ROCK THE SPEAKERBOX
PROFESSIONAL SOUND FX

BROKEN - DATA SHEET
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BROKEN - DATA SHEET

FILENAME	DESCRIPTION	SOUNDS
WOODImpt-CK_1x1 WOOD DROP On Concrete Single 01_RTSB_BRK.wav	1x1 WOOD DROP; Wood 1x1 single piece dropped on concrete surface. Useful for debris.	4
WOODImpt-CK_1x1 WOOD DROP On Concrete Single 02_RTSB_BRK.wav	1x1 WOOD DROP; Wood 1x1 single piece dropped on concrete surface. Useful for debris.	3
WOODImpt-CK_1x1 WOOD DROP On Concrete Single 03_RTSB_BRK.wav	1x1 WOOD DROP; Wood 1x1 single piece dropped on concrete surface. Useful for debris.	4
WOODImpt-CK_1x1 WOOD DROP On Concrete Single 04_RTSB_BRK.wav	1x1 WOOD DROP; Wood 1x1 single piece dropped on concrete surface. Useful for debris.	3
WOODImpt-CK_1x1 WOOD DROP On Concrete Single 1 Octave down 01_RTSB_BRK.wav	1x1 WOOD DROP; Wood 1x1 single piece dropped on concrete surface. Useful for debris. Pitched down 1 octave.	4
WOODImpt-CK_1x1 WOOD DROP On Concrete Single 1 Octave down 02_RTSB_BRK.wav	1x1 WOOD DROP; Wood 1x1 single piece dropped on concrete surface. Useful for debris. Pitched down 1 octave.	5
WOODImpt-CK_1x1 WOOD DROP On Concrete Single 1 Octave down 03_RTSB_BRK.wav	1x1 WOOD DROP; Wood 1x1 single piece dropped on concrete surface. Useful for debris. Pitched down 1 octave.	4
WOODImpt-CK_1x1 WOOD DROP On Concrete Single 2 Octaves down 01_RTSB_BRK.wav	1x1 WOOD DROP; Wood 1x1 single piece dropped on concrete surface. Useful for debris. Pitched down 2 octaves.	4
WOODImpt-CK_1x1 WOOD DROP On Concrete Single 2 Octaves down 02_RTSB_BRK.wav	1x1 WOOD DROP; Wood 1x1 single piece dropped on concrete surface. Useful for debris. Pitched down 2 octaves.	4
WOODImpt-CK_1x1 WOOD DROP On Concrete Single 2 Octaves down 03_RTSB_BRK.wav	1x1 WOOD DROP; Wood 1x1 single piece dropped on concrete surface. Useful for debris. Pitched down 2 octaves.	3
WOODImpt-CK_1x1 WOOD DROP On Concrete Single 2 Octaves down 04_RTSB_BRK.wav	1x1 WOOD DROP; Wood 1x1 single piece dropped on concrete surface. Useful for debris. Pitched down 2 octaves.	3
WOODImpt-CK_2x4 WOOD DROP On Concrete Multi 01_RTSB_BRK.wav	2x4 WOOD DROP; Wood 2x4 multiple pieces dropped on concrete surface. Useful for debris.	5
WOODImpt-CK_2x4 WOOD DROP On Concrete Multi 02_RTSB_BRK.wav	2x4 WOOD DROP; Wood 2x4 multiple pieces dropped on concrete surface. Useful for debris.	4
WOODImpt-CK_2x4 WOOD DROP On Concrete Multi 1 Octave down 01_RTSB_BRK.wav	2x4 WOOD DROP; Wood 2x4 multiple pieces dropped on concrete surface. Useful for debris. Pitched down 1 octave.	3
WOODImpt-CK_2x4 WOOD DROP On Concrete Multi 1 Octave down 02_RTSB_BRK.wav	2x4 WOOD DROP; Wood 2x4 multiple pieces dropped on concrete surface. Useful for debris. Pitched down 1 octave.	3
WOODImpt-CK_2x4 WOOD DROP On Concrete Multi 1 Octave down 03_RTSB_BRK.wav	2x4 WOOD DROP; Wood 2x4 multiple pieces dropped on concrete surface. Useful for debris. Pitched down 1 octave.	3
WOODImpt-CK_2x4 WOOD DROP On Concrete Multi 2 Octaves down 01_RTSB_BRK.wav	2x4 WOOD DROP; Wood 2x4 multiple pieces dropped on concrete surface. Useful for debris. Pitched down 2 octaves.	2
WOODImpt-CK_2x4 WOOD DROP On Concrete Multi 2 Octaves down 02_RTSB_BRK.wav	2x4 WOOD DROP; Wood 2x4 multiple pieces dropped on concrete surface. Useful for debris. Pitched down 2 octaves.	2
WOODImpt-CK_2x4 WOOD DROP On Concrete Multi 2 Octaves down 03_RTSB_BRK.wav	2x4 WOOD DROP; Wood 2x4 multiple pieces dropped on concrete surface. Useful for debris. Pitched down 2 octaves.	2
WOODImpt-CK_2x4 WOOD DROP On Concrete Multi 2 Octaves down 04_RTSB_BRK.wav	2x4 WOOD DROP; Wood 2x4 multiple pieces dropped on concrete surface. Useful for debris. Pitched down 2 octaves.	3
WOODImpt-CK_2x4 WOOD DROP On Concrete Single 01_RTSB_BRK.wav	2x4 WOOD DROP; Wood 2x4 single piece dropped on concrete surface. Useful for debris.	4
WOODImpt-CK_2x4 WOOD DROP On Concrete Single 02_RTSB_BRK.wav	2x4 WOOD DROP; Wood 2x4 single piece dropped on concrete surface. Useful for debris.	4
WOODImpt-CK_2x4 WOOD DROP On Concrete Single 03_RTSB_BRK.wav	2x4 WOOD DROP; Wood 2x4 single piece dropped on concrete surface. Useful for debris.	4
WOODImpt-CK_2x4 WOOD DROP On Concrete Single 04_RTSB_BRK.wav	2x4 WOOD DROP; Wood 2x4 single piece dropped on concrete surface. Useful for debris.	3
WOODImpt-CK_2x4 WOOD DROP On Concrete Single 1 Octave down 01_RTSB_BRK.wav	2x4 WOOD DROP; Wood 2x4 single piece dropped on concrete surface. Useful for debris. Pitched down 1 octave.	5
WOODImpt-CK_2x4 WOOD DROP On Concrete Single 1 Octave down 02_RTSB_BRK.wav	2x4 WOOD DROP; Wood 2x4 single piece dropped on concrete surface. Useful for debris. Pitched down 1 octave.	5
WOODImpt-CK_2x4 WOOD DROP On Concrete Single 1 Octave down 03_RTSB_BRK.wav	2x4 WOOD DROP; Wood 2x4 single piece dropped on concrete surface. Useful for debris. Pitched down 1 octave.	5
WOODImpt-CK_2x4 WOOD DROP On Concrete Single 2 Octaves down 01_RTSB_BRK.wav	2x4 WOOD DROP; Wood 2x4 multiple pieces dropped on concrete surface. Useful for debris. Pitched down 2 octaves.	4
WOODImpt-CK_2x4 WOOD DROP On Concrete Single 2 Octaves down 02_RTSB_BRK.wav	2x4 WOOD DROP; Wood 2x4 multiple pieces dropped on concrete surface. Useful for debris. Pitched down 2 octaves.	4
WOODImpt-CK_2x4 WOOD DROP On Concrete Single 2 Octaves down 03_RTSB_BRK.wav	2x4 WOOD DROP; Wood 2x4 multiple pieces dropped on concrete surface. Useful for debris. Pitched down 2 octaves.	4
WOODImpt-CK_2x4 WOOD DROP On Concrete Single 2 Octaves down 04_RTSB_BRK.wav	2x4 WOOD DROP; Wood 2x4 multiple pieces dropped on concrete surface. Useful for debris. Pitched down 2 octaves.	2
AMBRoom-CK_AMBIENCE Abandoned House 01_RTSB_BRK.wav	AMBIENCE ABANDONED HOUSE; Empty, desolate, abandoned house with light wind and occasional creaking and squeaking and bird calls.	1
AMBRoom-CK_AMBIENCE Abandoned House 02_RTSB_BRK.wav	AMBIENCE ABANDONED HOUSE; Empty, desolate, abandoned house with light wind and occasional creaking and squeaking.	1
AMBRoom-CK_AMBIENCE Abandoned House 03_RTSB_BRK.wav	AMBIENCE ABANDONED HOUSE; Empty, desolate, abandoned house with light wind and occasional creaking and squeaking.	1
AMBRoom-CK_AMBIENCE Abandoned House 04_RTSB_BRK.wav	AMBIENCE ABANDONED HOUSE; Empty, desolate, abandoned house with light wind and occasional creaking and squeaking.	1
AMBRoom-CK_AMBIENCE Abandoned House 05_RTSB_BRK.wav	AMBIENCE ABANDONED HOUSE; Empty, desolate, abandoned house with light wind and occasional creaking and squeaking.	1
AMBRoom-CK_AMBIENCE Abandoned House 06_RTSB_BRK.wav	AMBIENCE ABANDONED HOUSE; Empty, desolate, abandoned house with light wind and occasional creaking and squeaking.	1
AMBRoom-CK_AMBIENCE Abandoned House 07_RTSB_BRK.wav	AMBIENCE ABANDONED HOUSE; Empty, desolate, abandoned house with light wind and occasional creaking and squeaking.	1
AMBRoom-CK_AMBIENCE Abandoned House 08_RTSB_BRK.wav	AMBIENCE ABANDONED HOUSE; Empty, desolate, abandoned house with light wind and occasional creaking and squeaking.	1
AMBRoom-CK_AMBIENCE Abandoned House 09_RTSB_BRK.wav	AMBIENCE ABANDONED HOUSE; Empty, desolate, abandoned house with light wind and occasional creaking and squeaking.	1
AMBRoom-CK_AMBIENCE Abandoned House 10_RTSB_BRK.wav	AMBIENCE ABANDONED HOUSE; Empty, desolate, abandoned house with light wind and occasional creaking and squeaking.	1
AMBRoom-CK_AMBIENCE Roomtone_RTSB_BRK.wav	AMBIENCE ROOMTONE; Empty, desolate, abandoned house roomtone with occasional creaking and squeaking.	1
AMBRoom-CK_AMBIENCE Tunnel 01_RTSB_BRK.wav	AMBIENCE TUNNEL; Empty, cavernous underground tunnel with distant muffled voices.	1
AMBRoom-CK_AMBIENCE Tunnel 02_RTSB_BRK.wav	AMBIENCE TUNNEL; Empty, cavernous underground tunnel.	1
PAPRFric-CK_BAG PAPER STRESS LARGE 01_RTSB_BRK.wav	BAG PAPER STRESS LARGE; Crumpling and stretching a large, thick BBQ coal bag.	3
PAPRFric-CK_BAG PAPER STRESS LARGE 02_RTSB_BRK.wav	BAG PAPER STRESS LARGE; Crumpling and stretching a large, thick BBQ coal bag.	2

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PAPRFric-CK_BAG PAPER STRESS LARGE 03_RTSB_BRK.wav	BAG PAPER STRESS LARGE; Crumpling and stretching a large, thick BBQ coal bag.	2
PAPRFric-CK_BAG PAPER STRESS LARGE 04_RTSB_BRK.wav	BAG PAPER STRESS LARGE; Crumpling and stretching a large, thick BBQ coal bag.	2
RUBRFric-CK_BALLOON LATEX STRESS 01_RTSB_BRK.wav	BALLOON LATEX STRESS; Pulling and stretching balloon. Useful for destruction and tension. Medium duration.	3
RUBRFric-CK_BALLOON LATEX STRESS 02_RTSB_BRK.wav	BALLOON LATEX STRESS; Pulling and stretching balloon. Useful for destruction and tension. Medium duration.	3
RUBRFric-CK_BALLOON LATEX STRESS 03_RTSB_BRK.wav	BALLOON LATEX STRESS; Pulling and stretching balloon. Useful for destruction and tension. Medium duration.	3
METLFric-CK_BARREL Metal Large Slide_RTSB_BRK.wav	BARREL METAL SLIDE LARGE; Large industrial grade barrel sliding. Hollow resonant character. Mildly revereberant.	4
DESTRCrsh-CK_BEAM Wood Ceiling Drop On Concrete_RTSB_BRK.wav	BEAM WOOD CEILING; Wood beams falling and dropping on concrete surface from ceiling. Occasional metal ring. Indoor reverb.	5
WOODImpt-CK_BEAM Wood Hit Rattle_RTSB_BRK.wav	BEAM WOOD HIT; Sledgehammer hitting wood beam. Heavy and rattly hits. Interior room reverb.	6
GLASBrk-CK_BOTTLE BEER Glass Smash_RTSB_BRK.wav	BOTTLE BEER GLASS SMASH; Smashing a beer bottle with a sledgehammer. Small, short pop followed by small glass debris.	5
CERMImpt-CK_BRICK Drop On Concrete 01_RTSB_BRK.wav	BRICK DROP; Paving brick dropping and hitting concrete.	6
CERMImpt-CK_BRICK Drop On Concrete 02_RTSB_BRK.wav	BRICK DROP; Paving brick dropping and hitting concrete.	6
CERMImpt-CK_BRICK Drop On Concrete 03_RTSB_BRK.wav	BRICK DROP; Paving brick dropping and hitting concrete.	6
CERMImpt-CK_BRICK Engineered Drop On Concrete 01_RTSB_BRK.wav	BRICK ENGINEERED DROP; Engineered brick dropping and hitting concrete.	6
CERMImpt-CK_BRICK Engineered Drop On Concrete 02_RTSB_BRK.wav	BRICK ENGINEERED DROP; Engineered brick dropping and hitting concrete.	6
CERMImpt-CK_BRICK Engineered Drop On Concrete 03_RTSB_BRK.wav	BRICK ENGINEERED DROP; Engineered brick dropping and hitting concrete.	6
CERMImpt-CK_BRICK Engineered Drop On Concrete 04_RTSB_BRK.wav	BRICK ENGINEERED DROP; Engineered brick dropping and hitting concrete.	4
CERMImpt-CK_BRICK Engineered Drop On Concrete 1 Octave down 01_RTSB_BRK.wav	BRICK ENGINEERED DROP; Engineered brick dropping and hitting concrete. Pitched down 1 octave.	5
CERMImpt-CK_BRICK Engineered Drop On Concrete 1 Octave down 02_RTSB_BRK.wav	BRICK ENGINEERED DROP; Engineered brick dropping and hitting concrete. Pitched down 1 octave.	5
CERMImpt-CK_BRICK Engineered Drop On Concrete 1 Octave down 03_RTSB_BRK.wav	BRICK ENGINEERED DROP; Engineered brick dropping and hitting concrete. Pitched down 1 octave.	5
CERMImpt-CK_BRICK Engineered Drop On Concrete 1 Octave down 04_RTSB_BRK.wav	BRICK ENGINEERED DROP; Engineered brick dropping and hitting concrete. Pitched down 1 octave.	4
CERMImpt-CK_BRICK Engineered Drop On Concrete 1 Octave down 05_RTSB_BRK.wav	BRICK ENGINEERED DROP; Engineered brick dropping and hitting concrete. Pitched down 1 octave.	4
CERMImpt-CK_BRICK Engineered Drop On Concrete 2 Octaves down 01_RTSB_BRK.wav	BRICK ENGINEERED DROP; Engineered brick dropping and hitting concrete. Cinder block character. Pitched down 2 octaves.	5
CERMImpt-CK_BRICK Engineered Drop On Concrete 2 Octaves down 02_RTSB_BRK.wav	BRICK ENGINEERED DROP; Engineered brick dropping and hitting concrete. Cinder block character. Pitched down 2 octaves.	5
CERMImpt-CK_BRICK Engineered Drop On Concrete 2 Octaves down 03_RTSB_BRK.wav	BRICK ENGINEERED DROP; Engineered brick dropping and hitting concrete. Cinder block character. Pitched down 2 octaves.	5
CERMImpt-CK_BRICK Engineered Drop On Concrete 2 Octaves down 04_RTSB_BRK.wav	BRICK ENGINEERED DROP; Engineered brick dropping and hitting concrete. Cinder block character. Pitched down 2 octaves.	4
CERMImpt-CK_BRICK Engineered Drop On Concrete 2 Octaves down 05_RTSB_BRK.wav	BRICK ENGINEERED DROP; Engineered brick dropping and hitting concrete. Cinder block character. Pitched down 2 octaves.	4
METLImpt-CK_BUCKET Metal Drop On Junk Metal 01_RTSB_BRK.wav	BUCKET PLASTIC DROP; Dropping plastic bucket on metal junkpile. Indoor reverb.	4
METLImpt-CK_BUCKET Metal Drop On Junk Metal 02_RTSB_BRK.wav	BUCKET PLASTIC DROP; Dropping plastic bucket on metal junkpile. Indoor reverb.	4
METLImpt-CK_BUCKET Metal Drop On Junk Metal 03_RTSB_BRK.wav	BUCKET PLASTIC DROP; Dropping plastic bucket on metal junkpile. Indoor reverb.	4
PLASImpt-CK_BUCKET Plastic Drop On Junkpile Metal_RTSB_BRK.wav	BUCKET PLASTIC DROP; Dropping plastic bucket on pile of metal junk.	3
DESTRCrsh-CK_CABINET Wood Fall 01_RTSB_BRK.wav	CABINET WOOD FALL; Large wood kitchen cabinet falling to the ground. Interior room reverb.	5
DESTRCrsh-CK_CABINET Wood Fall 02_RTSB_BRK.wav	CABINET WOOD FALL; Large wood kitchen cabinet falling to the ground. Interior room reverb.	4
DESTRCrsh-CK_CABINET Wood Fall Long_RTSB_BRK.wav	CABINET WOOD FALL LONG; Large wood kitchen cabinet falling to the ground. Interior room reverb.	2
WOODMvmt-CK_CAGE Wood Shake 01_RTSB_BRK.wav	CAGE WOOD SHAKE MEDIUM; Shaking a rattly medium sized wooden cage. Useful for earthquakes and tremors.	2
WOODMvmt-CK_CAGE Wood Shake 02_RTSB_BRK.wav	CAGE WOOD SHAKE MEDIUM; Shaking a rattly medium sized wooden cage. Useful for earthquakes and tremors.	2
WOODMvmt-CK_CAGE Wood Shake Large 01_RTSB_BRK.wav	CAGE WOOD SHAKE LARGE; Shaking a rattly medium sized wooden cage. Useful for earthquakes and tremors.	2
WOODMvmt-CK_CAGE Wood Shake Large 02_RTSB_BRK.wav	CAGE WOOD SHAKE LARGE; Shaking a rattly medium sized wooden cage. Useful for earthquakes and tremors.	2
WOODMvmt-CK_CAGE Wood Shake Small_RTSB_BRK.wav	CAGE WOOD SHAKE SMALL; Shaking a rattly medium sized wooden cage. Useful for earthquakes and tremors.	3
FOODEat-CK_CANDY Crush In Mouth Closed 01_RTSB_BRK.wav	CANDY CRUSH MOUTH CLOSED; Crushing hard candy in mouth, with mouth closed. Crunchy character.	5
FOODEat-CK_CANDY Crush In Mouth Closed 02_RTSB_BRK.wav	CANDY CRUSH MOUTH CLOSED; Crushing hard candy in mouth, with mouth closed. Crunchy character.	5
FOODEat-CK_CANDY Crush In Mouth Open 01_RTSB_BRK.wav	CANDY CRUSH MOUTH OPEN; Crushing hard candy in mouth, with mouth open. Crunchy character.	4
FOODEat-CK_CANDY Crush In Mouth Open 02_RTSB_BRK.wav	CANDY CRUSH MOUTH OPEN; Crushing hard candy in mouth, with mouth open. Crunchy character.	4
FOODEat-CK_CANDY Crush In Mouth Open 03_RTSB_BRK.wav	CANDY CRUSH MOUTH OPEN; Crushing hard candy in mouth, with mouth open. Crunchy character.	5
FOODEat-CK_CANDY Crush In Mouth Open 1 Octave down 01_RTSB_BRK.wav	CANDY CRUSH MOUTH OPEN; Crushing hard candy in mouth, with mouth open. Crunchy character. Pitched down 1 octave.	5
FOODEat-CK_CANDY Crush In Mouth Open 1 Octave down 02_RTSB_BRK.wav	CANDY CRUSH MOUTH OPEN; Crushing hard candy in mouth, with mouth open. Crunchy character. Pitched down 1 octave.	5
FOODEat-CK_CANDY Crush In Mouth Open 1 Octave down 03_RTSB_BRK.wav	CANDY CRUSH MOUTH OPEN; Crushing hard candy in mouth, with mouth open. Crunchy character. Pitched down 1 octave.	3
GLASBrk-CK_CAR HEADLIGHT Glass Smash 01_RTSB_BRK.wav	CAR HEADLIGHT HIT; Smashing a car headlight with glass debris. Hollow, resonant character.	6

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GLASBrk-CK_CAR HEADLIGHT Glass Smash 02_RTSB_BRK.wav	CAR HEADLIGHT HIT; Smashing a car headlight with glass debris. Hollow, resonant character.	6
DESTRClpse-CK_CEILING Wood Collapse_RTSB_BRK.wav	CEILING WOOD COLLAPSE; Wood dropping from ceiling on concrete surface. Occasional metal ring. Indoor reverb.	1
CERMCrsh-CK_CERAMIC Drop On Junk Metal_RTSB_BRK.wav	CERAMIC DROP; Throwing and dropping ceramic on metal junkpile. Indoor reverb.	4
METLImpt-CK_COIL Metal Drop On Concrete 1 Octave down_RTSB_BRK.wav	COIL METAL DROP; Dropping a large metal coil on concrete. Pitched down 1 octave.	4
METLImpt-CK_COIL Metal Drop On Concrete 2 Octaves down_RTSB_BRK.wav	COIL METAL DROP; Dropping a large metal coil on concrete. Pitched down 2 octaves.	4
METLImpt-CK_COIL Metal Drop On Metal Hollow 01_RTSB_BRK.wav	COIL METAL DROP; Dropping a large metal coil on hollow metal. Car hood character.	4
METLImpt-CK_COIL Metal Drop On Metal Hollow 02_RTSB_BRK.wav	COIL METAL DROP; Dropping a large metal coil on hollow metal. Car hood character.	4
METLImpt-CK_COIL Metal Drop On Metal Hollow 03_RTSB_BRK.wav	COIL METAL DROP; Dropping a large metal coil on hollow metal. Car hood character.	5
METLImpt-CK_CROWBAR Curved Metal Drop On Concrete 1 Octave down 01_RTSB_BRK.wav	CROWBAR CURVED METAL DROP; Dropping a curved metal crowbar on concrete. Pitched down 1 octave.	5
METLImpt-CK_CROWBAR Curved Metal Drop On Concrete 1 Octave down 02_RTSB_BRK.wav	CROWBAR CURVED METAL DROP; Dropping a curved metal crowbar on concrete. Pitched down 1 octave.	5
METLImpt-CK_CROWBAR Curved Metal Drop On Concrete 2 Octaves down 01_RTSB_BRK.wav	CROWBAR CURVED METAL DROP; Dropping a curved metal crowbar on concrete. Pitched down 2 octaves.	3
METLImpt-CK_CROWBAR Curved Metal Drop On Concrete 2 Octaves down 02_RTSB_BRK.wav	CROWBAR CURVED METAL DROP; Dropping a curved metal crowbar on concrete. Pitched down 2 octaves.	3
METLImpt-CK_CROWBAR Curved Metal Drop On Concrete 2 Octaves down 03_RTSB_BRK.wav	CROWBAR CURVED METAL DROP; Dropping a curved metal crowbar on concrete. Pitched down 2 octaves.	4
METLImpt-CK_CROWBAR Metal Drop On Concrete 1 Octave down 01_RTSB_BRK.wav	CROWBAR METAL DROP; Dropping a metal crowbar and hitting concrete. Pitched down 1 octave.	4
METLImpt-CK_CROWBAR Metal Drop On Concrete 1 Octave down 02_RTSB_BRK.wav	CROWBAR METAL DROP; Dropping a metal crowbar and hitting concrete. Pitched down 1 octave.	4
METLImpt-CK_CROWBAR Metal Drop On Concrete 2 Octaves down 01_RTSB_BRK.wav	CROWBAR METAL DROP; Dropping a metal crowbar and hitting concrete. Pitched down 2 octaves.	4
METLImpt-CK_CROWBAR Metal Drop On Concrete 2 Octaves down 02_RTSB_BRK.wav	CROWBAR METAL DROP; Dropping a metal crowbar and hitting concrete. Pitched down 2 octaves.	2
METLImpt-CK_CROWBAR Metal Drop On Concrete 2 Octaves down 03_RTSB_BRK.wav	CROWBAR METAL DROP; Dropping a metal crowbar and hitting concrete. Pitched down 2 octaves.	2
CERMCrsh-CK_DEBRIS Brick Small On Concrete Short 01_RTSB_BRK.wav	DEBRIS BRICK SMALL; Small brick debris on concrete. Short duration.	4
CERMCrsh-CK_DEBRIS Brick Small On Concrete Short 02_RTSB_BRK.wav	DEBRIS BRICK SMALL; Small brick debris on concrete. Short duration.	3
CERMCrsh-CK_DEBRIS Brick Small On Concrete Short 1 Octave down 01_RTSB_BRK.wav	DEBRIS BRICK SMALL; Small brick debris on concrete. Pitched down 1 octave.	4
CERMCrsh-CK_DEBRIS Brick Small On Concrete Short 1 Octave down 02_RTSB_BRK.wav	DEBRIS BRICK SMALL; Small brick debris on concrete. Pitched down 1 octave.	3
CERMCrsh-CK_DEBRIS Brick Small On Concrete Short 2 Octaves down 01_RTSB_BRK.wav	DEBRIS BRICK SMALL; Small brick debris on concrete. Pitched down 2 octaves.	3
CERMCrsh-CK_DEBRIS Brick Small On Concrete Short 2 Octaves down 02_RTSB_BRK.wav	DEBRIS BRICK SMALL; Small brick debris on concrete. Pitched down 2 octaves.	2
CERMCrsh-CK_DEBRIS Brick Small On Concrete Short 2 Octaves down 03_RTSB_BRK.wav	DEBRIS BRICK SMALL; Small brick debris on concrete. Pitched down 2 octaves.	2
DIRTCrsh-CK_DEBRIS Dirt On Cement Long_RTSB_BRK.wav	DEBRIS DIRT; Long constant dirt debris falling on concrete surface.	1
DIRTCrsh-CK_DEBRIS Dirt On Cement Medium_RTSB_BRK.wav	DEBRIS DIRT; Medium dirt debris falling on concrete surface.	3
DIRTCrsh-CK_DEBRIS Dirt On Concrete Spray Short_RTSB_BRK.wav	DEBRIS DIRT; short dirt debris falling or spraying on concrete surface.	2
DIRTCrsh-CK_DEBRIS Dirt On Dirt Long 01_RTSB_BRK.wav	DEBRIS DIRT; Long constant dirt debris falling on dirt surface.	2
DIRTCrsh-CK_DEBRIS Dirt On Dirt Long 02_RTSB_BRK.wav	DEBRIS DIRT; Long constant dirt debris falling on dirt surface.	2
DIRTCrsh-CK_DEBRIS Dirt On Dirt Medium 01_RTSB_BRK.wav	DEBRIS DIRT; Medium constant dirt debris falling on dirt surface.	3
DIRTCrsh-CK_DEBRIS Dirt On Dirt Medium 02_RTSB_BRK.wav	DEBRIS DIRT; Medium constant dirt debris falling on dirt surface.	3
DIRTCrsh-CK_DEBRIS Dirt On Dirt Medium 03_RTSB_BRK.wav	DEBRIS DIRT; Medium constant dirt debris falling on dirt surface.	3
DIRTCrsh-CK_DEBRIS Dirt On Dirt Short_RTSB_BRK.wav	DEBRIS DIRT; Short small dirt debris falling on dirt surface.	2
DIRTCrsh-CK_DEBRIS Dirt On Metal Hollow_RTSB_BRK.wav	DEBRIS DIRT; Long trickle of fine dirt particulate on hollow metal surface with a car hood character.	1
DIRTCrsh-CK_DEBRIS Dirt On Metal Hollow Medium 01_RTSB_BRK.wav	DEBRIS DIRT; Medium trickle of fine dirt particulate on hollow metal surface with a car hood character.	3
DIRTCrsh-CK_DEBRIS Dirt On Metal Hollow Medium 02_RTSB_BRK.wav	DEBRIS DIRT; Medium trickle of fine dirt particulate on hollow metal surface with a car hood character.	3
DIRTCrsh-CK_DEBRIS Dirt On Metal Hollow Medium 03_RTSB_BRK.wav	DEBRIS DIRT; Medium trickle of fine dirt particulate on hollow metal surface with a car hood character.	3
DIRTCrsh-CK_DEBRIS Dirt On Metal Hollow Medium 04_RTSB_BRK.wav	DEBRIS DIRT; Medium trickle of fine dirt particulate on hollow metal surface with a car hood character.	3
DIRTCrsh-CK_DEBRIS Dirt On Metal Hollow Small_RTSB_BRK.wav	DEBRIS DIRT SMALL; Small trickle of fine dirt particulate on hollow metal surface with a car hood character.	3
DIRTCrsh-CK_DEBRIS Dirt On Plastic Medium_RTSB_BRK.wav	DEBRIS DIRT; Medium constant dirt debris falling on plastic surface.	1
DIRTCrsh-CK_DEBRIS Dirt On Plastic Short_RTSB_BRK.wav	DEBRIS DIRT; Short small dirt debris falling on plastic surface.	2
WOODCrsh-CK_DEBRIS Drywall On Wood_RTSB_BRK.wav	DEBRIS DRYWALL; Small short drywall and dirt debris falling on wood and concrete. Slight room reverb.	4
GLASCrsh-CK_DEBRIS Glass On Concrete Medium_RTSB_BRK.wav	DEBRIS GLASS MEDIUM; Glass debris falling on concrete floor.	3
GLASCrsh-CK_DEBRIS Glass On Concrete Small 1 Octave down 01_RTSB_BRK.wav	DEBRIS GLASS SMALL; Few pieces of glass falling on concrete floor. Pitched down 1 octave.	5
GLASCrsh-CK_DEBRIS Glass On Concrete Small 1 Octave down 02_RTSB_BRK.wav	DEBRIS GLASS SMALL; Few pieces of glass falling on concrete floor. Pitched down 1 octave.	5
GLASCrsh-CK_DEBRIS Glass On Concrete Small 1 Octave down 03_RTSB_BRK.wav	DEBRIS GLASS SMALL; Few pieces of glass falling on concrete floor. Pitched down 1 octave.	5

File	Description	
GLASCrsh-CK_DEBRIS Glass On Concrete Small 2 Octaves down 01_RTSB_BRK.wav	DEBRIS GLASS SMALL; Few pieces of glass falling on concrete floor. Ceramic, dishware like character. Pitched down 2 octaves.	3
GLASCrsh-CK_DEBRIS Glass On Concrete Small 2 Octaves down 02_RTSB_BRK.wav	DEBRIS GLASS SMALL; Few pieces of glass falling on concrete floor. Ceramic, dishware like character. Pitched down 2 octaves.	3
GLASCrsh-CK_DEBRIS Glass On Concrete Small 2 Octaves down 03_RTSB_BRK.wav	DEBRIS GLASS SMALL; Few pieces of glass falling on concrete floor. Ceramic, dishware like character. Pitched down 2 octaves.	3
GLASCrsh-CK_DEBRIS Glass On Concrete Small 2 Octaves down 04_RTSB_BRK.wav	DEBRIS GLASS SMALL; Few pieces of glass falling on concrete floor. Ceramic, dishware like character. Pitched down 2 octaves.	3
GLASCrsh-CK_DEBRIS Glass On Concrete Small 2 Octaves down 05_RTSB_BRK.wav	DEBRIS GLASS SMALL; Few pieces of glass falling on concrete floor. Ceramic, dishware like character. Pitched down 2 octaves.	3
GLASCrsh-CK_DEBRIS Glass On Concrete Small_RTSB_BRK.wav	DEBRIS GLASS SMALL; Few pieces of glass falling on concrete floor.	6
GLASCrsh-CK_DEBRIS Glass On Concrete Very Small 01_RTSB_BRK.wav	DEBRIS GLASS VERY SMALL; Small, fine glass falling on concrete floor. Coin like character.	5
GLASCrsh-CK_DEBRIS Glass On Concrete Very Small 02_RTSB_BRK.wav	DEBRIS GLASS VERY SMALL; Small, fine glass falling on concrete floor. Coin like character.	5
GLASCrsh-CK_DEBRIS Glass On Concrete Very Small 03_RTSB_BRK.wav	DEBRIS GLASS VERY SMALL; Small, fine glass falling on concrete floor. Coin like character.	5
GLASCrsh-CK_DEBRIS Glass Window Pane On Concrete 01_RTSB_BRK.wav	DEBRIS GLASS; Breaking off single piece of window pane, falling on concrete and splintering into pieces.	5
GLASCrsh-CK_DEBRIS Glass Window Pane On Concrete 02_RTSB_BRK.wav	DEBRIS GLASS; Breaking off single piece of window pane, falling on concrete and splintering into pieces.	4
GLASCrsh-CK_DEBRIS Glass Window Pane On Concrete 03_RTSB_BRK.wav	DEBRIS GLASS; Breaking off single piece of window pane, falling on concrete and splintering into pieces.	4
GLASCrsh-CK_DEBRIS Glass Window Shard On Concrete Medium 01_RTSB_BRK.wav	DEBRIS GLASS MEDIUM; Breaking off single piece of window pane, falling on concrete and splintering into pieces.	5
GLASCrsh-CK_DEBRIS Glass Window Shard On Concrete Medium 02_RTSB_BRK.wav	DEBRIS GLASS MEDIUM; Breaking off single piece of window pane, falling on concrete and splintering into pieces.	5
GLASCrsh-CK_DEBRIS Glass Window Shard On Concrete Medium 03_RTSB_BRK.wav	DEBRIS GLASS MEDIUM; Breaking off single piece of window pane, falling on concrete and splintering into pieces.	4
GLASCrsh-CK_DEBRIS Glass Window Shard On Concrete Small 01_RTSB_BRK.wav	DEBRIS GLASS SMALL; Breaking off single piece of window pane, falling on concrete and splintering into pieces.	4
GLASCrsh-CK_DEBRIS Glass Window Shard On Concrete Small 02_RTSB_BRK.wav	DEBRIS GLASS SMALL; Breaking off single piece of window pane, falling on concrete and splintering into pieces.	4
GLASCrsh-CK_DEBRIS Glass Window Shard On Concrete Small 03_RTSB_BRK.wav	DEBRIS GLASS SMALL; Breaking off single piece of window pane, falling on concrete and splintering into pieces.	5
METLCrsh-CK_DEBRIS Metal Small Drop On Carpet_RTSB_BRK.wav	DEBRIS METAL SMALL DROP; Small miscellaneous metal pieces dropped on carpet or rug.	2
METLCrsh-CK_DEBRIS Metal Small Forrage 01_RTSB_BRK.wav	METAL DEBRIS SMALL; Forraging through small miscellaneous metal pieces. Slight movement.	4
METLCrsh-CK_DEBRIS Metal Small Forrage 02_RTSB_BRK.wav	METAL DEBRIS SMALL; Forraging through small miscellaneous metal pieces. Slight movement.	2
METLCrsh-CK_DEBRIS Metal Small Forrage Constant 01_RTSB_BRK.wav	METAL DEBRIS SMALL; Constant forraging through small miscellaneous metal pieces.Slight movement.	1
METLCrsh-CK_DEBRIS Metal Small Forrage Constant 02_RTSB_BRK.wav	METAL DEBRIS SMALL; Constant forraging through small miscellaneous metal pieces.Slight movement.	1
METLCrsh-CK_DEBRIS Metal Small Forrage Constant 03_RTSB_BRK.wav	METAL DEBRIS SMALL; Constant forraging through small miscellaneous metal pieces.Slight movement.	1
DIRTCrsh-CK_DEBRIS Sand Spray On Concrete Small 01_RTSB_BRK.wav	DEBRIS SAND; Light, fine sand particulate sprayed on concrete.	4
DIRTCrsh-CK_DEBRIS Sand Spray On Concrete Small 02_RTSB_BRK.wav	DEBRIS SAND; Light, fine sand particulate sprayed on concrete.	4
DIRTCrsh-CK_DEBRIS Sand Spray On Concrete_RTSB_BRK.wav	DEBRIS SAND; Light, fine sand particulate sprayed on concrete. Sizzly character.	5
DIRTCrsh-CK_DEBRIS Sand Sprinkle On Concrete Constant_RTSB_BRK.wav	DEBRIS SAND; Constant light fine sand particulate sprinkling and trickling on concrete. Sizzly character.	3
DIRTCrsh-CK_DEBRIS Sand Sprinkle On Concrete Long_RTSB_BRK.wav	DEBRIS SAND; Long and constant light fine sand particulate sprinkling and trickling on concrete.	4
DIRTCrsh-CK_DEBRIS Sand Sprinkle On Concrete Medium_RTSB_BRK.wav	DEBRIS SAND; Medium light fine sand particulate sprinkling and trickling on concrete.	3
DIRTCrsh-CK_DEBRIS Sand Sprinkle On Concrete Short 01_RTSB_BRK.wav	DEBRIS SAND; Small light fine sand particulate sprinkling and trickling on concrete.	4
DIRTCrsh-CK_DEBRIS Sand Sprinkle On Concrete Short 02_RTSB_BRK.wav	DEBRIS SAND; Small light fine sand particulate sprinkling and trickling on concrete.	3
WOODCrsh-CK_DEBRIS Wood Sticks On Concrete Medium 01_RTSB_BRK.wav	DEBRIS WOOD; Medium wood sticks dropped on concrete.	4
WOODCrsh-CK_DEBRIS Wood Sticks On Concrete Medium 02_RTSB_BRK.wav	DEBRIS WOOD; Medium wood sticks dropped on concrete.	3
WOODCrsh-CK_DEBRIS Wood Sticks On Concrete Small 01_RTSB_BRK.wav	DEBRIS WOOD; Small wood sticks dropped on concrete.	4
WOODCrsh-CK_DEBRIS Wood Sticks On Concrete Small 02_RTSB_BRK.wav	DEBRIS WOOD; Small wood sticks dropped on concrete.	3
DOORDungn-CK_DOOR Church Wood Close Rattle_RTSB_BRK.wav	DOOR WOOD; Old church door opening and closing with the occasional rattle. Slightly reverberant.	3
DOORDungn-CK_DOOR Church Wood Close_RTSB_BRK.wav	DOOR WOOD; Old church door closing with the occasional rattle. Slightly reverberant.	5
DOORDungn-CK_DOOR Church Wood Shake_RTSB_BRK.wav	DOOR WOOD; Old church door closing, shaking, with the occasional rattle. Slightly reverberant.	4
DOORDungn-CK_DOOR Church Wood Slam Shut_RTSB_BRK.wav	DOOR WOOD; Old church door closing, slammed shut, with the occasional rattle. Slightly reverberant.	6
DOORDungn-CK_DOOR Church Wood Squeak_RTSB_BRK.wav	DOOR WOOD; Old church squeaking when opening and closing. Slightly reverberant.	6
METLFric-CK_DOOR Closet Metal Movement Wail 01_RTSB_BRK.wav	DOOR METAL; Old rusty metal cabinet door opening and closing. Screeches and wails while moving.	4
METLFric-CK_DOOR Closet Metal Movement Wail 02_RTSB_BRK.wav	DOOR METAL; Old rusty metal cabinet door opening and closing. Screeches and wails while moving.	4
METLFric-CK_DOOR Closet Metal Movement Wail 03_RTSB_BRK.wav	DOOR METAL; Old rusty metal cabinet door opening and closing. Screeches and wails while moving.	2
METLFric-CK_DOOR Closet Metal Movement Wail 04_RTSB_BRK.wav	DOOR METAL; Old rusty metal cabinet door opening and closing. Screeches and wails while moving.	4
METLFric-CK_DOOR Closet Metal Movement Wail 05_RTSB_BRK.wav	DOOR METAL; Old rusty metal cabinet door opening and closing. Screeches and wails while moving.	4
METLFric-CK_DOOR Closet Metal Movement Wail 06_RTSB_BRK.wav	DOOR METAL; Old rusty metal cabinet door opening and closing. Screeches and wails while moving.	2

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DOORMetl-CK_DOOR Metal And Wood Shake_RTSB_BRK.wav	DOOR WOOD METAL; Large wooden door with metal elements closing and shaking.	2
METLFric-CK_DOOR Metal Closet Screech Open_RTSB_BRK.wav	DOOR METAL; Old rusty metal cabinet door opening and closing. Screeches and wails while moving.	5
DOORCab-CK_DOOR Transformer Box Metal Rusty 01_RTSB_BRK.wav	BOX METAL; Old rusty metal transformer box opening and closing. Squeaky and resonant.	6
DOORCab-CK_DOOR Transformer Box Metal Rusty 02_RTSB_BRK.wav	BOX METAL; Old rusty metal transformer box opening and closing. Squeaky and resonant.	4
VEHDoor-CK_DOOR Van Sliding Metal Old Rusty Hit 01_RTSB_BRK.wav	DOOR METAL VAN HIT ; Old rusty metal sliding doors inside mid century delivery van being hit and rattling.	4
VEHDoor-CK_DOOR Van Sliding Metal Old Rusty Hit 02_RTSB_BRK.wav	DOOR METAL VAN ; Old rusty metal sliding doors inside mid century delivery van being hit and rattling.	3
VEHDoor-CK_DOOR Van Sliding Metal Old Rusty Shake 01_RTSB_BRK.wav	DOOR; Old rusty metal sliding doors inside mid century delivery van being shaked and rattling when pulled upon.	4
VEHDoor-CK_DOOR Van Sliding Metal Old Rusty Shake 02_RTSB_BRK.wav	DOOR; Old rusty metal sliding doors inside mid century delivery van being shaked and rattling when pulled upon.	4
VEHDoor-CK_DOOR Van Sliding Metal Old Rusty Shake Hard_RTSB_BRK.wav	DOOR; Old rusty metal sliding doors inside mid century delivery van being shaked hard and rattling when pulled upon.	1
DOORCreak-CK_DOOR Wood Creaks Long_RTSB_BRK.wav	DOOR WOOD; Squeaky, creaky door movement.	2
DOORCreak-CK_DOOR Wood Opening Creaky Long_RTSB_BRK.wav	DOOR WOOD; Creaky wood door opening slowly. Long duration.	2
DOORCreak-CK_DOOR Wood Opening Creaky Short_RTSB_BRK.wav	DOOR WOOD; Creaky wood door opening.	1
DOORWood-CK_DOOR Wood Slam_RTSB_BRK.wav	DOOR WOOD; Wood door slammed shut.	1
EXPLReal-CK_EXPLOSION Boomy Crack Distant_RTSB_BRK.wav	EXPLOSION; Distant detonation with long report \ reflections.	2
EXPLReal-CK_EXPLOSION Boomy Crack_RTSB_BRK.wav	EXPLOSION; Detonation with long report \ reflections.	5
EXPLReal-CK_EXPLOSION Interior Distant 01_RTSB_BRK.wav	EXPLOSION; Distant underground detonation.	5
EXPLReal-CK_EXPLOSION Interior Distant 02_RTSB_BRK.wav	EXPLOSION; Distant underground detonation.	5
EXPLReal-CK_EXPLOSION Kaboom_RTSB_BRK.wav	EXPLOSION; Midrange detonation with distinct kaboom attack.	3
EXPLReal-CK_EXPLOSION Midrange Crack_RTSB_BRK.wav	EXPLOSION; Midrange detonation with long thunderous report \ reflections.	5
EXPLReal-CK_EXPLOSION Midrange_RTSB_BRK.wav	EXPLOSION; Midrange detonation.	5
EXPLReal-CK_EXPLOSION Nearfield 01_RTSB_BRK.wav	EXPLOSION; Near field detonation.	6
EXPLReal-CK_EXPLOSION Nearfield 02_RTSB_BRK.wav	EXPLOSION; Near field detonation.	4
EXPLReal-CK_EXPLOSION Nearfield 03_RTSB_BRK.wav	EXPLOSION; Near field detonation.	3
EXPLReal-CK_EXPLOSION Nearfield 04_RTSB_BRK.wav	EXPLOSION; Near field detonation.	4
EXPLReal-CK_EXPLOSION Sweetener Thunder Tail_RTSB_BRK.wav	EXPLOSION SWEETENER TAIL; Large thunderous tail for explosions or demolitions.	5
EXPLReal-CK_EXPLOSION Tight 01_RTSB_BRK.wav	EXPLOSION; Tight detonation.	4
EXPLReal-CK_EXPLOSION Tight 02_RTSB_BRK.wav	EXPLOSION; Tight detonation.	5
EXPLReal-CK_EXPLOSION Tight Bright_RTSB_BRK.wav	EXPLOSION; Tight bright detonation.	5
FIREBurn-CK_FIRE Wood Blaze Inferno 01_RTSB_BRK.wav	FIRE WOOD; Fiery wood blaze with crackling and low end character.	1
FIREBurn-CK_FIRE Wood Blaze Inferno 02_RTSB_BRK.wav	FIRE WOOD; Fiery wood blaze with crackling and low end character.	1
FIREBurn-CK_FIRE Wood Blaze Inferno 03_RTSB_BRK.wav	FIRE WOOD; Fiery wood blaze with crackling and low end character.	1
FIREBurn-CK_FIRE Wood Blaze Inferno 04_RTSB_BRK.wav	FIRE WOOD; Fiery wood blaze with crackling and low end character.	1
FIREBurn-CK_FIRE Wood Blaze Inferno 05_RTSB_BRK.wav	FIRE WOOD; Fiery wood blaze with crackling and low end character.	1
FIREBurn-CK_FIRE Wood Blaze Inferno 06_RTSB_BRK.wav	FIRE WOOD; Fiery wood blaze with crackling and low end character.	1
FIREBurn-CK_FIRE Wood Blaze Inferno 07_RTSB_BRK.wav	FIRE WOOD; Fiery wood blaze with crackling and low end character.	1
METLImpt-CK_FRAME Metal Drop On Junk Metal_RTSB_BRK.wav	FRAME METAL DROP; Throwing and dropping metal frame on metal junkpile. Indoor reverb.	2
GLASFric-CK_GLASS Stress Crunch Constant 01_RTSB_BRK.wav	GLASS CRUNCH STRESS; Constant crunching of glass debris against concrete surface.	1
GLASFric-CK_GLASS Stress Crunch Constant 02_RTSB_BRK.wav	GLASS CRUNCH STRESS; Constant crunching of glass debris against concrete surface.	1
GLASFric-CK_GLASS Stress Crunch Constant 03_RTSB_BRK.wav	GLASS CRUNCH STRESS; Constant crunching of glass debris against concrete surface.	1
GLASFric-CK_GLASS Stress Crunch Constant 04_RTSB_BRK.wav	GLASS CRUNCH STRESS; Constant crunching of glass debris against concrete surface.	1
GLASFric-CK_GLASS Stress Crunch Constant Interior 01_RTSB_BRK.wav	GLASS CRUNCH STRESS; Constant crunching of glass debris against concrete surface. Interior perspective.	1
GLASFric-CK_GLASS Stress Crunch Constant Interior 02_RTSB_BRK.wav	GLASS CRUNCH STRESS; Constant crunching of glass debris against concrete surface. Interior perspective.	1
GLASFric-CK_GLASS Stress Crunch Constant Interior 03_RTSB_BRK.wav	GLASS CRUNCH STRESS; Constant crunching of glass debris against concrete surface. Interior perspective.	1
GLASFric-CK_GLASS Stress Crunch Constant Interior 04_RTSB_BRK.wav	GLASS CRUNCH STRESS; Constant crunching of glass debris against concrete surface. Interior perspective.	1
GLASFric-CK_GLASS Stress Crunch Interior Medium 01_RTSB_BRK.wav	GLASS CRUNCH STRESS MEDIUM; Constant crunching of glass debris against concrete surface. Interior perspective. Medium duration.	2
GLASFric-CK_GLASS Stress Crunch Interior Medium 02_RTSB_BRK.wav	GLASS CRUNCH STRESS MEDIUM; Constant crunching of glass debris against concrete surface. Interior perspective. Medium duration.	2
GLASFric-CK_GLASS Stress Crunch Interior Medium 03_RTSB_BRK.wav	GLASS CRUNCH STRESS MEDIUM; Constant crunching of glass debris against concrete surface. Interior perspective. Medium duration.	2

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GLASFric-CK_GLASS Stress Crunch Interior_RTSB_BRK.wav	GLASS CRUNCH STRESS; Constant crunching of glass debris against concrete surface. Interior perspective. Short Duration.	5
GLASFric-CK_GLASS Stress Crunch_RTSB_BRK.wav	GLASS CRUNCH STRESS; Constant crunching of glass debris against concrete surface. Short Duration.	2
METLMvmt-CK_JUNK Metal Bump_RTSB_BRK.wav	JUNK METAL BUMP; Bumping into metal junk. Indoor reverb.	2
METLFric-CK_JUNK Metal Drag_RTSB_BRK.wav	JUNK METAL DRAG; Dragging and sliding metal on a pile of metal junk.	2
METLCrsh-CK_JUNK Metal Drop On Junkpile Metal Heavy_RTSB_BRK.wav	JUNK METAL DROP; Dropping heavy metal on pile of metal junk.	6
DESTRCrsh-CK_JUNK Metal Drop On Junkpile Metal Light_RTSB_BRK.wav	JUNK METAL DROP; Dropping light metal on pile of metal junk.	6
METLCrsh-CK_JUNK Metal Drop_RTSB_BRK.wav	JUNK METAL DROP; Throwing and dropping metal on metal junkpile. Indoor reverb.	3
METLMvmt-CK_JUNK Metal Forrage Long_RTSB_BRK.wav	JUNK METAL FORRAGE; Forraging through metal junkpile. Long duration. Indoor reverb.	3
METLMvmt-CK_JUNK Metal Forrage_RTSB_BRK.wav	JUNK METAL FORRAGE; Forraging through metal junkpile. Indoor reverb.	3
METLFric-CK_JUNK Metal Slide_RTSB_BRK.wav	JUNK METAL SLIDE; Sliding hollow metal junk on concrete surface. Short duration. Interior reverb.	4
METLImpt-CK_JUNK Metal Throw Hollow_RTSB_BRK.wav	JUNK METAL DROP; Throwing and dropping hollow metal on to metal junkpile. Reverberant.	4
METLImpt-CK_JUNK Metal Throw Light 01_RTSB_BRK.wav	JUNK METAL DROP LIGHT; Throwing and dropping small light pieces of metal on to metal junkpile. Reverberant.	4
METLImpt-CK_JUNK Metal Throw Light 02_RTSB_BRK.wav	JUNK METAL DROP LIGHT; Throwing and dropping small light pieces of metal on to metal junkpile. Reverberant.	4
METLImpt-CK_JUNK Metal Throw Light 03_RTSB_BRK.wav	JUNK METAL DROP LIGHT; Throwing and dropping small light pieces of metal on to metal junkpile. Reverberant.	4
METLImpt-CK_JUNK Metal Throw Thin_RTSB_BRK.wav	JUNK METAL DROP THIN; Throwing and dropping small thin pieces of metal on to metal junkpile. Reverberant.	2
WOODImpt-CK_LOG Wood Drop On Concrete 01_RTSB_BRK.wav	LOG WOOD DROP; Wood log dropped on concrete. Useful for wood debris.	6
WOODImpt-CK_LOG Wood Drop On Concrete 02_RTSB_BRK.wav	LOG WOOD DROP; Wood log dropped on concrete. Useful for wood debris.	5
WOODImpt-CK_LOG Wood Drop On Concrete 1 Octave down 01_RTSB_BRK.wav	LOG WOOD DROP; Wood log dropped on concrete. Useful for wood debris. Slightly reverberant. Pitched down 1 octave.	4
WOODImpt-CK_LOG Wood Drop On Concrete 1 Octave down 02_RTSB_BRK.wav	LOG WOOD DROP; Wood log dropped on concrete. Useful for wood debris. Slightly reverberant. Pitched down 1 octave.	4
WOODImpt-CK_LOG Wood Drop On Concrete 1 Octave down 03_RTSB_BRK.wav	LOG WOOD DROP; Wood log dropped on concrete. Useful for wood debris. Slightly reverberant. Pitched down 1 octave.	3
WOODImpt-CK_LOG Wood Drop On Concrete 2 Octaves down 01_RTSB_BRK.wav	LOG WOOD DROP; Wood log dropped on concrete. Useful for wood debris. Slightly reverberant. Pitched down 2 octaves.	3
WOODImpt-CK_LOG Wood Drop On Concrete 2 Octaves down 02_RTSB_BRK.wav	LOG WOOD DROP; Wood log dropped on concrete. Useful for wood debris. Slightly reverberant. Pitched down 2 octaves.	3
WOODImpt-CK_LOG Wood Drop On Concrete 2 Octaves down 03_RTSB_BRK.wav	LOG WOOD DROP; Wood log dropped on concrete. Useful for wood debris. Slightly reverberant. Pitched down 2 octaves.	3
WOODImpt-CK_LOG Wood Drop On Concrete 2 Octaves down 04_RTSB_BRK.wav	LOG WOOD DROP; Wood log dropped on concrete. Useful for wood debris. Slightly reverberant. Pitched down 2 octaves.	2
METLFric-CK_METAL AND WOOD Stress 01_RTSB_BRK.wav	WOOD AND METAL STRESS; Wood and metal being ripped and pulled on. Cracking, creaking and wronking with some sheet metal snapping. Mild interior reverb.	3
METLFric-CK_METAL AND WOOD Stress 02_RTSB_BRK.wav	WOOD AND METAL STRESS; Wood and metal being ripped and pulled on. Cracking, creaking and wronking with some sheet metal snapping. Mild interior reverb.	3
METLFric-CK_METAL AND WOOD Stress 03_RTSB_BRK.wav	WOOD AND METAL STRESS; Wood and metal being ripped and pulled on. Cracking, creaking and wronking with some sheet metal snapping. Mild interior reverb.	2
METLFric-CK_METAL AND WOOD Stress 04_RTSB_BRK.wav	WOOD AND METAL STRESS; Wood and metal being ripped and pulled on. Cracking, creaking and wronking with some sheet metal snapping. Mild interior reverb.	3
METLFric-CK_METAL AND WOOD Stress 05_RTSB_BRK.wav	WOOD AND METAL STRESS; Wood and metal being ripped and pulled on. Cracking, creaking and wronking with some sheet metal snapping. Mild interior reverb.	3
METLFric-CK_METAL AND WOOD Stress 06_RTSB_BRK.wav	WOOD AND METAL STRESS; Wood and metal being ripped and pulled on. Cracking, creaking and wronking with some sheet metal snapping. Mild interior reverb.	1
METLImpt-CK_METAL Hollow Hit Rattle_RTSB_BRK.wav	METAL HOLLOW HIT RATTLE; Large metal being rattling after being hit. Hollow character.	5
METLImpt-CK_METAL Hollow Hit Ring_RTSB_BRK.wav	METAL HOLLOW HIT RING; Large metal being rattling after being hit. Hollow ringing character.	3
METLImpt-CK_METAL Hollow Hit Short_RTSB_BRK.wav	METAL HOLLOW HIT SHORT; Large metal hit. Hollow transient character.	1
METLImpt-CK_METAL Hollow Hit_RTSB_BRK.wav	METAL HOLLOW HIT; Large metal hit. Hollow transient character.	6
METLFric-CK_METAL Hollow Junk Slide_RTSB_BRK.wav	METAL JUNK HOLLOW SLIDE; Large piece of hollow metal dragging and sliding on metal junkpile.	4
METLMvmt-CK_METAL Hollow Shake_RTSB_BRK.wav	METAL JUNK HOLLOW SHAKE; Shaking a large piece of hollow metal.	1
METLFric-CK_METAL Hollow Slide_RTSB_BRK.wav	METAL JUNK HOLLOW SLIDE; Large piece of hollow metal dragging and sliding.	4
METLMvmt-CK_METAL Junk Forrage_RTSB_BRK.wav	JUNK METAL; Forraging through a pile of metal junk.	3
DOORMetl-CK_METAL Stress Hatch_RTSB_BRK.wav	METAL HATCH; Opening metal hatch. Squeaky and hollow character.	3
METLFric-CK_METAL Stress Prying 01_RTSB_BRK.wav	METAL PRYING; Prying, ripping and tearing on metal as it creaks and wronks. Mildly reverberant.	6
METLFric-CK_METAL Stress Prying 02_RTSB_BRK.wav	METAL PRYING; Prying, ripping and tearing on metal as it creaks and wronks. Mildly reverberant.	5
METLFric-CK_METAL Stress Prying Large_RTSB_BRK.wav	METAL PRYING LARGE; Prying, ripping and tearing on metal as it creaks and wronks. Mildly reverberant.	4
METLFric-CK_METAL Stress Prying Medium_RTSB_BRK.wav	METAL PRYING MEDIUM; Prying, ripping and tearing on metal as it creaks and wronks. Mildly reverberant.	1
METLFric-CK_METAL Stress_RTSB_BRK.wav	METAL STRESS; Bending and warping of metal. Hollow character. Mildly reverberant.	2
PAPRRip-CK_PAPER Rip Hard_RTSB_BRK.wav	PAPER RIP HARD; Ripping a piece of paper.	2
PAPRRip-CK_PAPER Rip Long 01_RTSB_BRK.wav	PAPER RIP LONG; Ripping a piece of paper. Long duration.	1
PAPRRip-CK_PAPER Rip Long 02_RTSB_BRK.wav	PAPER RIP LONG; Ripping a piece of paper. Long duration.	1

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PAPRRip-CK_PAPER Rip Medium 01_RTSB_BRK.wav	PAPER RIP MEDIUM; Ripping a piece of paper. Medium duration.	2
PAPRRip-CK_PAPER Rip Medium 02_RTSB_BRK.wav	PAPER RIP MEDIUM; Ripping a piece of paper. Medium duration.	2
PAPRRip-CK_PAPER Rip Medium 03_RTSB_BRK.wav	PAPER RIP MEDIUM; Ripping a piece of paper. Medium duration.	2
CERMImpt-CK_PAVING BLOCK Drop On Concrete 01_RTSB_BRK.wav	PAVING BLOCK DROP; Dropping a paving block on concrete. Brick like character.	6
CERMImpt-CK_PAVING BLOCK Drop On Concrete 02_RTSB_BRK.wav	PAVING BLOCK DROP; Dropping a paving block on concrete. Brick like character.	6
CERMImpt-CK_PAVING BLOCK Drop On Concrete 1 Octave down 01_RTSB_BRK.wav	PAVING BLOCK DROP; Dropping a paving block on concrete. Brick like character. Pitched down 1 octave.	7
CERMImpt-CK_PAVING BLOCK Drop On Concrete 1 Octave down 02_RTSB_BRK.wav	PAVING BLOCK DROP; Dropping a paving block on concrete. Brick like character. Pitched down 1 octave.	5
CERMImpt-CK_PAVING BLOCK Drop On Concrete 2 Octaves down 01_RTSB_BRK.wav	PAVING BLOCK DROP; Dropping a paving block on concrete. Brick like character. Pitched down 2 octaves.	5
CERMImpt-CK_PAVING BLOCK Drop On Concrete 2 Octaves down 02_RTSB_BRK.wav	PAVING BLOCK DROP; Dropping a paving block on concrete. Brick like character. Pitched down 2 octaves.	6
METLCrsh-CK_PIPE Metal Drop On Junk Metal_RTSB_BRK.wav	PIPE METAL DROP; Dropping a metal pipe on a metal junkpile. Ringing clanging character.	4
METLImpt-CK_PIPE Metal Hit Ring_RTSB_BRK.wav	PIPE METAL HIT; Hitting a metal pipe on a metal junkpile. Ringing clanging character.	6
WOODCrsh-CK_PLANK Wood Old Drop On Concrete 01_RTSB_BRK.wav	PLANK WOOD DROP; Wood planks dropped on concrete. Useful for wood debris.	6
WOODCrsh-CK_PLANK Wood Old Drop On Concrete 02_RTSB_BRK.wav	PLANK WOOD DROP; Wood planks dropped on concrete. Useful for wood debris.	5
PLASImpt-CK_PLASTIC Glass Smash Heavy 01_RTSB_BRK.wav	PLASTIC HIT; Hitting a large piece of plastic with few pieces of glass. Heavy transient with hollow character.	3
PLASImpt-CK_PLASTIC Glass Smash Heavy 02_RTSB_BRK.wav	PLASTIC HIT; Hitting a large piece of plastic with few pieces of glass. Heavy transient with hollow character.	4
METLCrsh-CK_RIM Metal Drop On Junk Metal 01_RTSB_BRK.wav	RIM METAL DROP; Dropping a 17" truck tire rim onto metal junkpile. Clanging and ringing character.	5
METLCrsh-CK_RIM Metal Drop On Junk Metal 02_RTSB_BRK.wav	RIM METAL DROP; Dropping a 17" truck tire rim onto metal junkpile. Clanging and ringing character.	4
METLImpt-CK_ROOF Metal Tin Hit And Rattle_RTSB_BRK.wav	ROOF METAL TIN HIT; Hitting tin roof as it rattles and shakes.	4
METLMvmt-CK_ROOF Metal Tin Shake And Rattle_RTSB_BRK.wav	ROOF METAL TIN SHAKE; Shaking tin roof as it rattles.	1
METLMvmt-CK_SHEET METAL Drag On Junk Metal 01_RTSB_BRK.wav	SHEET METAL DRAG; Dragging and sliding sheet metal on a pile of metal junk.	4
METLMvmt-CK_SHEET METAL Drag On Junk Metal 02_RTSB_BRK.wav	SHEET METAL DRAG; Dragging and sliding sheet metal on a pile of metal junk.	3
METLImpt-CK_SHEET Metal Drop On Junkpile Metal_RTSB_BRK.wav	SHEET METAL DROP; Dropping sheet metal on pile of metal junk.	4
METLMvmt-CK_SHEET METAL Heavy Movement 01_RTSB_BRK.wav	SHEET METAL MOVEMENT HEAVY; Shaking, sliding and moving large sheet metal.	5
METLMvmt-CK_SHEET METAL Heavy Movement 02_RTSB_BRK.wav	SHEET METAL MOVEMENT HEAVY; Shaking, sliding and moving large sheet metal.	3
METLMvmt-CK_SHEET METAL Heavy Movement 03_RTSB_BRK.wav	SHEET METAL MOVEMENT HEAVY; Shaking, sliding and moving large sheet metal.	2
METLImpt-CK_SHEET METAL Hit Heavy 01_RTSB_BRK.wav	SHEET METAL HIT HEAVY; Heavy impacts against sheet metal.	4
METLImpt-CK_SHEET METAL Hit Heavy 02_RTSB_BRK.wav	SHEET METAL HIT HEAVY; Heavy impacts against sheet metal.	4
METLImpt-CK_SHEET METAL Hit Hollow_RTSB_BRK.wav	SHEET METAL HIT HOLLOW; Hollow impacts against sheet metal. Reverberant.	3
METLImpt-CK_SHEET METAL Hit Light_RTSB_BRK.wav	SHEET METAL HIT LIGHT; Short light impacts against sheet metal.	4
METLMvmt-CK_SHEET METAL Low Tremor Long 01_RTSB_BRK.wav	SHEET METAL TREMOR LONG; Long low deep resonant sheet metal movements. Metal cable element embedded. Useful for elevator shaft tremors.	1
METLMvmt-CK_SHEET METAL Low Tremor Long 02_RTSB_BRK.wav	SHEET METAL TREMOR LONG; Long low deep resonant sheet metal movements. Metal cable element embedded. Useful for elevator shaft tremors.	1
METLMvmt-CK_SHEET METAL Low Tremor Long 03_RTSB_BRK.wav	SHEET METAL TREMOR LONG; Long low deep resonant sheet metal movements. Metal cable element embedded. Useful for elevator shaft tremors.	1
METLMvmt-CK_SHEET METAL Low Tremor Short_RTSB_BRK.wav	SHEET METAL TREMOR SHORT; Short low deep resonant sheet metal movements. Metal cable element embedded. Useful for elevator shaft tremors.	2
METLMvmt-CK_SHEET METAL Roll_RTSB_BRK.wav	SHEET METAL ROLL; Sheet metal being rolled about.	3
METLMvmt-CK_SHEET METAL Shake_RTSB_BRK.wav	SHEET METAL SHAKE; Shaking sheet metal.	2
METLMvmt-CK_SHEET METAL Stress_RTSB_BRK.wav	SHEET METAL STRESS; Bending and shaking sheet metal.	2
WOODCrsh-CK_SHINGLE Wood Drop On Concrete 01_RTSB_BRK.wav	SHINGLE WOOD DROP; Wood shingles dropped on concrete. Useful for wood debris.	6
WOODCrsh-CK_SHINGLE Wood Drop On Concrete 02_RTSB_BRK.wav	SHINGLE WOOD DROP; Wood shingles dropped on concrete. Useful for wood debris.	6
ROCKFric-CK_STONE Cinder Block Slide Fast 1 Octave down 01_RTSB_BRK.wav	STONE CINDER BLOCK SLIDE FAST; Rapidly sliding a cinder block back and forth on concrete. Deep character. Pitched down 1 octave.	4
ROCKFric-CK_STONE Cinder Block Slide Fast 1 Octave down 02_RTSB_BRK.wav	STONE CINDER BLOCK SLIDE FAST; Rapidly sliding a cinder block back and forth on concrete. Deep character. Pitched down 1 octave.	3
ROCKFric-CK_STONE Cinder Block Slide Fast Center 01_RTSB_BRK.wav	STONE CINDER BLOCK SLIDE FAST; Rapidly sliding a cinder block back and forth on concrete.	5
ROCKFric-CK_STONE Cinder Block Slide Fast Center 02_RTSB_BRK.wav	STONE CINDER BLOCK SLIDE FAST; Rapidly sliding a cinder block back and forth on concrete.	4
ROCKFric-CK_STONE Cinder Block Slide LR 1 Octave down_RTSB_BRK.wav	STONE CINDER BLOCK SLIDE FAST; Rapidly sliding a cinder block back and forth on concrete. Deep character. Pitched down 1 octave.	4
ROCKFric-CK_STONE Cinder Block Slide LR 2 Octaves down_RTSB_BRK.wav	STONE CINDER BLOCK SLIDE FAST; Rapidly sliding a cinder block back and forth on concrete. Deep character. Pitched down 2 octaves.	5
ROCKFric-CK_STONE Cinder Block Slide LR_RTSB_BRK.wav	STONE CINDER BLOCK SLIDE FAST; Rapidly sliding a cinder block back and forth on concrete.	4
ROCKFric-CK_STONE Large Rock Slide Fast 1 Octave down_RTSB_BRK.wav	STONE LARGE SLIDE SLOW; Slowly sliding a large stone back and forth on concrete. Deep character. Pitched down 1 octave.	3
ROCKFric-CK_STONE Large Rock Slide Fast_RTSB_BRK.wav	STONE LARGE SLIDE FAST; Rapidly sliding a large stone back and forth on concrete.	3

ROCKFric-CK_STONE Large Rock Slide Slow 01_RTSB_BRK.wav	STONE LARGE SLIDE SLOW; Slowly sliding a large stone back and forth on concrete.	4
ROCKFric-CK_STONE Large Rock Slide Slow 02_RTSB_BRK.wav	STONE LARGE SLIDE SLOW; Slowly sliding a large stone back and forth on concrete.	4
ROCKFric-CK_STONE Large Rock Slide Slow 1 Octave down 01_RTSB_BRK.wav	STONE LARGE SLIDE SLOW; Slowly sliding a large stone back and forth on concrete. Deep character. Pitched down 1 octave.	4
ROCKFric-CK_STONE Large Rock Slide Slow 1 Octave down 02_RTSB_BRK.wav	STONE LARGE SLIDE SLOW; Slowly sliding a large stone back and forth on concrete. Deep character. Pitched down 1 octave.	4
ROCKImpt-CK_STONE Rock Drop On Rocks Large A 01_RTSB_BRK.wav	STONE ROCK DROP LARGE; Dropping large sized rocks or stones on other rocks. Type A.	6
ROCKImpt-CK_STONE Rock Drop On Rocks Large A 02_RTSB_BRK.wav	STONE ROCK DROP LARGE; Dropping large sized rocks or stones on other rocks. Type A.	6
ROCKImpt-CK_STONE Rock Drop On Rocks Large A 03_RTSB_BRK.wav	STONE ROCK DROP LARGE; Dropping large sized rocks or stones on other rocks. Type A.	7
ROCKImpt-CK_STONE Rock Drop On Rocks Large A 04_RTSB_BRK.wav	STONE ROCK DROP LARGE; Dropping large sized rocks or stones on other rocks. Type A.	7
ROCKImpt-CK_STONE Rock Drop On Rocks Large A 05_RTSB_BRK.wav	STONE ROCK DROP LARGE; Dropping large sized rocks or stones on other rocks. Type A.	7
ROCKImpt-CK_STONE Rock Drop On Rocks Large B 01_RTSB_BRK.wav	STONE ROCK DROP LARGE; Dropping large sized rocks or stones on other rocks. Type B.	5
ROCKImpt-CK_STONE Rock Drop On Rocks Large B 02_RTSB_BRK.wav	STONE ROCK DROP LARGE; Dropping large sized rocks or stones on other rocks. Type B.	5
ROCKImpt-CK_STONE Rock Drop On Rocks Large B 03_RTSB_BRK.wav	STONE ROCK DROP LARGE; Dropping large sized rocks or stones on other rocks. Type B.	6
ROCKImpt-CK_STONE Rock Drop On Rocks Medium A 01_RTSB_BRK.wav	STONE ROCK DROP MEDIUM; Dropping medium sized rocks or stones on other rocks. Type A.	4
ROCKImpt-CK_STONE Rock Drop On Rocks Medium A 02_RTSB_BRK.wav	STONE ROCK DROP MEDIUM; Dropping medium sized rocks or stones on other rocks. Type A.	3
ROCKImpt-CK_STONE Rock Drop On Rocks Medium A 03_RTSB_BRK.wav	STONE ROCK DROP MEDIUM; Dropping medium sized rocks or stones on other rocks. Type A.	4
ROCKImpt-CK_STONE Rock Drop On Rocks Medium A 04_RTSB_BRK.wav	STONE ROCK DROP MEDIUM; Dropping medium sized rocks or stones on other rocks. Type A.	3
ROCKImpt-CK_STONE Rock Drop On Rocks Medium B 01_RTSB_BRK.wav	STONE ROCK DROP MEDIUM; Dropping medium sized rocks or stones on other rocks. Type B.	4
ROCKImpt-CK_STONE Rock Drop On Rocks Medium B 02_RTSB_BRK.wav	STONE ROCK DROP MEDIUM; Dropping medium sized rocks or stones on other rocks. Type B.	3
ROCKImpt-CK_STONE Rock Drop On Rocks Medium B 03_RTSB_BRK.wav	STONE ROCK DROP MEDIUM; Dropping medium sized rocks or stones on other rocks. Type B.	4
ROCKImpt-CK_STONE Rock Drop On Rocks Medium B 04_RTSB_BRK.wav	STONE ROCK DROP MEDIUM; Dropping medium sized rocks or stones on other rocks. Type B.	3
ROCKImpt-CK_STONE Rock Drop On Rocks Medium B 05_RTSB_BRK.wav	STONE ROCK DROP MEDIUM; Dropping medium sized rocks or stones on other rocks. Type B.	4
ROCKImpt-CK_STONE Rock Drop On Rocks Medium B 06_RTSB_BRK.wav	STONE ROCK DROP MEDIUM; Dropping medium sized rocks or stones on other rocks. Type B.	3
ROCKImpt-CK_STONE Rock Drop On Rocks Medium C 01_RTSB_BRK.wav	STONE ROCK DROP MEDIUM; Dropping medium sized rocks or stones on other rocks. Type C.	6
ROCKImpt-CK_STONE Rock Drop On Rocks Medium C 02_RTSB_BRK.wav	STONE ROCK DROP MEDIUM; Dropping medium sized rocks or stones on other rocks. Type C.	5
ROCKImpt-CK_STONE Rock Drop On Rocks Medium C 03_RTSB_BRK.wav	STONE ROCK DROP MEDIUM; Dropping medium sized rocks or stones on other rocks. Type C.	5
ROCKImpt-CK_STONE Rock Drop On Rocks Medium_RTSB_BRK.wav	STONE ROCK DROP MEDIUM; Dropping medium sized rocks or stones on other rocks.	6
ROCKImpt-CK_STONE Rock Drop On Rocks Small 01_RTSB_BRK.wav	STONE ROCK DROP SMALL; Dropping small sized rocks or stones on other rocks.	5
ROCKImpt-CK_STONE Rock Drop On Rocks Small 02_RTSB_BRK.wav	STONE ROCK DROP SMALL; Dropping small sized rocks or stones on other rocks.	5
ROCKImpt-CK_STONE Rock Drop On Rocks Small 03_RTSB_BRK.wav	STONE ROCK DROP SMALL; Dropping small sized rocks or stones on other rocks.	5
ROCKImpt-CK_STONE Rock Medium Drop On Concrete 01_RTSB_BRK.wav	STONE ROCK DROP MEDIUM; Dropping single medium sized rock or stone on concrete.	6
ROCKImpt-CK_STONE Rock Medium Drop On Concrete 02_RTSB_BRK.wav	STONE ROCK DROP MEDIUM; Dropping single medium sized rock or stone on concrete.	6
ROCKImpt-CK_STONE Rock Medium Drop On Concrete 03_RTSB_BRK.wav	STONE ROCK DROP MEDIUM; Dropping single medium sized rock or stone on concrete.	5
ROCKImpt-CK_STONE Rock Small Drop Concrete 01_RTSB_BRK.wav	STONE ROCK DROP SMALL; Dropping small sized rocks on concrete.	6
ROCKImpt-CK_STONE Rock Small Drop Concrete 02_RTSB_BRK.wav	STONE ROCK DROP SMALL; Dropping small sized rocks on concrete.	6
ROCKImpt-CK_STONE Rock Small Drop Concrete 03_RTSB_BRK.wav	STONE ROCK DROP SMALL; Dropping small sized rocks on concrete.	4
ROCKImpt-CK_STONE Rock Small Drop On Rocks 01_RTSB_BRK.wav	STONE ROCK DROP SMALL; Dropping small sized rocks or stones on other rocks.	6
ROCKImpt-CK_STONE Rock Small Drop On Rocks 02_RTSB_BRK.wav	STONE ROCK DROP SMALL; Dropping small sized rocks or stones on other rocks.	5
ROCKImpt-CK_STONE Rock Small Drop On Rocks 03_RTSB_BRK.wav	STONE ROCK DROP SMALL; Dropping small sized rocks or stones on other rocks.	5
ROCKImpt-CK_STONE Rocks Large B Drop On Concrete 2 Octaves down 01_RTSB_BRK.wav	STONE ROCK DROP LARGE; Dropping large sized rocks or stones on concrete. Pitched down 2 octaves.	2
ROCKImpt-CK_STONE Rocks Large B Drop On Concrete 2 Octaves down 02_RTSB_BRK.wav	STONE ROCK DROP LARGE; Dropping large sized rocks or stones on concrete. Pitched down 2 octaves.	2
ROCKImpt-CK_STONE Rocks Large B Drop On Concrete 2 Octaves down 03_RTSB_BRK.wav	STONE ROCK DROP LARGE; Dropping large sized rocks or stones on concrete. Pitched down 2 octaves.	2
ROCKImpt-CK_STONE Rocks Large B Drop On Concrete 2 Octaves down 04_RTSB_BRK.wav	STONE ROCK DROP LARGE; Dropping large sized rocks or stones on concrete. Pitched down 2 octaves.	2
ROCKImpt-CK_STONE Rocks Large B Drop On Concrete 2 Octaves down 05_RTSB_BRK.wav	STONE ROCK DROP LARGE; Dropping large sized rocks or stones on concrete. Pitched down 2 octaves.	2
ROCKImpt-CK_STONE Rocks Large B Drop On Concrete 2 Octaves down 06_RTSB_BRK.wav	STONE ROCK DROP LARGE; Dropping large sized rocks or stones on concrete. Pitched down 2 octaves.	3
ROCKCrsh-CK_STONE Rocks Medium Drop On Concrete 01_RTSB_BRK.wav	STONE ROCK DROP MEDIUM; Dropping medium sized rocks or stones on concrete.	6
ROCKCrsh-CK_STONE Rocks Medium Drop On Concrete 02_RTSB_BRK.wav	STONE ROCK DROP MEDIUM; Dropping medium sized rocks or stones on concrete.	4
ROCKCrsh-CK_STONE Rocks Medium Drop On Concrete 03_RTSB_BRK.wav	STONE ROCK DROP MEDIUM; Dropping medium sized rocks or stones on concrete.	3

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ROCKImpt-CK_STONE Rocks Small A Drop On Concrete 1 Octave down 01_RTSB_BRK.wav	STONE ROCK DROP SMALL; Dropping small sized rocks or stones on concrete. Type A. Pitched down 1 octave.	5
ROCKImpt-CK_STONE Rocks Small A Drop On Concrete 1 Octave down 02_RTSB_BRK.wav	STONE ROCK DROP SMALL; Dropping small sized rocks or stones on concrete. Type A. Pitched down 1 octave.	6
ROCKImpt-CK_STONE Rocks Small A Drop On Concrete 2 Octaves down 01_RTSB_BRK.wav	STONE ROCK DROP SMALL; Dropping small sized rocks or stones on concrete. Type A. Pitched down 2 octaves.	3
ROCKImpt-CK_STONE Rocks Small A Drop On Concrete 2 Octaves down 02_RTSB_BRK.wav	STONE ROCK DROP SMALL; Dropping small sized rocks or stones on concrete. Type A. Pitched down 2 octaves.	3
ROCKImpt-CK_STONE Rocks Small A Drop On Concrete 2 Octaves down 03_RTSB_BRK.wav	STONE ROCK DROP SMALL; Dropping small sized rocks or stones on concrete. Type A. Pitched down 2 octaves.	3
ROCKImpt-CK_STONE Rocks Small A Drop On Concrete 2 Octaves down 04_RTSB_BRK.wav	STONE ROCK DROP SMALL; Dropping small sized rocks or stones on concrete. Type A. Pitched down 2 octaves.	2
ROCKImpt-CK_STONE Rocks Small B Drop On Concrete 1 Octave down 01_RTSB_BRK.wav	STONE ROCK DROP SMALL; Dropping small sized rocks or stones on concrete. Type B. Pitched down 1 octave.	3
ROCKImpt-CK_STONE Rocks Small B Drop On Concrete 1 Octave down 02_RTSB_BRK.wav	STONE ROCK DROP SMALL; Dropping small sized rocks or stones on concrete. Type B. Pitched down 1 octave.	3
ROCKImpt-CK_STONE Rocks Small B Drop On Concrete 1 Octave down 03_RTSB_BRK.wav	STONE ROCK DROP SMALL; Dropping small sized rocks or stones on concrete. Type B. Pitched down 1 octave.	3
ROCKImpt-CK_STONE Rocks Small B Drop On Concrete 1 Octave down 04_RTSB_BRK.wav	STONE ROCK DROP SMALL; Dropping small sized rocks or stones on concrete. Type B. Pitched down 1 octave.	4
ROCKCrsh-CK_STONE Rocks Small Drop On Concrete 01_RTSB_BRK.wav	STONE ROCK DROP SMALL; Dropping small sized rocks or stones on concrete.	6
ROCKCrsh-CK_STONE Rocks Small Drop On Concrete 02_RTSB_BRK.wav	STONE ROCK DROP SMALL; Dropping small sized rocks or stones on concrete.	5
METLCrsh-CK_STOVE Metal Roll Long_RTSB_BRK.wav	STOVE METAL ROLL LONG; Dragging, rolling, and throwing an old metal stove \ oven combo onto concrete and other metal junk.	4
METLCrsh-CK_STOVE Metal Roll Medium_RTSB_BRK.wav	STOVE METAL ROLL MEDIUM; Dragging, rolling, and throwing an old metal stove \ oven combo onto concrete and other metal junk.	4
METLFric-CK_STOVE Metal Slide Long 01 1 Octave down_RTSB_BRK.wav	STOVE METAL SLIDE SHORT; Sliding a rusty metal modern stove onto fine debris on concrete. Grinding, scratching, screeching and overall torturous character. Long duration. Pitched down 1 octave.	2
METLFric-CK_STOVE Metal Slide Long 01_RTSB_BRK.wav	STOVE METAL SLIDE SHORT; Sliding a rusty metal modern stove onto fine debris on concrete. Grinding, scratching, screeching and overall torturous character. Long duration.	4
METLFric-CK_STOVE Metal Slide Long 02 1 Octave down_RTSB_BRK.wav	STOVE METAL SLIDE SHORT; Sliding a rusty metal modern stove onto fine debris on concrete. Grinding, scratching, screeching and overall torturous character. Long duration. Pitched down 1 octave.	2
METLFric-CK_STOVE Metal Slide Long 02_RTSB_BRK.wav	STOVE METAL SLIDE SHORT; Sliding a rusty metal modern stove onto fine debris on concrete. Grinding, scratching, screeching and overall torturous character. Long duration.	4
METLFric-CK_STOVE Metal Slide Long 03 1 Octave down_RTSB_BRK.wav	STOVE METAL SLIDE SHORT; Sliding a rusty metal modern stove onto fine debris on concrete. Grinding, scratching, screeching and overall torturous character. Long duration. Pitched down 1 octave.	2
METLFric-CK_STOVE Metal Slide Long 04 1 Octave down_RTSB_BRK.wav	STOVE METAL SLIDE SHORT; Sliding a rusty metal modern stove onto fine debris on concrete. Grinding, scratching, screeching and overall torturous character. Long duration. Pitched down 1 octave.	2
METLFric-CK_STOVE Metal Slide Medium 1 Octave down_RTSB_BRK.wav	STOVE METAL SLIDE MEDIUM; Sliding a rusty metal modern stove onto fine debris on concrete. Grinding, scratching, screeching and overall torturous character. Pitched down 1 octave. Medium duration.	4
METLFric-CK_STOVE Metal Slide Medium_RTSB_BRK.wav	STOVE METAL SLIDE MEDIUM; Sliding a rusty metal modern stove onto fine debris on concrete. Grinding, scratching, screeching and overall torturous character. Medium duration.	4
METLFric-CK_STOVE Metal Slide Short_RTSB_BRK.wav	STOVE METAL SLIDE SHORT; Sliding a rusty metal modern stove onto fine debris on concrete. Grinding, scratching, screeching and overall torturous character. Short duration.	5
RUBRFric-CK_STRESS Balloon Latex Long_RTSB_BRK.wav	BALLOON LATEX STRESS; Pulling and stretching balloon. Useful for destruction and tension. Long duration.	2
RUBRFric-CK_STRESS Balloon Latex Short 01_RTSB_BRK.wav	BALLOON LATEX STRESS; Pulling and stretching balloon. Useful for destruction and tension. Short duration.	4
RUBRFric-CK_STRESS Balloon Latex Short 02_RTSB_BRK.wav	BALLOON LATEX STRESS; Pulling and stretching balloon. Useful for destruction and tension. Short duration.	4
RUBRFric-CK_STRESS Balloon Latex Short 03_RTSB_BRK.wav	BALLOON LATEX STRESS; Pulling and stretching balloon. Useful for destruction and tension. Short duration.	4
OBJPack-CK_STYROFOAM Drop On Concrete Large 01_RTSB_BRK.wav	STYROFOAM DROP LARGE; Dropping large pieces of styrofoam on concrete. Wood like character.	4
OBJPack-CK_STYROFOAM Drop On Concrete Large 02_RTSB_BRK.wav	STYROFOAM DROP LARGE; Dropping large pieces of styrofoam on concrete. Wood like character.	5
OBJPack-CK_STYROFOAM Drop On Concrete Medium 01_RTSB_BRK.wav	STYROFOAM DROP MEDIUM; Dropping medium sized pieces of styrofoam on concrete. Wood like character.	6
OBJPack-CK_STYROFOAM Drop On Concrete Medium 02_RTSB_BRK.wav	STYROFOAM DROP MEDIUM; Dropping medium sized pieces of styrofoam on concrete. Wood like character.	5
OBJPack-CK_STYROFOAM Drop On Concrete Medium 03_RTSB_BRK.wav	STYROFOAM DROP MEDIUM; Dropping medium sized pieces of styrofoam on concrete. Wood like character.	6
OBJPack-CK_STYROFOAM Drop On Concrete Small A_RTSB_BRK.wav	STYROFOAM DROP SMALL; Dropping small pieces of styrofoam on concrete. Occasional brick or wood character.	5
OBJPack-CK_STYROFOAM Drop On Concrete Small B_RTSB_BRK.wav	STYROFOAM DROP SMALL; Dropping small pieces of styrofoam on concrete. Occasional brick or wood character.	6
OBJPack-CK_STYROFOAM Drop On Concrete Small C 01_RTSB_BRK.wav	STYROFOAM DROP SMALL; Dropping small pieces of styrofoam on concrete. Occasional brick or wood character.	5
OBJPack-CK_STYROFOAM Drop On Concrete Small C 02_RTSB_BRK.wav	STYROFOAM DROP SMALL; Dropping small pieces of styrofoam on concrete. Occasional brick or wood character.	4
OBJPack-CK_STYROFOAM Stress 01_RTSB_BRK.wav	STYROFOAM STRESS; Constant bending and stressing of styrofoam.	2
OBJPack-CK_STYROFOAM Stress 02_RTSB_BRK.wav	STYROFOAM STRESS; Constant bending and stressing of styrofoam.	2
OBJPack-CK_STYROFOAM Stress 03_RTSB_BRK.wav	STYROFOAM STRESS; Constant bending and stressing of styrofoam.	2
OBJPack-CK_STYROFOAM Stress Break 01_RTSB_BRK.wav	STYROFOAM STRESS BREAK; Breaking off chunks of styrofoam. Crunchy sharp character.	4
OBJPack-CK_STYROFOAM Stress Break 02_RTSB_BRK.wav	STYROFOAM STRESS BREAK; Breaking off chunks of styrofoam. Crunchy sharp character.	1
DSGNBoom-CK_SUB HIT Deep 01_RTSB_BRK.wav	SUB HIT; Deep reverberant hollow hits. Useful for large impacts or LFE sweeteners.	1
DSGNBoom-CK_SUB HIT Deep 02_RTSB_BRK.wav	SUB HIT; Deep reverberant hollow hits. Useful for large impacts or LFE sweeteners.	1
DSGNBoom-CK_SUB HIT Deep 03_RTSB_BRK.wav	SUB HIT; Deep reverberant hollow hits. Useful for large impacts or LFE sweeteners.	1
DSGNBoom-CK_SUB HIT Deep 04_RTSB_BRK.wav	SUB HIT; Deep reverberant hollow hits. Useful for large impacts or LFE sweeteners.	1
DSGNBoom-CK_SUB HIT Deep 05_RTSB_BRK.wav	SUB HIT; Deep reverberant hollow hits. Useful for large impacts or LFE sweeteners.	1
DSGNBoom-CK_SUB HIT Deep 06_RTSB_BRK.wav	SUB HIT; Deep reverberant hollow hits. Useful for large impacts or LFE sweeteners.	1

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File	Description	#
DSGNBoom-CK_SUB HIT Deep 07_RTSB_BRK.wav	SUB HIT; Deep reverberant hollow hits. Useful for large impacts or LFE sweeteners.	1
DSGNBoom-CK_SUB HIT Deep 08_RTSB_BRK.wav	SUB HIT; Deep reverberant hollow hits. Useful for large impacts or LFE sweeteners.	1
DSGNBoom-CK_SUB HIT Deep 09_RTSB_BRK.wav	SUB HIT; Deep reverberant hollow hits. Useful for large impacts or LFE sweeteners.	1
DSGNBoom-CK_SUB HIT Deep 10_RTSB_BRK.wav	SUB HIT; Deep reverberant hollow hits. Useful for large impacts or LFE sweeteners.	1
DSGNBoom-CK_SUB HIT Deep 11_RTSB_BRK.wav	SUB HIT; Deep reverberant hollow hits. Useful for large impacts or LFE sweeteners.	1
WOODImpt-CK_SWEETENER Wood Hollow Drop On Concrete 01_RTSB_BRK.wav	SWEETENER WOOD HOLLOW DROP; Large hollow wood drop on concrete. Heavy character. Useful as a sweetener.	6
WOODImpt-CK_SWEETENER Wood Hollow Drop On Concrete 02_RTSB_BRK.wav	SWEETENER WOOD HOLLOW DROP; Large hollow wood drop on concrete. Heavy character. Useful as a sweetener.	6
WOODImpt-CK_SWEETENER Wood Hollow Drop On Concrete 1 Octave down 01_RTSB_BRK.wav	SWEETENER WOOD HOLLOW DROP; Large hollow wood drop on concrete. Heavy character. Useful as a sweetener. Pitched down 1 octave.	6
WOODImpt-CK_SWEETENER Wood Hollow Drop On Concrete 1 Octave down 02_RTSB_BRK.wav	SWEETENER WOOD HOLLOW DROP; Large hollow wood drop on concrete. Heavy character. Useful as a sweetener. Pitched down 1 octave.	6
WOODImpt-CK_SWEETENER Wood Hollow Drop On Concrete 2 Octaves down 01_RTSB_BRK.wav	SWEETENER WOOD HOLLOW DROP; Large hollow wood drop on concrete. Heavy character. Useful as a sweetener. Pitched down 2 octaves.	5
WOODImpt-CK_SWEETENER Wood Hollow Drop On Concrete 2 Octaves down 02_RTSB_BRK.wav	SWEETENER WOOD HOLLOW DROP; Large hollow wood drop on concrete. Heavy character. Useful as a sweetener. Pitched down 2 octaves.	4
WOODImpt-CK_SWEETENER Wood Hollow Drop On Concrete 2 Octaves down 03_RTSB_BRK.wav	SWEETENER WOOD HOLLOW DROP; Large hollow wood drop on concrete. Heavy character. Useful as a sweetener. Pitched down 2 octaves.	4
CERMBrk-CK_TOILET BOWL Ceramic Hit Large 01_RTSB_BRK.wav	TOILET BOWL CERAMIC HIT LARGE; Smashing large bits of a ceramic toilet bowl.	6
CERMBrk-CK_TOILET BOWL Ceramic Hit Large 02_RTSB_BRK.wav	TOILET BOWL CERAMIC HIT LARGE; Smashing large bits of a ceramic toilet bowl.	6
CERMBrk-CK_TOILET BOWL Ceramic Hit Large 03_RTSB_BRK.wav	TOILET BOWL CERAMIC HIT LARGE; Smashing large bits of a ceramic toilet bowl.	5
CERMBrk-CK_TOILET BOWL Ceramic Hit Medium 01_RTSB_BRK.wav	TOILET BOWL CERAMIC HIT MEDIUM; Smashing medium bits of a ceramic toilet bowl.	6
CERMBrk-CK_TOILET BOWL Ceramic Hit Medium 02_RTSB_BRK.wav	TOILET BOWL CERAMIC HIT MEDIUM; Smashing medium bits of a ceramic toilet bowl.	6
CERMBrk-CK_TOILET BOWL Ceramic Hit Medium 03_RTSB_BRK.wav	TOILET BOWL CERAMIC HIT MEDIUM; Smashing medium bits of a ceramic toilet bowl.	5
CERMBrk-CK_TOILET BOWL Ceramic Hit Small 01_RTSB_BRK.wav	TOILET BOWL CERAMIC HIT SMALL; Smashing small bits of a ceramic toilet bowl.	6
CERMBrk-CK_TOILET BOWL Ceramic Hit Small 02_RTSB_BRK.wav	TOILET BOWL CERAMIC HIT SMALL; Smashing small bits of a ceramic toilet bowl.	6
CERMBrk-CK_TOILET BOWL Ceramic Hit Small 03_RTSB_BRK.wav	TOILET BOWL CERAMIC HIT SMALL; Smashing small bits of a ceramic toilet bowl.	5
CERMBrk-CK_TOILET BOWL Ceramic Hit Very Small 01_RTSB_BRK.wav	TOILET BOWL CERAMIC HIT VERY SMALL; Smashing very small bits of a ceramic toilet bowl.	5
CERMBrk-CK_TOILET BOWL Hit_RTSB_BRK.wav	TOILET BOWL CERAMIC HIT; Smashing bits of a ceramic toilet bowl. Interior reverb.	6
METLImpt-CK_TRAINCART Metal Hit 01_RTSB_BRK.wav	TRAINCART METAL HIT; Old rusty traincart impact. Resonant and reverberant.	4
METLImpt-CK_TRAINCART Metal Hit 02_RTSB_BRK.wav	TRAINCART METAL HIT; Old rusty traincart impact. Resonant and reverberant.	3
WOODFric-CK_TREE TRUNK Wood Rip_RTSB_BRK.wav	TREE TRUNK WOOD RIP; Ripping a tree trunk from its roots. Large crunchy character.	1
DESTRCrsh-CK_TV CRT Glass Smash Large_RTSB_BRK.wav	TV CRT HIT LARGE; Smashing a large CRT television. Hollow character with rattling plastic and glass debris.	6
DESTRCrsh-CK_TV CRT Glass Smash Medium 01_RTSB_BRK.wav	TV CRT HIT MEDIUM; Smashing a medium CRT television. Hollow character with rattling plastic and glass debris.	5
DESTRCrsh-CK_TV CRT Glass Smash Medium 02_RTSB_BRK.wav	TV CRT HIT MEDIUM; Smashing a medium CRT television. Hollow character with rattling plastic and glass debris.	5
PLASImpt-CK_TV FLATSCREEN Drop 01_RTSB_BRK.wav	TV FLATSCREEN PLASTIC DROP; Throwing and dropping a 42' flatscreen TV on concrete. Plastic and glass breaks.	4
PLASImpt-CK_TV FLATSCREEN Drop 02_RTSB_BRK.wav	TV FLATSCREEN PLASTIC DROP; Throwing and dropping a 42' flatscreen TV on concrete. Plastic and glass breaks.	3
PLASImpt-CK_TV FLATSCREEN Drop 1 Octave down 01_RTSB_BRK.wav	TV FLATSCREEN PLASTIC DROP; Throwing and dropping a 42' flatscreen TV on concrete. Plastic and glass breaks. Useful for car crashes. Pitched down 1 octave.	4
PLASImpt-CK_TV FLATSCREEN Drop 1 Octave down 02_RTSB_BRK.wav	TV FLATSCREEN PLASTIC DROP; Throwing and dropping a 42' flatscreen TV on concrete. Plastic and glass breaks. Useful for car crashes. Pitched down 1 octave.	3
PLASImpt-CK_TV FLATSCREEN Drop 2 Octaves down 01_RTSB_BRK.wav	TV FLATSCREEN PLASTIC DROP; Throwing and dropping a 42' flatscreen TV on concrete. Plastic and glass breaks. Useful for car crashes. Pitched down 2 octaves.	4
PLASImpt-CK_TV FLATSCREEN Drop 2 Octaves down 02_RTSB_BRK.wav	TV FLATSCREEN PLASTIC DROP; Throwing and dropping a 42' flatscreen TV on concrete. Plastic and glass breaks. Useful for car crashes. Pitched down 2 octaves.	4
GLASFric-CK_TV FLATSCREEN Stress Long 2 Octaves down_RTSB_BRK.wav	TV FLATSCREEN PLASTIC STRESS; Walking slowly on a 42' flatscreen TV on concrete. Crunchy ripping and tearing of glass and plastic. Long duration. Pitched down 2 octaves. Useful for earth ripping and tearing.	4
GLASFric-CK_TV FLATSCREEN Stress Long_RTSB_BRK.wav	TV FLATSCREEN PLASTIC STRESS; Walking slowly on a 42' flatscreen TV on concrete. Crunchy ripping and tearing of glass and plastic. Long duration.	1
GLASFric-CK_TV FLATSCREEN Stress Medium 01_RTSB_BRK.wav	TV FLATSCREEN PLASTIC STRESS; Walking slowly on a 42' flatscreen TV on concrete. Crunchy ripping and tearing of glass and plastic. Medium duration.	4
GLASFric-CK_TV FLATSCREEN Stress Medium 02_RTSB_BRK.wav	TV FLATSCREEN PLASTIC STRESS; Walking slowly on a 42' flatscreen TV on concrete. Crunchy ripping and tearing of glass and plastic. Medium duration.	4
GLASFric-CK_TV FLATSCREEN Stress Short 2 Octaves down_RTSB_BRK.wav	TV FLATSCREEN PLASTIC STRESS; Walking slowly on a 42' flatscreen TV on concrete. Crunchy ripping and tearing of glass and plastic. Short duration. Pitched down 2 octaves. Useful for earth ripping and tearing.	3
GORESrce-CK_VEGETABLE Cabbage Crumple 1 Octave down_RTSB_BRK.wav	CABBAGE CRUMPLE; Cabbage being crumpled up. Crunchy character. Pitched down 1 octave.	4
GORESrce-CK_VEGETABLE Cabbage Crumple 2 Octaves down_RTSB_BRK.wav	CABBAGE CRUMPLE; Cabbage being crumpled up. Crunchy character. Pitched down 2 octaves.	4
GORESrce-CK_VEGETABLE Cabbage Crunch 1 Octave down_RTSB_BRK.wav	CABBAGE CRUNCH; Cabbage crunch. Pitched down 1 octave.	6
GORESrce-CK_VEGETABLE Cabbage Crunch 2 Octaves down_RTSB_BRK.wav	CABBAGE CRUNCH; Cabbage crunch. Pitched down 2 octaves.	6
GORESrce-CK_VEGETABLE Cabbage Crunch Slow 1 Octave down_RTSB_BRK.wav	CABBAGE CRUNCH SLOW; Slow cabbage crunch. Pitched down 2 octaves.	4
GORESrce-CK_VEGETABLE Cabbage Crunch Slow 2 Octaves down_RTSB_BRK.wav	CABBAGE CRUNCH SLOW; Slow cabbage crunch. Pitched down 2 octaves.	4
GORESrce-CK_VEGETABLE Cabbage Tension 01 1 Octave down_RTSB_BRK.wav	CABBAGE STRESS; Squeezing cabbage. Pitched down 1 octave.	4

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GORESrce-CK_VEGETABLE Cabbage Tension 02 1 Octave down_RTSB_BRK.wav	CABBAGE STRESS; Squeezing cabbage. Pitched down 1 octave.	3
GORESrce-CK_VEGETABLE Cabbage Tension 03 1 Octave down_RTSB_BRK.wav	CABBAGE STRESS; Squeezing cabbage. Pitched down 1 octave.	4
GORESrce-CK_VEGETABLE Celery Twist 1 Octave down_RTSB_BRK.wav	CELERY STRESS; Squeezing and twisting celery. Pitched down 1 octave.	4
VEHWagn-CK_WAGON Wood Shake Medium 01_RTSB_BRK.wav	WAGON WOOD SHAKE MEDIUM; Shaking a turn of the century wood wagon. Metal and wood character. Useful for earthquakes.	1
VEHWagn-CK_WAGON Wood Shake Medium 02_RTSB_BRK.wav	WAGON WOOD SHAKE MEDIUM; Shaking a turn of the century wood wagon. Metal and wood character. Useful for earthquakes.	1
DESTRCrsh-CK_WALL Drywall Wood Smash 01_RTSB_BRK.wav	WALL DRYWALL HIT; Sledgehammer hitting and breaking drywall with wood and dirt debris.	5
DESTRCrsh-CK_WALL Drywall Wood Smash 02_RTSB_BRK.wav	WALL DRYWALL HIT; Sledgehammer hitting and breaking drywall with wood and dirt debris.	6
FOODIngr-CK_WALNUT Crack 1 Octave down 01_RTSB_BRK.wav	WALNUT CRACK; Walnut cracks. Useful for destruction element. Pitched down 1 octave.	4
FOODIngr-CK_WALNUT Crack 1 Octave down 02_RTSB_BRK.wav	WALNUT CRACK; Walnut cracks. Useful for destruction element. Pitched down 1 octave.	4
FOODIngr-CK_WALNUT Crack 1 Octave down 03_RTSB_BRK.wav	WALNUT CRACK; Walnut cracks. Useful for destruction element. Pitched down 1 octave.	5
FOODIngr-CK_WALNUT Crack 2 Octaves down 01_RTSB_BRK.wav	WALNUT CRACK; Walnut cracks. Useful for destruction element. Pitched down 2 octaves. Mildly reverberant.	3
FOODIngr-CK_WALNUT Crack 2 Octaves down 02_RTSB_BRK.wav	WALNUT CRACK; Walnut cracks. Useful for destruction element. Pitched down 2 octaves. Mildly reverberant.	3
FOODIngr-CK_WALNUT Crack 2 Octaves down 03_RTSB_BRK.wav	WALNUT CRACK; Walnut cracks. Useful for destruction element. Pitched down 2 octaves. Mildly reverberant.	3
FOODIngr-CK_WALNUT Crack 2 Octaves down 04_RTSB_BRK.wav	WALNUT CRACK; Walnut cracks. Useful for destruction element. Pitched down 2 octaves. Mildly reverberant.	3
GLASBrk-CK_WINDOW Glass Smash 01_RTSB_BRK.wav	WINDOW GLASS HIT; Breaking a window with glass debris falling on floor.	6
GLASBrk-CK_WINDOW Glass Smash 02_RTSB_BRK.wav	WINDOW GLASS HIT; Breaking a window with glass debris falling on floor.	4
GLASBrk-CK_WINDOW Glass Smash 03_RTSB_BRK.wav	WINDOW GLASS HIT; Breaking a window with glass debris falling on floor.	3
GLASBrk-CK_WINDOW Glass Smash 04_RTSB_BRK.wav	WINDOW GLASS HIT; Breaking a window with glass debris falling on floor. Interior perspective with mild indoor reverb.	4
GLASBrk-CK_WINDOW Glass Smash 05_RTSB_BRK.wav	WINDOW HIT; Breaking a window with glass debris falling on floor. Interior perspective.	3
GLASBrk-CK_WINDOW Glass Smash 06_RTSB_BRK.wav	WINDOW GLASS HIT; Breaking a window with glass debris falling on floor. Interior perspective with mild indoor reverb.	5
GLASBrk-CK_WINDOW Glass Smash Hollow 01_RTSB_BRK.wav	WINDOW GLASS HIT; Breaking a window with glass debris falling on floor. Dull hollow hit resulting from the impact. Interior perspective with mild indoor reverb.	4
GLASBrk-CK_WINDOW Glass Smash Hollow 02_RTSB_BRK.wav	WINDOW GLASS HIT; Breaking a window with glass debris falling on floor. Dull hollow hit resulting from the impact. Interior perspective with mild indoor reverb.	3
GLASBrk-CK_WINDOW Glass Smash Medium_RTSB_BRK.wav	WINDOW GLASS HIT MEDIUM; Breaking a medium sized window with glass debris falling on floor. Interior perspective with mild indoor reverb.	5
GLASBrk-CK_WINDOW Glass Smash Small 01_RTSB_BRK.wav	WINDOW GLASS HIT; Breaking a small sized window with glass debris falling on floor. Interior perspective with mild indoor reverb.	5
GLASBrk-CK_WINDOW Glass Smash Small 02_RTSB_BRK.wav	WINDOW GLASS HIT; Breaking a small sized window with glass debris falling on floor. Interior perspective with mild indoor reverb.	4
GLASFric-CK_WINDSHIELD Glass Stress Tearing Long 01_RTSB_BRK.wav	WINDSHIELD GLASS STRESS LONG; Ripping glass windshield in an automobile. Crunchy character. Interior cabin perspective. Long duration.	1
GLASFric-CK_WINDSHIELD Glass Stress Tearing Long 02_RTSB_BRK.wav	WINDSHIELD GLASS STRESS LONG; Ripping glass windshield in an automobile. Crunchy character. Interior cabin perspective. Long duration.	1
GLASFric-CK_WINDSHIELD Glass Stress Tearing Long 03_RTSB_BRK.wav	WINDSHIELD GLASS STRESS LONG; Ripping glass windshield in an automobile. Crunchy character. Interior cabin perspective. Long duration.	1
GLASFric-CK_WINDSHIELD Glass Stress Tearing Long 04_RTSB_BRK.wav	WINDSHIELD GLASS STRESS LONG; Ripping glass windshield in an automobile. Crunchy character. Interior cabin perspective. Long duration.	1
GLASFric-CK_WINDSHIELD Glass Stress Tearing Medium 01_RTSB_BRK.wav	WINDSHIELD GLASS STRESS LONG; Ripping glass windshield in an automobile. Crunchy character. Interior cabin perspective. Medium duration.	2
GLASFric-CK_WINDSHIELD Glass Stress Tearing Medium 02_RTSB_BRK.wav	WINDSHIELD GLASS STRESS LONG; Ripping glass windshield in an automobile. Crunchy character. Interior cabin perspective. Medium duration.	2
GLASFric-CK_WINDSHIELD Glass Stress Tearing Short_RTSB_BRK.wav	WINDSHIELD GLASS STRESS LONG; Ripping glass windshield in an automobile. Crunchy character. Interior cabin perspective. Short duration.	2
WOODBrk-CK_WOOD Crack Small 01_RTSB_BRK.wav	WOOD CRACK SMALL; Small pieces of wood breaking and cracking.	5
WOODBrk-CK_WOOD Crack Small 02_RTSB_BRK.wav	WOOD CRACK SMALL; Small pieces of wood breaking and cracking.	5
WOODBrk-CK_WOOD Crack Small 03_RTSB_BRK.wav	WOOD CRACK SMALL; Small pieces of wood breaking and cracking.	5
WOODBrk-CK_WOOD Crack Small 1 Octave down 01_RTSB_BRK.wav	WOOD CRACK SMALL; Small pieces of wood breaking and cracking. Pitched down 1 octave.	5
WOODBrk-CK_WOOD Crack Small 1 Octave down 02_RTSB_BRK.wav	WOOD CRACK SMALL; Small pieces of wood breaking and cracking. Pitched down 1 octave.	5
WOODBrk-CK_WOOD Crack Small 1 Octave down 03_RTSB_BRK.wav	WOOD CRACK SMALL; Small pieces of wood breaking and cracking. Pitched down 1 octave.	5
WOODBrk-CK_WOOD Crack Small 2 Octaves down 01_RTSB_BRK.wav	WOOD CRACK SMALL; Small pieces of wood breaking and cracking. Pitched down 2 octaves. Mild reverb.	4
WOODBrk-CK_WOOD Crack Small 2 Octaves down 02_RTSB_BRK.wav	WOOD CRACK SMALL; Small pieces of wood breaking and cracking. Pitched down 2 octaves. Mild reverb.	4
WOODBrk-CK_WOOD Crack Small 2 Octaves down 03_RTSB_BRK.wav	WOOD CRACK SMALL; Small pieces of wood breaking and cracking. Pitched down 2 octaves. Mild reverb.	4
WOODBrk-CK_WOOD Crack Small 2 Octaves down 04_RTSB_BRK.wav	WOOD CRACK SMALL; Small pieces of wood breaking and cracking. Pitched down 2 octaves. Mild reverb.	3
WOODBrk-CK_WOOD Crack_RTSB_BRK.wav	WOOD CRACK; Pieces of wood breaking and cracking.	4
WOODFric-CK_WOOD Creak_RTSB_BRK.wav	WOOD CREAK; Wood stress, creak and groan.	2
WOODImpt-CK_WOOD Hit Heavy_RTSB_BRK.wav	WOOD STRESS WRONK HEAVY; Short heavy wood wronk. Low end character.	7
WOODImpt-CK_WOOD Hit_RTSB_BRK.wav	WOOD HIT; Hitting wood item with hammer. Slight resonant ring.	3
WOODFric-CK_WOOD Slide Short_RTSB_BRK.wav	WOOD SLIDE SHORT; SLiding a piece of wood against concrete surface. Short duration.	2

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WOODFric-CK_WOOD Stress 01_RTSB_BRK.wav	WOOD STRESS HEAVY; Wood being ripped and pulled on. Snapping, creaking and cracking. Heavy and deep character.	4
WOODFric-CK_WOOD Stress 02_RTSB_BRK.wav	WOOD STRESS HEAVY; Wood being ripped and pulled on. Snapping, creaking and cracking. Heavy and deep character.	1
WOODFric-CK_WOOD Stress 03_RTSB_BRK.wav	WOOD STRESS HEAVY; Wood being ripped and pulled on. Snapping, creaking and cracking. Heavy and deep character.	2
WOODFric-CK_WOOD Stress 04_RTSB_BRK.wav	WOOD STRESS HEAVY; Wood being ripped and pulled on. Snapping, creaking and cracking. Heavy and deep character.	2
WOODFric-CK_WOOD Stress 05_RTSB_BRK.wav	WOOD STRESS HEAVY; Wood being ripped and pulled on. Snapping, creaking and cracking. Heavy and deep character.	1
WOODFric-CK_WOOD Stress 06_RTSB_BRK.wav	WOOD STRESS HEAVY; Wood being ripped and pulled on. Snapping, creaking and cracking. Heavy and deep character.	1
WOODFric-CK_WOOD Stress 07_RTSB_BRK.wav	WOOD STRESS HEAVY; Wood being ripped and pulled on. Snapping, creaking and cracking. Heavy and deep character.	3
WOODBrk-CK_WOOD Stress Break 01 1 Octave down_RTSB_BRK.wav	WOOD STRESS BREAK; Large piece of wood bending and breaking. Groans and squeaks. Pitched down 1 octave.	3
WOODBrk-CK_WOOD Stress Break 01_RTSB_BRK.wav	WOOD STRESS BREAK; Large piece of wood bending and breaking. Groans and squeaks.	3
WOODBrk-CK_WOOD Stress Break 02_RTSB_BRK.wav	WOOD STRESS BREAK; Large piece of wood bending and breaking. Groans and squeaks.	3
WOODBrk-CK_WOOD Stress Break 03 1 Octave down_RTSB_BRK.wav	WOOD STRESS BREAK; Large piece of wood bending and breaking. Pitched down 1 octave.	1
WOODBrk-CK_WOOD Stress Break 03_RTSB_BRK.wav	WOOD STRESS BREAK; Large piece of wood bending and breaking.	1
WOODFric-CK_WOOD Wronk 01 1 Octave down_RTSB_BRK.wav	WOOD STRESS WRONK; Short wood wronk. Low end character. Pitched down 1 octave.	3
WOODFric-CK_WOOD Wronk 01_RTSB_BRK.wav	WOOD STRESS WRONK; Short wood wronk. Low end character.	4
PLASFric-CK_WRAP PLASTIC Stress Long 01_RTSB_BRK.wav	WRAP PLASTIC STRESS; Plastic cellophane wrap being slowly pulled upon and stretched. Long duration.	2
PLASFric-CK_WRAP PLASTIC Stress Long 02_RTSB_BRK.wav	WRAP PLASTIC STRESS; Plastic cellophane wrap being slowly pulled upon and stretched. Long duration.	2
PLASFric-CK_WRAP PLASTIC Stress Long 03_RTSB_BRK.wav	WRAP PLASTIC STRESS; Plastic cellophane wrap being slowly pulled upon and stretched. Long duration.	2
PLASFric-CK_WRAP PLASTIC Stress Long 04_RTSB_BRK.wav	WRAP PLASTIC STRESS; Plastic cellophane wrap being slowly pulled upon and stretched. Long duration.	2
PLASFric-CK_WRAP PLASTIC Stress Long 05_RTSB_BRK.wav	WRAP PLASTIC STRESS; Plastic cellophane wrap being slowly pulled upon and stretched. Long duration.	2
PLASFric-CK_WRAP PLASTIC Stress Long 06_RTSB_BRK.wav	WRAP PLASTIC STRESS; Plastic cellophane wrap being slowly pulled upon and stretched. Long duration.	2
PLASFric-CK_WRAP PLASTIC Stress Short 01_RTSB_BRK.wav	WRAP PLASTIC STRESS; Plastic cellophane wrap being slowly pulled upon and stretched. Short duration.	3
PLASFric-CK_WRAP PLASTIC Stress Short 02_RTSB_BRK.wav	WRAP PLASTIC STRESS; Plastic cellophane wrap being slowly pulled upon and stretched. Short duration.	3
PLASFric-CK_WRAP PLASTIC Stress Short 03_RTSB_BRK.wav	WRAP PLASTIC STRESS; Plastic cellophane wrap being slowly pulled upon and stretched. Short duration.	3
PLASFric-CK_WRAP PLASTIC Stress Short 04_RTSB_BRK.wav	WRAP PLASTIC STRESS; Plastic cellophane wrap being slowly pulled upon and stretched. Short duration.	2
PLASFric-CK_WRAP PLASTIC Stress Short 05_RTSB_BRK.wav	WRAP PLASTIC STRESS; Plastic cellophane wrap being slowly pulled upon and stretched. Short duration.	2
AMBRoom-DS_AMBIENCE Abandoned Warehouse 01_RTSB_BRK.wav	AMBIENCE WAREHOUSE ABANDONED; Light wind and moving debris in reverberant abandoned warehouse.	1
AMBRoom-DS_AMBIENCE Abandoned Warehouse 02_RTSB_BRK.wav	AMBIENCE WAREHOUSE ABANDONED; Light wind and moving debris in reverberant abandoned warehouse.	1
AMBRoom-DS_AMBIENCE Abandoned Warehouse 03_RTSB_BRK.wav	AMBIENCE WAREHOUSE ABANDONED; Light wind and moving debris in reverberant abandoned warehouse.	1
AMBRoom-DS_AMBIENCE Abandoned Warehouse 04_RTSB_BRK.wav	AMBIENCE WAREHOUSE ABANDONED; Light wind and moving debris in reverberant abandoned warehouse.	1
AMBRoom-DS_AMBIENCE Abandoned Warehouse 05_RTSB_BRK.wav	AMBIENCE WAREHOUSE ABANDONED; Light wind and moving debris in reverberant abandoned warehouse.	1
AMBRoom-DS_AMBIENCE Abandoned Warehouse 06_RTSB_BRK.wav	AMBIENCE WAREHOUSE ABANDONED; Light wind and moving debris in reverberant abandoned warehouse.	1
AMBRoom-DS_AMBIENCE Abandoned Warehouse 07_RTSB_BRK.wav	AMBIENCE WAREHOUSE ABANDONED; Light wind and moving debris in reverberant abandoned warehouse.	1
AMBRoom-DS_AMBIENCE Abandoned Warehouse 08_RTSB_BRK.wav	AMBIENCE WAREHOUSE ABANDONED; Light wind and moving debris in reverberant abandoned warehouse.	1
AMBRoom-DS_AMBIENCE Abandoned Warehouse 09_RTSB_BRK.wav	AMBIENCE WAREHOUSE ABANDONED; Light wind and moving debris in reverberant abandoned warehouse.	1
AMBRoom-DS_AMBIENCE Abandoned Warehouse 10_RTSB_BRK.wav	AMBIENCE WAREHOUSE ABANDONED; Light wind and moving debris in reverberant abandoned warehouse.	1
METLCrsh-DS_BEAM Metal Collapse Element 01_RTSB_BRK.wav	BEAM METAL COLLAPSE; Metal beams collapse element. Large cavernous character.	1
METLCrsh-DS_BEAM Metal Collapse Element 02_RTSB_BRK.wav	BEAM METAL COLLAPSE; Metal beams collapse element. Large cavernous character.	1
METLCrsh-DS_BEAM Metal Collapse Element 03_RTSB_BRK.wav	BEAM METAL COLLAPSE; Metal beams collapse element. Large cavernous character.	1
METLCrsh-DS_BEAM Metal Collapse Element Medium 01_RTSB_BRK.wav	BEAM METAL COLLAPSE; Metal beams collapse element. Large cavernous character.	1
METLCrsh-DS_BEAM Metal Collapse Element Medium 02_RTSB_BRK.wav	BEAM METAL COLLAPSE; Metal beams collapse element. Large cavernous character.	1
METLCrsh-DS_BEAM Metal Collapse Element Medium 03_RTSB_BRK.wav	BEAM METAL COLLAPSE; Metal beams collapse element. Large cavernous character.	1
METLFric-DS_BEAM Metal Stress Distant 01_RTSB_BRK.wav	BEAM METAL STRESS; Metal beams bending and wailing. Reverberant distant wronks. Useful for collapsing buildings and destruction.	4
METLFric-DS_BEAM Metal Stress Distant 02_RTSB_BRK.wav	BEAM METAL STRESS; Metal beams bending and wailing. Reverberant distant wronks. Useful for collapsing buildings and destruction.	4
METLFric-DS_BEAM Metal Stress Distant 03_RTSB_BRK.wav	BEAM METAL STRESS; Metal beams bending and wailing. Reverberant distant wronks. Useful for collapsing buildings and destruction.	4
METLFric-DS_BEAM Metal Stress Distant 04_RTSB_BRK.wav	BEAM METAL STRESS; Metal beams bending and wailing. Reverberant distant wronks. Useful for collapsing buildings and destruction.	4
METLFric-DS_BEAM Metal Stress Screech Wet 01_RTSB_BRK.wav	BEAM METAL STRESS; Metal beams screeching and wronking under stress. Reverberant.	2
METLFric-DS_BEAM Metal Stress Screech Wet 02_RTSB_BRK.wav	BEAM METAL STRESS; Metal beams screeching and wronking under stress. Reverberant.	3

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METLFric-DS_BEAM Metal Stress Wail Wet 01_RTSB_BRK.wav	BEAM METAL STRESS; Metal beams bending wailing and wronking under stress. Reverberant.	3
METLFric-DS_BEAM Metal Stress Wail Wet 02_RTSB_BRK.wav	BEAM METAL STRESS; Metal beams bending wailing and wronking under stress. Reverberant.	3
METLFric-DS_BEAM Metal Stress Wail Wet 03_RTSB_BRK.wav	BEAM METAL STRESS; Metal beams bending wailing and wronking under stress. Reverberant.	3
METLFric-DS_BEAM Metal Stress Wail Wet 04_RTSB_BRK.wav	BEAM METAL STRESS; Metal beams bending wailing and wronking under stress. Reverberant.	3
METLFric-DS_BEAM Metal Stress Wail Wet 05_RTSB_BRK.wav	BEAM METAL STRESS; Metal beams bending wailing and wronking under stress. Reverberant.	3
METLFric-DS_BEAM Metal Stress Wail Wet 06_RTSB_BRK.wav	BEAM METAL STRESS; Metal beams bending wailing and wronking under stress. Reverberant.	3
METLFric-DS_BEAM Metal Stress Wail Wet 07_RTSB_BRK.wav	BEAM METAL STRESS; Metal beams bending wailing and wronking under stress. Reverberant.	2
METLFric-DS_BEAM Metal Stress Wail Wet 08_RTSB_BRK.wav	BEAM METAL STRESS; Metal beams bending wailing and wronking under stress. Reverberant.	5
METLFric-DS_BEAM Metal Stress Wail Wet Pitched 01_RTSB_BRK.wav	BEAM METAL STRESS; Metal closet wronks, creaks and wails. Reverberant character. Useful for metal bending.	3
METLFric-DS_BEAM Metal Stress Wail Wet Pitched 02_RTSB_BRK.wav	BEAM METAL STRESS; Metal closet wronks, creaks and wails. Reverberant character. Useful for metal bending.	3
METLFric-DS_BEAM Metal Stress Wail Wet Pitched 03_RTSB_BRK.wav	BEAM METAL STRESS; Metal closet wronks, creaks and wails. Reverberant character. Useful for metal bending.	3
METLFric-DS_BEAM Metal Stress Wail Wet Pitched 04_RTSB_BRK.wav	BEAM METAL STRESS; Metal closet wronks, creaks and wails. Reverberant character. Useful for metal bending.	2
METLFric-DS_BEAM Metal Stress Wail Wet Pitched 05_RTSB_BRK.wav	BEAM METAL STRESS; Metal closet wronks, creaks and wails. Reverberant character. Useful for metal bending.	3
METLFric-DS_BEAM Metal Stress Wail Wet Pitched 06_RTSB_BRK.wav	BEAM METAL STRESS; Metal closet wronks, creaks and wails. Reverberant character. Useful for metal bending.	3
METLFric-DS_BEAM Metal Stress Wail Wet Pitched 07_RTSB_BRK.wav	BEAM METAL STRESS; Metal closet wronks, creaks and wails. Reverberant character. Useful for metal bending.	3
METLFric-DS_BEAM Metal Stress Wail Wet Pitched 08_RTSB_BRK.wav	BEAM METAL STRESS; Metal closet wronks, creaks and wails. Reverberant character. Useful for metal bending.	1
ROCKImpt-DS_BOULDER Stone Drop Heavy 01_RTSB_BRK.wav	BOULDER STONE DROP HEAVY; Large rock or boulder being dropped, hitting other rocks and rolling. Heavy intensity.	5
ROCKImpt-DS_BOULDER Stone Drop Heavy 02_RTSB_BRK.wav	BOULDER STONE DROP HEAVY; Large rock or boulder being dropped, hitting other rocks and rolling. Heavy intensity.	5
ROCKImpt-DS_BOULDER Stone Drop Heavy 03_RTSB_BRK.wav	BOULDER STONE DROP HEAVY; Large rock or boulder being dropped, hitting other rocks and rolling. Heavy intensity.	5
ROCKImpt-CK_BOULDER Stone Drop Medium 01_RTSB_BRK.wav	BOULDER STONE DROP MEDIUM; Large rock or boulder being dropped, hitting other rocks and rolling. Medium intensity.	5
ROCKImpt-CK_BOULDER Stone Drop Medium 02_RTSB_BRK.wav	BOULDER STONE DROP MEDIUM; Large rock or boulder being dropped, hitting other rocks and rolling. Medium intensity.	6
ROCKImpt-CK_BOULDER Stone Drop On Rocks 01_RTSB_BRK.wav	BOULDER STONE DROP; Large rock or boulder being dropped, hitting other rocks and rolling.	4
ROCKImpt-CK_BOULDER Stone Drop On Rocks 02_RTSB_BRK.wav	BOULDER STONE DROP; Large rock or boulder being dropped, hitting other rocks and rolling.	4
ROCKImpt-CK_BOULDER Stone Drop On Rocks 03_RTSB_BRK.wav	BOULDER STONE DROP; Large rock or boulder being dropped, hitting other rocks and rolling.	6
ROCKImpt-CK_BOULDER Stone Drop On Rocks 04_RTSB_BRK.wav	BOULDER STONE DROP; Large rock or boulder being dropped, hitting other rocks and rolling.	6
ROCKMvmt-DS_BOULDER Stone Rolling 01_RTSB_BRK.wav	BOULDER ROLL LARGE; Large boulders rolling and rumbling. Deep, low character. Useful for earthquakes or avalanches.	1
ROCKMvmt-DS_BOULDER Stone Rolling 02_RTSB_BRK.wav	BOULDER ROLL LARGE; Large boulders rolling and rumbling. Deep, low character. Useful for earthquakes or avalanches.	1
DESTRClpse-DS_BUILDING Collapse Medium_RTSB_BRK.wav	BUILDING COLLAPSE MEDIUM; Bending wailing beams and wronks, stone, rock and dirt collapsing.	4
DESTRClpse-DS_BUILDING Demolition Distant_RTSB_BRK.wav	BUILDING COLLAPSE DISTANT; A distant building collapsing. An explosion followed by crumbling structure elements/. Metal bending and wronking durring collapse.	3
DESTRClpse-DS_BUILDING Explosion Demolition_RTSB_BRK.wav	BUILDING EXPLOSION DEMOLITION; Controlled demolition of building. Sharp explosion followed by crumbling concrete, brick, shattering glass and an eventual settling of debris.	2
DESTRCrsh-DS_CAR CRASH Roll Over_RTSB_BRK.wav	CAR CRASH ROLL; Car rolling over during accident. Heavy impacts with glass spraying and hollow character.	3
DIRTMisc-DS_EARTH RIP Apart_RTSB_BRK.wav	EARTH RIP; Dirt, stone, rock and earth ripping and tearing during seismic event. Large, crunchy, heavy character.	3
DSGNRmbl-DS_EARTHQUAKE Rumble LFE 01_RTSB_BRK.wav	EARTHQUAKE LFE; Sub sweetener. Earthquake or avalanche tremor. Bouncy transient character.	1
DSGNRmbl-DS_EARTHQUAKE Rumble LFE 02_RTSB_BRK.wav	EARTHQUAKE LFE; Sub sweetener. Earthquake or avalanche tremor. Deep, hollow character.	1
DSGNRmbl-DS_EARTHQUAKE Rumble LFE 03_RTSB_BRK.wav	EARTHQUAKE LFE; Sub sweetener. Earthquake or avalanche tremor. Deep character.	1
NATDQuak-DS_EARTHQUAKE Tremor Inside Building 01_RTSB_BRK.wav	EARTHQUAKE; Earthquake tremor. Interior perspective. Breaking glass and crumbling walls.	1
NATDQuak-DS_EARTHQUAKE Tremor Inside Building 02_RTSB_BRK.wav	EARTHQUAKE; Earthquake tremor. Interior perspective. Breaking glass and crumbling walls.	1
NATDQuak-DS_EARTHQUAKE Tremor Inside Building 03_RTSB_BRK.wav	EARTHQUAKE; Earthquake tremor. Interior perspective. Breaking glass and crumbling walls.	1
NATDQuak-DS_EARTHQUAKE Tremor Inside Building 04_RTSB_BRK.wav	EARTHQUAKE; Earthquake tremor. Interior perspective. Breaking glass and crumbling walls.	1
NATDQuak-DS_EARTHQUAKE Tremor Inside Building 05_RTSB_BRK.wav	EARTHQUAKE; Earthquake tremor. Interior perspective. Breaking glass and crumbling walls.	1
DSGNRmbl-DS_EARTHQUAKE Tremor Metal Element Inside Elevator Shaft 01_RTSB_BRK.wav	EARTHQUAKE TREMOR ELEVATOR SHAFT; Hollow metal tremor element. Deep rumbling character. Useful for demolitions or earthquakes.	1
METLMvmt-DS_EARTHQUAKE Tremor Metal Element Inside Elevator Shaft 02_RTSB_BRK.wav	EARTHQUAKE TREMOR ELEVATOR SHAFT; Hollow metal tremor element. Deep rumbling character. Useful for demolitions or earthquakes.	1
METLMvmt-DS_EARTHQUAKE Tremor Metal Element Inside Elevator Shaft 03_RTSB_BRK.wav	EARTHQUAKE TREMOR ELEVATOR SHAFT; Hollow metal tremor element. Deep rumbling character. Useful for demolitions or earthquakes.	1
METLMvmt-DS_EARTHQUAKE Tremor Metal Element Inside Elevator Shaft 04_RTSB_BRK.wav	EARTHQUAKE TREMOR ELEVATOR SHAFT; Hollow metal tremor element. Deep rumbling character. Useful for demolitions or earthquakes.	1
METLMvmt-DS_EARTHQUAKE Tremor Metal Element Inside Elevator Shaft 05_RTSB_BRK.wav	EARTHQUAKE TREMOR ELEVATOR SHAFT; Hollow metal tremor element. Deep rumbling character. Useful for demolitions or earthquakes.	1
METLMvmt-DS_EARTHQUAKE Tremor Metal Element Inside Elevator Shaft 06_RTSB_BRK.wav	EARTHQUAKE TREMOR ELEVATOR SHAFT; Hollow metal tremor element. Deep rumbling character. Useful for demolitions or earthquakes.	1
MACHElev-DS_ELEVATOR Mineshaft Descent_RTSB_BRK.wav	ELEVATOR MINE SHAFT; Old, large wooden and metal mine elevator descending into dark mineshaft. Start, descent and stop elements with reverberant stress and wronks.	1

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METLFric-DS_GHOST SHIP Metal Stress Groan 01_RTSB_BRK.wav	GHOST SHIP STRESS; Ghost ship wronking and creaking as it moves about. Deep creaks.	3
METLFric-DS_GHOST SHIP Metal Stress Groan 02_RTSB_BRK.wav	GHOST SHIP STRESS; Ghost ship wronking and creaking as it moves about. Deep creaks.	3
METLFric-DS_GHOST SHIP Metal Stress Groan 03_RTSB_BRK.wav	GHOST SHIP STRESS; Ghost ship wronking and creaking as it moves about. Deep creaks.	3
METLFric-DS_GHOST SHIP Metal Stress Groan 04_RTSB_BRK.wav	GHOST SHIP STRESS; Ghost ship wronking and creaking as it moves about. Deep creaks.	3
METLFric-DS_GHOST SHIP Metal Stress Groan Long 01_RTSB_BRK.wav	GHOST SHIP STRESS LONG; Ghost ship wronking and creaking as it moves about. Deep creaks.	2
METLFric-DS_GHOST SHIP Metal Stress Groan Long 02_RTSB_BRK.wav	GHOST SHIP STRESS LONG; Ghost ship wronking and creaking as it moves about. Deep creaks.	2
METLFric-DS_GHOST SHIP Metal Stress Groan Long 03_RTSB_BRK.wav	GHOST SHIP STRESS LONG; Ghost ship wronking and creaking as it moves about. Deep creaks.	1
ICEMvmt-DS_GLACIER ICE Stress Movement 01_RTSB_BRK.wav	GLACIER; Glacier or iceberg movement. Cracking ice and rumble. Useful for earthquakes.	1
ICEMvmt-DS_GLACIER ICE Stress Movement 02_RTSB_BRK.wav	GLACIER; Glacier or iceberg movement. Cracking ice and rumble. Useful for earthquakes.	1
ICEMvmt-DS_GLACIER ICE Stress Movement 03_RTSB_BRK.wav	GLACIER; Glacier or iceberg movement. Cracking ice and rumble. Useful for earthquakes.	1
ICEFric-DS_ICE Stress light_RTSB_BRK.wav	ICE STRESS; Stressed ice bending as it melts or moves. Crunchy character.	4
DSGNBoom-DS_LFE HIT Hollow 01_RTSB_BRK.wav	LFE HIT; Hitting metal grate with crowbar with short ring. Sub LFE hit. Pitched down 8 octaves.	1
DSGNBoom-DS_LFE HIT Hollow 02_RTSB_BRK.wav	LFE HIT; Hitting metal grate with crowbar with short ring. Sub LFE hit. Pitched down 8 octaves.	1
DSGNBoom-DS_LFE HIT Hollow 03_RTSB_BRK.wav	LFE HIT; Hitting metal grate with crowbar with short ring. Sub LFE hit. Pitched down 8 octaves.	1
DSGNBoom-DS_LFE HIT Hollow 04_RTSB_BRK.wav	LFE HIT; Hitting metal grate with crowbar with short ring. Sub LFE hit. Pitched down 8 octaves.	1
DSGNBoom-DS_LFE HIT Hollow 05_RTSB_BRK.wav	LFE HIT; Hitting metal grate with crowbar with short ring. Sub LFE hit. Pitched down 8 octaves.	1
DSGNBoom-DS_LFE HIT Hollow 06_RTSB_BRK.wav	LFE HIT; Hitting metal grate with crowbar with short ring. Sub LFE hit. Pitched down 8 octaves.	1
DSGNBoom-DS_LFE HIT Hollow 07_RTSB_BRK.wav	LFE HIT; Hitting metal grate with crowbar with short ring. Sub LFE hit. Pitched down 8 octaves.	1
DSGNBoom-DS_LFE HIT Hollow 08_RTSB_BRK.wav	LFE HIT; Hitting metal grate with crowbar with short ring. Sub LFE hit. Pitched down 8 octaves.	1
DSGNBoom-DS_LFE HIT Hollow 09_RTSB_BRK.wav	LFE HIT; Hitting metal grate with crowbar with short ring. Sub LFE hit. Pitched down 8 octaves.	1
DSGNBoom-DS_LFE HIT Hollow 10_RTSB_BRK.wav	LFE HIT; Hitting metal grate with crowbar with short ring. Sub LFE hit. Pitched down 8 octaves.	1
DSGNBoom-DS_LFE HIT Hollow 11_RTSB_BRK.wav	LFE HIT; Hitting metal grate with crowbar with short ring. Sub LFE hit. Pitched down 8 octaves.	1
DSGNBoom-DS_LFE HIT Hollow 12_RTSB_BRK.wav	LFE HIT; Hitting metal grate with crowbar with short ring. Sub LFE hit. Pitched down 8 octaves.	1
DSGNBoom-DS_LFE HIT Hollow 13_RTSB_BRK.wav	LFE HIT; Hitting metal grate with crowbar with short ring. Sub LFE hit. Pitched down 8 octaves.	1
DSGNBoom-DS_LFE HIT Hollow 14_RTSB_BRK.wav	LFE HIT; Hitting metal grate with crowbar with short ring. Sub LFE hit. Pitched down 8 octaves.	1
DSGNBoom-DS_LFE HIT Hollow 15_RTSB_BRK.wav	LFE HIT; Hitting metal grate with crowbar with short ring. Sub LFE hit. Pitched down 8 octaves.	1
DSGNBoom-DS_LFE HIT Hollow 16_RTSB_BRK.wav	LFE HIT; Hitting metal grate with crowbar with short ring. Sub LFE hit. Pitched down 8 octaves.	1
DESTRClpse-DS_METAL Collapse Element Distant Rumble 01_RTSB_BRK.wav	COLLAPSE METAL DISTANT RUMBLE; Rumble element for a metal building collapsing. Hollow cavernous character.	1
DESTRClpse-DS_METAL Collapse Element Distant Rumble 02_RTSB_BRK.wav	COLLAPSE METAL DISTANT RUMBLE; Rumble element for a metal building collapsing. Hollow cavernous character.	1
DESTRClpse-DS_METAL Collapse Element Long 01_RTSB_BRK.wav	COLLAPSE METAL LONG; Metal building collapsing element. Hollow cavernous character. Long duration.	1
DESTRClpse-DS_METAL Collapse Element Long 02_RTSB_BRK.wav	COLLAPSE METAL LONG; Metal building collapsing element. Hollow cavernous character. Long duration.	1
DESTRClpse-DS_METAL Collapse Element Long 03_RTSB_BRK.wav	COLLAPSE METAL LONG; Metal building collapsing element. Hollow cavernous character. Long duration.	1
DESTRClpse-DS_METAL Collapse Element Medium_RTSB_BRK.wav	COLLAPSE METAL MEDIUM; Metal building collapsing element. Hollow cavernous character. Medium duration.	3
DESTRClpse-DS_METAL Collapse Element Short_RTSB_BRK.wav	COLLAPSE METAL MEDIUM; Metal building collapsing element. Hollow cavernous character. Short duration.	3
DESTRClpse-DS_METAL Collapse Movement Element 01_RTSB_BRK.wav	COLLAPSE METAL MOVEMENT; Metal collapsing and moving element. Hollow cavernous character.	1
DESTRClpse-DS_METAL Collapse Movement Element 02_RTSB_BRK.wav	COLLAPSE METAL MOVEMENT; Metal collapsing and moving element. Hollow cavernous character.	1
DESTRClpse-DS_METAL Collapse Rumble Element_RTSB_BRK.wav	COLLAPSE METAL RUMBLE; Metal collapsing element. Deep cavernous character.	1
DSGNRmbl-DS_METAL Collapse Rumble Settle Element_RTSB_BRK.wav	COLLAPSE METAL RUMBLE SETTLE; Metal collapsing and settling element. Deep cavernous character.	3
DSGNRmbl-DS_METAL Deep Movement_RTSB_BRK.wav	METAL MOVEMENT DEEP; Thunderous resonant metal movement. Reverberant.	1
DOORMetl-DS_METAL HATCH Movement Distant_RTSB_BRK.wav	METAL HATCH MOVEMENT; Distant opening of metal hatch. Reverberant.	3
METLImpt-DS_METAL Hollow Hit 01_RTSB_BRK.wav	METAL HOLLOW HIT; Large hollow reverberant metal hit.	1
METLImpt-DS_METAL Hollow Hit 02_RTSB_BRK.wav	METAL HOLLOW HIT; Large hollow reverberant metal hit.	1
METLFric-DS_METAL Stress Groan Rattle 01_RTSB_BRK.wav	STOVE METAL STRESS; Old turn of century iron stove door, slowly opening. Low reverberant rattly creaks and wronks, useful for large metal stress.	3
METLFric-DS_METAL Stress Groan Rattle 02_RTSB_BRK.wav	STOVE METAL STRESS; Old turn of century iron stove door, slowly opening. Low reverberant rattly creaks and wronks, useful for large metal stress.	3
METLFric-DS_METAL Stress Groan Rattle 03_RTSB_BRK.wav	STOVE METAL STRESS; Old turn of century iron stove door, slowly opening. Low reverberant rattly creaks and wronks, useful for large metal stress.	3
METLFric-DS_METAL Stress Groan Rattle 04_RTSB_BRK.wav	STOVE METAL STRESS; Old turn of century iron stove door, slowly opening. Low reverberant rattly creaks and wronks, useful for large metal stress.	2
METLFric-DS_METAL Stress Groan Rattle Pitched 01_RTSB_BRK.wav	STOVE METAL STRESS; Old turn of century iron stove door, slowly opening. Low reverberant rattly creaks and wronks, useful for large metal stress. Pitched down 1 octave.	2

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METLFric-DS_METAL Stress Groan Rattle Pitched 02_RTSB_BRK.wav	STOVE METAL STRESS; Old turn of century iron stove door, slowly opening. Low reverberant rattly creaks and wronks, useful for large metal stress. Pitched down 1 octave.	2
METLFric-DS_METAL Stress Groan Rattle Pitched 03_RTSB_BRK.wav	STOVE METAL STRESS; Old turn of century iron stove door, slowly opening. Low reverberant rattly creaks and wronks, useful for large metal stress. Pitched down 1 octave.	2
METLFric-DS_METAL Stress Groan Rattle Pitched 04_RTSB_BRK.wav	STOVE METAL STRESS; Old turn of century iron stove door, slowly opening. Low reverberant rattly creaks and wronks, useful for large metal stress. Pitched down 1 octave.	2
METLFric-DS_METAL Stress Groan Rattle Pitched 05_RTSB_BRK.wav	STOVE METAL STRESS; Old turn of century iron stove door, slowly opening. Low reverberant rattly creaks and wronks, useful for large metal stress. Pitched down 1 octave.	2
METLFric-DS_METAL Stress Prying Huge_RTSB_BRK.wav	METAL STRESS PRY HUGE; Pulling and prying metal. Deep, sqeuaky and reverberant character.	4
METLFric-DS_METAL Stress Prying Large_RTSB_BRK.wav	METAL STRESS PRY LARGE; Pulling and prying metal. Deep, sqeuaky and reverberant character.	4
METLFric-DS_METAL Stress Wronk 01_RTSB_BRK.wav	METAL STRESS WRONK; Deep short reverberant metal wronks as it bends.	3
METLFric-DS_METAL Stress Wronk 02_RTSB_BRK.wav	METAL STRESS WRONK; Deep short reverberant metal wronks as it bends.	3
METLImpt-DS_MINE CART Metal Hit 01_RTSB_BRK.wav	MINE CART METAL HIT; Large resonant and reverberant hits.	2
METLImpt-DS_MINE CART Metal Hit 02_RTSB_BRK.wav	MINE CART METAL HIT; Large resonant and reverberant hits.	2
METLImpt-DS_MINE CART Metal Hit 03_RTSB_BRK.wav	MINE CART METAL HIT; Large resonant and reverberant hits.	3
METLFric-DS_MINE SHAFT Wood Metal Stress Extremely Long_RTSB_BRK.wav	MINE SHAFT TREMOR; Metal and wood stress, wronks, squeaky and creaky elements within underground mine shaft or building during earthquake tremor. Reverberant interior perspective.	1
METLFric-DS_MINE SHAFT Wood Metal Stress Long 01_RTSB_BRK.wav	MINE SHAFT TREMOR; Metal and wood stress, wronks, squeaky and creaky elements within underground mine shaft or building during earthquake tremor. Reverberant interior perspective.	1
METLFric-DS_MINE SHAFT Wood Metal Stress Long 02_RTSB_BRK.wav	MINE SHAFT TREMOR; Metal and wood stress, wronks, squeaky and creaky elements within underground mine shaft or building during earthquake tremor. Reverberant interior perspective.	1
METLFric-DS_MINE SHAFT Wood Metal Stress Long 03_RTSB_BRK.wav	MINE SHAFT TREMOR; Metal and wood stress, wronks, squeaky and creaky elements within underground mine shaft or building during earthquake tremor. Reverberant interior perspective.	1
METLFric-DS_MINE SHAFT Wood Metal Stress Long 04_RTSB_BRK.wav	MINE SHAFT TREMOR; Metal and wood stress, wronks, squeaky and creaky elements within underground mine shaft or building during earthquake tremor. Reverberant interior perspective.	1
METLFric-DS_MINE SHAFT Wood Metal Stress Long 05_RTSB_BRK.wav	MINE SHAFT TREMOR; Metal and wood stress, wronks, squeaky and creaky elements within underground mine shaft or building during earthquake tremor. Reverberant interior perspective.	1
METLFric-DS_MINE SHAFT Wood Metal Stress Medium 01_RTSB_BRK.wav	MINE SHAFT TREMOR; Metal and wood stress, wronks, squeaky and creaky elements within underground mine shaft or building during earthquake tremor. Reverberant interior perspective.	2
METLFric-DS_MINE SHAFT Wood Metal Stress Medium 02_RTSB_BRK.wav	MINE SHAFT TREMOR; Metal and wood stress, wronks, squeaky and creaky elements within underground mine shaft or building during earthquake tremor. Reverberant interior perspective.	2
METLFric-DS_MINE SHAFT Wood Metal Stress Medium 03_RTSB_BRK.wav	MINE SHAFT TREMOR; Metal and wood stress, wronks, squeaky and creaky elements within underground mine shaft or building during earthquake tremor. Reverberant interior perspective.	3
METLFric-DS_MINE SHAFT Wood Metal Stress Shake Rattle Long 01_RTSB_BRK.wav	MINE SHAFT TREMOR; Metal and wood shaking and rattling. Squeaky and creaky elements within underground mine shaft or building during earthquake tremor. Reverberant interior perspective.	1
METLFric-DS_MINE SHAFT Wood Metal Stress Shake Rattle Long 02_RTSB_BRK.wav	MINE SHAFT TREMOR; Metal and wood shaking and rattling. Squeaky and creaky elements within underground mine shaft or building during earthquake tremor. Reverberant interior perspective.	1
METLFric-DS_MINE SHAFT Wood Metal Stress Shake Rattle Medium 01_RTSB_BRK.wav	MINE SHAFT TREMOR; Metal and wood shaking and rattling. Squeaky and creaky elements within underground mine shaft or building during earthquake tremor. Reverberant interior perspective.	1
METLFric-DS_MINE SHAFT Wood Metal Stress Shake Rattle Medium 02_RTSB_BRK.wav	MINE SHAFT TREMOR; Metal and wood shaking and rattling. Squeaky and creaky elements within underground mine shaft or building during earthquake tremor. Reverberant interior perspective.	1
METLFric-DS_MINE SHAFT Wood Metal Stress Short 01_RTSB_BRK.wav	MINE SHAFT TREMOR; Metal and wood stress, wronks, squeaky and creaky elements within underground mine shaft or building during earthquake tremor. Reverberant interior perspective.	3
METLFric-DS_MINE SHAFT Wood Metal Stress Short 02_RTSB_BRK.wav	MINE SHAFT TREMOR; Metal and wood stress, wronks, squeaky and creaky elements within underground mine shaft or building during earthquake tremor. Reverberant interior perspective.	3
METLFric-DS_MINE SHAFT Wood Metal Stress Short 03_RTSB_BRK.wav	MINE SHAFT TREMOR; Metal and wood stress, wronks, squeaky and creaky elements within underground mine shaft or building during earthquake tremor. Reverberant interior perspective.	4
METLFric-DS_MINE SHAFT Wood Metal Stress Very Long 01_RTSB_BRK.wav	MINE SHAFT TREMOR; Metal and wood stress, wronks, squeaky and creaky elements within underground mine shaft or building during earthquake tremor. Reverberant interior perspective.	1
METLFric-DS_MINE SHAFT Wood Metal Stress Very Long 02_RTSB_BRK.wav	MINE SHAFT TREMOR; Metal and wood stress, wronks, squeaky and creaky elements within underground mine shaft or building during earthquake tremor. Reverberant interior perspective.	1
METLFric-DS_MINE SHAFT Wood Metal Stress Very Long 03_RTSB_BRK.wav	MINE SHAFT TREMOR; Metal and wood stress, wronks, squeaky and creaky elements within underground mine shaft or building during earthquake tremor. Reverberant interior perspective.	1
METLFric-DS_MINE SHAFT Wood Metal Stress Very Long 04_RTSB_BRK.wav	MINE SHAFT TREMOR; Metal and wood stress, wronks, squeaky and creaky elements within underground mine shaft or building during earthquake tremor. Reverberant interior perspective.	1
METLFric-DS_MINE SHAFT Wood Metal Stress Very Long 05_RTSB_BRK.wav	MINE SHAFT TREMOR; Metal and wood stress, wronks, squeaky and creaky elements within underground mine shaft or building during earthquake tremor. Reverberant interior perspective.	1
METLFric-DS_MINE SHAFT Wood Metal Stress Very Long 06_RTSB_BRK.wav	MINE SHAFT TREMOR; Metal and wood stress, wronks, squeaky and creaky elements within underground mine shaft or building during earthquake tremor. Reverberant interior perspective.	1
METLFric-DS_MINE SHAFT Wood Metal Stress Very Long 07_RTSB_BRK.wav	MINE SHAFT TREMOR; Metal and wood stress, wronks, squeaky and creaky elements within underground mine shaft or building during earthquake tremor. Reverberant interior perspective.	1
METLFric-DS_MINE SHAFT Wood Metal Stress Very Very Long 01_RTSB_BRK.wav	MINE SHAFT TREMOR; Metal and wood stress, wronks, squeaky and creaky elements within underground mine shaft or building during earthquake tremor. Reverberant interior perspective.	1
METLFric-DS_MINE SHAFT Wood Metal Stress Very Very Long 02_RTSB_BRK.wav	MINE SHAFT TREMOR; Metal and wood stress, wronks, squeaky and creaky elements within underground mine shaft or building during earthquake tremor. Reverberant interior perspective.	1
METLFric-DS_MINE SHAFT Wood Metal Stress Very Very Long 03_RTSB_BRK.wav	MINE SHAFT TREMOR; Metal and wood stress, wronks, squeaky and creaky elements within underground mine shaft or building during earthquake tremor. Reverberant interior perspective.	1
ROCKCrsh-DS_STONE Rock Crush_RTSB_BRK.wav	STONE ROCK CRUSH; Grinding and ripping rock and earth.	4
ROCKMvmt-DS_STONE Rock Grind_RTSB_BRK.wav	STONE ROCK GRIND; Grinding and ripping rock and earth.	1
ROCKFric-DS_STONE Rock Stress Rip Element Large 01_RTSB_BRK.wav	STONE ROCK RIPPING; Stone and rock tearing, crushing and ripping.	1
ROCKFric-DS_STONE Rock Stress Rip Element Large 02_RTSB_BRK.wav	STONE ROCK RIPPING; Stone and rock tearing, crushing and ripping.	1
DESTRClpse-DS_STRUCTURE Metal Collapse Element 01_RTSB_BRK.wav	STRUCTURE METAL COLLAPSE; Collapsing metal structure element. Large hollow reverberant character.	1
DESTRClpse-DS_STRUCTURE Metal Collapse Element 02_RTSB_BRK.wav	STRUCTURE METAL COLLAPSE; Collapsing metal structure element. Large hollow reverberant character.	1
DESTRClpse-DS_STRUCTURE Metal Collapse Rumble Element_RTSB_BRK.wav	STRUCTURE COLLAPSE METAL RUMBLE; Metal structure collapsing element. Reverberant.	1
DESTRCrsh-DS_TRUCK CRASH Roll Over_RTSB_BRK.wav	TRUCK CRASH ROLL; Truck rolling over during accident. Heavy impacts with glass spraying and hollow character.	3
DESTRCrsh-DS_WALL Brick Smash_RTSB_BRK.wav	WALL BRICK SMASH; Smashing through a brick wall. Large impact followed by brick debris.	2
DESTRCrsh-DS_WALL Drywall Wood Smash 01_RTSB_BRK.wav	WALL DRYWALL HIT; Sledgehammer hitting and breaking drywall with wood and dirt debris.	5

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DESTRCrsh-DS_WALL Drywall Wood Smash 02_RTSB_BRK.wav	WALL DRYWALL HIT; Sledgehammer hitting and breaking drywall with wood and dirt debris.	6
DESTRCrsh-DS_WALL Drywall Wood Smash 03_RTSB_BRK.wav	WALL DRYWALL HIT; Sledgehammer hitting and breaking drywall with wood and dirt debris.	4
DESTRCrsh-DS_WALL Drywall Wood Smash 04_RTSB_BRK.wav	WALL DRYWALL HIT; Sledgehammer hitting and breaking drywall with wood and dirt debris.	1
GLASFric-DS_WINDSHIELD Glass Stress and Pop_RTSB_BRK.wav	WINDSHIELD GLASS STRESS LONG; Ripping glass windshield in an automobile until it breaks and pops. Crunchy characte	1
GLASFric-DS_WINDSHIELD Glass Stress Tearing Wet 01_RTSB_BRK.wav	WINDSHIELD GLASS STRESS LONG; Ripping glass windshield in an automobile. Crunchy character. Interior cabin perspec	1
GLASFric-DS_WINDSHIELD Glass Stress Tearing Wet 02_RTSB_BRK.wav	WINDSHIELD GLASS STRESS LONG; Ripping glass windshield in an automobile. Crunchy character. Interior cabin perspec	1
GLASFric-DS_WINDSHIELD Glass Stress Tearing Wet 03_RTSB_BRK.wav	WINDSHIELD GLASS STRESS LONG; Ripping glass windshield in an automobile. Crunchy character. Interior cabin perspec	1
GLASFric-DS_WINDSHIELD Glass Stress Tearing Wet 04_RTSB_BRK.wav	WINDSHIELD GLASS STRESS LONG; Ripping glass windshield in an automobile. Crunchy character. Interior cabin perspec	1
GLASFric-DS_WINDSHIELD Glass Stress Tearing Wet 05_RTSB_BRK.wav	WINDSHIELD GLASS STRESS LONG; Ripping glass windshield in an automobile. Crunchy character. Interior cabin perspec	1
WOODBrk-DS_WOOD Break Large Short_RTSB_BRK.wav	WOOD BREAK LARGE SHORT;Large wood stressing, bending, cracking and splintering before eventually breaking. Mild n	3
WOODBrk-DS_WOOD Break Large_RTSB_BRK.wav	WOOD BREAK LARGE; Large wood stressing, bending, cracking and splintering before eventually breaking.	3
WOODBrk-DS_WOOD Break Medium_RTSB_BRK.wav	WOOD BREAK MEDIUM; Medium sized wood stressing, bending, cracking and splintering before eventually breaking.	4
WOODBrk-DS_WOOD Break Small_RTSB_BRK.wav	WOOD BREAK MEDIUM; Medium sized wood stressing, bending, cracking and splintering before eventually breaking.	4
WOODFric-DS_WOOD Stress Deep_RTSB_BRK.wav	WOOD STRESS; Deep reverberant wood wronks.	3