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_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_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_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_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
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
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_SET_X08.wav	00:00:48	DESIGNED, Generic dialogue adviser message for a character with low health values, SET of 13 assets
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_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_SET_X13.wav	00:01:15	DESIGNED, Generic dialogue adviser message when a game level is completed successfully, SET of 13 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 successfull
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
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_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_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 01
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 02
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 03
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 04



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DIALOGUE_Human_Male_ID02_Idle_Health_Low_06.wav	00:00:01
DIALOGUE_Human_Male_ID02_Idle_Health_Low_07.wav	00:00:01
DIALOGUE_Human_Male_ID02_Idle_Health_Low_08.wav	00:00:02
DIALOGUE_Human_Male_ID02_Idle_Health_Low_09.wav	00:00:02
DIALOGUE_Human_Male_ID02_Idle_Health_Low_10.wav	00:00:01
DIALOGUE_Human_Male_ID02_Idle_Health_Low_11.wav	00:00:01
DIALOGUE_Human_Male_ID02_Idle_Health_Low_12.wav	00:00:01
DIALOGUE_Human_Male_ID02_Idle_Health_Low_13.wav	00:00:01
DIALOGUE_Human_Male_ID02_Idle_Health_Low_14.wav	00:00:01
DIALOGUE_Human_Male_ID02_Idle_Health_Low_15.wav	00:00:02
DIALOGUE_Human_Male_ID02_Idle_Health_Low_16.wav	00:00:02
DIALOGUE_Human_Male_ID02_Idle_Health_Low_17.wav	00:00:01
DIALOGUE_Human_Male_ID02_Idle_Health_Low_18.wav	00:00:01
DIALOGUE_Human_Male_ID02_Idle_Health_Low_19.wav	00:00:01
DIALOGUE_Human_Male_ID02_Idle_Health_Low_20.wav	00:00:01
DIALOGUE_Human_Male_ID02_Idle_Health_Low_21.wav	00:00:01
DIALOGUE_Human_Male_ID02_Idle_Health_Low_22.wav	00:00:01
DIALOGUE_Human_Male_ID02_Idle_Health_Low_23.wav	00:00:01
DIALOGUE_Human_Male_ID02_Idle_Health_Low_24.wav	00:00:01
DIALOGUE_Human_Male_ID02_Idle_Health_Low_25.wav	00:00:01
DIALOGUE_Human_Male_ID02_Idle_Health_Low_26.wav	00:00:01
DIALOGUE_Human_Male_ID02_Idle_Health_Low_27.wav	00:00:01
DIALOGUE_Human_Male_ID02_Idle_Health_Low_28.wav	00:00:01
DIALOGUE_Human_Male_ID02_Idle_Health_Low_29.wav	00:00:02
DIALOGUE_Human_Male_ID02_Idle_Health_Low_30.wav	00:00:01
DIALOGUE_Human_Male_ID02_Idle_Health_Low_31.wav	00:00:01
DIALOGUE_Human_Male_ID02_Idle_Health_Low_32.wav	00:00:01
DIALOGUE_Human_Male_ID02_Idle_Health_Low_33.wav	00:00:01
DIALOGUE_Human_Male_ID02_Idle_Health_Low_34.wav	00:00:01
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 06 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 07 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 08 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 09 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 10 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 11 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 12 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 13 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 14 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 15 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 16 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 17 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 18 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 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 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 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 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 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 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 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 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 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 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 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 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 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 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 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 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_Long_01.wav	00:00:02
DIALOGUE_Human_Male_ID02_Idle_Long_02.wav	00:00:02
DIALOGUE_Human_Male_ID02_Idle_Long_03.wav	00:00:01
DIALOGUE_Human_Male_ID02_Idle_Long_04.wav	00:00:02
DIALOGUE_Human_Male_ID02_Idle_Long_05.wav	00:00:01
DIALOGUE_Human_Male_ID02_Idle_Long_06.wav	00:00:02
DIALOGUE_Human_Male_ID02_Idle_Long_07.wav	00:00:02
DIALOGUE_Human_Male_ID02_Idle_Long_08.wav	00:00:02
DIALOGUE_Human_Male_ID02_Idle_Long_09.wav	00:00:02
DIALOGUE_Human_Male_ID02_Idle_Long_10.wav	00:00:02
DIALOGUE_Human_Male_ID02_Idle_Long_11.wav	00:00:02
DIALOGUE_Human_Male_ID02_Idle_Long_12.wav	00:00:02
DIALOGUE_Human_Male_ID02_Idle_Long_13.wav	00:00:01
DIALOGUE_Human_Male_ID02_Idle_Long_14.wav	00:00:03
DIALOGUE_Human_Male_ID02_Idle_Short_01.wav	00:00:01
DIALOGUE_Human_Male_ID02_Idle_Short_02.wav	00:00:01
DIALOGUE_Human_Male_ID02_Idle_Short_03.wav	00:00:01
DIALOGUE_Human_Male_ID02_Idle_Short_04.wav	00:00:01
DIALOGUE_Human_Male_ID02_Idle_Short_05.wav	00:00:01
DIALOGUE_Human_Male_ID02_Idle_Short_06.wav	00:00:01
DIALOGUE_Human_Male_ID02_Idle_Short_07.wav	00:00:01
DIALOGUE_Human_Male_ID02_Idle_Short_08.wav	00:00:01
DIALOGUE_Human_Male_ID02_Idle_Short_09.wav	00:00:01
DIALOGUE_Human_Male_ID02_Idle_Short_10.wav	00:00:01
DIALOGUE_Human_Male_ID02_Idle_Short_11.wav	00:00:01
DIALOGUE_Human_Male_ID02_Idle_Short_13.wav	00:00:01
DIALOGUE_Human_Male_ID02_Idle_Short_14.wav	00:00:01
DIALOGUE_Human_Male_ID02_Special_Ability_01.wav	00:00:01
DIALOGUE_Human_Male_ID02_Special_Ability_02.wav	00:00:03
DIALOGUE_Human_Male_ID02_Special_Ability_03.wav	00:00:01

Single human male vocal dialogue long line for an generic idle standing around action, Actor set ID02, single asset 01 Single human male vocal dialogue long line for an generic idle standing around action, Actor set ID02, single asset 02 Single human male vocal dialogue long line for an generic idle standing around action, Actor set ID02, single asset 03 Single human male vocal dialogue long line for an generic idle standing around action, Actor set ID02, single asset 04 Single human male vocal dialogue long line for an generic idle standing around action, Actor set ID02, single asset 05 Single human male vocal dialogue long line for an generic idle standing around action, Actor set ID02, single asset 06 Single human male vocal dialogue long line for an generic idle standing around action, Actor set ID02, single asset 07 Single human male vocal dialogue long line for an generic idle standing around action, Actor set ID02, single asset 08 Single human male vocal dialogue long line for an generic idle standing around action, Actor set ID02, single asset 09 Single human male vocal dialogue long line for an generic idle standing around action, Actor set ID02, single asset 10 Single human male vocal dialogue long line for an generic idle standing around action, Actor set ID02, single asset 11 Single human male vocal dialogue long line for an generic idle standing around action. Actor set ID02, single asset 12 Single human male vocal dialogue long line for an generic idle standing around action, Actor set ID02, single asset 13 Single human male vocal dialogue long line for an generic idle standing around action, Actor set ID02, single asset 14 Single human male vocal dialogue short line for an generic idle standing around action. Actor set ID02, single asset 01 Single human male vocal dialogue short line for an generic idle standing around action, Actor set ID02, single asset 02 Single human male vocal dialogue short line for an generic idle standing around action, Actor set ID02, single asset 03 Single human male vocal dialogue short line for an generic idle standing around action. Actor set ID02, single asset 04 Single human male vocal dialogue short line for an generic idle standing around action, Actor set ID02, single asset 05 Single human male vocal dialogue short line for an generic idle standing around action, Actor set ID02, single asset 06 Single human male vocal dialogue short line for an generic idle standing around action, Actor set ID02, single asset 07 Single human male vocal dialogue short line for an generic idle standing around action, Actor set ID02, single asset 08 Single human male vocal dialogue short line for an generic idle standing around action, Actor set ID02, single asset 09 Single human male vocal dialogue short line for an generic idle standing around action. Actor set ID02, single asset 10 Single human male vocal dialogue short line for an generic idle standing around action. Actor set ID02, single asset 11 Single human male vocal dialogue short line for an generic idle standing around action, Actor set ID02, single asset 13 Single human male vocal dialogue short line for an generic idle standing around action. Actor set ID02, single asset 14 Single human male vocal dialogue line for stats being boosted, Actor set ID02, single asset 01 Single human male vocal dialogue line for stats being boosted, Actor set ID02, single asset 02 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 ID02, 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_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_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_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_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 asset
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_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_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_SET_X11.wav	00:00:20	Single human male vocal dialogue line for equipment upgrade, Actor set ID02, SET of 11 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_IDOI_Attack_Short_O2.wav 00:00:01 Single close human male Actor SET IDOI aggressive short vocal, single asset 03 VOCAL_Human_Male_IDOI_Attack_Short_O3.wav 00:00:01 Single close human male Actor SET IDOI aggressive short vocal, single asset 03 VOCAL_Human_Male_IDOI_Attack_Short_O3.wav 00:00:01 Single close human male Actor SET IDOI aggressive short vocal, single asset 03 VOCAL_Human_Male_IDOI_Attack_Short_O3.wav 00:00:01 Single close human male Actor SET IDOI aggressive short vocal, single asset 03 VOCAL_Human_Male_IDOI_Attack_Short_Fatigue_O1.wav 00:00:01 Single close human male Actor SET IDOI aggressive short vocal, fatigued, single asset 53 VOCAL_Human_Male_IDOI_Attack_Short_Fatigue_O3.wav 00:00:01 Single close human male Actor SET IDOI aggressive short vocal, fatigued, single asset Fatigue O1 VOCAL_Human_Male_IDOI_Attack_Short_Fatigue_O3.wav 00:00:01 Single close human male Actor SET IDOI aggressive short vocal, fatigued, single asset Fatigue O2 VOCAL_Human_Male_IDOI_Attack_Short_Fatigue_O3.wav 00:00:01 Single close human male Actor SET IDOI aggressive short vocal, fatigued, single asset Fatigue O3 VOCAL_Human_Male_IDOI_Attack_Short_Fatigue_O3.wav 00:00:01 Single close human male Actor SET IDOI aggressive short vocal, fatigue, single asset Fatigue O5 VOCAL_Human_Male_IDOI_Attack_Short_Fatigue_O3.wav 00:00:01 Single close human male Actor SET IDOI aggressive short vocal, fatigue, single asset Fatigue O5 VOCAL_Human_Male_IDOI_Attack_Short_Fatigue_O3.wav 00:00:01 Single close human male Actor SET IDOI aggressive short vocal, fatigue, single asset Fatigue O6 VOCAL_Human_Male_IDOI_Attack_Short_Fatigue_O3.wav 00:00:01 Single close human male Actor SET IDOI aggressive short vocal, fatigued, single asset Fatigue O9 VOCAL_Human_Male_IDOI_Attack_Short_Fatigue_O3.wav 00:00:01 Single close human male Actor SET IDOI aggressive short vocal, fatigued, single asset Fatigue O1 VOCAL_Human_Male_IDOI_Cheer_Medium_Fatigue_O4.wav 00:00:01 Single close human male Actor SET IDOI medium l	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_Short_O3.wav VOCAL_Human_Male_ID01_Attack_Short_O3.wav VOCAL_Human_Male_ID01_Attack_Short_O5.wav VOCAL_Human_Male_ID01_Attack_Short_O5.wav VOCAL_Human_Male_ID01_Attack_Short_Fatigue_O1.wav VOCAL_Human_Male_ID01_Attack_Short_Fatigue_O2.wav VOCAL_Human_Male_ID01_Attack_Short_Fatigue_O2.wav VOCAL_Human_Male_ID01_Attack_Short_Fatigue_O3.wav VOCAL_Human_Male_ID01_Attack_Short_Fatigue_O3.wav VOCAL_Human_Male_ID01_Attack_Short_Fatigue_O3.wav VOCAL_Human_Male_ID01_Attack_Short_Fatigue_O3.wav VOCAL_Human_Male_ID01_Attack_Short_Fatigue_O5.wav VOCAL_Human_Male_ID01_Attack_Short_Fatigue_O7.wav VOCAL_Human_Male_ID01_Attack_Short_Fatigue_O7.wav VOCAL_Human_Male_ID01_Attack_Short_Fatigue_O7.wav VOCAL_Human_Male_ID01_Attack_Short_Fatigue_O7.wav VOCAL_Human_Male_ID01_Attack_Short_Fatigue_O7.wav VOCAL_Human_Male_ID01_Attack_Short_Fatigue_O7.wav VOCAL_Human_Male_ID01_Cheer_Medium_O1.wav VOCAL_Human_Male_ID01_Cheer_Medium_O1.wav VOCAL_Human_Male_ID01_Cheer_Medium_O1.wav VOCAL_Human_Male_ID01_Cheer_Medium_G1.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_O2.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_O3.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_O3.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_O3.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_O3.wav VOCAL_Human_Male_ID	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_O4.wav 00:00:01 Single close human male Actor SET ID01 aggressive short vocal, single asset 04 VOCAL Human_Male_ID01_Attack_Short_Estigue_01.wav 00:00:01 Single close human male Actor SET ID01 aggressive short vocal, 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_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_09.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_09.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_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_09.wav 00:00:01 Single close human male Actor SET ID01 aggressive short vocal, fatigued, single asset Fatigue 09 VOCAL_Human_Male_ID01_Cheer_Medium_O2.wav 00:00:01 Single close human male Actor SET ID01 aggressive short vocal, fatigued, single asset Fatigue 09 VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_09.wav 00:00:01 Single close human male Actor SET ID01 medium length celebrate taunt, cheer vocal, fatigued, single asset Fatigue 09 VOC	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_1001_Attack_Short_Gatigue_01.wav VOCAL Human, Male_1001_Attack_Short_Fatigue_02.wav VOCAL Human, Male_1001_Attack_Short_Fatigue_02.wav VOCAL Human, Male_1001_Attack_Short_Fatigue_03.wav VOCAL Human, Male_1001_Attack_Short_Fatigue_05.wav VOCAL_Human, Male_1001_Attack_Short_Fatigue_07.wav VOCAL_Human, Male_1001_Attack_Short_Fatigue_08.wav VOCAL_Human, Male_1001_Attack_Short_Fatigue_08.wav VOCAL_Human, Male_1001_Attack_Short_Fatigue_08.wav VOCAL_Human, Male_1001_Attack_Short_Fatigue_09.wav VOCAL_Human, Male_1001_Cheer_Medium_01.wav VOCAL_Human, Male_1001_Cheer_Medium_03.wav VOCAL_Human, Male_1001_Cheer_Medium_03.wav VOCAL_Human, Male_1001_Cheer_Medium_03.wav VOCAL_Human, Male_1001_Cheer_Medium_03.wav VOCAL_Human, Male_1001_Cheer_Medium_Fatigue_01.wav VOCAL_Human, Male_1001_Cheer_Medium_Fatigue_03.wav VOCAL_	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_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 VOCAL_Human_Male_ID01_Attack_Short_Fatigue_04.wav 00:00:01 VOCAL_Human_Male_ID01_Attack_Short_Fatigue_05.wav 00:00:01 VOCAL_Human_Male_ID01_Attack_Short_Fatigue_06.wav 00:00:01 VOCAL_Human_Male_ID01_Attack_Short_Fatigue_07.wav 00:00:01 VOCAL_Human_Male_ID01_Attack_Short_Fatigue_07.wav 00:00:01 VOCAL_Human_Male_ID01_Attack_Short_Fatigue_07.wav 00:00:01 VOCAL_Human_Male_ID01_Attack_Short_Fatigue_09.wav 00:00:01 VOCAL_Human_Male_ID01_Attack_Short_Fatigue_09.wav 00:00:01 VOCAL_Human_Male_ID01_Attack_Short_Fatigue_09.wav 00:00:01 VOCAL_Human_Male_ID01_Attack_Short_Fatigue_09.wav 00:00:01 VOCAL_Human_Male_ID01_Attack_Short_Fatigue_00.wav 00:00:01 VOCAL_Human_Male_ID01_Attack_Short_Fatigue_00.wav 00:00:01 VOCAL_Human_Male_ID01_Attack_Short_Fatigue_00.wav 00:00:01 VOCAL_Human_Male_ID01_Attack_Short_Fatigue_00.wav 00:00:01 VOCAL_Human_Male_ID01_Attack_Short_Fatigue_10.wav 00:00:01 VOCAL_Human_Male_ID01_Attack_Short_Fatigue_10.wav 00:00:01 VOCAL_Human_Male_ID01_Cheer_Medium_01.wav 00:00:01 VOCAL_Human_Male_ID01_Cheer_Medium_02.wav 00:00:01 VOCAL_Human_Male_ID01_Cheer_Medium_02.wav 00:00:01 VOCAL_Human_Male_ID01_Cheer_Medium_03.wav 00:00:01 VOCAL_Human_Male_ID01_Cheer_Medium_03.wav 00:00:01 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, 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_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_03.wav 00:00:01 Single close human male Actor SET ID01 medium length ce	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 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 04 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 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 05 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 06 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 07 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 08 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 09 VOCAL Human Male ID01 Cheer Medium 01.wav 00:00:01 Single close human male Actor SET ID01 aggressive short vocal, fatigued, single asset Fatigue 11 VOCAL Human Male ID01 Cheer Medium 02.wav 00:00:01 Single close human male Actor SET ID01 aggressive short vocal, fatigued, single asset 01 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 02 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 03 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 Hu	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_04.wav	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_05.wav	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_05.wav VOCAL_Human_Male_ID01_Attack_Short_Fatigue_06.wav VOCAL_Human_Male_ID01_Attack_Short_Fatigue_07.wav VOCAL_Human_Male_ID01_Attack_Short_Fatigue_07.wav VOCAL_Human_Male_ID01_Attack_Short_Fatigue_09.wav VOCAL_Human_Male_ID01_Attack_Short_Fatigue_09.wav VOCAL_Human_Male_ID01_Attack_Short_Fatigue_09.wav VOCAL_Human_Male_ID01_Attack_Short_Fatigue_09.wav VOCAL_Human_Male_ID01_Attack_Short_Fatigue_10.wav VOCAL_Human_Male_ID01_Attack_Short_Fatigue_10.wav VOCAL_Human_Male_ID01_Attack_Short_Fatigue_11.wav VOCAL_Human_Male_ID01_Attack_Short_Fatigue_11.wav VOCAL_Human_Male_ID01_Cheer_Medium_01.wav VOCAL_Human_Male_ID01_Cheer_Medium_02.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_01.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_01.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_01.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_01.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_02.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_03.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_04.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_04.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_04.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_05.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_06.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_06.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_06.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_06.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_07.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_08.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_09.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_09.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_09.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_09.wav VOCAL_Human_Male_ID01_Cheer_Short_00.wav VOCAL_Human_Male_ID01_Cheer_Short_00.wav VOCAL_Human_Male_ID01_Cheer_Short_00.wav VOCAL_Human_Male_ID01_Cheer_Short_00.wav VOCAL_Human_Male_ID01_Cheer_Short_00.wav VOCAL_Human_Male_ID01_Cheer_Short_00.wav VOCAL_Human_Male_ID01_Cheer_Short_00.wav VOCAL_Human_Male_ID01_Cheer_Short_	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 06.wav VOCAL Human Male ID01 Attack Short, Fatigue 07.wav O0:00:01 Single close human male Actor SET ID01 aggressive short vocal, fatigued, single asset Fatigue 07 VOCAL Human Male ID01 Attack Short, Fatigue 08.wav VOCAL Human Male ID01 Attack Short, Fatigue 99.wav O0:00:01 Single close human male Actor SET ID01 aggressive short vocal, fatigued, single asset fatigue 08 VOCAL Human Male ID01 Attack Short, Fatigue 10.wav VOCAL Human Male ID01 Attack Short, Fatigue 11.wav O0:00:01 VOCAL Human Male ID01 Attack Short, Fatigue 11.wav O0:00:01 Single close human male Actor SET ID01 aggressive short vocal, fatigued, single asset fatigue 09 VOCAL Human Male ID01 Cheer Medium 01.wav O0:00:01 Single close human male Actor SET ID01 aggressive short vocal, fatigued, single asset fatigue 10 VOCAL Human Male ID01 Cheer Medium 02.wav O0:00:01 Single close human male Actor SET ID01 medium length celebrate taunt, cheer vocal, single asset 02 VOCAL Human Male ID01 Cheer Medium 03.wav O0:00:01 Single close human male Actor SET ID01 medium length celebrate taunt, cheer vocal, single asset 02 VOCAL Human Male ID01 Cheer Medium Fatigue 01.wav O0:00:01 Single close human male Actor SET ID01 medium length celebrate taunt, cheer vocal, single asset 03 VOCAL Human Male ID01 Cheer Medium Fatigue 02.wav O0:00:01 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 03.wav O0:00:01 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 O0:00:01 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 O0:00:01 Single close human male Actor SET ID01 medium length celebrate taunt, cheer vocal, fatigued, single asset Fatigue 04 VOCAL Human Ma	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_07.wav	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_08.wav VOCAL_Human_Male_ID01_Attack_Short_Fatigue_09.wav VOCAL_Human_Male_ID01_Attack_Short_Fatigue_10.wav VOCAL_Human_Male_ID01_Attack_Short_Fatigue_11.wav VOCAL_Human_Male_ID01_Attack_Short_Fatigue_11.wav VOCAL_Human_Male_ID01_Attack_Short_Fatigue_11.wav VOCAL_Human_Male_ID01_Attack_Short_Fatigue_11.wav VOCAL_Human_Male_ID01_Attack_Short_Fatigue_11.wav VOCAL_Human_Male_ID01_Cheer_Medium_01.wav VOCAL_Human_Male_ID01_Cheer_Medium_02.wav VOCAL_Human_Male_ID01_Cheer_Medium_03.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_01.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_01.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_02.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_02.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_03.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_03.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_04.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_05.wav VOCAL_Human_Male_ID0	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_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_11.wav 00:00:01 Single close human male Actor SET ID01 aggressive short vocal, fatigued, single asset Fatigue 10 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_G3.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 03 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_Short_01.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_02.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_03.wav 00:00:01 Single close human male Actor SET	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_10.wav VOCAL_Human_Male_ID01_Attack_Short_Fatigue_11.wav VOCAL_Human_Male_ID01_Cheer_Medium_01.wav VOCAL_Human_Male_ID01_Cheer_Medium_02.wav VOCAL_Human_Male_ID01_Cheer_Medium_03.wav VOCAL_Human_Male_ID01_Cheer_Medium_03.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_01.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_02.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_02.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_02.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_03.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_03.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_03.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_03.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_03.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_04.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_05.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_05.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_05.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_05.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_05.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_05.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_05.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_05.wav VOCAL_Human_Male_ID01_Cheer_Short_01.wav VOCAL_Human_Male_ID01_Cheer_Short_01.wav VOCAL_Human_Male_ID01_Cheer_Short_01.wav VOCAL_Human_Male_ID01_Cheer_Short_01.wav VOCAL_Human_Male_ID01_Cheer_Short_02.wav VOCAL_Human_Male_ID01_Cheer_Short_02.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Ma	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_Cheer_Medium_01.wav VOCAL_Human_Male_ID01_Cheer_Medium_02.wav VOCAL_Human_Male_ID01_Cheer_Medium_03.wav VOCAL_Human_Male_ID01_Cheer_Medium_03.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_01.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_02.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_02.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_02.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_02.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_03.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_03.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_04.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_05.wav VOCAL_Human_Male_ID01_Cheer_Short_01.wav VOCAL_Human_Male_ID01_Cheer_Short_01.wav VOCAL_Human_Male_ID01_Cheer_Short_01.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_03.w	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_Cheer_Medium_01.wav VOCAL_Human_Male_ID01_Cheer_Medium_02.wav VOCAL_Human_Male_ID01_Cheer_Medium_03.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_01.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_02.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_02.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_03.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_03.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_03.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_04.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_05.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_05.wav VOCAL_Human_Male_ID01_Cheer_Short_01.wav VOCAL_Human_Male_ID01_Cheer_Short_02.wav VOCAL_Human_Male_ID01_Cheer_Short_02.wav VOCAL_Human_Male_ID01_Cheer_Short_02.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_04.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_04.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_04.wav VOCAL_Human_Male_ID01_Cheer_Sh	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_Cheer_Medium_02.wav VOCAL_Human_Male_ID01_Cheer_Medium_03.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_01.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_02.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_02.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_02.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_03.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_03.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_04.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_05.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_05.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_05.wav VOCAL_Human_Male_ID01_Cheer_Short_01.wav VOCAL_Human_Male_ID01_Cheer_Short_01.wav VOCAL_Human_Male_ID01_Cheer_Short_02.wav VOCAL_Human_Male_ID01_Cheer_Short_02.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_04.wav O0:00:01 Single close human male Actor SET ID01 short length celebrate taunt, cheer vocal, fatigued, single asset 03 VOCAL_Human_Male_ID01_Cheer_Short_03.wav O0:00:01 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 O0:00:01 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 O0:00:01 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 O0:00:01 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 O0:00:01 Single close human male Actor SET ID01 short length celebrate taunt, cheer vocal, fatigue	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_Cheer_Medium_Fatigue_01.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_02.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_02.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_03.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_03.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_04.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_05.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_05.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_05.wav VOCAL_Human_Male_ID01_Cheer_Short_01.wav VOCAL_Human_Male_ID01_Cheer_Short_02.wav VOCAL_Human_Male_ID01_Cheer_Short_02.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_04.wav VOCAL_Human_Male_ID01_Cheer_Short	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_Fatigue_01.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_02.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_02.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_03.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_04.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_04.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_05.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_05.wav VOCAL_Human_Male_ID01_Cheer_Short_01.wav VOCAL_Human_Male_ID01_Cheer_Short_02.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_04.wav	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_Fatigue_02.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_03.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_03.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_04.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_05.wav VOCAL_Human_Male_ID01_Cheer_Short_01.wav VOCAL_Human_Male_ID01_Cheer_Short_02.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_04.wav VOCAL_Human_Male_ID01_Cheer_Short_04.wav VOCAL_Human_Male_ID01_Cheer_Short_05.wav	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_03.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_04.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_05.wav VOCAL_Human_Male_ID01_Cheer_Short_01.wav VOCAL_Human_Male_ID01_Cheer_Short_02.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_04.wav O0:00:01 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 O0:00:01 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 O0:00:01 Single close human male Actor SET ID01 short length celebrate taunt, cheer vocal, fatigued, single asset 04	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_04.wav VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_05.wav VOCAL_Human_Male_ID01_Cheer_Short_01.wav VOCAL_Human_Male_ID01_Cheer_Short_02.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_04.wav VOCAL_Human_Male_ID01_Cheer_Short_05.wav VOCAL_Human_Male_ID01_Cheer_Short_06.wav VOCAL_Human_Male_ID	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_Short_01.wav VOCAL_Human_Male_ID01_Cheer_Short_01.wav VOCAL_Human_Male_ID01_Cheer_Short_02.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_04.wav VOCAL_Human_Male_ID01_Cheer_Short_04.wav O0:00:01 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 O0:00:01 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 O0:00:01 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 O0:00:01	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_Short_01.wav VOCAL_Human_Male_ID01_Cheer_Short_02.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_03.wav VOCAL_Human_Male_ID01_Cheer_Short_04.wav O0:00:01 Single close human male Actor SET ID01 short length celebrate taunt, cheer vocal, fatigued, single asset 02 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 O0:00:01 Single close human male Actor SET ID01 short length celebrate taunt, cheer vocal, fatigued, single asset 04	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_Short_02.wav00:00:01Single close human male Actor SET ID01 short length celebrate taunt, cheer vocal, fatigued, single asset 02VOCAL_Human_Male_ID01_Cheer_Short_03.wav00:00:01Single close human male Actor SET ID01 short length celebrate taunt, cheer vocal, fatigued, single asset 03VOCAL_Human_Male_ID01_Cheer_Short_04.wav00:00:01Single close human male Actor SET ID01 short length celebrate taunt, cheer vocal, fatigued, single asset 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_Short_03.wav00:00:01Single close human male Actor SET ID01 short length celebrate taunt, cheer vocal, fatigued, single asset 03VOCAL_Human_Male_ID01_Cheer_Short_04.wav00:00:01Single close human male Actor SET ID01 short length celebrate taunt, cheer vocal, fatigued, single asset 04	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_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_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_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_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_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_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_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_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_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_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_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_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_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_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_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_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_Male_ID01_Roar_Medium_02.wav	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	00:00:01	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 Mala ID01 Dans Madium 07	00.00.01	Circle alone houses used. Actor CET ID01 and divine leastly according to an and to act to a circle accord 07
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_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_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_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_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_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_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_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_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_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_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_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_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_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_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_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_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_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_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_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_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_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_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_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_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_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



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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_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_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_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_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_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_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_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_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_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_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_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_SET_X10.wav	00:00:09	Single close human male Actor SET ID02 short length painful yelp vocal, single asset _SET_X10

