



Virtual Sound Effects Library Best100 Vol.5 Attack Track List

VSE05_Normal(Dry)				
Category	File Name	St/Mn	Loop Point	Description(Sound Image)
Hit	AT01_Gouge_A	Mono	None	Gouge / Bound
	AT01_Gouge_B	Mono	None	Gouge
	AT01_Gouge_C	Mono	None	Gouge
	AT01_Gouge_D	Mono	None	Gouge
	AT01_Gouge_E	Mono	None	Gouge
	AT01_MetalHit_A	Mono	None	Metal Hit / Conflict of the knife / Shield
	AT01_MetalHit_B	Mono	None	Metal Hit / Conflict of the knife / Shield
	AT01_MetalHit_C	Mono	None	Metal Hit / Conflict of the knife / Shield
	AT01_Slash01_A	Mono	None	Light Slash
	AT01_Slash01_B	Mono	None	Light Slash
	AT01_Slash01_C	Mono	None	Light Slash
	AT01_Slash01_D	Mono	None	Light Slash
	AT01_Slash01_E	Mono	None	Light Slash
	AT01_Slash01_F	Mono	None	Light Slash
	AT01_Slash02_A	Mono	None	Heavy Slash
	AT01_Slash02_B	Mono	None	Heavy Slash
	AT01_Slash02_C	Mono	None	Heavy Slash
	AT01_Slash02_D	Mono	None	Heavy Slash
	AT01_Stab01_A	Mono	None	Stab
	AT01_Stab01_B	Mono	None	Stab
	AT01_Stab01_C	Mono	None	Stab
	AT01_Stab01_D	Mono	None	Stab
	AT01_Stab01_E	Mono	None	Stab
	AT01_Stab01_F	Mono	None	Stab
	AT01_Stab02_A	Mono	None	Stab / Hit Sound of Bow and Arrow
	AT01_Stab02_B	Mono	None	Stab / Hit Sound of Bow and Arrow
	AT01_Stab02_C	Mono	None	Stab / Hit Sound of Bow and Arrow
	AT01_Stab02_D	Mono	None	Stab / Hit Sound of Bow and Arrow
	AT01_Stab02_E	Mono	None	Stab / Hit Sound of Bow and Arrow
Physical	AT01_Guard01_A	Mono	None	Guard with the body (Tight) / Beat
	AT01_Guard01_B	Mono	None	Guard with the body (Tight) / Beat
	AT01_Guard01_C	Mono	None	Guard with the body (Tight) / Beat
	AT01_Guard02_A	Mono	None	Guard with the body (Airy) / Beat
	AT01_Guard02_B	Mono	None	Guard with the body (Airy) / Beat
	AT01_Guard02_C	Mono	None	Guard with the body (Airy) / Beat
	AT01_Hook_A	Mono	None	Hook / Upper
	AT01_Hook_B	Mono	None	Hook / Upper
	AT01_Hook_C	Mono	None	Hook / Upper
	AT01_Hook_D	Mono	None	Slap
	AT01_Kick01_A	Mono	None	Kick
	AT01_Kick01_B	Mono	None	Kick
	AT01_Kick01_C	Mono	None	Kick / Slap

Physical	AT01_Kick01_D	Mono	None	Kick / Slap
	AT01_Kick02_A	Mono	None	Heavy Kick
	AT01_Kick02_B	Mono	None	Heavy Kick
	AT01_Kick02_C	Mono	None	Kick / Slap
	AT01_Kick02_D	Mono	None	Kick / Slap
	AT01_Punch01_A	Mono	None	Punch (Airy)
	AT01_Punch01_B	Mono	None	Punch (Airy)
	AT01_Punch01_C	Mono	None	Punch (Airy)
	AT01_Punch01_D	Mono	None	Punch (Airy)
	AT01_Punch02_A	Mono	None	Punch (Tight)
	AT01_Punch02_B	Mono	None	Punch (Tight)
	AT01_Punch02_C	Mono	None	Punch (Tight)
	AT01_Punch02_D	Mono	None	Punch (Tight)
Swing	AT01_Swing01_A	Mono	None	Sharp Swing
	AT01_Swing01_B	Mono	None	Sharp Swing
	AT01_Swing01_C	Mono	None	Sharp Swing
	AT01_Swing01_D	Mono	None	Sharp Swing
	AT01_Swing02_A	Mono	None	Powerful Swing
	AT01_Swing02_B	Mono	None	Powerful Swing
	AT01_Swing02_C	Mono	None	Powerful Swing
	AT01_Swing02_D	Mono	None	Powerful Swing
	AT01_Swing02_E	Mono	None	Powerful Swing
	AT01_Swing03_A	Mono	None	Heavy Swing
	AT01_Swing03_B	Mono	None	Heavy Swing
	AT01_Swing03_C	Mono	None	Heavy Swing
	AT01_Swing03_D	Mono	None	Heavy Swing
	AT01_Swing04_A	Mono	None	Tight Swing
	AT01_Swing04_B	Mono	None	Tight Swing
	AT01_Swing04_C	Mono	None	Tight Swing
	AT01_Swing05_A	Mono	None	Sharp and Strong Swing
	AT01_Swing05_B	Mono	None	Sharp and Strong Swing
	AT01_Swing05_C	Mono	None	Sharp and Strong Swing
	AT01_Swing05_D	Mono	None	Sharp and Strong Swing
Weapon	AT01_Blade_A	Mono	None	Mixture sound of the knife
	AT01_Blade_B	Mono	None	Mixture sound of the knife
	AT01_Blade_C	Mono	None	Mixture sound of the knife
	AT01_Blade_D	Mono	None	Mixture sound of the knife
	AT01_Blade_E	Mono	None	Mixture sound of the knife
	AT01_Blade_F	Mono	None	Mixture sound of the knife (Metal Hit Mix)
	AT01_Blade_G	Mono	None	Mixture sound of the knife (Metal Hit Mix)
	AT01_Blade_H	Mono	None	Mixture sound of the knife (Metal Hit Mix)
	AT01_Bow_A	Mono	None	Shoot the bow
	AT01_Bow_B	Mono	None	Shoot the bow
	AT01_Bow_C	Mono	None	Shoot the bow
	AT01_Bow_D	Mono	None	Shoot the bow
	AT01_Club01_A	Mono	None	Club / Beat
	AT01_Club01_B	Mono	None	Club / Beat
	AT01_Club01_C	Mono	None	Club / Beat
	AT01_Club01_D	Mono	None	Club / Beat
	AT01_Club02_A	Mono	None	Club / Beat
	AT01_Club02_B	Mono	None	Club / Beat
	AT01_Club02_C	Mono	None	Club / Beat
	AT01_Club02_D	Mono	None	Club / Beat
	AT01_Whip01_A	Mono	None	Whip
	AT01_Whip01_B	Mono	None	Whip
	AT01_Whip01_C	Mono	None	Whip
	AT01_Whip02_A	Mono	None	Heavy Whip
	AT01_Whip02_B	Mono	None	Heavy Whip

VSE05_Effect(Ambient)				
Category	File Name	St/Mn	Loop Point	Description(Sound Image)
Hit	AT01-EF_Gouge_A_St	Stereo	None	Gouge / Bound
	AT01-EF_Gouge_B_St	Stereo	None	Gouge
	AT01-EF_Gouge_C_St	Stereo	None	Gouge
	AT01-EF_Gouge_D_St	Stereo	None	Gouge
	AT01-EF_Gouge_E_St	Stereo	None	Gouge
	AT01-EF_MetalHit_A_St	Stereo	None	Metal Hit / Conflict of the knife / Shield
	AT01-EF_MetalHit_B_St	Stereo	None	Metal Hit / Conflict of the knife / Shield
	AT01-EF_MetalHit_C_St	Stereo	None	Metal Hit / Conflict of the knife / Shield
	AT01-EF_Slash01_A_St	Stereo	None	Light Slash
	AT01-EF_Slash01_B_St	Stereo	None	Light Slash
	AT01-EF_Slash01_C_St	Stereo	None	Light Slash
	AT01-EF_Slash01_D_St	Stereo	None	Light Slash
	AT01-EF_Slash01_E_St	Stereo	None	Light Slash
	AT01-EF_Slash01_F_St	Stereo	None	Light Slash
	AT01-EF_Slash02_A_St	Stereo	None	Heavy Slash
	AT01-EF_Slash02_B_St	Stereo	None	Heavy Slash
	AT01-EF_Slash02_C_St	Stereo	None	Heavy Slash
	AT01-EF_Slash02_D_St	Stereo	None	Heavy Slash
	AT01-EF_Stab01_A_St	Stereo	None	Stab
	AT01-EF_Stab01_B_St	Stereo	None	Stab
	AT01-EF_Stab01_C_St	Stereo	None	Stab
	AT01-EF_Stab01_D_St	Stereo	None	Stab
	AT01-EF_Stab01_E_St	Stereo	None	Stab
	AT01-EF_Stab01_F_St	Stereo	None	Stab
	AT01-EF_Stab02_A_St	Stereo	None	Stab / Hit Sound of Bow and Arrow
	AT01-EF_Stab02_B_St	Stereo	None	Stab / Hit Sound of Bow and Arrow
	AT01-EF_Stab02_C_St	Stereo	None	Stab / Hit Sound of Bow and Arrow
	AT01-EF_Stab02_D_St	Stereo	None	Stab / Hit Sound of Bow and Arrow
	AT01-EF_Stab02_E_St	Stereo	None	Stab / Hit Sound of Bow and Arrow
Physical	AT01-EF_Guard01_A_St	Stereo	None	Guard with the body (Tight) / Beat
	AT01-EF_Guard01_B_St	Stereo	None	Guard with the body (Tight) / Beat
	AT01-EF_Guard01_C_St	Stereo	None	Guard with the body (Tight) / Beat
	AT01-EF_Guard02_A_St	Stereo	None	Guard with the body (Airy) / Beat
	AT01-EF_Guard02_B_St	Stereo	None	Guard with the body (Airy) / Beat
	AT01-EF_Guard02_C_St	Stereo	None	Guard with the body (Airy) / Beat
	AT01-EF_Hook_A_St	Stereo	None	Hook / Upper
	AT01-EF_Hook_B_St	Stereo	None	Hook / Upper
	AT01-EF_Hook_C_St	Stereo	None	Hook / Upper
	AT01-EF_Hook_D_St	Stereo	None	Slap
	AT01-EF_Kick01_A_St	Stereo	None	Kick
	AT01-EF_Kick01_B_St	Stereo	None	Kick
	AT01-EF_Kick01_C_St	Stereo	None	Kick / Slap
	AT01-EF_Kick01_D_St	Stereo	None	Kick / Slap
	AT01-EF_Kick02_A_St	Stereo	None	Heavy Kick
	AT01-EF_Kick02_B_St	Stereo	None	Heavy Kick
	AT01-EF_Kick02_C_St	Stereo	None	Kick / Slap
	AT01-EF_Kick02_D_St	Stereo	None	Kick / Slap
	AT01-EF_Punch01_A_St	Stereo	None	Punch (Airy)
	AT01-EF_Punch01_B_St	Stereo	None	Punch (Airy)
	AT01-EF_Punch01_C_St	Stereo	None	Punch (Airy)
	AT01-EF_Punch01_D_St	Stereo	None	Punch (Airy)
	AT01-EF_Punch02_A_St	Stereo	None	Punch (Tight)
	AT01-EF_Punch02_B_St	Stereo	None	Punch (Tight)
	AT01-EF_Punch02_C_St	Stereo	None	Punch (Tight)

Physical	AT01-EF_Punch02_D_St	Stereo	None	Punch (Tight)
Swing	AT01-EF_Swing01_A_St	Stereo	None	Sharp Swing
	AT01-EF_Swing01_B_St	Stereo	None	Sharp Swing
	AT01-EF_Swing01_C_St	Stereo	None	Sharp Swing
	AT01-EF_Swing01_D_St	Stereo	None	Sharp Swing
	AT01-EF_Swing02_A_St	Stereo	None	Powerful Swing
	AT01-EF_Swing02_B_St	Stereo	None	Powerful Swing
	AT01-EF_Swing02_C_St	Stereo	None	Powerful Swing
	AT01-EF_Swing02_D_St	Stereo	None	Powerful Swing
	AT01-EF_Swing02_E_St	Stereo	None	Powerful Swing
	AT01-EF_Swing03_A_St	Stereo	None	Heavy Swing
	AT01-EF_Swing03_B_St	Stereo	None	Heavy Swing
	AT01-EF_Swing03_C_St	Stereo	None	Heavy Swing
	AT01-EF_Swing03_D_St	Stereo	None	Heavy Swing
	AT01-EF_Swing04_A_St	Stereo	None	Tight Swing
	AT01-EF_Swing04_B_St	Stereo	None	Tight Swing
	AT01-EF_Swing04_C_St	Stereo	None	Tight Swing
	AT01-EF_Swing05_A_St	Stereo	None	Sharp and Strong Swing
	AT01-EF_Swing05_B_St	Stereo	None	Sharp and Strong Swing
	AT01-EF_Swing05_C_St	Stereo	None	Sharp and Strong Swing
	AT01-EF_Swing05_D_St	Stereo	None	Sharp and Strong Swing
Weapon	AT01-EF_Blade_A_St	Stereo	None	Mixture sound of the knife
	AT01-EF_Blade_B_St	Stereo	None	Mixture sound of the knife
	AT01-EF_Blade_C_St	Stereo	None	Mixture sound of the knife
	AT01-EF_Blade_D_St	Stereo	None	Mixture sound of the knife
	AT01-EF_Blade_E_St	Stereo	None	Mixture sound of the knife
	AT01-EF_Blade_F_St	Stereo	None	Mixture sound of the knife (Metal Hit Mix)
	AT01-EF_Blade_G_St	Stereo	None	Mixture sound of the knife (Metal Hit Mix)
	AT01-EF_Blade_H_St	Stereo	None	Mixture sound of the knife (Metal Hit Mix)
	AT01-EF_Bow_A_St	Stereo	None	Shoot the bow
	AT01-EF_Bow_B_St	Stereo	None	Shoot the bow
	AT01-EF_Bow_C_St	Stereo	None	Shoot the bow
	AT01-EF_Bow_D_St	Stereo	None	Shoot the bow
	AT01-EF_Club01_A_St	Stereo	None	Club / Beat
	AT01-EF_Club01_B_St	Stereo	None	Club / Beat
	AT01-EF_Club01_C_St	Stereo	None	Club / Beat
	AT01-EF_Club01_D_St	Stereo	None	Club / Beat
	AT01-EF_Club02_A_St	Stereo	None	Club / Beat
	AT01-EF_Club02_B_St	Stereo	None	Club / Beat
	AT01-EF_Club02_C_St	Stereo	None	Club / Beat
	AT01-EF_Club02_D_St	Stereo	None	Club / Beat
	AT01-EF_Whip01_A_St	Stereo	None	Whip
	AT01-EF_Whip01_B_St	Stereo	None	Whip
	AT01-EF_Whip01_C_St	Stereo	None	Whip
	AT01-EF_Whip02_A_St	Stereo	None	Heavy Whip
	AT01-EF_Whip02_B_St	Stereo	None	Heavy Whip