

City Sounds

Filename	Description	BitDepth	SampleRate	Channels	Duration
Lyd_SFX_105_Wind_1.wav	sNOTE=Wind	24	96000	2	00:10
Lyd_SFX_107_Water source_1.wav	sNOTE=Small water source	24	96000	2	00:14
Lyd_SFX_110_Village Fair Amb_1.wav	sNOTE=People talking (spanish) and music	24	96000	2	00:21
Lyd_SFX_111_Village Fair Amb_2.wav	sNOTE=People talking (spanish) and music	24	96000	2	00:48
Lyd_SFX_112_Village Fair Amb_3.wav	sNOTE=People talking (spanish), chicks and music	24	96000	2	00:23
Lyd_SFX_113_Village Fair Amb_4.wav	sNOTE=People talking (spanish), chicks and music	24	96000	2	01:02
Lyd_SFX_114_Village Fair Amb_5.wav	sNOTE=People talking (spanish) and music	24	96000	2	01:10
Lyd_SFX_115_Village Fair Amb_6.wav	sNOTE=People talking (spanish) and music	24	96000	2	00:26
Lyd_SFX_116_Village Fair Amb_7.wav	sNOTE=People talking (spanish) and music	24	96000	2	00:19
Lyd_SFX_117_Village Fair Amb_8.wav	sNOTE=People talking (spanish) and music	24	96000	2	00:19
Lyd_SFX_118_Village Fair Amb_9.wav	sNOTE=People talking (spanish) and music	24	96000	2	01:44
Lyd_SFX_119_Village Fair Amb_10.wav	sNOTE=People talking (spanish) and music	24	96000	2	00:32
Lyd_SFX_120_Village Fair Amb_11.wav	sNOTE=People talking (spanish) and music	24	96000	2	01:33
Lyd_SFX_121_Village Fair Amb_12.wav	sNOTE=People talking (spanish) and music	24	96000	2	01:14
Lyd_SFX_122_Village Fair Amb_13.wav	sNOTE=People talking (spanish), chicks and music	24	96000	2	02:14
Lyd_SFX_123_Village Fair Amb_14.wav	sNOTE=People talking (spanish) and music	24	96000	2	00:16
Lyd_SFX_124_Village Fair Amb_15.wav	sNOTE=Engine working and music	24	96000	2	00:13
Lyd_SFX_125_Amb City_7.wav	sNOTE=City ambience, construction and people	24	96000	2	03:01
Lyd_SFX_127_Amb City_9.wav		24	96000	2	03:10
Lyd_SFX_126_Amb City_8.wav		24	96000	2	03:01
Lyd_SFX_129_Amb City_11.wav		24	96000	2	03:01
Lyd_SFX_128_Amb City_10.wav		24	96000	2	03:03
Lyd_SFX_130_Amb City_12.wav		24	96000	2	03:01
Lyd_SFX_131_Amb City_13.wav		24	96000	2	01:54
Lyd_SFX_132_Amb City_14.wav		24	96000	2	02:19
Lyd_SFX_133_Amb City_15.wav		24	96000	2	03:35
Lyd_SFX_137_Water pump_1.wav	sNOTE=Water pump	24	96000	2	01:00

Lyd_SFX_154_Cell Phone Vibrations_21.wav	sNOTE=Vibrating really fast inside of a trash can	24	96000	1	00:36
Lyd_SFX_155_Cell Phone Vibrations_22.wav	sNOTE=Vibrating really fast inside of a trash can	24	96000	1	00:21
Lyd_SFX_134_Amb City_16.wav		24	96000	2	03:04
Lyd_SFX_135_Amb City_17.wav		24	96000	2	03:02
Lyd_SFX_136_Amb City_18.wav		24	96000	2	03:02
Lyd_SFX_156_Trash Can_1.wav	sNOTE=Hitting a trash can fast	24	96000	1	00:03
Lyd_SFX_157_Trash Can_2.wav	sNOTE=Hitting a trash can slow	24	96000	1	00:03
Lyd_SFX_157_Transmilenio Ambience_1.wav	sNOTE=Transmilenio Ambience	24	96000	2	01:08
Lyd_SFX_158_Trash Can_3.wav	sNOTE=Hitting a trash can, single hit	24	96000	1	00:01
Lyd_SFX_158_Transmilenio Ambience_2.wav	sNOTE=Transmilenio Ambience	24	96000	2	01:24
Lyd_SFX_159_Driving_1.wav	sNOTE=Driving ambience + parking ligths	24	96000	2	01:07
Lyd_SFX_160_Driving_2.wav	sNOTE=Driving ambience, with the window open	24	96000	2	00:48
Lyd_SFX_161_Driving_3.wav	sNOTE=Driving ambience, with the window open	24	96000	2	00:25
Lyd_SFX_166_City Ambience_1.wav	sNOTE=City ambience, from an 8th floor, car alarms, wind	24	96000	2	00:18
Lyd_SFX_167_City Ambience_2.wav	sNOTE=City ambience, from an 8th floor, car alarms, airplane passing, wind	24	96000	2	00:40
Lyd_SFX_168_Bike_1.wav	sNOTE=Bike wheel spining and hitting the spokes with a piece of metal	24	96000	1	00:02
Lyd_SFX_64_Amb City Rain_1.wav	sNOTE=City ambience, thunders and traffic	24	96000	2	03:04
Lyd_SFX_65_Amb City Rain_2.wav	sNOTE=City ambience, thunders and traffic	24	96000	2	03:01
Lyd_SFX_66_Amb City Rain_3.wav	sNOTE=City ambience, thunders and traffic	24	96000	2	03:00
Lyd_SFX_67_Amb City Rain_4.wav	sNOTE=City ambience, thunder and traffic	24	96000	2	03:01
Lyd_SFX_68_Amb City Rain_5.wav	sNOTE=City ambience, thunders and traffic	24	96000	2	02:56
Lyd_SFX_69_Amb City Rain_6.wav	sNOTE=City ambience, thunders and traffic	24	96000	2	03:13
Lyd_SFX_70_Amb City Rain_7.wav	sNOTE=City ambience, strong thunders and traffic	24	96000	2	03:00
Lyd_SFX_71_Amb City Rain_8.wav	sNOTE=City ambience, strong thunders and traffic	24	96000	2	03:01
Lyd_SFX_72_Amb City Rain_9.wav	sNOTE=City ambience, rain and traffic	24	96000	2	03:00
Lyd_SFX_73_Amb City Rain_10.wav	sNOTE=City ambience, soft rain, thunders and traffic	24	96000	2	01:35
Lyd_SFX_74_Amb City Rain_11.wav	sNOTE=City ambience, soft rain to heavy rain, thunder and traffic	24	96000	2	01:40
Lyd_SFX_75_Amb City Rain_12.wav	sNOTE=City ambience, heavy rain and traffic	24	96000	2	01:41
Lyd_SFX_76_Amb City Rain_13.wav	sNOTE=City ambience, thunders and traffic	24	96000	2	01:40
Lyd_SFX_77_Amb City Rain_14.wav	sNOTE=City ambience, heavy rain and traffic	24	96000	2	02:03
Lyd_SFX_80_Amb City Rain_17.wav	sNOTE=City ambience, rain and traffic	24	96000	2	01:59
Lyd_SFX_79_Amb City Rain_16.wav	sNOTE=City ambience, thunders and traffic	24	96000	2	01:55

Lyd_SFX_78_Amb City Rain_15.wav	sNOTE=City ambience, thunders and traffic	24	96000	2	01:57
Lyd_SFX_81_Amb City Rain_18.wav	sNOTE=City ambience, thunders and traffic	24	96000	2	01:55
Lyd_SFX_82_Amb City Rain_19.wav	sNOTE=City ambience, rain, construction and traffic	24	96000	2	01:57
Lyd_SFX_83_Amb City Rain_20.wav	sNOTE=City ambience, rain, construction and traffic	24	96000	2	02:47
Lyd_SFX_84_Amb City Rain_21.wav	sNOTE=City ambience, rain, construction and traffic	24	96000	2	02:24
Lyd_SFX_85_Amb City_1.wav	sNOTE=City Ambience , traffic and people talking in spanish	24	96000	2	03:02
Lyd_SFX_86_Amb City_2.wav	sNOTE=City Ambience , traffic, construction and people talking spanish	24	96000	2	03:01
Lyd_SFX_87_Amb City_3.wav	sNOTE=City Ambience , traffic (ambulance), construction and people talking spanish	24	96000	2	03:01
Lyd_SFX_88_Amb City_4.wav	sNOTE=City Ambience , traffic, construction and people talking spanish	24	96000	2	02:10
Lyd_SFX_89_Amb City_5.wav	sNOTE=City Ambience , traffic	24	96000	2	02:51
Lyd_SFX_90_Amb City_6.wav	sNOTE=City Ambience , traffic, construction and people talking spanish	24	96000	2	02:47
Lyd_SFX_91_Thunder_1.wav	sNOTE=Lyd_SFX_91_Thunder_1	24	96000	2	00:20
Lyd_SFX_92_Thunder_2.wav	sNOTE=Lyd_SFX_91_Thunder_1	24	96000	2	00:17
Lyd_SFX_93_Thunder_3.wav	sNOTE=Lyd_SFX_91_Thunder_1	24	96000	2	00:10
Lyd_SFX_94_Thunder_4.wav	sNOTE=Lyd_SFX_91_Thunder_1	24	96000	2	00:05
Lyd_SFX_95_Thunder_5.wav	sNOTE=Lyd_SFX_91_Thunder_1	24	96000	2	00:06
Lyd_SFX_96_Thunder_6.wav	sNOTE=Lyd_SFX_91_Thunder_1	24	96000	2	00:11
Lyd_SFX_97_Thunder_7.wav	sNOTE=Lyd_SFX_91_Thunder_1	24	96000	2	00:09
Lyd_SFX_98_Thunder_8.wav	sNOTE=Lyd_SFX_91_Thunder_1	24	96000	2	00:08
Lyd_SFX_99_Thunder_9.wav	sNOTE=Lyd_SFX_91_Thunder_1	24	96000	2	00:11