

Designed Sci-Fi - UCS Metadata

FileName	Duration	Format	Channels	Description	UCS Category	UCS SubCategory
DSGNDron_Bowl Dronescape 01_DSF_GQ.wav	0:04	96 24	2	BOWL_DRONESCAPE_01 - Metallic Buzzy Riser, Mid-High Pitched (x1)	DESIGNED	DRONE
DSGNDron_Bowl Dronescape 02_DSF_GQ.wav	0:05	96 24	2	BOWL_DRONESCAPE_02 - Metallic Buzzy Riser, Mid-High Pitched (x1)	DESIGNED	DRONE
DSGNDron_Bowl Polop Sequence_DSF_GQ.wav	0:21	96 24	2	BOWL_POLOP_SEQUENCE - Round Tone Swells, Buzzy Cello-like Swell (x6)	DESIGNED	DRONE
DSGNDron_Circuits Errorscape 01_DSF_GQ.wav	0:29	96 24	2	CIRCUITS_ERRORSCAPE_01 - Tinny Chaotic Arpeggiation, Buzzy and Tonal Blips, Mid-High Pitched (x1)	DESIGNED	DRONE
DSGNDron_Circuits Errorscape 02_DSF_GQ.wav	0:21	96 24	2	CIRCUITS_ERRORSCAPE_02 - Chaotic Tones and Buzzes, Glitching, High Pitched Chirping, Mid-High Pitched (x1)	DESIGNED	DRONE
DSGNDron_Circuits Gruel_DSF_GQ.wav	0:30	96 24	2	CIRCUITS_GRUEL - Bit Crushed Pad, Fluctuating Tones, High Pitched, High Pitched (x1)	DESIGNED	DRONE
DSGNDron_Cyberpunk Bellscape_DSF_GQ.wav	1:29	96 24	2	CYBERPUNK_BELLSCAPE - Tonal Hits and Soft Plunks with Soft Hissy Static, Mid-Low Pitched (x1)	DESIGNED	DRONE
DSGNDron_Cyberpunk Cyclonic lower_DSF_GQ.wav	0:20	96 24	2	CYBERPUNK_CYCLONIC_LOWER - Droning Hum with Short Hissy Rises, Low Pitched (x1)	DESIGNED	DRONE
DSGNDron_Cyberpunk Cyclonic wide_DSF_GQ.wav	0:29	96 24	2	CYBERPUNK_CYCLONIC_WIDE - Droning Hum with Short Hissy Rises, Low Pitched (x1)	DESIGNED	DRONE
DSGNDron_Cyberpunk Cyclonic_DSF_GQ.wav	0:27	96 24	2	CYBERPUNK_CYCLONIC - Grity Drone, Soft Hissy Rattling, Low Pitched (x1)	DESIGNED	DRONE
DSGNDron_Cyberpunk Distressed_DSF_GQ.wav	0:55	96 24	2	CYBERPUNK_DISTRESSED - Digital Static Rumbling, Reversing, Anxiety, Small Static Accents, Evolving, Low Pitched, (x1)	DESIGNED	DRONE
DSGNDron_Cyberpunk Dron HorrorScape_DSF_GQ.wav	0:13	96 24	2	CYBERPUNK_DRON_HORRORSCAPE - Resonant Airy Tone with Continuous Muted Plunks (x1)	DESIGNED	DRONE
DSGNDron_Cyberpunk Dron JupiterHarpy_DSF_GQ.wav	0:18	96 24	2	CYBERPUNK_DRON_JUPITERHARPY - Atmospheric Tonal Warbling, Slow, Musical, Alien, Mid-Low Pitched (x1)	DESIGNED	DRONE
DSGNDron_Cyberpunk Interference 01_DSF_GQ.wav	0:32	96 24	2	CYBERPUNK_INTERFERENCE_01 - Fluctuating Static, Bad Connection, Oscillating, Mid Pitched (x1)	DESIGNED	DRONE
DSGNDron_Cyberpunk Interference 02_DSF_GQ.wav	0:37	96 24	2	CYBERPUNK_INTERFERENCE_02 - Digital Crackling, Static-y, Low Rumble, Soft Clangs at End, Low Pitched, (x1)	DESIGNED	DRONE
DSGNDron_Cyberpunk JunkPlanet_DSF_GQ.wav	0:53	96 24	2	CYBERPUNK_JUNKPLANET - Low Swelling Tones with Reverberent Soft Woody Clicking, Low Pitched (x1)	DESIGNED	DRONE
DSGNDron_Cyberpunk Suspensor_DSF_GQ.wav	0:26	96 24	2	CYBERPUNK_SUSPENSOR - Static-y Hissing, Metallic Clangs, Low Resonant Swelling Tone (x1)	DESIGNED	DRONE
DSGNDron_Cyberpunk_DSF_GQ.wav	0:49	96 24	2	CYBERPUNK - Bubbling Rushing Static, Small Soft Reverberent Swells, Low Pitched (x1)	DESIGNED	DRONE
DSGNDron_Datajack 01_DSF_GQ.wav	0:42	96 24	2	DATAJACK_01 - Two Tones, Glitching, Filter Sweeping, Grity, Atonal, Anxiety, Abstract Texture, Mid Pitched (x1)	DESIGNED	DRONE
DSGNDron_Datajack 02_DSF_GQ.wav	0:16	96 24	2	DATAJACK_02 - Fluttering Tone with Various Sporadic Beeps, Mid-Low Pitched (x1)	DESIGNED	DRONE
DSGNDron_Datajack 03_DSF_GQ.wav	0:27	96 24	2	DATAJACK_03 - Artifacty Buzzy Tone, Reverberent, Mid-Low Pitched (x1)	DESIGNED	DRONE
DSGNDron_Lazer Grained_DSF_GQ.wav	0:42	96 24	2	LAZER_GRAINED - Low Sizzling Noise with Goofy Rising Tones, Mid-Low Pitched (x1)	DESIGNED	DRONE
DSGNDron>LoadingBay_DSF_GQ.wav	0:43	96 24	2	LOADINGBAY - Slow Swelling Bass Tones with Suttering Hissy Rise and Falls, Low Pitched (x1)	DESIGNED	DRONE
DSGNDron_Opeth_DSF_GQ.wav	0:20	96 24	2	OPETH - Dark Resonant Verby Airy Builds with Shuffling Digital Artifacts (x1)	DESIGNED	DRONE
DSGNDron_Optical DecayState_DSF_GQ.wav	0:23	96 24	2	OPTICAL_DECAYSTATE - Low Resonant Drone, Resonant Mid-High Swells with Static-y Edge, Low Pitched (x1)	DESIGNED	DRONE
DSGNDron_Optical Grimmajesty_DSF_GQ.wav	0:15	96 24	2	OPTICAL_GRIMMAJESTY - Metallic Buzzy Fluctuating Swell, High Pitched Shriil Overtone, Low-Mid Pitched (x1)	DESIGNED	DRONE
DSGNDron_Optical IncreasePressure_DSF_GQ.wav	0:29	96 24	2	OPTICAL_INCREASEPRESSURE - Low Rumbling Drone with High Airy Overtones and Rushing Static, Low Pitched (x1)	DESIGNED	DRONE
DSGNDron_Optical Ominoid_DSF_GQ.wav	0:13	96 24	2	OPTICAL_OMINOID - Airy Swelling, Reversing, Low Pitched (x1)	DESIGNED	DRONE
DSGNDron_Optical Paranoid_DSF_GQ.wav	0:37	96 24	2	OPTICAL_PARANOID - Artifacting Swelling Tones, Low Reverberent Rumbling, Mid-High Pitched (x1)	DESIGNED	DRONE
DSGNDron_Zeotrope higher_DSF_GQ.wav	0:20	96 24	2	ZEOTROPE_HIGHER - Soft Stuttering Tones, Full Transitioning to Thin Sounding, Mid Pitched (x1)	DESIGNED	DRONE
DSGNDron_Zeotrope lower_DSF_GQ.wav	0:20	96 24	2	ZEOTROPE_LOWER - Soft Stuttering Tones, Full Transitioning to Thin Sounding, Mid Pitched (x1)	DESIGNED	DRONE
DSGNDron_Zeotrope_DSF_GQ.wav	0:20	96 24	2	ZEOTROPE - Mid Pitched Tone with Chaotic Fluttering Overtone, and Shriil High Pitched Overtone, Mid Pitched (x1)	DESIGNED	DRONE
DSGNDron_Judders_DSF_GQ.wav	0:21	96 24	2	JUDDERS - Shuffling, Rumbling, Arpeggiating Static, Frantic, High Energy, Texture, Mid-Low Pitched (x1)	DESIGNED	MISC
DSGNDron_Puncher 01_DSF_GQ.wav	0:05	96 24	2	PUNCHER_PLOSIVE - Woody Clunks, Strange Fluttering Tones, Bursts of Sounds, Mid Pitched (x1)	DESIGNED	MISC
DSGNDron_Puncher 02_DSF_GQ.wav	0:10	96 24	2	SPACEPONG (A) - Chaotic Stuttering Sequence of Noises, Texture, Various Pitches (x1)	DESIGNED	MISC
DSGNDron_Puncher 03_DSF_GQ.wav	0:04	96 24	2	SCRAMBLE (D) - Percussive Glitching Texture, Mid-Low Pitched (x1)	DESIGNED	MISC
DSGNDron_Puncher 04_DSF_GQ.wav	0:03	96 24	2	PUNCHER (A) - Bizzare Metallic Wobble with Percussive Hits (x1)	DESIGNED	MISC
DSGNDron_Puncher 05_DSF_GQ.wav	0:06	96 24	2	PUNCHER (B) - Rising Winding Tones with Static Glitching Bursts and Soft Telemetric Tail, Mid-High Pitched (x1)	DESIGNED	MISC
DSGNDron_Puncher 06_DSF_GQ.wav	0:04	96 24	2	SPACEPONG (C) - Synth 8bit Powerup with Glitching Out and Echo (x1)	DESIGNED	MISC
DSGNDron_Puncher 07_DSF_GQ.wav	0:07	96 24	2	PUNCHER HARSH - Static Shuffling, High Pitched Whining, Glitching Series of Sounds with Telemetric Qualities at End, Mid-High Pitched (x1)	DESIGNED	MISC
DSGNDron_Puncher 08_DSF_GQ.wav	0:01	96 24	2	SHUDDER - Explosive Hit with Stuttering Tail (x1)	DESIGNED	MISC
DSGNSynth_AlienChime LightCrystals_DSF_GQ.wav	0:52	96 24	2	ALIENCHIME_LIGHTCRYSTALS - Harmonic Glitch, Abstract Bells, Granular, Mid Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_AlienChime_DSF_GQ.wav	0:33	96 24	2	ALIENCHIME - Harmonic, Chaotic Glitch, Bells, Static Noise, Mid-Low Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_AlienHarmonicsTransfer_DSF_GQ.wav	0:07	96 24	2	ALIENHARMONICSTRANSFER - Atmospheric, Chaotic Distorted Bells, Static Noise, Mid-Low Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_AlienHarmony_DSF_GQ.wav	0:13	96 24	2	ALIENHARMONY - Harmonic, Distorted, Chaotic Glitch, Bells, Static Noise, Mid-Low Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Baron Transition 01_DSF_GQ.wav	0:02	96 24	2	BARON_TRANSITION_01 - Bit Crushed Metallic Tone with Pitch Rise (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Baron Transition 02_DSF_GQ.wav	0:01	96 24	2	BARON_TRANSITION_02 - Metallic Twangy Texture with Low Pitched Swell (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Bogcritter_DSF_GQ.wav	0:03	96 24	2	BOGCRITTER (A) - Distorted Mallet Weird Hit and Hold, Mid Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Bowl Chakra_DSF_GQ.wav	0:12	96 24	2	BOWL_CHAKRA - Phasey Airy Flutters, Resonant, Swells, Mid Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Bowl Cybin 01_DSF_GQ.wav	0:20	96 24	2	BOWL_CYBIN_01 - Atmospheric Texture, Evil, Tonal, Airy Warbling, Mid-Low Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Bowl Cybin 02_DSF_GQ.wav	0:35	96 24	2	BOWL_CYBIN_02 - Shimmery Reverberent Pad with Bassy Swells, Mid-Low Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Bowl Cybin 03_DSF_GQ.wav	0:11	96 24	2	BOWL_CYBIN_03 - Atmospheric Texture, Evil, Tonal, Airy Warbling, Mid-Low Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Bowl Cybin Optical_DSF_GQ.wav	0:28	96 24	2	BOWL_CYBIN_OPTICAL - Low Bassy Pulses with Airy Hissy Accents, Mid-Low Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Bowl DistantMovement_DSF_GQ.wav	1:16	96 24	2	BOWL_DISTANTMOVEMENT - Slow Bubbling Fluttering Tone, Echoing, Reverberent, Low Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Bowl Eastern_DSF_GQ.wav	0:15	96 24	2	EASTERNEUROPA - Low Drone with Resonant Metallic Plinks, Low Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Bowl Graze_DSF_GQ.wav	0:20	96 24	2	BOWL_GRAZE - Chaotic Stuttering FM Bell Chime, Pitch Ramping Down, Clanging, Buzzy Noise, Mid-Low Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Bowl Grumbler_DSF_GQ.wav	0:14	96 24	2	BOWL_GRUMBLER - Metallic Pulsing, Distorted, Bassy Pulses, Atmospheric, Low Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Bowl Hangar 01_DSF_GQ.wav	0:31	96 24	2	BOWL_HANGAR_01 - Metallic Pulsing, Airy Flutters, Bassy Pulses, Atmospheric, Low Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Bowl Hangar 02_DSF_GQ.wav	0:08	96 24	2	BOWL_HANGAR_02 - Two Alternating Notes, Metallic Clanking and Clanking, High Pitched (x2)	DESIGNED	SYNTHETIC
DSGNSynth_Bowl Jitters_DSF_GQ.wav	0:26	96 24	2	BOWL_JITTERS - Tonal, Bell, Slow Metallic, Stretched, Mid Low Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Bowl Lockerspace 01_DSF_GQ.wav	0:25	96 24	2	BOWL_LOCKERSPACE_01 - Atmospheric, Evil, Metallic, Shuddering, Drone, Texture, Mid-Low Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Bowl Lockerspace 02_DSF_GQ.wav	0:13	96 24	2	BOWL_LOCKERSPACE_02 - Atmospheric, Evil, Metallic, Shuddering, Drone, Texture, Mid-Low Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Bowl Metalscape_DSF_GQ.wav	0:19	96 24	2	BOWL_METALSCAPE - Low Drone with Reverberent Airy Dull Knocks, Low Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Bowl MoonDragon 01_DSF_GQ.wav	0:36	96 24	2	BOWL_MOONDRAGON_01 - Atmospheric, Metallic, Drone, Texture, Mid Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Bowl MoonDragon 02_DSF_GQ.wav	0:05	96 24	2	BOWL_MOONDRAGON_02 - Ahythmic Pulsing Hissy Metallic Accents, High Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Bowl Spiral 01_DSF_GQ.wav	0:17	96 24	2	BOWL_SPIRAL_01 - Ahythmic Metallic Clangs and Slow Arpeggiating Buzzy Tones, Low Grity Buzzes, Low Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Bowl Spiral 02_DSF_GQ.wav	0:10	96 24	2	BOWL_SPIRAL_02 - Arpeggiating Buzzy Tones with Metallic Clattering, Mid Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Brasswires Counter Transition_DSF_GQ.wav	0:13	96 24	2	BRASSWIRES_COUNTER_TRANSITION - Bubbly Arpeggiating Feedback Texture, Mid-High Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Brasswires Galactimorn_DSF_GQ.wav	0:15	96 24	2	BRASSWIRES_GALACTICMORN - Atmospheric, Swelling, Musical, Harmonic Burst, Bubbly, Glitched, Mid-Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Brasswires GlassSphere 01_DSF_GQ.wav	0:15	96 24	2	BRASSWIRES_GLASSHPEHRE_01 - Atmospheric, Texture, Light Static, Mid-High Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Brasswires GlassSphere 02_DSF_GQ.wav	0:12	96 24	2	BRASSWIRES_GLASSHPEHRE_02 - Atmospheric, Metallic Bells, Glitching, High Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Brasswires GlassSphere 03_DSF_GQ.wav	0:04	96 24	2	BRASSWIRES_GLASSHPEHRE_03 - Low Reverberent Swell with Digital Twinkling (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Brasswires GlassSphere 04_DSF_GQ.wav	0:03	96 24	2	BRASSWIRES_GLASSHPEHRE_04 - Atmospheric, Harmonic, Musical, Metallic Bells, Glitching, Mid Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Brasswires GlassSphere 05_DSF_GQ.wav	0:21	96 24	2	BRASSWIRES_GLASSHPEHRE_05 - Atmospheric, Harmonic Granular Glitch, Bells, Mid-High Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Brasswires HarmonicBlossom_DSF_GQ.wav	0:03	96 24	2	BRASSWIRES_HARMONICBLOSSOM - Large Reverberent Metallic Pluc, with Arpeggiating and Digital Clicking (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Brasswires Harmonicslice Short_DSF_GQ.wav	0:03	96 24	2	BRASSWIRES_HARMONICSLICE_SHORT - Mellow Dramatic Tonal Stinger, Soft Noise Burst (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Cavern Crystalline_DSF_GQ.wav	0:04	96 24	2	CAVERN_CRYSTALLINE - Atmospheric, Harmonic, Abstract, Bubbly, Reverberant, Mid-High Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Cavern Powercore Counter_DSF_GQ.wav	0:15	96 24	2	CAVERN_POWERCORE_COUNTER - Atmospheric, Airy Glassy Statics, Reverberant, High Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Cavern_DSF_GQ.wav	0:47	96 24	2	CAVERN - Droning Tone, Atmospheric, Small Shimmery Overtones, Mid-Low Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Counter 01_DSF_GQ.wav	0:35	96 24	2	COUNTER (A) - Metallic Crackling Scrapes, Mid Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Counter 02_DSF_GQ.wav	0:36	96 24	2	COUNTER (B) - Metallic Crackling Scrapes, Mid Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Counter 03_DSF_GQ.wav	0:58	96 24	2	COUNTER_03 - Resonant Rapid Wood Clattering, Soft Static-y Jitters, Mid Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Counter 04_DSF_GQ.wav	0:36	96 24	2	MERCANTILE - Ahythmic Metallic Scraping, Clattering, Mid Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Counter 05_DSF_GQ.wav	0:36	96 24	2	MERCANTILE 2 - Ahythmic Woody Scraping, Clattering, Mid Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Counter 06_DSF_GQ.wav	0:36	96 24	2	ALIENKETTLE - Metallic Crackling Scrapes, Mid Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Cyberpunk Interference Grotesque_DSF_GQ.wav	0:29	96 24	2	CYBERPUNK_INTERFERENCE_GROTESQUE - Glitching, Arpeggiating Textures, Rumbling, Tonal, Low Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Data Freq 01_DSF_GQ.wav	0:10	96 24	2	DATA_FREQ_01 - Fast Pulsing Buzzy Tone with Random Snappy Pops, Mid-High Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Data Freq 02_DSF_GQ.wav	0:30	96 24	2	DATA_FREQ_02 - Quick Oscillating Buzzy Tone with Small Staticy Pulses, High Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Datapoint Sequence_DSF_GQ.wav	0:17	96 24	2	DATAPPOINT_SEQUENCE - Arpeggiating Tonal Glitching, Light Static Distortion, Mid Pitched (x4)	DESIGNED	SYNTHETIC
DSGNSynth_Drainer 01_DSF_GQ.wav	0:08	96 24	2	DRAINER_01 - Low Drone with Very Gradual Filter Opening (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Drainer 02_DSF_GQ.wav	0:17	96 24	2	STRAIN (B) - Slow Tension Riser, Low Pitched Bass with Slow Rising Airy Tone (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Draught 01_DSF_GQ.wav	0:08	96 24	2	STRAIN (A) - Bassy Slow Swell, Texture, Atmospheric, Low Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Draught 02_DSF_GQ.wav	0:01	96 24	2	DRAUGHT_02 - Synth Swell, Airy, Mid-Low Pitched (X1)	DESIGNED	SYNTHETIC
DSGNSynth_Drex Apparatus_DSF_GQ.wav	0:24	96 24	2	DREX_APPARATUS - Buzzy Soft Feedback Tone, Soft Metallic Clanking, Mid Pitched (x1)	DESIGNED	SYNTHETIC

DSGNSynth_Drex_DSF_GQ.wav	0:15	96 24	2	DREX - Atmospheric, Bell Texture, Reversed, Atonal, Low-Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Gourd Groan_DSF_GQ.wav	0:01	96 24	2	GOURD_GROAN - Muted Bassy Siren, Distortion, Feedback, Low Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Gourd Neptunian808_DSF_GQ.wav	0:01	96 24	2	GOURD_NEPTUNIAN808 - Gritty Bass Hit and Drop (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Gourd Overtoned 01_DSF_GQ.wav	0:02	96 24	2	GOURD_OVERTONED_01 - Bassy Pulse, Gritty Hit, Low Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Gourd Overtoned 02_DSF_GQ.wav	0:03	96 24	2	GOURD_OVERTONED_02 - Square Downer, Gritty, Low Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Gourd Phosphur Omm_DSF_GQ.wav	0:08	96 24	2	GOURD_PHOSPHUR_OMM - Low Rumbling Bubbling Tones, Low Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Gourd Phosphur_DSF_GQ.wav	0:39	96 24	2	GOURD_PHOSPHUR - Slow Swelling Tone with Fluttering Buzzing Accents, Mid-Low Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Gourd Scramble_DSF_GQ.wav	0:03	96 24	2	SCRAMBLE (B) - Digital Drum Hit with Long Tonal Hold, Gritty Low Pitched Rumble (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Gourd Sub 01_DSF_GQ.wav	0:02	96 24	2	GOURD_SUB_01 - Bassy Glunk Texture, Double Blub, Low Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Gourd Sub 02_DSF_GQ.wav	0:04	96 24	2	GOURD_SUB_02 - Woody Echoing Note with (x2) Low Pitched Bassy Pulses (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Gourd Sub 03_DSF_GQ.wav	0:01	96 24	2	GOURD_SUB_03 - Low Puse, Two Tone, Dull, Low Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Gourd Sub Sequence_DSF_GQ.wav	0:19	96 24	2	GOURD_SUB_SEQUENCE - Echoing Low Synth Pulse, Low Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Gourd Sub Tryp_DSF_GQ.wav	0:01	96 24	2	GOURD_SUB_TRYP - Three Synth Bass Pulses, Low Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Gourd Warhorn_DSF_GQ.wav	0:06	96 24	2	GOURD_WARHORN - Low Clean Tone, Distorted Pitch and Volume Swell (x1)	DESIGNED	SYNTHETIC
DSGNSynth_IdlingShip_DSF_GQ.wav	0:22	96 24	2	IDLINGSHIP - Bassy Tone with Small Phasey Swells and Constant Airy Buzzing, Low Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Neptune CelestialThumbs_DSF_GQ.wav	0:28	96 24	2	NEPTUNE_CELESTIALTHUMBS - Atmospheric, Musical, Evolving, Tonal, Glitch, Granular (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Neptune GekWizard_DSF_GQ.wav	0:18	96 24	2	NEPTUNE_GEKWIZARD - Atmospheric, Eery Pulsating Bells, Reverberant, Mid Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Neptune Scanners_DSF_GQ.wav	0:10	96 24	2	NEPTUNE_SCANNERS - Chaotic Harmonic, Musical, Metallic Transient, Mid-High Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Ozone Gloops_DSF_GQ.wav	0:08	96 24	2	OZONE_GLOOPS - Metallic Texture, Swelling, Atonal, Bells, Glitching, Mid Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Ozone_DSF_GQ.wav	0:42	96 24	2	OZONE - Atmospheric, Pulsating Metallic Bells, Slow, Mid-Low Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Puncher Foundry_DSF_GQ.wav	0:34	96 24	2	PUNCHER_FOUNDRY - Random Ahythmic Beat, Bassy Plunks, Metallic Clangs, Snappy Reverberent Bursts of Noise, Mid-High Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Puncher Harmony 01_DSF_GQ.wav	0:28	96 24	2	PUNCHER_HARMONY_01 - Synthetic Woody Plunks, Ahythmic, Soft Low Droning Tone, Mid Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Puncher Harmony 02_DSF_GQ.wav	0:36	96 24	2	PUNCHER_HARMONY_02 - Ahythmic Reverberent Plastic-y Plunks, Mid Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Reflex_DSF_GQ.wav	0:24	96 24	2	REFLUX - Resonant Flanging Buzzy Swells, Mid-Low Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Resospace_DSF_GQ.wav	0:43	96 24	2	RESOSPACE - Reverberent Woody Ahythmic Soft Clanging, Mid-Low Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Reverser_DSF_GQ.wav	0:11	96 24	2	REVERSER (A) - Low Swelling Tones, Low Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Sliders_DSF_GQ.wav	0:02	96 24	2	SLIDERS (B) - Round Tone into Wooden Gliss and Tonal Riser, Mid-High Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Solarwind Plastic_DSF_GQ.wav	0:02	96 24	2	SOLARWIND_PLASTIC - Resonant and Sizzly Swell, Mid-Low Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Stretch 01_DSF_GQ.wav	0:32	96 24	2	STRETCH_01 - Resonant Artifacting Tone, Mid Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Stretch 02_DSF_GQ.wav	0:24	96 24	2	EYEOFJUSTICE - Metallic Buzzing Pulsing Tones, Mid-High Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Stretch Hummer_DSF_GQ.wav	0:29	96 24	2	STRETCH_HUMMER - Rumbling Bass with Artifacting Tone, Low Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Stretch Lighting_DSF_GQ.wav	1:25	96 24	2	STRETCH_LIGHTING - Low Rumbling Tone with Buzzing Oscillating Overtone, Low Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Stretch Offworld longer_DSF_GQ.wav	0:11	96 24	2	STRETCH_OFFWORLD_LONGER - Artifacting Low Rumbling, Low Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Stretch Offworld_DSF_GQ.wav	0:06	96 24	2	STRETCH_OFFWORLD - Artifacting Low Rumbling, Low Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Stretch Phazeon_DSF_GQ.wav	0:20	96 24	2	STRETCH_PHAZEON - Phasey Buzzing Slowly Oscillating Tone, Sudden Switch to Muted Reverberent Tone (x1)	DESIGNED	SYNTHETIC
DSGNSynth_SubCycle Empty 01_DSF_GQ.wav	0:21	96 24	2	SUBCYCLE_EMPTY_01 - Resonant Muted Droning Tone, Mid Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_SubCycle Empty 02_DSF_GQ.wav	0:31	96 24	2	SUBCYCLE_EMPTY_02 - Resonant Airy Tone with Small Tonal Fluctuations (x1)	DESIGNED	SYNTHETIC
DSGNSynth_SubCycle Grainlevel_DSF_GQ.wav	0:13	96 24	2	SUBCYCLE_GRAINLEVEL - Low Pitched Tonal Drone, Artifact, Mid-Low Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Subcycle_DSF_GQ.wav	0:57	96 24	2	SUBCYCLE - Low Pulsing Swells, Low Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Timescape 01_DSF_GQ.wav	0:08	96 24	2	TIMESCAPE_01 - Atmospheric, Reverse Bells, Tonal, Mid-High Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Timescape 02_DSF_GQ.wav	0:09	96 24	2	TIMESCAPE_02 - Reverse Bells Glitching, Tonal, Mid-High Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Timescape Eater long_DSF_GQ.wav	0:14	96 24	2	TIMESCAPE_EATER_LONG - Atmospheric, Tonal, Bells, Glitch, Reversed, Mid-High Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Timescape Eater medium_DSF_GQ.wav	0:05	96 24	2	TIMESCAPE_EATER_MEDIUM - Atmospheric, Tonal, Bells, Glitch, Reversed, Low Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Timescape Eater short_DSF_GQ.wav	0:05	96 24	2	TIMESCAPE_EATER_SHORT - Atmospheric, Tonal, Bells, Glitch, Reversed, Mid-High Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Timescape Subdued 01_DSF_GQ.wav	0:25	96 24	2	TIMESCAPE_SUBDUED_01 - Atmospheric, Digital Bells Glitching, Mid-Low Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Timescape Subdued 02_DSF_GQ.wav	0:32	96 24	2	TIMESCAPE_SUBDUED_02 - Atmospheric, Digital Bells Glitching, Reverberant, Mid-Low Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Timescape Subdued Wiggle_DSF_GQ.wav	0:14	96 24	2	TIMESCAPE_SUBDUED_WIGGLE - Atmospheric, Digital Bells Glitching, Mid-Low Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Tonescape_DSF_GQ.wav	0:09	96 24	2	TONESCAPE - Swelling Bursts of Low and High Tones, Mid-Low Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Tuner Diplodocus 01_DSF_GQ.wav	0:04	96 24	2	TUNER_DIPLODOCUS_01 - Gritty Airy Tones, Small Room Verb, Mid Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Tuner Diplodocus 02_DSF_GQ.wav	0:05	96 24	2	TUNER_DIPLODOCUS_02 - Gritty Airy Tones, Small Room Verb, Mid Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Tuner Diplodocus Sequence_DSF_GQ.wav	0:25	96 24	2	TUNER_DIPLODOCUS_SEQUENCE - Futuristic Radio Tuning, Shuffling with Tonal and Static Accents (x4)	DESIGNED	SYNTHETIC
DSGNSynth_Tuner Lazerwhip_DSF_GQ.wav	0:05	96 24	2	TUNER_LAZERWHIP - Airy Shuffling Slithering Texture, Speed Pitch Ramping, High Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Tuner Pitchsphere_DSF_GQ.wav	0:05	96 24	2	TUNER_PITCHSPHERE - Low Pitched Reverberent Spacy Tone Into Present Hissy High Pitched Tone (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Tuner Rainplanet_DSF_GQ.wav	0:03	96 24	2	TUNER_RAINPLANET - Resonant Crackling Air, Mid Pitched (x1)	DESIGNED	SYNTHETIC
DSGNSynth_Zyrax EarScan_DSF_GQ.wav	0:31	96 24	2	ZYRAX_EARSCAN - Atonal, Piercing, Abstract, Glitch, Mid-High Pitched (x1)	DESIGNED	SYNTHETIC
DSGNTonl_Brasswires HarmonicSlice 01_DSF_GQ.wav	0:12	96 24	2	BRASSWIRES_HARMONICSLICE_01 - Harmonic, Musical Glitch, Frequency Bursts, Evolving, Mid Pitched (x1)	DESIGNED	TONAL
DSGNTonl_Brasswires HarmonicSlice 02_DSF_GQ.wav	0:09	96 24	2	BRASSWIRES_HARMONICSLICE_02 - Harmonic, Musical Glitch, Frequency Bursts, Evolving, Mid Pitched (x1)	DESIGNED	TONAL
DSGNTonl_MusicOfTheSpheres Articulate 01_DSF_GQ.wav	0:25	96 24	2	MUSICOFTHESPHERES_ARTICULATE_01 - Shimmering Oscillating Rises, High Pitched (x1)	DESIGNED	TONAL
DSGNTonl_MusicOfTheSpheres Articulate 02_DSF_GQ.wav	0:55	96 24	2	MUSICOFTHESPHERES_ARTICULATE_02 - Rising Metallic Tonal Swells with Pulsing Panning Blips, High Pitched (x1)	DESIGNED	TONAL
DSGNTonl_MusicOfTheSpheres HarmonicSlips_DSF_GQ.wav	0:41	96 24	2	MUSICOFTHESPHERES_HARMONICSLIPS - Musical, Glitchy, Slow Metallic Arpegiation and Fast Glitching, Mid Pitched (x1)	DESIGNED	TONAL
DSGNTonl_MusicOfTheSpheres ModularBristol 01_DSF_GQ.wav	0:22	96 24	2	MUSICOFTHESPHERES_MODULARBRISTOL_01 - Reversing Stuttering Tone, Swelling Rises, Mid Pitched (x1)	DESIGNED	TONAL
DSGNTonl_MusicOfTheSpheres ModularBristol 02_DSF_GQ.wav	0:19	96 24	2	MUSICOFTHESPHERES_MODULARBRISTOL_02 - Chaotic Fluttering and Stuttering Tone, FM, Mid Pitched (x1)	DESIGNED	TONAL
DSGNTonl_MusicOfTheSpheres Organ_DSF_GQ.wav	1:12	96 24	2	MUSICOFTHESPHERES_ORGAN - Feedback Tone, Organ-like, Tense, High Pitched (x1)	DESIGNED	TONAL
DSGNTonl_MusicOfTheSpheres Organics_DSF_GQ.wav	0:29	96 24	2	MUSICOFTHESPHERES_ORGANICS - High Pitched Vibrato Tones, Oscillating, High Pitched (x1)	DESIGNED	TONAL
DSGNTonl_MusicOfTheSpheres PrettyScape_DSF_GQ.wav	0:16	96 24	2	MUSICOFTHESPHERES_PRETTYSCAPE - Atmospheric, Singing Bells, Harmonic, Musical, Tonal, Glitching, Reverberant, Mid Pitched (x1)	DESIGNED	TONAL
DSGNTonl_MusicOfTheSpheres Swinspace_DSF_GQ.wav	0:13	96 24	2	MUSICOFTHESPHERES_SWIMSPACE - Heavenly Swell into Metallic Digital Ringouts and Phasey Digital Rise (x1)	DESIGNED	TONAL
DSGNTonl_MusicOfTheSpheres_DSF_GQ.wav	0:18	96 24	2	MUSICOFTHESPHERES - Atmospheric, Musical, Glitch, Slow, Low-Pitched (x1)	DESIGNED	TONAL
SCICmpt_Aquapur Data_DSF_GQ.wav	0:12	96 24	2	AQUAPUR_DATA - Digital Clicking Rumble, Tonal Swell, Low Pitched (x1)	SCIFI	COMPUTER
SCICmpt_Aquapur Transition_DSF_GQ.wav	0:04	96 24	2	AQUAPUR_TRANSITION - Clicking, Digital Insect, Mid-High Pitched (x1)	SCIFI	COMPUTER
SCICmpt_Broken Transition_DSF_GQ.wav	0:01	96 24	2	BROKEN_TRANSITION - Bit Crush Swell, Alien Alarm (x1)	SCIFI	COMPUTER
SCICmpt_Clanks Transition_DSF_GQ.wav	0:01	96 24	2	CLANKS_TRANSITION - Quick Airy Stuttering Texture, Mid-Low Pitched (x1)	SCIFI	COMPUTER
SCICmpt_Crank Transition 01_DSF_GQ.wav	0:11	96 24	2	CRANK_TRANSITION_01 - Wacky Laser, Scrubbing Texture, Time Ramp, Modulating Pitch (x3)	SCIFI	COMPUTER
SCICmpt_Crank Transition 02_DSF_GQ.wav	0:01	96 24	2	CRANK_TRANSITION_02 - Speed Ramp Down, Stuttering Clicks, Power Down (x1)	SCIFI	COMPUTER
SCICmpt_Crank Transition Sequence_DSF_GQ.wav	0:09	96 24	2	CRANK_TRANSITION_SEQUENCE - Weird Oneshot, Various Textures, Airy Space, Metallic and Farty Clangs, Mid Low Pitched (x1)	SCIFI	COMPUTER
SCICmpt_Data Scan Sequence_DSF_GQ.wav	0:18	96 24	2	SCAN_SEQUENCE - Resonant Laser-like Burst with Crackling at End, Mid-High Pitched (x6)	SCIFI	COMPUTER
SCIEngr_Winddown Zeyr_DSF_GQ.wav	0:13	96 24	2	WINDDOWN_ZEYR - Distorted Boingy Tones, Up and Down in Pitch, High Pitched Metallic Chattering, Low Pitched (x1)	SCIFI	ENERGY
SCIEngr_WindDown_DSF_GQ.wav	0:07	96 24	2	WINDDOWN (A) - Reversing Staticy Flutters and Low Pitched Falling Tones, Mid-Low Pitched (x1)	SCIFI	ENERGY
SCIMisc_Alien GoblinPlanet_DSF_GQ.wav	0:08	96 24	2	ALIEN_GOBLINPLANET - Digital Arpegiation, Shuffling, Glitching, Processing, Mid Pitched (x1)	SCIFI	MISC
SCIMisc_AchingRust_DSF_GQ.wav	0:09	96 24	2	ACHINGRUST - Low-Mid Pitched Drone, Slight Tonal Swell (x1)	SCIFI	MISC
SCIMisc_Bowl AlienChatter_DSF_GQ.wav	0:04	96 24	2	BOWL_ALIENCHATTER - Reverberent Digital Bell-like Tones, Two Tones up and one Down (x1)	SCIFI	MISC
SCIMisc_Bowl Badbot_DSF_GQ.wav	0:11	96 24	2	BOWL_BADBOT - Low-Mid Pitched Drone Element with High Percussive Accents and Musical Accent (x1)	SCIFI	MISC
SCIMisc_Bowl Doowah_DSF_GQ.wav	0:01	96 24	2	BOWL_DOOWAH - Quiet Metallic Noise Burse into Tonal Sweep, Bouncy (x1)	SCIFI	MISC
SCIMisc_Bowl Gravity Bell Sequence_DSF_GQ.wav	0:29	96 24	2	BOWL_GRAVITY_BELL_SEQUENCE - Metallic String Strike with Tonal Drone (x3)	SCIFI	MISC
SCIMisc_Bowl SolarChime_DSF_GQ.wav	0:03	96 24	2	BOWL_SOLARCHIME - Dischordant Clock Chime with Metallic Shimmers at End (x1)	SCIFI	MISC
SCIMisc_Bowl Tinscape_DSF_GQ.wav	0:03	96 24	2	BOWL_TINSCAPE - Tonal Sting, Swelling Pitch, Metallic (x1)	SCIFI	MISC
SCIMisc_Clanks 01_DSF_GQ.wav	0:02	96 24	2	CLANKS (B) - Buzzy Pulse into Minimal Percussive Clicking, Airy, Mid Pitched (x1)	SCIFI	MISC
SCIMisc_Clanks 02_DSF_GQ.wav	0:02	96 24	2	CLANKS (G) - Airy, Thin, Reverberent Burst of Noise, Low Pitched (x1)	SCIFI	MISC
SCIMisc_Clanks 03_DSF_GQ.wav	0:01	96 24	2	GREYED (B) - Stuttering Metallic Noise Burst, Mid-High Pitched (x1)	SCIFI	MISC
SCIMisc_Clanks 04_DSF_GQ.wav	0:03	96 24	2	SCRAPNOISE - Tonal Noise Arpegiation, Slow, Mid-Low Pitched (x1)	SCIFI	MISC
SCIMisc_Clanks 05_DSF_GQ.wav	0:01	96 24	2	CLANKS_05 - Rumbling, Noise, Abstract Texture, Low Pitched (x1)	SCIFI	MISC
SCIMisc_Clanks 06_DSF_GQ.wav	0:01	96 24	2	GREYSCALE - Bassy Pulse, Low Pitched (x1)	SCIFI	MISC
SCIMisc_Clanks 07_DSF_GQ.wav	0:10	96 24	2	RESIN (B) - Dramatic, Gritty, Atmospheric Abstract Texture (x1)	SCIFI	MISC
SCIMisc_Cyberpunk Badstrike shudder_DSF_GQ.wav	0:15	96 24	2	CYBERPUNK_BADSTRIKE_SHUDDER - Bit Crushed, Bassy Clang, Long Ringout, Low Pitched (x1)	SCIFI	MISC
SCIMisc_Cyberpunk Badstrike tonal_DSF_GQ.wav	0:17	96 24	2	CYBERPUNK_BADSTRIKE_TONAL - Bit Crushed, Bassy Clang, Long Ringout, Low Pitched (x1)	SCIFI	MISC
SCIMisc_Cyberpunk Badstrike_DSF_GQ.wav	0:13	96 24	2	CYBERPUNK_BADSTRIKE - Bit Crushed, Bassy Clang, Long Ringout, Low Pitched (x1)	SCIFI	MISC
SCIMisc_Delayscape 01_DSF_GQ.wav	0:01	96 24	2	DELAYSCAPE (B) - Airy, Thin, Gritty, Reverberent Burst of Noise, Low Pitched (x1)	SCIFI	MISC

SCIMisc_Delayscape 02_DSF_GQ.wav	0:02	96 24	2	DELAYSCAPE (C) - Soft Punchy Bassy Hit with Short Reverberent Tail, Low Pitched (x1)	SCIFI	MISC
SCIMisc_Delayscape 03_DSF_GQ.wav	0:01	96 24	2	DELAYSCAPE (D) - Soft Punchy Bassy Hit with Short Reverberent Tail, Low Pitched (x1)	SCIFI	MISC
SCIMisc_Delayscape 04_DSF_GQ.wav	0:03	96 24	2	DELAYSCAPE_04- Soft Punchy Bassy Hit with Medium Reverberent Tail, Low Pitched (x1)	SCIFI	MISC
SCIMisc_Delayscape 05_DSF_GQ.wav	0:17	96 24	2	VERBSCAPE (A) - Low Resonant Clang, Soft Powerful Hit, Low Pitched (x1)	SCIFI	MISC
SCIMisc_Delayscape 06_DSF_GQ.wav	0:03	96 24	2	VERBSCAPE (B) - Percussive Bassy Texture, Airy, Atmospheric (x1)	SCIFI	MISC
SCIMisc_Delayscape 07_DSF_GQ.wav	0:03	96 24	2	VERBSCAPE (C) - Reverberent Hit, Digital Clang, Airy, Mid-Low Pitched (x1)	SCIFI	MISC
SCIMisc_Delayscape 08_DSF_GQ.wav	0:03	96 24	2	VERBSCAPE (D) - Gritty Chirp, Reverberent, Tinny, High Pitched (x1)	SCIFI	MISC
SCIMisc_Delayscape 09_DSF_GQ.wav	0:01	96 24	2	DELAYSCAPE_09 - Bassy Reverberent Hit, Muted, Low Pitched (x1)	SCIFI	MISC
SCIMisc_Delayscape Clanks_DSF_GQ.wav	0:04	96 24	2	DELAYSCAPE_CLANKS - Digital Drum Accent, Low Pitched (x1)	SCIFI	MISC
SCIMisc_Dron Petrodollar 01_DSF_GQ.wav	0:04	96 24	2	DRON_PETRODOLLAR_01 - Airy Siren-like Oneshot, Slight Buzzing, Phasey Swell, Mid Pitched (x1)	SCIFI	MISC
SCIMisc_Dron Petrodollar 02_DSF_GQ.wav	0:02	96 24	2	DRON_PETRODOLLAR_02 - Synth Texture, Swell, Soft Alarm (x1)	SCIFI	MISC
SCIMisc_Dron Petrodollar 03_DSF_GQ.wav	0:06	96 24	2	DRON_PETRODOLLAR_03 - Airy Siren-like Oneshot, Slight Buzzing, Phasey Swell, Mid Pitched (x1)	SCIFI	MISC
SCIMisc_Dron Petrodollar 04_DSF_GQ.wav	0:06	96 24	2	DRON_PETRODOLLAR_04 - Airy Siren-like Oneshot, Slight Buzzing, Phasey Swell, Mid Pitched (x1)	SCIFI	MISC
SCIMisc_Dron Petrodollar 05_DSF_GQ.wav	0:03	96 24	2	DRON_PETRODOLLAR_05 - Phasey Swell, Airy, Mid Pitched (x1)	SCIFI	MISC
SCIMisc_Dron Sequence_DSF_GQ.wav	0:17	96 24	2	DRON_SEQUENCE - Eerie High Pitched Tone with Low Distorted Airy Bass Burst (x4)	SCIFI	MISC
SCIMisc_Dron DSF_GQ.wav	0:04	96 24	2	DRON_INHARMONIC - Bassy Hit with Digital FM Chime Element, Low Pitched (x1)	SCIFI	MISC
SCIMisc_Lazer Scatter long_DSF_GQ.wav	0:38	96 24	2	LAZER_SCATTER_LONG - Phasey Synth Energy with Wobbling Overtones, Mid Pitched (x1)	SCIFI	MISC
SCIMisc_Lazer Scatter roars_DSF_GQ.wav	0:05	96 24	2	LAZER_SCATTER_ROARS - Phasey Synth Energy with Wobbling Overtones, Mid Pitched (x1)	SCIFI	MISC
SCIMisc_Mercurygurgle 01_DSF_GQ.wav	0:06	96 24	2	MERCURYGURGLE_01 - Digital Ether, Atmospheric, Teleport Sweetener, Mid-High Pitched (x1)	SCIFI	MISC
SCIMisc_Mercurygurgle 02_DSF_GQ.wav	0:22	96 24	2	MERCURYGURGLE_02 - Detuned Arpeggiations, Metallic and Digitized (x4)	SCIFI	MISC
SCIMisc_Neptune Counter Marimba 01_DSF_GQ.wav	0:05	96 24	2	NEPTUNECOUNTERMARIMBA_01 - Resonant Clicking, Metallic, Digital Static Bursts, Tonal Pitch Drop, Mid-High Pitched (x1)	SCIFI	MISC
SCIMisc_Neptune Counter Marimba 02_DSF_GQ.wav	0:07	96 24	2	NEPTUNECOUNTERMARIMBA_02 - Faster - Clicking Texture With Various Digital Bubbling Accents, High Pitched (x1)	SCIFI	MISC
SCIMisc_Neptune Counter Marimba slower_DSF_GQ.wav	0:05	96 24	2	NEPTUNECOUNTERMARIMBA_SLOWER - Slower - Clicking Texture With Various Digital Bubbling Accents, High Pitched (x1)	SCIFI	MISC
SCIMisc_Neptune Marimba 01_DSF_GQ.wav	0:03	96 24	2	NEPTUNE_MARIMBA_01 - Woody Trilling Texture with Reverb (x1)	SCIFI	MISC
SCIMisc_Neptune Marimba 02_DSF_GQ.wav	0:01	96 24	2	NEPTUNE_MARIMBA_02 - Laser-Like Oneshot with Woody Echos (x1)	SCIFI	MISC
SCIMisc_Neptune Marimba 03_DSF_GQ.wav	0:02	96 24	2	NEPTUNE_MARIMBA_03 - High Pitched Rising Boinging aith Feedback (x1)	SCIFI	MISC
SCIMisc_Neptune Marimba 04_DSF_GQ.wav	0:03	96 24	2	NEPTUNEMARIMBA (A) - Digital Processing with Wood Marumba, Cartoony (x1)	SCIFI	MISC
SCIMisc_Neptune Marimba 05_DSF_GQ.wav	0:03	96 24	2	NEPTUNEMARIMBA (B) - High Pitched Pitch Drop with Low Pitched Resonant Static Bursts (x1)	SCIFI	MISC
SCIMisc_Neptune Scanners_DSF_GQ.wav	0:10	96 24	2	NEPTUNE_SCANNERS - Echoing Woody and Glassy Plinks (x1)	SCIFI	MISC
SCIMisc_Neptune Scraped_DSF_GQ.wav	0:04	96 24	2	NEPTUNE_SCRAPED - Quacky Stereo Wobble, Pitch Rise (x1)	SCIFI	MISC
SCIMisc_Neptune Squeeze fast_DSF_GQ.wav	0:01	96 24	2	NEPTUNE_SQUEEZE_FAST - Echoing Rubber Duck-Like Sound with Bassy Pulses (x1)	SCIFI	MISC
SCIMisc_Neptune Squeeze Spring_DSF_GQ.wav	0:01	96 24	2	NEPTUNE_SQUEEZE_SPRING - Digital Quack, Mid-High Pitched (x1)	SCIFI	MISC
SCIMisc_Neptune Squeeze DSF_GQ.wav	0:04	96 24	2	NEPTUNE_SQUEEZE - Digital Laughing Creature, Delay Feedback, Squeaky (x1)	SCIFI	MISC
SCIMisc_Noids 01_DSF_GQ.wav	0:03	96 24	2	NOIDS (B) - Laughing Digial Bird, Stuttering Airy Reverb (x1)	SCIFI	MISC
SCIMisc_Noids 02_DSF_GQ.wav	0:03	96 24	2	NOIDS LONGER - Laughing Digial Bird, Stuttering Airy Reverb (x1)	SCIFI	MISC
SCIMisc_Noids 03_DSF_GQ.wav	0:02	96 24	2	NOIDS (D) - Crackle and Hiss, Airy, Mid Pitched (x1)	SCIFI	MISC
SCIMisc_Noids 04_DSF_GQ.wav	0:02	96 24	2	IMPACTSLIDE - Punchy Digital Bubble, Double Hit, Hissy Tail, Reverberent, Mid Pitched (x1)	SCIFI	MISC
SCIMisc_Noids 05_DSF_GQ.wav	0:02	96 24	2	NOIDS (E) - Pulse, Airy Tail, Mid Pitched (x1)	SCIFI	MISC
SCIMisc_Noids Korvax 01_DSF_GQ.wav	0:02	96 24	2	NOIDS_KORVAX_01 - Airy, Hissing Texture, with Soft Bassy Plunks, Mid-High Pitched (x1)	SCIFI	MISC
SCIMisc_Noids Korvax 02_DSF_GQ.wav	0:01	96 24	2	NOIDS_KORVAX_02 - Double Tinny Noise Burst, Airy Undertone, Mid-High Pitched (x1)	SCIFI	MISC
SCIMisc_Noids Korvax 03_DSF_GQ.wav	0:01	96 24	2	NOIDS_KORVAX_03 - Gritty Click with Crunchy Atmospheric Tail, Airy, High Pitched (x1)	SCIFI	MISC
SCIMisc_Noids Korvax Scrape_DSF_GQ.wav	0:16	96 24	2	NOIDS_KORVAX_SCRAPE - Shuffling Clicking Stuttering Reverberent Scrapes, Mid Pitched (x1)	SCIFI	MISC
SCIMisc_Noids Korvax Scrapper_DSF_GQ.wav	0:07	96 24	2	NOIDS_KORVAX_SCRAPPER - Chaotic Reverberent Clattering Synth, Mid Pitched (x1)	SCIFI	MISC
SCIMisc_Noids Korvax Sequence_DSF_GQ.wav	0:32	96 24	2	NOIDS_KORVAX_SEQUENCE - Airy Plastic Croak Bursts, Mid-Low Pitched (x9)	SCIFI	MISC
SCIMisc_Noids Korvax Verbnot Sequence_DSF_GQ.wav	0:15	96 24	2	NOIDS_KORVAX_VERBNOT_SEQUENCE - Metallic Thunks, Muted, Mid-Low Pitched (x5)	SCIFI	MISC
SCIMisc_Noids Korvax DSF_GQ.wav	0:24	96 24	2	NOIDS_KORVAX - Fluttering Airy Synth, Wind Like, Occasional Clicks, Ghost, Mid-High Pitched (x3)	SCIFI	MISC
SCIMisc_Noids Scrapper_DSF_GQ.wav	0:02	96 24	2	NOIDS_SCRAPPER - Reverberent Multiple High Pitched Metallic Clinkcs, Low Bassy Accents, and Strange Quacky Texture, Mid-High Pitched (x1)	SCIFI	MISC
SCIMisc_Noids Sequence 01_DSF_GQ.wav	0:10	96 24	2	NOIDS_SEQUENCE_01 - Shuffling Suttering Resonant Verby Clicks (x4)	SCIFI	MISC
SCIMisc_Noids Sequence 02_DSF_GQ.wav	0:12	96 24	2	NOIDS_SEQUENCE_02 - Clunks with Airy Shimmering, Mid Pitched (x4)	SCIFI	MISC
SCIMisc_Pipe_DSF_GQ.wav	0:04	96 24	2	PIPE - Synth Muted Pop, with Long Woody Reverb, Atmospheric, Low Pitched (x1)	SCIFI	MISC
SCIMisc_Plung Sequence_DSF_GQ.wav	0:20	96 24	2	PLUNG_SEQUENCE - Airy Digital Hissing with Artifacting Warbles (x4)	SCIFI	MISC
SCIMisc_Plung DSF_GQ.wav	0:04	96 24	2	PLUNG (B) - Bassy Airy Hit, Low Pitched (x1)	SCIFI	MISC
SCIMisc_Puncher Scramble_DSF_GQ.wav	0:11	96 24	2	PUNCHER_SCRAMBLE - Chaotic Clicking and Stuttering Woody and Metallic Clanks, Mid Pitched (x1)	SCIFI	MISC
SCIMisc_SolarWind 01_DSF_GQ.wav	0:15	96 24	2	SOLARWIND (B) - Staticy Airy Tone Transitioning to Noise, Mid Pitched (x1)	SCIFI	MISC
SCIMisc_SolarWind 02_DSF_GQ.wav	0:20	96 24	2	SOLARWIND (A) - Hissy Static with Continuous Resonant Tone, Mid Pitched (x1)	SCIFI	MISC
SCIMisc_Solarwind Gamma_DSF_GQ.wav	0:08	96 24	2	SOLARWIND_GAMMA - Digital Suttering Tone with Low Rumbling Undertone (x1)	SCIFI	MISC
SCIMisc_Solarwind GeidPrime_DSF_GQ.wav	0:23	96 24	2	SOLARWIND_GEIDPRIME - Sizzling Echos, Low Swelling Tones, High Pitched (x1)	SCIFI	MISC
SCIMisc_Solarwind Gourd_DSF_GQ.wav	0:29	96 24	2	SOLARWIND_GOURD - Buzzing Steady Tone, Reverberent, Low-Mid Pitched (x1)	SCIFI	MISC
SCIMisc_Solarwind Lazer Decay_DSF_GQ.wav	0:22	96 24	2	SOLARWIND_LAZER_DECAY - Static Warbling, Bassy Rise and Falls, Abstract Texture, Mid-Low Pitched (x1)	SCIFI	MISC
SCIMisc_Solarwind Rotor_DSF_GQ.wav	0:18	96 24	2	SOLARWIND_ROTOR - Bassy Atonal Tone with Fluttering Static Croaking and Shimmery Bursts of Noise at End, Low Pitched (x1)	SCIFI	MISC
SCIMisc_Stab_DSF_GQ.wav	0:04	96 24	2	STAB - Round Tone, Pulse and Swell, Mid-Low Pitched (x1)	SCIFI	MISC
SCIMisc_Stretch Screed_DSF_GQ.wav	0:05	96 24	2	STRETCH_SCREED - Alien Alarm, Two Tones, Buzzing (x1)	SCIFI	MISC
SCIMisc_Summon 01_DSF_GQ.wav	0:03	96 24	2	SUMMON (A) - Warbly Muted Tone with Rythmic Stutters (x1)	SCIFI	MISC
SCIMisc_Summon 02_DSF_GQ.wav	0:03	96 24	2	SUMMON (B) - Tone with Rythmic Stutters, Decreasing Speed (x1)	SCIFI	MISC
SCIMisc_Tallic Short_DSF_GQ.wav	0:01	96 24	2	TALLIC SHORT - Tonal Sting with small Click Burst (x1)	SCIFI	MISC
SCIMisc_Tallic DSF_GQ.wav	0:04	96 24	2	TALLIC (B) - Strange Flanging Swell with Digital Bubbling at End, Rising Pitch (x1)	SCIFI	MISC
SCIMisc_Timescape 01_DSF_GQ.wav	0:06	96 24	2	TIMESCAPE_01 - High Pitched Digial Twinkling Evolving into Lower Pitched Swells (x1)	SCIFI	MISC
SCIMisc_Timescape 02_DSF_GQ.wav	0:01	96 24	2	TIMESCAPE_02 - High Pitched Digital Twinkling with Low Pitched Tonal Bed (x1)	SCIFI	MISC
SCIMisc_Timescape 03_DSF_GQ.wav	0:01	96 24	2	TIMESCAPE_03 - High Pitched Shuffling Arpagiating Tones (x1)	SCIFI	MISC
SCIMisc_Timescape Sequence 01_DSF_GQ.wav	0:25	96 24	2	TIMESCAPE_SEQUENCE_01 - Short Low Pitched Arpeggiations with High Pitched Tonal Woody Arpeggiations (x9)	SCIFI	MISC
SCIMisc_Timescape Sequence 02_DSF_GQ.wav	0:08	96 24	2	TIMESCAPE_SEQUENCE_02 - Weird Slow Arpagiating Tonal Element with Fast Reversing High Pitched Swells (x3)	SCIFI	MISC
SCIMisc_Timescape Subdued Sequence_DSF_GQ.wav	0:17	96 24	2	TIMESCAPE_SUBDUED_SEQUENCE - Metallic Tones with Arpeggiating Low Pitched Percussive Elements (x6)	SCIFI	MISC
SCIMisc_Transporter_DSF_GQ.wav	0:33	96 24	2	TRANSPORTER - Warbling Fast Oscillating Buzzy Tones, Staticy Fluttering, Mid-High Pitched (x1)	SCIFI	MISC
SCIMisc_Tuner Arcade Cameras_DSF_GQ.wav	0:27	96 24	2	TUNER_ARCADE_CAMERAS - FM Airy Tones, Percussive Airy Chirping Clicks, Rythmic, High Pitched (x1)	SCIFI	MISC
SCIMisc_Tuner Arcade Crushbo_DSF_GQ.wav	0:11	96 24	2	TUNER_ARCADE_CRUSHBO - Bad Transmition, Static, High Pitched FM Modulation, High Pitched (x1)	SCIFI	MISC
SCIMisc_Tuner Arcade Machinism_DSF_GQ.wav	0:06	96 24	2	TUNER_ARCADE_MACHINISM - Rythmic Synth Pulses, Clicks, Mid Pitched (x1)	SCIFI	MISC
SCIMisc_Tuner Arcade DSF_GQ.wav	0:05	96 24	2	TUNER_ARCADE - Alien Alarm with Static Interference, Mid-High Pitched (x1)	SCIFI	MISC
SCIMisc_Tuner Chaoswhip 02_DSF_GQ.wav	0:01	96 24	2	TUNER_CHAOSWHIP_02 - Three Buzzing Resonant Pulses (x1)	SCIFI	MISC
SCIMisc_Tuner Chaoswhip 03_DSF_GQ.wav	0:02	96 24	2	TUNER_CHAOSWHIP_03 - Eratic Bursts of Noise and Low Bassy Pulses (x1)	SCIFI	MISC
SCIMisc_Tuner Chaoswhip 04_DSF_GQ.wav	0:06	96 24	2	TUNER_CHAOSWHIP_04 - Bursts of Noise with Low Pitched Steam Pipe-like Tone (x1)	SCIFI	MISC
SCIMisc_Tuner ChaosWhipper_DSF_GQ.wav	0:35	96 24	2	DEATHWHIPPER - Phasey Airy Clangs and Snaps, Reverberent, Echoing, Mid Pitched (x1)	SCIFI	MISC
SCIMisc_Tuner Hitsmash 01_DSF_GQ.wav	0:03	96 24	2	TUNER_HITSMASH_01 - Metallic Clank with Warbling Digital Noise, Mid Pitched (x1)	SCIFI	MISC
SCIMisc_Tuner Hitsmash 02_DSF_GQ.wav	0:03	96 24	2	TUNER_HITSMASH_02 - Drunk Clanging, Wobbly, Metallic, Mid-Low Pitched (x1)	SCIFI	MISC
SCIMisc_Tuner Hitsmash 03_DSF_GQ.wav	0:01	96 24	2	TUNER_HITSMASH_03 - Heavy Percussive Drum-like Texture, Airy, Digital Sizzling, Low Pitched (x1)	SCIFI	MISC
SCIMisc_Tuner Hitsmash 04_DSF_GQ.wav	0:03	96 24	2	TUNER_HITSMASH_04 - Burst of Noise with Strange Warbling Reverberent Tail, Mid-Low Pitched (x1)	SCIFI	MISC
SCIMisc_Tuner Hitsmash Sequence 01_DSF_GQ.wav	0:16	96 24	2	TUNER_HITSMASH_SEQUENCE_01 - Metallic Clack, Fluctuating Echoing Tail, Low Pitched (x1)	SCIFI	MISC
SCIMisc_Tuner Hitsmash Sequence 02_DSF_GQ.wav	0:11	96 24	2	TUNER_HITSMASH_SEQUENCE_02 - Metallic Bassy Hits, Percussive, Low Pitched (x1)	SCIFI	MISC
SCIMisc_Tuner Hitsmash Sequence 03_DSF_GQ.wav	0:06	96 24	2	TUNER_HITSMASH_SEQUENCE_03 - Muted Noise Burst, Low Pitched (x3)	SCIFI	MISC
SCIMisc_Tuner Impact_DSF_GQ.wav	0:04	96 24	2	TUNER_IMPACT - Phasey Pulsing Gritty Texture, Mid-High Pitched (x1)	SCIFI	MISC
SCIMisc_Tuner Metalflight Impacts_DSF_GQ.wav	0:04	96 24	2	TUNER_METALFIGHT_IMPACTS - White Noise Crash with Laser Like Aftershocks (x1)	SCIFI	MISC
SCIMisc_Tuner Metalflight longer_DSF_GQ.wav	0:04	96 24	2	TUNER_METALFIGHT_LONGER - Muted Noise Bursts, Light Saber-like (x1)	SCIFI	MISC
SCIMisc_Tuner Metalflight Sequence_DSF_GQ.wav	0:39	96 24	2	TUNER_METALFIGHT_SEQUENCE - Transformer-like Metallic Airy Chunking (x9)	SCIFI	MISC
SCIMisc_Tuner Reverser_DSF_GQ.wav	0:13	96 24	2	TUNER_REVERSER - Rumble with Airy Reversing Swells and High Pitched Tones, High Pitched (x1)	SCIFI	MISC
UIGlitch_Algernon 01_DSF_GQ.wav	0:02	96 24	2	ALGERNON (C) - Speed Ramping Texture, Pulses and Sparks, Reversing Ramping Texture at End, Mid Pitched (x1)	USER INTERFA	GLITCH
UIGlitch_Algernon 02_DSF_GQ.wav	0:01	96 24	2	ALGERNON (B) - Powerdown with Percussive Clicks (x1)	USER INTERFA	GLITCH
UIGlitch_Algernon 03_DSF_GQ.wav	0:02	96 24	2	ALGERNON REVERSER - Reversing Power Rise, Lasery Chirps (x1)	USER INTERFA	GLITCH

UIGlitch_Algeron 04_DSF_GQ.wav	0:02	96 24	2	ALGERNON_04 - Laser Chirps with Farty and Bassy Power Down (x1)	USER INTERFA(GLITCH
UIGlitch_Algeron 05_DSF_GQ.wav	0:06	96 24	2	REVERSEDRAIN - Fluctuating Pitch with Wacky Punctuations at End (x1)	USER INTERFA(GLITCH
UIGlitch_Algeron 06_DSF_GQ.wav	0:02	96 24	2	ALGERNON_06 - Crunchy Buzz Reverse Buildup, Weird Bloops and Chirps (x1)	USER INTERFA(GLITCH
UIGlitch_Algeron 07_DSF_GQ.wav	0:02	96 24	2	ALGERNON_07 - Gritty Reversing Riser with Intermittent Pulses (x1)	USER INTERFA(GLITCH
UIGlitch_Algeron 08_DSF_GQ.wav	0:03	96 24	2	ALGERNON_08 - Airy Rise into Wacky High Pitched Shuffling Texture (x1)	USER INTERFA(GLITCH
UIGlitch_Algeron Timelazer 01_DSF_GQ.wav	0:07	96 24	2	ALGERNON_TIMELAZER_01 - Delay Feedback Laser Chirps with Speed Ramping (x1)	USER INTERFA(GLITCH
UIGlitch_Algeron Timelazer 02_DSF_GQ.wav	0:06	96 24	2	ALGERNON_TIMELAZER_02 - Shuffling Followed by Drop, Rise, and Digital Chirping (x1)	USER INTERFA(GLITCH
UIGlitch_Algeron Timelazer 03_DSF_GQ.wav	0:04	96 24	2	ALGERNON_TIMELAZER_03 - Laser Like Burst with Arpeggiating Chirps with Reverse at End (x1)	USER INTERFA(GLITCH
UIGlitch_Algeron Timelazer 04_DSF_GQ.wav	0:01	96 24	2	ALGERNON_TIMELAZER_04 - Laser Like Chirp with Stuttering Clicks (x1)	USER INTERFA(GLITCH
UIGlitch_Algeron Timelazer 05_DSF_GQ.wav	0:01	96 24	2	ALGERNON_TIMELAZER_05 - Laser Ricochet, Digital Bubbling Pulse, High Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Algeron Timelazer 06_DSF_GQ.wav	0:02	96 24	2	ALGERNON_TIMELAZER_06 - Chirpy Arpeggiating Pulse Followed by Distorted Laser Cannon with Decending Pitch (x1)	USER INTERFA(GLITCH
UIGlitch_Algeron Transition Sequence_DSF_GQ.wav	0:15	96 24	2	ALGERNON_TRANSITION_SEQUENCE - Various Crunching Shuffling Bursts, Various Pitch Modulations (x7)	USER INTERFA(GLITCH
UIGlitch_Algeron Transition Short_DSF_GQ.wav	0:02	96 24	2	ALGERNON_TRANSITION_SHORT - Buzzy Swell with Punchy Low Pulses (x1)	USER INTERFA(GLITCH
UIGlitch_Alienfax 01_DSF_GQ.wav	0:05	96 24	2	ALIENFAX (B) - Low Pitched Arhythmic Pulses, Snappy, Muted, Random Digital Chirps (x1)	USER INTERFA(GLITCH
UIGlitch_Alienfax 02_DSF_GQ.wav	0:01	96 24	2	ALIENFAX (A) - Distorted Arpeggiating Tone (x1)	USER INTERFA(GLITCH
UIGlitch_Alienfax 03_DSF_GQ.wav	0:01	96 24	2	ALIENFAX ERROR - Low Noise Hiss and Distorted Tonal Accent (x1)	USER INTERFA(GLITCH
UIGlitch_Alienfax 04_DSF_GQ.wav	0:01	96 24	2	ALIENFAX LONGER - Low Noise Hiss and Arpeggiating Distorted Tonal Accent (x1)	USER INTERFA(GLITCH
UIGlitch_AlienFax BrokenTransponder_DSF_GQ.wav	0:09	96 24	2	ALIENFAX_BROKENTRANSPOUNDER - Chaotic Chirping, Bursts of Noise, Bassy Pops, High Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Aquapur 01_DSF_GQ.wav	0:02	96 24	2	AGGRESSIVE - Grumbly Lofi Pulse (x1)	USER INTERFA(GLITCH
UIGlitch_Aquapur 02_DSF_GQ.wav	0:03	96 24	2	BREAKTHROUGH - Digital Crackling into Echoing Bassy Pulse (x1)	USER INTERFA(GLITCH
UIGlitch_Aquapur 03_DSF_GQ.wav	0:02	96 24	2	AQUAPUR_03 - Digital Bubbling, Crackling with Bassy Swell at End (x1)	USER INTERFA(GLITCH
UIGlitch_Aquapur 04_DSF_GQ.wav	0:02	96 24	2	INTERFERENCE (B) - Muted Electric-like Sparking, Crackling (x1)	USER INTERFA(GLITCH
UIGlitch_Aquapur 05_DSF_GQ.wav	0:01	96 24	2	AQUAPUR_05 - High Pitched Static Chaos, Digital Chirps (x1)	USER INTERFA(GLITCH
UIGlitch_Aquapur 06_DSF_GQ.wav	0:02	96 24	2	AQUAPUR_06 - Bubbling Crackling, Digital Insect, Mid-High Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Aquapur 07_DSF_GQ.wav	0:02	96 24	2	AQUAPUR_07 - Digital Bubbling and Crackling, Digital Insect, Fluctuating Pitch (x1)	USER INTERFA(GLITCH
UIGlitch_Aquapur 08_DSF_GQ.wav	0:02	96 24	2	AQUAPUR_08 - Crackling with Tonal Swell at End, Mid-Low Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Aquapur 09_DSF_GQ.wav	0:02	96 24	2	AQUAPUR_09 - Clicky Muted Digital Morph, Mid Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Aquapur 10_DSF_GQ.wav	0:03	96 24	2	AQUAPUR_10 - Stuttering Digital Grumbles and Static (x1)	USER INTERFA(GLITCH
UIGlitch_Aquapur 11_DSF_GQ.wav	0:02	96 24	2	MACHINSECT - Digital Bubbling, Fluctuating Pitch (x1)	USER INTERFA(GLITCH
UIGlitch_Aquapur 12_DSF_GQ.wav	0:01	96 24	2	AQUAPUR_12 - Bubbling UI, Negative, Decending Pitch	USER INTERFA(GLITCH
UIGlitch_Aquapur 13_DSF_GQ.wav	0:02	96 24	2	AQUAPUR_13 - Muted Digital Bubbling UI, Sucking Reverse, Tonal Oneshot, Mid-Low Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Aquapur 14_DSF_GQ.wav	0:01	96 24	2	AQUAPUR_14 - Stuttery Clicky Processing UI, Mid-High Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Aquapur 15_DSF_GQ.wav	0:02	96 24	2	AQUAPUR_15 - Glassy Clicks with Buzzing Tail, Mid-Low Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Aquapur 16_DSF_GQ.wav	0:02	96 24	2	AQUAPUR_16 - Stuttering Bass Pulse (x1)	USER INTERFA(GLITCH
UIGlitch_Aquapur 17_DSF_GQ.wav	0:01	96 24	2	AQUAPUR_17 - High Pitched Ping with Mid Pitched Fluttery Swell (x1)	USER INTERFA(GLITCH
UIGlitch_Aquapur 18_DSF_GQ.wav	0:01	96 24	2	MINIPOPS (A) - Digital Neutral Confirmation, Clicking, Tinny, Metallic (x1)	USER INTERFA(GLITCH
UIGlitch_Aquapur 19_DSF_GQ.wav	0:01	96 24	2	AQUAPUR_19 - Rising Phasey Clicks and Short Digital Neutral UI (x1)	USER INTERFA(GLITCH
UIGlitch_Aquapur 20_DSF_GQ.wav	0:02	96 24	2	BLIPSPHERE (A) - Muted, Stuttering Glitching Clicks (x1)	USER INTERFA(GLITCH
UIGlitch_Aquapur 21_DSF_GQ.wav	0:01	96 24	2	AQUAPUR_21 - Crackling, Warbling, Neutral UI Select (x1)	USER INTERFA(GLITCH
UIGlitch_Aquapur Minipops Sequence 01_DSF_GQ.wav	0:25	96 24	2	AQUAPUR_MINIPOPS_SEQUENCE_01 - Glitchy UI, Neutral, Confirmations, High Pitched (x11)	USER INTERFA(GLITCH
UIGlitch_Aquapur Minipops Sequence 02_DSF_GQ.wav	0:11	96 24	2	AQUAPUR_MINIPOPS_SEQUENCE_02 - Small Groany UI Elements with High Pitched Stacey Popping (x3)	USER INTERFA(GLITCH
UIGlitch_Aquapur Nano 01_DSF_GQ.wav	0:01	96 24	2	AQUAPUR_NANO_01 - UI Pulse, Select, Low Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Aquapur Nano 02_DSF_GQ.wav	0:01	96 24	2	AQUAPUR_NANO_02 - UI Pulse, Confirm, Low Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Aquapur Nano 03_DSF_GQ.wav	0:02	96 24	2	AQUAPUR_NANO_03 - Soft Digital Growly Bubbling, Mid-Low Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Aquapur Nano 04_DSF_GQ.wav	0:01	96 24	2	AQUAPUR_NANO_04 - Warping Thwoomp, Low Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Aquapur Nano 05_DSF_GQ.wav	0:01	96 24	2	AQUAPUR_NANO_05 - Fast Pulsing UI, Digital Bubbling, Confirm (x1)	USER INTERFA(GLITCH
UIGlitch_Aquapur Nano 06_DSF_GQ.wav	0:02	96 24	2	AQUAPUR_NANO_06 - Dark Selection UI Pulse with Bubbling, Low Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Aquapur Nano 07_DSF_GQ.wav	0:01	96 24	2	AQUAPUR_NANO_07 - Neutral Digital UI Confrim (x1)	USER INTERFA(GLITCH
UIGlitch_Aquapur Nano 08_DSF_GQ.wav	0:01	96 24	2	AQUAPUR_NANO_08 - Dark Selection UI with Bubbling, Mid-High Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Aquapur Nano 09_DSF_GQ.wav	0:02	96 24	2	AQUAPUR_NANO_09 - Airy Reversing Tone into High Energy Digital Bubbling (x1)	USER INTERFA(GLITCH
UIGlitch_Aquapur Nano 10_DSF_GQ.wav	0:02	96 24	2	AQUAPUR_NANO_10 - Low Pitched Bass Oneshot with High Pitched Digital Bubbling	USER INTERFA(GLITCH
UIGlitch_Aquapur Nano 11_DSF_GQ.wav	0:02	96 24	2	AQUAPUR_NANO_11 - Low Pitched Smooth Bass Pulse (x1)	USER INTERFA(GLITCH
UIGlitch_Aquapur Nano 12_DSF_GQ.wav	0:01	96 24	2	AQUAPUR_NANO_12 - Muted Swelling Glitching Warble (x1)	USER INTERFA(GLITCH
UIGlitch_ChaosDrops 01_DSF_GQ.wav	0:04	96 24	2	CHAOSDROPS (C) - Arpeggiating Tinny Synth Chirps, Rhythmic, FM, Mid Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Chaosdrops 02_DSF_GQ.wav	0:02	96 24	2	CHAOSDROPS (A) - Shuffling Glassy and Synth Tones with Low Pitched Percussive Elements (x1)	USER INTERFA(GLITCH
UIGlitch_Chaosdrops 03_DSF_GQ.wav	0:02	96 24	2	CHAOSDROPS MORE - Percussive Texture, Digital Chaos, Atospheric, Airy, Mid Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Chaosdrops 04_DSF_GQ.wav	0:03	96 24	2	CHAOSDROPS (B) - Reverberent Arpeggiating Tonal Chaos (x1)	USER INTERFA(GLITCH
UIGlitch_Chaosdrops 05_DSF_GQ.wav	0:02	96 24	2	CHAOSDROPS (E) - Percussive Texture, Digital Chaos, Atospheric, Airy, Mid Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_ChaosDrops 06_DSF_GQ.wav	0:04	96 24	2	CHAOSDROPS (G) - Chaotic Chirpy Shuffling, Bassy Accents, High Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Chaosdrops 07_DSF_GQ.wav	0:01	96 24	2	CHAOSDROPS (F) - Reverberent Woody Hit, Airy, Mid-Low Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Chaosdrops 08_DSF_GQ.wav	0:01	96 24	2	CHAOSDROPS (D) - Glassy Stuttering Bubbling (x1)	USER INTERFA(GLITCH
UIGlitch_Chaosdrops 09_DSF_GQ.wav	0:04	96 24	2	DELAYScape (A) - Arhythmic Reverberent Popping Pulses, Low Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Circuits BadChips 01_DSF_GQ.wav	0:07	96 24	2	CIRCUITS_BADCHIPS_01 - Digital Processing, Glitching, Arpeggiating Chirps, Mid-High Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Circuits BadChips 01_DSF_GQ.wav	0:02	96 24	2	CIRCUITS_BADCHIPS_01 - Stuttering Arpeggiating Glitching, Bit Crushed (x1)	USER INTERFA(GLITCH
UIGlitch_Circuits BadChips 02_DSF_GQ.wav	0:07	96 24	2	CIRCUITS_BADCHIPS_02 - Chaotic Tonal Arpegiation, Crunchy Digital Tones, Stuttering, Malfunctioning Robot, Texture, Mid Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Circuits BadChips 02_DSF_GQ.wav	0:01	96 24	2	CIRCUITS_BADCHIPS_02 - Boxy Tinny High Pitched Double Tone, Printer Like (x1)	USER INTERFA(GLITCH
UIGlitch_Circuits BadChips 03_DSF_GQ.wav	0:10	96 24	2	CIRCUITS_BADCHIPS_03 - Chaotic Tonal Arpegiation, Tinny Crunchy Digital Tones, Malfunctioning Robot, Texture, Mid-High Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Circuits BadChips 03_DSF_GQ.wav	0:03	96 24	2	CIRCUITS_BADCHIPS_03 - Boxy Digital Stuttering, Glitching (x1)	USER INTERFA(GLITCH
UIGlitch_Circuits BadChips 04_DSF_GQ.wav	0:08	96 24	2	CIRCUITS_BADCHIPS_04 - Arpeggiating Gritty Stutering Chirping, High Energy, High Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Circuits BadChips 05_DSF_GQ.wav	0:13	96 24	2	CIRCUITS_BADCHIPS_05 - Digital Arpegiation, Glitching, Metallic Clicking, Buzzing, Mid Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Circuits BadChips 06_DSF_GQ.wav	0:08	96 24	2	CIRCUITS_BADCHIPS_06 - Stuttering Clicks and Tonal Arpegiation, Buzzy, Mid Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Circuits BadChips 07_DSF_GQ.wav	0:09	96 24	2	CIRCUITS_BADCHIPS_07 - Digital Arpegiation, Tonal Buzzy Accents with Low Warbling Texture Bed, Mid Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Circuits BadChips 08_DSF_GQ.wav	0:13	96 24	2	CIRCUITS_BADCHIPS_08 - Glitching Tonal Synth Sounds, Bursts of Noise, Stuttering, Mid Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Circuits BadChips 09_DSF_GQ.wav	0:04	96 24	2	CIRCUITS_BADCHIPS_09 - Glitching Tonal Synth Sounds, Bursts of Noise, Stuttering, Mid Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Circuits BadChips 10_DSF_GQ.wav	0:28	96 24	2	CIRCUITS_BADCHIPS_10 - Glitching Arpegiation, Stuttering Tones, Buzzing, Oscillating Pitches, Mid Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Circuits BadChips 11_DSF_GQ.wav	0:09	96 24	2	CIRCUITS_BADCHIPS_11 - Arcade Machine Glitch, Arpeggiating Chirping Tones, Digital Processing, Mid-High Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Circuits BadChips 12_DSF_GQ.wav	0:06	96 24	2	CIRCUITS_BADCHIPS_12 - Chaotic Synth Arpeggiating, Airy Buzzing Tone, Mid Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Circuits BadChips Glitch_DSF_GQ.wav	0:03	96 24	2	CIRCUITS_BADCHIPS_GLITCH - Shuffling Static and Tone Chaos (x1)	USER INTERFA(GLITCH
UIGlitch_Circuits BadChips long_DSF_GQ.wav	0:28	96 24	2	CIRCUITS_BADCHIPS_LONG - Arpeggiating Tones with Oscillating Wobbly Tone and Gritty Static, Mid Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Circuits BadChips medium_DSF_GQ.wav	0:12	96 24	2	CIRCUITS_BADCHIPS_MEDIUM - Thin 'Arpeggiating Tones with Oscillating Wobbly Tone and Gritty Static, Mid Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Circuits BadChips short_DSF_GQ.wav	0:08	96 24	2	CIRCUITS_BADCHIPS_SHORT - Stuttering Arpeggiating Tones with Oscillating Wobbly Tone and Gritty Static, Mid-High Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Circuits BurntBadChips 01_DSF_GQ.wav	0:02	96 24	2	CIRCUITS_BURNTBADCHIPS_01 - Swelling Arpeggiating Tones with Small Rhythmic Clicking Elements (x1)	USER INTERFA(GLITCH
UIGlitch_Circuits BurntBadChips 02_DSF_GQ.wav	0:01	96 24	2	CIRCUITS_BURNTBADCHIPS_02 - High Pitched Tinny Two Tone Followed By Low Pitched Two Tone (x1)	USER INTERFA(GLITCH
UIGlitch_Circuits BurntBadChips 03_DSF_GQ.wav	0:01	96 24	2	CIRCUITS_BURNTBADCHIPS_03 - UI Select Clunk with small Buzz, Mid-High Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Circuits BurntBadChips 04_DSF_GQ.wav	0:01	96 24	2	CIRCUITS_BURNTBADCHIPS_04 - Static and Multiple Percussive Kicks (x1)	USER INTERFA(GLITCH
UIGlitch_Circuits BurntBadChips 05_DSF_GQ.wav	0:01	96 24	2	BASH - Harsh Tinny 3-Tone Oneshot (x1)	USER INTERFA(GLITCH
UIGlitch_Circuits BurntBadChips 06_DSF_GQ.wav	0:01	96 24	2	CIRCUITS_BURNTBADCHIPS_05 - High Pitched Laser Beam into Bit Crushed Bass Drop, Fast, Small Crackles (x1)	USER INTERFA(GLITCH
UIGlitch_Circuits BurntBadChips Sequence 01_DSF_GQ.wav	0:04	96 24	2	CIRCUITS_BURNTBADCHIPS_SEQUENCE_01 - Digital Blurbs, Babbling Clicks, Mid-High Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Circuits BurntBadChips Sequence 02_DSF_GQ.wav	0:13	96 24	2	CIRCUITS_BURNTBADCHIPS_SEQUENCE_02 - Fast Arpegiating Tones with Shuffling and Clicking Elements (x5)	USER INTERFA(GLITCH
UIGlitch_Circuits BurntChips 01_DSF_GQ.wav	0:07	96 24	2	CIRCUITS_BURNTCHIPS_01 - Chirpy Stuttery Transients, with Short Bubbly Accents and Airy Drone, High Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Circuits BurntChips 02_DSF_GQ.wav	0:03	96 24	2	CIRCUITS_BURNTCHIPS_02 - Fast Static Clicks into Woody Arpeggiating Clicks, (x1)	USER INTERFA(GLITCH
UIGlitch_Circuits BurntChips 03_DSF_GQ.wav	0:05	96 24	2	CIRCUITS_BURNTCHIPS_03 - Rhythmic Clicking, Digital Processing, Thin, High Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Circuits Buzzer_DSF_GQ.wav	0:01	96 24	2	CIRCUITS_BUZZER - Glitching Stuttering Burst of Noise, Mid-Low Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Circuits Byrne 01_DSF_GQ.wav	0:01	96 24	2	CIRCUITS_BYRNE_01 - Shuffling High Pitched Static Tones (x1)	USER INTERFA(GLITCH
UIGlitch_Circuits Byrne 02_DSF_GQ.wav	0:01	96 24	2	CIRCUITS_BYRNE_02 - Mid-Low Pitched Shuffling Metallic Tones with Very High Pitched Overtones (x1)	USER INTERFA(GLITCH
UIGlitch_Circuits Chaosengine_DSF_GQ.wav	0:01	96 24	2	CIRCUITS_CHAOSENGINE - Glitchy One Shot, Glitchy, Two Notes (x1)	USER INTERFA(GLITCH

UIGlitch_Circuits Clicks Sequence_DSF_GQ.wav	0:25	96 24	2	BARON_CLICKS_SEQUENCE - Goofy Chirpy Elements with Rhythmic Static Bursts and Digital Grumbles (x7)	USER INTERFA(GLITCH
UIGlitch_Circuits Error AlienBingo_DSF_GQ.wav	0:10	96 24	2	CIRCUITS_ERROR_ALIENBINGO - LowFi Electronic Glitching, Muted, Buzzing, Mid Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Circuits Error Bubbles_DSF_GQ.wav	0:30	96 24	2	CIRCUITS_ERROR_BUBBLES - Artifact Tone with Various Tonal Fluctuations, Reversing, Mid-High Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Circuits Error LoopPig_DSF_GQ.wav	0:49	96 24	2	CIRCUITS_ERROR_LOOPPIG - Low Dampened Arpeggiations with Random Tonal Chirps, Blips and Static, Mid-Low Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Circuits Error RobotSpeech_DSF_GQ.wav	0:12	96 24	2	CIRCUITS_ERROR_ROBOTSPEECH - Chaotic Clicking and Tones, Mid Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Circuits Error Upload_DSF_GQ.wav	0:52	96 24	2	CIRCUITS_ERROR_UPLOAD - Rapid Chirping and Clicking, Staticy Pops, High Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Circuits Junkchat_DSF_GQ.wav	0:07	96 24	2	CIRCUITS_JUNKCHAT - High Pitched Chaotic Arpeggiating Tones with Low Pitched Shuffling Undertones (x1)	USER INTERFA(GLITCH
UIGlitch_Circuits Transfer 01_DSF_GQ.wav	0:04	96 24	2	CIRCUITS_TRANSFER_01 - Dialup Tone of the Future, Various Slow Bursts of Staticy and Tonal Sounds, Mid Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Circuits Transfer 02_DSF_GQ.wav	0:12	96 24	2	CIRCUITS_TRANSFER_02 - Warbling Digital Malfunctioning, Drunk Robot, Metallic, Oscillating Tone, Mid Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Coded 01_DSF_GQ.wav	0:01	96 24	2	CODED_01 - UI Chime, Tone, Tinny, Mid Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Coded 02_DSF_GQ.wav	0:01	96 24	2	CODED_02 - Tinny Mid-Low Pitched Warbling Tone (x1)	USER INTERFA(GLITCH
UIGlitch_Coded 03_DSF_GQ.wav	0:01	96 24	2	CODED_03 - UI Chime, Metallic, FM Synth, Mid Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Coded 04_DSF_GQ.wav	0:01	96 24	2	JAWSHARP - Bouncy UI Chime, Tiny, FM Synth, Mid Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Coded 05_DSF_GQ.wav	0:01	96 24	2	BUZZER (B) - UI Alert Tone with Soft Click, Low-Mid Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Coded 06_DSF_GQ.wav	0:01	96 24	2	CODED_06 - Tinny Two Tone Sting with Trailing Clicks (x1)	USER INTERFA(GLITCH
UIGlitch_Coded 07_DSF_GQ.wav	0:01	96 24	2	CODED_07 - Tinny Clock-like Chime (x1)	USER INTERFA(GLITCH
UIGlitch_Coded 08_DSF_GQ.wav	0:01	96 24	2	HARMONICREDUCTION (B) - Bouncy UI Chime, Tiny, FM Synth, Rapid Clicking at End, Mid Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Coded 09_DSF_GQ.wav	0:01	96 24	2	CODED_09 - Plasticy Plonk with Glassy Ticking, Mid Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Coded 10_DSF_GQ.wav	0:01	96 24	2	SLIDE (A) - Tinny Sproing with Long Ringout, Mid-High Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Coded 11_DSF_GQ.wav	0:01	96 24	2	SPACEHARP - Aliasing Chime with Warbling and Small Burst at the End (x1)	USER INTERFA(GLITCH
UIGlitch_Coded 12_DSF_GQ.wav	0:01	96 24	2	SPINOOFF - Metallic Clang with Farty Clicking (x1)	USER INTERFA(GLITCH
UIGlitch_Coded Bit 01_DSF_GQ.wav	0:01	96 24	2	CODED_BIT_01 - Hissy Buzz, Metallic, High Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Coded Bit 02_DSF_GQ.wav	0:01	96 24	2	CODED_BIT_02 - Phasey Buzzing Neutral UI Confirm, Mid Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Coded Bit 03_DSF_GQ.wav	0:01	96 24	2	CODED_BIT_03 - Digital Croak, Buzzy, Negative (x1)	USER INTERFA(GLITCH
UIGlitch_Coded Bit 04_DSF_GQ.wav	0:01	96 24	2	CODED_BIT_04 - Servo-like Buzz, Mid-High Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Coded Bit 05_DSF_GQ.wav	0:01	96 24	2	CODED_BIT_05 - Digital UI Quack, Neutral, Negative, Mid-High Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Crushup_DSF_GQ.wav	0:01	96 24	2	CRUSHUP - Gillythy Swell, Stuttering, Burst of Noise at End (x1)	USER INTERFA(GLITCH
UIGlitch_Cyberpunk Interference Grainspace 01_DSF_GQ	0:06	96 24	2	CYBERPUNK_INTERFERENCE_GRAINSPACE_01 - High Pitched Digital Electrical Static, Clicking, Squelches (x1)	USER INTERFA(GLITCH
UIGlitch_Cyberpunk Interference Grainspace 02_DSF_GQ	0:11	96 24	2	CYBERPUNK_INTERFERENCE_GRAINSPACE_02 - Glitching, Static, Crackling, High Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Cyberpunk Interference Grainspace 03_DSF_GQ	0:32	96 24	2	CYBERPUNK_INTERFERENCE_GRAINSPACE_03 - Digital Glitching, Speed Ramping Arpegiation, Various Clangs, Texture, Mid Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Datatransfer_DSF_GQ.wav	0:02	96 24	2	DATATRANSFER - Muted Alien Dial Tone (x1)	USER INTERFA(GLITCH
UIGlitch_Dopped 01_DSF_GQ.wav	0:01	96 24	2	DOPPED_01 - UI, Glassy Select, Digital (x1)	USER INTERFA(GLITCH
UIGlitch_Dopped 02_DSF_GQ.wav	0:01	96 24	2	DOPPED_02 - Flappy Kick, Mid Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Dopped 03_DSF_GQ.wav	0:01	96 24	2	DOPPED_03 - Quick Buzzy Digital Chirp, High Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Dopped 04_DSF_GQ.wav	0:01	96 24	2	DOPPED_04 - Short Sharp Round Pulse, Mid Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Dopped 05_DSF_GQ.wav	0:01	96 24	2	DOPPED_05 - UI, Pulse, Negative (x1)	USER INTERFA(GLITCH
UIGlitch_Dopped 06_DSF_GQ.wav	0:01	96 24	2	DOPPED_06 - Short Digital Click, Mid-Low Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Dopped 07_DSF_GQ.wav	0:01	96 24	2	DOPPED_07 - UI, Woody Click, Mid-High Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Dopped 08_DSF_GQ.wav	0:01	96 24	2	DOPPED_08 - FM Woody Pulse, Mid-Low Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Dopped 09_DSF_GQ.wav	0:01	96 24	2	DOPPED_09 - Woody Airy Plunk, Mid-High Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Dopped 10_DSF_GQ.wav	0:01	96 24	2	DOPPED_10 - UI, Quick Dull Beep, Typing (x1)	USER INTERFA(GLITCH
UIGlitch_Dopped 11_DSF_GQ.wav	0:01	96 24	2	DOPPED_11 - UI, Plip, Typing, High Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Dopped 12_DSF_GQ.wav	0:01	96 24	2	DOPPED_12 - Noise Click, Typing, High Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Dopped 13_DSF_GQ.wav	0:01	96 24	2	DOPPED_13 - Shaker-like Noise Burst, Short, High Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Dopped 14_DSF_GQ.wav	0:01	96 24	2	DOPPED_14 - Metallic Clunk with Digital Bubbling (x1)	USER INTERFA(GLITCH
UIGlitch_Dopped Clink 01_DSF_GQ.wav	0:01	96 24	2	DOPPED_CLINK_01 - UI, Glassy Click (x1)	USER INTERFA(GLITCH
UIGlitch_Dopped Clink 02_DSF_GQ.wav	0:01	96 24	2	DOPPED_CLINK_02 - UI, Glassy Clunk, Select, Mid-Low Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Dopped Clink 03_DSF_GQ.wav	0:01	96 24	2	DOPPED_CLINK_03 - Marumba Clunk, Woody, Mid-Low Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Harmonicreduction_DSF_GQ.wav	0:02	96 24	2	HARMONICREDUCTION (A) - Mid-Pitched Tinny Laser Beam, Light Crackling from Distortion (x1)	USER INTERFA(GLITCH
UIGlitch_Judder Clanks 01_DSF_GQ.wav	0:02	96 24	2	JUDDER_CLANKS_01 - Mid-High Pitched Reverberent Shuffling Chaos (x1)	USER INTERFA(GLITCH
UIGlitch_Judder Clanks 02_DSF_GQ.wav	0:01	96 24	2	JUDDER_CLANKS_02 - Woody Clicks and Low Pitched High Energy Warbling (x1)	USER INTERFA(GLITCH
UIGlitch_Judder Clanks Distant_DSF_GQ.wav	0:03	96 24	2	JUDDER_CLANKS_DISTANT - Mid-High Pitched Reverberent Shuffling Chaos (x1)	USER INTERFA(GLITCH
UIGlitch_Judder Clanks Louder 01_DSF_GQ.wav	0:02	96 24	2	JUDDER_CLANKS_LOUDER - Mid-High Pitched Reverberent Shuffling Chaos (x1)	USER INTERFA(GLITCH
UIGlitch_Judder Clanks Louder 02_DSF_GQ.wav	0:06	96 24	2	CLANKS (A) - Arpeggiating Tones, Reverberent, Grumbly Tone with High Pitched Squelches, Mid-Low Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Lazer Rubberzap 01_DSF_GQ.wav	0:02	96 24	2	LAZER_RUBBERZAP_01 - Stuttering Glitch, Farty (x1)	USER INTERFA(GLITCH
UIGlitch_Lazer Rubberzap 02_DSF_GQ.wav	0:06	96 24	2	LAZER_RUBBERZAP_02 - Wobbly Digital Glitching, Stuttering (x1)	USER INTERFA(GLITCH
UIGlitch_Lazer RubberZap longer_DSF_GQ.wav	0:08	96 24	2	LAZER_RUBBERZAP_LONGER - Stuttering Tonal Glitches, Mid Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Lazer RubberZap short_DSF_GQ.wav	0:05	96 24	2	LAZER_RUBBERZAP_SHORT - Stuttering Clicking and Tonal Glitches, Mid Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Lazer Scatter_DSF_GQ.wav	0:04	96 24	2	LAZER_SCATTER - Mid-Low Pitched Tone with Formant and High Pitched Buzzing Tone with Tremolo (x1)	USER INTERFA(GLITCH
UIGlitch_Lazerquest Sequence_DSF_GQ.wav	0:10	96 24	2	LAZERQUEST_SEQUENCE - Distorted Gritty Rising Digital Boings (x3)	USER INTERFA(GLITCH
UIGlitch_Lazerscape 01_DSF_GQ.wav	0:11	96 24	2	LAZERSCAPE (C) - Low-Pitched High Energy Pulsing Energy, Small Static Bursts (x1)	USER INTERFA(GLITCH
UIGlitch_Lazerscape 02_DSF_GQ.wav	0:05	96 24	2	LAZERSCAPE_02 - Low Pitched Percussive Elements, Digital Artifacts, Filter Modulation (x1)	USER INTERFA(GLITCH
UIGlitch_Monster 01_DSF_GQ.wav	0:03	96 24	2	MONSTER_01 - Stuttering Formant, Digital Voice with Synth Swell Undertone (x1)	USER INTERFA(GLITCH
UIGlitch_Monster 02_DSF_GQ.wav	0:02	96 24	2	MONSTER_02 - Growly, Stuttery, Spring, Abstract Texture, Low Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Monster 03_DSF_GQ.wav	0:03	96 24	2	SHATTER (A) - Low Pitched Muted Statcy Tone, Warbly (x1)	USER INTERFA(GLITCH
UIGlitch_Monster Nano 01_DSF_GQ.wav	0:01	96 24	2	MONSTER_NANO_01 - UI, Negative, Digital Clicking, Mid-High Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Monster Nano 02_DSF_GQ.wav	0:01	96 24	2	MONSTER_NANO_02 - UI, Negative, Digital Clicking, Mid-High Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Monster Nano 03_DSF_GQ.wav	0:01	96 24	2	MONSTER_NANO_03 - Buzzy Stutter with Stuttering Percussive Tail, High Pitched(x1)	USER INTERFA(GLITCH
UIGlitch_Monster Thresher_DSF_GQ.wav	0:01	96 24	2	MONSTER_THRESHER - Muted Buzzing Swell, Mid-Low Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Noised 01_DSF_GQ.wav	0:01	96 24	2	NOISED_01 - Snappy Kick with Airy Digital Tail, Mid-High Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Noised 02_DSF_GQ.wav	0:01	96 24	2	GREYED (A) - Knocking Noise Pulse (x1)	USER INTERFA(GLITCH
UIGlitch_Noised 03_DSF_GQ.wav	0:01	96 24	2	NOISED_03 - Chunky Noise Burst, Mid High Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Noised 04_DSF_GQ.wav	0:01	96 24	2	BEIGESTATE (B) - Airy Knock, Mid-Low Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Noised 05_DSF_GQ.wav	0:01	96 24	2	NOISED_05 - Lofi Digital Grumble (x1)	USER INTERFA(GLITCH
UIGlitch_Noised 06_DSF_GQ.wav	0:01	96 24	2	NOISED_06 - UI, Cancel, Negative, Bassy, Low Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Noised 07_DSF_GQ.wav	0:01	96 24	2	NOISED_07 - Grumbly Texture with Fluttering Soft Clicks, Low-Mid Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Noised 08_DSF_GQ.wav	0:01	96 24	2	NOISED_08 - Airy Pulse with Telemetric Processing, Mid-Low Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Noised 09_DSF_GQ.wav	0:01	96 24	2	NOISED_09 - Bassy Dull Hit with High Reverberent Noise Burst (x1)	USER INTERFA(GLITCH
UIGlitch_Noised 10_DSF_GQ.wav	0:01	96 24	2	BOGCRIITTER (C) - Stuttering Ripping Swell, Crispy, Gritty, Mid-Low Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Noised 11_DSF_GQ.wav	0:01	96 24	2	NOISED_11 - Metallic Washy Burst of Noise (x1)	USER INTERFA(GLITCH
UIGlitch_Pitcher_DSF_GQ.wav	0:03	96 24	2	PITCHER - Plunk, Pitch Ramping Down and back Up, Reverse (x1)	USER INTERFA(GLITCH
UIGlitch_Puncher Nano 01_DSF_GQ.wav	0:01	96 24	2	PUNCHER_NANO_01 - Airy Percussive Hit with Groany Undertone (x1)	USER INTERFA(GLITCH
UIGlitch_Puncher Nano 02_DSF_GQ.wav	0:01	96 24	2	PUNCHER_NANO_02 - Airy Snappy Hit, Atmospheric, Mid-High Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Puncher Nano 03_DSF_GQ.wav	0:01	96 24	2	PUNCHER_NANO_03 - Airy Bass Kick, Low Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Puncher Nano 04_DSF_GQ.wav	0:01	96 24	2	PUNCHER_NANO_04 - Bassy Plunky Hit with Atmospheric Reverb, Low Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Puncher Nano 05_DSF_GQ.wav	0:01	96 24	2	PUNCHER_NANO_05 - Bassy Kick with Airy Tail, Low Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Puncher Nano 06_DSF_GQ.wav	0:01	96 24	2	PUNCHER_NANO_06 - Bassy Kick with Airy Tail, Low Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Puncher Nano 07_DSF_GQ.wav	0:01	96 24	2	PUNCHER_NANO_07 - Airy Bit Crushed Double Pulse, Mid-Low Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Science 01_DSF_GQ.wav	0:01	96 24	2	SCIENCE_01 - Glassy Clicks with Airy Reverb (x1)	USER INTERFA(GLITCH
UIGlitch_Science 02_DSF_GQ.wav	0:01	96 24	2	LAZERQUEST (A) - Digital Clicks with Decending Tone with Confirmation Tone at End	USER INTERFA(GLITCH
UIGlitch_Science 03_DSF_GQ.wav	0:01	96 24	2	GRAINSPACE (A) - Digital Electrical Crackle (x1)	USER INTERFA(GLITCH
UIGlitch_Science 04_DSF_GQ.wav	0:01	96 24	2	SCIENCE_04 - Sharp Echoing Digital Crackle (x1)	USER INTERFA(GLITCH
UIGlitch_Science 05_DSF_GQ.wav	0:01	96 24	2	SCIENCE_05 - Small Burst of Reversing Crackly Static (x1)	USER INTERFA(GLITCH
UIGlitch_Science 06_DSF_GQ.wav	0:01	96 24	2	DIGITALSICK (A) - Digital Bubbling Pusise with Crackling, Mid-Low Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Science 07_DSF_GQ.wav	0:01	96 24	2	MINIPOPS (B) - Digital Clicking with UI Cancel, Negative (x1)	USER INTERFA(GLITCH
UIGlitch_Science 08_DSF_GQ.wav	0:01	96 24	2	SHATTER (B) - Clicking Pig-like Squeal (x1)	USER INTERFA(GLITCH

UIGlitch_Time Rip Sequence_DSF_GQ.wav	0:08	96 24	2	TIME_RIP_SEQUENCE - Crackling Buzzy Bitcrushed Bursts of Noise, Mid-High Pitched (x5)	USER INTERFA(GLITCH
UIGlitch_Timelazer Zapper 01_DSF_GQ.wav	0:01	96 24	2	TIMELAZER_ZAPPER_01 - Chirping Blast, Noise Burst, Mid-High Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Timelazer Zapper 02_DSF_GQ.wav	0:02	96 24	2	TIMELAZER_ZAPPER_02 - Crunchy Tonal Drop, with Synthy Bubbling and Crunchy Burst at End (x1)	USER INTERFA(GLITCH
UIGlitch_Tuner 01_DSF_GQ.wav	0:05	96 24	2	INTERFERENCE (C) - Ahythmic Noise Bursts and Extended Tone (x1)	USER INTERFA(GLITCH
UIGlitch_Tuner 02_DSF_GQ.wav	0:04	96 24	2	CHAOSWHIP (E) - Low Pitched, Rhythmic, Muted, Distorted, Pulsing Tone (x1)	USER INTERFA(GLITCH
UIGlitch_Tuner 03_DSF_GQ.wav	0:03	96 24	2	MACHINISM (E) - Wobbly Low Tone with High Pitched Static Accent at End (x1)	USER INTERFA(GLITCH
UIGlitch_Tuner 04_DSF_GQ.wav	0:04	96 24	2	TUNER_04 - Airy Stuttering Noise with Quiet Mid-High Pitched Tone (x1)	USER INTERFA(GLITCH
UIGlitch_Tuner 05_DSF_GQ.wav	0:01	96 24	2	WIPER SHORTER - Airy Stuttering Noise with Mid-High Resonance (x1)	USER INTERFA(GLITCH
UIGlitch_Tuner 06_DSF_GQ.wav	0:02	96 24	2	TUNER (B) - Screaming Static with Tonal Pulsing Element (x1)	USER INTERFA(GLITCH
UIGlitch_Tuner 07_DSF_GQ.wav	0:03	96 24	2	TUNER_07 - High Pitched Wobbly Tone with Filter Sweeping (x1)	USER INTERFA(GLITCH
UIGlitch_Tuner 08_DSF_GQ.wav	0:02	96 24	2	PHASESLIDE - Noise Bursts with Tuning Oscillating Laser Like Tone (x1)	USER INTERFA(GLITCH
UIGlitch_Tuner Chaoswhip 01_DSF_GQ.wav	0:01	96 24	2	TUNER_CHAOSWHIP_01 - Digital Steam Burst, Air Release-lik (x1)	USER INTERFA(GLITCH
UIGlitch_Tuner Chaoswhip 02_DSF_GQ.wav	0:02	96 24	2	TUNER_TINHIT - Tinny Clank with Reverberent Atmospheric Reverb, Mid-High Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Tuner Tucked 01_DSF_GQ.wav	0:01	96 24	2	TUNER_TUCKED_01 - Bassy, Warbly, Plam, Low Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Tuner Tucked 02_DSF_GQ.wav	0:01	96 24	2	TUNER_TUCKED_02 - Bassy, Warbly, Plam, Low Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Tuner Tucked 03_DSF_GQ.wav	0:01	96 24	2	TUNER_TUCKED_03 - Bassy, Warbly, Plam, Low Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Tuner Tucked 04_DSF_GQ.wav	0:02	96 24	2	TUNER_TUCKED_04 - Bassy, Warbly, Sharp Plam, Pingponging Echo, Low Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Tuner Tucked 05_DSF_GQ.wav	0:02	96 24	2	TUNER_TUCKED_05 - Bassy, Warbly, Plam, Low Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Tuner Tucked 06_DSF_GQ.wav	0:02	96 24	2	TUNER_TUCKED_06 - Bassy, Warbly, Sharp Plam, Low Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Tuner Tucked 07_DSF_GQ.wav	0:01	96 24	2	TUNER_TUCKED_07 - Bassy, Warbly, Sharp Plam, Low Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Tuner Tucked 08_DSF_GQ.wav	0:01	96 24	2	TUNER_TUCKED_08 - Bassy, Warbly, Plam, Low Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Tuner Tucked 09_DSF_GQ.wav	0:02	96 24	2	TUNER_TUCKED_09 - Bassy, Warbly, Plam, Low Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Tuner Tucked 10_DSF_GQ.wav	0:03	96 24	2	TUNER_TUCKED_10 - Digital Hit with Warbling Digital Tail, Low-Mid Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Tuner Tucked 11_DSF_GQ.wav	0:01	96 24	2	TUNER_TUCKED_11 - Digital Pulse with Chripy Pulse at End (x1)	USER INTERFA(GLITCH
UIGlitch_Tuner Tucked 12_DSF_GQ.wav	0:01	96 24	2	TUNER_TUCKED_12 - Round Sweep and Noise Hit, Mid-Low Pitched (x1)	USER INTERFA(GLITCH
UIGlitch_Tuner Tucked 13_DSF_GQ.wav	0:01	96 24	2	TUNER_TUCKED_13 - Laser Sweep, Mid-High Pitched (x1)	USER INTERFA(GLITCH
UIMisc_Aquapur_DSF_GQ.wav	0:12	96 24	2	INSECTS - Clicking, Morphing, Fluttering, Evolving, Mid-Low Pitched (x1)	USER INTERFA(MISC
UIMisc_Aquapur Read Only 01_DSF_GQ.wav	0:11	96 24	2	AQUAPUR_READONLY_01 - Croaking Synth Bursts, Hissy Static, Mid Pitched (x1)	USER INTERFA(MISC
UIMisc_Aquapur Read Only 02_DSF_GQ.wav	0:10	96 24	2	AQUAPUR_READONLY_02 - Croaking Synth Bursts, Hissy Static, Mid Pitched (x1)	USER INTERFA(MISC
UIMisc_Aquapur Read Only 03_DSF_GQ.wav	0:23	96 24	2	AQUAPUR_READONLY_03 - Croaking Synth Bursts, Digital Bubbling Warble, Glitchy Static Accents, Slow, Abstract Texture, Mid Pitched (x1)	USER INTERFA(MISC
UIMisc_Aquapur Read Only 04_DSF_GQ.wav	0:09	96 24	2	AQUAPUR_READONLY_04 - Croaking Synth Bursts, Digital Grumble with High Pitched Static Bursts (x1)	USER INTERFA(MISC
UIMisc_Bogcritter Sequence_DSF_GQ.wav	0:12	96 24	2	BOGCRIITTER_SEQUENCE - Low Mid Bassy Tone with Crunchy Static and Resonant Tube-like Thumps (x5)	USER INTERFA(MISC
UIMisc_Bowl Crackle 01_DSF_GQ.wav	0:01	96 24	2	BOWL_CRACKLE_01 - Bass String Two Tone Texture, Low Pitched (x1)	USER INTERFA(MISC
UIMisc_Bowl Crackle 02_DSF_GQ.wav	0:01	96 24	2	BOWL_CRACKLE_02 - UI Negitive Confirmation, Low-Mid Pitched with Airy Tail (x1)	USER INTERFA(MISC
UIMisc_Bowl Crackle 03_DSF_GQ.wav	0:03	96 24	2	BOWL_CRACKLE_03 - Wobbly Bass Pluck, Rumble, Low Pitched (x1)	USER INTERFA(MISC
UIMisc_Bowl Crackle Sequence_DSF_GQ.wav	0:15	96 24	2	BOWL_CRACKLE_SEQUENCE - Resonant, Woody Bassy Digital Scrapes (x6)	USER INTERFA(MISC
UIMvmt_Timescape Doomy_DSF_GQ.wav	0:08	96 24	2	TIMESCAPE_DOOMY - Atmospheric, Atonal, Bells, Glitch, Low Pitched (x1)	USER INTERFA(MOTION
UIMvmt_Timescape Transition Large 01_DSF_GQ.wav	0:09	96 24	2	TIMESCAPE_TRANSITION_LARGE_01 - Powerup, Wacky Stutter, Power Down (x1)	USER INTERFA(MOTION
UIMvmt_Timescape Transition Large 02_DSF_GQ.wav	0:08	96 24	2	TIMESCAPE_TRANSITION_LARGE_02 - Shuffling Texture with Complex Powerdown At End (x1)	USER INTERFA(MOTION
UIMvmt_Timescape Transition Large 03_DSF_GQ.wav	0:14	96 24	2	TIMESCAPE_TRANSITION_LARGE_03 - Wacky Stuttering Laser Charge (x1)	USER INTERFA(MOTION
UIMvmt_Timescape Transition Large 04_DSF_GQ.wav	0:05	96 24	2	TIMESCAPE_TRANSITION_LARGE_04 - Stuttering Power Down and Power Up with Metallic Clanks (x1)	USER INTERFA(MOTION
UIMvmt_Timescape Transition Large 05_DSF_GQ.wav	0:05	96 24	2	TIMESCAPE_TRANSITION_LARGE_05 - Power Down and Powerup (x1)	USER INTERFA(MOTION
UIMvmt_Timescape Transition Longer_DSF_GQ.wav	0:19	96 24	2	TIMESCAPE_TRANSITION_LONGER - Stuttering Chaotic Falls, Tonal Chirping, Fast Slowing Down, Revamping and Continuing to Fall, Mid-High Pitched (x1)	USER INTERFA(MOTION
UIMvmt_Timescape Transition Medium 01_DSF_GQ.wav	0:04	96 24	2	TIMESCAPE_TRANSITION_MEDIUM_01 - Stuttering Reversed Metallic Ringing, Mid-High Pitched (x1)	USER INTERFA(MOTION
UIMvmt_Timescape Transition Medium 02_DSF_GQ.wav	0:03	96 24	2	TIMESCAPE_TRANSITION_MEDIUM_02 - Fluttering Synth Ramps, Aliasing, Metallic (x1)	USER INTERFA(MOTION
UIMvmt_Timescape Transition Medium 03_DSF_GQ.wav	0:04	96 24	2	TIMESCAPE_TRANSITION_MEDIUM_03 - Reversed Shimmering, Metallic, Mid-High Pitched (x1)	USER INTERFA(MOTION
UIMvmt_Timescape Transition Medium 04_DSF_GQ.wav	0:04	96 24	2	TIMESCAPE_TRANSITION_MEDIUM_04 - Reversing Airy Pulses (x1)	USER INTERFA(MOTION
UIMvmt_Timescape Transition Sequence 01_DSF_GQ.wav	0:16	96 24	2	TIMESCAPE_TRANSITION_SEQUENCE_01 - Fluttering Synth Ramps, Aliasing, Metallic (x5)	USER INTERFA(MOTION
UIMvmt_Timescape Transition Sequence 02_DSF_GQ.wav	0:18	96 24	2	TIMESCAPE_TRANSITION_SEQUENCE_02 - Wacky Stuttering Reversing Riser, High Pitched (x1)	USER INTERFA(MOTION
UIMvmt_Timescape Transition Sequence 03_DSF_GQ.wav	0:12	96 24	2	TIMESCAPE_TRANSITION_SEQUENCE_03 - Stuttering Resonant Pulsing, Mid-High Pitched Tone (x3)	USER INTERFA(MOTION
UIMvmt_Timescape Transition Sequence Short_DSF_GQ.wav	0:24	96 24	2	TIMESCAPE_TRANSITION_SEQUENCE_SHORT - Reversing Ping Ponging Pulsing Swell, Mid-High Pitched (x8)	USER INTERFA(MOTION
UIMvmt_Tuner Diplodocus Transition 01_DSF_GQ.wav	0:01	96 24	2	TUNER_DIPILODOCUS_TRANSITION_01 - Clicky Swell, Soft Metallic Rise, Mid-High Pitched (x1)	USER INTERFA(MOTION
UIMvmt_Tuner Diplodocus Transition 02_DSF_GQ.wav	0:02	96 24	2	TUNER_DIPILODOCUS_TRANSITION_02 - UI Selection, Digital Bubble with Sizzling Tail, Mid-Low Pitched (x1)	USER INTERFA(MOTION
UIMvmt_Tuner Diplodocus Transition 03_DSF_GQ.wav	0:01	96 24	2	TUNER_DIPILODOCUS_TRANSITION_03 - Resonant Swell with Slight Stuttering, High Pitched (x1)	USER INTERFA(MOTION
UIMvmt_Tuner Diplodocus Transition 04_DSF_GQ.wav	0:02	96 24	2	TUNER_DIPILODOCUS_TRANSITION_04 - Ramping Fast Clicks and Laser-like Pulses (x1)	USER INTERFA(MOTION
UIMvmt_Tuner Diplodocus Transition 05_DSF_GQ.wav	0:02	96 24	2	TUNER_DIPILODOCUS_TRANSITION_05 - Metallic Synth Ronk, Shrill, High Pitched (x1)	USER INTERFA(MOTION
UIMvmt_Tuner Transition 01_DSF_GQ.wav	0:02	96 24	2	TUNER_TRANSITION_01 - Fizzy, Warbly, Metallic Synth Noise (x1)	USER INTERFA(MOTION
UIMvmt_Tuner Transition 02_DSF_GQ.wav	0:03	96 24	2	TUNER_TRANSITION_02 - Fizzy, Warbly, Metallic Synth Noise (x1)	USER INTERFA(MOTION
UIMvmt_Tuner Transition 03_DSF_GQ.wav	0:02	96 24	2	TUNER_TRANSITION_03 - Hissy Fuzz Swell with Metalic Wobble (x1)	USER INTERFA(MOTION
UIMvmt_Tuner Transition 04_DSF_GQ.wav	0:03	96 24	2	TUNER_TRANSITION_04 - Echoing Tone, Swell, Low-High-Low Frequency Sweep, High Pitched (x1)	USER INTERFA(MOTION
UIMvmt_Tuner Transition 05_DSF_GQ.wav	0:02	96 24	2	TUNER_TRANSITION_05 - Hissy Decending Laser, High to Low Frequency Sweep (x1)	USER INTERFA(MOTION
UIMvmt_Tuner Transition 06_DSF_GQ.wav	0:03	96 24	2	TUNER_TRANSITION_06 - Echoing Tone Warble, Light Crackling Low-High-Low Pitch Modulation (x1)	USER INTERFA(MOTION
UIMvmt_Tuner Transition 07_DSF_GQ.wav	0:04	96 24	2	TUNER_TRANSITION_07 - Powerup and Power Down, High Pitched Whine (x1)	USER INTERFA(MOTION
UIMvmt_Tuner Transition 08_DSF_GQ.wav	0:08	96 24	2	TUNER_TRANSITION_08 - Stuttering DJ Laser Texture, Filter Sweep, High Pitched (x1)	USER INTERFA(MOTION
UIMvmt_Tuner Transition 09_DSF_GQ.wav	0:05	96 24	2	TUNER_TRANSITION_09 - Fizzy Tuning, Fluctuating Pitch (x1)	USER INTERFA(MOTION
UIMvmt_Tuner Transition Sequence 01_DSF_GQ.wav	0:07	96 24	2	TUNER_TRANSITION_SEQUENCE_01 - Whispy Synth Airy Pulses, Pitch Fluctuations, Mid-High Pitched (x4)	USER INTERFA(MOTION
UIMvmt_Tuner Transition Sequence 02_DSF_GQ.wav	0:08	96 24	2	TUNER_TRANSITION_SEQUENCE_02 - Goofy Air Sweeps, Pneumatic Door Sweetener (x4)	USER INTERFA(MOTION