

CANNONS

FILENAME	DESCRIPTION
CHAINmpt_IMPACT-Chain Big_B00M_CACK.wav	Large movement for chain shot.
CHAINmpt_IMPACT-Chain Bright_B00M_CACK.wav	Fast movement for chain shot.
CHAINmpt_IMPACT-Chain Dull_B00M_CACK.wav	Hit with movement for chain shot.
CHAINmpt_IMPACT-Chain Thin Many Rattle_B00M_CACK.wav	Movement for chain shot with lot of rattling.
CHAINmpt_IMPACT-Chain Thin Rattle_B00M_CACK.wav	Movement for chain shot with short rattling.
CHAINmpt_IMPACT-Metal Chain High_B00M_CACK.wav	Hitting metallic chain. Rattling and ringing.
CHAINmpt_IMPACT-Metal Chain Low_B00M_CACK.wav	Hitting metallic chain. Rattling and ringing.
CHAINmpt_IMPACT-Metal Chain Soft_B00M_CACK.wav	Hitting metallic chain. Rattling and ringing.
CHAINmpt_IMPACT-Metal Wood Chain Long_B00M_CACK.wav	Movement for chain shot with ringing and rattling.
CHAINmpt_IMPACT-Metal Wood Chain Short_B00M_CACK.wav	Short movement for chain shot with ringing and rattling.
CHAINmvmt_HANDLING-Metal Chain Drop High Ringing_B00M_CACK.wav	Metallic chain being dropped with tonal ring out.
CHAINmvmt_HANDLING-Metal Chain Drop High Short_B00M_CACK.wav	Metallic chain being dropped. Very short with tonal ring out.
CHAINmvmt_HANDLING-Metal Chain Drop High_B00M_CACK.wav	Metallic chain being dropped with high, tonal ring out.
CHAINmvmt_HANDLING-Metal Chain Drop Low Ringing_B00M_CACK.wav	Metallic chain being dropped. Very short with some rattling.
CHAINmvmt_HANDLING-Metal Chain Drop Low_B00M_CACK.wav	Metallic chain being dropped. Short with high rattling.
CHAINmvmt_HANDLING-Metal Chain Drop On Metal_B00M_CACK.wav	Metallic chain being dropped on metallic pieces.
CHAINmvmt_HANDLING-Metal Chain Drop_B00M_CACK.wav	Longer sequence of metallic chain being dropped.
CHAINmvmt_HANDLING-Metal Chain Massive Drop Fast_B00M_CACK.wav	Big metallic chain being dropped. Lot of rattling.
CHAINmvmt_HANDLING-Metal Chain Massive Drop Slow_B00M_CACK.wav	Big metallic chain being dropped slowly. Lot of rattling and several impacts.
CHAINmvmt_HANDLING-Metal Chain Massive Pick Up Fast_B00M_CACK.wav	Big metallic chain being picked up with tonal ring outs.
CHAINmvmt_HANDLING-Metal Chain Massive Pick Up Slow_B00M_CACK.wav	Big metallic chain being picked up slowly with tonal ring outs.
CHAINmvmt_HANDLING-Metal Chain Pick Up Long_B00M_CACK.wav	Metallic chain being picked up slowly.
CHAINmvmt_HANDLING-Metal Chain Pick Up Moderate_B00M_CACK.wav	Metallic chain being picked up slowly with rattling and tonal ring outs.
CHAINmvmt_HANDLING-Metal Chain Pick Up On Metal_B00M_CACK.wav	Metallic chain being picked. Very prominent tonal ring out.
CHAINmvmt_HANDLING-Metal Chain Pick Up Short_B00M_CACK.wav	Metallic chain being picked up fast. Very prominent tonal ring out.
CHAINmvmt_HANDLING-Metal Chain Pick Up_B00M_CACK.wav	Metallic chain being picked up fast. Lots of rattling.
CHAINmvmt_HANDLING-Metal Chain Rattling Constant_B00M_CACK.wav	Continuous sequence of metallic chain rattling.
CHAINmvmt_HANDLING-Metal Chain Rattling Short_B00M_CACK.wav	Short sequence of metallic chain rattling.
CHAINmvmt_HANDLING-Metal Chain Rattling Tighten_B00M_CACK.wav	Fast movement of metallic chain rattling.
CHAINmvmt_HANDLING-Metal Chain Rattly Drop Clunky Fast_B00M_CACK.wav	Big metallic chain dropped fast. Lots of rattling.
CHAINmvmt_HANDLING-Metal Chain Rattly Drop Clunky Slow_B00M_CACK.wav	Big metallic chain dropped slowly. Lots of rattling.
CHAINmvmt_HANDLING-Metal Chain Rattly Drop Slow_B00M_CACK.wav	Big metallic chain dropped slowly. Lots of rattling.
CHAINmvmt_HANDLING-Metal Chain Rattly Pick Up Clunky_B00M_CACK.wav	Metallic chain being picked up slowly. Subtle tonal ring outs and rattling.

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CHAINMvmt_HANDLING-Metal Chain Rattly Pick Up Slow_B00M_CACK.wav	Metallic chain being picked up slowly. Subtle tonal ring outs and rattling.
CHAINMvmt_HANDLING-Metal Wood Chain Rattle Soft_B00M_CACK.wav	Metallic chain being dragged. Slightly tonal ringing.
CHAINMvmt_HANDLING-Metal Wood Chain Rattle_B00M_CACK.wav	Metallic chain being dropped with high, tonal ringing.
CHAINMvmt_MOVEMENT-Chain Constant Big_B00M_CACK.wav	Continuous clanging and rattling. Large and steady.
CHAINMvmt_MOVEMENT-Chain Constant Bright_B00M_CACK.wav	Continuous clanging and rattling. High and steady.
CHAINMvmt_MOVEMENT-Chain Constant Thin Many_B00M_CACK.wav	Continuous clanging and rattling. High with characteristic of a bell.
CHAINMvmt_MOVEMENT-Chain Constant Thin_B00M_CACK.wav	Continuous clanging and rattling. High and fast.
CHAINMvmt_MOVEMENT-Metal Chain Swing Stop_B00M_CACK.wav	Metallic rattling and clanging.
CLOTHFlp_IMPACT-Sail Duffle Bag Flap_B00M_CACK.wav	Textile movement with some flapping and rustling.
CLOTHFlp_IMPACT-Sail Duffle Bag Punch_B00M_CACK.wav	Textile being hit. Rustling and hollow elements.
CLOTHFlp_IMPACT-Sail Duffle Bag Snap_B00M_CACK.wav	Textile being unfold leading into soft impact.
CLOTHFlp_IMPACT-Sail Leather Jacket Flap_B00M_CACK.wav	Textile movement with some flapping and rustling.
CLOTHFlp_IMPACT-Sail Leather Jacket Punch_B00M_CACK.wav	Textile being hit. Rustling and flappy clothes.
CLOTHFlp_IMPACT-Sail Leather Jacket Snap_B00M_CACK.wav	Textile being unfold leading into soft impact with lots of rustling cloth.
CLOTHRip_IMPACT-Sail Textile Rip_B00M_CACK.wav	Tearing apart textile. Sharp with some subtle cloth movements.
DIRTImpt_IMPACT-Dirt Bar Bell 14KG Bark Mulch_B00M_CACK.wav	Steel ball of 14 kilograms being dropped onto dirt consisting of bark and mulch. Deep and dull hit.
DIRTImpt_IMPACT-Dirt Bar Bell 14KG Forest Soil_B00M_CACK.wav	Steel ball of 14 kilograms being dropped onto a soil with some leaves. Deep and dull hit.
DIRTImpt_IMPACT-Dirt Bar Bell 14KG Ground Punchy_B00M_CACK.wav	Steel ball of 14 kilograms being dropped onto ground. Deep and short hit.
DIRTImpt_IMPACT-Dirt Bar Bell 14KG Lawn_B00M_CACK.wav	Steel ball of 14 kilograms being dropped onto a lawn. Deep and dull hit.
DIRTImpt_IMPACT-Dirt Bar Bell_B00M_CACK.wav	Steel ball being dropped into dirt. Heavy and dull hits.
DIRTImpt_IMPACT-Dirt Bark Mulch Constant_B00M_CACK.wav	Continuous rustling of bark and mulch. Steady movement.
DIRTImpt_IMPACT-Dirt Bark Mulch Debris Throw_B00M_CACK.wav	Dropping pile on ground. Short with rustling.
DIRTImpt_IMPACT-Dirt Bark Mulch Debris_B00M_CACK.wav	Dropping pile on ground. Long with lots of rustling.
DIRTImpt_IMPACT-Dirt Forest Soil Debris Throw_B00M_CACK.wav	Dropping pile of dirt out of hands. Short with rustling.
DIRTImpt_IMPACT-Dirt Forest Soil Debris_B00M_CACK.wav	Dropping pile of dirt out of hands. Short with lots of rustling.
DIRTImpt_IMPACT-Dirt Large Trickling From Hand_B00M_CACK.wav	Dropping big pile of dirt out of hands. Long with rustling and some thuds.
DIRTImpt_IMPACT-Dirt Small Trickling From Hand_B00M_CACK.wav	Dropping pile of dirt out of hands. Short with lots of rustling.
DIRTImpt_IMPACT-Dirt Throw_B00M_CACK.wav	Dropping pile of dirt. Lots of small debris elements hitting the ground.
DIRTImpt_IMPACT-Sand Bar Bell_B00M_CACK.wav	Steel ball being dropped on pile of sand. Rustling debris.
DIRTImpt_IMPACT-Sand Debris Throw_B00M_CACK.wav	Dropping sand with lot of rustling and soft thud.
DIRTImpt_IMPACT-Sand Debris Trickling From Hand_B00M_CACK.wav	Sediment being dropped. Sliding and rustling elements.
DIRTImpt_IMPACT-Sand Hand_B00M_CACK.wav	Hitting pile of sand with fist. Some sliding and rustling.
FIREsizz_FUSE-Burn Large_B00M_CACK.wav	The burning sound of a cannon or bomb before it explodes, large.

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FIRESizz_FUSE-Burn Medium_B00M_CACK.wav	The burning sound of a cannon or bomb before it explodes, medium.
FIRESizz_FUSE-Burn Short_B00M_CACK.wav	The burning sound of a cannon or bomb before it explodes, small.
FIRESizz_FUSE-Ignite and Extinguish Large_B00M_CACK.wav	Initial burning and stopping of a bomb or cannon detonator wire, large.
FIRESizz_FUSE-Ignite and Extinguish Medium_B00M_CACK.wav	Initial burning and stopping of a bomb or cannon detonator wire, medium.
FIRESizz_FUSE-Ignite and Extinguish Small_B00M_CACK.wav	Initial burning and stopping of a bomb or cannon detonator wire, small.
FIRESizz_FUSE-Ignite Few Matches_B00M_CACK.wav	The burning of some matchsticks.
FIRESizz_FUSE-Ignite Many Matches_B00M_CACK.wav	The burning of a lot of matchsticks.
FIRESizz_FUSE-Ignite One Match_B00M_CACK.wav	The burning of one matchstick.
GUNCano_FIRING-16 Pounder 150m_B00M_CACK_ORTF3D Hi.wav	Antique artillery, historic cannon, cal 27mm. ORTF3D Hi positioned 150m away from the cannon.
GUNCano_FIRING-16 Pounder 150m_B00M_CACK_ORTF3D Lo.wav	Antique artillery, historic cannon, cal 27mm. ORTF3D Lo positioned 150m away from the cannon.
GUNCano_FIRING-16 Pounder 15m_B00M_CACK_MS.wav	Antique artillery, historic cannon, cal 27mm. XY positioned 15m away from the cannon.
GUNCano_FIRING-16 Pounder 175m_B00M_CACK_XY.wav	Antique artillery, historic cannon, cal 27mm. XY handheld recorder positioned 175m away from the cannon.
GUNCano_FIRING-16 Pounder 1m_B00M_CACK_AB.wav	Antique artillery, historic cannon, cal 27mm. Small AB positioned 1m away from the cannon.
GUNCano_FIRING-16 Pounder 200m_B00M_CACK_Ambix.wav	Antique artillery, historic cannon, cal 27mm. Four channel Ambisonics positioned 200m away from the cannon.
GUNCano_FIRING-16 Pounder 20m_B00M_CACK_XY.wav	Antique artillery, historic cannon, cal 27mm. MS shotgun microphone positioned 20m away from the cannon.
GUNCano_FIRING-16 Pounder 3m_B00M_CACK_AB.wav	Antique artillery, historic cannon, cal 27mm. AB with dynamic microphones positioned 3m away from the cannon.
GUNCano_FIRING-16 Pounder 4m_B00M_CACK_HH.wav	Antique artillery, historic cannon, cal 27mm. Hammerhead microphones positioned 4m away from the cannon.
GUNCano_FIRING-16 Pounder 5m_B00M_CACK_MS.wav	Antique artillery, historic cannon, cal 27mm. MS positioned 5m away from the cannon.
GUNCano_FIRING-18 Pounder 150m_B00M_CACK_ORTF3D Hi.wav	Antique artillery, historic cannon, cal 56mm. ORTF3D Hi positioned 150m away from the cannon.
GUNCano_FIRING-18 Pounder 150m_B00M_CACK_ORTF3D Lo.wav	Antique artillery, historic cannon, cal 56mm. ORTF3D Lo positioned 150m away from the cannon.
GUNCano_FIRING-18 Pounder 15m_B00M_CACK_MS.wav	Antique artillery, historic cannon, cal 56mm. MS shotgun microphone positioned 15m away from the cannon.
GUNCano_FIRING-18 Pounder 175m_B00M_CACK_XY.wav	Antique artillery, historic cannon, cal 56mm. XY handheld recorder positioned 175m away from the cannon.
GUNCano_FIRING-18 Pounder 1m_B00M_CACK_AB.wav	Antique artillery, historic cannon, cal 56mm. Small AB positioned 1m away from the cannon.
GUNCano_FIRING-18 Pounder 200m_B00M_CACK_Ambix.wav	Antique artillery, historic cannon, cal 56mm. Four channel Ambisonics positioned 200m away from the cannon.
GUNCano_FIRING-18 Pounder 20m_B00M_CACK_XY.wav	Antique artillery, historic cannon, cal 56mm. XY positioned 20m away from the cannon.
GUNCano_FIRING-18 Pounder 3m_B00M_CACK_AB.wav	Antique artillery, historic cannon, cal 56mm. AB with dynamic microphones positioned 3m away from the cannon.
GUNCano_FIRING-18 Pounder 4m_B00M_CACK_HH.wav	Antique artillery, historic cannon, cal 56mm. Hammerhead microphones positioned 4m away from the cannon.
GUNCano_FIRING-18 Pounder 5m_B00M_CACK_MS.wav	Antique artillery, historic cannon, cal 56mm. MS positioned 5m away from the cannon.
GUNCano_FIRING-30 Pounder 150m_B00M_CACK_ORTF3D Hi.wav	Antique artillery, historic cannon, cal 75mm. ORTF3D Hi positioned 150m away from the cannon.
GUNCano_FIRING-30 Pounder 150m_B00M_CACK_ORTF3D Lo.wav	Antique artillery, historic cannon, cal 75mm. ORTF3D Lo positioned 150m away from the cannon.
GUNCano_FIRING-30 Pounder 15m_B00M_CACK_MS.wav	Antique artillery, historic cannon, cal 75mm. MS shotgun microphone positioned 15m away from the cannon.
GUNCano_FIRING-30 Pounder 175m_B00M_CACK_XY.wav	Antique artillery, historic cannon, cal 75mm. XY handheld recorder positioned 175m away from the cannon.
GUNCano_FIRING-30 Pounder 1m_B00M_CACK_AB.wav	Antique artillery, historic cannon, cal 75mm. Small AB positioned 1m away from the cannon.

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GUNCano_FIRING-30 Pounder 200m_B00M_CACK_Ambix.wav	Antique artillery, historic cannon, cal 75mm. Four channel Ambisonics positioned 200m away from the cannon.
GUNCano_FIRING-30 Pounder 20m_B00M_CACK_XY.wav	Antique artillery, historic cannon, cal 75mm. XY positioned 20m away from the cannon.
GUNCano_FIRING-30 Pounder 3m_B00M_CACK_AB.wav	Antique artillery, historic cannon, cal 75mm. AB with dynamic microphones positioned 3m away from the cannon.
GUNCano_FIRING-30 Pounder 4m_B00M_CACK_HH.wav	Antique artillery, historic cannon, cal 75mm. Hammerhead microphones positioned 4m away from the cannon.
GUNCano_FIRING-30 Pounder 5m_B00M_CACK_MS.wav	Antique artillery, historic cannon, cal 75mm. MS positioned 5m away from the cannon.
GUNCano_FIRING-Bombard 150m_B00M_CACK_ORTF3D Hi.wav	Antique artillery, historic cannon bombard, cal 40mm. ORTF3D Hi positioned 150m away from the cannon.
GUNCano_FIRING-Bombard 150m_B00M_CACK_ORTF3D Lo.wav	Antique artillery, historic cannon bombard, cal 40mm. ORTF3D Lo positioned 150m away from the cannon.
GUNCano_FIRING-Bombard 15m_B00M_CACK_MS.wav	Antique artillery, historic cannon bombard, cal 40mm. MS shotgun microphone positioned 15m away from the cannon.
GUNCano_FIRING-Bombard 175m_B00M_CACK_XY.wav	Antique artillery, historic cannon bombard, cal 40mm. XY handheld recorder positioned 175m away from the cannon.
GUNCano_FIRING-Bombard 1m_B00M_CACK_AB.wav	Antique artillery, historic cannon bombard, cal 40mm. Small AB positioned 1m away from the cannon.
GUNCano_FIRING-Bombard 200m_B00M_CACK_Ambix.wav	Antique artillery, historic cannon bombard, cal 40mm. Four channel Ambisonics positioned 200m away from the cannon.
GUNCano_FIRING-Bombard 20m_B00M_CACK_XY.wav	Antique artillery, historic cannon bombard, cal 40mm. XY positioned 20m away from the cannon.
GUNCano_FIRING-Bombard 3m_B00M_CACK_AB.wav	Antique artillery, historic cannon bombard, cal 40mm. AB with dynamic microphones positioned 3m away from the cannon.
GUNCano_FIRING-Bombard 4m_B00M_CACK_HH.wav	Antique artillery, historic cannon bombard, cal 40mm. Hammerhead microphones positioned 4m away from the cannon.
GUNCano_FIRING-Bombard 5m_B00M_CACK_MS.wav	Antique artillery, historic cannon bombard, cal 40mm. MS positioned 5m away from the cannon.
GUNCano_FIRING-Burgundian 62 100m_B00M_CACK_ORTF3D Hi.wav	Antique artillery, historic cannon Burgundian, cal 62mm. ORTF3D Hi positioned 100m away from the cannon.
GUNCano_FIRING-Burgundian 62 100m_B00M_CACK_ORTF3D Lo.wav	Antique artillery, historic cannon Burgundian, cal 62mm. ORTF3D Lo positioned 100m away from the cannon.
GUNCano_FIRING-Burgundian 62 150m_B00M_CACK_Ambix.wav	Antique artillery, historic cannon Burgundian, cal 62mm. Four channel Ambisonics positioned 150m away from the cannon.
GUNCano_FIRING-Burgundian 62 15m_B00M_CACK_MS.wav	Antique artillery, historic cannon Burgundian, cal 62mm. MS shotgun microphone positioned 15m away from the cannon.
GUNCano_FIRING-Burgundian 62 1m_B00M_CACK_AB.wav	Antique artillery, historic cannon Burgundian, cal 62mm. Small AB positioned 1m away from the cannon.
GUNCano_FIRING-Burgundian 62 20m_B00M_CACK_XY.wav	Antique artillery, historic cannon Burgundian, cal 62mm. XY positioned 20m away from the cannon.
GUNCano_FIRING-Burgundian 62 25m_B00M_CACK_XY.wav	Antique artillery, historic cannon Burgundian, cal 62mm. XY handheld recorder positioned 25m away from the cannon.
GUNCano_FIRING-Burgundian 62 3m_B00M_CACK_AB.wav	Antique artillery, historic cannon Burgundian, cal 62mm. AB with dynamic microphones positioned 3m away from the cannon.
GUNCano_FIRING-Burgundian 62 4m_B00M_CACK_HH.wav	Antique artillery, historic cannon Burgundian, cal 62mm. Hammerhead microphones positioned 4m away from the cannon.
GUNCano_FIRING-Burgundian 62 5m_B00M_CACK_MS.wav	Antique artillery, historic cannon Burgundian, cal 62mm. MS positioned 5m away from the cannon.
GUNCano_FIRING-Burgundian 62 75m_B00M_CACK_XY.wav	Antique artillery, historic cannon Burgundian, cal 62mm. XY handheld recorder positioned 75m away from the cannon.
GUNCano_FIRING-Caliber 60 150m_B00M_CACK_ORTF3D Hi.wav	Antique artillery, historic cannon, cal 60mm. ORTF3D Hi positioned 150m away from the cannon.
GUNCano_FIRING-Caliber 60 150m_B00M_CACK_ORTF3D Lo.wav	Antique artillery, historic cannon, cal 60mm. ORTF3D Lo positioned 150m away from the cannon.
GUNCano_FIRING-Caliber 60 15m_B00M_CACK_MS.wav	Antique artillery, historic cannon, cal 60mm. MS shotgun microphone positioned 15m away from the cannon.
GUNCano_FIRING-Caliber 60 175m_B00M_CACK_XY.wav	Antique artillery, historic cannon, cal 60mm. XY handheld recorder positioned 175m away from the cannon.
GUNCano_FIRING-Caliber 60 1m_B00M_CACK_AB.wav	Antique artillery, historic cannon, cal 60mm. Small AB positioned 1m away from the cannon.
GUNCano_FIRING-Caliber 60 200m_B00M_CACK_Ambix.wav	Antique artillery, historic cannon, cal 60mm. Four channel Ambisonics positioned 200m away from the cannon.
GUNCano_FIRING-Caliber 60 20m_B00M_CACK_XY.wav	Antique artillery, historic cannon, cal 60mm. XY positioned 20m away from the cannon.

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GUNCano_FIRING-Caliber 60 3m_B00M_CACK_AB.wav	Antique artillery, historic cannon, cal 60mm. AB with dynamic microphones positioned 3m away from the cannon.
GUNCano_FIRING-Caliber 60 4m_B00M_CACK_HH.wav	Antique artillery, historic cannon, cal 60mm. Hammerhead microphones positioned 4m away from the cannon.
GUNCano_FIRING-Caliber 60 5m_B00M_CACK_MS.wav	Antique artillery, historic cannon, cal 60mm. MS positioned 5m away from the cannon.
GUNCano_FIRING-Carronade 150m_B00M_CACK_ORTF3D Hi.wav	Antique artillery, historic cannon carronade, cal 54mm. ORTF3D Hi positioned 150m away from the cannon.
GUNCano_FIRING-Carronade 150m_B00M_CACK_ORTF3D Lo.wav	Antique artillery, historic cannon carronade, cal 54mm. ORTF3D Lo positioned 150m away from the cannon.
GUNCano_FIRING-Carronade 15m_B00M_CACK_MS.wav	Antique artillery, historic cannon carronade, cal 54mm. MS shotgun microphone positioned 15m away from the cannon.
GUNCano_FIRING-Carronade 175m_B00M_CACK_XY.wav	Antique artillery, historic cannon carronade, cal 54mm. XY handheld recorder positioned 175m away from the cannon.
GUNCano_FIRING-Carronade 1m_B00M_CACK_AB.wav	Antique artillery, historic cannon carronade, cal 54mm. Small AB positioned 1m away from the cannon.
GUNCano_FIRING-Carronade 200m_B00M_CACK_Ambix.wav	Antique artillery, historic cannon carronade, cal 54mm. Four channel Ambisonics positioned 200m away from the cannon.
GUNCano_FIRING-Carronade 20m_B00M_CACK_XY.wav	Antique artillery, historic cannon carronade, cal 54mm. XY positioned 20m away from the cannon.
GUNCano_FIRING-Carronade 3m_B00M_CACK_AB.wav	Antique artillery, historic cannon carronade, cal 54mm. AB with dynamic microphones positioned 3m away from the cannon.
GUNCano_FIRING-Carronade 4m_B00M_CACK_HH.wav	Antique artillery, historic cannon carronade, cal 54mm. Hammerhead microphones positioned 4m away from the cannon.
GUNCano_FIRING-Carronade 5m_B00M_CACK_MS.wav	Antique artillery, historic cannon carronade, cal 54mm. MS positioned 5m away from the cannon.
GUNCano_FIRING-Culverin 150m_B00M_CACK_ORTF3D Hi.wav	Antique artillery, historic cannon culverin, cal 37mm. ORTF3D Hi positioned 150m away from the cannon.
GUNCano_FIRING-Culverin 150m_B00M_CACK_ORTF3D Lo.wav	Antique artillery, historic cannon culverin, cal 37mm. ORTF3D Lo positioned 150m away from the cannon.
GUNCano_FIRING-Culverin 15m_B00M_CACK_MS.wav	Antique artillery, historic cannon culverin, cal 37mm. MS shotgun microphone positioned 15m away from the cannon.
GUNCano_FIRING-Culverin 175m_B00M_CACK_XY.wav	Antique artillery, historic cannon culverin, cal 37mm. XY handheld recorder positioned 175m away from the cannon.
GUNCano_FIRING-Culverin 1m_B00M_CACK_AB.wav	Antique artillery, historic cannon culverin, cal 37mm. Small AB positioned 1m away from the cannon.
GUNCano_FIRING-Culverin 200m_B00M_CACK_Ambix.wav	Antique artillery, historic cannon culverin, cal 37mm. Four channel Ambisonics positioned 200m away from the cannon.
GUNCano_FIRING-Culverin 20m_B00M_CACK_XY.wav	Antique artillery, historic cannon culverin, cal 37mm. XY positioned 20m away from the cannon.
GUNCano_FIRING-Culverin 3m_B00M_CACK_AB.wav	Antique artillery, historic cannon culverin, cal 37mm. AB with dynamic microphones positioned 3m away from the cannon.
GUNCano_FIRING-Culverin 4m_B00M_CACK_HH.wav	Antique artillery, historic cannon culverin, cal 37mm. Hammerhead microphones positioned 4m away from the cannon.
GUNCano_FIRING-Culverin 5m_B00M_CACK_MS.wav	Antique artillery, historic cannon culverin, cal 37mm. MS positioned 5m away from the cannon.
GUNCano_FIRING-Demi Cannon 150m_B00M_CACK_ORTF3D Hi.wav	Antique artillery, historic cannon demi cannon, cal 51mm. ORTF3D Hi positioned 150m away from the cannon.
GUNCano_FIRING-Demi Cannon 150m_B00M_CACK_ORTF3D Lo.wav	Antique artillery, historic cannon demi cannon, cal 51mm. ORTF3D Lo positioned 150m away from the cannon.
GUNCano_FIRING-Demi Cannon 15m_B00M_CACK_MS.wav	Antique artillery, historic cannon demi cannon, cal 51mm. MS shotgun microphone positioned 15m away from the cannon.
GUNCano_FIRING-Demi Cannon 175m_B00M_CACK_XY.wav	Antique artillery, historic cannon demi cannon, cal 51mm. XY handheld recorder positioned 175m away from the cannon.
GUNCano_FIRING-Demi Cannon 1m_B00M_CACK_AB.wav	Antique artillery, historic cannon demi cannon, cal 51mm. Small AB positioned 1m away from the cannon.
GUNCano_FIRING-Demi Cannon 200m_B00M_CACK_Ambix.wav	Antique artillery, historic cannon demi cannon, cal 51mm. Four channel Ambisonics positioned 200m away from the cannon.
GUNCano_FIRING-Demi Cannon 20m_B00M_CACK_XY.wav	Antique artillery, historic cannon demi cannon, cal 51mm. XY positioned 20m away from the cannon.
GUNCano_FIRING-Demi Cannon 3m_B00M_CACK_AB.wav	Antique artillery, historic cannon demi cannon, cal 51mm. AB with dynamic microphones positioned 3m away from the cannon.
GUNCano_FIRING-Demi Cannon 4m_B00M_CACK_HH.wav	Antique artillery, historic cannon demi cannon, cal 51mm. Hammerhead microphones positioned 4m away from the cannon.
GUNCano_FIRING-Demi Cannon 5m_B00M_CACK_MS.wav	Antique artillery, historic cannon demi cannon, cal 51mm. MS positioned 5m away from the cannon.

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GUNCano_FIRING-Falconet 150m_B00M_CACK_ORTF3D Hi.wav	Antique artillery, historic cannon falconet, cal 33mm. ORTF3D Hi positioned 150m away from the cannon.
GUNCano_FIRING-Falconet 150m_B00M_CACK_ORTF3D Lo.wav	Antique artillery, historic cannon falconet, cal 33mm. ORTF3D Lo positioned 150m away from the cannon.
GUNCano_FIRING-Falconet 15m_B00M_CACK_MS.wav	Antique artillery, historic cannon falconet, cal 33mm. MS shotgun microphone positioned 15m away from the cannon.
GUNCano_FIRING-Falconet 175m_B00M_CACK_XY.wav	Antique artillery, historic cannon falconet, cal 33mm. XY handheld recorder positioned 175m away from the cannon.
GUNCano_FIRING-Falconet 1m_B00M_CACK_AB.wav	Antique artillery, historic cannon falconet, cal 33mm. Small AB positioned 1m away from the cannon.
GUNCano_FIRING-Falconet 200m_B00M_CACK_Ambix.wav	Antique artillery, historic cannon falconet, cal 33mm. Four channel Ambisonics positioned 200m away from the cannon.
GUNCano_FIRING-Falconet 20m_B00M_CACK_XY.wav	Antique artillery, historic cannon falconet, cal 33mm. XY positioned 20m away from the cannon.
GUNCano_FIRING-Falconet 3m_B00M_CACK_AB.wav	Antique artillery, historic cannon falconet, cal 33mm. AB with dynamic microphones positioned 3m away from the cannon.
GUNCano_FIRING-Falconet 4m_B00M_CACK_HH.wav	Antique artillery, historic cannon falconet, cal 33mm. Hammerhead microphones positioned 4m away from the cannon.
GUNCano_FIRING-Falconet 5m_B00M_CACK_MS.wav	Antique artillery, historic cannon falconet, cal 33mm. MS positioned 5m away from the cannon.
GUNCano_FIRING-Group Shots 01 100m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 100m away from cannons.
GUNCano_FIRING-Group Shots 01 120m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 120m away from cannons.
GUNCano_FIRING-Group Shots 01 130m_B00M_CACK_MS.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. MS positioned 130m away from cannons.
GUNCano_FIRING-Group Shots 01 150m_B00M_CACK_HH.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. HH positioned 150m away from cannons.
GUNCano_FIRING-Group Shots 01 160m_B00M_CACK_MS.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. MS positioned 160m away from cannons.
GUNCano_FIRING-Group Shots 01 175m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 175m away from cannons.
GUNCano_FIRING-Group Shots 01 200m_B00M_CACK_Ambix.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. Ambisonics positioned 200m away from cannons.
GUNCano_FIRING-Group Shots 01 200m_B00M_CACK_ORTF3D Hi.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. ORTF3D Hi positioned 200m away from cannons.
GUNCano_FIRING-Group Shots 01 200m_B00M_CACK_ORTF3D Lo.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. ORTF3D Lo positioned 200m away from cannons.
GUNCano_FIRING-Group Shots 01 50m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 50m away from cannons.
GUNCano_FIRING-Group Shots 02 100m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 100m away from cannons.
GUNCano_FIRING-Group Shots 02 120m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 120m away from cannons.
GUNCano_FIRING-Group Shots 02 130m_B00M_CACK_MS.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. MS positioned 130m away from cannons.
GUNCano_FIRING-Group Shots 02 150m_B00M_CACK_HH.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. HH positioned 150m away from cannons.
GUNCano_FIRING-Group Shots 02 160m_B00M_CACK_MS.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. MS positioned 160m away from cannons.
GUNCano_FIRING-Group Shots 02 175m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 175m away from cannons.
GUNCano_FIRING-Group Shots 02 200m_B00M_CACK_Ambix.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. Ambisonics positioned 200m away from cannons.
GUNCano_FIRING-Group Shots 02 200m_B00M_CACK_ORTF3D Hi.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. ORTF3D Hi positioned 200m away from cannons.
GUNCano_FIRING-Group Shots 02 200m_B00M_CACK_ORTF3D Lo.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. ORTF3D Lo positioned 200m away from cannons.
GUNCano_FIRING-Group Shots 02 50m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 50m away from cannons.
GUNCano_FIRING-Group Shots 03 100m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 100m away from cannons.
GUNCano_FIRING-Group Shots 03 120m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 120m away from cannons.
GUNCano_FIRING-Group Shots 03 130m_B00M_CACK_MS.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. MS positioned 130m away from cannons.

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FILENAME	DESCRIPTION
GUNCano_FIRING-Group Shots 09 50m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 50m away from cannons.
GUNCano_FIRING-Group Shots 10 100m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 100m away from cannons.
GUNCano_FIRING-Group Shots 10 120m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 120m away from cannons.
GUNCano_FIRING-Group Shots 10 130m_B00M_CACK_MS.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. MS positioned 130m away from cannons.
GUNCano_FIRING-Group Shots 10 150m_B00M_CACK_HH.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. HH positioned 150m away from cannons.
GUNCano_FIRING-Group Shots 10 160m_B00M_CACK_MS.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. MS positioned 160m away from cannons.
GUNCano_FIRING-Group Shots 10 175m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 175m away from cannons.
GUNCano_FIRING-Group Shots 10 200m_B00M_CACK_Ambix.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. Ambisonics positioned 200m away from cannons.
GUNCano_FIRING-Group Shots 10 200m_B00M_CACK_ORTF3D Hi.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. ORTF3D Hi positioned 200m away from cannons.
GUNCano_FIRING-Group Shots 10 200m_B00M_CACK_ORTF3D Lo.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. ORTF3D Lo positioned 200m away from cannons.
GUNCano_FIRING-Group Shots 10 50m_B00M_CACK_XY.wav	Antique artillery bombardment, multiple historic cannons firing in sequence. XY positioned 50m away from cannons.
GUNCano_FIRING-Long Gun 150m_B00M_CACK_ORTF3D Hi.wav	Antique artillery, historic cannon long gun, cal 38mm. ORTF3D Hi positioned 150m away from the cannon.
GUNCano_FIRING-Long Gun 150m_B00M_CACK_ORTF3D Lo.wav	Antique artillery, historic cannon long gun, cal 38mm. ORTF3D Lo positioned 150m away from the cannon.
GUNCano_FIRING-Long Gun 15m_B00M_CACK_MS.wav	Antique artillery, historic cannon long gun, cal 38mm. MS shotgun microphone positioned 15m away from the cannon.
GUNCano_FIRING-Long Gun 175m_B00M_CACK_XY.wav	Antique artillery, historic cannon long gun, cal 38mm. XY handheld recorder positioned 175m away from the cannon.
GUNCano_FIRING-Long Gun 1m_B00M_CACK_AB.wav	Antique artillery, historic cannon long gun, cal 38mm. Small AB positioned 1m away from the cannon.
GUNCano_FIRING-Long Gun 200m_B00M_CACK_Ambix.wav	Antique artillery, historic cannon long gun, cal 38mm. Four channel Ambisonics positioned 200m away from the cannon.
GUNCano_FIRING-Long Gun 20m_B00M_CACK_XY.wav	Antique artillery, historic cannon long gun, cal 38mm. XY positioned 20m away from the cannon.
GUNCano_FIRING-Long Gun 3m_B00M_CACK_AB.wav	Antique artillery, historic cannon long gun, cal 38mm. AB with dynamic microphones positioned 3m away from the cannon.
GUNCano_FIRING-Long Gun 4m_B00M_CACK_HH.wav	Antique artillery, historic cannon long gun, cal 38mm. Hammerhead microphones positioned 4m away from the cannon.
GUNCano_FIRING-Long Gun 5m_B00M_CACK_MS.wav	Antique artillery, historic cannon long gun, cal 38mm. MS positioned 5m away from the cannon.
GUNCano_FIRING-Loshult Arrow Gun 35 100m_B00M_CACK_ORTF3D Hi.wav	Antique artillery, historic cannon Loshult arrow gun, cal 35mm. ORTF3D Hi positioned 100m away from the cannon.
GUNCano_FIRING-Loshult Arrow Gun 35 100m_B00M_CACK_ORTF3D Lo.wav	Antique artillery, historic cannon Loshult arrow gun, cal 35mm. ORTF3D Lo positioned 100m away from the cannon.
GUNCano_FIRING-Loshult Arrow Gun 35 150m_B00M_CACK_Ambix.wav	Antique artillery, historic cannon Loshult arrow gun, cal 35mm. Four channel Ambisonics positioned 150m away from the cannon.
GUNCano_FIRING-Loshult Arrow Gun 35 15m_B00M_CACK_MS.wav	Antique artillery, historic cannon Loshult arrow gun, cal 35mm. MS shotgun microphone positioned 15m away from the cannon.
GUNCano_FIRING-Loshult Arrow Gun 35 1m_B00M_CACK_AB.wav	Antique artillery, historic cannon Loshult arrow gun, cal 35mm. Small AB positioned 1m away from the cannon.
GUNCano_FIRING-Loshult Arrow Gun 35 20m_B00M_CACK_XY.wav	Antique artillery, historic cannon Loshult arrow gun, cal 35mm. XY positioned 20m away from the cannon.
GUNCano_FIRING-Loshult Arrow Gun 35 25m_B00M_CACK_XY.wav	Antique artillery, historic cannon Loshult arrow gun, cal 35mm. XY handheld recorder positioned 25m away from the cannon
GUNCano_FIRING-Loshult Arrow Gun 35 3m_B00M_CACK_AB.wav	Antique artillery, historic cannon Loshult arrow gun, cal 35mm. AB with dynamic microphones positioned 3m away from the cannon.
GUNCano_FIRING-Loshult Arrow Gun 35 4m_B00M_CACK_HH.wav	Antique artillery, historic cannon Loshult arrow gun, cal 35mm. Hammerhead microphones positioned 4m away from the cannon.
GUNCano_FIRING-Loshult Arrow Gun 35 5m_B00M_CACK_MS.wav	Antique artillery, historic cannon Loshult arrow gun, cal 35mm. MS positioned 5m away from the cannon.
GUNCano_FIRING-Loshult Arrow Gun 35 75m_B00M_CACK_XY.wav	Antique artillery, historic cannon Loshult arrow gun, cal 35mm. XY handheld recorder positioned 75m away from the cannon
GUNCano_FIRING-Mortar 45 100m_B00M_CACK_ORTF3D Hi.wav	Antique artillery, historic cannon mortar, cal 45mm. ORTF3D Hi positioned 100m away from the cannon.

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FILENAME	DESCRIPTION
GUNCano_FIRING-Mortar 45 100m_B00M_CACK_ORTF3D Lo.wav	Antique artillery, historic cannon mortar, cal 45mm. ORTF3D Lo positioned 100m away from the cannon.
GUNCano_FIRING-Mortar 45 150m_B00M_CACK_Ambix.wav	Antique artillery, historic cannon mortar, cal 45mm. Four channel Ambisonics positioned 150m away from the cannon.
GUNCano_FIRING-Mortar 45 15m_B00M_CACK_MS.wav	Antique artillery, historic cannon mortar, cal 45mm. MS shotgun microphone positioned 15m away from the cannon.
GUNCano_FIRING-Mortar 45 1m_B00M_CACK_AB.wav	Antique artillery, historic cannon mortar, cal 45mm. Small AB positioned 1m away from the cannon.
GUNCano_FIRING-Mortar 45 20m_B00M_CACK_XY.wav	Antique artillery, historic cannon mortar, cal 45mm. XY positioned 20m away from the cannon.
GUNCano_FIRING-Mortar 45 25m_B00M_CACK_XY.wav	Antique artillery, historic cannon mortar, cal 45mm. XY handheld recorder positioned 25m away from the cannon
GUNCano_FIRING-Mortar 45 3m_B00M_CACK_AB.wav	Antique artillery, historic cannon mortar, cal 45mm. AB with dynamic microphones positioned 3m away from the cannon.
GUNCano_FIRING-Mortar 45 4m_B00M_CACK_HH.wav	Antique artillery, historic cannon mortar, cal 45mm. Hammerhead microphones positioned 4m away from the cannon.
GUNCano_FIRING-Mortar 45 5m_B00M_CACK_MS.wav	Antique artillery, historic cannon mortar, cal 45mm. MS positioned 5m away from the cannon.
GUNCano_FIRING-Mortar 45 75m_B00M_CACK_XY.wav	Antique artillery, historic cannon mortar, cal 45mm. XY handheld recorder positioned 75m away from the cannon
GUNCano_FIRING-Mortar 66 150m_B00M_CACK_ORTF3D Hi.wav	Antique artillery, historic cannon mortar, cal 66mm. ORTF3D Hi positioned 150m away from the cannon.
GUNCano_FIRING-Mortar 66 150m_B00M_CACK_ORTF3D Lo.wav	Antique artillery, historic cannon mortar, cal 66mm. ORTF3D Lo positioned 150m away from the cannon.
GUNCano_FIRING-Mortar 66 15m_B00M_CACK_MS.wav	Antique artillery, historic cannon mortar, cal 66mm. MS shotgun microphone positioned 15m away from the cannon.
GUNCano_FIRING-Mortar 66 175m_B00M_CACK_XY.wav	Antique artillery, historic cannon mortar, cal 66mm. XY handheld recorder positioned 175m away from the cannon
GUNCano_FIRING-Mortar 66 1m_B00M_CACK_AB.wav	Antique artillery, historic cannon mortar, cal 66mm. Small AB positioned 1m away from the cannon.
GUNCano_FIRING-Mortar 66 200m_B00M_CACK_Ambix.wav	Antique artillery, historic cannon mortar, cal 66mm. Four channel Ambisonics positioned 200m away from the cannon.
GUNCano_FIRING-Mortar 66 20m_B00M_CACK_XY.wav	Antique artillery, historic cannon mortar, cal 66mm. XY positioned 20m away from the cannon.
GUNCano_FIRING-Mortar 66 3m_B00M_CACK_AB.wav	Antique artillery, historic cannon mortar, cal 66mm. AB with dynamic microphones positioned 3m away from the cannon.
GUNCano_FIRING-Mortar 66 4m_B00M_CACK_HH.wav	Antique artillery, historic cannon mortar, cal 66mm. Hammerhead microphones positioned 4m away from the cannon.
GUNCano_FIRING-Mortar 66 5m_B00M_CACK_MS.wav	Antique artillery, historic cannon mortar, cal 66mm. MS positioned 5m away from the cannon.
GUNCano_FIRING-Mortar 80 150m_B00M_CACK_ORTF3D Hi.wav	Antique artillery, historic cannon mortar, cal 80mm. ORTF3D Hi positioned 150m away from the cannon.
GUNCano_FIRING-Mortar 80 150m_B00M_CACK_ORTF3D Lo.wav	Antique artillery, historic cannon mortar, cal 80mm. ORTF3D Lo positioned 150m away from the cannon.
GUNCano_FIRING-Mortar 80 15m_B00M_CACK_MS.wav	Antique artillery, historic cannon mortar, cal 80mm. MS shotgun microphone positioned 15m away from the cannon.
GUNCano_FIRING-Mortar 80 175m_B00M_CACK_XY.wav	Antique artillery, historic cannon mortar, cal 80mm. XY handheld recorder positioned 175m away from the cannon
GUNCano_FIRING-Mortar 80 1m_B00M_CACK_AB.wav	Antique artillery, historic cannon mortar, cal 80mm. Small AB positioned 1m away from the cannon.
GUNCano_FIRING-Mortar 80 200m_B00M_CACK_Ambix.wav	Antique artillery, historic cannon mortar, cal 80mm. Four channel Ambisonics positioned 200m away from the cannon.
GUNCano_FIRING-Mortar 80 20m_B00M_CACK_XY.wav	Antique artillery, historic cannon mortar, cal 80mm. XY positioned 20m away from the cannon.
GUNCano_FIRING-Mortar 80 3m_B00M_CACK_AB.wav	Antique artillery, historic cannon mortar, cal 80mm. AB with dynamic microphones positioned 3m away from the cannon.
GUNCano_FIRING-Mortar 80 4m_B00M_CACK_HH.wav	Antique artillery, historic cannon mortar, cal 80mm. Hammerhead microphones positioned 4m away from the cannon.
GUNCano_FIRING-Mortar 80 5m_B00M_CACK_MS.wav	Antique artillery, historic cannon mortar, cal 80mm. MS positioned 5m away from the cannon.
GUNCano_FIRING-Sweetener Crack Crumbles_B00M_CACK.wav	Processed, distorted crackling to enhance shots. Rumbly and long.
GUNCano_FIRING-Sweetener Crack Hard Clip_B00M_CACK.wav	Processed, distorted crackling to enhance shots. Crisp and short.
GUNCano_FIRING-Sweetener Crack High Tight Heads_B00M_CACK.wav	Processed, distorted crackling to enhance shots. Hard attack and short with subtle noise elements.

CANNONS

FILENAME	DESCRIPTION
GUNCano_FIRING-Sweetener Crack High Transient_B00M_CACK.wav	Processed, distorted crackling to enhance shots. Hard attack with subtle noise elements.
GUNCano_FIRING-Sweetener Crack Low Texture Transients_B00M_CACK.wav	Processed, distorted crackling to enhance shots. Dull with stuttering effect.
GUNCano_FIRING-Sweetener Distortion Shot Low Texture_B00M_CACK.wav	Processed noise to enhance shots. Rumbling and stuttering.
GUNCano_FIRING-Sweetener Distortion Texture Crumble Crack_B00M_CACK.wav	Processed noise to enhance shots. Stuttering with heavy start and subtle tail.
GUNCano_FIRING-Sweetener Distortion Texture Crumble Micro Transients_B00M_CACK.wav	Processed noise to enhance shots. Stutter effect and long decay.
GUNCano_FIRING-Sweetener Distortion Texture Crumble Sustain_B00M_CACK.wav	Processed, stuttering impacts to enhance shots.
GUNCano_FIRING-Sweetener Distortion Texture Modulated_B00M_CACK.wav	Heavily distorting noise. Harsh with low rumbling.
GUNCano_FIRING-Sweetener Distortion Texture Short Crumble_B00M_CACK.wav	Heavily distorting noise. Harsh and short with low rumbling.
GUNCano_FIRING-Sweetener Distortion Texture_B00M_CACK.wav	Heavily distorting noise with low rumbling.
GUNCano_FIRING-Sweetener Distortion Tonal Texture_B00M_CACK.wav	Heavily distorting noise with filter modulation.
GUNCano_FIRING-Sweetener Shot Airy_B00M_CACK.wav	Processed shot with heavy detonation and dense tail.
GUNCano_FIRING-Sweetener Shot Clean_B00M_CACK.wav	Processed shot with tight detonation and soft tail.
GUNCano_FIRING-Sweetener Shot Crack Transient_B00M_CACK.wav	Crumbling, processed shot with short decay.
GUNCano_FIRING-Sweetener Shot Low Slow_B00M_CACK.wav	Crumbling, processed shot with short decay.
GUNCano_FIRING-Sweetener Shot Modulated Filter Ripple Low_B00M_CACK.wav	Dull and crumbly with filter modulation.
GUNCano_FIRING-Sweetener Shot Modulated Filter_B00M_CACK.wav	Dull and crumbly with fast filter modulation.
GUNCano_FIRING-Sweetener Shot Punchy Low Soft_B00M_CACK.wav	Processed, low thud with high sizzling elements on top.
GUNCano_FIRING-Sweetener Shot Solid Bump_B00M_CACK.wav	Processed detonation with soft attack followed short crumbly noise.
GUNCano_FIRING-Sweetener Snap Pop Light_B00M_CACK.wav	Processed, very short impact with subtle tail.
GUNCano_FIRING-Sweetener Snap Pop Mid Range_B00M_CACK.wav	Processed, very short impact with no tail.
GUNCano_FIRING-Sweetener Snap Pop Tight_B00M_CACK.wav	Processed, very short impact with subtle tail.
GUNCano_FIRING-Sweetener Transient Shot Heavy Low_B00M_CACK.wav	Rumbling thud with noisy tail.
GUNCano_FIRING-Sweetener Transient Shot Pre Hit_B00M_CACK.wav	Processed thuds with noisy, crackly tail.
GUNCano_FIRING-Sweetener Transient Shot Punchy_B00M_CACK.wav	Processed thud with noisy, crackly tail.
GUNCano_FIRING-Sweetener Transient Shot Tight_B00M_CACK.wav	Processed thud with noisy, slightly reverberant tail.
GUNCano_FLY BY-Cannonball Pass By Noise Large_B00M_CACK.wav	Flying cannonball pass by, large.
GUNCano_FLY BY-Cannonball Pass By Noise Medium_B00M_CACK.wav	Flying cannonball pass by, medium.
GUNCano_FLY BY-Cannonball Pass By Noise Small_B00M_CACK.wav	Flying cannonball pass by, small.
GUNCano_FLY BY-Pass By Synthetic Large_B00M_CACK.wav	Noise with filter modulation to create big movement of cannonball.
GUNCano_FLY BY-Pass By Synthetic Medium_B00M_CACK.wav	Noise with filter modulation to create movement of cannonball.
GUNCano_FLY BY-Pass By Synthetic Small_B00M_CACK.wav	Noise with filter modulation to create small movement of cannonball.
METLFric_MOVEMENT-Metal Scrape Back And Forth Snap In_B00M_CACK.wav	Moving metallic pieces slowly. Some ringing impacts.
METLFric_MOVEMENT-Metal Scrape Gritty Bar Fast_B00M_CACK.wav	Quickly sliding metallic piece. Some ringing and slightly gritty.

CANNONS

FILENAME	DESCRIPTION
METLFric_MOVEMENT-Metal Scrape Gritty Bar Slow_B00M_CACK.wav	Slowly sliding metallic piece. Some ringing and slightly gritty.
METLFric_MOVEMENT-Metal Scrape Large Gritty Fast_B00M_CACK.wav	Quickly sliding big metallic piece. Some ringing and slightly gritty.
METLFric_MOVEMENT-Metal Scrape Large Gritty Slow_B00M_CACK.wav	Slowly sliding big metallic piece. Some ringing and slightly gritty.
METLFric_MOVEMENT-Metal Scrape Long_B00M_CACK.wav	Slowly sliding big metallic piece. Slightly rumbling.
METLFric_MOVEMENT-Metal Scrape Massive Bar On Pole Fast_B00M_CACK.wav	Quickly sliding metallic pieces. Slightly hollow.
METLFric_MOVEMENT-Metal Scrape Massive Bar On Pole Slow_B00M_CACK.wav	Slowly sliding metallic pieces. Slightly hollow.
METLFric_MOVEMENT-Metal Scrape Massive Bar On Steel Girder Fast_B00M_CACK.wav	Quickly sliding big, metallic pieces. Slightly hollow.
METLFric_MOVEMENT-Metal Scrape Massive Bar On Steel Girder Slow_B00M_CACK.wav	Slowly sliding big, metallic pieces. Slightly hollow.
METLFric_MOVEMENT-Metal Scrape Massive Brass Fast_B00M_CACK.wav	Quickly sliding big, metallic pieces. Slightly hollow and raspy.
METLFric_MOVEMENT-Metal Scrape Massive Brass Slow_B00M_CACK.wav	Slowly sliding big metallic pieces. Slightly hollow and raspy.
METLFric_MOVEMENT-Metal Scrape Massive On Metal Fast_B00M_CACK.wav	Quickly sliding metallic pieces on metallic surface. Slightly hollow.
METLFric_MOVEMENT-Metal Scrape Massive On Metal Slow_B00M_CACK.wav	Slowly sliding metallic pieces on metallic surface. Slightly hollow.
METLFric_MOVEMENT-Metal Scrape Massive On Wood Fast_B00M_CACK.wav	Quickly sliding metallic pieces on wooden surface. Slightly hollow.
METLFric_MOVEMENT-Metal Scrape Massive On Wood Slow_B00M_CACK.wav	Slowly sliding metallic pieces on wooden surface. Slightly hollow.
METLFric_MOVEMENT-Metal Scrape Massive Tonal Fast_B00M_CACK.wav	Quickly sliding big, metallic pieces. Slightly hollow.
METLFric_MOVEMENT-Metal Scrape Massive Tonal Gritty Constant_B00M_CACK.wav	Continuous sliding of big, metallic pieces. Slightly hollow.
METLFric_MOVEMENT-Metal Scrape Massive Tonal Gritty_B00M_CACK.wav	Sliding big, metallic pieces. Slightly hollow.
METLFric_MOVEMENT-Metal Scrape Massive Tonal Slow_B00M_CACK.wav	Slowly sliding big, metallic pieces. Slightly hollow.
METLFric_MOVEMENT-Metal Scrape On Wood Large Slow_B00M_CACK.wav	Slowly sliding metallic pieces on wooden surface. Slightly hollow.
METLFric_MOVEMENT-Metal Scrape On Wood Resonant Fast_B00M_CACK.wav	Quickly sliding metallic pieces on wooden surface. Slightly hollow.
METLFric_MOVEMENT-Metal Scrape On Wood Resonant Slow_B00M_CACK.wav	Slowly sliding metallic pieces on wooden surface. Slightly hollow.
METLFric_MOVEMENT-Metal Scrape Rusty Fast_B00M_CACK.wav	Quickly sliding big, metallic pieces. Slightly hollow.
METLFric_MOVEMENT-Metal Scrape Rusty Slow_B00M_CACK.wav	Slowly sliding big, metallic pieces. Slightly hollow.
METLFric_MOVEMENT-Metal Scrape Rusty Snap_B00M_CACK.wav	Slowly sliding big, metallic pieces with ringing impact in the end.
METLFric_MOVEMENT-Metal Scrape Slow_B00M_CACK.wav	Slowly sliding big, metallic pieces. Slightly hollow and rattling.
METLFric_MOVEMENT-Metal Scrape Wood Gritty Fast_B00M_CACK.wav	Quickly sliding metallic piece on wooden surface. Slightly gritty and raspy.
METLFric_MOVEMENT-Metal Scrape Wood Gritty Slow_B00M_CACK.wav	Slowly sliding metallic piece on wooden surface. Slightly gritty and raspy.
METLFric_MOVEMENT-Metal Squeak Constant Fast_B00M_CACK.wav	Continuous, quick movement with sliding, rattling, squeaking and some ringing.
METLFric_MOVEMENT-Metal Squeak Constant Moderate_B00M_CACK.wav	Continuous, medium fast movement with sliding, rattling, squeaking and some ringing.
METLFric_MOVEMENT-Metal Squeak Constant Slow_B00M_CACK.wav	Continuous, slow movement with sliding, rattling, squeaking and some ringing.
METLFric_MOVEMENT-Metal Squeak Grind Constant Fast_B00M_CACK.wav	Quickly turning of metallic pieces. Squealing and slightly screeching.
METLFric_MOVEMENT-Metal Squeak Grind Constant Slow_B00M_CACK.wav	Slowly turning of metallic pieces. Squealing and slightly screeching.
METLFric_MOVEMENT-Metal Squeak Grind Short Sweetener Slow_B00M_CACK.wav	Short turning of metallic pieces. Slightly squealing and screeching.

CANNONS

FILENAME	DESCRIPTION
METLFric_MOVEMENT-Wood Scrape Metal Mechanics Constant_B00M_CACK.wav	Continuous spinning with soft squeaking and some vibrant rattling.
METLFric_MOVEMENT-Wood Scrape Metal Mechanics_B00M_CACK.wav	Spinning with soft squeaking and some rumbling and rattling.
METLFric_MOVEMENT-Wood Scrape Metal Rattling_B00M_CACK.wav	Fast spinning with vibrant rattling and clanging.
METLImpt_IMPACT-Metal Light Harsh_B00M_CACK.wav	Soft hit of metallic piece with some tonal ringing.
METLImpt_IMPACT-Metal Light_B00M_CACK.wav	Soft hit of metallic piece with some tonal ringing and rattling.
METLImpt_IMPACT-Metal Massive On Wood Gritty_B00M_CACK.wav	Dropping big metallic piece on wooden surface. Some clanging and rolling.
METLImpt_IMPACT-Metal Multiple Layers Drop On Wooden Pallet_B00M_CACK.wav	Lots of rattling, metallic elements with some ring out.
METLImpt_IMPACT-Metal Multiple Layers Hit On Wooden Pallet_B00M_CACK.wav	Hitting with lots of rattling, shattering, metallic elements with soft ring out.
METLImpt_IMPACT-Metal On Metal Bright Ring Out_B00M_CACK.wav	Short and soft sliding followed by hit with tonal ringing.
METLImpt_IMPACT-Metal On Metal Rattle_B00M_CACK.wav	Hitting metallic pieces with some tonal ringing.
METLImpt_IMPACT-Metal On Metal Tight Ring Out_B00M_CACK.wav	Short sliding followed by thud with tonal ringing.
METLImpt_IMPACT-Metal On Wood Ring Out_B00M_CACK.wav	Rattling metallic piece on wooden surface.
METLImpt_IMPACT-Metal Saw Blade Drop On Saw Blade_B00M_CACK.wav	Hit with a lot of rattling and very subtle tonal elements.
METLImpt_IMPACT-Metal Saw Blade On Wooden Pallet Short_B00M_CACK.wav	Very short and tight impact with subtle rattling.
METLImpt_IMPACT-Metal Saw Blade On Wooden Pallet_B00M_CACK.wav	Hit with some rattling and tonal ringing.
METLImpt_IMPACT-Metal Sheet On Wooden Pallet_B00M_CACK.wav	Soft hit with a lot of metallic rattling.
METLImpt_IMPACT-Metal Sign On Wooden Pallet_B00M_CACK.wav	Metallic plate hit with ring out and some rattling.
METLImpt_IMPACT-Metal Snap In Bright Ring Out_B00M_CACK.wav	Metallic pieces clanging and rattling.
METLImpt_IMPACT-Metal Wood Rattly_B00M_CACK.wav	Very short and tight hits with subtle rattling.
METLImpt_IMPACT-Metal Wood Snap In_B00M_CACK.wav	Pick up big metallic piece and drop it on wooden surface. Ringing and rattling.
METLImpt_IMPACT-Metal Wood Soft Long_B00M_CACK.wav	Very short and tight hits with subtle rattling.
METLImpt_IMPACT-Metal Wood Soft Short_B00M_CACK.wav	Very short and tight hits with subtle rattling.
METLImpt_IMPACT-Metal Wood_B00M_CACK.wav	Very short and tight hits with subtle rattling.
METLMvmt_HANDLING-Metal On Metal Big_B00M_CACK.wav	Heavy metallic piece hitting large metallic surface.
METLMvmt_HANDLING-Metal On Metal Ring Out_B00M_CACK.wav	Heavy metallic piece hitting large metallic surface.
METLMvmt_HANDLING-Metal Pieces Large_B00M_CACK.wav	Movement of larger metallic pieces.
METLMvmt_HANDLING-Metal Pieces Small_B00M_CACK.wav	Movement of smaller metallic pieces.
METLMvmt_HANDLING-Metal Scrape Into Slide Snap_B00M_CACK.wav	Metallic piece sliding with friction followed by snapping into place.
METLMvmt_HANDLING-Metal Scrape With Impact_B00M_CACK.wav	Short slide of big, metallic pieces followed by thuds. Slightly rattling and ringing.
METLMvmt_HANDLING-Metal Slide Medium_B00M_CACK.wav	Short slide of metallic pieces. Slightly rattling and ringing.
METLMvmt_HANDLING-Metal Slide Small_B00M_CACK.wav	Short slide of small, metallic pieces. Slightly rattling and some ringing.
METLMvmt_HANDLING-Metal Small Mechanics Rattling Constant_B00M_CACK.wav	Continuous movement of small pieces. Slightly squeaking.
METLMvmt_HANDLING-Metal Small Mechanics Rattling_B00M_CACK.wav	Short movements of small pieces. Slightly squeaking.

CANNONS

FILENAME	DESCRIPTION
METLMvmt_HANDLING-Metal Snap In Double_B00M_CACK.wav	Metallic pieces locking impacts.
METLMvmt_HANDLING-Metal Snap In_B00M_CACK.wav	Metallic pieces locking impacts with some sliding, rattling and ringing.
METLMvmt_HANDLING-Metal Wood Scrape Back And Forth_B00M_CACK.wav	Scraping metallic pieces on wooden surface with slight impacts and ring out.
METLMvmt_HANDLING-Metal Wood Sequence Clunky_B00M_CACK.wav	Movement of big metallic pieces with rattling and sliding.
METLMvmt_HANDLING-Metal Wood Sequence Rattling Long_B00M_CACK.wav	Movement of big metallic pieces with rattling and clanging.
METLMvmt_HANDLING-Metal Wood Sequence Rattling Short_B00M_CACK.wav	Heavy and clunky metallic movement on wooden surface.
METLMvmt_HANDLING-Metal Wood Squeak Sweetener Short_B00M_CACK.wav	Very subtle movement with metallic squeaking.
METLMvmt_MOVEMENT-Complex Big_B00M_CACK.wav	Large metallic pieces being moved and locking in place.
METLMvmt_MOVEMENT-Metal And Wood Rolling Rattling Constant_B00M_CACK.wav	Continuous moving metallic and wooden pieces. Long, slightly rumbling sequence.
METLMvmt_MOVEMENT-Metal And Wood Rolling Rattling Fast_B00M_CACK.wav	Quickly moving metallic and wooden pieces. Rumbling and rattling.
METLMvmt_MOVEMENT-Metal And Wood Rolling Rattling Slow_B00M_CACK.wav	Slowly moving metallic and wooden pieces. Rumbling and rattling.
METLMvmt_MOVEMENT-Metal Bar Roll Hit Steel Girder_B00M_CACK.wav	Rolling leading into clanging hit.
METLMvmt_MOVEMENT-Metal Bright Double Snap_B00M_CACK.wav	Locking into place with some tonal ringing.
METLMvmt_MOVEMENT-Metal Cogwheel Fast_B00M_CACK.wav	Rattling made by quickly rolling gear against wood.
METLMvmt_MOVEMENT-Metal Cogwheel Slow_B00M_CACK.wav	Rattling made by slowly rolling gear against wood.
METLMvmt_MOVEMENT-Metal On Wood Impact Drag Snap_B00M_CACK.wav	Clanging followed by sliding and locking in place.
METLMvmt_MOVEMENT-Metal On Wood Large Fast Snap_B00M_CACK.wav	Quickly sliding metallic pieces on wooden surface.
METLMvmt_MOVEMENT-Metal Sequence Gritty Poles_B00M_CACK.wav	Several clanging impacts by moving metallic bars around.
METLMvmt_MOVEMENT-Metal Sequence Massive Into Snap In_B00M_CACK.wav	Sliding leading into locking. Some clanging and rattling.
METLMvmt_MOVEMENT-Metal Sequence Small Massive Impacts_B00M_CACK.wav	Multiple, tonally clanging impacts.
METLMvmt_MOVEMENT-Metal Sequence Small Massive Slide Into Impact Ring Out_B00M_CACK.wav	Sliding with tonally clanging impacts.
METLMvmt_MOVEMENT-Metal Slide Massive Long_B00M_CACK.wav	Sliding of metallic pieces. Hollow and slightly ringing.
METLMvmt_MOVEMENT-Metal Wood Sequence Snap In_B00M_CACK.wav	Sliding metallic pieces on wood ending with clang.
METLMvmt_MOVEMENT-Rattling Metal Pieces_B00M_CACK.wav	Loose wooden and metallic pieces rattling.
METLMvmt_MOVEMENT-Wood Metal Rolling Fast_B00M_CACK.wav	Massive, quick rumbling of metallic pieces on wooden surface. Hollow and dull with some ringing.
METLMvmt_MOVEMENT-Wood Metal Rolling Rattle_B00M_CACK.wav	Massive rumbling of metallic pieces on wooden surface. Hollow and dull with some ringing.
METLMvmt_MOVEMENT-Wood Metal Rolling Slow_B00M_CACK.wav	Massive, slow rumbling of metallic pieces on wooden surface. Hollow, gritty and dull with some ringing.
METLMvmt_RELOAD-Metal Bar Scrape Into Impact_B00M_CACK.wav	Several metallic pieces hitting together. Some ringing and clanging in tail.
METLMvmt_RELOAD-Metal Handling_B00M_CACK.wav	Clanging and ringing metallic pieces. Short and quick.
METLMvmt_RELOAD-Metal Impact Low_B00M_CACK.wav	Short collision sound of a steel ball on a metal plate.
METLMvmt_RELOAD-Metal Massive Impacts_B00M_CACK.wav	Soft metallic thud. Slightly ringing.
METLMvmt_RELOAD-Metal Multiple Impacts To Snap_B00M_CACK.wav	Sliding forth and back leading into hit with ringing.
METLMvmt_RELOAD-Metal Rattle Fast_B00M_CACK.wav	Several, hollow impacts of metallic pieces.

CANNONS

FILENAME	DESCRIPTION
METLMvmt_RELOAD-Metal Rattle Slow_B00M_CACK.wav	Several, hollow impacts of metallic pieces with some friction.
METLMvmt_RELOAD-Metal Rolling Into Metal Impact Big_B00M_CACK.wav	Moving large metallic pieces on wooden surface.
METLMvmt_RELOAD-Metal Rolling Into Metal Wood Impact_B00M_CACK.wav	Moving large metallic pieces on wooden surface.
METLMvmt_RELOAD-Metal Scrape High_B00M_CACK.wav	Sliding metallic pieces against each other.
METLMvmt_RELOAD-Metal Scrape Impact Ring Out_B00M_CACK.wav	Sliding with hitting of metallic pieces. Some rattling and ringing.
METLMvmt_RELOAD-Metal Scrape Low_B00M_CACK.wav	Sliding large metallic pieces against each other.
METLMvmt_RELOAD-Metal Scrape On Metal Fast Ascending_B00M_CACK.wav	Sliding metallic pieces against each other with rising pitch.
METLMvmt_RELOAD-Metal Scrape On Metal Fast Descending_B00M_CACK.wav	Sliding metallic pieces against each other with falling pitch.
METLMvmt_RELOAD-Metal Scrape On Metal Slow_B00M_CACK.wav	Sliding metallic pieces against each other with rising and falling pitch.
METLMvmt_RELOAD-Metal Scrape Snap In_B00M_CACK.wav	Sliding metallic pieces and locking in place.
METLMvmt_RELOAD-Metal Scrape_B00M_CACK.wav	Sliding metallic pieces on hollow surface.
METLMvmt_RELOAD-Metal Small Rolling Into Impact_B00M_CACK.wav	Moving metallic pieces on wooden surface.
METLMvmt_RELOAD-Metal Snap In_B00M_CACK.wav	Dropping several metallic pieces. Rattling and some ringing.
ROCKlmpT_IMPACT-Concrete Paving Slab Blanket Throw_B00M_CACK.wav	Dirt dropped on paving slabs. Lot of debris.
ROCKlmpT_IMPACT-Concrete Paving Slab Debris Constant_B00M_CACK.wav	Continuous, rustling movement of dirt on paving slabs.
ROCKlmpT_IMPACT-Concrete Paving Slab Debris Trickling_B00M_CACK.wav	Debris rippling from hand on stone slab.
ROCKlmpT_IMPACT-Concrete Paving Slab Step On Pile_B00M_CACK.wav	Stomping into pile of rock debris on top of a stone slab.
ROCKlmpT_IMPACT-Concrete Slab Bar Bell 14KG_B00M_CACK.wav	Steel ball of 14 kilograms being dropped on a stone slab. Heavy, metallic with concrete cracking elements.
ROCKlmpT_IMPACT-Concrete Slab Bar Bell 20KG_B00M_CACK.wav	Steel ball of 20 kilograms being dropped on a stone slab. Heavy, metallic with concrete cracking elements.
ROCKlmpT_IMPACT-Concrete Slab Bar Bell Debris_B00M_CACK.wav	Steel ball being dropped on debris on top of a stone slab. Heavy, metallic elements.
ROCKlmpT_IMPACT-Concrete Slab Steel Girder_B00M_CACK.wav	Steel ball being dropped on debris on top of a stone slab. Heavy, metallic elements.
ROCKlmpT_IMPACT-Rock Bar Bell 14KG Gravel Large_B00M_CACK.wav	Sharp and tight hit with some rock debris.
ROCKlmpT_IMPACT-Rock Bar Bell 14KG Gravel_B00M_CACK.wav	Sharp and high, ringing hit. Very subtle rock debris in tail.
ROCKlmpT_IMPACT-Rock Gravel Constant_B00M_CACK.wav	Continuous movement of small stones.
ROCKlmpT_IMPACT-Rock Gravel Debris Throw_B00M_CACK.wav	Dropping small amount of stones. Fast and short.
ROCKlmpT_IMPACT-Rock Gravel Debris_B00M_CACK.wav	Dropping small amount of stones. Slow with longer tail.
ROCKlmpT_IMPACT-Rock Pile_B00M_CACK.wav	Big impact of stones with some sliding.
ROCKlmpT_IMPACT-Rock Sandstone Bar Bell Debris_B00M_CACK.wav	Hitting pile of stone with steel ball. Lot of falling and sliding debris.
ROCKlmpT_IMPACT-Rock Sandstone Debris Large Throw_B00M_CACK.wav	Hits of small stone pieces with some sliding and dropping.
ROCKlmpT_IMPACT-Rock Sandstone Debris Small Constant_B00M_CACK.wav	Continuous movement of smaller pieces of stone. Rustling and sliding elements.
ROCKlmpT_IMPACT-Rock Sandstone Debris Small Hit Bar Bell_B00M_CACK.wav	Loose hit with a lot of crushing debris.
ROCKlmpT_IMPACT-Rock Sandstone Debris Small Throw_B00M_CACK.wav	Dropping little amount of small debris. Fast and short.
ROCKlmpT_IMPACT-Rock Sandstone Debris Small Trickling_B00M_CACK.wav	Dropping stone pieces. High, rustling and some softer hits.

CANNONS

FILENAME	DESCRIPTION
ROCKImpT_IMPACT-Rock Sandstone Pile Picking Up_B00M_CACK.wav	Movement of different sized pieces with sliding and rattling.
ROCKImpT_IMPACT-Rock Sandstone Pile Step_B00M_CACK.wav	Hitting of different sized pieces with a lot of sliding and moving.
ROCKImpT_IMPACT-Rock Sandstone Small Blanket_B00M_CACK.wav	Loose pieces being dropped out of fabric.
ROCKImpT_IMPACT-Rock Shuttering Block Bar Bell_B00M_CACK.wav	Pile of stone pieces being hit from steel ball. Sliding debris.
ROCKImpT_IMPACT-Rock Shuttering Block Debris Blanket Throw_B00M_CACK.wav	Soft, short movement of pile of rocks and stone. Some dropping debris.
ROCKImpT_IMPACT-Rock Shuttering Block Debris Constant_B00M_CACK.wav	Continuous movement of pile of rocks and stone. Rustling and sliding debris.
ROCKImpT_IMPACT-Rock Shuttering Block Debris Drop Slow_B00M_CACK.wav	Smaller pieces of rock and stone falling to ground. Short with some rustling.
ROCKImpT_IMPACT-Rock Shuttering Block Pile Step_B00M_CACK.wav	Foot stomp into pile of rocks and stones. Some rolling debris.
ROCKImpT_IMPACT-Rock Solid Slide_B00M_CACK.wav	Large stone hitting and sliding on pile of rocks.
WATRBubI_IMPACT-Water Bubbles Mid Range_B00M_CACK.wav	Mostly soft attack with some bubbling and splashing. Typical
WATRMvmt_IMPACT-Water Bubbles Vase Fill In.wav_B00M_CANNONS_BDX.wav_B00M_CACK.wav	Pressing object under water. Air bubbling on surface with some light splashing.
WATRMvmt_IMPACT-Water Impact Plunge_B00M_CANNONS_BDX.wav_B00M_CACK.wav	Hitting surface with plunger. Tonal impact with splashing.
WATRMvmt_IMPACT-Water Movement Bamboo Stick Constant_B00M_CACK.wav	Continuous displacement with subtle sprays and splashes.
WATRMvmt_IMPACT-Water Movement Constant_B00M_CACK.wav	Continuous displacement with a lot of splashing and dripping.
WATRMvmt_IMPACT-Water Movement Deep Fast Low Constant_B00M_CACK.wav	Continuous displacement with some gurgling and bubbling.
WATRMvmt_IMPACT-Water Movement Multiple Impacts Low_B00M_CACK.wav	Continuous hits with splashing and steady displacement. Dull and bubbly.
WATRMvmt_IMPACT-Water Movement Multiple Impacts Medium_B00M_CACK.wav	Continuous hits with splashing and steady displacement. Subtle spraying and splashing.
WATRMvmt_IMPACT-Water Movement Paddle Fast Constant_B00M_CACK.wav	Continuous splashing and displacement. Very quick moving with subtle splashing.
WATRMvmt_IMPACT-Water Movement Paddle Slow Constant_B00M_CACK.wav	Continuous splashing and displacement. Moving slowly with subtle splashing.
WATRMvmt_IMPACT-Water Movement Splashy Low_B00M_CACK.wav	Continuous moving and displacement. Subtle splashing and some spraying.
WATRPour_IMPACT-Water Splash Hose Large_B00M_CACK.wav	Dripping with some spraying and a lot of splashing. Big amount and fast.
WATRPour_IMPACT-Water Splash Hose Long Low_B00M_CACK.wav	Dripping with some spraying and a lot of splashing. Big amount and slow.
WATRPour_IMPACT-Water Splash Hose Small_B00M_CACK.wav	Dripping with some spraying and a lot of splashing. Little amount and fast.
WATRSplsh_IMPACT-Water Paddle Implosion Hard_B00M_CACK.wav	Water displacement with precise water sparkles, a wide stereo field and a medium long tail.
WATRSplsh_IMPACT-Water Paddle Implosion Soft_B00M_CACK.wav	Water displacement with more subtle water sparkles, a wide stereo field and a medium long tail.
WATRSplsh_IMPACT-Water Processed High_B00M_CACK.wav	Water splash sound with mainly high and mid frequencies and some water sparkles.
WATRSplsh_IMPACT-Water Processed Low Hard_B00M_CACK.wav	Short and dull water displacement sound with lots of bass frequencies.
WATRSplsh_IMPACT-Water Processed Low Soft_B00M_CACK.wav	Fast water displacement with subtle rumbling and some bubbling.
WATRSplsh_IMPACT-Water Processed Low_B00M_CACK.wav	Heavy water displacement with a hard low frequency transient and a rather short tail.
WATRSplsh_IMPACT-Water Processed Medium_B00M_CACK.wav	Fast hit on surface with slowly decaying displacement.
WATRSplsh_IMPACT-Water Processed Modulated_B00M_CACK.wav	Fast hit on surface with subtle thud and slowly decaying displacement.
WATRSplsh_IMPACT-Water Processed Punchy_B00M_CACK.wav	Soft attack but lots of displacement.
WATRSplsh_IMPACT-Water Processed Sharp_B00M_CACK.wav	Hard attack with lots of displacement.

CANNONS

FILENAME	DESCRIPTION
WATRSplsh_IMPACT-Water Processed Thin_B00M_CACK.wav	Hard attack with lots of displacement. High with very soft thud.
WATRSplsh_IMPACT-Water Splash Arm Fast_B00M_CACK.wav	Quickly moving arm, displacing big amount with lots of dripping and spraying.
WATRSplsh_IMPACT-Water Splash Arm Slow_B00M_CACK.wav	Slowly moving arm, displacing big amount with lots of dripping and spraying.
WATRSplsh_IMPACT-Water Splash Arm_B00M_CACK.wav	Displacement with a transient character and some crisp water sparkles.
WATRSplsh_IMPACT-Water Splash Body Large_B00M_CACK.wav	Large displacement with some water sparkles and spraying in the end.
WATRSplsh_IMPACT-Water Splash Bubble Impact_B00M_CACK.wav	Large displacement with submerging bubbles and spraying in the end.
WATRSplsh_IMPACT-Water Splash Impact_B00M_CACK.wav	Hitting water surface with lots of spraying and splashing.
WATRSplsh_IMPACT-Water Splash Movement Paddle Large_B00M_CACK.wav	Big displacement with some spraying and subtle thuds.
WATRSplsh_IMPACT-Water Splash Paddle Large_B00M_CACK.wav	Big displacement with soft attack and a lot of dripping.
WATRSplsh_IMPACT-Water Splash Paddle Small_B00M_CACK.wav	Little displacement with soft attack and some spraying.
WATRSplsh_IMPACT-Water Splash Paddle Tail Large_B00M_CACK.wav	Hitting surface with heavy thud and small spraying.
WATRSplsh_IMPACT-Water Splash Paddle Tail Small_B00M_CACK.wav	Hitting surface with thud and small spraying.
WATRSplsh_IMPACT-Water Splash Vase Empty Out_B00M_CACK.wav	Submerging with lots of displacement, bubbling and dripping in the end.
WATRSplsh_IMPACT-Water Whoosh Fast_B00M_CACK.wav	Fast submerging hit with subtle displacement.
WATRSplsh_IMPACT-Water Whoosh Large_B00M_CACK.wav	Submerging hit with dull and subtle displacement.
WATRSplsh_IMPACT-Water Whoosh Medium_B00M_CACK.wav	Fast submerging with subtle displacement.
WATRSplsh_IMPACT-Water Whoosh Small_B00M_CACK.wav	Fast submerging with subtle displacement and several splashing.
WATRWave_IMPACT-Water Big Spray High_B00M_CACK.wav	Long and noisy water whoosh. High with slow movement.
WATRWave_IMPACT-Water Big Spray Low_B00M_CACK.wav	Long and noisy water whoosh. Large with hard attack.
WOODFric_HANDLING-Wood Creak Heavy Short_B00M_CACK.wav	Breaking wood with splintering and creaking elements.
WOODFric_HANDLING-Wood Creak Light Short_B00M_CACK.wav	Ripping wooden pieces slowly apart. Splintering and short.
WOODFric_HANDLING-Wood Creak Medium Short_B00M_CACK.wav	Ripping wooden pieces apart. Short and high.
WOODFric_HANDLING-Wood Creak Sweetener_B00M_CACK.wav	Ripping wooden pieces apart and crunching them.
WOODFric_MOVEMENT-Wood Scrape Fast_B00M_CACK.wav	Quickly sliding wooden piece. High and slightly hollow.
WOODFric_MOVEMENT-Wood Scrape Low Fast_B00M_CACK.wav	Quickly sliding wooden piece. Low and slightly hollow.
WOODFric_MOVEMENT-Wood Scrape Low Moderate_B00M_CACK.wav	Quickly sliding wooden piece. Dull and slightly hollow.
WOODFric_MOVEMENT-Wood Scrape Low Rough Slow_B00M_CACK.wav	Quickly sliding wooden piece. Gritty and slightly hollow.
WOODFric_MOVEMENT-Wood Scrape Low Slow_B00M_CACK.wav	Quickly sliding wooden piece. Very dull and slightly hollow.
WOODImpt_IMPACT-Wood Bar Bell 14KG Case Of Wine On Wooden Box_B00M_CACK.wav	Crushing wood with a lot of rattling and some rustling.
WOODImpt_IMPACT-Wood Bar Bell 14KG Case Of Wine_B00M_CACK.wav	Crushing and hitting wood with a lot of rattling and some rustling.
WOODImpt_IMPACT-Wood Bar Bell 14KG Sawn Off Fencepoles_B00M_CACK.wav	Hitting steel ball on wooden pieces. Some rattling and slightly tonal.
WOODImpt_IMPACT-Wood Bar Bell 14KG Wooden Beam High_B00M_CACK.wav	Short hit of steel ball on wooden pieces. Dull with some rattling.
WOODImpt_IMPACT-Wood Bar Bell 14KG Wooden Beam Low_B00M_CACK.wav	Low thud with hollow resonating wooden pieces. Some debris.

CANNONS

FILENAME	DESCRIPTION
WOODImpT_IMPACT-Wood Bar Bell 14KG Wooden Beam_B00M_CACK.wav	Low thud of wooden pieces. Subtle noise and debris in tail.
WOODImpT_IMPACT-Wood Barn Door_B00M_CACK.wav	Heavy hitting of wooden gate. Lots of rumbling and rattling.
WOODImpT_IMPACT-Wood Barn Half Door_B00M_CACK.wav	Heavy hitting of wooden gate. Lots of rumbling and rattling.
WOODImpT_IMPACT-Wood Bounce Hard_B00M_CACK.wav	Very dull wood collision sound focused on low frequencies.
WOODImpT_IMPACT-Wood Bounce Heavy_B00M_CACK.wav	Very dull wood collision sound focused on low frequencies.
WOODImpT_IMPACT-Wood Bounce Massive_B00M_CACK.wav	Very dull wood collision sound focused on low frequencies.
WOODImpT_IMPACT-Wood Bounce Moderate_B00M_CACK.wav	Soft wooden hit with some rattling and rustling.
WOODImpT_IMPACT-Wood Bounce Soft_B00M_CACK.wav	Thin wooden hit with very light, metallic rattling.
WOODImpT_IMPACT-Wood Case Of Wine Container_B00M_CACK.wav	Hitting and dropping wooden pieces. Lots of rumbling and some sliding.
WOODImpT_IMPACT-Wood Fence Pole Dropping_B00M_CACK.wav	Several wooden pieces being dropped. Rattling and some sliding.
WOODImpT_IMPACT-Wood Fence Poles Container_B00M_CACK.wav	Small wooden bars rolling and dropping. Slightly tonal.
WOODImpT_IMPACT-Wood Fence Poles Large Container_B00M_CACK.wav	Bigger wooden bars rolling and dropping. Slightly tonal.
WOODImpT_IMPACT-Wood Hollow_B00M_CACK.wav	Hitting wooden piece. Tonally ringing and some rattling.
WOODImpT_IMPACT-Wood Leather Slap_B00M_CACK.wav	Hitting wooden piece with leather. Dull with some rattling.
WOODImpT_IMPACT-Wood Leather_B00M_CACK.wav	Hitting wooden piece with leather. Dull with some rattling.
WOODImpT_IMPACT-Wood Light_B00M_CACK.wav	Hitting wooden piece. Very soft and slightly rattling.
WOODImpT_IMPACT-Wood Metal Bounce_B00M_CACK.wav	Short metal collision sound with a dull and low frequency character.
WOODImpT_IMPACT-Wood Metal Low Soft Tight_B00M_CACK.wav	Hitting wooden and metallic pieces. Low thud with some rattling.
WOODImpT_IMPACT-Wood Metal Low Soft_B00M_CACK.wav	Hitting wooden and metallic pieces. Soft, low thud with some rattling.
WOODImpT_IMPACT-Wood Moderate Low_B00M_CACK.wav	Hitting wooden and metallic pieces. Soft, low thud with some rattling.
WOODImpT_IMPACT-Wood Moderate Rattle_B00M_CACK.wav	Rattling wooden pieces on hollow surface.
WOODImpT_IMPACT-Wood On Wood_B00M_CACK.wav	Dropping wooden pieces on wooden pile. Some metallic rattling.
WOODImpT_IMPACT-Wood Pallet Wooden Door_B00M_CACK.wav	Dropping wooden pieces on pallet.
WOODImpT_IMPACT-Wood Plywood Bar Bell_B00M_CACK.wav	Harsh hit with steel ball on wooden pieces. Some breaking and sliding parts.
WOODImpT_IMPACT-Wood Plywood Breaking_B00M_CACK.wav	Ripping and tearing wooden pieces apart. High, rustling elements.
WOODImpT_IMPACT-Wood Plywood Debris Constant_B00M_CACK.wav	Continuous movement of wooden pieces. Lots of rattling and rustling.
WOODImpT_IMPACT-Wood Plywood Debris Drop Single_B00M_CACK.wav	Dropping thin pieces onto ground. Softly rustling and crackling.
WOODImpT_IMPACT-Wood Plywood Debris Large Drop Slow_B00M_CACK.wav	Dropping big amount of thin pieces onto ground. Softly rattling and crackling.
WOODImpT_IMPACT-Wood Plywood Debris Small Constant_B00M_CACK.wav	Continuous rustling of thin pieces with some crackling debris.
WOODImpT_IMPACT-Wood Plywood Debris Small Slow_B00M_CACK.wav	Slowly dropping thin pieces. Softly rustling and crackling.
WOODImpT_IMPACT-Wood Plywood Drop Many_B00M_CACK.wav	Compact pile dropped onto ground. Short with subtle debris.
WOODImpT_IMPACT-Wood Plywood Hand_B00M_CACK.wav	Short drop with subtle rattling elements.
WOODImpT_IMPACT-Wood Plywood Kicking_B00M_CACK.wav	Kicking against pile. Low thud with some cracking.

CANNONS

FILENAME	DESCRIPTION
WOODImpt_IMPACT-Wood Plywood Steel Girder_B00M_CACK.wav	Big pile crashing with lots of rattling and crackling debris.
WOODImpt_IMPACT-Wood Plywood_B00M_CACK.wav	Short drop with subtle rattling elements.
WOODImpt_IMPACT-Wood Rattle Heavy_B00M_CACK.wav	Dull and hollow drop with rattling on surface.
WOODImpt_IMPACT-Wood Rattle Light_B00M_CACK.wav	Soft drop with soft, metallic rattling.
WOODImpt_IMPACT-Wood Resonance Heavy_B00M_CACK.wav	Dull and hollow drop with rattling on surface.
WOODImpt_IMPACT-Wood Resonance Light_B00M_CACK.wav	Soft drop with soft, metallic rattling and ringing.
WOODImpt_IMPACT-Wood Resonance_B00M_CACK.wav	Soft drop with softly ringing metallic elements.
WOODImpt_IMPACT-Wood Rolling Impact Beefy_B00M_CACK.wav	Metal sound of a cannonball moving on a wooden plate into some random metal objects.
WOODImpt_IMPACT-Wood Rolling Impact Big_B00M_CACK.wav	Metal sound of a cannonball moving on a wooden plate into some random metal objects.
WOODImpt_IMPACT-Wood Rolling Impact Ring Out_B00M_CACK.wav	Metal sound of a cannonball moving on a wooden plate into some loose and moving metal objects with a long metal pin tail.
WOODImpt_IMPACT-Wood Rolling Impact_B00M_CACK.wav	Wood scraping on a wooden plate and moving into some wood objects.
WOODImpt_IMPACT-Wood Rolling Into Metal Snap In_B00M_CACK.wav	Metal sound of a cannonball moving on a wooden plate into some loose and moving metal objects.
WOODImpt_IMPACT-Wood Roof Beam Falling_B00M_CACK.wav	Hollow drop with resonating elements.
WOODImpt_IMPACT-Wood Scrape Impact Rattling_B00M_CACK.wav	A wood and metal collision with some blade like metal sounds.
WOODImpt_IMPACT-Wood Steel Girder Case Of Wine_B00M_CACK.wav	Heavy thud with some metallic ringing.
WOODImpt_IMPACT-Wood Steel Girder Pallet On Wooden Door_B00M_CACK.wav	Heavy thud with some metallic ringing and some rattling.
WOODImpt_IMPACT-Wood Steel Girder Wooden Box In Case Of Wine_B00M_CACK.wav	Heavy thud with some metallic ringing and some rattling.
WOODImpt_IMPACT-Wood Wooden Door Floor_B00M_CACK.wav	Hitting wooden piece on ground. Very short and slightly rattling.
WOODImpt_IMPACT-Wood Wooden Pallet Door_B00M_CACK.wav	Hitting wooden piece on ground. Long rattling in tail.
WOODMvmt_MOVEMENT-Metal And Wood Rattle Long_B00M_CACK.wav	Loose wooden and metallic pieces rattling.
WOODMvmt_MOVEMENT-Metal And Wood Rattle Short_B00M_CACK.wav	Loose wooden and metallic pieces rattling.
WOODMvmt_MOVEMENT-Metal Wood Sequence Various Pieces _B00M_CACK.wav	Moving metallic pieces on pile of mixed wood. Long action with some ringing.
WOODMvmt_MOVEMENT-Metal Wood Turn Into Snap_B00M_CACK.wav	Moving metallic pieces on pile of mixed wood. Short action with some ringing.
WOODMvmt_MOVEMENT-Metal Wood Turn Stop_B00M_CACK.wav	Moving metallic pieces on pile of mixed wood. Short action with some rattling.
WOODMvmt_MOVEMENT-Wood And Metal Heavy Rattling Long_B00M_CACK.wav	Shaking pile of wooden and metallic pieces. Long and slightly, tonally ringing.
WOODMvmt_MOVEMENT-Wood And Metal Heavy Rattling Short_B00M_CACK.wav	Shaking pile of wooden and metallic pieces. Short and slightly, tonally ringing.
WOODMvmt_MOVEMENT-Wood And Metal Rattle Long_B00M_CACK.wav	Loose wooden and metallic pieces rattling.
WOODMvmt_MOVEMENT-Wood And Metal Rattle Short_B00M_CACK.wav	Loose wooden and metallic pieces rattling.
WOODMvmt_MOVEMENT-Wood Cogwheel Fast_B00M_CACK.wav	Quickly turning gear with grinding wooden pieces. Hollow and dull.
WOODMvmt_MOVEMENT-Wood Cogwheel Slow_B00M_CACK.wav	Slowly turning gear with grinding wooden pieces. Hollow and dull.
WOODMvmt_MOVEMENT-Wood Rattle Jolt Long_B00M_CACK.wav	Loose wooden pieces shaking and rattling.
WOODMvmt_MOVEMENT-Wood Rattle Jolt Short_B00M_CACK.wav	Loose wooden pieces shaking and rattling.
WOODMvmt_MOVEMENT-Wood Rattle Jolt Sweetener_B00M_CACK.wav	Loose wooden pieces shaking and rattling.

CANNONS

FILENAME	DESCRIPTION
WOODMvmt_MOVEMENT-Wood Rolling Constant_B00M_CACK.wav	Continuous moving wooden pieces. Long, rumbling sequence.
WOODMvmt_MOVEMENT-Wood Rolling Fast_B00M_CACK.wav	Quickly moving wooden pieces. Rumbling and dull.
WOODMvmt_MOVEMENT-Wood Rolling High Fast_B00M_CACK.wav	Quickly moving wooden pieces on hollow surface. Dull with some ringing.
WOODMvmt_MOVEMENT-Wood Rolling High Slow_B00M_CACK.wav	Slowly moving wooden pieces on hollow surface. Dull with some ringing.
WOODMvmt_MOVEMENT-Wood Rolling Low Slow_B00M_CACK.wav	Slowly moving wooden pieces on hollow surface. Dull with a lot of rumbling.
WOODMvmt_MOVEMENT-Wood Rolling Medium_B00M_CACK.wav	Moving wooden pieces. Rumbling with dull clacking.
WOODMvmt_MOVEMENT-Wood Rolling Slow_B00M_CACK.wav	Slowly moving wooden pieces. Rumbling with dull clacking.
WOODMvmt_MOVEMENT-Wood Rolling Sweetener_B00M_CACK.wav	Moving wooden pieces on hollow surface. Dull with a lot of rumbling.
WOODMvmt_MOVEMENT-Wood Scrape On Wood Fast_B00M_CACK.wav	Soft and quick moving of wooden pieces with light rustling.
WOODMvmt_MOVEMENT-Wood Scrape On Wood Slow_B00M_CACK.wav	Soft and quick moving of wooden pieces with light rustling.
WOODMvmt_MOVEMENT-Wood Stone Roll Fast_B00M_CACK.wav	Quickly sliding wooden pieces on hollow surface.
WOODMvmt_MOVEMENT-Wood Stone Roll Moderate_B00M_CACK.wav	Slowly sliding wooden pieces on hollow surface.