

Explosions

Filename	Description	BitDepth	SampleRate	Channels	Duration
BigExplosion.wav	sNOTE=Fire ignition, oil explosion	24	96000	2	00:13
BigExplosion02.wav	sNOTE=Fire ignition, oil explosion	24	96000	2	00:15
BigExplosion03.wav	sNOTE=Fire ignition, oil explosion	24	96000	2	00:07
BuildingExplosion02.wav	sNOTE=Explosion with brick wall breaking and falling down	24	96000	2	00:05
BuildingExplosion03.wav	sNOTE=Explosion with concrete wall breaking and falling down	24	96000	2	00:04
BigExplosionDebris.wav	sNOTE=Metal and concrete falling and rolling after thrown away	24	96000	2	00:13
BigFireStart.wav	sFILENAME=BigFireStart.wavsTRK1= sTRK2= sNOTE=Ignition Big Fire	24	96000	2	00:18
BuildingExplosion.wav	sNOTE=Building collapsing after explosion	24	96000	2	00:07
CarExplosion.wav	sNOTE=Car explosion, glass and metal debris	24	96000	2	00:09
CarExplosion02.wav	sNOTE=Car explosion, glass and metal debris	24	96000	2	00:07
CarExplosion03.wav	sNOTE=Car explosion, glass and metal debris	24	96000	2	00:04
CarExplosion04.wav	sNOTE=Car explosion, glass and metal debris	24	96000	2	00:05
DarkExplosion.wav	sNOTE=Far, dark explosio	24	96000	2	00:06
DarkExplosion02.wav	sNOTE=Far, dark explosion	24	96000	2	00:04
DeepExplosion.wav	sNOTE=Far, dark explosion	24	96000	2	00:03
DeepExplosion02.wav	sNOTE=Far, dark explosion	24	96000	2	00:05
ExplosionNuclear.wav	sNOTE=big, long, powerful, atomic	24	96000	2	00:05
CarExplosion05.wav	sNOTE=Car explosion, glass and metal debris	24	96000	2	00:08
ExplosionDirt.wav	sNOTE=raw, short, dirt	24	96000	2	00:03
ExplosionShort.wav	sNOTE=short, powerful, impact	24	96000	2	00:05
FarExplosion.wav	sNOTE=far, long, dark	24	96000	2	00:05
FarExplosion02.wav	sNOTE=far, long, dark	24	96000	2	00:04
FarExplosion03.wav	sNOTE=far, long, dark	24	96000	2	00:04
Fire.wav	sNOTE=fire, oil, ingnition	24	96000	2	00:05
Fire02.wav	sNOTE=fire, oil, ingnition	24	96000	2	00:05

MetalExplosion.wav	sNOTE=metal, debris, powerful	24	96000	2	00:05
MetalExplosion02.wav	sNOTE=metal, debris, powerful	24	96000	2	00:04
OilExplosion.wav	sNOTE=oil, fire, ignition	24	96000	2	00:05
ShortExplosion.wav	sNOTE=Short small explosion	24	96000	2	00:03
SmallBurst.wav	sNOTE=Small Fire Burst	24	48000	2	00:03