

Folder	Sub-Folder	File Name	Description / Link
Combatants			
	DPS		
		DPS_Movement_Footstep_1	<a href="#">Sand</a>
		DPS_Movement_Footstep_2	<a href="#">Sand</a>
		DPS_Movement_Footstep_3	<a href="#">Sand</a>
		DPS_Movement_Footstep_4	<a href="#">Sand</a>
		DPS_Movement_Footstep_5	<a href="#">Metal</a>
		DPS_Movement_Footstep_6	<a href="#">Metal</a>
		DPS_Movement_Footstep_7	<a href="#">Metal</a>
		DPS_Movement_Footstep_8	<a href="#">Metal</a>
		DPS_Movement_Footstep_9	<a href="#">Metal</a>
		DPS_Movement_Footstep_10	<a href="#">Metal</a>
		DPS_Movement_Jump_1	<a href="#">Whoosh</a>
		DPS_Movement_Jump_2	<a href="#">Whoosh</a>
		DPS_Movement_GrapplingHook_1	<a href="#">Grappling Hook Jump</a>
		DPS_Attacks_Atk_1	<a href="#">4 round rifle burst</a>
		DPS_Attacks_Atk_2	<a href="#">4 round rifle burst</a>
		DPS_Attacks_Atk_3	<a href="#">4 round rifle burst</a>
		DPS_Attacks_Atk_4	<a href="#">4 round rifle burst</a>
		DPS_Attacks_Reload_1	<a href="#">gun reload</a>
		DPS_Attacks_Reload_2	<a href="#">gun reload</a>
		DPS_Attacks_Miss_1	<a href="#">Bullet Ricochette</a>
		DPS_Attacks_Miss_2	<a href="#">Bullet Ricochette</a>
		DPS_Attacks_Miss_3	<a href="#">Bullet Ricochette</a>
		DPS_Attacks_Miss_4	<a href="#">Bullet Ricochette</a>
		DPS_Attacks_Miss_5	<a href="#">Bullet Ricochette</a>
		DPS_Attacks_Miss_6	<a href="#">Bullet Ricochette</a>
		DPS_Attacks_Knife_1	<a href="#">Melee Knife Attack</a>
		DPS_Attacks_Block_1	<a href="#">Blocked Attack</a>
		DPS_Attacks_Boost_1	<a href="#">Damage Boost Ability</a>
		DPS_Voc_Cough_1	<a href="#">Cough</a>
		DPS_Voc_Cough_2	<a href="#">Cough</a>
		DPS_Voc_Breath_1	<a href="#">Breath</a>
		DPS_Voc_Breath_2	<a href="#">Breath</a>
		DPS_Voc_Breath_3	<a href="#">Breath</a>
		DPS_Voc_Breath_4	<a href="#">Breath</a>
		DPS_Voc_Gasp_1	<a href="#">Gasp</a>
		DPS_Voc_Gasp_2	<a href="#">Gasp</a>
		DPS_Voc_Choke_1	<a href="#">Choke</a>
		DPS_Voc_Grunt_1	<a href="#">Grunt</a>
		DPS_Voc_Grunt_2	<a href="#">Grunt</a>
		DPS_Voc_Grunt_3	<a href="#">Grunt</a>
		DPS_Voc_Scream_1	<a href="#">Scream</a>
		Loops_Character_Heartbeat_2	<a href="#">dps heartbeat</a>
	Tank		
		Tank_Movement_Footstep_1	<a href="#">Footstep on hard surface</a>

		Tank_Movement_Footstep_2	<a href="#">Footstep on hard surface</a>
		Tank_Movement_Footstep_3	<a href="#">Footstep on hard surface</a>
		Tank_Movement_Footstep_4	<a href="#">Footstep on soft surface</a>
		Tank_Movement_Footstep_5	<a href="#">Footstep on soft surface</a>
		Tank_Movement_Footstep_6	<a href="#">Footstep on soft surface</a>
		Tank_Movement_Jump_1	<a href="#">Jumping Whoosh</a>
		Tank_Movement_Jump_2	<a href="#">Jumping Whoosh</a>
		Tank_Attacks_Atk_1	<a href="#">Grenade Launcher</a>
		Tank_Attacks_Atk_2	<a href="#">Grenade Launcher</a>
		Tank_Attacks_Reload_1	<a href="#">Reload Weapon</a>
		Tank_Attacks_Reload_2	<a href="#">Reload Weapon</a>
		Tank_Attacks_Melee_1	<a href="#">Melle Attack</a>
		Tank_Attacks_Block_1	<a href="#">Blocked Attack</a>
		Tank_Attacks_Shield_1	<a href="#">Ally Energy Shield</a>
		Tank_Voc_Cough_1	<a href="#">Cough</a>
		Tank_Voc_Cough_2	<a href="#">Cough</a>
		Tank_Voc_Breath_1	<a href="#">Breath</a>
		Tank_Voc_Breath_2	<a href="#">Breath</a>
		Tank_Voc_Breath_3	<a href="#">Breath</a>
		Tank_Voc_Breath_4	<a href="#">Breath</a>
		Tank_Voc_Gasp_1	<a href="#">Gasp</a>
		Tank_Voc_Gasp_2	<a href="#">Gasp</a>
		Tank_Voc_Choke_1	<a href="#">Choke</a>
		Tank_Voc_Grunt_1	<a href="#">Grunt</a>
		Tank_Voc_Grunt_2	<a href="#">Grunt</a>
		Tank_Voc_Grunt_3	<a href="#">Grunt</a>
		Tank_Voc_Scream_1	<a href="#">Scream</a>
		Loops_Character_Heartbeat_1	<a href="#">tank heartbeat</a>
	<b>Healer</b>		
		Healer_Movement_Jetpack_1	<a href="#">Jet Pack Loop</a>
		Healer_Movement_Jump_1	<a href="#">Jet Pack Burst</a>
		Healer_Movement_Jump_2	<a href="#">Jet Pack Burst</a>
		Healer_Attacks_Melee_1	<a href="#">Blowtorch Swipe</a>
		Healer_Attacks_Atk_1	<a href="#">Pistol Shot</a>
		Healer_Attacks_Atk_2	<a href="#">Pistol Shot</a>
		Healer_Attacks_Reload_1	<a href="#">Pistol Reload</a>
		Healer_Attacks_Heal_1	<a href="#">Single Person Heal</a>
		Healer_Attacks_Heal_2	<a href="#">AOE Heal</a>
		Healer_Attacks_Block_1	<a href="#">Block</a>
		Healer_Attacks_Miss_1	<a href="#">Bullet Ricochette</a>
		Healer_Attacks_Miss_2	<a href="#">Bullet Ricochette</a>
		Healer_Voc_Cough_1	<a href="#">Cough</a>
		Healer_Voc_Sigh_1	<a href="#">Sigh</a>
		Healer_Voc_Grunt_1	<a href="#">Grunt</a>
		Healer_Voc_Grunt_2	<a href="#">Grunt</a>
		Healer_Voc_Grunt_3	<a href="#">Grunt</a>
		Healer_Voc_Grunt_4	<a href="#">Grunt</a>

		Loops_Character_Heartbeat_3	<a href="#">healer heartbeat</a>
	<b>Enemy 1</b>		
		Squid_Movement_Footstep_1	<a href="#">Squishy Squid sounds slow</a>
		Squid_Movement_Footstep_2	<a href="#">Squishy Squid sounds slow</a>
		Squid_Movement_Footstep_3	<a href="#">Squishy Squid sounds medium</a>
		Squid_Movement_Footstep_4	<a href="#">Squishy Squid sounds medium</a>
		Squid_Movement_Footstep_5	<a href="#">Squishy Squid sounds fast</a>
		Squid_Movement_Footstep_6	<a href="#">Squishy Squid sounds fast</a>
		Squid_Attacks_Atk_1	<a href="#">Slam Attack</a>
		Squid_Attacks_Atk_2	<a href="#">Entangle Attack</a>
		Squid_Attacks_Atk_3	<a href="#">Strangle Attack</a>
		Squid_Voc_Grunt_1	<a href="#">Alien vocalization</a>
		Squid_Voc_Grunt_2	<a href="#">Alien vocalization</a>
		Squid_Voc_Grunt_3	<a href="#">Alien vocalization</a>
	<b>Enemy 2</b>		
		NoArms_Movement_Footstep_1	<a href="#">mechanical step slow</a>
		NoArms_Movement_Footstep_2	<a href="#">mechanical step slow</a>
		NoArms_Movement_Footstep_3	<a href="#">mechanical step medium</a>
		NoArms_Movement_Footstep_4	<a href="#">mechanical step medium</a>
		NoArms_Movement_Footstep_5	<a href="#">mechanical step fast</a>
		NoArms_Movement_Footstep_6	<a href="#">mechanical step fast</a>
		NoArms_Attacks_Atk_1	<a href="#">Kick Attack</a>
		NoArms_Attacks_Atk_2	<a href="#">Gas Attack</a>
		NoArms_Attacks_Atk_3	<a href="#">Slam Attack</a>
		NoArms_Voc_Breathing_1	<a href="#">breathing / panting</a>
		NoArms_Voc_Grunt_1	<a href="#">roaring</a>
<b>Environmental</b>			
	<b>One Shots</b>		
		OneShot_Doors_Metal_1_Open	<a href="#">Metal door open</a>
		OneShot_Doors_Metal_1_Close	<a href="#">Metal door close</a>
		OneShot_Doors_Metal_2_Open	<a href="#">Metal door open</a>
		OneShot_Doors_Metal_2_Close	<a href="#">Metal door close</a>
		OneShot_Doors_Metal_3_Open	<a href="#">Metal door open</a>
		OneShot_Doors_Metal_3_Close	<a href="#">Metal door close</a>
		OneShot_Doors_Metal_4_Open	<a href="#">Metal door open</a>
		OneShot_Doors_Metal_4_Close	<a href="#">Metal door close</a>
		OneShot_Doors_Sliding_1_Open	<a href="#">sliding door open</a>
		OneShot_Doors_Sliding_1_Close	<a href="#">sliding door close</a>
		OneShot_Doors_Electric_1_Open	<a href="#">electric doors open</a>
		OneShot_Doors_Electric_1_Close	<a href="#">electric doors close</a>
		OneShot_Doors_Electric_2_Open	<a href="#">electric doors open</a>
		OneShot_Doors_Electric_2_Close	<a href="#">electric door close</a>
		OneShot_Doors-Decompressing_1	<a href="#">room decompressing</a>
		OneShot_Doors_Compressing_1	<a href="#">room compressing</a>
		OneShot_Doors_Locked_1	<a href="#">Locked door</a>
		OneShot_Doors_Unlock_1	<a href="#">unlocking door</a>

		OneShot_Doors_Unlock_2	<a href="#">unlocking door (big)</a>
		OneShot_Doors_Unlock_3	<a href="#">unlocking door (big)</a>
		OneShot_Chatter_Radio_1	<a href="#">broken walkie talkie chatter</a>
		OneShot_Chatter_Radio_2	<a href="#">broken walkie talkie chatter</a>
		OneShot_Chatter_Code_1	<a href="#">Morse code SOS</a>
		OnsShot_Explosions_1	<a href="#">small explosion</a>
		OnsShot_Explosions_2	<a href="#">small explosion</a>
		OnsShot_Explosions_3	<a href="#">small explosion</a>
		OnsShot_Explosions_4	<a href="#">small explosion</a>
		OnsShot_Explosions_5	<a href="#">medium explosion</a>
		OnsShot_Explosions_6	<a href="#">medium explosion</a>
		OnsShot_Explosions_7	<a href="#">medium explosion</a>
		OnsShot_Explosions_8	<a href="#">large explosion</a>
		OnsShot_Explosions_9	<a href="#">large explosion</a>
		OnsShot_Explosions_10	<a href="#">large explosion</a>
		OnsShot_Explosions_11	<a href="#">ship crash explosion</a>
		OneShot_Items_Food_1	<a href="#">chewing/swallowing food</a>
		OneShot_Items_Food_2	<a href="#">chewing/swallowing food</a>
		OneShot_Items_Food_3	<a href="#">chewing/swallowing food</a>
		OneShot_Items_Drink_1	<a href="#">drinking liquid</a>
		OneShot_Items_Drink_2	<a href="#">drinking liquid</a>
<b>Graphic User Interface</b>			
	<b>GUI</b>		
		GUI_Accept_1	<a href="#">Accept / Positive sounds</a>
		GUI_Accept_2	<a href="#">Accept / Positive sounds</a>
		GUI_Accept_3	<a href="#">Accept / Positive sounds</a>
		GUI_Accept_4	<a href="#">Accept / Positive sounds</a>
		GUI_Accept_5	<a href="#">Accept / Positive sounds</a>
		GUI_Accept_6	<a href="#">Accept / Positive sounds</a>
		GUI_Accept_7	<a href="#">Accept / Positive sounds</a>
		GUI_Accept_8	<a href="#">Accept / Positive sounds</a>
		GUI_Accept_9	<a href="#">Accept / Positive sounds</a>
		GUI_Accept_10	<a href="#">Accept / Positive sounds</a>
		GUI_Cancel_1	<a href="#">Cancel / Negative sounds</a>
		GUI_Cancel_2	<a href="#">Cancel / Negative sounds</a>
		GUI_Cancel_3	<a href="#">Cancel / Negative sounds</a>
		GUI_Cancel_4	<a href="#">Cancel / Negative sounds</a>
		GUI_Cancel_5	<a href="#">Cancel / Negative sounds</a>
		GUI_Cancel_6	<a href="#">Cancel / Negative sounds</a>
		GUI_Cancel_7	<a href="#">Cancel / Negative sounds</a>
		GUI_Cancel_8	<a href="#">Cancel / Negative sounds</a>
		GUI_Toggle_1	<a href="#">Toggle / Button sounds</a>
		GUI_Toggle_2	<a href="#">Toggle / Button sounds</a>
		GUI_Toggle_3	<a href="#">Toggle / Button sounds</a>
		GUI_Toggle_4	<a href="#">Toggle / Button sounds</a>
		GUI_Toggle_5	<a href="#">Toggle / Button sounds</a>

	GUI_Toggle_6	<a href="#">Toggle / Button sounds</a>
	GUI_Toggle_7	<a href="#">Toggle / Button sounds</a>
	GUI_Toggle_8	<a href="#">Toggle / Button sounds</a>
	GUI_Toggle_9	<a href="#">Toggle / Button sounds</a>
	GUI_Toggle_10	<a href="#">Toggle / Button sounds</a>
	GUI_Toggle_11	<a href="#">Toggle / Button sounds</a>
	GUI_Toggle_12	<a href="#">Toggle / Button sounds</a>
	GUI_Scroll_1_A	<a href="#">Transitions in (A) and out (B)</a>
	GUI_Scroll_1_B	<a href="#">Transitions in (A) and out (B)</a>
	GUI_Scroll_2_A	<a href="#">Transitions in (A) and out (B)</a>
	GUI_Scroll_2_B	<a href="#">Transitions in (A) and out (B)</a>
	GUI_Scroll_3_A	<a href="#">Transitions in (A) and out (B)</a>
	GUI_Scroll_3_B	<a href="#">Transitions in (A) and out (B)</a>
	GUI_Scroll_4_A	<a href="#">Transitions in (A) and out (B)</a>
	GUI_Scroll_4_B	<a href="#">Transitions in (A) and out (B)</a>
	GUI_Scroll_5_A	<a href="#">Transitions in (A) and out (B)</a>
	GUI_Scroll_5_B	<a href="#">Transitions in (A) and out (B)</a>
	GUI_Scroll_6_A	<a href="#">Transitions in (A) and out (B)</a>
	GUI_Scroll_6_B	<a href="#">Transitions in (A) and out (B)</a>
	GUI_Scroll_7_A	<a href="#">Transitions in (A) and out (B)</a>
	GUI_Scroll_7_B	<a href="#">Transitions in (A) and out (B)</a>
	GUI_Scroll_8_A	<a href="#">Transitions in (A) and out (B)</a>
	GUI_Scroll_8_B	<a href="#">Transitions in (A) and out (B)</a>
	GUI_Scroll_Short_1	<a href="#">Scrolling sound</a>
	GUI_Scroll_Short_2	<a href="#">Scrolling sound</a>
	GUI_Scroll_Short_3	<a href="#">Scrolling sound</a>
	GUI_Scroll_Short_4	<a href="#">Scrolling sound</a>
	GUI_Scroll_Short_5	<a href="#">Scrolling sound</a>
	GUI_Scroll_Short_6	<a href="#">Scrolling sound</a>
	GUI_Scroll_Short_7	<a href="#">Scrolling sound</a>
	GUI_Scroll_Short_8	<a href="#">Scrolling sound</a>
	GUI_Scroll_Short_9	<a href="#">Scrolling sound</a>
	GUI_Scroll_Short_10	<a href="#">Scrolling sound</a>
	GUI_Scroll_Short_11	<a href="#">Scrolling sound</a>
	GUI_Scroll_Short_12	<a href="#">Scrolling sound</a>
	GUI_Scroll_Short_13	<a href="#">Scrolling sound</a>
	GUI_Trans_1	<a href="#">Transition sound</a>
	GUI_Trans_2	<a href="#">Transition sound</a>
	GUI_Trans_3	<a href="#">Transition sound</a>
	GUI_Trans_4	<a href="#">Transition sound</a>
	GUI_Trans_5	<a href="#">Transition sound</a>
	GUI_Trans_6	<a href="#">Transition sound</a>
	GUI_Trans_7	<a href="#">Transition sound</a>
	GUI_Trans_8	<a href="#">Transition sound</a>
	GUI_Trans_9	<a href="#">Transition sound</a>
	GUI_Trans_10	<a href="#">Transition sound</a>
	GUI_Trans_11	<a href="#">Transition sound</a>
	GUI_Trans_12	<a href="#">Transition sound</a>