Xenopixel to Proffie Sound Type Mapping

Xeno Sound	Proffie Sound	Description
begindrag	bgndrag	Begins drag effect (tip scraping along surface)
beginlock	bgnlock	Starts lockup sequence
beginmelt	bgnmelt	Begins melt/stab effect
blaster	blst	Blaster block or deflection (polyphonic)
clash	clsh	Saber clash (contact hit, polyphonic)
drag	drag	Tip dragging sound effect
enddrag	enddrag	Ends drag effect
endlock	endlock	Ends lockup sequence
endmelt	endmelt	Ends melt/stab effect
font	font	Played when switching to this font
force	force	Force use sound
hum	hum	Looping hum while saber is on and idle
in	in	Blade retraction (shutdown)
lock	lock	Sustained lock effect (blades held together)
melt	melt	Ongoing melt sound (used during stab/melt)
out	out	Blade ignition (startup)
preon	preon	Preon sound before blade ignites
spin	spin	Spin sound (experimental; needs #define ENABLE_SPINS)
stab	stab	Stabbing motion sound
swing	swng	Accent swings played at swing peaks (polyphonic)
swingh	swingh	SmoothSwing high-frequency swings
swingl	swingl	SmoothSwing low-frequency swings
track	track	Music or background track playback