That's the feedback I have:  
 • entries partially tripled, while others are not displayed  
 • Avers/Rheinwald are not displayed (total 1016 entries)  
 • files not playable, but downloadable (?)  
 • standard: always load all 1016 (displaying only 10 is useless to us, because we always have to filter out from the entire dataset)

Solved:  
To fix those problems, first we had to go through the database, project code and csv files to see why these are mistached, then I figour out that,

1. Entries are tripled as because, multiple UID are stored. Because everytime we store metadata, it creates new files even those are uploaded before. So I made a validation if the files are already uploaded then no second metadata can be uploaded.
2. I saw that on your updated csv files this data is available but there are some requireded files missing, like, uid, place etc. that’s why it does not upload. But previous data upload properly but there this id is missing. And the second reason, based on this uid there is no variant on the variable csv files
3. Shows error reason on the ui,
4. Files are playable and downloadable at my side
5. These data dynamically changes, when changing or selecting any variable then this state changes and based on this rows data shows, now problem is, if I change the states then table also changes value, and for this state again change and therefore table also changes, so it gets loop whole.  
     
   and I suggest also its not a good process to shows 10000 items at once.  
     
   hope you understood
6. 