

Audio Metadata Report

Filename	SampleRate	BitDepth	Channels	Duration
FGHTMisc_Attack 10_RA_Combat.wav	48000	24	2	00:02
FGHTMisc_Attack 11_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Attack 12_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Attack 13_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Attack 14_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_Attack 15_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Attack 16_RA_Combat.wav	48000	24	2	00:02
FGHTMisc_Attack 17_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Attack 18_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Attack 19_RA_Combat.wav	48000	24	2	00:02
FGHTMisc_Attack 1_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Attack 20_RA_Combat.wav	48000	24	2	00:02
FGHTMisc_Attack 21_RA_Combat.wav	48000	24	2	00:02
FGHTMisc_Attack 22_RA_Combat.wav	48000	24	2	00:02
FGHTMisc_Attack 23_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Attack 24_RA_Combat.wav	48000	24	2	00:02
FGHTMisc_Attack 25_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Attack 26_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Attack 27_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Attack 28_RA_Combat.wav	48000	24	2	00:02
FGHTMisc_Attack 29_RA_Combat.wav	48000	24	2	00:02
FGHTMisc_Attack 2_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_Attack 30_RA_Combat.wav	48000	24	2	00:02
FGHTMisc_Attack 31_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Attack 32_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Attack 33_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Attack 34_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Attack 35_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Attack 36_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Attack 37_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Attack 38_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Attack 39_RA_Combat.wav	48000	24	2	00:02
FGHTMisc_Attack 3_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_Attack 40_RA_Combat.wav	48000	24	2	00:02
FGHTMisc_Attack 41_RA_Combat.wav	48000	24	2	00:01

Filename	SampleRate	BitDepth	Channels	Duration
FGHTMisc_Attack 42_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Attack 43_RA_Combat.wav	48000	24	2	00:02
FGHTMisc_Attack 44_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Attack 45_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Attack 46_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Attack 47_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Attack 48_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_Attack 49_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_Attack 4_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_Attack 5_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Attack 6_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Attack 7_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_Attack 8_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Attack 9_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Block 50_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Block 51_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Block 52_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Block 53_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Block 54_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Block 55_RA_Combat.wav	48000	24	2	00:02
FGHTMisc_Block 56_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Block 57_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Block 58_RA_Combat.wav	48000	24	2	00:02
FGHTMisc_Block 59_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Block 60_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Block 61_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_Block 62_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_Block 63_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Block 64_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_Block 65_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Block 66_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Block 67_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Block 68_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Block 69_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_Block 70_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_Block 71_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_Block 72_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_Block 73_RA_Combat.wav	48000	24	2	00:00

Filename	SampleRate	BitDepth	Channels	Duration
FGHTMisc_ Smacks Damage 129_RA_Combat.wav	48000	24	2	00:02
FGHTMisc_ Smacks Damage 130_RA_Combat.wav	48000	24	2	00:02
FGHTMisc_ Smacks Damage 131_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_ Smacks Damage 132_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_ Smacks Damage 133_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_ Smacks Damage 134_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_ Smacks Damage 135_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_ Smacks Damage 136_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_ Smacks Damage 137_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_ Smacks Damage 138_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_ Smacks Damage 139_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_ Smacks Damage 140_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_ Smacks Damage 141_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_ Smacks Damage 142_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_ Smacks Damage 143_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_ Smacks Damage 144_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_ Smacks Damage 145_RA_Combat.wav	48000	24	2	00:02
FGHTMisc_ Smacks Damage 146_RA_Combat.wav	48000	24	2	00:02
FGHTMisc_ Stab 100_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_ Stab 101_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_ Stab 102_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_ Stab 103_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_ Stab 104_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_ Stab 105_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_ Stab 106_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_ Stab 107_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_ Stab 108_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_ Stab 109_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_ Stab 110_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_ Stab 111_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_ Stab 112_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_ Stab 113_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_ Stab 114_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_ Stab 115_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_ Stab 116_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_ Stab 117_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_ Stab 118_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_ Stab 119_RA_Combat.wav	48000	24	2	00:01

Filename	SampleRate	BitDepth	Channels	Duration
FGHTMisc_Stab 120_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Stab 121_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Stab 122_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Stab 123_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_Stab 124_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_Stab 125_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_Stab 126_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_Stab 127_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_Stab 128_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Stab 74_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_Stab 75_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_Stab 76_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_Stab 77_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_Stab 78_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Stab 79_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Stab 80_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Stab 81_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Stab 82_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Stab 83_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Stab 84_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Stab 85_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Stab 86_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Stab 87_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_Stab 88_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Stab 89_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Stab 90_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Stab 91_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Stab 92_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Stab 93_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Stab 94_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_Stab 95_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_Stab 96_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_Stab 97_RA_Combat.wav	48000	24	2	00:01
FGHTMisc_Stab 98_RA_Combat.wav	48000	24	2	00:00
FGHTMisc_Stab 99_RA_Combat.wav	48000	24	2	00:01