

Game Menu Toolkit SFX Bundle – UI Selects, Confirms, Errors, Unlocks & Genre-Based Menu Sounds

FileName	Channels	Duration	Format	UCS Category	UCS SubCategory
UIMisc_Action, adventure, game menu, ui clear_GfxSounds_GameMenuToolkit.wav	2	00:03	48 16	USER INTERFACE	MISC
UIMisc_Action, adventure, game menu, ui confirm_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Action, adventure, game menu, ui error_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Action, adventure, game menu, ui select_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Action, adventure, game menu, ui tab switch_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Action, adventure, game menu, ui unlock item_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Aquatic, water, game menu, ui clear_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Aquatic, water, game menu, ui confirm_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Aquatic, water, game menu, ui error_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Aquatic, water, game menu, ui select_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Aquatic, water, game menu, ui tab switch_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Aquatic, water, game menu, ui unlock item_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Arcade, classic, game menu, ui clear_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Arcade, classic, game menu, ui confirm_GfxSounds_GameMenuToolkit.wav	2	00:01	48 24	USER INTERFACE	MISC
UIMisc_Arcade, classic, game menu, ui error_GfxSounds_GameMenuToolkit.wav	2	00:01	48 24	USER INTERFACE	MISC
UIMisc_Arcade, classic, game menu, ui select_GfxSounds_GameMenuToolkit.wav	2	00:01	48 24	USER INTERFACE	MISC
UIMisc_Arcade, classic, game menu, ui tab switch_GfxSounds_GameMenuToolkit.wav	2	00:01	48 24	USER INTERFACE	MISC
UIMisc_Arcade, classic, game menu, ui unlock item_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Cartoon, playful, game menu, ui clear_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Cartoon, playful, game menu, ui confirm_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Cartoon, playful, game menu, ui error_GfxSounds_GameMenuToolkit.wav	2	00:01	48 24	USER INTERFACE	MISC
UIMisc_Cartoon, playful, game menu, ui select_GfxSounds_GameMenuToolkit.wav	2	00:01	48 24	USER INTERFACE	MISC
UIMisc_Cartoon, playful, game menu, ui tab switch_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Cartoon, playful, game menu, ui unlock item_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Casual, mobile, game menu, ui clear_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Casual, mobile, game menu, ui confirm_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Casual, mobile, game menu, ui error_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC

UIMisc_Casual, mobile, game menu, ui select_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Casual, mobile, game menu, ui tab switch_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Casual, mobile, game menu, ui unlock item_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Educational, kids, game menu, ui clear_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Educational, kids, game menu, ui confirm_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Educational, kids, game menu, ui error_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Educational, kids, game menu, ui select_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Educational, kids, game menu, ui tab switch_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Educational, kids, game menu, ui unlock item_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Fantasy, rpg, game menu, ui clear_GfxSounds_GameMenuToolkit.wav	2	00:02	48 16	USER INTERFACE	MISC
UIMisc_Fantasy, rpg, game menu, ui confirm_GfxSounds_GameMenuToolkit.wav	2	00:02	48 16	USER INTERFACE	MISC
UIMisc_Fantasy, rpg, game menu, ui error_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Fantasy, rpg, game menu, ui select_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Fantasy, rpg, game menu, ui tab switch_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Fantasy, rpg, game menu, ui unlock item_GfxSounds_GameMenuToolkit.wav	2	00:04	48 16	USER INTERFACE	MISC
UIMisc_Fight, combat, game menu, ui clear_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Fight, combat, game menu, ui confirm_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Fight, combat, game menu, ui error_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Fight, combat, game menu, ui select_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Fight, combat, game menu, ui tab switch_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Fight, combat, game menu, ui unlock item_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Horror, survival, game menu, ui clear_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
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UIMisc_Horror, survival, game menu, ui select_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Horror, survival, game menu, ui tab switch_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Horror, survival, game menu, ui unlock item_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Platform, wooden, game menu, ui clear_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Platform, wooden, game menu, ui confirm_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Platform, wooden, game menu, ui error_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Platform, wooden, game menu, ui select_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Platform, wooden, game menu, ui tab switch_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Platform, wooden, game menu, ui unlock item_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC

UIMisc_Puzzle, strategy, game menu, ui clear_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Puzzle, strategy, game menu, ui confirm_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Puzzle, strategy, game menu, ui error_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Puzzle, strategy, game menu, ui select_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
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UIMisc_Racing, driving, game menu, ui clear_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
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UIMisc_Racing, driving, game menu, ui error_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Racing, driving, game menu, ui select_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Racing, driving, game menu, ui tab switch_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Racing, driving, game menu, ui unlock item_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Retro, 8 bit, game menu, ui clear_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Retro, 8 bit, game menu, ui confirm_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Retro, 8 bit, game menu, ui error_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
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UIMisc_Retro, 8 bit, game menu, ui tab switch_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Retro, 8 bit, game menu, ui unlock item_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Sci fi, futuristic, game menu, ui clear_GfxSounds_GameMenuToolkit.wav	2	00:01	48 24	USER INTERFACE	MISC
UIMisc_Sci fi, futuristic, game menu, ui confirm_GfxSounds_GameMenuToolkit.wav	2	00:01	48 24	USER INTERFACE	MISC
UIMisc_Sci fi, futuristic, game menu, ui error_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Sci fi, futuristic, game menu, ui select_GfxSounds_GameMenuToolkit.wav	2	00:01	48 24	USER INTERFACE	MISC
UIMisc_Sci fi, futuristic, game menu, ui tab switch_GfxSounds_GameMenuToolkit.wav	2	00:01	48 24	USER INTERFACE	MISC
UIMisc_Sci fi, futuristic, game menu, ui unlock_GfxSounds_GameMenuToolkit.wav	2	00:01	48 24	USER INTERFACE	MISC
UIMisc_Shooter, fps, game menu, ui clear_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
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UIMisc_Shooter, fps, game menu, ui tab switch_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Shooter, fps, game menu, ui unlock item_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Simulation, building, game menu, ui clear_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Simulation, building, game menu, ui confirm_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Simulation, building, game menu, ui error_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC

UIMisc_Simulation, building, game menu, ui select_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Simulation, building, game menu, ui tab switch_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Simulation, building, game menu, ui unlock_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Sports, athletics, game menu, ui clear_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Sports, athletics, game menu, ui confirm_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Sports, athletics, game menu, ui error_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Sports, athletics, game menu, ui select_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Sports, athletics, game menu, ui tab switch_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Sports, athletics, game menu, ui unlock item_GfxSounds_GameMenuToolkit.wav	2	00:02	48 16	USER INTERFACE	MISC
UIMisc_Stealth, spy, game menu, ui clear_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Stealth, spy, game menu, ui confirm_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
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UIMisc_Stealth, spy, game menu, ui select_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Stealth, spy, game menu, ui tab switch_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Stealth, spy, game menu, ui unlock item_GfxSounds_GameMenuToolkit.wav	2	00:01	48 16	USER INTERFACE	MISC