CYBER WEAPONS

CYBER WEAPONS - CONSTRUCTION KIT - DATA SHEET

FILENAME	DESCRIPTION
AIRBrst_SHOT Blow In Pipe_B00M_CWCK.wav	Person blowing air into pipe with high pressure. Hard attack and resonant decay.
AIRBrst_SHOT Paintball Tank Air Blast Dry Fire_B00M_CWCK.wav	Air release of paintball gun tank. Hollow, resonant hiss.
AIRBrst_SHOT Paintball Tank Air Blast_B00M_CWCK.wav	Air release of paintball gun tank. Hollow, sharp and resonant hiss.
COMType_MECHANICS HEAVY Type Writer Low Resonance Clunk Burst_B00M_CWCK.wav	Dull, metallic impact followed by multiple rumbling hits with servo like, winding up element.
COMType_MECHANICS HEAVY Type Writer Low Resonance Clunk Single_B00M_CWCK.wav	Dull, metallic impact followed by hollow rumble.
COMType_MECHANICS HEAVY Type Writer Slam_B00M_CWCK.wav	Thud followed by rattling. Hollow, resonating metal.
COMType_MECHANICS Type Writer Clunk Single_B00M_CWCK.wav	Thud and click followed by small clank. First attack sharp and resonant. Second short and resonant.
DOORGate_MECHANICS HEAVY Gate Turnstile Spin Squeaky_B00M_CWCK.wav	Clack of metallic impact repeatedly in varying rhythms. Hard attacks and reverberant decay.
DOORGate_MECHANICS HEAVY Rusty Gate Large Deadbolt Soft_B00M_CWCK.wav	Object dragged, with hiss, followed by thud.
DOORMech_MECHANICS Metal Snap Door Lock Mechanism_B00M_CWCK.wav	Sharp click occurring in twos at slower and slower speeds.
DSGNMisc_IMPACT Gritty Particles	Multiple, short laser like impacts. Grains slowly disperse.
DSGNMisc_IMPACT PROCESSED Drum Distorted Modulation Punch_B00M_CWCK.wav	Electronic rumble with occasional rising pitch.
DSGNMisc_IMPACT PROCESSED Drum Distorted Slam_B00M_CWCK.wav	Strong electronic, distorted burst and low bass note.
DSGNSynth_BEAM Burning Laser_B00M_CWCK.wav	Synthetic sizzling grains with steady tonal element. Varying speed and intensity.
DSGNSynth_BEAM Constant Tonal Radiation_B00M_CWCK.wav	Screaming wavetable synthesizer with subtle low rumble and soft high sizzle.
DSGNSynth_BEAM Dense Synthetic Plasma_B00M_CWCK.wav	Rumble with sizzling grains. Pitch of rumble ascends and grains sometimes change. Speed consistent.
DSGNSynth_BEAM Digital Burning_B00M_CWCK.wav	Processed flames coming out of futuristic device. Heavy drone. Heavy, synthetic gurgles with modulations. Electronic gurgles. Extreme variations.
DSGNSynth_BEAM Dirty Transients_B00M_CWCK.wav	Low drone, motor like, with subtle grains on top. Both varying in pitch. Intense crackles. Distorted helicopter.

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DSGNSynth_BEAM Distorted Buzz_BOOM_CWCK.wav	Processed motor creates dense buzz with varying central pitch and grains.
DSGNSynth_BEAM Fluid Energy_BOOM_CWCK.wav	Processed low, varying pitch rumble going in and out with high pitched noise.
DSGNSynth_BEAM Flutter Metal Drone_BOOM_CWCK.wav	Processed drone with dispersed electric particles and buzzes going in and out.
DSGNSynth_BEAM Gritty Tonal Movement_BOOM_CWCK.wav	Sweeping noises whooshing and scattering with buzzes going in and out. Becomes more electrical towards end and buzzes more processed.
DSGNSynth_BEAM Gritty Wave_BOOM_CWCK.wav	Processed drone with high pitched screeches. Drone disappears and becomes more rumbly. Everything becomes shriller. Drone back at end.
DSGNSynth_BEAM Growl Wavetable Modulation_BOOM_CWCK.wav	Synthetic, modulated growl. Long duration. Bassy part disappears and then reappears.
DSGNSynth_BEAM Growly Electricity_BOOM_CWCK.wav	Harsh electric roar with whooshes. Drone and warbles.
DSGNSynth_BEAM High Beam Low Buzz_BOOM_CWCK.wav	Processed beam with high pitch noise. Synthetic electrical particles. Warped filter added later on. Pitch, shrillness and nosiness varies.
DSGNSynth_BEAM High Cutting Edge_BOOM_CWCK.wav	Processed vibration of futuristic machine. Becoming more and more modulated.
DSGNSynth_BEAM High Flutter_BOOM_CWCK.wav	Processed flutter. Particles going wild. Pitch rises. Then low pitch comes back. Particles moving at different speed than beginning.
DSGNSynth_BEAM High Voltage_BOOM_CWCK.wav	Metallic collision as if with a gate. Dense vibrations in long bursts.
DSGNSynth_BEAM Sizzle Rumble_BOOM_CWCK.wav	Processed rumble with scattered particles and alarm like tone repeating. Pitch rises. Rumble turns into garble and then returns at end.
DSGNSynth_BEAM Tonal Hollow_BOOM_CWCK.wav	Processed metal fan with steady mid pitch in relation to rest of the sample. Pitch rises then comes becomes low and begins to fall. Particles become wilder.
DSGNSynth_BEAM Tonal Movement Digital_BOOM_CWCK.wav	Harsh electronic buzzing with grains of noise with comb filter.
DSGNSynth_CHARGE DOWN Kick Power Down_BOOM_CWCK.wav	Synthetic fall in pitch from high to very low. Hard attack.
DSGNSynth_CHARGE DOWN Resonant Downer Long_BOOM_CWCK.wav	Synthetic fall in pitch from high to low. Long duration. Pitch at end modulates.
DSGNSynth_CHARGE DOWN Synth Cool Down_BOOM_CWCK.wav	Synthetic fall in pitch from high to very low quickly.
DSGNSynth_CHARGE DOWN Synth Servo Long_BOOM_CWCK.wav	Synthetic high pall falls extremely quickly.

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DSGNSynth_CHARGE DOWN Synth Servo Power Off_BOOM_CWCK.wav	Metal gate with grooves struck, in electronic form.
DSGNSynth_CHARGE DOWN Thud Sweep_BOOM_CWCK.wav	Synthetic pitch drop from very high to high. Starting with low thud.
DSGNSynth_CHARGE UP Anime Shine_BOOM_CWCK.wav	Harsh synthetic slices. Grains added towards end of sample.
DSGNSynth_CHARGE UP Bubbly Charge_BOOM_CWCK.wav	Processed bubbles, gradually longer in length with slight rise in pitch as bubble disintegrates.
DSGNSynth_CHARGE UP Complex Charge Up_BOOM_CWCK.wav	Synthetic rise in pitch. Bubbly. Sporadic beeps.
DSGNSynth_CHARGE UP Computing Weapon_BOOM_CWCK.wav	High tech weapon takes aim. Short impact followed by buzz and high pitched grains close together.
DSGNSynth_CHARGE UP Crackle Charge_BOOM_CWCK.wav	Synthetic rise in pitch. Grains moving at varying speeds.
DSGNSynth_CHARGE UP Energy Recharge_BOOM_CWCK.wav	Energy recharge. Plop followed by synthetic burp.
DSGNSynth_CHARGE UP Gritty Synth Riser_BOOM_CWCK.wav	Strike followed by synthetic rise in pitch, followed by static pitch and sometimes fall in pitch and or rumble.
DSGNSynth_CHARGE UP High Pitch Discharge_BOOM_CWCK.wav	Short synthetic fall in pitch followed by rise in pitch, becoming quieter and more glitchy.
DSGNSynth_CHARGE UP High Tech Power Up_BOOM_CWCK.wav	Power up. Bubbles gurgle converging at high squeak.
DSGNSynth_CHARGE UP Kick Power Up_BOOM_CWCK.wav	Synthetic rise in pitch followed by low or high pitched click of button pressed.
DSGNSynth_CHARGE UP Mini Power Up_BOOM_CWCK.wav	Squeaky grains disperse. Synthetic rise in pitch and sudden fall.
DSGNSynth_CHARGE UP Modulated Riser Long_BOOM_CWCK.wav	Synthetic rise in pitch for varying time lengths.
DSGNSynth_CHARGE UP Night Scope Activation_BOOM_CWCK.wav	Synthetic rise in pitch from high to very high.
DSGNSynth_CHARGE UP Post Shot Recharge_BOOM_CWCK.wav	Synthetic gargle followed by synthetic rise in pitch.
DSGNSynth_CHARGE UP Power Anime_BOOM_CWCK.wav	Synthetic pitch rises and modulation is added. Glitchy slices.
DSGNSynth_CHARGE UP Power_BOOM_CWCK.wav	Synthetic rise in pitch. Modulated and warped. Varying lengths.
DSGNSynth_CHARGE UP Screaming Distorted Synths_BOOM_CWCK.wav	Synthetic rise and fall in pitch. Electronic and very distorted. Long, resonant decay.
DSGNSynth_CHARGE UP Simple Tonal Riser_BOOM_CWCK.wav	Static synthetic pitch followed by rise in pitch at varying speeds. Sometimes stops on one pitch in the middle.
DSGNSynth_CHARGE UP Stutter Charge_BOOM_CWCK.wav	Alien calling beacon. Beep with dispersing grains.
DSGNSynth_CHARGE UP Synth Alarm	Synthetic rise in pitch. Sharp hisses towards end of end of sample.

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DSGNSynth_CHARGE UP Synth Energy Charge_BOOM_CWCK.wav	Synthetic rise in pitch with motor like rumble. Length increased towards end.
DSGNSynth_CHARGE UP Synth Step	Ball of processed rumbles slowly expands outward while slightly rising in pitch, converging at center.
DSGNSynth_CHARGE UP Tonal Power Up_BOOM_CWCK.wav	Calibration, synthetic rise in pitch, ending with grainy sounds.
DSGNSynth_CHARGE UP Turbo Charger_BOOM_CWCK.wav	Synthetic rise in pitch from high to very high. Long sequence. Sometimes grainy.
DSGNSynth_SHOT Bass Drop Modulated_BOOM_CWCK.wav	Synthetic fall in pitch from mid pitch to very low. Intense bass drop.
DSGNSynth_SHOT Bass Layer_BOOM_CWCK.wav	Short electronic bass burst. Electrical and heavily distorted.
DSGNSynth_SHOT Blasting Energy Modulation_BOOM_CWCK.wav	Pulses blasted are modulated and break into separate ripples.
DSGNSynth_SHOT Burst Energy Short_BOOM_CWCK.wav	Short, sharp, metallic sound without short, resonant decay.
DSGNSynth_SHOT Buzz To Punch_BOOM_CWCK.wav	Medium length artificial buzz. Resonant decay.
DSGNSynth_SHOT Buzz Whoosh Release_BOOM_CWCK.wav	Short buzz breaks outward into whoosh with slight airy click.
DSGNSynth_SHOT Cricket Tail Short_BOOM_CWCK.wav	Processed cricket with short tail.
DSGNSynth_SHOT Crystal Lasers_BOOM_CWCK.wav	Laser fire with some graininess and machine like texture.
DSGNSynth_SHOT Dense Filtering_BOOM_CWCK.wav	Bass dub hit with upper harmonics present, warping through the air.
DSGNSynth_SHOT Digital Discharge Noise_BOOM_CWCK.wav	Laser fired with sweeping whoosh. Short, resonant decay.
DSGNSynth_SHOT Digital Growl_BOOM_CWCK.wav	Laser fired with sharp fall in pitch. Warps heavily.
DSGNSynth_SHOT Discharge Gritty Tonal_BOOM_CWCK.wav	Very harmonically dense laser fired with rising pitch.
DSGNSynth_SHOT Disintegrating Buzz_BOOM_CWCK.wav	Short processed buzz disintegrates inwardly becoming sharp whoosh.
DSGNSynth_SHOT Distorted Burst Delay_BOOM_CWCK.wav	Fast, distorted thud followed by rattling.
DSGNSynth_SHOT Distorted Launch_BOOM_CWCK.wav	Sharp, distorted burst. Heavily distorted whoosh appears, which falls in pitch as length increases.
DSGNSynth_SHOT Dronish Incoming_BOOM_CWCK.wav	Low, metallic single or double rumbles. Varying speeds. Heavily distorted.
DSGNSynth_SHOT Energetic Screams_BOOM_CWCK.wav	Rumbling motor as if motor is being turned off. Warped bass drop. Airy tail.
DSGNSynth_SHOT Energy Burst_BOOM_CWCK.wav	Laser burst making contact with metallic surface. Bass decays quicker than higher frequencies.
DSGNSynth_SHOT Energy Buzz_BOOM_CWCK.wav	Harsh buzz of energy converges inwardly into quiet whoosh.
DSGNSynth_SHOT Energy Plop Wobble_BOOM_CWCK.wav	Focused and sharp gargle breaking into wobbles.
DSGNSynth_SHOT Energy Surge_BOOM_CWCK.wav	Energy surge. Heavily modulated with filter.
DSGNSynth_SHOT Fast Modulation_BOOM_CWCK.wav	Short, punchy bursts. Sharp attack followed by squeaky grains quickly dispersed.
DSGNSynth_SHOT Filter Modulated Bass_BOOM_CWCK.wav	Low pitch synthetic burst breaking into warped ripples.
DSGNSynth_SHOT Filter Modulation Burst_BOOM_CWCK.wav	Synthetic mid-range pitch scatters.

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DSGNSynth_SHOT Filter Modulation_BOOM_CWCK.wav	High pitch laser fired, similar to aircraft in Star Wars.
DSGNSynth_SHOT Filter Wobble Gnarly_BOOM_CWCK.wav	Force field struck but not penetrated. Zap followed by low electronic rumble.
DSGNSynth_SHOT Fire_BOOM_CWCK.wav	Short, laser fire with abrupt fall in pitch.
DSGNSynth_SHOT FM Drone Burst_BOOM_CWCK.wav	Short bass burst followed by synthetic high pitched, glitchy ring.
DSGNSynth_SHOT Fuzz Laser_BOOM_CWCK.wav	High synthetic pitch with rapid fall to very low pitch and slight rumble.
DSGNSynth_SHOT Glass Clicker_BOOM_CWCK.wav	Short, quiet laser like burst, gradually becoming longer in length.
DSGNSynth_SHOT Glassy Fire Rifle_BOOM_CWCK.wav	Short laser like and sharp burst, gradually becoming longer in length.
DSGNSynth_SHOT Gnarl_BOOM_CWCK.wav	Medium length processed gnarl. Bassy part disappears shortly before sound decays.
DSGNSynth_SHOT Gnarly Burst_BOOM_CWCK.wav	Short gnarl, bass burst ending with motor rotation.
DSGNSynth_SHOT Grain Gnarl Rising_BOOM_CWCK.wav	Scattered grains spread from center outwards. Piercing, short resonance.
DSGNSynth_SHOT Grain Pitch Rise_BOOM_CWCK.wav	Aggressive laser fire followed by rise of synthetic pitch with burps.
DSGNSynth_SHOT Gritty Bass Blast_BOOM_CWCK.wav	Sharp blast of bass tone. Occasionally wobbles.
DSGNSynth_SHOT Gritty Burst_BOOM_CWCK.wav	Sharp, dense, harmonically rich sonic burst breaking into grains with rumble.
DSGNSynth_SHOT Gritty Impact Medium_BOOM_CWCK.wav	Short, harsh impact. Explosive with metallic echo.
DSGNSynth_SHOT Growl Into Glassy Buzz_BOOM_CWCK.wav	Wide growl converges to center in glass like, high pitched buzz.
DSGNSynth_SHOT Growl Long Tail_BOOM_CWCK.wav	Short and sharp growl of laser with long, warped tail.
DSGNSynth_SHOT High Energy Burst Crackle Large_BOOM_CWCK.wav	Collision with electronic gate. Electronic grains make impact and slowly wither out while remaining unmoving.
DSGNSynth_SHOT High Energy Burst Crackle Small_BOOM_CWCK.wav	Crackle like fireworks. Distorted impact against metal. Grains quickly simmer out.
DSGNSynth_SHOT High Energy Burst_BOOM_CWCK.wav	Short laser like strikes with long, warpy tail.
DSGNSynth_SHOT High Freq Cutter_BOOM_CWCK.wav	Burst of energy ending with sword slice.
DSGNSynth_SHOT High Freq Cutting Low Punch_BOOM_CWCK.wav	Electronic laser blast followed by warped whoosh.
DSGNSynth_SHOT High Modulated Burst_BOOM_CWCK.wav	Sudden burst, with abrupt rise in pitch.
DSGNSynth_SHOT High Pitch Burst_BOOM_CWCK.wav	Harmonically dense and metallic high pitch with long reverberation.
DSGNSynth_SHOT High Pitch Short Sweep_BOOM_CWCK.wav	Short high pitched beep with click. Sometimes in reverse order.
DSGNSynth_SHOT High Pitch Texture_BOOM_CWCK.wav	Short laser garble with bouncy decay.
DSGNSynth_SHOT High Ring Out_BOOM_CWCK.wav	Impact against metallic gate. Noisy with medium length tail.
DSGNSynth_SHOT High Tech Tail Medium_BOOM_CWCK.wav	Medium length tail breaks into bubbles and suddenly is halted with no reverberation.
DSGNSynth_SHOT High Tech Tail Short_BOOM_CWCK.wav	Short tail breaks into bubbles and suddenly is halted with no reverberation.

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DSGNSynth_SHOT High Whistle Sub Punch_BOOM_CWCK.wav	Bass blast followed by high pitched screech.
DSGNSynth_SHOT High Zip Into Buzz_BOOM_CWCK.wav	High pitch short zip, turns into buzz.
DSGNSynth_SHOT High Zip Wobble_BOOM_CWCK.wav	Zip breaks into wobbles with high pitch whizz.
DSGNSynth_SHOT Hollow Burst_BOOM_CWCK.wav	Hollow, robotic like burst. No bass. Warped warble.
DSGNSynth_SHOT Hollow Drone Impact_BOOM_CWCK.wav	Muffled. Short burst of grains, slowly dissipating. Short, resonant decay.
DSGNSynth_SHOT Impact Release Buzz_BOOM_CWCK.wav	Electronic impact spreads outwards. Warped.
DSGNSynth_SHOT Kitten Laser Refract_BOOM_CWCK.wav	Short low pitch synthetic impact, spreading to higher pitches with mini explosion.
DSGNSynth_SHOT Kitten Laser_BOOM_CWCK.wav	Short low pitch synthetic sound, with fall in pitch during decay and sometimes faint meow of cat.
DSGNSynth_SHOT Laser Basic_BOOM_CWCK.wav	Short fire of laser, similar to Star Wars. Air rumbles. Medium length tail.
DSGNSynth_SHOT Laser Burst Mechanical_BOOM_CWCK.wav	Dubstep intro bass burst with light clicks.
DSGNSynth_SHOT Laser Burst Short Hard_BOOM_CWCK.wav	Extremely quick and dense laser burst.
DSGNSynth_SHOT Laser Burst_BOOM_CWCK.wav	Medium length, muffled laser burst, converges to center and pops.
DSGNSynth_SHOT Laser Complex Shot_BOOM_CWCK.wav	Futuristic laser fired with gurgles and squeaks. Varying speeds.
DSGNSynth_SHOT Laser Metallic Scream_BOOM_CWCK.wav	Metallic laser fired followed by warped spread.
DSGNSynth_SHOT Laser Pistol Punchy_BOOM_CWCK.wav	Piercing laser pistol fired. No tail.
DSGNSynth_SHOT Laser Rifle Incoming_BOOM_CWCK.wav	Laser fired from a distance. Muffled and warped.
DSGNSynth_SHOT Laser Wobble_BOOM_CWCK.wav	Short, shimmering metallic grains. Grains wobble before zapping at end.
DSGNSynth_SHOT Last Ammo Shot_BOOM_CWCK.wav	Short electronic, artificially produced buzz. Slicing the air. Becomes bubbly.
DSGNSynth_SHOT Liquid Fire_BOOM_CWCK.wav	Short, wobbly ripples, gradually becoming longer in length.
DSGNSynth_SHOT Low FM Punch_BOOM_CWCK.wav	Short, tinny burst, ending with rapid metallic rattling.
DSGNSynth_SHOT Low Punch Shot_BOOM_CWCK.wav	Short, bassy blast which spreads rapidly. Grains modulate. 2 blasts at end.
DSGNSynth_SHOT Low Punch Wobble_BOOM_CWCK.wav	Bass burst with wobbling grains. Boomy and rumbly.
DSGNSynth_SHOT Low Zap Drop_BOOM_CWCK.wav	Synthetic low pitch. Muffled with electronic squeak and wobble.
DSGNSynth_SHOT Micro Blaster Sharp_BOOM_CWCK.wav	Futuristic laser fire with spread burst, similar to in Star Wars through long distances of space.
DSGNSynth_SHOT Micro Blaster_BOOM_CWCK.wav	Futuristic laser fire with spread burst, similar to in Star Wars through long distances of space. More harmonically rich and dense sound.
DSGNSynth_SHOT Micro Puncher_BOOM_CWCK.wav	Futuristic laser makes impact with large metal surface. Thud followed by warped whoosh at varying speeds.
DSGNSynth_SHOT Micro Shot Burst_BOOM_CWCK.wav	Multiple lasers fired at once. Squeaky whoosh becoming gradually longer in length.
DSGNSynth_SHOT Micro Shot Rise_BOOM_CWCK.wav	Short, sharp laser strike, with rise in pitch and long, resonant whoosh.
DSGNSynth_SHOT Micro Shot_BOOM_CWCK.wav	Short, sharp laser fire with minimal decay and short laser fire with long resonant decay.

FILENAME	DESCRIPTION
DSGNSynth_SHOT Micro Zaps_B00M_CWCK.wav	Short electric zaps. Mostly with short tail, though some with long tail.
DSGNSynth_SHOT Mini UI Activation_B00M_CWCK.wav	Ripply laser fired, moving quickly through short amount of space space. No tail.
DSGNSynth_SHOT Mirror Fire Small_B00M_CWCK.wav	Processed, muffle gunshots. Quiet.
DSGNSynth_SHOT Mirror Fire_B00M_CWCK.wav	Processed muffled gunshots. Quiet, sharp.
DSGNSynth_SHOT Modulated Gritty Burst_B00M_CWCK.wav	Low bass burst with rattling tail.
DSGNSynth_SHOT Morph Laser Slow_B00M_CWCK.wav	Laser fire, like those in action movies which destroys whole cities or planets.
DSGNSynth_SHOT Morph Laser_B00M_CWCK.wav	Short burst of laser fire like those in action movies which destroys whole cities or planets.
DSGNSynth_SHOT Muffled Bass Drone Impact_B00M_CWCK.wav	Synthetic low pitch and breaks into sweeps.
DSGNSynth_SHOT Mysterious Zapper_B00M_CWCK.wav	Processed zapper with rumbling of various lengths.
DSGNSynth_SHOT Nitro Rifle Fast_B00M_CWCK.wav	Processed nitro rifle shot. Warped expulsion. Short duration. Quiet whoosh towards end.
DSGNSynth_SHOT Nitro Rifle Slow_B00M_CWCK.wav	Processed nitro rifle shot. Long duration. Sometimes with no tail. Sometimes with whizzing tail.
DSGNSynth_SHOT Ping Blasters_B00M_CWCK.wav	Large aircraft laser blasters making impact with metal target. Tail varies from squeaky whoosh to rumble.
DSGNSynth_SHOT Pitched Tail Laser Medium_B00M_CWCK.wav	Quiet laser blast with medium length, harmonically dense tail.
DSGNSynth_SHOT Plasma Shot Short_B00M_CWCK.wav	Short plasmic, bubbly burst. Short decay.
DSGNSynth_SHOT Plasma Tail Short_B00M_CWCK.wav	Short plasma tail. Plop.
DSGNSynth_SHOT Pulse Clean_B00M_CWCK.wav	Strong pulse gradually or quickly slows down. Rumble appears in longer pulses.
DSGNSynth_SHOT Pulse Dirty Noisy_B00M_CWCK.wav	Piercing laser, with gritty, noisy decay.
DSGNSynth_SHOT Pulse Downer_B00M_CWCK.wav	Strong laser impact on metal side of ship with low resonant pitch.
DSGNSynth_SHOT Pulse Punch Buzz_B00M_CWCK.wav	Strong, punchy, short, liquidy buzz. Squeak.
DSGNSynth_SHOT Pulse Short Liquid Bubble Long_B00M_CWCK.wav	Futuristic laser fired, slowly modulating and disintegrating into rumble.
DSGNSynth_SHOT Pulse Short Squeak_B00M_CWCK.wav	Short, piercing, high pitch laser strike with bassy rumble and occasionally whooshes.
DSGNSynth_SHOT Pulse Tonal_B00M_CWCK.wav	Harmonically dense laser strike disintegrating into grains.
DSGNSynth_SHOT Punchy Flanger_B00M_CWCK.wav	Punchy, distorted flanger with long tail.
DSGNSynth_SHOT Punchy Laser Drum_B00M_CWCK.wav	Punchy laser burst disperses into distorted ripples.
DSGNSynth_SHOT Punchy Low_B00M_CWCK.wav	Short synthetic low pitch with rumble and long decay. Shrill noise with extremely short decay also discharged.
DSGNSynth_SHOT Punchy Whistler_B00M_CWCK.wav	Short synthetic burst of air with low pitch impact and whistle with short or long decay.
DSGNSynth_SHOT Punchy Wobble Impact_B00M_CWCK.wav	Short synthetic impact followed by glitchy grains dispersed.
DSGNSynth_SHOT Quick Crunch Tail_B00M_CWCK.wav	Laser fire from close distance coming into contact with force field.

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DSGNSynth_SHOT Resonant Energy_BOOM_CWCK.wav	Short burst of turbine engine.
DSGNSynth_SHOT Resonant Laser Long_BOOM_CWCK.wav	Initial laser strike followed by low pitch decay.
DSGNSynth_SHOT Retro Fire_BOOM_CWCK.wav	Laser cannons fired. No tail or long whooshy tail.
DSGNSynth_SHOT Ricochet_BOOM_CWCK.wav	Laser fire comes into contact with large metal object.
DSGNSynth_SHOT Rising Siren_BOOM_CWCK.wav	Synthetic siren like rise in pitch.
DSGNSynth_SHOT Screaming Energy Burst_BOOM_CWCK.wav	Short bursts of energy followed by long, distorted screams.
DSGNSynth_SHOT Servo Shot_BOOM_CWCK.wav	Short, piercing, high pitch laser.
DSGNSynth_SHOT Short Hollow Glass_BOOM_CWCK.wav	Crystalized sound of collision with glass.
DSGNSynth_SHOT Short Plasma Power Up_BOOM_CWCK.wav	Short, sharp burst of plasma. Single, double or triple shot.
DSGNSynth_SHOT Short Sweep Impact_BOOM_CWCK.wav	Short, plasmic impact breaks into sweep.
DSGNSynth_SHOT Short Tonal Punch_BOOM_CWCK.wav	Dense, rapid, harmonically rich burst. Sweeping tail.
DSGNSynth_SHOT Silenced Fire_BOOM_CWCK.wav	Quiet laser fire in varying number of shots. After impact with object, decays very quickly.
DSGNSynth_SHOT Snappy Sweep Long_BOOM_CWCK.wav	Synthetic pitch falls in pitch quickly high to low.
DSGNSynth_SHOT Snappy Sweep Short_BOOM_CWCK.wav	Synthetic sweep as if TV has suddenly been turned off.
DSGNSynth_SHOT Soft Basic_BOOM_CWCK.wav	Short, sharp laser fire. Narrow and warped bass drop.
DSGNSynth_SHOT Space Laser_BOOM_CWCK.wav	Futuristic laser fired, containing sword like slices. Eventually breaks off into vibrations, gradually growing in length.
DSGNSynth_SHOT Stutter Charge_BOOM_CWCK.wav	Pulsating burst of laser fired in long sequence.
DSGNSynth_SHOT Synth Servo Like_BOOM_CWCK.wav	Short, grainy impact. Wobbly and nonreverbant.
DSGNSynth_SHOT Synth Warp_BOOM_CWCK.wav	Two subsequent blasts at varying speeds except for first sequence of one. Warped tail.
DSGNSynth_SHOT Texture Fire_BOOM_CWCK.wav	Muffled gunshots. Ripply or with no decay. Number of shots varies.
DSGNSynth_SHOT Tonal Clean_BOOM_CWCK.wav	Harmonically dense blast with long, whooshy tail.
DSGNSynth_SHOT Tonal Comb_BOOM_CWCK.wav	Processed burst of tonal comb. Very short and abrupt.
DSGNSynth_SHOT Tonal Energy Hollow_BOOM_CWCK.wav	Warp followed by tinny, modulated shot.
DSGNSynth_SHOT Tonal Energy Warp_BOOM_CWCK.wav	Warp followed by short, sharp shot. Quick whoosh with medium length, reverberant tail.
DSGNSynth_SHOT Tonal Wide Zap_BOOM_CWCK.wav	Short, sharp strike with springy tail.
DSGNSynth_SHOT Tonal Wobble Clean_BOOM_CWCK.wav	Tonal, wobbly burst which slows down and falls to low pitch.
DSGNSynth_SHOT Tonal Wobble_BOOM_CWCK.wav	Processed tonal, wobbly burst which slows down and falls to low pitch.
DSGNSynth_SHOT UI Click_BOOM_CWCK.wav	Short, sharp processed clicks. Noisy bursts on top.
DSGNSynth_SHOT Warp Small_BOOM_CWCK.wav	Short, warped shot of high tech weapon. Tails of varying length: no tail, medium tail or long tail.
DSGNSynth_SHOT Warp_BOOM_CWCK.wav	Long, warped shot of high tech weapon. Long tail.
DSGNSynth_SHOT Wave Shaped Ring Out_BOOM_CWCK.wav	Short, sharp dispersion of grains.

FILENAME	DESCRIPTION
DSGNSynth_SHOT Wavetable_BOOM_CWCK.wav	Robot like, sharp clank. Warped and warbly.
DSGNSynth_SHOT Web Fire_BOOM_CWCK.wav	Short burst of filter comb.
GUNMech_MECHANICS Gun Air Rifle Trigger Pull_BOOM_CWCK.wav	Trigger pulled, creating short resonant bassy click.
GUNMech_MECHANICS Gun Airsoft Cocking Aggressive_BOOM_CWCK.wav	Gun is cocked quickly. Click produced as mechanism slides.
GUNMech_MECHANICS Gun Airsoft Cocking Full_BOOM_CWCK.wav	Gun is cocked. Click produced as mechanism slides along with more bassy recoil.
GUNMech_MECHANICS Gun Airsoft Cocking Slide_BOOM_CWCK.wav	Gun is cocked slowly, making slide more pronounced. Metal scrapes against metal and clacks.
GUNMech_MECHANICS Gun Airsoft Mag In_BOOM_CWCK.wav	Magazine loaded into gun. Soft click.
GUNMech_MECHANICS Gun Airsoft Selector Latch Bolt_BOOM_CWCK.wav	Safety of gun flicked. Short click with recoil.
GUNMech_MECHANICS Gun Airsoft Sight Catch Up_BOOM_CWCK.wav	Aiming mechanism flicked. Sharp clank.
GUNMech_MECHANICS Gun Airsoft Stock Slow_BOOM_CWCK.wav	Stock of gun struck lightly, producing distinct click. Sometimes with recoil.
GUNMech_MECHANICS Gun Airsoft Stock_BOOM_CWCK.wav	Stock of gun struck with medium force.
GUNMech_MECHANICS Gun Paintball Cocking High Click_BOOM_CWCK.wav	High pitch click and quieter recoil as paintball gun is cocked.
GUNMech_MECHANICS Gun Paintball Cocking Single_BOOM_CWCK.wav	Single cock of paintball gun. Produces soft click with no recoil and short reverberance.
GUNMech_MECHANICS Gun Paintball Cocking_BOOM_CWCK.wav	Paintball gun cocked. Click with recoil.
GUNMech_MECHANICS Gun Paintball Gun Pull In_BOOM_CWCK.wav	Paintball gun triggered flicked and slightly pops as empty cartridge engages.
GUNMech_MECHANICS Gun Paintball Gun Reload_BOOM_CWCK.wav	Paintball gun reloaded. Various clicks and clanks.
GUNMech_MECHANICS Gun Shotgun Pump Double Fast_BOOM_CWCK.wav	Double barrelled shotgun pumped quickly. Short click and recoil.

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FILENAME	DESCRIPTION
GUNMech_MECHANICS Gun Shotgun Pump Double_BOOM_CWCK.wav	Shotgun is pumped. Click is produced followed by quieter recoil sound.
GUNMech_MECHANICS Gun Shotgun Pump_BOOM_CWCK.wav	Shotgun is pumped. Short click and recoil.
GUNMech_MECHANICS Gun Shotgun Reload Fast High_BOOM_CWCK.wav	Paintball gun reloaded quickly. Produces light thud with recoil.
GUNMech_MECHANICS Gun Shotgun Reload Fast Low_BOOM_CWCK.wav	Paintball gun is reloaded producing a very bassy clang.
GUNMech_MECHANICS Gun Shotgun Reload Slow_BOOM_CWCK.wav	Shotgun reloaded slowly. Several subsequent clanks followed by final clank.
GUNMech_MECHANICS Gun Shotgun Trigger_BOOM_CWCK.wav	Trigger is flicked producing a short click. Sometimes pressure of finger against trigger can be heard before click.
GUNMech_MECHANICS Gun Single Pump Reload Chunky_BOOM_CWCK.wav	Gun is reloaded producing a clank.
GUNMech_MECHANICS Gun Single Pump Reload Fast_BOOM_CWCK.wav	Gun is reloaded quickly producing a deep thud with a very short decay.
GUNMech_MECHANICS Gun Single Pump Reload Pullback_BOOM_CWCK.wav	Putting the barrel into place as gun is reloaded, producing a short, medium pitched click.
GUNMech_MECHANICS Gun Single Pump Shot_BOOM_CWCK.wav	Gun is pumped. Length of decay of sound produced depends on how hard gun was pumped.
GUNMech_SHOT Air Rifle Silenced Single Shot Dry Fire_BOOM_CWCK.wav	Trigger is flicked producing a short click. Gun is empty and silencer is engaged.
GUNMech_SHOT Air Rifle Single Shot Dry Fire_BOOM_CWCK.wav	Trigger is flicked producing a short, sharp impact. Gun is empty but silencer is not engaged.
GUNMisc_SHOT Airsoft Gun Burst Dry Fire_BOOM_CWCK.wav	Trigger of automatic rifle pulled, resulting in multiple, subsequent mechanical clicks.
GUNMisc_SHOT Airsoft Gun Burst Long Dry Fire_BOOM_CWCK.wav	Trigger of automatic rifle pulled and held, resulting in multiple, subsequent mechanical clicks in higher quantity.
GUNMisc_SHOT Airsoft Gun Burst Long_BOOM_CWCK.wav	Trigger of airsoft gun is pulled with ammo in the cartridge, held for a long time with many rounds dispersed producing sharp clicks.
GUNMisc_SHOT Airsoft Gun Burst Medium_BOOM_CWCK.wav	Trigger of airsoft gun is pulled with ammo in the cartridge, held for a medium length of time with multiple rounds dispersed producing sharp clicks

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FILENAME	DESCRIPTION
GUNMisc_SHOT Airsoft Gun Burst Short Dry Fire_BOOM_CWCK.wav	Trigger of airsoft gun is pulled with an empty cartridge, held for a short length of time approximately 3-4 rounds dispersed producing sharp clicks.
GUNMisc_SHOT Airsoft Gun Burst Very Long Dry Fire_BOOM_CWCK.wav	Trigger of airsoft gun is pulled with an empty cartridge, held for a long length of time with many rounds dispersed, producing clicks.
GUNMisc_SHOT Airsoft Gun Single Shot Dry Fire_BOOM_CWCK.wav	Trigger of airsoft gun is pulled with an empty cartridge with only round fired, creating a short thud and crank.
GUNMisc_SHOT Airsoft Gun Single Shot_BOOM_CWCK.wav	Trigger of airsoft gun is pulled with ammo in the cartridge, with only one round fired, creating a short thud and crank.
GUNMisc_SHOT Paintball Gun 1 Burst Fast Machine_BOOM_CWCK.wav	Paintball gun fired and produces fast, motor like burst.
GUNMisc_SHOT Paintball Gun 1 Burst Sequence Dry Fire_BOOM_CWCK.wav	Paintball gun produces steady, muffled clicks when fired.
GUNMisc_SHOT Paintball Gun 1 Burst Sequence_BOOM_CWCK.wav	Paintball gun with ammo in cartridge fired. Trigger is held producing consecutive shots, slower than an automatic. Short, muffled clicks.
GUNMisc_SHOT Paintball Gun 1 Burst Short_BOOM_CWCK.wav	Paintball gun with ammo in cartridge fired. Trigger is held producing 3 consecutive shots. Short, muffled, resonant clicks.
GUNMisc_SHOT Paintball Gun 1 Single Shot Dry Fire_BOOM_CWCK.wav	Paintball gun with empty cartridge is fired in single shots. Short, muffled click.
GUNMisc_SHOT Paintball Gun 1 Single	Paintball gun with ammo in cartridge is fired in single shots. Short muffled click and quiet clank.
GUNMisc_SHOT Paintball Gun 2 Burst Fast Long Dry Fire_BOOM_CWCK.wav	Paintball gun with empty cartridge fired in multiple rounds. Short, sharp clicks.
GUNMisc_SHOT Paintball Gun 2 Burst Fast Long_BOOM_CWCK.wav	Paintball gun with ammo in cartridge is fired in multiple shots. Short, sharp clicks.
GUNMisc_SHOT Paintball Gun 2 Burst Slow Short Dry Fire_BOOM_CWCK.wav	Paintball gun with empty cartridge. Short, sharp clicks.
GUNMisc_SHOT Paintball Gun 2 Burst Slow Short_BOOM_CWCK.wav	Paintball gun fired multiple times in short bursts. Short clicks sometimes accompanied by metallic click.
GUNMisc_SHOT Paintball Gun 2 Single Shot Dry Fire_BOOM_CWCK.wav	Single shots of paintball gun with empty cartridge, producing muffled thud.
GUNMisc_SHOT Paintball Gun 2 Single	Single shots of paintball gun with ammo in cartridge, producing short clank.
GUNPis_SHOT Pistol Casull .454 Distant_BOOM_CWCK.wav	PISTOL Caliber .454, distant, 16m distance, HH stereo.
GUNPis_SHOT Pistol Casull .454 Medium Close_BOOM_CWCK.wav	PISTOL Caliber .454, medium close, 4m distance, XY Stereo.

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FILENAME	DESCRIPTION
GUNPis_SHOT Pistol Casull .454 Medium Distance_BOOM_CWCK.wav	PISTOL Caliber .454, medium distant, 10m distance, Stereo Downmix.
GUNPis_SHOT Pistol Casull .454 Very Close_BOOM_CWCK.wav	PISTOL Caliber .454, very close, 1m distance, mono.
GUNPis_SHOT Pistol Casull .454 Very Distant_BOOM_CWCK.wav	PISTOL Caliber .454, very distant, 50m, MS Stereo.
GUNPis_SHOT Pistol CZ 75 9mm Distant_BOOM_CWCK.wav	PISTOL Caliber 9mm, distant, 16m distance, HH stereo.
GUNPis_SHOT Pistol CZ 75 9mm Medium Close_BOOM_CWCK.wav	PISTOL Caliber 9mm, medium close, 4m distance, XY Stereo.
GUNPis_SHOT Pistol CZ 75 9mm Medium Distance_BOOM_CWCK.wav	PISTOL Caliber 9mm, medium distant, 10m distance, Stereo Downmix.
GUNPis_SHOT Pistol CZ 75 9mm Very Close Sweetener_BOOM_CWCK.wav	PISTOL Caliber 9mm, very close, 1m distance, mono, dynamic mic.
GUNPis_SHOT Pistol CZ 75 9mm Very Close_BOOM_CWCK.wav	PISTOL Caliber 9mm, very close, 1m distance, mono.
GUNPis_SHOT Pistol CZ 75 9mm Very Distant_BOOM_CWCK.wav	PISTOL Caliber 9mm, very distant, 50m, MS Stereo.
GUNPis_SHOT Pistol S&W Model 29 Distant_BOOM_CWCK.wav	REVOLVER Caliber 9mm, distant, 16m distance, HH stereo.
GUNPis_SHOT Pistol S&W Model 29 Medium Close_BOOM_CWCK.wav	REVOLVER Caliber 9mm, medium close, 4m distance, XY Stereo.
GUNPis_SHOT Pistol S&W Model 29 Medium Distance_BOOM_CWCK.wav	REVOLVER Caliber 9mm, medium distant, 10m distance, Stereo Downmix.
GUNPis_SHOT Pistol S&W Model 29 Very Close_BOOM_CWCK.wav	REVOLVER Caliber 9mm, very close, 1m distance, mono.
GUNPis_SHOT Pistol S&W Model 29 Very Distant_BOOM_CWCK.wav	REVOLVER Caliber 9mm, very distant, 50m, MS Stereo.
GUNPis_SHOT Pistol Walther 765 Distant_BOOM_CWCK.wav	PISTOL Caliber 7.65, distant, 16m distance, HH stereo.
GUNPis_SHOT Pistol Walther 765 Medium Close_BOOM_CWCK.wav	PISTOL Caliber 7.65, medium close, 4m distance, XY Stereo.
GUNPis_SHOT Pistol Walther 765 Medium Distance_BOOM_CWCK.wav	PISTOL Caliber 7.65, medium distant, 10m distance, Stereo Downmix.

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FILENAME	DESCRIPTION
GUNPis_SHOT Pistol Walther 765 Very Close Sweetener_B00M_CWCK.wav	PISTOL Caliber 7.65, very close, 1m distance, mono, dynamic mic.
GUNPis_SHOT Pistol Walther 765 Very Close_B00M_CWCK.wav	PISTOL Caliber 7.65, very close, 1m distance, mono.
GUNPis_SHOT Pistol Walther 765 Very Distant_B00M_CWCK.wav	PISTOL Caliber 7.65, very distant, 50m, MS Stereo.
GUNPis_SHOT Revolver S&W 357 Distant_B00M_CWCK.wav	REVOLVER Caliber .357, distant, 16m distance, HH stereo.
GUNPis_SHOT Revolver S&W 357 Medium Close_B00M_CWCK.wav	REVOLVER Caliber .357, medium close, 4m distance, XY Stereo.
GUNPis_SHOT Revolver S&W 357 Medium Distance_B00M_CWCK.wav	REVOLVER Caliber .357, medium distant, 10m distance, Stereo Downmix.
GUNPis_SHOT Revolver S&W 357 Very Close Sweetener_B00M_CWCK.wav	REVOLVER Caliber .357, very close, 1m distance, mono, dynamic mic.
GUNPis_SHOT Revolver S&W 357 Very Close_B00M_CWCK.wav	REVOLVER Caliber .357, very close, 1m distance, mono.
GUNPis_SHOT Revolver S&W 357 Very Distant_B00M_CWCK.wav	REVOLVER Caliber .357, very distant, 50m, MS Stereo.
GUNRif_SHOT Rifle Howa 1500 .223 Close Indoor_B00M_CWCK.wav	SNIPER RIFLE Caliber .223, close, 2m, indoors, XY Stereo.
GUNRif_SHOT Rifle Howa 1500 .223	SNIPER RIFLE Caliber .223, distant, 16m distance, HH stereo.
GUNRif_SHOT Rifle Howa 1500 .223 Medium Close_B00M_CWCK.wav	SNIPER RIFLE Caliber .223, medium close, 4m distance, XY Stereo.
GUNRif_SHOT Rifle Howa 1500 .223 Medium Distance_B00M_CWCK.wav	SNIPER RIFLE Caliber .223, medium distant, 10m distance, Stereo Downmix.
GUNRif_SHOT Rifle Howa 1500 .223 Very Close Sweetener_B00M_CWCK.wav	SNIPER RIFLE Caliber .223, very close, 1m distance, mono, dynamic mic.
GUNRif_SHOT Rifle Howa 1500 .223 Very Close_B00M_CWCK.wav	SNIPER RIFLE Caliber .223, very close, 1m distance, mono.
GUNRif_SHOT Rifle Howa 1500 .223 Very Distant_B00M_CWCK.wav	SNIPER RIFLE Caliber .223, very distant, 50m, MS Stereo.

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FILENAME	DESCRIPTION
GUNRif_SHOT Rifle M1 Garand Close Indoor_BOOM_CWCK.wav	SEMI AUTOMATIC RIFLE Caliber 7.62, close, 2m, indoors, XY Stereo.
GUNRif_SHOT Rifle M1 Garand Distant_BOOM_CWCK.wav	SEMI AUTOMATIC RIFLE Caliber 7.62, distant, 16m distance, HH stereo.
GUNRif_SHOT Rifle M1 Garand Medium Close_BOOM_CWCK.wav	SEMI AUTOMATIC RIFLE Caliber 7.62, medium close, 4m distance, XY Stereo.
GUNRif_SHOT Rifle M1 Garand Medium Distance_BOOM_CWCK.wav	SEMI AUTOMATIC RIFLE Caliber 7.62, medium distant, 10m distance, Stereo Downmix.
GUNRif_SHOT Rifle M1 Garand Very Close_BOOM_CWCK.wav	SEMI AUTOMATIC RIFLE Caliber 7.62, very close, 1m distance, mono.
GUNRif_SHOT Rifle M1 Garand Very Distant_BOOM_CWCK.wav	SEMI AUTOMATIC RIFLE Caliber 7.62, very distant, 50m, MS Stereo.
GUNRif_SHOT Rifle Marlin 9mm Distant_BOOM_CWCK.wav	RIFLE Caliber 9mm, distant, 16m distance, HH stereo.
GUNRif_SHOT Rifle Marlin 9mm Medium Close_BOOM_CWCK.wav	RIFLE Caliber 9mm, medium close, 4m distance, XY Stereo.
GUNRif_SHOT Rifle Marlin 9mm Medium Distance_BOOM_CWCK.wav	RIFLE Caliber 9mm, medium distant, 10m distance, Stereo Downmix.
GUNRif_SHOT Rifle Marlin 9mm Very Close Sweetener_BOOM_CWCK.wav	RIFLE Caliber 9mm, very close, 1m distance, mono, dynamic mic.
GUNRif_SHOT Rifle Marlin 9mm Very Close_BOOM_CWCK.wav	RIFLE Caliber 9mm, very close, 1m distance, mono.
GUNRif_SHOT Rifle Marlin 9mm Very Distant_BOOM_CWCK.wav	RIFLE Caliber 9mm, very distant, 50m, MS Stereo.
GUNShotg_SHOT Shotgun Remington 870 Close_BOOM_CWCK.wav	PUMPGUN, Single Shot, close, 4m distance, AB Stereo.
GUNShotg_SHOT Shotgun Remington 870 Distant_BOOM_CWCK.wav	PUMPGUN, Single Shot, distant, 16m distance, HH stereo.
GUNShotg_SHOT Shotgun Remington 870 Medium Close_BOOM_CWCK.wav	PUMPGUN, Single Shot, medium close, 4m distance, XY Stereo.
GUNShotg_SHOT Shotgun Remington 870 Medium Distance_BOOM_CWCK.wav	PUMPGUN, Single Shot, medium distant, 10m distance, Stereo Downmix.
GUNShotg_SHOT Shotgun Remington 870 Very Close_BOOM_CWCK.wav	PUMPGUN, Single Shot, very close, 1m distance, mono.

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FILENAME	DESCRIPTION
GUNShotg_SHOT Shotgun Remington 870 Very Distant_BOOM_CWCK.wav	PUMPGUN, Single Shot, very distant, 50m, MS Stereo.
GUNShotg_SHOT Shotgun Winchester Double Barrel Double Fire Close_BOOM_CWCK.wav	PUMPGUN, Double Shot, close, 2m Stereo Mixdown.
GUNShotg_SHOT Shotgun Winchester Double Barrel Single Fire Close_BOOM_CWCK.wav	PUMPGUN, Double Shot, close, 2m Stereo Mixdown.
GUNShotg_SHOT Shotgun Winchester Double Barrel Single Fire Medium Distance_BOOM_CWCK.wav	PUMPGUN, Double Shot, distant, 25m, XY Stereo.
LASRGun_SHOT BURST Fire Mod_BOOM_CWCK.wav	Bubbly bursts of futuristic weapon. No tail.
LASRGun_SHOT BURST Helicopter Fire_BOOM_CWCK.wav	Processed helicopter blades spinning. Short duration.
LASRGun_SHOT BURST Liquid Rapid Fire_BOOM_CWCK.wav	Liquidy burst of futuristic weapon. Short duration. Speed of burst becomes shorter and shorter. Abrupt decay.
LASRGun_SHOT BURST Machine Fire_BOOM_CWCK.wav	Motor like bubbly burst of futuristic weapon. No tail.
LASRGun_SHOT BURST Rapid Fire Bubbles Punchy_BOOM_CWCK.wav	Burst of rapid, punchy bubbles, gradually longer in length. No tail.
LASRGun_SHOT BURST Rapid Fire Bubbles_BOOM_CWCK.wav	Burst of rapid bubbles at varying speeds and pitches. No tail.
LASRGun_SHOT BURST Rapid Fire Laser Punch_BOOM_CWCK.wav	Mostly short laser bursts. Approximately 3-4 shots fired. No tail.
LASRGun_SHOT BURST Rapid Fire Mod Bubbles Mod_BOOM_CWCK.wav	Rapid, bubbly fire of futuristic weapon. Bubbles increase in speed towards end. No tail.
LASRGun_SHOT BURST Rapid Fire Silence Mod_BOOM_CWCK.wav	Rapid, muffled, bubbly fire of futuristic weapon. Rhythm mostly steady. No tail.
LASRGun_SHOT BURST Rapid Kill_BOOM_CWCK.wav	Short expulsion of multiple, bubbly, quick shots. Longer in length and higher in pitch at end.
LASRGun_SHOT BURST Rapid Machine Fire_BOOM_CWCK.wav	Very quick shots in succession, gradually longer in length. Bubbly with no tail.
LASRGun_SHOT BURST Rapid Mod Devolve Fire_BOOM_CWCK.wav	Shots fired and begin to dissolve. Wave like with rumbly decay.
LASRGun_SHOT BURST Rapid Scratch Fire_BOOM_CWCK.wav	Rapid shots fired of futuristic weapon. Slightly bubbly. No tail.
LASRGun_SHOT BURST Retro Fire Bursts_BOOM_CWCK.wav	Rapid shots fired of futuristic weapon with lasery tail.
LASRGun_SHOT BURST Silenced Fire Dry_BOOM_CWCK.wav	Muffled shots of laser in rapid succession. Bubbly, with no tail.
LASRGun_SHOT BURST Silenced Fire_BOOM_CWCK.wav	Rapid, bubbly shots fired from laser. No tail.
LASRGun_SHOT BURST Silenced Rapid Fire_BOOM_CWCK.wav	Laser fired rapidly in bubbly warped crystals.
LASRGun_SHOT Laser Basic Clean_BOOM_CWCK.wav	Laser fired. Short, piercing and high pitched with long tail.

FILENAME	DESCRIPTION
LASRGun_SHOT Laser Basic Punch Short_BOOM_CWCK.wav	Laser fired. Short, punchy and low pitched with short tail.
LASRGun_SHOT Laser Basic Short_BOOM_CWCK.wav	Laser fired. Short, sharp and mid pitched with short tail and bassy tone.
LASRGun_SHOT Laser Bubbles_BOOM_CWCK.wav	Bubbly laser fire with long, airy tail.
LASRGun_SHOT Laser Classic Low_BOOM_CWCK.wav	High pitched laser fired with low pitched impact.
LASRGun_SHOT Laser Clean Pulse Sweep_BOOM_CWCK.wav	Laser pulse fired. Sharp with long tail except on impact.
LASRGun_SHOT Laser Delay_BOOM_CWCK.wav	Click followed by laser fired. Air ripples in its wake.
LASRGun_SHOT Laser Filter Short_BOOM_CWCK.wav	Laser fired with filter. Low and bassy with no tail.
LASRGun_SHOT Laser Metallic Thin_BOOM_CWCK.wav	Metallic laser with long airy tail.
LASRGun_SHOT Laser Pulse Whistle_BOOM_CWCK.wav	Laser pulse fired with long, whistly tail.
LASRGun_SHOT Laser Pulse Wobble_BOOM_CWCK.wav	Laser pulse fired with long, wobbly tail.
LASRGun_SHOT Laser Pulse_BOOM_CWCK.wav	Laser pulse fired. Pulse occurs shortly after click of laser.
LASRGun_SHOT Laser Punch Basic_BOOM_CWCK.wav	Laser fired. Punchy with short, resonant tail.
LASRGun_SHOT Laser Sharp Stutter Tail_BOOM_CWCK.wav	Laser fired and scatters with short, piercing tail.
LASRGun_SHOT Laser Sharp Talking Tail_BOOM_CWCK.wav	Laser fired and scatters with long, rattling tail.
LASRGun_SHOT Laser Short Punch_BOOM_CWCK.wav	Laser fired in short, bassy punch. No tail.
LASRGun_SHOT Laser Silencer_BOOM_CWCK.wav	Laser fired with silencer. Short, synthetic click.
LASRGun_SHOT Laser Solid Neutral_BOOM_CWCK.wav	Quick laser fire. Warbly, whooshing tail.
LASRGun_SHOT Laser Sweep Metallic Tail_BOOM_CWCK.wav	Laser fired and sweeps outward and vibrates.
LASRGun_SHOT Laser Sweep Slow Digital_BOOM_CWCK.wav	Laser fired and breaks into low pitch sweep.
LASRGun_SHOT Laser Sweep Slow_BOOM_CWCK.wav	Laser fired with harmonically dense, granular tail.
LASRGun_SHOT Laser Talker Short_BOOM_CWCK.wav	Laser fired with harmonically dense tail.
LASRGun_SHOT Laser Tonal Beeps_BOOM_CWCK.wav	Laser fired with low vibration and whistly tail.
LASRGun_SHOT Laser Tonal Tail Granular_BOOM_CWCK.wav	Laser fired with electronic discharge and whistly tail.
LASRGun_SHOT Laser Tonal Tail_BOOM_CWCK.wav	Laser fired with whistly discharged and whistly tail, sometimes with ripples.
LASRGun_SHOT Laser Zap Plasma_BOOM_CWCK.wav	High tech laser fired. Low pitch. Piercing, airy tail.
LASRGun_SHOT Laser Zap Sharp Tonal_BOOM_CWCK.wav	High tech laser fired. Bass burst with long, thin, airy tail. Sometimes growls.
MACHAppl_SERVO Blender Burst Long_BOOM_CWCK.wav	Blade begins to rotate as blender is turned on with button held for relatively long time. Tinny buzz with air and crank as blender is turned off.
MACHAppl_SERVO Blender Burst Medium_BOOM_CWCK.wav	Blade begins to rotate as blender is turned on with on button held briefly. Tinny buzz with air and crank as blender is turned off..

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FILENAME	DESCRIPTION
MACHAppl_SERVO Blender Burst Short_BOOM_CWCK.wav	Blade begins to rotate as blender is turned on. On button is not held. Tinny buzz with air and crank as blender is turned off..
MACHAppl_SERVO Blender With Blade Burst Long_BOOM_CWCK.wav	Blade in operation produces tinny buzz, held for a long time. Strange whistles on top with rise in pitch.
MACHAppl_SERVO Blender With Blade Burst Short_BOOM_CWCK.wav	Blade in operation produces tinny buzz held briefly. Strange whistles on top with rise in pitch.
MACHOffi_SERVO Printer Scan_BOOM_CWCK.wav	Printer scans item, produces airy tone then clanks.
MACHOffi_SERVO Type Writer Servo In_BOOM_CWCK.wav	Typewriter calibrates, producing thud followed buzz with quiet clicks and final clank.
MACHOffi_SERVO Type Writer Servo Out_BOOM_CWCK.wav	Typewriter in action. Low pitch click, followed by machine buzzing, sometimes followed by mechanism sliding.
MACHPump_MECHANICS Desoldering Pump In_BOOM_CWCK.wav	Desoldering pump pressed. A short high pitch, muffled click
MACHPump_MECHANICS Desoldering Pump Out_BOOM_CWCK.wav	Desoldering pump pressed. A short high pitch click with extra bass tones.
MECHClik_MECHANICS Carabiners Clipping_BOOM_CWCK.wav	Carabiner as it snaps into place. Either single click or click with quieter recoil.
MECHClik_MECHANICS Carabiners Multiple Impacts_BOOM_CWCK.wav	Carabiner as it snaps into place. Single click preceded by short scrape.
MECHClik_MECHANICS Metal Bars Snap_BOOM_CWCK.wav	Metal bars snaps. Single click preceded by short scrape.
MECHClik_MECHANICS Metal Click Bolt Washer_BOOM_CWCK.wav	Washer shaken on pole, producing clack, then bounces producing second clack.
MECHClik_MECHANICS Metal Plastic Snap Close Umbrella_BOOM_CWCK.wav	Umbrella closed and plastic mechanism snaps, producing a sharp click and crumble.
MECHClik_MECHANICS Plastic Toy Car Door Snap_BOOM_CWCK.wav	Plastic toy car door produces snap, similar to seatbelt when fastened.
MECHHydr_MECHANICS Hydraulic Air Pump Air Release_BOOM_CWCK.wav	Hydraulic air pump releases medium length burst of air. Click of lever opened and closed also present.
MECHHydr_MECHANICS Hydraulic Bellow Air Release_BOOM_CWCK.wav	Hydraulic bellow releases short burst of air and is turned off suddenly.
MECHHydr_MECHANICS Hydraulic Boom Pole_BOOM_CWCK.wav	Hydraulic boom pole releases air. Metallic whoosh.
MECHHydr_MECHANICS Hydraulic Inhaler Air Burst_BOOM_CWCK.wav	Hydraulic inhaler releases short burst of air, somewhat low in pitch.

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FILENAME	DESCRIPTION
MECHLock_MECHANICS Door Back Lock Open_B00M_CWCK.wav	Back lock of door opened, producing crank.
MECHLock_MECHANICS Door Front Lock Close_B00M_CWCK.wav	Front lock of door closed, producing crank.
MECHLock_MECHANICS Filing Cabinet Internal Lock Open_B00M_CWCK.wav	Internal lock of filing cabinet opened, producing short click.
MECHLock_MECHANICS Filing Cabinet Lock Open_B00M_CWCK.wav	Lock of filing cabinet opened, producing low, short clang.
MECHLock_MECHANICS HEAVY Door Open Double Lever_B00M_CWCK.wav	Double lever of door opened, similar to door colliding against wall or being slammed.
MECHLock_MECHANICS HEAVY Filing Cabinet Drawer Close_B00M_CWCK.wav	Filing cabinet drawer is closed, producing a clanking sound with very short tail.
MECHLock_MECHANICS HEAVY Filing Cabinet Lid Close_B00M_CWCK.wav	Lid of filing cabinet closed, making scraping noises until small metallic thud.
MECHLock_MECHANICS HEAVY Filing Cabinet Lock Close Double_B00M_CWCK.wav	Lock of filing cabinet door opened and closed, producing two subsequent thuds with clacks.
MECHLock_MECHANICS HEAVY Filing Cabinet Rack Close_B00M_CWCK.wav	Rack of filing cabinet closed, producing short thud and sometimes high pitch click.
MECHLock_MECHANICS HEAVY Garage Lock Close_B00M_CWCK.wav	Lock of garage closed. Harsh clang and thud. Short tail.
MECHLock_MECHANICS HEAVY Garage Lock Open_B00M_CWCK.wav	Lock of garage opened. Harsh clang and thud. No tail.
MECHLock_MECHANICS HEAVY Metal Impact Resonant_B00M_CWCK.wav	Step ladder is folded and unfolded. Click followed by thud.
MECHLtch_MECHANICS Metal Slide Snap Multiple Suitcase Large_B00M_CWCK.wav	Metal of large suitcase slid and snapped, producing click, crank, then click.
MECHLtch_MECHANICS Metal Slide Snap Suitcase Small_B00M_CWCK.wav	Metal of small suitcase slid and snapped, clacking into place.
MECHLtch_MECHANICS Metal Snap Latch Microphone Case_B00M_CWCK.wav	Latch of microphone case snapped, with very quick bounces, creating rattle.

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FILENAME	DESCRIPTION
MECHLtch_MECHANICS Metal Snap Rattle Latch Microphone Case_BOOM_CWCK.wav	Latch of microphone case snapped, with very quick bounces, creating rattle.
MECHLtch_MECHANICS Metal Snap Suitcase Large_BOOM_CWCK.wav	Metal of large suitcase slid and snapped, similar to small wheel turned followed by click.
MECHLtch_MECHANICS Metal Snap Suitcase Small_BOOM_CWCK.wav	Metal of small suitcase snapped, producing two clanks followed by quiet thud.
MECHLvr_MECHANICS HEAVY Lever Large Handling Bright Snap_BOOM_CWCK.wav	Lever is pulled, producing snap and clank.
MECHLvr_MECHANICS HEAVY Lore Hook Hollow Resonant_BOOM_CWCK.wav	Lore hook produces hollow, short clank and high pitched click.
MECHLvr_MECHANICS HEAVY Point Lever Drop_BOOM_CWCK.wav	Point level is pulled down. Clanks and bounces.
MECHMisc_MECHANICS Metal Microphone Stand Multiple_BOOM_CWCK.wav	Microphone stand assembled and disassembled. Metal scrapes against metal and produces high pitch, quiet screech when coming into place.
MECHMisc_MECHANICS Metal Plastic Rattle Snap Armrest_BOOM_CWCK.wav	Armrest handle pulled, producing clack.
MECHMisc_MECHANICS Metal Skater Handlebar_BOOM_CWCK.wav	Handle on small step ladder cranked.
MECHMisc_MECHANICS Metal Skater Steps_BOOM_CWCK.wav	Small step ladder opened and closed producing clank.
MECHMisc_MECHANICS Metal Slide Hydraulic Tonal Server Rack_BOOM_CWCK.wav	Hydraulic server rack turned. Metal grazing metal.
MECHMisc_MECHANICS Metal Slide Rattle Server Rack_BOOM_CWCK.wav	Metal scraping on metal.
MECHMisc_MECHANICS Metal Slide Snap Closing Server Rack_BOOM_CWCK.wav	Metal scraping on metal and clicking into place.
MECHMisc_MECHANICS Metal Slide Snap Door Lock Mechanism_BOOM_CWCK.wav	Lock mechanism snapped shut, producing click and short recoil.
MECHMisc_MECHANICS Metal Slide Snap Server Rack Rail Close_BOOM_CWCK.wav	Metal scraping on metal for various lengths then clicking into place.

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FILENAME	DESCRIPTION
MECHMisc_MECHANICS Metal Slide Snap Server Rack Rail Open_BOOM_CWCK.wav	Metal scraping on metal for various lengths then clicking into place.
MECHMisc_MECHANICS Metal Slide Snap Server Rack_BOOM_CWCK.wav	Metal scraping on metal quickly followed by short impact.
MECHMisc_MECHANICS Metal Snap Lock Duffle Bag_BOOM_CWCK.wav	Lock on duffle bag snapped producing high pitch click. Sometimes with short scrape.
MECHMisc_MECHANICS Metal Snap Roller Skates Metal_BOOM_CWCK.wav	Snap of metal roller skates. Crank followed by click. Sharp, metallic.
MECHMisc_MECHANICS Metal Snap Roller Skates Plastic_BOOM_CWCK.wav	Snap of plastic roller skates. Crank followed by click. Hollow.
MECHMisc_MECHANICS Metal Snap Server Rack_BOOM_CWCK.wav	Snap of server rack. Metal against metal.
MECHMisc_MECHANICS Metal Snap Stick With Plastic Latch_BOOM_CWCK.wav	Snap of stick with plastic latch. Metal against metal, then clicks into place.
MECHMisc_MECHANICS Metal Steps Impact_BOOM_CWCK.wav	Wheel of small step ladder turned back and forth, producing crank.
MECHMisc_MECHANICS Plastic Camera Tripod Click_BOOM_CWCK.wav	Click of camera tripod.
MECHMisc_MECHANICS Plastic Camera Tripod Slide Snap Fast_BOOM_CWCK.wav	Slide of tripod snapped quickly closed, producing two small subsequent clacks.
MECHMisc_MECHANICS Plastic Camera Tripod Slide Snap_BOOM_CWCK.wav	Slide of tripod slowly closed. Metal against metal followed by two small subsequent clicks.
MECHMisc_MECHANICS Plastic Inhaler Cartridge In_BOOM_CWCK.wav	Cartridge of inhaler placed in mechanism, producing cup like clack.
MECHMisc_MECHANICS Plastic Inhaler Cartridge Reload Fast_BOOM_CWCK.wav	Cartridge of inhaler placed in mechanism quickly, producing short scrape and clack.
MECHMisc_MECHANICS Plastic Snap Hydraulic Slide Boom Pole_BOOM_CWCK.wav	Plastic snap of hydraulic slide boom pole. Scrape with clank followed by quiet thud.
MECHMisc_MECHANICS Plastic Snap Slide Boom Pole_BOOM_CWCK.wav	Slide of boom pole snapped close, producing two small subsequent clacks.

FILENAME	DESCRIPTION
MECHMisc_MECHANICS Plastic Snap Video Tape Closed_BOOM_CWCK.wav	Video tape container closed. 1 or 2 clangs.
MECHMisc_MECHANICS Plastic Snap Video Tape Open_BOOM_CWCK.wav	Video tape container opened, producing sharp click.
MECHMisc_MECHANICS Plastic Telephone_BOOM_CWCK.wav	Plastic telephone fidgeted.
MECHMisc_MECHANICS Plastic Toy Car Insert_BOOM_CWCK.wav	Toy caarr body removed and put back together. Short click followed by rotation of parts coming together or being taken apart.
MECHMisc_MECHANICS Plastic Toy Car Loading Ramp Fast_BOOM_CWCK.wav	Toy car loading ramp put together and taken apart quickly. Short click.
MECHMisc_MECHANICS Plastic Toy Car Loading Ramp Slow_BOOM_CWCK.wav	Toy car loading ramp put together and taken apart slowly. Scrape of metal against metal and short click.
MECHMisc_MECHANICS Plastic Toy Car Wheels Hard Spin_BOOM_CWCK.wav	Wheels of toy car spun quickly. Crank with airiness. Gradually slows down.
MECHMisc_MECHANICS Steering Wheel Lock Mechanism Fast_BOOM_CWCK.wav	Steering wheel locking mechanism turned quickly, producing harsh scrape.
MECHMisc_MECHANICS Steering Wheel Lock Mechanism Slow_BOOM_CWCK.wav	Steering wheel locking mechanism turned slowly, producing slow crank.
METLImpt_IMPACT SWEETENER Metal Air Rifle Impact Single_BOOM_CWCK.wav	Metal air rifle struck by hand, producing resonant clank.
METLImpt_IMPACT SWEETENER Metal Airsoft Gun Impact Single_BOOM_CWCK.wav	Airsoft gun struck by hand. Clank against metal exterior.
METLImpt_IMPACT SWEETENER Metal Paintball Gun Impact Single_BOOM_CWCK.wav	Paintball gun struck by hand. Sharp clank against metal exterior.
METLImpt_MECHANICS HEAVY Door Hit Hand Soft_BOOM_CWCK.wav	Metal door hit with hand, producing reverberant thud.
METLImpt_MECHANICS HEAVY Door Hit Large_BOOM_CWCK.wav	Large door hit with hand, creating resonating, booming impact.
METLImpt_MECHANICS HEAVY Door Soft_BOOM_CWCK.wav	Metal door hit with hand softly, producing thud and door shakes a bit back and forth before coming to a halt.
METLImpt_MECHANICS HEAVY Filing Cabinet Door Slam_BOOM_CWCK.wav	Filing cabinet door slammed, producing thud with short resonance.

CYBER WEAPONS

FILENAME	DESCRIPTION
METLImpt_MECHANICS HEAVY Hollow Funnel Damped_BOOM_CWCK.wav	Funnel damped by hand. Sharp, resonant clang. Long tail.
METLImpt_MECHANICS HEAVY Hook Ring Out Damped_BOOM_CWCK.wav	Hook ring, damped by hand, struck, producing clang.
METLImpt_MECHANICS HEAVY Massive Hinge_BOOM_CWCK.wav	Large door hinge dropped producing tinny clank and sometimes slight bounce.
METLImpt_MECHANICS HEAVY Metal Bar Brick Hit_BOOM_CWCK.wav	Metal bar hit by brick, producing soft, resonant thud.
METLImpt_MECHANICS HEAVY Scaffold On Surrogated Sheet_BOOM_CWCK.wav	Scaffold dropped on pavement, creating loud thud and high pitched ding.
METLImpt_MECHANICS HEAVY Trowel Box Hit Small_BOOM_CWCK.wav	Trowel box hit. Tinny and metallic.
METLImpt_MECHANICS HEAVY Wheelbarrow Ground_BOOM_CWCK.wav	Wheelbarrow thrown to the ground. Sharp dang and resonance.
METLImpt_MECHANICS Metal Bars Snap_BOOM_CWCK.wav	Metal bars snapped. Metal scrapes against metal.
METLImpt_MECHANICS Metal Railway Track Hit High_BOOM_CWCK.wav	Metal railway track hit, producing piercing clank.
METLImpt_MECHANICS Metal Stirrup_BOOM_CWCK.wav	Metal stirrup struck, producing tinny, high pitch, resonant clank.
METLMvmt_MECHANICS Metal Roller Skates Plastic_BOOM_CWCK.wav	Wheels of plastic roller skates moved. Wheel against plastic exterior creates cranking noise.
METLMvmt_MECHANICS Metal Roller Skates_BOOM_CWCK.wav	Wheels of metal roller skates moved, producing crank.
METLMvmt_MECHANICS Metal Toy Car_BOOM_CWCK.wav	Metal toy car moved, creating various clicks and clanks.
MOTRElec_SERVO Beard Trimmer Short_BOOM_CWCK.wav	Beard trimmer powered on and off. Rumble speeds up and slows down. Speeds vary.
MOTRElec_SERVO Haircutter Short_BOOM_CWCK.wav	Hair cutter powered on and off. Rumble occurs at varying speeds.
MOTRElec_SERVO Kitchen Appliance Constant_BOOM_CWCK.wav	Kitchen appliance turned on, left on for a while and turned off. Loses bassiness each time, then bassiness reappears.
MOTRElec_SERVO Shaver Burst With Beep_BOOM_CWCK.wav	Shaver turned on, producing shrill buzz and beeps twice when turned off.
MOTRElec_SERVO Shaver Short_BOOM_CWCK.wav	Shaver turned on, buzzes, rising in pitch and continues buzzing, except for last one, which is a more continuous.
MOTRElec_SERVO Toothbrush Bright Sequence_BOOM_CWCK.wav	Toothbrush turned on producing bright buzz, with low clank.

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FILENAME	DESCRIPTION
MOTRSrvo_SERVO CD Drive Disc Out_B00M_CWCK.wav	CD ejected from player. Click followed by printer like noise, followed by hissy slide.
MOTRSrvo_SERVO Plastic Remote Controlled Car_B00M_CWCK.wav	Remote control car started and stopped for various lengths. Hissy rumble.
MOTRSrvo_SERVO Plastic Robot Toy Arm Fast_B00M_CWCK.wav	Arm of robot toy moves quickly, producing crank and short squeak.
MOTRSrvo_SERVO Plastic Robot Toy Arm Slow_B00M_CWCK.wav	Arm of robot toy moves slowly, producing crank and short squeak.
MOTRSrvo_SERVO Plastic Robot Toy Hand Fast_B00M_CWCK.wav	Hand of robot toy moves quickly, producing crank and short squeak.
MOTRSrvo_SERVO Plastic Robot Toy Hand Slow_B00M_CWCK.wav	Hand of robot toy moves slowly, producing crank and short squeak.
MOTRSrvo_SERVO Plastic Robot Toy Leg_B00M_CWCK.wav	Leg of robot toy moves, producing crank and short squeak.
MOTRSrvo_SERVO Plastic Robot Toy Legs Sequence_B00M_CWCK.wav	Legs of robot move back and forth, producing crank and short squeak.
MOTRSrvo_SERVO Plastic Robot Toy Mixed Sequence_B00M_CWCK.wav	Various body parts of robot moving, producing crank and short squeak.
OBJKey_MECHANICS Car Key In_B00M_CWCK.wav	Car key taken in and out of door. Scrape as key enters or exits slot.
OBJKey_MECHANICS Car Key Out_B00M_CWCK.wav	Car key taken out and put in door. Scrape as key enters or exits slot.
PLASMvmt_MECHANICS Plastic Snap Remote Car Wheels Multiple_B00M_CWCK.wav	Remote car wheels snapped back and forth, producing crank.
PLASMvmt_MECHANICS Plastic Snap Remote Car Wheels Single_B00M_CWCK.wav	Remote car wheels snapped, producing short crank.
PLASMvmt_MECHANICS Plastic Spin Remote Car Wheels Double_B00M_CWCK.wav	Remote car wheels spun back and forth once, producing squeaky scrapes.
PLASMvmt_MECHANICS Plastic Spin Remote Car Wheels Single_B00M_CWCK.wav	Remote car wheels spun once, producing squeaky scrapes. Speed varies.
PLASMvmt_MECHANICS Plastic Toy Car Handling Rattling_B00M_CWCK.wav	Taking toy car apart produces rattling sound.
PLASMvmt_MECHANICS Plastic Toy Car Handling_B00M_CWCK.wav	Toy car taken apart. Metal scrapes against metal.

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FILENAME	DESCRIPTION
PLASMvmt_MECHANICS Plastic Toy Car Movement Hard_BOOM_CWCK.wav	Toy car is moved back and forth producing crank.
PLASMvmt_MECHANICS Plastic Toy Car Movement Loose_BOOM_CWCK.wav	Toy car is moved back and forth producing crank.
PLASMvmt_MECHANICS Plastic Toy Car Rattling_BOOM_CWCK.wav	Toy car moved around produces rattling sound.
PLASMvmt_MECHANICS Plastic Toy Car Wheels Soft Spin_BOOM_CWCK.wav	Wheels of toy car spun softly, producing slight rattle.
PLASMvmt_MECHANICS Plastic Toy Car Wheels Turn_BOOM_CWCK.wav	Wheels of toy car turned with scrapes.
SCIMisc_CHARGE DOWN Gritty Servo_BOOM_CWCK.wav	Processed laser turned on, breaking into burst of grains.
SCIMisc_CHARGE UP Gritty Servo_BOOM_CWCK.wav	Engine charged up. Glitchy bellows followed by scattered grains.
SCIMisc_MECHANICS PROCESSED Attachment Chunky Thin_BOOM_CWCK.wav	Pieces of high tech machine are attached to one another. Glassy clacks.
SCIMisc_MECHANICS PROCESSED Attachment Complex_BOOM_CWCK.wav	Pieces of high tech machine are attached to each other in more complex ways. Gurgle and glassy clacks.
SCIMisc_MECHANICS PROCESSED Attachment Single_BOOM_CWCK.wav	Single piece attached to another piece. Processed scrape and rattle.
SCIMisc_MECHANICS PROCESSED Attachment Thin_BOOM_CWCK.wav	Small single piece attached to another piece. Processed, glassy clanks.
SCIMisc_MECHANICS PROCESSED Clean Granular Buzz_BOOM_CWCK.wav	High tech machine produces low granular buzz.
SCIMisc_MECHANICS PROCESSED Clean Granular Low Reload_BOOM_CWCK.wav	Futuristic weapon reloads. Like wheels turning and discharge disperses into grains.
SCIMisc_MECHANICS PROCESSED Clean Granular Low_BOOM_CWCK.wav	Clack followed by low grains produced by high tech weapon.
SCIMisc_MECHANICS PROCESSED Clean Granular Modulated_BOOM_CWCK.wav	Modulated grains produced by high tech weapon.
SCIMisc_MECHANICS PROCESSED Clean Granular Stutter_BOOM_CWCK.wav	Short stutters of grains produced by high tech weapon.

FILENAME	DESCRIPTION
SCIMisc_MECHANICS PROCESSED Clean Granular_BOOM_CWCK.wav	Motor rotated, almost similar to gurgle.
SCIMisc_MECHANICS PROCESSED Glitch Modulation_BOOM_CWCK.wav	Modulated glitch produced by movements of futuristic machine.
SCIMisc_MECHANICS PROCESSED Glitch_BOOM_CWCK.wav	Glitch produced by movements of futuristic machine.
SCIMisc_MECHANICS PROCESSED Metal Exhaust Long_BOOM_CWCK.wav	Exhaust of futuristic machine produces metallic glitches. Long duration.
SCIMisc_MECHANICS PROCESSED Metal Exhaust Short_BOOM_CWCK.wav	Exhaust of futuristic machine produces metallic glitches. Short duration.
SCIMisc_MECHANICS PROCESSED Metal Filter Movement Echo_BOOM_CWCK.wav	Metal clanks and filter is moved with echo added.
SCIMisc_MECHANICS PROCESSED Metal Gear Long_BOOM_CWCK.wav	Metal gear is moved around, producing processed clanks and occasionally glitches.
SCIMisc_MECHANICS PROCESSED Metal Gear Pitch Down High_BOOM_CWCK.wav	Metal gear moves and pitch falls with glassy rumble.
SCIMisc_MECHANICS PROCESSED Metal Gear Short_BOOM_CWCK.wav	Metal gear moves. Processed clanks. Short duration.
SCIMisc_MECHANICS PROCESSED Metal Grains Medium_BOOM_CWCK.wav	Metallic grains scattered. Medium duration.
SCIMisc_MECHANICS PROCESSED Metal Grains Short_BOOM_CWCK.wav	Metallic grains scattered. Short duration.
SCIMisc_MECHANICS PROCESSED Metal Granular Stutter Long_BOOM_CWCK.wav	Granular stutter of metal, like gnarl of ferocious beast. Long duration.
SCIMisc_MECHANICS PROCESSED Metal Granular Stutter Short High_BOOM_CWCK.wav	Granular stutter of metal, like gnarl of ferocious beast. Short duration.
SCIMisc_MECHANICS PROCESSED Metal Lever On_BOOM_CWCK.wav	Metal lever turned on. Heavily processed, glassy.
SCIMisc_MECHANICS PROCESSED Metal Mech Medium_BOOM_CWCK.wav	Mechanical gear moving. Processed clanks. Medium length.
SCIMisc_MECHANICS PROCESSED Metal Mech Short_BOOM_CWCK.wav	Mechanical gear moving. Processed clanks. Short length.

FILENAME	DESCRIPTION
SCIMisc_MECHANICS PROCESSED Metal Texture Medium_BOOM_CWCK.wav	Metal texture grazed of medium sized futuristic object.
SCIMisc_MECHANICS PROCESSED Metal Texture Small_BOOM_CWCK.wav	Metal texture grazed of small futuristic object moved around.
SCIMisc_MECHANICS PROCESSED Metal Tiny Tonal_BOOM_CWCK.wav	Processed metal clanks and metal scraping against metal.
SCIMisc_MECHANICS Processed Snappy Echo_BOOM_CWCK.wav	High tech weapon fired, producing a snappy echo.
SCIMisc_TAIL OFF Complex Tech Charge_BOOM_CWCK.wav	Synthetic disperse followed by rise in pitch.
SCIMisc_TAIL OFF Complex Tonal Tail_BOOM_CWCK.wav	Wobbly discharge followed by steep fall to low pitch.
SCIMisc_TAIL OFF Cricket Tail Long_BOOM_CWCK.wav	Laser fire in scattered, narrow bursts.
SCIMisc_TAIL OFF Distorted Swell_BOOM_CWCK.wav	Synthetic swell converges on low pitch.
SCIMisc_TAIL OFF Energy Click Tail High_BOOM_CWCK.wav	Synthetic burst of energy, followed by processed clank, high pitch.
SCIMisc_TAIL OFF Energy Click Tail Low_BOOM_CWCK.wav	Synthetic burst of energy, followed by processed clank, high pitch.
SCIMisc_TAIL OFF Fast Modulated Tail_BOOM_CWCK.wav	Short, modulated tail of laser being fired.
SCIMisc_TAIL OFF Glitchy Shimmer_BOOM_CWCK.wav	Fast, sharp shimmer with warped grains.
SCIMisc_TAIL OFF High Click Echo_BOOM_CWCK.wav	High pitch click with low reverberations.
SCIMisc_TAIL OFF High UI Echo_BOOM_CWCK.wav	Bubbly burst followed by synthetic lower pitch with short, resonant decay.
SCIMisc_TAIL OFF High Washy Tail_BOOM_CWCK.wav	Quiet, washy synthetic burst with short tail.
SCIMisc_TAIL OFF Long Power Down_BOOM_CWCK.wav	Short synthetic burst followed by slow fall in pitch to low note, which is harmonically dense.
SCIMisc_TAIL OFF Low Energy Tail_BOOM_CWCK.wav	Tail of synthetic burst without attack modulates.
SCIMisc_TAIL OFF Modulated Cool Down_BOOM_CWCK.wav	Synthetic pitch falling with quick modulations.
SCIMisc_TAIL OFF Phase Click_BOOM_CWCK.wav	Synthetic click with phasing effect.
SCIMisc_TAIL OFF Power Shake_BOOM_CWCK.wav	Electronic warble in multiple, distinct pulses.
SCIMisc_TAIL OFF Short High Stutter_BOOM_CWCK.wav	Processed stutters in short bursts with recoil. High pitched.
SCIMisc_TAIL OFF Synth Plasma Tail Long_BOOM_CWCK.wav	Synthetic tail with short, sharp attack and long decay.
SCIMisc_TAIL OFF Synth Plasma Tail Medium_BOOM_CWCK.wav	Synthetic tail with short, sharp attack and medium decay.
TOOLPowr_SERVO Agitator Burst_BOOM_CWCK.wav	Motor turned on quickly, which gradually slows down as it is turned off.
TOOLPowr_SERVO Agitator Constant_BOOM_CWCK.wav	Motor turned and left running for long time, similar to food in a blender. Speed of motor varies.

FILENAME	DESCRIPTION
TOOLPowr_SERVO Cordless Screwdriver Burst_BOOM_CWCK.wav	Electronic screwdriver turns and rotates. Duration varies.
TOOLPowr_SERVO Cordless Screwdriver Constant_BOOM_CWCK.wav	Electronic screwdriver turned on and held for a long time. Pitch varies between low and high.
TOOLPowr_SERVO Hammer Drill Burst Drill_BOOM_CWCK.wav	Hammer drill is turned on and off quickly. Rotations create quick crank, which slows down.
TOOLPowr_SERVO Hammer Drill Burst Hammer_BOOM_CWCK.wav	Hammer drill is turned on and off quickly. Rotations create quick crank, which slows down.
TOOLPowr_SERVO Hammer Drill Constant Drill_BOOM_CWCK.wav	Hammer drill is turned on and held. Rotations create buzz.
TOOLPowr_SERVO Hammer Drill Constant Hammer_BOOM_CWCK.wav	Hammer drill is turned on and held. Rotations create buzz.
TOOLPowr_SERVO Hammer Drill Harsh Burst Drill _BOOM_CWCK.wav	Hammer is turned on and makes subsequent strikes, then later on rotates, creating buzz, with varying pitch.
TOOLPowr_SERVO Hammer Drill Harsh Burst Hammer_BOOM_CWCK.wav	Drill is turned on intensely. Sharp, fast crank.
TOOLPowr_SERVO Hammer Drill Harsh Constant Drill _BOOM_CWCK.wav	Hammered is turned on intensely, creating crank.
TOOLPowr_SERVO Hammer Drill Harsh Constant Hammer_BOOM_CWCK.wav	Drill is turned on and held, creating harsh grinding noise and slow rumbles of motor.
TOOLPowr_SERVO Hand Held Circular Saw Burst_BOOM_CWCK.wav	Saw is turned on and immediately turned off. Click followed by slowing motor coming to a halt.
TOONImpt_SHOT Grenade Launcher Plop_BOOM_CWCK.wav	Empty grenade launcher plops.
TOYElec_SERVO Radio Controlled Car Back Wheel Spin Long_BOOM_CWCK.wav	Remote control car turned on and back wheels rotate for a long time.
TOYElec_SERVO Radio Controlled Car Back Wheel Spin Short_BOOM_CWCK.wav	Remote control car turned on and off quickly. Back wheels speed up and slow down in short span of time.
TOYElec_SERVO Radio Controlled Car Burst Short_BOOM_CWCK.wav	Remote control car turned on and moves before being turned off abruptly.
TOYElec_SERVO Radio Controlled Car Front Wheel Spin Long_BOOM_CWCK.wav	Remote control car turned on and front wheels allowed to spin a long time.

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FILENAME	DESCRIPTION
TOYElec_SERVO Radio Controlled Car Front Wheel Spin Short_BOOM_CWCK.wav	Remote control car turned on and off quickly. Front wheels speed up and slow down in short span of time.
TOYMech_MECHANICS Gun Nerf Gun Bolt Pull Back_BOOM_CWCK.wav	Nerf gun trigger pulled, producing short, sharp, resonant click.
TOYMech_MECHANICS Gun Nerf Gun Reload Fast_BOOM_CWCK.wav	Nerf gun quickly reloaded, producing sharp, resonant clank.
TOYMech_MECHANICS Gun Nerf Gun Reload Slow_BOOM_CWCK.wav	Nerf gun slowly reloaded and plastic makes scraping noise as it moves back and forth, ending with two clanks.
TOYMech_MECHANICS Gun Soft Ball Pressure Shot_BOOM_CWCK.wav	Toy gun fired producing short, clanky thud.
TOYMech_MECHANICS Gun Soft Ball	Toy gun pumped, producing air release and plop on plastic.
TOYMech_MECHANICS Gun Soft Ball Reload In_BOOM_CWCK.wav	Toy gun reload, producing distinct clack.
TOYMech_MECHANICS Gun Soft Ball Shot_BOOM_CWCK.wav	Toy gun ball shot, producing sharp clack on impact.
TOYMech_MECHANICS Gun Toy Bolt Back and Forth_BOOM_CWCK.wav	Top portion of gun flicked back and forth, producing two low pitched clicks.
TOYMech_MECHANICS Gun Toy Clicks Spin Fast_BOOM_CWCK.wav	Gun toy runs like motor, spins quickly. Multiple metallic clicks.
TOYMech_MECHANICS Gun Toy Clicks Spin_BOOM_CWCK.wav	Gun toy clicks as it spins at normal speed.
TOYMech_MECHANICS Metal Plastic Toy Car Snap_BOOM_CWCK.wav	Body of car snapped on and off. Metal scraping against metal.
VEHMech_MECHANICS Car Boot Open_BOOM_CWCK.wav	Trunk of car opened, producing hollow, resonant clank.
VEHMech_MECHANICS Car Handbrake_BOOM_CWCK.wav	Handbrake of car pulled. Two clicks followed by crank.
VEHMech_MECHANICS HEAVY Bonnets_BOOM_CWCK.wav	Car hood slammed shut. Loud thud as well as slight squeak during movement. Impact very resonant. Long tail.
VEHMech_MECHANICS HEAVY Car Boot Close_BOOM_CWCK.wav	Trunk of car closed, producing short, resonant thud.
VEHMech_MECHANICS HEAVY Tank Metal Cabin Seat Clunk Single_BOOM_CWCK.wav	Metal cabin seat in tank moved, producing clunk.
VEHMech_MECHANICS HEAVY Tank Metal Cabin Seat Clunk_BOOM_CWCK.wav	Metal cabin seat in tank moved repeatedly, producing two or more clunks.

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FILENAME	DESCRIPTION
VEHMech_MECHANICS HEAVY Tank Metal Cabin Seat Impact_B00M_CWCK.wav	Metal cabin seat hit by hand, producing thud with tinny resonance.
VEHMech_MECHANICS HEAVY Tank Metal Door Slam_B00M_CWCK.wav	Metal door of tank slammed, producing thud and clangs from pieces of the door hitting against it.
VEHMech_MECHANICS HEAVY Tank Metal Drivers Bonnet Slam_B00M_CWCK.wav	Driver's hatch of tank slammed. It clanks a few times as hatch bounces up and down.
VEHMech_MECHANICS HEAVY Tank Metal Drivers Latch_B00M_CWCK.wav	Driver's latch opened, producing sharp, resonant clank.
VEHMech_MECHANICS HEAVY Tank Metal Footrest Snap Down_B00M_CWCK.wav	Metal footrest of tank snapped to the floor. Slight clacks during movement. Thud on impact.
VEHMech_MECHANICS HEAVY Tank Metal Gear Stick Fast_B00M_CWCK.wav	Gearstick moved quickly. Two clunks occuring farther and farther apart and gearstick is moved more slowly. At end moved back and forth.
VEHMech_MECHANICS HEAVY Tank Metal Seat Up_B00M_CWCK.wav	Metal seat pushed up. Sharp clack as it comes into place.
VEHMech_MECHANICS HEAVY Train Handbrake Impact Interior_B00M_CWCK.wav	Train handbrake impact makes short, sharp, echoey thud.
VEHMech_MECHANICS HEAVY Train Track Pile Thud_B00M_CWCK.wav	Thud from train tracks being piled.
VEHMech_MECHANICS HEAVY Truck Bonnet Hood Slam_B00M_CWCK.wav	Hood of truck slammed. Loud thud, sometimes with bounces.
VEHWndw_SERVO Car Window Close_B00M_CWCK.wav	Automatic window closed in car. Buzz followed by short whoosh and clunk.
VEHWndw_SERVO Car Window Open_B00M_CWCK.wav	Automatic window opened in car. Short, sharp impact followed by soft buzz and light clank.
WHSH_SYNTH WHOOSH Aggressive Whoosh Medium_B00M_CWCK.wav	Synthetic whoosh in medium, sudden burst.
WHSH_SYNTH WHOOSH Aggressive Whoosh Short_B00M_CWCK.wav	Synthetic whoosh in short, sudden burst.
WHSH_SYNTH WHOOSH Capsule By Fast_B00M_CWCK.wav	Space capsule whizzes by observer quickly. Quiet whoosh becomes louder depending on speed of object.
WHSH_SYNTH WHOOSH Capsule By Slow_B00M_CWCK.wav	Space capsule whizzes by observer slowly. Quiet whoosh becomes louder depending on speed of object.
WHSH_SYNTH WHOOSH Complex Crunch Fast_B00M_CWCK.wav	Whoosh followed by modulated grains, followed by synthetic crunch and multiple processed beeps.

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FILENAME	DESCRIPTION
WHSH_SYNTH WHOOSH Complex Crunch Slow_B00M_CWCK.wav	Object produces beeps as it gains speed then whooshes quickly by observer. Low in pitch. Beeps continue after whoosh.
WHSH_SYNTH WHOOSH Complex Laser Fast_B00M_CWCK.wav	Subsequent quiet laser shots, followed by short sudden burst.
WHSH_SYNTH WHOOSH Complex Laser Slow_B00M_CWCK.wav	Laser fired but takes a long time to pass observer. Rumble followed by laser fire and beam whizzing by and wobbling.
WHSH_SYNTH WHOOSH Complex Modulated Tonal Long_B00M_CWCK.wav	Modulated whoosh slowly falls in pitch.
WHSH_SYNTH WHOOSH Complex Modulated Tonal Short_B00M_CWCK.wav	Fast tonal whoosh, pitch falls quickly.
WHSH_SYNTH WHOOSH Crazy Resonances Long_B00M_CWCK.wav	Laser strike followed by long burst of scattered resonances.
WHSH_SYNTH WHOOSH Crazy Resonances Short_B00M_CWCK.wav	Laser strike followed by short burst of scattered resonances.
WHSH_SYNTH WHOOSH Crunchy Whoosh Long_B00M_CWCK.wav	Synthetic dispersions spread to sides. Rumbles with slight warble.
WHSH_SYNTH WHOOSH Crunchy Whoosh Short_B00M_CWCK.wav	Short, sharp synthetic dispersions. Rumbles with slight warble.
WHSH_SYNTH WHOOSH Deep Growl_B00M_CWCK.wav	Synthetic, robotic like growl or roar. No decay or short reverberant decay.
WHSH_SYNTH WHOOSH Digital Modulation Long_B00M_CWCK.wav	Synthetic short, steady pitch which suddenly modulates. Long duration.
WHSH_SYNTH WHOOSH Digital Modulation Short_B00M_CWCK.wav	Synthetic pitch modulates extremely quickly.
WHSH_SYNTH WHOOSH Distorted Filters Long_B00M_CWCK.wav	Synthetic, distorted pitch resonates as filter moves slowly.
WHSH_SYNTH WHOOSH Distorted Filters Short_B00M_CWCK.wav	Synthetic, distorted pitch resonates as filter moves quickly.
WHSH_SYNTH WHOOSH Doppler Whoosh Long_B00M_CWCK.wav	Synthetic whoosh simulating doppler effect. Long duration.
WHSH_SYNTH WHOOSH Doppler Whoosh Short_B00M_CWCK.wav	Synthetic whoosh simulating doppler effect. Short duration.

FILENAME	DESCRIPTION
WHSH_SYNTH WHOOSH Fast Tremolo Whoosh_B00M_CWCK.wav	Synthetic tremolo whoosh. Fast. Short decay. Becomes longer in length.
WHSH_SYNTH WHOOSH Fuzz Cycle Small_B00M_CWCK.wav	Synthetic pulsations, like processed growls.
WHSH_SYNTH WHOOSH Gnarl Punch Long_B00M_CWCK.wav	Synthetic, distorted whoosh moving slowly by, creating slow ripples.
WHSH_SYNTH WHOOSH Gnarl Punch	Synthetic, distorted whoosh moving quickly by preceded by fire of laser, creating slow ripples.
WHSH_SYNTH WHOOSH Gnarling Swish Long_B00M_CWCK.wav	Gnarl like swish whizzes slowly by observer and slowly decays as grains wobble. Long duration.
WHSH_SYNTH WHOOSH Gnarling Swish Short_B00M_CWCK.wav	Gnarl like swish whizzes slowly by observer. Sometimes with wobbly grains. Short duration.
WHSH_SYNTH WHOOSH Granular Bounce Fast_B00M_CWCK.wav	Stuttering followed by strong rumble or hum. Stuttering goes beserk.
WHSH_SYNTH WHOOSH Granular Bounce Slow_B00M_CWCK.wav	Stuttering followed by strong rumble or hum. Stuttering goes beserk.
WHSH_SYNTH WHOOSH Granular Thin Long_B00M_CWCK.wav	Thin burst of synthetic grains whizzes by and rattles. Long duration.
WHSH_SYNTH WHOOSH Granular Thin Short_B00M_CWCK.wav	Thin burst of synthetic grains whizzes by and rattles. Short duration.
WHSH_SYNTH WHOOSH Granular Whizz Fast_B00M_CWCK.wav	Whoosh followed by two processed clunks followed by synthetic particles whizzing quickly by.
WHSH_SYNTH WHOOSH Granular Whizz Slow_B00M_CWCK.wav	Whoosh followed by processed clunks followed by synthetic particles whizzing slowly by.
WHSH_SYNTH WHOOSH Gritty Glass Scrape Modulated Long_B00M_CWCK.wav	Processed glass scrape, similar to granules slowly dispersed.
WHSH_SYNTH WHOOSH Gritty Glass Scrape Modulated Short_B00M_CWCK.wav	Processed glass scrape, similar to granules quickly dispersed.
WHSH_SYNTH WHOOSH Gritty Particles Long_B00M_CWCK.wav	Synthetic gritty particles dispersed. Long duration. Slight increase in volume at start and decrease toward end.
WHSH_SYNTH WHOOSH Gritty Particles Organic Long_B00M_CWCK.wav	Synthetic gritty particles dispersed. Long duration. Rumble speeds up and slows down.

CYBER
WEAPONS

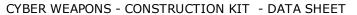| FILENAME	DESCRIPTION
WHSH_SYNTH WHOOSH Gritty Particles Organic Short_BOOM_CWCK.wav	Synthetic gritty particles dispersed. Short duration. Rumble speeds up and slows down.
WHSH_SYNTH WHOOSH Gritty Whoosh Medium_BOOM_CWCK.wav	Synthetic gritty whoosh. Medium duration.
WHSH_SYNTH WHOOSH High Slow Tail_BOOM_CWCK.wav	Synthetic blast followed by whoosh with long tail.
WHSH_SYNTH WHOOSH High Whistles Long_BOOM_CWCK.wav	Synthetic, scattered, high whistles. Long duration.
WHSH_SYNTH WHOOSH High Whistles Short_BOOM_CWCK.wav	Synthetic, scattered, high whistles. Short duration.
WHSH_SYNTH WHOOSH High Zipper Fast_BOOM_CWCK.wav	High pitched whoosh passing quickly by. Falls in pitch. Creates almost indiscernible ripples.
WHSH_SYNTH WHOOSH High Zipper Slow_BOOM_CWCK.wav	High pitched whoosh passing quickly by. Falls in pitch slowly. Creates almost indiscernible ripples.
WHSH_SYNTH WHOOSH Hollow Resonance Warp Long_BOOM_CWCK.wav	Synthetic, hollow, resonant, warp. Slow to start. Long duration.
WHSH_SYNTH WHOOSH Hollow Resonance Warp Short_BOOM_CWCK.wav	Synthetic, hollow, resonant, warp. Quick to start. Short duration.
WHSH_SYNTH WHOOSH Liquid Bolt Long_BOOM_CWCK.wav	Synthetic, liquid vibrations. Long duration. Like clanks against grooved metal fence.
WHSH_SYNTH WHOOSH Liquid Bolt Short_BOOM_CWCK.wav	Synthetic, liquid vibrations. Short duration. Like clanks against grooved metal fence.
WHSH_SYNTH WHOOSH Liquid Plasma Long_BOOM_CWCK.wav	Synthetic, liquid, plasma burst. Strong ripple in air, followed by whoosh, followed lighter ripple. Long duration.
WHSH_SYNTH WHOOSH Liquid Plasma Short_BOOM_CWCK.wav	Synthetic, liquid, plasma burst. Strong ripple in air, followed by whoosh, followed lighter ripple. Short duration.
WHSH_SYNTH WHOOSH Low Gritty Whoosh Long_BOOM_CWCK.wav	Synthetic, low, gritty whoosh. Explosive rumbles. Long duration.
WHSH_SYNTH WHOOSH Low Gritty Whoosh Medium_BOOM_CWCK.wav	Synthetic, low, gritty whoosh. Explosive rumbles. Medium duration.
WHSH_SYNTH WHOOSH Modulated Thin Long_BOOM_CWCK.wav	Synthetic, thin whoosh. Long modulation.
WHSH_SYNTH WHOOSH Modulated Thin Short_BOOM_CWCK.wav	Synthetic, thin whoosh. Short modulation.
WHSH_SYNTH WHOOSH Noisy Air Long_BOOM_CWCK.wav	Synthetic pulse, followed by gush of air. Long duration.
WHSH_SYNTH WHOOSH Noisy Air Short_BOOM_CWCK.wav	Synthetic gush of air. Short duration. Occasionally wobbles at end.

boom
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FILENAME	DESCRIPTION
WHSH_SYNTH WHOOSH Noisy Filter Long_BOOM_CWCK.wav	Synthetic whoosh with noisy filter. Long duration.
WHSH_SYNTH WHOOSH Noisy Filter Short_BOOM_CWCK.wav	Synthetic whoosh with noisy filter. Short duration.
WHSH_SYNTH WHOOSH Organic Slime Long_BOOM_CWCK.wav	Synthetic burst of slime followed by strong whoosh and ripples. Long duration.
WHSH_SYNTH WHOOSH Organic Slime Short_BOOM_CWCK.wav	Synthetic burst of slime followed by strong whoosh and ripples. Short duration.
WHSH_SYNTH WHOOSH Pitched Energy Long_BOOM_CWCK.wav	Synthetic whoosh moves by slowly and falls slowly from mid to low pitch, with slight ripples in air.
WHSH_SYNTH WHOOSH Pitched Energy Short_BOOM_CWCK.wav	Synthetic whoosh moves by quickly, with slight ripples in air.
WHSH_SYNTH WHOOSH Projectile Fast_BOOM_CWCK.wav	Projectile transported quickly through space by sharp beep.
WHSH_SYNTH WHOOSH Ringing Energy Crackles Long_BOOM_CWCK.wav	Whoosh become distorted as it approaches observer slowly with slight ripples. Long tail.
WHSH_SYNTH WHOOSH Ringing Energy Crackles Short_BOOM_CWCK.wav	Whoosh passes by observer quickly. Long tail.
WHSH_SYNTH WHOOSH Slow Gargle_BOOM_CWCK.wav	Synthetic, slow gargle. Becomes gradually longer in length and warbly.
WHSH_SYNTH WHOOSH Slow Modulated_BOOM_CWCK.wav	Synthetic whoosh with slow modulation.
WHSH_SYNTH WHOOSH Small Virtual Emote_BOOM_CWCK.wav	Sudden modulated burst, almost like laughter.
WHSH_SYNTH WHOOSH Small Virtual Sorrow_BOOM_CWCK.wav	Synthetic pitch falls from high to low at varying speeds. Sound crystalizes.
WHSH_SYNTH WHOOSH Small Virtual Wow_BOOM_CWCK.wav	Synthetic utterance similar to "Wow!" or meow of cat.
WHSH_SYNTH WHOOSH Supersonic Fast_BOOM_CWCK.wav	Synthetic low growl slowly moves in then whooshes by extremely fast, leaving wobble in aftermath.
WHSH_SYNTH WHOOSH Thick Grains Long_BOOM_CWCK.wav	Synthetic whoosh followed by thick dispersion of grains. Long duration.
WHSH_SYNTH WHOOSH Thick Grains Short_BOOM_CWCK.wav	Synthetic whoosh followed by thick dispersion of grains. Short duration.
WHSH_SYNTH WHOOSH Tie Fighter Long_BOOM_CWCK.wav	Tie fighter flies through space, producing intense ripples. Long duration.
WHSH_SYNTH WHOOSH Tie Fighter Short_BOOM_CWCK.wav	Tie fighter flies through space, producing ripples. Short duration.
WHSH_SYNTH WHOOSH Tiny Tonal Long_BOOM_CWCK.wav	Synthetic, harmonically dense, narrow whoosh. Long duration.
WHSH_SYNTH WHOOSH Tiny Tonal Short_BOOM_CWCK.wav	Synthetic, harmonically dense, narrow whoosh. Short duration.

FILENAME	DESCRIPTION
WHSH_SYNTH WHOOSH Tonal Fast_BOOM_CWCK.wav	Synthetic, harmonically dense, quick whoosh. Initial pulsation before whoosh becomes longer and longer.
WHSH_SYNTH WHOOSH Tonal Laser Long_BOOM_CWCK.wav	Synthetic, harmonically dense laser travelling through space. Long duration. Many ripples.
WHSH_SYNTH WHOOSH Tonal Laser Short_BOOM_CWCK.wav	Synthetic, harmonically dense laser travelling through space. Short duration. Many ripples.
WHSH_SYNTH WHOOSH Tonal Pass By Fast_BOOM_CWCK.wav	Synthetic pulse heard followed by harmonically dense, rapid whoosh.
WHSH_SYNTH WHOOSH Tonal Slow_BOOM_CWCK.wav	Synthetic pulse heard followed by harmonically dense, slow whoosh.
WHSH_SYNTH WHOOSH Tonal Stutter Long_BOOM_CWCK.wav	Synthetic, harmonically dense stutter. Long duration.
WHSH_SYNTH WHOOSH Tonal Stutter Short_BOOM_CWCK.wav	Synthetic, harmonically dense stutter. Short duration.
WHSH_SYNTH WHOOSH Tonal Zap Liquid Long_BOOM_CWCK.wav	Synthetic, liquidy whoosh wizzes by with warble at end. Like zap of lightning. Long duration.
WHSH_SYNTH WHOOSH Tonal Zap Liquid Short_BOOM_CWCK.wav	Synthetic, liquidy whoosh wizzes by with warble at end. Like zap of lightning. Short duration.
WHSH_SYNTH WHOOSH Tonal Zap Small Long_BOOM_CWCK.wav	Synthetic whoosh wizzes by. Like zap of lightning. Long duration. With echo.
WHSH_SYNTH WHOOSH Tonal Zap Small Short_BOOM_CWCK.wav	Synthetic whoosh wizzes by. Like zap of lightning. Short duration. With echo.
WHSH_SYNTH WHOOSH Tremolo Fast_BOOM_CWCK.wav	Synthetic warble wizzes by. Like zap of lightning. Fast speed.
WHSH_SYNTH WHOOSH Wind Whoosh Long_BOOM_CWCK.wav	Synthetic wind roars. Long duration.
WHSH_SYNTH WHOOSH Wind Whoosh Short_BOOM_CWCK.wav	Synthetic wind roars. Short duration.
WHSH_SYNTH WHOOSH Wobbling Growl Fast_BOOM_CWCK.wav	Synthetic whoosh passes observer quickly.
WHSH_SYNTH WHOOSH Wobbling Growl Long_BOOM_CWCK.wav	Synthetic whoosh passes observer slowly.
WHSH_WHOOSH Fire Fast_BOOM_CWCK.wav	Synthetic, fire like whoosh ignites and wizzes by quickly.
WHSH_WHOOSH Fire Long_BOOM_CWCK.wav	Synthetic, fire like whoosh ignites and wizzes by slowly.
WHSH_WHOOSH Plasma Harsh Pass By_BOOM_CWCK.wav	Synthetic plasma thrown to wall quickly and trickles down.
WHSH_WHOOSH Plasma Liquid Dive_BOOM_CWCK.wav	Synthetic plasma splashes around and then whooshes by.

FILENAME	DESCRIPTION
WHSH_WHOOSH Plasma Liquid Explosion_BOOM_CWCK.wav	Synthetic, liquidy explosion. Sharp impact followed by slight rumble.
WHSH_WHOOSH Plasma Liquid Snappy Pass By_BOOM_CWCK.wav	Synthetic liquid dissipates suddenly and sizzles similar to a burning flame.
WHSH_WHOOSH Plasma Phase Pass By Fast_BOOM_CWCK.wav	Synthetic plasma phased whizzes quickly by.
WHSH_WHOOSH Plasma Phase Pass By Slow_BOOM_CWCK.wav	Synthetic plasma phased whizzes slowly by.