## Sound Armoury – Glass Smashes

Bit Depth: 24 bit Sample Rate: 96 kHz

Version: 1.0



Column   C	No	Description	Daniel Alle Mana Co.	Committee D. C.	Character	Dia D. II
Control   Cont	Name GLASBrk Smash Glass Jar 01 SARM GlassSmash.wav	Description alass, smash, impact, debris, destruction, crash, jar, bottle	·	•		Bit Depth 1 24
Schills And Aller 20   Schill Schill Charles and Schill Schill Charles and Schill Schill Charles and Schill Schi						1 24
March   1997   1998	GLASBrk_Smash Glass Jar 03_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, jar, bottle	00:00:02	96000		1 24
Base   Transfer Class at the School   Part Cla		•				1 24
Section   Sect						
Delication   Company   C						
George   Company   Compa		*				1 24
Cold   1.5   Col	GLASBrk_Smash Glass Jar, Multi_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, jar, bottle	00:00:15	96000		1 24
Colorate						1 24
CAMPA   CAMP						
Cability Constraints						
CASEAL Part Clarin France   12-14-94. Clarinarian-here   190.003						1 24
Classified Section From Collina Throat 30 Julies (Classified Section From Collina Throat 30 Julies)   1 2 3 4 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5		glass, smash, impact, debris, destruction, crash, shards, broken	00:00:02	96000		1 24
George   Part   Supple   Part   Control   Part   Supple						1 24
GARDEN   Food Clase   Pearls   Salis Collegements   College   Co						
CALLAS - CARRAN STAND CONTENT STAND STAND CONTENT STAND STAND CONTENT STAND						
CASAD- Stands after Closed Prance of St. Stand Conformations   speak seems   speak s		• • • • • • • • • • • • • • • • • • • •				1 24
CASTA   Content of the Case Press of 19-880, Collection above   December		glass, smash, impact, debris, destruction, crash, shards, broken		96000		1 24
CASADA, Banda Band Care Team 15 JAMES (Contributations)   Part Service   Part S		•				1 24
CAMPAIL_Prints and Clear Peers   SAMP_Clear Content was presented by the sample in personal works (section of the peers   SAMP_Clear Content was presented by the sample in personal works (section of the peers   SAMP_Clear Content was presented by the sample in personal works (section of the peerson of t		•				
GASTA Sp. Assar Sinted Heights Peters, Arth. (Saffer, Glessianschuser   gless, seech, jested, schools, cock, darust, seech, seech   GASTA Cock, Cock, seech   GASTA Cock, Cock, seech   GASTA Cock, cock, seech   GASTA Cock, se						
CASCIAN: Damping Case Shareh in white   CASC		• • • • • • • • • • • • • • • • • • • •				1 24
CALEATE, Nampring Class Stands and Park 100 1.5 MAP Classificant beautiful part of the p		glass, smash, impact, debris, destruction, crash, shards, broken			)	1 24
GASCIAC Dought (Dies Studied for Pile St. MARC, Classificand-ware plans, studied, desired (or pile studied), studied (or pile studied), studied (or pile studied), studied (or pile studied), studied (or pile studied), studied)   1		• • • • • • • • • • • • • • • • • • • •				1 24
GASCER_Depung Claw Sharin so in Part 55 55 55 55 55 50 50 50 50 50 50 50 50	- ·· · •					
CAASCA-D. Propriety Class Shared in the Pin Po S, SAM, Classification and Post Continues and Conti	•					
GLASCIA-Decoping Class Stands the RFL 09, SAMA, Classification-wow gloss, smoch speec, debit, detentions, crash, princip, and protection, crash, princip, and p						1 24
CALACE-Pi, Despite   Gies Shoris in Pile   10 - 2.5AB, Classifiant-wave   plass, amonh, import, debrits, destruction, cross, borden, broken   0.00.001   7.00.001	GLASCrsh_Dropping Glass Shards into Pile 07_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken	00:00:01	96000		1 24
GAASCA-D-papeing Class Shorts for Pile 19, SAMP, Class Samphon-very glass, morth, jimpert, debate, deservation, concept, broaden (1908)   1.24 (ARSCA-D-papeing Class Shorts for Pile 12, SAMP, Class Samphon-very glass, morth, jimpert, debate, deservation, concept, broaden (1908)   1.24 (ARSCA-D-papeing Class Shorts for Pile 12, SAMP, Class Samphon-very glass, morth, jimpert, debate, deservation, concept, broaden (1908)   1.24 (ARSCA-D-papeing Class Shorts for Pile 12, SAMP, Class Samphon-very glass, morth, jimpert, debate, deservation, concept, shorts, broaden (1908)   1.24 (ARSCA-D-papeing Class Shorts for Pile 19, SAMP, Class Samphon-very glass, morth, jimpert, debate, deservation, concept, shorts, broaden (1908)   1.24 (ARSCA-D-papeing Class Shorts for Pile 19, SAMP, Class Samphon-very glass, morth, jimpert, debate, deservation, concept, shorts, broaden (1908)   1.24 (ARSCA-D-papeing Class Shorts for Pile 19, SAMP, Class Samphon-very glass, morth, jimpert, debate, deservation, concept, shorts, broaden (1908)   1.24 (ARSCA-D-papeing Class Shorts for Pile 19, SAMP, Class Samphon-very glass, morth, jimpert, debate, deservation, concept, shorts, broaden (1908)   1.24 (ARSCA-D-papeing Class Shorts for Pile 19, SAMP, Class Samphon-very glass, morth, jimpert, debate, deservation, concept, shorts, broaden (1908)   1.24 (ARSCA-D-papeing Class Shorts for Pile 19, SAMP, Class Samphon-very glass, morth, jimpert, debate, deservation, concept, shorts, broaden (1908)   1.24 (ARSCA-D-papeing Class Shorts for Pile 19, SAMP, Class Samphon-very glass, morth, jimpert, debate, deservation, concept, shorts, broaden (1908)   1.24 (ARSCA-D-papeing Class Shorts for Pile 19, SAMP, Class Samphon-very glass, morth, jimpert, debate, deservation, concept, shorts, broaden (1908)   1.24 (ARSCA-D-papeing Class Shorts for Pile 19, SAMP, Class Samphon-very glass, morth, jimpert, debate, deservation, concept, shorts, broaden (1908)   1.24 (ARSCA-D-papeing Class Shorts for Pile 19, SAMP, Class Samphon-very glass, morth, jimpert, debate, deserv						1 24
GALSCE, Depping (class shards ver file.   1.548M, Clinisariansh wer (alles, semal, sepact, debrist, destruction, crosh, shorted, broken (2006)   9,000   1.24	- ·· · •					
GLASCH_Droping Gloss Smort in File 12_SAMA_ClastSmorthware   gloss, smorth, improst, debris, destruction, conts, benefit, browlen   0,000.01   0,000.01   1,24   GLASCH_Droping Gloss Smort in File 13_SAMA_ClastSmorthware   gloss, smorth, improst, debris, destruction, conts, benefit, browlen   0,000.01   0,000.01   1,24   GLASCH_Droping Gloss Smort in File 13_SAMA_ClastSmorthware   gloss, smorth, improst, debris, destruction, conts, benefit, conts   0,000.01   0	•					
CALSCF-, Dropping Class Share's in Pile 14, 58AM, ClassSmathwow   Calscr-, Dropping Class Share's in Pile 15, 58AM, ClassSmathwow   CALSCF-, Dropping Class Share's in Pile 15, 58AM, ClassSmathwow   Calscr-, Dropping Class Share's in Pile 15, 58AM, ClassSmathwow   Calscr-, Dropping Class Share's in Pile 15, 58AM, ClassSmathwow   Calscr-, Dropping Class Share's in Pile 15, 58AM, ClassSmathwow   Calscr-, Dropping Class Share's in Pile 15, 58AM, ClassSmathwow   Calscr-, Dropping Class Share's in Pile 17, 58AM, ClassSmathwow   Calscr-, Dropping Class Share's in Pile 17, 58AM, ClassSmathwow   Calscr-, Dropping Class Share's in Pile 17, 58AM, ClassSmathwow   Calscr-, Dropping Class Share's in Pile 17, 58AM, ClassSmathwow   Calscr-, Dropping Class Share's in Pile 17, 58AM, ClassSmathwow   Calscr-, Dropping Class Share's in Pile 17, 58AM, ClassSmathwow   Calscr-, Dropping Class Share's in Pile 17, 58AM, ClassSmathwow   Calscr-, Dropping Class Share's in Pile 17, 58AM, ClassSmathwow   Calscr-, Dropping Class Share's in Pile 17, 58AM, ClassSmathwow   Calscr-, Dropping Class Share's in Pile 17, 58AM, ClassSmathwow   Calscr-, Dropping Class Share's in Pile 17, 58AM, ClassSmathwow   Calscr-, Dropping Class Share's in Pile 17, 58AM, ClassSmathwow   Calscr-, Dropping Class Share's in Pile 17, 58AM, ClassSmathwow   Calscr-, Dropping Class Share's in Pile 17, 58AM, ClassSmathwow   Calscr-, Dropping Class Share's in Pile 17, 58AM, ClassSmathwow   Calscr-, Dropping Class Share's in Pile 17, 58AM, ClassSmathwow   Calscr-, Dropping Class Share's in Pile 17, 58AM, ClassSmathwow   Calscr-, Dropping Class Share's in Pile 17, 58AM, ClassSmathwow   Calscr-, Dropping Class Share's in Pile 17, 58AM, ClassSmathwow   Calscr-, Dropping Class Share's in Pile 17, 58AM, ClassSmathwow   Calscr-, Dropping Class Share's in Pile 17, 58AM, ClassSmathwow   Calscr-, Dropping Class Share's in Pile 17, 58AM, ClassSmathwow   Calscr-, Dropping Class Share's in Pile 17, 58AM, ClassSmathwow   Calscr-, Dropping Class Share's in Pile 17, 58AM, ClassSmathwow						1 24
GLASCH Dropping Class Storict into File 15, SAAM, Classissonium vo glass, smeak, import, debrind, destruction, coath, shready, broken (0,000,001 vo) (0,000 vo) (1,000 vo) (1,	GLASCrsh_Dropping Glass Shards into Pile 13_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken	00:00:01	96000		1 24
GLASCH, Dropping Class Starte in Pile 1   5_ABM, Classisandsway   glass, small, impact, debrid, destruction, crash, shorted, broken   0,000.01   0,000.01   1,24   GLASCH, Dropping Class Starte in Pile 1   8_ABM, Classisandsway   glass, small, impact, debrid, destruction, crash, shorted, broken   0,000.01   0,000.01   1,24   GLASCH, Dropping Class Starte in Pile 1   8_ABM, Classisandsway   glass, small, impact, debrid, destruction, crash, shorted, broken   0,000.01   0,000.01   1,24   GLASCH, Dropping Class Starte in Pile 1   8_ABM, Classisandsway   glass, small, impact, debrid, destruction, crash, shorted, broken   0,000.01   0,000.01   1,24   GLASCH, Dropping Class Starte in Pile 2   3_ABM, Classisandsway   glass, small, impact, debrid, destruction, crash, shorted, broken   0,000.01   0,000.01   0,000.01   GLASCH, Dropping Class Starte in Pile 2   3_ABM, Classisandsway   glass, small, impact, debrid, destruction, crash, shorted, broken   0,000.01   0,000.01   0,000.01   GLASCH, Dropping Class Starte in Pile 2   3_ABM, Classisandsway   glass, small, impact, debrid, destruction, crash, shorted, broken   0,000.00   0,000.01   0,000.01   GLASCH, Dropping Class Starte in Pile 2   3_ABM, Classisandsway   glass, small, impact, debrid, destruction, crash, shorted, broken   0,000.00   0,000.01   0,000.01   GLASCH, Dropping Class Starte in Pile 2   3_ABM, Classisandsway   glass, small, impact, debrid, destruction, crash, shorted, broken   0,000.00   0,000.01   0,000.01   GLASCH, Dropping Class Starte in Pile 2   3_ABM, Classisandsway   glass, small, impact, debrid, destruction, crash, shorted, broken   0,000.00   0,000.01   0,000.01   GLASCH, Dropping Class Starte in Pile 2   3_ABM, Classisandsway   glass, small, impact, debrid, destruction, crash, shorted, broken   0,000.00   0,000.01   0,000.01   GLASCH, Dropping Class Starte in Pile 2   3_ABM, Classisandsway   glass, small, impact, debrid, destruction, crash, shorted, broken   0,000.00   0,000.01   0,000.01   GLASCH, Dropping Class Starte in Pile 2   3_ABM, Classis	, •					
CIASCA-Di Dropping Glass Stands in mol lin 1 Z. SAAM, ClassStands-have   glass, smadh, import, debrint, destruction, crash, shorted, twolen   000001   1 24 CIASCA-Di Dropping Glass Stands in mol lin 1 S. SAAM, GlassStands-have   glass, smadh, import, debrint, destruction, crash, shorted, twolen   000002   90000   1 24 CIASCA-Di Dropping Glass Stands in mol lin 1 S. SAAM, GlassStands-have   glass, smadh, import, debrint, destruction, crash, shorted, twolen   000002   90000   1 24 CIASCA-Di Dropping Glass Stands in mol lin 2 J. SAAM, ClassStands-have   glass, smadh, import, debrint, destruction, crash, shorted, twolen   000002   90000   1 24 CIASCA-Di Dropping Glass Stands in mol lin 2 J. SAAM, ClassStands-have   glass, smadh, import, debrint, destruction, crash, shorted, twolen   000002   90000   1 24 CIASCA-Di Dropping Glass Stands in mol lin 2 J. SAAM, ClassStands-have   glass, smadh, import, debrint, destruction, crash, shorted, twolen   000002   90000   1 24 CIASCA-Di Dropping Glass Stands in mol lin 2 J. SAAM, ClassStands-have   glass, smadh, import, debrint, destruction, crash, shorted, twolen   000002   90000   1 24 CIASCA-Di Dropping Glass Stands in mol lin 2 J. SAAM, ClassStands-have   glass, smadh, import, debrint, destruction, crash, shorted, twolen   000002   90000   1 24 CIASCA-Di Dropping Glass Stands in mol lin 2 J. SAAM, ClassStands-have   glass, smadh, import, debrint, destruction, crash, shorted, twolen   000002   90000   1 24 CIASCA-Di Dropping Glass Stands in mol lin 2 J. SAAM, ClassStands-have   glass, smadh, import, debrint, destruction, crash, shorted, twolen   000002   90000   1 24 CIASCA-Di Dropping Glass Stands in mol lin 2 J. SAAM, ClassStands-have   glass, smadh, import, debrint, destruction, crash, shorted, twolen   0000002   90000   1 24 CIASCA-Di Dropping Glass Stands in mol lin 2 J. SAAM, ClassStands-have   glass, smadh, import, debrint, destruction, crash, shorted, twolen   0000002   90000   1 24 CIASCA-Di Dropping Glass Stands in mol lin 2 J. SAAM, ClassStands-have   glass, sm		•				
GlASCin Dropping Class Shorted in the Tile   8_A&M. ClassSimsub. wow   glass, smooth, import, debrits, destruction, crossly, sharted, broken   000000   90000   1 24 GLASCin Dropping Class Shorted in the Tile   9_A&M. ClassSimsub. wow   glass, smooth, import, debrits, destruction, crossly, sharted, broken   0000002   90000   1 24 GLASCin Dropping Class Shorted in the Tile   9_A&M. ClassSimsub. wow   glass, smooth, import, debrits, destruction, crossly, sharted, broken   0000002   90000   1 24 GLASCin Dropping Class Shorted into Tile   2_A&M. ClassSimsub. wow   glass, smooth, import, debrits, destruction, crossly, sharted, broken   0000002   90000   1 24 GLASCin Dropping Class Shorted into Tile   2_A&M. ClassSimsub. wow   glass, smooth, import, debrits, destruction, crossly, sharted, broken   0000002   90000   1 24 GLASCin Dropping Class Shorted into Tile   2_A&M. ClassSimsub. wow   glass, smooth, import, debrits, destruction, crossly, sharted, broken   0000002   90000   1 24 GLASCin Dropping Class Shorted into Tile   2_A&M. ClassSimsub. wow   glass, smooth, import, debrits, destruction, crossly, sharted, broken   0000002   90000   1 24 GLASCin Dropping Class Shorted into Tile   2_A&M. ClassSimsub. wow   glass, smooth, import, debrits, destruction, crossly, sharted, broken   0000002   90000   1 24 GLASCin Dropping Class Shorted into Tile   2_A&M. ClassSimsub. wow   glass, smooth, import, debrits, destruction, crossly, sharted, broken   0000002   90000   1 24 GLASCin Dropping Class Shorted into Tile   2_A&M. ClassSimsub. wow   glass, smooth, import, debrits, destruction, crossly, sharted, broken   0000002   90000   1 24 GLASCin Dropping Class Shorted into Tile   2_A&M. ClassSimsub. wow   glass, smooth, import, debrits, destruction, crossly, sharted, broken   0000002   90000   1 24 GLASCin Dropping Class Shorted into Tile   2_A&M. ClassSimsub. wow   glass, smooth, import, debrits, destruction, crossly, sharted, broken   0000002   90000   1 24 GLASCin Dropping Class Shorted into Tile   2_A&M. ClassSimsub. wow   gl	- · · · · ·					1 24
CALSC-IA, Deoping Glisss Sharch is no File 2 (2) SARM, ClissSmeath-wav   spiss, meath, impact, debtris, destruction, creath, shards, broken   0,000,002   9,0000   1   24   CALSC-IA, Drosping Glisss Sharch is no File 2 (2) SARM, ClissSmeath-wav   spiss, meath, impact, debtris, destruction, creath, shards, broken   0,000,002   9,0000   1   24   CALSC-IA, Drosping Gliss Sharch is no File 2 (2) SARM, ClissSmeath-wav   spiss, meath, impact, debtris, destruction, creath, shards, broken   0,000,002   9,0000   1   24   CALSC-IA, Drosping Gliss Sharch is no File 2 (2) SARM, ClissSmeath-wav   spiss, meath, impact, debtris, destruction, creath, shards, broken   0,000,002   9,0000   1   24   CALSC-IA, Drosping Gliss Sharch is not File 2 (2) SARM, ClissSmeath-wav   spiss, meath, impact, debtris, destruction, creath, shards, broken   0,000,002   9,0000   1   24   CALSC-IA, Drosping Gliss Sharch is not File 2 (2) SARM, ClissSmeath-wav   spiss, meath, impact, debtris, destruction, creath, shards, broken   0,000,002   9,0000   1   24   CALSC-IA, Drosping Gliss Sharch is not File 2 (2) SARM, ClissSmeath-wav   spiss, meath, impact, debtris, destruction, creath, shards, broken   0,000,002   9,0000   1   24   CALSC-IA, Drosping Gliss Sharch is not File 2 (2) SARM, ClissSmeath-wav   spiss, meath, impact, debtris, destruction, creath, shards, broken   0,000,002   9,0000   1   24   CALSC-IA, Drosping Gliss Sharch is not File 2 (2) SARM, GlissSmeath-wav   spiss, meath, impact, debtris, destruction, creath, shards, broken   0,000,002   9,0000   1   24   CALSC-IA, Drosping Gliss Sharch is not File 2 (2) SARM, GlissSmeath-wav   spiss, meath, impact, debtris, destruction, creath, shards, broken   0,000,002   9,0000   1   24   CALSC-IA, Drosping Gliss Sharch is not File 3 (2) SARM, GlissSmeath-wav   spiss, meath, impact, debtris, destruction, creath, shards, broken   0,000,002   9,0000   1   24   CALSC-IA, Drosping Gliss Sharch is not File 3 (2) SARM, GlissSmeath-wav   spiss, meath, impact, debtris, destruction, creath, shards, broken   0						1 24
GLASCFAI, Dropping Glass Shrords inne File 2 J. SARM, ClassSmonth.wov   glass, menh, import, debris, destruction, cresh, hardes, broken   0,000,002   0,0000   1   24   0,000,000   1   0,000,000   0,0000   1   0,000,000   0,0000   1   0,000,000   0,0000   1   0,000,000   0,0000   1   0,000,000   0,0000   1   0,000,000   0,0000   1   0,000,000   0,0000   1   0,000,000   0,0000   1   0,000,000   0,0000   1   0,000,000   0,0000   1   0,000,000   0,000	GLASCrsh_Dropping Glass Shards into Pile 19_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken				1 24
ClASCrib, Dropping Gloss Shorted sime Pile 22_SARM, GlossSmethAver   gloss, amosh, import, debrint, destruction, crash, barted, broken   0.00.002   96000   1 24 ClASCrib, Dropping Gloss Shorted sime Pile 24_SARM, ClassSmethAver   gloss, smoth, import, debrint, destruction, crash, barted, broken   0.00.002   96000   1 24 ClASCrib, Dropping Gloss Shorted sime Pile 24_SARM, ClassSmethAver   gloss, smoth, import, debrint, destruction, crash, barted, broken   0.00.002   96000   1 24 ClASCrib, Dropping Gloss Shorted sime Pile 25_SARM, ClassSmethAver   gloss, smoth, import, debrint, destruction, crash, barted, broken   0.00.002   96000   1 24 ClASCrib, Dropping Gloss Shorted sime Pile 25_SARM, ClassSmethAver   gloss, smoth, import, debrint, destruction, crash, barted, broken   0.00.002   96000   1 24 ClASCrib, Dropping Gloss Shorted sime Pile 25_SARM, ClassSmethAver   gloss, smoth, import, debrint, destruction, crash, barted, broken   0.00.002   96000   1 24 ClASCrib, Dropping Gloss Shorted sime Pile 25_SARM, ClassSmethAver   gloss, smoth, import, debrint, destruction, crash, barted, broken   0.00.002   96000   1 24 ClASCrib, Dropping Gloss Shorted sime Pile 25_SARM, ClassSmethAver   gloss, smoth, import, debrint, destruction, crash, barted, broken   0.00.002   96000   1 24 ClASCrib, Dropping Gloss Shorted sime Pile 25_SARM, ClassSmethAver   gloss, smoth, import, debrint, destruction, crash, barted, broken   0.00.002   96000   1 24 ClASCrib, Dropping Gloss Shorted sime Pile 25_SARM, ClassSmethAver   gloss, smoth, import, debrint, destruction, crash, barted, broken   0.00.002   96000   1 24 ClASCrib, Dropping Gloss Shorted sime Pile 25_SARM, ClassSmethAver   gloss, smoth, import, debrint, destruction, crash, barted, broken   0.00.002   96000   1 24 ClASCrib, Dropping Gloss Shorted sime Pile 25_SARM, ClassSmethAver   gloss, smoth, import, debrint, destruction, crash, barted, broken   0.00.002   96000   1 24 ClASCrib, Dropping Gloss Shorted sime Pile 25_SARM, ClassSmethAver   gloss, smoth, import, debrint, destruction,	•					1 24
GLASCrib. Dropping Glosis Shrords in no Pile 23 S.ARM. Glosis Sminsh. wow   gloss, smoth, import, debrit, destruction, zeroth, shords, broken   0,000,002   9,000,00   1   24   24   24   24   24   24   24						
GLASCIA Dropping Glass Shords into Pille 2 S.ARM. GlassSmath.wav   glass, smath, impact, debris, destruction, crash, shords, broken   0,00,002   9,0000   1 24 GLASCIA. Dropping Glass Shords into Pille 2 S.ARM. GlassSmath.wav   glass, smath, impact, debris, destruction, crash, shorts, broken   0,00,002   9,0000   1 24 GLASCIA. Dropping Glass Shords into Pille 2 S.ARM. GlassSmath.wav   glass, smath, impact, debris, destruction, crash, shorts, broken   0,00,002   9,0000   1 24 GLASCIA. Dropping Glass Shords into Pille 2 S.ARM. GlassSmath.wav   glass, smath, impact, debris, destruction, crash, shorts, broken   0,00,002   9,0000   1 24 GLASCIA. Dropping Glass Shords into Pille 2 S.ARM. GlassSmath.wav   glass, smath, impact, debris, destruction, crash, shorts, broken   0,00,002   9,0000   1 24 GLASCIA. Dropping Glass Shords into Pille 2 S.ARM. GlassSmath.wav   glass, smath, impact, debris, destruction, crash, shorts, broken   0,00,002   9,0000   1 24 GLASCIA. Dropping Glass Shords into Pille 2 S.ARM. GlassSmath.wav   glass, smath, impact, debris, destruction, crash, shorts, broken   0,00,002   9,0000   1 24 GLASCIA. Dropping Glass Shords into Pille 2 S.ARM. GlassSmath.wav   glass, smath, impact, debris, destruction, crash, shorts, broken   0,00,002   9,0000   1 24 GLASCIA. Dropping Glass Shords into Pille 2 S.ARM. GlassSmath.wav   glass, smath, impact, debris, destruction, crash, shorts, broken   0,00,002   9,0000   1 24 GLASCIA. Dropping Glass Shords into Pille 2 S.ARM. GlassSmath.wav   glass, smath, impact, debris, destruction, crash, shorts, broken   0,00,002   9,0000   1 24 GLASCIA. Dropping Glass Shords into Pille 2 S.ARM. GlassSmath.wav   glass, smath, impact, debris, destruction, crash, shorts, broken   0,00,002   9,0000   1 24 GLASCIA. Glass Smath.wav   glass, smath, impact, debris, destruction, crash, shorts, broken   0,00,002   9,0000   1 24 GLASCIA. GlassSmath.wav   glass, smath, impact, debris, destruction, crash, shorts, broken   0,00,002   9,0000   1 24 GLASCIA. GlassSmath.wav   0,00000   9,0000   2 2	- ·· · •					1 24
GLASCrib. Dropping Glass Shards into Pile 26_SARM. GlassSmoth.wev   glass, smash, impact, debris, destruction, crash, shards, broken   0.00.002   96.000   1 24.   GLASCrib. Dropping Glass Shards into Pile 28_SARM. GlassSmoth.wev   glass, smash, impact, debris, destruction, crash, shards, broken   0.00.002   96.000   1 24.   GLASCrib. Dropping Glass Shards into Pile 28_SARM. GlassSmoth.wev   glass, smash, impact, debris, destruction, crash, shards, broken   0.00.002   96.000   1 24.   GLASCrib. Dropping Glass Shards into Pile 29_SARM. GlassSmoth.wev   glass, smash, impact, debris, destruction, crash, shards, broken   0.00.002   96.000   1 24.   GLASCrib. Dropping Glass Shards into Pile 30_SARM. GlassSmoth.wev   glass, smash, impact, debris, destruction, crash, shards, broken   0.00.002   96.000   1 24.   GLASCrib. Dropping Glass Shards into Pile 31_SARM. GlassSmoth.wev   glass, smash, impact, debris, destruction, crash, shards, broken   0.00.002   96.000   1 24.   GLASCrib. Dropping Glass Shards into Pile 31_SARM. GlassSmoth.wev   glass, smash, impact, debris, destruction, crash, shards, broken   0.00.002   96.000   1 24.   GLASCrib. Dropping Glass Shards into Pile 33_SARM. GlassSmoth.wev   glass, smash, impact, debris, destruction, crash, shards, broken   0.00.002   96.000   1 24.   GLASCrib. Glass Shards into Pile 33_SARM. GlassSmoth.wev   glass, smash, impact, debris, destruction, crash, shards, broken   0.00.002   96.000   1 24.   GLASCrib. Glass Shards into Pile, Multi SARM. GlassSmoth.wev   glass, smash, impact, debris, destruction, crash, shards, broken   0.00.002   96.000   1 24.   GLASCrib. Glass FreeAking, Granular Loep, SARM. GlassSmoth.wev   glass, smash, impact, debris, destruction, crash, shards, broken, loop, granular   0.00.014   96.000   2 24.   GLASCrib. Glass Free Shards, Beginned Long OJ. SARM. GlassSmoth.wev   glass, smash, impact, debris, destruction, crash, shards, broken, loop, granular   0.00.00.014   96.000   2 24.   GLASCrib. Glass Free Shards, Beginned Long OJ. SARM. GlassSmoth.wev	•					1 24
GLASCrith Dropping Glass Shards into Pile 27_SARM_GlessSmath.wa   glass, smath, impact, debris, destruction, crash, shards, broken   0,000.02   96,000   1   24   24   24   24   24   24   24	- ·· ·					1 24
GLASCrish_Dropping Glass Shards in Pille 29, SARM_ GlassSmash.wav   glass, smash, impact, debris, destruction, crash, shards, broken   0.00.002   96.000   1.24   GLASCrish_Dropping Glass Shards in Pille 30, SARM_GlassSmash.wav   glass, smash, impact, debris, destruction, crash, shards, broken   0.00.002   96.000   1.24   GLASCrish_Dropping Glass Shards in Pille 31, SARM_GlassSmash.wav   glass, smash, impact, debris, destruction, crash, shards, broken   0.00.002   96.000   1.24   GLASCrish_Dropping Glass Shards in Pille 31, SARM_GlassSmash.wav   glass, smash, impact, debris, destruction, crash, shards, broken   0.00.002   96.000   1.24   GLASCrish_Dropping Glass Shards in Pille 31, SARM_GlassSmash.wav   glass, smash, impact, debris, destruction, crash, shards, broken   0.00.002   96.000   1.24   GLASCrish_Dropping Glass Shards in Pille 31, SARM_GlassSmash.wav   glass, smash, impact, debris, destruction, crash, shards, broken   0.00.002   96.000   1.24   GLASCrish_Dropping Glass Shards in Pille 31, SARM_GlassSmash.wav   glass, smash, impact, debris, destruction, crash, shards, broken   0.00.002   96.000   1.24   GLASCrish_Glass Brace Shares, Granular Loop_SARM_GlassSmash.wav   glass, smash, impact, debris, destruction, crash, shards, broken, loop, granular   0.00.014   96.000   2.24   GLASCrish_Glass Pane Smash, Designed Long 10, SARM_GlassSmash.wav   glass, smash, impact, debris, destruction, crash, shards, broken, loop, granular   0.00.014   96.000   2.24   GLASCrish_Glass Pane Smash, Designed Long 10, SARM_GlassSmash.wav   glass, smash, impact, debris, destruction, crash, shards, broken, long   0.00.004   96.000   2.24   GLASCrish_Glass Pane Smash, Designed Long 10, SARM_GlassSmash.wav   glass, smash, impact, debris, destruction, crash, shards, broken, long   0.00.003   96.000   2.24   GLASCrish_Glass Pane Smash, Designed Long 10, SARM_GlassSmash.wav   glass, smash, impact, debris, destruction, crash, shards, broken, long   0.00.004   96.000   2.24   GLASCrish_Glass Pane Smash, Designed Long 05, SARM_GlassSm	•					1 24
GLASCrith. Dropping Gloss Shards into Pile 30_SARM_GlossSmash.wav   glass, smash, impact, debris, destruction, crash, shards, broken   0.00.00.2   96.000   1 2.4   GLASCrith. Dropping Gloss Shards into Pile 31_SARM_GlossSmash.wav   glass, smash, impact, debris, destruction, crash, shards, broken   0.00.00.2   96.000   1 2.4   GLASCrith. Dropping Gloss Shards into Pile 31_SARM_GlossSmash.wav   glass, smash, impact, debris, destruction, crash, shards, broken   0.00.00.2   96.000   1 2.4   GLASCrith. Dropping Gloss Shards into Pile 31_SARM_GlossSmash.wav   glass, smash, impact, debris, destruction, crash, shards, broken   0.00.00.00   96.000   1 2.4   GLASCrith. Dropping Gloss Shards into Pile 31_SARM_GlossSmash.wav   glass, smash, impact, debris, destruction, crash, shards, broken   0.00.00.00   96.000   1 2.4   GLASCrith. Glass Preaking, Granular Loop_SARM_GlossSmash.wav   glass, smash, impact, debris, destruction, crash, shards, broken   0.00.00.00   96.000   1 2.4   GLASCrith. Glass Preaking, Granular Loop_SARM_GlossSmash.wav   glass, smash, impact, debris, destruction, crash, shards, broken, loop, granular   0.00.01.14   96.000   2 2.4   GLASCrith. Glass Pane Breaking, Granular Loop_SARM_GlossSmash.wav   glass, smash, impact, debris, destruction, crash, shards, broken, loop, granular   0.00.01.14   96.000   2 2.4   GLASCrith. Glass Pane Smash, Designed Long 01_SARM_GlossSmash.wav   glass, smash, impact, debris, destruction, crash, shards, broken, loop, granular   0.00.01.14   96.000   2 2.4   GLASCrith. Glass Pane Smash, Designed Long 02_SARM_GlossSmash.wav   glass, smash, impact, debris, destruction, crash, shards, broken, long   0.00.00.00   96.000   2 2.4   GLASCrith. Glass Pane Smash, Designed Long 03_SARM. GlossSmash.wav   glass, smash, impact, debris, destruction, crash, shards, broken, long   0.00.00.00   96.000   2 2.4   GLASCrith. Glass Pane Smash, Designed Long 05_SARM_GlossSmash.wav   glass, smash, impact, debris, destruction, crash, shards, broken, long   0.00.00.00   96.000   2 2.4   GLASCrith.		•				
GLASCrah, Dropping Glass Shards into Pile 30_SARM_GlassSmash.wav   glass, smash, impact, debris, destruction, crash, shards, broken   0.00.00.2   96000   1   24   24   24   24   24   24   24		• • • • • • • • • • • • • • • • • • • •				
GLASCrsh Dropping Glass Shards into Pile 32 SARM_GlassSmash.wav   glass, smash, impact, debris, destruction, crash, shards, broken   00.00.02   96.000   1   24						1 24
GLASCrsh_Dropping Glass Shards into Pile 33_SABM_GlassSmash.wav   glass, smash, impact, debris, destruction, crash, shards, broken   00.00.05   96000   1   24	- ·· · •					1 24
GLASCrish_Dropping Glass Shards into Pile, Multi_SARM_GlassSmash.wav   glass, smash, impact, debris, destruction, crash, shards, broken   00.00.50   96000   1   24   24   24   24   25   24   25   25	- ·· ·					1 24
GLASCrsh_Glass Breaking, Granular Loop_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, loop, granular GLASCrsh_Glass Pane Breaking, Granular Loop_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, loop, granular GLASCrsh_Glass Pane Smash, Designed Long 01_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 02_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 03_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 03_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 05_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 05_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 05_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 05_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 05_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 05_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 05_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 05_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 05_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCr						
GLASCrsh_Glass Pane Breaking, Granular Loop_SARM_GlassSmash.wav         glass, smash, impact, debris, destruction, crash, shards, broken, loop, granular         00:00:14         96000         2         24           GLASCrsh_Glass Pane Smash, Designed Loop 01_SARM_GlassSmash.wav         glass, smash, impact, debris, destruction, crash, shards, broken, long         00:00:04         96000         2         24           GLASCrsh_Glass Pane Smash, Designed Loop 02_SARM_GlassSmash.wav         glass, smash, impact, debris, destruction, crash, shards, broken, long         00:00:03         96000         2         24           GLASCrsh_Glass Pane Smash, Designed Loop 03_SARM_GlassSmash.wav         glass, smash, impact, debris, destruction, crash, shards, broken, long         00:00:03         96000         2         24           GLASCrsh_Glass Pane Smash, Designed Long 04_SARM_GlassSmash.wav         glass, smash, impact, debris, destruction, crash, shards, broken, long         00:00:03         96000         2         24           GLASCrsh_Glass Pane Smash, Designed Long 05_SARM_GlassSmash.wav         glass, smash, impact, debris, destruction, crash, shards, broken, long         00:00:03         96000         2         24           GLASCrsh_Glass Pane Smash, Designed Long 07_SARM_GlassSmash.wav         glass, smash, impact, debris, destruction, crash, shards, broken, long         00:00:03         96000         2         24           GLASCrsh_Glass Pane Smash, Designed Long 07_SARM_GlassSmash.wav	- ·· ·					
GLASCrsh_Glass Pane Smash, Designed Long 02_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 03_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 04_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 05_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 05_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 06_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 06_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 08_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 08_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 09_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 09_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 10_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 10_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 10_SARM_GlassSmash.wav						2 24
GLASCrsh_Glass Pane Smash, Designed Long 03_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 04_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 05_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 05_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 05_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 05_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 05_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 08_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 09_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 09_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 10_SARM_GlassSmash.wav						2 24
GLASCrsh_Glass Pane Smash, Designed Long 04_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 05_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 06_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 07_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 08_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 09_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 09_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 09_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 10_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 10_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 10_SARM_GlassSmash.wav						2 24
GLASCrsh_Glass Pane Smash, Designed Long 05_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 06_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 07_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 08_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 09_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 09_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 10_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 10_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 10_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 10_SARM_GlassSmash.wav	· · · · ·	• • • • • • • • • • • • • • • • • • • •				
GLASCrsh_Glass Pane Smash, Designed Long 06_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 07_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 08_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 09_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 09_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 10_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 10_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 10_SARM_GlassSmash.wav						2 24
GLASCrsh_Glass Pane Smash, Designed Long 07_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 08_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 09_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 09_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 10_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 10_SARM_GlassSmash.wav						2 24
GLASCrsh_Glass Pane Smash, Designed Long 09_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long GLASCrsh_Glass Pane Smash, Designed Long 10_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long 00:00:03 9600 2 24	GLASCrsh_Glass Pane Smash, Designed Long 07_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, long	00:00:04			2 24
GLASCrsh_Glass Pane Smash, Designed Long 10_SARM_GlassSmash.wav glass, smash, impact, debris, destruction, crash, shards, broken, long 2 24						2 24
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GLASCrsh_Glass Pane Smash, Designed Long 12_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, long	00:00:03	96000 2	2 24
GLASCrsh_Glass Pane Smash, Designed Long 13_SARM_GlassSmash.wav GLASCrsh_Glass Pane Smash, Designed Long, Multi_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, long	00:00:03 00:00:45	96000 2 96000 2	2 24 2 24
GLASCrsh_Glass Pane Smash, Designed Mid Length 01_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, long glass, smash, impact, debris, destruction, crash, shards, broken	00:00:45	96000 2	2 24
GLASCrsh Glass Pane Smash, Designed Mid Length 02 SARM GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken	00:00:02	96000 2	2 24
GLASCrsh_Glass Pane Smash, Designed Mid Length 03_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken	00:00:03	96000 2	2 24
GLASCrsh_Glass Pane Smash, Designed Mid Length 04_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken	00:00:02	96000 2	2 24
GLASCrsh_Glass Pane Smash, Designed Mid Length 05_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken	00:00:02	96000 2	2 24
GLASCrsh_Glass Pane Smash, Designed Mid Length 06_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken	00:00:02	96000 2	2 24
GLASCrsh_Glass Pane Smash, Designed Mid Length 07_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken	00:00:03	96000 2	2 24
GLASCrsh_Glass Pane Smash, Designed Mid Length 08_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken	00:00:03	96000 2	2 24
GLASCrsh_Glass Pane Smash, Designed Mid Length 09_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken	00:00:02	96000 2	2 24
GLASCrsh_Glass Pane Smash, Designed Mid Length 10_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken	00:00:03	96000 2	2 24
GLASCrsh_Glass Pane Smash, Designed Mid Length 11_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken	00:00:02	96000 2	2 24
GLASCrsh_Glass Pane Smash, Designed Mid Length 12_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken	00:00:02	96000 2	2 24
GLASCrsh_Glass Pane Smash, Designed Mid Length 13_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken	00:00:02	96000 2	2 24
GLASCrsh_Glass Pane Smash, Designed Mid Length, Multi_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken	00:00:32	96000 2	2 24
GLASCrsh_Glass Smash, Designed Long 01_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, long	00:00:03	96000 2	2 24
GLASCrsh_Glass Smash, Designed Long 02_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, long	00:00:02	96000 2	2 24 2 24
GLASCrsh_Glass Smash, Designed Long 03_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, long	00:00:02	96000 2	2 24
GLASCrsh_Glass Smash, Designed Long 04_SARM_GlassSmash.wav GLASCrsh Glass Smash, Designed Long 05 SARM GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, long	00:00:02 00:00:02	96000 2 96000 2	2 24
GLASCrsh_Glass Smash, Designed Long 06_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, long glass, smash, impact, debris, destruction, crash, shards, broken, long	00:00:02	96000 2	2 24
GLASCrsh_Glass Smash, Designed Long 07_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, long	00:00:02	96000 2	2 24
GLASCrsh Glass Smash, Designed Long 08 SARM GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, long	00:00:02	96000 2	2 24
GLASCrsh_Glass Smash, Designed Long 09_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, long	00:00:02	96000 2	2 24
GLASCrsh_Glass Smash, Designed Long 10_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, long	00:00:02	96000 2	2 24
GLASCrsh_Glass Smash, Designed Long 11_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, long	00:00:02	96000 2	2 24
GLASCrsh_Glass Smash, Designed Long 12_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, long	00:00:02	96000 2	2 24
GLASCrsh_Glass Smash, Designed Long 13_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, long	00:00:02	96000 2	2 24
GLASCrsh_Glass Smash, Designed Long 14_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, long	00:00:03	96000 2	2 24
GLASCrsh_Glass Smash, Designed Long 15_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, long	00:00:02	96000 2	2 24
GLASCrsh_Glass Smash, Designed Long, Multi_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, long	00:00:32	96000 2	2 24
GLASCrsh_Glass Smash, Designed Mid Length 01_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken	00:00:02	96000 2	2 24
GLASCrsh_Glass Smash, Designed Mid Length 02_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken	00:00:02	96000 2	2 24
GLASCrsh_Glass Smash, Designed Mid Length 03_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken	00:00:02	96000 2	2 24
GLASCrsh_Glass Smash, Designed Mid Length 04_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken	00:00:02	96000 2	2 24
GLASCrsh_Glass Smash, Designed Mid Length 05_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken	00:00:02	96000 2	2 24
GLASCrsh_Glass Smash, Designed Mid Length 06_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken	00:00:02	96000 2	2 24 24 24
GLASCrsh_Glass Smash, Designed Mid Length 07_SARM_GlassSmash.wav GLASCrsh_Glass Smash, Designed Mid Length 08_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken glass, smash, impact, debris, destruction, crash, shards, broken	00:00:02 00:00:02	96000 2 96000 2	2 24
GLASCrsh Glass Smash, Designed Mid Length 09 SARM GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken	00:00:02	96000 2	2 24
GLASCrsh_Glass Smash, Designed Mid Length 10_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken	00:00:02	96000 2	2 24
GLASCrsh Glass Smash, Designed Mid Length 11 SARM GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken	00:00:02	96000 2	2 24
GLASCrsh_Glass Smash, Designed Mid Length 12_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken	00:00:02	96000 2	2 24
GLASCrsh_Glass Smash, Designed Mid Length 13_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken	00:00:02	96000 2	2 24
GLASCrsh_Glass Smash, Designed Mid Length, Multi_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken	00:00:28	96000 2	2 24
GLASCrsh_Glass Smash, Designed Short 01_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, short	00:00:01	96000 2	2 24
GLASCrsh_Glass Smash, Designed Short 02_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, short	00:00:01	96000 2	2 24
GLASCrsh_Glass Smash, Designed Short 03_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, short	00:00:01	96000 2	2 24
GLASCrsh_Glass Smash, Designed Short 04_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, short	00:00:01	96000 2	2 24
GLASCrsh_Glass Smash, Designed Short 05_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, short	00:00:01	96000 2	2 24
GLASCrsh_Glass Smash, Designed Short 06_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, short	00:00:01	96000 2	2 24
GLASCrsh_Glass Smash, Designed Short 07_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, short	00:00:01	96000 2 96000 2	2 24 2 24
GLASCrsh_Glass Smash, Designed Short 08_SARM_GlassSmash.wav GLASCrsh_Glass Smash, Designed Short 09_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, short glass, smash, impact, debris, destruction, crash, shards, broken, short	00:00:01 00:00:01	96000 2	2 24
GLASCrsh Glass Smash, Designed Short 10 SARM GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, short	00:00:01	96000 2	2 24
GLASCrsh_Glass Smash, Designed Short 11_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, short	00:00:01	96000 2	2 24
GLASCrsh_Glass Smash, Designed Short 12_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, short	00:00:01	96000 2	2 24
GLASCrsh_Glass Smash, Designed Short, Multi_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, short	00:00:16	96000 2	2 24
GLASCrsh_Hit Glass Shards w Hammer 01_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, hit	00:00:01	96000 1	1 24
GLASCrsh_Hit Glass Shards w Hammer 02_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, hit	00:00:01	96000 1	1 24
GLASCrsh_Hit Glass Shards w Hammer 03_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, hit	00:00:01	96000 1	1 24
GLASCrsh_Hit Glass Shards w Hammer 04_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, hit	00:00:01	96000 1	1 24
GLASCrsh_Hit Glass Shards w Hammer 05_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, hit	00:00:01	96000 1	1 24
GLASCrsh_Hit Glass Shards w Hammer 06_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, hit	00:00:01	96000 1	1 24
GLASCrsh_Hit Glass Shards w Hammer 07_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, hit	00:00:01	96000 1	1 24
GLASCrsh_Hit Glass Shards w Hammer 08_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, hit	00:00:01	96000 1	1 24
GLASCrsh_Hit Glass Shards w Hammer 09_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, hit	00:00:01	96000 1	1 24
GLASCrsh_Hit Glass Shards w Hammer 10_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, hit	00:00:01	96000 1	1 24
GLASCrsh_Hit Glass Shards w Hammer 11_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, hit	00:00:02	96000 1	1 24
GLASCrsh_Hit Glass Shards w Hammer 12_SARM_GlassSmash.wav GLASCrsh_Hit Glass Shards w Hammer 13_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, hit glass, smash, impact, debris, destruction, crash, shards, broken, hit	00:00:02 00:00:02	96000 1 96000 1	1 24
GLASCrsh_Hit Glass Shards w Hammer 13_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, hit	00:00:02	96000 1	1 24
GLASCrsh_Hit Glass Shards w Hammer 15_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, hit	00:00:01	96000 1	1 24
GLASCrsh_Hit Glass Shards w Hammer 16_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, hit	00:00:01	96000 1	1 24
GLASCrsh_Hit Glass Shards w Hammer, Multi_SARM_GlassSmash.wav	glass, smash, impact, debris, destruction, crash, shards, broken, hit	00:00:12	96000 1	1 24
GLASCrsh_Shuffling Glass Shards 01_SARM_GlassSmash.wav	glass, smash, debris, destruction, crash, shards, broken, handling, manipulation	00:00:01	96000 1	1 24
GLASCrsh_Shuffling Glass Shards 02_SARM_GlassSmash.wav	glass, smash, debris, destruction, crash, shards, broken, handling, manipulation	00:00:01	96000 1	1 24
GLASCrsh_Shuffling Glass Shards 03_SARM_GlassSmash.wav	glass, smash, debris, destruction, crash, shards, broken, handling, manipulation	00:00:01	96000 1	1 24
GLASCrsh_Shuffling Glass Shards 04_SARM_GlassSmash.wav	glass, smash, debris, destruction, crash, shards, broken, handling, manipulation	00:00:01	96000 1	1 24
GLASCrsh_Shuffling Glass Shards 05_SARM_GlassSmash.wav	glass, smash, debris, destruction, crash, shards, broken, handling, manipulation	00:00:01	96000 1	1 24

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GLASCrsh_Shuffling Glass Shards 06_SARM_GlassSmash.wav	glass, smash, debris, destruction, crash, shards, broken, handling, manipulation	00:00:01	96000	1	24
GLASCrsh_Shuffling Glass Shards 07_SARM_GlassSmash.wav	glass, smash, debris, destruction, crash, shards, broken, handling, manipulation	00:00:01	96000	1	24
GLASCrsh_Shuffling Glass Shards 08_SARM_GlassSmash.wav	glass, smash, debris, destruction, crash, shards, broken, handling, manipulation	00:00:01	96000	1	24
GLASCrsh_Shuffling Glass Shards 09_SARM_GlassSmash.wav	glass, smash, debris, destruction, crash, shards, broken, handling, manipulation	00:00:01	96000	1	24
GLASCrsh_Shuffling Glass Shards 10_SARM_GlassSmash.wav	glass, smash, debris, destruction, crash, shards, broken, handling, manipulation	00:00:01	96000	1	24
GLASCrsh_Shuffling Glass Shards 11_SARM_GlassSmash.wav	glass, smash, debris, destruction, crash, shards, broken, handling, manipulation	00:00:01	96000	1	24
GLASCrsh_Shuffling Glass Shards 12_SARM_GlassSmash.wav	glass, smash, debris, destruction, crash, shards, broken, handling, manipulation	00:00:01	96000	1	24
GLASCrsh_Shuffling Glass Shards 13_SARM_GlassSmash.wav	glass, smash, debris, destruction, crash, shards, broken, handling, manipulation	00:00:01	96000	1	24
GLASCrsh_Shuffling Glass Shards 14_SARM_GlassSmash.wav	glass, smash, debris, destruction, crash, shards, broken, handling, manipulation	00:00:02	96000	1	24
GLASCrsh_Shuffling Glass Shards 15_SARM_GlassSmash.wav	glass, smash, debris, destruction, crash, shards, broken, handling, manipulation	00:00:02	96000	1	24
GLASCrsh_Shuffling Glass Shards 16_SARM_GlassSmash.wav	glass, smash, debris, destruction, crash, shards, broken, handling, manipulation	00:00:02	96000	1	24
GLASCrsh_Shuffling Glass Shards 17_SARM_GlassSmash.wav	glass, smash, debris, destruction, crash, shards, broken, handling, manipulation	00:00:02	96000	1	24
GLASCrsh_Shuffling Glass Shards 18_SARM_GlassSmash.wav	glass, smash, debris, destruction, crash, shards, broken, handling, manipulation	00:00:02	96000	1	24
GLASCrsh_Shuffling Glass Shards 19_SARM_GlassSmash.wav	glass, smash, debris, destruction, crash, shards, broken, handling, manipulation	00:00:03	96000	1	24
GLASCrsh_Shuffling Glass Shards 20_SARM_GlassSmash.wav	glass, smash, debris, destruction, crash, shards, broken, handling, manipulation	00:00:03	96000	1	24
GLASCrsh_Shuffling Glass Shards 21_SARM_GlassSmash.wav	glass, smash, debris, destruction, crash, shards, broken, handling, manipulation	00:00:05	96000	1	24
GLASCrsh_Shuffling Glass Shards 22_SARM_GlassSmash.wav	glass, smash, debris, destruction, crash, shards, broken, handling, manipulation	00:00:09	96000	1	24
GLASCrsh_Shuffling Glass Shards, Multi_SARM_GlassSmash.wav	glass, smash, debris, destruction, crash, shards, broken, handling, manipulation	00:00:47	96000	1	24
GLASImpt_Glass Piece Bouncing 01_SARM_GlassSmash.wav	glass, smash, impact, hit, blunt	00:00:01	96000	1	24
GLASImpt_Glass Piece Bouncing 02_SARM_GlassSmash.wav	glass, smash, impact, hit, blunt	00:00:02	96000	1	24
GLASImpt_Glass Piece Bouncing 03_SARM_GlassSmash.wav	glass, smash, impact, hit, blunt	00:00:02	96000	1	24
GLASImpt_Glass Piece Bouncing 04_SARM_GlassSmash.wav	glass, smash, impact, hit, blunt	00:00:02	96000	1	24
GLASImpt_Glass Piece Bouncing 05_SARM_GlassSmash.wav	glass, smash, impact, hit, blunt	00:00:01	96000	1	24
GLASImpt_Glass Piece Bouncing 06_SARM_GlassSmash.wav	glass, smash, impact, hit, blunt	00:00:01	96000	1	24
GLASImpt_Glass Piece Bouncing 07_SARM_GlassSmash.wav	glass, smash, impact, hit, blunt	00:00:01	96000	1	24
GLASImpt_Glass Piece Bouncing, Multi_SARM_GlassSmash.wav	glass, smash, impact, hit, blunt	00:00:10	96000	1	24