



**SWORDFIGHTER:
A note about the two folder formats.**

Thanks for picking up Swordfighter. In this library I've created two folders that are optimised for Film & TV projects and for Video Game projects. The basic difference being that the Film & TV folder has WAV audio files at 48kHz, whereas the Video Games folder is at 44.1kHz and offers both MP3 as well as WAV files.

Additionally, whereas the Film & TV has multiple takes within a single sound file, the Video Games folders split those up into individual files.

Hopefully this is all self evident for whatever industry you work in and you can start putting these sounds to work.

Cheers,
Kyle