface type, looping asset 01
FOOT_Step_Human_Sneaker_Run_Wood_01.wav	00:00:01	DESIGNED, Single close human run footstep on wooden surface type, single asset 01
FOOT_Step_Human_Sneaker_Run_Wood_02.wav	00:00:01	DESIGNED, Single close human run footstep on wooden surface type, single asset 02
FOOT_Step_Human_Sneaker_Run_Wood_03.wav	00:00:01	DESIGNED, Single close human run footstep on wooden surface type, single asset 03
FOOT_Step_Human_Sneaker_Run_Wood_04.wav	00:00:01	DESIGNED, Single close human run footstep on wooden surface type, single asset 04
FOOT_Step_Human_Sneaker_Run_Wood_05.wav	00:00:01	DESIGNED, Single close human run footstep on wooden surface type, single asset 05
FOOT Step Human Sneaker Run Wood 06.wav	00:00:01	DESIGNED, Single close human run footstep on wooden surface type, single asset 06



FOOT_Step_Human_Sneaker_Run_Wood_07.wav	00:00:01	DESIGNED, Single close human run footstep on wooden surface type, single asset 07
FOOT_Step_Human_Sneaker_Run_Wood_08.wav	00:00:01	DESIGNED, Single close human run footstep on wooden surface type, single asset 08
FOOT_Step_Human_Sneaker_Run_Wood_09.wav	00:00:01	DESIGNED, Single close human run footstep on wooden surface type, single asset 09
FOOT_Step_Human_Sneaker_Run_Wood_10.wav	00:00:01	DESIGNED, Single close human run footstep on wooden surface type, single asset 10
FOOT_Step_Human_Sneaker_Run_Wood_11.wav	00:00:01	DESIGNED, Single close human run footstep on wooden surface type, single asset 11
FOOT_Step_Human_Sneaker_Run_Wood_12.wav	00:00:01	DESIGNED, Single close human run footstep on wooden surface type, single asset 12
FOOT_Step_Human_Sneaker_Run_Wood_13.wav	00:00:01	DESIGNED, Single close human run footstep on wooden surface type, single asset 13
FOOT_Step_Human_Sneaker_Run_Wood_14.wav	00:00:01	DESIGNED, Single close human run footstep on wooden surface type, single asset 14
FOOT_Step_Human_Sneaker_Run_Wood_15.wav	00:00:01	DESIGNED, Single close human run footstep on wooden surface type, single asset 15
FOOT_Step_Human_Sneaker_Run_Wood_16.wav	00:00:01	DESIGNED, Single close human run footstep on wooden surface type, single asset 16
FOOT_Step_Human_Sneaker_Run_Wood_17.wav	00:00:01	DESIGNED, Single close human run footstep on wooden surface type, single asset 17
FOOT_Step_Human_Sneaker_Run_Wood_18.wav	00:00:01	DESIGNED, Single close human run footstep on wooden surface type, single asset 18
FOOT_Step_Human_Sneaker_Run_Wood_19.wav	00:00:01	DESIGNED, Single close human run footstep on wooden surface type, single asset 19
FOOT_Step_Human_Sneaker_Run_Wood_20.wav	00:00:01	DESIGNED, Single close human run footstep on wooden surface type, single asset 20
FOOT_Step_Human_Sneaker_Run_Wood_21.wav	00:00:01	DESIGNED, Single close human run footstep on wooden surface type, single asset 21
FOOT_Step_Human_Sneaker_Run_Wood_22.wav	00:00:01	DESIGNED, Single close human run footstep on wooden surface type, single asset 22
FOOT_Step_Human_Sneaker_Run_Wood_23.wav	00:00:01	DESIGNED, Single close human run footstep on wooden surface type, single asset 23
FOOT_Step_Human_Sneaker_Run_Wood_24.wav	00:00:01	DESIGNED, Single close human run footstep on wooden surface type, single asset 24
FOOT_Step_Human_Sneaker_Run_Wood_25.wav	00:00:01	DESIGNED, Single close human run footstep on wooden surface type, single asset 25
FOOT_Step_Human_Sneaker_Run_Wood_26.wav	00:00:01	DESIGNED, Single close human run footstep on wooden surface type, single asset 26
FOOT_Step_Human_Sneaker_Run_Wood_27.wav	00:00:01	DESIGNED, Single close human run footstep on wooden surface type, single asset 27
FOOT_Step_Human_Sneaker_Run_Wood_28.wav	00:00:01	DESIGNED, Single close human run footstep on wooden surface type, single asset 28
FOOT_Step_Human_Sneaker_Run_Wood_29.wav	00:00:01	DESIGNED, Single close human run footstep on wooden surface type, single asset 29
FOOT_Step_Human_Sneaker_Run_Wood_30.wav	00:00:01	DESIGNED, Single close human run footstep on wooden surface type, single asset 30
FOOT_Step_Human_Sneaker_Run_Wood_Loop_01.wav	00:00:07	DESIGNED, Continous close human run sneaker footstep on wood surface type, looping asset 01
FOOT_Step_Human_Sneaker_Run_Wood_SET_X30.wav	00:00:29	DESIGNED, Single close human run footstep on wooden surface type, SET of 30 assets
FOOT_Step_Human_Sneaker_Walk_Concrete_01.wav	00:00:01	DESIGNED, Single close human walk footstep on solid concrete surface type, single asset 01
FOOT_Step_Human_Sneaker_Walk_Concrete_02.wav	00:00:01	DESIGNED, Single close human walk footstep on solid concrete surface type, single asset 02
FOOT_Step_Human_Sneaker_Walk_Concrete_03.wav	00:00:01	DESIGNED, Single close human walk footstep on solid concrete surface type, single asset 03
FOOT_Step_Human_Sneaker_Walk_Concrete_04.wav	00:00:01	DESIGNED, Single close human walk footstep on solid concrete surface type, single asset 04
FOOT_Step_Human_Sneaker_Walk_Concrete_05.wav	00:00:01	DESIGNED, Single close human walk footstep on solid concrete surface type, single asset 05
FOOT_Step_Human_Sneaker_Walk_Concrete_06.wav	00:00:01	DESIGNED, Single close human walk footstep on solid concrete surface type, single asset 06
FOOT_Step_Human_Sneaker_Walk_Concrete_07.wav	00:00:01	DESIGNED, Single close human walk footstep on solid concrete surface type, single asset 07
FOOT_Step_Human_Sneaker_Walk_Concrete_08.wav	00:00:01	DESIGNED, Single close human walk footstep on solid concrete surface type, single asset 08
FOOT_Step_Human_Sneaker_Walk_Concrete_09.wav	00:00:01	DESIGNED, Single close human walk footstep on solid concrete surface type, single asset 09
FOOT_Step_Human_Sneaker_Walk_Concrete_10.wav	00:00:01	DESIGNED, Single close human walk footstep on solid concrete surface type, single asset 10
FOOT_Step_Human_Sneaker_Walk_Concrete_11.wav	00:00:01	DESIGNED, Single close human walk footstep on solid concrete surface type, single asset 11
FOOT_Step_Human_Sneaker_Walk_Concrete_12.wav	00:00:01	DESIGNED, Single close human walk footstep on solid concrete surface type, single asset 12
FOOT_Step_Human_Sneaker_Walk_Concrete_13.wav	00:00:01	DESIGNED, Single close human walk footstep on solid concrete surface type, single asset 13
FOOT_Step_Human_Sneaker_Walk_Concrete_14.wav	00:00:01	DESIGNED, Single close human walk footstep on solid concrete surface type, single asset 14
FOOT_Step_Human_Sneaker_Walk_Concrete_15.wav	00:00:01	DESIGNED, Single close human walk footstep on solid concrete surface type, single asset 15



FOOT Step Human Sneaker Walk Concrete 16.wav	00:00:01	DESIGNED, Single close human walk footstep on solid concrete surface type, single asset 16
FOOT Step Human Sneaker Walk Concrete 17.wav	00:00:01	DESIGNED, Single close human walk footstep on solid concrete surface type, single asset 16 DESIGNED, Single close human walk footstep on solid concrete surface type, single asset 17
FOOT Step Human Sneaker Walk Concrete 18.way	00:00:01	DESIGNED, Single close human walk footstep on solid concrete surface type, single asset 17 DESIGNED, Single close human walk footstep on solid concrete surface type, single asset 18
FOOT Step Human Sneaker Walk Concrete 19.wav	00:00:01	DESIGNED, Single close human walk footstep on solid concrete surface type, single asset 19
FOOT Step Human Sneaker Walk Concrete 20.wav	00:00:01	DESIGNED, Single close human walk footstep on solid concrete surface type, single asset 19 DESIGNED, Single close human walk footstep on solid concrete surface type, single asset 20
	00:00:01	DESIGNED, Single close human walk footstep on solid concrete surface type, single asset 20 DESIGNED, Single close human walk footstep on solid concrete surface type, single asset 21
FOOT_Step_Human_Sneaker_Walk_Concrete_21.wav FOOT_Step_Human_Sneaker_Walk_Concrete_22.wav	00:00:01	DESIGNED, Single close human walk footstep on solid concrete surface type, single asset 21 DESIGNED, Single close human walk footstep on solid concrete surface type, single asset 22
FOOT Step Human Sneaker Walk Concrete 23.wav	00:00:01	DESIGNED, Single close human walk footstep on solid concrete surface type, single asset 22 DESIGNED, Single close human walk footstep on solid concrete surface type, single asset 23
FOOT Step Human Sneaker Walk Concrete 24.wav	00:00:01	DESIGNED, Single close human walk footstep on solid concrete surface type, single asset 25 DESIGNED, Single close human walk footstep on solid concrete surface type, single asset 24
FOOT Step Human Sneaker Walk Concrete 25.wav	00:00:01	DESIGNED, Single close human walk footstep on solid concrete surface type, single asset 24 DESIGNED, Single close human walk footstep on solid concrete surface type, single asset 25
FOOT Step Human Sneaker Walk Concrete 26.wav	00:00:01	DESIGNED, Single close human walk footstep on solid concrete surface type, single asset 25
FOOT Step Human Sneaker Walk Concrete 27.wav	00:00:01	DESIGNED, Single close human walk footstep on solid concrete surface type, single asset 26 DESIGNED, Single close human walk footstep on solid concrete surface type, single asset 27
	00:00:01	DESIGNED, Single close human walk footstep on solid concrete surface type, single asset 27 DESIGNED, Single close human walk footstep on solid concrete surface type, single asset 28
FOOT_Step_Human_Sneaker_Walk_Concrete_28.wav FOOT_Step_Human_Sneaker_Walk_Concrete_29.wav	00:00:01	DESIGNED, Single close human walk footstep on solid concrete surface type, single asset 28 DESIGNED, Single close human walk footstep on solid concrete surface type, single asset 29
	00:00:01	DESIGNED, Single close human walk footstep on solid concrete surface type, single asset 29 DESIGNED, Single close human walk footstep on solid concrete surface type, single asset 30
FOOT_Step_Human_Sneaker_Walk_Concrete_30.wav	00:00:01	, , ,
FOOT_Step_Human_Sneaker_Walk_Concrete_31.wav	1	DESIGNED, Single close human walk footstep on solid concrete surface type, single asset 31
FOOT_Step_Human_Sneaker_Walk_Concrete_Loop_01.wav	00:00:19	DESIGNED, Continuous close human walk sneaker footstep on concrete surface type, looping asset 01
FOOT_Step_Human_Sneaker_Walk_Concrete_SET_X30.wav	00:00:30	DESIGNED, Single close human walk footstep on solid concrete surface type, SET of 30 assets
FOOT_Step_Human_Sneaker_Walk_Grass_01.wav	00:00:01	DESIGNED, Single close human walk footstep on dry grass surface type, single asset 01
FOOT_Step_Human_Sneaker_Walk_Grass_02.wav	00:00:01	DESIGNED, Single close human walk footstep on dry grass surface type, single asset 02
FOOT_Step_Human_Sneaker_Walk_Grass_03.wav	00:00:01	DESIGNED, Single close human walk footstep on dry grass surface type, single asset 03
FOOT_Step_Human_Sneaker_Walk_Grass_04.wav	00:00:01	DESIGNED, Single close human walk footstep on dry grass surface type, single asset 04
FOOT_Step_Human_Sneaker_Walk_Grass_05.wav	00:00:01	DESIGNED, Single close human walk footstep on dry grass surface type, single asset 05
FOOT_Step_Human_Sneaker_Walk_Grass_06.wav	00:00:01	DESIGNED, Single close human walk footstep on dry grass surface type, single asset 06
FOOT_Step_Human_Sneaker_Walk_Grass_07.wav	00:00:01	DESIGNED, Single close human walk footstep on dry grass surface type, single asset 07
FOOT_Step_Human_Sneaker_Walk_Grass_08.wav	00:00:01	DESIGNED, Single close human walk footstep on dry grass surface type, single asset 08
FOOT_Step_Human_Sneaker_Walk_Grass_09.wav	00:00:01	DESIGNED, Single close human walk footstep on dry grass surface type, single asset 09
FOOT_Step_Human_Sneaker_Walk_Grass_10.wav	00:00:01	DESIGNED, Single close human walk footstep on dry grass surface type, single asset 10
FOOT_Step_Human_Sneaker_Walk_Grass_11.wav	00:00:01	DESIGNED, Single close human walk footstep on dry grass surface type, single asset 11
FOOT_Step_Human_Sneaker_Walk_Grass_12.wav	00:00:01	DESIGNED, Single close human walk footstep on dry grass surface type, single asset 12
FOOT_Step_Human_Sneaker_Walk_Grass_13.wav	00:00:01	DESIGNED, Single close human walk footstep on dry grass surface type, single asset 13
FOOT_Step_Human_Sneaker_Walk_Grass_14.wav	00:00:01	DESIGNED, Single close human walk footstep on dry grass surface type, single asset 14
FOOT_Step_Human_Sneaker_Walk_Grass_15.wav	00:00:01	DESIGNED, Single close human walk footstep on dry grass surface type, single asset 15
FOOT_Step_Human_Sneaker_Walk_Grass_16.wav	00:00:01	DESIGNED, Single close human walk footstep on dry grass surface type, single asset 16
FOOT_Step_Human_Sneaker_Walk_Grass_17.wav	00:00:01	DESIGNED, Single close human walk footstep on dry grass surface type, single asset 17
FOOT_Step_Human_Sneaker_Walk_Grass_18.wav	00:00:01	DESIGNED, Single close human walk footstep on dry grass surface type, single asset 18
FOOT_Step_Human_Sneaker_Walk_Grass_19.wav	00:00:01	DESIGNED, Single close human walk footstep on dry grass surface type, single asset 19
FOOT_Step_Human_Sneaker_Walk_Grass_20.wav	00:00:01	DESIGNED, Single close human walk footstep on dry grass surface type, single asset 20
FOOT_Step_Human_Sneaker_Walk_Grass_21.wav	00:00:01	DESIGNED, Single close human walk footstep on dry grass surface type, single asset 21
FOOT_Step_Human_Sneaker_Walk_Grass_22.wav	00:00:01	DESIGNED, Single close human walk footstep on dry grass surface type, single asset 22
FOOT_Step_Human_Sneaker_Walk_Grass_23.wav	00:00:01	DESIGNED, Single close human walk footstep on dry grass surface type, single asset 23



FOOT_Step_Human_Sneaker_Walk_Grass_24.wav	00:00:01	DESIGNED, Single close human walk footstep on dry grass surface type, single asset 24
FOOT_Step_Human_Sneaker_Walk_Grass_25.wav	00:00:01	DESIGNED, Single close human walk footstep on dry grass surface type, single asset 25
FOOT_Step_Human_Sneaker_Walk_Grass_26.wav	00:00:01	DESIGNED, Single close human walk footstep on dry grass surface type, single asset 26
FOOT_Step_Human_Sneaker_Walk_Grass_27.wav	00:00:01	DESIGNED, Single close human walk footstep on dry grass surface type, single asset 27
FOOT_Step_Human_Sneaker_Walk_Grass_28.wav	00:00:01	DESIGNED, Single close human walk footstep on dry grass surface type, single asset 28
FOOT_Step_Human_Sneaker_Walk_Grass_29.wav	00:00:01	DESIGNED, Single close human walk footstep on dry grass surface type, single asset 29
FOOT_Step_Human_Sneaker_Walk_Grass_30.wav	00:00:01	DESIGNED, Single close human walk footstep on dry grass surface type, single asset 30
FOOT_Step_Human_Sneaker_Walk_Grass_Dry_SET_X30.wav	00:00:29	DESIGNED, Single close human walk footstep on dry grass surface type, SET of 30 assets
FOOT_Step_Human_Sneaker_Walk_Grass_Loop_01.wav	00:00:19	DESIGNED, Continous close human walk sneaker footstep on grass surface type, looping asset 01
FOOT_Step_Human_Sneaker_Walk_Gravel_01.wav	00:00:01	DESIGNED, Single close human walk footstep on grit and gravel surface type, single asset 01
FOOT_Step_Human_Sneaker_Walk_Gravel_02.wav	00:00:01	DESIGNED, Single close human walk footstep on grit and gravel surface type, single asset 02
FOOT_Step_Human_Sneaker_Walk_Gravel_03.wav	00:00:01	DESIGNED, Single close human walk footstep on grit and gravel surface type, single asset 03
FOOT_Step_Human_Sneaker_Walk_Gravel_04.wav	00:00:01	DESIGNED, Single close human walk footstep on grit and gravel surface type, single asset 04
FOOT_Step_Human_Sneaker_Walk_Gravel_05.wav	00:00:01	DESIGNED, Single close human walk footstep on grit and gravel surface type, single asset 05
FOOT_Step_Human_Sneaker_Walk_Gravel_06.wav	00:00:01	DESIGNED, Single close human walk footstep on grit and gravel surface type, single asset 06
FOOT_Step_Human_Sneaker_Walk_Gravel_07.wav	00:00:01	DESIGNED, Single close human walk footstep on grit and gravel surface type, single asset 07
FOOT_Step_Human_Sneaker_Walk_Gravel_08.wav	00:00:01	DESIGNED, Single close human walk footstep on grit and gravel surface type, single asset 08
FOOT_Step_Human_Sneaker_Walk_Gravel_09.wav	00:00:01	DESIGNED, Single close human walk footstep on grit and gravel surface type, single asset 09
FOOT_Step_Human_Sneaker_Walk_Gravel_10.wav	00:00:01	DESIGNED, Single close human walk footstep on grit and gravel surface type, single asset 10
FOOT_Step_Human_Sneaker_Walk_Gravel_11.wav	00:00:01	DESIGNED, Single close human walk footstep on grit and gravel surface type, single asset 11
FOOT_Step_Human_Sneaker_Walk_Gravel_12.wav	00:00:01	DESIGNED, Single close human walk footstep on grit and gravel surface type, single asset 12
FOOT_Step_Human_Sneaker_Walk_Gravel_13.wav	00:00:01	DESIGNED, Single close human walk footstep on grit and gravel surface type, single asset 13
FOOT_Step_Human_Sneaker_Walk_Gravel_14.wav	00:00:01	DESIGNED, Single close human walk footstep on grit and gravel surface type, single asset 14
FOOT_Step_Human_Sneaker_Walk_Gravel_15.wav	00:00:01	DESIGNED, Single close human walk footstep on grit and gravel surface type, single asset 15
FOOT_Step_Human_Sneaker_Walk_Gravel_16.wav	00:00:01	DESIGNED, Single close human walk footstep on grit and gravel surface type, single asset 16
FOOT_Step_Human_Sneaker_Walk_Gravel_17.wav	00:00:01	DESIGNED, Single close human walk footstep on grit and gravel surface type, single asset 17
FOOT_Step_Human_Sneaker_Walk_Gravel_18.wav	00:00:01	DESIGNED, Single close human walk footstep on grit and gravel surface type, single asset 18
FOOT_Step_Human_Sneaker_Walk_Gravel_19.wav	00:00:01	DESIGNED, Single close human walk footstep on grit and gravel surface type, single asset 19
FOOT_Step_Human_Sneaker_Walk_Gravel_20.wav	00:00:01	DESIGNED, Single close human walk footstep on grit and gravel surface type, single asset 20
FOOT_Step_Human_Sneaker_Walk_Gravel_21.wav	00:00:01	DESIGNED, Single close human walk footstep on grit and gravel surface type, single asset 21
FOOT_Step_Human_Sneaker_Walk_Gravel_22.wav	00:00:01	DESIGNED, Single close human walk footstep on grit and gravel surface type, single asset 22
FOOT_Step_Human_Sneaker_Walk_Gravel_23.wav	00:00:01	DESIGNED, Single close human walk footstep on grit and gravel surface type, single asset 23
FOOT_Step_Human_Sneaker_Walk_Gravel_24.wav	00:00:01	DESIGNED, Single close human walk footstep on grit and gravel surface type, single asset 24
FOOT_Step_Human_Sneaker_Walk_Gravel_25.wav	00:00:01	DESIGNED, Single close human walk footstep on grit and gravel surface type, single asset 25
FOOT_Step_Human_Sneaker_Walk_Gravel_26.wav	00:00:01	DESIGNED, Single close human walk footstep on grit and gravel surface type, single asset 26
FOOT_Step_Human_Sneaker_Walk_Gravel_27.wav	00:00:01	DESIGNED, Single close human walk footstep on grit and gravel surface type, single asset 27
FOOT_Step_Human_Sneaker_Walk_Gravel_28.wav	00:00:01	DESIGNED, Single close human walk footstep on grit and gravel surface type, single asset 28
FOOT_Step_Human_Sneaker_Walk_Gravel_29.wav	00:00:01	DESIGNED, Single close human walk footstep on grit and gravel surface type, single asset 29
FOOT_Step_Human_Sneaker_Walk_Gravel_30.wav	00:00:01	DESIGNED, Single close human walk footstep on grit and gravel surface type, single asset 30
FOOT_Step_Human_Sneaker_Walk_Gravel_Loop_01.wav	00:00:19	DESIGNED, Continous close human walk sneaker footstep on gravel surface type, looping asset 01
FOOT_Step_Human_Sneaker_Walk_Gravel_SET_X30.wav	00:00:29	DESIGNED, Single close human walk footstep on grit and gravel surface type, SET of 30 assets



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FOOT_Step_Human_Sneaker_Walk_Leaves_01.wav	00:00:01	DESIGNED, Single close human walk footstep on dry leaves surface type, single asset 01
FOOT_Step_Human_Sneaker_Walk_Leaves_02.wav	00:00:01	DESIGNED, Single close human walk footstep on dry leaves surface type, single asset 02
FOOT_Step_Human_Sneaker_Walk_Leaves_03.wav	00:00:01	DESIGNED, Single close human walk footstep on dry leaves surface type, single asset 03
FOOT_Step_Human_Sneaker_Walk_Leaves_04.wav	00:00:01	DESIGNED, Single close human walk footstep on dry leaves surface type, single asset 04
FOOT_Step_Human_Sneaker_Walk_Leaves_05.wav	00:00:01	DESIGNED, Single close human walk footstep on dry leaves surface type, single asset 05
FOOT_Step_Human_Sneaker_Walk_Leaves_06.wav	00:00:01	DESIGNED, Single close human walk footstep on dry leaves surface type, single asset 06
FOOT_Step_Human_Sneaker_Walk_Leaves_07.wav	00:00:01	DESIGNED, Single close human walk footstep on dry leaves surface type, single asset 07
FOOT_Step_Human_Sneaker_Walk_Leaves_08.wav	00:00:01	DESIGNED, Single close human walk footstep on dry leaves surface type, single asset 08
FOOT_Step_Human_Sneaker_Walk_Leaves_09.wav	00:00:01	DESIGNED, Single close human walk footstep on dry leaves surface type, single asset 09
FOOT_Step_Human_Sneaker_Walk_Leaves_10.wav	00:00:01	DESIGNED, Single close human walk footstep on dry leaves surface type, single asset 10
FOOT_Step_Human_Sneaker_Walk_Leaves_11.wav	00:00:01	DESIGNED, Single close human walk footstep on dry leaves surface type, single asset 11
FOOT_Step_Human_Sneaker_Walk_Leaves_12.wav	00:00:01	DESIGNED, Single close human walk footstep on dry leaves surface type, single asset 12
FOOT_Step_Human_Sneaker_Walk_Leaves_13.wav	00:00:01	DESIGNED, Single close human walk footstep on dry leaves surface type, single asset 13
FOOT_Step_Human_Sneaker_Walk_Leaves_14.wav	00:00:01	DESIGNED, Single close human walk footstep on dry leaves surface type, single asset 14
FOOT_Step_Human_Sneaker_Walk_Leaves_15.wav	00:00:01	DESIGNED, Single close human walk footstep on dry leaves surface type, single asset 15
FOOT_Step_Human_Sneaker_Walk_Leaves_16.wav	00:00:01	DESIGNED, Single close human walk footstep on dry leaves surface type, single asset 16
FOOT_Step_Human_Sneaker_Walk_Leaves_17.wav	00:00:01	DESIGNED, Single close human walk footstep on dry leaves surface type, single asset 17
FOOT_Step_Human_Sneaker_Walk_Leaves_18.wav	00:00:01	DESIGNED, Single close human walk footstep on dry leaves surface type, single asset 18
FOOT_Step_Human_Sneaker_Walk_Leaves_19.wav	00:00:01	DESIGNED, Single close human walk footstep on dry leaves surface type, single asset 19
FOOT_Step_Human_Sneaker_Walk_Leaves_20.wav	00:00:01	DESIGNED, Single close human walk footstep on dry leaves surface type, single asset 20
FOOT_Step_Human_Sneaker_Walk_Leaves_21.wav	00:00:01	DESIGNED, Single close human walk footstep on dry leaves surface type, single asset 21
FOOT_Step_Human_Sneaker_Walk_Leaves_22.wav	00:00:01	DESIGNED, Single close human walk footstep on dry leaves surface type, single asset 22
FOOT_Step_Human_Sneaker_Walk_Leaves_23.wav	00:00:01	DESIGNED, Single close human walk footstep on dry leaves surface type, single asset 23
FOOT_Step_Human_Sneaker_Walk_Leaves_24.wav	00:00:01	DESIGNED, Single close human walk footstep on dry leaves surface type, single asset 24
FOOT_Step_Human_Sneaker_Walk_Leaves_25.wav	00:00:01	DESIGNED, Single close human walk footstep on dry leaves surface type, single asset 25
FOOT_Step_Human_Sneaker_Walk_Leaves_26.wav	00:00:01	DESIGNED, Single close human walk footstep on dry leaves surface type, single asset 26
FOOT_Step_Human_Sneaker_Walk_Leaves_27.wav	00:00:01	DESIGNED, Single close human walk footstep on dry leaves surface type, single asset 27
FOOT_Step_Human_Sneaker_Walk_Leaves_28.wav	00:00:01	DESIGNED, Single close human walk footstep on dry leaves surface type, single asset 28
FOOT_Step_Human_Sneaker_Walk_Leaves_29.wav	00:00:01	DESIGNED, Single close human walk footstep on dry leaves surface type, single asset 29
FOOT_Step_Human_Sneaker_Walk_Leaves_30.wav	00:00:01	DESIGNED, Single close human walk footstep on dry leaves surface type, single asset 30
FOOT_Step_Human_Sneaker_Walk_Leaves_Loop_01.wav	00:00:19	DESIGNED, Continous close human walk sneaker footstep on leaves surface type, looping asset 01
FOOT_Step_Human_Sneaker_Walk_Leaves_SET_X30.wav	00:00:29	DESIGNED, Single close human walk footstep on dry leaves surface type, SET of 30 assets
FOOT_Step_Human_Sneaker_Walk_Metal_01.wav	00:00:01	DESIGNED, Single close human walk footstep on metal grate surface type, single asset 01
FOOT_Step_Human_Sneaker_Walk_Metal_02.wav	00:00:01	DESIGNED, Single close human walk footstep on metal grate surface type, single asset 02
FOOT_Step_Human_Sneaker_Walk_Metal_03.wav	00:00:01	DESIGNED, Single close human walk footstep on metal grate surface type, single asset 03
FOOT_Step_Human_Sneaker_Walk_Metal_04.wav	00:00:01	DESIGNED, Single close human walk footstep on metal grate surface type, single asset 04
FOOT_Step_Human_Sneaker_Walk_Metal_05.wav	00:00:01	DESIGNED, Single close human walk footstep on metal grate surface type, single asset 05
FOOT_Step_Human_Sneaker_Walk_Metal_06.wav	00:00:01	DESIGNED, Single close human walk footstep on metal grate surface type, single asset 06
FOOT_Step_Human_Sneaker_Walk_Metal_07.wav	00:00:01	DESIGNED, Single close human walk footstep on metal grate surface type, single asset 07
FOOT_Step_Human_Sneaker_Walk_Metal_08.wav	00:00:01	DESIGNED, Single close human walk footstep on metal grate surface type, single asset 08
FOOT_Step_Human_Sneaker_Walk_Metal_09.wav	00:00:01	DESIGNED, Single close human walk footstep on metal grate surface type, single asset 09



FOOT_Step_Human_Sneaker_Walk_Metal_10.wav	00:00:01	DESIGNED, Single close human walk footstep on metal grate surface type, single asset 10
FOOT_Step_Human_Sneaker_Walk_Metal_11.wav	00:00:01	DESIGNED, Single close human walk footstep on metal grate surface type, single asset 11
FOOT_Step_Human_Sneaker_Walk_Metal_12.wav	00:00:01	DESIGNED, Single close human walk footstep on metal grate surface type, single asset 12
FOOT_Step_Human_Sneaker_Walk_Metal_13.wav	00:00:01	DESIGNED, Single close human walk footstep on metal grate surface type, single asset 13
FOOT_Step_Human_Sneaker_Walk_Metal_14.wav	00:00:01	DESIGNED, Single close human walk footstep on metal grate surface type, single asset 14
FOOT_Step_Human_Sneaker_Walk_Metal_15.wav	00:00:01	DESIGNED, Single close human walk footstep on metal grate surface type, single asset 15
FOOT_Step_Human_Sneaker_Walk_Metal_16.wav	00:00:01	DESIGNED, Single close human walk footstep on metal grate surface type, single asset 16
FOOT_Step_Human_Sneaker_Walk_Metal_17.wav	00:00:01	DESIGNED, Single close human walk footstep on metal grate surface type, single asset 17
FOOT_Step_Human_Sneaker_Walk_Metal_18.wav	00:00:01	DESIGNED, Single close human walk footstep on metal grate surface type, single asset 18
FOOT_Step_Human_Sneaker_Walk_Metal_19.wav	00:00:01	DESIGNED, Single close human walk footstep on metal grate surface type, single asset 19
FOOT_Step_Human_Sneaker_Walk_Metal_20.wav	00:00:01	DESIGNED, Single close human walk footstep on metal grate surface type, single asset 20
FOOT_Step_Human_Sneaker_Walk_Metal_21.wav	00:00:01	DESIGNED, Single close human walk footstep on metal grate surface type, single asset 21
FOOT_Step_Human_Sneaker_Walk_Metal_22.wav	00:00:01	DESIGNED, Single close human walk footstep on metal grate surface type, single asset 22
FOOT_Step_Human_Sneaker_Walk_Metal_23.wav	00:00:01	DESIGNED, Single close human walk footstep on metal grate surface type, single asset 23
FOOT_Step_Human_Sneaker_Walk_Metal_24.wav	00:00:01	DESIGNED, Single close human walk footstep on metal grate surface type, single asset 24
FOOT_Step_Human_Sneaker_Walk_Metal_25.wav	00:00:01	DESIGNED, Single close human walk footstep on metal grate surface type, single asset 25
FOOT_Step_Human_Sneaker_Walk_Metal_26.wav	00:00:01	DESIGNED, Single close human walk footstep on metal grate surface type, single asset 26
FOOT_Step_Human_Sneaker_Walk_Metal_27.wav	00:00:01	DESIGNED, Single close human walk footstep on metal grate surface type, single asset 27
FOOT_Step_Human_Sneaker_Walk_Metal_28.wav	00:00:01	DESIGNED, Single close human walk footstep on metal grate surface type, single asset 28
FOOT_Step_Human_Sneaker_Walk_Metal_29.wav	00:00:01	DESIGNED, Single close human walk footstep on metal grate surface type, single asset 29
FOOT_Step_Human_Sneaker_Walk_Metal_30.wav	00:00:01	DESIGNED, Single close human walk footstep on metal grate surface type, single asset 30
FOOT_Step_Human_Sneaker_Walk_Metal_Loop_01.wav	00:00:19	DESIGNED, Continous close human walk sneaker footstep on metal surface type, looping asset 01
FOOT_Step_Human_Sneaker_Walk_Metal_SET_X30.wav	00:00:29	DESIGNED, Single close human walk footstep on metal grate surface type, SET of 30 assets
FOOT_Step_Human_Sneaker_Walk_Pebbles_01.wav	00:00:01	DESIGNED, Single close human walk footstep on beach pebbles surface type, single asset 01
FOOT_Step_Human_Sneaker_Walk_Pebbles_02.wav	00:00:01	DESIGNED, Single close human walk footstep on beach pebbles surface type, single asset 02
FOOT_Step_Human_Sneaker_Walk_Pebbles_03.wav	00:00:01	DESIGNED, Single close human walk footstep on beach pebbles surface type, single asset 03
FOOT_Step_Human_Sneaker_Walk_Pebbles_04.wav	00:00:01	DESIGNED, Single close human walk footstep on beach pebbles surface type, single asset 04
FOOT_Step_Human_Sneaker_Walk_Pebbles_05.wav	00:00:01	DESIGNED, Single close human walk footstep on beach pebbles surface type, single asset 05
FOOT_Step_Human_Sneaker_Walk_Pebbles_06.wav	00:00:01	DESIGNED, Single close human walk footstep on beach pebbles surface type, single asset 06
FOOT_Step_Human_Sneaker_Walk_Pebbles_07.wav	00:00:01	DESIGNED, Single close human walk footstep on beach pebbles surface type, single asset 07
FOOT_Step_Human_Sneaker_Walk_Pebbles_08.wav	00:00:01	DESIGNED, Single close human walk footstep on beach pebbles surface type, single asset 08
FOOT_Step_Human_Sneaker_Walk_Pebbles_09.wav	00:00:01	DESIGNED, Single close human walk footstep on beach pebbles surface type, single asset 09
FOOT_Step_Human_Sneaker_Walk_Pebbles_10.wav	00:00:01	DESIGNED, Single close human walk footstep on beach pebbles surface type, single asset 10
FOOT_Step_Human_Sneaker_Walk_Pebbles_11.wav	00:00:01	DESIGNED, Single close human walk footstep on beach pebbles surface type, single asset 11
FOOT_Step_Human_Sneaker_Walk_Pebbles_12.wav	00:00:01	DESIGNED, Single close human walk footstep on beach pebbles surface type, single asset 12
FOOT_Step_Human_Sneaker_Walk_Pebbles_13.wav	00:00:01	DESIGNED, Single close human walk footstep on beach pebbles surface type, single asset 13
FOOT_Step_Human_Sneaker_Walk_Pebbles_14.wav	00:00:01	DESIGNED, Single close human walk footstep on beach pebbles surface type, single asset 14
FOOT_Step_Human_Sneaker_Walk_Pebbles_15.wav	00:00:01	DESIGNED, Single close human walk footstep on beach pebbles surface type, single asset 15
FOOT_Step_Human_Sneaker_Walk_Pebbles_16.wav	00:00:01	DESIGNED, Single close human walk footstep on beach pebbles surface type, single asset 16
FOOT_Step_Human_Sneaker_Walk_Pebbles_17.wav	00:00:01	DESIGNED, Single close human walk footstep on beach pebbles surface type, single asset 17
FOOT_Step_Human_Sneaker_Walk_Pebbles_18.wav	00:00:01	DESIGNED, Single close human walk footstep on beach pebbles surface type, single asset 18



00:00:01	DESIGNED, Single close human walk footstep on beach pebbles surface type, single asset 19
00:00:01	DESIGNED, Single close human walk footstep on beach pebbles surface type, single asset 20
00:00:01	DESIGNED, Single close human walk footstep on beach pebbles surface type, single asset 21
00:00:01	DESIGNED, Single close human walk footstep on beach pebbles surface type, single asset 22
00:00:01	DESIGNED, Single close human walk footstep on beach pebbles surface type, single asset 23
00:00:01	DESIGNED, Single close human walk footstep on beach pebbles surface type, single asset 24
00:00:01	DESIGNED, Single close human walk footstep on beach pebbles surface type, single asset 25
00:00:01	DESIGNED, Single close human walk footstep on beach pebbles surface type, single asset 26
00:00:01	DESIGNED, Single close human walk footstep on beach pebbles surface type, single asset 27
00:00:01	DESIGNED, Single close human walk footstep on beach pebbles surface type, single asset 28
00:00:01	DESIGNED, Single close human walk footstep on beach pebbles surface type, single asset 29
00:00:01	DESIGNED, Single close human walk footstep on beach pebbles surface type, single asset 30
00:00:19	DESIGNED, Continous close human walk sneaker footstep on pebbles surface type, looping asset 01
00:00:29	DESIGNED, Single close human walk footstep on beach pebbles surface type, SET of 30 assets
00:00:01	DESIGNED, Single close human walk foot step on solid rock surface type, single asset 01
00:00:01	DESIGNED, Single close human walk foot step on solid rock surface type, single asset 02
00:00:01	DESIGNED, Single close human walk foot step on solid rock surface type, single asset 03
00:00:01	DESIGNED, Single close human walk foot step on solid rock surface type, single asset 04
00:00:01	DESIGNED, Single close human walk foot step on solid rock surface type, single asset 05
00:00:01	DESIGNED, Single close human walk foot step on solid rock surface type, single asset 06
00:00:01	DESIGNED, Single close human walk foot step on solid rock surface type, single asset 07
00:00:01	DESIGNED, Single close human walk foot step on solid rock surface type, single asset 08
00:00:01	DESIGNED, Single close human walk foot step on solid rock surface type, single asset 09
00:00:01	DESIGNED, Single close human walk foot step on solid rock surface type, single asset 10
00:00:01	DESIGNED, Single close human walk foot step on solid rock surface type, single asset 11
00:00:01	DESIGNED, Single close human walk foot step on solid rock surface type, single asset 12
00:00:01	DESIGNED, Single close human walk foot step on solid rock surface type, single asset 13
00:00:01	DESIGNED, Single close human walk foot step on solid rock surface type, single asset 14
00:00:01	DESIGNED, Single close human walk foot step on solid rock surface type, single asset 15
00:00:01	DESIGNED, Single close human walk foot step on solid rock surface type, single asset 16
00:00:01	DESIGNED, Single close human walk foot step on solid rock surface type, single asset 17
00:00:01	DESIGNED, Single close human walk foot step on solid rock surface type, single asset 18
00:00:01	DESIGNED, Single close human walk foot step on solid rock surface type, single asset 19
00:00:01	DESIGNED, Single close human walk foot step on solid rock surface type, single asset 20
00:00:01	DESIGNED, Single close human walk foot step on solid rock surface type, single asset 21
00:00:01	DESIGNED, Single close human walk foot step on solid rock surface type, single asset 22
00:00:01	DESIGNED, Single close human walk foot step on solid rock surface type, single asset 23
00:00:01	DESIGNED, Single close human walk foot step on solid rock surface type, single asset 24
00:00:01	DESIGNED, Single close human walk foot step on solid rock surface type, single asset 25
00:00:01	DESIGNED, Single close human walk foot step on solid rock surface type, single asset 26
00:00:01	DESIGNED, Single close human walk foot step on solid rock surface type, single asset 27
	00:00:01 00:00:01



FOOT_Step_Human_Sneaker_Walk_Rock_28.wav	00:00:01	DESIGNED, Single close human walk foot step on solid rock surface type, single asset 28
FOOT_Step_Human_Sneaker_Walk_Rock_29.wav	00:00:01	DESIGNED, Single close human walk foot step on solid rock surface type, single asset 29
FOOT_Step_Human_Sneaker_Walk_Rock_30.wav	00:00:01	DESIGNED, Single close human walk foot step on solid rock surface type, single asset 30
FOOT_Step_Human_Sneaker_Walk_Rock_Loop_01.wav	00:00:19	DESIGNED, Continous close human walk sneaker foot step on rock surface type, looping asset 01
FOOT_Step_Human_Sneaker_Walk_Rock_SET_X30.wav	00:00:29	DESIGNED, Single close human walk foot step on solid rock surface type, SET of 30 assets
FOOT_Step_Human_Sneaker_Walk_Sand_01.wav	00:00:01	DESIGNED, Single close human walk footstep on dry sand surface type, single asset 01
FOOT_Step_Human_Sneaker_Walk_Sand_02.wav	00:00:01	DESIGNED, Single close human walk footstep on dry sand surface type, single asset 02
FOOT_Step_Human_Sneaker_Walk_Sand_03.wav	00:00:01	DESIGNED, Single close human walk footstep on dry sand surface type, single asset 03
FOOT_Step_Human_Sneaker_Walk_Sand_04.wav	00:00:01	DESIGNED, Single close human walk footstep on dry sand surface type, single asset 04
FOOT_Step_Human_Sneaker_Walk_Sand_05.wav	00:00:01	DESIGNED, Single close human walk footstep on dry sand surface type, single asset 05
FOOT_Step_Human_Sneaker_Walk_Sand_06.wav	00:00:01	DESIGNED, Single close human walk footstep on dry sand surface type, single asset 06
FOOT_Step_Human_Sneaker_Walk_Sand_07.wav	00:00:01	DESIGNED, Single close human walk footstep on dry sand surface type, single asset 07
FOOT_Step_Human_Sneaker_Walk_Sand_08.wav	00:00:01	DESIGNED, Single close human walk footstep on dry sand surface type, single asset 08
FOOT_Step_Human_Sneaker_Walk_Sand_09.wav	00:00:01	DESIGNED, Single close human walk footstep on dry sand surface type, single asset 09
FOOT_Step_Human_Sneaker_Walk_Sand_10.wav	00:00:01	DESIGNED, Single close human walk footstep on dry sand surface type, single asset 10
FOOT_Step_Human_Sneaker_Walk_Sand_11.wav	00:00:01	DESIGNED, Single close human walk footstep on dry sand surface type, single asset 11
FOOT_Step_Human_Sneaker_Walk_Sand_12.wav	00:00:01	DESIGNED, Single close human walk footstep on dry sand surface type, single asset 12
FOOT_Step_Human_Sneaker_Walk_Sand_13.wav	00:00:01	DESIGNED, Single close human walk footstep on dry sand surface type, single asset 13
FOOT_Step_Human_Sneaker_Walk_Sand_14.wav	00:00:01	DESIGNED, Single close human walk footstep on dry sand surface type, single asset 14
FOOT_Step_Human_Sneaker_Walk_Sand_15.wav	00:00:01	DESIGNED, Single close human walk footstep on dry sand surface type, single asset 15
FOOT_Step_Human_Sneaker_Walk_Sand_16.wav	00:00:01	DESIGNED, Single close human walk footstep on dry sand surface type, single asset 16
FOOT_Step_Human_Sneaker_Walk_Sand_17.wav	00:00:01	DESIGNED, Single close human walk footstep on dry sand surface type, single asset 17
FOOT_Step_Human_Sneaker_Walk_Sand_18.wav	00:00:01	DESIGNED, Single close human walk footstep on dry sand surface type, single asset 18
FOOT_Step_Human_Sneaker_Walk_Sand_19.wav	00:00:01	DESIGNED, Single close human walk footstep on dry sand surface type, single asset 19
FOOT_Step_Human_Sneaker_Walk_Sand_20.wav	00:00:01	DESIGNED, Single close human walk footstep on dry sand surface type, single asset 20
FOOT_Step_Human_Sneaker_Walk_Sand_21.wav	00:00:01	DESIGNED, Single close human walk footstep on dry sand surface type, single asset 21
FOOT_Step_Human_Sneaker_Walk_Sand_22.wav	00:00:01	DESIGNED, Single close human walk footstep on dry sand surface type, single asset 22
FOOT_Step_Human_Sneaker_Walk_Sand_23.wav	00:00:01	DESIGNED, Single close human walk footstep on dry sand surface type, single asset 23
FOOT_Step_Human_Sneaker_Walk_Sand_24.wav	00:00:01	DESIGNED, Single close human walk footstep on dry sand surface type, single asset 24
FOOT_Step_Human_Sneaker_Walk_Sand_25.wav	00:00:01	DESIGNED, Single close human walk footstep on dry sand surface type, single asset 25
FOOT_Step_Human_Sneaker_Walk_Sand_26.wav	00:00:01	DESIGNED, Single close human walk footstep on dry sand surface type, single asset 26
FOOT_Step_Human_Sneaker_Walk_Sand_27.wav	00:00:01	DESIGNED, Single close human walk footstep on dry sand surface type, single asset 27
FOOT_Step_Human_Sneaker_Walk_Sand_28.wav	00:00:01	DESIGNED, Single close human walk footstep on dry sand surface type, single asset 28
FOOT_Step_Human_Sneaker_Walk_Sand_29.wav	00:00:01	DESIGNED, Single close human walk footstep on dry sand surface type, single asset 29
FOOT_Step_Human_Sneaker_Walk_Sand_30.wav	00:00:01	DESIGNED, Single close human walk footstep on dry sand surface type, single asset 30
FOOT_Step_Human_Sneaker_Walk_Sand_Loop_01.wav	00:00:19	DESIGNED, Continous close human walk sneaker footstep on sand surface type, looping asset 01
FOOT_Step_Human_Sneaker_Walk_Sand_SET_X30.wav	00:00:29	DESIGNED, Single close human walk footstep on dry sand surface type, SET of 30 assets
FOOT_Step_Human_Sneaker_Walk_Snow_01.wav	00:00:01	DESIGNED, Single close human walk footstep on crispy snow surface type, single asset 01
FOOT_Step_Human_Sneaker_Walk_Snow_02.wav	00:00:01	DESIGNED, Single close human walk footstep on crispy snow surface type, single asset 02
FOOT_Step_Human_Sneaker_Walk_Snow_03.wav	00:00:01	DESIGNED, Single close human walk footstep on crispy snow surface type, single asset 03
FOOT_Step_Human_Sneaker_Walk_Snow_04.wav	00:00:01	DESIGNED, Single close human walk footstep on crispy snow surface type, single asset 04



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FOOT_Step_Human_Sneaker_Walk_Snow_05.wav	00:00:01	DESIGNED, Single close human walk footstep on crispy snow surface type, single asset 05
FOOT_Step_Human_Sneaker_Walk_Snow_06.wav	00:00:01	DESIGNED, Single close human walk footstep on crispy snow surface type, single asset 06
FOOT_Step_Human_Sneaker_Walk_Snow_07.wav	00:00:01	DESIGNED, Single close human walk footstep on crispy snow surface type, single asset 07
FOOT_Step_Human_Sneaker_Walk_Snow_08.wav	00:00:01	DESIGNED, Single close human walk footstep on crispy snow surface type, single asset 08
FOOT_Step_Human_Sneaker_Walk_Snow_09.wav	00:00:01	DESIGNED, Single close human walk footstep on crispy snow surface type, single asset 09
FOOT_Step_Human_Sneaker_Walk_Snow_10.wav	00:00:01	DESIGNED, Single close human walk footstep on crispy snow surface type, single asset 10
FOOT_Step_Human_Sneaker_Walk_Snow_11.wav	00:00:01	DESIGNED, Single close human walk footstep on crispy snow surface type, single asset 11
FOOT_Step_Human_Sneaker_Walk_Snow_12.wav	00:00:01	DESIGNED, Single close human walk footstep on crispy snow surface type, single asset 12
FOOT_Step_Human_Sneaker_Walk_Snow_13.wav	00:00:01	DESIGNED, Single close human walk footstep on crispy snow surface type, single asset 13
FOOT_Step_Human_Sneaker_Walk_Snow_14.wav	00:00:01	DESIGNED, Single close human walk footstep on crispy snow surface type, single asset 14
FOOT_Step_Human_Sneaker_Walk_Snow_15.wav	00:00:01	DESIGNED, Single close human walk footstep on crispy snow surface type, single asset 15
FOOT_Step_Human_Sneaker_Walk_Snow_16.wav	00:00:01	DESIGNED, Single close human walk footstep on crispy snow surface type, single asset 16
FOOT_Step_Human_Sneaker_Walk_Snow_17.wav	00:00:01	DESIGNED, Single close human walk footstep on crispy snow surface type, single asset 17
FOOT_Step_Human_Sneaker_Walk_Snow_18.wav	00:00:01	DESIGNED, Single close human walk footstep on crispy snow surface type, single asset 18
FOOT_Step_Human_Sneaker_Walk_Snow_19.wav	00:00:01	DESIGNED, Single close human walk footstep on crispy snow surface type, single asset 19
FOOT_Step_Human_Sneaker_Walk_Snow_20.wav	00:00:01	DESIGNED, Single close human walk footstep on crispy snow surface type, single asset 20
FOOT_Step_Human_Sneaker_Walk_Snow_21.wav	00:00:01	DESIGNED, Single close human walk footstep on crispy snow surface type, single asset 21
FOOT_Step_Human_Sneaker_Walk_Snow_22.wav	00:00:01	DESIGNED, Single close human walk footstep on crispy snow surface type, single asset 22
FOOT_Step_Human_Sneaker_Walk_Snow_23.wav	00:00:01	DESIGNED, Single close human walk footstep on crispy snow surface type, single asset 23
FOOT_Step_Human_Sneaker_Walk_Snow_24.wav	00:00:01	DESIGNED, Single close human walk footstep on crispy snow surface type, single asset 24
FOOT_Step_Human_Sneaker_Walk_Snow_25.wav	00:00:01	DESIGNED, Single close human walk footstep on crispy snow surface type, single asset 25
FOOT_Step_Human_Sneaker_Walk_Snow_26.wav	00:00:01	DESIGNED, Single close human walk footstep on crispy snow surface type, single asset 26
FOOT_Step_Human_Sneaker_Walk_Snow_27.wav	00:00:01	DESIGNED, Single close human walk footstep on crispy snow surface type, single asset 27
FOOT_Step_Human_Sneaker_Walk_Snow_28.wav	00:00:01	DESIGNED, Single close human walk footstep on crispy snow surface type, single asset 28
FOOT_Step_Human_Sneaker_Walk_Snow_29.wav	00:00:01	DESIGNED, Single close human walk footstep on crispy snow surface type, single asset 29
FOOT_Step_Human_Sneaker_Walk_Snow_30.wav	00:00:01	DESIGNED, Single close human walk footstep on crispy snow surface type, single asset 30
FOOT_Step_Human_Sneaker_Walk_Snow_Loop_01.wav	00:00:19	DESIGNED, Continous close human walk sneaker footstep on snow surface type, looping asset 01
FOOT_Step_Human_Sneaker_Walk_Snow_SET_X30.wav	00:00:29	DESIGNED, Single close human walk footstep on crispy snow surface type, SET of 30 assets
FOOT_Step_Human_Sneaker_Walk_Undergrowth_01.wav	00:00:01	DESIGNED, Single close human walk footstep on twigs and foliage surface type, single asset 01
FOOT_Step_Human_Sneaker_Walk_Undergrowth_02.wav	00:00:01	DESIGNED, Single close human walk footstep on twigs and foliage surface type, single asset 02
FOOT_Step_Human_Sneaker_Walk_Undergrowth_03.wav	00:00:01	DESIGNED, Single close human walk footstep on twigs and foliage surface type, single asset 03
FOOT_Step_Human_Sneaker_Walk_Undergrowth_04.wav	00:00:01	DESIGNED, Single close human walk footstep on twigs and foliage surface type, single asset 04
FOOT_Step_Human_Sneaker_Walk_Undergrowth_05.wav	00:00:01	DESIGNED, Single close human walk footstep on twigs and foliage surface type, single asset 05
FOOT_Step_Human_Sneaker_Walk_Undergrowth_06.wav	00:00:01	DESIGNED, Single close human walk footstep on twigs and foliage surface type, single asset 06
FOOT_Step_Human_Sneaker_Walk_Undergrowth_07.wav	00:00:01	DESIGNED, Single close human walk footstep on twigs and foliage surface type, single asset 07
FOOT_Step_Human_Sneaker_Walk_Undergrowth_08.wav	00:00:01	DESIGNED, Single close human walk footstep on twigs and foliage surface type, single asset 08
FOOT_Step_Human_Sneaker_Walk_Undergrowth_09.wav	00:00:01	DESIGNED, Single close human walk footstep on twigs and foliage surface type, single asset 09
FOOT_Step_Human_Sneaker_Walk_Undergrowth_10.wav	00:00:01	DESIGNED, Single close human walk footstep on twigs and foliage surface type, single asset 10
FOOT_Step_Human_Sneaker_Walk_Undergrowth_11.wav	00:00:01	DESIGNED, Single close human walk footstep on twigs and foliage surface type, single asset 11
FOOT_Step_Human_Sneaker_Walk_Undergrowth_12.wav	00:00:01	DESIGNED, Single close human walk footstep on twigs and foliage surface type, single asset 12
FOOT_Step_Human_Sneaker_Walk_Undergrowth_13.wav	00:00:01	DESIGNED, Single close human walk footstep on twigs and foliage surface type, single asset 13
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FOOT_Step_Human_Sneaker_Walk_Undergrowth_14.wav	00:00:01	DESIGNED, Single close human walk footstep on twigs and foliage surface type, single asset 14
FOOT_Step_Human_Sneaker_Walk_Undergrowth_15.wav	00:00:01	DESIGNED, Single close human walk footstep on twigs and foliage surface type, single asset 15
FOOT_Step_Human_Sneaker_Walk_Undergrowth_16.wav	00:00:01	DESIGNED, Single close human walk footstep on twigs and foliage surface type, single asset 16
FOOT_Step_Human_Sneaker_Walk_Undergrowth_17.wav	00:00:01	DESIGNED, Single close human walk footstep on twigs and foliage surface type, single asset 17
FOOT_Step_Human_Sneaker_Walk_Undergrowth_18.wav	00:00:01	DESIGNED, Single close human walk footstep on twigs and foliage surface type, single asset 18
FOOT_Step_Human_Sneaker_Walk_Undergrowth_19.wav	00:00:01	DESIGNED, Single close human walk footstep on twigs and foliage surface type, single asset 19
FOOT_Step_Human_Sneaker_Walk_Undergrowth_20.wav	00:00:01	DESIGNED, Single close human walk footstep on twigs and foliage surface type, single asset 20
FOOT_Step_Human_Sneaker_Walk_Undergrowth_21.wav	00:00:01	DESIGNED, Single close human walk footstep on twigs and foliage surface type, single asset 21
FOOT_Step_Human_Sneaker_Walk_Undergrowth_22.wav	00:00:01	DESIGNED, Single close human walk footstep on twigs and foliage surface type, single asset 22
FOOT_Step_Human_Sneaker_Walk_Undergrowth_23.wav	00:00:01	DESIGNED, Single close human walk footstep on twigs and foliage surface type, single asset 23
FOOT_Step_Human_Sneaker_Walk_Undergrowth_24.wav	00:00:01	DESIGNED, Single close human walk footstep on twigs and foliage surface type, single asset 24
FOOT_Step_Human_Sneaker_Walk_Undergrowth_25.wav	00:00:01	DESIGNED, Single close human walk footstep on twigs and foliage surface type, single asset 25
FOOT_Step_Human_Sneaker_Walk_Undergrowth_26.wav	00:00:01	DESIGNED, Single close human walk footstep on twigs and foliage surface type, single asset 26
FOOT_Step_Human_Sneaker_Walk_Undergrowth_27.wav	00:00:01	DESIGNED, Single close human walk footstep on twigs and foliage surface type, single asset 27
FOOT_Step_Human_Sneaker_Walk_Undergrowth_28.wav	00:00:01	DESIGNED, Single close human walk footstep on twigs and foliage surface type, single asset 28
FOOT_Step_Human_Sneaker_Walk_Undergrowth_29.wav	00:00:01	DESIGNED, Single close human walk footstep on twigs and foliage surface type, single asset 29
FOOT_Step_Human_Sneaker_Walk_Undergrowth_30.wav	00:00:01	DESIGNED, Single close human walk footstep on twigs and foliage surface type, single asset 30
FOOT_Step_Human_Sneaker_Walk_Undergrowth_Loop_01.wav	00:00:19	DESIGNED, Continous close human walk sneaker footstep on undergrowth surface type, looping asset 01
FOOT_Step_Human_Sneaker_Walk_Undergrowth_SET_X30.wav	00:00:29	DESIGNED, Single close human walk footstep on twigs and foliage surface type, SET of 30 assets
FOOT_Step_Human_Sneaker_Walk_Water_Loop_01.wav	00:00:19	DESIGNED, Continous close human walk sneaker footstep on water surface type, looping asset 01
FOOT_Step_Human_Sneaker_Walk_Water_SET_X15.wav	00:00:31	DESIGNED, Single close human generic footstep on shallow water surface type, SET of 30 assets
FOOT_Step_Human_Sneaker_Walk_Wood_01.wav	00:00:01	DESIGNED, Single close human walk footstep on wooden surface type, single asset 01
FOOT_Step_Human_Sneaker_Walk_Wood_02.wav	00:00:01	DESIGNED, Single close human walk footstep on wooden surface type, single asset 02
FOOT_Step_Human_Sneaker_Walk_Wood_03.wav	00:00:01	DESIGNED, Single close human walk footstep on wooden surface type, single asset 03
FOOT_Step_Human_Sneaker_Walk_Wood_04.wav	00:00:01	DESIGNED, Single close human walk footstep on wooden surface type, single asset 04
FOOT_Step_Human_Sneaker_Walk_Wood_05.wav	00:00:01	DESIGNED, Single close human walk footstep on wooden surface type, single asset 05
FOOT_Step_Human_Sneaker_Walk_Wood_06.wav	00:00:01	DESIGNED, Single close human walk footstep on wooden surface type, single asset 06
FOOT_Step_Human_Sneaker_Walk_Wood_07.wav	00:00:01	DESIGNED, Single close human walk footstep on wooden surface type, single asset 07
FOOT_Step_Human_Sneaker_Walk_Wood_08.wav	00:00:01	DESIGNED, Single close human walk footstep on wooden surface type, single asset 08
FOOT_Step_Human_Sneaker_Walk_Wood_09.wav	00:00:01	DESIGNED, Single close human walk footstep on wooden surface type, single asset 09
FOOT_Step_Human_Sneaker_Walk_Wood_10.wav	00:00:01	DESIGNED, Single close human walk footstep on wooden surface type, single asset 10
FOOT_Step_Human_Sneaker_Walk_Wood_11.wav	00:00:01	DESIGNED, Single close human walk footstep on wooden surface type, single asset 11
FOOT_Step_Human_Sneaker_Walk_Wood_12.wav	00:00:01	DESIGNED, Single close human walk footstep on wooden surface type, single asset 12
FOOT_Step_Human_Sneaker_Walk_Wood_13.wav	00:00:01	DESIGNED, Single close human walk footstep on wooden surface type, single asset 13
FOOT_Step_Human_Sneaker_Walk_Wood_14.wav	00:00:01	DESIGNED, Single close human walk footstep on wooden surface type, single asset 14
FOOT_Step_Human_Sneaker_Walk_Wood_15.wav	00:00:01	DESIGNED, Single close human walk footstep on wooden surface type, single asset 15
FOOT_Step_Human_Sneaker_Walk_Wood_16.wav	00:00:01	DESIGNED, Single close human walk footstep on wooden surface type, single asset 16
FOOT_Step_Human_Sneaker_Walk_Wood_17.wav	00:00:01	DESIGNED, Single close human walk footstep on wooden surface type, single asset 17
FOOT_Step_Human_Sneaker_Walk_Wood_18.wav	00:00:01	DESIGNED, Single close human walk footstep on wooden surface type, single asset 18
FOOT_Step_Human_Sneaker_Walk_Wood_19.wav	00:00:01	DESIGNED, Single close human walk footstep on wooden surface type, single asset 19
FOOT_Step_Human_Sneaker_Walk_Wood_20.wav	00:00:01	DESIGNED, Single close human walk footstep on wooden surface type, single asset 20



FOOT_Step_Human_Sneaker_Walk_Wood_21.wav	00:00:01	DESIGNED, Single close human walk footstep on wooden surface type, single asset 21
FOOT_Step_Human_Sneaker_Walk_Wood_22.wav	00:00:01	DESIGNED, Single close human walk footstep on wooden surface type, single asset 22
FOOT_Step_Human_Sneaker_Walk_Wood_23.wav	00:00:01	DESIGNED, Single close human walk footstep on wooden surface type, single asset 23
FOOT_Step_Human_Sneaker_Walk_Wood_24.wav	00:00:01	DESIGNED, Single close human walk footstep on wooden surface type, single asset 24
FOOT_Step_Human_Sneaker_Walk_Wood_25.wav	00:00:01	DESIGNED, Single close human walk footstep on wooden surface type, single asset 25
FOOT_Step_Human_Sneaker_Walk_Wood_26.wav	00:00:01	DESIGNED, Single close human walk footstep on wooden surface type, single asset 26
FOOT_Step_Human_Sneaker_Walk_Wood_27.wav	00:00:01	DESIGNED, Single close human walk footstep on wooden surface type, single asset 27
FOOT_Step_Human_Sneaker_Walk_Wood_28.wav	00:00:01	DESIGNED, Single close human walk footstep on wooden surface type, single asset 28
FOOT_Step_Human_Sneaker_Walk_Wood_29.wav	00:00:01	DESIGNED, Single close human walk footstep on wooden surface type, single asset 29
FOOT_Step_Human_Sneaker_Walk_Wood_30.wav	00:00:01	DESIGNED, Single close human walk footstep on wooden surface type, single asset 30
FOOT_Step_Human_Sneaker_Walk_Wood_Loop_01.wav	00:00:19	DESIGNED, Continous close human walk sneaker footstep on wood surface type, looping asset 01
FOOT_Step_Human_Sneaker_Walk_Wood_SET_X30.wav	00:00:29	DESIGNED, Single close human walk footstep on wooden surface type, SET of 30 assets
FOOT_Step_Knight_Hard_Surface_01.wav	00:00:01	DESIGNED, Single close human in metal boots generic footstep on a generic hard surface type, single asset 01
FOOT_Step_Knight_Hard_Surface_02.wav	00:00:01	DESIGNED, Single close human in metal boots generic footstep on a generic hard surface type, single asset 02
FOOT_Step_Knight_Hard_Surface_03.wav	00:00:01	DESIGNED, Single close human in metal boots generic footstep on a generic hard surface type, single asset 03
FOOT_Step_Knight_Hard_Surface_04.wav	00:00:01	DESIGNED, Single close human in metal boots generic footstep on a generic hard surface type, single asset 04
FOOT_Step_Knight_Hard_Surface_05.wav	00:00:01	DESIGNED, Single close human in metal boots generic footstep on a generic hard surface type, single asset 05
FOOT_Step_Knight_Hard_Surface_06.wav	00:00:01	DESIGNED, Single close human in metal boots generic footstep on a generic hard surface type, single asset 06
FOOT_Step_Knight_Hard_Surface_07.wav	00:00:01	DESIGNED, Single close human in metal boots generic footstep on a generic hard surface type, single asset 07
FOOT_Step_Knight_Hard_Surface_08.wav	00:00:01	DESIGNED, Single close human in metal boots generic footstep on a generic hard surface type, single asset 08
FOOT_Step_Knight_Hard_Surface_09.wav	00:00:01	DESIGNED, Single close human in metal boots generic footstep on a generic hard surface type, single asset 09
FOOT_Step_Knight_Hard_Surface_10.wav	00:00:01	DESIGNED, Single close human in metal boots generic footstep on a generic hard surface type, single asset 10
FOOT_Step_Knight_Hard_Surface_SET_X10.wav	00:00:09	DESIGNED, Single close human in metal boots generic footstep on a generic hard surface type, SET of 10 assets
FOOT_Step_Knight_Soft_Surface_01.wav	00:00:01	DESIGNED, Single close human in metal boots generic footstep on a generic soft surface type, single asset 01
FOOT_Step_Knight_Soft_Surface_02.wav	00:00:01	DESIGNED, Single close human in metal boots generic footstep on a generic soft surface type, single asset 02
FOOT_Step_Knight_Soft_Surface_03.wav	00:00:01	DESIGNED, Single close human in metal boots generic footstep on a generic soft surface type, single asset 03
FOOT_Step_Knight_Soft_Surface_04.wav	00:00:01	DESIGNED, Single close human in metal boots generic footstep on a generic soft surface type, single asset 04
FOOT_Step_Knight_Soft_Surface_05.wav	00:00:01	DESIGNED, Single close human in metal boots generic footstep on a generic soft surface type, single asset 05
FOOT_Step_Knight_Soft_Surface_06.wav	00:00:01	DESIGNED, Single close human in metal boots generic footstep on a generic soft surface type, single asset 06
FOOT_Step_Knight_Soft_Surface_07.wav	00:00:01	DESIGNED, Single close human in metal boots generic footstep on a generic soft surface type, single asset 07
FOOT_Step_Knight_Soft_Surface_08.wav	00:00:01	DESIGNED, Single close human in metal boots generic footstep on a generic soft surface type, single asset 08
FOOT_Step_Knight_Soft_Surface_09.wav	00:00:01	DESIGNED, Single close human in metal boots generic footstep on a generic soft surface type, single asset 09
FOOT_Step_Knight_Soft_Surface_10.wav	00:00:01	DESIGNED, Single close human in metal boots generic footstep on a generic soft surface type, single asset 10
FOOT_Step_Knight_Soft_Surface_SET_X10.wav	00:00:09	DESIGNED, Single close human in metal boots generic footstep on a generic soft surface type, SET of 10 assets
RADIO_Static_Base_Layer_Loop_01.wav	00:00:07	DESIGNED, Close white & pink noise short continuous walkie talkie radio static transmission, looping single asset
RADIO_Static_End_01.wav	00:00:01	DESIGNED, Close white & pink noise short intensity burst walkie talkie radio static transmission end, single asset 01
RADIO_Static_End_02.wav	00:00:01	DESIGNED, Close white & pink noise short intensity burst walkie talkie radio static transmission end, single asset 02
RADIO_Static_End_03.wav	00:00:01	DESIGNED, Close white & pink noise short intensity burst walkie talkie radio static transmission end, single asset 03
RADIO_Static_End_04.wav	00:00:01	DESIGNED, Close white & pink noise short intensity burst walkie talkie radio static transmission end, single asset 04
RADIO_Static_End_05.wav	00:00:01	DESIGNED, Close white & pink noise short intensity burst walkie talkie radio static transmission end, single asset 05
RADIO_Static_End_SET_X05.wav	00:00:09	DESIGNED, Close white & pink noise short intensity burst walkie talkie radio static transmission end, SET of 5 assets



RADIO_Static_Feedback_One_Shot_01.wav	00:00:01	DESIGNED, Close white & pink noise short intensity burst walkie talkie radio static transmission blips, single asset 01
RADIO_Static_Feedback_One_Shot_02.wav	00:00:01	DESIGNED, Close white & pink noise short intensity burst walkie talkie radio static transmission blips, single asset 02
RADIO_Static_Feedback_One_Shot_03.wav	00:00:01	DESIGNED, Close white & pink noise short intensity burst walkie talkie radio static transmission blips, single asset 03
RADIO_Static_Feedback_One_Shot_04.wav	00:00:01	DESIGNED, Close white & pink noise short intensity burst walkie talkie radio static transmission blips, single asset 04
RADIO_Static_Feedback_One_Shot_05.wav	00:00:01	DESIGNED, Close white & pink noise short intensity burst walkie talkie radio static transmission blips, single asset 05
RADIO_Static_Feedback_One_Shot_SET_X05.wav	00:00:08	DESIGNED, Close white & pink noise short intensity burst walkie talkie radio static transmission blips, SET of 5 assets
RADIO_Static_Start_01.wav	00:00:01	DESIGNED, Close white & pink noise short intensity burst walkie talkie radio static transmission starts, single asset 01
RADIO_Static_Start_02.wav	00:00:01	DESIGNED, Close white & pink noise short intensity burst walkie talkie radio static transmission starts, single asset 02
RADIO_Static_Start_03.wav	00:00:01	DESIGNED, Close white & pink noise short intensity burst walkie talkie radio static transmission starts, single asset 03
RADIO_Static_Start_04.wav	00:00:01	DESIGNED, Close white & pink noise short intensity burst walkie talkie radio static transmission starts, single asset 04
RADIO_Static_Start_05.wav	00:00:01	DESIGNED, Close white & pink noise short intensity burst walkie talkie radio static transmission starts, single asset 05
RADIO_Static_Start_SET_X05.wav	00:00:08	DESIGNED, Close white & pink noise short intensity burst walkie talkie radio static transmission starts, SET of 5 assets
VOCAL_Goblin_Attack_01.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, aggressive vocal, single asset 01
VOCAL_Goblin_Attack_02.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, aggressive vocal, single asset 02
VOCAL_Goblin_Attack_03.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, aggressive vocal, single asset 03
VOCAL_Goblin_Attack_04.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, aggressive vocal, single asset 04
VOCAL_Goblin_Attack_05.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, aggressive vocal, single asset 05
VOCAL_Goblin_Attack_06.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, aggressive vocal, single asset 06
VOCAL_Goblin_Attack_SET_X06.wav	00:00:05	DESIGNED Single close high pitched humanised small goblin / imp, aggressive vocal, SET of 6 assets
VOCAL_Goblin_Cheer_01.wav	00:00:02	DESIGNED Single close high pitched humanised small goblin / imp, celebrate cheer vocal, single asset 01
VOCAL_Goblin_Cheer_02.wav	00:00:02	DESIGNED Single close high pitched humanised small goblin / imp, celebrate cheer vocal, single asset 02
VOCAL_Goblin_Cheer_SET_X02.wav	00:00:05	DESIGNED Single close high pitched humanised small goblin / imp, celebrate cheer vocal, SET of 2 assets
VOCAL_Goblin_Death_01.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, painful death vocal, single asset 01
VOCAL_Goblin_Death_02.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, painful death vocal, single asset 02
VOCAL_Goblin_Death_03.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, painful death vocal, single asset 03
VOCAL_Goblin_Death_04.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, painful death vocal, single asset 04
VOCAL_Goblin_Death_SET_X04.wav	00:00:07	DESIGNED Single close high pitched humanised small goblin / imp, painful death vocal, SET of 4 assets
VOCAL_Goblin_Final_Breath_01.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, painful final breath / moan before death vocal, single asset 01
VOCAL_Goblin_Final_Breath_02.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, painful final breath / moan before death vocal, single asset 02
VOCAL_Goblin_Final_Breath_03.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, painful final breath / moan before death vocal, single asset 03
VOCAL_Goblin_Final_Breath_04.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, painful final breath / moan before death vocal, single asset 04
VOCAL_Goblin_Final_Breath_05.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, painful final breath / moan before death vocal, single asset 05
VOCAL_Goblin_Final_Breath_06.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, painful final breath / moan before death vocal, single asset 06
VOCAL_Goblin_Final_Breath_07.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, painful final breath / moan before death vocal, single asset 07
VOCAL_Goblin_Final_Breath_08.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, painful final breath / moan before death vocal, single asset 08
VOCAL_Goblin_Final_Breath_09.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, painful final breath / moan before death vocal, single asset 09
VOCAL_Goblin_Final_Breath_10.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, painful final breath / moan before death vocal, single asset 10
VOCAL_Goblin_Final_Breath_11.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, painful final breath / moan before death vocal, single asset 11
VOCAL_Goblin_Final_Breath_SET_X11.wav	00:00:21	DESIGNED Single close high pitched humanised small goblin / imp, painful final breath / moan before death vocal, SET of 11 assets
VOCAL_Goblin_Grunts_01.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, generic grunt misc vocal, single asset 01
VOCAL_Goblin_Grunts_02.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, generic grunt misc vocal, single asset 02



VOCAL_Goblin_Grunts_03.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, generic grunt misc vocal, single asset 03
VOCAL_Goblin_Grunts_SET_X03.wav	00:00:05	DESIGNED Single close high pitched humanised small goblin / imp, generic grunt misc vocal, SET of 3 assets
VOCAL_Goblin_Idles_01.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, generic idling mumbling vocal, single asset 01
VOCAL_Goblin_Idles_02.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, generic idling mumbling vocal, single asset 02
VOCAL_Goblin_Idles_03.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, generic idling mumbling vocal, single asset 03
VOCAL_Goblin_Idles_04.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, generic idling mumbling vocal, single asset 04
VOCAL_Goblin_Idles_05.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, generic idling mumbling vocal, single asset 05
VOCAL_Goblin_Idles_06.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, generic idling mumbling vocal, single asset 06
VOCAL_Goblin_Idles_07.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, generic idling mumbling vocal, single asset 07
VOCAL_Goblin_Idles_08.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, generic idling mumbling vocal, single asset 08
VOCAL_Goblin_Idles_09.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, generic idling mumbling vocal, single asset 09
VOCAL_Goblin_Idles_10.wav	00:00:02	DESIGNED Single close high pitched humanised small goblin / imp, generic idling mumbling vocal, single asset 10
VOCAL_Goblin_Idles_11.wav	00:00:03	DESIGNED Single close high pitched humanised small goblin / imp, generic idling mumbling vocal, single asset 11
VOCAL_Goblin_Idles_12.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, generic idling mumbling vocal, single asset 12
VOCAL_Goblin_Idles_SET_X12.wav	00:00:25	DESIGNED Single close high pitched humanised small goblin / imp, generic idling mumbling vocal, SET of 12 assets
VOCAL_Goblin_Pain_01.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, painful yelp short vocal, single asset 01
VOCAL_Goblin_Pain_02.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, painful yelp short vocal, single asset 02
VOCAL Goblin Pain 03.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, painful yelp short vocal, single asset 03
VOCAL_Goblin_Pain_04.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, painful yelp short vocal, single asset 04
VOCAL_Goblin_Pain_05.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, painful yelp short vocal, single asset 05
VOCAL_Goblin_Pain_06.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, painful yelp short vocal, single asset 06
VOCAL_Goblin_Pain_07.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, painful yelp short vocal, single asset 07
VOCAL_Goblin_Pain_SET_X07.wav	00:00:06	DESIGNED Single close high pitched humanised small goblin / imp, painful yelp short vocal, SET of 7 assets
VOCAL_Human_Male_ID01_Attack_Medium_01.wav	00:0020	Single close human male Actor SET ID01 aggressive short vocal, single asset 01
VOCAL_Human_Male_ID01_Attack_Medium_02.wav	00:00:01	Single close human male Actor SET ID01 aggressive short vocal, single asset 02
VOCAL_Human_Male_ID01_Attack_Medium_03.wav	00:00:01	Single close human male Actor SET ID01 aggressive short vocal, single asset 03
VOCAL_Human_Male_ID01_Attack_Medium_04.wav	00:00:01	Single close human male Actor SET ID01 aggressive short vocal, single asset 04
VOCAL_Human_Male_ID01_Attack_Medium_Fatigue_01.wav	00:00:01	Single close human male Actor SET ID01 aggressive short vocal, fatigued, single asset Fatigue 01
VOCAL_Human_Male_ID01_Attack_Medium_Fatigue_02.wav	00:00:01	Single close human male Actor SET ID01 aggressive short vocal, fatigued, single asset Fatigue 02
VOCAL_Human_Male_ID01_Attack_Medium_Fatigue_03.wav	00:00:01	Single close human male Actor SET ID01 aggressive short vocal, fatigued, single asset Fatigue 03
VOCAL_Human_Male_ID01_Attack_Medium_Fatigue_04.wav	00:00:01	Single close human male Actor SET ID01 aggressive short vocal, fatigued, single asset Fatigue 04
VOCAL_Human_Male_ID01_Attack_Medium_Fatigue_05.wav	00:00:01	Single close human male Actor SET ID01 aggressive short vocal, fatigued, single asset Fatigue 05
VOCAL_Human_Male_ID01_Attack_Medium_Fatigue_SET_X05.wav	00:00:04	Single close human male Actor SET ID01 aggressive short vocal, fatigued, SET of 5 assets
VOCAL_Human_Male_ID01_Attack_Medium_SET_X04.wav	00:00:03	Single close human male Actor SET ID01 aggressive short vocal, SET of 4 assets
VOCAL_Human_Male_ID01_Attack_Short_01.wav	00:00:01	Single close human male Actor SET ID01 aggressive short vocal, single asset 01
VOCAL_Human_Male_ID01_Attack_Short_02.wav	00:00:01	Single close human male Actor SET ID01 aggressive short vocal, single asset 02
VOCAL_Human_Male_ID01_Attack_Short_03.wav	00:00:01	Single close human male Actor SET ID01 aggressive short vocal, single asset 03
VOCAL_Human_Male_ID01_Attack_Short_04.wav	00:00:01	Single close human male Actor SET ID01 aggressive short vocal, single asset 04
VOCAL_Human_Male_ID01_Attack_Short_05.wav	00:00:01	Single close human male Actor SET ID01 aggressive short vocal, single asset 05
VOCAL_Human_Male_ID01_Attack_Short_Fatigue_01.wav	00:00:01	Single close human male Actor SET ID01 aggressive short vocal, fatigued, single asset Fatigue 01
VOCAL Human Male ID01 Attack Short Fatigue 02.wav	00:00:01	Single close human male Actor SET ID01 aggressive short vocal, fatigued, single asset Fatigue 02



VOCAL_Human_Male_ID01_Attack_Short_Fatigue_03.wav	00:00:01	Single close human male Actor SET ID01 aggressive short vocal, fatigued, single asset Fatigue 03
VOCAL_Human_Male_ID01_Attack_Short_Fatigue_04.wav	00:00:01	Single close human male Actor SET ID01 aggressive short vocal, fatigued, single asset Fatigue 04
VOCAL_Human_Male_ID01_Attack_Short_Fatigue_05.wav	00:00:01	Single close human male Actor SET ID01 aggressive short vocal, fatigued, single asset Fatigue 05
VOCAL_Human_Male_ID01_Attack_Short_Fatigue_06.wav	00:00:01	Single close human male Actor SET ID01 aggressive short vocal, fatigued, single asset Fatigue 06
VOCAL_Human_Male_ID01_Attack_Short_Fatigue_07.wav	00:00:01	Single close human male Actor SET ID01 aggressive short vocal, fatigued, single asset Fatigue 07
VOCAL_Human_Male_ID01_Attack_Short_Fatigue_08.wav	00:00:01	Single close human male Actor SET ID01 aggressive short vocal, fatigued, single asset Fatigue 08
VOCAL_Human_Male_ID01_Attack_Short_Fatigue_09.wav	00:00:01	Single close human male Actor SET ID01 aggressive short vocal, fatigued, single asset Fatigue 09
VOCAL_Human_Male_ID01_Attack_Short_Fatigue_10.wav	00:00:01	Single close human male Actor SET ID01 aggressive short vocal, fatigued, single asset Fatigue 10
VOCAL_Human_Male_ID01_Attack_Short_Fatigue_11.wav	00:00:01	Single close human male Actor SET ID01 aggressive short vocal, fatigued, single asset Fatigue 11
VOCAL_Human_Male_ID01_Attack_Short_Fatigue_SET_X12.wav	00:00:10	Single close human male Actor SET ID01 aggressive short vocal, fatigued, SET of 11 assets
VOCAL_Human_Male_ID01_Attack_Short_SET_X05.wav	00:00:04	Single close human male Actor SET ID01 aggressive short vocal, SET of 5 assets
VOCAL_Human_Male_ID01_Cheer_Medium_01.wav	00:00:01	Single close human male Actor SET ID01 medium length celebrate taunt, cheer vocal, single asset 01
VOCAL_Human_Male_ID01_Cheer_Medium_02.wav	00:00:01	Single close human male Actor SET ID01 medium length celebrate taunt, cheer vocal, single asset 02
VOCAL_Human_Male_ID01_Cheer_Medium_03.wav	00:00:01	Single close human male Actor SET ID01 medium length celebrate taunt, cheer vocal, single asset 03
VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_01.wav	00:00:01	Single close human male Actor SET ID01 medium length celebrate taunt, cheer vocal, fatigued, single asset Fatigue 01
VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_02.wav	00:00:01	Single close human male Actor SET ID01 medium length celebrate taunt, cheer vocal, fatigued, single asset Fatigue 02
VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_03.wav	00:00:01	Single close human male Actor SET ID01 medium length celebrate taunt, cheer vocal, fatigued, single asset Fatigue 03
VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_04.wav	00:00:01	Single close human male Actor SET ID01 medium length celebrate taunt, cheer vocal, fatigued, single asset Fatigue 04
VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_05.wav	00:00:01	Single close human male Actor SET ID01 medium length celebrate taunt, cheer vocal, fatigued, single asset Fatigue 05
VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_SET_X05.wav	00:00:09	Single close human male Actor SET ID01 medium length celebrate taunt, cheer vocal, fatigued, SET of 5 assets
VOCAL_Human_Male_ID01_Cheer_Medium_SET_X03.wav	00:00:05	Single close human male Actor SET ID01 medium length celebrate taunt, cheer vocal, SET of 3 assets
VOCAL_Human_Male_ID01_Cheer_Short_01.wav	00:00:01	Single close human male Actor SET ID01 short length celebrate taunt, cheer vocal, fatigued, single asset 01
VOCAL_Human_Male_ID01_Cheer_Short_02.wav	00:00:01	Single close human male Actor SET ID01 short length celebrate taunt, cheer vocal, fatigued, single asset 02
VOCAL_Human_Male_ID01_Cheer_Short_03.wav	00:00:01	Single close human male Actor SET ID01 short length celebrate taunt, cheer vocal, fatigued, single asset 03
VOCAL_Human_Male_ID01_Cheer_Short_04.wav	00:00:01	Single close human male Actor SET ID01 short length celebrate taunt, cheer vocal, fatigued, single asset 04
VOCAL_Human_Male_ID01_Cheer_Short_05.wav	00:00:01	Single close human male Actor SET ID01 short length celebrate taunt, cheer vocal, fatigued, single asset 05
VOCAL_Human_Male_ID01_Cheer_Short_06.wav	00:00:01	Single close human male Actor SET ID01 short length celebrate taunt, cheer vocal, fatigued, single asset 06
VOCAL_Human_Male_ID01_Cheer_Short_SET_X06.wav	00:00:10	Single close human male Actor SET ID01 short length celebrate taunt, cheer vocal, fatigued, SET of 6 assets
VOCAL_Human_Male_ID01_Death_Short_01.wav	00:00:01	Single close human male Actor SET ID01 short length painful death scream vocal, single asset 01
VOCAL_Human_Male_ID01_Death_Short_02.wav	00:00:01	Single close human male Actor SET ID01 short length painful death scream vocal, single asset 02
VOCAL_Human_Male_ID01_Death_Short_03.wav	00:00:01	Single close human male Actor SET ID01 short length painful death scream vocal, single asset 03
VOCAL_Human_Male_ID01_Death_Short_04.wav	00:00:01	Single close human male Actor SET ID01 short length painful death scream vocal, single asset 04
VOCAL_Human_Male_ID01_Death_Short_05.wav	00:00:01	Single close human male Actor SET ID01 short length painful death scream vocal, single asset 05
VOCAL_Human_Male_ID01_Death_Short_SET_X05.wav	00:00:04	Single close human male Actor SET ID01 short length painful death scream vocal, SET of 5 assets
VOCAL_Human_Male_ID01_Final_Breath_Medium_01.wav	00:00:01	Single close human male Actor SET ID01 medium length painful final breath and gasp before death vocal, single asset 01
VOCAL_Human_Male_ID01_Final_Breath_Medium_02.wav	00:00:01	Single close human male Actor SET ID01 medium length painful final breath and gasp before death vocal, single asset 02
VOCAL_Human_Male_ID01_Final_Breath_Medium_03.wav	00:00:01	Single close human male Actor SET ID01 medium length painful final breath and gasp before death vocal, single asset 03
VOCAL_Human_Male_ID01_Final_Breath_Medium_04.wav	00:00:01	Single close human male Actor SET ID01 medium length painful final breath and gasp before death vocal, single asset 04
VOCAL_Human_Male_ID01_Final_Breath_Medium_05.wav	00:00:01	Single close human male Actor SET ID01 medium length painful final breath and gasp before death vocal, single asset 05
VOCAL_Human_Male_ID01_Final_Breath_Medium_06.wav	00:00:01	Single close human male Actor SET ID01 medium length painful final breath and gasp before death vocal, single asset 06
VOCAL_Human_Male_ID01_Final_Breath_Medium_07.wav	00:00:01	Single close human male Actor SET ID01 medium length painful final breath and gasp before death vocal, single asset 07



VOCAL Human Male ID01 Final Breath Medium 08.wav	00:00:01	Single close human male Actor SET ID01 medium length painful final breath and gasp before death vocal, single asset 08
VOCAL Human Male ID01 Final Breath Medium SET X08.wav	00:00:16	Single close human male Actor SET ID01 medium length painful final breath and gasp before death vocal, SET of 8 assets
VOCAL Human Male ID01 Final Breath Short 01.wav	00:00:01	Single close human male Actor SET ID01 short length painful final breath and gasp before death vocal, single asset 01
VOCAL Human Male ID01 Final Breath Short 02.wav	00:00:01	Single close human male Actor SET ID01 short length painful final breath and gasp before death vocal, single asset 02
VOCAL Human Male ID01 Final Breath Short 03.wav	00:00:01	Single close human male Actor SET ID01 short length painful final breath and gasp before death vocal, single asset 03
VOCAL Human Male ID01 Final Breath Short 04.wav	00:00:01	Single close human male Actor SET ID01 short length painful final breath and gasp before death vocal, single asset 04
VOCAL Human Male ID01 Final Breath Short 05.wav	00:00:01	Single close human male Actor SET ID01 short length painful final breath and gasp before death vocal, single asset 05
VOCAL Human Male ID01 Final Breath Short 06.wav	00:00:01	Single close human male Actor SET ID01 short length painful final breath and gasp before death vocal, single asset 06
VOCAL_Human_Male_ID01_Final_Breath_Short_07.wav	00:00:01	Single close human male Actor SET ID01 short length painful final breath and gasp before death vocal, single asset 07
VOCAL_Human_Male_ID01_Final_Breath_Short_08.wav	00:00:01	Single close human male Actor SET ID01 short length painful final breath and gasp before death vocal, single asset 08
VOCAL_Human_Male_ID01_Final_Breath_Short_09.wav	00:00:01	Single close human male Actor SET ID01 short length painful final breath and gasp before death vocal, single asset 09
VOCAL_Human_Male_ID01_Final_Breath_Short_SET_X09.wav	00:00:13	Single close human male Actor SET ID01 short length painful final breath and gasp before death vocal, SET of 9 assets
VOCAL_Human_Male_ID01_Jump_Long_01.wav	00:00:01	Single close human male Actor SET ID01 long length exertive jump push action vocal, single asset 01
VOCAL_Human_Male_ID01_Jump_Long_02.wav	00:00:01	Single close human male Actor SET ID01 long length exertive jump push action vocal, single asset 02
VOCAL_Human_Male_ID01_Jump_Long_03.wav	00:00:01	Single close human male Actor SET ID01 long length exertive jump push action vocal, single asset 03
VOCAL_Human_Male_ID01_Jump_Long_04.wav	00:00:01	Single close human male Actor SET ID01 long length exertive jump push action vocal, single asset 04
VOCAL_Human_Male_ID01_Jump_Long_SET_X04.wav	00:00:03	Single close human male Actor SET ID01 long length exertive jump push action vocal, SET of 4 assets
VOCAL_Human_Male_ID01_Jump_Medium_01.wav	00:00:01	Single close human male Actor SET ID01 medium length exertive jump push action vocal, single asset 01
VOCAL_Human_Male_ID01_Jump_Medium_02.wav	00:00:01	Single close human male Actor SET ID01 medium length exertive jump push action vocal, single asset 02
VOCAL_Human_Male_ID01_Jump_Medium_03.wav	00:00:01	Single close human male Actor SET ID01 medium length exertive jump push action vocal, single asset 03
VOCAL_Human_Male_ID01_Jump_Medium_04.wav	00:00:01	Single close human male Actor SET ID01 medium length exertive jump push action vocal, single asset 04
VOCAL_Human_Male_ID01_Jump_Medium_05.wav	00:00:01	Single close human male Actor SET ID01 medium length exertive jump push action vocal, single asset 05
VOCAL_Human_Male_ID01_Jump_Medium_SET_X05.wav	00:00:04	Single close human male Actor SET ID01 medium length exertive jump push action vocal, SET of 5 assets
VOCAL_Human_Male_ID01_Jump_Short_01.wav	00:00:01	Single close human male Actor SET ID01 short length exertive jump push action vocal, single asset 01
VOCAL_Human_Male_ID01_Jump_Short_02.wav	00:00:01	Single close human male Actor SET ID01 short length exertive jump push action vocal, single asset 02
VOCAL_Human_Male_ID01_Jump_Short_03.wav	00:00:01	Single close human male Actor SET ID01 short length exertive jump push action vocal, single asset 03
VOCAL_Human_Male_ID01_Jump_Short_04.wav	00:00:01	Single close human male Actor SET ID01 short length exertive jump push action vocal, single asset 04
VOCAL_Human_Male_ID01_Jump_Short_05.wav	00:00:01	Single close human male Actor SET ID01 short length exertive jump push action vocal, single asset 05
VOCAL_Human_Male_ID01_Jump_Short_SET_X05.wav	00:00:04	Single close human male Actor SET ID01 short length exertive jump push action vocal, SET of 5 assets
VOCAL_Human_Male_ID01_Land_01.wav	00:00:01	Single close human male Actor SET ID01 short length painful, breath winded landing from high height vocal, single asset 01
VOCAL_Human_Male_ID01_Land_02.wav	00:00:01	Single close human male Actor SET ID01 short length painful, breath winded landing from high height vocal, single asset 02
VOCAL_Human_Male_ID01_Land_03.wav	00:00:01	Single close human male Actor SET ID01 short length painful, breath winded landing from high height vocal, single asset 03
VOCAL_Human_Male_ID01_Land_04.wav	00:00:01	Single close human male Actor SET ID01 short length painful, breath winded landing from high height vocal, single asset 04
VOCAL_Human_Male_ID01_Land_05.wav	00:00:01	Single close human male Actor SET ID01 short length painful, breath winded landing from high height vocal, single asset 05
VOCAL_Human_Male_ID01_Land_SET_X05.wav	00:00:04	Single close human male Actor SET ID01 short length painful, breath winded landing from high height vocal, SET of 5 assets
VOCAL_Human_Male_ID01_Laughter_Medium_01.wav	00:00:01	Single close human male Actor SET ID01 medium length generic laughter vocal, single asset 01
VOCAL_Human_Male_ID01_Laughter_Medium_02.wav	00:00:01	Single close human male Actor SET ID01 medium length generic laughter vocal, single asset 02
VOCAL_Human_Male_ID01_Laughter_Medium_03.wav	00:00:01	Single close human male Actor SET ID01 medium length generic laughter vocal, single asset 03
VOCAL_Human_Male_ID01_Laughter_Medium_04.wav	00:00:01	Single close human male Actor SET ID01 medium length generic laughter vocal, single asset 04
VOCAL_Human_Male_ID01_Laughter_Medium_05.wav	00:00:01	Single close human male Actor SET ID01 medium length generic laughter vocal, single asset 05
VOCAL_Human_Male_ID01_Laughter_Medium_06.wav	00:00:01	Single close human male Actor SET ID01 medium length generic laughter vocal, single asset 06



VOCAL_Human_Male_ID01_Laughter_Medium_SET_X06.wav	00:00:11	Single close human male Actor SET ID01 medium length generic laughter vocal, SET of 6 assets
VOCAL_Human_Male_ID01_Misc_01.wav	00:00:01	Single close human male Actor SET ID01 short length generic misc grunts, gasps, startles, mumble vocal, single asset 01
VOCAL_Human_Male_ID01_Misc_02.wav	00:00:01	Single close human male Actor SET ID01 short length generic misc grunts, gasps, startles, mumble vocal, single asset 02
VOCAL_Human_Male_ID01_Misc_03.wav	00:00:01	Single close human male Actor SET ID01 short length generic misc grunts, gasps, startles, mumble vocal, single asset 03
VOCAL_Human_Male_ID01_Misc_04.wav	00:00:01	Single close human male Actor SET ID01 short length generic misc grunts, gasps, startles, mumble vocal, single asset 04
VOCAL_Human_Male_ID01_Misc_05.wav	00:00:01	Single close human male Actor SET ID01 short length generic misc grunts, gasps, startles, mumble vocal, single asset 05
VOCAL_Human_Male_ID01_Misc_06.wav	00:00:01	Single close human male Actor SET ID01 short length generic misc grunts, gasps, startles, mumble vocal, single asset 06
VOCAL_Human_Male_ID01_Misc_07.wav	00:00:01	Single close human male Actor SET ID01 short length generic misc grunts, gasps, startles, mumble vocal, single asset 07
VOCAL_Human_Male_ID01_Misc_08.wav	00:00:01	Single close human male Actor SET ID01 short length generic misc grunts, gasps, startles, mumble vocal, single asset 08
VOCAL_Human_Male_ID01_Misc_09.wav	00:00:01	Single close human male Actor SET ID01 short length generic misc grunts, gasps, startles, mumble vocal, single asset 09
VOCAL_Human_Male_ID01_Misc_10.wav	00:00:01	Single close human male Actor SET ID01 short length generic misc grunts, gasps, startles, mumble vocal, single asset 10
VOCAL_Human_Male_ID01_Misc_11.wav	00:00:01	Single close human male Actor SET ID01 short length generic misc grunts, gasps, startles, mumble vocal, single asset 11
VOCAL_Human_Male_ID01_Misc_12.wav	00:00:01	Single close human male Actor SET ID01 short length generic misc grunts, gasps, startles, mumble vocal, single asset 12
VOCAL_Human_Male_ID01_Misc_13.wav	00:00:01	Single close human male Actor SET ID01 short length generic misc grunts, gasps, startles, mumble vocal, single asset 13
VOCAL_Human_Male_ID01_Misc_14.wav	00:00:01	Single close human male Actor SET ID01 short length generic misc grunts, gasps, startles, mumble vocal, single asset 14
VOCAL_Human_Male_ID01_Misc_15.wav	00:00:01	Single close human male Actor SET ID01 short length generic misc grunts, gasps, startles, mumble vocal, single asset 15
VOCAL_Human_Male_ID01_Misc_16.wav	00:00:01	Single close human male Actor SET ID01 short length generic misc grunts, gasps, startles, mumble vocal, single asset 16
VOCAL_Human_Male_ID01_Misc_17.wav	00:00:01	Single close human male Actor SET ID01 short length generic misc grunts, gasps, startles, mumble vocal, single asset 17
VOCAL_Human_Male_ID01_Misc_18.wav	00:00:01	Single close human male Actor SET ID01 short length generic misc grunts, gasps, startles, mumble vocal, single asset 18
VOCAL_Human_Male_ID01_Misc_19.wav	00:00:01	Single close human male Actor SET ID01 short length generic misc grunts, gasps, startles, mumble vocal, single asset 19
VOCAL_Human_Male_ID01_Misc_20.wav	00:00:01	Single close human male Actor SET ID01 short length generic misc grunts, gasps, startles, mumble vocal, single asset 20
VOCAL_Human_Male_ID01_Misc_21.wav	00:00:01	Single close human male Actor SET ID01 short length generic misc grunts, gasps, startles, mumble vocal, single asset 21
VOCAL_Human_Male_ID01_Misc_22.wav	00:00:01	Single close human male Actor SET ID01 short length generic misc grunts, gasps, startles, mumble vocal, single asset 22
VOCAL_Human_Male_ID01_Misc_23.wav	00:00:01	Single close human male Actor SET ID01 short length generic misc grunts, gasps, startles, mumble vocal, single asset 23
VOCAL_Human_Male_ID01_Misc_24.wav	00:00:01	Single close human male Actor SET ID01 short length generic misc grunts, gasps, startles, mumble vocal, single asset 24
VOCAL_Human_Male_ID01_Misc_25.wav	00:00:01	Single close human male Actor SET ID01 short length generic misc grunts, gasps, startles, mumble vocal, single asset 25
VOCAL_Human_Male_ID01_Misc_SET_X25.wav	00:00:24	Single close human male Actor SET ID01 short length generic misc grunts, gasps, startles, mumble vocal, SET of 25 assets
VOCAL_Human_Male_ID01_Pain_Short_01.wav	00:00:01	Single close human male Actor SET ID01 short length painful yelp vocal, single asset 01
VOCAL_Human_Male_ID01_Pain_Short_02.wav	00:00:01	Single close human male Actor SET ID01 short length painful yelp vocal, single asset 02
VOCAL_Human_Male_ID01_Pain_Short_03.wav	00:00:01	Single close human male Actor SET ID01 short length painful yelp vocal, single asset 03
VOCAL_Human_Male_ID01_Pain_Short_04.wav	00:00:01	Single close human male Actor SET ID01 short length painful yelp vocal, single asset 04
VOCAL_Human_Male_ID01_Pain_Short_05.wav	00:00:01	Single close human male Actor SET ID01 short length painful yelp vocal, single asset 05
VOCAL_Human_Male_ID01_Pain_Short_SET_X05.wav	00:00:04	Single close human male Actor SET ID01 short length painful yelp vocal, SET of 5 assets
VOCAL_Human_Male_ID01_Roar_Long_01.wav	00:00:01	Single close human male Actor SET ID01 long length aggressive roar and taunt vocal, single asset 01
VOCAL_Human_Male_ID01_Roar_Long_02.wav	00:00:02	Single close human male Actor SET ID01 long length aggressive roar and taunt vocal, single asset 02
VOCAL_Human_Male_ID01_Roar_Long_03.wav	00:00:01	Single close human male Actor SET ID01 long length aggressive roar and taunt vocal, single asset 03
VOCAL_Human_Male_ID01_Roar_Long_04.wav	00:00:02	Single close human male Actor SET ID01 long length aggressive roar and taunt vocal, single asset 04
VOCAL_Human_Male_ID01_Roar_Long_05.wav	00:00:01	Single close human male Actor SET ID01 long length aggressive roar and taunt vocal, single asset 05
VOCAL_Human_Male_ID01_Roar_Long_06.wav	00:00:01	Single close human male Actor SET ID01 long length aggressive roar and taunt vocal, single asset 06
VOCAL_Human_Male_ID01_Roar_Long_SET_X06.wav	00:00:16	Single close human male Actor SET ID01 long length aggressive roar and taunt vocal, SET of 5 assets
VOCAL_Human_Male_ID01_Roar_Medium_01.wav	00:00:01	Single close human male Actor SET ID01 medium length aggressive roar and taunt vocal, single asset 01



VOCAL Human Mala ID01 Boar Medium 03 week	00.00.01	Single class human male Actor SET ID01 modium length aggressive year and tount used single asset 03
VOCAL_Human_Male_ID01_Roar_Medium_02.wav	00:00:01 00:00:01	Single close human male Actor SET ID01 medium length aggressive roar and taunt vocal, single asset 02
VOCAL_Human_Male_ID01_Roar_Medium_03.wav		Single close human male Actor SET ID01 medium length aggressive roar and taunt vocal, single asset 03
VOCAL_Human_Male_ID01_Roar_Medium_04.wav	00:00:01	Single close human male Actor SET ID01 medium length aggressive roar and taunt vocal, single asset 04
VOCAL_Human_Male_ID01_Roar_Medium_05.wav	00:00:01	Single close human male Actor SET ID01 medium length aggressive roar and taunt vocal, single asset 05
VOCAL_Human_Male_ID01_Roar_Medium_06.wav	00:00:01	Single close human male Actor SET ID01 medium length aggressive roar and taunt vocal, single asset 06
VOCAL_Human_Male_ID01_Roar_Medium_07.wav	00:00:01	Single close human male Actor SET ID01 medium length aggressive roar and taunt vocal, single asset 07
VOCAL_Human_Male_ID01_Roar_Medium_SET_X07.wav	00:00:13	Single close human male Actor SET ID01 medium length aggressive roar and taunt vocal, SET of 7 assets
VOCAL_Human_Male_ID01_Roar_Short_01.wav	00:00:01	Single close human male Actor SET ID01 short length aggressive roar and taunt vocal, single asset 01
VOCAL_Human_Male_ID01_Roar_Short_02.wav	00:00:01	Single close human male Actor SET ID01 short length aggressive roar and taunt vocal, single asset 02
VOCAL_Human_Male_ID01_Roar_Short_03.wav	00:00:01	Single close human male Actor SET ID01 short length aggressive roar and taunt vocal, single asset 03
VOCAL_Human_Male_ID01_Roar_Short_04.wav	00:00:01	Single close human male Actor SET ID01 short length aggressive roar and taunt vocal, single asset 04
VOCAL_Human_Male_ID01_Roar_Short_05.wav	00:00:01	Single close human male Actor SET ID01 short length aggressive roar and taunt vocal, single asset 05
VOCAL_Human_Male_ID01_Roar_Short_SET_X05.wav	00:00:09	Single close human male Actor SET ID01 short length aggressive roar and taunt vocal, SET of 5 assets
VOCAL_Human_Male_ID02_Attack_01.wav	00:00:01	Single close human male Actor SET ID02 aggressive short vocal, single asset 01
VOCAL_Human_Male_ID02_Attack_02.wav	00:00:01	Single close human male Actor SET ID02 aggressive short vocal, single asset 02
VOCAL_Human_Male_ID02_Attack_03.wav	00:00:01	Single close human male Actor SET ID02 aggressive short vocal, single asset 03
VOCAL_Human_Male_ID02_Attack_04.wav	00:00:01	Single close human male Actor SET ID02 aggressive short vocal, single asset 04
VOCAL_Human_Male_ID02_Attack_05.wav	00:00:01	Single close human male Actor SET ID02 aggressive short vocal, single asset 05
VOCAL_Human_Male_ID02_Attack_06.wav	00:00:01	Single close human male Actor SET ID02 aggressive short vocal, single asset 06
VOCAL_Human_Male_ID02_Attack_07.wav	00:00:01	Single close human male Actor SET ID02 aggressive short vocal, single asset 07
VOCAL_Human_Male_ID02_Attack_08.wav	00:00:01	Single close human male Actor SET ID02 aggressive short vocal, single asset 08
VOCAL_Human_Male_ID02_Attack_09.wav	00:00:01	Single close human male Actor SET ID02 aggressive short vocal, single asset 09
VOCAL_Human_Male_ID02_Attack_10.wav	00:00:01	Single close human male Actor SET ID02 aggressive short vocal, single asset 10
VOCAL_Human_Male_ID02_Attack_SET_X10.wav	00:00:09	Single close human male Actor SET ID02 aggressive short vocal, SET of 10 assets
VOCAL_Human_Male_ID02_Breath_Heavy_01.wav	00:00:01	Single close human male Actor SET ID02 medium length aggressive strong breath in / out vocal, single asset 01
VOCAL_Human_Male_ID02_Breath_Heavy_02.wav	00:00:01	Single close human male Actor SET ID02 medium length aggressive strong breath in / out vocal, single asset 02
VOCAL_Human_Male_ID02_Breath_Heavy_03.wav	00:00:01	Single close human male Actor SET ID02 medium length aggressive strong breath in / out vocal, single asset 03
VOCAL_Human_Male_ID02_Breath_Heavy_04.wav	00:00:01	Single close human male Actor SET ID02 medium length aggressive strong breath in / out vocal, single asset 04
VOCAL_Human_Male_ID02_Breath_Heavy_05.wav	00:00:01	Single close human male Actor SET ID02 medium length aggressive strong breath in / out vocal, single asset 05
VOCAL_Human_Male_ID02_Breath_Heavy_Loop_01.wav	00:00:06	Single close human male Actor SET ID02 medium length aggressive strong breath in / out vocal, Looping asset 01
VOCAL_Human_Male_ID02_Breath_Heavy_SET_X05.wav	00:00:09	Single close human male Actor SET ID02 medium length aggressive strong breath in / out vocal, SET of 5 assets
VOCAL_Human_Male_ID02_Breath_Light_01.wav	00:00:01	Single close human male Actor SET ID02 medium length calm light breath in / out vocal, single asset 01
VOCAL_Human_Male_ID02_Breath_Light_02.wav	00:00:01	Single close human male Actor SET ID02 medium length calm light breath in / out vocal, single asset 02
VOCAL_Human_Male_ID02_Breath_Light_03.wav	00:00:01	Single close human male Actor SET ID02 medium length calm light breath in / out vocal, single asset 03
VOCAL_Human_Male_ID02_Breath_Light_04.wav	00:00:01	Single close human male Actor SET ID02 medium length calm light breath in / out vocal, single asset 04
VOCAL_Human_Male_ID02_Breath_Light_05.wav	00:00:01	Single close human male Actor SET ID02 medium length calm light breath in / out vocal, single asset 05
VOCAL_Human_Male_ID02_Breath_Light_Loop_01.wav	00:00:06	Single close human male Actor SET ID02 medium length calm light breath in / out vocal, looping asset 01
VOCAL Human Male ID02 Breath Light SET X05.wav	00:00:09	Single close human male Actor SET ID02 medium length calm light breath in / out vocal, SET of 5 assets
VOCAL_Human_Male_ID02_Breath_Medium_01.wav	00:00:01	Single close human male Actor SET ID02 medium length medium strength breath in / out vocal, single asset 01
VOCAL_Human_Male_ID02_Breath_Medium_02.wav	00:00:01	Single close human male Actor SET ID02 medium length medium strength breath in / out vocal, single asset 02
VOCAL_Human_Male_ID02_Breath_Medium_03.wav	00:00:01	Single close human male Actor SET ID02 medium length medium strength breath in / out vocal, single asset 03



VOCAL_Human_Male_ID02_Breath_Medium_04.wav	00:00:01	Single close human male Actor SET ID02 medium length medium strength breath in / out vocal, single asset 04
VOCAL_Human_Male_ID02_Breath_Medium_05.wav	00:00:01	Single close human male Actor SET ID02 medium length medium strength breath in / out vocal, single asset 05
VOCAL_Human_Male_ID02_Breath_Medium_Loop_01.wav	00:00:08	Single close human male Actor SET ID02 medium length medium strength breath in / out vocal, looping asset 01
VOCAL_Human_Male_ID02_Breath_Medium_SET_X05.wav	00:00:09	Single close human male Actor SET ID02 medium length medium strength breath in / out vocal, SET of 5 assets
VOCAL_Human_Male_ID02_Cheer_Roar_01.wav	00:00:01	Single close human male Actor SET ID02 long length aggressive roar, taunt, cheer vocal, single asset 01
VOCAL_Human_Male_ID02_Cheer_Roar_02.wav	00:00:01	Single close human male Actor SET ID02 long length aggressive roar, taunt, cheer vocal, single asset 02
VOCAL_Human_Male_ID02_Cheer_Roar_03.wav	00:00:01	Single close human male Actor SET ID02 long length aggressive roar, taunt, cheer vocal, single asset 03
VOCAL_Human_Male_ID02_Cheer_Roar_04.wav	00:00:01	Single close human male Actor SET ID02 long length aggressive roar, taunt, cheer vocal, single asset 04
VOCAL_Human_Male_ID02_Cheer_Roar_05.wav	00:00:01	Single close human male Actor SET ID02 long length aggressive roar, taunt, cheer vocal, single asset 05
VOCAL_Human_Male_ID02_Cheer_Roar_06.wav	00:00:01	Single close human male Actor SET ID02 long length aggressive roar, taunt, cheer vocal, single asset 06
VOCAL_Human_Male_ID02_Cheer_Roar_07.wav	00:00:01	Single close human male Actor SET ID02 long length aggressive roar, taunt, cheer vocal, single asset 07
VOCAL_Human_Male_ID02_Cheer_Roar_08.wav	00:00:01	Single close human male Actor SET ID02 long length aggressive roar, taunt, cheer vocal, single asset 08
VOCAL_Human_Male_ID02_Cheer_Roar_SET_X08.wav	00:00:15	Single close human male Actor SET ID02 long length aggressive roar, taunt, cheer vocal, SET of 8 assets
VOCAL_Human_Male_ID02_Death_01.wav	00:00:01	Single close human male Actor SET ID02 short length painful death scream vocal, single asset 01
VOCAL_Human_Male_ID02_Death_02.wav	00:00:01	Single close human male Actor SET ID02 short length painful death scream vocal, single asset 02
VOCAL_Human_Male_ID02_Death_03.wav	00:00:01	Single close human male Actor SET ID02 short length painful death scream vocal, single asset 03
VOCAL_Human_Male_ID02_Death_04.wav	00:00:01	Single close human male Actor SET ID02 short length painful death scream vocal, single asset 04
VOCAL_Human_Male_ID02_Death_05.wav	00:00:01	Single close human male Actor SET ID02 short length painful death scream vocal, single asset 05
VOCAL_Human_Male_ID02_Death_06.wav	00:00:01	Single close human male Actor SET ID02 short length painful death scream vocal, single asset 06
VOCAL_Human_Male_ID02_Death_07.wav	00:00:01	Single close human male Actor SET ID02 short length painful death scream vocal, single asset 07
VOCAL_Human_Male_ID02_Death_08.wav	00:00:01	Single close human male Actor SET ID02 short length painful death scream vocal, single asset 08
VOCAL_Human_Male_ID02_Death_09.wav	00:00:01	Single close human male Actor SET ID02 short length painful death scream vocal, single asset 09
VOCAL_Human_Male_ID02_Death_10.wav	00:00:01	Single close human male Actor SET ID02 short length painful death scream vocal, single asset 10
VOCAL_Human_Male_ID02_Death_SET_X10.wav	00:00:18	Single close human male Actor SET ID02 short length painful death scream vocal, SET of 10 assets
VOCAL_Human_Male_ID02_Final_Breath_01.wav	00:00:01	Single close human male Actor SET ID02 medium length painful final breath and gasp before death vocal, single asset 01
VOCAL_Human_Male_ID02_Final_Breath_02.wav	00:00:01	Single close human male Actor SET ID02 medium length painful final breath and gasp before death vocal, single asset 02
VOCAL_Human_Male_ID02_Final_Breath_03.wav	00:00:01	Single close human male Actor SET ID02 medium length painful final breath and gasp before death vocal, single asset 03
VOCAL Human Male ID02 Final Breath 04.wav	00:00:01	Single close human male Actor SET ID02 medium length painful final breath and gasp before death vocal, single asset 04
VOCAL_Human_Male_ID02_Final_Breath_05.wav	00:00:01	Single close human male Actor SET ID02 medium length painful final breath and gasp before death vocal, single asset 05
VOCAL_Human_Male_ID02_Final_Breath_06.wav	00:00:01	Single close human male Actor SET ID02 medium length painful final breath and gasp before death vocal, single asset 06
VOCAL Human Male ID02 Final Breath 07.wav	00:00:01	Single close human male Actor SET ID02 medium length painful final breath and gasp before death vocal, single asset 07
VOCAL Human Male ID02 Final Breath 08.wav	00:00:01	Single close human male Actor SET ID02 medium length painful final breath and gasp before death vocal, single asset 08
VOCAL_Human_Male_ID02_Final_Breath_09.wav	00:00:01	Single close human male Actor SET ID02 medium length painful final breath and gasp before death vocal, single asset 09
VOCAL Human Male ID02 Final Breath 10.wav	00:00:01	Single close human male Actor SET ID02 medium length painful final breath and gasp before death vocal, single asset 10
VOCAL Human Male ID02 Final Breath SET X10.wav	00:00:19	Single close human male Actor SET ID02 medium length painful final breath and gasp before death vocal, SET of 10 assets
VOCAL_Human_Male_ID02_Jump_01.wav	00:00:01	Single close human male Actor SET ID02 short length exertive jump push action vocal, single asset 01
VOCAL_Human_Male_ID02_Jump_02.wav	00:00:01	Single close human male Actor SET ID02 short length exertive jump push action vocal, single asset 02
VOCAL_Human_Male_ID02_Jump_03.wav	00:00:01	Single close human male Actor SET ID02 short length exertive jump push action vocal, single asset 03
VOCAL Human Male ID02 Jump 04.wav	00:00:01	Single close human male Actor SET ID02 short length exertive jump push action vocal, single asset 04
VOCAL_Human_Male_ID02_Jump_05.wav	00:00:01	Single close human male Actor SET ID02 short length exertive jump push action vocal, single asset 05
VOCAL Human Male ID02 Jump 06.wav	00:00:01	Single close human male Actor SET ID02 short length exertive jump push action vocal, single asset 06



VOCAL_Human_Male_ID02_Jump_07.wav	00:00:01	Single close human male Actor SET ID02 short length exertive jump push action vocal, single asset 07
VOCAL_Human_Male_ID02_Jump_08.wav	00:00:01	Single close human male Actor SET ID02 short length exertive jump push action vocal, single asset 08
VOCAL_Human_Male_ID02_Jump_09.wav	00:00:01	Single close human male Actor SET ID02 short length exertive jump push action vocal, single asset 09
VOCAL_Human_Male_ID02_Jump_10.wav	00:00:01	Single close human male Actor SET ID02 short length exertive jump push action vocal, single asset 10
VOCAL_Human_Male_ID02_Jump_SET_X10.wav	00:00:09	Single close human male Actor SET ID02 short length exertive jump push action vocal, single asset SET_X10
VOCAL_Human_Male_ID02_Land_01.wav	00:00:01	Single close human male Actor SET ID02 short length painful, breath winded landing from high height vocal, single asset 01
VOCAL_Human_Male_ID02_Land_02.wav	00:00:01	Single close human male Actor SET ID02 short length painful, breath winded landing from high height vocal, single asset 02
VOCAL_Human_Male_ID02_Land_03.wav	00:00:01	Single close human male Actor SET ID02 short length painful, breath winded landing from high height vocal, single asset 03
VOCAL_Human_Male_ID02_Land_04.wav	00:00:01	Single close human male Actor SET ID02 short length painful, breath winded landing from high height vocal, single asset 04
VOCAL_Human_Male_ID02_Land_05.wav	00:00:01	Single close human male Actor SET ID02 short length painful, breath winded landing from high height vocal, single asset 05
VOCAL_Human_Male_ID02_Land_06.wav	00:00:01	Single close human male Actor SET ID02 short length painful, breath winded landing from high height vocal, single asset 06
VOCAL_Human_Male_ID02_Land_07.wav	00:00:01	Single close human male Actor SET ID02 short length painful, breath winded landing from high height vocal, single asset 07
VOCAL_Human_Male_ID02_Land_08.wav	00:00:01	Single close human male Actor SET ID02 short length painful, breath winded landing from high height vocal, single asset 08
VOCAL_Human_Male_ID02_Land_09.wav	00:00:01	Single close human male Actor SET ID02 short length painful, breath winded landing from high height vocal, single asset 09
VOCAL_Human_Male_ID02_Land_10.wav	00:00:01	Single close human male Actor SET ID02 short length painful, breath winded landing from high height vocal, single asset 10
VOCAL_Human_Male_ID02_Land_SET_X10.wav	00:00:09	Single close human male Actor SET ID02 short length painful, breath winded landing from high height vocal, single asset SET_X10
VOCAL_Human_Male_ID02_Pain_01.wav	00:00:01	Single close human male Actor SET ID02 short length painful yelp vocal, single asset _01
VOCAL_Human_Male_ID02_Pain_02.wav	00:00:01	Single close human male Actor SET ID02 short length painful yelp vocal, single asset _02
VOCAL_Human_Male_ID02_Pain_03.wav	00:00:01	Single close human male Actor SET ID02 short length painful yelp vocal, single asset _03
VOCAL_Human_Male_ID02_Pain_04.wav	00:00:01	Single close human male Actor SET ID02 short length painful yelp vocal, single asset _04
VOCAL_Human_Male_ID02_Pain_05.wav	00:00:01	Single close human male Actor SET ID02 short length painful yelp vocal, single asset _05
VOCAL_Human_Male_ID02_Pain_06.wav	00:00:01	Single close human male Actor SET ID02 short length painful yelp vocal, single asset _06
VOCAL_Human_Male_ID02_Pain_07.wav	00:00:01	Single close human male Actor SET ID02 short length painful yelp vocal, single asset _07
VOCAL_Human_Male_ID02_Pain_08.wav	00:00:01	Single close human male Actor SET ID02 short length painful yelp vocal, single asset _08
VOCAL_Human_Male_ID02_Pain_09.wav	00:00:01	Single close human male Actor SET ID02 short length painful yelp vocal, single asset _09
VOCAL_Human_Male_ID02_Pain_10.wav	00:00:01	Single close human male Actor SET ID02 short length painful yelp vocal, single asset _10
VOCAL_Human_Male_ID02_Pain_SET_X10.wav	00:00:09	Single close human male Actor SET ID02 short length painful yelp vocal, single asset _SET_X10
VOCAL_Ogre_Attack_01.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, aggressive attacking vocal, single asset 01
VOCAL_Ogre_Attack_02.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, aggressive attacking vocal, single asset 02
VOCAL_Ogre_Attack_03.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, aggressive attacking vocal, single asset 03
VOCAL_Ogre_Attack_04.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, aggressive attacking vocal, single asset 04
VOCAL_Ogre_Attack_05.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, aggressive attacking vocal, single asset 05
VOCAL_Ogre_Attack_06.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, aggressive attacking vocal, single asset 06
VOCAL_Ogre_Attack_07.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, aggressive attacking vocal, single asset 07
VOCAL_Ogre_Attack_08.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, aggressive attacking vocal, single asset 08
VOCAL_Ogre_Attack_09.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, aggressive attacking vocal, single asset 09
VOCAL_Ogre_Attack_10.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, aggressive attacking vocal, single asset 10
VOCAL_Ogre_Attack_SET_X10.wav	00:00:10	DESIGNED Single close humanised small ogre / troll, aggressive attacking vocal, SET of 10 assets
VOCAL_Ogre_Death_01.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, painful death scream vocal, single asset 01
VOCAL_Ogre_Death_02.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, painful death scream vocal, single asset 02
VOCAL_Ogre_Death_03.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, painful death scream vocal, single asset 03



VOCAL_Ogre_Death_04.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, painful death scream vocal, single asset 04
VOCAL_Ogre_Death_05.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, painful death scream vocal, single asset 05
VOCAL_Ogre_Death_06.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, painful death scream vocal, single asset 06
VOCAL_Ogre_Death_07.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, painful death scream vocal, single asset 07
VOCAL_Ogre_Death_08.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, painful death scream vocal, single asset 08
VOCAL_Ogre_Death_09.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, painful death scream vocal, single asset 09
VOCAL_Ogre_Death_10.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, painful death scream vocal, single asset 10
VOCAL_Ogre_Death_11.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, painful death scream vocal, single asset 11
VOCAL_Ogre_Death_12.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, painful death scream vocal, single asset 12
VOCAL_Ogre_Death_13.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, painful death scream vocal, single asset 13
VOCAL_Ogre_Death_SET_X13.wav	00:00:24	DESIGNED Single close humanised small ogre / troll, painful death scream vocal, SET of 13 assets
VOCAL_Ogre_Final_Breath_01.wav	00:00:03	DESIGNED Single close humanised small ogre / troll, final gasping dying breath vocal, single asset 01
VOCAL_Ogre_Final_Breath_02.wav	00:00:04	DESIGNED Single close humanised small ogre / troll, final gasping dying breath vocal, single asset 02
VOCAL_Ogre_Final_Breath_03.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, final gasping dying breath vocal, single asset 03
VOCAL_Ogre_Final_Breath_04.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, final gasping dying breath vocal, single asset 04
VOCAL_Ogre_Final_Breath_05.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, final gasping dying breath vocal, single asset 05
VOCAL_Ogre_Final_Breath_06.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, final gasping dying breath vocal, single asset 06
VOCAL_Ogre_Final_Breath_07.wav	00:00:03	DESIGNED Single close humanised small ogre / troll, final gasping dying breath vocal, single asset 07
VOCAL_Ogre_Final_Breath_08.wav	00:00:04	DESIGNED Single close humanised small ogre / troll, final gasping dying breath vocal, single asset 08
VOCAL_Ogre_Final_Breath_SET_X08.wav	00:00:25	DESIGNED Single close humanised small ogre / troll, final gasping dying breath vocal, SET of 8 assets
VOCAL_Ogre_Grunt_01.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, grunts & grumbles vocal, single asset 01
VOCAL_Ogre_Grunt_02.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, grunts & grumbles vocal, single asset 02
VOCAL_Ogre_Grunt_03.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, grunts & grumbles vocal, single asset 03
VOCAL_Ogre_Grunt_04.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, grunts & grumbles vocal, single asset 04
VOCAL_Ogre_Grunt_05.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, grunts & grumbles vocal, single asset 05
VOCAL_Ogre_Grunt_06.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, grunts & grumbles vocal, single asset 06
VOCAL_Ogre_Grunt_07.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, grunts & grumbles vocal, single asset 07
VOCAL_Ogre_Grunt_08.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, grunts & grumbles vocal, single asset 08
VOCAL_Ogre_Grunt_09.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, grunts & grumbles vocal, single asset 09
VOCAL_Ogre_Grunt_10.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, grunts & grumbles vocal, single asset 10
VOCAL_Ogre_Grunt_11.wav	00:00:02	DESIGNED Single close humanised small ogre / troll, grunts & grumbles vocal, single asset 11
VOCAL_Ogre_Grunt_12.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, grunts & grumbles vocal, single asset 12
VOCAL_Ogre_Grunt_13.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, grunts & grumbles vocal, single asset 13
VOCAL_Ogre_Grunt_14.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, grunts & grumbles vocal, single asset 14
VOCAL_Ogre_Grunt_15.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, grunts & grumbles vocal, single asset 15
VOCAL_Ogre_Grunt_16.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, grunts & grumbles vocal, single asset 16
VOCAL_Ogre_Grunt_17.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, grunts & grumbles vocal, single asset 17
VOCAL_Ogre_Grunt_SET_X17.wav	00:00:19	DESIGNED Single close humanised small ogre / troll, grunts & grumbles vocal, SET of 17 assets
VOCAL_Ogre_Idle_01.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, mumbles and grumbles idling vocal, single asset 01
VOCAL_Ogre_Idle_02.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, mumbles and grumbles idling vocal, single asset 02
VOCAL_Ogre_Idle_03.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, mumbles and grumbles idling vocal, single asset 03



VOCAL_Ogre_Idle_04.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, mumbles and grumbles idling vocal, single asset 04
VOCAL_Ogre_Idle_05.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, mumbles and grumbles idling vocal, single asset 05
VOCAL_Ogre_Idle_06.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, mumbles and grumbles idling vocal, single asset 06
VOCAL_Ogre_Idle_07.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, mumbles and grumbles idling vocal, single asset 07
VOCAL_Ogre_Idle_08.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, mumbles and grumbles idling vocal, single asset 08
VOCAL_Ogre_Idle_09.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, mumbles and grumbles idling vocal, single asset 09
VOCAL_Ogre_Idle_10.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, mumbles and grumbles idling vocal, single asset 10
VOCAL_Ogre_Idle_11.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, mumbles and grumbles idling vocal, single asset 11
VOCAL_Ogre_Idle_12.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, mumbles and grumbles idling vocal, single asset 12
VOCAL_Ogre_Idle_13.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, mumbles and grumbles idling vocal, single asset 13
VOCAL_Ogre_Idle_14.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, mumbles and grumbles idling vocal, single asset 14
VOCAL_Ogre_Idle_15.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, mumbles and grumbles idling vocal, single asset 15
VOCAL_Ogre_Idle_16.wav	00:00:02	DESIGNED Single close humanised small ogre / troll, mumbles and grumbles idling vocal, single asset 16
VOCAL_Ogre_Idle_17.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, mumbles and grumbles idling vocal, single asset 17
VOCAL_Ogre_Idle_18.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, mumbles and grumbles idling vocal, single asset 18
VOCAL_Ogre_Idle_19.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, mumbles and grumbles idling vocal, single asset 19
VOCAL_Ogre_Idle_20.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, mumbles and grumbles idling vocal, single asset 20
VOCAL_Ogre_Idle_21.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, mumbles and grumbles idling vocal, single asset 21
VOCAL_Ogre_Idle_22.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, mumbles and grumbles idling vocal, single asset 22
VOCAL_Ogre_Idle_23.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, mumbles and grumbles idling vocal, single asset 23
VOCAL_Ogre_Idle_24.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, mumbles and grumbles idling vocal, single asset 24
VOCAL_Ogre_Idle_SET_X24.wav	00:00:44	DESIGNED Single close humanised small ogre / troll, mumbles and grumbles idling vocal, SET of 24 assets
VOCAL_Ogre_Misc_01.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, various generic out-takes vocal, single asset 01
VOCAL_Ogre_Misc_02.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, various generic out-takes vocal, single asset 02
VOCAL_Ogre_Misc_03.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, various generic out-takes vocal, single asset 03
VOCAL_Ogre_Misc_04.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, various generic out-takes vocal, single asset 04
VOCAL_Ogre_Misc_05.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, various generic out-takes vocal, single asset 05
VOCAL_Ogre_Misc_06.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, various generic out-takes vocal, single asset 06
VOCAL_Ogre_Misc_07.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, various generic out-takes vocal, single asset 07
VOCAL_Ogre_Misc_08.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, various generic out-takes vocal, single asset 08
VOCAL_Ogre_Misc_09.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, various generic out-takes vocal, single asset 09
VOCAL_Ogre_Misc_10.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, various generic out-takes vocal, single asset 10
VOCAL_Ogre_Misc_11.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, various generic out-takes vocal, single asset 11
VOCAL_Ogre_Misc_12.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, various generic out-takes vocal, single asset 12
VOCAL_Ogre_Misc_13.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, various generic out-takes vocal, single asset 13
VOCAL_Ogre_Misc_14.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, various generic out-takes vocal, single asset 14
VOCAL_Ogre_Misc_15.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, various generic out-takes vocal, single asset 15
VOCAL_Ogre_Misc_16.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, various generic out-takes vocal, single asset 16
VOCAL_Ogre_Misc_17.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, various generic out-takes vocal, single asset 17
VOCAL_Ogre_Misc_18.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, various generic out-takes vocal, single asset 18
VOCAL_Ogre_Misc_19.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, various generic out-takes vocal, single asset 19



VOCAL_Ogre_Misc_20.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, various generic out-takes vocal, single asset 20
VOCAL_Ogre_Misc_21.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, various generic out-takes vocal, single asset 21
VOCAL_Ogre_Misc_22.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, various generic out-takes vocal, single asset 22
VOCAL_Ogre_Misc_23.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, various generic out-takes vocal, single asset 23
VOCAL_Ogre_Misc_24.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, various generic out-takes vocal, single asset 24
VOCAL_Ogre_Misc_25.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, various generic out-takes vocal, single asset 25
VOCAL_Ogre_Misc_26.wav	00:00:02	DESIGNED Single close humanised small ogre / troll, various generic out-takes vocal, single asset 26
VOCAL_Ogre_Misc_27.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, various generic out-takes vocal, single asset 27
VOCAL_Ogre_Misc_SET_X27.wav	00:00:35	DESIGNED Single close humanised small ogre / troll, various generic out-takes vocal, SET of 27 assets
VOCAL_Ogre_Pain_01.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, Painful yelp vocal, single asset
VOCAL_Ogre_Pain_02.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, Painful yelp vocal, single asset
VOCAL_Ogre_Pain_03.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, Painful yelp vocal, single asset
VOCAL_Ogre_Pain_04.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, Painful yelp vocal, single asset
VOCAL_Ogre_Pain_05.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, Painful yelp vocal, single asset
VOCAL_Ogre_Pain_06.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, Painful yelp vocal, single asset
VOCAL_Ogre_Pain_07.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, Painful yelp vocal, single asset
VOCAL_Ogre_Pain_08.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, Painful yelp vocal, single asset
VOCAL_Ogre_Pain_09.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, Painful yelp vocal, single asset
VOCAL_Ogre_Pain_10.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, Painful yelp vocal, single asset
VOCAL_Ogre_Pain_11.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, Painful yelp vocal, single asset
VOCAL_Ogre_Pain_12.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, Painful yelp vocal, single asset
VOCAL_Ogre_Pain_SET_X12.wav	00:00:11	DESIGNED Single close humanised small ogre / troll, Painful yelp vocal, SET of 12 assets
VOCAL_Ogre_Roar_01.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, taunt, cheer and roar vocal, single asset 01
VOCAL_Ogre_Roar_02.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, taunt, cheer and roar vocal, single asset 02
VOCAL_Ogre_Roar_03.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, taunt, cheer and roar vocal, single asset 03
VOCAL_Ogre_Roar_04.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, taunt, cheer and roar vocal, single asset 04
VOCAL_Ogre_Roar_05.wav	00:00:03	DESIGNED Single close humanised small ogre / troll, taunt, cheer and roar vocal, single asset 05
VOCAL_Ogre_Roar_06.wav	00:00:02	DESIGNED Single close humanised small ogre / troll, taunt, cheer and roar vocal, single asset 06
VOCAL_Ogre_Roar_07.wav	00:00:02	DESIGNED Single close humanised small ogre / troll, taunt, cheer and roar vocal, single asset 07
VOCAL_Ogre_Roar_08.wav	00:00:02	DESIGNED Single close humanised small ogre / troll, taunt, cheer and roar vocal, single asset 08
VOCAL_Ogre_Roar_09.wav	00:00:03	DESIGNED Single close humanised small ogre / troll, taunt, cheer and roar vocal, single asset 09
VOCAL_Ogre_Roar_10.wav	00:00:02	DESIGNED Single close humanised small ogre / troll, taunt, cheer and roar vocal, single asset 10
VOCAL_Ogre_Roar_SET_X10.wav	00:00:27	DESIGNED Single close humanised small ogre / troll, taunt, cheer and roar vocal, SET of 10 assets
VOCAL Skeleton Attack 01.wav	00:00:01	DESIGNED Single close humanised skeleton, aggressive attacking vocal, single asset 01
VOCAL_Skeleton_Attack_02.wav	00:00:01	DESIGNED Single close humanised skeleton, aggressive attacking vocal, single asset 02
VOCAL Skeleton Attack 03.wav	00:00:01	DESIGNED Single close humanised skeleton, aggressive attacking vocal, single asset 03
VOCAL_Skeleton_Attack_04.wav	00:00:01	DESIGNED Single close humanised skeleton, aggressive attacking vocal, single asset 04
VOCAL_Skeleton_Attack_05.wav	00:00:01	DESIGNED Single close humanised skeleton, aggressive attacking vocal, single asset 05
VOCAL_Skeleton_Attack_SET_X05.wav	00:00:08	DESIGNED Single close humanised skeleton, aggressive attacking vocal, SET of 5 assets
VOCAL_Skeleton_Death_01.wav	00:00:01	DESIGNED Single close humanised skeleton, painful death scream vocal, single asset 01
VOCAL Skeleton Death 02.wav	00:00:01	DESIGNED Single close humanised skeleton, painful death scream vocal, single asset 02



VOCAL_Skeleton_Death_03.wav	00:00:01	DESIGNED Single close humanised skeleton, painful death scream vocal, single asset 03
VOCAL_Skeleton_Death_04.wav	00:00:01	DESIGNED Single close humanised skeleton, painful death scream vocal, single asset 04
VOCAL_Skeleton_Death_05.wav	00:00:01	DESIGNED Single close humanised skeleton, painful death scream vocal, single asset 05
VOCAL_Skeleton_Death_06.wav	00:00:01	DESIGNED Single close humanised skeleton, painful death scream vocal, single asset 06
VOCAL_Skeleton_Death_07.wav	00:00:01	DESIGNED Single close humanised skeleton, painful death scream vocal, single asset 07
VOCAL_Skeleton_Death_08.wav	00:00:01	DESIGNED Single close humanised skeleton, painful death scream vocal, single asset 08
VOCAL_Skeleton_Death_SET_X08.wav	00:00:15	DESIGNED Single close humanised skeleton, painful death scream vocal, SET of 8 assets
VOCAL_Skeleton_Grunts_01.wav	00:00:01	DESIGNED Single close humanised skeleton, grunts and laughter vocal, single asset 01
VOCAL_Skeleton_Grunts_02.wav	00:00:01	DESIGNED Single close humanised skeleton, grunts and laughter vocal, single asset 02
VOCAL_Skeleton_Grunts_03.wav	00:00:01	DESIGNED Single close humanised skeleton, grunts and laughter vocal, single asset 03
VOCAL_Skeleton_Grunts_04.wav	00:00:01	DESIGNED Single close humanised skeleton, grunts and laughter vocal, single asset 04
VOCAL_Skeleton_Grunts_05.wav	00:00:01	DESIGNED Single close humanised skeleton, grunts and laughter vocal, single asset 05
VOCAL_Skeleton_Grunts_06.wav	00:00:01	DESIGNED Single close humanised skeleton, grunts and laughter vocal, single asset 06
VOCAL_Skeleton_Grunts_SET_X06.wav	00:00:11	DESIGNED Single close humanised skeleton, grunts and laughter vocal, SET of 6 assets
VOCAL_Skeleton_Idle_01.wav	00:00:01	DESIGNED Single close humanised skeleton, grumbles, moans, laughter and idling vocal, single asset 01
VOCAL_Skeleton_Idle_02.wav	00:00:01	DESIGNED Single close humanised skeleton, grumbles, moans, laughter and idling vocal, single asset 02
VOCAL_Skeleton_Idle_03.wav	00:00:01	DESIGNED Single close humanised skeleton, grumbles, moans, laughter and idling vocal, single asset 03
VOCAL_Skeleton_Idle_04.wav	00:00:01	DESIGNED Single close humanised skeleton, grumbles, moans, laughter and idling vocal, single asset 04
VOCAL_Skeleton_Idle_05.wav	00:00:01	DESIGNED Single close humanised skeleton, grumbles, moans, laughter and idling vocal, single asset 05
VOCAL_Skeleton_Idle_06.wav	00:00:01	DESIGNED Single close humanised skeleton, grumbles, moans, laughter and idling vocal, single asset 06
VOCAL_Skeleton_Idle_07.wav	00:00:01	DESIGNED Single close humanised skeleton, grumbles, moans, laughter and idling vocal, single asset 07
VOCAL_Skeleton_Idle_08.wav	00:00:01	DESIGNED Single close humanised skeleton, grumbles, moans, laughter and idling vocal, single asset 08
VOCAL_Skeleton_Idle_09.wav	00:00:01	DESIGNED Single close humanised skeleton, grumbles, moans, laughter and idling vocal, single asset 09
VOCAL_Skeleton_Idle_10.wav	00:00:01	DESIGNED Single close humanised skeleton, grumbles, moans, laughter and idling vocal, single asset 10
VOCAL_Skeleton_Idle_11.wav	00:00:02	DESIGNED Single close humanised skeleton, grumbles, moans, laughter and idling vocal, single asset 11
VOCAL_Skeleton_Idle_SET_X11.wav	00:00:23	DESIGNED Single close humanised skeleton, grumbles, moans, laughter and idling vocal, SET of 11 assets
VOCAL_Skeleton_Laughter_01.wav	00:00:01	DESIGNED Single close humanised skeleton, laughter vocal, single asset 01
VOCAL_Skeleton_Laughter_02.wav	00:00:01	DESIGNED Single close humanised skeleton, laughter vocal, single asset 02
VOCAL_Skeleton_Laughter_03.wav	00:00:01	DESIGNED Single close humanised skeleton, laughter vocal, single asset 03
VOCAL_Skeleton_Laughter_04.wav	00:00:01	DESIGNED Single close humanised skeleton, laughter vocal, single asset 04
VOCAL_Skeleton_Laughter_05.wav	00:00:01	DESIGNED Single close humanised skeleton, laughter vocal, single asset 05
VOCAL_Skeleton_Laughter_06.wav	00:00:02	DESIGNED Single close humanised skeleton, laughter vocal, single asset 06
VOCAL_Skeleton_Laughter_07.wav	00:00:02	DESIGNED Single close humanised skeleton, laughter vocal, single asset 07
VOCAL_Skeleton_Laughter_SET_X07.wav	00:00:17	DESIGNED Single close humanised skeleton, laughter vocal, SET of 7 assets
VOCAL_Skeleton_Misc_OutTakes_SET_X15.wav	00:00:31	DESIGNED Single multiple close one shot humanised skeleton, outtakes, & various misc vocal actions, 01
VOCAL_Skeleton_Pain_01.wav	00:00:01	DESIGNED Single close humanised skeleton, painful yelp vocal, single asset 01
VOCAL_Skeleton_Pain_02.wav	00:00:01	DESIGNED Single close humanised skeleton, painful yelp vocal, single asset 02
VOCAL_Skeleton_Pain_03.wav	00:00:01	DESIGNED Single close humanised skeleton, painful yelp vocal, single asset 03
VOCAL_Skeleton_Pain_04.wav	00:00:01	DESIGNED Single close humanised skeleton, painful yelp vocal, single asset 04
VOCAL_Skeleton_Pain_05.wav	00:00:01	DESIGNED Single close humanised skeleton, painful yelp vocal, single asset 05
VOCAL Skeleton Pain 06.wav	00:00:01	DESIGNED Single close humanised skeleton, painful yelp vocal, single asset 06



VOCAL_Skeleton_Pain_07.wav	00:00:01	DESIGNED Single close humanised skeleton, painful yelp vocal, single asset 07
VOCAL_Skeleton_Pain_SET_X07.wav	00:00:13	DESIGNED Single close humanised skeleton, painful yelp vocal, SET of 7 assets

