

Hardwork

Filename	Description	BitDepth	SampleRate	Channels	Duration
Lyd_SFX_10_Glass_10.wav	sNOTE=Stepping on glass	24	96000	2	00:07
Lyd_SFX_11_Glass_11.wav	sNOTE=Stepping on glass	24	96000	1	00:08
Lyd_SFX_12_Glass_12.wav	sNOTE=Stepping on glass	24	96000	2	00:08
Lyd_SFX_135_Metal Piece_1.wav	sNOTE=Hitting a Metal Piece	24	96000	1	00:02
Lyd_SFX_136_Metal Piece_2.wav	sNOTE=Hitting a Metal Piece	24	96000	2	00:02
Lyd_SFX_137_Metal Piece_3.wav	sNOTE=Metal Piece resonance	24	96000	1	00:09
Lyd_SFX_138_Metal Piece_4.wav	sNOTE=Metal Piece resonance	24	96000	2	00:09
Lyd_SFX_139_Metal Piece_5.wav	sNOTE=Metal Piece resonance	24	96000	1	00:10
Lyd_SFX_13_Glass_13.wav	sNOTE=Jogging on glass	24	96000	1	00:05
Lyd_SFX_140_HandSaw_1.wav	sNOTE=Handsaw cutting wood several times	24	96000	1	00:04
Lyd_SFX_140_Metal Piece_6.wav	sNOTE=Metal Piece resonance	24	96000	2	00:10
Lyd_SFX_141_HandSaw_2.wav	sNOTE=Handsaw cutting wood, one time	24	96000	1	00:06
Lyd_SFX_141_Metal Piece_7.wav	sNOTE=Metal Piece resonance	24	96000	1	00:10
Lyd_SFX_142_HandSaw_3.wav	sNOTE=Handsaw cutting wood, three times	24	96000	1	00:02
Lyd_SFX_142_Metal Piece_8.wav	sNOTE=Metal Piece resonance	24	96000	2	00:10
Lyd_SFX_143_HandSaw_4.wav	sNOTE=Handsaw over wood	24	96000	1	00:05
Lyd_SFX_143_Metal Piece_9.wav	sNOTE=Metal Piece resonance	24	96000	1	00:11
Lyd_SFX_144_HandSaw_5.wav	sNOTE=Handsaw cutting wood, slow and then fast	24	96000	1	00:08
Lyd_SFX_144_Metal Piece_10.wav	sNOTE=Metal Piece resonance	24	96000	2	00:11
Lyd_SFX_145_HandSaw_6.wav	sNOTE=Handsaw cutting wood, really fast	24	96000	1	00:08
Lyd_SFX_145_Metal Piece_11.wav	sNOTE=Metal Piece resonance	24	96000	1	00:09
Lyd_SFX_146_HandSaw_7.wav	sNOTE=Handsaw cutting wood, one time, slow	24	96000	1	00:03
Lyd_SFX_146_Metal Piece_12.wav	sNOTE=Metal Piece resonance	24	96000	2	00:09
Lyd_SFX_147_HandSaw_8.wav	sNOTE=Handsaw cutting wood, cutting in zig zag	24	96000	1	00:08
Lyd_SFX_147_Metal Piece_13.wav	sNOTE=Metal Piece resonance in water	24	96000	1	00:04

Lyd_SFX_148_HandSaw_9.wav	sNOTE=Handsaw cutting wood, one time, fast	24	96000	1	00:02
Lyd_SFX_148_Metal Piece_14.wav	sNOTE=Metal Piece resonance in water	24	96000	2	00:04
Lyd_SFX_149_HandSaw_10.wav	sNOTE=Handsaw, leaving it in a wood table	24	96000	1	00:02
Lyd_SFX_149_Metal Piece_15.wav	sNOTE=Metal Piece resonance in water	24	96000	1	00:04
Lyd_SFX_14_Glass_14.wav	sNOTE=Jogging on glass	24	96000	2	00:05
Lyd_SFX_150_HandSaw_11.wav	sNOTE=Handsaw cutting wood, cutting in zig zag	24	96000	1	00:05
Lyd_SFX_150_Metal Piece_16.wav	sNOTE=Metal Piece resonance in water	24	96000	2	00:04
Lyd_SFX_151_HandSaw_12.wav	sNOTE=Handsaw cutting wood, slow	24	96000	1	00:09
Lyd_SFX_151_Metal Piece_17.wav	sNOTE=Metal Piece resonance in water	24	96000	1	00:01
Lyd_SFX_152_HandSaw_13.wav	sNOTE=Handsaw cutting wood, slow and strong	24	96000	1	00:05
Lyd_SFX_152_Metal Piece_18.wav	sNOTE=Metal Piece resonance in water	24	96000	2	00:01
Lyd_SFX_153_HandSaw_14.wav	sNOTE=Handsaw cutting wood, cutting in zig zag one single time	24	96000	1	00:08
Lyd_SFX_153_Metal Piece_19.wav	sNOTE=Metal Piece resonance in water	24	96000	1	00:02
Lyd_SFX_154_Cell Phone Vibrations_21.wav	sNOTE=Vibrating really fast inside of a trash can	24	96000	1	00:36
Lyd_SFX_154_Metal Piece_20.wav	sNOTE=Metal Piece resonance in water	24	96000	2	00:02
Lyd_SFX_155_Cell Phone Vibrations_22.wav	sNOTE=Vibrating really fast inside of a trash can	24	96000	1	00:21
Lyd_SFX_155_Metal Piece_21.wav	sNOTE=Metal Piece resonance in water	24	96000	1	00:04
Lyd_SFX_156_Trash Can_1.wav	sNOTE=Hitting a trash can fast	24	96000	1	00:03
Lyd_SFX_156_Metal Piece_22.wav	sNOTE=Metal Piece resonance in water	24	96000	2	00:04
Lyd_SFX_157_Trash Can_2.wav	sNOTE=Hitting a trash can slow	24	96000	1	00:03
Lyd_SFX_158_Trash Can_3.wav	sNOTE=Hitting a trash can, single hit	24	96000	1	00:01
Lyd_SFX_15_Glass_15.wav	sNOTE=Running on glass	24	96000	1	00:03
Lyd_SFX_16_Glass_16.wav	sNOTE=Running on glass	24	96000	2	00:03
Lyd_SFX_17_Glass_17.wav	sNOTE=Stepping on glass	24	96000	1	00:08
Lyd_SFX_18_Glass_18.wav	sNOTE=Stepping on glass	24	96000	2	00:08
Lyd_SFX_19_Glass_19.wav	sNOTE=Drag the feet on glass	24	96000	1	00:05
Lyd_SFX_1_Glass_1.wav	sNOTE=Stepping on glass	24	96000	1	00:06
Lyd_SFX_20_Glass_20.wav	sNOTE=Drag the feet on glass	24	96000	2	00:05
Lyd_SFX_21_Glass_21.wav	sNOTE=Drag the feet on glass	24	96000	1	00:03
Lyd_SFX_22_Glass_22.wav	sNOTE=Drag the feet on glass	24	96000	2	00:03

Lyd_SFX_233_Hammer_1.wav	sNOTE=Hammer, nailing lace on wood, fast hits	24	96000	1	00:11
Lyd_SFX_234_Hammer_2.wav	sNOTE=Hammer, nailing lace on wood, slow hits	24	96000	1	00:07
Lyd_SFX_235_Hammer_3.wav	sNOTE=Hammer, nailing nail into wood fast hits	24	96000	1	00:10
Lyd_SFX_236_Hammer_4.wav	sNOTE=Hammer, nailing nail into wood, slow hits	24	96000	1	00:06
Lyd_SFX_237_Hammer_5.wav	sNOTE=Hammer, nailing nail into wood, two hits	24	96000	1	00:02
Lyd_SFX_238_Hammer_6.wav	sNOTE=Leaving hammer on a table	24	96000	1	00:02
Lyd_SFX_239_Screws_1.wav	sNOTE=Screw falling in a table	24	96000	1	00:02
Lyd_SFX_23_Glass_23.wav	sNOTE=Drag the feet on glass	24	96000	1	00:04
Lyd_SFX_240_Screws_2.wav	sNOTE=Screw falling and rolling in a table	24	96000	1	00:06
Lyd_SFX_241_Screws_3.wav	sNOTE=Screws falling in a table	24	96000	1	00:02
Lyd_SFX_242_Screws_4.wav	sNOTE=Screws falling in a table	24	96000	1	00:01
Lyd_SFX_243_Screws_5.wav	sNOTE=Screw rolling in a table	24	96000	1	00:11
Lyd_SFX_244_Screws_6.wav	sNOTE=Screws rolling in a table	24	96000	1	00:05
Lyd_SFX_245_Scissors_1.wav	sNOTE=Scrapping a wood table with scissors	24	96000	1	00:02
Lyd_SFX_246_Scissors_2.wav	sNOTE=Scrapping a wood table with scissors	24	96000	1	00:03
Lyd_SFX_247_Scissors_3.wav	sNOTE=Scrapping a wood table with scissors strongly	24	96000	1	00:05
Lyd_SFX_248_Scissors_4.wav	sNOTE=Scrapping a wood table with scissors strongly	24	96000	1	00:05
Lyd_SFX_249_Scissors_5.wav	sNOTE=Scrapping a wood table with scissors strongly	24	96000	1	00:07
Lyd_SFX_24_Glass_24.wav	sNOTE=Drag the feet on glass	24	96000	2	00:04
Lyd_SFX_250_Scissors_6.wav	sNOTE=Scrapping a wood table with scissors fast	24	96000	1	00:03
Lyd_SFX_251_Scissors_7.wav	sNOTE=Using scissors with no paper	24	96000	1	00:04
Lyd_SFX_252_Scissors_8.wav	sNOTE=Scissors cutting paper slowly	24	96000	1	00:05
Lyd_SFX_253_Scissors_9.wav	sNOTE=Scissors cutting paper	24	96000	1	00:04
Lyd_SFX_254_Scissors_10.wav	sNOTE=Scissors cutting paper fastly	24	96000	1	00:07
Lyd_SFX_25_Glass_25.wav	sNOTE=Stepping on glass	24	96000	1	00:08
Lyd_SFX_265_ScrewDriver_1.wav	sNOTE=Screwdriver, screwing a screw on wood	24	96000	1	00:11
Lyd_SFX_266_ScrewDriver_2.wav	sNOTE=Screwdriver, screwing a screw on wood fastly	24	96000	1	00:04
Lyd_SFX_267_ScrewDriver_3.wav	sNOTE=Screwdriver rolling on wood	24	96000	1	00:03
Lyd_SFX_26_Glass_26.wav	sNOTE=Stepping on glass	24	96000	2	00:08
Lyd_SFX_27_Glass_27.wav	sNOTE=Stepping on glass	24	96000	1	00:05

Lyd_SFX_283_Tape_1.wav	sNOTE=Insulating tape, taking a piece out a cutting it.	24	96000	1	00:04
Lyd_SFX_284_Tape_2.wav	sNOTE=Peel tape off	24	96000	1	00:03
Lyd_SFX_285_Tape_3.wav	sNOTE=Tape falling in a wood table	24	96000	1	00:07
Lyd_SFX_28_Glass_28.wav	sNOTE=Stepping on glass	24	96000	2	00:05
Lyd_SFX_29_Glass_29.wav	sNOTE=Jogging on glass	24	96000	1	00:07
Lyd_SFX_2_Glass_2.wav	sNOTE=Stepping on glass	24	96000	2	00:06
Lyd_SFX_30_Glass_30.wav	sNOTE=Jogging on glass	24	96000	2	00:07
Lyd_SFX_31_Glass_31.wav	sNOTE=Moving pieces of glass on the floor	24	96000	1	00:06
Lyd_SFX_327_Electric Saw_1.wav	sNOTE=Electric Saw	24	96000	1	00:25
Lyd_SFX_328_Electric Saw_2.wav	sNOTE=Electric Saw	24	96000	1	00:16
Lyd_SFX_329_Electric Saw_3.wav	sNOTE=Electric Saw	24	96000	1	00:14
Lyd_SFX_32_Glass_32.wav	sNOTE=Moving pieces of glass on the floor	24	96000	2	00:06
Lyd_SFX_33_Glass_33.wav	sNOTE=Moving pieces of glass on the floor	24	96000	1	00:05
Lyd_SFX_34_Glass_34.wav	sNOTE=Moving pieces of glass on the floor	24	96000	2	00:05
Lyd_SFX_35_Glass_35.wav	sNOTE=Moving pieces of glass on the floor	24	96000	1	00:02
Lyd_SFX_36_Glass_36.wav	sNOTE=Moving pieces of glass on the floor	24	96000	2	00:02
Lyd_SFX_37_Glass_37.wav	sNOTE=Moving pieces of glass on the floor	24	96000	1	00:05
Lyd_SFX_38_Glass_38.wav	sNOTE=Moving pieces of glass on the floor	24	96000	2	00:05
Lyd_SFX_39_Glass_39.wav	sNOTE=Moving pieces of glass on the floor	24	96000	1	00:07
Lyd_SFX_3_Glass_3.wav	sNOTE=Stepping on glass	24	96000	1	00:07
Lyd_SFX_40_Glass_40.wav	sNOTE=Moving pieces of glass on the floor	24	96000	2	00:07
Lyd_SFX_41_Glass_41.wav	sNOTE=Drop pieces of glass falling in the floor	24	96000	1	00:07
Lyd_SFX_42_Glass_42.wav	sNOTE=Drop pieces of glass falling in the floor	24	96000	2	00:07
Lyd_SFX_43_Glass_43.wav	sNOTE=Drop pieces of glass falling in the floor	24	96000	1	00:04
Lyd_SFX_44_Glass_44.wav	sNOTE=Drop pieces of glass falling in the floor	24	96000	2	00:04
Lyd_SFX_45_Glass_45.wav	sNOTE=Drop pieces of glass falling in the floor	24	96000	1	00:02
Lyd_SFX_46_Glass_46.wav	sNOTE=Drop pieces of glass falling in the floor	24	96000	2	00:02
Lyd_SFX_47_Glass_47.wav	sNOTE=Drop pieces of glass falling in the floor	24	96000	1	00:01
Lyd_SFX_48_Glass_48.wav	sNOTE=Drop pieces of glass falling in the floor	24	96000	2	00:01
Lyd_SFX_49_Glass_49.wav	sNOTE=Drop pieces of glass falling in the floor	24	96000	1	00:02

Lyd_SFX_4_Glass_4.wav	sNOTE=Stepping on glass	24	96000	2	00:07
Lyd_SFX_50_Glass_50.wav	sNOTE=Drop pieces of glass falling in the floor	24	96000	2	00:02
Lyd_SFX_510_Electric Drill_1.wav	sNOTE=Electric Drill	24	96000	1	00:19
Lyd_SFX_511_Electric Drill_2.wav	sNOTE=Electric Drill	24	96000	1	00:06
Lyd_SFX_512_Electric Drill_3.wav	sNOTE=Electric Drill	24	96000	1	00:16
Lyd_SFX_513_Electric Drill_4.wav	sNOTE=Electric Drill	24	96000	1	00:14
Lyd_SFX_514_Electric Drill_5.wav	sNOTE=Electric Drill, Drilling over wood	24	96000	1	00:10
Lyd_SFX_515_Electric Drill_6.wav	sNOTE=Electric Drill, Drilling over wood	24	96000	1	00:14
Lyd_SFX_516_Electric Drill_7.wav	sNOTE=Electric Drill, Drilling over wood	24	96000	1	00:04
Lyd_SFX_517_Electric Drill_8.wav	sNOTE=Electric Drill, Drilling over wood	24	96000	1	00:10
Lyd_SFX_518_Electric Drill_9.wav	sNOTE=Electric Drill, Drilling over wood	24	96000	1	00:14
Lyd_SFX_519_Electric Drill_10.wav	sNOTE=Electric Drill, Drilling over wood	24	96000	1	00:18
Lyd_SFX_51_Glass_51.wav	sNOTE=Drop pieces of glass falling in the floor	24	96000	1	00:03
Lyd_SFX_520_Electric Drill_11.wav	sNOTE=Electric Drill, Drilling over steel	24	96000	1	00:15
Lyd_SFX_521_Electric Drill_12.wav	sNOTE=Electric Drill, Drilling over steel	24	96000	1	00:10
Lyd_SFX_522_Electric Drill_13.wav	sNOTE=Electric Drill, Drilling over steel	24	96000	1	00:14
Lyd_SFX_523_Electric Drill_14.wav	sNOTE=Electric Drill, Drilling over steel	24	96000	1	00:17
Lyd_SFX_524_Electric Drill_15.wav	sNOTE=Electric Drill, Drilling over steel	24	96000	1	00:22
Lyd_SFX_525_Electric Drill_16.wav	sNOTE=Electric Drill, Drilling over wood	24	96000	1	00:34
Lyd_SFX_526_Electric Drill_17.wav	sNOTE=Electric Drill, Drilling over wood	24	96000	1	00:20
Lyd_SFX_527_Electric Drill_18.wav	sNOTE=Electric Drill, Drilling over wood	24	96000	1	00:11
Lyd_SFX_528_Electric Drill_19.wav	sNOTE=Electric Drill, Drilling over wood	24	96000	1	00:11
Lyd_SFX_529_Electric Drill_20.wav	sNOTE=Electric Drill, Drilling over steel	24	96000	1	00:17
Lyd_SFX_52_Glass_52.wav	sNOTE=Drop pieces of glass falling in the floor	24	96000	2	00:03
Lyd_SFX_530_Electric Drill_21.wav	sNOTE=Electric Drill, Drilling over steel	24	96000	1	00:04
Lyd_SFX_531_Electric Drill_22.wav	sNOTE=Electric Drill, Drilling over steel	24	96000	1	00:11
Lyd_SFX_532_Electric Drill_23.wav	sNOTE=Electric Drill, Drilling over steel	24	96000	1	00:05
Lyd_SFX_533_Electric Drill_24.wav	sNOTE=Electric Drill, Drilling over steel	24	96000	1	00:07
Lyd_SFX_534_Electric Drill_25.wav	sNOTE=Electric Drill, Drilling over steel	24	96000	1	00:10
Lyd_SFX_535_Electric Drill_26.wav	sNOTE=Electric Drill, Drilling over steel	24	96000	1	00:17

Lyd_SFX_536_Electric Drill_27.wav	sNOTE=Electric Drill, Drilling over steel	24	96000	1	00:32
Lyd_SFX_537_Electric Drill_28.wav	sNOTE=Electric Drill, Drilling over wood	24	96000	1	00:17
Lyd_SFX_538_Electric Drill_29.wav	sNOTE=Electric Drill, Drilling over steel, contact mic.	24	96000	2	00:14
Lyd_SFX_538_Glass_1.wav	sNOTE=Breaking glass with a hammer over a plastic lone	24	96000	1	00:01
Lyd_SFX_539_Electric Drill_30.wav	sNOTE=Electric Drill, Drilling over steel, contact mic.	24	96000	2	00:07
Lyd_SFX_539_Glass_2.wav	sNOTE=Breaking glass with a hammer over a plastic lone	24	96000	2	00:01
Lyd_SFX_53_Glass_53.wav	sNOTE=Drop pieces of glass falling in the floor	24	96000	1	00:02
Lyd_SFX_540_Electric Drill_31.wav	sNOTE=Electric Drill, Drilling over steel, contact mic.	24	96000	2	00:08
Lyd_SFX_540_Glass_3.wav	sNOTE=Breaking glass with a hammer over a plastic lone	24	96000	1	00:01
Lyd_SFX_541_Electric Drill_32.wav	sNOTE=Electric Drill, Drilling over steel, contact mic.	24	96000	2	00:09
Lyd_SFX_541_Glass_4.wav	sNOTE=Breaking glass with a hammer over a plastic lone	24	96000	2	00:01
Lyd_SFX_542_Electric Drill_33.wav	sNOTE=Electric Drill, Drilling over steel, contact mic.	24	96000	2	00:09
Lyd_SFX_542_Glass_5.wav	sNOTE=Breaking glass with a hammer over a plastic lone	24	96000	1	00:03
Lyd_SFX_543_Electric Drill_34.wav	sNOTE=Electric Drill, Drilling over steel, contact mic.	24	96000	2	00:09
Lyd_SFX_543_Glass_6.wav	sNOTE=Breaking glass with a hammer over a plastic lone	24	96000	2	00:03
Lyd_SFX_544_Electric Drill_35.wav	sNOTE=Electric Drill, Drilling over steel, contact mic.	24	96000	2	00:20
Lyd_SFX_544_Glass_7.wav	sNOTE=Breaking glass with a hammer over a plastic lone	24	96000	1	00:02
Lyd_SFX_545_Electric Drill_36.wav	sNOTE=Electric Drill, Drilling over steel, contact mic.	24	96000	2	00:26
Lyd_SFX_545_Glass_8.wav	sNOTE=Breaking glass with a hammer over a plastic lone	24	96000	2	00:02
Lyd_SFX_546_Electric Drill_37.wav	sNOTE=Electric Drill, Drilling over steel, contact mic.	24	96000	2	00:10
Lyd_SFX_546_Glass_9.wav	sNOTE=Breaking glass with a hammer over a plastic lone	24	96000	1	00:03
Lyd_SFX_547_Electric Drill_38.wav	sNOTE=Electric Drill, Drilling over a wall, heard from another room	24	96000	1	00:10
Lyd_SFX_547_Glass_10.wav	sNOTE=Breaking glass with a hammer over a plastic lone	24	96000	2	00:03
Lyd_SFX_548_Electric Drill_39.wav	sNOTE=Electric Drill, Drilling over a wall, heard from another room	24	96000	1	00:06
Lyd_SFX_548_Glass_11.wav	sNOTE=Breaking glass with a hammer over a plastic lone	24	96000	1	00:04
Lyd_SFX_549_Electric Drill_40.wav	sNOTE=Electric Drill, Drilling over a wall, heard from another room	24	96000	1	00:07
Lyd_SFX_549_Glass_12.wav	sNOTE=Breaking glass with a hammer over a plastic lone	24	96000	2	00:04
Lyd_SFX_54_Glass_54.wav	sNOTE=Drop pieces of glass falling in the floor	24	96000	2	00:02
Lyd_SFX_550_Electric Drill_41.wav	sNOTE=Electric Drill, Drilling over a wall, heard from another room	24	96000	1	00:09
Lyd_SFX_550_Glass_13.wav	sNOTE=Breaking glass with a hammer over a plastic lone	24	96000	1	00:11

Lyd_SFX_551_Glass_14.wav	sNOTE=Breaking glass with a hammer over a plastic lone	24	96000	2	00:11
Lyd_SFX_551_Odontology_1.wav	sNOTE=Pressurized water	24	96000	1	00:01
Lyd_SFX_552_Glass_15.wav	sNOTE=Moving glass over a plastic lone	24	96000	1	00:03
Lyd_SFX_553_Glass_16.wav	sNOTE=Moving glass over a plastic lone	24	96000	2	00:03
Lyd_SFX_554_Glass_17.wav	sNOTE=Moving glass over a plastic lone	24	96000	1	00:02
Lyd_SFX_555_Glass_18.wav	sNOTE=Moving glass over a plastic lone	24	96000	2	00:02
Lyd_SFX_556_Glass_19.wav	sNOTE=Moving glass over a plastic lone	24	96000	1	00:04
Lyd_SFX_557_Glass_20.wav	sNOTE=Moving glass over a plastic lone	24	96000	2	00:04
Lyd_SFX_558_Glass_21.wav	sNOTE=Glass falling into a plastic lone	24	96000	1	00:04
Lyd_SFX_559_Glass_22.wav	sNOTE=Glass falling into a plastic lone	24	96000	2	00:04
Lyd_SFX_560_Glass_23.wav	sNOTE=Glass falling into a plastic lone	24	96000	1	00:04
Lyd_SFX_561_Glass_24.wav	sNOTE=Glass falling into a plastic lone	24	96000	2	00:04
Lyd_SFX_565_Glass_28.wav	sNOTE=Picking up glass over a plastic lone	24	96000	2	00:02
Lyd_SFX_562_Glass_25.wav	sNOTE=Glass falling into a plastic lone	24	96000	1	00:03
Lyd_SFX_563_Glass_26.wav	sNOTE=Glass falling into a plastic lone	24	96000	2	00:03
Lyd_SFX_564_Glass_27.wav	sNOTE=Picking up glass over a plastic lone	24	96000	1	00:02
Lyd_SFX_568_Wine Bottle_5.wav	sNOTE=Breaking a wine bottle with a hammer	24	96000	1	00:05
Lyd_SFX_569_Wine Bottle_6.wav	sNOTE=Breaking a wine bottle with a hammer	24	96000	2	00:05
Lyd_SFX_570_Glass_29.wav	sNOTE=Breaking glass over tiled floor	24	96000	1	00:04
Lyd_SFX_571_Glass_30.wav	sNOTE=Breaking glass over tiled floor	24	96000	2	00:04
Lyd_SFX_572_Glass_31.wav	sNOTE=Breaking glass over a plastic lone	24	96000	2	00:01
Lyd_SFX_573_Glass_32.wav	sNOTE=Breaking glass over a plastic lone	24	96000	2	00:01
Lyd_SFX_574_Glass_33.wav	sNOTE=Breaking glass over a plastic lone	24	96000	1	00:02
Lyd_SFX_575_Glass_34.wav	sNOTE=Breaking glass over a plastic lone	24	96000	2	00:02
Lyd_SFX_576_Glass_35.wav	sNOTE=Metal piece falling into glass	24	96000	1	00:02
Lyd_SFX_577_Glass_36.wav	sNOTE=Metal piece falling into glass	24	96000	2	00:02
Lyd_SFX_578_Glass_37.wav	sNOTE=Glass in a plastic bag	24	96000	1	00:06
Lyd_SFX_579_Glass_38.wav	sNOTE=Glass in a plastic bag	24	96000	2	00:06
Lyd_SFX_580_Glass_39.wav	sNOTE=Glass in a plastic bag	24	96000	1	00:07
Lyd_SFX_581_Glass_40.wav	sNOTE=Glass in a plastic bag	24	96000	2	00:07

Lyd_SFX_582_Glass_41.wav	sNOTE=Glass falling in the floor from a plastic bag	24	96000	1	00:15
Lyd_SFX_583_Glass_42.wav	sNOTE=Glass falling in the floor from a plastic bag	24	96000	2	00:15
Lyd_SFX_584_Glass_43.wav	sNOTE=Picking up glass and letting it fall in the floor	24	96000	1	00:09
Lyd_SFX_585_Glass_44.wav	sNOTE=Picking up glass and letting it fall in the floor	24	96000	2	00:09
Lyd_SFX_586_Glass_45.wav	sNOTE=Picking up glass and letting it fall in the floor	24	96000	1	00:06
Lyd_SFX_587_Glass_46.wav	sNOTE=Picking up glass and letting it fall in the floor	24	96000	2	00:06
Lyd_SFX_588_Glass_47.wav	sNOTE=Breaking glass over tiled floor	24	96000	1	00:02
Lyd_SFX_589_Glass_48.wav	sNOTE=Breaking glass over tiled floor	24	96000	2	00:02
Lyd_SFX_590_Glass_49.wav	sNOTE=Breaking glass over tiled floor	24	96000	1	00:01
Lyd_SFX_591_Glass_50.wav	sNOTE=Breaking glass over tiled floor	24	96000	2	00:01
Lyd_SFX_592_Glass_51.wav	sNOTE=Picking up glass from the floor	24	96000	1	00:08
Lyd_SFX_593_Glass_52.wav	sNOTE=Picking up glass from the floor	24	96000	2	00:08
Lyd_SFX_595_Glass_54.wav	sNOTE=Moving glass on tiled floor with a hammer	24	96000	2	00:14
Lyd_SFX_596_Glass_55.wav	sNOTE=Dropping a lamp	24	96000	1	00:05
Lyd_SFX_597_Glass_56.wav	sNOTE=Dropping a lamp	24	96000	2	00:05
Lyd_SFX_598_Glass_57.wav	sNOTE=Stepping on glass	24	96000	1	00:08
Lyd_SFX_599_Glass_58.wav	sNOTE=Stepping on glass	24	96000	2	00:08
Lyd_SFX_5_Glass_5.wav	sNOTE=Stepping on glass	24	96000	1	00:08
Lyd_SFX_602_Glass_61.wav	sNOTE=Stepping on glass	24	96000	1	00:13
Lyd_SFX_601_Glass_60.wav	sNOTE=Stepping on glass	24	96000	2	00:07
Lyd_SFX_600_Glass_59.wav	sNOTE=Stepping on glass	24	96000	1	00:07
Lyd_SFX_603_Glass_62.wav	sNOTE=Stepping on glass	24	96000	2	00:13
Lyd_SFX_604_Glass_63.wav	sNOTE=Stepping on glass	24	96000	1	00:03
Lyd_SFX_605_Glass_64.wav	sNOTE=Stepping on glass	24	96000	2	00:03
Lyd_SFX_606_Glass_65.wav	sNOTE=Stepping on glass	24	96000	1	00:13
Lyd_SFX_607_Glass_66.wav	sNOTE=Stepping on glass	24	96000	2	00:13
Lyd_SFX_608_Glass_67.wav	sNOTE=Stepping on glass	24	96000	1	00:04
Lyd_SFX_609_Glass_68.wav	sNOTE=Stepping on glass	24	96000	2	00:04
Lyd_SFX_6_Glass_6.wav	sNOTE=Stepping on glass	24	96000	2	00:08
Lyd_SFX_7_Glass_7.wav	sNOTE=Stepping on glass	24	96000	1	00:03

Lyd_SFX_8_Glass_8.wav	sNOTE=Stepping on glass	24	96000	2	00:03
Lyd_SFX_9_Glass_9.wav	sNOTE=Stepping on glass	24	96000	1	00:07