

Audio Metadata Report

Filename	SampleRate	BitDepth	Channels	Duration
FGHTImpt_ Body Hits Punches SFX 100_RA_Hand Combat.wav	48000	24	2	00:00
FGHTImpt_ Body Hits Punches SFX 101_RA_Hand Combat.wav	48000	24	2	00:00
FGHTImpt_ Body Hits Punches SFX 102_RA_Hand Combat.wav	48000	24	2	00:00
FGHTImpt_ Body Hits Punches SFX 103_RA_Hand Combat.wav	48000	24	2	00:00
FGHTImpt_ Body Hits Punches SFX 104_RA_Hand Combat.wav	48000	24	2	00:00
FGHTImpt_ Body Hits Punches SFX 105_RA_Hand Combat.wav	48000	24	2	00:00
FGHTImpt_ Body Hits Punches SFX 106_RA_Hand Combat.wav	48000	24	2	00:00
FGHTImpt_ Body Hits Punches SFX 107_RA_Hand Combat.wav	48000	24	2	00:00
FGHTImpt_ Body Hits Punches SFX 108_RA_Hand Combat.wav	48000	24	2	00:01
FGHTImpt_ Body Hits Punches SFX 109_RA_Hand Combat.wav	48000	24	2	00:00
FGHTImpt_ Body Hits Punches SFX 10_RA_Hand Combat.wav	48000	24	2	00:00
FGHTImpt_ Body Hits Punches SFX 110_RA_Hand Combat.wav	48000	24	2	00:00
FGHTImpt_ Body Hits Punches SFX 111_RA_Hand Combat.wav	48000	24	2	00:00
FGHTImpt_ Body Hits Punches SFX 112_RA_Hand Combat.wav	48000	24	2	00:00
FGHTImpt_ Body Hits Punches SFX 113_RA_Hand Combat.wav	48000	24	2	00:00
FGHTImpt_ Body Hits Punches SFX 114_RA_Hand Combat.wav	48000	24	2	00:00
FGHTImpt_ Body Hits Punches SFX 11_RA_Hand Combat.wav	48000	24	2	00:00
FGHTImpt_ Body Hits Punches SFX 12_RA_Hand Combat.wav	48000	24	2	00:00
FGHTImpt_ Body Hits Punches SFX 13_RA_Hand Combat.wav	48000	24	2	00:00
FGHTImpt_ Body Hits Punches SFX 14_RA_Hand Combat.wav	48000	24	2	00:00
FGHTImpt_ Body Hits Punches SFX 15_RA_Hand Combat.wav	48000	24	2	00:00
FGHTImpt_ Body Hits Punches SFX 16_RA_Hand Combat.wav	48000	24	2	00:00
FGHTImpt_ Body Hits Punches SFX 17_RA_Hand Combat.wav	48000	24	2	00:00
FGHTImpt_ Body Hits Punches SFX 18_RA_Hand Combat.wav	48000	24	2	00:00
FGHTImpt_ Body Hits Punches SFX 19_RA_Hand Combat.wav	48000	24	2	00:00
FGHTImpt_ Body Hits Punches SFX 1_RA_Hand Combat.wav	48000	24	2	00:00
FGHTImpt_ Body Hits Punches SFX 20_RA_Hand Combat.wav	48000	24	2	00:00
FGHTImpt_ Body Hits Punches SFX 21_RA_Hand Combat.wav	48000	24	2	00:00
FGHTImpt_ Body Hits Punches SFX 22_RA_Hand Combat.wav	48000	24	2	00:00
FGHTImpt_ Body Hits Punches SFX 23_RA_Hand Combat.wav	48000	24	2	00:00
FGHTImpt_ Body Hits Punches SFX 24_RA_Hand Combat.wav	48000	24	2	00:00
FGHTImpt_ Body Hits Punches SFX 25_RA_Hand Combat.wav	48000	24	2	00:00
FGHTImpt_ Body Hits Punches SFX 26_RA_Hand Combat.wav	48000	24	2	00:00
FGHTImpt_ Body Hits Punches SFX 27_RA_Hand Combat.wav	48000	24	2	00:00
FGHTImpt_ Body Hits Punches SFX 28_RA_Hand Combat.wav	48000	24	2	00:00

[illegible]

[illegible]

Filename	SampleRate	BitDepth	Channels	Duration
FGHTImpt_ Body Hits Punches SFX 98_RA_Hand Combat.wav	48000	24	2	00:00
FGHTImpt_ Body Hits Punches SFX 99_RA_Hand Combat.wav	48000	24	2	00:00
FGHTImpt_ Body Hits Punches SFX 9_RA_Hand Combat.wav	48000	24	2	00:00
FGHTImpt_Fast Hits 100_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Fast Hits 101_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Fast Hits 72_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Fast Hits 73_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Fast Hits 74_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Fast Hits 75_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Fast Hits 76_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Fast Hits 77_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Fast Hits 78_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Fast Hits 79_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Fast Hits 80_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Fast Hits 81_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Fast Hits 82_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Fast Hits 83_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Fast Hits 84_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Fast Hits 85_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Fast Hits 86_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Fast Hits 87_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Fast Hits 88_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Fast Hits 89_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Fast Hits 90_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Fast Hits 91_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Fast Hits 92_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Fast Hits 93_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Fast Hits 94_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Fast Hits 95_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Fast Hits 96_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Fast Hits 97_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Fast Hits 98_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Fast Hits 99_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 10_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 11_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 12_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 13_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 14_RA_Fight.wav	48000	24	2	00:00

Filename	SampleRate	BitDepth	Channels	Duration
FGHTImpt_Hits 15_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 16_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 17_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 18_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 19_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 1_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 20_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 21_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 22_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 23_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 24_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 25_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 26_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 27_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 28_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 29_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 2_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 30_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 31_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 32_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 33_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 34_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 35_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 36_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 37_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 38_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 39_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 3_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 40_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 41_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 42_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 43_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 44_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 45_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 46_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 47_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 48_RA_Fight.wav	48000	24	2	00:01
FGHTImpt_Hits 49_RA_Fight.wav	48000	24	2	00:00

Filename	SampleRate	BitDepth	Channels	Duration
FGHTImpt_Hits 4_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 50_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 51_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 52_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 5_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 6_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 7_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 8_RA_Fight.wav	48000	24	2	00:00
FGHTImpt_Hits 9_RA_Fight.wav	48000	24	2	00:01
FGHTImpt_Punch 10_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 11_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 12_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 13_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 14_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 15_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 16_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 17_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 18_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 19_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 1_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 20_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 21_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 22_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 23_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 24_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 25_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 26_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 27_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 28_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 29_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 2_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 30_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 31_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 32_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 33_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 34_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 35_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 36_RA_Fight 2.wav	48000	24	2	00:00

Filename	SampleRate	BitDepth	Channels	Duration
FGHTImpt_Punch 37_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 38_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 39_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 3_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 40_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 41_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 42_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 43_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 44_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 45_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 46_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 47_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 48_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 49_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 4_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 50_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 51_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 52_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 53_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 54_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 55_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 56_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 57_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 58_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 59_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 5_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 60_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 61_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 62_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 63_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 64_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 65_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 66_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 67_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 68_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 69_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 6_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 70_RA_Fight 2.wav	48000	24	2	00:00

Filename	SampleRate	BitDepth	Channels	Duration
FGHTImpt_Punch 7_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 8_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch 9_RA_Fight 2.wav	48000	24	2	00:00
FGHTImpt_Punch SFX 100_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 101_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 102_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 103_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 104_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 105_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 106_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 107_RA_Punch & Smash.wav	44100	16	2	00:01
FGHTImpt_Punch SFX 108_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 109_RA_Punch & Smash.wav	44100	16	2	00:01
FGHTImpt_Punch SFX 10_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 110_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 11_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 12_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 13_RA_Punch & Smash.wav	44100	16	2	00:01
FGHTImpt_Punch SFX 14_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 15_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 16_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 17_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 18_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 19_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 1_RA_Punch & Smash.wav	44100	16	2	00:01
FGHTImpt_Punch SFX 20_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 21_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 22_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 23_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 24_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 25_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 26_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 27_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 28_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 29_RA_Punch & Smash.wav	44100	16	2	00:01
FGHTImpt_Punch SFX 2_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 30_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 31_RA_Punch & Smash.wav	44100	16	2	00:00

Filename	SampleRate	BitDepth	Channels	Duration
FGHTImpT_Punch SFX 32_RA_Punch & Smash.wav	44100	16	2	00:01
FGHTImpT_Punch SFX 33_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpT_Punch SFX 34_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpT_Punch SFX 35_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpT_Punch SFX 36_RA_Punch & Smash.wav	44100	16	2	00:01
FGHTImpT_Punch SFX 37_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpT_Punch SFX 38_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpT_Punch SFX 39_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpT_Punch SFX 3_RA_Punch & Smash.wav	44100	16	2	00:01
FGHTImpT_Punch SFX 40_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpT_Punch SFX 41_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpT_Punch SFX 42_RA_Punch & Smash.wav	44100	16	2	00:01
FGHTImpT_Punch SFX 43_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpT_Punch SFX 44_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpT_Punch SFX 45_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpT_Punch SFX 46_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpT_Punch SFX 47_RA_Punch & Smash.wav	44100	16	2	00:01
FGHTImpT_Punch SFX 48_RA_Punch & Smash.wav	44100	16	2	00:01
FGHTImpT_Punch SFX 49_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpT_Punch SFX 4_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpT_Punch SFX 50_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpT_Punch SFX 51_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpT_Punch SFX 52_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpT_Punch SFX 53_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpT_Punch SFX 54_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpT_Punch SFX 55_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpT_Punch SFX 56_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpT_Punch SFX 57_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpT_Punch SFX 58_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpT_Punch SFX 59_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpT_Punch SFX 5_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpT_Punch SFX 60_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpT_Punch SFX 61_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpT_Punch SFX 62_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpT_Punch SFX 63_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpT_Punch SFX 64_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpT_Punch SFX 65_RA_Punch & Smash.wav	44100	16	2	00:01
FGHTImpT_Punch SFX 66_RA_Punch & Smash.wav	44100	16	2	00:00

Filename	SampleRate	BitDepth	Channels	Duration
FGHTImpt_Punch SFX 67_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 68_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 69_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 6_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 70_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 71_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 72_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 73_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 74_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 75_RA_Punch & Smash.wav	44100	16	2	00:01
FGHTImpt_Punch SFX 76_RA_Punch & Smash.wav	44100	16	2	00:01
FGHTImpt_Punch SFX 77_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 78_RA_Punch & Smash.wav	44100	16	2	00:01
FGHTImpt_Punch SFX 79_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 7_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 80_RA_Punch & Smash.wav	44100	16	2	00:01
FGHTImpt_Punch SFX 81_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 82_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 83_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 84_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 85_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 86_RA_Punch & Smash.wav	44100	16	2	00:01
FGHTImpt_Punch SFX 87_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 88_RA_Punch & Smash.wav	44100	16	2	00:01
FGHTImpt_Punch SFX 89_RA_Punch & Smash.wav	44100	16	2	00:01
FGHTImpt_Punch SFX 8_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 90_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 91_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 92_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 93_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 94_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 95_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 96_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 97_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 98_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 99_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTImpt_Punch SFX 9_RA_Punch & Smash.wav	44100	16	2	00:00
FGHTMisc_Swing 10_RA_Fight 2.wav	48000	24	2	00:00

Filename	SampleRate	BitDepth	Channels	Duration
FGHTMisc_Swing 11_RA_Fight 2.wav	48000	24	2	00:00
FGHTMisc_Swing 12_RA_Fight 2.wav	48000	24	2	00:00
FGHTMisc_Swing 13_RA_Fight 2.wav	48000	24	2	00:00
FGHTMisc_Swing 14_RA_Fight 2.wav	48000	24	2	00:00
FGHTMisc_Swing 15_RA_Fight 2.wav	48000	24	2	00:00
FGHTMisc_Swing 16_RA_Fight 2.wav	48000	24	2	00:00
FGHTMisc_Swing 17_RA_Fight 2.wav	48000	24	2	00:00
FGHTMisc_Swing 18_RA_Fight 2.wav	48000	24	2	00:00
FGHTMisc_Swing 19_RA_Fight 2.wav	48000	24	2	00:00
FGHTMisc_Swing 1_RA_Fight 2.wav	48000	24	2	00:00
FGHTMisc_Swing 20_RA_Fight 2.wav	48000	24	2	00:00
FGHTMisc_Swing 21_RA_Fight 2.wav	48000	24	2	00:00
FGHTMisc_Swing 22_RA_Fight 2.wav	48000	24	2	00:00
FGHTMisc_Swing 23_RA_Fight 2.wav	48000	24	2	00:00
FGHTMisc_Swing 24_RA_Fight 2.wav	48000	24	2	00:00
FGHTMisc_Swing 25_RA_Fight 2.wav	48000	24	2	00:00
FGHTMisc_Swing 26_RA_Fight 2.wav	48000	24	2	00:00
FGHTMisc_Swing 27_RA_Fight 2.wav	48000	24	2	00:00
FGHTMisc_Swing 28_RA_Fight 2.wav	48000	24	2	00:00
FGHTMisc_Swing 29_RA_Fight 2.wav	48000	24	2	00:00
FGHTMisc_Swing 2_RA_Fight 2.wav	48000	24	2	00:00
FGHTMisc_Swing 30_RA_Fight 2.wav	48000	24	2	00:00
FGHTMisc_Swing 31_RA_Fight 2.wav	48000	24	2	00:00
FGHTMisc_Swing 32_RA_Fight 2.wav	48000	24	2	00:00
FGHTMisc_Swing 33_RA_Fight 2.wav	48000	24	2	00:00
FGHTMisc_Swing 34_RA_Fight 2.wav	48000	24	2	00:00
FGHTMisc_Swing 35_RA_Fight 2.wav	48000	24	2	00:00
FGHTMisc_Swing 3_RA_Fight 2.wav	48000	24	2	00:00
FGHTMisc_Swing 4_RA_Fight 2.wav	48000	24	2	00:00
FGHTMisc_Swing 5_RA_Fight 2.wav	48000	24	2	00:00
FGHTMisc_Swing 6_RA_Fight 2.wav	48000	24	2	00:00
FGHTMisc_Swing 7_RA_Fight 2.wav	48000	24	2	00:00
FGHTMisc_Swing 8_RA_Fight 2.wav	48000	24	2	00:00
FGHTMisc_Swing 9_RA_Fight 2.wav	48000	24	2	00:00
FGHTMisc_Swings 53_RA_Fight.wav	48000	24	2	00:00
FGHTMisc_Swings 54_RA_Fight.wav	48000	24	2	00:00
FGHTMisc_Swings 55_RA_Fight.wav	48000	24	2	00:00
FGHTMisc_Swings 56_RA_Fight.wav	48000	24	2	00:00

Filename	SampleRate	BitDepth	Channels	Duration
FGHTMisc_Swings 57_RA_Fight.wav	48000	24	2	00:00
FGHTMisc_Swings 58_RA_Fight.wav	48000	24	2	00:00
FGHTMisc_Swings 59_RA_Fight.wav	48000	24	2	00:00
FGHTMisc_Swings 60_RA_Fight.wav	48000	24	2	00:00
FGHTMisc_Swings 61_RA_Fight.wav	48000	24	2	00:00
FGHTMisc_Swings 62_RA_Fight.wav	48000	24	2	00:00
FGHTMisc_Swings 63_RA_Fight.wav	48000	24	2	00:00
FGHTMisc_Swings 64_RA_Fight.wav	48000	24	2	00:00
FGHTMisc_Swings 65_RA_Fight.wav	48000	24	2	00:00
FGHTMisc_Swings 66_RA_Fight.wav	48000	24	2	00:00
FGHTMisc_Swings 67_RA_Fight.wav	48000	24	2	00:00
FGHTMisc_Swings 68_RA_Fight.wav	48000	24	2	00:00
FGHTMisc_Swings 69_RA_Fight.wav	48000	24	2	00:00
FGHTMisc_Swings 70_RA_Fight.wav	48000	24	2	00:00
FGHTMisc_Swings 71_RA_Fight.wav	48000	24	2	00:00