

Light Green: Default soundslots Dark green: Advanced soundslots Orange: BG2EE soundslots that work in BGEE				
POSITION	Example MALE/ DEFAULT In Character Creation	SLOT-NAME	EVENT TRIGGER	POSTFIX
1	-1			
2	-1			
3	-1			
4	-1			
5	-1			
6	16236	LEADER	The specific character portrait is Dragged and dropped to the very top	<b>b</b>
7	16237	TIRED	Character is tired e.g. after a long journey without a break	<b>c</b>
8	16238	BORED	The character stands still for a while	<b>d</b>
9	16235	BATTLE_CRY1	A creature is attacked	<b>a</b>
10	25427	BATTLE_CRY2	A creature is attacked	<b>8</b>
11	25429	BATTLE_CRY3	A creature is attacked	<b>9</b>
12	-1	BATTLE_CRY4	A creature is attacked	<b>g_</b>
13	-1	BATTLE_CRY5	A creature is attacked	<b>h_</b>
14	-1			
15	-1			
16	-1			
17	-1			
18	16246	DAMAGE	Character is hit	<b>l</b>
19	16247	DYING	Character is hit and His hit points become zero	<b>m</b>
20	16239	HURT	Character is hit and His hit points become very low	<b>e</b>
21	-1			
22	-1			
23	-1			
24	-1			
25	-1			
26	16240	SELECT_COMMON1	The character is selected e.g. with a left mouse click	<b>f</b>
27	16241	SELECT_COMMON2	The character is selected e.g. with a left mouse click	<b>g</b>
28	16242	SELECT_COMMON3	The character is selected e.g. with a left mouse click	<b>h</b>
29	-1	SELECT_COMMON4	The character is selected e.g. with a left mouse click	<b>0</b>
30	-1	SELECT_COMMON5	The character is selected e.g. with a left mouse click	<b>k_</b>
31	-1	SELECT_COMMON6	The character is selected e.g. with a left mouse click	<b>l_</b>
32	16243	SELECT_ACTION1	After selecting the character, Move it to another position	<b>i</b>
33	16244	SELECT_ACTION2	After selecting the character, Move it to another position	<b>j</b>
34	16245	SELECT_ACTION3	After selecting the character, Move it to another position	<b>k</b>
35	-1	SELECT_ACTION4	The character is repeatedly selected e.g. with a left mouse click	<b>0_</b>
36	-1	SELECT_ACTION5	The character is repeatedly selected e.g. with a left mouse click	<b>1_</b>
37	-1	SELECT_ACTION6	The character is repeatedly selected e.g. with a left mouse click	<b>2_</b>
38	-1	SELECT_ACTION7	The character is repeatedly selected e.g. with a left mouse click	<b>3_</b>
39	-1			
40	-1			
41	-1			
42	-1			
43	-1			
44	-1			
45	-1			
46	-1			
47	-1			
48	-1			
49	-1			
50	-1			
51	-1			
52	-1			
53	-1	REACT_TO_DIE_GENERAL	Happens when a party member dies	<b>w</b>
54	-1			
55	-1			
56	-1			
57	-1			
58	-1			
59	-1			
60	-1			
61	-1			
62	-1			
63	-1			
64	-1			
65	-1	CRITICAL_HIT	When the character attacks With a critical hit	<b>z</b>
66	-1	CRITICAL_MISS	When the character attacks With a critical miss	<b>1</b>
67	-1	TARGET_IMMUNE	When the character attacks And the target is immune to its attacks	<b>2</b>
68	-1	INVENTORY_FULL	When the character's backpack is full And the player still tries To select an item Into the character's inventory	<b>3</b>
69	-1	PICKED_POCKET	If the character steals successfully From another creature	<b>4</b>
70	-1	HIDDEN_IN_SHADOWS	If the character hides successfully	<b>5</b>
71	-1	SPELL_DISRUPTED	When the character is disturbed at spell casting, e.g. by an enemy attack or a Disruptive state	<b>6</b>
72	-1	SET_A_TRAP	If the character sets a trap successfully	<b>7</b>
73	-1			
74	-1			
75	-1			
76	-1			
77	-1			
78	-1			
79	-1	BGEE_ACTION4	After selecting the character, Move it to another position	<b>s</b>
80	-1	BGEE_ACTION5	After selecting the character, Move it to another position	<b>t</b>
81	-1	BGEE_ACTION6	After selecting the character, Move it to another position	<b>u</b>
82	-1	BGEE_ACTION7	After selecting the character, Move it to another position	<b>v</b>
83	-1			
84	-1			
85	-1			
86	-1			
87	-1			
88	-1			
89	-1			
90	-1			
91	-1			
92	-1			
93	-1			
94	-1			
95	-1			
96	-1			
97	-1			
98	-1			
99	-1			