

## Break'n'Shards 192 by Lukas Tvrdon

FileName	Channels	SampleRate	Bit	Duration
CERMBrk-Ceramic Cup_Falls On Ceramic Shards Break Clink_LukT_BreakShards_DPA4007 Detail 01.wav	1	192000	24	01.701
CERMBrk-Ceramic Cup_Falls On Ceramic Shards Break Clink_LukT_BreakShards_DPA4007 Detail 02.wav	1	192000	24	01.463
CERMBrk-Ceramic Cup_Falls On Ceramic Shards Break Clink_LukT_BreakShards_DPA4007 Detail 03.wav	1	192000	24	01.229
CERMBrk-Ceramic Cup_Falls On Ceramic Shards Break Clink_LukT_BreakShards_DPA4007 Detail 04.wav	1	192000	24	00.816
CERMBrk-Ceramic Cup_Falls On Ceramic Shards Break Clink_LukT_BreakShards_DPA4007 Detail 05.wav	1	192000	24	01.053
CERMBrk-Ceramic Cup_Falls On Ceramic Shards Break Clink_LukT_BreakShards_DPA4007 Detail 06.wav	1	192000	24	01.053
CERMBrk-Ceramic Cup_Falls On Ceramic Shards Break Clink_LukT_BreakShards_DPA4007 Detail 07.wav	1	192000	24	01.146
CERMBrk-Ceramic Cup_Falls On Ceramic Shards Break Clink_LukT_BreakShards_LR CO100K MKH30 01.wav	2	192000	24	01.701
CERMBrk-Ceramic Cup_Falls On Ceramic Shards Break Clink_LukT_BreakShards_LR CO100K MKH30 02.wav	2	192000	24	01.463
CERMBrk-Ceramic Cup_Falls On Ceramic Shards Break Clink_LukT_BreakShards_LR CO100K MKH30 03.wav	2	192000	24	01.229
CERMBrk-Ceramic Cup_Falls On Ceramic Shards Break Clink_LukT_BreakShards_LR CO100K MKH30 04.wav	2	192000	24	00.816
CERMBrk-Ceramic Cup_Falls On Ceramic Shards Break Clink_LukT_BreakShards_LR CO100K MKH30 05.wav	2	192000	24	01.053
CERMBrk-Ceramic Cup_Falls On Ceramic Shards Break Clink_LukT_BreakShards_LR CO100K MKH30 06.wav	2	192000	24	01.053
CERMBrk-Ceramic Cup_Falls On Ceramic Shards Break Clink_LukT_BreakShards_LR CO100K MKH30 07.wav	2	192000	24	01.146
CERMBrk-Ceramic Plate_Break Fall Ground Shatter Clink_LukT_BreakShards_DPA4007 01.wav	1	192000	24	00.953
CERMBrk-Ceramic Plate_Break Fall Ground Shatter Clink_LukT_BreakShards_DPA4007 02.wav	1	192000	24	01.558
CERMBrk-Ceramic Plate_Break Fall Ground Shatter Clink_LukT_BreakShards_DPA4007 03.wav	1	192000	24	01.221
CERMBrk-Ceramic Plate_Break Fall Ground Shatter Clink_LukT_BreakShards_DPA4007 04.wav	1	192000	24	01.352
CERMBrk-Ceramic Plate_Break Fall Ground Shatter Clink_LukT_BreakShards_DPA4007 05.wav	1	192000	24	00.665
CERMBrk-Ceramic Plate_Break Fall Ground Shatter Clink_LukT_BreakShards_DPA4007 06.wav	1	192000	24	01.328
CERMBrk-Ceramic Plate_Break Fall Ground Shatter Clink_LukT_BreakShards_DPA4007 07.wav	1	192000	24	01.485
CERMBrk-Ceramic Plate_Break Fall Ground Shatter Clink_LukT_BreakShards_DPA4007 08.wav	1	192000	24	01.411
CERMBrk-Ceramic Plate_Break Fall Ground Shatter Clink_LukT_BreakShards_DPA4007 09.wav	1	192000	24	01.456
CERMBrk-Ceramic Plate_Break Fall Ground Shatter Clink_LukT_BreakShards_LR CO100K MKH30 01.wav	2	192000	24	00.953
CERMBrk-Ceramic Plate_Break Fall Ground Shatter Clink_LukT_BreakShards_LR CO100K MKH30 02.wav	2	192000	24	01.558
CERMBrk-Ceramic Plate_Break Fall Ground Shatter Clink_LukT_BreakShards_LR CO100K MKH30 03.wav	2	192000	24	01.221
CERMBrk-Ceramic Plate_Break Fall Ground Shatter Clink_LukT_BreakShards_LR CO100K MKH30 04.wav	2	192000	24	01.352
CERMBrk-Ceramic Plate_Break Fall Ground Shatter Clink_LukT_BreakShards_LR CO100K MKH30 05.wav	2	192000	24	00.665
CERMBrk-Ceramic Plate_Break Fall Ground Shatter Clink_LukT_BreakShards_LR CO100K MKH30 06.wav	2	192000	24	01.328
CERMBrk-Ceramic Plate_Break Fall Ground Shatter Clink_LukT_BreakShards_LR CO100K MKH30 07.wav	2	192000	24	01.485
CERMBrk-Ceramic Plate_Break Fall Ground Shatter Clink_LukT_BreakShards_LR CO100K MKH30 08.wav	2	192000	24	01.411
CERMBrk-Ceramic Plate_Break Fall Ground Shatter Clink_LukT_BreakShards_LR CO100K MKH30 09.wav	2	192000	24	01.456
CERMBrk-Ceramic Plate_Impact Break Shatter With Baseball Bat_LukT_BreakShards_DPA4007 Detail 01.wav	1	192000	24	03.106

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CERMBrk-Ceramic Plate_Impact Break Shatter With Baseball Bat_LukT_BreakShards_DPA4007 Detail 02.wav	1	192000	24 02.978
CERMBrk-Ceramic Plate_Impact Break Shatter With Baseball Bat_LukT_BreakShards_DPA4007 Detail 03.wav	1	192000	24 01.044
CERMBrk-Ceramic Plate_Impact Break Shatter With Baseball Bat_LukT_BreakShards_DPA4007 Detail 04.wav	1	192000	24 01.568
CERMBrk-Ceramic Plate_Impact Break Shatter With Baseball Bat_LukT_BreakShards_LR CO100K MKH30 01.wav	2	192000	24 03.106
CERMBrk-Ceramic Plate_Impact Break Shatter With Baseball Bat_LukT_BreakShards_LR CO100K MKH30 02.wav	2	192000	24 02.978
CERMBrk-Ceramic Plate_Impact Break Shatter With Baseball Bat_LukT_BreakShards_LR CO100K MKH30 03.wav	2	192000	24 00.941
CERMBrk-Ceramic Plate_Impact Break Shatter With Baseball Bat_LukT_BreakShards_LR CO100K MKH30 04.wav	2	192000	24 01.568
CERMBrk-Ceramic Plates_Heavy Stone Tile Fall Impact On Ceramic Shards_LukT_BreakShards_DPA4007 Detail 01.wav	1	192000	24 01.008
CERMBrk-Ceramic Plates_Heavy Stone Tile Fall Impact On Ceramic Shards_LukT_BreakShards_DPA4007 Detail 02.wav	1	192000	24 01.272
CERMBrk-Ceramic Plates_Heavy Stone Tile Fall Impact On Ceramic Shards_LukT_BreakShards_DPA4007 Detail 03.wav	1	192000	24 01.453
CERMBrk-Ceramic Plates_Heavy Stone Tile Fall Impact On Ceramic Shards_LukT_BreakShards_DPA4007 Detail 04.wav	1	192000	24 01.002
CERMBrk-Ceramic Plates_Heavy Stone Tile Fall Impact On Ceramic Shards_LukT_BreakShards_DPA4007 Detail 05.wav	1	192000	24 01.664
CERMBrk-Ceramic Plates_Heavy Stone Tile Fall Impact On Ceramic Shards_LukT_BreakShards_DPA4007 Detail 06.wav	1	192000	24 01.573
CERMBrk-Ceramic Plates_Heavy Stone Tile Fall Impact On Ceramic Shards_LukT_BreakShards_LR CO100K MKH30 01.wav	2	192000	24 01.008
CERMBrk-Ceramic Plates_Heavy Stone Tile Fall Impact On Ceramic Shards_LukT_BreakShards_LR CO100K MKH30 02.wav	2	192000	24 01.272
CERMBrk-Ceramic Plates_Heavy Stone Tile Fall Impact On Ceramic Shards_LukT_BreakShards_LR CO100K MKH30 03.wav	2	192000	24 01.453
CERMBrk-Ceramic Plates_Heavy Stone Tile Fall Impact On Ceramic Shards_LukT_BreakShards_LR CO100K MKH30 04.wav	2	192000	24 01.002
CERMBrk-Ceramic Plates_Heavy Stone Tile Fall Impact On Ceramic Shards_LukT_BreakShards_LR CO100K MKH30 05.wav	2	192000	24 01.664
CERMBrk-Ceramic Plates_Heavy Stone Tile Fall Impact On Ceramic Shards_LukT_BreakShards_LR CO100K MKH30 06.wav	2	192000	24 01.573
CERMBrk-Ceramic Vase_Impact Break Shatter On Wooden Surface_LukT_BreakShards_DPA4007 Detail 01.wav	1	192000	24 01.349
CERMBrk-Ceramic Vase_Impact Break Shatter On Wooden Surface_LukT_BreakShards_DPA4007 Detail 02.wav	1	192000	24 01.354
CERMBrk-Ceramic Vase_Impact Break Shatter On Wooden Surface_LukT_BreakShards_DPA4007 Detail 03.wav	1	192000	24 01.450
CERMBrk-Ceramic Vase_Impact Break Shatter On Wooden Surface_LukT_BreakShards_DPA4007 Detail 04.wav	1	192000	24 01.429
CERMBrk-Ceramic Vase_Impact Break Shatter On Wooden Surface_LukT_BreakShards_LR CO100K MKH30 01.wav	2	192000	24 01.349
CERMBrk-Ceramic Vase_Impact Break Shatter On Wooden Surface_LukT_BreakShards_LR CO100K MKH30 02.wav	2	192000	24 01.354
CERMBrk-Ceramic Vase_Impact Break Shatter On Wooden Surface_LukT_BreakShards_LR CO100K MKH30 03.wav	2	192000	24 01.450
CERMBrk-Ceramic Vase_Impact Break Shatter On Wooden Surface_LukT_BreakShards_LR CO100K MKH30 04.wav	2	192000	24 01.429
CERMCrsh-Ceramic Shards_Pour Fall Ground Debris Clink Rattle_LukT_BreakShards_DPA4007 Detail 01.wav	1	192000	24 01.930
CERMCrsh-Ceramic Shards_Pour Fall Ground Debris Clink Rattle_LukT_BreakShards_DPA4007 Detail 02.wav	1	192000	24 01.882
CERMCrsh-Ceramic Shards_Pour Fall Ground Debris Clink Rattle_LukT_BreakShards_DPA4007 Detail 03.wav	1	192000	24 03.680
CERMCrsh-Ceramic Shards_Pour Fall Ground Debris Clink Rattle_LukT_BreakShards_DPA4007 Detail 04.wav	1	192000	24 02.517
CERMCrsh-Ceramic Shards_Pour Fall Ground Debris Clink Rattle_LukT_BreakShards_DPA4007 Detail 05.wav	1	192000	24 05.666
CERMCrsh-Ceramic Shards_Pour Fall Ground Debris Clink Rattle_LukT_BreakShards_DPA4007 Detail 06.wav	1	192000	24 04.112
CERMCrsh-Ceramic Shards_Pour Fall Ground Debris Clink Rattle_LukT_BreakShards_DPA4007 Detail 07.wav	1	192000	24 05.292

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CERMCrsh-Ceramic Shards_Pour Fall Ground Debris Clink Rattle_LukT_BreakShards_DPA4007 Detail 08.wav	1	192000	24 05.154
CERMCrsh-Ceramic Shards_Pour Fall Ground Debris Clink Rattle_LukT_BreakShards_DPA4007 Detail 09.wav	1	192000	24 04.597
CERMCrsh-Ceramic Shards_Pour Fall Ground Debris Clink Rattle_LukT_BreakShards_DPA4007 Detail 10.wav	1	192000	24 07.544
CERMCrsh-Ceramic Shards_Pour Fall Ground Debris Clink Rattle_LukT_BreakShards_LR CO100K MKH30 01.wav	2	192000	24 01.930
CERMCrsh-Ceramic Shards_Pour Fall Ground Debris Clink Rattle_LukT_BreakShards_LR CO100K MKH30 02.wav	2	192000	24 01.882
CERMCrsh-Ceramic Shards_Pour Fall Ground Debris Clink Rattle_LukT_BreakShards_LR CO100K MKH30 03.wav	2	192000	24 03.680
CERMCrsh-Ceramic Shards_Pour Fall Ground Debris Clink Rattle_LukT_BreakShards_LR CO100K MKH30 04.wav	2	192000	24 02.517
CERMCrsh-Ceramic Shards_Pour Fall Ground Debris Clink Rattle_LukT_BreakShards_LR CO100K MKH30 05.wav	2	192000	24 05.666
CERMCrsh-Ceramic Shards_Pour Fall Ground Debris Clink Rattle_LukT_BreakShards_LR CO100K MKH30 06.wav	2	192000	24 04.112
CERMCrsh-Ceramic Shards_Pour Fall Ground Debris Clink Rattle_LukT_BreakShards_LR CO100K MKH30 07.wav	2	192000	24 05.292
CERMCrsh-Ceramic Shards_Pour Fall Ground Debris Clink Rattle_LukT_BreakShards_LR CO100K MKH30 08.wav	2	192000	24 05.154
CERMCrsh-Ceramic Shards_Pour Fall Ground Debris Clink Rattle_LukT_BreakShards_LR CO100K MKH30 09.wav	2	192000	24 04.597
CERMCrsh-Ceramic Shards_Pour Fall Ground Debris Clink Rattle_LukT_BreakShards_LR CO100K MKH30 10.wav	2	192000	24 07.544
CERMCrsh-Ceramic Shards_Pour Into Bucket Debris Clink Rattle_LukT_BreakShards_LR CO100K MKH30 01.wav	2	192000	24 00.962
CERMCrsh-Ceramic Shards_Pour Into Bucket Debris Clink Rattle_LukT_BreakShards_LR CO100K MKH30 02.wav	2	192000	24 01.072
CERMCrsh-Ceramic Shards_Pour Into Bucket Debris Clink Rattle_LukT_BreakShards_LR CO100K MKH30 03.wav	2	192000	24 01.061
CERMCrsh-Ceramic Shards_Pour Into Bucket Debris Clink Rattle_LukT_BreakShards_LR CO100K MKH30 04.wav	2	192000	24 01.178
CERMCrsh-Ceramic Shards_Pour Into Bucket Debris Clink Rattle_LukT_BreakShards_LR CO100K MKH30 05.wav	2	192000	24 01.509
CERMCrsh-Ceramic Shards_Pour Into Bucket Debris Clink Rattle_LukT_BreakShards_LR CO100K MKH30 06.wav	2	192000	24 01.024
CERMCrsh-Ceramic Shards_Pour Into Bucket Debris Clink Rattle_LukT_BreakShards_LR CO100K MKH30 07.wav	2	192000	24 00.944
CERMCrsh-Ceramic Shards_Pour Into Bucket Debris Clink Rattle_LukT_BreakShards_LR CO100K MKH30 08.wav	2	192000	24 01.856
CERMCrsh-Ceramic Shards_Pour Into Bucket Debris Clink Rattle_LukT_BreakShards_LR CO100K MKH30 09.wav	2	192000	24 01.104
CERMCrsh-Ceramic Shards_Pour Into Bucket Debris Clink Rattle_LukT_BreakShards_LR CO100K MKH30 10.wav	2	192000	24 01.429
CERMCrsh-Ceramic Shards_Pour Into Bucket Debris Clink Rattle_LukT_BreakShards_LR CO100K MKH30 11.wav	2	192000	24 01.024
CERMCrsh-Ceramic Shards_Pour Into Bucket Debris Clink Rattle_LukT_BreakShards_LR CO100K MKH30 12.wav	2	192000	24 01.333
CERMImp-Ceramic Plate_Fall Ground Ring_LukT_BreakShards_DPA4007 01.wav	1	192000	24 01.126
CERMImp-Ceramic Plate_Fall Ground Ring_LukT_BreakShards_DPA4007 02.wav	1	192000	24 01.365
CERMImp-Ceramic Plate_Fall Ground Ring_LukT_BreakShards_LR CO100K MKH30 01.wav	2	192000	24 01.126
CERMImp-Ceramic Plate_Fall Ground Ring_LukT_BreakShards_LR CO100K MKH30 02.wav	2	192000	24 01.365
CERMImp-Ceramic Plates_Put Drop Impact On Each Other_LukT_BreakShards_LR CO100K MKH30 01.wav	2	192000	24 01.280
CERMImp-Ceramic Plates_Put Drop Impact On Each Other_LukT_BreakShards_LR CO100K MKH30 02.wav	2	192000	24 01.456
CERMImp-Ceramic Plates_Put Drop Impact On Each Other_LukT_BreakShards_LR CO100K MKH30 03.wav	2	192000	24 00.850
CERMImp-Ceramic Plates_Put Drop Impact On Each Other_LukT_BreakShards_LR CO100K MKH30 04.wav	2	192000	24 01.116
CERMImp-Ceramic Plates_Put Drop Impact On Each Other_LukT_BreakShards_LR CO100K MKH30 05.wav	2	192000	24 01.736

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CERMImp-Ceramic Plates_Put Drop Impact On Each Other_LukT_BreakShards_LR CO100K MKH30 06.wav	2	192000	24 02.192
CERMImp-Ceramic Plates_Put Drop Impact On Each Other_LukT_BreakShards_LR CO100K MKH30 07.wav	2	192000	24 01.245
CERMImp-Ceramic Plates_Put Drop Impact On Each Other_LukT_BreakShards_LR CO100K MKH30 08.wav	2	192000	24 01.418
CERMImp-Ceramic Plates_Put Drop Impact On Each Other_LukT_BreakShards_LR CO100K MKH30 09.wav	2	192000	24 01.605
CERMImp-Ceramic Plates_Put Drop Impact On Each Other_LukT_BreakShards_LR CO100K MKH30 10.wav	2	192000	24 01.256
CERMImp-Ceramic Plates_Put Drop Impact On Each Other_LukT_BreakShards_LR CO100K MKH30 11.wav	2	192000	24 01.456
CERMImp-Ceramic Plates_Put Drop Impact On Each Other_LukT_BreakShards_LR CO100K MKH30 12.wav	2	192000	24 01.109
CERMImp-Ceramic Plates_Put Drop Impact On Each Other_LukT_BreakShards_LR CO100K MKH30 13.wav	2	192000	24 02.138
CERMImp-Ceramic Plates_Put Drop Impact On Each Other_LukT_BreakShards_LR CO100K MKH30 14.wav	2	192000	24 01.285
CERMImp-Ceramic Plates_Put Drop Impact On Each Other_LukT_BreakShards_LR CO100K MKH30 15.wav	2	192000	24 01.445
CERMImp-Ceramic Toilet_Impact Hit With Metal Rod_LukT_BreakShards_LR CO100K MKH30 01.wav	2	192000	24 01.466
CERMImp-Ceramic Toilet_Impact Hit With Metal Rod_LukT_BreakShards_LR CO100K MKH30 02.wav	2	192000	24 01.232
CERMImp-Ceramic Toilet_Impact Hit With Metal Rod_LukT_BreakShards_LR CO100K MKH30 03.wav	2	192000	24 01.340
CERMImp-Ceramic Toilet_Impact Hit With Metal Rod_LukT_BreakShards_LR CO100K MKH30 04.wav	2	192000	24 00.951
CERMImp-Ceramic Toilet_Impact Hit With Metal Rod_LukT_BreakShards_LR CO100K MKH30 05.wav	2	192000	24 01.378
CERMImp-Ceramic Toilet_Impact Hit With Metal Rod_LukT_BreakShards_LR CO100K MKH30 06.wav	2	192000	24 01.696
CERMImp-Ceramic Toilet_Impact Hit With Metal Rod_LukT_BreakShards_LR CO100K MKH30 07.wav	2	192000	24 01.461
CERMImp-Ceramic Toilet_Impact Hit With Metal Rod_LukT_BreakShards_LR CO100K MKH30 08.wav	2	192000	24 01.346
CERMImp-Ceramic Toilet_Impact Hit With Metal Rod_LukT_BreakShards_LR CO100K MKH30 09.wav	2	192000	24 01.813
CERMImp-Ceramic Toilet_Impact Hit With Metal Rod_LukT_BreakShards_LR CO100K MKH30 10.wav	2	192000	24 01.408
CERMImp-Ceramic Toilet_Impact Hit With Metal Rod_LukT_BreakShards_LR CO100K MKH30 11.wav	2	192000	24 01.610
CERMImp-Ceramic Toilet_Impact Hit With Metal Rod_LukT_BreakShards_LR CO100K MKH30 12.wav	2	192000	24 01.253
CERMImp-Ceramic Toilet_Impact Hit With Metal Rod_LukT_BreakShards_LR CO100K MKH30 13.wav	2	192000	24 01.034
CERMImp-Ceramic Toilet_Impact Hit With Metal Rod_LukT_BreakShards_LR CO100K MKH30 14.wav	2	192000	24 01.418
CERMImp-Ceramic Toilet_Impact Hit With Metal Rod_LukT_BreakShards_LR CO100K MKH30 15.wav	2	192000	24 00.992
CERMImp-Ceramic Toilet_Impact Hit With Metal Rod_LukT_BreakShards_LR CO100K MKH30 16.wav	2	192000	24 01.536
CERMMisc-Ceramic Shards_Shovel Clink Slide Crunch_LukT_BreakShards_LR CO100K MKH30 01.wav	2	192000	24 02.448
CERMMisc-Ceramic Shards_Shovel Clink Slide Crunch_LukT_BreakShards_LR CO100K MKH30 02.wav	2	192000	24 02.346
CERMMisc-Ceramic Shards_Shovel Clink Slide Crunch_LukT_BreakShards_LR CO100K MKH30 03.wav	2	192000	24 01.798
CERMMisc-Ceramic Shards_Shovel Clink Slide Crunch_LukT_BreakShards_LR CO100K MKH30 04.wav	2	192000	24 02.357
CERMMisc-Ceramic Shards_Shovel Clink Slide Crunch_LukT_BreakShards_LR CO100K MKH30 05.wav	2	192000	24 03.328
CERMMisc-Ceramic Shards_Shovel Clink Slide Crunch_LukT_BreakShards_LR CO100K MKH30 06.wav	2	192000	24 02.410
CERMMisc-Ceramic Shards_Shovel Clink Slide Crunch_LukT_BreakShards_LR CO100K MKH30 07.wav	2	192000	24 02.938
CERMMisc-Ceramic Shards_Shovel Clink Slide Crunch_LukT_BreakShards_LR CO100K MKH30 08.wav	2	192000	24 01.069

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CERMMisc-Ceramic Shards_Shovel Clink Slide Crunch_LukT_BreakShards_LR CO100K MKH30 09.wav	2	192000	24 02.181
CERMMisc-Ceramic Shards_Shovel Clink Slide Crunch_LukT_BreakShards_LR CO100K MKH30 10.wav	2	192000	24 02.976
CERMMisc-Ceramic Shards_Shovel Clink Slide Crunch_LukT_BreakShards_LR CO100K MKH30 11.wav	2	192000	24 03.280
CERMMisc-Ceramic Shards_Shovel Clink Slide Crunch_LukT_BreakShards_LR CO100K MKH30 12.wav	2	192000	24 02.485
CERMMisc-Ceramic Shards_Shovel Clink Slide Crunch_LukT_BreakShards_LR CO100K MKH30 13.wav	2	192000	24 03.482
CERMMvmt-Ceramic Plates_Manipulation Ring Rattle Slide Friction_LukT_BreakShards_LR CO100K MKH30 01.wav	2	192000	24 06.688
CERMMvmt-Ceramic Plates_Manipulation Ring Rattle Slide Friction_LukT_BreakShards_LR CO100K MKH30 02.wav	2	192000	24 05.920
CERMMvmt-Ceramic Plates_Manipulation Ring Rattle Slide Friction_LukT_BreakShards_LR CO100K MKH30 03.wav	2	192000	24 05.394
CERMMvmt-Ceramic Plates_Manipulation Ring Rattle Slide Friction_LukT_BreakShards_LR CO100K MKH30 04.wav	2	192000	24 06.880
CERMMvmt-Ceramic Plates_Manipulation Ring Rattle Slide Friction_LukT_BreakShards_LR CO100K MKH30 05.wav	2	192000	24 05.770
CERMMvmt-Ceramic Plates_Manipulation Ring Rattle Slide Friction_LukT_BreakShards_LR CO100K MKH30 06.wav	2	192000	24 08.813
CERMMvmt-Ceramic Plates_Manipulation Ring Rattle Slide Friction_LukT_BreakShards_LR CO100K MKH30 07.wav	2	192000	24 06.352
CERMMvmt-Ceramic Plates_Manipulation Ring Rattle Slide Friction_LukT_BreakShards_LR CO100K MKH30 08.wav	2	192000	24 06.848
CERMMvmt-Ceramic Plates_Manipulation Ring Rattle Slide Friction_LukT_BreakShards_LR CO100K MKH30 09.wav	2	192000	24 10.517
CERMMvmt-Ceramic Plates_Manipulation Ring Rattle Slide Friction_LukT_BreakShards_LR CO100K MKH30 10.wav	2	192000	24 13.482
CERMMvmt-Ceramic Plates_Manipulation Ring Rattle Slide Friction_LukT_BreakShards_LR CO100K MKH30 11.wav	2	192000	24 08.490
CERMMvmt-Ceramic Plates_Manipulation Ring Rattle Slide Friction_LukT_BreakShards_LR CO100K MKH30 12.wav	2	192000	24 06.741
FOLYFeet-Ceramic Shards_Fast Footsteps Scuff Shuffle Creak Crunch Scrape Clink Break_LukT_BreakShards_LR CO100K MKH30 01.wav	2	192000	24 16.085
FOLYFeet-Ceramic Shards_Fast Footsteps Scuff Shuffle Creak Crunch Scrape Clink Break_LukT_BreakShards_LR CO100K MKH30 02.wav	2	192000	24 19.220
FOLYFeet-Ceramic Shards_Slow Footsteps Creak Crunch Scrape Clink Break_LukT_BreakShards_LR CO100K MKH30 01.wav	2	192000	24 30.304
FOLYFeet-Ceramic Shards_Slow Footsteps Scuff Shuffle Creak Crunch Scrape Clink Break_LukT_BreakShards_LR CO100K MKH30 01.wav	2	192000	24 30.304
FOLYFeet-Ceramic Shards_Slow Footsteps Scuff Shuffle Creak Crunch Scrape Clink Break_LukT_BreakShards_LR CO100K MKH30 02.wav	2	192000	24 23.821
FOLYFeet-Ceramic Shards_Slow Footsteps Scuff Shuffle Creak Crunch Scrape Clink Break_LukT_BreakShards_LR CO100K MKH30 03.wav	2	192000	24 25.456
FOLYFeet-Ceramic Shards_Slow Footsteps Scuff Shuffle Creak Crunch Scrape Clink Break_LukT_BreakShards_LR CO100K MKH30 04.wav	2	192000	24 30.384
FOLYFeet-Glass Shards_Footsteps Fast Sneakers_LukT_BreakShards_LR CO100K MKH30 01.wav	2	192000	24 17.834
FOLYFeet-Glass Shards_Footsteps Fast Sneakers_LukT_BreakShards_LR CO100K MKH30 02.wav	2	192000	24 16.682
FOLYFeet-Glass Shards_Footsteps Jump Land Fall Sneakers_LukT_BreakShards_LR CO100K MKH30 01.wav	2	192000	24 02.016
FOLYFeet-Glass Shards_Footsteps Jump Land Fall Sneakers_LukT_BreakShards_LR CO100K MKH30 02.wav	2	192000	24 01.797
FOLYFeet-Glass Shards_Footsteps Jump Land Fall Sneakers_LukT_BreakShards_LR CO100K MKH30 03.wav	2	192000	24 01.973
FOLYFeet-Glass Shards_Footsteps Jump Land Fall Sneakers_LukT_BreakShards_LR CO100K MKH30 04.wav	2	192000	24 01.653
FOLYFeet-Glass Shards_Footsteps Jump Land Fall Sneakers_LukT_BreakShards_LR CO100K MKH30 05.wav	2	192000	24 02.570
FOLYFeet-Glass Shards_Footsteps Jump Land Fall Sneakers_LukT_BreakShards_LR CO100K MKH30 06.wav	2	192000	24 02.048
FOLYFeet-Glass Shards_Footsteps Jump Land Fall Sneakers_LukT_BreakShards_LR CO100K MKH30 07.wav	2	192000	24 01.866
FOLYFeet-Glass Shards_Footsteps Jump Land Fall Sneakers_LukT_BreakShards_LR CO100K MKH30 08.wav	2	192000	24 02.426

## Break'n'Shards 192 by Lukas Tvrdon

FOLYFeet-Glass Shards_Footsteps Slow Sneakers_LukT_BreakShards_LR CO100K MKH30 01.wav	2	192000	24	23.461
FOLYFeet-Glass Shards_Footsteps Slow Sneakers_LukT_BreakShards_LR CO100K MKH30 02.wav	2	192000	24	25.801
FOLYFeet-Glass Shards_Footsteps Sneakers_LukT_BreakShards_LR CO100K MKH30 01.wav	2	192000	24	14.058
FOLYFeet-Glass Shards_Footsteps Sneakers_LukT_BreakShards_LR CO100K MKH30 02.wav	2	192000	24	15.344
FOLYFeet-Stone Tile Shards_Jump Land Fall Scuff Shuffle Creak Crunch Scrape Clink_LukT_BreakShards_DPA4007 Detail 01.wav	1	192000	24	01.354
FOLYFeet-Stone Tile Shards_Jump Land Fall Scuff Shuffle Creak Crunch Scrape Clink_LukT_BreakShards_DPA4007 Detail 02.wav	1	192000	24	02.213
FOLYFeet-Stone Tile Shards_Jump Land Fall Scuff Shuffle Creak Crunch Scrape Clink_LukT_BreakShards_DPA4007 Detail 03.wav	1	192000	24	01.808
FOLYFeet-Stone Tile Shards_Jump Land Fall Scuff Shuffle Creak Crunch Scrape Clink_LukT_BreakShards_DPA4007 Detail 04.wav	1	192000	24	01.941
FOLYFeet-Stone Tile Shards_Jump Land Fall Scuff Shuffle Creak Crunch Scrape Clink_LukT_BreakShards_DPA4007 Detail 05.wav	1	192000	24	01.088
FOLYFeet-Stone Tile Shards_Jump Land Fall Scuff Shuffle Creak Crunch Scrape Clink_LukT_BreakShards_DPA4007 Detail 06.wav	1	192000	24	01.642
FOLYFeet-Stone Tile Shards_Jump Land Fall Scuff Shuffle Creak Crunch Scrape Clink_LukT_BreakShards_DPA4007 Detail 07.wav	1	192000	24	01.498
FOLYFeet-Stone Tile Shards_Jump Land Fall Scuff Shuffle Creak Crunch Scrape Clink_LukT_BreakShards_DPA4007 Detail 08.wav	1	192000	24	01.693
FOLYFeet-Stone Tile Shards_Jump Land Fall Scuff Shuffle Creak Crunch Scrape Clink_LukT_BreakShards_DPA4007 Detail 09.wav	1	192000	24	02.744
FOLYFeet-Stone Tile Shards_Jump Land Fall Scuff Shuffle Creak Crunch Scrape Clink_LukT_BreakShards_LR CO100K MKH30 01.wav	2	192000	24	01.354
FOLYFeet-Stone Tile Shards_Jump Land Fall Scuff Shuffle Creak Crunch Scrape Clink_LukT_BreakShards_LR CO100K MKH30 02.wav	2	192000	24	02.213
FOLYFeet-Stone Tile Shards_Jump Land Fall Scuff Shuffle Creak Crunch Scrape Clink_LukT_BreakShards_LR CO100K MKH30 03.wav	2	192000	24	01.808
FOLYFeet-Stone Tile Shards_Jump Land Fall Scuff Shuffle Creak Crunch Scrape Clink_LukT_BreakShards_LR CO100K MKH30 04.wav	2	192000	24	01.941
FOLYFeet-Stone Tile Shards_Jump Land Fall Scuff Shuffle Creak Crunch Scrape Clink_LukT_BreakShards_LR CO100K MKH30 05.wav	2	192000	24	01.088
FOLYFeet-Stone Tile Shards_Jump Land Fall Scuff Shuffle Creak Crunch Scrape Clink_LukT_BreakShards_LR CO100K MKH30 06.wav	2	192000	24	01.642
FOLYFeet-Stone Tile Shards_Jump Land Fall Scuff Shuffle Creak Crunch Scrape Clink_LukT_BreakShards_LR CO100K MKH30 07.wav	2	192000	24	01.498
FOLYFeet-Stone Tile Shards_Jump Land Fall Scuff Shuffle Creak Crunch Scrape Clink_LukT_BreakShards_LR CO100K MKH30 08.wav	2	192000	24	01.693
FOLYFeet-Stone Tile Shards_Jump Land Fall Scuff Shuffle Creak Crunch Scrape Clink_LukT_BreakShards_LR CO100K MKH30 09.wav	2	192000	24	02.744
FOLYFeet-Stone Tile Shards_Slow Footsteps Scuff Shuffle Creak Crunch Scrape Clink_LukT_BreakShards_DPA4007 Detail 01.wav	1	192000	24	10.410
FOLYFeet-Stone Tile Shards_Slow Footsteps Scuff Shuffle Creak Crunch Scrape Clink_LukT_BreakShards_DPA4007 Detail 02.wav	1	192000	24	13.328
FOLYFeet-Stone Tile Shards_Slow Footsteps Scuff Shuffle Creak Crunch Scrape Clink_LukT_BreakShards_LR CO100K MKH30 01.wav	2	192000	24	10.410
FOLYFeet-Stone Tile Shards_Slow Footsteps Scuff Shuffle Creak Crunch Scrape Clink_LukT_BreakShards_LR CO100K MKH30 02.wav	2	192000	24	13.328
FOLYFeet-Stone Tile Shards_Very Slow Footsteps Scuff Shuffle Creak Crunch Scrape Clink_LukT_BreakShards_DPA4007 Detail 01.wav	1	192000	24	11.594
FOLYFeet-Stone Tile Shards_Very Slow Footsteps Scuff Shuffle Creak Crunch Scrape Clink_LukT_BreakShards_DPA4007 Detail 02.wav	1	192000	24	13.010
FOLYFeet-Stone Tile Shards_Very Slow Footsteps Scuff Shuffle Creak Crunch Scrape Clink_LukT_BreakShards_LR CO100K MKH30 01.wav	2	192000	24	11.594
FOLYFeet-Stone Tile Shards_Very Slow Footsteps Scuff Shuffle Creak Crunch Scrape Clink_LukT_BreakShards_LR CO100K MKH30 02.wav	2	192000	24	13.010
GLASBrk-Glass Bulb_Break Smash On Ground_LukT_BreakShards_LR CO100K MKH30 01.wav	2	192000	24	01.542
GLASBrk-Glass Bulb_Break Smash On Ground_LukT_BreakShards_LR CO100K MKH30 02.wav	2	192000	24	02.004
GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_DPA4007 Detail 01.wav	1	192000	24	01.309
GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_DPA4007 Detail 02.wav	1	192000	24	02.084

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GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_DPA4007 Detail 03.wav	1	192000	24 03.248
GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_LR CO100K MKH30 01.wav	2	192000	24 01.309
GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_LR CO100K MKH30 02.wav	2	192000	24 02.084
GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_LR CO100K MKH30 03.wav	2	192000	24 03.248
GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_LR CO100K MKH30 04.wav	2	192000	24 02.531
GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_LR CO100K MKH30 05.wav	2	192000	24 00.873
GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_LR CO100K MKH30 06.wav	2	192000	24 01.104
GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_LR CO100K MKH30 07.wav	2	192000	24 01.402
GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_LR CO100K MKH30 08.wav	2	192000	24 01.488
GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_LR CO100K MKH30 09.wav	2	192000	24 01.406
GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_LR CO100K MKH30 10.wav	2	192000	24 01.120
GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_LR CO100K MKH30 11.wav	2	192000	24 01.250
GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_LR CO100K MKH30 12.wav	2	192000	24 01.829
GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_LR CO100K MKH30 13.wav	2	192000	24 01.978
GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_LR CO100K MKH30 14.wav	2	192000	24 01.338
GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_LR CO100K MKH30 15.wav	2	192000	24 01.216
GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_LR CO100K MKH30 16.wav	2	192000	24 01.594
GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_LR CO100K MKH30 17.wav	2	192000	24 01.418
GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_LR CO100K MKH30 18.wav	2	192000	24 01.482
GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_LR CO100K MKH30 19.wav	2	192000	24 01.232
GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_LR CO100K MKH30 20.wav	2	192000	24 00.949
GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_LR CO100K MKH30 21.wav	2	192000	24 01.664
GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_LR PCMD100 01.wav	2	192000	24 01.309
GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_LR PCMD100 02.wav	2	192000	24 02.084
GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_LR PCMD100 03.wav	2	192000	24 03.248
GLASBrk-Glass Chandelier_Hit To Break Shards Fall On Hard Carpet_LukT_BreakShards_LR CO100K MKH30 01.wav	2	192000	24 03.626
GLASBrk-Glass Chandelier_Hit To Break Shards Fall On Hard Carpet_LukT_BreakShards_LR CO100K MKH30 02.wav	2	192000	24 02.816
GLASBrk-Glass Chandelier_Hit To Break Shards Fall On Hard Carpet_LukT_BreakShards_LR CO100K MKH30 03.wav	2	192000	24 01.861
GLASBrk-Glass Chandelier_Hit To Break Shards Fall On Hard Carpet_LukT_BreakShards_LR CO100K MKH30 04.wav	2	192000	24 01.562
GLASBrk-Glass Chandelier_Hit To Break Shards Fall On Hard Carpet_LukT_BreakShards_LR CO100K MKH30 05.wav	2	192000	24 01.813
GLASBrk-Glass Chandelier_Hit To Break Shards Fall On Hard Carpet_LukT_BreakShards_LR CO100K MKH30 06.wav	2	192000	24 02.776
GLASBrk-Glass Chandelier_Hit To Break Shards Fall On Hard Carpet_LukT_BreakShards_LR CO100K MKH30 07.wav	2	192000	24 01.701
GLASBrk-Glass Chandelier_Hit To Break Shards Fall On Hard Carpet_LukT_BreakShards_LR CO100K MKH30 08.wav	2	192000	24 02.952
GLASBrk-Glass Chandelier_Hit To Break Shards Fall On Hard Carpet_LukT_BreakShards_LR CO100K MKH30 09.wav	2	192000	24 01.642

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GLASBrk-Glass Chandelier_Hit To Break Shards Fall On Hard Carpet_LukT_BreakShards_LR CO100K MKH30 10.wav	2	192000	24 01.557
GLASBrk-Glass Chandelier_Hit To Break Shards Fall On Hard Carpet_LukT_BreakShards_LR CO100K MKH30 11.wav	2	192000	24 01.600
GLASBrk-Glass Chandelier_Hit To Break Shards Fall On Hard Carpet_LukT_BreakShards_LR CO100K MKH30 12.wav	2	192000	24 02.160
GLASBrk-Glass Chandelier_Hit To Break Shards Fall On Hard Carpet_LukT_BreakShards_LR CO100K MKH30 13.wav	2	192000	24 01.334
GLASBrk-Glass Chandelier_Hit To Break Shards Fall On Hard Carpet_LukT_BreakShards_LR CO100K MKH30 14.wav	2	192000	24 02.752
GLASBrk-Glass Chandelier_Hit To Break Shards Fall On Hard Carpet_LukT_BreakShards_LR CO100K MKH30 15.wav	2	192000	24 01.962
GLASBrk-Glass Chandelier_Hit To Break Shards Fall On Hard Carpet_LukT_BreakShards_LR CO100K MKH30 16.wav	2	192000	24 01.824
GLASBrk-Glass Chandelier_Hit To Break Shards Fall On Hard Carpet_LukT_BreakShards_LR CO100K MKH30 17.wav	2	192000	24 01.408
GLASBrk-Glass Chandelier_Hit To Break Shards Fall On Hard Carpet_LukT_BreakShards_LR CO100K MKH30 18.wav	2	192000	24 01.253
GLASBrk-Glass Chandelier_Hit To Break Shards Fall On Hard Carpet_LukT_BreakShards_LR CO100K MKH30 19.wav	2	192000	24 01.088
GLASBrk-Glass Chandelier_Hit To Break Shards Fall On Hard Carpet_LukT_BreakShards_LR CO100K MKH30 20.wav	2	192000	24 01.450
GLASBrk-Glass Chandelier_Kick Several Times And Break Shards_LukT_BreakShards_LR CO100K MKH30.wav	2	192000	24 06.416
GLASCrsh-Glass Chandelier_Debris Pieces Of Shards Fall On Shards And Hard Carpet_LukT_BreakShards_LR CO100K MKH30 01.wav	2	192000	24 01.066
GLASCrsh-Glass Chandelier_Debris Pieces Of Shards Fall On Shards And Hard Carpet_LukT_BreakShards_LR CO100K MKH30 02.wav	2	192000	24 01.781
GLASCrsh-Glass Chandelier_Debris Pieces Of Shards Fall On Shards And Hard Carpet_LukT_BreakShards_LR CO100K MKH30 03.wav	2	192000	24 01.842
GLASCrsh-Glass Chandelier_Debris Pieces Of Shards Fall On Shards And Hard Carpet_LukT_BreakShards_LR CO100K MKH30 04.wav	2	192000	24 00.976
GLASCrsh-Glass Chandelier_Debris Pieces Of Shards Fall On Shards And Hard Carpet_LukT_BreakShards_LR CO100K MKH30 05.wav	2	192000	24 00.970
GLASCrsh-Glass Chandelier_Debris Pieces Of Shards Fall On Shards And Hard Carpet_LukT_BreakShards_LR CO100K MKH30 06.wav	2	192000	24 00.976
GLASCrsh-Glass Chandelier_Debris Pieces Of Shards Fall On Shards And Hard Carpet_LukT_BreakShards_LR CO100K MKH30 07.wav	2	192000	24 01.432
GLASCrsh-Glass Chandelier_Debris Pieces Of Shards Fall On Shards And Hard Carpet_LukT_BreakShards_LR CO100K MKH30 08.wav	2	192000	24 02.666
GLASCrsh-Glass Chandelier_Debris Pieces Of Shards Fall On Shards And Hard Carpet_LukT_BreakShards_LR CO100K MKH30 09.wav	2	192000	24 02.165
GLASCrsh-Glass Chandelier_Debris Pieces Of Shards Fall On Shards And Hard Carpet_LukT_BreakShards_LR CO100K MKH30 10.wav	2	192000	24 01.632
GLASCrsh-Glass Chandelier_Debris Pieces Of Shards Fall On Shards And Hard Carpet_LukT_BreakShards_LR CO100K MKH30 11.wav	2	192000	24 01.472
GLASCrsh-Glass Chandelier_Debris Pieces Of Shards Fall On Shards And Hard Carpet_LukT_BreakShards_LR CO100K MKH30 12.wav	2	192000	24 01.322
GLASCrsh-Glass Chandelier_Debris Pieces Of Shards Fall On Shards And Hard Carpet_LukT_BreakShards_LR CO100K MKH30 13.wav	2	192000	24 02.144
GLASCrsh-Glass Chandelier_Debris Pieces Of Shards Fall On Shards And Hard Carpet_LukT_BreakShards_LR CO100K MKH30 14.wav	2	192000	24 02.138
GLASCrsh-Glass Chandelier_Debris Pieces Of Shards Fall On Shards And Hard Carpet_LukT_BreakShards_LR CO100K MKH30 15.wav	2	192000	24 01.008
GLASCrsh-Glass Chandelier_Debris Pieces Of Shards Fall On Shards And Hard Carpet_LukT_BreakShards_LR CO100K MKH30 16.wav	2	192000	24 01.290
GLASCrsh-Glass Chandelier_Debris Pieces Of Shards Fall On Shards And Hard Carpet_LukT_BreakShards_LR CO100K MKH30 17.wav	2	192000	24 01.616
GLASCrsh-Glass Chandelier_Debris Pieces Of Shards Fall On Shards And Hard Carpet_LukT_BreakShards_LR CO100K MKH30 18.wav	2	192000	24 01.813
GLASCrsh-Glass Chandelier_Debris Pieces Of Shards Fall On Shards And Hard Carpet_LukT_BreakShards_LR CO100K MKH30 19.wav	2	192000	24 01.098
GLASCrsh-Glass Chandelier_Debris Pieces Of Shards Fall On Shards And Hard Carpet_LukT_BreakShards_LR CO100K MKH30 20.wav	2	192000	24 01.812
GLASCrsh-Glass Shards_Kick Harder Stomp Stand Crackle Clink_LukT_BreakShards_LR CO100K MKH30 01.wav	2	192000	24 01.552
GLASCrsh-Glass Shards_Kick Harder Stomp Stand Crackle Clink_LukT_BreakShards_LR CO100K MKH30 02.wav	2	192000	24 03.552



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GLASCrsh-Glass Shards_Kick Harder Stomp Stand Crackle Clink_LukT_BreakShards_LR CO100K MKH30 03.wav	2	192000	24	04.709
GLASCrsh-Glass Shards_Kick Harder Stomp Stand Crackle Clink_LukT_BreakShards_LR CO100K MKH30 04.wav	2	192000	24	02.560
GLASCrsh-Glass Shards_Kick Harder Stomp Stand Crackle Clink_LukT_BreakShards_LR CO100K MKH30 05.wav	2	192000	24	04.480
GLASCrsh-Glass Shards_Kick Harder Stomp Stand Crackle Clink_LukT_BreakShards_LR CO100K MKH30 06.wav	2	192000	24	02.794
GLASCrsh-Glass Shards_Kick Harder Stomp Stand Crackle Clink_LukT_BreakShards_LR CO100K MKH30 07.wav	2	192000	24	03.733
GLASCrsh-Glass Shards_Kick Harder Stomp Stand Crackle Clink_LukT_BreakShards_LR CO100K MKH30 08.wav	2	192000	24	02.634
GLASCrsh-Glass Shards_Kick Harder Stomp Stand Crackle Clink_LukT_BreakShards_LR CO100K MKH30 09.wav	2	192000	24	04.288
GLASCrsh-Glass Shards_Kick Harder Stomp Stand Crackle Clink_LukT_BreakShards_LR CO100K MKH30 10.wav	2	192000	24	02.858
GLASCrsh-Glass Shards_Kick Harder Stomp Stand Crackle Clink_LukT_BreakShards_LR CO100K MKH30 11.wav	2	192000	24	05.248
GLASCrsh-Glass Shards_Kick Harder Stomp Stand Crackle Clink_LukT_BreakShards_LR CO100K MKH30 12.wav	2	192000	24	02.970
GLASCrsh-Glass Shards_Kick Harder Stomp Stand Crackle Clink_LukT_BreakShards_LR CO100K MKH30 13.wav	2	192000	24	02.138
GLASCrsh-Glass Shards_Kick Harder Stomp Stand Crackle Clink_LukT_BreakShards_LR CO100K MKH30 14.wav	2	192000	24	02.976
GLASCrsh-Glass Shards_Kick Harder Stomp Stand Crackle Clink_LukT_BreakShards_LR CO100K MKH30 15.wav	2	192000	24	02.410
GLASCrsh-Glass Shards_Kick Harder Stomp Stand Crackle Clink_LukT_BreakShards_LR CO100K MKH30 16.wav	2	192000	24	04.204
GLASCrsh-Glass Shards_Kick Stomp Stand Crackle Clink_LukT_BreakShards_LR CO100K MKH30 01.wav	2	192000	24	01.440
GLASCrsh-Glass Shards_Kick Stomp Stand Crackle Clink_LukT_BreakShards_LR CO100K MKH30 02.wav	2	192000	24	01.818
GLASCrsh-Glass Shards_Kick Stomp Stand Crackle Clink_LukT_BreakShards_LR CO100K MKH30 03.wav	2	192000	24	02.165
GLASCrsh-Glass Shards_Kick Stomp Stand Crackle Clink_LukT_BreakShards_LR CO100K MKH30 04.wav	2	192000	24	01.733
GLASCrsh-Glass Shards_Kick Stomp Stand Crackle Clink_LukT_BreakShards_LR CO100K MKH30 05.wav	2	192000	24	02.597
GLASCrsh-Glass Shards_Kick Stomp Stand Crackle Clink_LukT_BreakShards_LR CO100K MKH30 06.wav	2	192000	24	02.677
GLASCrsh-Glass Shards_Kick Stomp Stand Crackle Clink_LukT_BreakShards_LR CO100K MKH30 07.wav	2	192000	24	02.960
GLASCrsh-Glass Shards_Kick Stomp Stand Crackle Clink_LukT_BreakShards_LR CO100K MKH30 08.wav	2	192000	24	04.245
GLASCrsh-Glass Shards_Kick Stomp Stand Crackle Clink_LukT_BreakShards_LR CO100K MKH30 09.wav	2	192000	24	05.621
GLASCrsh-Glass Shards_Kick Stomp Stand Crackle Clink_LukT_BreakShards_LR CO100K MKH30 10.wav	2	192000	24	03.242
GLASCrsh-Glass Shards_Kick Stomp Stand Crackle Clink_LukT_BreakShards_LR CO100K MKH30 11.wav	2	192000	24	03.626
GLASCrsh-Glass Shards_Kick Stomp Stand Crackle Clink_LukT_BreakShards_LR CO100K MKH30 12.wav	2	192000	24	04.576
GLASCrsh-Glass Shards_Kick Stomp Stand Crackle Clink_LukT_BreakShards_LR CO100K MKH30 13.wav	2	192000	24	05.322
GLASCrsh-Glass Shards_Kick Stomp Stand Crackle Clink_LukT_BreakShards_LR CO100K MKH30 14.wav	2	192000	24	04.469
GLASCrsh-Glass Shards_Kick Stomp Stand Crackle Clink_LukT_BreakShards_LR CO100K MKH30 15.wav	2	192000	24	03.178
GLASCrsh-Glass Shards_Kick Stomp Stand Crackle Clink_LukT_BreakShards_LR CO100K MKH30 16.wav	2	192000	24	03.210
GLASCrsh-Glass Shards_Kick Stomp Stand Crackle Clink_LukT_BreakShards_LR CO100K MKH30 17.wav	2	192000	24	03.264
GLASFric-Glass Shards_Friction Stand Rotate Slide Crackle Clink_LukT_BreakShards_LR CO100K MKH30 01.wav	2	192000	24	22.800
GLASFric-Glass Shards_Friction Stand Rotate Slide Crackle Sharp_LukT_BreakShards_LR CO100K MKH30 02.wav	2	192000	24	22.698
GLASFric-Glass Shards_Friction Stand Rotate Slide Crackle Sharp_LukT_BreakShards_LR CO100K MKH30 03.wav	2	192000	24	19.685

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GLASFriction-Glass Shards_Friction Stand Walk Footsteps Crackle Sharp_LukT_BreakShards_LR CO100K MKH30 01.wav	2	192000	24	12.672
GLASFriction-Glass Shards_Friction Stand Walk Footsteps Crackle Sharp_LukT_BreakShards_LR CO100K MKH30 02.wav	2	192000	24	20.352
GLASFriction-Glass Shards_Friction Stand Walk Footsteps Crackle Sharp_LukT_BreakShards_LR CO100K MKH30 03.wav	2	192000	24	23.829
GLASFriction-Glass Shards_Friction Stand Walk Footsteps Crackle Sharp_LukT_BreakShards_LR CO100K MKH30 04.wav	2	192000	24	19.546
GLASFriction-Glass Shards_Shovel Scoop Up Shards Clink Pour_LukT_BreakShards_LR CO100K MKH30 01.wav	2	192000	24	03.626
GLASFriction-Glass Shards_Shovel Scoop Up Shards Clink Pour_LukT_BreakShards_LR CO100K MKH30 02.wav	2	192000	24	02.410
GLASFriction-Glass Shards_Shovel Scoop Up Shards Clink Pour_LukT_BreakShards_LR CO100K MKH30 03.wav	2	192000	24	03.381
GLASFriction-Glass Shards_Shovel Scoop Up Shards Clink Pour_LukT_BreakShards_LR CO100K MKH30 04.wav	2	192000	24	02.368
GLASFriction-Glass Shards_Shovel Scoop Up Shards Clink Pour_LukT_BreakShards_LR CO100K MKH30 05.wav	2	192000	24	02.058
GLASFriction-Glass Shards_Shovel Scoop Up Shards Clink Pour_LukT_BreakShards_LR CO100K MKH30 06.wav	2	192000	24	04.778
GLASFriction-Glass Shards_Shovel Scoop Up Shards Clink Pour_LukT_BreakShards_LR CO100K MKH30 07.wav	2	192000	24	01.669
GLASFriction-Glass Shards_Shovel Scoop Up Shards Clink Pour_LukT_BreakShards_LR CO100K MKH30 08.wav	2	192000	24	01.690
GLASFriction-Glass Shards_Shovel Scoop Up Shards Clink Pour_LukT_BreakShards_LR CO100K MKH30 09.wav	2	192000	24	02.666
GLASFriction-Glass Shards_Shovel Scoop Up Shards Clink Pour_LukT_BreakShards_LR CO100K MKH30 10.wav	2	192000	24	03.264
GLASFriction-Glass Shards_Shovel Scoop Up Shards Clink Pour_LukT_BreakShards_LR CO100K MKH30 11.wav	2	192000	24	03.216
GLASFriction-Glass Shards_Shovel Scoop Up Shards Clink Pour_LukT_BreakShards_LR CO100K MKH30 12.wav	2	192000	24	02.192
GLASFriction-Glass Shards_Shovel Scoop Up Shards Clink Pour_LukT_BreakShards_LR CO100K MKH30 13.wav	2	192000	24	06.026
GLASFriction-Glass Shards_Shovel Scoop Up Shards Clink Pour_LukT_BreakShards_LR CO100K MKH30 14.wav	2	192000	24	03.669
GLASFriction-Glass Shards_Shovel Scoop Up Shards Clink Pour_LukT_BreakShards_LR CO100K MKH30 15.wav	2	192000	24	02.325
GLASFriction-Glass Shards_Shovel Scoop Up Shards Clink Pour_LukT_BreakShards_LR CO100K MKH30 16.wav	2	192000	24	03.360
GLASFriction-Glass Shards_Shovel Scoop Up Shards Clink Pour_LukT_BreakShards_LR CO100K MKH30 17.wav	2	192000	24	02.688
GLASFriction-Glass Shards_Shovel Scoop Up Shards Clink Pour_LukT_BreakShards_LR CO100K MKH30 18.wav	2	192000	24	05.077
GLASFriction-Glass Shards_Shovel Scoop Up Shards Clink Pour_LukT_BreakShards_LR CO100K MKH30 19.wav	2	192000	24	02.554
GLASFriction-Glass Shards_Shovel Scoop Up Shards Clink Pour_LukT_BreakShards_LR CO100K MKH30 20.wav	2	192000	24	02.224
GLASFriction-Glass Shards_Shovel Scoop Up Shards Clink Pour_LukT_BreakShards_LR CO100K MKH30 21.wav	2	192000	24	04.277
GLASFriction-Glass Shards_Shovel Scoop Up Shards Clink Pour_LukT_BreakShards_LR CO100K MKH30 22.wav	2	192000	24	03.082
GLASFriction-Glass Shards_Shovel Scoop Up Shards Clink Pour_LukT_BreakShards_LR CO100K MKH30 23.wav	2	192000	24	04.053
GLASFriction-Glass Shards_Shovel Scoop Up Shards Clink Pour_LukT_BreakShards_LR CO100K MKH30 24.wav	2	192000	24	05.674
GLASFriction-Glass Shards_Shovel Scoop Up Shards Clink Pour_LukT_BreakShards_LR CO100K MKH30 25.wav	2	192000	24	07.530
GLASFriction-Glass Shards_Shovel Scoop Up Shards Clink Pour_LukT_BreakShards_LR CO100K MKH30 26.wav	2	192000	24	03.968
GLASFriction-Glass Shards_Shovel Scoop Up Shards Clink Pour_LukT_BreakShards_LR CO100K MKH30 27.wav	2	192000	24	03.168
GLASFriction-Glass Shards_Shovel Scoop Up Shards Clink Pour_LukT_BreakShards_LR CO100K MKH30 28.wav	2	192000	24	04.202
GLASFriction-Glass Shards_Shovel Scoop Up Shards Clink Pour_LukT_BreakShards_LR CO100K MKH30 29.wav	2	192000	24	02.357
GLASFriction-Glass Shards_Shovel Scoop Up Shards Clink Pour_LukT_BreakShards_LR CO100K MKH30 30.wav	2	192000	24	05.034

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GLASFric-Glass Shards_Shovel Scoop Up Shards Clink Pour_LukT_BreakShards_LR CO100K MKH30 31.wav	2	192000	24 04.448
GLASFric-Glass Shards_Shovel Scoop Up Shards Clink Pour_LukT_BreakShards_LR CO100K MKH30 32.wav	2	192000	24 03.626
GLASImpt-Glass Chandelier_Hard Hit And Long Tone Resonates_LukT_BreakShards_DPA4007 Detail 01.wav	1	192000	24 05.104
GLASImpt-Glass Chandelier_Hard Hit And Long Tone Resonates_LukT_BreakShards_DPA4007 Detail 02.wav	1	192000	24 08.080
GLASImpt-Glass Chandelier_Hard Hit And Long Tone Resonates_LukT_BreakShards_DPA4007 Detail 03.wav	1	192000	24 07.424
GLASImpt-Glass Chandelier_Hard Hit And Long Tone Resonates_LukT_BreakShards_LR CO100K MKH30 01.wav	2	192000	24 05.104
GLASImpt-Glass Chandelier_Hard Hit And Long Tone Resonates_LukT_BreakShards_LR CO100K MKH30 02.wav	2	192000	24 08.080
GLASImpt-Glass Chandelier_Hard Hit And Long Tone Resonates_LukT_BreakShards_LR CO100K MKH30 03.wav	2	192000	24 07.424
GLASImpt-Glass Chandelier_Hard Hit And Long Tone Resonates_LukT_BreakShards_LR CO100K MKH30 04.wav	2	192000	24 04.884
GLASImpt-Glass Chandelier_Hight Tone Hit And Short Tone Resonates With Debris_LukT_BreakShards_LR CO100K MKH30.wav	2	192000	24 02.402
GLASImpt-Glass Chandelier_Hight Tone Hit And Short Tone Resonates_LukT_BreakShards_LR CO100K MKH30 01.wav	2	192000	24 02.346
GLASImpt-Glass Chandelier_Hight Tone Hit And Short Tone Resonates_LukT_BreakShards_LR CO100K MKH30 02.wav	2	192000	24 01.272
GLASImpt-Glass Chandelier_Intense Hit And Long Tone Resonates_LukT_BreakShards_DPA4007 Detail.wav	1	192000	24 04.181
GLASImpt-Glass Chandelier_Intense Hit And Long Tone Resonates_LukT_BreakShards_LR CO100K MKH30.wav	2	192000	24 04.181
GLASImpt-Glass Chandelier_Tap Hit With Metal Rod_LukT_BreakShards_LR CO100K MKH30 01.wav	2	192000	24 01.360
GLASImpt-Glass Chandelier_Tap Hit With Metal Rod_LukT_BreakShards_LR CO100K MKH30 02.wav	2	192000	24 00.694
GLASImpt-Glass Chandelier_Tap Hit With Metal Rod_LukT_BreakShards_LR CO100K MKH30 03.wav	2	192000	24 00.453
GLASImpt-Glass Chandelier_Tap Hit With Metal Rod_LukT_BreakShards_LR CO100K MKH30 04.wav	2	192000	24 00.898
GLASImpt-Glass Chandelier_Tap Hit With Metal Rod_LukT_BreakShards_LR CO100K MKH30 05.wav	2	192000	24 01.042
GLASImpt-Glass Chandelier_Tap Hit With Metal Rod_LukT_BreakShards_LR CO100K MKH30 06.wav	2	192000	24 00.640
GLASImpt-Glass Chandelier_Tap Hit With Metal Rod_LukT_BreakShards_LR CO100K MKH30 07.wav	2	192000	24 00.517
GLASImpt-Glass Chandelier_Tap Hit With Metal Rod_LukT_BreakShards_LR CO100K MKH30 08.wav	2	192000	24 00.317
GLASImpt-Glass Chandelier_Tap Hit With Metal Rod_LukT_BreakShards_LR CO100K MKH30 09.wav	2	192000	24 00.382
GLASImpt-Glass Chandelier_Tap Hit With Metal Rod_LukT_BreakShards_LR CO100K MKH30 10.wav	2	192000	24 00.557
GLASImpt-Glass Chandelier_Tap Hit With Metal Rod_LukT_BreakShards_LR CO100K MKH30 11.wav	2	192000	24 00.592
GLASImpt-Glass Chandelier_Tap Hit With Metal Rod_LukT_BreakShards_LR CO100K MKH30 12.wav	2	192000	24 00.864
GLASImpt-Glass Chandelier_Tap Hit With Metal Rod_LukT_BreakShards_LR CO100K MKH30 13.wav	2	192000	24 00.938
GLASImpt-Glass Chandelier_Tap Hit With Metal Rod_LukT_BreakShards_LR CO100K MKH30 14.wav	2	192000	24 00.858
GLASImpt-Glass Chandelier_Tap Hit With Metal Rod_LukT_BreakShards_LR CO100K MKH30 15.wav	2	192000	24 00.736
GLASImpt-Glass Chandelier_Tap Hit With Metal Rod_LukT_BreakShards_LR CO100K MKH30 16.wav	2	192000	24 00.706
GLASImpt-Glass Chandelier_Tap Hit With Metal Rod_LukT_BreakShards_LR CO100K MKH30 17.wav	2	192000	24 00.808
GLASImpt-Glass Chandelier_Tap Hit With Metal Rod_LukT_BreakShards_LR CO100K MKH30 18.wav	2	192000	24 00.661
GLASMisc-Glass Shards_Pour On Ground Hard Carpet Clink_LukT_BreakShards_LR CO100K MKH30 01.wav	2	192000	24 05.685
GLASMisc-Glass Shards_Pour On Ground Hard Carpet Clink_LukT_BreakShards_LR CO100K MKH30 02.wav	2	192000	24 07.733

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GLASMisc-Glass Shards_Pour On Ground Hard Carpet Clink_LukT_BreakShards_LR CO100K MKH30 03.wav	2	192000	24 09.717
GLASMisc-Glass Shards_Pour On Ground Hard Carpet Clink_LukT_BreakShards_LR CO100K MKH30 04.wav	2	192000	24 03.744
GLASMisc-Glass Shards_Pour On Ground Hard Carpet Clink_LukT_BreakShards_LR CO100K MKH30 05.wav	2	192000	24 07.701
GLASMisc-Glass Shards_Pour On Ground Hard Carpet Clink_LukT_BreakShards_LR CO100K MKH30 06.wav	2	192000	24 07.434
GLASMisc-Glass Shards_Pour On Ground Hard Carpet Clink_LukT_BreakShards_LR CO100K MKH30 07.wav	2	192000	24 06.197
GLASMisc-Glass Shards_Pour On Ground Hard Carpet Clink_LukT_BreakShards_LR CO100K MKH30 08.wav	2	192000	24 06.378
GLASMisc-Glass Shards_Pour On Ground Hard Carpet Clink_LukT_BreakShards_LR CO100K MKH30 09.wav	2	192000	24 04.928
GLASMisc-Glass Shards_Pour On Ground Hard Carpet Clink_LukT_BreakShards_LR CO100K MKH30 10.wav	2	192000	24 04.565
GLASMisc-Glass Shards_Pour On Ground Hard Carpet Clink_LukT_BreakShards_LR CO100K MKH30 11.wav	2	192000	24 05.141
GLASMisc-Glass Shards_Pour On Ground Hard Carpet Clink_LukT_BreakShards_LR CO100K MKH30 12.wav	2	192000	24 03.856
GLASMisc-Glass Shards_Pour On Ground Hard Carpet Clink_LukT_BreakShards_LR CO100K MKH30 13.wav	2	192000	24 06.144
GLASMisc-Glass Shards_Pour On Ground Hard Carpet Clink_LukT_BreakShards_LR CO100K MKH30 14.wav	2	192000	24 06.170
GLASMisc-Glass Shards_Put Pour Down From Paper Box On Hard Carpet_LukT_BreakShards_LR CO100K MKH30 01.wav	2	192000	24 06.197
GLASMisc-Glass Shards_Put Pour Down From Paper Box On Hard Carpet_LukT_BreakShards_LR CO100K MKH30 02.wav	2	192000	24 05.653
GLASMisc-Glass Shards_Put Pour Down From Paper Box On Hard Carpet_LukT_BreakShards_LR CO100K MKH30 03.wav	2	192000	24 09.376
GLASMisc-Glass Shards_Put Pour Down From Paper Box On Hard Carpet_LukT_BreakShards_LR CO100K MKH30 04.wav	2	192000	24 25.536
GLASMisc-Glass Shards_Put Pour Down Into Paper Box_LukT_BreakShards_LR CO100K MKH30 01.wav	2	192000	24 01.600
GLASMisc-Glass Shards_Put Pour Down Into Paper Box_LukT_BreakShards_LR CO100K MKH30 02.wav	2	192000	24 01.194
GLASMisc-Glass Shards_Put Pour Down Into Paper Box_LukT_BreakShards_LR CO100K MKH30 03.wav	2	192000	24 01.258
GLASMisc-Glass Shards_Put Pour Down Into Paper Box_LukT_BreakShards_LR CO100K MKH30 04.wav	2	192000	24 00.832
GLASMisc-Glass Shards_Put Pour Down Into Paper Box_LukT_BreakShards_LR CO100K MKH30 05.wav	2	192000	24 01.248
GLASMisc-Glass Shards_Put Pour Down Into Paper Box_LukT_BreakShards_LR CO100K MKH30 06.wav	2	192000	24 01.557
GLASMisc-Glass Shards_Put Pour Down Into Paper Box_LukT_BreakShards_LR CO100K MKH30 07.wav	2	192000	24 00.885
GLASMisc-Glass Shards_Put Pour Down Into Paper Box_LukT_BreakShards_LR CO100K MKH30 08.wav	2	192000	24 01.344
GLASMisc-Glass Shards_Put Pour Down Into Paper Box_LukT_BreakShards_LR CO100K MKH30 09.wav	2	192000	24 01.632
GLASMisc-Glass Shards_Put Pour Down Into Paper Box_LukT_BreakShards_LR CO100K MKH30 10.wav	2	192000	24 01.168
GLASMisc-Glass Shards_Put Pour Down Into Paper Box_LukT_BreakShards_LR CO100K MKH30 11.wav	2	192000	24 01.237
GLASMisc-Glass Shards_Put Pour Down Into Paper Box_LukT_BreakShards_LR CO100K MKH30 12.wav	2	192000	24 01.408
GLASMisc-Glass Shards_Put Pour Down Into Paper Box_LukT_BreakShards_LR CO100K MKH30 13.wav	2	192000	24 01.098
GLASMisc-Glass Shards_Put Pour Down Into Paper Box_LukT_BreakShards_LR CO100K MKH30 14.wav	2	192000	24 01.504
GLASMisc-Glass Shards_Put Pour Down Into Paper Box_LukT_BreakShards_LR CO100K MKH30 15.wav	2	192000	24 01.909
GLASMisc-Glass Shards_Put Pour Down Into Paper Box_LukT_BreakShards_LR CO100K MKH30 16.wav	2	192000	24 01.136
GLASMisc-Glass Shards_Put Pour Down Into Paper Box_LukT_BreakShards_LR CO100K MKH30 17.wav	2	192000	24 01.066
GLASMisc-Glass Shards_Put Pour Down Into Paper Box_LukT_BreakShards_LR CO100K MKH30 18.wav	2	192000	24 01.472

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METLcrsh-Metal Lids_Fall On Each Other Impact Rattle_LukT_BreakShards_DPA4007 01.wav	1	192000	24 00.584
METLcrsh-Metal Lids_Fall On Each Other Impact Rattle_LukT_BreakShards_DPA4007 02.wav	1	192000	24 01.073
METLcrsh-Metal Lids_Fall On Each Other Impact Rattle_LukT_BreakShards_DPA4007 03.wav	1	192000	24 02.474
METLcrsh-Metal Lids_Fall On Each Other Impact Rattle_LukT_BreakShards_DPA4007 04.wav	1	192000	24 02.846
METLcrsh-Metal Lids_Fall On Each Other Impact Rattle_LukT_BreakShards_DPA4007 05.wav	1	192000	24 03.520
METLcrsh-Metal Lids_Fall On Each Other Impact Rattle_LukT_BreakShards_DPA4007 06.wav	1	192000	24 02.410
METLcrsh-Metal Lids_Fall On Each Other Impact Rattle_LukT_BreakShards_DPA4007 07.wav	1	192000	24 01.868
METLcrsh-Metal Lids_Fall On Each Other Impact Rattle_LukT_BreakShards_DPA4007 08.wav	1	192000	24 02.300
METLcrsh-Metal Lids_Fall On Each Other Impact Rattle_LukT_BreakShards_LR CO100K MKH30 01.wav	2	192000	24 00.584
METLcrsh-Metal Lids_Fall On Each Other Impact Rattle_LukT_BreakShards_LR CO100K MKH30 02.wav	2	192000	24 01.073
METLcrsh-Metal Lids_Fall On Each Other Impact Rattle_LukT_BreakShards_LR CO100K MKH30 03.wav	2	192000	24 02.474
METLcrsh-Metal Lids_Fall On Each Other Impact Rattle_LukT_BreakShards_LR CO100K MKH30 04.wav	2	192000	24 02.846
METLcrsh-Metal Lids_Fall On Each Other Impact Rattle_LukT_BreakShards_LR CO100K MKH30 05.wav	2	192000	24 03.520
METLcrsh-Metal Lids_Fall On Each Other Impact Rattle_LukT_BreakShards_LR CO100K MKH30 06.wav	2	192000	24 02.410
METLcrsh-Metal Lids_Fall On Each Other Impact Rattle_LukT_BreakShards_LR CO100K MKH30 07.wav	2	192000	24 01.868
METLcrsh-Metal Lids_Fall On Each Other Impact Rattle_LukT_BreakShards_LR CO100K MKH30 08.wav	2	192000	24 02.300
METLcrsh-Metal Lids_Fall On Each Other Impact Rattle_LukT_BreakShards_LR CO100K MKH30 09.wav	2	192000	24 03.680
METLcrsh-Metal Lids_Manipulate Rattle Clang Fall_LukT_BreakShards_DPA4007 01.wav	1	192000	24 05.397
METLcrsh-Metal Lids_Manipulate Rattle Clang Fall_LukT_BreakShards_DPA4007 02.wav	1	192000	24 06.677
METLcrsh-Metal Lids_Manipulate Rattle Clang Fall_LukT_BreakShards_DPA4007 03.wav	1	192000	24 07.237
METLcrsh-Metal Lids_Manipulate Rattle Clang Fall_LukT_BreakShards_LR CO100K MKH30 01.wav	2	192000	24 05.397
METLcrsh-Metal Lids_Manipulate Rattle Clang Fall_LukT_BreakShards_LR CO100K MKH30 02.wav	2	192000	24 06.677
METLcrsh-Metal Lids_Manipulate Rattle Clang Fall_LukT_BreakShards_LR CO100K MKH30 03.wav	2	192000	24 07.237
METLcrsh-Metal Pots_Fall On Each Other Impact Rattle_LukT_BreakShards_DPA4007 01.wav	1	192000	24 04.021
METLcrsh-Metal Pots_Fall On Each Other Impact Rattle_LukT_BreakShards_DPA4007 02.wav	1	192000	24 04.436
METLcrsh-Metal Pots_Fall On Each Other Impact Rattle_LukT_BreakShards_DPA4007 03.wav	1	192000	24 04.389
METLcrsh-Metal Pots_Fall On Each Other Impact Rattle_LukT_BreakShards_DPA4007 04.wav	1	192000	24 04.954
METLcrsh-Metal Pots_Fall On Each Other Impact Rattle_LukT_BreakShards_DPA4007 05.wav	1	192000	24 03.533
METLcrsh-Metal Pots_Fall On Each Other Impact Rattle_LukT_BreakShards_DPA4007 06.wav	1	192000	24 05.098
METLcrsh-Metal Pots_Fall On Each Other Impact Rattle_LukT_BreakShards_DPA4007 07.wav	1	192000	24 06.621
METLcrsh-Metal Pots_Fall On Each Other Impact Rattle_LukT_BreakShards_DPA4007 08.wav	1	192000	24 04.402
METLcrsh-Metal Pots_Fall On Each Other Impact Rattle_LukT_BreakShards_DPA4007 09.wav	1	192000	24 03.882
METLcrsh-Metal Pots_Fall On Each Other Impact Rattle_LukT_BreakShards_DPA4007 10.wav	1	192000	24 02.682
METLcrsh-Metal Pots_Fall On Each Other Impact Rattle_LukT_BreakShards_DPA4007 11.wav	1	192000	24 03.728

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METLcrsh-Metal Pots_Fall On Each Other Impact Rattle_LukT_BreakShards_DPA4007 12.wav	1	192000	24 06.256
METLcrsh-Metal Pots_Fall On Each Other Impact Rattle_LukT_BreakShards_LR CO100K MKH30 01.wav	2	192000	24 04.021
METLcrsh-Metal Pots_Fall On Each Other Impact Rattle_LukT_BreakShards_LR CO100K MKH30 02.wav	2	192000	24 04.436
METLcrsh-Metal Pots_Fall On Each Other Impact Rattle_LukT_BreakShards_LR CO100K MKH30 03.wav	2	192000	24 04.389
METLcrsh-Metal Pots_Fall On Each Other Impact Rattle_LukT_BreakShards_LR CO100K MKH30 04.wav	2	192000	24 04.954
METLcrsh-Metal Pots_Fall On Each Other Impact Rattle_LukT_BreakShards_LR CO100K MKH30 05.wav	2	192000	24 03.533
METLcrsh-Metal Pots_Fall On Each Other Impact Rattle_LukT_BreakShards_LR CO100K MKH30 06.wav	2	192000	24 05.098
METLcrsh-Metal Pots_Fall On Each Other Impact Rattle_LukT_BreakShards_LR CO100K MKH30 07.wav	2	192000	24 06.621
METLcrsh-Metal Pots_Fall On Each Other Impact Rattle_LukT_BreakShards_LR CO100K MKH30 08.wav	2	192000	24 04.402
METLcrsh-Metal Pots_Fall On Each Other Impact Rattle_LukT_BreakShards_LR CO100K MKH30 09.wav	2	192000	24 03.882
METLcrsh-Metal Pots_Fall On Each Other Impact Rattle_LukT_BreakShards_LR CO100K MKH30 10.wav	2	192000	24 02.682
METLcrsh-Metal Pots_Fall On Each Other Impact Rattle_LukT_BreakShards_LR CO100K MKH30 11.wav	2	192000	24 03.728
METLcrsh-Metal Pots_Fall On Each Other Impact Rattle_LukT_BreakShards_LR CO100K MKH30 12.wav	2	192000	24 06.256
METLImpt-Iron Baseball Bat_Hit Impact Clang Wooden Log_LukT_BreakShards_LR CO100K MKH30 01.wav	2	192000	24 02.954
METLImpt-Iron Baseball Bat_Hit Impact Clang Wooden Log_LukT_BreakShards_LR CO100K MKH30 02.wav	2	192000	24 04.266
METLImpt-Iron Baseball Bat_Hit Impact Clang Wooden Log_LukT_BreakShards_LR CO100K MKH30 03.wav	2	192000	24 05.269
METLImpt-Metal Pot_Impact Metal Rod Tone_LukT_BreakShards_LR CO100K MKH30 01.wav	2	192000	24 02.250
METLImpt-Metal Pot_Impact Metal Rod Tone_LukT_BreakShards_LR CO100K MKH30 02.wav	2	192000	24 02.677
METLImpt-Metal Pot_Impact Metal Rod Tone_LukT_BreakShards_LR CO100K MKH30 03.wav	2	192000	24 03.146
METLImpt-Metal Pot_Impact Metal Rod Tone_LukT_BreakShards_LR CO100K MKH30 04.wav	2	192000	24 02.946
METLImpt-Metal Pot_Impact Metal Rod Tone_LukT_BreakShards_LR CO100K MKH30 05.wav	2	192000	24 02.805
METLImpt-Metal Pot_Impact Metal Rod Tone_LukT_BreakShards_LR CO100K MKH30 06.wav	2	192000	24 03.712
ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_DPA4007 Detail 01.wav	1	192000	24 01.317
ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_DPA4007 Detail 02.wav	1	192000	24 01.368
ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_DPA4007 Detail 03.wav	1	192000	24 00.676
ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_DPA4007 Detail 04.wav	1	192000	24 01.116
ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_DPA4007 Detail 05.wav	1	192000	24 00.980
ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_DPA4007 Detail 06.wav	1	192000	24 01.720
ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_DPA4007 Detail 07.wav	1	192000	24 01.877
ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_DPA4007 Detail 08.wav	1	192000	24 01.293
ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_DPA4007 Detail 09.wav	1	192000	24 00.896
ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_DPA4007 Detail 10.wav	1	192000	24 01.250
ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_DPA4007 Detail 11.wav	1	192000	24 01.290
ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_DPA4007 Detail 12.wav	1	192000	24 01.022

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ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_DPA4007 Detail 13.wav	1	192000	24 00.906
ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_DPA4007 Detail 14.wav	1	192000	24 00.712
ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_DPA4007 Detail 15.wav	1	192000	24 00.813
ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_DPA4007 Detail 16.wav	1	192000	24 01.608
ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_LR CO100K MKH30 01.wav	2	192000	24 01.317
ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_LR CO100K MKH30 02.wav	2	192000	24 01.368
ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_LR CO100K MKH30 03.wav	2	192000	24 00.676
ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_LR CO100K MKH30 04.wav	2	192000	24 01.116
ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_LR CO100K MKH30 05.wav	2	192000	24 00.980
ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_LR CO100K MKH30 06.wav	2	192000	24 01.720
ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_LR CO100K MKH30 07.wav	2	192000	24 01.877
ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_LR CO100K MKH30 08.wav	2	192000	24 01.293
ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_LR CO100K MKH30 09.wav	2	192000	24 00.896
ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_LR CO100K MKH30 10.wav	2	192000	24 01.250
ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_LR CO100K MKH30 11.wav	2	192000	24 01.290
ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_LR CO100K MKH30 12.wav	2	192000	24 01.022
ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_LR CO100K MKH30 13.wav	2	192000	24 00.906
ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_LR CO100K MKH30 14.wav	2	192000	24 00.712
ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_LR CO100K MKH30 15.wav	2	192000	24 00.813
ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_LR CO100K MKH30 16.wav	2	192000	24 01.608
WOODImpt-Plasterboard_Impact With Metal Rod_LukT_BreakShards_LR CO100K MKH30 01.wav	2	192000	24 00.736
WOODImpt-Plasterboard_Impact With Metal Rod_LukT_BreakShards_LR CO100K MKH30 02.wav	2	192000	24 00.746
WOODImpt-Plasterboard_Impact With Metal Rod_LukT_BreakShards_LR CO100K MKH30 03.wav	2	192000	24 00.763
WOODImpt-Plasterboard_Impact With Metal Rod_LukT_BreakShards_LR CO100K MKH30 04.wav	2	192000	24 00.484
WOODImpt-Wooden Rod_Break_LukT_BreakShards_LR CO100K MKH30 01.wav	2	192000	24 01.194
WOODImpt-Wooden Rod_Break_LukT_BreakShards_LR CO100K MKH30 02.wav	2	192000	24 00.641
WOODImpt-Wooden Rod_Break_LukT_BreakShards_LR CO100K MKH30 03.wav	2	192000	24 00.724
WOODImpt-Wooden Rod_Break_LukT_BreakShards_LR CO100K MKH30 04.wav	2	192000	24 00.441
WOODImpt-Wooden Rod_Break_LukT_BreakShards_LR CO100K MKH30 05.wav	2	192000	24 00.421
WOODImpt-Wooden Rod_Break_LukT_BreakShards_LR CO100K MKH30 06.wav	2	192000	24 00.507
WOODImpt-Wooden Rod_Break_LukT_BreakShards_LR CO100K MKH30 07.wav	2	192000	24 00.870
_MS Sources/CERMBrk-Ceramic Cup_Falls On Ceramic Shards Break Clink_LukT_BreakShards_MS CO100K MKH30 01.wav	2	192000	24 01.701
_MS Sources/CERMBrk-Ceramic Cup_Falls On Ceramic Shards Break Clink_LukT_BreakShards_MS CO100K MKH30 02.wav	2	192000	24 01.463
_MS Sources/CERMBrk-Ceramic Cup_Falls On Ceramic Shards Break Clink_LukT_BreakShards_MS CO100K MKH30 03.wav	2	192000	24 01.229

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_MS Sources/CERMBrk-Ceramic Cup_Falls On Ceramic Shards Break Clink_LukT_BreakShards_MS CO100K MKH30 04.wav	2	192000	24 00.816
_MS Sources/CERMBrk-Ceramic Cup_Falls On Ceramic Shards Break Clink_LukT_BreakShards_MS CO100K MKH30 05.wav	2	192000	24 01.053
_MS Sources/CERMBrk-Ceramic Cup_Falls On Ceramic Shards Break Clink_LukT_BreakShards_MS CO100K MKH30 06.wav	2	192000	24 01.053
_MS Sources/CERMBrk-Ceramic Cup_Falls On Ceramic Shards Break Clink_LukT_BreakShards_MS CO100K MKH30 07.wav	2	192000	24 01.146
_MS Sources/CERMBrk-Ceramic Plate_Break Fall Ground Shatter Clink_LukT_BreakShards_MS CO100K MKH30 01.wav	2	192000	24 00.953
_MS Sources/CERMBrk-Ceramic Plate_Break Fall Ground Shatter Clink_LukT_BreakShards_MS CO100K MKH30 02.wav	2	192000	24 01.558
_MS Sources/CERMBrk-Ceramic Plate_Break Fall Ground Shatter Clink_LukT_BreakShards_MS CO100K MKH30 03.wav	2	192000	24 01.221
_MS Sources/CERMBrk-Ceramic Plate_Break Fall Ground Shatter Clink_LukT_BreakShards_MS CO100K MKH30 04.wav	2	192000	24 01.352
_MS Sources/CERMBrk-Ceramic Plate_Break Fall Ground Shatter Clink_LukT_BreakShards_MS CO100K MKH30 05.wav	2	192000	24 00.665
_MS Sources/CERMBrk-Ceramic Plate_Break Fall Ground Shatter Clink_LukT_BreakShards_MS CO100K MKH30 06.wav	2	192000	24 01.328
_MS Sources/CERMBrk-Ceramic Plate_Break Fall Ground Shatter Clink_LukT_BreakShards_MS CO100K MKH30 07.wav	2	192000	24 01.485
_MS Sources/CERMBrk-Ceramic Plate_Break Fall Ground Shatter Clink_LukT_BreakShards_MS CO100K MKH30 08.wav	2	192000	24 01.411
_MS Sources/CERMBrk-Ceramic Plate_Break Fall Ground Shatter Clink_LukT_BreakShards_MS CO100K MKH30 09.wav	2	192000	24 01.456
_MS Sources/CERMBrk-Ceramic Plate_Impact Break Shatter With Baseball Bat_LukT_BreakShards_MS CO100K MKH30 01.wav	2	192000	24 03.106
_MS Sources/CERMBrk-Ceramic Plate_Impact Break Shatter With Baseball Bat_LukT_BreakShards_MS CO100K MKH30 02.wav	2	192000	24 02.978
_MS Sources/CERMBrk-Ceramic Plate_Impact Break Shatter With Baseball Bat_LukT_BreakShards_MS CO100K MKH30 03.wav	2	192000	24 01.044
_MS Sources/CERMBrk-Ceramic Plate_Impact Break Shatter With Baseball Bat_LukT_BreakShards_MS CO100K MKH30 04.wav	2	192000	24 01.568
_MS Sources/CERMBrk-Ceramic Plates_Heavy Stone Tile Fall Impact On Ceramic Shards_LukT_BreakShards_MS CO100K MKH30 01.wav	2	192000	24 01.008
_MS Sources/CERMBrk-Ceramic Plates_Heavy Stone Tile Fall Impact On Ceramic Shards_LukT_BreakShards_MS CO100K MKH30 02.wav	2	192000	24 01.272
_MS Sources/CERMBrk-Ceramic Plates_Heavy Stone Tile Fall Impact On Ceramic Shards_LukT_BreakShards_MS CO100K MKH30 03.wav	2	192000	24 01.453
_MS Sources/CERMBrk-Ceramic Plates_Heavy Stone Tile Fall Impact On Ceramic Shards_LukT_BreakShards_MS CO100K MKH30 04.wav	2	192000	24 01.002
_MS Sources/CERMBrk-Ceramic Plates_Heavy Stone Tile Fall Impact On Ceramic Shards_LukT_BreakShards_MS CO100K MKH30 05.wav	2	192000	24 01.664
_MS Sources/CERMBrk-Ceramic Plates_Heavy Stone Tile Fall Impact On Ceramic Shards_LukT_BreakShards_MS CO100K MKH30 06.wav	2	192000	24 01.573
_MS Sources/CERMBrk-Ceramic Vase_Impact Break Shatter On Wooden Surface_LukT_BreakShards_MS CO100K MKH30 01.wav	2	192000	24 01.349
_MS Sources/CERMBrk-Ceramic Vase_Impact Break Shatter On Wooden Surface_LukT_BreakShards_MS CO100K MKH30 02.wav	2	192000	24 01.354
_MS Sources/CERMBrk-Ceramic Vase_Impact Break Shatter On Wooden Surface_LukT_BreakShards_MS CO100K MKH30 03.wav	2	192000	24 01.450
_MS Sources/CERMBrk-Ceramic Vase_Impact Break Shatter On Wooden Surface_LukT_BreakShards_MS CO100K MKH30 04.wav	2	192000	24 01.429
_MS Sources/CERMCrsh-Ceramic Shards_Pour Fall Ground Debris Clink Rattle_LukT_BreakShards_MS CO100K MKH30 01.wav	2	192000	24 01.930
_MS Sources/CERMCrsh-Ceramic Shards_Pour Fall Ground Debris Clink Rattle_LukT_BreakShards_MS CO100K MKH30 02.wav	2	192000	24 01.882
_MS Sources/CERMCrsh-Ceramic Shards_Pour Fall Ground Debris Clink Rattle_LukT_BreakShards_MS CO100K MKH30 03.wav	2	192000	24 03.680
_MS Sources/CERMCrsh-Ceramic Shards_Pour Fall Ground Debris Clink Rattle_LukT_BreakShards_MS CO100K MKH30 04.wav	2	192000	24 02.517
_MS Sources/CERMCrsh-Ceramic Shards_Pour Fall Ground Debris Clink Rattle_LukT_BreakShards_MS CO100K MKH30 05.wav	2	192000	24 05.666
_MS Sources/CERMCrsh-Ceramic Shards_Pour Fall Ground Debris Clink Rattle_LukT_BreakShards_MS CO100K MKH30 06.wav	2	192000	24 04.112
_MS Sources/CERMCrsh-Ceramic Shards_Pour Fall Ground Debris Clink Rattle_LukT_BreakShards_MS CO100K MKH30 07.wav	2	192000	24 05.292



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_MS Sources/CERMCrsh-Ceramic Shards_Pour Fall Ground Debris Clink Rattle_LukT_BreakShards_MS CO100K MKH30 08.wav	2	192000	24 05.154
_MS Sources/CERMCrsh-Ceramic Shards_Pour Fall Ground Debris Clink Rattle_LukT_BreakShards_MS CO100K MKH30 09.wav	2	192000	24 04.597
_MS Sources/CERMCrsh-Ceramic Shards_Pour Fall Ground Debris Clink Rattle_LukT_BreakShards_MS CO100K MKH30 10.wav	2	192000	24 07.544
_MS Sources/CERMCrsh-Ceramic Shards_Pour Into Bucket Debris Clink Rattle_LukT_BreakShards_MS CO100K MKH30 01.wav	2	192000	24 00.962
_MS Sources/CERMCrsh-Ceramic Shards_Pour Into Bucket Debris Clink Rattle_LukT_BreakShards_MS CO100K MKH30 02.wav	2	192000	24 01.072
_MS Sources/CERMCrsh-Ceramic Shards_Pour Into Bucket Debris Clink Rattle_LukT_BreakShards_MS CO100K MKH30 03.wav	2	192000	24 01.061
_MS Sources/CERMCrsh-Ceramic Shards_Pour Into Bucket Debris Clink Rattle_LukT_BreakShards_MS CO100K MKH30 04.wav	2	192000	24 01.178
_MS Sources/CERMCrsh-Ceramic Shards_Pour Into Bucket Debris Clink Rattle_LukT_BreakShards_MS CO100K MKH30 05.wav	2	192000	24 01.509
_MS Sources/CERMCrsh-Ceramic Shards_Pour Into Bucket Debris Clink Rattle_LukT_BreakShards_MS CO100K MKH30 06.wav	2	192000	24 01.024
_MS Sources/CERMCrsh-Ceramic Shards_Pour Into Bucket Debris Clink Rattle_LukT_BreakShards_MS CO100K MKH30 07.wav	2	192000	24 00.944
_MS Sources/CERMCrsh-Ceramic Shards_Pour Into Bucket Debris Clink Rattle_LukT_BreakShards_MS CO100K MKH30 08.wav	2	192000	24 01.856
_MS Sources/CERMCrsh-Ceramic Shards_Pour Into Bucket Debris Clink Rattle_LukT_BreakShards_MS CO100K MKH30 09.wav	2	192000	24 01.104
_MS Sources/CERMCrsh-Ceramic Shards_Pour Into Bucket Debris Clink Rattle_LukT_BreakShards_MS CO100K MKH30 10.wav	2	192000	24 01.429
_MS Sources/CERMCrsh-Ceramic Shards_Pour Into Bucket Debris Clink Rattle_LukT_BreakShards_MS CO100K MKH30 11.wav	2	192000	24 01.024
_MS Sources/CERMCrsh-Ceramic Shards_Pour Into Bucket Debris Clink Rattle_LukT_BreakShards_MS CO100K MKH30 12.wav	2	192000	24 01.333
_MS Sources/CERMImp-Ceramic Plate_Fall Ground Ring_LukT_BreakShards_MS CO100K MKH30 01.wav	2	192000	24 01.126
_MS Sources/CERMImp-Ceramic Plate_Fall Ground Ring_LukT_BreakShards_MS CO100K MKH30 02.wav	2	192000	24 01.365
_MS Sources/CERMImp-Ceramic Plates_Put Drop Impact On Each Other_LukT_BreakShards_MS CO100K MKH30 01.wav	2	192000	24 01.280
_MS Sources/CERMImp-Ceramic Plates_Put Drop Impact On Each Other_LukT_BreakShards_MS CO100K MKH30 02.wav	2	192000	24 01.456
_MS Sources/CERMImp-Ceramic Plates_Put Drop Impact On Each Other_LukT_BreakShards_MS CO100K MKH30 03.wav	2	192000	24 00.850
_MS Sources/CERMImp-Ceramic Plates_Put Drop Impact On Each Other_LukT_BreakShards_MS CO100K MKH30 04.wav	2	192000	24 01.116
_MS Sources/CERMImp-Ceramic Plates_Put Drop Impact On Each Other_LukT_BreakShards_MS CO100K MKH30 05.wav	2	192000	24 01.736
_MS Sources/CERMImp-Ceramic Plates_Put Drop Impact On Each Other_LukT_BreakShards_MS CO100K MKH30 06.wav	2	192000	24 02.192
_MS Sources/CERMImp-Ceramic Plates_Put Drop Impact On Each Other_LukT_BreakShards_MS CO100K MKH30 07.wav	2	192000	24 01.245
_MS Sources/CERMImp-Ceramic Plates_Put Drop Impact On Each Other_LukT_BreakShards_MS CO100K MKH30 08.wav	2	192000	24 01.418
_MS Sources/CERMImp-Ceramic Plates_Put Drop Impact On Each Other_LukT_BreakShards_MS CO100K MKH30 09.wav	2	192000	24 01.605
_MS Sources/CERMImp-Ceramic Plates_Put Drop Impact On Each Other_LukT_BreakShards_MS CO100K MKH30 10.wav	2	192000	24 01.256
_MS Sources/CERMImp-Ceramic Plates_Put Drop Impact On Each Other_LukT_BreakShards_MS CO100K MKH30 11.wav	2	192000	24 01.456
_MS Sources/CERMImp-Ceramic Plates_Put Drop Impact On Each Other_LukT_BreakShards_MS CO100K MKH30 12.wav	2	192000	24 01.109
_MS Sources/CERMImp-Ceramic Plates_Put Drop Impact On Each Other_LukT_BreakShards_MS CO100K MKH30 13.wav	2	192000	24 02.138
_MS Sources/CERMImp-Ceramic Plates_Put Drop Impact On Each Other_LukT_BreakShards_MS CO100K MKH30 14.wav	2	192000	24 01.285
_MS Sources/CERMImp-Ceramic Plates_Put Drop Impact On Each Other_LukT_BreakShards_MS CO100K MKH30 15.wav	2	192000	24 01.445
_MS Sources/CERMImp-Ceramic Toilet_Impact Hit With Metal Rod_LukT_BreakShards_MS CO100K MKH30 01.wav	2	192000	24 01.466
_MS Sources/CERMImp-Ceramic Toilet_Impact Hit With Metal Rod_LukT_BreakShards_MS CO100K MKH30 02.wav	2	192000	24 01.232

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_MS Sources/CERMImp-Ceramic Toilet_Impact Hit With Metal Rod_LukT_BreakShards_MS CO100K MKH30 03.wav	2	192000	24 01.340
_MS Sources/CERMImp-Ceramic Toilet_Impact Hit With Metal Rod_LukT_BreakShards_MS CO100K MKH30 04.wav	2	192000	24 00.951
_MS Sources/CERMImp-Ceramic Toilet_Impact Hit With Metal Rod_LukT_BreakShards_MS CO100K MKH30 05.wav	2	192000	24 01.378
_MS Sources/CERMImp-Ceramic Toilet_Impact Hit With Metal Rod_LukT_BreakShards_MS CO100K MKH30 06.wav	2	192000	24 01.696
_MS Sources/CERMImp-Ceramic Toilet_Impact Hit With Metal Rod_LukT_BreakShards_MS CO100K MKH30 07.wav	2	192000	24 01.461
_MS Sources/CERMImp-Ceramic Toilet_Impact Hit With Metal Rod_LukT_BreakShards_MS CO100K MKH30 08.wav	2	192000	24 01.346
_MS Sources/CERMImp-Ceramic Toilet_Impact Hit With Metal Rod_LukT_BreakShards_MS CO100K MKH30 09.wav	2	192000	24 01.813
_MS Sources/CERMImp-Ceramic Toilet_Impact Hit With Metal Rod_LukT_BreakShards_MS CO100K MKH30 10.wav	2	192000	24 01.408
_MS Sources/CERMImp-Ceramic Toilet_Impact Hit With Metal Rod_LukT_BreakShards_MS CO100K MKH30 11.wav	2	192000	24 01.610
_MS Sources/CERMImp-Ceramic Toilet_Impact Hit With Metal Rod_LukT_BreakShards_MS CO100K MKH30 12.wav	2	192000	24 01.253
_MS Sources/CERMImp-Ceramic Toilet_Impact Hit With Metal Rod_LukT_BreakShards_MS CO100K MKH30 13.wav	2	192000	24 01.034
_MS Sources/CERMImp-Ceramic Toilet_Impact Hit With Metal Rod_LukT_BreakShards_MS CO100K MKH30 14.wav	2	192000	24 01.418
_MS Sources/CERMImp-Ceramic Toilet_Impact Hit With Metal Rod_LukT_BreakShards_MS CO100K MKH30 15.wav	2	192000	24 00.992
_MS Sources/CERMImp-Ceramic Toilet_Impact Hit With Metal Rod_LukT_BreakShards_MS CO100K MKH30 16.wav	2	192000	24 01.536
_MS Sources/CERMMisc-Ceramic Shards_Shovel Clink Slide Crunch_LukT_BreakShards_MS CO100K MKH30 01.wav	2	192000	24 02.448
_MS Sources/CERMMisc-Ceramic Shards_Shovel Clink Slide Crunch_LukT_BreakShards_MS CO100K MKH30 02.wav	2	192000	24 02.346
_MS Sources/CERMMisc-Ceramic Shards_Shovel Clink Slide Crunch_LukT_BreakShards_MS CO100K MKH30 03.wav	2	192000	24 01.798
_MS Sources/CERMMisc-Ceramic Shards_Shovel Clink Slide Crunch_LukT_BreakShards_MS CO100K MKH30 04.wav	2	192000	24 02.357
_MS Sources/CERMMisc-Ceramic Shards_Shovel Clink Slide Crunch_LukT_BreakShards_MS CO100K MKH30 05.wav	2	192000	24 03.328
_MS Sources/CERMMisc-Ceramic Shards_Shovel Clink Slide Crunch_LukT_BreakShards_MS CO100K MKH30 06.wav	2	192000	24 02.410
_MS Sources/CERMMisc-Ceramic Shards_Shovel Clink Slide Crunch_LukT_BreakShards_MS CO100K MKH30 07.wav	2	192000	24 02.938
_MS Sources/CERMMisc-Ceramic Shards_Shovel Clink Slide Crunch_LukT_BreakShards_MS CO100K MKH30 08.wav	2	192000	24 01.069
_MS Sources/CERMMisc-Ceramic Shards_Shovel Clink Slide Crunch_LukT_BreakShards_MS CO100K MKH30 09.wav	2	192000	24 02.181
_MS Sources/CERMMisc-Ceramic Shards_Shovel Clink Slide Crunch_LukT_BreakShards_MS CO100K MKH30 10.wav	2	192000	24 02.976
_MS Sources/CERMMisc-Ceramic Shards_Shovel Clink Slide Crunch_LukT_BreakShards_MS CO100K MKH30 11.wav	2	192000	24 03.280
_MS Sources/CERMMisc-Ceramic Shards_Shovel Clink Slide Crunch_LukT_BreakShards_MS CO100K MKH30 12.wav	2	192000	24 02.485
_MS Sources/CERMMisc-Ceramic Shards_Shovel Clink Slide Crunch_LukT_BreakShards_MS CO100K MKH30 13.wav	2	192000	24 03.482
_MS Sources/CERMMvmt-Ceramic Plates_Manipulation Ring Rattle Slide Friction_LukT_BreakShards_MS CO100K MKH30 01.wav	2	192000	24 06.688
_MS Sources/CERMMvmt-Ceramic Plates_Manipulation Ring Rattle Slide Friction_LukT_BreakShards_MS CO100K MKH30 02.wav	2	192000	24 05.920
_MS Sources/CERMMvmt-Ceramic Plates_Manipulation Ring Rattle Slide Friction_LukT_BreakShards_MS CO100K MKH30 03.wav	2	192000	24 05.394
_MS Sources/CERMMvmt-Ceramic Plates_Manipulation Ring Rattle Slide Friction_LukT_BreakShards_MS CO100K MKH30 04.wav	2	192000	24 06.880
_MS Sources/CERMMvmt-Ceramic Plates_Manipulation Ring Rattle Slide Friction_LukT_BreakShards_MS CO100K MKH30 05.wav	2	192000	24 05.770
_MS Sources/CERMMvmt-Ceramic Plates_Manipulation Ring Rattle Slide Friction_LukT_BreakShards_MS CO100K MKH30 06.wav	2	192000	24 08.901
_MS Sources/CERMMvmt-Ceramic Plates_Manipulation Ring Rattle Slide Friction_LukT_BreakShards_MS CO100K MKH30 07.wav	2	192000	24 06.352

## Break'n'Shards 192 by Lukas Tvrdon

_MS Sources/CERMMvmt-Ceramic Plates_Manipulation Ring Rattle Slide Friction_LukT_BreakShards_MS CO100K MKH30 08.wav	2	192000	24 06.848
_MS Sources/CERMMvmt-Ceramic Plates_Manipulation Ring Rattle Slide Friction_LukT_BreakShards_MS CO100K MKH30 09.wav	2	192000	24 10.517
_MS Sources/CERMMvmt-Ceramic Plates_Manipulation Ring Rattle Slide Friction_LukT_BreakShards_MS CO100K MKH30 10.wav	2	192000	24 13.482
_MS Sources/CERMMvmt-Ceramic Plates_Manipulation Ring Rattle Slide Friction_LukT_BreakShards_MS CO100K MKH30 11.wav	2	192000	24 08.490
_MS Sources/CERMMvmt-Ceramic Plates_Manipulation Ring Rattle Slide Friction_LukT_BreakShards_MS CO100K MKH30 12.wav	2	192000	24 06.741
_MS Sources/FOLYFeet-Ceramic Shards_Fast Footsteps Scuff Shuffle Creak Crunch Scrape Clink Break_LukT_BreakShards_MS CO100K MKH	2	192000	24 16.085
_MS Sources/FOLYFeet-Ceramic Shards_Fast Footsteps Scuff Shuffle Creak Crunch Scrape Clink Break_LukT_BreakShards_MS CO100K MKH	2	192000	24 19.220
_MS Sources/FOLYFeet-Ceramic Shards_Slow Footsteps Scuff Shuffle Creak Crunch Scrape Clink Break_LukT_BreakShards_MS CO100K MKH	2	192000	24 30.304
_MS Sources/FOLYFeet-Ceramic Shards_Slow Footsteps Scuff Shuffle Creak Crunch Scrape Clink Break_LukT_BreakShards_MS CO100K MKH	2	192000	24 23.821
_MS Sources/FOLYFeet-Ceramic Shards_Slow Footsteps Scuff Shuffle Creak Crunch Scrape Clink Break_LukT_BreakShards_MS CO100K MKH	2	192000	24 25.456
_MS Sources/FOLYFeet-Ceramic Shards_Slow Footsteps Scuff Shuffle Creak Crunch Scrape Clink Break_LukT_BreakShards_MS CO100K MKH	2	192000	24 30.384
_MS Sources/FOLYFeet-Glass Shards_Footsteps Fast Sneakers_LukT_BreakShards_MS CO100K MKH30 01.wav	2	192000	24 17.834
_MS Sources/FOLYFeet-Glass Shards_Footsteps Fast Sneakers_LukT_BreakShards_MS CO100K MKH30 02.wav	2	192000	24 16.682
_MS Sources/FOLYFeet-Glass Shards_Footsteps Jump Land Fall Sneakers_LukT_BreakShards_MS CO100K MKH30 01.wav	2	192000	24 02.016
_MS Sources/FOLYFeet-Glass Shards_Footsteps Jump Land Fall Sneakers_LukT_BreakShards_MS CO100K MKH30 02.wav	2	192000	24 01.797
_MS Sources/FOLYFeet-Glass Shards_Footsteps Jump Land Fall Sneakers_LukT_BreakShards_MS CO100K MKH30 03.wav	2	192000	24 01.973
_MS Sources/FOLYFeet-Glass Shards_Footsteps Jump Land Fall Sneakers_LukT_BreakShards_MS CO100K MKH30 04.wav	2	192000	24 01.653
_MS Sources/FOLYFeet-Glass Shards_Footsteps Jump Land Fall Sneakers_LukT_BreakShards_MS CO100K MKH30 05.wav	2	192000	24 02.570
_MS Sources/FOLYFeet-Glass Shards_Footsteps Jump Land Fall Sneakers_LukT_BreakShards_MS CO100K MKH30 06.wav	2	192000	24 02.048
_MS Sources/FOLYFeet-Glass Shards_Footsteps Jump Land Fall Sneakers_LukT_BreakShards_MS CO100K MKH30 07.wav	2	192000	24 01.866
_MS Sources/FOLYFeet-Glass Shards_Footsteps Jump Land Fall Sneakers_LukT_BreakShards_MS CO100K MKH30 08.wav	2	192000	24 02.426
_MS Sources/FOLYFeet-Glass Shards_Footsteps Slow Sneakers_LukT_BreakShards_MS CO100K MKH30 01.wav	2	192000	24 23.461
_MS Sources/FOLYFeet-Glass Shards_Footsteps Slow Sneakers_LukT_BreakShards_MS CO100K MKH30 02.wav	2	192000	24 25.801
_MS Sources/FOLYFeet-Glass Shards_Footsteps Sneakers_LukT_BreakShards_MS CO100K MKH30 01.wav	2	192000	24 14.058
_MS Sources/FOLYFeet-Glass Shards_Footsteps Sneakers_LukT_BreakShards_MS CO100K MKH30 02.wav	2	192000	24 15.344
_MS Sources/FOLYFeet-Stone Tile Shards_Jump Land Fall Scuff Shuffle Creak Crunch Scrape Clink_LukT_BreakShards_MS CO100K MKH30 0	2	192000	24 01.354
_MS Sources/FOLYFeet-Stone Tile Shards_Jump Land Fall Scuff Shuffle Creak Crunch Scrape Clink_LukT_BreakShards_MS CO100K MKH30 0	2	192000	24 02.213
_MS Sources/FOLYFeet-Stone Tile Shards_Jump Land Fall Scuff Shuffle Creak Crunch Scrape Clink_LukT_BreakShards_MS CO100K MKH30 0	2	192000	24 01.808
_MS Sources/FOLYFeet-Stone Tile Shards_Jump Land Fall Scuff Shuffle Creak Crunch Scrape Clink_LukT_BreakShards_MS CO100K MKH30 0	2	192000	24 01.941
_MS Sources/FOLYFeet-Stone Tile Shards_Jump Land Fall Scuff Shuffle Creak Crunch Scrape Clink_LukT_BreakShards_MS CO100K MKH30 0	2	192000	24 01.088
_MS Sources/FOLYFeet-Stone Tile Shards_Jump Land Fall Scuff Shuffle Creak Crunch Scrape Clink_LukT_BreakShards_MS CO100K MKH30 0	2	192000	24 01.642
_MS Sources/FOLYFeet-Stone Tile Shards_Jump Land Fall Scuff Shuffle Creak Crunch Scrape Clink_LukT_BreakShards_MS CO100K MKH30 0	2	192000	24 01.498
_MS Sources/FOLYFeet-Stone Tile Shards_Jump Land Fall Scuff Shuffle Creak Crunch Scrape Clink_LukT_BreakShards_MS CO100K MKH30 0	2	192000	24 01.693
_MS Sources/FOLYFeet-Stone Tile Shards_Jump Land Fall Scuff Shuffle Creak Crunch Scrape Clink_LukT_BreakShards_MS CO100K MKH30 0	2	192000	24 02.744

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_MS Sources/FOLYFeet-Stone Tile Shards_Very Slow Footsteps Scuff Shuffle Creak Crunch Scrape Clink_LukT_BreakShards_MS CO100K MK	2	192000	24	11.594
_MS Sources/FOLYFeet-Stone Tile Shards_Very Slow Footsteps Scuff Shuffle Creak Crunch Scrape Clink_LukT_BreakShards_MS CO100K MK	2	192000	24	13.010
_MS Sources/GLASBrk-Glass Bulb_Break Smash On Ground_LukT_BreakShards_MS CO100K MKH30 01.wav	2	192000	24	01.542
_MS Sources/GLASBrk-Glass Bulb_Break Smash On Ground_LukT_BreakShards_MS CO100K MKH30 02.wav	2	192000	24	02.004
_MS Sources/GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_MS CO100K MKH30 01.wav	2	192000	24	01.309
_MS Sources/GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_MS CO100K MKH30 02.wav	2	192000	24	02.084
_MS Sources/GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_MS CO100K MKH30 03.wav	2	192000	24	03.248
_MS Sources/GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_MS CO100K MKH30 04.wav	2	192000	24	02.531
_MS Sources/GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_MS CO100K MKH30 05.wav	2	192000	24	00.873
_MS Sources/GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_MS CO100K MKH30 06.wav	2	192000	24	01.104
_MS Sources/GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_MS CO100K MKH30 07.wav	2	192000	24	01.402
_MS Sources/GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_MS CO100K MKH30 08.wav	2	192000	24	01.488
_MS Sources/GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_MS CO100K MKH30 09.wav	2	192000	24	01.406
_MS Sources/GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_MS CO100K MKH30 10.wav	2	192000	24	01.120
_MS Sources/GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_MS CO100K MKH30 11.wav	2	192000	24	01.250
_MS Sources/GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_MS CO100K MKH30 12.wav	2	192000	24	01.829
_MS Sources/GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_MS CO100K MKH30 13.wav	2	192000	24	01.978
_MS Sources/GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_MS CO100K MKH30 14.wav	2	192000	24	01.338
_MS Sources/GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_MS CO100K MKH30 15.wav	2	192000	24	01.216
_MS Sources/GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_MS CO100K MKH30 16.wav	2	192000	24	01.594
_MS Sources/GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_MS CO100K MKH30 17.wav	2	192000	24	01.418
_MS Sources/GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_MS CO100K MKH30 18.wav	2	192000	24	01.482
_MS Sources/GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_MS CO100K MKH30 19.wav	2	192000	24	01.232
_MS Sources/GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_MS CO100K MKH30 20.wav	2	192000	24	00.949
_MS Sources/GLASBrk-Glass Chandelier_Break On Hard Carpet Smash Shatter Clink Debris_LukT_BreakShards_MS CO100K MKH30 21.wav	2	192000	24	01.664
_MS Sources/GLASBrk-Glass Chandelier_Hit To Break Shards Fall On Hard Carpet_LukT_BreakShards_MS CO100K MKH30 01.wav	2	192000	24	03.626
_MS Sources/GLASBrk-Glass Chandelier_Hit To Break Shards Fall On Hard Carpet_LukT_BreakShards_MS CO100K MKH30 02.wav	2	192000	24	02.816
_MS Sources/GLASBrk-Glass Chandelier_Hit To Break Shards Fall On Hard Carpet_LukT_BreakShards_MS CO100K MKH30 03.wav	2	192000	24	01.861
_MS Sources/GLASBrk-Glass Chandelier_Hit To Break Shards Fall On Hard Carpet_LukT_BreakShards_MS CO100K MKH30 04.wav	2	192000	24	01.562
_MS Sources/GLASBrk-Glass Chandelier_Hit To Break Shards Fall On Hard Carpet_LukT_BreakShards_MS CO100K MKH30 05.wav	2	192000	24	01.813
_MS Sources/GLASBrk-Glass Chandelier_Hit To Break Shards Fall On Hard Carpet_LukT_BreakShards_MS CO100K MKH30 06.wav	2	192000	24	02.776
_MS Sources/GLASBrk-Glass Chandelier_Hit To Break Shards Fall On Hard Carpet_LukT_BreakShards_MS CO100K MKH30 07.wav	2	192000	24	01.701
_MS Sources/GLASBrk-Glass Chandelier_Hit To Break Shards Fall On Hard Carpet_LukT_BreakShards_MS CO100K MKH30 08.wav	2	192000	24	02.952
_MS Sources/GLASBrk-Glass Chandelier_Hit To Break Shards Fall On Hard Carpet_LukT_BreakShards_MS CO100K MKH30 09.wav	2	192000	24	01.642



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_MS Sources/GLASCrsh-Glass Shards_Kick Harder Stomp Stand Crackle Clink_LukT_BreakShards_MS CO100K MKH30 03.wav	2	192000	24 04.709
_MS Sources/GLASCrsh-Glass Shards_Kick Harder Stomp Stand Crackle Clink_LukT_BreakShards_MS CO100K MKH30 04.wav	2	192000	24 02.560
_MS Sources/GLASCrsh-Glass Shards_Kick Harder Stomp Stand Crackle Clink_LukT_BreakShards_MS CO100K MKH30 05.wav	2	192000	24 04.480
_MS Sources/GLASCrsh-Glass Shards_Kick Harder Stomp Stand Crackle Clink_LukT_BreakShards_MS CO100K MKH30 06.wav	2	192000	24 02.794
_MS Sources/GLASCrsh-Glass Shards_Kick Harder Stomp Stand Crackle Clink_LukT_BreakShards_MS CO100K MKH30 07.wav	2	192000	24 03.733
_MS Sources/GLASCrsh-Glass Shards_Kick Harder Stomp Stand Crackle Clink_LukT_BreakShards_MS CO100K MKH30 08.wav	2	192000	24 02.634
_MS Sources/GLASCrsh-Glass Shards_Kick Harder Stomp Stand Crackle Clink_LukT_BreakShards_MS CO100K MKH30 09.wav	2	192000	24 04.288
_MS Sources/GLASCrsh-Glass Shards_Kick Harder Stomp Stand Crackle Clink_LukT_BreakShards_MS CO100K MKH30 10.wav	2	192000	24 02.858
_MS Sources/GLASCrsh-Glass Shards_Kick Harder Stomp Stand Crackle Clink_LukT_BreakShards_MS CO100K MKH30 11.wav	2	192000	24 05.248
_MS Sources/GLASCrsh-Glass Shards_Kick Harder Stomp Stand Crackle Clink_LukT_BreakShards_MS CO100K MKH30 12.wav	2	192000	24 02.970
_MS Sources/GLASCrsh-Glass Shards_Kick Harder Stomp Stand Crackle Clink_LukT_BreakShards_MS CO100K MKH30 13.wav	2	192000	24 02.138
_MS Sources/GLASCrsh-Glass Shards_Kick Harder Stomp Stand Crackle Clink_LukT_BreakShards_MS CO100K MKH30 14.wav	2	192000	24 02.976
_MS Sources/GLASCrsh-Glass Shards_Kick Harder Stomp Stand Crackle Clink_LukT_BreakShards_MS CO100K MKH30 15.wav	2	192000	24 02.410
_MS Sources/GLASCrsh-Glass Shards_Kick Harder Stomp Stand Crackle Clink_LukT_BreakShards_MS CO100K MKH30 16.wav	2	192000	24 04.204
_MS Sources/GLASCrsh-Glass Shards_Kick Stomp Stand Crackle Clink_LukT_BreakShards_MS CO100K MKH30 01.wav	2	192000	24 01.440
_MS Sources/GLASCrsh-Glass Shards_Kick Stomp Stand Crackle Clink_LukT_BreakShards_MS CO100K MKH30 02.wav	2	192000	24 01.818
_MS Sources/GLASCrsh-Glass Shards_Kick Stomp Stand Crackle Clink_LukT_BreakShards_MS CO100K MKH30 03.wav	2	192000	24 02.165
_MS Sources/GLASCrsh-Glass Shards_Kick Stomp Stand Crackle Clink_LukT_BreakShards_MS CO100K MKH30 04.wav	2	192000	24 01.733
_MS Sources/GLASCrsh-Glass Shards_Kick Stomp Stand Crackle Clink_LukT_BreakShards_MS CO100K MKH30 05.wav	2	192000	24 02.597
_MS Sources/GLASCrsh-Glass Shards_Kick Stomp Stand Crackle Clink_LukT_BreakShards_MS CO100K MKH30 06.wav	2	192000	24 02.677
_MS Sources/GLASCrsh-Glass Shards_Kick Stomp Stand Crackle Clink_LukT_BreakShards_MS CO100K MKH30 07.wav	2	192000	24 02.960
_MS Sources/GLASCrsh-Glass Shards_Kick Stomp Stand Crackle Clink_LukT_BreakShards_MS CO100K MKH30 08.wav	2	192000	24 04.245
_MS Sources/GLASCrsh-Glass Shards_Kick Stomp Stand Crackle Clink_LukT_BreakShards_MS CO100K MKH30 09.wav	2	192000	24 05.621
_MS Sources/GLASCrsh-Glass Shards_Kick Stomp Stand Crackle Clink_LukT_BreakShards_MS CO100K MKH30 10.wav	2	192000	24 03.242
_MS Sources/GLASCrsh-Glass Shards_Kick Stomp Stand Crackle Clink_LukT_BreakShards_MS CO100K MKH30 11.wav	2	192000	24 03.626
_MS Sources/GLASCrsh-Glass Shards_Kick Stomp Stand Crackle Clink_LukT_BreakShards_MS CO100K MKH30 12.wav	2	192000	24 04.576
_MS Sources/GLASCrsh-Glass Shards_Kick Stomp Stand Crackle Clink_LukT_BreakShards_MS CO100K MKH30 13.wav	2	192000	24 05.322
_MS Sources/GLASCrsh-Glass Shards_Kick Stomp Stand Crackle Clink_LukT_BreakShards_MS CO100K MKH30 14.wav	2	192000	24 04.469
_MS Sources/GLASCrsh-Glass Shards_Kick Stomp Stand Crackle Clink_LukT_BreakShards_MS CO100K MKH30 15.wav	2	192000	24 03.178
_MS Sources/GLASCrsh-Glass Shards_Kick Stomp Stand Crackle Clink_LukT_BreakShards_MS CO100K MKH30 16.wav	2	192000	24 03.210
_MS Sources/GLASCrsh-Glass Shards_Kick Stomp Stand Crackle Clink_LukT_BreakShards_MS CO100K MKH30 17.wav	2	192000	24 03.264
_MS Sources/GLASFric-Glass Shards_Friction Stand Rotate Slide Crackle Sharp_LukT_BreakShards_MS CO100K MKH30 01.wav	2	192000	24 22.800
_MS Sources/GLASFric-Glass Shards_Friction Stand Rotate Slide Crackle Sharp_LukT_BreakShards_MS CO100K MKH30 02.wav	2	192000	24 22.698
_MS Sources/GLASFric-Glass Shards_Friction Stand Rotate Slide Crackle Sharp_LukT_BreakShards_MS CO100K MKH30 03.wav	2	192000	24 19.685

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_MS Sources/GLASFriction Stand Walk Footsteps Crackle Sharp_LukT_BreakShards_MS CO100K MKH30 01.wav	2	192000	24	12.672
_MS Sources/GLASFriction Stand Walk Footsteps Crackle Sharp_LukT_BreakShards_MS CO100K MKH30 02.wav	2	192000	24	20.352
_MS Sources/GLASFriction Stand Walk Footsteps Crackle Sharp_LukT_BreakShards_MS CO100K MKH30 03.wav	2	192000	24	23.829
_MS Sources/GLASFriction Stand Walk Footsteps Crackle Sharp_LukT_BreakShards_MS CO100K MKH30 04.wav	2	192000	24	19.546
_MS Sources/GLASFriction Stand Walk Footsteps Crackle Sharp_LukT_BreakShards_MS CO100K MKH30 05.wav	2	192000	24	03.626
_MS Sources/GLASFriction Stand Walk Footsteps Crackle Sharp_LukT_BreakShards_MS CO100K MKH30 06.wav	2	192000	24	02.410
_MS Sources/GLASFriction Stand Walk Footsteps Crackle Sharp_LukT_BreakShards_MS CO100K MKH30 07.wav	2	192000	24	03.381
_MS Sources/GLASFriction Stand Walk Footsteps Crackle Sharp_LukT_BreakShards_MS CO100K MKH30 08.wav	2	192000	24	02.368
_MS Sources/GLASFriction Stand Walk Footsteps Crackle Sharp_LukT_BreakShards_MS CO100K MKH30 09.wav	2	192000	24	02.058
_MS Sources/GLASFriction Stand Walk Footsteps Crackle Sharp_LukT_BreakShards_MS CO100K MKH30 10.wav	2	192000	24	04.778
_MS Sources/GLASFriction Stand Walk Footsteps Crackle Sharp_LukT_BreakShards_MS CO100K MKH30 11.wav	2	192000	24	01.669
_MS Sources/GLASFriction Stand Walk Footsteps Crackle Sharp_LukT_BreakShards_MS CO100K MKH30 12.wav	2	192000	24	01.690
_MS Sources/GLASFriction Stand Walk Footsteps Crackle Sharp_LukT_BreakShards_MS CO100K MKH30 13.wav	2	192000	24	02.666
_MS Sources/GLASFriction Stand Walk Footsteps Crackle Sharp_LukT_BreakShards_MS CO100K MKH30 14.wav	2	192000	24	03.264
_MS Sources/GLASFriction Stand Walk Footsteps Crackle Sharp_LukT_BreakShards_MS CO100K MKH30 15.wav	2	192000	24	03.216
_MS Sources/GLASFriction Stand Walk Footsteps Crackle Sharp_LukT_BreakShards_MS CO100K MKH30 16.wav	2	192000	24	02.192
_MS Sources/GLASFriction Stand Walk Footsteps Crackle Sharp_LukT_BreakShards_MS CO100K MKH30 17.wav	2	192000	24	06.026
_MS Sources/GLASFriction Stand Walk Footsteps Crackle Sharp_LukT_BreakShards_MS CO100K MKH30 18.wav	2	192000	24	03.669
_MS Sources/GLASFriction Stand Walk Footsteps Crackle Sharp_LukT_BreakShards_MS CO100K MKH30 19.wav	2	192000	24	02.325
_MS Sources/GLASFriction Stand Walk Footsteps Crackle Sharp_LukT_BreakShards_MS CO100K MKH30 20.wav	2	192000	24	03.360
_MS Sources/GLASFriction Stand Walk Footsteps Crackle Sharp_LukT_BreakShards_MS CO100K MKH30 21.wav	2	192000	24	02.688
_MS Sources/GLASFriction Stand Walk Footsteps Crackle Sharp_LukT_BreakShards_MS CO100K MKH30 22.wav	2	192000	24	05.077
_MS Sources/GLASFriction Stand Walk Footsteps Crackle Sharp_LukT_BreakShards_MS CO100K MKH30 23.wav	2	192000	24	02.554
_MS Sources/GLASFriction Stand Walk Footsteps Crackle Sharp_LukT_BreakShards_MS CO100K MKH30 24.wav	2	192000	24	02.224
_MS Sources/GLASFriction Stand Walk Footsteps Crackle Sharp_LukT_BreakShards_MS CO100K MKH30 25.wav	2	192000	24	04.277
_MS Sources/GLASFriction Stand Walk Footsteps Crackle Sharp_LukT_BreakShards_MS CO100K MKH30 26.wav	2	192000	24	03.082
_MS Sources/GLASFriction Stand Walk Footsteps Crackle Sharp_LukT_BreakShards_MS CO100K MKH30 27.wav	2	192000	24	04.053
_MS Sources/GLASFriction Stand Walk Footsteps Crackle Sharp_LukT_BreakShards_MS CO100K MKH30 28.wav	2	192000	24	05.674
_MS Sources/GLASFriction Stand Walk Footsteps Crackle Sharp_LukT_BreakShards_MS CO100K MKH30 29.wav	2	192000	24	07.530
_MS Sources/GLASFriction Stand Walk Footsteps Crackle Sharp_LukT_BreakShards_MS CO100K MKH30 30.wav	2	192000	24	03.968
_MS Sources/GLASFriction Stand Walk Footsteps Crackle Sharp_LukT_BreakShards_MS CO100K MKH30 31.wav	2	192000	24	03.168
_MS Sources/GLASFriction Stand Walk Footsteps Crackle Sharp_LukT_BreakShards_MS CO100K MKH30 32.wav	2	192000	24	04.202
_MS Sources/GLASFriction Stand Walk Footsteps Crackle Sharp_LukT_BreakShards_MS CO100K MKH30 33.wav	2	192000	24	02.357
_MS Sources/GLASFriction Stand Walk Footsteps Crackle Sharp_LukT_BreakShards_MS CO100K MKH30 34.wav	2	192000	24	05.034

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_MS Sources/GLASFric-Glass Shards_Shovel Scoop Up Shards Clink Pour_LukT_BreakShards_MS CO100K MKH30 31.wav	2	192000	24 04.448
_MS Sources/GLASFric-Glass Shards_Shovel Scoop Up Shards Clink Pour_LukT_BreakShards_MS CO100K MKH30 32.wav	2	192000	24 03.626
_MS Sources/GLASImpt-Glass Chandelier_Hard Hit And Long Tone Resonates_LukT_BreakShards_MS CO100K MKH30 01.wav	2	192000	24 05.104
_MS Sources/GLASImpt-Glass Chandelier_Hard Hit And Long Tone Resonates_LukT_BreakShards_MS CO100K MKH30 02.wav	2	192000	24 08.080
_MS Sources/GLASImpt-Glass Chandelier_Hard Hit And Long Tone Resonates_LukT_BreakShards_MS CO100K MKH30 03.wav	2	192000	24 07.424
_MS Sources/GLASImpt-Glass Chandelier_Hard Hit And Long Tone Resonates_LukT_BreakShards_MS CO100K MKH30 04.wav	2	192000	24 04.884
_MS Sources/GLASImpt-Glass Chandelier_Hight Tone Hit And Short Tone Resonates With Debris_LukT_BreakShards_MS CO100K MKH30.wav	2	192000	24 02.402
_MS Sources/GLASImpt-Glass Chandelier_Hight Tone Hit And Short Tone Resonates_LukT_BreakShards_MS CO100K MKH30 01.wav	2	192000	24 02.346
_MS Sources/GLASImpt-Glass Chandelier_Hight Tone Hit And Short Tone Resonates_LukT_BreakShards_MS CO100K MKH30 02.wav	2	192000	24 01.272
_MS Sources/GLASImpt-Glass Chandelier_Intense Hit And Long Tone Resonates_LukT_BreakShards_MS CO100K MKH30.wav	2	192000	24 04.181
_MS Sources/GLASImpt-Glass Chandelier_Tap Hit With Metal Rod_LukT_BreakShards_MS CO100K MKH30 01.wav	2	192000	24 01.360
_MS Sources/GLASImpt-Glass Chandelier_Tap Hit With Metal Rod_LukT_BreakShards_MS CO100K MKH30 02.wav	2	192000	24 00.694
_MS Sources/GLASImpt-Glass Chandelier_Tap Hit With Metal Rod_LukT_BreakShards_MS CO100K MKH30 03.wav	2	192000	24 00.453
_MS Sources/GLASImpt-Glass Chandelier_Tap Hit With Metal Rod_LukT_BreakShards_MS CO100K MKH30 04.wav	2	192000	24 00.898
_MS Sources/GLASImpt-Glass Chandelier_Tap Hit With Metal Rod_LukT_BreakShards_MS CO100K MKH30 05.wav	2	192000	24 01.042
_MS Sources/GLASImpt-Glass Chandelier_Tap Hit With Metal Rod_LukT_BreakShards_MS CO100K MKH30 06.wav	2	192000	24 00.640
_MS Sources/GLASImpt-Glass Chandelier_Tap Hit With Metal Rod_LukT_BreakShards_MS CO100K MKH30 07.wav	2	192000	24 00.517
_MS Sources/GLASImpt-Glass Chandelier_Tap Hit With Metal Rod_LukT_BreakShards_MS CO100K MKH30 08.wav	2	192000	24 00.317
_MS Sources/GLASImpt-Glass Chandelier_Tap Hit With Metal Rod_LukT_BreakShards_MS CO100K MKH30 09.wav	2	192000	24 00.382
_MS Sources/GLASImpt-Glass Chandelier_Tap Hit With Metal Rod_LukT_BreakShards_MS CO100K MKH30 10.wav	2	192000	24 00.557
_MS Sources/GLASImpt-Glass Chandelier_Tap Hit With Metal Rod_LukT_BreakShards_MS CO100K MKH30 11.wav	2	192000	24 00.592
_MS Sources/GLASImpt-Glass Chandelier_Tap Hit With Metal Rod_LukT_BreakShards_MS CO100K MKH30 12.wav	2	192000	24 00.864
_MS Sources/GLASImpt-Glass Chandelier_Tap Hit With Metal Rod_LukT_BreakShards_MS CO100K MKH30 13.wav	2	192000	24 00.938
_MS Sources/GLASImpt-Glass Chandelier_Tap Hit With Metal Rod_LukT_BreakShards_MS CO100K MKH30 14.wav	2	192000	24 00.858
_MS Sources/GLASImpt-Glass Chandelier_Tap Hit With Metal Rod_LukT_BreakShards_MS CO100K MKH30 15.wav	2	192000	24 00.736
_MS Sources/GLASImpt-Glass Chandelier_Tap Hit With Metal Rod_LukT_BreakShards_MS CO100K MKH30 16.wav	2	192000	24 00.706
_MS Sources/GLASImpt-Glass Chandelier_Tap Hit With Metal Rod_LukT_BreakShards_MS CO100K MKH30 17.wav	2	192000	24 00.808
_MS Sources/GLASImpt-Glass Chandelier_Tap Hit With Metal Rod_LukT_BreakShards_MS CO100K MKH30 18.wav	2	192000	24 00.661
_MS Sources/GLASMisc-Glass Shards_Pour On Ground Hard Carpet Clink_LukT_BreakShards_MS CO100K MKH30 01.wav	2	192000	24 05.685
_MS Sources/GLASMisc-Glass Shards_Pour On Ground Hard Carpet Clink_LukT_BreakShards_MS CO100K MKH30 02.wav	2	192000	24 07.733
_MS Sources/GLASMisc-Glass Shards_Pour On Ground Hard Carpet Clink_LukT_BreakShards_MS CO100K MKH30 03.wav	2	192000	24 09.717
_MS Sources/GLASMisc-Glass Shards_Pour On Ground Hard Carpet Clink_LukT_BreakShards_MS CO100K MKH30 04.wav	2	192000	24 03.744
_MS Sources/GLASMisc-Glass Shards_Pour On Ground Hard Carpet Clink_LukT_BreakShards_MS CO100K MKH30 05.wav	2	192000	24 07.701
_MS Sources/GLASMisc-Glass Shards_Pour On Ground Hard Carpet Clink_LukT_BreakShards_MS CO100K MKH30 06.wav	2	192000	24 07.434



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_MS Sources/GLASMisc-Glass Shards_Pour On Ground Hard Carpet Clink_LukT_BreakShards_MS CO100K MKH30 07.wav	2	192000	24 06.197
_MS Sources/GLASMisc-Glass Shards_Pour On Ground Hard Carpet Clink_LukT_BreakShards_MS CO100K MKH30 08.wav	2	192000	24 06.378
_MS Sources/GLASMisc-Glass Shards_Pour On Ground Hard Carpet Clink_LukT_BreakShards_MS CO100K MKH30 09.wav	2	192000	24 04.928
_MS Sources/GLASMisc-Glass Shards_Pour On Ground Hard Carpet Clink_LukT_BreakShards_MS CO100K MKH30 10.wav	2	192000	24 04.565
_MS Sources/GLASMisc-Glass Shards_Pour On Ground Hard Carpet Clink_LukT_BreakShards_MS CO100K MKH30 11.wav	2	192000	24 05.141
_MS Sources/GLASMisc-Glass Shards_Pour On Ground Hard Carpet Clink_LukT_BreakShards_MS CO100K MKH30 12.wav	2	192000	24 03.856
_MS Sources/GLASMisc-Glass Shards_Pour On Ground Hard Carpet Clink_LukT_BreakShards_MS CO100K MKH30 13.wav	2	192000	24 06.144
_MS Sources/GLASMisc-Glass Shards_Pour On Ground Hard Carpet Clink_LukT_BreakShards_MS CO100K MKH30 14.wav	2	192000	24 06.170
_MS Sources/GLASMisc-Glass Shards_Put Pour Down From Paper Box On Hard Carpet_LukT_BreakShards_MS CO100K MKH30 01.wav	2	192000	24 06.197
_MS Sources/GLASMisc-Glass Shards_Put Pour Down From Paper Box On Hard Carpet_LukT_BreakShards_MS CO100K MKH30 02.wav	2	192000	24 05.653
_MS Sources/GLASMisc-Glass Shards_Put Pour Down From Paper Box On Hard Carpet_LukT_BreakShards_MS CO100K MKH30 03.wav	2	192000	24 09.376
_MS Sources/GLASMisc-Glass Shards_Put Pour Down From Paper Box On Hard Carpet_LukT_BreakShards_MS CO100K MKH30 04.wav	2	192000	24 25.536
_MS Sources/GLASMisc-Glass Shards_Put Pour Down Into Paper Box_LukT_BreakShards_MS CO100K MKH30 01.wav	2	192000	24 01.600
_MS Sources/GLASMisc-Glass Shards_Put Pour Down Into Paper Box_LukT_BreakShards_MS CO100K MKH30 02.wav	2	192000	24 01.194
_MS Sources/GLASMisc-Glass Shards_Put Pour Down Into Paper Box_LukT_BreakShards_MS CO100K MKH30 03.wav	2	192000	24 01.258
_MS Sources/GLASMisc-Glass Shards_Put Pour Down Into Paper Box_LukT_BreakShards_MS CO100K MKH30 04.wav	2	192000	24 00.832
_MS Sources/GLASMisc-Glass Shards_Put Pour Down Into Paper Box_LukT_BreakShards_MS CO100K MKH30 05.wav	2	192000	24 01.248
_MS Sources/GLASMisc-Glass Shards_Put Pour Down Into Paper Box_LukT_BreakShards_MS CO100K MKH30 06.wav	2	192000	24 01.365
_MS Sources/GLASMisc-Glass Shards_Put Pour Down Into Paper Box_LukT_BreakShards_MS CO100K MKH30 07.wav	2	192000	24 00.885
_MS Sources/GLASMisc-Glass Shards_Put Pour Down Into Paper Box_LukT_BreakShards_MS CO100K MKH30 08.wav	2	192000	24 01.344
_MS Sources/GLASMisc-Glass Shards_Put Pour Down Into Paper Box_LukT_BreakShards_MS CO100K MKH30 09.wav	2	192000	24 01.632
_MS Sources/GLASMisc-Glass Shards_Put Pour Down Into Paper Box_LukT_BreakShards_MS CO100K MKH30 10.wav	2	192000	24 01.168
_MS Sources/GLASMisc-Glass Shards_Put Pour Down Into Paper Box_LukT_BreakShards_MS CO100K MKH30 11.wav	2	192000	24 01.237
_MS Sources/GLASMisc-Glass Shards_Put Pour Down Into Paper Box_LukT_BreakShards_MS CO100K MKH30 12.wav	2	192000	24 01.408
_MS Sources/GLASMisc-Glass Shards_Put Pour Down Into Paper Box_LukT_BreakShards_MS CO100K MKH30 13.wav	2	192000	24 01.098
_MS Sources/GLASMisc-Glass Shards_Put Pour Down Into Paper Box_LukT_BreakShards_MS CO100K MKH30 14.wav	2	192000	24 01.504
_MS Sources/GLASMisc-Glass Shards_Put Pour Down Into Paper Box_LukT_BreakShards_MS CO100K MKH30 15.wav	2	192000	24 01.909
_MS Sources/GLASMisc-Glass Shards_Put Pour Down Into Paper Box_LukT_BreakShards_MS CO100K MKH30 16.wav	2	192000	24 01.136
_MS Sources/GLASMisc-Glass Shards_Put Pour Down Into Paper Box_LukT_BreakShards_MS CO100K MKH30 17.wav	2	192000	24 01.066
_MS Sources/GLASMisc-Glass Shards_Put Pour Down Into Paper Box_LukT_BreakShards_MS CO100K MKH30 18.wav	2	192000	24 01.472
_MS Sources/METLCrsh-Metal Lids_Fall On Each Other Impact Rattle_LukT_BreakShards_MS CO100K MKH30 01.wav	2	192000	24 00.584
_MS Sources/METLCrsh-Metal Lids_Fall On Each Other Impact Rattle_LukT_BreakShards_MS CO100K MKH30 02.wav	2	192000	24 01.073
_MS Sources/METLCrsh-Metal Lids_Fall On Each Other Impact Rattle_LukT_BreakShards_MS CO100K MKH30 03.wav	2	192000	24 02.474
_MS Sources/METLCrsh-Metal Lids_Fall On Each Other Impact Rattle_LukT_BreakShards_MS CO100K MKH30 04.wav	2	192000	24 02.846

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_MS Sources/METLCrsh-Metal Lids_Fall On Each Other Impact Rattle_LukT_BreakShards_MS CO100K MKH30 05.wav	2	192000	24 03.520
_MS Sources/METLCrsh-Metal Lids_Fall On Each Other Impact Rattle_LukT_BreakShards_MS CO100K MKH30 06.wav	2	192000	24 02.410
_MS Sources/METLCrsh-Metal Lids_Fall On Each Other Impact Rattle_LukT_BreakShards_MS CO100K MKH30 07.wav	2	192000	24 01.868
_MS Sources/METLCrsh-Metal Lids_Fall On Each Other Impact Rattle_LukT_BreakShards_MS CO100K MKH30 08.wav	2	192000	24 02.300
_MS Sources/METLCrsh-Metal Lids_Fall On Each Other Impact Rattle_LukT_BreakShards_MS CO100K MKH30 09.wav	2	192000	24 03.680
_MS Sources/METLCrsh-Metal Lids_Manipulate Rattle Clang Fall_LukT_BreakShards_MS CO100K MKH30 01.wav	2	192000	24 05.397
_MS Sources/METLCrsh-Metal Lids_Manipulate Rattle Clang Fall_LukT_BreakShards_MS CO100K MKH30 02.wav	2	192000	24 06.677
_MS Sources/METLCrsh-Metal Lids_Manipulate Rattle Clang Fall_LukT_BreakShards_MS CO100K MKH30 03.wav	2	192000	24 07.237
_MS Sources/METLCrsh-Metal Pots_Fall On Each Other Impact Rattle_LukT_BreakShards_MS CO100K MKH30 01.wav	2	192000	24 04.021
_MS Sources/METLCrsh-Metal Pots_Fall On Each Other Impact Rattle_LukT_BreakShards_MS CO100K MKH30 02.wav	2	192000	24 04.436
_MS Sources/METLCrsh-Metal Pots_Fall On Each Other Impact Rattle_LukT_BreakShards_MS CO100K MKH30 03.wav	2	192000	24 04.389
_MS Sources/METLCrsh-Metal Pots_Fall On Each Other Impact Rattle_LukT_BreakShards_MS CO100K MKH30 04.wav	2	192000	24 04.954
_MS Sources/METLCrsh-Metal Pots_Fall On Each Other Impact Rattle_LukT_BreakShards_MS CO100K MKH30 05.wav	2	192000	24 03.533
_MS Sources/METLCrsh-Metal Pots_Fall On Each Other Impact Rattle_LukT_BreakShards_MS CO100K MKH30 06.wav	2	192000	24 05.098
_MS Sources/METLCrsh-Metal Pots_Fall On Each Other Impact Rattle_LukT_BreakShards_MS CO100K MKH30 07.wav	2	192000	24 06.621
_MS Sources/METLCrsh-Metal Pots_Fall On Each Other Impact Rattle_LukT_BreakShards_MS CO100K MKH30 08.wav	2	192000	24 04.402
_MS Sources/METLCrsh-Metal Pots_Fall On Each Other Impact Rattle_LukT_BreakShards_MS CO100K MKH30 09.wav	2	192000	24 03.882
_MS Sources/METLCrsh-Metal Pots_Fall On Each Other Impact Rattle_LukT_BreakShards_MS CO100K MKH30 10.wav	2	192000	24 02.682
_MS Sources/METLCrsh-Metal Pots_Fall On Each Other Impact Rattle_LukT_BreakShards_MS CO100K MKH30 11.wav	2	192000	24 03.728
_MS Sources/METLCrsh-Metal Pots_Fall On Each Other Impact Rattle_LukT_BreakShards_MS CO100K MKH30 12.wav	2	192000	24 06.256
_MS Sources/METLImpt-Iron Baseball Bat_Hit Impact Clang Wooden Log_LukT_BreakShards_MS CO100K MKH30 01.wav	2	192000	24 02.954
_MS Sources/METLImpt-Iron Baseball Bat_Hit Impact Clang Wooden Log_LukT_BreakShards_MS CO100K MKH30 02.wav	2	192000	24 04.266
_MS Sources/METLImpt-Iron Baseball Bat_Hit Impact Clang Wooden Log_LukT_BreakShards_MS CO100K MKH30 03.wav	2	192000	24 05.269
_MS Sources/METLImpt-Metal Pot_Impact Metal Rod Tone_LukT_BreakShards_MS CO100K MKH30 01.wav	2	192000	24 02.250
_MS Sources/METLImpt-Metal Pot_Impact Metal Rod Tone_LukT_BreakShards_MS CO100K MKH30 02.wav	2	192000	24 02.677
_MS Sources/METLImpt-Metal Pot_Impact Metal Rod Tone_LukT_BreakShards_MS CO100K MKH30 03.wav	2	192000	24 03.146
_MS Sources/METLImpt-Metal Pot_Impact Metal Rod Tone_LukT_BreakShards_MS CO100K MKH30 04.wav	2	192000	24 02.946
_MS Sources/METLImpt-Metal Pot_Impact Metal Rod Tone_LukT_BreakShards_MS CO100K MKH30 05.wav	2	192000	24 02.805
_MS Sources/METLImpt-Metal Pot_Impact Metal Rod Tone_LukT_BreakShards_MS CO100K MKH30 06.wav	2	192000	24 03.712
_MS Sources/ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_MS CO100K MKH30 01.wav	2	192000	24 01.317
_MS Sources/ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_MS CO100K MKH30 02.wav	2	192000	24 01.368
_MS Sources/ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_MS CO100K MKH30 03.wav	2	192000	24 00.676
_MS Sources/ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_MS CO100K MKH30 04.wav	2	192000	24 01.116
_MS Sources/ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_MS CO100K MKH30 05.wav	2	192000	24 00.980

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_MS Sources/ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_MS CO100K MKH30 06.wav	2	192000	24 01.720
_MS Sources/ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_MS CO100K MKH30 07.wav	2	192000	24 01.877
_MS Sources/ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_MS CO100K MKH30 08.wav	2	192000	24 01.293
_MS Sources/ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_MS CO100K MKH30 09.wav	2	192000	24 00.896
_MS Sources/ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_MS CO100K MKH30 10.wav	2	192000	24 01.250
_MS Sources/ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_MS CO100K MKH30 11.wav	2	192000	24 01.290
_MS Sources/ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_MS CO100K MKH30 12.wav	2	192000	24 01.022
_MS Sources/ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_MS CO100K MKH30 13.wav	2	192000	24 00.906
_MS Sources/ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_MS CO100K MKH30 14.wav	2	192000	24 00.712
_MS Sources/ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_MS CO100K MKH30 15.wav	2	192000	24 00.813
_MS Sources/ROCKImpt-Stone Tile_Falls Drops On Stone Tiles Impact Clink_LukT_BreakShards_MS CO100K MKH30 16.wav	2	192000	24 01.608
_MS Sources/WOODImpt-Plasterboard_Impact With Metal Rod_LukT_BreakShards_MS CO100K MKH30 01.wav	2	192000	24 00.736
_MS Sources/WOODImpt-Plasterboard_Impact With Metal Rod_LukT_BreakShards_MS CO100K MKH30 02.wav	2	192000	24 00.746
_MS Sources/WOODImpt-Plasterboard_Impact With Metal Rod_LukT_BreakShards_MS CO100K MKH30 03.wav	2	192000	24 00.763
_MS Sources/WOODImpt-Plasterboard_Impact With Metal Rod_LukT_BreakShards_MS CO100K MKH30 04.wav	2	192000	24 00.484
_MS Sources/WOODImpt-Wooden Rod_Break_LukT_BreakShards_MS CO100K MKH30 01.wav	2	192000	24 01.194
_MS Sources/WOODImpt-Wooden Rod_Break_LukT_BreakShards_MS CO100K MKH30 02.wav	2	192000	24 00.641
_MS Sources/WOODImpt-Wooden Rod_Break_LukT_BreakShards_MS CO100K MKH30 03.wav	2	192000	24 00.724
_MS Sources/WOODImpt-Wooden Rod_Break_LukT_BreakShards_MS CO100K MKH30 04.wav	2	192000	24 00.441
_MS Sources/WOODImpt-Wooden Rod_Break_LukT_BreakShards_MS CO100K MKH30 05.wav	2	192000	24 00.421
_MS Sources/WOODImpt-Wooden Rod_Break_LukT_BreakShards_MS CO100K MKH30 06.wav	2	192000	24 00.507
_MS Sources/WOODImpt-Wooden Rod_Break_LukT_BreakShards_MS CO100K MKH30 07.wav	2	192000	24 00.870