

Essential | Zombies Games

Target | The sound you need.

Asset documentation.

First of all, thank you for purchasing this asset.

If you don't find your answer on documentation you can contact us at targetsoundfx@gmail.com .

After you try this asset, we really appreciate if you could make a review on the asset store. It helps us a lot. Thanks.

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1 Introduction :

Open the demo scene : Project -> Target Zombie Games -> Demo -> **Demo**

Play a sound.

Press any button to play sounds. (Pic 1)

Know which samples are played :

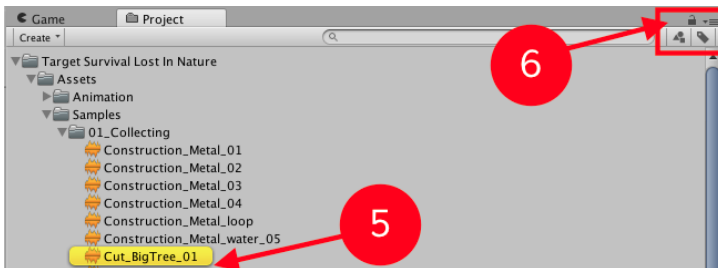
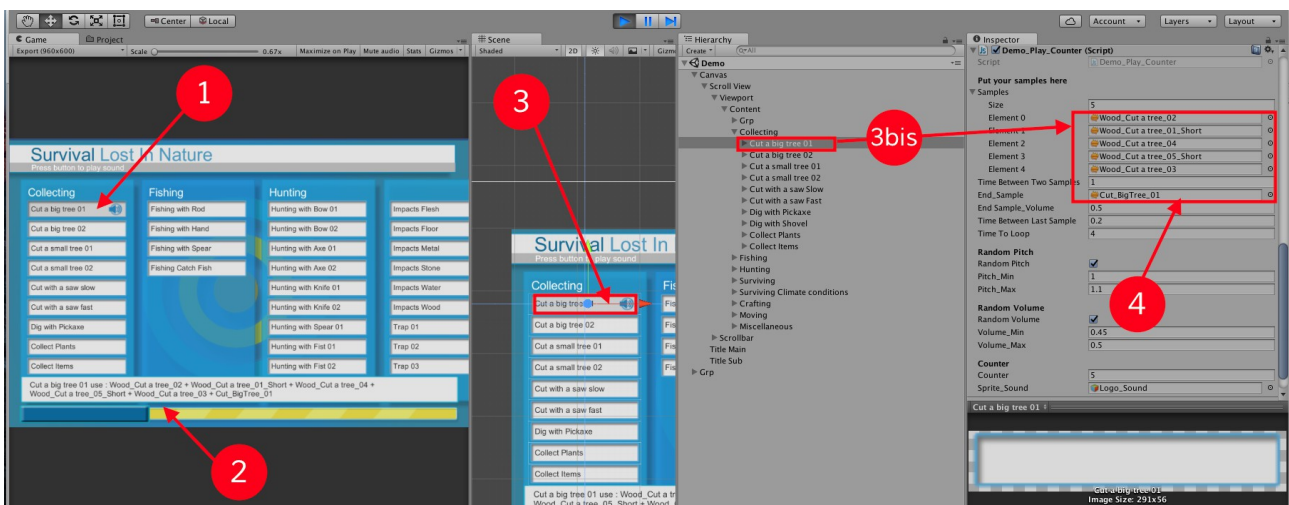
You find the names of the samples being played on the bottom of the page. (Pic 2)

Find samples :

1 - Select a button on scene view (Pic 3) or on the hierarchy (Pic 3bis).

2 - Then select a sound on the inspector (Pic 4)

The sound must appear on the Project folder (Pic 5).



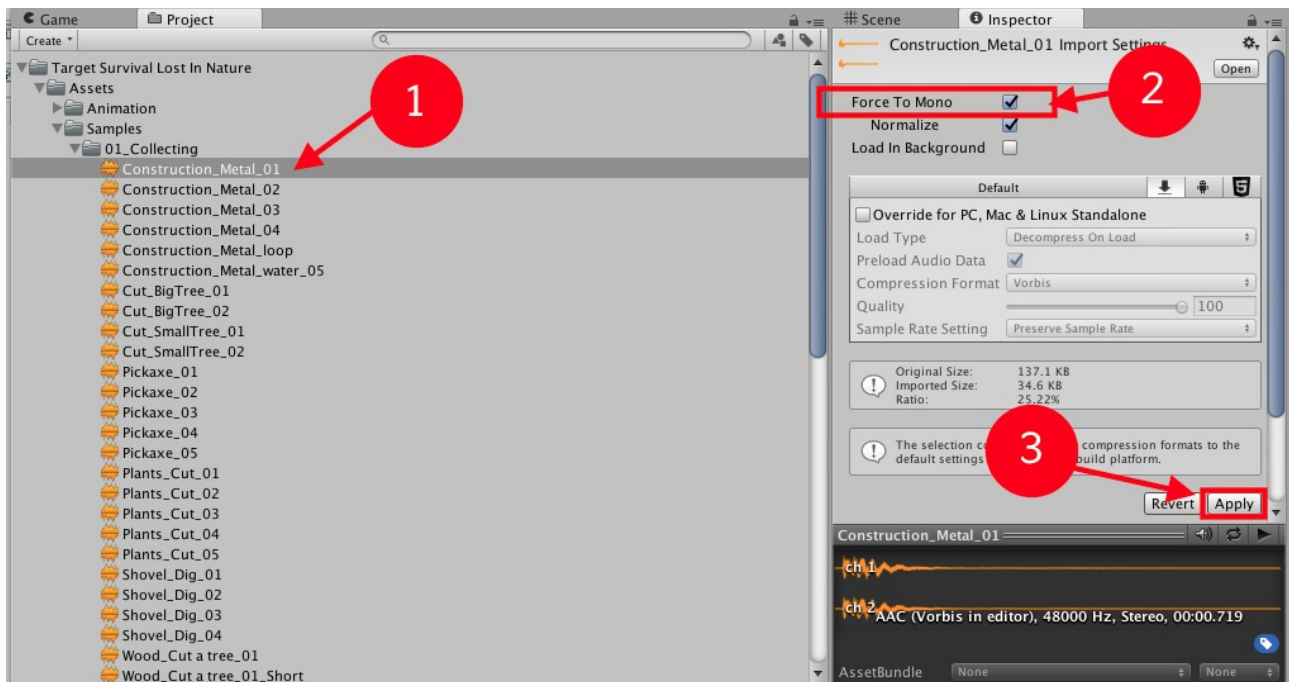
If you have a problem check if the **lock** button is unlock (pic 6)

2 Stereo vs Mono :

All the samples are in stereo.

Convert Stereo to Mono :

- 1 - Select a sample on the Project folder (Pic 1)
- 2 - Check box **ForceToMono** (Pic 2)
- 3 - Select **Apply** (Pic 3)



3 Simple script to play sound :

We have create a simple script to play sounds.

Open the demo scene : Project -> Target Zombie Games -> Assets -> scenes -> **01_Demo_Script**

How to use the script named **Target_Play.js** ?

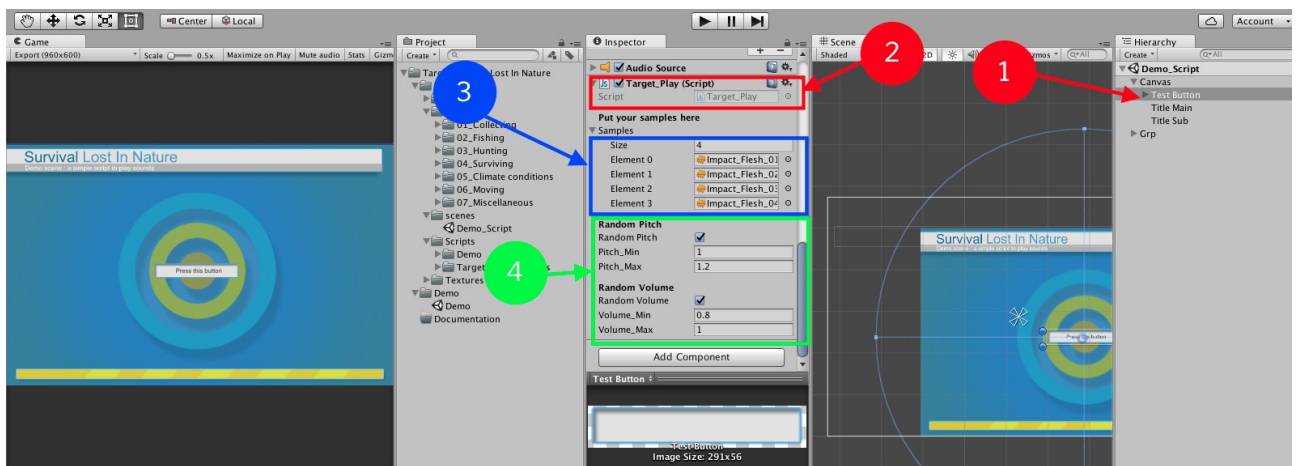
- 1 - Select the gameObject **Test Button** on the hierarchy. (Pic 1)
- 2 - Look at the script **Target_Play.js** on the inspector. (Pic 2)

How to choose your samples ?

- 3 - Put your samples inside the array named **Samples** (Pic 3). Choose the array **Size**. For example 4 if you want to play 4 different samples. Sample are played on the same order as they are on the array.
- 4 - You could choose a random pitch and a volume if you want.

If **Random_Pitch = false** pitch equal to 1.

If **Random_Volume = false** volume equal to 1.



Try the script :

- 1 - Start the scene
- 2 - Press the button many times.

Play a sound with scripting :

Open the script : Project -> Assets -> Script -> Target_Audio_Scripts -> **Target_Play**

To play a sound you need to call the function **Target_Play()**

For Example you could call the function as you could see line 25 (see the picture next page) .

Here when the player press button "e" a sound is played.

To try this delete **/*** line 23 and ***/** line 27.

```

1 // Target_Play.js : Description : A simple script to play sounds
2 #pragma strict
3
4 private var s_Audio : AudioSource; // Access audioSource component
5 @Header ("Put your samples here")
6 var Samples : AudioClip[]; // Put here your samples
7 @Header ("Random Pitch")
8 var RandomPitch : boolean = true; // if false random is deactivate
9 var Pitch_Min : float = 1; // Randomize pitch when a sound is played. Minimum pitch
10 var Pitch_Max : float = 1.2; // Maximum pitch
11 @Header ("Random Volume")
12 var RandomVolume : boolean = true; // if false random is deactivate
13 var Volume_Min : float = .8; // Randomize volume when a sound is played. Minimum volume
14 var Volume_Max : float = 1; // Maximum volume
15 private var tmp_Counter : int = 0; // Know which sample is currently playing
16
17
18 function Start () { // -> Init
19     s_Audio = GetComponent.<AudioSource>(); // Access Audio Component
20 }
21
22
23 /*function Update(){
24     if(Input.GetKeyDown("e")){
25         Target_Play();
26     }
27 }*/
28
29 function Target_Play() { // -> Play sound on the same order as you put them inside variable Sample
30     if(RandomPitch)s_Audio.pitch = Random.Range(Pitch_Min, Pitch_Max); // Random pitch
31     if(RandomVolume)s_Audio.volume = Random.Range(Volume_Min, Volume_Max); // Radom volume
32
33     if(Samples.length>0){ // Play sound
34         s_Audio.PlayOneShot(Samples[tmp_Counter]);
35     }
36     //Debug.Log(Samples[tmp_Counter].name);
37     tmp_Counter ++;
38     tmp_Counter = tmp_Counter%Samples.length;
39 }
40
41

```

Scripts examples to use weapons samples:

Open the demo scene : Project -> Asset -> scenes -> **02_Demo_Script_Weapons**

Find scripts examples to play samples like gun, Flamer, Lawn Tractor, Electric Shock...

4 List of sounds :

Find a sample :

Example : 01_Zombie_Idle_VerySmall_00_loop.

You this sample on Project -> Assets -> Samples -> 01_Zombie -> Zombie_Idle ->

01_Zombie_Idle_VerySmall_00_loop

Category	Name	Folder	Sub folder
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01_Zombie

Zombies Idle	01_Zombie_Idle_VerySmall_00_loop	01_Zombie	Zombie_Idle
	02_Zombie_Idle_VerySmall_00_Bis_loop	01_Zombie	Zombie_Idle
	03_Zombie_Idle_Small_01_loop	01_Zombie	Zombie_Idle
	04_Zombie_Idle_Small_02_MoreAgressive	01_Zombie	Zombie_Idle
	05_Zombie_Idle_Small_03_MoreAgressive	01_Zombie	Zombie_Idle
	06_Zombie_Idle_Small_04_MoreAgressive	01_Zombie	Zombie_Idle
	07_Zombie_Idle_Mid_01_Part_1_loop	01_Zombie	Zombie_Idle
	08_Zombie_Idle_Mid_01_Part_2_loop	01_Zombie	Zombie_Idle
	09_Zombie_Idle_Big_01_Part_1_loop	01_Zombie	Zombie_Idle
	10_Zombie_Idle_Big_01_Part_2_loop	01_Zombie	Zombie_Idle
	11_Zombie_Idle_Big_01_Part_3_loop	01_Zombie	Zombie_Idle
	12_Zombie_Idle_Single_01_loop	01_Zombie	Zombie_Idle
	13_Zombie_Idle_Single_02_loop	01_Zombie	Zombie_Idle
	14_Zombie_Idle_Single_03_loop	01_Zombie	Zombie_Idle
	15_Zombie_Idle_Single_04_loop	01_Zombie	Zombie_Idle
	16_Zombie_Idle_Single_05_loop	01_Zombie	Zombie_Idle
Zombie Impacts	Zombie_Hit_01	01_Zombie	Zombie_Impacts
	Zombie_Hit_02	01_Zombie	Zombie_Impacts
	Zombie_Hit_03	01_Zombie	Zombie_Impacts
	Zombie_Hit_04	01_Zombie	Zombie_Impacts
	Zombie_Hit_05	01_Zombie	Zombie_Impacts
	Zombie_Hit_06	01_Zombie	Zombie_Impacts
	Zombie_Hit_07	01_Zombie	Zombie_Impacts
	Zombie_Hit_08	01_Zombie	Zombie_Impacts
	Zombie_Hit_09	01_Zombie	Zombie_Impacts
	Zombie_Hit_10	01_Zombie	Zombie_Impacts
	Zombie_Hit_11	01_Zombie	Zombie_Impacts
	Zombie_Hit_12	01_Zombie	Zombie_Impacts

	Zombie_Hit_13	01_Zombie	Zombie_Impacts
	Zombie_Hit_14	01_Zombie	Zombie_Impacts
	Zombie_Hit_15_break bone	01_Zombie	Zombie_Impacts
	Zombie_Hit_16_break bone	01_Zombie	Zombie_Impacts
	Zombie_Hit_17_break bone	01_Zombie	Zombie_Impacts
	Zombie_Hit_18_break bone	01_Zombie	Zombie_Impacts
	Zombie_Hit_19_break bone	01_Zombie	Zombie_Impacts
	Zombie_Hit_20_break bone	01_Zombie	Zombie_Impacts
	Zombie_Hit_20_butcher zombie	01_Zombie	Zombie_Impacts
	Zombie_Hit_21_butcher zombie	01_Zombie	Zombie_Impacts
	Zombie_Hit_Short_01	01_Zombie	Zombie_Impacts
	Zombie_Hit_Short_02	01_Zombie	Zombie_Impacts
	Zombie_Hit_Short_03	01_Zombie	Zombie_Impacts
	Zombie_Hit_Short_04	01_Zombie	Zombie_Impacts
	Zombie_Hit_Short_05	01_Zombie	Zombie_Impacts
	Zombie_Hit_Short_06	01_Zombie	Zombie_Impacts
	Zombie_Hit_Short_07	01_Zombie	Zombie_Impacts
	Zombie_Hit_Short_08	01_Zombie	Zombie_Impacts
	Zombie_Hit_Short_09	01_Zombie	Zombie_Impacts
	Zombie_Hit_Short_10	01_Zombie	Zombie_Impacts
	Zombie_Hit_Short_11	01_Zombie	Zombie_Impacts
	Zombie_Hit_Short_12	01_Zombie	Zombie_Impacts
	Zombie_Hit_Toxic_01	01_Zombie	Zombie_Impacts
	Zombie_Hit_Toxic_02	01_Zombie	Zombie_Impacts
Zombie Voice	Zombie_Voice_High_02_Attack	01_Zombie	Zombie_Voice
	Zombie_Voice_High_03_Attack	01_Zombie	Zombie_Voice
	Zombie_Voice_High_04_Attack	01_Zombie	Zombie_Voice
	Zombie_Voice_High_05_Attack	01_Zombie	Zombie_Voice
	Zombie_Voice_High_06_Attack	01_Zombie	Zombie_Voice
	Zombie_Voice_High_07_Attack	01_Zombie	Zombie_Voice
	Zombie_Voice_High_08_Hurt	01_Zombie	Zombie_Voice
	Zombie_Voice_High_09_Hurt	01_Zombie	Zombie_Voice
	Zombie_Voice_High_10_Hurt	01_Zombie	Zombie_Voice
	Zombie_Voice_High_11_Hurt	01_Zombie	Zombie_Voice
	Zombie_Voice_High_12_Hurt	01_Zombie	Zombie_Voice
	Zombie_Voice_High_13_Agony	01_Zombie	Zombie_Voice
	Zombie_Voice_High_14_Agony	01_Zombie	Zombie_Voice
	Zombie_Voice_High_15_Agony	01_Zombie	Zombie_Voice
	Zombie_Voice_Low_01_Attack	01_Zombie	Zombie_Voice
	Zombie_Voice_Low_02_Attack	01_Zombie	Zombie_Voice

	Zombie_Voice_Low_03_Attack	01_Zombie	Zombie_Voice
	Zombie_Voice_Low_04_Attack	01_Zombie	Zombie_Voice
	Zombie_Voice_Low_05_Attack	01_Zombie	Zombie_Voice
	Zombie_Voice_Low_06_Attack	01_Zombie	Zombie_Voice
	Zombie_Voice_Low_07_Hurt	01_Zombie	Zombie_Voice
	Zombie_Voice_Low_08_Hurt	01_Zombie	Zombie_Voice
	Zombie_Voice_Low_09_Hurt	01_Zombie	Zombie_Voice
	Zombie_Voice_Low_10_Agony	01_Zombie	Zombie_Voice
	Zombie_Voice_Low_11_Agony	01_Zombie	Zombie_Voice
	Zombie_Voice_Mid_01_Attack	01_Zombie	Zombie_Voice
	Zombie_Voice_Mid_02_Attack	01_Zombie	Zombie_Voice
	Zombie_Voice_Mid_03_Attack	01_Zombie	Zombie_Voice
	Zombie_Voice_Mid_04_Attack	01_Zombie	Zombie_Voice
	Zombie_Voice_Mid_05_Attack	01_Zombie	Zombie_Voice
	Zombie_Voice_Mid_06_Attack	01_Zombie	Zombie_Voice
	Zombie_Voice_Mid_07_Hurt	01_Zombie	Zombie_Voice
	Zombie_Voice_Mid_08_Hurt	01_Zombie	Zombie_Voice
	Zombie_Voice_Mid_09_Agony	01_Zombie	Zombie_Voice
	Zombie_Voice_Mid_10_Agony	01_Zombie	Zombie_Voice
	Zombie_Voice_Mid_11_Agony	01_Zombie	Zombie_Voice
	Zombie_Voice_Mid_12_Agony	01_Zombie	Zombie_Voice
Zombie Other	Zombie_Voice_Eat_01	01_Zombie	Zombie_z_Other
	Zombie_Voice_Toxic spuctum_01	01_Zombie	Zombie_z_Other
	Zombie_Voice_Toxic spuctum_02	01_Zombie	Zombie_z_Other

02_Weapons

Axe	Axe_Movement_01	02_Weapons	Axe
	Axe_Movement_02	02_Weapons	Axe
	Axe_Movement_03	02_Weapons	Axe
	Axe_Movement_04	02_Weapons	Axe
Bomb	Bomb_Bip_Long	02_Weapons	Bomb
	Bomb_Bip_Short	02_Weapons	Bomb
	Bomb_Bip_VeryShort	02_Weapons	Bomb
	Bomb_Sequence	02_Weapons	Bomb
Bottle	Bottle_Break_01	02_Weapons	Bottle
	Bottle_Break_02	02_Weapons	Bottle
	Bottle_Break_03	02_Weapons	Bottle
	Bottle_Break_04	02_Weapons	Bottle
Bow	Bow_Attack_01	02_Weapons	Bow
	Bow_Attack_02	02_Weapons	Bow

	Bow_Attack_03	02_Weapons	Bow
	Bow_Attack_04	02_Weapons	Bow
	Bow_Attack_05	02_Weapons	Bow
	Bow_Prepare	02_Weapons	Bow
ChainSaw	Chainsaw_attack_01	02_Weapons	ChainSaw
	Chainsaw_loop_Idle	02_Weapons	ChainSaw
	ChainSaw_Part1	02_Weapons	ChainSaw
	ChainSaw_Part2	02_Weapons	ChainSaw
	ChainSaw_Part3	02_Weapons	ChainSaw
	Chainsaw_Start	02_Weapons	ChainSaw
	Chainsaw_Stop	02_Weapons	ChainSaw
Extinguisher	Extinguisher_01_Loop	02_Weapons	Extinguisher
	Extinguisher_01_Start	02_Weapons	Extinguisher
	Extinguisher_01_Stop	02_Weapons	Extinguisher
	Extinguisher_02_Loop	02_Weapons	Extinguisher
	Extinguisher_02_Start	02_Weapons	Extinguisher
	Extinguisher_02_Stop	02_Weapons	Extinguisher
Fist	Fist_Move_01	02_Weapons	Fist
	Fist_Move_02	02_Weapons	Fist
	Fist_Move_03	02_Weapons	Fist
	Fist_Move_04	02_Weapons	Fist
Flamer	Weapon_Flamer_Loop	02_Weapons	Flamer
	Weapon_Flamer_Start	02_Weapons	Flamer
	Weapon_Flamer_Stop	02_Weapons	Flamer
Grenade	Grenade_PinOut	02_Weapons	Grenade
Gun	Gun_01	02_Weapons	Gun
	Gun_02	02_Weapons	Gun
Impacts	Impact_Flesh_01	02_Weapons	Impacts
	Impact_Flesh_02	02_Weapons	Impacts
	Impact_Flesh_03	02_Weapons	Impacts
	Impact_Flesh_04	02_Weapons	Impacts
	Impact_Flesh_05	02_Weapons	Impacts
	Impact_Floor_01	02_Weapons	Impacts
	Impact_Floor_02	02_Weapons	Impacts
	Impact_Floor_03	02_Weapons	Impacts
	Impact_Metal_01	02_Weapons	Impacts
	Impact_Metal_02	02_Weapons	Impacts
	Impact_Metal_03	02_Weapons	Impacts
	Impact_Metal_04	02_Weapons	Impacts
	Impact_Metal_05	02_Weapons	Impacts

	Impact_Stone_01	02_Weapons	Impacts
	Impact_Stone_02	02_Weapons	Impacts
	Impact_Water_01	02_Weapons	Impacts
	Impact_Water_02	02_Weapons	Impacts
	Impact_Water_03	02_Weapons	Impacts
	Impact_Water_04	02_Weapons	Impacts
	Impact_Water_Heavy_01	02_Weapons	Impacts
	Impact_Water_Heavy_02	02_Weapons	Impacts
	Impact_Water_Heavy_03	02_Weapons	Impacts
	Impact_Wood_01	02_Weapons	Impacts
	Impact_Wood_02	02_Weapons	Impacts
	Impact_Wood_03	02_Weapons	Impacts
	Impact_Wood_04	02_Weapons	Impacts
	Impact_Wood_05	02_Weapons	Impacts
	Impact_Wood_06	02_Weapons	Impacts
	Impact_Wood_07	02_Weapons	Impacts
	Impact_Wood_08	02_Weapons	Impacts
	Impact_Wood_09	02_Weapons	Impacts
	Impact_Wood_10	02_Weapons	Impacts
	Impact_Wood_11	02_Weapons	Impacts
Knife	Knife_Movement_01	02_Weapons	Knife
	Knife_Movement_02	02_Weapons	Knife
	Knife_Movement_03	02_Weapons	Knife
	Knife_Movement_04	02_Weapons	Knife
LawnTractor	LawnTractor_Loop	02_Weapons	LawnTractor
	LawnTractor_Start	02_Weapons	LawnTractor
	LawnTractor_Stop_01	02_Weapons	LawnTractor
	LawnTractor_Stop_02	02_Weapons	LawnTractor
Molotov Cocktail	MolotovCocktail_long	02_Weapons	Molotov Cocktail
	MolotovCocktail_short	02_Weapons	Molotov Cocktail
NonLethalElectricShock	NonLethal_ElecticShock_Loop_01	02_Weapons	NonLethalElectric Shock
	NonLethal_ElecticShock_Loop_02	02_Weapons	NonLethalElectric Shock
	NonLethal_ElecticShock_Loop_03	02_Weapons	NonLethalElectric Shock
	NonLethal_ElecticShock_Short_01	02_Weapons	NonLethalElectric Shock
	NonLethal_ElecticShock_Short_02	02_Weapons	NonLethalElectric Shock
	NonLethal_ElecticShock_Short_03	02_Weapons	NonLethalElectric

			Shock
Trap	Trap_01	02_Weapons	Trap
	Trap_02	02_Weapons	Trap
	Trap_03	02_Weapons	Trap
	Trap_04	02_Weapons	Trap
	Trap_05	02_Weapons	Trap
	Trap_06	02_Weapons	Trap
	Trap_07	02_Weapons	Trap
	Trap_08	02_Weapons	Trap
	Trap_09	02_Weapons	Trap
	Trap_10	02_Weapons	Trap
	Trap_11	02_Weapons	Trap
z_Other	Flashlight_Switch	02_Weapons	z_Other

03_Surviving

Fire	Fire_Fireplace_01_Small	03_Surviving	Fire
	Fire_Fireplace_02_Medium	03_Surviving	Fire
	Fire_Fireplace_03_Big	03_Surviving	Fire
	Fire_fireplace	03_Surviving	Fire
	Fire_Hand Fire_Silex_01	03_Surviving	Fire
	Fire_Hand Fire_Silex_02	03_Surviving	Fire
	Fire_Hand Fire_Start	03_Surviving	Fire
	Fire_Hand Fire_Wood_01	03_Surviving	Fire
	Fire_Torch_burn_loop	03_Surviving	Fire
	Fire_Torch_light_attack_01	03_Surviving	Fire
	Fire_Torch_light_attack_02	03_Surviving	Fire
	Fire_Torch_light	03_Surviving	Fire
Human	Human_Breathe_01	03_Surviving	Human
	Human_Breathe_02	03_Surviving	Human
	Human_Breathe_03	03_Surviving	Human
	Human_Breathe_04	03_Surviving	Human
	Human_Drink_01	03_Surviving	Human
	Human_eat_01	03_Surviving	Human
	Human_eat_02	03_Surviving	Human
	Human_eat_03	03_Surviving	Human
	Human_eat_04	03_Surviving	Human
	Human_Heart	03_Surviving	Human
	Human_Hurt_01	03_Surviving	Human
	Human_Hurt_02	03_Surviving	Human
	Human_Hurt_03	03_Surviving	Human

Human_Hurt_04	03_Surviving	Human
Human_Hurt_05	03_Surviving	Human
Human_Hurt_06	03_Surviving	Human
Human_Hurt_07	03_Surviving	Human
Human_Jump_01	03_Surviving	Human
Human_Jump_02	03_Surviving	Human
Human_Jump_03	03_Surviving	Human
Human_Jump_04	03_Surviving	Human
Human_Jump_05	03_Surviving	Human
Human_Sleeping_01	03_Surviving	Human
Human_Sleeping_02	03_Surviving	Human
Human_Sleeping_03	03_Surviving	Human
Misc_Can_Soda	03_Surviving	

04_Moving

04_Moving	Footstep_Blank_015	04_Moving	Footsteps
	Footstep_Blank_025	04_Moving	Footsteps
	Footstep_Gravel_01	04_Moving	Footsteps
	Footstep_Gravel_02	04_Moving	Footsteps
	Footstep_Gravel_03	04_Moving	Footsteps
	Footstep_Gravel_04	04_Moving	Footsteps
	Footstep_Gravel_05	04_Moving	Footsteps
	Footstep_Gravel_06	04_Moving	Footsteps
	Footstep_Gravel_07	04_Moving	Footsteps
	Footstep_Gravel_08	04_Moving	Footsteps
	Footstep_HardSurface_01	04_Moving	Footsteps
	Footstep_HardSurface_02	04_Moving	Footsteps
	Footstep_HardSurface_03	04_Moving	Footsteps
	Footstep_HardSurface_04	04_Moving	Footsteps
	Footstep_HardSurface_05	04_Moving	Footsteps
	Footstep_HardSurface_06	04_Moving	Footsteps
	Footstep_HardSurface_07	04_Moving	Footsteps
	Footstep_HardSurface_08	04_Moving	Footsteps
	Footstep_Leaves_01	04_Moving	Footsteps
	Footstep_Leaves_02	04_Moving	Footsteps
	Footstep_Leaves_03	04_Moving	Footsteps
	Footstep_Leaves_04	04_Moving	Footsteps
	Footstep_Leaves_05	04_Moving	Footsteps
	Footstep_Leaves_06	04_Moving	Footsteps
	Footstep_Leaves_07	04_Moving	Footsteps

Footstep_Leaves_08	04_Moving	Footsteps
Footstep_Sand_01	04_Moving	Footsteps
Footstep_Sand_02	04_Moving	Footsteps
Footstep_Sand_03	04_Moving	Footsteps
Footstep_Sand_04	04_Moving	Footsteps
Footstep_Sand_05	04_Moving	Footsteps
Footstep_Sand_06	04_Moving	Footsteps
Footstep_Sand_07	04_Moving	Footsteps
Footstep_Sand_08	04_Moving	Footsteps
Footstep_Water_01	04_Moving	Footsteps
Footstep_Water_02	04_Moving	Footsteps
Footstep_Water_03	04_Moving	Footsteps
Footstep_Water_04	04_Moving	Footsteps
Footstep_Water_05	04_Moving	Footsteps
Footstep_Water_06	04_Moving	Footsteps
Footstep_Water_07	04_Moving	Footsteps
Footstep_Water_08	04_Moving	Footsteps
Footstep_Wood_01	04_Moving	Footsteps
Footstep_Wood_02	04_Moving	Footsteps
Footstep_Wood_03	04_Moving	Footsteps
Footstep_Wood_04	04_Moving	Footsteps
Footstep_Wood_05	04_Moving	Footsteps
Footstep_Wood_06	04_Moving	Footsteps
Footstep_Wood_07	04_Moving	Footsteps
Footstep_Wood_08	04_Moving	Footsteps

05_Miscellaneous

05_Miscellaneous	Door_01_Open	05_Miscellaneous	Doors
	Door_02_Open	05_Miscellaneous	Doors
	Door_03_Open	05_Miscellaneous	Doors
	Door_04_Movement	05_Miscellaneous	Doors
	Door_05_Movement	05_Miscellaneous	Doors
	Door_06_Movement	05_Miscellaneous	Doors
	Door_07_Close	05_Miscellaneous	Doors
	Door_08_Close	05_Miscellaneous	Doors
	Door_09_Close	05_Miscellaneous	Doors
	Door_10_Roll	05_Miscellaneous	Doors
Explosions	Explosion_01_Stereo_bis	05_Miscellaneous	Explosions
	Explosion_01_Stereo	05_Miscellaneous	Explosions
	Explosion_02_Stereo_bis	05_Miscellaneous	Explosions

Whooshes	Explosion_02_Stereo	05_Miscellaneous	Explosions
	Explosion_04_short	05_Miscellaneous	Explosions
	Misc_Whoosh_Big_01	05_Miscellaneous	Whooshes
	Misc_Whoosh_Big_02	05_Miscellaneous	Whooshes
	Misc_Whoosh_Big_03	05_Miscellaneous	Whooshes
	Misc_Whoosh_High_01	05_Miscellaneous	Whooshes
	Misc_Whoosh_High_02	05_Miscellaneous	Whooshes
	Misc_Whoosh_High_03	05_Miscellaneous	Whooshes
	Misc_Whoosh_High_04	05_Miscellaneous	Whooshes
	Misc_Whoosh_Mid_01	05_Miscellaneous	Whooshes
	Misc_Whoosh_Mid_02	05_Miscellaneous	Whooshes
	Misc_Whoosh_Mid_03	05_Miscellaneous	Whooshes