

# OBJMisc\_FOLEY\_OBJECT\_DROPS\_DOWNS

Num	Name	Length	Format	Ch	KHz	Bits
1	OBJMisc_BARBELLS OBJECT DROP WOOD 1 OR BEAR TRAP.wav	00:00:01	Wave	2	48	24
2	OBJMisc_BARBELLS OBJECT DROP WOOD 2.wav	00:00:01	Wave	2	48	24
3	OBJMisc_BARBELLS PICK UP AND OBJECT DOWN ON CEMENT 1.wav	00:00:03	Wave	2	48	24
4	OBJMisc_BARBELLS PICK UP AND OBJECT DOWN ON CEMENT 2.wav	00:00:01	Wave	2	48	24
5	OBJMisc_BARBELLS PICK UP AND OBJECT DOWN ON CEMENT 3 FALLS APART.wav	00:00:01	Wave	2	48	24
6	OBJMisc_BARBELLS PICK UP AND OBJECT DOWN ON CEMENT 4 OR BEAR TRAP.wav	00:00:02	Wave	2	48	24
7	OBJMisc_BARBELLS PICK UP AND OBJECT DOWN ON DIRT 1.wav	00:00:02	Wave	2	48	24
8	OBJMisc_BARBELLS PICK UP AND OBJECT DOWN ON DIRT 2 VARIOUS TAKES.wav	00:00:10	Wave	2	48	24
9	OBJMisc_BARBELLS PICK UP AND OBJECT DROP WOOD 1 OR BEAR TRAP.wav	00:00:02	Wave	2	48	24
10	OBJMisc_BARBELLS PICK UP AND OBJECT DROP WOOD 2.wav	00:00:02	Wave	2	48	24
11	OBJMisc_BARBELLS PICK UP RATTLE 1X.wav	00:00:01	Wave	2	48	24
12	OBJMisc_BARBELLS PICK UP.wav	00:00:03	Wave	2	48	24
13	OBJMisc_BICYCLE 2 DROP OBJECT CEMENT 1.wav	00:00:01	Wave	2	48	24
14	OBJMisc_BICYCLE 2 DROP OBJECT CEMENT 2.wav	00:00:02	Wave	2	48	24
15	OBJMisc_BICYCLE 2 DROP OBJECT CEMENT 3.wav	00:00:01	Wave	2	48	24
16	OBJMisc_BICYCLE 2 DROP OBJECT DIRT 1.wav	00:00:02	Wave	2	48	24
17	OBJMisc_BICYCLE 2 DROP OBJECT DIRT 2 SUBTLE OR BOUNCE.wav	00:00:01	Wave	2	48	24
18	OBJMisc_BICYCLE 2 DROP OBJECT DIRT 3 SUBTLE OR BOUNCE.wav	00:00:02	Wave	2	48	24
19	OBJMisc_BICYCLE 2 DROP OBJECT DIRT 4 SUBTLE OR BOUNCE.wav	00:00:01	Wave	2	48	24
20	OBJMisc_BICYCLE 2 DROP OBJECT WOOD 1.wav	00:00:01	Wave	2	48	24
21	OBJMisc_BICYCLE 2 DROP OBJECT WOOD 2 SOLID DROP.wav	00:00:01	Wave	2	48	24
22	OBJMisc_BICYCLE 2 DROP OBJECT WOOD 6.wav	00:00:01	Wave	2	48	24
23	OBJMisc_BICYCLE 2 DROP OBJECT WOOD 7 SOLID DROP.wav	00:00:01	Wave	2	48	24
24	OBJMisc_BICYCLE 3 DROP OBJECT CEMENT 1 HEAVY DROP.wav	00:00:01	Wave	2	48	24
25	OBJMisc_BICYCLE 3 DROP OBJECT CEMENT 2 HEAVY DROP.wav	00:00:01	Wave	2	48	24
26	OBJMisc_BICYCLE 3 DROP OBJECT CEMENT 3 HEAVY DROP.wav	00:00:02	Wave	2	48	24
27	OBJMisc_BICYCLE 3 DROP OBJECT DIRT 1.wav	00:00:01	Wave	2	48	24
28	OBJMisc_BICYCLE 3 DROP OBJECT DIRT 2 FALL OVER LIGHT DROP.wav	00:00:01	Wave	2	48	24
29	OBJMisc_BICYCLE 3 DROP OBJECT DIRT 3 FALL OVER LIGHT DROP.wav	00:00:01	Wave	2	48	24
30	OBJMisc_BICYCLE 3 DROP OBJECT DIRT 4 THROW BIKE.wav	00:00:01	Wave	2	48	24
31	OBJMisc_BICYCLE 3 DROP OBJECT WOOD 1 HEAVY DROP.wav	00:00:02	Wave	2	48	24
32	OBJMisc_BICYCLE 3 DROP OBJECT WOOD 2 HEAVY DROP.wav	00:00:01	Wave	2	48	24
33	OBJMisc_BICYCLE 3 DROP OBJECT WOOD 3 BOUNCY DROP.wav	00:00:02	Wave	2	48	24
34	OBJMisc_BICYCLE 3 DROP OBJECT WOOD 4 HEAVY DROP.wav	00:00:01	Wave	2	48	24
35	OBJMisc_BICYCLE 3 DROP OBJECT WOOD 5 HEAVY DROP.wav	00:00:02	Wave	2	48	24
36	OBJMisc_BICYCLE 3 PICK UP FROM DIRT 2.wav	00:00:01	Wave	2	48	24
37	OBJMisc_BICYCLE 3 PICK UP FROM DIRT.wav	00:00:01	Wave	2	48	24
38	OBJMisc_BICYCLE DROP OBJECT CEMENT 1 W BELL RING.wav	00:00:04	Wave	2	48	24
39	OBJMisc_BICYCLE DROP OBJECT CEMENT 2 W BELL RING.wav	00:00:03	Wave	2	48	24
40	OBJMisc_BICYCLE DROP OBJECT DIRT 1 W BELL RING.wav	00:00:03	Wave	2	48	24
41	OBJMisc_BICYCLE DROP OBJECT DIRT 2 W BELL RING.wav	00:00:05	Wave	2	48	24
42	OBJMisc_BICYCLE DROP OBJECT WOOD 1 W BELL RING.wav	00:00:04	Wave	2	48	24
43	OBJMisc_BICYCLE DROP OBJECT WOOD 2 W BELL RING.wav	00:00:04	Wave	2	48	24
44	OBJMisc_BICYCLE PICK UP FROM CEMENT 1.wav	00:00:03	Wave	2	48	24
45	OBJMisc_BICYCLE PICK UP FROM CEMENT 2.wav	00:00:02	Wave	2	48	24
46	OBJMisc_BICYCLE PICK UP FROM DIRT 1.wav	00:00:03	Wave	2	48	24
47	OBJMisc_BICYCLE PICK UP FROM WOOD 1.wav	00:00:01	Wave	2	48	24
48	OBJMisc_BICYCLE PICK UP FROM WOOD 2.wav	00:00:08	Wave	2	48	24
49	OBJMisc_BICYCLE PICK UP LIGHT MVMT.wav	00:00:01	Wave	2	48	24
50	OBJMisc_BOTTLE PLASTIC SPRAY OBJECT DROP DIRT.wav	00:00:01	Wave	2	48	24
51	OBJMisc_BOWLING BALL DROP OBJECT ON CEMENT 1 BOUNCING.wav	00:00:03	Wave	2	48	24
52	OBJMisc_BOWLING BALL DROP OBJECT ON CEMENT 2 BOUNCING.wav	00:00:04	Wave	2	48	24
53	OBJMisc_BOWLING BALL DROP OBJECT ON DIRT 1.wav	00:00:01	Wave	2	48	24
54	OBJMisc_BOWLING BALL DROP OBJECT ON DIRT 2.wav	00:00:01	Wave	2	48	24

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55	OBJMisc_BOWLING BALL DROP OBJECT ON DIRT 3.wav	00:00:01	Wave	2	48	24
56	OBJMisc_BOWLING BALL DROP OBJECT ON DIRT 4.wav	00:00:01	Wave	2	48	24
57	OBJMisc_BOWLING BALL DROP OBJECT ON WOOD 1.wav	00:00:01	Wave	2	48	24
58	OBJMisc_BOWLING BALL DROP OBJECT ON WOOD 2.wav	00:00:01	Wave	2	48	24
59	OBJMisc_BOWLING BALL DROP OBJECT ON WOOD 3.wav	00:00:01	Wave	2	48	24
60	OBJMisc_BOWLING BALL ROLL ON CEMENT LIGHT GRITTY ROLL 1.wav	00:00:06	Wave	2	48	24
61	OBJMisc_CAN OPENER DROP OBJECT ON CEMENT 1.wav	00:00:01	Wave	2	48	24
62	OBJMisc_CAN OPENER DROP OBJECT ON CEMENT 2.wav	00:00:01	Wave	2	48	24
63	OBJMisc_CAN OPENER DROP OBJECT ON CEMENT 3.wav	00:00:01	Wave	2	48	24
64	OBJMisc_CAN OPENER DROP OBJECT ON DIRT 1.wav	00:00:01	Wave	2	48	24
65	OBJMisc_CAN OPENER DROP OBJECT ON DIRT 2.wav	00:00:01	Wave	2	48	24
66	OBJMisc_CAN OPENER DROP OBJECT ON DIRT 3.wav	00:00:01	Wave	2	48	24
67	OBJMisc_CAN OPENER DROP OBJECT ON DIRT 4.wav	00:00:01	Wave	2	48	24
68	OBJMisc_CAN OPENER DROP OBJECT ON DIRT 5.wav	00:00:01	Wave	2	48	24
69	OBJMisc_CAN OPENER DROP OBJECT ON WOOD 1.wav	00:00:01	Wave	2	48	24
70	OBJMisc_CAN OPENER DROP OBJECT ON WOOD 2.wav	00:00:01	Wave	2	48	24
71	OBJMisc_CAN OPENER DROP OBJECT ON WOOD 3.wav	00:00:01	Wave	2	48	24
72	OBJMisc_CAR DOOR OBJECT DROP ON DIRT 1.wav	00:00:04	Wave	2	48	24
73	OBJMisc_CAR DOOR OBJECT DROP ON DIRT 2.wav	00:00:05	Wave	2	48	24
74	OBJMisc_CAR DOOR OBJECT DROP ON DIRT 3.wav	00:00:03	Wave	2	48	24
75	OBJMisc_CAR DOOR OBJECT DROP ON DIRT 4.wav	00:00:04	Wave	2	48	24
76	OBJMisc_CAR DOOR OBJECT DROP ON DIRT 5.wav	00:00:06	Wave	2	48	24
77	OBJMisc_CAR DOOR OBJECT DROP ON DIRT 6.wav	00:00:06	Wave	2	48	24
78	OBJMisc_CAR DOOR OBJECT DROP ON WOOD 1.wav	00:00:04	Wave	2	48	24
79	OBJMisc_CAR DOOR OBJECT DROP ON WOOD 2.wav	00:00:06	Wave	2	48	24
80	OBJMisc_CAR DOOR OBJECT DROP ON WOOD 3.wav	00:00:04	Wave	2	48	24
81	OBJMisc_CAR DOOR OBJECT DROP ON WOOD 4.wav	00:00:05	Wave	2	48	24
82	OBJMisc_CASSETTE 1 PLASTIC OBJECT DROP WOOD.wav	00:00:01	Wave	2	48	24
83	OBJMisc_CASSETTE 2 PLASTIC OBJECT DROP WOOD.wav	00:00:01	Wave	2	48	24
84	OBJMisc_CASSETTE SMALL OBJECT DROP DIRT.wav	00:00:01	Wave	2	48	24
85	OBJMisc_CASSETTE TAPE OBJECT DROP CEMENT.wav	00:00:01	Wave	2	48	24
86	OBJMisc_CEMENT BLOCK DOWN CEMENT CINDER BLOCK.wav	00:00:01	Wave	2	48	24
87	OBJMisc_CEMENT BLOCK DROP SLIDE MVMT BRICK.wav	00:00:07	Wave	2	48	24
88	OBJMisc_CEMENT BLOCK DROP.wav	00:00:01	Wave	2	48	24
89	OBJMisc_CEMENT BLOCK OR BRICK LIGHT DROP ON CEMENT.wav	00:00:02	Wave	2	48	24
90	OBJMisc_CEMENT BLOCK OR BRICK QUICK SLIDE.wav	00:00:01	Wave	2	48	24
91	OBJMisc_CEMENT BLOCK SET DOWN.wav	00:00:01	Wave	2	48	24
92	OBJMisc_CEMENT BLOCK SLIDE.wav	00:00:06	Wave	2	48	24
93	OBJMisc_CEMENT BRICK SMALL DOWN 1.wav	00:00:01	Wave	2	48	24
94	OBJMisc_CEMENT BRICK SMALL DOWN 2.wav	00:00:01	Wave	2	48	24
95	OBJMisc_CEMENT BRICK SMALL DOWN 3.wav	00:00:01	Wave	2	48	24
96	OBJMisc_CEMENT BRICK SMALL DROP.wav	00:00:01	Wave	2	48	24
97	OBJMisc_CHAIN HEAVY SOLID DROP OBJECT CEMENT 1.wav	00:00:01	Wave	2	48	24
98	OBJMisc_CHAIN HEAVY SOLID DROP OBJECT CEMENT 2.wav	00:00:01	Wave	2	48	24
99	OBJMisc_CHAIN HEAVY SOLID DROP OBJECT CEMENT 3.wav	00:00:01	Wave	2	48	24
100	OBJMisc_CHAIN HEAVY SOLID DROP OBJECT DIRT 1.wav	00:00:01	Wave	2	48	24
101	OBJMisc_CHAIN HEAVY SOLID DROP OBJECT DIRT 2.wav	00:00:01	Wave	2	48	24
102	OBJMisc_CHAIN HEAVY SOLID DROP OBJECT DIRT 3.wav	00:00:01	Wave	2	48	24
103	OBJMisc_CHAIN HEAVY SOLID DROP OBJECT WOOD 1.wav	00:00:01	Wave	2	48	24
104	OBJMisc_CHAIN HEAVY SOLID DROP OBJECT WOOD 2.wav	00:00:01	Wave	2	48	24
105	OBJMisc_CHAIN HEAVY SOLID DROP OBJECT WOOD 3.wav	00:00:01	Wave	2	48	24
106	OBJMisc_CHAIN HEAVY SOLID PICK UP FROM CEMENT 1.wav	00:00:02	Wave	2	48	24
107	OBJMisc_CHAIN HEAVY SOLID PICK UP FROM CEMENT 2.wav	00:00:04	Wave	2	48	24
108	OBJMisc_CHAIN HEAVY SOLID PICK UP FROM DIRT 1.wav	00:00:01	Wave	2	48	24
109	OBJMisc_CHAIN HEAVY SOLID PICK UP FROM DIRT 2.wav	00:00:02	Wave	2	48	24
110	OBJMisc_CHAIN HEAVY SOLID PICK UP FROM WOOD 1 DRAG.wav	00:00:02	Wave	2	48	24

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111	OBJMisc_CHAIN HEAVY SOLID PICK UP FROM WOOD 2 DRAG.wav	00:00:02	Wave	2	48	24
112	OBJMisc_CHAIN LINK FENCE DROPS ON CEMENT HARD 1.wav	00:00:02	Wave	2	48	24
113	OBJMisc_CHAIN LINK FENCE DROPS ON CEMENT HARD 2.wav	00:00:02	Wave	2	48	24
114	OBJMisc_CHAIN LINK FENCE DROPS ON CEMENT HARD 3.wav	00:00:03	Wave	2	48	24
115	OBJMisc_CHAIN LINK FENCE DROPS ON CEMENT HARD 4.wav	00:00:03	Wave	2	48	24
116	OBJMisc_CHAIN LINK FENCE DROPS ON CEMENT HARD 5.wav	00:00:02	Wave	2	48	24
117	OBJMisc_CHAIN LINK FENCE DROPS ON CEMENT HARD 6.wav	00:00:02	Wave	2	48	24
118	OBJMisc_CHAIN LINK FENCE DROPS ON CEMENT HARD 7.wav	00:00:02	Wave	2	48	24
119	OBJMisc_CHAIN LINK FENCE HITS LIGHT BALL BOUNCE OFF 1.wav	00:00:01	Wave	2	48	24
120	OBJMisc_CHAIN LINK FENCE HITS LIGHT BALL BOUNCE OFF 2.wav	00:00:01	Wave	2	48	24
121	OBJMisc_CHAIN LINK FENCE HITS LIGHT BALL BOUNCE OFF 3.wav	00:00:01	Wave	2	48	24
122	OBJMisc_CHAIN LINK FENCE HITS LIGHT BALL BOUNCE OFF 4.wav	00:00:01	Wave	2	48	24
123	OBJMisc_CHAIN LINK FENCE HITS LIGHT BALL BOUNCE OFF 6.wav	00:00:02	Wave	2	48	24
124	OBJMisc_CHAIN LINK FENCE HITS LIGHT BALL BOUNCE OFF 7 AND BOUNCE.wav	00:00:02	Wave	2	48	24
125	OBJMisc_CHAIN LINK FENCE HITS LIGHT BALL BOUNCE OFF 8.wav	00:00:01	Wave	2	48	24
126	OBJMisc_CHAIN LINK FENCE HITS LIGHT BALL BOUNCE OFF 9 AND CATCH.wav	00:00:01	Wave	2	48	24
127	OBJMisc_CHAIN LINK FENCE HITS LIGHT BALL BOUNCE OFF 10 AND CATCH.wav	00:00:02	Wave	2	48	24
128	OBJMisc_CHAIN LINK FENCE HITS LIGHT BALL BOUNCE OFF 11 AND CATCH.wav	00:00:01	Wave	2	48	24
129	OBJMisc_CHAIN LINK FENCE HITS LIGHT BALL BOUNCE OFF 12 AND CATCH.wav	00:00:01	Wave	2	48	24
130	OBJMisc_CHAIN LINK FENCE HITS LIGHT BALL BOUNCE OFF 13 AND CATCH.wav	00:00:01	Wave	2	48	24
131	OBJMisc_CHAIN LINK FENCE HITS LIGHT BALL BOUNCE OFF_14.wav	00:00:01	Wave	2	48	24
132	OBJMisc_CHAIN LINK FENCE SINGLE HITS_1.wav	00:00:01	Wave	2	48	24
133	OBJMisc_CHAIN LINK FENCE SINGLE HITS_2.wav	00:00:01	Wave	2	48	24
134	OBJMisc_CHAIN LINK FENCE SINGLE HITS_3.wav	00:00:01	Wave	2	48	24
135	OBJMisc_CHAIN LINK FENCE SINGLE HITS_4.wav	00:00:02	Wave	2	48	24
136	OBJMisc_CHAIN LINK FENCE SINGLE HITS_5.wav	00:00:01	Wave	2	48	24
137	OBJMisc_CHAIN LINK FENCE SINGLE HITS_6.wav	00:00:01	Wave	2	48	24
138	OBJMisc_CHAIN LINK FENCE SINGLE HITS_7.wav	00:00:02	Wave	2	48	24
139	OBJMisc_CHAIN LINK FENCE SINGLE HITS_8.wav	00:00:02	Wave	2	48	24
140	OBJMisc_CHAIN LINK FENCE SINGLE HITS_9.wav	00:00:01	Wave	2	48	24
141	OBJMisc_CHAIN LINK FENCE SINGLE HITS_10.wav	00:00:02	Wave	2	48	24
142	OBJMisc_CHAIN LINK FENCE SINGLE HITS_11.wav	00:00:01	Wave	2	48	24
143	OBJMisc_CHAIN LINK FENCE SINGLE HITS_12.wav	00:00:01	Wave	2	48	24
144	OBJMisc_CHAIN LINK FENCE SINGLE HITS_13.wav	00:00:04	Wave	2	48	24
145	OBJMisc_CHAIN LINK FENCE SINGLE HITS_14.wav	00:00:03	Wave	2	48	24
146	OBJMisc_CHAIN LINK FENCE SINGLE HITS_15.wav	00:00:02	Wave	2	48	24
147	OBJMisc_CHAIN LINK FENCE SINGLE HITS_16.wav	00:00:04	Wave	2	48	24
148	OBJMisc_CUP STYROFOAM 4 OBJECT DROP CEMENT.wav	00:00:01	Wave	2	48	24
149	OBJMisc_CUP PLASTIC OBJECT DROP CEMENT 1.wav	00:00:02	Wave	2	48	24
150	OBJMisc_CUP PLASTIC OBJECT DROP CEMENT 2.wav	00:00:03	Wave	2	48	24
151	OBJMisc_CUP PLASTIC OBJECT DROP CEMENT 3.wav	00:00:01	Wave	2	48	24
152	OBJMisc_CUP PLASTIC OBJECT DROP DIRT 1.wav	00:00:01	Wave	2	48	24
153	OBJMisc_CUP PLASTIC OBJECT DROP DIRT 2.wav	00:00:01	Wave	2	48	24
154	OBJMisc_CUP PLASTIC OBJECT DROP WOOD 1.wav	00:00:02	Wave	2	48	24
155	OBJMisc_CUP PLASTIC OBJECT DROP WOOD 2.wav	00:00:02	Wave	2	48	24
156	OBJMisc_CUP PLASTIC OBJECT DROP WOOD 3.wav	00:00:02	Wave	2	48	24
157	OBJMisc_CUP PLASTIC OBJECT DROP WOOD 4.wav	00:00:01	Wave	2	48	24
158	OBJMisc_CUP PLASTIC OBJECT DROP WOOD 5.wav	00:00:02	Wave	2	48	24
159	OBJMisc_CUP PLASTIC OBJECT DROP WOOD 6.wav	00:00:01	Wave	2	48	24
160	OBJMisc_CUP PLASTIC OBJECT DROP WOOD 7.wav	00:00:02	Wave	2	48	24
161	OBJMisc_CUP STYROFOAM 1 OBJECT DROP DIRT.wav	00:00:01	Wave	2	48	24
162	OBJMisc_FIN RUBBER 1 OBJECT DROP WOOD.wav	00:00:01	Wave	2	48	24
163	OBJMisc_FIN RUBBER 2 OBJECT DROP WOOD.wav	00:00:01	Wave	2	48	24
164	OBJMisc_FIN SWIMMING OBJECT DROP CEMENT.wav	00:00:01	Wave	2	48	24
165	OBJMisc_FIN SWIMMING OBJECT DROP DIRT.wav	00:00:01	Wave	2	48	24
166	OBJMisc_FOLEY LUGGAGE OR STEAMER TRUNK DROPS ON WOOD_01.wav	00:00:02	Wave	2	48	24

## OBJMisc\_FOLEY\_OBJECT\_DROPS\_DOWNS

167	OBJMisc_FOOT LOCKER DROP OBJECT ON CEMENT 1.wav	00:00:01	Wave	2	48	24
168	OBJMisc_FOOT LOCKER DROP OBJECT ON CEMENT 2.wav	00:00:01	Wave	2	48	24
169	OBJMisc_FOOT LOCKER DROP OBJECT ON CEMENT 3.wav	00:00:01	Wave	2	48	24
170	OBJMisc_FOOT LOCKER DROP OBJECT ON WOOD 1.wav	00:00:01	Wave	2	48	24
171	OBJMisc_FOOT LOCKER DROP OBJECT ON WOOD 2.wav	00:00:01	Wave	2	48	24
172	OBJMisc_FOOT LOCKER DROP OBJECT ON WOOD 3.wav	00:00:01	Wave	2	48	24
173	OBJMisc_FOOT LOCKER DROP OBJECT ON WOOD_1.wav	00:00:01	Wave	2	48	24
174	OBJMisc_FOOT LOCKER DROP OBJECT ON WOOD_2.wav	00:00:01	Wave	2	48	24
175	OBJMisc_FOOT LOCKER DROP OBJECT ON WOOD_3.wav	00:00:01	Wave	2	48	24
176	OBJMisc_FOOT LOCKER DROP OBJECT ON WOOD_4.wav	00:00:01	Wave	2	48	24
177	OBJMisc_FOOT LOCKER DROP OBJECT ON WOOD_5.wav	00:00:01	Wave	2	48	24
178	OBJMisc_FOOT LOCKER DROP OBJECT ON WOOD_6.wav	00:00:04	Wave	2	48	24
179	OBJMisc_FOOT LOCKER PICK UP FROM CEMENT 1.wav	00:00:01	Wave	2	48	24
180	OBJMisc_FS HEAVY THUMPS ROCK CARPET ON WOOD OR DIRT A_1.wav	00:00:01	Wave	2	48	24
181	OBJMisc_FS HEAVY THUMPS ROCK CARPET ON WOOD OR DIRT A_2.wav	00:00:01	Wave	2	48	24
182	OBJMisc_FS HEAVY THUMPS ROCK CARPET ON WOOD OR DIRT A_3.wav	00:00:01	Wave	2	48	24
183	OBJMisc_FS HEAVY THUMPS ROCK CARPET ON WOOD OR DIRT A_4.wav	00:00:01	Wave	2	48	24
184	OBJMisc_FS HEAVY THUMPS ROCK CARPET ON WOOD OR DIRT A_5.wav	00:00:01	Wave	2	48	24
185	OBJMisc_FS HEAVY THUMPS ROCK CARPET ON WOOD OR DIRT A_6.wav	00:00:01	Wave	2	48	24
186	OBJMisc_FS HEAVY THUMPS ROCK CARPET ON WOOD OR DIRT A_7.wav	00:00:01	Wave	2	48	24
187	OBJMisc_FS HEAVY THUMPS ROCK CARPET ON WOOD OR DIRT A_8.wav	00:00:01	Wave	2	48	24
188	OBJMisc_FS HEAVY THUMPS ROCK CARPET ON WOOD OR DIRT A_9.wav	00:00:01	Wave	2	48	24
189	OBJMisc_FS HEAVY THUMPS ROCK CARPET ON WOOD OR DIRT A_10.wav	00:00:01	Wave	2	48	24
190	OBJMisc_FS HEAVY THUMPS ROCK CARPET ON WOOD OR DIRT B_1.wav	00:00:01	Wave	2	48	24
191	OBJMisc_FS HEAVY THUMPS ROCK CARPET ON WOOD OR DIRT B_2.wav	00:00:01	Wave	2	48	24
192	OBJMisc_FS HEAVY THUMPS ROCK CARPET ON WOOD OR DIRT B_3.wav	00:00:01	Wave	2	48	24
193	OBJMisc_FS HEAVY THUMPS ROCK CARPET ON WOOD OR DIRT B_4.wav	00:00:01	Wave	2	48	24
194	OBJMisc_FS HEAVY THUMPS ROCK CARPET ON WOOD OR DIRT B_5.wav	00:00:01	Wave	2	48	24
195	OBJMisc_FS HEAVY THUMPS ROCK CARPET ON WOOD OR DIRT B_6.wav	00:00:01	Wave	2	48	24
196	OBJMisc_FS HEAVY THUMPS ROCK CARPET ON WOOD OR DIRT B_7.wav	00:00:01	Wave	2	48	24
197	OBJMisc_FS HEAVY THUMPS ROCK CARPET ON WOOD OR DIRT B_8.wav	00:00:01	Wave	2	48	24
198	OBJMisc_FS HEAVY THUMPS ROCK CARPET ON WOOD OR DIRT B_9.wav	00:00:01	Wave	2	48	24
199	OBJMisc_GLASSES DROP ON WOOD FLOOR.wav	00:00:01	Wave	2	48	24
200	OBJMisc_GROCERY BAG WITH ITEMS DROP OBJECT ON CEMENT 1.wav	00:00:01	Wave	2	48	24
201	OBJMisc_GROCERY BAG WITH ITEMS DROP OBJECT ON CEMENT 2.wav	00:00:03	Wave	2	48	24
202	OBJMisc_GROCERY BAG WITH ITEMS DROP OBJECT ON CEMENT 3.wav	00:00:01	Wave	2	48	24
203	OBJMisc_GROCERY BAG WITH ITEMS DROP OBJECT ON CEMENT 4.wav	00:00:02	Wave	2	48	24
204	OBJMisc_GROCERY BAG WITH ITEMS DROP OBJECT ON CEMENT 5.wav	00:00:01	Wave	2	48	24
205	OBJMisc_GROCERY BAG WITH ITEMS DROP OBJECT ON CEMENT 6.wav	00:00:04	Wave	2	48	24
206	OBJMisc_GROCERY BAG WITH ITEMS DROP OBJECT ON CEMENT 7.wav	00:00:03	Wave	2	48	24
207	OBJMisc_GROCERY BAG WITH ITEMS DROP OBJECT ON CEMENT 8.wav	00:00:05	Wave	2	48	24
208	OBJMisc_GROCERY BAG WITH ITEMS DROP OBJECT ON CEMENT 9.wav	00:00:01	Wave	2	48	24
209	OBJMisc_GROCERY BAG WITH ITEMS DROP OBJECT ON WOOD 1.wav	00:00:01	Wave	2	48	24
210	OBJMisc_GROCERY BAG WITH ITEMS DROP OBJECT ON WOOD 2.wav	00:00:04	Wave	2	48	24
211	OBJMisc_GROCERY BAG WITH ITEMS DROP OBJECT ON WOOD 3.wav	00:00:03	Wave	2	48	24
212	OBJMisc_GROCERY BAG WITH ITEMS DROP OBJECT ON WOOD 4.wav	00:00:04	Wave	2	48	24
213	OBJMisc_GROCERY BAG WITH ITEMS DROP OBJECT ON WOOD 5.wav	00:00:01	Wave	2	48	24
214	OBJMisc_GROCERY BAG WITH ITEMS DROP OBJECT ON WOOD 6.wav	00:00:04	Wave	2	48	24
215	OBJMisc_GROCERY BAG WITH ITEMS DROP OBJECT ON WOOD 7.wav	00:00:03	Wave	2	48	24
216	OBJMisc_GROCERY BAG WITH ITEMS DROP OBJECT ON WOOD 8.wav	00:00:03	Wave	2	48	24
217	OBJMisc_GROCERY BAG WITH ITEMS DROP OBJECT ON WOOD 9.wav	00:00:05	Wave	2	48	24
218	OBJMisc_GUN DROP ON CEMENT_1.wav	00:00:01	Wave	2	48	24
219	OBJMisc_GUN DROP ON CEMENT_2.wav	00:00:01	Wave	2	48	24
220	OBJMisc_GUN DROP ON CEMENT_3.wav	00:00:01	Wave	2	48	24
221	OBJMisc_GUN DROP ON CEMENT_4.wav	00:00:01	Wave	2	48	24
222	OBJMisc_GUN DROP ON CEMENT_5.wav	00:00:01	Wave	2	48	24

## OBJMisc\_FOLEY\_OBJECT\_DROPS\_DOWNS

223	OBJMisc_GUN DROP ON CEMENT_6.wav	00:00:01	Wave	2	48	24
224	OBJMisc_GUN DROP ON CEMENT_7.wav	00:00:01	Wave	2	48	24
225	OBJMisc_GUN DROP ON CEMENT_8.wav	00:00:01	Wave	2	48	24
226	OBJMisc_GUN DROP ON CEMENT_9.wav	00:00:01	Wave	2	48	24
227	OBJMisc_GUN DROP ON CEMENT_10.wav	00:00:01	Wave	2	48	24
228	OBJMisc_GUN DROP ON CEMENT_11.wav	00:00:01	Wave	2	48	24
229	OBJMisc_GUN DROP ON DIRT_1.wav	00:00:01	Wave	2	48	24
230	OBJMisc_GUN DROP ON DIRT_2.wav	00:00:01	Wave	2	48	24
231	OBJMisc_GUN DROP ON DIRT_3.wav	00:00:01	Wave	2	48	24
232	OBJMisc_GUN DROP ON DIRT_4.wav	00:00:01	Wave	2	48	24
233	OBJMisc_GUN DROP ON DIRT_5.wav	00:00:01	Wave	2	48	24
234	OBJMisc_GUN DROP ON DIRT_6.wav	00:00:01	Wave	2	48	24
235	OBJMisc_GUN DROP ON DIRT_7.wav	00:00:01	Wave	2	48	24
236	OBJMisc_GUN DROP ON DIRT_8.wav	00:00:01	Wave	2	48	24
237	OBJMisc_GUN DROP ON SLIDE ON OR KICK ON CEMENT_1.wav	00:00:01	Wave	2	48	24
238	OBJMisc_GUN DROP ON SLIDE ON OR KICK ON CEMENT_2.wav	00:00:01	Wave	2	48	24
239	OBJMisc_GUN DROP ON SLIDE ON OR KICK ON CEMENT_3.wav	00:00:01	Wave	2	48	24
240	OBJMisc_GUN DROP ON SLIDE ON OR KICK ON CEMENT_4.wav	00:00:01	Wave	2	48	24
241	OBJMisc_GUN DROP ON SLIDE ON OR KICK ON CEMENT_5.wav	00:00:01	Wave	2	48	24
242	OBJMisc_GUN DROP ON SLIDE ON OR KICK ON CEMENT_6.wav	00:00:01	Wave	2	48	24
243	OBJMisc_GUN DROP ON WOOD_1.wav	00:00:01	Wave	2	48	24
244	OBJMisc_GUN DROP ON WOOD_2.wav	00:00:01	Wave	2	48	24
245	OBJMisc_GUN DROP ON WOOD_3.wav	00:00:01	Wave	2	48	24
246	OBJMisc_GUN DROP ON WOOD_4.wav	00:00:01	Wave	2	48	24
247	OBJMisc_GUN DROP ON WOOD_5.wav	00:00:01	Wave	2	48	24
248	OBJMisc_GUN DROP ON WOOD_6.wav	00:00:01	Wave	2	48	24
249	OBJMisc_HACKSAW OBJECT DROP DIRT.wav	00:00:01	Wave	2	48	24
250	OBJMisc_HACKSAW OBJECT DROP GRAVEL.wav	00:00:01	Wave	2	48	24
251	OBJMisc_HACKSAW OR METAL OBJECT DROP CEMENT.wav	00:00:01	Wave	2	48	24
252	OBJMisc_HAMMER DROP IN DIRT_1.wav	00:00:01	Wave	2	48	24
253	OBJMisc_HAMMER DROP IN DIRT_2.wav	00:00:01	Wave	2	48	24
254	OBJMisc_HAMMER DROP IN DIRT_3.wav	00:00:01	Wave	2	48	24
255	OBJMisc_HAMMER DROP IN DIRT_4.wav	00:00:01	Wave	2	48	24
256	OBJMisc_HAMMER DROP IN DIRT_5.wav	00:00:01	Wave	2	48	24
257	OBJMisc_HAMMER DROP IN DIRT_6.wav	00:00:01	Wave	2	48	24
258	OBJMisc_HAMMER DROP IN DIRT_7.wav	00:00:01	Wave	2	48	24
259	OBJMisc_HAMMER DROP IN DIRT_8.wav	00:00:01	Wave	2	48	24
260	OBJMisc_HAMMER DROP IN DIRT_9.wav	00:00:01	Wave	2	48	24
261	OBJMisc_HAMMER DROP IN GRAVEL_1.wav	00:00:01	Wave	2	48	24
262	OBJMisc_HAMMER DROP IN GRAVEL_2.wav	00:00:01	Wave	2	48	24
263	OBJMisc_HAMMER DROP IN GRAVEL_3.wav	00:00:01	Wave	2	48	24
264	OBJMisc_HAMMER DROP IN GRAVEL_4.wav	00:00:01	Wave	2	48	24
265	OBJMisc_HAMMER DROP IN GRAVEL_5.wav	00:00:01	Wave	2	48	24
266	OBJMisc_HAMMER DROP IN GRAVEL_6.wav	00:00:01	Wave	2	48	24
267	OBJMisc_HAMMER DROP IN GRAVEL_7.wav	00:00:01	Wave	2	48	24
268	OBJMisc_HAMMER DROP IN GRAVEL_8.wav	00:00:01	Wave	2	48	24
269	OBJMisc_HAMMER DROP IN GRAVEL_9.wav	00:00:01	Wave	2	48	24
270	OBJMisc_HAMMER DROP IN GRAVEL_10.wav	00:00:01	Wave	2	48	24
271	OBJMisc_HAMMER DROP IN GRAVEL_11.wav	00:00:01	Wave	2	48	24
272	OBJMisc_HAMMER DROP IN GRAVEL_12.wav	00:00:01	Wave	2	48	24
273	OBJMisc_HAMMER DROP IN GRAVEL_13.wav	00:00:01	Wave	2	48	24
274	OBJMisc_HAMMER DROP IN GRAVEL_14.wav	00:00:01	Wave	2	48	24
275	OBJMisc_HAMMER DROP IN GRAVEL_15.wav	00:00:01	Wave	2	48	24
276	OBJMisc_HAMMER DROP IN GRAVEL_16.wav	00:00:01	Wave	2	48	24
277	OBJMisc_HAMMER DROP IN GRAVEL_17.wav	00:00:01	Wave	2	48	24
278	OBJMisc_HAMMER DROP IN GRAVEL_18.wav	00:00:01	Wave	2	48	24

## OBJMisc\_FOLEY\_OBJECT\_DROPS\_DOWNS

279	OBJMisc_HAMMER DROP IN SAND_1.wav	00:00:01	Wave	2	48	24
280	OBJMisc_HAMMER DROP IN SAND_2.wav	00:00:01	Wave	2	48	24
281	OBJMisc_HAMMER DROP IN SAND_3.wav	00:00:01	Wave	2	48	24
282	OBJMisc_HAMMER DROP IN SAND_4.wav	00:00:01	Wave	2	48	24
283	OBJMisc_HAMMER DROP IN SAND_5.wav	00:00:01	Wave	2	48	24
284	OBJMisc_HAMMER DROP IN SAND_6.wav	00:00:01	Wave	2	48	24
285	OBJMisc_HAMMER DROP IN SAND_7.wav	00:00:01	Wave	2	48	24
286	OBJMisc_HAMMER DROP IN SAND_8.wav	00:00:01	Wave	2	48	24
287	OBJMisc_HAMMER DROP IN SAND_9.wav	00:00:01	Wave	2	48	24
288	OBJMisc_HAMMER DROP IN SAND_10.wav	00:00:01	Wave	2	48	24
289	OBJMisc_HAMMER DROP IN SAND_11.wav	00:00:01	Wave	2	48	24
290	OBJMisc_HAMMER DROP IN SAND_12.wav	00:00:01	Wave	2	48	24
291	OBJMisc_HAMMER DROP IN SAND_13.wav	00:00:01	Wave	2	48	24
292	OBJMisc_HAMMER DROP IN SAND_14.wav	00:00:01	Wave	2	48	24
293	OBJMisc_HAMMER DROP IN SAND_15.wav	00:00:01	Wave	2	48	24
294	OBJMisc_HAMMER DROP IN SAND_16.wav	00:00:01	Wave	2	48	24
295	OBJMisc_HAMMER DROP IN SMALLER GRAVEL_1.wav	00:00:01	Wave	2	48	24
296	OBJMisc_HAMMER DROP IN SMALLER GRAVEL_2.wav	00:00:01	Wave	2	48	24
297	OBJMisc_HAMMER DROP IN SMALLER GRAVEL_3.wav	00:00:01	Wave	2	48	24
298	OBJMisc_HAMMER DROP IN SMALLER GRAVEL_4.wav	00:00:01	Wave	2	48	24
299	OBJMisc_HAMMER DROP IN SMALLER GRAVEL_5.wav	00:00:01	Wave	2	48	24
300	OBJMisc_HAMMER DROP IN SMALLER GRAVEL_6.wav	00:00:01	Wave	2	48	24
301	OBJMisc_HAMMER DROP IN SMALLER GRAVEL_7.wav	00:00:01	Wave	2	48	24
302	OBJMisc_HAMMER DROP IN SMALLER GRAVEL_8.wav	00:00:01	Wave	2	48	24
303	OBJMisc_HAMMER DROP IN SMALLER GRAVEL_9.wav	00:00:01	Wave	2	48	24
304	OBJMisc_HAMMER LARGE 2 OBJECT DROP GRAVEL.wav	00:00:01	Wave	2	48	24
305	OBJMisc_HAMMER LARGE OBJECT DROP DIRT 1.wav	00:00:01	Wave	2	48	24
306	OBJMisc_HAMMER LARGE OBJECT DROP GRAVEL.wav	00:00:01	Wave	2	48	24
307	OBJMisc_HAMMER METAL HANDLE OBJECT DROP WOOD.wav	00:00:01	Wave	2	48	24
308	OBJMisc_HAMMER METAL RUBBER HANDLE OBJECT DROP CEMENT.wav	00:00:01	Wave	2	48	24
309	OBJMisc_HAMMER SET DOWN AND MVMT.wav	00:00:09	Wave	2	48	24
310	OBJMisc_HAMMER SET DOWN WOOD.wav	00:00:01	Wave	2	48	24
311	OBJMisc_HAMMER SMALL MVMT ON WOOD NAIL.wav	00:00:04	Wave	2	48	24
312	OBJMisc_HAMMER SMALL OBJECT DROP CEMENT.wav	00:00:01	Wave	2	48	24
313	OBJMisc_HAMMER SMALL OBJECT DROP DIRT 1.wav	00:00:01	Wave	2	48	24
314	OBJMisc_HAMMER SMALL OBJECT DROP DIRT 2.wav	00:00:01	Wave	2	48	24
315	OBJMisc_HAMMER SMALL OBJECT DROP DIRT 3.wav	00:00:01	Wave	2	48	24
316	OBJMisc_HAMMER SMALL OBJECT DROP GRAVEL.wav	00:00:01	Wave	2	48	24
317	OBJMisc_HAMMER SMALL OBJECT DROP WOOD.wav	00:00:01	Wave	2	48	24
318	OBJMisc_HAMMER WOOD HANDLE OBJECT DROP CEMENT 1.wav	00:00:01	Wave	2	48	24
319	OBJMisc_HAMMER WOOD HANDLE OBJECT DROP CEMENT 2.wav	00:00:01	Wave	2	48	24
320	OBJMisc_HAMMER WOOD HANDLE OBJECT DROP CEMENT 3.wav	00:00:02	Wave	2	48	24
321	OBJMisc_HAMMER WOOD HANDLE OBJECT DROP CEMENT 4.wav	00:00:01	Wave	2	48	24
322	OBJMisc_HAMMER WOOD HANDLE OBJECT DROP DIRT.wav	00:00:01	Wave	2	48	24
323	OBJMisc_HAMMER WOOD HANDLE OBJECT DROP WOOD.wav	00:00:01	Wave	2	48	24
324	OBJMisc_HAMMER WOOD HANDLE SOLID HIT OBJECT DROP DIRT.wav	00:00:01	Wave	2	48	24
325	OBJMisc_HAND SAW OBJECT DROP GRAVEL 2.wav	00:00:01	Wave	2	48	24
326	OBJMisc_HAND SAW OBJECT DROP WOOD 1.wav	00:00:01	Wave	2	48	24
327	OBJMisc_HAND SAW OBJECT DROP WOOD 2.wav	00:00:01	Wave	2	48	24
328	OBJMisc_HAND SAW SMALL OBJECT DROP CEMENT.wav	00:00:01	Wave	2	48	24
329	OBJMisc_HAND SAW SMALL OBJECT DROP GRAVEL.wav	00:00:01	Wave	2	48	24
330	OBJMisc_HAND SAW WITH LONG BLADE OBJECT DROP CEMENT.wav	00:00:01	Wave	2	48	24
331	OBJMisc_HAND SAW WITH LONG BLADE OBJECT DROP DIRT.wav	00:00:01	Wave	2	48	24
332	OBJMisc_HUMAN MALE SOFT COUGH.wav	00:00:01	Wave	2	48	24
333	OBJMisc_IRON HOUSEHOLD STEAM IRON DROP OBJECT ON CEMENT_1.wav	00:00:01	Wave	2	48	24
334	OBJMisc_IRON HOUSEHOLD STEAM IRON DROP OBJECT ON CEMENT_2.wav	00:00:01	Wave	2	48	24

## OBJMisc\_FOLEY\_OBJECT\_DROPS\_DOWNS

335	OBJMisc_IRON HOUSEHOLD STEAM IRON DROP OBJECT ON CEMENT_3.wav	00:00:01	Wave	2	48	24
336	OBJMisc_IRON HOUSEHOLD STEAM IRON DROP OBJECT ON CEMENT_4.wav	00:00:01	Wave	2	48	24
337	OBJMisc_IRON HOUSEHOLD STEAM IRON DROP OBJECT ON DIRT SOLID HIT_1.wav	00:00:01	Wave	2	48	24
338	OBJMisc_IRON HOUSEHOLD STEAM IRON DROP OBJECT ON DIRT SOLID HIT_2.wav	00:00:01	Wave	2	48	24
339	OBJMisc_IRON HOUSEHOLD STEAM IRON DROP OBJECT ON DIRT SOLID HIT_3.wav	00:00:01	Wave	2	48	24
340	OBJMisc_IRON HOUSEHOLD STEAM IRON DROP OBJECT ON WOOD_1.wav	00:00:01	Wave	2	48	24
341	OBJMisc_IRON HOUSEHOLD STEAM IRON DROP OBJECT ON WOOD_2.wav	00:00:01	Wave	2	48	24
342	OBJMisc_IRON HOUSEHOLD STEAM IRON DROP OBJECT ON WOOD_3.wav	00:00:01	Wave	2	48	24
343	OBJMisc_IRON HOUSEHOLD STEAM IRON DROP OBJECT ON WOOD_4.wav	00:00:01	Wave	2	48	24
344	OBJMisc_JEWELRY BOX SMALL METAL DROP OBJECT ON CEMENT 1.wav	00:00:01	Wave	2	48	24
345	OBJMisc_JEWELRY BOX SMALL METAL DROP OBJECT ON CEMENT 2.wav	00:00:01	Wave	2	48	24
346	OBJMisc_JEWELRY BOX SMALL METAL DROP OBJECT ON CEMENT 3.wav	00:00:01	Wave	2	48	24
347	OBJMisc_JEWELRY BOX SMALL METAL DROP OBJECT ON DIRT 1.wav	00:00:01	Wave	2	48	24
348	OBJMisc_JEWELRY BOX SMALL METAL DROP OBJECT ON DIRT 2.wav	00:00:01	Wave	2	48	24
349	OBJMisc_JEWELRY BOX SMALL METAL DROP OBJECT ON DIRT 3.wav	00:00:01	Wave	2	48	24
350	OBJMisc_JEWELRY BOX SMALL METAL DROP OBJECT ON DIRT 4.wav	00:00:01	Wave	2	48	24
351	OBJMisc_JEWELRY BOX SMALL METAL DROP OBJECT ON WOOD 1.wav	00:00:01	Wave	2	48	24
352	OBJMisc_JEWELRY BOX SMALL METAL DROP OBJECT ON WOOD 2.wav	00:00:01	Wave	2	48	24
353	OBJMisc_JEWELRY BOX SMALL METAL DROP OBJECT ON WOOD 3.wav	00:00:01	Wave	2	48	24
354	OBJMisc_JEWELRY BOX SMALL METAL DROP OBJECT ON WOOD 4.wav	00:00:01	Wave	2	48	24
355	OBJMisc_JEWELRY BOX SMALL METAL PICK UP.wav	00:00:01	Wave	2	48	24
356	OBJMisc_LUGGAGE OR STEAMER TRUNK DROPS ON WOOD_1.wav	00:00:01	Wave	2	48	24
357	OBJMisc_LUGGAGE OR STEAMER TRUNK DROPS ON WOOD_2.wav	00:00:01	Wave	2	48	24
358	OBJMisc_LUGGAGE OR STEAMER TRUNK DROPS ON WOOD_3.wav	00:00:02	Wave	2	48	24
359	OBJMisc_LUGGAGE OR STEAMER TRUNK DROPS ON WOOD_4.wav	00:00:01	Wave	2	48	24
360	OBJMisc_LUGGAGE OR STEAMER TRUNK DROPS ON WOOD_5.wav	00:00:01	Wave	2	48	24
361	OBJMisc_LUGGAGE OR STEAMER TRUNK DROPS ON WOOD_6.wav	00:00:01	Wave	2	48	24
362	OBJMisc_METAL ALUMINUM POLE MVMT HITS OR LIGHT DROPS.wav	00:00:04	Wave	2	48	24
363	OBJMisc_METAL BAR DROP.wav	00:00:01	Wave	2	48	24
364	OBJMisc_METAL BOX DROP OR HIT 1 SOLID HIT.wav	00:00:01	Wave	2	48	24
365	OBJMisc_METAL BOX DROP OR HIT 2 SOLID HIT.wav	00:00:01	Wave	2	48	24
366	OBJMisc_METAL BOX DROP OR HIT 3 SOLID HIT.wav	00:00:01	Wave	2	48	24
367	OBJMisc_METAL BOX DROP OR HIT 4 SOLID HIT.wav	00:00:01	Wave	2	48	24
368	OBJMisc_METAL BOX DROP OR HIT 5 SOLID HIT.wav	00:00:01	Wave	2	48	24
369	OBJMisc_METAL CABINET OR MEDIUM SIZE METAL BOX DROP 1 SOLID HIT.wav	00:00:01	Wave	2	48	24
370	OBJMisc_METAL CABINET OR MEDIUM SIZE METAL BOX DROP 2 SOLID HIT.wav	00:00:01	Wave	2	48	24
371	OBJMisc_METAL CABINET OR MEDIUM SIZE METAL BOX DROP 3 SOLID HIT.wav	00:00:02	Wave	2	48	24
372	OBJMisc_METAL CABINET OR MEDIUM SIZE METAL BOX DROP 4 SOLID HIT.wav	00:00:02	Wave	2	48	24
373	OBJMisc_METAL CAP DOWN 1.wav	00:00:01	Wave	2	48	24
374	OBJMisc_METAL CAP DOWN 2.wav	00:00:01	Wave	2	48	24
375	OBJMisc_METAL CAP DROP WOBBLE TO STOP 1.wav	00:00:01	Wave	2	48	24
376	OBJMisc_METAL CAP DROP WOBBLE TO STOP 2.wav	00:00:02	Wave	2	48	24
377	OBJMisc_METAL CAP DROP WOBBLE TO STOP 3.wav	00:00:01	Wave	2	48	24
378	OBJMisc_METAL CAP DROP WOBBLE TO STOP 4.wav	00:00:01	Wave	2	48	24
379	OBJMisc_METAL CAP DROP WOBBLE TO STOP 5.wav	00:00:01	Wave	2	48	24
380	OBJMisc_METAL CAP DROP WOBBLE TO STOP 6.wav	00:00:01	Wave	2	48	24
381	OBJMisc_METAL CAR HOOD DROP OBJECT 1 MVMT SET DOWN.wav	00:00:01	Wave	2	48	24
382	OBJMisc_METAL CAR HOOD DROP OBJECT CEMENT 1.wav	00:00:05	Wave	2	48	24
383	OBJMisc_METAL CAR HOOD DROP OBJECT CEMENT 2 DRAG AND DROP W SQUEAK.wav	00:00:02	Wave	2	48	24
384	OBJMisc_METAL CAR HOOD DROP OBJECT CEMENT 3 DRAG AND DROP W SQUEAK.wav	00:00:05	Wave	2	48	24
385	OBJMisc_METAL CAR HOOD DROP OBJECT DIRT 1.wav	00:00:02	Wave	2	48	24
386	OBJMisc_METAL CAR HOOD DROP OBJECT DIRT 2.wav	00:00:01	Wave	2	48	24
387	OBJMisc_METAL CAR HOOD DROP OBJECT WOOD 1.wav	00:00:02	Wave	2	48	24
388	OBJMisc_METAL CAR HOOD PICK UP FORM DIRT.wav	00:00:03	Wave	2	48	24
389	OBJMisc_METAL CAR HOOD SCRAPE SQUEAK SHORT.wav	00:00:01	Wave	2	48	24
390	OBJMisc_METAL CAR HOOD SET DOWN LIGHT.wav	00:00:01	Wave	2	48	24

## OBJMisc\_FOLEY\_OBJECT\_DROPS\_DOWNS

391	OBJMisc_METAL CHAIR FALL ON WOOD SURFACE_1.wav	00:00:01	Wave	2	48	24
392	OBJMisc_METAL CHAIR FALL ON WOOD SURFACE_2.wav	00:00:01	Wave	2	48	24
393	OBJMisc_METAL CHAIR FALL ON WOOD SURFACE_3.wav	00:00:01	Wave	2	48	24
394	OBJMisc_METAL CHAIR FALL ON WOOD SURFACE_4.wav	00:00:02	Wave	2	48	24
395	OBJMisc_METAL CHAIR FALL ON WOOD SURFACE_5.wav	00:00:01	Wave	2	48	24
396	OBJMisc_METAL CHAIR FALL ON WOOD SURFACE_6.wav	00:00:01	Wave	2	48	24
397	OBJMisc_METAL CHAIR FALL ON WOOD SURFACE_7.wav	00:00:02	Wave	2	48	24
398	OBJMisc_METAL CHAIR FALL ON WOOD SURFACE_8.wav	00:00:01	Wave	2	48	24
399	OBJMisc_METAL CHAIR FALL ON WOOD SURFACE_9.wav	00:00:01	Wave	2	48	24
400	OBJMisc_METAL CHAIR FALL ON WOOD SURFACE_10.wav	00:00:02	Wave	2	48	24
401	OBJMisc_METAL CHAIR FALL ON WOOD SURFACE_11.wav	00:00:01	Wave	2	48	24
402	OBJMisc_METAL CHAIR FALL ON WOOD SURFACE_12.wav	00:00:01	Wave	2	48	24
403	OBJMisc_METAL CHAIR KNOCK OVER CHAIR B_1.wav	00:00:01	Wave	2	48	24
404	OBJMisc_METAL CHAIR KNOCK OVER CHAIR B_2.wav	00:00:02	Wave	2	48	24
405	OBJMisc_METAL CHAIR KNOCK OVER CHAIR B_3.wav	00:00:02	Wave	2	48	24
406	OBJMisc_METAL CHAIR KNOCK OVER CHAIR B_4.wav	00:00:01	Wave	2	48	24
407	OBJMisc_METAL CHAIR KNOCK OVER CHAIR B_5.wav	00:00:01	Wave	2	48	24
408	OBJMisc_METAL CHAIR KNOCK OVER CHAIR B_6.wav	00:00:04	Wave	2	48	24
409	OBJMisc_METAL CHAIR KNOCK OVER CHAIR B_7.wav	00:00:01	Wave	2	48	24
410	OBJMisc_METAL CHAIR KNOCK OVER CHAIR B_8.wav	00:00:01	Wave	2	48	24
411	OBJMisc_METAL COLANDER DROP OBJECT CEMENT 1.wav	00:00:01	Wave	2	48	24
412	OBJMisc_METAL COLANDER DROP OBJECT CEMENT 2.wav	00:00:01	Wave	2	48	24
413	OBJMisc_METAL COLANDER DROP OBJECT CEMENT 3.wav	00:00:02	Wave	2	48	24
414	OBJMisc_METAL COLANDER DROP OBJECT DIRT 1.wav	00:00:01	Wave	2	48	24
415	OBJMisc_METAL COLANDER DROP OBJECT DIRT 2.wav	00:00:01	Wave	2	48	24
416	OBJMisc_METAL COLANDER DROP OBJECT WOOD 1.wav	00:00:02	Wave	2	48	24
417	OBJMisc_METAL COLANDER DROP OBJECT WOOD 2.wav	00:00:01	Wave	2	48	24
418	OBJMisc_METAL CONTAINER LID DROP 1-.wav	00:00:02	Wave	2	48	24
419	OBJMisc_METAL CONTAINER LID DROP 2 AND WOBBLE.wav	00:00:02	Wave	2	48	24
420	OBJMisc_METAL COPPER PAN DROP OBJECT CEMENT 1.wav	00:00:04	Wave	2	48	24
421	OBJMisc_METAL COPPER PAN DROP OBJECT CEMENT 2.wav	00:00:01	Wave	2	48	24
422	OBJMisc_METAL COPPER PAN DROP OBJECT DIRT 1.wav	00:00:01	Wave	2	48	24
423	OBJMisc_METAL COPPER PAN DROP OBJECT DIRT 2.wav	00:00:01	Wave	2	48	24
424	OBJMisc_METAL COPPER PAN DROP OBJECT WOOD 1.wav	00:00:02	Wave	2	48	24
425	OBJMisc_METAL COPPER PAN DROP OBJECT WOOD 2.wav	00:00:01	Wave	2	48	24
426	OBJMisc_METAL FILM CAN TOP DROP OBJECT CEMENT 1.wav	00:00:01	Wave	2	48	24
427	OBJMisc_METAL FILM CAN TOP DROP OBJECT CEMENT 2.wav	00:00:01	Wave	2	48	24
428	OBJMisc_METAL FILM CAN TOP DROP OBJECT CEMENT 3 AND ROLL.wav	00:00:04	Wave	2	48	24
429	OBJMisc_METAL FILM CAN TOP DROP OBJECT DIRT 1 FLAT HIT.wav	00:00:01	Wave	2	48	24
430	OBJMisc_METAL FILM CAN TOP DROP OBJECT DIRT 2 FLAT HIT.wav	00:00:01	Wave	2	48	24
431	OBJMisc_METAL FILM CAN TOP DROP OBJECT WOOD 1.wav	00:00:01	Wave	2	48	24
432	OBJMisc_METAL FILM CAN TOP DROP OBJECT WOOD 2.wav	00:00:01	Wave	2	48	24
433	OBJMisc_METAL FILM REEL 16MM DROP OBJECT CEMENT 1.wav	00:00:02	Wave	2	48	24
434	OBJMisc_METAL FILM REEL 16MM DROP OBJECT CEMENT 2.wav	00:00:01	Wave	2	48	24
435	OBJMisc_METAL FILM REEL 16MM DROP OBJECT DIRT 1.wav	00:00:01	Wave	2	48	24
436	OBJMisc_METAL FILM REEL 16MM DROP OBJECT DIRT 2.wav	00:00:02	Wave	2	48	24
437	OBJMisc_METAL FILM REEL 16MM REEL DROP OBJECT WOOD 1.wav	00:00:03	Wave	2	48	24
438	OBJMisc_METAL FILM REEL 35MM DROP OBJECT CEMENT 1.wav	00:00:02	Wave	2	48	24
439	OBJMisc_METAL FILM REEL 35MM DROP OBJECT CEMENT 2.wav	00:00:01	Wave	2	48	24
440	OBJMisc_METAL FILM REEL 35MM DROP OBJECT WOOD 1.wav	00:00:01	Wave	2	48	24
441	OBJMisc_METAL FILM REEL 35MM TOP DROP OBJECT DIRT 1.wav	00:00:01	Wave	2	48	24
442	OBJMisc_METAL FILM REEL 35MM TOP DROP OBJECT DIRT 2.wav	00:00:01	Wave	2	48	24
443	OBJMisc_METAL FILM REELS PICK UP OFF CEMENT.wav	00:00:02	Wave	2	48	24
444	OBJMisc_METAL FIRE POKE STAND DROP OBJECT CEMENT 1 LIGHT SOUND.wav	00:00:01	Wave	2	48	24
445	OBJMisc_METAL FIRE POKE STAND DROP OBJECT CEMENT 2 LIGHT SOUND.wav	00:00:01	Wave	2	48	24
446	OBJMisc_METAL FIRE POKE STAND DROP OBJECT CEMENT 3 LIGHT SOUND.wav	00:00:01	Wave	2	48	24

## OBJMisc\_FOLEY\_OBJECT\_DROPS\_DOWNS

447	OBJMisc_METAL FIRE POKE STAND DROP OBJECT DIRT 1 LIGHT SOUND.wav	00:00:01	Wave	2	48	24
448	OBJMisc_METAL FIRE POKE STAND DROP OBJECT DIRT 2 LIGHT SOUND.wav	00:00:01	Wave	2	48	24
449	OBJMisc_METAL FIRE POKE STAND DROP OBJECT DIRT 3 LIGHT SOUND.wav	00:00:01	Wave	2	48	24
450	OBJMisc_METAL FIRE POKE STAND DROP OBJECT WOOD 1.wav	00:00:01	Wave	2	48	24
451	OBJMisc_METAL FIRE POKE STAND DROP OBJECT WOOD 2.wav	00:00:01	Wave	2	48	24
452	OBJMisc_METAL FIRE POKE STAND DROP OBJECT WOOD 3 LIGHT.wav	00:00:01	Wave	2	48	24
453	OBJMisc_METAL FIRE POKE STAND DROP OBJECT WOOD 4.wav	00:00:01	Wave	2	48	24
454	OBJMisc_METAL HEAVY OBJECT HOOD OR PANEL DROP ON CEMENT 1 GENERIC ITEM.wav	00:00:01	Wave	2	48	24
455	OBJMisc_METAL HEAVY OBJECT HOOD OR PANEL DROP ON CEMENT 2 GENERIC ITEM.wav	00:00:02	Wave	2	48	24
456	OBJMisc_METAL HEAVY OBJECT HOOD OR PANEL DROP ON CEMENT 3 GENERIC ITEM.wav	00:00:02	Wave	2	48	24
457	OBJMisc_METAL HEAVY OBJECT HOOD OR PANEL DROP ON DIRT 1 GENERIC ITEM.wav	00:00:01	Wave	2	48	24
458	OBJMisc_METAL HEAVY OBJECT HOOD OR PANEL DROP ON DIRT 2 GENERIC ITEM.wav	00:00:01	Wave	2	48	24
459	OBJMisc_METAL HEAVY OBJECT HOOD OR PANEL DROP ON DIRT 3 GENERIC ITEM.wav	00:00:01	Wave	2	48	24
460	OBJMisc_METAL HEAVY OBJECT HOOD OR PANEL DROP ON WOOD 1 GENERIC ITEM.wav	00:00:01	Wave	2	48	24
461	OBJMisc_METAL HEAVY OBJECT HOOD OR PANEL DROP ON WOOD 2 GENERIC ITEM.wav	00:00:01	Wave	2	48	24
462	OBJMisc_METAL HEAVY OBJECT HOOD OR PANEL DROP ON WOOD 3 GENERIC ITEM.wav	00:00:01	Wave	2	48	24
463	OBJMisc_METAL HIGH CHAIR DROP OBJECT CEMENT 1 OR BIKE.wav	00:00:02	Wave	2	48	24
464	OBJMisc_METAL HIGH CHAIR DROP OBJECT CEMENT 2 OR BIKE.wav	00:00:01	Wave	2	48	24
465	OBJMisc_METAL HIGH CHAIR DROP OBJECT CEMENT 3 OR BIKE.wav	00:00:01	Wave	2	48	24
466	OBJMisc_METAL HIGH CHAIR DROP OBJECT DIRT 1 OR BIKE.wav	00:00:01	Wave	2	48	24
467	OBJMisc_METAL HIGH CHAIR DROP OBJECT DIRT 2 OR BIKE.wav	00:00:01	Wave	2	48	24
468	OBJMisc_METAL HIGH CHAIR DROP OBJECT DIRT 3 OR BIKE.wav	00:00:01	Wave	2	48	24
469	OBJMisc_METAL HIGH CHAIR DROP OBJECT WOOD 1 OR BIKE.wav	00:00:01	Wave	2	48	24
470	OBJMisc_METAL HIGH CHAIR DROP OBJECT WOOD 2 OR BIKE.wav	00:00:02	Wave	2	48	24
471	OBJMisc_METAL HIGH CHAIR DROP OBJECT WOOD 3 OR BIKE.wav	00:00:01	Wave	2	48	24
472	OBJMisc_METAL HIGH CHAIR PICK UP FROM WOOD 1 OR BIKE.wav	00:00:01	Wave	2	48	24
473	OBJMisc_METAL ITEM SMALL LIKE KNIFE OBJECT DROP DIRT.wav	00:00:01	Wave	2	48	24
474	OBJMisc_METAL LID DROP WOBBLE TO STOP 1.wav	00:00:10	Wave	2	48	24
475	OBJMisc_METAL LID DROP WOBBLE TO STOP 2.wav	00:00:02	Wave	2	48	24
476	OBJMisc_METAL LID DROP WOBBLE TO STOP 3.wav	00:00:02	Wave	2	48	24
477	OBJMisc_METAL LID DROP WOBBLE TO STOP 4.wav	00:00:02	Wave	2	48	24
478	OBJMisc_METAL LID DROP WOBBLE TO STOP 5.wav	00:00:03	Wave	2	48	24
479	OBJMisc_METAL LID DROP WOBBLE TO STOP 6.wav	00:00:01	Wave	2	48	24
480	OBJMisc_METAL OBJECT DROP COLANDER OR SMALL OBJECT.wav	00:00:01	Wave	2	48	24
481	OBJMisc_METAL OBJECT DROP FLIMSY GENERIC.wav	00:00:01	Wave	2	48	24
482	OBJMisc_METAL OBJECT DROP SMALL CLINK 1.wav	00:00:01	Wave	2	48	24
483	OBJMisc_METAL OBJECT DROP SMALL CLINK 2.wav	00:00:01	Wave	2	48	24
484	OBJMisc_METAL OBJECT DROP SMALL CLINK 3.wav	00:00:01	Wave	2	48	24
485	OBJMisc_METAL OBJECT DROP SMALL CLINK 4.wav	00:00:01	Wave	2	48	24
486	OBJMisc_METAL OBJECT DROP SMALL CLINK 5.wav	00:00:01	Wave	2	48	24
487	OBJMisc_METAL OBJECT DROP TILE SMALL PIECE OF METAL 1 (2).wav	00:00:01	Wave	2	48	24
488	OBJMisc_METAL OBJECT DROP TILE SMALL PIECE OF METAL 1.wav	00:00:01	Wave	2	48	24
489	OBJMisc_METAL OBJECT DROP TILE SMALL PIECE OF METAL 2.wav	00:00:01	Wave	2	48	24
490	OBJMisc_METAL OBJECT HITS CLANGS.wav	00:00:01	Wave	2	48	24
491	OBJMisc_METAL PAN DROP OBJECT CEMENT 1.wav	00:00:01	Wave	2	48	24
492	OBJMisc_METAL PAN DROP OBJECT CEMENT 2.wav	00:00:01	Wave	2	48	24
493	OBJMisc_METAL PAN DROP OBJECT CEMENT 3.wav	00:00:01	Wave	2	48	24
494	OBJMisc_METAL PAN DROP OBJECT CEMENT 4.wav	00:00:02	Wave	2	48	24
495	OBJMisc_METAL PAN DROP OBJECT DIRT 1.wav	00:00:01	Wave	2	48	24
496	OBJMisc_METAL PAN DROP OBJECT DIRT 2.wav	00:00:01	Wave	2	48	24
497	OBJMisc_METAL PAN DROP OBJECT DIRT 3 FLAT HIT.wav	00:00:01	Wave	2	48	24
498	OBJMisc_METAL PAN DROP OBJECT DIRT 4.wav	00:00:01	Wave	2	48	24
499	OBJMisc_METAL PAN DROP OBJECT WOOD 1.wav	00:00:01	Wave	2	48	24
500	OBJMisc_METAL PAN DROP OBJECT WOOD 2.wav	00:00:01	Wave	2	48	24
501	OBJMisc_METAL PAN DROP OBJECT WOOD 3.wav	00:00:01	Wave	2	48	24
502	OBJMisc_METAL PAN DROP OBJECT WOOD 4.wav	00:00:02	Wave	2	48	24

## OBJMisc\_FOLEY\_OBJECT\_DROPS\_DOWNS

503	OBJMisc_METAL PAN LID PICK UP FROM DIRT LIGHT.wav	00:00:01	Wave	2	48	24
504	OBJMisc_METAL PAN LID TAP 2X.wav	00:00:01	Wave	2	48	24
505	OBJMisc_METAL PIPE 2 DROP BOUNCE TILE 1.wav	00:00:02	Wave	2	48	24
506	OBJMisc_METAL PIPE 2 DROP BOUNCE TILE 2.wav	00:00:01	Wave	2	48	24
507	OBJMisc_METAL PIPE 2 DROP BOUNCE TILE 3.wav	00:00:02	Wave	2	48	24
508	OBJMisc_METAL PIPE 2 DROP BOUNCE TILE 4.wav	00:00:02	Wave	2	48	24
509	OBJMisc_METAL PIPE 2 DROP BOUNCE TILE 5.wav	00:00:01	Wave	2	48	24
510	OBJMisc_METAL PIPE 2 DROP BOUNCE TILE 6.wav	00:00:02	Wave	2	48	24
511	OBJMisc_METAL PIPE 2 DROP BOUNCE TILE 7.wav	00:00:02	Wave	2	48	24
512	OBJMisc_METAL PIPE DROP BOUNCE TILE 1.wav	00:00:04	Wave	2	48	24
513	OBJMisc_METAL PIPE DROP BOUNCE TILE 2.wav	00:00:02	Wave	2	48	24
514	OBJMisc_METAL PIPE DROP BOUNCE TILE 3.wav	00:00:03	Wave	2	48	24
515	OBJMisc_METAL PIPE DROP BOUNCE TILE 4.wav	00:00:02	Wave	2	48	24
516	OBJMisc_METAL PIPE DROP BOUNCE TILE 5.wav	00:00:01	Wave	2	48	24
517	OBJMisc_METAL PIPE DROP BOUNCE TILE 6.wav	00:00:02	Wave	2	48	24
518	OBJMisc_METAL PIPE DROP BOUNCE TILE 7.wav	00:00:02	Wave	2	48	24
519	OBJMisc_METAL PIPE DROP BOUNCE TILE 8.wav	00:00:01	Wave	2	48	24
520	OBJMisc_METAL PIPE DROP BOUNCE TILE 9.wav	00:00:01	Wave	2	48	24
521	OBJMisc_METAL PIPE DROP BOUNCE TILE 10.wav	00:00:01	Wave	2	48	24
522	OBJMisc_METAL PIPE DROP BOUNCE TILE 11.wav	00:00:01	Wave	2	48	24
523	OBJMisc_METAL PIPE OR TUBE DROP 1A.wav	00:00:10	Wave	2	48	24
524	OBJMisc_METAL PIPE OR TUBE DROP 1B.wav	00:00:08	Wave	2	48	24
525	OBJMisc_METAL PIPE OR TUBE DROP 1C.wav	00:00:04	Wave	2	48	24
526	OBJMisc_METAL PIPE OR TUBE DROP 1D.wav	00:00:04	Wave	2	48	24
527	OBJMisc_METAL PIPE OR TUBE DROP_1.wav	00:00:02	Wave	2	48	24
528	OBJMisc_METAL PIPE OR TUBE DROP_2.wav	00:00:02	Wave	2	48	24
529	OBJMisc_METAL PIPE OR TUBE DROP_3.wav	00:00:02	Wave	2	48	24
530	OBJMisc_METAL PIPE OR TUBE DROP_4.wav	00:00:02	Wave	2	48	24
531	OBJMisc_METAL PIPE OR TUBE DROP_5.wav	00:00:03	Wave	2	48	24
532	OBJMisc_METAL PIPE OR TUBE DROP_6.wav	00:00:02	Wave	2	48	24
533	OBJMisc_METAL PIPE OR TUBE DROP_7.wav	00:00:02	Wave	2	48	24
534	OBJMisc_METAL PIPE OR TUBE DROP_8.wav	00:00:02	Wave	2	48	24
535	OBJMisc_METAL PIPE OR TUBE DROP_9.wav	00:00:02	Wave	2	48	24
536	OBJMisc_METAL PIPE OR TUBE DROP_10.wav	00:00:02	Wave	2	48	24
537	OBJMisc_METAL PIPE OR TUBE DROP_11.wav	00:00:01	Wave	2	48	24
538	OBJMisc_METAL PIPE OR TUBE DROP_12.wav	00:00:02	Wave	2	48	24
539	OBJMisc_METAL PIPE OR TUBE DROP_13.wav	00:00:02	Wave	2	48	24
540	OBJMisc_METAL PIPE OR TUBE DROP_14.wav	00:00:02	Wave	2	48	24
541	OBJMisc_METAL POLE MEDIUM SIZE DROP OBJECT CEMENT 1 DISTORTED.wav	00:00:02	Wave	2	48	24
542	OBJMisc_METAL POLE MEDIUM SIZE DROP OBJECT CEMENT 2 DISTORTED.wav	00:00:02	Wave	2	48	24
543	OBJMisc_METAL POLE MEDIUM SIZE DROP OBJECT CEMENT 3 DISTORTED.wav	00:00:02	Wave	2	48	24
544	OBJMisc_METAL POLE MEDIUM SIZE DROP OBJECT DIRT 1.wav	00:00:01	Wave	2	48	24
545	OBJMisc_METAL POLE MEDIUM SIZE DROP OBJECT DIRT 2.wav	00:00:01	Wave	2	48	24
546	OBJMisc_METAL POLE MEDIUM SIZE DROP OBJECT DIRT 3.wav	00:00:01	Wave	2	48	24
547	OBJMisc_METAL POLE MEDIUM SIZE DROP OBJECT WOOD 1.wav	00:00:02	Wave	2	48	24
548	OBJMisc_METAL POLE MEDIUM SIZE DROP OBJECT WOOD 2.wav	00:00:02	Wave	2	48	24
549	OBJMisc_METAL POLE MEDIUM SIZE DROP OBJECT WOOD 3.wav	00:00:02	Wave	2	48	24
550	OBJMisc_METAL POLE MEDIUM SIZE DROP OBJECT WOOD 4 ALT.wav	00:00:01	Wave	2	48	24
551	OBJMisc_METAL POLE MEDIUM SIZE DROP OBJECT WOOD 5 ALT.wav	00:00:01	Wave	2	48	24
552	OBJMisc_METAL POLE MEDIUM SIZE DROP OBJECT WOOD 6 ALT.wav	00:00:01	Wave	2	48	24
553	OBJMisc_METAL POT LID OR ROUND TRAY OBJECT DROP AND ROLL WOOD 1.wav	00:00:02	Wave	2	48	24
554	OBJMisc_METAL POT LID OR ROUND TRAY OBJECT DROP AND ROLL WOOD 2.wav	00:00:01	Wave	2	48	24
555	OBJMisc_METAL POT LID OR ROUND TRAY OBJECT DROP AND ROLL WOOD 3.wav	00:00:01	Wave	2	48	24
556	OBJMisc_METAL POT LID OR ROUND TRAY OBJECT DROP AND ROLL WOOD 4.wav	00:00:01	Wave	2	48	24
557	OBJMisc_METAL POT LID OR ROUND TRAY OBJECT DROP AND ROLL WOOD 5.wav	00:00:02	Wave	2	48	24
558	OBJMisc_METAL POT LID OR ROUND TRAY OBJECT DROP AND ROLL WOOD 6 SMALL.wav	00:00:01	Wave	2	48	24

## OBJMisc\_FOLEY\_OBJECT\_DROPS\_DOWNS

559	OBJMisc_METAL ROUND CONTAINER OBJECT DROP AND ROLL 1.wav	00:00:01	Wave	2	48	24
560	OBJMisc_METAL ROUND CONTAINER OBJECT DROP AND ROLL 2.wav	00:00:05	Wave	2	48	24
561	OBJMisc_METAL ROUND TRAY DOWN 1 TILE.wav	00:00:01	Wave	2	48	24
562	OBJMisc_METAL ROUND TRAY DOWN 2 TILE.wav	00:00:01	Wave	2	48	24
563	OBJMisc_METAL ROUND TRAY DOWN 3 TILE.wav	00:00:01	Wave	2	48	24
564	OBJMisc_METAL ROUND TRAY DOWN 4 TILE.wav	00:00:01	Wave	2	48	24
565	OBJMisc_METAL ROUND TRAY DOWN 5 TILE.wav	00:00:01	Wave	2	48	24
566	OBJMisc_METAL ROUND TRAY DOWN 6 TILE.wav	00:00:01	Wave	2	48	24
567	OBJMisc_METAL ROUND TRAY DOWN 7 TILE.wav	00:00:01	Wave	2	48	24
568	OBJMisc_METAL ROUND TRAY DOWN 8 TILE SOLID SOUND.wav	00:00:01	Wave	2	48	24
569	OBJMisc_METAL ROUND TRAY DOWN 9 TILE.wav	00:00:01	Wave	2	48	24
570	OBJMisc_METAL ROUND TRAY DOWN 10 TILE.wav	00:00:01	Wave	2	48	24
571	OBJMisc_METAL ROUND TRAY DOWN 11 TILE.wav	00:00:01	Wave	2	48	24
572	OBJMisc_METAL ROUND TRAY DOWN 12 TILE.wav	00:00:01	Wave	2	48	24
573	OBJMisc_METAL ROUND TRAY DOWN 13 TILE.wav	00:00:01	Wave	2	48	24
574	OBJMisc_METAL ROUND TRAY DOWN 14 TILE.wav	00:00:01	Wave	2	48	24
575	OBJMisc_METAL ROUND TRAY DOWN 15 TILE.wav	00:00:01	Wave	2	48	24
576	OBJMisc_METAL ROUND TRAY ROLL TO STOP 1 TILE.wav	00:00:06	Wave	2	48	24
577	OBJMisc_METAL ROUND TRAY ROLL TO STOP 2 TILE.wav	00:00:06	Wave	2	48	24
578	OBJMisc_METAL ROUND TRAY ROLL TO STOP 3 TILE.wav	00:00:05	Wave	2	48	24
579	OBJMisc_METAL SHEET OR TIN DROP OBJECT ON CEMENT 1.wav	00:00:02	Wave	2	48	24
580	OBJMisc_METAL SHEET OR TIN DROP OBJECT ON CEMENT 2.wav	00:00:04	Wave	2	48	24
581	OBJMisc_METAL SHEET OR TIN DROP OBJECT ON CEMENT 3.wav	00:00:04	Wave	2	48	24
582	OBJMisc_METAL SHEET OR TIN DROP OBJECT ON DIRT 1.wav	00:00:02	Wave	2	48	24
583	OBJMisc_METAL SHEET OR TIN DROP OBJECT ON DIRT 2.wav	00:00:01	Wave	2	48	24
584	OBJMisc_METAL SHEET OR TIN DROP OBJECT ON WOOD 1.wav	00:00:03	Wave	2	48	24
585	OBJMisc_METAL SHEET OR TIN DROP OBJECT ON WOOD 2.wav	00:00:05	Wave	2	48	24
586	OBJMisc_METAL SHEET OR TIN DROP OBJECT ON WOOD 3.wav	00:00:02	Wave	2	48	24
587	OBJMisc_METAL SHEET OR TIN DROP OBJECT ON WOOD 4.wav	00:00:02	Wave	2	48	24
588	OBJMisc_METAL SHEET OR TIN PICK UP FROM CEMENT 1.wav	00:00:01	Wave	2	48	24
589	OBJMisc_METAL SHEET OR TIN PICK UP FROM DIRT 1.wav	00:00:04	Wave	2	48	24
590	OBJMisc_METAL SLIDE TILE SMALL OBJECT 5 METAL DROP ASH TRAY.wav	00:00:01	Wave	2	48	24
591	OBJMisc_METAL SMALL PIECE DROP OBJECT CEMENT 1 W RINGING.wav	00:00:01	Wave	2	48	24
592	OBJMisc_METAL SMALL PIECE DROP OBJECT CEMENT 2 W RINGING.wav	00:00:01	Wave	2	48	24
593	OBJMisc_METAL SMALL PIECE DROP OBJECT CEMENT 3 W RINGING.wav	00:00:01	Wave	2	48	24
594	OBJMisc_METAL SMALL PIECE DROP OBJECT CEMENT 4 W RINGING.wav	00:00:01	Wave	2	48	24
595	OBJMisc_METAL SMALL PIECE DROP OBJECT DIRT 1.wav	00:00:01	Wave	2	48	24
596	OBJMisc_METAL SMALL PIECE DROP OBJECT DIRT 2.wav	00:00:01	Wave	2	48	24
597	OBJMisc_METAL SMALL PIECE DROP OBJECT DIRT 3.wav	00:00:01	Wave	2	48	24
598	OBJMisc_METAL SMALL PIECE DROP OBJECT WOOD 1 W RINGING.wav	00:00:02	Wave	2	48	24
599	OBJMisc_METAL SMALL PIECE DROP OBJECT WOOD 2 W RINGING.wav	00:00:01	Wave	2	48	24
600	OBJMisc_METAL SMALL PIECE DROP OBJECT WOOD 3 W RINGING.wav	00:00:01	Wave	2	48	24
601	OBJMisc_METAL SODA CAN DROP WOOD.wav	00:00:01	Wave	2	48	24
602	OBJMisc_METAL SOLID FULL TAPE REEL DROP OBJECT CEMENT 1.wav	00:00:01	Wave	2	48	24
603	OBJMisc_METAL SOLID FULL TAPE REEL DROP OBJECT CEMENT 2.wav	00:00:01	Wave	2	48	24
604	OBJMisc_METAL SOLID FULL TAPE REEL DROP OBJECT DIRT 1.wav	00:00:01	Wave	2	48	24
605	OBJMisc_METAL SOLID FULL TAPE REEL DROP OBJECT DIRT 2.wav	00:00:01	Wave	2	48	24
606	OBJMisc_METAL SOLID FULL TAPE REEL DROP OBJECT WOOD 1.wav	00:00:01	Wave	2	48	24
607	OBJMisc_METAL SOLID FULL TAPE REEL DROP OBJECT WOOD 2.wav	00:00:01	Wave	2	48	24
608	OBJMisc_METAL SOLID OBJECT DROP ON WOOD.wav	00:00:01	Wave	2	48	24
609	OBJMisc_METAL SPOON OBJECT DROP ON CEMENT_1.wav	00:00:01	Wave	2	48	24
610	OBJMisc_METAL SPOON OBJECT DROP ON CEMENT_2.wav	00:00:01	Wave	2	48	24
611	OBJMisc_METAL SPOON OBJECT DROP ON CEMENT_3.wav	00:00:01	Wave	2	48	24
612	OBJMisc_METAL SPOON OBJECT DROP ON CEMENT_4.wav	00:00:01	Wave	2	48	24
613	OBJMisc_METAL SPOON OBJECT DROP ON DIRT_1.wav	00:00:01	Wave	2	48	24
614	OBJMisc_METAL SPOON OBJECT DROP ON DIRT_2.wav	00:00:01	Wave	2	48	24

## OBJMisc\_FOLEY\_OBJECT\_DROPS\_DOWNS

615	OBJMisc_METAL SPOON OBJECT DROP ON DIRT_3.wav	00:00:01	Wave	2	48	24
616	OBJMisc_METAL SPOON OBJECT DROP ON DIRT_4.wav	00:00:01	Wave	2	48	24
617	OBJMisc_METAL SPOON OBJECT DROP ON WOOD_1.wav	00:00:01	Wave	2	48	24
618	OBJMisc_METAL SPOON OBJECT DROP ON WOOD_2.wav	00:00:01	Wave	2	48	24
619	OBJMisc_METAL SPOON OBJECT DROP ON WOOD_3.wav	00:00:01	Wave	2	48	24
620	OBJMisc_METAL SPOON OBJECT DROP ON WOOD_4.wav	00:00:01	Wave	2	48	24
621	OBJMisc_METAL SPOON OBJECT DROP ON WOOD_5.wav	00:00:01	Wave	2	48	24
622	OBJMisc_METAL SPOON OBJECT DROP ON WOOD_6.wav	00:00:01	Wave	2	48	24
623	OBJMisc_METAL STAND OBJECT DROP DIRT 1.wav	00:00:01	Wave	2	48	24
624	OBJMisc_METAL STAND OBJECT DROP DIRT 2.wav	00:00:01	Wave	2	48	24
625	OBJMisc_METAL STAND OBJECT DROP DIRT 3.wav	00:00:01	Wave	2	48	24
626	OBJMisc_METAL STAND OBJECT DROP ON CEMENT 1 RINGS OUT.wav	00:00:02	Wave	2	48	24
627	OBJMisc_METAL STAND OBJECT DROP ON CEMENT 2 RINGS OUT LIGHT SOUND.wav	00:00:03	Wave	2	48	24
628	OBJMisc_METAL STAND OBJECT DROP ON CEMENT 3 RINGS OUT LIGHT SOUND.wav	00:00:03	Wave	2	48	24
629	OBJMisc_METAL STAND OBJECT DROP ON CEMENT 4 RINGS OUT SMALL MVMT.wav	00:00:01	Wave	2	48	24
630	OBJMisc_METAL STAND OBJECT DROP ON WOOD 1.wav	00:00:03	Wave	2	48	24
631	OBJMisc_METAL STAND OBJECT DROP ON WOOD 2 VIBRATION OR RING.wav	00:00:04	Wave	2	48	24
632	OBJMisc_METAL STAND OBJECT DROP ON WOOD 3.wav	00:00:04	Wave	2	48	24
633	OBJMisc_METAL STAND OBJECT DROP ON WOOD 4.wav	00:00:04	Wave	2	48	24
634	OBJMisc_METAL TIRE RIM DROP OBJECT CEMENT 1.wav	00:00:03	Wave	2	48	24
635	OBJMisc_METAL TIRE RIM DROP OBJECT CEMENT 2.wav	00:00:05	Wave	2	48	24
636	OBJMisc_METAL TIRE RIM DROP OBJECT CEMENT 3 ROLLING.wav	00:00:08	Wave	2	48	24
637	OBJMisc_METAL TIRE RIM DROP OBJECT DIRT 1 SOLID HIT.wav	00:00:01	Wave	2	48	24
638	OBJMisc_METAL TIRE RIM DROP OBJECT DIRT 2.wav	00:00:01	Wave	2	48	24
639	OBJMisc_METAL TIRE RIM DROP OBJECT DIRT 3.wav	00:00:01	Wave	2	48	24
640	OBJMisc_METAL TIRE RIM DROP OBJECT WOOD 1.wav	00:00:04	Wave	2	48	24
641	OBJMisc_METAL TIRE RIM DROP OBJECT WOOD 2.wav	00:00:04	Wave	2	48	24
642	OBJMisc_METAL TOASTER DROP OBJECT CEMENT 1.wav	00:00:01	Wave	2	48	24
643	OBJMisc_METAL TOASTER DROP OBJECT CEMENT 2.wav	00:00:01	Wave	2	48	24
644	OBJMisc_METAL TOASTER DROP OBJECT DIRT 1.wav	00:00:01	Wave	2	48	24
645	OBJMisc_METAL TOASTER DROP OBJECT DIRT 2.wav	00:00:01	Wave	2	48	24
646	OBJMisc_METAL TOASTER DROP OBJECT WOOD 1.wav	00:00:01	Wave	2	48	24
647	OBJMisc_METAL TOASTER DROP OBJECT WOOD 2.wav	00:00:01	Wave	2	48	24
648	OBJMisc_METAL TRAY DROP WOOD.wav	00:00:01	Wave	2	48	24
649	OBJMisc_METAL TRAY FLAT DROP ON TILE.wav	00:00:01	Wave	2	48	24
650	OBJMisc_METAL TRAY FLIMSYP HIT.wav	00:00:01	Wave	2	48	24
651	OBJMisc_METAL TRAY OR PAN SOLID DOWN ON TILE 1.wav	00:00:01	Wave	2	48	24
652	OBJMisc_METAL TRAY OR PAN SOLID DOWN ON TILE 2.wav	00:00:01	Wave	2	48	24
653	OBJMisc_METAL TRAY OR PAN SOLID DOWN ON TILE 3.wav	00:00:01	Wave	2	48	24
654	OBJMisc_METAL TRAY OR PAN SOLID DOWN ON TILE 4.wav	00:00:01	Wave	2	48	24
655	OBJMisc_METAL TRAY OR PAN SOLID DOWN ON TILE 5.wav	00:00:01	Wave	2	48	24
656	OBJMisc_METAL TRAY OR PAN SOLID DOWN ON TILE 6.wav	00:00:01	Wave	2	48	24
657	OBJMisc_METAL TRAY OR PAN SOLID DOWN ON TILE 7 OR PAN LID.wav	00:00:01	Wave	2	48	24
658	OBJMisc_METAL TRAY OR PAN SOLID DOWN ON TILE 8 OR PAN LID WITH ROLL.wav	00:00:02	Wave	2	48	24
659	OBJMisc_METAL TRAY OR PAN SOLID DOWN ON TILE 9 OR PAN LID.wav	00:00:01	Wave	2	48	24
660	OBJMisc_METAL TRAY OR PAN SOLID DOWN ON TILE 10 OR PAN LID.wav	00:00:02	Wave	2	48	24
661	OBJMisc_NAIL DOWN ON WOOD OR SMALL METAL ITEM.wav	00:00:01	Wave	2	48	24
662	OBJMisc_NAIL IN BOX.wav	00:00:01	Wave	2	48	24
663	OBJMisc_NAIL OR SCREW DROP OBJECT ON WOOD 1.wav	00:00:01	Wave	2	48	24
664	OBJMisc_NAIL OR SCREW DROP OBJECT ON WOOD 2.wav	00:00:03	Wave	2	48	24
665	OBJMisc_NAIL OR SCREW DROP OBJECT ON WOOD 3.wav	00:00:01	Wave	2	48	24
666	OBJMisc_NAIL SMALL DROP.wav	00:00:01	Wave	2	48	24
667	OBJMisc_OBJECT DROP MISC DIRT.wav	00:00:01	Wave	2	48	24
668	OBJMisc_OBJECT DROP ON COUNTER SMALL 1.wav	00:00:02	Wave	2	48	24
669	OBJMisc_OBJECT DROP ON TABLE WITH WOBBLE 1.wav	00:00:01	Wave	2	48	24
670	OBJMisc_OBJECT DROP ON TABLE WITH WOBBLE 2.wav	00:00:01	Wave	2	48	24

## OBJMisc\_FOLEY\_OBJECT\_DROPS\_DOWNS

671	OBJMisc_OBJECT SMALL DOWN ON TABLE PLASTIC.wav	00:00:01	Wave	2	48	24
672	OBJMisc_OBJECT SOFT DOWN ON TABLE WITH BOUNCE.wav	00:00:01	Wave	2	48	24
673	OBJMisc_PAPER BALL DROP ON FLOOR.wav	00:00:01	Wave	2	48	24
674	OBJMisc_PAPER ITEMS DROP OBJECT ON CEMENT MANUSCRIPT MAGAZINE PAPERBACK_1.wav	00:00:01	Wave	2	48	24
675	OBJMisc_PAPER ITEMS DROP OBJECT ON CEMENT MANUSCRIPT MAGAZINE PAPERBACK_2.wav	00:00:01	Wave	2	48	24
676	OBJMisc_PAPER ITEMS DROP OBJECT ON CEMENT MANUSCRIPT MAGAZINE PAPERBACK_3.wav	00:00:01	Wave	2	48	24
677	OBJMisc_PAPER ITEMS DROP OBJECT ON CEMENT MANUSCRIPT MAGAZINE PAPERBACK_4.wav	00:00:01	Wave	2	48	24
678	OBJMisc_PAPER ITEMS DROP OBJECT ON CEMENT MANUSCRIPT MAGAZINE PAPERBACK_5.wav	00:00:01	Wave	2	48	24
679	OBJMisc_PAPER ITEMS DROP OBJECT ON CEMENT MANUSCRIPT MAGAZINE PAPERBACK_6.wav	00:00:01	Wave	2	48	24
680	OBJMisc_PAPER ITEMS DROP OBJECT ON DIRT MANUSCRIPT MAGAZINE PAPERBACK_1.wav	00:00:01	Wave	2	48	24
681	OBJMisc_PAPER ITEMS DROP OBJECT ON DIRT MANUSCRIPT MAGAZINE PAPERBACK_2.wav	00:00:01	Wave	2	48	24
682	OBJMisc_PAPER ITEMS DROP OBJECT ON DIRT MANUSCRIPT MAGAZINE PAPERBACK_3.wav	00:00:01	Wave	2	48	24
683	OBJMisc_PAPER ITEMS DROP OBJECT ON DIRT MANUSCRIPT MAGAZINE PAPERBACK_4.wav	00:00:01	Wave	2	48	24
684	OBJMisc_PAPER ITEMS DROP OBJECT ON DIRT MANUSCRIPT MAGAZINE PAPERBACK_5.wav	00:00:01	Wave	2	48	24
685	OBJMisc_PAPER ITEMS DROP OBJECT ON DIRT MANUSCRIPT MAGAZINE PAPERBACK_6.wav	00:00:01	Wave	2	48	24
686	OBJMisc_PAPER ITEMS DROP OBJECT ON WOOD MANUSCRIPT MAGAZINE PAPERBACK_1.wav	00:00:01	Wave	2	48	24
687	OBJMisc_PAPER ITEMS DROP OBJECT ON WOOD MANUSCRIPT MAGAZINE PAPERBACK_2.wav	00:00:01	Wave	2	48	24
688	OBJMisc_PAPER ITEMS DROP OBJECT ON WOOD MANUSCRIPT MAGAZINE PAPERBACK_3.wav	00:00:01	Wave	2	48	24
689	OBJMisc_PAPER ITEMS DROP OBJECT ON WOOD MANUSCRIPT MAGAZINE PAPERBACK_4.wav	00:00:01	Wave	2	48	24
690	OBJMisc_PAPER ITEMS DROP OBJECT ON WOOD MANUSCRIPT MAGAZINE PAPERBACK_5.wav	00:00:01	Wave	2	48	24
691	OBJMisc_PAPER ITEMS DROP OBJECT ON WOOD MANUSCRIPT MAGAZINE PAPERBACK_6.wav	00:00:01	Wave	2	48	24
692	OBJMisc_PAPER ITEMS DROP OBJECT ON WOOD MANUSCRIPT MAGAZINE PAPERBACK_7.wav	00:00:01	Wave	2	48	24
693	OBJMisc_PAPER ITEMS DROP OBJECT ON WOOD MANUSCRIPT MAGAZINE PAPERBACK_8.wav	00:00:01	Wave	2	48	24
694	OBJMisc_PAPER NEWSPAPER TAPS DROPS_1.wav	00:00:01	Wave	2	48	24
695	OBJMisc_PAPER NEWSPAPER TAPS DROPS_2.wav	00:00:01	Wave	2	48	24
696	OBJMisc_PAPER NEWSPAPER TAPS DROPS_3.wav	00:00:01	Wave	2	48	24
697	OBJMisc_PENNY DROP OBJECT ON CEMENT 1.wav	00:00:01	Wave	2	48	24
698	OBJMisc_PENNY DROP OBJECT ON CEMENT 2.wav	00:00:01	Wave	2	48	24
699	OBJMisc_PENNY DROP OBJECT ON CEMENT 3.wav	00:00:02	Wave	2	48	24
700	OBJMisc_PENNY DROP OBJECT ON CEMENT 4.wav	00:00:01	Wave	2	48	24
701	OBJMisc_PENNY DROP OBJECT ON CEMENT 5.wav	00:00:02	Wave	2	48	24
702	OBJMisc_PENNY DROP OBJECT ON CEMENT 6.wav	00:00:01	Wave	2	48	24
703	OBJMisc_PENNY DROP OBJECT ON CEMENT 7.wav	00:00:01	Wave	2	48	24
704	OBJMisc_PENNY DROP OBJECT ON CEMENT 8.wav	00:00:01	Wave	2	48	24
705	OBJMisc_PENNY DROP OBJECT ON WOOD 1.wav	00:00:01	Wave	2	48	24
706	OBJMisc_PENNY DROP OBJECT ON WOOD 2.wav	00:00:01	Wave	2	48	24
707	OBJMisc_PENNY DROP OBJECT ON WOOD 3.wav	00:00:01	Wave	2	48	24
708	OBJMisc_PENNY DROP OBJECT ON WOOD 4.wav	00:00:01	Wave	2	48	24
709	OBJMisc_PENNY DROP OBJECT ON WOOD 5.wav	00:00:01	Wave	2	48	24
710	OBJMisc_PENNY DROP TINY OBJECT OBJECT ON CEMENT.wav	00:00:04	Wave	2	48	24
711	OBJMisc_PENNY SMALL OBJECT DROP IN DIRT 1.wav	00:00:01	Wave	2	48	24
712	OBJMisc_PENNY SMALL OBJECT DROP IN DIRT 2.wav	00:00:01	Wave	2	48	24
713	OBJMisc_PENNY SMALL OBJECT DROP IN DIRT 3.wav	00:00:01	Wave	2	48	24
714	OBJMisc_PENNY SMALL OBJECT DROP IN DIRT 4.wav	00:00:01	Wave	2	48	24
715	OBJMisc_PENNY SMALL OBJECT DROP IN DIRT 5.wav	00:00:01	Wave	2	48	24
716	OBJMisc_PENNY SMALL OBJECT DROP IN DIRT 6.wav	00:00:01	Wave	2	48	24
717	OBJMisc_PENNY SMALL OBJECT DROP IN DIRT 7.wav	00:00:01	Wave	2	48	24
718	OBJMisc_PENNY SMALL OBJECT DROP IN DIRT 8.wav	00:00:01	Wave	2	48	24
719	OBJMisc_PENNY SMALL OBJECT DROP IN DIRT 9.wav	00:00:01	Wave	2	48	24
720	OBJMisc_PHONE AND PLASTIC ITEM OBJECT DROP CEMENT.wav	00:00:05	Wave	2	48	24
721	OBJMisc_PLASTIC CUP OBJECT DROP DIRT 1.wav	00:00:01	Wave	2	48	24
722	OBJMisc_PLASTIC CUP OBJECT DROP DIRT 2.wav	00:00:01	Wave	2	48	24
723	OBJMisc_PLASTIC LID DOWN ON COUNTER.wav	00:00:01	Wave	2	48	24
724	OBJMisc_PLASTIC OBJECT DROP HIT GENERIC.wav	00:00:01	Wave	2	48	24
725	OBJMisc_PLASTIC TRAY SET DOWN IN COUNTER.wav	00:00:01	Wave	2	48	24
726	OBJMisc_POT PAN TRAY METAL DOWN 1.wav	00:00:01	Wave	2	48	24

## OBJMisc\_FOLEY\_OBJECT\_DROPS\_DOWNS

727	OBJMisc_POT PAN TRAY METAL DOWN 2.wav	00:00:01	Wave	2	48	24
728	OBJMisc_POT PAN TRAY METAL DOWN 3.wav	00:00:01	Wave	2	48	24
729	OBJMisc_POT PAN TRAY METAL DOWN 4.wav	00:00:01	Wave	2	48	16
730	OBJMisc_RAIN COAT VINYL DROP CEMENT.wav	00:00:01	Wave	2	48	24
731	OBJMisc_RAIN COAT VINYL DROP DIRT.wav	00:00:01	Wave	2	48	24
732	OBJMisc_RAIN COAT VINYL DROP WOOD.wav	00:00:01	Wave	2	48	24
733	OBJMisc_REEL HUB PLASTIC 2 OBJECT DROP CEMENT.wav	00:00:04	Wave	2	48	24
734	OBJMisc_REEL HUB AND TOY TOGETHER OBJECT DROP CEMENT.wav	00:00:02	Wave	2	48	24
735	OBJMisc_REEL HUB PLASTIC OBJECT DROP CEMENT.wav	00:00:01	Wave	2	48	24
736	OBJMisc_SAW OR TOOL OBJECT DROP WOOD.wav	00:00:01	Wave	2	48	24
737	OBJMisc_SHOE DROP ON CEMENT SINGLE SHOE MENS_1.wav	00:00:02	Wave	2	48	24
738	OBJMisc_SHOE DROP ON CEMENT SINGLE SHOE MENS_2.wav	00:00:01	Wave	2	48	24
739	OBJMisc_SHOE DROP ON CEMENT SINGLE SHOE MENS_3.wav	00:00:01	Wave	2	48	24
740	OBJMisc_SHOE DROP ON CEMENT SINGLE SHOE MENS_4.wav	00:00:01	Wave	2	48	24
741	OBJMisc_SHOE DROP ON CEMENT SINGLE SHOE MENS_5.wav	00:00:01	Wave	2	48	24
742	OBJMisc_SHOE DROP ON DIRT SINGLE SHOE MENS_1.wav	00:00:01	Wave	2	48	24
743	OBJMisc_SHOE DROP ON DIRT SINGLE SHOE MENS_2.wav	00:00:01	Wave	2	48	24
744	OBJMisc_SHOE DROP ON DIRT SINGLE SHOE MENS_3.wav	00:00:01	Wave	2	48	24
745	OBJMisc_SHOE DROP ON DIRT SINGLE SHOE MENS_4.wav	00:00:01	Wave	2	48	24
746	OBJMisc_SHOE DROP ON DIRT SINGLE SHOE MENS_5.wav	00:00:01	Wave	2	48	24
747	OBJMisc_SHOE DROP ON DIRT SINGLE SHOE MENS_6.wav	00:00:01	Wave	2	48	24
748	OBJMisc_SHOE DROP ON WOOD SINGLE SHOE MENS_1.wav	00:00:01	Wave	2	48	24
749	OBJMisc_SHOE DROP ON WOOD SINGLE SHOE MENS_2.wav	00:00:01	Wave	2	48	24
750	OBJMisc_SHOE DROP ON WOOD SINGLE SHOE MENS_3.wav	00:00:01	Wave	2	48	24
751	OBJMisc_SHOE DROP ON WOOD SINGLE SHOE MENS_4.wav	00:00:01	Wave	2	48	24
752	OBJMisc_SHOE DROP ON WOOD SINGLE SHOE MENS_5.wav	00:00:01	Wave	2	48	24
753	OBJMisc_SHOE DROP ON WOOD SINGLE SHOE MENS_6.wav	00:00:01	Wave	2	48	24
754	OBJMisc_SODA CAN EMPTY DROP OBJECT CEMENT 1.wav	00:00:01	Wave	2	48	24
755	OBJMisc_SODA CAN EMPTY DROP OBJECT CEMENT 2.wav	00:00:01	Wave	2	48	24
756	OBJMisc_SODA CAN EMPTY DROP OBJECT CEMENT 3.wav	00:00:02	Wave	2	48	24
757	OBJMisc_SODA CAN EMPTY DROP OBJECT CEMENT 4.wav	00:00:02	Wave	2	48	24
758	OBJMisc_SODA CAN EMPTY DROP OBJECT CEMENT 5.wav	00:00:02	Wave	2	48	24
759	OBJMisc_SODA CAN EMPTY DROP OBJECT CEMENT 6.wav	00:00:03	Wave	2	48	24
760	OBJMisc_SODA CAN EMPTY DROP OBJECT DIRT 1.wav	00:00:01	Wave	2	48	24
761	OBJMisc_SODA CAN EMPTY DROP OBJECT DIRT 2.wav	00:00:01	Wave	2	48	24
762	OBJMisc_SODA CAN EMPTY DROP OBJECT DIRT 3.wav	00:00:01	Wave	2	48	24
763	OBJMisc_SODA CAN EMPTY DROP OBJECT DIRT 4.wav	00:00:01	Wave	2	48	24
764	OBJMisc_SODA CAN EMPTY DROP OBJECT DIRT 5.wav	00:00:01	Wave	2	48	24
765	OBJMisc_SODA CAN EMPTY DROP OBJECT DIRT 6.wav	00:00:01	Wave	2	48	24
766	OBJMisc_SODA CAN EMPTY DROP OBJECT WOOD 1.wav	00:00:01	Wave	2	48	24
767	OBJMisc_SODA CAN EMPTY DROP OBJECT WOOD 2.wav	00:00:02	Wave	2	48	24
768	OBJMisc_SODA CAN EMPTY DROP OBJECT WOOD 3.wav	00:00:02	Wave	2	48	24
769	OBJMisc_SODA CAN EMPTY DROP OBJECT WOOD 4.wav	00:00:01	Wave	2	48	24
770	OBJMisc_SODA CAN EMPTY DROP OBJECT WOOD 5.wav	00:00:01	Wave	2	48	24
771	OBJMisc_SODA CAN EMPTY DROP OBJECT WOOD 6.wav	00:00:01	Wave	2	48	24
772	OBJMisc_SODA CAN EMPTY DROP OBJECT WOOD 7.wav	00:00:03	Wave	2	48	24
773	OBJMisc_SPRAY CAN DROP OBJECT ON CEMENT 1.wav	00:00:01	Wave	2	48	24
774	OBJMisc_SPRAY CAN DROP OBJECT ON CEMENT 2.wav	00:00:03	Wave	2	48	24
775	OBJMisc_SPRAY CAN DROP OBJECT ON CEMENT 3.wav	00:00:01	Wave	2	48	24
776	OBJMisc_SPRAY CAN DROP OBJECT ON DIRT 1.wav	00:00:01	Wave	2	48	24
777	OBJMisc_SPRAY CAN DROP OBJECT ON DIRT 2.wav	00:00:01	Wave	2	48	24
778	OBJMisc_SPRAY CAN DROP OBJECT ON DIRT 3.wav	00:00:01	Wave	2	48	24
779	OBJMisc_SPRAY CAN DROP OBJECT ON WOOD 1.wav	00:00:01	Wave	2	48	24
780	OBJMisc_SPRAY CAN DROP OBJECT ON WOOD 2.wav	00:00:01	Wave	2	48	24
781	OBJMisc_SPRAY CAN DROP OBJECT ON WOOD 3.wav	00:00:01	Wave	2	48	24
782	OBJMisc_SPRAY CAN DROP OBJECT ON WOOD 4.wav	00:00:01	Wave	2	48	24

## OBJMisc\_FOLEY\_OBJECT\_DROPS\_DOWNS

783	OBJMisc_STRAW BASKET DROP OBJECT ON CEMENT_1.wav	00:00:01	Wave	2	48	24
784	OBJMisc_STRAW BASKET DROP OBJECT ON CEMENT_2.wav	00:00:01	Wave	2	48	24
785	OBJMisc_STRAW BASKET DROP OBJECT ON CEMENT_3.wav	00:00:01	Wave	2	48	24
786	OBJMisc_STRAW BASKET DROP OBJECT ON DIRT_1.wav	00:00:01	Wave	2	48	24
787	OBJMisc_STRAW BASKET DROP OBJECT ON DIRT_2.wav	00:00:01	Wave	2	48	24
788	OBJMisc_STRAW BASKET DROP OBJECT ON DIRT_3.wav	00:00:01	Wave	2	48	24
789	OBJMisc_STRAW BASKET DROP OBJECT ON WOOD_1.wav	00:00:01	Wave	2	48	24
790	OBJMisc_STRAW BASKET DROP OBJECT ON WOOD_2.wav	00:00:02	Wave	2	48	24
791	OBJMisc_STRAW BASKET DROP OBJECT ON WOOD_3.wav	00:00:01	Wave	2	48	24
792	OBJMisc_STRAW BASKET DROP OBJECT ON WOOD_4.wav	00:00:02	Wave	2	48	24
793	OBJMisc_STRAW BASKET DROP OBJECT ON WOOD_5.wav	00:00:01	Wave	2	48	24
794	OBJMisc_STRAW BASKET DROP OBJECT ON WOOD_6.wav	00:00:01	Wave	2	48	24
795	OBJMisc_STYROFOAM CUP OBJECT DROP WOOD.wav	00:00:01	Wave	2	48	24
796	OBJMisc_TAPE MEASURE OBJECT DROP CEMENT 2.wav	00:00:01	Wave	2	48	24
797	OBJMisc_TAPE MEASURE OBJECT DROP CEMENT.wav	00:00:01	Wave	2	48	24
798	OBJMisc_TAPE MEASURE OBJECT DROP DIRT.wav	00:00:01	Wave	2	48	24
799	OBJMisc_TAPE MEASURE OBJECT DROP GRAVEL.wav	00:00:01	Wave	2	48	24
800	OBJMisc_TAPE MEASURE OBJECT DROP WOOD.wav	00:00:01	Wave	2	48	24
801	OBJMisc_TAPE REEL HUB PLASTIC OBJECT DROP WOOD.wav	00:00:01	Wave	2	48	24
802	OBJMisc_TELEPHONE OBJECT DROP CEMENT.wav	00:00:04	Wave	2	48	24
803	OBJMisc_TELEPHONE OBJECT DROP WOOD 1.wav	00:00:01	Wave	2	48	24
804	OBJMisc_TELEPHONE OBJECT DROP WOOD 2.wav	00:00:03	Wave	2	48	24
805	OBJMisc_TELEPHONE OR PLASTIC ITEM OBJECT DROP DIRT.wav	00:00:01	Wave	2	48	24
806	OBJMisc_TELEPHONE WITH BELL RING OBJECT DROP DIRT 1.wav	00:00:01	Wave	2	48	24
807	OBJMisc_TELEPHONE WITH BELL RING OBJECT DROP DIRT 2.wav	00:00:01	Wave	2	48	24
808	OBJMisc_TIRE BARE BOUNCE ON CEMENT DROP OBJECT ON CEMENT 1.wav	00:00:13	Wave	2	48	24
809	OBJMisc_TIRE BARE DROP OBJECT ON DIRT_1.wav	00:00:01	Wave	2	48	24
810	OBJMisc_TIRE BARE DROP OBJECT ON DIRT_2.wav	00:00:01	Wave	2	48	24
811	OBJMisc_TIRE BARE DROP OBJECT ON DIRT_3.wav	00:00:01	Wave	2	48	24
812	OBJMisc_TIRE BARE DROP OBJECT ON DIRT_4.wav	00:00:01	Wave	2	48	24
813	OBJMisc_TIRE BARE DROP OBJECT ON WOOD_1.wav	00:00:01	Wave	2	48	24
814	OBJMisc_TIRE BARE DROP OBJECT ON WOOD_2.wav	00:00:01	Wave	2	48	24
815	OBJMisc_TIRE BARE DROP OBJECT ON WOOD_3.wav	00:00:01	Wave	2	48	24
816	OBJMisc_TIRE BARE DROP OBJECT ON WOOD_4.wav	00:00:02	Wave	2	48	24
817	OBJMisc_TIRE BARE DROP OBJECT ON WOOD_5.wav	00:00:02	Wave	2	48	24
818	OBJMisc_TIRE BARE DROP OBJECT ON WOOD_6.wav	00:00:01	Wave	2	48	24
819	OBJMisc_TIRE BARE DROP OBJECT ON WOOD_7.wav	00:00:01	Wave	2	48	24
820	OBJMisc_TIRE BARE DROP OBJECT ON WOOD_8.wav	00:00:03	Wave	2	48	24
821	OBJMisc_TIRE BARE DROP OBJECT ON WOOD_9 HEAVY HIT.wav	00:00:01	Wave	2	48	24
822	OBJMisc_TOY PLASTIC OBJECT DROP DIRT.wav	00:00:01	Wave	2	48	24
823	OBJMisc_TOY TRUCK OBJECT DROP CEMENT.wav	00:00:01	Wave	2	48	24
824	OBJMisc_TOY TRUCK OBJECT DROP WOOD.wav	00:00:02	Wave	2	48	24
825	OBJMisc_TRUNK STEAMER TRUNK DOWN ON WOOD_1.wav	00:00:01	Wave	2	48	24
826	OBJMisc_TRUNK STEAMER TRUNK DOWN ON WOOD_2.wav	00:00:01	Wave	2	48	24
827	OBJMisc_TRUNK STEAMER TRUNK DOWN ON WOOD_3.wav	00:00:01	Wave	2	48	24
828	OBJMisc_TRUNK STEAMER TRUNK DOWN ON WOOD_4.wav	00:00:01	Wave	2	48	24
829	OBJMisc_TRUNK STEAMER TRUNK DOWN ON WOOD_5.wav	00:00:01	Wave	2	48	24
830	OBJMisc_TRUNK STEAMER TRUNK DOWN ON WOOD_6.wav	00:00:01	Wave	2	48	24
831	OBJMisc_TRUNK STEAMER TRUNK DOWN ON WOOD_7.wav	00:00:01	Wave	2	48	24
832	OBJMisc_TRUNK STEAMER TRUNK DOWN ON WOOD_8.wav	00:00:01	Wave	2	48	24
833	OBJMisc_TRUNK STEAMER TRUNK DROP.wav	00:00:02	Wave	2	48	24
834	OBJMisc_WATER BOTTLE SMALL OBJECT DROP CEMENT.wav	00:00:01	Wave	2	48	24
835	OBJMisc_WATER BOTTLE SPRAY BOTTLE OBJECT DROP WOOD.wav	00:00:01	Wave	2	48	24
836	OBJMisc_WOOD 2X4 PIECE DROP OBJECT ON CEMENT_1.wav	00:00:01	Wave	2	48	24
837	OBJMisc_WOOD 2X4 PIECE DROP OBJECT ON CEMENT_2.wav	00:00:01	Wave	2	48	24
838	OBJMisc_WOOD 2X4 PIECE DROP OBJECT ON CEMENT_3.wav	00:00:01	Wave	2	48	24

## OBJMisc\_FOLEY\_OBJECT\_DROPS\_DOWNS

839	OBJMisc_WOOD 2X4 PIECE DROP OBJECT ON CEMENT_4.wav	00:00:01	Wave	2	48	24
840	OBJMisc_WOOD 2X4 PIECE DROP OBJECT ON CEMENT_5.wav	00:00:01	Wave	2	48	24
841	OBJMisc_WOOD 2X4 PIECE DROP OBJECT ON CEMENT_6.wav	00:00:01	Wave	2	48	24
842	OBJMisc_WOOD 2X4 PIECE DROP OBJECT ON CEMENT_7.wav	00:00:01	Wave	2	48	24
843	OBJMisc_WOOD 2X4 PIECE DROP OBJECT ON DIRT_1.wav	00:00:01	Wave	2	48	24
844	OBJMisc_WOOD 2X4 PIECE DROP OBJECT ON DIRT_2.wav	00:00:01	Wave	2	48	24
845	OBJMisc_WOOD 2X4 PIECE DROP OBJECT ON DIRT_3.wav	00:00:01	Wave	2	48	24
846	OBJMisc_WOOD 2X4 PIECE DROP OBJECT ON DIRT_4.wav	00:00:01	Wave	2	48	24
847	OBJMisc_WOOD 2X4 PIECE DROP OBJECT ON DIRT_5.wav	00:00:01	Wave	2	48	24
848	OBJMisc_WOOD 2X4 PIECE DROP OBJECT ON DIRT_6.wav	00:00:01	Wave	2	48	24
849	OBJMisc_WOOD 2X4 PIECE DROP OBJECT ON DIRT_7.wav	00:00:01	Wave	2	48	24
850	OBJMisc_WOOD 2X4 PIECE DROP OBJECT ON DIRT_8.wav	00:00:01	Wave	2	48	24
851	OBJMisc_WOOD 2X4 PIECE DROP OBJECT ON DIRT_9.wav	00:00:01	Wave	2	48	24
852	OBJMisc_WOOD 2X4 PIECE DROP OBJECT ON DIRT_10.wav	00:00:01	Wave	2	48	24
853	OBJMisc_WOOD 2X4 PIECE DROP OBJECT ON WOOD_1.wav	00:00:01	Wave	2	48	24
854	OBJMisc_WOOD 2X4 PIECE DROP OBJECT ON WOOD_2.wav	00:00:01	Wave	2	48	24
855	OBJMisc_WOOD 2X4 PIECE DROP OBJECT ON WOOD_3.wav	00:00:01	Wave	2	48	24
856	OBJMisc_WOOD 2X4 PIECE DROP OBJECT ON WOOD_4.wav	00:00:01	Wave	2	48	24
857	OBJMisc_WOOD 2X4 PIECE DROP OBJECT ON WOOD_5.wav	00:00:01	Wave	2	48	24
858	OBJMisc_WOOD 2X4 PIECE DROP OBJECT ON WOOD_6.wav	00:00:01	Wave	2	48	24
859	OBJMisc_WOOD 2X4 PIECE DROP OBJECT ON WOOD_7.wav	00:00:01	Wave	2	48	24
860	OBJMisc_WOOD 2X4 PIECE DROP OBJECT ON WOOD_8.wav	00:00:01	Wave	2	48	24
861	OBJMisc_WOOD 4X4 DROP OBJECT ON CEMENT_1.wav	00:00:01	Wave	2	48	24
862	OBJMisc_WOOD 4X4 DROP OBJECT ON CEMENT_2.wav	00:00:01	Wave	2	48	24
863	OBJMisc_WOOD 4X4 DROP OBJECT ON CEMENT_3.wav	00:00:01	Wave	2	48	24
864	OBJMisc_WOOD 4X4 DROP OBJECT ON CEMENT_4.wav	00:00:01	Wave	2	48	24
865	OBJMisc_WOOD 4X4 DROP OBJECT ON DIRT_1.wav	00:00:01	Wave	2	48	24
866	OBJMisc_WOOD 4X4 DROP OBJECT ON DIRT_2.wav	00:00:01	Wave	2	48	24
867	OBJMisc_WOOD 4X4 DROP OBJECT ON DIRT_3.wav	00:00:01	Wave	2	48	24
868	OBJMisc_WOOD 4X4 DROP OBJECT ON WOOD_1.wav	00:00:01	Wave	2	48	24
869	OBJMisc_WOOD 4X4 DROP OBJECT ON WOOD_2.wav	00:00:01	Wave	2	48	24
870	OBJMisc_WOOD 4X4 DROP OBJECT ON WOOD_3.wav	00:00:01	Wave	2	48	24
871	OBJMisc_WOOD BLOCK DROP SMALL.wav	00:00:01	Wave	2	48	24
872	OBJMisc_WOOD BLOCK FALLS OFF WOOD AFTER SAWING.wav	00:00:01	Wave	2	48	24
873	OBJMisc_WOOD BOARD MEDIUM SIZE DROP OBJECT ON CEMENT_1.wav	00:00:01	Wave	2	48	24
874	OBJMisc_WOOD BOARD MEDIUM SIZE DROP OBJECT ON CEMENT_2.wav	00:00:02	Wave	2	48	24
875	OBJMisc_WOOD BOARD MEDIUM SIZE DROP OBJECT ON CEMENT_3.wav	00:00:01	Wave	2	48	24
876	OBJMisc_WOOD BOARD MEDIUM SIZE DROP OBJECT ON DIRT_1.wav	00:00:01	Wave	2	48	24
877	OBJMisc_WOOD BOARD MEDIUM SIZE DROP OBJECT ON DIRT_2.wav	00:00:01	Wave	2	48	24
878	OBJMisc_WOOD BOARD MEDIUM SIZE DROP OBJECT ON DIRT_3.wav	00:00:01	Wave	2	48	24
879	OBJMisc_WOOD BOARD MEDIUM SIZE DROP OBJECT ON WOOD_1.wav	00:00:01	Wave	2	48	24
880	OBJMisc_WOOD BOARD MEDIUM SIZE DROP OBJECT ON WOOD_2.wav	00:00:01	Wave	2	48	24
881	OBJMisc_WOOD BOARD MEDIUM SIZE DROP OBJECT ON WOOD_3.wav	00:00:01	Wave	2	48	24
882	OBJMisc_WOOD BOARD SMALL LIGHT DOWN 1.wav	00:00:01	Wave	2	48	24
883	OBJMisc_WOOD BOARD SMALL LIGHT DOWN 2.wav	00:00:02	Wave	2	48	24
884	OBJMisc_WOOD BOX DROP LIGHT.wav	00:00:01	Wave	2	48	24
885	OBJMisc_WOOD CHAIR DROP ON WOOD SURFACE_1.wav	00:00:02	Wave	2	48	24
886	OBJMisc_WOOD CHAIR DROP ON WOOD SURFACE_2.wav	00:00:02	Wave	2	48	24
887	OBJMisc_WOOD CHAIR DROP ON WOOD SURFACE_3.wav	00:00:01	Wave	2	48	24
888	OBJMisc_WOOD CHAIR DROP ON WOOD SURFACE_4.wav	00:00:01	Wave	2	48	24
889	OBJMisc_WOOD CHAIR DROP ON WOOD SURFACE_5.wav	00:00:01	Wave	2	48	24
890	OBJMisc_WOOD CHAIR DROP ON WOOD SURFACE_6.wav	00:00:01	Wave	2	48	24
891	OBJMisc_WOOD CHAIR DROP ON WOOD SURFACE_7.wav	00:00:01	Wave	2	48	24
892	OBJMisc_WOOD CHAIR FALL STAND UP KNOCK OVER SMALL_1.wav	00:00:01	Wave	2	48	24
893	OBJMisc_WOOD CHAIR FALL STAND UP KNOCK OVER SMALL_2.wav	00:00:01	Wave	2	48	24
894	OBJMisc_WOOD CHAIR FALL STAND UP KNOCK OVER SMALL_3.wav	00:00:01	Wave	2	48	24

## OBJMisc\_FOLEY\_OBJECT\_DROPS\_DOWNS

895	OBJMisc_WOOD CHAIR FALL STAND UP KNOCK OVER SMALL_4.wav	00:00:02	Wave	2	48	24
896	OBJMisc_WOOD CHAIR FALL STAND UP KNOCK OVER SMALL_5.wav	00:00:02	Wave	2	48	24
897	OBJMisc_WOOD FIRE LOG DROP OBJECT ON CEMENT_1.wav	00:00:01	Wave	2	48	24
898	OBJMisc_WOOD FIRE LOG DROP OBJECT ON CEMENT_2.wav	00:00:01	Wave	2	48	24
899	OBJMisc_WOOD FIRE LOG DROP OBJECT ON CEMENT_3.wav	00:00:02	Wave	2	48	24
900	OBJMisc_WOOD FIRE LOG DROP OBJECT ON CEMENT_4.wav	00:00:01	Wave	2	48	24
901	OBJMisc_WOOD FIRE LOG DROP OBJECT ON CEMENT_5.wav	00:00:01	Wave	2	48	24
902	OBJMisc_WOOD FIRE LOG DROP OBJECT ON CEMENT_6.wav	00:00:01	Wave	2	48	24
903	OBJMisc_WOOD FIRE LOG DROP OBJECT ON DIRT_1.wav	00:00:01	Wave	2	48	24
904	OBJMisc_WOOD FIRE LOG DROP OBJECT ON DIRT_2.wav	00:00:01	Wave	2	48	24
905	OBJMisc_WOOD FIRE LOG DROP OBJECT ON DIRT_3.wav	00:00:01	Wave	2	48	24
906	OBJMisc_WOOD FIRE LOG DROP OBJECT ON DIRT_4.wav	00:00:01	Wave	2	48	24
907	OBJMisc_WOOD FIRE LOG DROP OBJECT ON DIRT_5.wav	00:00:01	Wave	2	48	24
908	OBJMisc_WOOD FIRE LOG DROP OBJECT ON DIRT_6.wav	00:00:01	Wave	2	48	24
909	OBJMisc_WOOD FIRE LOG DROP OBJECT ON WOOD_1.wav	00:00:01	Wave	2	48	24
910	OBJMisc_WOOD FIRE LOG DROP OBJECT ON WOOD_2.wav	00:00:01	Wave	2	48	24
911	OBJMisc_WOOD FIRE LOG DROP OBJECT ON WOOD_3.wav	00:00:01	Wave	2	48	24
912	OBJMisc_WOOD FIRE LOG DROP OBJECT ON WOOD_4.wav	00:00:01	Wave	2	48	24
913	OBJMisc_WOOD FIRE LOG DROP OBJECT ON WOOD_5.wav	00:00:01	Wave	2	48	24
914	OBJMisc_WOOD FIRE LOG DROP OBJECT ON WOOD_6.wav	00:00:01	Wave	2	48	24
915	OBJMisc_WOOD OBJECT DROP WOOD MEDIUM SIZE_1.wav	00:00:01	Wave	2	48	24
916	OBJMisc_WOOD OBJECT DROP WOOD MEDIUM SIZE_2.wav	00:00:01	Wave	2	48	24
917	OBJMisc_WOOD OBJECT DROP WOOD MEDIUM SIZE_3.wav	00:00:01	Wave	2	48	24
918	OBJMisc_WOOD OBJECT DROP WOOD MEDIUM SIZE_4.wav	00:00:01	Wave	2	48	24
919	OBJMisc_WOOD OBJECT DROP WOOD MEDIUM SIZE_5.wav	00:00:01	Wave	2	48	24
920	OBJMisc_WOOD OBJECT DROP WOOD MEDIUM SIZE_6.wav	00:00:01	Wave	2	48	24
921	OBJMisc_WOOD OBJECT DROP WOOD MEDIUM SIZE_7.wav	00:00:01	Wave	2	48	24
922	OBJMisc_WOOD OBJECT DROP WOOD MEDIUM SIZE_8.wav	00:00:01	Wave	2	48	24
923	OBJMisc_WOOD PLYWOOD PIECE DROP OBJECT ON CEMENT_1.wav	00:00:01	Wave	2	48	24
924	OBJMisc_WOOD PLYWOOD PIECE DROP OBJECT ON CEMENT_2.wav	00:00:01	Wave	2	48	24
925	OBJMisc_WOOD PLYWOOD PIECE DROP OBJECT ON CEMENT_3.wav	00:00:01	Wave	2	48	24
926	OBJMisc_WOOD PLYWOOD PIECE DROP OBJECT ON CEMENT_4.wav	00:00:01	Wave	2	48	24
927	OBJMisc_WOOD PLYWOOD PIECE DROP OBJECT ON DIRT_1.wav	00:00:01	Wave	2	48	24
928	OBJMisc_WOOD PLYWOOD PIECE DROP OBJECT ON DIRT_2.wav	00:00:01	Wave	2	48	24
929	OBJMisc_WOOD PLYWOOD PIECE DROP OBJECT ON DIRT_3.wav	00:00:01	Wave	2	48	24
930	OBJMisc_WOOD PLYWOOD PIECE DROP OBJECT ON WOOD_1.wav	00:00:01	Wave	2	48	24
931	OBJMisc_WOOD PLYWOOD PIECE DROP OBJECT ON WOOD_2.wav	00:00:01	Wave	2	48	24
932	OBJMisc_WOOD PLYWOOD PIECE DROP OBJECT ON WOOD_3.wav	00:00:01	Wave	2	48	24
933	OBJMisc_WOOD RATTAN SHADES DROP ON CEMENT_1.wav	00:00:01	Wave	2	48	24
934	OBJMisc_WOOD RATTAN SHADES DROP ON CEMENT_2.wav	00:00:01	Wave	2	48	24
935	OBJMisc_WOOD RATTAN SHADES DROP ON CEMENT_3.wav	00:00:01	Wave	2	48	24
936	OBJMisc_WOOD RATTAN SHADES DROP ON CEMENT_4.wav	00:00:01	Wave	2	48	24
937	OBJMisc_WOOD RATTAN SHADES DROP ON DIRT_1.wav	00:00:01	Wave	2	48	24
938	OBJMisc_WOOD RATTAN SHADES DROP ON DIRT_2.wav	00:00:01	Wave	2	48	24
939	OBJMisc_WOOD RATTAN SHADES DROP ON DIRT_3.wav	00:00:01	Wave	2	48	24
940	OBJMisc_WOOD RATTAN SHADES DROP ON DIRT_4.wav	00:00:01	Wave	2	48	24
941	OBJMisc_WOOD RATTAN SHADES DROP ON WOOD_1.wav	00:00:01	Wave	2	48	24
942	OBJMisc_WOOD RATTAN SHADES DROP ON WOOD_2.wav	00:00:01	Wave	2	48	24
943	OBJMisc_WOOD RATTAN SHADES DROP ON WOOD_3.wav	00:00:01	Wave	2	48	24
944	OBJMisc_WOOD SMALL PIECE DROP MISC.wav	00:00:01	Wave	2	48	24
945	OBJMisc_WOOD YARD SICK DROP ON CEMENT_1.wav	00:00:01	Wave	2	48	24
946	OBJMisc_WOOD YARD SICK DROP ON CEMENT_2.wav	00:00:01	Wave	2	48	24
947	OBJMisc_WOOD YARD SICK DROP ON CEMENT_3.wav	00:00:01	Wave	2	48	24
948	OBJMisc_WOOD YARD SICK DROP ON DIRT_1.wav	00:00:01	Wave	2	48	24
949	OBJMisc_WOOD YARD SICK DROP ON DIRT_2.wav	00:00:01	Wave	2	48	24
950	OBJMisc_WOOD YARD SICK DROP ON DIRT_3.wav	00:00:01	Wave	2	48	24

## OBJMisc\_FOLEY\_OBJECT\_DROPS\_DOWNS

951	OBJMisc_WOOD YARD SICK DROP ON DIRT_4.wav	00:00:01	Wave	2	48	24
952	OBJMisc_WOOD YARD SICK DROP ON WOOD OR HARD FLOOR_1.wav	00:00:01	Wave	2	48	24
953	OBJMisc_WOOD YARD SICK DROP ON WOOD OR HARD FLOOR_2.wav	00:00:01	Wave	2	48	24
954	OBJMisc_WOOD YARD SICK DROP ON WOOD OR HARD FLOOR_3.wav	00:00:01	Wave	2	48	24

**Total Running Time**

**00:23:31**

**954 Files / Size: 893.83 MB / 48khz 24 bit / Stereo / includes Metadata / Wav / 23:31 Minutes Seconds Total Running Time**

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