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FILENAME	DESCRIPTION	SOUNDS
WEAPArm-CK_ARMOR Chainmail Metal Foley Jog_RTSB_HRO.wav	ARMOR CHAINMAIL JOG; Jogging with metal chainmail.	1
WEAPArm-CK_ARMOR Chainmail Metal Foley Jump_RTSB_HRO.wav	ARMOR CHAINMAIL JUMP; Jumping and landing with metal chainmail.	4
WEAPArm-CK_ARMOR Chainmail Metal Foley Run_RTSB_HRO.wav	ARMOR CHAINMAIL RUN; Running with metal chainmail.	1
WEAPArm-CK_ARMOR Chainmail Metal Foley Walk_RTSB_HRO.wav	ARMOR CHAINMAIL WALK; Walking with metal chainmail.	1
WEAPArm-CK_ARMOR Leather Jog_RTSB_HRO.wav	ARMOR LEATHER JOG; Jogging with leather armor.	1
WEAPArm-CK_ARMOR Leather Run_RTSB_HRO.wav	ARMOR LEATHER RUN; Running with leather armor.	1
WEAPArm-CK_ARMOR Leather Sprint_RTSB_HRO.wav	ARMOR LEATHER SPRINT; Sprinting with leather armor.	1
WEAPArm-CK_ARMOR Leather Walk_RTSB_HRO.wav	ARMOR LEATHER WALK; Walking with leather armor.	1
WEAPArm-CK_ARMOR Metal Foley Grab 01_RTSB_HRO.wav	ARMOR METAL GRAB; Grabbing metal armor.	6
WEAPArm-CK_ARMOR Metal Foley Grab 02_RTSB_HRO.wav	ARMOR METAL GRAB; Grabbing metal armor.	7
WEAPArm-CK_ARMOR Metal Foley Grab Light_RTSB_HRO.wav	ARMOR METAL GRAB; Lightly grabbing metal armor.	4
WEAPArm-CK_ARMOR Metal Foley Jog 01_RTSB_HRO.wav	ARMOR METAL JOG; Jogging with metal armor.	1
WEAPArm-CK_ARMOR Metal Foley Jog 02_RTSB_HRO.wav	ARMOR METAL JOG; Jogging with metal armor.	1
WEAPArm-CK_ARMOR Metal Foley Jump_RTSB_HRO.wav	ARMOR METAL JUMP; Jumping and landing with metal armor.	4
WEAPArm-CK_ARMOR Metal Foley Limb Movement Fast_RTSB_HRO.wav	ARMOR METAL MOVEMENT; Fast movement of arm or leg while wearing metal armor.	5
WEAPArm-CK_ARMOR Metal Foley Run_RTSB_HRO.wav	ARMOR METAL RUN; Running with metal armor.	1
WEAPArm-CK_ARMOR Metal Foley Sprint_RTSB_HRO.wav	ARMOR METAL SPRINT; Sprinting with metal armor.	1
WEAPArm-CK_ARMOR Metal Foley Walk 01_RTSB_HRO.wav	ARMOR METAL WALK; Walking with metal armor.	1
WEAPArm-CK_ARMOR Metal Foley Walk 02_RTSB_HRO.wav	ARMOR METAL WALK; Walking with metal armor.	1
WEAPArro-CK_ARROW Hit Wobble 1 Octave down_RTSB_HRO.wav	ARROW WOBBLE; Wobbling arrow effect. Pitched down 1 octave.	5
WEAPArro-CK_ARROW Hit Wobble_RTSB_HRO.wav	ARROW WOBBLE; Wobbling arrow effect.	5
WEAPArro-CK_ARROWS Foley In Quiver Jog 01_RTSB_HRO.wav	ARROW MOVEMENT JOG; Wood arrows in quiver moving while jogging.	1
WEAPArro-CK_ARROWS Foley In Quiver Jog 02_RTSB_HRO.wav	ARROW MOVEMENT JOG; Wood arrows in quiver moving while jogging.	1
WEAPArro-CK_ARROWS Foley In Quiver Run_RTSB_HRO.wav	ARROW MOVEMENT RUN; Wood arrows in quiver moving while running.	1
WEAPArro-CK_ARROWS Foley In Quiver Walk 01_RTSB_HRO.wav	ARROW MOVEMENT RUN; Wood arrows in quiver moving while running.	1
WEAPArro-CK_ARROWS Foley In Quiver Walk 02_RTSB_HRO.wav	ARROW MOVEMENT RUN; Wood arrows in quiver moving while running.	1
WEAPAxe-CK_AXE Slide Down_RTSB_HRO.wav	AXE; Sliding friction of axe with descending pitch and occasional shing ring.	3
WEAPAxe-CK_AXE Slide Up_RTSB_HRO.wav	AXE; Sliding friction of axe with ascending pitch and occasional shing ring.	3
CHAINHndI-CK_CHAIN Metal Chain Drop_RTSB_HRO.wav	CHAIN METAL DROP; Dropping a large metal chain around on dirt. Slightly reverberant.	3
CHAINHndI-CK_CHAIN Metal Chain Movement_RTSB_HRO.wav	CHAIN METAL MOVEMENT; Moving a large metal chain around on dirt. Slightly reverberant.	3
CHAINHndI-CK_CHAIN Metal Chain Pick Up And Drop_RTSB_HRO.wav	CHAIN METAL DROP; Picking up and dropping a large metal chain around on dirt. Slightly reverberant.	7
CHAINHndI-CK_CHAIN Metal Chain Pick Up_RTSB_HRO.wav	CHAIN METAL PICK UP; Picking up a large metal chain. Slightly reverberant.	1
WEAPKnif-CK_CLEAVER Metal Rusty Stab Dirt 01_RTSB_HRO.wav	MEAT CLEAVER STAB; Rusty meat cleaver stabbing dirt. Useful for stabbing flesh.	4
WEAPKnif-CK_CLEAVER Metal Rusty Stab Dirt 02_RTSB_HRO.wav	MEAT CLEAVER STAB; Rusty meat cleaver stabbing dirt. Useful for stabbing flesh.	4
CLOTHMvmt-CK_CLOTH Cotton Foley Jog_RTSB_HRO.wav	CLOTH COTTON JOG; Jogging with cotton longjohns.	1
CLOTHMvmt-CK_CLOTH Cotton Foley Run_RTSB_HRO.wav	CLOTH COTTON RUN; Running with cotton longjohns.	1
CLOTHMvmt-CK_CLOTH Cotton Foley Walk_RTSB_HRO.wav	CLOTH COTTON WALK; Walking with cotton longjohns.	1
METLmpt-CK_COIL Metal Drop On Concrete_RTSB_HRO.wav	COIL METAL DROP; Dropping a large metal coil on concrete. Sword like character.	4
METLmpt-CK_COIL Metal Drop On Dirt_RTSB_HRO.wav	COIL METAL DROP; Dropping a large metal coil on dirt. Sword like character.	6
METLmpt-CK_COIL Metal Drop On Grass 01_RTSB_HRO.wav	COIL METAL DROP; Dropping a large metal coil on grass. Muted character.	6
METLmpt-CK_COIL Metal Drop On Grass 02_RTSB_HRO.wav	COIL METAL DROP; Dropping a large metal coil on grass. Muted character.	6
METLmpt-CK_CROWBAR Curved Metal Drop On Dirt 01_RTSB_HRO.wav	CROWBAR CURVED METAL DROP; Dropping a curved metal crowbar on dirt. Sword like character.	5
METLmpt-CK_CROWBAR Curved Metal Drop On Dirt 02_RTSB_HRO.wav	CROWBAR CURVED METAL DROP; Dropping a curved metal crowbar on dirt. Sword like character.	3
METLmpt-CK_CROWBAR Curved Metal Drop On Drop Concrete 01_RTSB_HRO.wav	CURVED CROWBAR METAL DROP; Dropping a curved metal crowbar on concrete. Sword like character.	5
METLmpt-CK_CROWBAR Curved Metal Drop On Drop Concrete 02_RTSB_HRO.wav	CROWBAR CURVED METAL DROP; Dropping a curved metal crowbar on concrete. Sword like character.	5
METLmpt-CK_CROWBAR Curved Metal Drop On Wood Solid 01_RTSB_HRO.wav	CROWBAR CURVED METAL DROP; Dropping a curved metal crowbar on solid wood. Sword like character.	6



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METLmpt-CK_CROWBAR Metal Hit Machete 1 Octave down 02_RTSB_HRO.wav	CROWBAR MACHETE HIT; Crowbar hitting machete. Wooden character with metal ring out. Pitched down 1 octave.	5
METLmpt-CK_CROWBAR Metal Hit Machete 1 Octave down 03_RTSB_HRO.wav	CROWBAR MACHETE HIT; Crowbar hitting machete. Wooden character with metal ring out. Pitched down 1 octave.	5
METLmpt-CK_CROWBAR Metal Hit Machete 1 Octave down 04_RTSB_HRO.wav	CROWBAR MACHETE HIT; Crowbar hitting machete. Wooden character with metal ring out. Pitched down 1 octave.	6
METLmpt-CK_CROWBAR Metal Hit Machete 2 Octaves down 01_RTSB_HRO.wav	CROWBAR MACHETE HIT; Crowbar hitting machete. Wooden character with metal ring out. Pitched down 2 octaves.	2
METLmpt-CK_CROWBAR Metal Hit Machete 2 Octaves down 02_RTSB_HRO.wav	CROWBAR MACHETE HIT; Crowbar hitting machete. Wooden character with metal ring out. Pitched down 2 octaves.	2
METLmpt-CK_CROWBAR Metal Hit Machete 2 Octaves down 03_RTSB_HRO.wav	CROWBAR MACHETE HIT; Crowbar hitting machete. Wooden character with metal ring out. Pitched down 2 octaves.	2
METLmpt-CK_CROWBAR Metal Hit Machete 2 Octaves down 04_RTSB_HRO.wav	CROWBAR MACHETE HIT; Crowbar hitting machete. Wooden character with metal ring out. Pitched down 2 octaves.	2
METLmpt-CK_CROWBAR Metal Hit Machete 2 Octaves down 05_RTSB_HRO.wav	CROWBAR MACHETE HIT; Crowbar hitting machete. Wooden character with metal ring out. Pitched down 2 octaves.	2
METLmpt-CK_CROWBAR Metal Hit Machete 2 Octaves down 06_RTSB_HRO.wav	CROWBAR MACHETE HIT; Crowbar hitting machete. Wooden character with metal ring out. Pitched down 2 octaves.	2
METLmpt-CK_CROWBAR Metal Hit Machete 2 Octaves down 07_RTSB_HRO.wav	CROWBAR MACHETE HIT; Crowbar hitting machete. Wooden character with metal ring out. Pitched down 2 octaves.	2
METLmpt-CK_CROWBAR Metal Hit Machete 2 Octaves down 08_RTSB_HRO.wav	CROWBAR MACHETE HIT; Crowbar hitting machete. Wooden character with metal ring out. Pitched down 2 octaves.	2
METLmpt-CK_CROWBAR Metal Hit Machete 2 Octaves down 09_RTSB_HRO.wav	CROWBAR MACHETE HIT; Crowbar hitting machete. Wooden character with metal ring out. Pitched down 2 octaves.	2
METLmpt-CK_CROWBAR Metal Hit Machete 2 Octaves down 10_RTSB_HRO.wav	CROWBAR MACHETE HIT; Crowbar hitting machete. Wooden character with metal ring out. Pitched down 2 octaves.	2
METLmpt-CK_CROWBAR Metal Hit Machete 2 Octaves down 11_RTSB_HRO.wav	CROWBAR MACHETE HIT; Crowbar hitting machete. Wooden character with metal ring out. Pitched down 2 octaves.	2
METLmpt-CK_CROWBAR Metal Hit Machete Doubletap_RTSB_HRO.wav	CROWBAR MACHETE HIT; Crowbar hitting machete with double tap with ring out. Useful for sword on sword contact.	4
METLmpt-CK_CROWBAR Metal Hit Shovel 01_RTSB_HRO.wav	CROWBAR MACHETE HIT; Crowbar hitting shovel with ring out. Useful for sword on sword contact.	5
METLmpt-CK_CROWBAR Metal Hit Shovel 02_RTSB_HRO.wav	CROWBAR MACHETE HIT; Crowbar hitting shovel with ring out. Useful for sword on sword contact.	4
METLmpt-CK_CROWBAR Metal Hit Shovel 1 Octave down 01_RTSB_HRO.wav	CROWBAR MACHETE HIT; Crowbar hitting shovel with ring out. Pitched down 1 octave.	4
METLmpt-CK_CROWBAR Metal Hit Shovel 1 Octave down 02_RTSB_HRO.wav	CROWBAR MACHETE HIT; Crowbar hitting shovel with ring out. Pitched down 1 octave.	4
METLmpt-CK_CROWBAR Metal Hit Shovel 2 Octaves down_RTSB_HRO.wav	CROWBAR MACHETE HIT; Crowbar hitting shovel with ring out. Pitched down 2 octaves.	8
METLmpt-CK_CROWBAR Metal Hit Shovel 3 Octaves down_RTSB_HRO.wav	CROWBAR MACHETE HIT; Crowbar hitting shovel with ring out. Hollow metallic character. Pitched down 3 octaves.	8
CRWDPanic-CK_CROWD Battle Burned Alive_RTSB_HRO.wav	CROWD BATTLE BURNED; Group of warriors or villagers set ablaze and burning to death. Screams, yells and vocalizations.	1
CRWDBatl-CK_CROWD Battle Charge Long_RTSB_HRO.wav	CROWD BATTLE CHARGE LONG; Group of warriors or villagers charging to battle. Screams, yells and vocalizations.	4
CRWDBatl-CK_CROWD Battle Charge Medium_RTSB_HRO.wav	CROWD BATTLE CHARGE MEDIUM; Group of warriors or villagers charging to battle. Screams, yells and vocalizations.	6
CRWDBatl-CK_CROWD Battle Charge Short_RTSB_HRO.wav	CROWD BATTLE CHARGE SHORT; Group of warriors or villagers charging to battle. Screams, yells and vocalizations.	7
CRWDBatl-CK_CROWD Battle Fight 01_RTSB_HRO.wav	CROWD BATTLE FIGHT; Group of warriors or villagers fighting during battle. Screams, yells and vocalizations.	2
CRWDBatl-CK_CROWD Battle Fight 02_RTSB_HRO.wav	CROWD BATTLE FIGHT; Group of warriors or villagers fighting during battle. Screams, yells and vocalizations.	3
CRWDBatl-CK_CROWD Fight 01_RTSB_HRO.wav	CROWD FIGHT AUDIENCE; Audience of warriors or villagers during organized fight. Screams, yells and vocalizations.	3
CRWDBatl-CK_CROWD Fight 02_RTSB_HRO.wav	CROWD FIGHT AUDIENCE; Audience of warriors or villagers during organized fight. Screams, yells and vocalizations.	2
CRWDBatl-CK_CROWD Fight Reaction Hit_RTSB_HRO.wav	CROWD FIGHT AUDIENCE; Audience of warriors or villagers reacting to fighter being hit during organized fight. Screams, yells and vocalizations.	2
CRWDBatl-CK_CROWD For The King_RTSB_HRO.wav	CROWD BATTLE; Group of warriors or villagers yelling "For The King!".	3
CRWDBatl-CK_CROWD For The Queen_RTSB_HRO.wav	CROWD BATTLE; Group of warriors or villagers yelling "For The Queen!".	3
CRWDBatl-CK_CROWD Off With His Head_RTSB_HRO.wav	CROWD BATTLE; Group of warriors or villagers yelling "Off With His Head!".	3
CRWDCele-CK_CROWD Villagers Celebrating_RTSB_HRO.wav	CROWD CELEBRATION; Group of warriors or villagers celebrating. Useful for bar and saloon scenarios as well. Walla, screams, yells and vocalizations.	3
CRWDReac-CK_CROWD Villagers Jeering_RTSB_HRO.wav	CROWD JEER; Group of warriors or villagers jeering. Walla, screams, yells and vocalizations.	3
CRWDMisc-CK_CROWD Villagers Pleading_RTSB_HRO.wav	CROWD PLEAD; Group of warriors or villagers pleading. Walla, screams, yells and vocalizations.	2
CRWDMisc-CK_CROWD Villagers Sick_RTSB_HRO.wav	CROWD SICK; Group of warriors or villagers sick and weary. Walla, wails, coughs and moans.	1
CRWDReac-CK_CROWD Villagers Surprise_RTSB_HRO.wav	CROWD SURPRISE; Group of warriors or villagers reaction in disbelief or surprise. Walla, screams, yells and vocalizations.	6
METLmpt-CK_DAGGER Metal Hit Cymbal 01_RTSB_HRO.wav	DAGGER CYMBAL HIT; Metal dagger hitting suspended cymbal with ring out. Useful for metal on shield hits.	6
METLmpt-CK_DAGGER Metal Hit Cymbal 02_RTSB_HRO.wav	DAGGER CYMBAL HIT; Metal dagger hitting suspended cymbal with ring out. Useful for metal on shield hits.	5
METLmpt-CK_DAGGER Metal Hit Cymbal 1 Octave down 01_RTSB_HRO.wav	DAGGER CYMBAL HIT; Metal dagger hitting suspended cymbal with ring out. Useful for metal on shield hits. Pitched down 1 octave.	6
METLmpt-CK_DAGGER Metal Hit Cymbal 1 Octave down 02_RTSB_HRO.wav	DAGGER CYMBAL HIT; Metal dagger hitting suspended cymbal with ring out. Useful for metal on shield hits. Pitched down 1 octave.	5
METLmpt-CK_DAGGER Metal Hit Cymbal 2 Octaves down 01_RTSB_HRO.wav	DAGGER CYMBAL HIT; Metal dagger hitting suspended cymbal with ring out. Useful for metal on shield hits. Pitched down 2 octaves.	5
METLmpt-CK_DAGGER Metal Hit Cymbal 2 Octaves down 02_RTSB_HRO.wav	DAGGER CYMBAL HIT; Metal dagger hitting suspended cymbal with ring out. Useful for metal on shield hits. Pitched down 2 octaves.	5
METLmpt-CK_DAGGER Metal Hit Cymbal Medium 01_RTSB_HRO.wav	DAGGER CYMBAL HIT; Metal dagger hitting suspended cymbal with muted ring out. Useful for metal on shield hits.	5
METLmpt-CK_DAGGER Metal Hit Cymbal Medium 02_RTSB_HRO.wav	DAGGER CYMBAL HIT; Metal dagger hitting suspended cymbal with muted ring out. Useful for metal on shield hits.	4
FIREsizz-CK_FIRE Wood Extinguish 01_RTSB_HRO.wav	FIRE WOOD; Extinguishing a wood fire with water. Cracking, spraying, hissing, popping character.	1



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FIRESize-CK_FIRE Wood Extinguish 02_RTSB_HRO.wav	FIRE WOOD; Extinguishing a wood fire with water. Crackling, spraying, hissing, popping character.	1
FIRESize-CK_FIRE Wood Extinguish 03_RTSB_HRO.wav	FIRE WOOD; Extinguishing a wood fire with water. Crackling, spraying, hissing, popping character.	1
FOLYFeet-CK_FOOT Bare Jog Concrete_RTSB_HRO.wav	FOOTSTEP; Bare feet jogging on concrete.	1
FOLYFeet-CK_FOOT Bare Jog Dirt_RTSB_HRO.wav	FOOTSTEP; Bare feet jogging on dirt.	1
FOLYFeet-CK_FOOT Bare Jog Grass_RTSB_HRO.wav	FOOTSTEP; Bare feet jogging on grass.	1
FOLYFeet-CK_FOOT Bare Jog Metal Hollow_RTSB_HRO.wav	FOOTSTEP; Bare feet jogging on hollow metal surface. Car hood character.	1
FOLYFeet-CK_FOOT Bare Jog Metal Solid A_RTSB_HRO.wav	FOOTSTEP; Bare feet jogging on solid metal surface. Type A.	1
FOLYFeet-CK_FOOT Bare Jog Metal Solid B_RTSB_HRO.wav	FOOTSTEP; Bare feet jogging on solid metal surface. Type B.	1
FOLYFeet-CK_FOOT Bare Jog Puddle_RTSB_HRO.wav	FOOTSTEP; Bare feet jogging on wet shallow puddle surface.	1
FOLYFeet-CK_FOOT Bare Jog Wood Hollow_RTSB_HRO.wav	FOOTSTEP; Bare feet jogging on hollow wood surface.	1
FOLYFeet-CK_FOOT Bare Jog Wood Solid_RTSB_HRO.wav	FOOTSTEP; Bare feet jogging on solid wood surface.	1
FOLYFeet-CK_FOOT Bare Jump Concrete 01_RTSB_HRO.wav	FOOTSTEP; Bare feet jumping and landing on concrete surface.	5
FOLYFeet-CK_FOOT Bare Jump Concrete 02_RTSB_HRO.wav	FOOTSTEP; Bare feet jumping and landing on concrete surface.	5
FOLYFeet-CK_FOOT Bare Jump Dirt 01_RTSB_HRO.wav	FOOTSTEP; Bare feet jumping and landing on dirt.	6
FOLYFeet-CK_FOOT Bare Jump Dirt 02_RTSB_HRO.wav	FOOTSTEP; Bare feet jumping and landing on dirt.	6
FOLYFeet-CK_FOOT Bare Jump Dirt 03_RTSB_HRO.wav	FOOTSTEP; Bare feet jumping and landing on dirt.	5
FOLYFeet-CK_FOOT Bare Jump Grass01_RTSB_HRO.wav	FOOTSTEP; Bare feet jumping and landing on grass.	5
FOLYFeet-CK_FOOT Bare Jump Grass02_RTSB_HRO.wav	FOOTSTEP; Bare feet jumping and landing on grass.	5
FOLYFeet-CK_FOOT Bare Jump Grass03_RTSB_HRO.wav	FOOTSTEP; Bare feet jumping and landing on grass.	5
FOLYFeet-CK_FOOT Bare Jump Metal Hollow 01_RTSB_HRO.wav	FOOTSTEP; Bare feet jumping and landing on hollow metal surface. Car hood character.	5
FOLYFeet-CK_FOOT Bare Jump Metal Hollow 02_RTSB_HRO.wav	FOOTSTEP; Bare feet jumping and landing on hollow metal surface. Car hood character.	5
FOLYFeet-CK_FOOT Bare Jump Metal Hollow 03_RTSB_HRO.wav	FOOTSTEP; Bare feet jumping and landing on hollow metal surface. Car hood character.	5
FOLYFeet-CK_FOOT Bare Jump Metal Solid A 01_RTSB_HRO.wav	FOOTSTEP; Bare feet jumping and landing on solid metal surface. Type A.	5
FOLYFeet-CK_FOOT Bare Jump Metal Solid A 02_RTSB_HRO.wav	FOOTSTEP; Bare feet jumping and landing on solid metal surface. Type A.	5
FOLYFeet-CK_FOOT Bare Jump Metal Solid A 03_RTSB_HRO.wav	FOOTSTEP; Bare feet jumping and landing on solid metal surface. Type A.	4
FOLYFeet-CK_FOOT Bare Jump Metal Solid B_RTSB_HRO.wav	FOOTSTEP; Bare feet jumping and landing on solid metal surface. Type B.	7
FOLYFeet-CK_FOOT Bare Jump Puddle 01_RTSB_HRO.wav	FOOTSTEP; Bare feet jumping and landing on wet shallow puddle surface.	5
FOLYFeet-CK_FOOT Bare Jump Puddle 02_RTSB_HRO.wav	FOOTSTEP; Bare feet jumping and landing on wet shallow puddle surface.	5
FOLYFeet-CK_FOOT Bare Jump Wood Hollow 01_RTSB_HRO.wav	FOOTSTEP; Bare feet jumping and landing on hollow wood surface.	6
FOLYFeet-CK_FOOT Bare Jump Wood Hollow 02_RTSB_HRO.wav	FOOTSTEP; Bare feet jumping and landing on hollow wood surface.	5
FOLYFeet-CK_FOOT Bare Jump Wood Solid 01_RTSB_HRO.wav	FOOTSTEP; Bare feet jumping and landing on solid wood surface.	5
FOLYFeet-CK_FOOT Bare Jump Wood Solid 02_RTSB_HRO.wav	FOOTSTEP; Bare feet jumping and landing on solid wood surface.	5
FOLYFeet-CK_FOOT Bare Jump Wood Solid 03_RTSB_HRO.wav	FOOTSTEP; Bare feet jumping and landing on solid wood surface.	6
FOLYFeet-CK_FOOT Bare Run Concrete_RTSB_HRO.wav	FOOTSTEP; Bare feet running on concrete.	1
FOLYFeet-CK_FOOT Bare Run Dirt_RTSB_HRO.wav	FOOTSTEP; Bare feet running on dirt.	1
FOLYFeet-CK_FOOT Bare Run Grass_RTSB_HRO.wav	FOOTSTEP; Bare feet running on grass.	1
FOLYFeet-CK_FOOT Bare Run Metal Hollow_RTSB_HRO.wav	FOOTSTEP; Bare feet running on hollow metal surface. Car hood character.	1
FOLYFeet-CK_FOOT Bare Run Metal Solid A_RTSB_HRO.wav	FOOTSTEP; Bare feet running on solid metal surface. Type A.	1
FOLYFeet-CK_FOOT Bare Run Metal Solid B_RTSB_HRO.wav	FOOTSTEP; Bare feet running on solid metal surface. Type B.	1
FOLYFeet-CK_FOOT Bare Run Puddle_RTSB_HRO.wav	FOOTSTEP; Bare feet running on wet shallow puddle surface.	1
FOLYFeet-CK_FOOT Bare Run Wood Hollow_RTSB_HRO.wav	FOOTSTEP; Bare feet running on hollow wood surface.	1
FOLYFeet-CK_FOOT Bare Run Wood Solid_RTSB_HRO.wav	FOOTSTEP; Bare feet running on solid wood surface.	1
FOLYFeet-CK_FOOT Bare Scuff Concrete 01_RTSB_HRO.wav	FOOTSTEP; Bare feet scuffs on concrete.	7
FOLYFeet-CK_FOOT Bare Scuff Concrete 02_RTSB_HRO.wav	FOOTSTEP; Bare feet scuffs on concrete.	7
FOLYFeet-CK_FOOT Bare Scuff Concrete 03_RTSB_HRO.wav	FOOTSTEP; Bare feet scuffs on concrete.	7
FOLYFeet-CK_FOOT Bare Scuff Concrete 04_RTSB_HRO.wav	FOOTSTEP; Bare feet scuffs on concrete.	6
FOLYFeet-CK_FOOT Bare Scuff Dirt 01_RTSB_HRO.wav	FOOTSTEP; Bare feet scuffs on dirt.	7

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FOLYFeet-CK_FOOT Bare Scuff Dirt 02_RTSB_HRO.wav	FOOTSTEP; Bare feet scuffs on dirt.	6
FOLYFeet-CK_FOOT Bare Scuff Grass 01_RTSB_HRO.wav	FOOTSTEP; Bare feet scuffs on grass.	6
FOLYFeet-CK_FOOT Bare Scuff Grass 02_RTSB_HRO.wav	FOOTSTEP; Bare feet scuffs on grass.	6
FOLYFeet-CK_FOOT Bare Scuff Grass 03_RTSB_HRO.wav	FOOTSTEP; Bare feet scuffs on grass.	6
FOLYFeet-CK_FOOT Bare Scuff Grass 04_RTSB_HRO.wav	FOOTSTEP; Bare feet scuffs on grass.	6
FOLYFeet-CK_FOOT Bare Scuff Metal Hollow 01_RTSB_HRO.wav	FOOTSTEP; Bare feet scuffs on hollow metal. Car hood character.	6
FOLYFeet-CK_FOOT Bare Scuff Metal Hollow 02_RTSB_HRO.wav	FOOTSTEP; Bare feet scuffs on hollow metal. Car hood character.	6
FOLYFeet-CK_FOOT Bare Scuff Metal Solid A 01_RTSB_HRO.wav	FOOTSTEP; Bare feet scuffs on solid metal. Type A.	7
FOLYFeet-CK_FOOT Bare Scuff Metal Solid A 02_RTSB_HRO.wav	FOOTSTEP; Bare feet scuffs on solid metal. Type A.	7
FOLYFeet-CK_FOOT Bare Scuff Metal Solid B 01_RTSB_HRO.wav	FOOTSTEP; Bare feet scuffs on solid metal. Type B.	6
FOLYFeet-CK_FOOT Bare Scuff Metal Solid B 02_RTSB_HRO.wav	FOOTSTEP; Bare feet scuffs on solid metal. Type B.	6
FOLYFeet-CK_FOOT Bare Scuff Metal Solid B 03_RTSB_HRO.wav	FOOTSTEP; Bare feet scuffs on solid metal. Type B.	7
FOLYFeet-CK_FOOT Bare Scuff Wood Hollow 01_RTSB_HRO.wav	FOOTSTEP; Bare feet scuffs on hollow wood.	5
FOLYFeet-CK_FOOT Bare Scuff Wood Hollow 02_RTSB_HRO.wav	FOOTSTEP; Bare feet scuffs on hollow wood.	5
FOLYFeet-CK_FOOT Bare Scuff Wood Hollow 03_RTSB_HRO.wav	FOOTSTEP; Bare feet scuffs on hollow wood.	5
FOLYFeet-CK_FOOT Bare Scuff Wood Solid 01_RTSB_HRO.wav	FOOTSTEP; Bare feet scuffs on solid wood.	5
FOLYFeet-CK_FOOT Bare Scuff Wood Solid 02_RTSB_HRO.wav	FOOTSTEP; Bare feet scuffs on solid wood.	5
FOLYFeet-CK_FOOT Bare Scuff Wood Solid 03_RTSB_HRO.wav	FOOTSTEP; Bare feet scuffs on solid wood.	6
FOLYFeet-CK_FOOT Bare Walk Concrete_RTSB_HRO.wav	FOOTSTEP; Bare feet walking on concrete.	1
FOLYFeet-CK_FOOT Bare Walk Dirt_RTSB_HRO.wav	FOOTSTEP; Bare feet walking on dirt.	1
FOLYFeet-CK_FOOT Bare Walk Grass_RTSB_HRO.wav	FOOTSTEP; Bare feet walking on grass.	1
FOLYFeet-CK_FOOT Bare Walk Metal Hollow_RTSB_HRO.wav	FOOTSTEP; Bare feet walking on hollow metal. Car hood character.	1
FOLYFeet-CK_FOOT Bare Walk Metal Solid A_RTSB_HRO.wav	FOOTSTEP; Bare feet walking on solid metal. Type A.	1
FOLYFeet-CK_FOOT Bare Walk Metal Solid B_RTSB_HRO.wav	FOOTSTEP; Bare feet walking on solid metal. Type B.	1
FOLYFeet-CK_FOOT Bare Walk Puddle_RTSB_HRO.wav	FOOTSTEP; Bare feet walking on wet shallow puddle surface.	1
FOLYFeet-CK_FOOT Bare Walk Wood Hollow_RTSB_HRO.wav	FOOTSTEP; Bare feet jumping and landing on hollow wood surface.	1
FOLYFeet-CK_FOOT Bare Walk Wood Solid_RTSB_HRO.wav	FOOTSTEP; Bare feet jumping and landing on solid wood surface.	1
FOLYFeet-CK_FOOT Boot Jog Concrete 01_RTSB_HRO.wav	FOOTSTEP; Boots jogging on concrete.	1
FOLYFeet-CK_FOOT Boot Jog Concrete 02_RTSB_HRO.wav	FOOTSTEP; Boots jogging on concrete.	1
FOLYFeet-CK_FOOT Boot Jog Dirt_RTSB_HRO.wav	FOOTSTEP; Boots jogging on dirt.	1
FOLYFeet-CK_FOOT Boot Jog Grass_RTSB_HRO.wav	FOOTSTEP; Boots jogging on grass.	1
FOLYFeet-CK_FOOT Boot Jog Metal Hollow_RTSB_HRO.wav	FOOTSTEP; Boots jogging on hollow metal surface. Car hood character.	1
FOLYFeet-CK_FOOT Boot Jog Metal Solid A_RTSB_HRO.wav	FOOTSTEP; Boots jogging on solid metal surface. Type A.	1
FOLYFeet-CK_FOOT Boot Jog Metal Solid B_RTSB_HRO.wav	FOOTSTEP; Boots jogging on solid metal surface. Type B.	1
FOLYFeet-CK_FOOT Boot Jog Puddle 01_RTSB_HRO.wav	FOOTSTEP; Boots jogging on wet shallow puddle surface.	1
FOLYFeet-CK_FOOT Boot Jog Puddle 02_RTSB_HRO.wav	FOOTSTEP; Boots jogging on wet shallow puddle surface.	1
FOLYFeet-CK_FOOT Boot Jog Wood Hollow_RTSB_HRO.wav	FOOTSTEP; Boots jogging on hollow wood surface.	1
FOLYFeet-CK_FOOT Boot Jog Wood Solid_RTSB_HRO.wav	FOOTSTEP; Boots jogging on solid wood surface.	1
FOLYFeet-CK_FOOT Boot Jump Concrete 01_RTSB_HRO.wav	FOOTSTEP; Boots jumping and landing on concrete.	6
FOLYFeet-CK_FOOT Boot Jump Concrete 02_RTSB_HRO.wav	FOOTSTEP; Boots jumping and landing on concrete.	6
FOLYFeet-CK_FOOT Boot Jump Dirt 01_RTSB_HRO.wav	FOOTSTEP; Boots jumping and landing on dirt.	5
FOLYFeet-CK_FOOT Boot Jump Dirt 02_RTSB_HRO.wav	FOOTSTEP; Boots jumping and landing on dirt.	5
FOLYFeet-CK_FOOT Boot Jump Dirt 03_RTSB_HRO.wav	FOOTSTEP; Boots jumping and landing on dirt.	4
FOLYFeet-CK_FOOT Boot Jump Grass 01_RTSB_HRO.wav	FOOTSTEP; Boots jumping and landing on grass.	5
FOLYFeet-CK_FOOT Boot Jump Grass 02_RTSB_HRO.wav	FOOTSTEP; Boots jumping and landing on grass.	4
FOLYFeet-CK_FOOT Boot Jump Grass 03_RTSB_HRO.wav	FOOTSTEP; Boots jumping and landing on grass.	4
FOLYFeet-CK_FOOT Boot Jump Metal Hollow 01_RTSB_HRO.wav	FOOTSTEP; Boots jumping and landing on hollow metal surface. Car hood character.	5

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FOLYFeet-CK_FOOT Boot Jump Metal Hollow 02_RTSB_HRO.wav	FOOTSTEP; Boots jumping and landing on hollow metal surface. Car hood character.	5
FOLYFeet-CK_FOOT Boot Jump Metal Hollow 03_RTSB_HRO.wav	FOOTSTEP; Boots jumping and landing on hollow metal surface. Car hood character.	5
FOLYFeet-CK_FOOT Boot Jump Metal Hollow 04_RTSB_HRO.wav	FOOTSTEP; Boots jumping and landing on hollow metal surface. Car hood character.	5
FOLYFeet-CK_FOOT Boot Jump Puddle 01_RTSB_HRO.wav	FOOTSTEP; Boots jumping and landing on wet shallow puddle surface.	6
FOLYFeet-CK_FOOT Boot Jump Puddle 02_RTSB_HRO.wav	FOOTSTEP; Boots jumping and landing on wet shallow puddle surface.	6
FOLYFeet-CK_FOOT Boot Jump Wood Hollow 01_RTSB_HRO.wav	FOOTSTEP; Boots jumping and landing on hollow wood surface.	5
FOLYFeet-CK_FOOT Boot Jump Wood Hollow 02_RTSB_HRO.wav	FOOTSTEP; Boots jumping and landing on hollow wood surface.	5
FOLYFeet-CK_FOOT Boot Jump Wood Hollow 03_RTSB_HRO.wav	FOOTSTEP; Boots jumping and landing on hollow wood surface.	6
FOLYFeet-CK_FOOT Boot Jump Wood Solid 01_RTSB_HRO.wav	FOOTSTEP; Boots jumping and landing on solid wood surface.	5
FOLYFeet-CK_FOOT Boot Jump Wood Solid 02_RTSB_HRO.wav	FOOTSTEP; Boots jumping and landing on solid wood surface.	5
FOLYFeet-CK_FOOT Boot Jump Wood Solid 03_RTSB_HRO.wav	FOOTSTEP; Boots jumping and landing on solid wood surface.	4
FOLYFeet-CK_FOOT Boot Run Concrete_RTSB_HRO.wav	FOOTSTEP; Boots running on concrete.	1
FOLYFeet-CK_FOOT Boot Run Dirt_RTSB_HRO.wav	FOOTSTEP; Boots running on dirt.	1
FOLYFeet-CK_FOOT Boot Run Grass_RTSB_HRO.wav	FOOTSTEP; Boots running on grass.	1
FOLYFeet-CK_FOOT Boot Run Metal Hollow_RTSB_HRO.wav	FOOTSTEP; Boots running on hollow metal surface. Car hood character.	1
FOLYFeet-CK_FOOT Boot Run Metal Solid A_RTSB_HRO.wav	FOOTSTEP; Boots running on solid metal surface. Type A.	1
FOLYFeet-CK_FOOT Boot Run Metal Solid B_RTSB_HRO.wav	FOOTSTEP; Boots running on solid metal surface. Type A.	1
FOLYFeet-CK_FOOT Boot Run Puddle_RTSB_HRO.wav	FOOTSTEP; Boots running on wet shallow puddle surface.	1
FOLYFeet-CK_FOOT Boot Run Wood Hollow_RTSB_HRO.wav	FOOTSTEP; Boots running on hollow wood surface.	1
FOLYFeet-CK_FOOT Boot Run Wood Solid_RTSB_HRO.wav	FOOTSTEP; Boots running on solid wood surface.	1
FOLYFeet-CK_FOOT Boot Scuff Concrete 01_RTSB_HRO.wav	FOOTSTEP; Boots scuffs on concrete.	6
FOLYFeet-CK_FOOT Boot Scuff Concrete 02_RTSB_HRO.wav	FOOTSTEP; Boots scuffs on concrete.	6
FOLYFeet-CK_FOOT Boot Scuff Dirt 01_RTSB_HRO.wav	FOOTSTEP; Boots scuffs on dirt.	5
FOLYFeet-CK_FOOT Boot Scuff Dirt 02_RTSB_HRO.wav	FOOTSTEP; Boots scuffs on dirt.	5
FOLYFeet-CK_FOOT Boot Scuff Dirt 03_RTSB_HRO.wav	FOOTSTEP; Boots scuffs on dirt.	6
FOLYFeet-CK_FOOT Boot Scuff Grass 01_RTSB_HRO.wav	FOOTSTEP; Combat boots scuffs on grass.	6
FOLYFeet-CK_FOOT Boot Scuff Grass 02_RTSB_HRO.wav	FOOTSTEP; Boots scuffs on grass.	6
FOLYFeet-CK_FOOT Boot Scuff Grass 03_RTSB_HRO.wav	FOOTSTEP; Boots scuffs on grass.	5
FOLYFeet-CK_FOOT Boot Scuff Metal Hollow 01_RTSB_HRO.wav	FOOTSTEP; Boots scuffs on hollow metal surface. Car hood character.	5
FOLYFeet-CK_FOOT Boot Scuff Metal Hollow 02_RTSB_HRO.wav	FOOTSTEP; Boots scuffs on hollow metal surface. Car hood character.	5
FOLYFeet-CK_FOOT Boot Scuff Metal Hollow 03_RTSB_HRO.wav	FOOTSTEP; Boots scuffs on hollow metal surface. Car hood character.	4
FOLYFeet-CK_FOOT Boot Scuff Metal Solid A 01_RTSB_HRO.wav	FOOTSTEP; Boots scuffs on solid metal surface. Type A.	5
FOLYFeet-CK_FOOT Boot Scuff Metal Solid A 02_RTSB_HRO.wav	FOOTSTEP; Boots scuffs on solid metal surface. Type A.	5
FOLYFeet-CK_FOOT Boot Scuff Metal Solid B 01_RTSB_HRO.wav	FOOTSTEP; Boots scuffs on solid metal surface. Type B.	6
FOLYFeet-CK_FOOT Boot Scuff Metal Solid B 02_RTSB_HRO.wav	FOOTSTEP; Boots scuffs on solid metal surface. Type B.	5
FOLYFeet-CK_FOOT Boot Scuff Metal Solid B 03_RTSB_HRO.wav	FOOTSTEP; Boots scuffs on solid metal surface. Type B.	4
FOLYFeet-CK_FOOT Boot Scuff Wood Hollow 01_RTSB_HRO.wav	FOOTSTEP; Boots scuffs on hollow wood surface.	5
FOLYFeet-CK_FOOT Boot Scuff Wood Hollow 02_RTSB_HRO.wav	FOOTSTEP; Boots scuffs on hollow wood surface.	5
FOLYFeet-CK_FOOT Boot Scuff Wood Hollow 03_RTSB_HRO.wav	FOOTSTEP; Boots scuffs on hollow wood surface.	5
FOLYFeet-CK_FOOT Boot Scuff Wood Solid 01_RTSB_HRO.wav	FOOTSTEP; Boots scuffs on solid wood surface.	5
FOLYFeet-CK_FOOT Boot Scuff Wood Solid 02_RTSB_HRO.wav	FOOTSTEP; Boots scuffs on solid wood surface.	5
FOLYFeet-CK_FOOT Boot Scuff Wood Solid 03_RTSB_HRO.wav	FOOTSTEP; Boots scuffs on solid wood surface.	5
FOLYFeet-CK_FOOT Boot Walk Concrete 01_RTSB_HRO.wav	FOOTSTEP; Boots walking on concrete.	1
FOLYFeet-CK_FOOT Boot Walk Concrete 02_RTSB_HRO.wav	FOOTSTEP; Boots walking on concrete.	1
FOLYFeet-CK_FOOT Boot Walk Dirt_RTSB_HRO.wav	FOOTSTEP; Boots walking on dirt.	1
FOLYFeet-CK_FOOT Boot Walk Grass_RTSB_HRO.wav	FOOTSTEP; Boots walking on grass.	1
FOLYFeet-CK_FOOT Boot Walk Metal Hollow_RTSB_HRO.wav	FOOTSTEP; Boots walking on hollow metal surface. Car hood character.	1



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FOLYFeet-CK_FOOT Boot Walk Metal Solid A_RTSB_HRO.wav	FOOTSTEP; Boots walking on solid metal surface. Type A.	1
FOLYFeet-CK_FOOT Boot Walk Metal Solid B_RTSB_HRO.wav	FOOTSTEP; Boots walking on solid metal surface. Type B.	1
FOLYFeet-CK_FOOT Boot Walk Puddle 01_RTSB_HRO.wav	FOOTSTEP; Boots walking on wet shallow puddle surface.	1
FOLYFeet-CK_FOOT Boot Walk Puddle 02_RTSB_HRO.wav	FOOTSTEP; Boots walking on wet shallow puddle surface.	1
FOLYFeet-CK_FOOT Boot Walk Wood Hollow_RTSB_HRO.wav	FOOTSTEP; Boots walking on hollow wood surface.	1
FOLYFeet-CK_FOOT Boot Walk Wood Solid_RTSB_HRO.wav	FOOTSTEP; Boots walking on solid wood surface.	1
FOLYFeet-CK_FOOT Leather Boot Jog Concrete_RTSB_HRO.wav	FOOTSTEP; Leather boots jogging on concrete.	1
FOLYFeet-CK_FOOT Leather Boot Jog Dirt 01_RTSB_HRO.wav	FOOTSTEP; Leather boots jogging on dirt.	1
FOLYFeet-CK_FOOT Leather Boot Jog Dirt 02_RTSB_HRO.wav	FOOTSTEP; Leather boots jogging on dirt.	1
FOLYFeet-CK_FOOT Leather Boot Jog Grass_RTSB_HRO.wav	FOOTSTEP; Leather boots jogging on grass.	1
FOLYFeet-CK_FOOT Leather Boot Jog Metal Hollow 01_RTSB_HRO.wav	FOOTSTEP; Leather boots jogging on hollow metal surface. Car hood character.	1
FOLYFeet-CK_FOOT Leather Boot Jog Metal Hollow 02_RTSB_HRO.wav	FOOTSTEP; Leather boots jogging on hollow metal surface. Car hood character.	1
FOLYFeet-CK_FOOT Leather Boot Jog Metal Solid A_RTSB_HRO.wav	FOOTSTEP; Leather boots jogging on solid metal surface. Type A.	1
FOLYFeet-CK_FOOT Leather Boot Jog Metal Solid B_RTSB_HRO.wav	FOOTSTEP; Leather boots jogging on solid metal surface. Type B.	1
FOLYFeet-CK_FOOT Leather Boot Jog Puddle_RTSB_HRO.wav	FOOTSTEP; Leather boots jogging on wet shallow puddle surface.	1
FOLYFeet-CK_FOOT Leather Boot Jog Wood Hollow_RTSB_HRO.wav	FOOTSTEP; Leather boots jogging on hollow wood surface.	1
FOLYFeet-CK_FOOT Leather Boot Jog Wood Solid_RTSB_HRO.wav	FOOTSTEP; Leather boots jogging on solid wood surface.	1
FOLYFeet-CK_FOOT Leather Boot Jump Concrete 01_RTSB_HRO.wav	FOOTSTEP; Leather boots jumping and landing on concrete.	4
FOLYFeet-CK_FOOT Leather Boot Jump Concrete 02_RTSB_HRO.wav	FOOTSTEP; Leather boots jumping and landing on concrete.	5
FOLYFeet-CK_FOOT Leather Boot Jump Concrete 03_RTSB_HRO.wav	FOOTSTEP; Leather boots jumping and landing on concrete.	4
FOLYFeet-CK_FOOT Leather Boot Jump Dirt 01_RTSB_HRO.wav	FOOTSTEP; Leather boots jumping and landing on dirt.	7
FOLYFeet-CK_FOOT Leather Boot Jump Dirt 02_RTSB_HRO.wav	FOOTSTEP; Leather boots jumping and landing on dirt.	6
FOLYFeet-CK_FOOT Leather Boot Jump Grass 01_RTSB_HRO.wav	FOOTSTEP; Leather boots jumping and landing on grass.	4
FOLYFeet-CK_FOOT Leather Boot Jump Grass 02_RTSB_HRO.wav	FOOTSTEP; Leather boots jumping and landing on grass.	4
FOLYFeet-CK_FOOT Leather Boot Jump Grass 03_RTSB_HRO.wav	FOOTSTEP; Leather boots jumping and landing on grass.	3
FOLYFeet-CK_FOOT Leather Boot Jump Metal Hollow 01_RTSB_HRO.wav	FOOTSTEP; Leather boots jumping and landing on hollow metal surface. Car hood character.	6
FOLYFeet-CK_FOOT Leather Boot Jump Metal Hollow 02_RTSB_HRO.wav	FOOTSTEP; Leather boots jumping and landing on hollow metal surface. Car hood character.	6
FOLYFeet-CK_FOOT Leather Boot Jump Metal Solid A 01_RTSB_HRO.wav	FOOTSTEP; Leather boots jumping and landing on solid metal surface. Type A.	5
FOLYFeet-CK_FOOT Leather Boot Jump Metal Solid A 02_RTSB_HRO.wav	FOOTSTEP; Leather boots jumping and landing on solid metal surface. Type A.	4
FOLYFeet-CK_FOOT Leather Boot Jump Metal Solid B 01_RTSB_HRO.wav	FOOTSTEP; Leather boots jumping and landing on solid metal surface. Type B.	5
FOLYFeet-CK_FOOT Leather Boot Jump Metal Solid B 02_RTSB_HRO.wav	FOOTSTEP; Leather boots jumping and landing on solid metal surface. Type B.	5
FOLYFeet-CK_FOOT Leather Boot Jump Puddle 01_RTSB_HRO.wav	FOOTSTEP; Leather boots jumping and landing on wet shallow puddle surface.	6
FOLYFeet-CK_FOOT Leather Boot Jump Puddle 02_RTSB_HRO.wav	FOOTSTEP; Leather boots jumping and landing on wet shallow puddle surface.	7
FOLYFeet-CK_FOOT Leather Boot Jump Wood Hollow 01_RTSB_HRO.wav	FOOTSTEP; Leather boots jumping and landing on hollow wood surface.	5
FOLYFeet-CK_FOOT Leather Boot Jump Wood Hollow 02_RTSB_HRO.wav	FOOTSTEP; Leather boots jumping and landing on hollow wood surface.	5
FOLYFeet-CK_FOOT Leather Boot Jump Wood Hollow 03_RTSB_HRO.wav	FOOTSTEP; Leather boots jumping and landing on hollow wood surface.	4
FOLYFeet-CK_FOOT Leather Boot Jump Wood Solid 01_RTSB_HRO.wav	FOOTSTEP; Leather boots jumping and landing on solid wood surface.	4
FOLYFeet-CK_FOOT Leather Boot Jump Wood Solid 02_RTSB_HRO.wav	FOOTSTEP; Leather boots jumping and landing on solid wood surface.	5
FOLYFeet-CK_FOOT Leather Boot Jump Wood Solid 03_RTSB_HRO.wav	FOOTSTEP; Leather boots jumping and landing on solid wood surface.	4
FOLYFeet-CK_FOOT Leather Boot Run Concrete_RTSB_HRO.wav	FOOTSTEP; Leather boots running on concrete.	1
FOLYFeet-CK_FOOT Leather Boot Run Dirt_RTSB_HRO.wav	FOOTSTEP; Leather boots running on dirt.	1
FOLYFeet-CK_FOOT Leather Boot Run Grass_RTSB_HRO.wav	FOOTSTEP; Leather boots running on grass.	1
FOLYFeet-CK_FOOT Leather Boot Run Metal Hollow_RTSB_HRO.wav	FOOTSTEP; Leather boots running on hollow metal surface. Car hood character.	1
FOLYFeet-CK_FOOT Leather Boot Run Metal Solid A_RTSB_HRO.wav	FOOTSTEP; Leather boots running on solid metal surface. Type A.	1
FOLYFeet-CK_FOOT Leather Boot Run Metal Solid B_RTSB_HRO.wav	FOOTSTEP; Leather boots running on solid metal surface. Type B.	1
FOLYFeet-CK_FOOT Leather Boot Run Puddle_RTSB_HRO.wav	FOOTSTEP; Leather boots running on wet shallow puddle surface.	1
FOLYFeet-CK_FOOT Leather Boot Run Wood Hollow_RTSB_HRO.wav	FOOTSTEP; Leather boots running on hollow wood surface.	1

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FOLYFeet-CK_FOOT Leather Boot Run Wood Solid_RTSB_HRO.wav	FOOTSTEP; Leather boots running on hollow solid surface.	1
FOLYFeet-CK_FOOT Leather Boot Scuff Concrete 01_RTSB_HRO.wav	FOOTSTEP; Leather boots scuffs on concrete.	8
FOLYFeet-CK_FOOT Leather Boot Scuff Concrete 02_RTSB_HRO.wav	FOOTSTEP; Leather boots scuffs on concrete.	6
FOLYFeet-CK_FOOT Leather Boot Scuff Concrete 03_RTSB_HRO.wav	FOOTSTEP; Leather boots scuffs on concrete.	5
FOLYFeet-CK_FOOT Leather Boot Scuff Concrete 04_RTSB_HRO.wav	FOOTSTEP; Leather boots scuffs on concrete.	6
FOLYFeet-CK_FOOT Leather Boot Scuff Concrete 05_RTSB_HRO.wav	FOOTSTEP; Leather boots scuffs on concrete.	7
FOLYFeet-CK_FOOT Leather Boot Scuff Dirt 01_RTSB_HRO.wav	FOOTSTEP; Leather boots scuffs on dirt.	7
FOLYFeet-CK_FOOT Leather Boot Scuff Dirt 02_RTSB_HRO.wav	FOOTSTEP; Leather boots scuffs on dirt.	6
FOLYFeet-CK_FOOT Leather Boot Scuff Grass 01_RTSB_HRO.wav	FOOTSTEP; Leather boots scuffs on grass.	5
FOLYFeet-CK_FOOT Leather Boot Scuff Grass 02_RTSB_HRO.wav	FOOTSTEP; Leather boots scuffs on grass.	6
FOLYFeet-CK_FOOT Leather Boot Scuff Grass 03_RTSB_HRO.wav	FOOTSTEP; Leather boots scuffs on grass.	5
FOLYFeet-CK_FOOT Leather Boot Scuff Metal Hollow 01_RTSB_HRO.wav	FOOTSTEP; Leather boots scuffs on hollow metal surface. Car hood character.	5
FOLYFeet-CK_FOOT Leather Boot Scuff Metal Hollow 02_RTSB_HRO.wav	FOOTSTEP; Leather boots scuffs on hollow metal surface. Car hood character.	5
FOLYFeet-CK_FOOT Leather Boot Scuff Metal Hollow 03_RTSB_HRO.wav	FOOTSTEP; Leather boots scuffs on hollow metal surface. Car hood character.	4
FOLYFeet-CK_FOOT Leather Boot Scuff Metal Solid A 01_RTSB_HRO.wav	FOOTSTEP; Leather boots scuffs on solid metal surface. Type A.	7
FOLYFeet-CK_FOOT Leather Boot Scuff Metal Solid A 02_RTSB_HRO.wav	FOOTSTEP; Leather boots scuffs on solid metal surface. Type A.	7
FOLYFeet-CK_FOOT Leather Boot Scuff Metal Solid B 01_RTSB_HRO.wav	FOOTSTEP; Leather boots scuffs on solid metal surface. Type B.	6
FOLYFeet-CK_FOOT Leather Boot Scuff Metal Solid B 02_RTSB_HRO.wav	FOOTSTEP; Leather boots scuffs on solid metal surface. Type B.	6
FOLYFeet-CK_FOOT Leather Boot Scuff Wood Hollow 01_RTSB_HRO.wav	FOOTSTEP; Leather boots scuffs on hollow wood surface.	7
FOLYFeet-CK_FOOT Leather Boot Scuff Wood Hollow 02_RTSB_HRO.wav	FOOTSTEP; Leather boots scuffs on hollow wood surface.	6
FOLYFeet-CK_FOOT Leather Boot Scuff Wood Solid 01_RTSB_HRO.wav	FOOTSTEP; Leather boots scuffs on solid wood surface.	4
FOLYFeet-CK_FOOT Leather Boot Scuff Wood Solid 02_RTSB_HRO.wav	FOOTSTEP; Leather boots scuffs on solid wood surface.	4
FOLYFeet-CK_FOOT Leather Boot Scuff Wood Solid 03_RTSB_HRO.wav	FOOTSTEP; Leather boots scuffs on solid wood surface.	7
FOLYFeet-CK_FOOT Sweetener Jog Puddle_RTSB_HRO.wav	FOOTSTEP SWEETENER; Walking on wet shallow puddle surface.	1
FOLYFeet-CK_FOOT Sweetener Jog Water Ankle Deep_RTSB_HRO.wav	FOOTSTEP SWEETENER; Jogging in ankle deep watery pool.	1
FOLYFeet-CK_FOOT Sweetener Jump Puddle 01_RTSB_HRO.wav	FOOTSTEP SWEETENER; Jumping and landing on wet shallow puddle surface.	4
FOLYFeet-CK_FOOT Sweetener Jump Puddle 02_RTSB_HRO.wav	FOOTSTEP SWEETENER; Jumping and landing on wet shallow puddle surface.	4
FOLYFeet-CK_FOOT Sweetener Jump Puddle 03_RTSB_HRO.wav	FOOTSTEP SWEETENER; Jumping and landing on wet shallow puddle surface.	4
FOLYFeet-CK_FOOT Sweetener Jump Water Ankle Deep 01_RTSB_HRO.wav	FOOTSTEP SWEETENER; Jumping and landing in ankle deep watery pool with small splashes.	4
FOLYFeet-CK_FOOT Sweetener Jump Water Ankle Deep 02_RTSB_HRO.wav	FOOTSTEP SWEETENER; Jumping and landing in ankle deep watery pool with small splashes.	4
FOLYFeet-CK_FOOT Sweetener Jump Water Ankle Deep 03_RTSB_HRO.wav	FOOTSTEP SWEETENER; Jumping and landing in ankle deep watery pool with small splashes.	4
FOLYFeet-CK_FOOT Sweetener Run Puddle_RTSB_HRO.wav	FOOTSTEP SWEETENER; Running on wet shallow puddle surface with small splashes.	1
FOLYFeet-CK_FOOT Sweetener Run Water Ankle Deep_RTSB_HRO.wav	FOOTSTEP SWEETENER; Running in ankle deep watery pool.	1
FOLYFeet-CK_FOOT Sweetener Scuff Water Ankle Deep 01_RTSB_HRO.wav	FOOTSTEP SWEETENER; Small splashy scuff element in ankle deep watery pool. Useful for water movement and wading.	6
FOLYFeet-CK_FOOT Sweetener Scuff Water Ankle Deep 02_RTSB_HRO.wav	FOOTSTEP SWEETENER; Small splashy scuff element in ankle deep watery pool. Useful for water movement and wading.	6
FOLYFeet-CK_FOOT Sweetener Scuff Water Ankle Deep 03_RTSB_HRO.wav	FOOTSTEP SWEETENER; Small splashy scuff element in ankle deep watery pool. Useful for water movement and wading.	6
FOLYFeet-CK_FOOT Sweetener Walk Puddle 01_RTSB_HRO.wav	FOOTSTEP SWEETENER; Walking on wet shallow puddle surface. Small pitter patter of water being displaced.	1
FOLYFeet-CK_FOOT Sweetener Walk Puddle 02_RTSB_HRO.wav	FOOTSTEP SWEETENER; Walking on wet shallow puddle surface. Small pitter patter of water being displaced.	1
EQUIPMisc-CK_GEAR Equip_RTSB_HRO.wav	GEAR Equip; Leather and metal equipment being holstered and equipped. Mild metal element.	2
EQUIPMisc-CK_GEAR Metal Foley A Jog 01_RTSB_HRO.wav	METAL EQUIPMENT; Small metal equipment dangling and rattling while jogging. Type A.	1
EQUIPMisc-CK_GEAR Metal Foley A Jog 02_RTSB_HRO.wav	METAL EQUIPMENT; Small metal equipment dangling and rattling while jogging. Type A.	1
EQUIPMisc-CK_GEAR Metal Foley A Run_RTSB_HRO.wav	METAL EQUIPMENT; Small metal equipment dangling and rattling while running. Type A.	1
EQUIPMisc-CK_GEAR Metal Foley A Walk 01_RTSB_HRO.wav	METAL EQUIPMENT; Small metal equipment dangling and rattling while walking. Type A.	1
EQUIPMisc-CK_GEAR Metal Foley A Walk 02_RTSB_HRO.wav	METAL EQUIPMENT; Small metal equipment dangling and rattling while walking. Type A.	1
EQUIPMisc-CK_GEAR Metal Foley B Jog_RTSB_HRO.wav	METAL EQUIPMENT; Small metal equipment dangling and rattling while jogging. Type B.	1
EQUIPMisc-CK_GEAR Metal Foley B Walk_RTSB_HRO.wav	METAL EQUIPMENT; Small metal equipment dangling and rattling while walking. Type B.	1
EQUIPMisc-CK_GEAR Metal Foley C Jog 01_RTSB_HRO.wav	METAL EQUIPMENT; Small metal equipment dangling and rattling while jogging. Type C.	1



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EQUIPMisc-CK_GEAR Metal Foley C Jog 02_RTSB_HRO.wav	METAL EQUIPMENT; Small metal equipment dangling and rattling while jogging. Type C.	1
EQUIPMisc-CK_GEAR Metal Foley C Walk_RTSB_HRO.wav	METAL EQUIPMENT; Small metal equipment dangling and rattling while walking. Type C.	1
EQUIPMisc-CK_GEAR Metal Foley D Jog 01_RTSB_HRO.wav	METAL EQUIPMENT; Small metal equipment dangling and rattling while jogging. Type D.	1
EQUIPMisc-CK_GEAR Metal Foley D Run_RTSB_HRO.wav	METAL EQUIPMENT; Small metal equipment dangling and rattling while running. Type D.	1
EQUIPMisc-CK_GEAR Metal Foley D Walk_RTSB_HRO.wav	METAL EQUIPMENT; Small metal equipment dangling and rattling while walking. Type D.	1
GOESqsh-CK_GORE Squish Release 01_RTSB_HRO.wav	GORE SQUISH; Small squishing and releasing of watermelon guts and flesh.	5
GOESqsh-CK_GORE Squish Release 02_RTSB_HRO.wav	GORE SQUISH; Small squishing and releasing of watermelon guts and flesh.	4
GOESqsh-CK_GORE Squish Release 1 Octave down 01_RTSB_HRO.wav	GORE SQUISH; Small squishing and releasing of watermelon guts and flesh. Pitched down 1 octave.	1
GOESqsh-CK_GORE Squish Release 1 Octave down 02_RTSB_HRO.wav	GORE SQUISH; Small squishing and releasing of watermelon guts and flesh. Pitched down 1 octave.	1
GOESqsh-CK_GORE Squish Release 1 Octave down 03_RTSB_HRO.wav	GORE SQUISH; Small squishing and releasing of watermelon guts and flesh. Pitched down 1 octave.	1
GOESqsh-CK_GORE Squish Release 2 Octaves down 01_RTSB_HRO.wav	GORE SQUISH; Small squishing and releasing of watermelon guts and flesh. Useful for stomach rumbling. Pitched down 2 octaves.	2
GOESqsh-CK_GORE Squish Release 2 Octaves down 02_RTSB_HRO.wav	GORE SQUISH; Small squishing and releasing of watermelon guts and flesh. Useful for stomach rumbling. Pitched down 2 octaves.	2
GOESqsh-CK_GORE Squish Release 2 Octaves down 03_RTSB_HRO.wav	GORE SQUISH; Small squishing and releasing of watermelon guts and flesh. Useful for stomach rumbling. Pitched down 2 octaves.	2
GOESqsh-CK_GORE Squish Release 2 Octaves down 04_RTSB_HRO.wav	GORE SQUISH; Small squishing and releasing of watermelon guts and flesh. Useful for stomach rumbling. Pitched down 2 octaves.	2
GOESqsh-CK_GORE Squish Release 2 Octaves down 05_RTSB_HRO.wav	GORE SQUISH; Small squishing and releasing of watermelon guts and flesh. Useful for stomach rumbling. Pitched down 2 octaves.	3
METLmpt-CK_GRATE Metal Hit 01_RTSB_HRO.wav	GRATE METAL HIT; Hitting metal grate with crowbar with short ring.	6
METLmpt-CK_GRATE Metal Hit 02_RTSB_HRO.wav	GRATE METAL HIT; Hitting metal grate with crowbar with short ring.	6
METLmpt-CK_GRATE Metal Hit +12 01_RTSB_HRO.wav	GRATE METAL HIT; Hitting metal grate with crowbar. Sword like character. Pitched up 1 octave.	4
METLmpt-CK_GRATE Metal Hit +12 02_RTSB_HRO.wav	GRATE METAL HIT; Hitting metal grate with crowbar. Sword like character. Pitched up 1 octave.	4
METLmpt-CK_GRATE Metal Hit 1 Octave down 01_RTSB_HRO.wav	GRATE METAL HIT; Hitting metal grate with crowbar with short ring. Pitched down 1 octave.	6
METLmpt-CK_GRATE Metal Hit 1 Octave down 02_RTSB_HRO.wav	GRATE METAL HIT; Hitting metal grate with crowbar with short ring. Pitched down 1 octave.	6
METLmpt-CK_GRATE Metal Hit Deep 01_RTSB_HRO.wav	GRATE METAL HIT; Hitting metal grate with crowbar with short ring. Deep hollow resonant character.	6
METLmpt-CK_GRATE Metal Hit Deep 02_RTSB_HRO.wav	GRATE METAL HIT; Hitting metal grate with crowbar with short ring. Deep hollow resonant character.	5
METLmpt-CK_GRATE Metal Hit Flam 01_RTSB_HRO.wav	GRATE METAL HIT FLAM; Hitting metal grate with crowbar with short ring.	6
METLmpt-CK_GRATE Metal Hit Flam 02_RTSB_HRO.wav	GRATE METAL HIT FLAM; Hitting metal grate with crowbar with short ring.	5
METLmpt-CK_GRATE Metal Hit Tap Muted_RTSB_HRO.wav	GRATE METAL HIT MUTED; Hitting metal grate with crowbar with short ring. Muted hits.	6
FEETHors-CK_HORSE Hooves Gallop Dirt_RTSB_HRO.wav	HORSE HOOF; Hooves galloping in dirt.	1
FEETHors-CK_HORSE Hooves Trot Dirt_RTSB_HRO.wav	HORSE HOOF; Hooves trotting in dirt.	1
FEETHors-CK_HORSE Hooves Walk Dirt_RTSB_HRO.wav	HORSE HOOF; Hooves walking in dirt.	1
ANMLHors-CK_HORSE Vocalization Blow_RTSB_HRO.wav	HORSE VOCALIZATION; Horse blowing air out of nose.	1
ANMLHors-CK_HORSE Vocalization Nicker_RTSB_HRO.wav	HORSE VOCALIZATION; Horse nickering.	5
ANMLHors-CK_HORSE Vocalization Whinny 01_RTSB_HRO.wav	HORSE VOCALIZATION; Horse whinny.	5
ANMLHors-CK_HORSE Vocalization Whinny 02_RTSB_HRO.wav	HORSE VOCALIZATION; Horse whinny.	5
WEAPKnif-CK_KNIFE Boning Slide Fast_RTSB_HRO.wav	KNIFE SLIDE BONING; Fast constant sliding of boning knife against sharpening rod with an descending pitch.	1
WEAPKnif-CK_KNIFE Boning Slide Up_RTSB_HRO.wav	KNIFE SLIDE DAGGER; Sliding dagger knife against sharpening rod with a descending pitch.	3
WEAPKnif-CK_KNIFE Carving Slide Down_RTSB_HRO.wav	KNIFE SLIDE CARVING; Sliding carving knife against sharpening rod with an ascending pitch.	4
WEAPKnif-CK_KNIFE Carving Slide Up_RTSB_HRO.wav	KNIFE SLIDE CARVING; Sliding carving knife against sharpening rod with a descending pitch.	5
WEAPKnif-CK_KNIFE Chef Stab Dirt 01_RTSB_HRO.wav	KNIFE STAB; Chef knife stabbing dirt and pulling out repeatedly. Useful for stabbing flesh.	5
WEAPKnif-CK_KNIFE Chef Stab Dirt 02_RTSB_HRO.wav	KNIFE STAB; Chef knife stabbing dirt and pulling out repeatedly. Useful for stabbing flesh.	5
WEAPKnif-CK_KNIFE Chef Stab Dirt Fast_RTSB_HRO.wav	KNIFE STAB; Chef knife stabbing dirt fast repeatedly. Useful for stabbing flesh.	7
WEAPKnif-CK_KNIFE Chef Stab Dirt Interval 01_RTSB_HRO.wav	KNIFE STAB; Chef knife stabbing dirt and pulling out repeatedly. Useful for stabbing flesh.	5
WEAPKnif-CK_KNIFE Chef Stab Dirt Interval 02_RTSB_HRO.wav	KNIFE STAB; Chef knife stabbing dirt and pulling out repeatedly. Useful for stabbing flesh.	5
WEAPKnif-CK_KNIFE Dagger Slide Down_RTSB_HRO.wav	KNIFE SLIDE SANTOKU; Sliding Santoku knife against sharpening rod with a descending pitch.	5
WEAPKnif-CK_KNIFE Dagger Slide Up_RTSB_HRO.wav	KNIFE SLIDE DAGGER; Sliding dagger knife against sharpening rod with an ascending pitch.	4
WEAPKnif-CK_KNIFE Nakiri Slide Down_RTSB_HRO.wav	KNIFE SLIDE NAKIRI; Sliding Nakiri knife against sharpening rod with a descending pitch.	4
WEAPKnif-CK_KNIFE Nakiri Slide Up_RTSB_HRO.wav	KNIFE SLIDE NAKIRI; Sliding Nakiri knife against sharpening rod with an ascending pitch.	3
WEAPKnif-CK_KNIFE Paring Slide Up_RTSB_HRO.wav	KNIFE SLIDE PARING; Sliding paring knife against sharpening rod with an ascending pitch.	3

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WEAPKnif-CK_KNIFE Santoku Slide Down_RTSB_HRO.wav	KNIFE SLIDE SANTOKU; Sliding Santoku knife against sharpening rod with a descending pitch.	3
WEAPKnif-CK_KNIFE Santoku Slide Up_RTSB_HRO.wav	KNIFE SLIDE SANTOKU; Sliding Santoku knife against sharpening rod with an ascending pitch.	2
WEAPKnif-CK_KNIFE Santoku Slide_RTSB_HRO.wav	KNIFE SLIDE SANTOKU; Sliding Santoku knife against sharpening rod.	3
WEAPSwrd-CK_MACHETE Metal Hit Sword 01_RTSB_HRO.wav	MACHETE SWORD HIT; Hitting a sword with a machete. Short hits with small ring.	6
WEAPSwrd-CK_MACHETE Metal Hit Sword 02_RTSB_HRO.wav	MACHETE SWORD HIT; Hitting a sword with a machete. Short hits with small ring.	5
WEAPSwrd-CK_MACHETE Metal Hit Sword 03_RTSB_HRO.wav	MACHETE SWORD HIT; Hitting a sword with a machete. Short hits with small ring.	5
WEAPSwrd-CK_MACHETE Shing Against Crowbar_RTSB_HRO.wav	SHING; Metal crowbar sliding up against a machete with long ring.	7
WEAPSwrd-CK_MACHETE Stab Dirt 01_RTSB_HRO.wav	MACHETE STAB; Machete stabbing dirt and pulling out repeatedly with a shing on release. Useful for stabbing flesh.	4
WEAPSwrd-CK_MACHETE Stab Dirt 02_RTSB_HRO.wav	MACHETE STAB; Machete stabbing dirt and pulling out repeatedly with a shing on release. Useful for stabbing flesh.	4
WEAPSwrd-CK_MACHETE Stab Dirt 03_RTSB_HRO.wav	MACHETE STAB; Machete stabbing dirt and pulling out repeatedly with a shing on release. Useful for stabbing flesh.	3
MECHGear-CK_MECH Metal Gears Crank 01_RTSB_HRO.wav	GEARS METAL; Cranking metal gear. Pulley like character.	4
MECHGear-CK_MECH Metal Gears Crank 02_RTSB_HRO.wav	GEARS METAL; Cranking metal gear. Pulley like character.	4
MECHGear-CK_MECH Metal Gears Latch Movement_RTSB_HRO.wav	GEARS METAL LATCH; Moving metal latch upwards and downwards with sliding character.	3
MECHGear-CK_MECH Metal Gears Latch Slide 01_RTSB_HRO.wav	GEARS METAL LATCH; Moving metal latch upwards and downwards into place with transient stop.	5
MECHGear-CK_MECH Metal Gears Latch Slide 02_RTSB_HRO.wav	GEARS METAL LATCH; Moving metal latch upwards and downwards into place with transient stop.	5
MECHGear-CK_MECH Metal Gears Lever Down_RTSB_HRO.wav	GEARS METAL LEVER; Moving metal lever downwards into place with heavy transient stop.	2
MECHGear-CK_MECH Metal Gears Lever Up 01_RTSB_HRO.wav	GEARS METAL LEVER; Moving metal lever upwards into place. Whistly character.	5
MECHGear-CK_MECH Metal Gears Lever Up 02_RTSB_HRO.wav	GEARS METAL LEVER; Moving metal lever upwards into place. Whistly character.	4
MECHGear-CK_MECH Metal Gears Operation_RTSB_HRO.wav	GEARS METAL; Gears moving and rotating with pulley like character.	5
MECHGear-CK_MECH Metal Gears Train Crank Heavy_RTSB_HRO.wav	GEARS METAL CRANK; Heavy metal gears cranking with hollow, resonant and reverberant character.	1
MECHGear-CK_MECH Metal Gears Train Crank Lever 01_RTSB_HRO.wav	GEARS METAL LEVER; Cranking metal lever. Reverberant and light character.	2
MECHGear-CK_MECH Metal Gears Train Crank Lever 02_RTSB_HRO.wav	GEARS METAL LEVER; Cranking metal lever. Reverberant and light character.	2
MECHGear-CK_MECH Metal Gears Train Crank Lever 03_RTSB_HRO.wav	GEARS METAL LEVER; Cranking metal lever. Reverberant and light character.	2
MECHGear-CK_MECH Metal Gears Train Crank Lever 04_RTSB_HRO.wav	GEARS METAL LEVER; Cranking metal lever. Reverberant and light character.	2
MECHGear-CK_MECH Metal Gears Train Crank Lever 05_RTSB_HRO.wav	GEARS METAL LEVER; Cranking metal lever. Reverberant and light character.	2
MECHGear-CK_MECH Metal Gears Train Crank_RTSB_HRO.wav	GEARS METAL CRANK; Cranking large gears. Rotating and squeaking.	3
MECHGear-CK_MECH Metal Gears Train Lever Down 01_RTSB_HRO.wav	LEVER METAL HIT; Large metal lever dropping down and hitting metal.	3
MECHGear-CK_MECH Metal Gears Train Lever Down 02_RTSB_HRO.wav	LEVER METAL HIT; Large metal lever dropping down and hitting metal.	3
MECHGear-CK_MECH Metal Gears Train Lever Down 03_RTSB_HRO.wav	LEVER METAL HIT; Large metal lever dropping down and hitting metal.	4
MECHGear-CK_MECH Metal Gears Train Rotate 01_RTSB_HRO.wav	GEARS METAL GEARS; Rotating metal gears as they squeak. Natural reverb and resonance. Occasional wail.	4
MECHGear-CK_MECH Metal Gears Train Rotate 02_RTSB_HRO.wav	GEARS METAL GEARS; Rotating metal gears as they squeak. Natural reverb and resonance. Occasional wail.	5
MECHGear-CK_MECH Metal Gears Train Squeak_RTSB_HRO.wav	GEARS METAL GEARS; Rotating metal gears as they squeak. Chain like element.	3
METLImpt-CK_PIPE Metal Hit Cymbal 01_RTSB_HRO.wav	PIPE METAL HIT; Metal pipe hitting small cymbal. Resonant and ringy character with low end timbre.	5
METLImpt-CK_PIPE Metal Hit Cymbal 02_RTSB_HRO.wav	PIPE METAL HIT; Metal pipe hitting small cymbal. Resonant and ringy character with low end timbre.	7
METLImpt-CK_PIPE Metal Hit Cymbal 03_RTSB_HRO.wav	PIPE METAL HIT; Metal pipe hitting small cymbal. Resonant and ringy character with low end timbre.	7
METLImpt-CK_PIPE Metal Hit Cymbal 1 Octave down 01_RTSB_HRO.wav	PIPE METAL HIT; Metal pipe hitting small cymbal. Resonant and ringy character with low end timbre. Pitched down 1 octave.	5
METLImpt-CK_PIPE Metal Hit Cymbal 1 Octave down 02_RTSB_HRO.wav	PIPE METAL HIT; Metal pipe hitting small cymbal. Resonant and ringy character with low end timbre. Pitched down 1 octave.	5
METLImpt-CK_PIPE Metal Hit Cymbal 1 Octave down 03_RTSB_HRO.wav	PIPE METAL HIT; Metal pipe hitting small cymbal. Resonant and ringy character with low end timbre. Pitched down 1 octave.	5
METLImpt-CK_PIPE Metal Hit Cymbal 1 Octave down 04_RTSB_HRO.wav	PIPE METAL HIT; Metal pipe hitting small cymbal. Resonant and ringy character with low end timbre. Pitched down 1 octave.	5
METLImpt-CK_PIPE Metal Hit Cymbal 1 Octave down_RTSB_HRO.wav	PIPE METAL CYMBAL HIT; Hitting a metal pipe against a metal cymbal with ring element. Pitched down 1 octave.	4
METLImpt-CK_PIPE Metal Hit Cymbal 2 Octaves down 01_RTSB_HRO.wav	PIPE METAL HIT; Metal pipe hitting small cymbal. Resonant and ringy character with low end timbre. Pitched down 2 octaves.	5
METLImpt-CK_PIPE Metal Hit Cymbal 2 Octaves down 02_RTSB_HRO.wav	PIPE METAL HIT; Metal pipe hitting small cymbal. Resonant and ringy character with low end timbre. Pitched down 2 octaves.	5
METLImpt-CK_PIPE Metal Hit Cymbal 2 Octaves down 03_RTSB_HRO.wav	PIPE METAL HIT; Metal pipe hitting small cymbal. Resonant and ringy character with low end timbre. Pitched down 2 octaves.	4
METLImpt-CK_PIPE Metal Hit Cymbal 2 Octaves down 04_RTSB_HRO.wav	PIPE METAL HIT; Metal pipe hitting small cymbal. Resonant and ringy character with low end timbre. Pitched down 2 octaves.	5
METLImpt-CK_PIPE Metal Hit Cymbal 2 Octaves down_RTSB_HRO.wav	PIPE METAL CYMBAL HIT; Hitting a metal pipe against a metal cymbal with ring element. Pitched down 2 octaves.	4
METLImpt-CK_PIPE Metal Hit Cymbal_RTSB_HRO.wav	PIPE METAL CYMBAL HIT; Hitting a metal pipe against a metal cymbal with ring element.	4
EQUIPBridle-CK_SADDLE Leather Foley Dismount_RTSB_HRO.wav	LEATHER SADDLE DISMOUNT; Dismounting off a leather saddle.	1



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EQUIPBridle-CK_SADDLE Leather Foley Drop_RTSB_HRO.wav	SADDLE LEATHER DROP; Dropping leather saddle on ground. Useful for grabs.	5
EQUIPBridle-CK_SADDLE Leather Foley Grab Both Hands_RTSB_HRO.wav	GRAB LEATHER SADDLE; Grabbing leather saddle with both hands.	7
EQUIPBridle-CK_SADDLE Leather Foley Grab Single Hand_RTSB_HRO.wav	GRAB LEATHER SADDLE; Grabbing leather saddle with one hand.	7
EQUIPBridle-CK_SADDLE Leather Foley Trot_RTSB_HRO.wav	LEATHER SADDLE TROT; Trotting on leather saddle.	1
EQUIPBridle-CK_SADDLE Leather Foley Walk_RTSB_HRO.wav	LEATHER SADDLE WALK; Walking on leather saddle.	1
EQUIPBridle-CK_SADDLE Leather Foley_RTSB_HRO.wav	LEATHER SADDLE GALLOP; Galloping on leather saddle.	1
WEAPArm-CK_SHOVEL Metal Hit Metal Shield 01_RTSB_HRO.wav	SHOVEL METAL HIT; Hitting a shovel against a large, thick wood shield.	5
WEAPArm-CK_SHOVEL Metal Hit Metal Shield 02_RTSB_HRO.wav	SHOVEL METAL HIT; Hitting a shovel against a large, thick wood shield.	5
WEAPArm-CK_SHOVEL Metal Hit Metal Shield 03_RTSB_HRO.wav	SHOVEL METAL HIT; Hitting a shovel against a large, thick wood shield.	5
WEAPArm-CK_SHOVEL Metal Hit Metal Shield 1 Octave down 01_RTSB_HRO.wav	SHOVEL METAL HIT; Hitting a shovel against a large, thick wood shield. Pitched down 1 octave.	5
WEAPArm-CK_SHOVEL Metal Hit Metal Shield 1 Octave down 02_RTSB_HRO.wav	SHOVEL METAL HIT; Hitting a shovel against a large, thick wood shield. Pitched down 1 octave.	5
WEAPArm-CK_SHOVEL Metal Hit Metal Shield 1 Octave down 03_RTSB_HRO.wav	SHOVEL METAL HIT; Hitting a shovel against a large, thick wood shield. Pitched down 1 octave.	5
WEAPArm-CK_SHOVEL Metal Hit Metal Shield 2 Octaves down 01_RTSB_HRO.wav	SHOVEL METAL HIT; Hitting a shovel against a large, thick wood shield. Pitched down 2 octaves.	3
WEAPArm-CK_SHOVEL Metal Hit Metal Shield 2 Octaves down 02_RTSB_HRO.wav	SHOVEL METAL HIT; Hitting a shovel against a large, thick wood shield. Pitched down 2 octaves.	3
WEAPArm-CK_SHOVEL Metal Hit Metal Shield 2 Octaves down 03_RTSB_HRO.wav	SHOVEL METAL HIT; Hitting a shovel against a large, thick wood shield. Pitched down 2 octaves.	3
WEAPArm-CK_SHOVEL Metal Hit Metal Shield 2 Octaves down 04_RTSB_HRO.wav	SHOVEL METAL HIT; Hitting a shovel against a large, thick wood shield. Pitched down 2 octaves.	3
WEAPArm-CK_SHOVEL Metal Hit Metal Shield 2 Octaves down 05_RTSB_HRO.wav	SHOVEL METAL HIT; Hitting a shovel against a large, thick wood shield. Pitched down 2 octaves.	3
WEAPArm-CK_SHOVEL Metal Hit Wood Shield 01_RTSB_HRO.wav	SHIELD WOOD HIT SHOVEL; Hitting a wood shield with a metal shovel. Short muted hits.	6
WEAPArm-CK_SHOVEL Metal Hit Wood Shield 02_RTSB_HRO.wav	SHIELD WOOD HIT SHOVEL; Hitting a wood shield with a metal shovel. Short muted hits.	6
WEAPArm-CK_SHOVEL Metal Hit Wood Shield 03_RTSB_HRO.wav	SHIELD WOOD HIT SHOVEL; Hitting a wood shield with a metal shovel. Short muted hits.	6
WEAPArm-CK_SHOVEL Metal Hit Wood Shield 1 Octave down 01_RTSB_HRO.wav	SHIELD WOOD HIT SHOVEL; Hitting a wood shield with a metal shovel. Short muted hits. Pitched down 1 octave.	5
WEAPArm-CK_SHOVEL Metal Hit Wood Shield 1 Octave down 02_RTSB_HRO.wav	SHIELD WOOD HIT SHOVEL; Hitting a wood shield with a metal shovel. Short muted hits. Pitched down 1 octave.	5
WEAPArm-CK_SHOVEL Metal Hit Wood Shield 1 Octave down 03_RTSB_HRO.wav	SHIELD WOOD HIT SHOVEL; Hitting a wood shield with a metal shovel. Short muted hits. Pitched down 1 octave.	6
WEAPArm-CK_SHOVEL Metal Hit Wood Shield 2 Octaves down 01_RTSB_HRO.wav	SHIELD WOOD HIT SHOVEL; Hitting a wood shield with a metal shovel. Short muted hits. Pitched down 2 octaves.	6
WEAPArm-CK_SHOVEL Metal Hit Wood Shield 2 Octaves down 02_RTSB_HRO.wav	SHIELD WOOD HIT SHOVEL; Hitting a wood shield with a metal shovel. Short muted hits. Pitched down 2 octaves.	6
WEAPArm-CK_SHOVEL Metal Hit Wood Shield 2 Octaves down 03_RTSB_HRO.wav	SHIELD WOOD HIT SHOVEL; Hitting a wood shield with a metal shovel. Short muted hits. Pitched down 2 octaves.	5
WEAPArm-CK_SHOVEL Metal Hit Wood Shield No Metal 01_RTSB_HRO.wav	SHIELD WOOD HIT SHOVEL; Hitting a wood shield with a metal shovel. Short muted hits.	6
WEAPArm-CK_SHOVEL Metal Hit Wood Shield No Metal 02_RTSB_HRO.wav	SHIELD WOOD HIT SHOVEL; Hitting a wood shield with a metal shovel. Short muted hits.	5
WEAPArm-CK_SHOVEL Metal Hit Wood Shield No Metal 1 Octave down 01_RTSB_HRO.wav	SHIELD WOOD HIT SHOVEL; Hitting a wood shield with a metal shovel. Short muted hits. Pitched down 1 octave.	5
WEAPArm-CK_SHOVEL Metal Hit Wood Shield No Metal 1 Octave down 02_RTSB_HRO.wav	SHIELD WOOD HIT SHOVEL; Hitting a wood shield with a metal shovel. Short muted hits. Pitched down 1 octave.	6
WEAPArm-CK_SHOVEL Metal Hit Wood Shield No Metal 2 Octaves down 01_RTSB_HRO.wav	SHIELD WOOD HIT SHOVEL; Hitting a wood shield with a metal shovel. Short muted hits. Pitched down 2 octaves.	6
WEAPArm-CK_SHOVEL Metal Hit Wood Shield No Metal 2 Octaves down 02_RTSB_HRO.wav	SHIELD WOOD HIT SHOVEL; Hitting a wood shield with a metal shovel. Short muted hits. Pitched down 2 octaves.	5
WEAPArm-CK_SHOVEL Metal Hit Wood Shield Ring 1 Octave down 01_RTSB_HRO.wav	SHIELD WOOD HIT SHOVEL; Hitting a wood shield with a metal shovel. Metallic ring. Pitched down 1 octave.	3
WEAPArm-CK_SHOVEL Metal Hit Wood Shield Ring 1 Octave down 02_RTSB_HRO.wav	SHIELD WOOD HIT SHOVEL; Hitting a wood shield with a metal shovel. Metallic ring. Pitched down 1 octave.	4
WEAPArm-CK_SHOVEL Metal Hit Wood Shield Ring 2 Octaves down 01_RTSB_HRO.wav	SHIELD WOOD HIT SHOVEL; Hitting a wood shield with a metal shovel. Metallic ring. Pitched down 2 octaves.	2
WEAPArm-CK_SHOVEL Metal Hit Wood Shield Ring 2 Octaves down 02_RTSB_HRO.wav	SHIELD WOOD HIT SHOVEL; Hitting a wood shield with a metal shovel. Metallic ring. Pitched down 2 octaves.	2
WEAPArm-CK_SHOVEL Metal Hit Wood Shield Ring 2 Octaves down 03_RTSB_HRO.wav	SHIELD WOOD HIT SHOVEL; Hitting a wood shield with a metal shovel. Metallic ring. Pitched down 2 octaves.	3
WEAPArm-CK_SHOVEL Metal Hit Wood Shield Ring_RTSB_HRO.wav	SHIELD WOOD HIT SHOVEL; Hitting a wood shield with a metal shovel. Metallic ring.	7
DIRTImpt-CK_SHOVEL Metal Stab Dirt 01_RTSB_HRO.wav	SHOVEL STAB; Metal shovel stabbing dirt and pulling out repeatedly with a shing on release. Useful for stabbing flesh.	4
DIRTImpt-CK_SHOVEL Metal Stab Dirt 02_RTSB_HRO.wav	SHOVEL STAB; Metal shovel stabbing dirt and pulling out repeatedly with a shing on release. Useful for stabbing flesh.	4
METLImpt-CK_STEP Metal Hit 1 Octave down_RTSB_HRO.wav	STAIR METAL HIT; Metal hit. Resonant character. Useful for metal shield impact or hollow metal dumpster. Pitched down 1 octave.	6
METLImpt-CK_STEP Metal Hit 2 Octaves down_RTSB_HRO.wav	STAIR METAL HIT; Metal hit. Resonant character. Useful for metal shield impact or hollow metal dumpster. Pitched down 2 octaves.	5
METLImpt-CK_STEP Metal Hit Muted 1 Octave down_RTSB_HRO.wav	STAIR METAL HIT; Dull, muted metal hit useful for metal shield impact. Pitched down 1 octave.	3
METLImpt-CK_STEP Metal Hit Muted 2 Octaves down_RTSB_HRO.wav	STAIR METAL HIT; Dull, muted metal hit useful for metal shield impact. Pitched down 2 octaves.	3
METLImpt-CK_STEP Metal Hit Muted_RTSB_HRO.wav	STAIR METAL HIT; Dull, muted metal hit useful for metal shield impact.	3
METLImpt-CK_STEP Metal Hit Rattle 01_RTSB_HRO.wav	STAIR METAL HIT; Hollow metal hit with mild rattle and ring. Useful for metal shield impact.	6
METLImpt-CK_STEP Metal Hit Rattle 02_RTSB_HRO.wav	STAIR METAL HIT; Hollow metal hit with mild rattle and ring. Useful for metal shield impact.	5



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METLmpt-CK_STEP Metal Hit Rattle 03_RTSB_HRO.wav	STAIR METAL HIT; Hollow metal hit with mild rattle and ring. Useful for metal shield impact.	4
METLmpt-CK_STEP Metal Hit Rattle 04_RTSB_HRO.wav	STAIR METAL HIT; Hollow metal hit with mild rattle and ring. Useful for metal shield impact.	4
METLmpt-CK_STEP Metal Hit Rattle 1 Octave down 01_RTSB_HRO.wav	STAIR METAL HIT; Metal hit. Rattly, resonant character. Useful for metal shield impact or hollow metal dumpster. Pitched down 1 octave.	5
METLmpt-CK_STEP Metal Hit Rattle 1 Octave down 02_RTSB_HRO.wav	STAIR METAL HIT; Metal hit. Rattly, resonant character. Useful for metal shield impact or hollow metal dumpster. Pitched down 1 octave.	5
METLmpt-CK_STEP Metal Hit Rattle 1 Octave down 03_RTSB_HRO.wav	STAIR METAL HIT; Metal hit. Rattly, resonant character. Useful for metal shield impact or hollow metal dumpster. Pitched down 1 octave.	5
METLmpt-CK_STEP Metal Hit Rattle 1 Octave down 04_RTSB_HRO.wav	STAIR METAL HIT; Metal hit. Rattly, resonant character. Useful for metal shield impact or hollow metal dumpster. Pitched down 1 octave.	4
METLmpt-CK_STEP Metal Hit Rattle 2 Octaves down 01_RTSB_HRO.wav	STAIR METAL HIT; Metal hit. Rattly, resonant character. Useful for metal shield impact or hollow metal dumpster. Pitched down 2 octaves.	3
METLmpt-CK_STEP Metal Hit Rattle 2 Octaves down 02_RTSB_HRO.wav	STAIR METAL HIT; Metal hit. Rattly, resonant character. Useful for metal shield impact or hollow metal dumpster. Pitched down 2 octaves.	3
METLmpt-CK_STEP Metal Hit Rattle 2 Octaves down 03_RTSB_HRO.wav	STAIR METAL HIT; Metal hit. Rattly, resonant character. Useful for metal shield impact or hollow metal dumpster. Pitched down 2 octaves.	3
METLmpt-CK_STEP Metal Hit Rattle 2 Octaves down 04_RTSB_HRO.wav	STAIR METAL HIT; Metal hit. Rattly, resonant character. Useful for metal shield impact or hollow metal dumpster. Pitched down 2 octaves.	3
METLmpt-CK_STEP Metal Hit Rattle 2 Octaves down 05_RTSB_HRO.wav	STAIR METAL HIT; Metal hit. Rattly, resonant character. Useful for metal shield impact or hollow metal dumpster. Pitched down 2 octaves.	3
METLmpt-CK_STEP Metal Hit Rattle 2 Octaves down 06_RTSB_HRO.wav	STAIR METAL HIT; Metal hit. Rattly, resonant character. Useful for metal shield impact or hollow metal dumpster. Pitched down 2 octaves.	2
METLmpt-CK_STEP Metal Hit Rattle 2 Octaves down 07_RTSB_HRO.wav	STAIR METAL HIT; Metal hit. Rattly, resonant character. Useful for metal shield impact or hollow metal dumpster. Pitched down 2 octaves.	2
METLmpt-CK_STEP Metal Hit_RTSB_HRO.wav	STAIR METAL HIT; Hollow metal hit with ring. Useful for metal shield impact.	6
WEAPSwrd-CK_SWORD Cutting Slide Up_RTSB_HRO.wav	SWORD CUTTING SLIDE UP; Sliding a cutting sword up against metal with a ring element. Ascending pitch.	3
WEAPSwrd-CK_SWORD Falchion Slide Down_RTSB_HRO.wav	SWORD FACHION SLIDE DOWN; Sliding a falchion sword down against metal with a ring element. Descending pitch.	4
WEAPSwrd-CK_SWORD Falchion Slide Up_RTSB_HRO.wav	SWORD FACHION SLIDE UP; Sliding a falchion sword up against metal with a ring element. Ascending pitch.	7
WEAPSwrd-CK_SWORD Longsword Drop On Concrete 01_RTSB_HRO.wav	LONGSWORD METAL DROP; Dropping a metal longsword on concrete.	7
WEAPSwrd-CK_SWORD Longsword Drop On Concrete 02_RTSB_HRO.wav	LONGSWORD METAL DROP; Dropping a metal longsword on concrete.	7
WEAPSwrd-CK_SWORD Metal Drop On Dirt 01_RTSB_HRO.wav	SWORD METAL DROP; Dropping a medium sized sword on dirt surface.	5
WEAPSwrd-CK_SWORD Metal Drop On Dirt 02_RTSB_HRO.wav	SWORD METAL DROP; Dropping a medium sized sword on dirt surface.	4
WEAPSwrd-CK_SWORD Metal Drop On Drop Concrete 01_RTSB_HRO.wav	SWORD METAL DROP; Dropping a medium sized sword on concrete surface.	4
WEAPSwrd-CK_SWORD Metal Drop On Drop Concrete 02_RTSB_HRO.wav	SWORD METAL DROP; Dropping a medium sized sword on concrete surface.	4
WEAPSwrd-CK_SWORD Metal Drop On Grass 01_RTSB_HRO.wav	SWORD METAL DROP; Dropping a medium sized sword on grass surface.	5
WEAPSwrd-CK_SWORD Metal Drop On Grass 02_RTSB_HRO.wav	SWORD METAL DROP; Dropping a medium sized sword on grass surface.	4
WEAPSwrd-CK_SWORD Metal Drop On Metal Hollow 01_RTSB_HRO.wav	SWORD METAL DROP; Dropping a medium sized sword on hollow metal surface.	6
WEAPSwrd-CK_SWORD Metal Drop On Metal Hollow 02_RTSB_HRO.wav	SWORD METAL DROP; Dropping a medium sized sword on hollow metal surface.	5
WEAPSwrd-CK_SWORD Metal Drop On Metal Solid A 01_RTSB_HRO.wav	SWORD METAL DROP; Dropping a medium sized sword on solid metal surface type A.	5
WEAPSwrd-CK_SWORD Metal Drop On Metal Solid A 02_RTSB_HRO.wav	SWORD METAL DROP; Dropping a medium sized sword on solid metal surface type A.	4
WEAPSwrd-CK_SWORD Metal Drop On Metal Solid B 01_RTSB_HRO.wav	SWORD METAL DROP; Dropping a medium sized sword on solid metal surface type B.	4
WEAPSwrd-CK_SWORD Metal Drop On Metal Solid B 02_RTSB_HRO.wav	SWORD METAL DROP; Dropping a medium sized sword on solid metal surface type B.	3
WEAPSwrd-CK_SWORD Metal Drop On Wood Hollow 01_RTSB_HRO.wav	SWORD METAL DROP; Metal sword dropped on hollow wood surface.	5
WEAPSwrd-CK_SWORD Metal Drop On Wood Hollow 02_RTSB_HRO.wav	SWORD METAL DROP; Metal sword dropped on hollow wood surface.	5
WEAPSwrd-CK_SWORD Metal Drop On Wood Hollow 03_RTSB_HRO.wav	SWORD METAL DROP; Metal sword dropped on hollow wood surface.	4
WEAPSwrd-CK_SWORD Metal Unfinished Stab Dirt_RTSB_HRO.wav	SHOVEL STAB; Unfinished metal sword stabbing dirt and pulling out repeatedly. Useful for stabbing flesh.	5
WEAPSwrd-CK_SWORD Rapier Slide Down_RTSB_HRO.wav	SWORD RAPIER SLIDE DOWN; Sliding a sword with an descending pitch followed by a ring or shing.	5
WEAPSwrd-CK_SWORD Rapier Slide Up_RTSB_HRO.wav	SWORD RAPIER SLIDE UP; Sliding a sword with an ascending pitch followed by a ring or shing.	4
WEAPSwrd-CK_SWORD Scimitar Slide Down_RTSB_HRO.wav	SWORD SCIMITAR SLIDE DOWN; Sliding a sword with an descending pitch.	4
WEAPSwrd-CK_SWORD Scimitar Slide Up_RTSB_HRO.wav	SWORD SCIMITAR SLIDE UP; Sliding a sword with an ascending pitch followed by a ring or shing.	3
WEAPSwrd-CK_SWORD Short Slide Up_RTSB_HRO.wav	SWORD SLIDE UP; Sliding a sword with an ascending pitch followed by a ring or shing.	3
WEAPSwrd-CK_SWORD Unsheathe Resheathe 01_RTSB_HRO.wav	SWORD SHEATHE; Sheathing and unsheathing a metal sword. Ring, shing character.	5
WEAPSwrd-CK_SWORD Unsheathe Resheathe 02_RTSB_HRO.wav	SWORD SHEATHE; Sheathing and unsheathing a metal sword. Ring, shing character.	5
WEAPSwrd-CK_SWORD Unsheathe Resheathe Fast_RTSB_HRO.wav	SWORD METAL SHEATHE UNSHEATHE FAST; Quickly sheathing and unsheathing metal sword from metal sheathe.	6
WEAPSwrd-CK_SWORD Unsheathe Resheathe Slow 01_RTSB_HRO.wav	SWORD METAL SHEATHE UNSHEATHE SLOW; Slowly sheathing and unsheathing metal sword from metal sheathe.	5
WEAPSwrd-CK_SWORD Unsheathe Resheathe Slow 02_RTSB_HRO.wav	SWORD METAL SHEATHE UNSHEATHE SLOW; Slowly sheathing and unsheathing metal sword from metal sheathe.	5
FIRETrch-CK_TORCH Fire Idle_RTSB_HRO.wav	TORCH FIRE IDLE; Hand held torch fire burning and idling.	1
FIRETrch-CK_TORCH Fire Movement Whoosh Center Medium_RTSB_HRO.wav	TORCH FIRE WHOOSH MEDIUM; Hand held torch fire whooshes. Panned center at a medium speed.	11



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GORESqsh-CK_VEGETABLE Watermelon Pull Out 02_RTSB_HRO.wav	GORE RIP; Pulling out squishy wet chunks of watermelon. Occasional ripping and taring of tissue. Useful for disemboweling, ripping out intestines, guts, and flesh.	6
GORESqsh-CK_VEGETABLE Watermelon Pull Out 1 Octave down_RTSB_HRO.wav	GORE RIP; Pulling out squishy wet chunks of watermelon. Occasional ripping and taring of tissue. Useful for disemboweling, ripping out intestines, guts, and flesh. Pitched down 1 octave.	1
GORESqsh-CK_VEGETABLE Watermelon Pull Out 2 Octaves down_RTSB_HRO.wav	GORE RIP; Pulling out squishy wet chunks of watermelon. Occasional ripping and taring of tissue. Useful for disemboweling, ripping out intestines, guts, and flesh. Pitched down 2 octaves.	1
GORESqsh-CK_VEGETABLE Watermelon Pull Out_RTSB_HRO.wav	GORE RIP; Pulling out squishy wet chunks of watermelon. Occasional ripping and taring of tissue. Useful for disemboweling, ripping out intestines, guts, and flesh.	1
GOREBlood-CK_VEGETABLE Watermelon Spill 01_RTSB_HRO.wav	GORE DRIP; Wet, squishy dripping of watermelon juices and guts onto concrete with occasional splatter and drop. Useful for blood or guts and disemboweling.	2
GOREBlood-CK_VEGETABLE Watermelon Spill 02_RTSB_HRO.wav	GORE DRIP; Wet, squishy dripping of watermelon juices and guts onto concrete with occasional splatter and drop. Useful for blood or guts and disemboweling.	3
GOREBlood-CK_VEGETABLE Watermelon Spill 1 Octave down 01_RTSB_HRO.wav	GORE DRIP; Wet, squishy dripping of watermelon juices and guts onto concrete with occasional splatter and drop. Useful for blood or guts and disemboweling. Pitched down 1 octave.	1
GOREBlood-CK_VEGETABLE Watermelon Spill 1 Octave down 02_RTSB_HRO.wav	GORE DRIP; Wet, squishy dripping of watermelon juices and guts onto concrete with occasional splatter and drop. Useful for blood or guts and disemboweling. Pitched down 1 octave.	1
GOREBlood-CK_VEGETABLE Watermelon Spill 1 Octave down 03_RTSB_HRO.wav	GORE DRIP; Wet, squishy dripping of watermelon juices and guts onto concrete with occasional splatter and drop. Useful for blood or guts and disemboweling. Pitched down 1 octave.	1
GOREBlood-CK_VEGETABLE Watermelon Spill 1 Octave down 04_RTSB_HRO.wav	GORE DRIP; Wet, squishy dripping of watermelon juices and guts onto concrete with occasional splatter and drop. Useful for blood or guts and disemboweling. Pitched down 1 octave.	1
GOREBlood-CK_VEGETABLE Watermelon Spill Medium 1 Octave down 01_RTSB_HRO.wav	GORE DRIP; Medium wet, squishy dripping of watermelon juices and guts onto concrete with occasional splatter and drop. Useful for blood or guts and disemboweling. Pitched down 1 octave.	2
GOREBlood-CK_VEGETABLE Watermelon Spill Medium 1 Octave down 02_RTSB_HRO.wav	GORE DRIP; Medium wet, squishy dripping of watermelon juices and guts onto concrete with occasional splatter and drop. Useful for blood or guts and disemboweling. Pitched down 1 octave.	2
GOREBlood-CK_VEGETABLE Watermelon Spill Medium_RTSB_HRO.wav	GORE DRIP; Medium wet, squishy dripping of watermelon juices and guts onto concrete with occasional splatter and drop. Useful for blood or guts and disemboweling.	5
VOXEft-CK_VO Male 01 Attack 01_RTSB_HRO.wav	VOICE MALE ATTACK; Male emote for attacks.	5
VOXEft-CK_VO Male 01 Attack 02_RTSB_HRO.wav	VOICE MALE ATTACK; Male emote for attacks.	5
HMNBrth-CK_VO Male 01 Breathe Fast_RTSB_HRO.wav	VOICE MALE BREATHE FAST; Male breathing fast.	1
HMNBrth-CK_VO Male 01 Breathe Medium_RTSB_HRO.wav	VOICE MALE BREATHE MEDIUM; Male breathing at a medium pace.	1
HMNBrth-CK_VO Male 01 Breathe Slow_RTSB_HRO.wav	VOICE MALE BREATHE SLOW; Male breathing slowly.	1
VOXEft-CK_VO Male 01 Choke 01_RTSB_HRO.wav	VOICE MALE CHOKE; Male choking.	3
VOXEft-CK_VO Male 01 Choke 02_RTSB_HRO.wav	VOICE MALE CHOKE; Male choking.	3
VOXScrm-CK_VO Male 01 Death_RTSB_HRO.wav	VOICE MALE DEATH; Male emote for death or dying.	6
VOXMale-CK_VO Male 01 Horse Start_RTSB_HRO.wav	VOICE MALE HORSE START; Male emote for getting his horse to move.	6
VOXMale-CK_VO Male 01 Horse Stop_RTSB_HRO.wav	VOICE MALE HORSE STOP; Male emote for stopping his horse.	8
HMNCough-CK_VO Male 01 Pain Cough_RTSB_HRO.wav	VOICE MALE PAIN COUGH; Male emote pain. Coughing character.	6
VOXEft-CK_VO Male 01 Pain Heavy_RTSB_HRO.wav	VOICE MALE PAIN HEAVY; Male emote for heavy pain reaction.	7
VOXEft-CK_VO Male 01 Pain Light 01_RTSB_HRO.wav	VOICE MALE PAIN LIGHT; Male emote for light pain reaction.	6
VOXEft-CK_VO Male 01 Pain Light 02_RTSB_HRO.wav	VOICE MALE PAIN LIGHT; Male emote for light pain reaction.	4
VOXEft-CK_VO Male 01 Struggle 01_RTSB_HRO.wav	VOICE MALE ATTACK LONG; Male emote for struggling or straining.	3
VOXEft-CK_VO Male 01 Struggle 02_RTSB_HRO.wav	VOICE MALE ATTACK LONG; Male emote for struggling or straining.	4
VEHWagn-CK_WAGON Stagecoach Wood Movement 01_RTSB_HRO.wav	WAGON MOVEMENT; Wood stagecoach or wagon moving while in motion. Squeaks, and rattles.	1
VEHWagn-CK_WAGON Stagecoach Wood Movement 02_RTSB_HRO.wav	WAGON MOVEMENT; Wood stagecoach or wagon moving while in motion. Squeaks, and rattles.	1
WEAPArm-DS_ARMOR Chainmail Hit Heavy_RTSB_HRO.wav	ARMOR CHAINMAIL HIT HEAVY; Hitting chainmail with light ring and shake. Heavy intensity.	4
WEAPArm-DS_ARMOR Chainmail Hit Light_RTSB_HRO.wav	ARMOR CHAINMAIL HIT LIGHT; Hitting chainmail with light ring and shake. Light intensity.	4
WEAPArm-DS_ARMOR Leather Hit_RTSB_HRO.wav	ARMOR LEATHER HIT; Hitting leather armor. Short tight hits.	5
WEAPArm-DS_ARMOR Metal Hit Heavy_RTSB_HRO.wav	ARMOR METAL HIT HEAVY; Metal armor hit by sword or other weapon. Heavy hits with rattle.	4
WEAPArm-DS_ARMOR Metal Hit Light_RTSB_HRO.wav	ARMOR METAL HIT LIGHT; Metal armor hit by sword or other weapon. Light hits.	4
WEAPArm-DS_ARMOR Metal Hit Medium_RTSB_HRO.wav	ARMOR METAL HIT MEDIUM; Metal weapon hitting metal armor. Medium intensity.	4
WEAPArro-DS_ARROW Fire By 01_RTSB_HRO.wav	ARROW FIRE; Flaming arrow whooshes by.	5
WEAPArro-DS_ARROW Fire By 02_RTSB_HRO.wav	ARROW FIRE; Flaming arrow whooshes by.	5
WEAPArro-DS_ARROW Hit Flesh_RTSB_HRO.wav	ARROW HIT FLESH; Incoming whistling arrow hits and stabs flesh with light blood and gore.	4
WEAPArro-DS_ARROW Hit Wood Wobble_RTSB_HRO.wav	ARROW HIT WOOD; Incoming whistling arrow hitting wood with wobble effect.	5
WEAPArro-DS_ARROW Hit Wood_RTSB_HRO.wav	ARROW HIT WOOD; Incoming whistling arrow hitting wood.	5
WEAPAxe-DS_AXE Hit Heavy_RTSB_HRO.wav	AXE HIT HEAVY; Axe stabbing with mild blood and gore element.	3
WEAPAxe-DS_AXE Hit Medium_RTSB_HRO.wav	AXE HIT MEDIUM; Axe stabbing with mild blood and gore element.	3
WEAPAxe-DS_AXE Throw Wood Shield_RTSB_HRO.wav	AXE THROW; Throwing an axe against a wood shield. Twirling whoosh followed by a solid metal on wood hit or impact.	4
WEAPBow-DS_BOW Wood Draw Fast_RTSB_HRO.wav	BOW WOOD DRAW FAST; Drawing or pulling back on a bow before shooting an arrow. Also useful for wood tension, creaks, or stress.	5
WEAPBow-DS_BOW Wood Draw Medium 01_RTSB_HRO.wav	BOW WOOD DRAW MEDIUM; Drawing or pulling back on a bow before shooting an arrow. Also useful for wood tension, creaks, or stress.	4



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WEAPBow-DS_BOW Wood Draw Medium 02_RTSB_HRO.wav	BOW WOOD DRAW MEDIUM; Drawing or pulling back on a bow before shooting an arrow. Also useful for wood tension, creaks, or stress.	4
WEAPBow-DS_BOW Wood Draw Slow_RTSB_HRO.wav	BOW WOOD DRAW SLOW; Drawing or pulling back on a bow before shooting an arrow. Also useful for wood tension, creaks, or stress.	6
WEAPBow-DS_BOW Wood Release_RTSB_HRO.wav	BOW WOOD FIRE; Releasing a primed bow to shoot off an arrow.	5
DOORMisc-DS_CASTLE DRAWBRIDGE Element Metal Crank 01_RTSB_HRO.wav	CASTLE DRAWBRIDGE ELEMENT; Light metal mechanical element. Pulley like character. Cranking squeaky mechanism. Reverberant.	2
DOORMisc-DS_CASTLE DRAWBRIDGE Element Metal Crank 02_RTSB_HRO.wav	CASTLE DRAWBRIDGE ELEMENT; Light metal mechanical element. Pulley like character. Cranking squeaky mechanism. Reverberant.	2
DOORMisc-DS_CASTLE DRAWBRIDGE Element Metal Crank 03_RTSB_HRO.wav	CASTLE DRAWBRIDGE ELEMENT; Light metal mechanical element. Pulley like character. Cranking squeaky mechanism. Reverberant.	2
DOORMisc-DS_CASTLE DRAWBRIDGE Element Metal Crank 04_RTSB_HRO.wav	CASTLE DRAWBRIDGE ELEMENT; Light metal mechanical element. Pulley like character. Cranking squeaky mechanism. Reverberant.	2
DOORMisc-DS_CASTLE DRAWBRIDGE Element Metal Crank 05_RTSB_HRO.wav	CASTLE DRAWBRIDGE ELEMENT; Light metal mechanical element. Pulley like character. Cranking squeaky mechanism. Reverberant.	2
DOORMisc-DS_CASTLE DRAWBRIDGE Element Metal Crank 06_RTSB_HRO.wav	CASTLE DRAWBRIDGE ELEMENT; Light metal mechanical element. Pulley like character. Cranking squeaky mechanism. Reverberant.	2
DOORMisc-DS_CASTLE DRAWBRIDGE Element Metal Crank Huge 01_RTSB_HRO.wav	CASTLE DRAWBRIDGE ELEMENT; Large metal mechanical element. Cranking large gears. Reverberant.	1
DOORMisc-DS_CASTLE DRAWBRIDGE Element Metal Latch Movement_RTSB_HRO.wav	CASTLE DRAWBRIDGE ELEMENT; Small metal mechanical element. Latch sliding into place. Reverberant.	3
DOORMisc-DS_CASTLE DRAWBRIDGE Element Metal Latch Slide 01_RTSB_HRO.wav	CASTLE DRAWBRIDGE ELEMENT; Small metal mechanical element. Latch sliding into place. Reverberant.	3
DOORMisc-DS_CASTLE DRAWBRIDGE Element Metal Latch Slide 02_RTSB_HRO.wav	CASTLE DRAWBRIDGE ELEMENT; Small metal mechanical element. Latch sliding into place. Reverberant.	3
DOORMisc-DS_CASTLE DRAWBRIDGE Element Metal Latch Slide 03_RTSB_HRO.wav	CASTLE DRAWBRIDGE ELEMENT; Small metal mechanical element. Latch sliding into place. Reverberant.	4
DOORMisc-DS_CASTLE DRAWBRIDGE Element Metal Lever Down 01_RTSB_HRO.wav	CASTLE DRAWBRIDGE ELEMENT; Large metal mechanical element. Large metal lever dropping down. Reverberant.	2
DOORMisc-DS_CASTLE DRAWBRIDGE Element Metal Lever Down 02_RTSB_HRO.wav	CASTLE DRAWBRIDGE ELEMENT; Large metal mechanical element. Large metal lever dropping down. Reverberant.	2
DOORMisc-DS_CASTLE DRAWBRIDGE Element Metal Lever Down 03_RTSB_HRO.wav	CASTLE DRAWBRIDGE ELEMENT; Large metal mechanical element. Large metal lever dropping down. Reverberant.	2
DOORMisc-DS_CASTLE DRAWBRIDGE Element Metal Lever Down 04_RTSB_HRO.wav	CASTLE DRAWBRIDGE ELEMENT; Large metal mechanical element. Large metal lever dropping down. Reverberant.	2
DOORMisc-DS_CASTLE DRAWBRIDGE Element Metal Lever Down 05_RTSB_HRO.wav	CASTLE DRAWBRIDGE ELEMENT; Large metal mechanical element. Large metal lever dropping down. Reverberant.	2
DOORMisc-DS_CASTLE DRAWBRIDGE Element Metal Lever Down_RTSB_HRO.wav	CASTLE DRAWBRIDGE ELEMENT; Small metal mechanical element. Small metal lever dropping down. Reverberant.	2
DOORMisc-DS_CASTLE DRAWBRIDGE Element Metal Lever Huge_RTSB_HRO.wav	CASTLE DRAWBRIDGE ELEMENT; Large metal mechanical element. Large metal lever dropping down. Reverberant.	3
DOORMisc-DS_CASTLE DRAWBRIDGE Element Metal Lever Up 01_RTSB_HRO.wav	CASTLE DRAWBRIDGE ELEMENT; Small metal mechanical element. Squeaky metal lever being pushed up. Reverberant.	3
DOORMisc-DS_CASTLE DRAWBRIDGE Element Metal Lever Up 02_RTSB_HRO.wav	CASTLE DRAWBRIDGE ELEMENT; Small metal mechanical element. Squeaky metal lever being pushed up. Reverberant.	3
DOORMisc-DS_CASTLE DRAWBRIDGE Element Metal Lever Up 03_RTSB_HRO.wav	CASTLE DRAWBRIDGE ELEMENT; Small metal mechanical element. Squeaky metal lever being pushed up. Reverberant.	3
DOORMisc-DS_CASTLE DRAWBRIDGE Element Metal Lock_RTSB_HRO.wav	CASTLE DRAWBRIDGE ELEMENT; Large metal mechanical element. Gear or large lever locking into position. Reverberant.	2
DOORMisc-DS_CASTLE DRAWBRIDGE Element Metal Mechanical Sweetener 01_RTSB_HRO.wav	CASTLE DRAWBRIDGE ELEMENT; Large metal mechanical element. Gear or large lever locking into position. Reverberant.	2
DOORMisc-DS_CASTLE DRAWBRIDGE Element Metal Mechanical Sweetener 02_RTSB_HRO.wav	CASTLE DRAWBRIDGE ELEMENT; Large metal mechanical element. Gear or large lever locking into position. Reverberant.	2
DOORMisc-DS_CASTLE DRAWBRIDGE Element Metal Mechanical Sweetener 03_RTSB_HRO.wav	CASTLE DRAWBRIDGE ELEMENT; Large metal mechanical element. Gear or large lever locking into position. Reverberant.	2
DOORMisc-DS_CASTLE DRAWBRIDGE Element Metal Movement_RTSB_HRO.wav	CASTLE DRAWBRIDGE ELEMENT; Large metal mechanical element. Large platform moving and stopping in place. Reverberant.	4
DOORMisc-DS_CASTLE DRAWBRIDGE Element Metal Ring_RTSB_HRO.wav	CASTLE DRAWBRIDGE ELEMENT; Large metal mechanical element. Large gear or mechanism starting up with ring character. Reverberant.	4
DOORMisc-DS_CASTLE DRAWBRIDGE Element Metal Rotate 01_RTSB_HRO.wav	CASTLE DRAWBRIDGE ELEMENT; Large metal mechanical element. Large single rotation. Reverberant.	3
DOORMisc-DS_CASTLE DRAWBRIDGE Element Metal Rotate 02_RTSB_HRO.wav	CASTLE DRAWBRIDGE ELEMENT; Large metal mechanical element. Large single rotation. Reverberant.	3
DOORMisc-DS_CASTLE DRAWBRIDGE Element Metal Rotate 03_RTSB_HRO.wav	CASTLE DRAWBRIDGE ELEMENT; Large metal mechanical element. Large single rotation. Reverberant.	3
DOORMisc-DS_CASTLE DRAWBRIDGE Element Metal Rotate Huge 01_RTSB_HRO.wav	CASTLE DRAWBRIDGE ELEMENT; Large metal mechanical element. Large single rotation. Reverberant.	3
DOORMisc-DS_CASTLE DRAWBRIDGE Element Metal Rotate Huge 02_RTSB_HRO.wav	CASTLE DRAWBRIDGE ELEMENT; Large metal mechanical element. Large single rotation. Reverberant.	3
DOORMisc-DS_CASTLE DRAWBRIDGE Element Metal Rotate Huge 03_RTSB_HRO.wav	CASTLE DRAWBRIDGE ELEMENT; Large metal mechanical element. Large single rotation. Reverberant.	3
DOORMisc-DS_CASTLE DRAWBRIDGE Element Metal Slide_RTSB_HRO.wav	CASTLE DRAWBRIDGE ELEMENT; Large metal mechanical element. Wronk and slide of large mechanical device. Reverberant.	3
DOORMisc-DS_CASTLE DRAWBRIDGE Element Metal With Chain_RTSB_HRO.wav	CASTLE DRAWBRIDGE ELEMENT; Large metal mechanical element. Large slide of large mechanical device with chain like element. Reverberant.	3
WEAPMisc-DS_GUILLOTINE Decapitate 01_RTSB_HRO.wav	GUILLOTINE DECAPITATE; Wood and metal guillotine falling and cutting off head. Mild gore.	3
GORESpit-DS_HEAD Severed Drop_RTSB_HRO.wav	HEAD SEVERED DROP; Severed head dropping on concrete surface. Mild gore, squishy element.	5
WEAPKnif-DS_KNIFE Dagger Sheathe Leather_RTSB_HRO.wav	KNIFE DAGGER SHEATHE LEATHER; Sheathing or inserting dagger into leather sheathe.	3
WEAPKnif-DS_KNIFE Dagger Stab Heavy_RTSB_HRO.wav	KNIFE DAGGER STAB HEAVY; Dagger stabbing flesh with blood and gore element.	4
WEAPKnif-DS_KNIFE Dagger Stab_RTSB_HRO.wav	KNIFE DAGGER STAB; Dagger stabbing flesh with blood and gore element.	4
WEAPKnif-DS_KNIFE Dagger Unsheathe Leather_RTSB_HRO.wav	KNIFE DAGGER UNSHEATHE LEATHER; Unsheathing or removing dagger from leather sheathe.	3
WEAPArm-DS_SHIELD Metal Hit Heavy_RTSB_HRO.wav	SHIELD METAL HIT HEAVY; Sword or weapon hitting metal shield with mild metal ring. Heavy Intensity.	4
WEAPArm-DS_SHIELD Metal Hit Light_RTSB_HRO.wav	SHIELD METAL HIT LIGHT; Sword or other metal weapon hitting metal shield. Light intensity.	5
WEAPArm-DS_SHIELD Metal Hit Medium_RTSB_HRO.wav	SHIELD METAL HIT MEDIUM; Sword or other metal weapon hitting metal shield. Medium intensity.	4

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WEAPArm-DS_SHIELD Wood Hit Heavy_RTSB_HRO.wav	SHIELD WOOD HIT HEAVY; Sword or weapon hitting wood shield with mild metal ring. Heavy Intensity.	4
WEAPArm-DS_SHIELD Wood Hit Light_RTSB_HRO.wav	SHIELD WOOD HIT LIGHT; Sword or other metal weapon hitting wood shield. Light intensity.	5
WEAPArm-DS_SHIELD Wood Hit Medium_RTSB_HRO.wav	SHIELD WOOD HIT MEDIUM; Sword or other metal weapon hitting wood shield. Medium intensity.	5
WEAPSwrd-DS_SWORD Falchion Impale_RTSB_HRO.wav	SWORD FALCHION IMPALE; Stabbing and impaling with a blood and guts splatter tail. Mild gore.	5
WEAPSwrd-DS_SWORD Falchion Pull Out_RTSB_HRO.wav	SWORD FALCHION PULL OUT; Pulling out falchion sword from flesh with mild gore and blood element.	5
WEAPSwrd-DS_SWORD Falchion Sheathe Leather_RTSB_HRO.wav	SWORD FALCHION SHEATHE LEATHER; Sliding falchion sword into leather sheathe.	4
WEAPSwrd-DS_SWORD Falchion Unsheathe Leather_RTSB_HRO.wav	SWORD FALCHION UNSHEATHE LEATHER; Sliding falchion sword out of leather sheathe with ring or shing tail.	4
WEAPSwrd-DS_SWORD Rapier Hit_RTSB_HRO.wav	SWORD RAPIER HIT; Sword on sword hits with ring or shing tail.	4
WEAPSwrd-DS_SWORD Rapier Stab_RTSB_HRO.wav	SWORD RAPIER STAB; Rapier stabbing flesh with blood and gore element.	2
WEAPSwrd-DS_SWORD Scimitar Sheathe Metal_RTSB_HRO.wav	SWORD SCIMITAR SHEATHE METAL; Sliding scimitar sword into metal sheathe.	5
WEAPSwrd-DS_SWORD Scimitar Stab_RTSB_HRO.wav	SWORD SCIMITAR STAB; Scimitar stabbing flesh with blood and gore element.	4
WEAPSwrd-DS_SWORD Scimitar Unsheathe Metal_RTSB_HRO.wav	SWORD SCIMITAR UNSHEATHE METAL; Sliding scimitar sword out of metal sheathe with ring or shing tail.	4
WEAPSwrd-DS_SWORD Sheathe_RTSB_HRO.wav	SWORD SHEATHE; Slowly placing sword into sheathe.	2
WEAPSwrd-DS_SWORD Unsheathe_RTSB_HRO.wav	SWORD UNSHEATHE; Slowly removing sword from sheathe with ring or shing tail.	3
DOORSton-DS_TOMB Slide Closed_RTSB_HRO.wav	TOMB STONE; Closing a stone tomb by pushing and sliding its cover back in place. Heavy, scraping character.	5
DOORSton-DS_TOMB Slide Open_RTSB_HRO.wav	TOMB STONE; Opening a stone tomb by pushing off and sliding its cover. Heavy, scraping character.	5