

Glass Smash SFX Bundle – Glass Breaks, Impacts, Debris and Destruction Sound Effects

FileName	Channels	Duration	Format	UCS Category	UCS SubCategory
CERMBrk_Ceramic bowl shatter hit 2_GFXS_GS.wav	2	00:01	48 24	CERAMICS	BREAK
CERMBrk_Ceramic bowl shatter hit 3_GFXS_GS.wav	2	00:01	48 24	CERAMICS	BREAK
CERMBrk_Ceramic bowl shatter hit 4_GFXS_GS.wav	2	00:01	48 24	CERAMICS	BREAK
CERMBrk_Ceramic bowl shatter hit_GFXS_GS.wav	2	00:01	48 24	CERAMICS	BREAK
CERMBrk_Ceramic glass bowl smash 2_GFXS_GS.wav	2	00:01	48 24	CERAMICS	BREAK
CERMBrk_Ceramic glass bowl smash 3_GFXS_GS.wav	2	00:01	48 24	CERAMICS	BREAK
CERMBrk_Ceramic glass bowl smash 4_GFXS_GS.wav	2	00:01	48 24	CERAMICS	BREAK
CERMBrk_Ceramic glass bowl smash 5_GFXS_GS.wav	2	00:01	48 24	CERAMICS	BREAK
CERMBrk_Ceramic glass bowl smash 6_GFXS_GS.wav	2	00:01	48 24	CERAMICS	BREAK
CERMBrk_Ceramic glass bowl smash 7_GFXS_GS.wav	2	00:01	48 24	CERAMICS	BREAK
CERMBrk_Ceramic glass bowl smash_GFXS_GS.wav	2	00:01	48 24	CERAMICS	BREAK
CERMCrsh_Ceramic bowl crash impact 2_GFXS_GS.wav	2	00:01	48 24	CERAMICS	CRASH & DEBRIS
CERMCrsh_Ceramic bowl crash impact 3_GFXS_GS.wav	2	00:01	48 24	CERAMICS	CRASH & DEBRIS
CERMCrsh_Ceramic bowl crash impact 4_GFXS_GS.wav	2	00:01	48 24	CERAMICS	CRASH & DEBRIS
CERMCrsh_Ceramic bowl crash impact 5_GFXS_GS.wav	2	00:01	48 24	CERAMICS	CRASH & DEBRIS
CERMCrsh_Ceramic bowl crash impact 6_GFXS_GS.wav	2	00:01	48 24	CERAMICS	CRASH & DEBRIS
CERMCrsh_Ceramic bowl crash impact 7_GFXS_GS.wav	2	00:01	48 24	CERAMICS	CRASH & DEBRIS
CERMCrsh_Ceramic bowl crash impact_GFXS_GS.wav	2	00:01	48 24	CERAMICS	CRASH & DEBRIS
CERMCrsh_Ceramic bowl debris spill 2_GFXS_GS.wav	2	00:01	48 24	CERAMICS	CRASH & DEBRIS
CERMCrsh_Ceramic bowl debris spill 3_GFXS_GS.wav	2	00:01	48 24	CERAMICS	CRASH & DEBRIS
CERMCrsh_Ceramic bowl debris spill 4_GFXS_GS.wav	2	00:01	48 24	CERAMICS	CRASH & DEBRIS
CERMCrsh_Ceramic bowl debris spill_GFXS_GS.wav	2	00:01	48 24	CERAMICS	CRASH & DEBRIS
CERMCrsh_Ceramic bowl glass debris 2_GFXS_GS.wav	2	00:01	48 24	CERAMICS	CRASH & DEBRIS
CERMCrsh_Ceramic bowl glass debris 3_GFXS_GS.wav	2	00:01	48 24	CERAMICS	CRASH & DEBRIS
CERMCrsh_Ceramic bowl glass debris 4_GFXS_GS.wav	2	00:01	48 24	CERAMICS	CRASH & DEBRIS
CERMCrsh_Ceramic bowl glass debris 5_GFXS_GS.wav	2	00:01	48 24	CERAMICS	CRASH & DEBRIS
CERMCrsh_Ceramic bowl glass debris 6_GFXS_GS.wav	2	00:01	48 24	CERAMICS	CRASH & DEBRIS

CERMCrsh_Ceramic bowl glass debris 7_GFXS_GS.wav	2	00:01	48 24	CERAMICS	CRASH & DEBRIS
CERMCrsh_Ceramic bowl glass debris_GFXS_GS.wav	2	00:01	48 24	CERAMICS	CRASH & DEBRIS
CERMCrsh_Ceramic bowl shard scatter 2_GFXS_GS.wav	2	00:01	48 24	CERAMICS	CRASH & DEBRIS
CERMCrsh_Ceramic bowl shard scatter 3_GFXS_GS.wav	2	00:01	48 24	CERAMICS	CRASH & DEBRIS
CERMCrsh_Ceramic bowl shard scatter 4_GFXS_GS.wav	2	00:01	48 24	CERAMICS	CRASH & DEBRIS
CERMCrsh_Ceramic bowl shard scatter 5_GFXS_GS.wav	2	00:01	48 24	CERAMICS	CRASH & DEBRIS
CERMCrsh_Ceramic bowl shard scatter 6_GFXS_GS.wav	2	00:01	48 24	CERAMICS	CRASH & DEBRIS
CERMCrsh_Ceramic bowl shard scatter 7_GFXS_GS.wav	2	00:01	48 24	CERAMICS	CRASH & DEBRIS
CERMCrsh_Ceramic bowl shard scatter_GFXS_GS.wav	2	00:01	48 24	CERAMICS	CRASH & DEBRIS
FEETHmn_Boot glass crunch step 2_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN
FEETHmn_Boot glass crunch step_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN
FEETHmn_Boot glass fast walk 2_GFXS_GS.wav	2	00:06	48 24	FOOTSTEPS	HUMAN
FEETHmn_Boot glass fast walk 3_GFXS_GS.wav	2	00:06	48 24	FOOTSTEPS	HUMAN
FEETHmn_Boot glass fast walk 4_GFXS_GS.wav	2	00:06	48 24	FOOTSTEPS	HUMAN
FEETHmn_Boot glass fast walk_GFXS_GS.wav	2	00:06	48 24	FOOTSTEPS	HUMAN
FEETHmn_Boot glass scuff walk 2_GFXS_GS.wav	2	00:11	48 24	FOOTSTEPS	HUMAN
FEETHmn_Boot glass scuff walk 3_GFXS_GS.wav	2	00:11	48 24	FOOTSTEPS	HUMAN
FEETHmn_Boot glass scuff walk 4_GFXS_GS.wav	2	00:11	48 24	FOOTSTEPS	HUMAN
FEETHmn_Boot glass scuff walk_GFXS_GS.wav	2	00:11	48 24	FOOTSTEPS	HUMAN
FEETHmn_Boot glass shard step 2_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN
FEETHmn_Boot glass shard step 3_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN
FEETHmn_Boot glass shard step 4_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN
FEETHmn_Boot glass shard step 5_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN
FEETHmn_Boot glass shard step 6_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN
FEETHmn_Boot glass shard step 7_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN
FEETHmn_Boot glass shard step_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN
FEETHmn_Boot glass single step 2_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN
FEETHmn_Boot glass single step 3_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN
FEETHmn_Boot glass single step 4_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN
FEETHmn_Boot glass single step 5_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN
FEETHmn_Boot glass single step 6_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN
FEETHmn_Boot glass single step 7_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN
FEETHmn_Boot glass single step_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN

FEETHmn_Boot glass walking 2_GFXS_GS.wav	2	00:12	48 24	FOOTSTEPS	HUMAN
FEETHmn_Boot glass walking 3_GFXS_GS.wav	2	00:12	48 24	FOOTSTEPS	HUMAN
FEETHmn_Boot glass walking 4_GFXS_GS.wav	2	00:12	48 24	FOOTSTEPS	HUMAN
FEETHmn_Boot glass walking_GFXS_GS.wav	2	00:12	48 24	FOOTSTEPS	HUMAN
FEETHmn_Heel glass crunch step 2_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN
FEETHmn_Heel glass crunch step_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN
FEETHmn_Heel glass fast walk 2_GFXS_GS.wav	2	00:07	48 24	FOOTSTEPS	HUMAN
FEETHmn_Heel glass fast walk 3_GFXS_GS.wav	2	00:07	48 24	FOOTSTEPS	HUMAN
FEETHmn_Heel glass fast walk 4_GFXS_GS.wav	2	00:07	48 24	FOOTSTEPS	HUMAN
FEETHmn_Heel glass fast walk 5_GFXS_GS.wav	2	00:07	48 24	FOOTSTEPS	HUMAN
FEETHmn_Heel glass fast walk 6_GFXS_GS.wav	2	00:07	48 24	FOOTSTEPS	HUMAN
FEETHmn_Heel glass fast walk 7_GFXS_GS.wav	2	00:07	48 24	FOOTSTEPS	HUMAN
FEETHmn_Heel glass fast walk_GFXS_GS.wav	2	00:07	48 24	FOOTSTEPS	HUMAN
FEETHmn_Heel glass quick walk_GFXS_GS.wav	2	00:07	48 24	FOOTSTEPS	HUMAN
FEETHmn_Heel glass run steps_GFXS_GS.wav	2	00:05	48 24	FOOTSTEPS	HUMAN
FEETHmn_Heel glass running 2_GFXS_GS.wav	2	00:06	48 24	FOOTSTEPS	HUMAN
FEETHmn_Heel glass running 3_GFXS_GS.wav	2	00:06	48 24	FOOTSTEPS	HUMAN
FEETHmn_Heel glass running 4_GFXS_GS.wav	2	00:06	48 24	FOOTSTEPS	HUMAN
FEETHmn_Heel glass running 5_GFXS_GS.wav	2	00:05	48 24	FOOTSTEPS	HUMAN
FEETHmn_Heel glass running 6_GFXS_GS.wav	2	00:05	48 24	FOOTSTEPS	HUMAN
FEETHmn_Heel glass running 7_GFXS_GS.wav	2	00:05	48 24	FOOTSTEPS	HUMAN
FEETHmn_Heel glass running_GFXS_GS.wav	2	00:06	48 24	FOOTSTEPS	HUMAN
FEETHmn_Heel glass scuff walk 2_GFXS_GS.wav	2	00:10	48 24	FOOTSTEPS	HUMAN
FEETHmn_Heel glass scuff walk 3_GFXS_GS.wav	2	00:10	48 24	FOOTSTEPS	HUMAN
FEETHmn_Heel glass scuff walk 4_GFXS_GS.wav	2	00:10	48 24	FOOTSTEPS	HUMAN
FEETHmn_Heel glass scuff walk_GFXS_GS.wav	2	00:10	48 24	FOOTSTEPS	HUMAN
FEETHmn_Heel glass shard step 2_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN
FEETHmn_Heel glass shard step 3_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN
FEETHmn_Heel glass shard step 4_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN
FEETHmn_Heel glass shard step 5_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN
FEETHmn_Heel glass shard step 6_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN
FEETHmn_Heel glass shard step 7_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN
FEETHmn_Heel glass shard step_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN

FEETHmn_Heel glass single step 2_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN
FEETHmn_Heel glass single step 3_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN
FEETHmn_Heel glass single step 4_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN
FEETHmn_Heel glass single step 5_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN
FEETHmn_Heel glass single step 6_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN
FEETHmn_Heel glass single step 7_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN
FEETHmn_Heel glass single step_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN
FEETHmn_Heel glass walk crunch_GFXS_GS.wav	2	00:11	48 24	FOOTSTEPS	HUMAN
FEETHmn_Heel glass walking 2_GFXS_GS.wav	2	00:08	48 24	FOOTSTEPS	HUMAN
FEETHmn_Heel glass walking 3_GFXS_GS.wav	2	00:08	48 24	FOOTSTEPS	HUMAN
FEETHmn_Heel glass walking 4_GFXS_GS.wav	2	00:08	48 24	FOOTSTEPS	HUMAN
FEETHmn_Heel glass walking 5_GFXS_GS.wav	2	00:11	48 24	FOOTSTEPS	HUMAN
FEETHmn_Heel glass walking 6_GFXS_GS.wav	2	00:11	48 24	FOOTSTEPS	HUMAN
FEETHmn_Heel glass walking 7_GFXS_GS.wav	2	00:11	48 24	FOOTSTEPS	HUMAN
FEETHmn_Heel glass walking_GFXS_GS.wav	2	00:08	48 24	FOOTSTEPS	HUMAN
FEETHmn_Shoe glass crunch step 2_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN
FEETHmn_Shoe glass crunch step_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN
FEETHmn_Shoe glass fast walk 2_GFXS_GS.wav	2	00:12	48 24	FOOTSTEPS	HUMAN
FEETHmn_Shoe glass fast walk 3_GFXS_GS.wav	2	00:12	48 24	FOOTSTEPS	HUMAN
FEETHmn_Shoe glass fast walk 4_GFXS_GS.wav	2	00:12	48 24	FOOTSTEPS	HUMAN
FEETHmn_Shoe glass fast walk 5_GFXS_GS.wav	2	00:05	48 24	FOOTSTEPS	HUMAN
FEETHmn_Shoe glass fast walk 6_GFXS_GS.wav	2	00:05	48 24	FOOTSTEPS	HUMAN
FEETHmn_Shoe glass fast walk 7_GFXS_GS.wav	2	00:05	48 24	FOOTSTEPS	HUMAN
FEETHmn_Shoe glass fast walk_GFXS_GS.wav	2	00:12	48 24	FOOTSTEPS	HUMAN
FEETHmn_Shoe glass quick walk_GFXS_GS.wav	2	00:05	48 24	FOOTSTEPS	HUMAN
FEETHmn_Shoe glass run steps_GFXS_GS.wav	2	00:11	48 24	FOOTSTEPS	HUMAN
FEETHmn_Shoe glass running 2_GFXS_GS.wav	2	00:06	48 24	FOOTSTEPS	HUMAN
FEETHmn_Shoe glass running 3_GFXS_GS.wav	2	00:06	48 24	FOOTSTEPS	HUMAN
FEETHmn_Shoe glass running 4_GFXS_GS.wav	2	00:06	48 24	FOOTSTEPS	HUMAN
FEETHmn_Shoe glass running 5_GFXS_GS.wav	2	00:11	48 24	FOOTSTEPS	HUMAN
FEETHmn_Shoe glass running 6_GFXS_GS.wav	2	00:11	48 24	FOOTSTEPS	HUMAN
FEETHmn_Shoe glass running 7_GFXS_GS.wav	2	00:11	48 24	FOOTSTEPS	HUMAN
FEETHmn_Shoe glass running_GFXS_GS.wav	2	00:06	48 24	FOOTSTEPS	HUMAN

FEETHmn_Shoe glass scuff walk 2_GFXS_GS.wav	2	00:12	48 24	FOOTSTEPS	HUMAN
FEETHmn_Shoe glass scuff walk 3_GFXS_GS.wav	2	00:12	48 24	FOOTSTEPS	HUMAN
FEETHmn_Shoe glass scuff walk 4_GFXS_GS.wav	2	00:12	48 24	FOOTSTEPS	HUMAN
FEETHmn_Shoe glass scuff walk_GFXS_GS.wav	2	00:12	48 24	FOOTSTEPS	HUMAN
FEETHmn_Shoe glass shard step 2_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN
FEETHmn_Shoe glass shard step 3_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN
FEETHmn_Shoe glass shard step 4_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN
FEETHmn_Shoe glass shard step 5_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN
FEETHmn_Shoe glass shard step 6_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN
FEETHmn_Shoe glass shard step 7_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN
FEETHmn_Shoe glass shard step_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN
FEETHmn_Shoe glass single step 2_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN
FEETHmn_Shoe glass single step 3_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN
FEETHmn_Shoe glass single step 4_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN
FEETHmn_Shoe glass single step 5_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN
FEETHmn_Shoe glass single step 6_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN
FEETHmn_Shoe glass single step 7_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN
FEETHmn_Shoe glass single step_GFXS_GS.wav	2	00:01	48 24	FOOTSTEPS	HUMAN
FEETHmn_Shoe glass walk crunch_GFXS_GS.wav	2	00:08	48 24	FOOTSTEPS	HUMAN
FEETHmn_Shoe glass walking 2_GFXS_GS.wav	2	00:11	48 24	FOOTSTEPS	HUMAN
FEETHmn_Shoe glass walking 3_GFXS_GS.wav	2	00:11	48 24	FOOTSTEPS	HUMAN
FEETHmn_Shoe glass walking 4_GFXS_GS.wav	2	00:11	48 24	FOOTSTEPS	HUMAN
FEETHmn_Shoe glass walking 5_GFXS_GS.wav	2	00:08	48 24	FOOTSTEPS	HUMAN
FEETHmn_Shoe glass walking 6_GFXS_GS.wav	2	00:08	48 24	FOOTSTEPS	HUMAN
FEETHmn_Shoe glass walking 7_GFXS_GS.wav	2	00:08	48 24	FOOTSTEPS	HUMAN
FEETHmn_Shoe glass walking_GFXS_GS.wav	2	00:11	48 24	FOOTSTEPS	HUMAN
GLASBrk_Broken glass ground drop 2_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Broken glass ground drop_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Bulb fragment glass fall 2_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Bulb fragment glass fall 3_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Bulb fragment glass fall 4_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Bulb fragment glass fall 5_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Bulb fragment glass fall 6_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK

GLASBrk_Bulb fragment glass fall 7_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Bulb fragment glass fall_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Bulb glass debris tail 2_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Bulb glass debris tail 3_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Bulb glass debris tail 4_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Bulb glass debris tail 5_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Bulb glass debris tail 6_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Bulb glass debris tail 7_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Bulb glass debris tail_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Bulb glass ground smash 2_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Bulb glass ground smash 3_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Bulb glass ground smash 4_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Bulb glass ground smash 5_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Bulb glass ground smash 6_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Bulb glass ground smash 7_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Bulb glass ground smash_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Bulb shell glass smash 2_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Bulb shell glass smash 3_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Bulb shell glass smash 4_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Bulb shell glass smash 5_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Bulb shell glass smash_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Coffee cup glass smash_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass cup break impact 2_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass cup break impact 3_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass cup break impact 4_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass cup break impact 5_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass cup break impact 6_GFXS_GS.wav	2	00:02	48 24	GLASS	BREAK
GLASBrk_Glass cup break impact 7_GFXS_GS.wav	2	00:02	48 24	GLASS	BREAK
GLASBrk_Glass cup break impact_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass cup crash impact 2_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass cup crash impact 3_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass cup crash impact 4_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass cup crash impact 5_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK

GLASBrk_Glass cup crash impact 6_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass cup crash impact 7_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass cup crash impact_GFXS_GS.wav	2	00:02	48 24	GLASS	BREAK
GLASBrk_Glass cup fragment drop 2_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass cup fragment drop 3_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass cup fragment drop 4_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass cup fragment drop 5_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass cup fragment drop 6_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass cup fragment drop 7_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass cup fragment drop_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass cup ground smash 2_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass cup ground smash 3_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass cup ground smash 4_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass cup ground smash 5_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass cup ground smash 6_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass cup ground smash 7_GFXS_GS.wav	2	00:02	48 24	GLASS	BREAK
GLASBrk_Glass cup ground smash_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass cup shard scatter 2_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass cup shard scatter 3_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass cup shard scatter 4_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass cup shard scatter 5_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass cup shard scatter 6_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass cup shard scatter 7_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass cup shard scatter_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass cup shatter hit 2_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass cup shatter hit 3_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass cup shatter hit 4_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass cup shatter hit 5_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass cup shatter hit 6_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass cup shatter hit 7_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass cup shatter hit_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass cup smash debris 2_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass cup smash debris 3_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK

GLASBrk_Glass cup smash debris 4_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass cup smash debris 5_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass cup smash debris 6_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass cup smash debris 7_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass cup smash debris_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass jar plastic bin smash_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass plate fragment drop 2_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass plate fragment drop 3_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass plate fragment drop 4_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass plate fragment drop 5_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass plate fragment drop 6_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass plate fragment drop 7_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass plate fragment drop_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass plate ground smash 2_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass plate ground smash 3_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass plate ground smash 4_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass plate ground smash 5_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass plate ground smash 6_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass plate ground smash 7_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass plate ground smash_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass plate shatter hit 2_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass plate shatter hit 3_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass plate shatter hit 4_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass plate shatter hit 5_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass plate shatter hit 6_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass plate shatter hit 7_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass plate shatter hit_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass shard debris 2_GFXS_GS.wav	2	00:02	48 24	GLASS	BREAK
GLASBrk_Glass shard debris 3_GFXS_GS.wav	2	00:03	48 24	GLASS	BREAK
GLASBrk_Glass shard debris 4_GFXS_GS.wav	2	00:03	48 24	GLASS	BREAK
GLASBrk_Glass shard debris_GFXS_GS.wav	2	00:03	48 24	GLASS	BREAK
GLASBrk_Glass shard drop 2_GFXS_GS.wav	2	00:03	48 24	GLASS	BREAK
GLASBrk_Glass shard drop 3_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK

GLASBrk_Glass shard drop 4_GFXS_GS.wav	2	00:02	48 24	GLASS	BREAK
GLASBrk_Glass shard drop 5_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass shard drop 6_GFXS_GS.wav	2	00:02	48 24	GLASS	BREAK
GLASBrk_Glass shard drop 7_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass shard drop_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass shard hard smash 2_GFXS_GS.wav	2	00:02	48 24	GLASS	BREAK
GLASBrk_Glass shard hard smash_GFXS_GS.wav	2	00:02	48 24	GLASS	BREAK
GLASBrk_Glass tumbler ground smash 2_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass tumbler ground smash 3_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass tumbler ground smash 4_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass tumbler ground smash 5_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass tumbler ground smash 6_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass tumbler ground smash 7_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Glass tumbler ground smash_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Large bulb debris spill 2_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Large bulb debris spill 3_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Large bulb debris spill 4_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Large bulb debris spill 5_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Large bulb debris spill 6_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Large bulb debris spill_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Large bulb shard scatter 2_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Large bulb shard scatter 3_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Large bulb shard scatter 4_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Large bulb shard scatter 5_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Large bulb shard scatter 6_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Large bulb shard scatter 7_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Large bulb shard scatter_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Lightbulb glass explosion 2_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Lightbulb glass explosion 3_GFXS_GS.wav	2	00:02	48 24	GLASS	BREAK
GLASBrk_Lightbulb glass explosion 4_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Lightbulb glass explosion 5_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Lightbulb glass explosion 6_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Lightbulb glass explosion 7_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK

GLASBrk_Lightbulb glass explosion_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Lightbulb shard scatter 2_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Lightbulb shard scatter 3_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Lightbulb shard scatter 4_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Lightbulb shard scatter 5_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Lightbulb shard scatter 6_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Lightbulb shard scatter 7_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Lightbulb shard scatter_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Plate debris shatter tail 2_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Plate debris shatter tail 3_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Plate debris shatter tail 4_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Plate debris shatter tail 5_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Plate debris shatter tail 6_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Plate debris shatter tail 7_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Plate debris shatter tail_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Plate glass break spill 2_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Plate glass break spill 3_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Plate glass break spill 4_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Plate glass break spill 5_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Plate glass break spill 6_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Plate glass break spill 7_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Plate glass break spill_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Plate glass debris scatter 2_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Plate glass debris scatter 3_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Plate glass debris scatter 4_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Plate glass debris scatter 5_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Plate glass debris scatter 6_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Plate glass debris scatter 7_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Plate glass debris scatter_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Plate glass pieces fall 2_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Plate glass pieces fall 3_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Plate glass pieces fall 4_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Plate glass pieces fall 5_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK

GLASBrk_Plate glass pieces fall 6_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Plate glass pieces fall 7_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Plate glass pieces fall_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Plate glass rubble drop 2_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Plate glass rubble drop 3_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Plate glass rubble drop 4_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Plate glass rubble drop 5_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Plate glass rubble drop 6_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Plate glass rubble drop 7_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Plate glass rubble drop_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Single plate fragment fall 2_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Single plate fragment fall 3_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Single plate fragment fall 4_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Single plate fragment fall 5_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Single plate fragment fall 6_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Single plate fragment fall 7_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Single plate fragment fall_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Single plate glass fallout 2_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Single plate glass fallout 3_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Single plate glass fallout 4_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Single plate glass fallout 5_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Single plate glass fallout 6_GFXS_GS.wav	2	00:06	48 24	GLASS	BREAK
GLASBrk_Single plate glass fallout 7_GFXS_GS.wav	2	00:06	48 24	GLASS	BREAK
GLASBrk_Single plate glass fallout_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Single plate rubble drop 2_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Single plate rubble drop 3_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Single plate rubble drop 4_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Single plate rubble drop 5_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Single plate rubble drop 6_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Single plate rubble drop 7_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Single plate rubble drop_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Single plate shard drop 2_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Single plate shard drop 3_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK

GLASBrk_Single plate shard drop 4_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Single plate shard drop 5_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Single plate shard drop 6_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Single plate shard drop 7_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Single plate shard drop_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Small bulb debris spill 2_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Small bulb debris spill 3_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Small bulb debris spill 4_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Small bulb debris spill 5_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Small bulb debris spill 6_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Small bulb debris spill 7_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Small bulb debris spill_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Small bulb fragment fall 2_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Small bulb fragment fall 3_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Small bulb fragment fall 4_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Small bulb fragment fall 5_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Small bulb fragment fall 6_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Small bulb fragment fall 7_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Small bulb fragment fall_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Small bulb rubble drop 2_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Small bulb rubble drop 3_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Small bulb rubble drop 4_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Small bulb rubble drop 5_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Small bulb rubble drop 6_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Small bulb rubble drop 7_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Small bulb rubble drop_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Small bulb shard scatter 2_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Small bulb shard scatter 3_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Small bulb shard scatter 4_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Small bulb shard scatter 5_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Small bulb shard scatter 6_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Small bulb shard scatter 7_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Small bulb shard scatter_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK

GLASBrk_Small glass cup crash 2_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Small glass cup crash 3_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Small glass cup crash_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Tea cup glass smash 2_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Tea cup glass smash_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Thin bulb glass shatter 2_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Thin bulb glass shatter 3_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Thin bulb glass shatter 4_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Thin bulb glass shatter 5_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Thin bulb glass shatter 6_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Thin bulb glass shatter 7_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Thin bulb glass shatter_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Tiny bottle glass break 2_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Tiny bottle glass break_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Wine glass smash impact_GFXS_GS.wav	2	00:01	48 24	GLASS	BREAK
GLASCrsh_Glass cup debris spill 2_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Glass cup debris spill 3_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Glass cup debris spill 4_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Glass cup debris spill 5_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Glass cup debris spill 6_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Glass cup debris spill 7_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Glass cup debris spill_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Glass plate break impact 2_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Glass plate break impact 3_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Glass plate break impact 4_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Glass plate break impact 5_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Glass plate break impact 6_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Glass plate break impact 7_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Glass plate break impact_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Glass plate crash impact 2_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Glass plate crash impact 3_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Glass plate crash impact 4_GFXS_GS.wav	2	00:03	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Glass plate crash impact 5_GFXS_GS.wav	2	00:03	48 24	GLASS	CRASH & DEBRIS

[illegible]

GLASCrsh_Glass plate smash debris 6_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Glass plate smash debris 7_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Glass plate smash debris_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Glass plate tail debris 2_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Glass plate tail debris 3_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Glass plate tail debris 4_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Glass plate tail debris 5_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Glass plate tail debris 6_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Glass plate tail debris 7_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Glass plate tail debris_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Large bulb glass debris 2_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Large bulb glass debris 3_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Large bulb glass debris 4_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Large bulb glass debris 5_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Large bulb glass debris 6_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Large bulb glass debris 7_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Large bulb glass debris_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Large glass debris drop 2_GFXS_GS.wav	2	00:02	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Large glass debris drop 3_GFXS_GS.wav	2	00:03	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Large glass debris drop 4_GFXS_GS.wav	2	00:03	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Large glass debris drop 5_GFXS_GS.wav	2	00:03	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Large glass debris drop 6_GFXS_GS.wav	2	00:03	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Large glass debris drop 7_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Large glass debris drop_GFXS_GS.wav	2	00:02	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Large glass rubble drop_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Large glass shard fall 2_GFXS_GS.wav	2	00:04	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Large glass shard fall 3_GFXS_GS.wav	2	00:04	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Large glass shard fall 4_GFXS_GS.wav	2	00:02	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Large glass shard fall 5_GFXS_GS.wav	2	00:02	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Large glass shard fall 6_GFXS_GS.wav	2	00:02	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Large glass shard fall 7_GFXS_GS.wav	2	00:02	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Large glass shard fall_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Large shard short drop 2_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS

GLASCrsh_Large shard short drop 3_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Large shard short drop 4_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Large shard short drop 5_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Large shard short drop_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Medium glass debris drop 2_GFXS_GS.wav	2	00:02	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Medium glass debris drop 3_GFXS_GS.wav	2	00:04	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Medium glass debris drop 4_GFXS_GS.wav	2	00:04	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Medium glass debris drop 5_GFXS_GS.wav	2	00:03	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Medium glass debris drop 6_GFXS_GS.wav	2	00:03	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Medium glass debris drop 7_GFXS_GS.wav	2	00:02	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Medium glass debris drop_GFXS_GS.wav	2	00:02	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Medium glass fragment drop 2_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Medium glass fragment drop 3_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Medium glass fragment drop 4_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Medium glass fragment drop 5_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Medium glass fragment drop 6_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Medium glass fragment drop 7_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Medium glass fragment drop_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Medium glass quick scatter 2_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Medium glass quick scatter 3_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Medium glass quick scatter 4_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Medium glass quick scatter 5_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Medium glass quick scatter 6_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Medium glass quick scatter 7_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Medium glass quick scatter_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Medium glass rubble drop 2_GFXS_GS.wav	2	00:02	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Medium glass rubble drop 3_GFXS_GS.wav	2	00:02	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Medium glass rubble drop_GFXS_GS.wav	2	00:02	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Medium glass shard fall 2_GFXS_GS.wav	2	00:02	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Medium glass shard fall 3_GFXS_GS.wav	2	00:02	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Medium glass shard fall 4_GFXS_GS.wav	2	00:03	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Medium glass shard fall 5_GFXS_GS.wav	2	00:03	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Medium glass shard fall 6_GFXS_GS.wav	2	00:03	48 24	GLASS	CRASH & DEBRIS

GLASCrsh_Medium glass shard fall 7_GFXS_GS.wav	2	00:03	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Medium glass shard fall_GFXS_GS.wav	2	00:02	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Medium glass short fall 2_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Medium glass short fall 3_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Medium glass short fall 4_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Medium glass short fall 5_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Medium glass short fall 6_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Medium glass short fall_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Medium shard short drop 2_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Medium shard short drop 3_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Medium shard short drop 4_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Medium shard short drop 5_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Medium shard short drop 6_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Medium shard short drop 7_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Medium shard short drop_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Plate glass crack debris 2_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Plate glass crack debris 3_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Plate glass crack debris 4_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Plate glass crack debris 5_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Plate glass crack debris 6_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Plate glass crack debris 7_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Plate glass crack debris_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Plate glass crash hit_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Plate glass ground smash 2_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Plate glass ground smash 3_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Plate glass ground smash 4_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Plate glass ground smash 5_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Plate glass ground smash 6_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Plate glass ground smash 7_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Plate glass ground smash_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Plate glass splinter scatter 2_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Plate glass splinter scatter 3_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Plate glass splinter scatter 4_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS

GLASCrsh_Plate glass splinter scatter 5_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Plate glass splinter scatter 6_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Plate glass splinter scatter 7_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Plate glass splinter scatter_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Plate shard floor scatter 2_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Plate shard floor scatter 3_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Plate shard floor scatter 4_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Plate shard floor scatter 5_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Plate shard floor scatter 6_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Plate shard floor scatter 7_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Plate shard floor scatter_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Plate shard impact debris 2_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Plate shard impact debris 3_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Plate shard impact debris 4_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Plate shard impact debris 5_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Plate shard impact debris 6_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Plate shard impact debris 7_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Plate shard impact debris_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Short large glass drop 2_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Short large glass drop 3_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Short large glass drop 4_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Short large glass drop 5_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Short large glass drop 6_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Short large glass drop 7_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Short large glass drop_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Short medium glass drop 2_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Short medium glass drop 3_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Short medium glass drop 4_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Short medium glass drop 5_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Short medium glass drop 6_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Short medium glass drop 7_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Short medium glass drop_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Short small glass drop 2_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS

GLASCrsh_Short small glass drop 3_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Short small glass drop 4_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Short small glass drop 5_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Short small glass drop 6_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Short small glass drop 7_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Short small glass drop_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Single glass plate scatter 2_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Single glass plate scatter 3_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Single glass plate scatter 4_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Single glass plate scatter 5_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Single glass plate scatter 6_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Single glass plate scatter 7_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Single glass plate scatter_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Single plate debris spill 2_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Single plate debris spill 3_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Single plate debris spill 4_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Single plate debris spill 5_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Single plate debris spill 6_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Single plate debris spill 7_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Single plate debris spill_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Single plate glass debris 2_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Single plate glass debris 3_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Single plate glass debris 4_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Single plate glass debris 5_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Single plate glass debris 6_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Single plate glass debris 7_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Single plate glass debris_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Single plate shard tumble 2_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Single plate shard tumble 3_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Single plate shard tumble 4_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Single plate shard tumble 5_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Single plate shard tumble 6_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Single plate shard tumble 7_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS

GLASCrsh_Single plate shard tumble_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Small bulb crack debris 2_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Small bulb crack debris 3_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Small bulb crack debris 4_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Small bulb crack debris 5_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Small bulb crack debris 6_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Small bulb crack debris 7_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Small bulb crack debris_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Small bulb glass debris 2_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Small bulb glass debris 3_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Small bulb glass debris 4_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Small bulb glass debris 5_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Small bulb glass debris 6_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Small bulb glass debris 7_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Small bulb glass debris_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Small bulb shell debris 2_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Small bulb shell debris 3_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Small bulb shell debris 4_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Small bulb shell debris 5_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Small bulb shell debris 6_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Small bulb shell debris 7_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Small bulb shell debris_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Small glass debris drop 2_GFXS_GS.wav	2	00:04	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Small glass debris drop 3_GFXS_GS.wav	2	00:04	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Small glass debris drop 4_GFXS_GS.wav	2	00:04	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Small glass debris drop 5_GFXS_GS.wav	2	00:07	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Small glass debris drop 6_GFXS_GS.wav	2	00:07	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Small glass debris drop 7_GFXS_GS.wav	2	00:03	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Small glass debris drop_GFXS_GS.wav	2	00:04	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Small glass fragment drop 2_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Small glass fragment drop 3_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Small glass fragment drop 4_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Small glass fragment drop 5_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS

GLASCrsh_Small glass fragment drop 6_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Small glass fragment drop 7_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Small glass fragment drop_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Small glass quick scatter 2_GFXS_GS.wav	2	00:02	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Small glass quick scatter 3_GFXS_GS.wav	2	00:02	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Small glass quick scatter 4_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Small glass quick scatter 5_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Small glass quick scatter_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Small shard quick drop 2_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Small shard quick drop 3_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Small shard quick drop 4_GFXS_GS.wav	2	00:02	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Small shard quick drop 5_GFXS_GS.wav	2	00:02	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Small shard quick drop 6_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Small shard quick drop 7_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Small shard quick drop_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Tiny bulb glass debris 2_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Tiny bulb glass debris 3_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Tiny bulb glass debris 4_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Tiny bulb glass debris 5_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Tiny bulb glass debris 6_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Tiny bulb glass debris 7_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Tiny bulb glass debris_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Tumbler glass debris spill 2_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Tumbler glass debris spill_GFXS_GS.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASFric_Crunchy glass pressure break 2_GFXS_GS.wav	2	00:07	48 24	GLASS	FRICTION
GLASFric_Crunchy glass pressure break_GFXS_GS.wav	2	00:03	48 24	GLASS	FRICTION
GLASFric_Glass friction movement_GFXS_GS.wav	2	00:04	48 24	GLASS	FRICTION
GLASFric_Glass micro gesture movement_GFXS_GS.wav	2	00:05	48 24	GLASS	FRICTION
GLASFric_Glass plate clutter rustle 2_GFXS_GS.wav	2	00:01	48 24	GLASS	FRICTION
GLASFric_Glass plate clutter rustle 3_GFXS_GS.wav	2	00:02	48 24	GLASS	FRICTION
GLASFric_Glass plate clutter rustle 4_GFXS_GS.wav	2	00:02	48 24	GLASS	FRICTION
GLASFric_Glass plate clutter rustle 5_GFXS_GS.wav	2	00:01	48 24	GLASS	FRICTION
GLASFric_Glass plate clutter rustle 6_GFXS_GS.wav	2	00:01	48 24	GLASS	FRICTION

GLASFric_Glass plate clutter rustle 7_GFXS_GS.wav	2	00:01	48 24	GLASS	FRICTION
GLASFric_Glass plate clutter rustle_GFXS_GS.wav	2	00:01	48 24	GLASS	FRICTION
GLASFric_Glass plate debris rustle 2_GFXS_GS.wav	2	00:10	48 24	GLASS	FRICTION
GLASFric_Glass plate debris rustle 3_GFXS_GS.wav	2	00:15	48 24	GLASS	FRICTION
GLASFric_Glass plate debris rustle 4_GFXS_GS.wav	2	00:15	48 24	GLASS	FRICTION
GLASFric_Glass plate debris rustle 5_GFXS_GS.wav	2	00:17	48 24	GLASS	FRICTION
GLASFric_Glass plate debris rustle 6_GFXS_GS.wav	2	00:17	48 24	GLASS	FRICTION
GLASFric_Glass plate debris rustle 7_GFXS_GS.wav	2	00:15	48 24	GLASS	FRICTION
GLASFric_Glass plate debris rustle_GFXS_GS.wav	2	00:10	48 24	GLASS	FRICTION
GLASFric_Glass plate dry rustle 2_GFXS_GS.wav	2	00:02	48 24	GLASS	FRICTION
GLASFric_Glass plate dry rustle 3_GFXS_GS.wav	2	00:02	48 24	GLASS	FRICTION
GLASFric_Glass plate dry rustle 4_GFXS_GS.wav	2	00:02	48 24	GLASS	FRICTION
GLASFric_Glass plate dry rustle 5_GFXS_GS.wav	2	00:01	48 24	GLASS	FRICTION
GLASFric_Glass plate dry rustle 6_GFXS_GS.wav	2	00:01	48 24	GLASS	FRICTION
GLASFric_Glass plate dry rustle 7_GFXS_GS.wav	2	00:01	48 24	GLASS	FRICTION
GLASFric_Glass plate dry rustle_GFXS_GS.wav	2	00:02	48 24	GLASS	FRICTION
GLASFric_Glass plate edge rustle 2_GFXS_GS.wav	2	00:03	48 24	GLASS	FRICTION
GLASFric_Glass plate edge rustle 3_GFXS_GS.wav	2	00:03	48 24	GLASS	FRICTION
GLASFric_Glass plate edge rustle 4_GFXS_GS.wav	2	00:01	48 24	GLASS	FRICTION
GLASFric_Glass plate edge rustle 5_GFXS_GS.wav	2	00:01	48 24	GLASS	FRICTION
GLASFric_Glass plate edge rustle 6_GFXS_GS.wav	2	00:02	48 24	GLASS	FRICTION
GLASFric_Glass plate edge rustle 7_GFXS_GS.wav	2	00:02	48 24	GLASS	FRICTION
GLASFric_Glass plate edge rustle_GFXS_GS.wav	2	00:02	48 24	GLASS	FRICTION
GLASFric_Glass plate scrape rustle 2_GFXS_GS.wav	2	00:10	48 24	GLASS	FRICTION
GLASFric_Glass plate scrape rustle 3_GFXS_GS.wav	2	00:10	48 24	GLASS	FRICTION
GLASFric_Glass plate scrape rustle 4_GFXS_GS.wav	2	00:10	48 24	GLASS	FRICTION
GLASFric_Glass plate scrape rustle 5_GFXS_GS.wav	2	00:06	48 24	GLASS	FRICTION
GLASFric_Glass plate scrape rustle 6_GFXS_GS.wav	2	00:06	48 24	GLASS	FRICTION
GLASFric_Glass plate scrape rustle 7_GFXS_GS.wav	2	00:03	48 24	GLASS	FRICTION
GLASFric_Glass plate scrape rustle_GFXS_GS.wav	2	00:10	48 24	GLASS	FRICTION
GLASFric_Glass plate shard rustle 2_GFXS_GS.wav	2	00:12	48 24	GLASS	FRICTION
GLASFric_Glass plate shard rustle 3_GFXS_GS.wav	2	00:12	48 24	GLASS	FRICTION
GLASFric_Glass plate shard rustle 4_GFXS_GS.wav	2	00:09	48 24	GLASS	FRICTION

GLASFric_Glass plate shard rustle 5_GFXS_GS.wav	2	00:09	48 24	GLASS	FRICTION
GLASFric_Glass plate shard rustle 6_GFXS_GS.wav	2	00:10	48 24	GLASS	FRICTION
GLASFric_Glass plate shard rustle 7_GFXS_GS.wav	2	00:10	48 24	GLASS	FRICTION
GLASFric_Glass plate shard rustle_GFXS_GS.wav	2	00:03	48 24	GLASS	FRICTION
GLASFric_Medium glass plate rustle 2_GFXS_GS.wav	2	00:05	48 24	GLASS	FRICTION
GLASFric_Medium glass plate rustle 3_GFXS_GS.wav	2	00:04	48 24	GLASS	FRICTION
GLASFric_Medium glass plate rustle 4_GFXS_GS.wav	2	00:04	48 24	GLASS	FRICTION
GLASFric_Medium glass plate rustle 5_GFXS_GS.wav	2	00:03	48 24	GLASS	FRICTION
GLASFric_Medium glass plate rustle 6_GFXS_GS.wav	2	00:03	48 24	GLASS	FRICTION
GLASFric_Medium glass plate rustle 7_GFXS_GS.wav	2	00:03	48 24	GLASS	FRICTION
GLASFric_Medium glass plate rustle_GFXS_GS.wav	2	00:05	48 24	GLASS	FRICTION
GLASFric_Medium glass scrape rustle 2_GFXS_GS.wav	2	00:01	48 24	GLASS	FRICTION
GLASFric_Medium glass scrape rustle 3_GFXS_GS.wav	2	00:01	48 24	GLASS	FRICTION
GLASFric_Medium glass scrape rustle 4_GFXS_GS.wav	2	00:01	48 24	GLASS	FRICTION
GLASFric_Medium glass scrape rustle 5_GFXS_GS.wav	2	00:01	48 24	GLASS	FRICTION
GLASFric_Medium glass scrape rustle 6_GFXS_GS.wav	2	00:01	48 24	GLASS	FRICTION
GLASFric_Medium glass scrape rustle 7_GFXS_GS.wav	2	00:01	48 24	GLASS	FRICTION
GLASFric_Medium glass scrape rustle_GFXS_GS.wav	2	00:01	48 24	GLASS	FRICTION
GLASFric_Medium plate glass movement 2_GFXS_GS.wav	2	00:09	48 24	GLASS	FRICTION
GLASFric_Medium plate glass movement 3_GFXS_GS.wav	2	00:09	48 24	GLASS	FRICTION
GLASFric_Medium plate glass movement 4_GFXS_GS.wav	2	00:12	48 24	GLASS	FRICTION
GLASFric_Medium plate glass movement 5_GFXS_GS.wav	2	00:12	48 24	GLASS	FRICTION
GLASFric_Medium plate glass movement 6_GFXS_GS.wav	2	00:12	48 24	GLASS	FRICTION
GLASFric_Medium plate glass movement 7_GFXS_GS.wav	2	00:12	48 24	GLASS	FRICTION
GLASFric_Medium plate glass movement_GFXS_GS.wav	2	00:06	48 24	GLASS	FRICTION
GLASFric_Medium shard friction 2_GFXS_GS.wav	2	00:01	48 24	GLASS	FRICTION
GLASFric_Medium shard friction 3_GFXS_GS.wav	2	00:01	48 24	GLASS	FRICTION
GLASFric_Medium shard friction 4_GFXS_GS.wav	2	00:01	48 24	GLASS	FRICTION
GLASFric_Medium shard friction 5_GFXS_GS.wav	2	00:02	48 24	GLASS	FRICTION
GLASFric_Medium shard friction 6_GFXS_GS.wav	2	00:02	48 24	GLASS	FRICTION
GLASFric_Medium shard friction 7_GFXS_GS.wav	2	00:01	48 24	GLASS	FRICTION
GLASFric_Medium shard friction_GFXS_GS.wav	2	00:01	48 24	GLASS	FRICTION
GLASFric_Plate debris gentle rustle 2_GFXS_GS.wav	2	00:01	48 24	GLASS	FRICTION

GLASFric_Plate debris gentle rustle_GFXS_GS.wav	2	00:01	48 24	GLASS	FRICTION
GLASFric_Plate fragment rustle 2_GFXS_GS.wav	2	00:01	48 24	GLASS	FRICTION
GLASFric_Plate fragment rustle 3_GFXS_GS.wav	2	00:01	48 24	GLASS	FRICTION
GLASFric_Plate fragment rustle 4_GFXS_GS.wav	2	00:02	48 24	GLASS	FRICTION
GLASFric_Plate fragment rustle 5_GFXS_GS.wav	2	00:02	48 24	GLASS	FRICTION
GLASFric_Plate fragment rustle 6_GFXS_GS.wav	2	00:01	48 24	GLASS	FRICTION
GLASFric_Plate fragment rustle 7_GFXS_GS.wav	2	00:01	48 24	GLASS	FRICTION
GLASFric_Plate fragment rustle_GFXS_GS.wav	2	00:01	48 24	GLASS	FRICTION
GLASFric_Plate glass coarse rustle 2_GFXS_GS.wav	2	00:02	48 24	GLASS	FRICTION
GLASFric_Plate glass coarse rustle 3_GFXS_GS.wav	2	00:02	48 24	GLASS	FRICTION
GLASFric_Plate glass coarse rustle 4_GFXS_GS.wav	2	00:01	48 24	GLASS	FRICTION
GLASFric_Plate glass coarse rustle 5_GFXS_GS.wav	2	00:01	48 24	GLASS	FRICTION
GLASFric_Plate glass coarse rustle 6_GFXS_GS.wav	2	00:01	48 24	GLASS	FRICTION
GLASFric_Plate glass coarse rustle 7_GFXS_GS.wav	2	00:01	48 24	GLASS	FRICTION
GLASFric_Plate glass coarse rustle_GFXS_GS.wav	2	00:01	48 24	GLASS	FRICTION
GLASFric_Plate glass friction rustle 2_GFXS_GS.wav	2	00:14	48 24	GLASS	FRICTION
GLASFric_Plate glass friction rustle 3_GFXS_GS.wav	2	00:14	48 24	GLASS	FRICTION
GLASFric_Plate glass friction rustle 4_GFXS_GS.wav	2	00:19	48 24	GLASS	FRICTION
GLASFric_Plate glass friction rustle 5_GFXS_GS.wav	2	00:19	48 24	GLASS	FRICTION
GLASFric_Plate glass friction rustle 6_GFXS_GS.wav	2	00:17	48 24	GLASS	FRICTION
GLASFric_Plate glass friction rustle 7_GFXS_GS.wav	2	00:17	48 24	GLASS	FRICTION
GLASFric_Plate glass friction rustle_GFXS_GS.wav	2	00:15	48 24	GLASS	FRICTION
GLASFric_Plate glass light rustle 2_GFXS_GS.wav	2	00:02	48 24	GLASS	FRICTION
GLASFric_Plate glass light rustle 3_GFXS_GS.wav	2	00:02	48 24	GLASS	FRICTION
GLASFric_Plate glass light rustle 4_GFXS_GS.wav	2	00:02	48 24	GLASS	FRICTION
GLASFric_Plate glass light rustle 5_GFXS_GS.wav	2	00:02	48 24	GLASS	FRICTION
GLASFric_Plate glass light rustle 6_GFXS_GS.wav	2	00:03	48 24	GLASS	FRICTION
GLASFric_Plate glass light rustle 7_GFXS_GS.wav	2	00:03	48 24	GLASS	FRICTION
GLASFric_Plate glass light rustle_GFXS_GS.wav	2	00:03	48 24	GLASS	FRICTION
GLASFric_Plate shard scrape movement 2_GFXS_GS.wav	2	00:02	48 24	GLASS	FRICTION
GLASFric_Plate shard scrape movement 3_GFXS_GS.wav	2	00:03	48 24	GLASS	FRICTION
GLASFric_Plate shard scrape movement 4_GFXS_GS.wav	2	00:03	48 24	GLASS	FRICTION
GLASFric_Plate shard scrape movement 5_GFXS_GS.wav	2	00:01	48 24	GLASS	FRICTION

GLASFric_Plate shard scrape movement 6_GFXS_GS.wav	2	00:01	48 24	GLASS	FRICTION
GLASFric_Plate shard scrape movement 7_GFXS_GS.wav	2	00:02	48 24	GLASS	FRICTION
GLASFric_Plate shard scrape movement_GFXS_GS.wav	2	00:02	48 24	GLASS	FRICTION
GLASFric_Plate shard soft rustle 2_GFXS_GS.wav	2	00:13	48 24	GLASS	FRICTION
GLASFric_Plate shard soft rustle 3_GFXS_GS.wav	2	00:16	48 24	GLASS	FRICTION
GLASFric_Plate shard soft rustle 4_GFXS_GS.wav	2	00:16	48 24	GLASS	FRICTION
GLASFric_Plate shard soft rustle 5_GFXS_GS.wav	2	00:07	48 24	GLASS	FRICTION
GLASFric_Plate shard soft rustle 6_GFXS_GS.wav	2	00:07	48 24	GLASS	FRICTION
GLASFric_Plate shard soft rustle 7_GFXS_GS.wav	2	00:06	48 24	GLASS	FRICTION
GLASFric_Plate shard soft rustle_GFXS_GS.wav	2	00:13	48 24	GLASS	FRICTION
GLASHndl_Glass debris rummage 2_GFXS_GS.wav	2	00:03	48 24	GLASS	HANDLE
GLASHndl_Glass debris rummage 3_GFXS_GS.wav	2	00:03	48 24	GLASS	HANDLE
GLASHndl_Glass debris rummage 4_GFXS_GS.wav	2	00:03	48 24	GLASS	HANDLE
GLASHndl_Glass debris rummage_GFXS_GS.wav	2	00:02	48 24	GLASS	HANDLE
GLASHndl_Large glass rustle 2_GFXS_GS.wav	2	00:09	48 24	GLASS	HANDLE
GLASHndl_Large glass rustle 3_GFXS_GS.wav	2	00:04	48 24	GLASS	HANDLE
GLASHndl_Large glass rustle 4_GFXS_GS.wav	2	00:04	48 24	GLASS	HANDLE
GLASHndl_Large glass rustle 5_GFXS_GS.wav	2	00:05	48 24	GLASS	HANDLE
GLASHndl_Large glass rustle 6_GFXS_GS.wav	2	00:05	48 24	GLASS	HANDLE
GLASHndl_Large glass rustle 7_GFXS_GS.wav	2	00:04	48 24	GLASS	HANDLE
GLASHndl_Large glass rustle_GFXS_GS.wav	2	00:09	48 24	GLASS	HANDLE
GLASHndl_Large shard rustle 2_GFXS_GS.wav	2	00:06	48 24	GLASS	HANDLE
GLASHndl_Large shard rustle 3_GFXS_GS.wav	2	00:06	48 24	GLASS	HANDLE
GLASHndl_Large shard rustle_GFXS_GS.wav	2	00:04	48 24	GLASS	HANDLE
GLASHndl_Medium debris rustle 2_GFXS_GS.wav	2	00:02	48 24	GLASS	HANDLE
GLASHndl_Medium debris rustle 3_GFXS_GS.wav	2	00:01	48 24	GLASS	HANDLE
GLASHndl_Medium debris rustle 4_GFXS_GS.wav	2	00:01	48 24	GLASS	HANDLE
GLASHndl_Medium debris rustle 5_GFXS_GS.wav	2	00:01	48 24	GLASS	HANDLE
GLASHndl_Medium debris rustle 6_GFXS_GS.wav	2	00:01	48 24	GLASS	HANDLE
GLASHndl_Medium debris rustle 7_GFXS_GS.wav	2	00:01	48 24	GLASS	HANDLE
GLASHndl_Medium debris rustle_GFXS_GS.wav	2	00:02	48 24	GLASS	HANDLE
GLASHndl_Medium fragment rustle 2_GFXS_GS.wav	2	00:03	48 24	GLASS	HANDLE
GLASHndl_Medium fragment rustle 3_GFXS_GS.wav	2	00:01	48 24	GLASS	HANDLE

GLASHndl_Medium fragment rustle 4_GFXS_GS.wav	2	00:01	48 24	GLASS	HANDLE
GLASHndl_Medium fragment rustle 5_GFXS_GS.wav	2	00:01	48 24	GLASS	HANDLE
GLASHndl_Medium fragment rustle 6_GFXS_GS.wav	2	00:01	48 24	GLASS	HANDLE
GLASHndl_Medium fragment rustle 7_GFXS_GS.wav	2	00:01	48 24	GLASS	HANDLE
GLASHndl_Medium fragment rustle_GFXS_GS.wav	2	00:03	48 24	GLASS	HANDLE
GLASHndl_Medium glass clatter rustle 2_GFXS_GS.wav	2	00:02	48 24	GLASS	HANDLE
GLASHndl_Medium glass clatter rustle 3_GFXS_GS.wav	2	00:02	48 24	GLASS	HANDLE
GLASHndl_Medium glass clatter rustle 4_GFXS_GS.wav	2	00:01	48 24	GLASS	HANDLE
GLASHndl_Medium glass clatter rustle 5_GFXS_GS.wav	2	00:01	48 24	GLASS	HANDLE
GLASHndl_Medium glass clatter rustle 6_GFXS_GS.wav	2	00:01	48 24	GLASS	HANDLE
GLASHndl_Medium glass clatter rustle 7_GFXS_GS.wav	2	00:01	48 24	GLASS	HANDLE
GLASHndl_Medium glass clatter rustle_GFXS_GS.wav	2	00:01	48 24	GLASS	HANDLE
GLASHndl_Medium glass pieces rustle_GFXS_GS.wav	2	00:01	48 24	GLASS	HANDLE
GLASHndl_Medium glass rustle 2_GFXS_GS.wav	2	00:02	48 24	GLASS	HANDLE
GLASHndl_Medium glass rustle 3_GFXS_GS.wav	2	00:03	48 24	GLASS	HANDLE
GLASHndl_Medium glass rustle 4_GFXS_GS.wav	2	00:03	48 24	GLASS	HANDLE
GLASHndl_Medium glass rustle 5_GFXS_GS.wav	2	00:02	48 24	GLASS	HANDLE
GLASHndl_Medium glass rustle 6_GFXS_GS.wav	2	00:02	48 24	GLASS	HANDLE
GLASHndl_Medium glass rustle 7_GFXS_GS.wav	2	00:02	48 24	GLASS	HANDLE
GLASHndl_Medium glass rustle_GFXS_GS.wav	2	00:02	48 24	GLASS	HANDLE
GLASHndl_Medium shard rustle 2_GFXS_GS.wav	2	00:04	48 24	GLASS	HANDLE
GLASHndl_Medium shard rustle 3_GFXS_GS.wav	2	00:04	48 24	GLASS	HANDLE
GLASHndl_Medium shard rustle 4_GFXS_GS.wav	2	00:02	48 24	GLASS	HANDLE
GLASHndl_Medium shard rustle 5_GFXS_GS.wav	2	00:02	48 24	GLASS	HANDLE
GLASHndl_Medium shard rustle 6_GFXS_GS.wav	2	00:02	48 24	GLASS	HANDLE
GLASHndl_Medium shard rustle 7_GFXS_GS.wav	2	00:02	48 24	GLASS	HANDLE
GLASHndl_Medium shard rustle_GFXS_GS.wav	2	00:02	48 24	GLASS	HANDLE
GLASHndl_Stacking glassware movement 2_GFXS_GS.wav	2	00:01	48 24	GLASS	HANDLE
GLASHndl_Stacking glassware movement 3_GFXS_GS.wav	2	00:01	48 24	GLASS	HANDLE
GLASHndl_Stacking glassware movement 4_GFXS_GS.wav	2	00:01	48 24	GLASS	HANDLE
GLASHndl_Stacking glassware movement 5_GFXS_GS.wav	2	00:01	48 24	GLASS	HANDLE
GLASHndl_Stacking glassware movement_GFXS_GS.wav	2	00:01	48 24	GLASS	HANDLE
GLASImpt_Beer bottle clink_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT

GLASImpt_Beer bottle knock 2_GFXS_GS.wav	2	00:04	48 24	GLASS	IMPACT
GLASImpt_Beer bottle knock 3_GFXS_GS.wav	2	00:08	48 24	GLASS	IMPACT
GLASImpt_Beer bottle knock_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Bottle glass break debris 2_GFXS_GS.wav	2	00:03	48 24	GLASS	IMPACT
GLASImpt_Bottle glass break debris_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Bottle glass concrete drop 2_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Bottle glass concrete drop 3_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Bottle glass concrete drop_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Bulb glass break impact 2_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Bulb glass break impact 3_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Bulb glass break impact 4_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Bulb glass break impact 5_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Bulb glass break impact 6_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Bulb glass break impact 7_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Bulb glass break impact_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Bulb glass burst impact 2_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Bulb glass burst impact 3_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Bulb glass burst impact 4_GFXS_GS.wav	2	00:02	48 24	GLASS	IMPACT
GLASImpt_Bulb glass burst impact 5_GFXS_GS.wav	2	00:02	48 24	GLASS	IMPACT
GLASImpt_Bulb glass burst impact 6_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Bulb glass burst impact 7_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Bulb glass burst impact_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Bulb glass crash impact 2_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Bulb glass crash impact 3_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Bulb glass crash impact 4_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Bulb glass crash impact 5_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Bulb glass crash impact 6_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Bulb glass crash impact 7_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Bulb glass crash impact_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Bulb glass shatter hit 2_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Bulb glass shatter hit 3_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Bulb glass shatter hit 4_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Bulb glass shatter hit 5_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT

GLASImpt_Bulb glass shatter hit 6_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Bulb glass shatter hit 7_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Bulb glass shatter hit_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Deep glass hit 2_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Deep glass hit 3_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Deep glass hit_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Glass impact no break 2_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Glass impact no break 3_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Glass impact no break_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Hard glass impact 2_GFXS_GS.wav	2	00:02	48 24	GLASS	IMPACT
GLASImpt_Hard glass impact 3_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Hard glass impact 4_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Hard glass impact_GFXS_GS.wav	2	00:02	48 24	GLASS	IMPACT
GLASImpt_Lightbulb glass ground hit 2_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Lightbulb glass ground hit 3_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Lightbulb glass ground hit 4_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Lightbulb glass ground hit 5_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Lightbulb glass ground hit 6_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Lightbulb glass ground hit 7_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Lightbulb glass ground hit_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Metal hit glass shatter_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Pincer glass break impact 2_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Pincer glass break impact 3_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Pincer glass break impact 4_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Pincer glass break impact 5_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Pincer glass break impact 6_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Pincer glass break impact 7_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Pincer glass break impact_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Pincer glass crash impact 2_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Pincer glass crash impact 3_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Pincer glass crash impact 4_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Pincer glass crash impact 5_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Pincer glass crash impact 6_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT

GLASImpt_Pincer glass crash impact 7_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Pincer glass crash impact_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Pincer glass fracture impact 2_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Pincer glass fracture impact 3_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Pincer glass fracture impact 4_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Pincer glass fracture impact 5_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Pincer glass fracture impact 6_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Pincer glass fracture impact 7_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Pincer glass fracture impact_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Pincer glass shard impact 2_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Pincer glass shard impact 3_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Pincer glass shard impact 4_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Pincer glass shard impact 5_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Pincer glass shard impact 6_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Pincer glass shard impact 7_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Pincer glass shard impact_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Pincer glass sharp impact 2_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Pincer glass sharp impact 3_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Pincer glass sharp impact 4_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Pincer glass sharp impact 5_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Pincer glass sharp impact_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Pincer glass smash impact 2_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Pincer glass smash impact 3_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Pincer glass smash impact 4_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Pincer glass smash impact 5_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Pincer glass smash impact 6_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Pincer glass smash impact 7_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASImpt_Pincer glass smash impact_GFXS_GS.wav	2	00:01	48 24	GLASS	IMPACT
GLASMvmt_Bulb fragment rustle 2_GFXS_GS.wav	2	00:02	48 24	GLASS	MOVEMENT
GLASMvmt_Bulb fragment rustle 3_GFXS_GS.wav	2	00:02	48 24	GLASS	MOVEMENT
GLASMvmt_Bulb fragment rustle 4_GFXS_GS.wav	2	00:02	48 24	GLASS	MOVEMENT
GLASMvmt_Bulb fragment rustle 5_GFXS_GS.wav	2	00:02	48 24	GLASS	MOVEMENT
GLASMvmt_Bulb fragment rustle 6_GFXS_GS.wav	2	00:04	48 24	GLASS	MOVEMENT

GLASMvmt_Bulb fragment rustle 7_GFXS_GS.wav	2	00:04	48 24	GLASS	MOVEMENT
GLASMvmt_Bulb fragment rustle_GFXS_GS.wav	2	00:02	48 24	GLASS	MOVEMENT
GLASMvmt_Bulb shard scrape rustle 2_GFXS_GS.wav	2	00:01	48 24	GLASS	MOVEMENT
GLASMvmt_Bulb shard scrape rustle 3_GFXS_GS.wav	2	00:01	48 24	GLASS	MOVEMENT
GLASMvmt_Bulb shard scrape rustle 4_GFXS_GS.wav	2	00:01	48 24	GLASS	MOVEMENT
GLASMvmt_Bulb shard scrape rustle 5_GFXS_GS.wav	2	00:01	48 24	GLASS	MOVEMENT
GLASMvmt_Bulb shard scrape rustle 6_GFXS_GS.wav	2	00:02	48 24	GLASS	MOVEMENT
GLASMvmt_Bulb shard scrape rustle 7_GFXS_GS.wav	2	00:02	48 24	GLASS	MOVEMENT
GLASMvmt_Bulb shard scrape rustle_GFXS_GS.wav	2	00:01	48 24	GLASS	MOVEMENT
GLASMvmt_Glass debris pour out 2_GFXS_GS.wav	2	00:04	48 24	GLASS	MOVEMENT
GLASMvmt_Glass debris pour out 3_GFXS_GS.wav	2	00:04	48 24	GLASS	MOVEMENT
GLASMvmt_Glass debris pour out 4_GFXS_GS.wav	2	00:04	48 24	GLASS	MOVEMENT
GLASMvmt_Glass debris pour out 5_GFXS_GS.wav	2	00:04	48 24	GLASS	MOVEMENT
GLASMvmt_Glass debris pour out 6_GFXS_GS.wav	2	00:04	48 24	GLASS	MOVEMENT
GLASMvmt_Glass debris pour out 7_GFXS_GS.wav	2	00:04	48 24	GLASS	MOVEMENT
GLASMvmt_Glass debris pour out_GFXS_GS.wav	2	00:04	48 24	GLASS	MOVEMENT
GLASMvmt_Glass shards pour out 2_GFXS_GS.wav	2	00:07	48 24	GLASS	MOVEMENT
GLASMvmt_Glass shards pour out 3_GFXS_GS.wav	2	00:05	48 24	GLASS	MOVEMENT
GLASMvmt_Glass shards pour out 4_GFXS_GS.wav	2	00:05	48 24	GLASS	MOVEMENT
GLASMvmt_Glass shards pour out 5_GFXS_GS.wav	2	00:05	48 24	GLASS	MOVEMENT
GLASMvmt_Glass shards pour out 6_GFXS_GS.wav	2	00:05	48 24	GLASS	MOVEMENT
GLASMvmt_Glass shards pour out 7_GFXS_GS.wav	2	00:04	48 24	GLASS	MOVEMENT
GLASMvmt_Glass shards pour out_GFXS_GS.wav	2	00:07	48 24	GLASS	MOVEMENT
GLASMvmt_Large glass pieces tumble 2_GFXS_GS.wav	2	00:02	48 24	GLASS	MOVEMENT
GLASMvmt_Large glass pieces tumble 3_GFXS_GS.wav	2	00:02	48 24	GLASS	MOVEMENT
GLASMvmt_Large glass pieces tumble 4_GFXS_GS.wav	2	00:02	48 24	GLASS	MOVEMENT
GLASMvmt_Large glass pieces tumble 5_GFXS_GS.wav	2	00:02	48 24	GLASS	MOVEMENT
GLASMvmt_Large glass pieces tumble 6_GFXS_GS.wav	2	00:02	48 24	GLASS	MOVEMENT
GLASMvmt_Large glass pieces tumble 7_GFXS_GS.wav	2	00:01	48 24	GLASS	MOVEMENT
GLASMvmt_Large glass pieces tumble_GFXS_GS.wav	2	00:02	48 24	GLASS	MOVEMENT
GLASMvmt_Lightbulb glass rustle 2_GFXS_GS.wav	2	00:04	48 24	GLASS	MOVEMENT
GLASMvmt_Lightbulb glass rustle 3_GFXS_GS.wav	2	00:02	48 24	GLASS	MOVEMENT
GLASMvmt_Lightbulb glass rustle 4_GFXS_GS.wav	2	00:02	48 24	GLASS	MOVEMENT

GLASMvmt_Lightbulb glass rustle 5_GFXS_GS.wav	2	00:03	48 24	GLASS	MOVEMENT
GLASMvmt_Lightbulb glass rustle 6_GFXS_GS.wav	2	00:03	48 24	GLASS	MOVEMENT
GLASMvmt_Lightbulb glass rustle 7_GFXS_GS.wav	2	00:02	48 24	GLASS	MOVEMENT
GLASMvmt_Lightbulb glass rustle_GFXS_GS.wav	2	00:04	48 24	GLASS	MOVEMENT
GLASMvmt_Medium glass pieces tumble 2_GFXS_GS.wav	2	00:02	48 24	GLASS	MOVEMENT
GLASMvmt_Medium glass pieces tumble 3_GFXS_GS.wav	2	00:02	48 24	GLASS	MOVEMENT
GLASMvmt_Medium glass pieces tumble 4_GFXS_GS.wav	2	00:02	48 24	GLASS	MOVEMENT
GLASMvmt_Medium glass pieces tumble 5_GFXS_GS.wav	2	00:02	48 24	GLASS	MOVEMENT
GLASMvmt_Medium glass pieces tumble 6_GFXS_GS.wav	2	00:02	48 24	GLASS	MOVEMENT
GLASMvmt_Medium glass pieces tumble 7_GFXS_GS.wav	2	00:02	48 24	GLASS	MOVEMENT
GLASMvmt_Medium glass pieces tumble_GFXS_GS.wav	2	00:02	48 24	GLASS	MOVEMENT
GLASMvmt_Small bulb debris rustle 2_GFXS_GS.wav	2	00:10	48 24	GLASS	MOVEMENT
GLASMvmt_Small bulb debris rustle 3_GFXS_GS.wav	2	00:08	48 24	GLASS	MOVEMENT
GLASMvmt_Small bulb debris rustle 4_GFXS_GS.wav	2	00:08	48 24	GLASS	MOVEMENT
GLASMvmt_Small bulb debris rustle 5_GFXS_GS.wav	2	00:08	48 24	GLASS	MOVEMENT
GLASMvmt_Small bulb debris rustle 6_GFXS_GS.wav	2	00:08	48 24	GLASS	MOVEMENT
GLASMvmt_Small bulb debris rustle 7_GFXS_GS.wav	2	00:12	48 24	GLASS	MOVEMENT
GLASMvmt_Small bulb debris rustle_GFXS_GS.wav	2	00:10	48 24	GLASS	MOVEMENT
GLASMvmt_Small bulb glass rustle 2_GFXS_GS.wav	2	00:01	48 24	GLASS	MOVEMENT
GLASMvmt_Small bulb glass rustle 3_GFXS_GS.wav	2	00:01	48 24	GLASS	MOVEMENT
GLASMvmt_Small bulb glass rustle 4_GFXS_GS.wav	2	00:01	48 24	GLASS	MOVEMENT
GLASMvmt_Small bulb glass rustle 5_GFXS_GS.wav	2	00:01	48 24	GLASS	MOVEMENT
GLASMvmt_Small bulb glass rustle 6_GFXS_GS.wav	2	00:01	48 24	GLASS	MOVEMENT
GLASMvmt_Small bulb glass rustle 7_GFXS_GS.wav	2	00:01	48 24	GLASS	MOVEMENT
GLASMvmt_Small bulb glass rustle_GFXS_GS.wav	2	00:01	48 24	GLASS	MOVEMENT
GLASMvmt_Small bulb pieces rustle 2_GFXS_GS.wav	2	00:01	48 24	GLASS	MOVEMENT
GLASMvmt_Small bulb pieces rustle 3_GFXS_GS.wav	2	00:01	48 24	GLASS	MOVEMENT
GLASMvmt_Small bulb pieces rustle 4_GFXS_GS.wav	2	00:01	48 24	GLASS	MOVEMENT
GLASMvmt_Small bulb pieces rustle 5_GFXS_GS.wav	2	00:01	48 24	GLASS	MOVEMENT
GLASMvmt_Small bulb pieces rustle_GFXS_GS.wav	2	00:01	48 24	GLASS	MOVEMENT
GLASMvmt_Small bulb pieces scatter_GFXS_GS.wav	2	00:01	48 24	GLASS	MOVEMENT
GLASMvmt_Small bulb shard rustle 2_GFXS_GS.wav	2	00:01	48 24	GLASS	MOVEMENT
GLASMvmt_Small bulb shard rustle 3_GFXS_GS.wav	2	00:01	48 24	GLASS	MOVEMENT

GLASMvmt_Small bulb shard rustle 4_GFXS_GS.wav	2	00:01	48 24	GLASS	MOVEMENT
GLASMvmt_Small bulb shard rustle 5_GFXS_GS.wav	2	00:01	48 24	GLASS	MOVEMENT
GLASMvmt_Small bulb shard rustle 6_GFXS_GS.wav	2	00:08	48 24	GLASS	MOVEMENT
GLASMvmt_Small bulb shard rustle 7_GFXS_GS.wav	2	00:08	48 24	GLASS	MOVEMENT
GLASMvmt_Small bulb shard rustle_GFXS_GS.wav	2	00:01	48 24	GLASS	MOVEMENT
GLASMvmt_Small bulb shell rustle 2_GFXS_GS.wav	2	00:02	48 24	GLASS	MOVEMENT
GLASMvmt_Small bulb shell rustle 3_GFXS_GS.wav	2	00:01	48 24	GLASS	MOVEMENT
GLASMvmt_Small bulb shell rustle 4_GFXS_GS.wav	2	00:01	48 24	GLASS	MOVEMENT
GLASMvmt_Small bulb shell rustle 5_GFXS_GS.wav	2	00:02	48 24	GLASS	MOVEMENT
GLASMvmt_Small bulb shell rustle 6_GFXS_GS.wav	2	00:02	48 24	GLASS	MOVEMENT
GLASMvmt_Small bulb shell rustle 7_GFXS_GS.wav	2	00:01	48 24	GLASS	MOVEMENT
GLASMvmt_Small bulb shell rustle_GFXS_GS.wav	2	00:02	48 24	GLASS	MOVEMENT
GLASMvmt_Small glass pieces tumble 2_GFXS_GS.wav	2	00:02	48 24	GLASS	MOVEMENT
GLASMvmt_Small glass pieces tumble_GFXS_GS.wav	2	00:02	48 24	GLASS	MOVEMENT
GLASMvmt_Small glass shard fall 2_GFXS_GS.wav	2	00:03	48 24	GLASS	MOVEMENT
GLASMvmt_Small glass shard fall 3_GFXS_GS.wav	2	00:03	48 24	GLASS	MOVEMENT
GLASMvmt_Small glass shard fall 4_GFXS_GS.wav	2	00:02	48 24	GLASS	MOVEMENT
GLASMvmt_Small glass shard fall 5_GFXS_GS.wav	2	00:02	48 24	GLASS	MOVEMENT
GLASMvmt_Small glass shard fall 6_GFXS_GS.wav	2	00:03	48 24	GLASS	MOVEMENT
GLASMvmt_Small glass shard fall 7_GFXS_GS.wav	2	00:03	48 24	GLASS	MOVEMENT
GLASMvmt_Small glass shard fall_GFXS_GS.wav	2	00:03	48 24	GLASS	MOVEMENT
GLASMvmt_Small glass shard rattle 2_GFXS_GS.wav	2	00:01	48 24	GLASS	MOVEMENT
GLASMvmt_Small glass shard rattle 3_GFXS_GS.wav	2	00:04	48 24	GLASS	MOVEMENT
GLASMvmt_Small glass shard rattle 4_GFXS_GS.wav	2	00:02	48 24	GLASS	MOVEMENT
GLASMvmt_Small glass shard rattle 5_GFXS_GS.wav	2	00:03	48 24	GLASS	MOVEMENT
GLASMvmt_Small glass shard rattle_GFXS_GS.wav	2	00:03	48 24	GLASS	MOVEMENT
GLASMvmt_Small shard movement 2_GFXS_GS.wav	2	00:07	48 24	GLASS	MOVEMENT
GLASMvmt_Small shard movement 3_GFXS_GS.wav	2	00:08	48 24	GLASS	MOVEMENT
GLASMvmt_Small shard movement 4_GFXS_GS.wav	2	00:06	48 24	GLASS	MOVEMENT
GLASMvmt_Small shard movement 5_GFXS_GS.wav	2	00:05	48 24	GLASS	MOVEMENT
GLASMvmt_Small shard movement_GFXS_GS.wav	2	00:05	48 24	GLASS	MOVEMENT
GLASMvmt_Tiny bulb debris rustle 2_GFXS_GS.wav	2	00:01	48 24	GLASS	MOVEMENT
GLASMvmt_Tiny bulb debris rustle 3_GFXS_GS.wav	2	00:01	48 24	GLASS	MOVEMENT

GLASMvmt_Tiny bulb debris rustle 4_GFXS_GS.wav	2	00:01	48 24	GLASS	MOVEMENT
GLASMvmt_Tiny bulb debris rustle 5_GFXS_GS.wav	2	00:01	48 24	GLASS	MOVEMENT
GLASMvmt_Tiny bulb debris rustle 6_GFXS_GS.wav	2	00:01	48 24	GLASS	MOVEMENT
GLASMvmt_Tiny bulb debris rustle 7_GFXS_GS.wav	2	00:01	48 24	GLASS	MOVEMENT
GLASMvmt_Tiny bulb debris rustle_GFXS_GS.wav	2	00:01	48 24	GLASS	MOVEMENT
GLASMvmt_Tiny bulb glass rustle 2_GFXS_GS.wav	2	00:06	48 24	GLASS	MOVEMENT
GLASMvmt_Tiny bulb glass rustle 3_GFXS_GS.wav	2	00:06	48 24	GLASS	MOVEMENT
GLASMvmt_Tiny bulb glass rustle 4_GFXS_GS.wav	2	00:05	48 24	GLASS	MOVEMENT
GLASMvmt_Tiny bulb glass rustle 5_GFXS_GS.wav	2	00:05	48 24	GLASS	MOVEMENT
GLASMvmt_Tiny bulb glass rustle 6_GFXS_GS.wav	2	00:06	48 24	GLASS	MOVEMENT
GLASMvmt_Tiny bulb glass rustle 7_GFXS_GS.wav	2	00:06	48 24	GLASS	MOVEMENT
GLASMvmt_Tiny bulb glass rustle_GFXS_GS.wav	2	00:12	48 24	GLASS	MOVEMENT
GLASTonl_Glassware shaky impact 2_GFXS_GS.wav	2	00:04	48 24	GLASS	TONAL
GLASTonl_Glassware shaky impact_GFXS_GS.wav	2	00:04	48 24	GLASS	TONAL
GLASTonl_Reverberant glass crash_GFXS_GS.wav	2	00:01	48 24	GLASS	TONAL
GLASTonl_Singing glass impact hit 2_GFXS_GS.wav	2	00:01	48 24	GLASS	TONAL
GLASTonl_Singing glass impact hit_GFXS_GS.wav	2	00:02	48 24	GLASS	TONAL
GLASTonl_Wine glass fall no break 2_GFXS_GS.wav	2	00:02	48 24	GLASS	TONAL
GLASTonl_Wine glass fall no break 3_GFXS_GS.wav	2	00:02	48 24	GLASS	TONAL
GLASTonl_Wine glass fall no break_GFXS_GS.wav	2	00:02	48 24	GLASS	TONAL
WNDWMisc_Large window glass smash 2_GFXS_GS.wav	2	00:04	48 24	WINDOWS	MISC
WNDWMisc_Large window glass smash_GFXS_GS.wav	2	00:01	48 24	WINDOWS	MISC
WNDWMisc_Small glass break 2_GFXS_GS.wav	2	00:01	48 24	WINDOWS	MISC
WNDWMisc_Small glass break 3_GFXS_GS.wav	2	00:01	48 24	WINDOWS	MISC
WNDWMisc_Small glass break_GFXS_GS.wav	2	00:01	48 24	WINDOWS	MISC
WNDWMisc_Small window glass smash_GFXS_GS.wav	2	00:01	48 24	WINDOWS	MISC
WNDWMisc_Thin glass shatter 2_GFXS_GS.wav	2	00:01	48 24	WINDOWS	MISC
WNDWMisc_Thin glass shatter_GFXS_GS.wav	2	00:01	48 24	WINDOWS	MISC
WNDWMisc_Window glass shatter 2_GFXS_GS.wav	2	00:01	48 24	WINDOWS	MISC
WNDWMisc_Window glass shatter 3_GFXS_GS.wav	2	00:01	48 24	WINDOWS	MISC
WNDWMisc_Window glass shatter 4_GFXS_GS.wav	2	00:01	48 24	WINDOWS	MISC
WNDWMisc_Window glass shatter_GFXS_GS.wav	2	00:02	48 24	WINDOWS	MISC