

Audio Metadata Report

Filename	SampleRate	BitDepth	Channels	Duration
FGHTMisc_Combat Fight SFX 100_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 101_raw_Ambience.wav	48000	24	2	00:00
FGHTMisc_Combat Fight SFX 102_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 103_raw_Ambience.wav	48000	24	2	00:00
FGHTMisc_Combat Fight SFX 104_raw_Ambience.wav	48000	24	2	00:00
FGHTMisc_Combat Fight SFX 105_raw_Ambience.wav	48000	24	2	00:00
FGHTMisc_Combat Fight SFX 106_raw_Ambience.wav	48000	24	2	00:00
FGHTMisc_Combat Fight SFX 107_raw_Ambience.wav	48000	24	2	00:00
FGHTMisc_Combat Fight SFX 108_raw_Ambience.wav	48000	24	2	00:00
FGHTMisc_Combat Fight SFX 109_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 10_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 110_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 11_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 12_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 13_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 14_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 15_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 16_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 17_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 18_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 19_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 1_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 20_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 21_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 22_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 23_raw_Ambience.wav	48000	24	2	00:02
FGHTMisc_Combat Fight SFX 24_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 25_raw_Ambience.wav	48000	24	2	00:03
FGHTMisc_Combat Fight SFX 26_raw_Ambience.wav	48000	24	2	00:03
FGHTMisc_Combat Fight SFX 27_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 28_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 29_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 2_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 30_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 31_raw_Ambience.wav	48000	24	2	00:01

Filename	SampleRate	BitDepth	Channels	Duration
FGHTMisc_Combat Fight SFX 32_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 33_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 34_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 35_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 36_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 37_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 38_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 39_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 3_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 40_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 41_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 42_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 43_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 44_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 45_raw_Ambience.wav	48000	24	2	00:00
FGHTMisc_Combat Fight SFX 46_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 47_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 48_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 49_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 4_raw_Ambience.wav	48000	24	2	00:02
FGHTMisc_Combat Fight SFX 50_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 51_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 52_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 53_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 54_raw_Ambience.wav	48000	24	2	00:02
FGHTMisc_Combat Fight SFX 55_raw_Ambience.wav	48000	24	2	00:03
FGHTMisc_Combat Fight SFX 56_raw_Ambience.wav	48000	24	2	00:02
FGHTMisc_Combat Fight SFX 57_raw_Ambience.wav	48000	24	2	00:05
FGHTMisc_Combat Fight SFX 58_raw_Ambience.wav	48000	24	2	00:03
FGHTMisc_Combat Fight SFX 59_raw_Ambience.wav	48000	24	2	00:03
FGHTMisc_Combat Fight SFX 5_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 60_raw_Ambience.wav	48000	24	2	00:02
FGHTMisc_Combat Fight SFX 61_raw_Ambience.wav	48000	24	2	00:02
FGHTMisc_Combat Fight SFX 62_raw_Ambience.wav	48000	24	2	00:03
FGHTMisc_Combat Fight SFX 63_raw_Ambience.wav	48000	24	2	00:02
FGHTMisc_Combat Fight SFX 64_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 65_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 66_raw_Ambience.wav	48000	24	2	00:01

Filename	SampleRate	BitDepth	Channels	Duration
FGHTMisc_Combat Fight SFX 67_raw_Ambience.wav	48000	24	2	00:02
FGHTMisc_Combat Fight SFX 68_raw_Ambience.wav	48000	24	2	00:02
FGHTMisc_Combat Fight SFX 69_raw_Ambience.wav	48000	24	2	00:02
FGHTMisc_Combat Fight SFX 6_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 70_raw_Ambience.wav	48000	24	2	00:02
FGHTMisc_Combat Fight SFX 71_raw_Ambience.wav	48000	24	2	00:02
FGHTMisc_Combat Fight SFX 72_raw_Ambience.wav	48000	24	2	00:03
FGHTMisc_Combat Fight SFX 73_raw_Ambience.wav	48000	24	2	00:02
FGHTMisc_Combat Fight SFX 74_raw_Ambience.wav	48000	24	2	00:03
FGHTMisc_Combat Fight SFX 75_raw_Ambience.wav	48000	24	2	00:02
FGHTMisc_Combat Fight SFX 76_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 77_raw_Ambience.wav	48000	24	2	00:02
FGHTMisc_Combat Fight SFX 78_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 79_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 7_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 80_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 81_raw_Ambience.wav	48000	24	2	00:02
FGHTMisc_Combat Fight SFX 82_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 83_raw_Ambience.wav	48000	24	2	00:02
FGHTMisc_Combat Fight SFX 84_raw_Ambience.wav	48000	24	2	00:02
FGHTMisc_Combat Fight SFX 85_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 86_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 87_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 88_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 89_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 8_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 90_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 91_raw_Ambience.wav	48000	24	2	00:02
FGHTMisc_Combat Fight SFX 92_raw_Ambience.wav	48000	24	2	00:02
FGHTMisc_Combat Fight SFX 93_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 94_raw_Ambience.wav	48000	24	2	00:02
FGHTMisc_Combat Fight SFX 95_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 96_raw_Ambience.wav	48000	24	2	00:03
FGHTMisc_Combat Fight SFX 97_raw_Ambience.wav	48000	24	2	00:02
FGHTMisc_Combat Fight SFX 98_raw_Ambience.wav	48000	24	2	00:01
FGHTMisc_Combat Fight SFX 99_raw_Ambience.wav	48000	24	2	00:00
FGHTMisc_Combat Fight SFX 9_raw_Ambience.wav	48000	24	2	00:01