

Future Melee Weapons

Filename	Description	BitDepth	SampleRate	Channels	Duration
FMW_Weapon_Foley_Electricity_01.wav	FMW, Weapon, Foley, Electric, Short	24	96000	2	00:02
FMW_Weapon_Foley_Electricity_02.wav	FMW, Weapon, Foley, Electric, Short	24	96000	2	00:02
FMW_Weapon_Foley_Electricity_03.wav	FMW, Weapon, Foley, Electric, Long	24	96000	2	00:02
FMW_Weapon_Foley_Electricity_04.wav	FMW, Weapon, Foley, Electric, Long	24	96000	2	00:02
FMW_Weapon_Foley_Electricity_05.wav	FMW, Weapon, Foley, Electric, Short	24	96000	2	00:02
FMW_Weapon_Foley_Electricity_06.wav	FMW, Weapon, Foley, Electric, Long	24	96000	2	00:02
FMW_Weapon_Foley_Electricity_07.wav	FMW, Weapon, Foley, Electric, Long	24	96000	2	00:02
FMW_Weapon_Foley_Electricity_08.wav	FMW, Weapon, Foley, Electric, Long	24	96000	2	00:02
FMW_Weapon_Foley_Electricity_09.wav	FMW, Weapon, Foley, Electric, Short	24	96000	2	00:02
FMW_Weapon_Foley_Electricity_10.wav	FMW, Weapon, Foley, Electric, Long	24	96000	2	00:02
FMW_Weapon_Foley_Electricity_11.wav	FMW, Weapon, Foley, Electric, Long	24	96000	2	00:02
FMW_Weapon_Foley_Electricity_12.wav	FMW, Weapon, Foley, Electric, Long	24	96000	2	00:02
FMW_Weapon_Foley_Electricity_13.wav	FMW, Weapon, Foley, Electric, Long	24	96000	2	00:02
FMW_Weapon_Foley_Electricity_14.wav	FMW, Weapon, Foley, Electric, Long	24	96000	2	00:02
FMW_Weapon_Foley_Electricity_15.wav	FMW, Weapon, Foley, Electric, Long	24	96000	2	00:02
FMW_Weapon_Foley_Electricity_16.wav	FMW, Weapon, Foley, Electric, Long	24	96000	2	00:03
FMW_Weapon_Foley_Electricity_17.wav	FMW, Weapon, Foley, Electric, Long	24	96000	2	00:02
FMW_Weapon_Foley_Electricity_18.wav	FMW, Weapon, Foley, Electric, Long	24	96000	2	00:02
FMW_Weapon_Foley_Electricity_19.wav	FMW, Weapon, Foley, Electric, Long	24	96000	2	00:02
FMW_Weapon_Foley_Electricity_20.wav	FMW, Weapon, Foley, Electric, Short	24	96000	2	00:01
FMW_Weapon_Foley_Electricity_21.wav	FMW, Weapon, Foley, Electric, Short	24	96000	2	00:01
FMW_Weapon_Foley_Electricity_22.wav	FMW, Weapon, Foley, Electric, Long	24	96000	2	00:02
FMW_Weapon_Foley_Electricity_23.wav	FMW, Weapon, Foley, Electric, Short	24	96000	2	00:02
FMW_Weapon_Foley_Electricity_24.wav	FMW, Weapon, Foley, Electric, Short	24	96000	2	00:02
FMW_Weapon_Foley_Electricity_25.wav	FMW, Weapon, Foley, Electric, Long	24	96000	2	00:02

[illegible]

FMW_Weapon_Foley_Handling_31.wav	FMW, Weapon, Foley, Handling, Long	24	96000	2	00:02
FMW_Weapon_Foley_Handling_32.wav	FMW, Weapon, Foley, Handling, Short	24	96000	2	00:01
FMW_Weapon_Foley_Handling_36.wav	FMW, Weapon, Foley, Handling, Short	24	96000	2	00:01
FMW_Weapon_Foley_Handling_34.wav	FMW, Weapon, Foley, Handling, Long	24	96000	2	00:02
FMW_Weapon_Foley_Handling_35.wav	FMW, Weapon, Foley, Handling, Long	24	96000	2	00:02
FMW_Weapon_Foley_Handling_33.wav	FMW, Weapon, Foley, Handling, Short	24	96000	2	00:01
FMW_Weapon_Foley_Handling_37.wav	FMW, Weapon, Foley, Handling, Short	24	96000	2	00:01
FMW_Weapon_Foley_Handling_38.wav	FMW, Weapon, Foley, Handling, Short	24	96000	2	00:01
FMW_Weapon_Foley_Handling_39.wav	FMW, Weapon, Foley, Handling, Short	24	96000	2	00:01
FMW_Weapon_Foley_Handling_40.wav	FMW, Weapon, Foley, Handling, Long	24	96000	2	00:02
FMW_Weapon_Foley_Handling_41.wav	FMW, Weapon, Foley, Handling, Long	24	96000	2	00:02
FMW_Weapon_Foley_Handling_42.wav	FMW, Weapon, Foley, Handling, Short	24	96000	2	00:02
FMW_Weapon_Foley_Handling_43.wav	FMW, Weapon, Foley, Handling, Long	24	96000	2	00:02
FMW_Weapon_Foley_Handling_44.wav	FMW, Weapon, Foley, Handling, Long	24	96000	2	00:02
FMW_Weapon_Foley_Handling_45.wav	FMW, Weapon, Foley, Handling, Short	24	96000	2	00:01
FMW_Weapon_Foley_Handling_46.wav	FMW, Weapon, Foley, Handling, Short	24	96000	2	00:02
FMW_Weapon_Foley_Handling_47.wav	FMW, Weapon, Foley, Handling, Short	24	96000	2	00:01
FMW_Weapon_Foley_Handling_48.wav	FMW, Weapon, Foley, Handling, Short	24	96000	2	00:01
FMW_Weapon_Foley_Handling_49.wav	FMW, Weapon, Foley, Handling, Short	24	96000	2	00:01
FMW_Weapon_Foley_Handling_50.wav	FMW, Weapon, Foley, Handling, Short	24	96000	2	00:01
FMW_Weapon_Foley_Handling_51.wav	FMW, Weapon, Foley, Handling, Short	24	96000	2	00:01
FMW_Weapon_Foley_Handling_52.wav	FMW, Weapon, Foley, Handling, Short	24	96000	2	00:02
FMW_Weapon_Foley_Handling_53.wav	FMW, Weapon, Foley, Handling, Long	24	96000	2	00:03
FMW_Weapon_Foley_Handling_54.wav	FMW, Weapon, Foley, Handling, Long	24	96000	2	00:05
FMW_Weapon_Foley_Metal_01.wav	FMW, Weapon, Foley, Metal, Short	24	96000	2	00:01
FMW_Weapon_Foley_Metal_02.wav	FMW, Weapon, Foley, Metal, Short	24	96000	2	00:02
FMW_Weapon_Foley_Metal_03.wav	FMW, Weapon, Foley, Metal, Short	24	96000	2	00:02
FMW_Weapon_Foley_Metal_07.wav	FMW, Weapon, Foley, Metal, Short	24	96000	2	00:02
FMW_Weapon_Foley_Metal_05.wav	FMW, Weapon, Foley, Metal, Short	24	96000	2	00:02
FMW_Weapon_Foley_Metal_06.wav	FMW, Weapon, Foley, Metal, Long	24	96000	2	00:02

FMW_Weapon_Foley_Metal_04.wav	FMW, Weapon, Foley, Metal, Short	24	96000	2	00:01
FMW_Weapon_Foley_Metal_08.wav	FMW, Weapon, Foley, Metal, Short	24	96000	2	00:02
FMW_Weapon_Foley_Metal_09.wav	FMW, Weapon, Foley, Metal, Short	24	96000	2	00:01
FMW_Weapon_Foley_Metal_10.wav	FMW, Weapon, Foley, Metal, Long	24	96000	2	00:02
FMW_Weapon_Foley_Metal_11.wav	FMW, Weapon, Foley, Metal, Long	24	96000	2	00:02
FMW_Weapon_Foley_Metal_12.wav	FMW, Weapon, Foley, Metal, Short	24	96000	2	00:01
FMW_Weapon_Foley_Metal_13.wav	FMW, Weapon, Foley, Metal, Long	24	96000	2	00:02
FMW_Weapon_Foley_Metal_14.wav	FMW, Weapon, Foley, Metal, Short	24	96000	2	00:01
FMW_Weapon_Foley_SciFi_Texture_01.wav	FMW, Weapon, Foley, Texture, Short	24	96000	2	00:02
FMW_Weapon_Foley_SciFi_Texture_02.wav	FMW, Weapon, Foley, Texture, Short	24	96000	2	00:02
FMW_Weapon_Foley_SciFi_Texture_03.wav	FMW, Weapon, Foley, Texture, Short	24	96000	2	00:01
FMW_Weapon_Foley_SciFi_Texture_04.wav	FMW, Weapon, Foley, Texture, Long	24	96000	2	00:02
FMW_Weapon_Foley_SciFi_Texture_05.wav	FMW, Weapon, Foley, Texture, Long	24	96000	2	00:02
FMW_Weapon_Foley_SciFi_Texture_06.wav	FMW, Weapon, Foley, Texture, Short	24	96000	2	00:01
FMW_Weapon_Foley_SciFi_Texture_07.wav	FMW, Weapon, Foley, Texture, Short	24	96000	2	00:01
FMW_Weapon_Foley_SciFi_Texture_08.wav	FMW, Weapon, Foley, Texture, Short	24	96000	2	00:02
FMW_Weapon_Foley_SciFi_Texture_09.wav	FMW, Weapon, Foley, Texture, Short	24	96000	2	00:01
FMW_Weapon_Foley_SciFi_Texture_10.wav	FMW, Weapon, Foley, Texture, Long	24	96000	2	00:02
FMW_Weapon_Foley_SciFi_Texture_11.wav	FMW, Weapon, Foley, Texture, Short	24	96000	2	00:01
FMW_Weapon_Foley_SciFi_Texture_12.wav	FMW, Weapon, Foley, Texture, Long	24	96000	2	00:03
FMW_Weapon_Foley_SciFi_Texture_13.wav	FMW, Weapon, Foley, Texture, Long	24	96000	2	00:02
FMW_Weapon_Foley_SciFi_Texture_14.wav	FMW, Weapon, Foley, Texture, Long	24	96000	2	00:02
FMW_Weapon_Foley_SciFi_Texture_15.wav	FMW, Weapon, Foley, Texture, Long	24	96000	2	00:03
FMW_Weapon_Foley_SciFi_Texture_16.wav	FMW, Weapon, Foley, Texture, Long	24	96000	2	00:03
FMW_Weapon_Foley_SciFi_Texture_17.wav	FMW, Weapon, Foley, Texture, Short	24	96000	2	00:02
FMW_Weapon_Foley_SciFi_Texture_18.wav	FMW, Weapon, Foley, Texture, Long	24	96000	2	00:02
FMW_Weapon_Foley_SciFi_Texture_19.wav	FMW, Weapon, Foley, Texture, Long	24	96000	2	00:05
FMW_Weapon_Foley_SciFi_Texture_20.wav	FMW, Weapon, Foley, Texture, Long	24	96000	2	00:05
FMW_Weapon_Foley_SciFi_Texture_21.wav	FMW, Weapon, Foley, Texture, Short	24	96000	2	00:02
FMW_Weapon_Foley_SciFi_Texture_22.wav	FMW, Weapon, Foley, Texture, Long	24	96000	2	00:04

FMW_Weapon_Foley_SciFi_Texture_23.wav	FMW, Weapon, Foley, Texture, Short	24	96000	2	00:02
FMW_Weapon_Foley_SciFi_Texture_24.wav	FMW, Weapon, Foley, Texture, Long	24	96000	2	00:03
FMW_Weapon_Foley_SciFi_Texture_25.wav	FMW, Weapon, Foley, Texture, Long	24	96000	2	00:03
FMW_Weapon_Foley_SciFi_Texture_26.wav	FMW, Weapon, Foley, Texture, Long	24	96000	2	00:04
FMW_Weapon_Foley_SciFi_Texture_27.wav	FMW, Weapon, Foley, Texture, Long	24	96000	2	00:02
FMW_Weapon_Foley_SciFi_Texture_28.wav	FMW, Weapon, Foley, Texture, Short	24	96000	2	00:01
FMW_Weapon_Foley_SciFi_Texture_29.wav	FMW, Weapon, Foley, Texture, Short	24	96000	2	00:01
FMW_Weapon_Foley_SciFi_Texture_30.wav	FMW, Weapon, Foley, Texture, Short	24	96000	2	00:01
FMW_Weapon_Foley_SciFi_Texture_31.wav	FMW, Weapon, Foley, Texture, Short	24	96000	2	00:02
FMW_Weapon_Foley_SciFi_Texture_32.wav	FMW, Weapon, Foley, Texture, Short	24	96000	2	00:01
FMW_Weapon_Foley_SciFi_Texture_33.wav	FMW, Weapon, Foley, Texture, Short	24	96000	2	00:01
FMW_Weapon_Foley_Wood_01.wav	FMW, Weapon, Foley, Wood, Long	24	96000	2	00:02
FMW_Weapon_Foley_Wood_02.wav	FMW, Weapon, Foley, Wood, Long	24	96000	2	00:02
FMW_Weapon_Foley_Wood_03.wav	FMW, Weapon, Foley, Wood, Short	24	96000	2	00:02
FMW_Weapon_Foley_Wood_04.wav	FMW, Weapon, Foley, Wood, Long	24	96000	2	00:02
FMW_Weapon_Foley_Wood_05.wav	FMW, Weapon, Foley, Wood, Short	24	96000	2	00:01
FMW_Weapon_Foley_Wood_09.wav	FMW, Weapon, Foley, Wood, Long	24	96000	2	00:02
FMW_Weapon_Foley_Wood_07.wav	FMW, Weapon, Foley, Wood, Long	24	96000	2	00:02
FMW_Weapon_Foley_Wood_08.wav	FMW, Weapon, Foley, Wood, Short	24	96000	2	00:01
FMW_Weapon_Foley_Wood_06.wav	FMW, Weapon, Foley, Wood, Short	24	96000	2	00:02
FMW_Weapon_Foley_Wood_10.wav	FMW, Weapon, Foley, Wood, Long	24	96000	2	00:02
FMW_Weapon_Foley_Wood_11.wav	FMW, Weapon, Foley, Wood, Short	24	96000	2	00:01
FMW_Weapon_Extra_Atmosphere.wav	FMW, Weapon, Extra, Ambience, Long	32	96000	2	00:15
FMW_Weapon_Extra_ShieldEnd.wav	FMW, Weapon, Extra, Shield, Long	32	96000	2	00:03
FMW_Weapon_Extra_ShieldLoop.wav	FMW, Weapon, Extra, Shield, Long	32	96000	2	00:07
FMW_Weapon_Extra_ShieldStart.wav	FMW, Weapon, Extra, Shield, Long	32	96000	2	00:03
FMW_Weapon_FX_Hit_Glitch_01.wav	FMW, Weapon, FX, Hit, Glitch, Long	24	96000	2	00:03
FMW_Weapon_FX_Hit_Glitch_02.wav	FMW, Weapon, FX, Hit, Glitch, Long	24	96000	2	00:02
FMW_Weapon_FX_Hit_Glitch_03.wav	FMW, Weapon, FX, Hit, Glitch, Long	24	96000	2	00:02
FMW_Weapon_FX_Hit_Glitch_04.wav	FMW, Weapon, FX, Hit, Glitch, Long	24	96000	2	00:02

[illegible]

FMW_Weapon_FX_Hit_Glitch_35.wav	FMW, Weapon, FX, Hit, Glitch, Long	24	96000	2	00:02
FMW_Weapon_FX_Hit_Glitch_36.wav	FMW, Weapon, FX, Hit, Glitch, Long	24	96000	2	00:02
FMW_Weapon_FX_Hit_Glitch_37.wav	FMW, Weapon, FX, Hit, Glitch, Long	24	96000	2	00:02
FMW_Weapon_FX_Hit_Glitch_38.wav	FMW, Weapon, FX, Hit, Glitch, Long	24	96000	2	00:02
FMW_Weapon_FX_Hit_Glitch_39.wav	FMW, Weapon, FX, Hit, Glitch, Long	24	96000	2	00:02
FMW_Weapon_FX_Hit_Glitch_40.wav	FMW, Weapon, FX, Hit, Glitch, Long	24	96000	2	00:02
FMW_Weapon_FX_Hit_Glitch_41.wav	FMW, Weapon, FX, Hit, Glitch, Long	24	96000	2	00:04
FMW_Weapon_FX_Hit_Glitch_42.wav	FMW, Weapon, FX, Hit, Glitch, Long	24	96000	2	00:03
FMW_Weapon_FX_Hit_Glitch_43.wav	FMW, Weapon, FX, Hit, Glitch, Short	24	96000	2	00:02
FMW_Weapon_FX_Hit_Glitch_44.wav	FMW, Weapon, FX, Hit, Glitch, Long	24	96000	2	00:04
FMW_Weapon_FX_Hit_Glitch_45.wav	FMW, Weapon, FX, Hit, Glitch, Long	24	96000	2	00:03
FMW_Weapon_FX_Hit_Glitch_46.wav	FMW, Weapon, FX, Hit, Glitch, Short	24	96000	2	00:01
FMW_Weapon_FX_Hit_Glitch_47.wav	FMW, Weapon, FX, Hit, Glitch, Long	24	96000	2	00:03
FMW_Weapon_FX_Hit_Glitch_48.wav	FMW, Weapon, FX, Hit, Glitch, Short	24	96000	2	00:01
FMW_Weapon_FX_Hit_Glitch_49.wav	FMW, Weapon, FX, Hit, Glitch, Short	24	96000	2	00:01
FMW_Weapon_FX_Hit_Glitch_50.wav	FMW, Weapon, FX, Hit, Glitch, Short	24	96000	2	00:01
FMW_Weapon_FX_Hit_Glitch_51.wav	FMW, Weapon, FX, Hit, Glitch, Short	24	96000	2	00:01
FMW_Weapon_FX_Hit_Glitch_52.wav	FMW, Weapon, FX, Hit, Glitch, Short	24	96000	2	00:01
FMW_Weapon_FX_Hit_Glitch_53.wav	FMW, Weapon, FX, Hit, Glitch, Short	24	96000	2	00:02
FMW_Weapon_FX_Impact_01.wav	FMW, Weapon, FX, Impact, Long	24	96000	2	00:05
FMW_Weapon_FX_Impact_02.wav	FMW, Weapon, FX, Impact, Long	24	96000	2	00:04
FMW_Weapon_FX_Impact_03.wav	FMW, Weapon, FX, Impact, Long	24	96000	2	00:06
FMW_Weapon_FX_Impact_04.wav	FMW, Weapon, FX, Impact, Long	24	96000	2	00:03
FMW_Weapon_FX_Impact_05.wav	FMW, Weapon, FX, Impact, Long	24	96000	2	00:07
FMW_Weapon_FX_Impact_06.wav	FMW, Weapon, FX, Impact, Long	24	96000	2	00:06
FMW_Weapon_FX_Impact_07.wav	FMW, Weapon, FX, Impact, Long	24	96000	2	00:03
FMW_Weapon_FX_Impact_08.wav	FMW, Weapon, FX, Impact, Long	24	96000	2	00:03
FMW_Weapon_FX_Impact_09.wav	FMW, Weapon, FX, Impact, Long	24	96000	2	00:06
FMW_Weapon_FX_Impact_10.wav	FMW, Weapon, FX, Impact, Long	24	96000	2	00:05
FMW_Weapon_FX_Impact_11.wav	FMW, Weapon, FX, Impact, Long	24	96000	2	00:04

[illegible]

FMW_Weapon_FX_Impact_42.wav	FMW, Weapon, FX, Impact, Long	24	96000	2	00:02
FMW_Weapon_FX_Impact_43.wav	FMW, Weapon, FX, Impact, Long	24	96000	2	00:02
FMW_Weapon_FX_Impact_44.wav	FMW, Weapon, FX, Impact, Short	24	96000	2	00:02
FMW_Weapon_FX_Impact_45.wav	FMW, Weapon, FX, Impact, Long	24	96000	2	00:02
FMW_Weapon_FX_Impact_46.wav	FMW, Weapon, FX, Impact, Long	24	96000	2	00:02
FMW_Weapon_FX_Impact_47.wav	FMW, Weapon, FX, Impact, Long	24	96000	2	00:02
FMW_Weapon_FX_Interface_01.wav	FMW, Weapon, FX, UI, HUD, Short	24	96000	2	00:02
FMW_Weapon_FX_Interface_02.wav	FMW, Weapon, FX, UI, HUD, Long	24	96000	2	00:02
FMW_Weapon_FX_Interface_03.wav	FMW, Weapon, FX, UI, HUD, Short	24	96000	2	00:02
FMW_Weapon_FX_Interface_04.wav	FMW, Weapon, FX, UI, HUD, Short	24	96000	2	00:01
FMW_Weapon_FX_Interface_05.wav	FMW, Weapon, FX, UI, HUD, Long	24	96000	2	00:02
FMW_Weapon_FX_Interface_06.wav	FMW, Weapon, FX, UI, HUD, Short	24	96000	2	00:01
FMW_Weapon_FX_Interface_07.wav	FMW, Weapon, FX, UI, HUD, Short	24	96000	2	00:02
FMW_Weapon_FX_Interface_08.wav	FMW, Weapon, FX, UI, HUD, Long	24	96000	2	00:02
FMW_Weapon_FX_Interface_09.wav	FMW, Weapon, FX, UI, HUD, Short	24	96000	2	00:01
FMW_Weapon_FX_Interface_10.wav	FMW, Weapon, FX, UI, HUD, Short	24	96000	2	00:02
FMW_Weapon_FX_Interface_11.wav	FMW, Weapon, FX, UI, HUD, Short	24	96000	2	00:01
FMW_Weapon_FX_Interface_12.wav	FMW, Weapon, FX, UI, HUD, Short	24	96000	2	00:02
FMW_Weapon_FX_Interface_13.wav	FMW, Weapon, FX, UI, HUD, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerDown_01.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerDown_02.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerDown_03.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerDown_04.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:01
FMW_Weapon_FX_PowerDown_05.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:01
FMW_Weapon_FX_PowerDown_06.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:01
FMW_Weapon_FX_PowerDown_07.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerDown_08.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerDown_09.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:01
FMW_Weapon_FX_PowerDown_10.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerDown_11.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02

FMW_Weapon_FX_PowerDown_12.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerDown_13.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:01
FMW_Weapon_FX_PowerDown_14.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerDown_15.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerDown_16.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerDown_17.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerDown_18.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerDown_19.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerDown_20.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:01
FMW_Weapon_FX_PowerDown_21.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerDown_22.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerDown_23.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerDown_24.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerDown_25.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerDown_26.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerUp_01.wav	FMW, Weapon, FX, Power, Long	24	96000	2	00:02
FMW_Weapon_FX_PowerUp_02.wav	FMW, Weapon, FX, Power, Long	24	96000	2	00:02
FMW_Weapon_FX_PowerUp_03.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerUp_04.wav	FMW, Weapon, FX, Power, Long	24	96000	2	00:02
FMW_Weapon_FX_PowerUp_05.wav	FMW, Weapon, FX, Power, Long	24	96000	2	00:02
FMW_Weapon_FX_PowerUp_06.wav	FMW, Weapon, FX, Power, Long	24	96000	2	00:02
FMW_Weapon_FX_PowerUp_07.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerUp_08.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerUp_09.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerUp_10.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerUp_11.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerUp_12.wav	FMW, Weapon, FX, Power, Long	24	96000	2	00:02
FMW_Weapon_FX_PowerUp_13.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerUp_14.wav	FMW, Weapon, FX, Power, Long	24	96000	2	00:02
FMW_Weapon_FX_PowerUp_15.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02

FMW_Weapon_FX_PowerUp_16.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerUp_17.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerUp_18.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerUp_19.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerUp_20.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerUp_21.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerUp_22.wav	FMW, Weapon, FX, Power, Long	24	96000	2	00:02
FMW_Weapon_FX_PowerUp_23.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerUp_24.wav	FMW, Weapon, FX, Power, Long	24	96000	2	00:02
FMW_Weapon_FX_PowerUp_25.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerUp_26.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerUp_27.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerUp_28.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerUp_29.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerUp_30.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerUp_31.wav	FMW, Weapon, FX, Power, Long	24	96000	2	00:02
FMW_Weapon_FX_PowerUp_32.wav	FMW, Weapon, FX, Power, Long	24	96000	2	00:02
FMW_Weapon_FX_PowerUp_33.wav	FMW, Weapon, FX, Power, Long	24	96000	2	00:02
FMW_Weapon_FX_PowerUp_34.wav	FMW, Weapon, FX, Power, Long	24	96000	2	00:02
FMW_Weapon_FX_PowerUp_35.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerUp_36.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerUp_37.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerUp_38.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerUp_39.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerUp_40.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerUp_41.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerUp_42.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PowerUp_43.wav	FMW, Weapon, FX, Power, Long	24	96000	2	00:02
FMW_Weapon_FX_Power_01.wav	FMW, Weapon, FX, Power, Long	24	96000	2	00:02
FMW_Weapon_FX_Power_02.wav	FMW, Weapon, FX, Power, Long	24	96000	2	00:02

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FMW_Weapon_FX_Power_33.wav	FMW, Weapon, FX, Power, Short	24	96000	2	00:02
FMW_Weapon_FX_PreHit_01.wav	FMW, Weapon, FX, PreHit, Long	32	96000	2	00:02
FMW_Weapon_FX_PreHit_02.wav	FMW, Weapon, FX, PreHit, Long	32	96000	2	00:02
FMW_Weapon_FX_PreHit_03.wav	FMW, Weapon, FX, PreHit, Long	32	96000	2	00:02
FMW_Weapon_FX_PreHit_04.wav	FMW, Weapon, FX, PreHit, Long	32	96000	2	00:02
FMW_Weapon_FX_PreHit_05.wav	FMW, Weapon, FX, PreHit, Long	32	96000	2	00:02
FMW_Weapon_FX_PreHit_06.wav	FMW, Weapon, FX, PreHit, Long	32	96000	2	00:02
FMW_Weapon_FX_PreHit_07.wav	FMW, Weapon, FX, PreHit, Short	32	96000	2	00:01
FMW_Weapon_FX_PreHit_08.wav	FMW, Weapon, FX, PreHit, Long	32	96000	2	00:01
FMW_Weapon_FX_PreHit_09.wav	FMW, Weapon, FX, PreHit, Long	32	96000	2	00:02
FMW_Weapon_FX_PreHit_10.wav	FMW, Weapon, FX, PreHit, Short	32	96000	2	00:01
FMW_Weapon_FX_PreHit_11.wav	FMW, Weapon, FX, PreHit, Long	32	96000	2	00:02
FMW_Weapon_FX_PreHit_12.wav	FMW, Weapon, FX, PreHit, Short	32	96000	2	00:01
FMW_Weapon_FX_PreHit_13.wav	FMW, Weapon, FX, PreHit, Long	32	96000	2	00:01
FMW_Weapon_FX_PreHit_14.wav	FMW, Weapon, FX, PreHit, Long	32	96000	2	00:02
FMW_Weapon_FX_PreHit_15.wav	FMW, Weapon, FX, PreHit, Long	32	96000	2	00:02
FMW_Weapon_FX_PreHit_16.wav	FMW, Weapon, FX, PreHit, Long	32	96000	2	00:02
FMW_Weapon_FX_PreHit_17.wav	FMW, Weapon, FX, PreHit, Long	32	96000	2	00:02
FMW_Weapon_FX_PreHit_18.wav	FMW, Weapon, FX, PreHit, Long	32	96000	2	00:02
FMW_Weapon_FX_PreHit_19.wav	FMW, Weapon, FX, PreHit, Short	32	96000	2	00:01
FMW_Weapon_FX_PreHit_20.wav	FMW, Weapon, FX, PreHit, Long	32	96000	2	00:02
FMW_Weapon_FX_PreHit_21.wav	FMW, Weapon, FX, PreHit, Long	32	96000	2	00:02
FMW_Weapon_FX_PreHit_22.wav	FMW, Weapon, FX, PreHit, Long	32	96000	2	00:02
FMW_Weapon_FX_PreHit_23.wav	FMW, Weapon, FX, PreHit, Long	32	96000	2	00:02
FMW_Weapon_FX_PreHit_24.wav	FMW, Weapon, FX, PreHit, Long	32	96000	2	00:02
FMW_Weapon_FX_PreHit_25.wav	FMW, Weapon, FX, PreHit, Long	32	96000	2	00:02
FMW_Weapon_FX_PreHit_26.wav	FMW, Weapon, FX, PreHit, Long	32	96000	2	00:02
FMW_Weapon_FX_PreHit_27.wav	FMW, Weapon, FX, PreHit, Long	32	96000	2	00:02
FMW_Weapon_FX_PreHit_28.wav	FMW, Weapon, FX, PreHit, Long	32	96000	2	00:02
FMW_Weapon_FX_PreHit_29.wav	FMW, Weapon, FX, PreHit, Long	32	96000	2	00:02

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FMW_Weapon_Layer_Cinematic_15.wav	FMW, Weapon, Layer, Hit, Cinematic, Long	24	96000	2	00:02
FMW_Weapon_Layer_Cinematic_16.wav	FMW, Weapon, Layer, Hit, Cinematic, Long	24	96000	2	00:02
FMW_Weapon_Layer_Cinematic_17.wav	FMW, Weapon, Layer, Hit, Cinematic, Long	24	96000	2	00:02
FMW_Weapon_Layer_Cinematic_18.wav	FMW, Weapon, Layer, Hit, Cinematic, Long	24	96000	2	00:02
FMW_Weapon_Layer_Cinematic_19.wav	FMW, Weapon, Layer, Hit, Cinematic, Short	24	96000	2	00:02
FMW_Weapon_Layer_Cinematic_20.wav	FMW, Weapon, Layer, Hit, Cinematic, Long	24	96000	2	00:02
FMW_Weapon_Layer_Cinematic_21.wav	FMW, Weapon, Layer, Hit, Cinematic, Short	24	96000	2	00:01
FMW_Weapon_Layer_Cinematic_22.wav	FMW, Weapon, Layer, Hit, Cinematic, Long	24	96000	2	00:02
FMW_Weapon_Layer_Cinematic_23.wav	FMW, Weapon, Layer, Hit, Cinematic, Short	24	96000	2	00:02
FMW_Weapon_Layer_Cinematic_24.wav	FMW, Weapon, Layer, Hit, Cinematic, Long	24	96000	2	00:02
FMW_Weapon_Layer_Cinematic_25.wav	FMW, Weapon, Layer, Hit, Cinematic, Short	24	96000	2	00:02
FMW_Weapon_Layer_Cinematic_26.wav	FMW, Weapon, Layer, Hit, Cinematic, Long	24	96000	2	00:02
FMW_Weapon_Layer_Cinematic_27.wav	FMW, Weapon, Layer, Hit, Cinematic, Short	24	96000	2	00:02
FMW_Weapon_Layer_Cinematic_28.wav	FMW, Weapon, Layer, Hit, Cinematic, Long	24	96000	2	00:02
FMW_Weapon_Layer_Cinematic_29.wav	FMW, Weapon, Layer, Hit, Cinematic, Short	24	96000	2	00:01
FMW_Weapon_Layer_Cinematic_30.wav	FMW, Weapon, Layer, Hit, Cinematic, Short	24	96000	2	00:01
FMW_Weapon_Layer_Cinematic_31.wav	FMW, Weapon, Layer, Hit, Cinematic, Short	24	96000	2	00:01
FMW_Weapon_Layer_Cinematic_32.wav	FMW, Weapon, Layer, Hit, Cinematic, Short	24	96000	2	00:02
FMW_Weapon_Layer_Cinematic_33.wav	FMW, Weapon, Layer, Hit, Cinematic, Short	24	96000	2	00:01
FMW_Weapon_Layer_Deep_01.wav	FMW, Weapon, Layer, Hit, Bass, Long	24	96000	2	00:03
FMW_Weapon_Layer_Deep_02.wav	FMW, Weapon, Layer, Hit, Bass, Long	24	96000	2	00:03
FMW_Weapon_Layer_Deep_03.wav	FMW, Weapon, Layer, Hit, Bass, Long	24	96000	2	00:03
FMW_Weapon_Layer_Deep_04.wav	FMW, Weapon, Layer, Hit, Bass, Long	24	96000	2	00:03
FMW_Weapon_Layer_Deep_05.wav	FMW, Weapon, Layer, Hit, Bass, Long	24	96000	2	00:03
FMW_Weapon_Layer_Deep_06.wav	FMW, Weapon, Layer, Hit, Bass, Long	24	96000	2	00:02
FMW_Weapon_Layer_Deep_07.wav	FMW, Weapon, Layer, Hit, Bass, Long	24	96000	2	00:03
FMW_Weapon_Layer_Deep_08.wav	FMW, Weapon, Layer, Hit, Bass, Long	24	96000	2	00:03
FMW_Weapon_Layer_Deep_09.wav	FMW, Weapon, Layer, Hit, Bass, Short	24	96000	2	00:02
FMW_Weapon_Layer_Deep_10.wav	FMW, Weapon, Layer, Hit, Bass, Long	24	96000	2	00:04
FMW_Weapon_Layer_Deep_11.wav	FMW, Weapon, Layer, Hit, Bass, Long	24	96000	2	00:03

[illegible]

FMW_Weapon_Layer_FX_13.wav	FMW, Weapon, Layer, Hit, FX, Short	24	96000	2	00:01
FMW_Weapon_Layer_FX_14.wav	FMW, Weapon, Layer, Hit, FX, Long	24	96000	2	00:02
FMW_Weapon_Layer_FX_15.wav	FMW, Weapon, Layer, Hit, FX, Long	24	96000	2	00:02
FMW_Weapon_Layer_FX_16.wav	FMW, Weapon, Layer, Hit, FX, Long	24	96000	2	00:02
FMW_Weapon_Layer_FX_17.wav	FMW, Weapon, Layer, Hit, FX, Long	24	96000	2	00:02
FMW_Weapon_Layer_FX_18.wav	FMW, Weapon, Layer, Hit, FX, Long	24	96000	2	00:02
FMW_Weapon_Layer_FX_19.wav	FMW, Weapon, Layer, Hit, FX, Long	24	96000	2	00:02
FMW_Weapon_Layer_FX_20.wav	FMW, Weapon, Layer, Hit, FX, Short	24	96000	2	00:01
FMW_Weapon_Layer_FX_21.wav	FMW, Weapon, Layer, Hit, FX, Short	24	96000	2	00:01
FMW_Weapon_Layer_FX_22.wav	FMW, Weapon, Layer, Hit, FX, Short	24	96000	2	00:01
FMW_Weapon_Layer_FX_23.wav	FMW, Weapon, Layer, Hit, FX, Short	24	96000	2	00:01
FMW_Weapon_Layer_FX_24.wav	FMW, Weapon, Layer, Hit, FX, Short	24	96000	2	00:02
FMW_Weapon_Layer_FX_25.wav	FMW, Weapon, Layer, Hit, FX, Short	24	96000	2	00:01
FMW_Weapon_Layer_FX_26.wav	FMW, Weapon, Layer, Hit, FX, Short	24	96000	2	00:01
FMW_Weapon_Layer_FX_27.wav	FMW, Weapon, Layer, Hit, FX, Short	24	96000	2	00:01
FMW_Weapon_Layer_FX_28.wav	FMW, Weapon, Layer, Hit, FX, Short	24	96000	2	00:01
FMW_Weapon_Layer_FX_29.wav	FMW, Weapon, Layer, Hit, FX, Short	24	96000	2	00:01
FMW_Weapon_Layer_FX_30.wav	FMW, Weapon, Layer, Hit, FX, Short	24	96000	2	00:01
FMW_Weapon_Layer_FX_31.wav	FMW, Weapon, Layer, Hit, FX, Short	24	96000	2	00:00
FMW_Weapon_Layer_FX_32.wav	FMW, Weapon, Layer, Hit, FX, Short	24	96000	2	00:01
FMW_Weapon_Layer_FX_33.wav	FMW, Weapon, Layer, Hit, FX, Long	24	96000	2	00:02
FMW_Weapon_Layer_FX_34.wav	FMW, Weapon, Layer, Hit, FX, Short	24	96000	2	00:02
FMW_Weapon_Layer_FX_35.wav	FMW, Weapon, Layer, Hit, FX, Short	24	96000	2	00:02
FMW_Weapon_Layer_FX_36.wav	FMW, Weapon, Layer, Hit, FX, Short	24	96000	2	00:02
FMW_Weapon_Layer_FX_37.wav	FMW, Weapon, Layer, Hit, FX, Long	24	96000	2	00:02
FMW_Weapon_Layer_FX_38.wav	FMW, Weapon, Layer, Hit, FX, Short	24	96000	2	00:02
FMW_Weapon_Layer_FX_39.wav	FMW, Weapon, Layer, Hit, FX, Short	24	96000	2	00:02
FMW_Weapon_Layer_FX_40.wav	FMW, Weapon, Layer, Hit, FX, Short	24	96000	2	00:01
FMW_Weapon_Layer_FX_41.wav	FMW, Weapon, Layer, Hit, FX, Short	24	96000	2	00:01
FMW_Weapon_Layer_FX_42.wav	FMW, Weapon, Layer, Hit, FX, Short	24	96000	2	00:01

FMW_Weapon_Layer_FX_43.wav	FMW, Weapon, Layer, Hit, FX, Short	24	96000	2	00:01
FMW_Weapon_Layer_FX_44.wav	FMW, Weapon, Layer, Hit, FX, Short	24	96000	2	00:01
FMW_Weapon_Layer_FX_45.wav	FMW, Weapon, Layer, Hit, FX, Short	24	96000	2	00:01
FMW_Weapon_Layer_FX_46.wav	FMW, Weapon, Layer, Hit, FX, Short	24	96000	2	00:01
FMW_Weapon_Layer_FX_47.wav	FMW, Weapon, Layer, Hit, FX, Short	24	96000	2	00:01
FMW_Weapon_Layer_FX_48.wav	FMW, Weapon, Layer, Hit, FX, Short	24	96000	2	00:01
FMW_Weapon_Layer_FX_49.wav	FMW, Weapon, Layer, Hit, FX, Short	24	96000	2	00:01
FMW_Weapon_Layer_FX_50.wav	FMW, Weapon, Layer, Hit, FX, Short	24	96000	2	00:01
FMW_Weapon_Layer_FX_51.wav	FMW, Weapon, Layer, Hit, FX, Long	24	96000	2	00:03
FMW_Weapon_Layer_FX_52.wav	FMW, Weapon, Layer, Hit, FX, Long	24	96000	2	00:03
FMW_Weapon_Layer_FX_53.wav	FMW, Weapon, Layer, Hit, FX, Long	24	96000	2	00:03
FMW_Weapon_Layer_FX_54.wav	FMW, Weapon, Layer, Hit, FX, Long	24	96000	2	00:03
FMW_Weapon_Layer_FX_55.wav	FMW, Weapon, Layer, Hit, FX, Long	24	96000	2	00:03
FMW_Weapon_Layer_FX_56.wav	FMW, Weapon, Layer, Hit, FX, Long	24	96000	2	00:03
FMW_Weapon_Layer_FX_57.wav	FMW, Weapon, Layer, Hit, FX, Long	24	96000	2	00:03
FMW_Weapon_Layer_FX_58.wav	FMW, Weapon, Layer, Hit, FX, Long	24	96000	2	00:04
FMW_Weapon_Layer_FX_59.wav	FMW, Weapon, Layer, Hit, FX, Long	24	96000	2	00:03
FMW_Weapon_Layer_FX_60.wav	FMW, Weapon, Layer, Hit, FX, Long	24	96000	2	00:02
FMW_Weapon_Layer_FX_61.wav	FMW, Weapon, Layer, Hit, FX, Long	24	96000	2	00:04
FMW_Weapon_Layer_FX_62.wav	FMW, Weapon, Layer, Hit, FX, Long	24	96000	2	00:04
FMW_Weapon_Layer_FX_63.wav	FMW, Weapon, Layer, Hit, FX, Long	24	96000	2	00:03
FMW_Weapon_Layer_FX_64.wav	FMW, Weapon, Layer, Hit, FX, Long	24	96000	2	00:03
FMW_Weapon_Layer_FX_65.wav	FMW, Weapon, Layer, Hit, FX, Long	24	96000	2	00:03
FMW_Weapon_Layer_FX_66.wav	FMW, Weapon, Layer, Hit, FX, Long	24	96000	2	00:02
FMW_Weapon_Layer_FX_67.wav	FMW, Weapon, Layer, Hit, FX, Long	24	96000	2	00:03
FMW_Weapon_Layer_FX_68.wav	FMW, Weapon, Layer, Hit, FX, Long	24	96000	2	00:02
FMW_Weapon_Layer_FX_69.wav	FMW, Weapon, Layer, Hit, FX, Long	24	96000	2	00:02
FMW_Weapon_Layer_FX_70.wav	FMW, Weapon, Layer, Hit, FX, Long	24	96000	2	00:02
FMW_Weapon_Layer_Gore_1.wav	FMW, Weapon, Layer, Foley, Hit, Gore, Blood, Long	24	96000	2	00:02
FMW_Weapon_Layer_Gore_2.wav	FMW, Weapon, Layer, Hit, Gore, Blood, Short	24	96000	2	00:01

FMW_Weapon_Layer_Gore_3.wav	FMW, Weapon, Layer, Hit, Gore, Blood, Short	24	96000	2	00:01
FMW_Weapon_Layer_Gore_4.wav	FMW, Weapon, Layer, Hit, Gore, Blood, Short	24	96000	2	00:02
FMW_Weapon_Layer_Gore_5.wav	FMW, Weapon, Layer, Hit, Gore, Blood, Short	24	96000	2	00:01
FMW_Weapon_Layer_Gore_6.wav	FMW, Weapon, Layer, Hit, Gore, Blood, Short	24	96000	2	00:01
FMW_Weapon_Layer_Gore_7.wav	FMW, Weapon, Layer, Foley, Hit, Gore, Blood, Long	24	96000	2	00:02
FMW_Weapon_Layer_Gore_Robot_01.wav	FMW, Weapon, Layer, Foley, Hit, Gore, Blood, Long	24	96000	2	00:03
FMW_Weapon_Layer_Gore_Robot_02.wav	FMW, Weapon, Layer, Foley, Hit, Gore, Blood, Long	24	96000	2	00:03
FMW_Weapon_Layer_Gore_Robot_03.wav	FMW, Weapon, Layer, Foley, Hit, Gore, Blood, Long	24	96000	2	00:03
FMW_Weapon_Layer_Gore_Robot_04.wav	FMW, Weapon, Layer, Hit, Gore, Blood, Short	24	96000	2	00:01
FMW_Weapon_Layer_Gore_Robot_05.wav	FMW, Weapon, Layer, Foley, Hit, Gore, Blood, Long	24	96000	2	00:02
FMW_Weapon_Layer_Gore_Robot_06.wav	FMW, Weapon, Layer, Hit, Gore, Blood, Short	24	96000	2	00:01
FMW_Weapon_Layer_Gore_Robot_07.wav	FMW, Weapon, Layer, Hit, Gore, Blood, Short	24	96000	2	00:01
FMW_Weapon_Layer_Gore_Robot_08.wav	FMW, Weapon, Layer, Hit, Gore, Blood, Short	24	96000	2	00:01
FMW_Weapon_Layer_Gore_Robot_09.wav	FMW, Weapon, Layer, Hit, Gore, Blood, Short	24	96000	2	00:02
FMW_Weapon_Layer_Gore_Robot_10.wav	FMW, Weapon, Layer, Foley, Hit, Gore, Blood, Long	24	96000	2	00:02
FMW_Weapon_Layer_Gore_Robot_11.wav	FMW, Weapon, Layer, Hit, Gore, Blood, Short	24	96000	2	00:01
FMW_Weapon_Layer_Gore_Robot_12.wav	FMW, Weapon, Layer, Hit, Gore, Blood, Short	24	96000	2	00:01
FMW_Weapon_Layer_Gore_Robot_13.wav	FMW, Weapon, Layer, Hit, Gore, Blood, Short	24	96000	2	00:01
FMW_Weapon_Layer_Gore_Robot_14.wav	FMW, Weapon, Layer, Foley, Hit, Gore, Blood, Long	24	96000	2	00:02
FMW_Weapon_Layer_Gore_Robot_15.wav	FMW, Weapon, Layer, Hit, Gore, Blood, Short	24	96000	2	00:01
FMW_Weapon_Layer_Hit_01.wav	FMW, Weapon, Layer, Hit, Short	24	96000	2	00:01
FMW_Weapon_Layer_Hit_02.wav	FMW, Weapon, Layer, Hit, Short	24	96000	2	00:01
FMW_Weapon_Layer_Hit_03.wav	FMW, Weapon, Layer, Hit, Short	24	96000	2	00:01
FMW_Weapon_Layer_Hit_04.wav	FMW, Weapon, Layer, Hit, Short	24	96000	2	00:02
FMW_Weapon_Layer_Hit_05.wav	FMW, Weapon, Layer, Hit, Short	24	96000	2	00:01
FMW_Weapon_Layer_Hit_06.wav	FMW, Weapon, Layer, Hit, Short	24	96000	2	00:01
FMW_Weapon_Layer_Hit_07.wav	FMW, Weapon, Layer, Hit, Short	24	96000	2	00:02
FMW_Weapon_Layer_Hit_08.wav	FMW, Weapon, Layer, Hit, Short	24	96000	2	00:01
FMW_Weapon_Layer_Hit_09.wav	FMW, Weapon, Layer, Hit, Short	24	96000	2	00:01
FMW_Weapon_Layer_Hit_10.wav	FMW, Weapon, Layer, Hit, Short	24	96000	2	00:01

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

FMW_Weapon_Layer_Texture_18.wav	FMW, Weapon, Layer, Texture, Long	24	96000	2	00:03
FMW_Weapon_Layer_Texture_19.wav	FMW, Weapon, Layer, Texture, Long	24	96000	2	00:02
FMW_Weapon_Layer_Texture_20.wav	FMW, Weapon, Layer, Texture, Long	24	96000	2	00:03
FMW_Weapon_Layer_Texture_21.wav	FMW, Weapon, Layer, Texture, Long	24	96000	2	00:03
FMW_Weapon_Layer_Thumps_01.wav	FMW, Weapon, Layer, Kick, Short	24	96000	2	00:01
FMW_Weapon_Layer_Thumps_02.wav	FMW, Weapon, Layer, Kick, Long	24	96000	2	00:02
FMW_Weapon_Layer_Thumps_03.wav	FMW, Weapon, Layer, Kick, Long	24	96000	2	00:04
FMW_Weapon_Layer_Thumps_04.wav	FMW, Weapon, Layer, Kick, Short	24	96000	2	00:01
FMW_Weapon_Layer_Thumps_05.wav	FMW, Weapon, Layer, Kick, Long	24	96000	2	00:03
FMW_Weapon_Layer_Thumps_06.wav	FMW, Weapon, Layer, Kick, Long	24	96000	2	00:02
FMW_Weapon_Layer_Thumps_07.wav	FMW, Weapon, Layer, Kick, Short	24	96000	2	00:01
FMW_Weapon_Layer_Thumps_08.wav	FMW, Weapon, Layer, Kick, Short	24	96000	2	00:01
FMW_Weapon_Layer_Thumps_09.wav	FMW, Weapon, Layer, Kick, Short	24	96000	2	00:01
FMW_Weapon_Layer_Thumps_10.wav	FMW, Weapon, Layer, Kick, Short	24	96000	2	00:01
FMW_Weapon_Layer_Thumps_11.wav	FMW, Weapon, Layer, Kick, Long	24	96000	2	00:03
FMW_Weapon_Layer_Thumps_12.wav	FMW, Weapon, Layer, Kick, Short	24	96000	2	00:01
FMW_Weapon_Layer_Thumps_13.wav	FMW, Weapon, Layer, Kick, Short	24	96000	2	00:01
FMW_Weapon_Layer_Thumps_14.wav	FMW, Weapon, Layer, Kick, Short	24	96000	2	00:01
FMW_Weapon_Layer_Thumps_15.wav	FMW, Weapon, Layer, Kick, Short	24	96000	2	00:01
FMW_Weapon_Layer_Thumps_16.wav	FMW, Weapon, Layer, Kick, Short	24	96000	2	00:01
FMW_Weapon_Layer_Thumps_17.wav	FMW, Weapon, Layer, Kick, Short	24	96000	2	00:01
FMW_Weapon_Layer_Thumps_18.wav	FMW, Weapon, Layer, Kick, Short	24	96000	2	00:01
FMW_Weapon_Layer_Thumps_19.wav	FMW, Weapon, Layer, Kick, Short	24	96000	2	00:01
FMW_Weapon_Layer_Thumps_20.wav	FMW, Weapon, Layer, Kick, Short	24	96000	2	00:01
FMW_Weapon_Layer_Thumps_21.wav	FMW, Weapon, Layer, Kick, Short	24	96000	2	00:01
FMW_Weapon_Layer_Thumps_22.wav	FMW, Weapon, Layer, Kick, Short	24	96000	2	00:02
FMW_Weapon_Layer_Thumps_23.wav	FMW, Weapon, Layer, Kick, Short	24	96000	2	00:01
FMW_Weapon_Layer_Thumps_24.wav	FMW, Weapon, Layer, Kick, Short	24	96000	2	00:01
FMW_Weapon_Layer_Thumps_25.wav	FMW, Weapon, Layer, Kick, Short	24	96000	2	00:00
FMW_Weapon_Layer_Thumps_26.wav	FMW, Weapon, Layer, Kick, Short	24	96000	2	00:00

FMW_Weapon_Layer_Thumps_27.wav	FMW, Weapon, Layer, Kick, Short	24	96000	2	00:01
FMW_Weapon_Layer_Thumps_28.wav	FMW, Weapon, Layer, Kick, Short	24	96000	2	00:01
FMW_Weapon_Layer_Thumps_29.wav	FMW, Weapon, Layer, Kick, Long	24	96000	2	00:02
FMW_Weapon_Layer_Thumps_30.wav	FMW, Weapon, Layer, Kick, Short	24	96000	2	00:02
FMW_Weapon_Layer_Thumps_31.wav	FMW, Weapon, Layer, Kick, Short	24	96000	2	00:02
FMW_Weapon_Layer_Thumps_32.wav	FMW, Weapon, Layer, Kick, Short	24	96000	2	00:02
FMW_Weapon_Layer_Thumps_33.wav	FMW, Weapon, Layer, Kick, Short	24	96000	2	00:01
FMW_Weapon_Layer_Thumps_34.wav	FMW, Weapon, Layer, Kick, Short	24	96000	2	00:01
FMW_Weapon_Layer_Thumps_35.wav	FMW, Weapon, Layer, Kick, Short	24	96000	2	00:02
FMW_Weapon_Layer_Thumps_36.wav	FMW, Weapon, Layer, Kick, Short	24	96000	2	00:01
FMW_Weapon_Layer_Thumps_37.wav	FMW, Weapon, Layer, Kick, Short	24	96000	2	00:01
FMW_Weapon_Layer_Thumps_38.wav	FMW, Weapon, Layer, Kick, Long	24	96000	2	00:02
FMW_Weapon_Layer_Thumps_39.wav	FMW, Weapon, Layer, Kick, Short	24	96000	2	00:02
FMW_Weapon_Layer_Thumps_40.wav	FMW, Weapon, Layer, Kick, Long	24	96000	2	00:02
FMW_Weapon_Layer_Thumps_41.wav	FMW, Weapon, Layer, Kick, Short	24	96000	2	00:01
FMW_Weapon_Layer_Thumps_42.wav	FMW, Weapon, Layer, Kick, Short	24	96000	2	00:01
FMW_Weapon_Layer_Thumps_43.wav	FMW, Weapon, Layer, Kick, Short	24	96000	2	00:02
FMW_Weapon_Layer_Thumps_44.wav	FMW, Weapon, Layer, Kick, Short	24	96000	2	00:01
FMW_Weapon_Layer_Thumps_45.wav	FMW, Weapon, Layer, Kick, Short	24	96000	2	00:01
FMW_Weapon_Layer_Thumps_46.wav	FMW, Weapon, Layer, Kick, Short	24	96000	2	00:02
FMW_Weapon_Layer_Thumps_47.wav	FMW, Weapon, Layer, Kick, Short	24	96000	2	00:01
FMW_Weapon_Layer_Thumps_48.wav	FMW, Weapon, Layer, Kick, Long	24	96000	2	00:02
FMW_Weapon_Layer_Transients_01.wav	FMW, Weapon, Layer, Hit, Click, Short	24	96000	2	00:00
FMW_Weapon_Layer_Transients_02.wav	FMW, Weapon, Layer, Hit, Click, Short	24	96000	2	00:01
FMW_Weapon_Layer_Transients_03.wav	FMW, Weapon, Layer, Hit, Click, Short	24	96000	2	00:00
FMW_Weapon_Layer_Transients_04.wav	FMW, Weapon, Layer, Hit, Click, Short	24	96000	2	00:00
FMW_Weapon_Layer_Transients_05.wav	FMW, Weapon, Layer, Hit, Click, Short	24	96000	2	00:01
FMW_Weapon_Layer_Transients_06.wav	FMW, Weapon, Layer, Hit, Click, Short	24	96000	2	00:00
FMW_Weapon_Layer_Transients_07.wav	FMW, Weapon, Layer, Hit, Click, Short	24	96000	2	00:00
FMW_Weapon_Layer_Transients_08.wav	FMW, Weapon, Layer, Hit, Click, Short	24	96000	2	00:00

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FMW_Weapon_Layer_Transients_39.wav	FMW, Weapon, Layer, Hit, Click, Short	24	96000	2	00:01
FMW_Weapon_Layer_Transients_40.wav	FMW, Weapon, Layer, Hit, Click, Short	24	96000	2	00:01
FMW_Weapon_Layer_Transients_41.wav	FMW, Weapon, Layer, Hit, Click, Short	24	96000	2	00:01
FMW_Weapon_Layer_Transients_42.wav	FMW, Weapon, Layer, Hit, Click, Short	24	96000	2	00:01
FMW_Weapon_Layer_Transients_43.wav	FMW, Weapon, Layer, Hit, Click, Short	24	96000	2	00:01
FMW_Weapon_Layer_Transients_44.wav	FMW, Weapon, Layer, Hit, Click, Short	24	96000	2	00:01
FMW_Weapon_Layer_Transients_45.wav	FMW, Weapon, Layer, Hit, Click, Short	24	96000	2	00:01
FMW_Weapon_Layer_Transients_46.wav	FMW, Weapon, Layer, Hit, Click, Short	24	96000	2	00:01
FMW_Weapon_Layer_Transients_47.wav	FMW, Weapon, Layer, Hit, Click, Short	24	96000	2	00:01
FMW_Weapon_Layer_Transients_48.wav	FMW, Weapon, Layer, Hit, Click, Short	24	96000	2	00:01
FMW_Weapon_Layer_Transients_49.wav	FMW, Weapon, Layer, Hit, Click, Short	24	96000	2	00:01
FMW_Weapon_Layer_Transients_50.wav	FMW, Weapon, Layer, Hit, Click, Short	24	96000	2	00:01
FMW_Weapon_Layer_Transients_51.wav	FMW, Weapon, Layer, Hit, Click, Short	24	96000	2	00:01
FMW_Weapon_Layer_Transients_52.wav	FMW, Weapon, Layer, Hit, Click, Short	24	96000	2	00:01
FMW_Weapon_Layer_Transients_53.wav	FMW, Weapon, Layer, Hit, Click, Short	24	96000	2	00:01
FMW_Weapon_Layer_Transients_54.wav	FMW, Weapon, Layer, Hit, Click, Short	24	96000	2	00:01
FMW_Weapon_Layer_Transients_55.wav	FMW, Weapon, Layer, Hit, Click, Short	24	96000	2	00:01
FMW_Weapon_Layer_Dark_01.wav	FMW, Weapon, Layer, Whoosh, Bass, Long	24	96000	2	00:06
FMW_Weapon_Layer_Dark_02.wav	FMW, Weapon, Layer, Whoosh, Bass, Long	24	96000	2	00:03
FMW_Weapon_Layer_Dark_03.wav	FMW, Weapon, Layer, Whoosh, Bass, Long	24	96000	2	00:06
FMW_Weapon_Layer_Dark_04.wav	FMW, Weapon, Layer, Whoosh, Bass, Long	24	96000	2	00:05
FMW_Weapon_Layer_Dark_05.wav	FMW, Weapon, Layer, Whoosh, Bass, Long	24	96000	2	00:03
FMW_Weapon_Layer_Dark_06.wav	FMW, Weapon, Layer, Whoosh, Bass, Long	24	96000	2	00:04
FMW_Weapon_Layer_Dark_07.wav	FMW, Weapon, Layer, Whoosh, Bass, Long	24	96000	2	00:03
FMW_Weapon_Layer_Dark_08.wav	FMW, Weapon, Layer, Whoosh, Bass, Long	24	96000	2	00:04
FMW_Weapon_Layer_Dark_09.wav	FMW, Weapon, Layer, Whoosh, Bass, Long	24	96000	2	00:05
FMW_Weapon_Layer_Dark_10.wav	FMW, Weapon, Layer, Whoosh, Bass, Long	24	96000	2	00:06
FMW_Weapon_Layer_Dark_11.wav	FMW, Weapon, Layer, Whoosh, Bass, Long	24	96000	2	00:04
FMW_Weapon_Layer_Dark_12.wav	FMW, Weapon, Layer, Whoosh, Bass, Long	24	96000	2	00:05
FMW_Weapon_Layer_Dark_13.wav	FMW, Weapon, Layer, Whoosh, Bass, Long	24	96000	2	00:04

FMW_Weapon_Layer_Dark_14.wav	FMW, Weapon, Layer, Whoosh, Bass, Long	24	96000	2	00:04
FMW_Weapon_Layer_Dark_15.wav	FMW, Weapon, Layer, Whoosh, Bass, Long	24	96000	2	00:04
FMW_Weapon_Layer_Interface_01.wav	FMW, Weapon, Layer, UI, HUD, Long	24	96000	2	00:02
FMW_Weapon_Layer_Interface_02.wav	FMW, Weapon, Layer, UI, HUD, Long	24	96000	2	00:02
FMW_Weapon_Layer_Interface_03.wav	FMW, Weapon, Layer, UI, HUD, Long	24	96000	2	00:03
FMW_Weapon_Layer_Interface_04.wav	FMW, Weapon, Layer, UI, HUD, Long	24	96000	2	00:02
FMW_Weapon_Layer_Interface_05.wav	FMW, Weapon, Layer, UI, HUD, Long	24	96000	2	00:02
FMW_Weapon_Layer_Interface_06.wav	FMW, Weapon, Layer, UI, HUD, Long	24	96000	2	00:02
FMW_Weapon_Layer_Interface_07.wav	FMW, Weapon, Layer, UI, HUD, Long	24	96000	2	00:02
FMW_Weapon_Layer_Interface_08.wav	FMW, Weapon, Layer, UI, HUD, Long	24	96000	2	00:02
FMW_Weapon_Layer_Interface_09.wav	FMW, Weapon, Layer, UI, HUD, Long	24	96000	2	00:02
FMW_Weapon_Layer_Interface_10.wav	FMW, Weapon, Layer, UI, HUD, Long	24	96000	2	00:02
FMW_Weapon_Layer_Interface_11.wav	FMW, Weapon, Layer, UI, HUD, Long	24	96000	2	00:03
FMW_Weapon_Layer_Interface_12.wav	FMW, Weapon, Layer, UI, HUD, Long	24	96000	2	00:02
FMW_Weapon_Layer_Interface_13.wav	FMW, Weapon, Layer, UI, HUD, Long	24	96000	2	00:02
FMW_Weapon_Layer_Interface_14.wav	FMW, Weapon, Layer, UI, HUD, Long	24	96000	2	00:03
FMW_Weapon_Layer_Interface_15.wav	FMW, Weapon, Layer, UI, HUD, Long	24	96000	2	00:02
FMW_Weapon_Layer_Interface_16.wav	FMW, Weapon, Layer, UI, HUD, Long	24	96000	2	00:02
FMW_Weapon_Layer_Interface_17.wav	FMW, Weapon, Layer, UI, HUD, Long	24	96000	2	00:02
FMW_Weapon_Layer_Interface_18.wav	FMW, Weapon, Layer, UI, HUD, Long	24	96000	2	00:02
FMW_Weapon_Layer_Interface_19.wav	FMW, Weapon, Layer, UI, HUD, Short	24	96000	2	00:01
FMW_Weapon_Layer_Interface_20.wav	FMW, Weapon, Layer, UI, HUD, Long	24	96000	2	00:03
FMW_Weapon_Layer_Interface_21.wav	FMW, Weapon, Layer, UI, HUD, Long	24	96000	2	00:02
FMW_Weapon_Layer_Interface_22.wav	FMW, Weapon, Layer, UI, HUD, Long	24	96000	2	00:04
FMW_Weapon_Layer_Interface_23.wav	FMW, Weapon, Layer, UI, HUD, Long	24	96000	2	00:03
FMW_Weapon_Layer_Interface_24.wav	FMW, Weapon, Layer, UI, HUD, Long	24	96000	2	00:03
FMW_Weapon_Layer_Interface_25.wav	FMW, Weapon, Layer, UI, HUD, Long	24	96000	2	00:02
FMW_Weapon_Layer_Interface_26.wav	FMW, Weapon, Layer, UI, HUD, Long	24	96000	2	00:06
FMW_Weapon_Layer_Interface_27.wav	FMW, Weapon, Layer, UI, HUD, Long	24	96000	2	00:03
FMW_Weapon_Layer_Interface_28.wav	FMW, Weapon, Layer, UI, HUD, Short	24	96000	2	00:01

FMW_Weapon_Layer_Interface_29.wav	FMW, Weapon, Layer, UI, HUD, Long	24	96000	2	00:03
FMW_Weapon_Layer_Interface_30.wav	FMW, Weapon, Layer, UI, HUD, Long	24	96000	2	00:03
FMW_Weapon_Layer_Interface_31.wav	FMW, Weapon, Layer, UI, HUD, Long	24	96000	2	00:03
FMW_Weapon_Layer_Interface_32.wav	FMW, Weapon, Layer, UI, HUD, Long	24	96000	2	00:03
FMW_Weapon_Layer_Interface_33.wav	FMW, Weapon, Layer, UI, HUD, Long	24	96000	2	00:02
FMW_Weapon_Layer_Interface_34.wav	FMW, Weapon, Layer, UI, HUD, Long	24	96000	2	00:04
FMW_Weapon_Layer_Interface_35.wav	FMW, Weapon, Layer, UI, HUD, Long	24	96000	2	00:02
FMW_Weapon_Layer_Interface_36.wav	FMW, Weapon, Layer, UI, HUD, Short	24	96000	2	00:01
FMW_Weapon_Layer_Interface_37.wav	FMW, Weapon, Layer, UI, HUD, Long	24	96000	2	00:02
FMW_Weapon_Layer_Interface_38.wav	FMW, Weapon, Layer, UI, HUD, Long	24	96000	2	00:02
FMW_Weapon_Layer_Interface_39.wav	FMW, Weapon, Layer, UI, HUD, Long	24	96000	2	00:03
FMW_Weapon_Layer_Interface_40.wav	FMW, Weapon, Layer, UI, HUD, Long	24	96000	2	00:02
FMW_Weapon_Layer_Interface_41.wav	FMW, Weapon, Layer, UI, HUD, Long	24	96000	2	00:03
FMW_Weapon_Layer_Interface_42.wav	FMW, Weapon, Layer, UI, HUD, Long	24	96000	2	00:02
FMW_Weapon_Layer_Interface_43.wav	FMW, Weapon, Layer, UI, HUD, Long	24	96000	2	00:03
FMW_Weapon_Layer_Interface_44.wav	FMW, Weapon, Layer, UI, HUD, Short	24	96000	2	00:01
FMW_Weapon_Layer_Interface_45.wav	FMW, Weapon, Layer, UI, HUD, Short	24	96000	2	00:01
FMW_Weapon_Layer_Interface_46.wav	FMW, Weapon, Layer, UI, HUD, Short	24	96000	2	00:01
FMW_Weapon_Layer_Interface_47.wav	FMW, Weapon, Layer, UI, HUD, Short	24	96000	2	00:01
FMW_Weapon_Layer_Interface_48.wav	FMW, Weapon, Layer, UI, HUD, Short	24	96000	2	00:01
FMW_Weapon_Layer_Interface_49.wav	FMW, Weapon, Layer, UI, HUD, Short	24	96000	2	00:01
FMW_Weapon_Layer_Interface_50.wav	FMW, Weapon, Layer, UI, HUD, Long	24	96000	2	00:02
FMW_Weapon_Layer_Interface_51.wav	FMW, Weapon, Layer, UI, HUD, Short	24	96000	2	00:01
FMW_Weapon_Layer_Interface_52.wav	FMW, Weapon, Layer, UI, HUD, Long	24	96000	2	00:04
FMW_Weapon_Layer_Interface_53.wav	FMW, Weapon, Layer, UI, HUD, Long	24	96000	2	00:04
FMW_Weapon_Layer_Power_01.wav	FMW, Weapon, Layer, Whoosh, Power, Long	24	96000	2	00:04
FMW_Weapon_Layer_Power_02.wav	FMW, Weapon, Layer, Whoosh, Power, Long	24	96000	2	00:03
FMW_Weapon_Layer_Power_03.wav	FMW, Weapon, Layer, Whoosh, Power, Long	24	96000	2	00:04
FMW_Weapon_Layer_Power_04.wav	FMW, Weapon, Layer, Whoosh, Power, Long	24	96000	2	00:02
FMW_Weapon_Layer_Power_05.wav	FMW, Weapon, Layer, Whoosh, Power, Long	24	96000	2	00:03

FMW_Weapon_Layer_Power_06.wav	FMW, Weapon, Layer, Whoosh, Power, Long	24	96000	2	00:03
FMW_Weapon_Layer_Power_07.wav	FMW, Weapon, Layer, Whoosh, Power, Long	24	96000	2	00:02
FMW_Weapon_Layer_Power_08.wav	FMW, Weapon, Layer, Whoosh, Power, Long	24	96000	2	00:02
FMW_Weapon_Layer_Power_09.wav	FMW, Weapon, Layer, Whoosh, Power, Long	24	96000	2	00:02
FMW_Weapon_Layer_Power_10.wav	FMW, Weapon, Layer, Whoosh, Power, Long	24	96000	2	00:02
FMW_Weapon_Layer_Power_11.wav	FMW, Weapon, Layer, Whoosh, Power, Long	24	96000	2	00:02
FMW_Weapon_Layer_Power_12.wav	FMW, Weapon, Layer, Whoosh, Power, Long	24	96000	2	00:03
FMW_Weapon_Layer_Power_13.wav	FMW, Weapon, Layer, Whoosh, Power, Long	24	96000	2	00:02
FMW_Weapon_Layer_Power_14.wav	FMW, Weapon, Layer, Whoosh, Power, Long	24	96000	2	00:02
FMW_Weapon_Layer_Power_15.wav	FMW, Weapon, Layer, Whoosh, Power, Long	24	96000	2	00:03
FMW_Weapon_Layer_Power_16.wav	FMW, Weapon, Layer, Whoosh, Power, Long	24	96000	2	00:04
FMW_Weapon_Layer_Sub_1.wav	FMW, Weapon, Layer, Whoosh, Sub, Long	24	96000	2	00:02
FMW_Weapon_Layer_Sub_2.wav	FMW, Weapon, Layer, Whoosh, Sub, Long	24	96000	2	00:02
FMW_Weapon_Layer_Sub_3.wav	FMW, Weapon, Layer, Whoosh, Sub, Long	24	96000	2	00:03
FMW_Weapon_Layer_Sub_4.wav	FMW, Weapon, Layer, Whoosh, Sub, Long	24	96000	2	00:02
FMW_Weapon_Layer_Sub_5.wav	FMW, Weapon, Layer, Whoosh, Sub, Long	24	96000	2	00:03
FMW_Weapon_Layer_Sub_6.wav	FMW, Weapon, Layer, Whoosh, Sub, Long	24	96000	2	00:02
FMW_Weapon_Layer_Sub_7.wav	FMW, Weapon, Layer, Whoosh, Sub, Long	24	96000	2	00:02
FMW_Weapon_Layer_Sub_8.wav	FMW, Weapon, Layer, Whoosh, Sub, Long	24	96000	2	00:02
FMW_Weapon_Layer_Sub_9.wav	FMW, Weapon, Layer, Whoosh, Sub, Long	24	96000	2	00:03
FMW_Weapon_Layer_Sweep_01.wav	FMW, Weapon, Layer, Whoosh, Long	24	96000	2	00:02
FMW_Weapon_Layer_Sweep_02.wav	FMW, Weapon, Layer, Whoosh, Long	24	96000	2	00:02
FMW_Weapon_Layer_Sweep_03.wav	FMW, Weapon, Layer, Whoosh, Long	24	96000	2	00:02
FMW_Weapon_Layer_Sweep_04.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Layer_Sweep_05.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:02
FMW_Weapon_Layer_Sweep_09.wav	FMW, Weapon, Layer, Whoosh, Long	24	96000	2	00:02
FMW_Weapon_Layer_Sweep_07.wav	FMW, Weapon, Layer, Whoosh, Long	24	96000	2	00:02
FMW_Weapon_Layer_Sweep_08.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Layer_Sweep_06.wav	FMW, Weapon, Layer, Whoosh, Long	24	96000	2	00:02
FMW_Weapon_Layer_Sweep_10.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:01

FMW_Weapon_Layer_Sweep_11.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:02
FMW_Weapon_Layer_Sweep_12.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:02
FMW_Weapon_Layer_Sweep_13.wav	FMW, Weapon, Layer, Whoosh, Long	24	96000	2	00:02
FMW_Weapon_Layer_Sweep_14.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:02
FMW_Weapon_Layer_Sweep_15.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Layer_Sweep_16.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:02
FMW_Weapon_Layer_Sweep_17.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Layer_Transition_04.wav	FMW, Weapon, Layer, Whoosh, Long	24	96000	2	00:03
FMW_Weapon_Layer_Transition_02.wav	FMW, Weapon, Layer, Whoosh, Long	24	96000	2	00:04
FMW_Weapon_Layer_Transition_03.wav	FMW, Weapon, Layer, Whoosh, Long	24	96000	2	00:03
FMW_Weapon_Layer_Transition_01.wav	FMW, Weapon, Layer, Whoosh, Long	24	96000	2	00:02
FMW_Weapon_Layer_Transition_05.wav	FMW, Weapon, Layer, Whoosh, Long	24	96000	2	00:05
FMW_Weapon_Layer_Transition_09.wav	FMW, Weapon, Layer, Whoosh, Long	24	96000	2	00:02
FMW_Weapon_Layer_Transition_07.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Layer_Transition_08.wav	FMW, Weapon, Layer, Whoosh, Long	24	96000	2	00:04
FMW_Weapon_Layer_Transition_06.wav	FMW, Weapon, Layer, Whoosh, Long	24	96000	2	00:04
FMW_Weapon_Layer_Transition_10.wav	FMW, Weapon, Layer, Whoosh, Long	24	96000	2	00:02
FMW_Weapon_Layer_Transition_11.wav	FMW, Weapon, Layer, Whoosh, Long	24	96000	2	00:03
FMW_Weapon_Layer_Transition_15.wav	FMW, Weapon, Layer, Whoosh, Long	24	96000	2	00:03
FMW_Weapon_Layer_Transition_13.wav	FMW, Weapon, Layer, Whoosh, Long	24	96000	2	00:04
FMW_Weapon_Layer_Transition_14.wav	FMW, Weapon, Layer, Whoosh, Long	24	96000	2	00:02
FMW_Weapon_Layer_Transition_12.wav	FMW, Weapon, Layer, Whoosh, Long	24	96000	2	00:03
FMW_Weapon_Layer_Transition_16.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:02
FMW_Weapon_Layer_Whoosh_01.wav	FMW, Weapon, Layer, Whoosh, Long	24	96000	2	00:04
FMW_Weapon_Layer_Whoosh_02.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Layer_Whoosh_03.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:02
FMW_Weapon_Layer_Whoosh_04.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Layer_Whoosh_05.wav	FMW, Weapon, Layer, Whoosh, Long	24	96000	2	00:05
FMW_Weapon_Layer_Whoosh_06.wav	FMW, Weapon, Layer, Whoosh, Long	24	96000	2	00:05
FMW_Weapon_Layer_Whoosh_07.wav	FMW, Weapon, Layer, Whoosh, Long	24	96000	2	00:05

FMW_Weapon_Layer_Whoosh_08.wav	FMW, Weapon, Layer, Whoosh, Long	24	96000	2	00:05
FMW_Weapon_Layer_Whoosh_09.wav	FMW, Weapon, Layer, Whoosh, Long	24	96000	2	00:02
FMW_Weapon_Layer_Whoosh_10.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:02
FMW_Weapon_Layer_Whoosh_11.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Layer_Whoosh_12.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Layer_Whoosh_13.wav	FMW, Weapon, Layer, Whoosh, Long	24	96000	2	00:04
FMW_Weapon_Layer_Whoosh_14.wav	FMW, Weapon, Layer, Whoosh, Long	24	96000	2	00:02
FMW_Weapon_Layer_Whoosh_15.wav	FMW, Weapon, Layer, Whoosh, Long	24	96000	2	00:02
FMW_Weapon_Layer_Whoosh_16.wav	FMW, Weapon, Layer, Whoosh, Long	24	96000	2	00:02
FMW_Weapon_Layer_Whoosh_17.wav	FMW, Weapon, Layer, Whoosh, Long	24	96000	2	00:02
FMW_Weapon_Layer_Whoosh_18.wav	FMW, Weapon, Layer, Whoosh, Long	24	96000	2	00:02
FMW_Weapon_Layer_Whoosh_19.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Layer_Whoosh_20.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:02
FMW_Weapon_Layer_Whoosh_21.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:02
FMW_Weapon_Layer_Whoosh_22.wav	FMW, Weapon, Layer, Whoosh, Long	24	96000	2	00:02
FMW_Weapon_Layer_Whoosh_23.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Layer_Whoosh_24.wav	FMW, Weapon, Layer, Whoosh, Long	24	96000	2	00:02
FMW_Weapon_Layer_Whoosh_25.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Layer_Whoosh_26.wav	FMW, Weapon, Layer, Whoosh, Long	24	96000	2	00:02
FMW_Weapon_Layer_Whoosh_27.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:02
FMW_Weapon_Layer_Whoosh_28.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:02
FMW_Weapon_Layer_Whoosh_29.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Layer_Whoosh_30.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Layer_Whoosh_31.wav	FMW, Weapon, Layer, Whoosh, Long	24	96000	2	00:03
FMW_Weapon_Layer_Whoosh_32.wav	FMW, Weapon, Layer, Whoosh, Long	24	96000	2	00:04
FMW_Weapon_Layer_Whoosh_33.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Layer_Whoosh_34.wav	FMW, Weapon, Layer, Whoosh, Long	24	96000	2	00:03
FMW_Weapon_Layer_Whoosh_35.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Layer_Whoosh_36.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Layer_Whoosh_40.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:01

FMW_Weapon_Layer_Whoosh_38.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Layer_Whoosh_39.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Layer_Whoosh_37.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Layer_Whoosh_41.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Layer_Whoosh_42.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Layer_Whoosh_43.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Layer_Whoosh_44.wav	FMW, Weapon, Layer, Whoosh, Long	24	96000	2	00:02
FMW_Weapon_Layer_Whoosh_45.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Layer_Whoosh_46.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Layer_Whoosh_47.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Layer_Whoosh_48.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Layer_Whoosh_49.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Layer_Whoosh_50.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Layer_Whoosh_51.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Layer_Whoosh_52.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:00
FMW_Weapon_Layer_Whoosh_53.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Layer_Whoosh_54.wav	FMW, Weapon, Layer, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Block01A.wav	FMW, Weapon, Block, Short	32	96000	2	00:01
FMW_Weapon_Block01B.wav	FMW, Weapon, Block, Short	32	96000	2	00:01
FMW_Weapon_Block01C.wav	FMW, Weapon, Block, Short	32	96000	2	00:01
FMW_Weapon_Block01D.wav	FMW, Weapon, Block, Short	32	96000	2	00:01
FMW_Weapon_Hit01A(SecurityBaton).wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Hit01B.wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Hit01C.wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Hit01D.wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Whoosh01A.wav	FMW, Weapon, Whoosh, Short	32	96000	2	00:01
FMW_Weapon_Whoosh01B.wav	FMW, Weapon, Whoosh, Short	32	96000	2	00:01
FMW_Weapon_Whoosh01C.wav	FMW, Weapon, Whoosh, Short	32	96000	2	00:01
FMW_Weapon_Whoosh01D.wav	FMW, Weapon, Whoosh, Short	32	96000	2	00:01
FMW_Weapon_Block02A.wav	FMW, Weapon, Block, Short	32	96000	2	00:01

FMW_Weapon_Block02B.wav	FMW, Weapon, Block, Short	32	96000	2	00:01
FMW_Weapon_Block02C.wav	FMW, Weapon, Block, Short	32	96000	2	00:01
FMW_Weapon_Block02D.wav	FMW, Weapon, Block, Short	32	96000	2	00:01
FMW_Weapon_Hit02A(MetalMace).wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Hit02B.wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Hit02C.wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Hit02D.wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Whoosh02A.wav	FMW, Weapon, Whoosh, Long	32	96000	2	00:02
FMW_Weapon_Whoosh02B.wav	FMW, Weapon, Whoosh, Long	32	96000	2	00:02
FMW_Weapon_Whoosh02C.wav	FMW, Weapon, Whoosh, Long	32	96000	2	00:02
FMW_Weapon_Whoosh02D.wav	FMW, Weapon, Whoosh, Long	32	96000	2	00:02
FMW_Weapon_Block03A.wav	FMW, Weapon, Block, Short	32	96000	2	00:01
FMW_Weapon_Block03B.wav	FMW, Weapon, Block, Short	32	96000	2	00:01
FMW_Weapon_Block03C.wav	FMW, Weapon, Block, Short	32	96000	2	00:01
FMW_Weapon_Block03D.wav	FMW, Weapon, Block, Short	32	96000	2	00:01
FMW_Weapon_Hit03A(PoweredMetalPole).wav	FMW, Weapon, Hit, Short	32	96000	2	00:01
FMW_Weapon_Hit03B.wav	FMW, Weapon, Hit, Short	32	96000	2	00:01
FMW_Weapon_Hit03C.wav	FMW, Weapon, Hit, Short	32	96000	2	00:01
FMW_Weapon_Hit03D.wav	FMW, Weapon, Hit, Short	32	96000	2	00:01
FMW_Weapon_Whoosh03A.wav	FMW, Weapon, Whoosh, Short	32	96000	2	00:01
FMW_Weapon_Whoosh03B.wav	FMW, Weapon, Whoosh, Short	32	96000	2	00:01
FMW_Weapon_Whoosh03C.wav	FMW, Weapon, Whoosh, Short	32	96000	2	00:01
FMW_Weapon_Whoosh03D.wav	FMW, Weapon, Whoosh, Short	32	96000	2	00:01
FMW_Weapon_Block04A.wav	FMW, Weapon, Block, Short	32	96000	2	00:01
FMW_Weapon_Block04B.wav	FMW, Weapon, Block, Short	32	96000	2	00:01
FMW_Weapon_Block04C.wav	FMW, Weapon, Block, Short	32	96000	2	00:01
FMW_Weapon_Block04D.wav	FMW, Weapon, Block, Short	32	96000	2	00:01
FMW_Weapon_Hit04A(ElectricHammer).wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Hit04B.wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Hit04C.wav	FMW, Weapon, Hit, Long	32	96000	2	00:02

FMW_Weapon_Hit04D.wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Whoosh04A.wav	FMW, Weapon, Whoosh, Long	32	96000	2	00:02
FMW_Weapon_Whoosh04B.wav	FMW, Weapon, Whoosh, Long	32	96000	2	00:02
FMW_Weapon_Whoosh04C.wav	FMW, Weapon, Whoosh, Long	32	96000	2	00:02
FMW_Weapon_Whoosh04D.wav	FMW, Weapon, Whoosh, Long	32	96000	2	00:02
FMW_Weapon_Block05A.wav	FMW, Weapon, Block, Short	32	96000	2	00:01
FMW_Weapon_Block05B.wav	FMW, Weapon, Block, Short	32	96000	2	00:01
FMW_Weapon_Block05C.wav	FMW, Weapon, Block, Short	32	96000	2	00:01
FMW_Weapon_Block05D.wav	FMW, Weapon, Block, Short	32	96000	2	00:01
FMW_Weapon_Hit05A(PoweredClub).wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Hit05B.wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Hit05C.wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Hit05D.wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Whoosh05A.wav	FMW, Weapon, Whoosh, Long	32	96000	2	00:02
FMW_Weapon_Whoosh05B.wav	FMW, Weapon, Whoosh, Long	32	96000	2	00:02
FMW_Weapon_Whoosh05C.wav	FMW, Weapon, Whoosh, Long	32	96000	2	00:02
FMW_Weapon_Whoosh05D.wav	FMW, Weapon, Whoosh, Long	32	96000	2	00:02
FMW_Weapon_Block06A.wav	FMW, Weapon, Block, Long	32	96000	2	00:02
FMW_Weapon_Block06B.wav	FMW, Weapon, Block, Long	32	96000	2	00:02
FMW_Weapon_Block06C.wav	FMW, Weapon, Block, Long	32	96000	2	00:02
FMW_Weapon_Block06D.wav	FMW, Weapon, Block, Long	32	96000	2	00:02
FMW_Weapon_Hit06A(FlangedHammer).wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Hit06B.wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Hit06C.wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Hit06D.wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Whoosh06A.wav	FMW, Weapon, Whoosh, Short	32	96000	2	00:01
FMW_Weapon_Whoosh06B.wav	FMW, Weapon, Whoosh, Short	32	96000	2	00:01
FMW_Weapon_Whoosh06C.wav	FMW, Weapon, Whoosh, Short	32	96000	2	00:01
FMW_Weapon_Whoosh06D.wav	FMW, Weapon, Whoosh, Short	32	96000	2	00:01
FMW_Weapon_Block07A.wav	FMW, Weapon, Block, Short	32	96000	2	00:01

FMW_Weapon_Block07B.wav	FMW, Weapon, Block, Short	32	96000	2	00:01
FMW_Weapon_Block07C.wav	FMW, Weapon, Block, Short	32	96000	2	00:01
FMW_Weapon_Block07D.wav	FMW, Weapon, Block, Short	32	96000	2	00:01
FMW_Weapon_Hit07A(Polearm).wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Hit07B.wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Hit07C.wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Hit07D.wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Whoosh07A.wav	FMW, Weapon, Whoosh, Long	32	96000	2	00:02
FMW_Weapon_Whoosh07B.wav	FMW, Weapon, Whoosh, Long	32	96000	2	00:02
FMW_Weapon_Whoosh07C.wav	FMW, Weapon, Whoosh, Long	32	96000	2	00:02
FMW_Weapon_Whoosh07D.wav	FMW, Weapon, Whoosh, Long	32	96000	2	00:02
FMW_Weapon_Block08A.wav	FMW, Weapon, Block, Long	32	96000	2	00:02
FMW_Weapon_Block08B.wav	FMW, Weapon, Block, Long	32	96000	2	00:02
FMW_Weapon_Block08C.wav	FMW, Weapon, Block, Long	32	96000	2	00:02
FMW_Weapon_Block08D.wav	FMW, Weapon, Block, Long	32	96000	2	00:02
FMW_Weapon_Hit08A(Splitter).wav	FMW, Weapon, Hit, Short	32	96000	2	00:01
FMW_Weapon_Hit08B.wav	FMW, Weapon, Hit, Short	32	96000	2	00:01
FMW_Weapon_Hit08C.wav	FMW, Weapon, Hit, Short	32	96000	2	00:01
FMW_Weapon_Hit08D.wav	FMW, Weapon, Hit, Short	32	96000	2	00:01
FMW_Weapon_Whoosh08A.wav	FMW, Weapon, Whoosh, Long	32	96000	2	00:02
FMW_Weapon_Whoosh08B.wav	FMW, Weapon, Whoosh, Long	32	96000	2	00:02
FMW_Weapon_Whoosh08C.wav	FMW, Weapon, Whoosh, Long	32	96000	2	00:02
FMW_Weapon_Whoosh08D.wav	FMW, Weapon, Whoosh, Long	32	96000	2	00:02
FMW_Weapon_Block09A.wav	FMW, Weapon, Block, Short	32	96000	2	00:01
FMW_Weapon_Block09B.wav	FMW, Weapon, Block, Short	32	96000	2	00:01
FMW_Weapon_Block09C.wav	FMW, Weapon, Block, Short	32	96000	2	00:01
FMW_Weapon_Block09D.wav	FMW, Weapon, Block, Short	32	96000	2	00:01
FMW_Weapon_Hit09A(LaserSledge).wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Hit09B.wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Hit09C.wav	FMW, Weapon, Hit, Long	32	96000	2	00:02

FMW_Weapon_Hit09D.wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Whoosh09A.wav	FMW, Weapon, Whoosh, Short	32	96000	2	00:01
FMW_Weapon_Whoosh09B.wav	FMW, Weapon, Whoosh, Short	32	96000	2	00:01
FMW_Weapon_Whoosh09C.wav	FMW, Weapon, Whoosh, Short	32	96000	2	00:01
FMW_Weapon_Whoosh09D.wav	FMW, Weapon, Whoosh, Short	32	96000	2	00:01
FMW_Weapon_Block10A.wav	FMW, Weapon, Block, Long	32	96000	2	00:02
FMW_Weapon_Block10B.wav	FMW, Weapon, Block, Long	32	96000	2	00:02
FMW_Weapon_Block10C.wav	FMW, Weapon, Block, Long	32	96000	2	00:02
FMW_Weapon_Block10D.wav	FMW, Weapon, Block, Long	32	96000	2	00:02
FMW_Weapon_Hit10A(Sword).wav	FMW, Weapon, Hit, Short	32	96000	2	00:01
FMW_Weapon_Hit10B.wav	FMW, Weapon, Hit, Short	32	96000	2	00:01
FMW_Weapon_Hit10C.wav	FMW, Weapon, Hit, Short	32	96000	2	00:01
FMW_Weapon_Hit10D.wav	FMW, Weapon, Hit, Short	32	96000	2	00:01
FMW_Weapon_Whoosh10A.wav	FMW, Weapon, Whoosh, Short	32	96000	2	00:01
FMW_Weapon_Whoosh10B.wav	FMW, Weapon, Whoosh, Short	32	96000	2	00:01
FMW_Weapon_Whoosh10C.wav	FMW, Weapon, Whoosh, Short	32	96000	2	00:01
FMW_Weapon_Whoosh10D.wav	FMW, Weapon, Whoosh, Short	32	96000	2	00:01
FMW_Weapon_Block11A.wav	FMW, Weapon, Block, Long	32	96000	2	00:02
FMW_Weapon_Block11B.wav	FMW, Weapon, Block, Long	32	96000	2	00:02
FMW_Weapon_Block11C.wav	FMW, Weapon, Block, Long	32	96000	2	00:02
FMW_Weapon_Block11D.wav	FMW, Weapon, Block, Long	32	96000	2	00:02
FMW_Weapon_Hit11A(ForceFist).wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Hit11B.wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Hit11C.wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Hit11D.wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Whoosh11A.wav	FMW, Weapon, Whoosh, Short	32	96000	2	00:01
FMW_Weapon_Whoosh11B.wav	FMW, Weapon, Whoosh, Short	32	96000	2	00:01
FMW_Weapon_Whoosh11C.wav	FMW, Weapon, Whoosh, Short	32	96000	2	00:01
FMW_Weapon_Whoosh11D.wav	FMW, Weapon, Whoosh, Short	32	96000	2	00:01
FMW_Weapon_Block12A.wav	FMW, Weapon, Block, Long	32	96000	2	00:02

FMW_Weapon_Block12B.wav	FMW, Weapon, Block, Long	32	96000	2	00:02
FMW_Weapon_Block12C.wav	FMW, Weapon, Block, Long	32	96000	2	00:02
FMW_Weapon_Block12D.wav	FMW, Weapon, Block, Long	32	96000	2	00:02
FMW_Weapon_Hit12A(ElectricMetalBo).wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Hit12B.wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Hit12C.wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Hit12D.wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Whoosh12A.wav	FMW, Weapon, Whoosh, Short	32	96000	2	00:01
FMW_Weapon_Whoosh12B.wav	FMW, Weapon, Whoosh, Short	32	96000	2	00:01
FMW_Weapon_Whoosh12C.wav	FMW, Weapon, Whoosh, Short	32	96000	2	00:01
FMW_Weapon_Whoosh12D.wav	FMW, Weapon, Whoosh, Short	32	96000	2	00:01
FMW_Weapon_Block13A.wav	FMW, Weapon, Block, Long	32	96000	2	00:02
FMW_Weapon_Block13B.wav	FMW, Weapon, Block, Long	32	96000	2	00:02
FMW_Weapon_Block13C.wav	FMW, Weapon, Block, Long	32	96000	2	00:02
FMW_Weapon_Block13D.wav	FMW, Weapon, Block, Long	32	96000	2	00:02
FMW_Weapon_Hit13A(HandShield).wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Hit13B.wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Hit13C.wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Hit13D.wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Whoosh13A.wav	FMW, Weapon, Whoosh, Long	32	96000	2	00:02
FMW_Weapon_Whoosh13B.wav	FMW, Weapon, Whoosh, Long	32	96000	2	00:02
FMW_Weapon_Whoosh13C.wav	FMW, Weapon, Whoosh, Long	32	96000	2	00:02
FMW_Weapon_Whoosh13D.wav	FMW, Weapon, Whoosh, Long	32	96000	2	00:02
FMW_Weapon_Block14A.wav	FMW, Weapon, Block, Long	32	96000	2	00:02
FMW_Weapon_Block14B.wav	FMW, Weapon, Block, Long	32	96000	2	00:02
FMW_Weapon_Block14C.wav	FMW, Weapon, Block, Long	32	96000	2	00:02
FMW_Weapon_Block14D.wav	FMW, Weapon, Block, Long	32	96000	2	00:02
FMW_Weapon_Hit14A(Anvil).wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Hit14B.wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Hit14C.wav	FMW, Weapon, Hit, Long	32	96000	2	00:02

FMW_Weapon_Hit14D.wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Whoosh14A.wav	FMW, Weapon, Whoosh, Short	32	96000	2	00:01
FMW_Weapon_Whoosh14B.wav	FMW, Weapon, Whoosh, Short	32	96000	2	00:01
FMW_Weapon_Whoosh14C.wav	FMW, Weapon, Whoosh, Short	32	96000	2	00:01
FMW_Weapon_Whoosh14D.wav	FMW, Weapon, Whoosh, Short	32	96000	2	00:01
FMW_Weapon_Block15A.wav	FMW, Weapon, Block, Long	32	96000	2	00:02
FMW_Weapon_Block15B.wav	FMW, Weapon, Block, Long	32	96000	2	00:02
FMW_Weapon_Block15C.wav	FMW, Weapon, Block, Long	32	96000	2	00:02
FMW_Weapon_Block15D.wav	FMW, Weapon, Block, Long	32	96000	2	00:02
FMW_Weapon_Hit15A(TwohandedSword).wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Hit15B.wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Hit15C.wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Hit15D.wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Whoosh15A.wav	FMW, Weapon, Whoosh, Short	32	96000	2	00:01
FMW_Weapon_Whoosh15B.wav	FMW, Weapon, Whoosh, Short	32	96000	2	00:01
FMW_Weapon_Whoosh15C.wav	FMW, Weapon, Whoosh, Short	32	96000	2	00:01
FMW_Weapon_Whoosh15D.wav	FMW, Weapon, Whoosh, Short	32	96000	2	00:01
FMW_Weapon_Block16A.wav	FMW, Weapon, Block, Long	32	96000	2	00:02
FMW_Weapon_Block16B.wav	FMW, Weapon, Block, Long	32	96000	2	00:02
FMW_Weapon_Block16C.wav	FMW, Weapon, Block, Long	32	96000	2	00:02
FMW_Weapon_Block16D.wav	FMW, Weapon, Block, Long	32	96000	2	00:02
FMW_Weapon_Hit16A(ForceFist).wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Hit16B.wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Hit16C.wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Hit16D.wav	FMW, Weapon, Hit, Long	32	96000	2	00:02
FMW_Weapon_Whoosh16A.wav	FMW, Weapon, Whoosh, Short	32	96000	2	00:01
FMW_Weapon_Whoosh16B.wav	FMW, Weapon, Whoosh, Short	32	96000	2	00:01
FMW_Weapon_Whoosh16C.wav	FMW, Weapon, Whoosh, Short	32	96000	2	00:01
FMW_Weapon_Whoosh16D.wav	FMW, Weapon, Whoosh, Short	32	96000	2	00:01
FMW_Weapon_Block17A.wav	FMW, Weapon, Block, Long	32	96000	2	00:03

FMW_Weapon_Block17B.wav	FMW, Weapon, Block, Long	32	96000	2	00:03
FMW_Weapon_Block17C.wav	FMW, Weapon, Block, Long	32	96000	2	00:03
FMW_Weapon_Block17D.wav	FMW, Weapon, Block, Long	32	96000	2	00:03
FMW_Weapon_Hit17A(Thor).wav	FMW, Weapon, Hit, Long	32	96000	2	00:03
FMW_Weapon_Hit17B.wav	FMW, Weapon, Hit, Long	32	96000	2	00:03
FMW_Weapon_Hit17C.wav	FMW, Weapon, Hit, Long	32	96000	2	00:03
FMW_Weapon_Hit17D.wav	FMW, Weapon, Hit, Long	32	96000	2	00:03
FMW_Weapon_Whoosh17A.wav	FMW, Weapon, Whoosh, Long	32	96000	2	00:02
FMW_Weapon_Whoosh17B.wav	FMW, Weapon, Whoosh, Long	32	96000	2	00:02
FMW_Weapon_Whoosh17C.wav	FMW, Weapon, Whoosh, Long	32	96000	2	00:02
FMW_Weapon_Whoosh17D.wav	FMW, Weapon, Whoosh, Long	32	96000	2	00:02
FMW_Weapon_Hits_Designed_01.wav	FMW, Weapon, Hit, Long	24	96000	2	00:03
FMW_Weapon_Hits_Designed_02.wav	FMW, Weapon, Hit, Long	24	96000	2	00:03
FMW_Weapon_Hits_Designed_03.wav	FMW, Weapon, Hit, Short	24	96000	2	00:01
FMW_Weapon_Hits_Designed_04.wav	FMW, Weapon, Hit, Long	24	96000	2	00:02
FMW_Weapon_Hits_Designed_05.wav	FMW, Weapon, Hit, Long	24	96000	2	00:02
FMW_Weapon_Hits_Designed_06.wav	FMW, Weapon, Hit, Short	24	96000	2	00:02
FMW_Weapon_Hits_Designed_07.wav	FMW, Weapon, Hit, Long	24	96000	2	00:03
FMW_Weapon_Hits_Designed_08.wav	FMW, Weapon, Hit, Short	24	96000	2	00:02
FMW_Weapon_Hits_Designed_09.wav	FMW, Weapon, Hit, Short	24	96000	2	00:01
FMW_Weapon_Hits_Designed_10.wav	FMW, Weapon, Hit, Long	24	96000	2	00:02
FMW_Weapon_Hits_Designed_11.wav	FMW, Weapon, Hit, Long	24	96000	2	00:02
FMW_Weapon_Hits_Designed_12.wav	FMW, Weapon, Hit, Long	24	96000	2	00:02
FMW_Weapon_Hits_Designed_13.wav	FMW, Weapon, Hit, Long	24	96000	2	00:03
FMW_Weapon_Hits_Designed_14.wav	FMW, Weapon, Hit, Short	24	96000	2	00:02
FMW_Weapon_Hits_Designed_15.wav	FMW, Weapon, Hit, Long	24	96000	2	00:03
FMW_Weapon_Hits_Designed_16.wav	FMW, Weapon, Hit, Long	24	96000	2	00:03
FMW_Weapon_Hits_Designed_17.wav	FMW, Weapon, Hit, Long	24	96000	2	00:02
FMW_Weapon_Hits_Designed_18.wav	FMW, Weapon, Hit, Long	24	96000	2	00:05
FMW_Weapon_Hits_Designed_19.wav	FMW, Weapon, Hit, Long	24	96000	2	00:05

FMW_Weapon_Hits_Designed_20.wav	FMW, Weapon, Hit, Long	24	96000	2	00:05
FMW_Weapon_Hits_Designed_21.wav	FMW, Weapon, Hit, Long	24	96000	2	00:02
FMW_Weapon_Hits_Part1_Long_01.wav	FMW, Weapon, Hit, Long	24	96000	2	00:03
FMW_Weapon_Hits_Part1_Long_02.wav	FMW, Weapon, Hit, Long	24	96000	2	00:05
FMW_Weapon_Hits_Part1_Long_03.wav	FMW, Weapon, Hit, Long	24	96000	2	00:04
FMW_Weapon_Hits_Part1_Long_04.wav	FMW, Weapon, Hit, Long	24	96000	2	00:03
FMW_Weapon_Hits_Part1_Long_05.wav	FMW, Weapon, Hit, Long	24	96000	2	00:02
FMW_Weapon_Hits_Part1_Long_06.wav	FMW, Weapon, Hit, Long	24	96000	2	00:05
FMW_Weapon_Hits_Part1_Long_07.wav	FMW, Weapon, Hit, Long	24	96000	2	00:05
FMW_Weapon_Hits_Part1_Long_08.wav	FMW, Weapon, Hit, Long	24	96000	2	00:03
FMW_Weapon_Hits_Part1_Long_09.wav	FMW, Weapon, Hit, Long	24	96000	2	00:05
FMW_Weapon_Hits_Part1_Long_10.wav	FMW, Weapon, Hit, Long	24	96000	2	00:06
FMW_Weapon_Hits_Part1_Long_11.wav	FMW, Weapon, Hit, Long	24	96000	2	00:03
FMW_Weapon_Hits_Part1_Long_12.wav	FMW, Weapon, Hit, Long	24	96000	2	00:03
FMW_Weapon_Hits_Part1_Long_13.wav	FMW, Weapon, Hit, Long	24	96000	2	00:03
FMW_Weapon_Hits_Part1_Long_14.wav	FMW, Weapon, Hit, Short	24	96000	2	00:01
FMW_Weapon_Hits_Part1_Long_15.wav	FMW, Weapon, Hit, Short	24	96000	2	00:01
FMW_Weapon_Hits_Part1_Long_16.wav	FMW, Weapon, Hit, Long	24	96000	2	00:06
FMW_Weapon_Hits_Part1_Long_17.wav	FMW, Weapon, Hit, Long	24	96000	2	00:05
FMW_Weapon_Hits_Part1_Long_18.wav	FMW, Weapon, Hit, Long	24	96000	2	00:03
FMW_Weapon_Hits_Part1_Long_19.wav	FMW, Weapon, Hit, Long	24	96000	2	00:03
FMW_Weapon_Hits_Part1_Long_20.wav	FMW, Weapon, Hit, Long	24	96000	2	00:03
FMW_Weapon_Hits_Part1_Long_21.wav	FMW, Weapon, Hit, Long	24	96000	2	00:04
FMW_Weapon_Hits_Part1_Short_01.wav	FMW, Weapon, Hit, Long	24	96000	2	00:03
FMW_Weapon_Hits_Part1_Short_02.wav	FMW, Weapon, Hit, Long	24	96000	2	00:02
FMW_Weapon_Hits_Part1_Short_03.wav	FMW, Weapon, Hit, Long	24	96000	2	00:03
FMW_Weapon_Hits_Part1_Short_04.wav	FMW, Weapon, Hit, Short	24	96000	2	00:01
FMW_Weapon_Hits_Part1_Short_05.wav	FMW, Weapon, Hit, Short	24	96000	2	00:01
FMW_Weapon_Hits_Part1_Short_06.wav	FMW, Weapon, Hit, Long	24	96000	2	00:02
FMW_Weapon_Hits_Part1_Short_07.wav	FMW, Weapon, Hit, Short	24	96000	2	00:01

FMW_Weapon_Hits_Part1_Short_08.wav	FMW, Weapon, Hit, Short	24	96000	2	00:01
FMW_Weapon_Hits_Part1_Short_09.wav	FMW, Weapon, Hit, Short	24	96000	2	00:01
FMW_Weapon_Hits_Part1_Short_10.wav	FMW, Weapon, Hit, Short	24	96000	2	00:01
FMW_Weapon_Hits_Part1_Short_11.wav	FMW, Weapon, Hit, Short	24	96000	2	00:02
FMW_Weapon_Hits_Part1_Short_12.wav	FMW, Weapon, Hit, Long	24	96000	2	00:03
FMW_Weapon_Hits_Part1_Short_13.wav	FMW, Weapon, Hit, Short	24	96000	2	00:01
FMW_Weapon_Hits_Part1_Short_14.wav	FMW, Weapon, Hit, Long	24	96000	2	00:02
FMW_Weapon_Hits_Part1_Short_15.wav	FMW, Weapon, Hit, Short	24	96000	2	00:01
FMW_Weapon_Hits_Part1_Short_16.wav	FMW, Weapon, Hit, Short	24	96000	2	00:00
FMW_Weapon_Hits_Part1_Short_17.wav	FMW, Weapon, Hit, Short	24	96000	2	00:01
FMW_Weapon_Hits_Part1_Short_18.wav	FMW, Weapon, Hit, Short	24	96000	2	00:01
FMW_Weapon_Hits_Part1_Short_19.wav	FMW, Weapon, Hit, Long	24	96000	2	00:02
FMW_Weapon_Hits_Part1_Short_20.wav	FMW, Weapon, Hit, Short	24	96000	2	00:01
FMW_Weapon_Hits_Part1_Short_21.wav	FMW, Weapon, Hit, Short	24	96000	2	00:01
FMW_Weapon_Hits_Part1_Short_22.wav	FMW, Weapon, Hit, Short	24	96000	2	00:01
FMW_Weapon_Hits_Part1_Short_23.wav	FMW, Weapon, Hit, Short	24	96000	2	00:01
FMW_Weapon_Hits_Part1_Short_24.wav	FMW, Weapon, Hit, Short	24	96000	2	00:01
FMW_Weapon_Hits_Part1_Short_25.wav	FMW, Weapon, Hit, Short	24	96000	2	00:00
FMW_Weapon_Hits_Part1_Short_26.wav	FMW, Weapon, Hit, Short	24	96000	2	00:01
FMW_Weapon_Hits_Part1_Short_27.wav	FMW, Weapon, Hit, Short	24	96000	2	00:01
FMW_Weapon_Hits_Part1_Short_28.wav	FMW, Weapon, Hit, Short	24	96000	2	00:01
FMW_Weapon_Hits_Part1_Short_29.wav	FMW, Weapon, Hit, Short	24	96000	2	00:01
FMW_Weapon_Hits_Part1_Short_30.wav	FMW, Weapon, Hit, Long	24	96000	2	00:03
FMW_Weapon_Hits_Part1_Short_31.wav	FMW, Weapon, Hit, Short	24	96000	2	00:02
FMW_Weapon_Hits_Part1_Short_32.wav	FMW, Weapon, Hit, Short	24	96000	2	00:01
FMW_Weapon_Hits_Part1_Short_33.wav	FMW, Weapon, Hit, Long	24	96000	2	00:02
FMW_Weapon_Hits_Part1_Short_34.wav	FMW, Weapon, Hit, Long	24	96000	2	00:03
FMW_Weapon_Hits_Part1_Short_35.wav	FMW, Weapon, Hit, Long	24	96000	2	00:02
FMW_Weapon_Hits_Part1_Short_36.wav	FMW, Weapon, Hit, Short	24	96000	2	00:02
FMW_Weapon_Hits_Part2_Long_01.wav	FMW, Weapon, Hit, Long	24	96000	2	00:02

FMW_Weapon_Hits_Part2_Long_02.wav	FMW, Weapon, Hit, Long	24	96000	2	00:03
FMW_Weapon_Hits_Part2_Long_03.wav	FMW, Weapon, Hit, Long	24	96000	2	00:03
FMW_Weapon_Hits_Part2_Long_04.wav	FMW, Weapon, Hit, Long	24	96000	2	00:04
FMW_Weapon_Hits_Part2_Long_05.wav	FMW, Weapon, Hit, Long	24	96000	2	00:03
FMW_Weapon_Hits_Part2_Long_06.wav	FMW, Weapon, Hit, Long	24	96000	2	00:06
FMW_Weapon_Hits_Part2_Long_07.wav	FMW, Weapon, Hit, Long	24	96000	2	00:03
FMW_Weapon_Hits_Part2_Long_08.wav	FMW, Weapon, Hit, Long	24	96000	2	00:04
FMW_Weapon_Hits_Part2_Long_09.wav	FMW, Weapon, Hit, Long	24	96000	2	00:03
FMW_Weapon_Hits_Part2_Long_10.wav	FMW, Weapon, Hit, Long	24	96000	2	00:06
FMW_Weapon_Hits_Part2_Long_11.wav	FMW, Weapon, Hit, Long	24	96000	2	00:06
FMW_Weapon_Hits_Part2_Long_12.wav	FMW, Weapon, Hit, Long	24	96000	2	00:03
FMW_Weapon_Hits_Part2_Long_13.wav	FMW, Weapon, Hit, Long	24	96000	2	00:05
FMW_Weapon_Hits_Part2_Long_14.wav	FMW, Weapon, Hit, Long	24	96000	2	00:08
FMW_Weapon_Hits_Part2_Long_15.wav	FMW, Weapon, Hit, Long	24	96000	2	00:07
FMW_Weapon_Hits_Part2_Long_16.wav	FMW, Weapon, Hit, Long	24	96000	2	00:05
FMW_Weapon_Hits_Part2_Long_17.wav	FMW, Weapon, Hit, Long	24	96000	2	00:02
FMW_Weapon_Hits_Part2_Long_18.wav	FMW, Weapon, Hit, Long	24	96000	2	00:02
FMW_Weapon_Hits_Part2_Long_19.wav	FMW, Weapon, Hit, Short	24	96000	2	00:02
FMW_Weapon_Hits_Part2_Long_20.wav	FMW, Weapon, Hit, Long	24	96000	2	00:04
FMW_Weapon_Hits_Part2_Short_01.wav	FMW, Weapon, Hit, Short	24	96000	2	00:02
FMW_Weapon_Hits_Part2_Short_02.wav	FMW, Weapon, Hit, Long	24	96000	2	00:02
FMW_Weapon_Hits_Part2_Short_03.wav	FMW, Weapon, Hit, Long	24	96000	2	00:02
FMW_Weapon_Hits_Part2_Short_04.wav	FMW, Weapon, Hit, Long	24	96000	2	00:03
FMW_Weapon_Hits_Part2_Short_05.wav	FMW, Weapon, Hit, Long	24	96000	2	00:02
FMW_Weapon_Hits_Part2_Short_06.wav	FMW, Weapon, Hit, Long	24	96000	2	00:02
FMW_Weapon_Hits_Part2_Short_07.wav	FMW, Weapon, Hit, Long	24	96000	2	00:03
FMW_Weapon_Hits_Part2_Short_08.wav	FMW, Weapon, Hit, Long	24	96000	2	00:02
FMW_Weapon_Hits_Part2_Short_09.wav	FMW, Weapon, Hit, Short	24	96000	2	00:02
FMW_Weapon_Hits_Part2_Short_10.wav	FMW, Weapon, Hit, Long	24	96000	2	00:02
FMW_Weapon_Hits_Part2_Short_11.wav	FMW, Weapon, Hit, Long	24	96000	2	00:03

FMW_Weapon_Hits_Part2_Short_12.wav	FMW, Weapon, Hit, Long	24	96000	2	00:02
FMW_Weapon_Hits_Part2_Short_13.wav	FMW, Weapon, Hit, Short	24	96000	2	00:01
FMW_Weapon_Hits_Part2_Short_14.wav	FMW, Weapon, Hit, Short	24	96000	2	00:01
FMW_Weapon_Hits_Part2_Short_15.wav	FMW, Weapon, Hit, Short	24	96000	2	00:01
FMW_Weapon_Hits_Part2_Short_16.wav	FMW, Weapon, Hit, Short	24	96000	2	00:01
FMW_Weapon_Hits_Part2_Short_17.wav	FMW, Weapon, Hit, Short	24	96000	2	00:01
FMW_Weapon_Hits_Part2_Short_18.wav	FMW, Weapon, Hit, Short	24	96000	2	00:01
FMW_Weapon_Hits_Part2_Short_19.wav	FMW, Weapon, Hit, Long	24	96000	2	00:02
FMW_Weapon_Hits_Part2_Short_20.wav	FMW, Weapon, Hit, Short	24	96000	2	00:02
FMW_Weapon_Hits_Part2_Short_21.wav	FMW, Weapon, Hit, Short	24	96000	2	00:01
FMW_Weapon_Hits_Part2_Short_22.wav	FMW, Weapon, Hit, Long	24	96000	2	00:03
FMW_Weapon_Hits_Part2_Short_23.wav	FMW, Weapon, Hit, Short	24	96000	2	00:02
FMW_Weapon_Hits_Part2_Short_24.wav	FMW, Weapon, Hit, Short	24	96000	2	00:01
FMW_Weapon_Hits_Part2_Short_25.wav	FMW, Weapon, Hit, Short	24	96000	2	00:01
FMW_Weapon_Hits_Part2_Short_26.wav	FMW, Weapon, Hit, Short	24	96000	2	00:01
FMW_Weapon_Hits_Part2_Short_27.wav	FMW, Weapon, Hit, Short	24	96000	2	00:02
FMW_Weapon_Hits_Part2_Short_28.wav	FMW, Weapon, Hit, Short	24	96000	2	00:01
FMW_Weapon_Hits_Part2_Short_29.wav	FMW, Weapon, Hit, Short	24	96000	2	00:02
FMW_Weapon_Hits_Part2_Short_30.wav	FMW, Weapon, Hit, Short	24	96000	2	00:01
FMW_Weapon_Hits_Part2_Short_31.wav	FMW, Weapon, Hit, Short	24	96000	2	00:01
FMW_Weapon_Hits_Part2_Short_32.wav	FMW, Weapon, Hit, Long	24	96000	2	00:02
FMW_Weapon_Hits_Part2_Short_33.wav	FMW, Weapon, Hit, Short	24	96000	2	00:02
FMW_Weapon_Hits_Part2_Short_34.wav	FMW, Weapon, Hit, Long	24	96000	2	00:03
FMW_Weapon_Hits_Part2_Short_35.wav	FMW, Weapon, Hit, Short	24	96000	2	00:01
FMW_Weapon_Hits_Part2_Short_36.wav	FMW, Weapon, Hit, Short	24	96000	2	00:01
FMW_Weapon_Hits_Part2_Short_37.wav	FMW, Weapon, Hit, Long	24	96000	2	00:02
FMW_Weapon_Hits_Part2_Short_38.wav	FMW, Weapon, Hit, Long	24	96000	2	00:02
FMW_Weapon_Hits_Part2_Short_39.wav	FMW, Weapon, Hit, Long	24	96000	2	00:03
FMW_Weapon_Hits_Part2_Short_40.wav	FMW, Weapon, Hit, Short	24	96000	2	00:02
FMW_Weapon_Hits_Part2_Short_41.wav	FMW, Weapon, Hit, Long	24	96000	2	00:02

[illegible]

[illegible]

FMW_Weapon_Whooshes_Designed_61.wav	FMW, Weapon, Whoosh, Long	24	96000	2	00:03
FMW_Weapon_Whooshes_Designed_62.wav	FMW, Weapon, Whoosh, Long	24	96000	2	00:02
FMW_Weapon_Whooshes_Designed_63.wav	FMW, Weapon, Whoosh, Long	24	96000	2	00:02
FMW_Weapon_Whooshes_Designed_64.wav	FMW, Weapon, Whoosh, Long	24	96000	2	00:02
FMW_Weapon_Whooshes_Designed_65.wav	FMW, Weapon, Whoosh, Long	24	96000	2	00:05
FMW_Weapon_Whooshes_Designed_66.wav	FMW, Weapon, Whoosh, Long	24	96000	2	00:02
FMW_Weapon_Whooshes_Designed_67.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Designed_68.wav	FMW, Weapon, Whoosh, Long	24	96000	2	00:03
FMW_Weapon_Whooshes_Designed_69.wav	FMW, Weapon, Whoosh, Long	24	96000	2	00:03
FMW_Weapon_Whooshes_Designed_70.wav	FMW, Weapon, Whoosh, Long	24	96000	2	00:06
FMW_Weapon_Whooshes_Designed_71.wav	FMW, Weapon, Whoosh, Long	24	96000	2	00:03
FMW_Weapon_Whooshes_Designed_72.wav	FMW, Weapon, Whoosh, Long	24	96000	2	00:04
FMW_Weapon_Whooshes_Designed_73.wav	FMW, Weapon, Whoosh, Long	24	96000	2	00:03
FMW_Weapon_Whooshes_Designed_74.wav	FMW, Weapon, Whoosh, Long	24	96000	2	00:03
FMW_Weapon_Whooshes_Designed_75.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Designed_76.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part1_Long_01.wav	FMW, Weapon, Whoosh, Long	24	96000	2	00:02
FMW_Weapon_Whooshes_Part1_Long_02.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:02
FMW_Weapon_Whooshes_Part1_Long_03.wav	FMW, Weapon, Whoosh, Long	24	96000	2	00:02
FMW_Weapon_Whooshes_Part1_Long_04.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:02
FMW_Weapon_Whooshes_Part1_Long_05.wav	FMW, Weapon, Whoosh, Long	24	96000	2	00:02
FMW_Weapon_Whooshes_Part1_Long_06.wav	FMW, Weapon, Whoosh, Long	24	96000	2	00:03
FMW_Weapon_Whooshes_Part1_Long_07.wav	FMW, Weapon, Whoosh, Long	24	96000	2	00:02
FMW_Weapon_Whooshes_Part1_Long_08.wav	FMW, Weapon, Whoosh, Long	24	96000	2	00:02
FMW_Weapon_Whooshes_Part1_Long_09.wav	FMW, Weapon, Whoosh, Long	24	96000	2	00:02
FMW_Weapon_Whooshes_Part1_Long_10.wav	FMW, Weapon, Whoosh, Long	24	96000	2	00:02
FMW_Weapon_Whooshes_Part1_Long_11.wav	FMW, Weapon, Whoosh, Long	24	96000	2	00:02
FMW_Weapon_Whooshes_Part1_Long_12.wav	FMW, Weapon, Whoosh, Long	24	96000	2	00:02
FMW_Weapon_Whooshes_Part1_Long_13.wav	FMW, Weapon, Whoosh, Long	24	96000	2	00:02
FMW_Weapon_Whooshes_Part1_Long_14.wav	FMW, Weapon, Whoosh, Long	24	96000	2	00:02

[illegible]

[illegible]

FMW_Weapon_Whooshes_Part1_Short_22.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part1_Short_23.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part1_Short_24.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part1_Short_25.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part1_Short_26.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part1_VeryShort_01.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part1_VeryShort_02.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part1_VeryShort_03.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part1_VeryShort_04.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part1_VeryShort_05.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part1_VeryShort_06.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part1_VeryShort_07.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part1_VeryShort_08.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part1_VeryShort_09.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:00
FMW_Weapon_Whooshes_Part1_VeryShort_10.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part2_Long_1.wav	FMW, Weapon, Whoosh, Long	24	96000	2	00:02
FMW_Weapon_Whooshes_Part2_Medium_1.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part2_Medium_2.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part2_Medium_3.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part2_Medium_4.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part2_Short_01.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part2_Short_02.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part2_Short_03.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part2_Short_04.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part2_Short_05.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part2_Short_06.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part2_Short_07.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part2_Short_08.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part2_Short_09.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part2_Short_10.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01

FMW_Weapon_Whooshes_Part2_Short_11.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part2_Short_12.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part2_Short_13.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part2_Short_14.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part2_Short_15.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part2_Short_16.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part2_VeryShort_01.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part2_VeryShort_02.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part2_VeryShort_03.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:00
FMW_Weapon_Whooshes_Part2_VeryShort_04.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part2_VeryShort_05.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:00
FMW_Weapon_Whooshes_Part2_VeryShort_06.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part2_VeryShort_07.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:00
FMW_Weapon_Whooshes_Part2_VeryShort_08.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:00
FMW_Weapon_Whooshes_Part2_VeryShort_09.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:00
FMW_Weapon_Whooshes_Part2_VeryShort_10.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:00
FMW_Weapon_Whooshes_Part2_VeryShort_11.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:00
FMW_Weapon_Whooshes_Part2_VeryShort_12.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part2_VeryShort_13.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part2_VeryShort_14.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:00
FMW_Weapon_Whooshes_Part2_VeryShort_15.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part3_Medium_01.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part3_Medium_02.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part3_Medium_03.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part3_Medium_04.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part3_Medium_05.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part3_Medium_06.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:02
FMW_Weapon_Whooshes_Part3_Medium_07.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:02
FMW_Weapon_Whooshes_Part3_Medium_08.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part3_Medium_09.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01

FMW_Weapon_Whooshes_Part3_Medium_10.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part3_Short_01.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part3_Short_02.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part3_Short_03.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part3_Short_04.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part3_Short_05.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part3_Short_06.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part3_Short_07.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part3_Short_08.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part3_Short_09.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part3_Short_10.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part3_Short_11.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part3_Short_12.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part3_Short_13.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part3_Short_14.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part3_Short_15.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part3_Short_16.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part3_Short_17.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part3_Short_18.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part3_VeryShort_1.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part3_VeryShort_2.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part3_VeryShort_3.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:00
FMW_Weapon_Whooshes_Part3_VeryShort_4.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:00
FMW_Weapon_Whooshes_Part4_Long_1.wav	FMW, Weapon, Whoosh, Long	24	96000	2	00:03
FMW_Weapon_Whooshes_Part4_Medium_01.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part4_Medium_02.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part4_Medium_03.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part4_Medium_04.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part4_Medium_05.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part4_Medium_06.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:02

FMW_Weapon_Whooshes_Part4_Medium_07.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part4_Medium_08.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:02
FMW_Weapon_Whooshes_Part4_Medium_09.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part4_Medium_10.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part4_Medium_11.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part4_Short_01.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part4_Short_02.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part4_Short_03.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part4_Short_04.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part4_Short_05.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part4_Short_06.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part4_Short_07.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part4_Short_08.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part4_Short_09.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part4_Short_10.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part4_Short_11.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part4_Short_12.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part4_Short_13.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part4_Short_14.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part4_Short_15.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part4_Short_16.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part4_Short_17.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01
FMW_Weapon_Whooshes_Part4_Short_18.wav	FMW, Weapon, Whoosh, Short	24	96000	2	00:01