MechanicalWave
Sounds Listing Sheet

Glass

FILES NAME	DESCRIPTION
FEETHmn_Footsteps Glass Debris_01_MWSFX_GL.wav	Feet, Footsteps, Glass, Crack, Debris, Walk, Run,
FEETHmn_Footsteps Glass Debris_02_MWSFX_GL.wav	Feet, Footsteps, Glass, Crack, Debris, Walk, Run,
FEETHmn_Footsteps Glass Debris_03_MWSFX_GL.wav	Glass, Debris, Impact, Hit, Smash, Crash, Break, Crack,
FEETHmn_Footsteps Glass Debris_04_MWSFX_GL.wav	Glass, Debris, Impact, Hit, Smash, Crash, Break, Crack,
FEETHmn_Footsteps Glass Debris_05_MWSFX_GL.wav	Footstep, Glass, Crack, Break, Human, Feet,
FEETHmn_Footsteps Glass Debris_06_MWSFX_GL.wav	Footstep, Glass, Crack, Break, Human, Feet,
GLASBrk_Glass Break Hit_01_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Pick up,
GLASBrk_Glass Break Hit_02_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Pick up,
GLASBrk_Glass Break Hit_03_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Pick up,
GLASBrk_Glass Break Hit_04_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Pick up,
GLASBrk_Glass Break Hit_05_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Pick up,
GLASBrk_Glass Break Hit_06_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Pick up,
GLASBrk_Glass Break Hit_07_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Pick up,
GLASBrk_Glass Break Hit_08_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Pick up,
GLASBrk_Glass Break Hit_09_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Hit, Drop
GLASBrk_Glass Break Hit_10_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Hit, Drop
GLASBrk_Glass Break Hit_11_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Hit, Drop
GLASBrk_Glass Break Hit_12_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Hit, Drop
GLASBrk_Glass Break Hit_13_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Hit, Drop
GLASBrk_Glass Break Hit_14_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Hit, Drop
GLASBrk_Glass Break Hit_15_MWSFX_GL.wav	Glass, Break, Smash, Hit, Impact, Rattle,
GLASBrk_Glass Break Hit_16_MWSFX_GL.wav	Glass, Break, Smash, Hit, Impact, Rattle,
GLASBrk_Glass Break Hit_17_MWSFX_GL.wav	Glass, Break, Smash, Hit, Impact, Rattle,
GLASBrk_Glass Break Hit_18_MWSFX_GL.wav	Glass, Break, Smash, Hit, Impact, Rattle,
GLASBrk_Glass Break Hit_19_MWSFX_GL.wav	Glass, Debris, Impact, Hit, Smash, Break,
GLASBrk_Glass Break Hit_20_MWSFX_GL.wav	Glass, Debris, Impact, Hit, Smash, Break,
GLASBrk_Glass Break Hit_21_MWSFX_GL.wav	Glass, Debris, Impact, Hit, Smash, Break,
GLASBrk_Glass Break Hit_22_MWSFX_GL.wav	Glass, Debris, Impact, Hit, Smash, Break,
GLASBrk_Glass Break Hit_23_MWSFX_GL.wav	Glass, Debris, Impact, Hit, Smash, Crash, Break, Crack,
GLASBrk_Glass Break Hit_24_MWSFX_GL.wav	Glass, Debris, Impact, Hit, Smash, Crash, Break, Crack,
GLASBrk_Glass Break Hit_25_MWSFX_GL.wav	Glass, Debris, Impact, Hit, Smash, Crash, Break, Crack,
GLASBrk_Glass Break Hit_26_MWSFX_GL.wav	Glass, Debris, Impact, Hit, Smash, Crash, Break, Crack,
GLASBrk_Glass Break Hit_27_MWSFX_GL.wav	Glass, Debris, Impact, Hit, Smash, Crash, Break, Crack,
GLASBrk_Glass Break Hit_28_MWSFX_GL.wav	Glass, Debris, Impact, Hit, Smash, Crash, Break, Crack,
GLASBrk_Glass Break Hit_29_MWSFX_GL.wav	Glass, Debris, Impact, Hit, Smash, Crash, Break, Crack,
GLASBrk_Glass Break Hit_30_MWSFX_GL.wav	Glass, Debris, Impact, Hit, Smash, Crash, Break, Crack,
GLASBrk_Glass Break Hit_31_MWSFX_GL.wav	Glass, Debris, Impact, Hit, Smash, Crash, Break, Crack,

GLASBrk_Glass Break Hit_32_MWSFX_GL.wav	Glass, Debris, Impact, Hit, Smash, Crash, Break, Crack,
GLASBrk_Glass Break Hit_33_MWSFX_GL.wav	Glass, Debris, Impact, Hit, Smash, Crash, Break, Crack,
GLASBrk_Glass Break Hit_34_MWSFX_GL.wav	Glass, Debris, Impact, Hit, Smash, Crash, Break, Crack,
GLASBrk_Glass Break Hit_35_MWSFX_GL.wav	Glass, Debris, Impact, Hit, Smash, Crash, Break, Crack,
GLASBrk_Glass Break Hit_36_MWSFX_GL.wav	Glass, Debris, Impact, Hit, Smash, Crash, Break, Crack,
GLASBrk_Glass Break Hit_37_MWSFX_GL.wav	Glass, Debris, Impact, Hit, Smash, Crash, Break, Crack,
GLASBrk_Glass Break Hit_38_MWSFX_GL.wav	Glass, Debris, Impact, Hit, Smash, Crash, Break, Crack,
GLASBrk_Glass Break Hit_39_MWSFX_GL.wav	Glass, Debris, Break, Smash, Crack,
GLASBrk_Glass Break Hit_40_MWSFX_GL.wav	Glass, Debris, Break, Smash, Crack,
GLASBrk_Glass Break Hit_41_MWSFX_GL.wav	Glass, Debris, Break, Smash, Crack,
GLASBrk_Glass Break Hit_42_MWSFX_GL.wav	Glass, Debris, Break, Smash, Crack,
GLASBrk_Glass Break Hit_43_MWSFX_GL.wav	Glass, Debris, Break, Smash, Crack,
GLASBrk_Glass Break Hit_44_MWSFX_GL.wav	Glass, Debris, Break, Smash, Crack,
GLASBrk_Glass Debris Hit_01_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Pick up,
GLASBrk_Glass Smash_01_MWSFX_GL.wav	Glass, Impact, Hit, Crash, Debris, Break,
GLASBrk_Glass Smash_02_MWSFX_GL.wav	Glass, Impact, Hit, Crash, Debris, Break,
GLASBrk_Glass Smash_03_MWSFX_GL.wav	Glass, Impact, Hit, Crash, Debris, Break,
GLASBrk_Glass Smash_04_MWSFX_GL.wav	Glass, Impact, Hit, Crash, Debris, Break,
GLASBrk_Glass Smash_05_MWSFX_GL.wav	Glass, Impact, Hit, Crash, Debris, Break,
GLASBrk_Glass Smash_06_MWSFX_GL.wav	Glass, Impact, Hit, Crash, Debris, Break,
GLASBrk_Glass Smash_07_MWSFX_GL.wav	Glass, Impact, Hit, Crash, Debris, Break,
GLASBrk_Glass Smash_08_MWSFX_GL.wav	Glass, Impact, Hit, Crash, Debris, Break,
GLASBrk_Glass Smash_09_MWSFX_GL.wav	Glass, Impact, Hit, Crash, Debris, Break,
GLASBrk_Glass Smash_10_MWSFX_GL.wav	Glass, Impact, Hit, Crash, Debris, Break,
GLASBrk_Glass Smash_11_MWSFX_GL.wav	Glass, Impact, Hit, Crash, Debris, Break,
GLASBrk_Glass Smash_12_MWSFX_GL.wav	Glass, Impact, Hit, Crash, Debris, Break,
GLASBrk_Glass Smash_13_MWSFX_GL.wav	Glass, Impact, Hit, Crash, Debris, Break,
GLASBrk_Glass Smash_14_MWSFX_GL.wav	Glass, Impact, Hit, Crash, Debris, Break,
GLASBrk_Glass Smash_15_MWSFX_GL.wav	Glass, Impact, Hit, Crash, Debris, Break,
GLASBrk_Glass Smash_16_MWSFX_GL.wav	Glass, Impact, Hit, Crash, Debris, Break,
GLASCrsh_Glass Debris Drop_MWSFX_GL_01.wav	Glass, Debris, Impact, Hit, Smash, Break,
GLASCrsh_Glass Debris Drop_MWSFX_GL_02.wav	Glass, Debris, Impact, Hit, Smash, Break,
GLASCrsh_Glass Debris Drop_MWSFX_GL_03.wav	Glass, Debris, Impact, Hit, Smash, Break,
GLASCrsh_Glass Debris Gather_06_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Pick up,
GLASCrsh_Glass Debris Gather_07_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Pick up,
GLASCrsh_Glass Debris Gather_08_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Pick up,
GLASCrsh_Glass Debris Gather_09_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Pick up,
GLASCrsh_Glass Debris Gather_10_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Pick up,
GLASCrsh_Glass Debris Gather_11_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Pick up,
GLASCrsh_Glass Debris Gather_ 01_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Pick up,
GLASCrsh_Glass Debris Gather_ 02_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Pick up,
GLASCrsh_Glass Debris Gather_ 03_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Pick up,
GLASCrsh_Glass Debris Gather_ 04_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Pick up,

GLASCrsh_Glass Debris Gather_ 05_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Pick up,
GLASCrsh_Glass Debris Hit_MWSFX_GL_01.wav	Glass, Debris, Impact, Hit, Smash, Crash, Break, Crack,
GLASCrsh_Glass Debris Impact_01_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Pick up,
GLASCrsh_Glass Debris Impact_02_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Pick up,
GLASCrsh_Glass Debris Impact_03_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Pick up,
GLASCrsh_Glass Debris Impact_04_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Pick up,
GLASCrsh_Glass Debris Impact_05_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Pick up,
GLASCrsh_Glass Debris Rattle_01_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Pick up,
GLASCrsh_Glass Debris Rattle_02_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Pick up,
GLASCrsh_Glass Debris Rattle_03_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Pick up,
GLASCrsh_Glass Debris Rattle_04_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Pick up,
GLASCrsh_Glass Debris Rattle_05_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Pick up,
GLASCrsh_Glass Debris Rattle_06_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Pick up,
GLASCrsh_Glass Debris Rattle_07_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Pick up,
GLASCrsh_Glass Debris Rattle_08_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Pick up,
GLASCrsh_Glass Debris Rattle_09_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Pick up,
GLASCrsh_Glass Debris Rattle_10_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Pick up,
GLASCrsh_Glass Debris Rattle_11_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Pick up,
GLASCrsh_Glass Debris Rattle_12_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Pick up,
GLASCrsh_Glass Debris Rattle_13_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Hit, Drop
GLASCrsh_Glass Debris Rattle_14_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Hit, Drop
GLASCrsh_Glass Debris Rattle_15_MWSFX_GL.wav	Glass, Debris, Gather, Scrap, Break, Crack,
GLASCrsh_Glass Debris Rattle_16_MWSFX_GL.wav	Glass, Debris, Gather, Scrap, Break, Crack,
GLASCrsh_Glass Debris Rattle_17_MWSFX_GL.wav	Glass, Debris, Gather, Scrap, Break, Crack,
GLASCrsh_Glass Debris Rattle_18_MWSFX_GL.wav	Glass, Debris, Gather, Scrap, Break, Crack,
GLASCrsh_Glass Debris Rattle_19_MWSFX_GL.wav	Glass, Debris, Gather, Scrap, Break, Crack,
GLASCrsh_Glass Debris Rattle_20_MWSFX_GL.wav	Glass, Debris, Gather, Scrap, Break, Crack,
GLASCrsh_Glass Debris Rattle_21_MWSFX_GL.wav	Glass, Debris, Gather, Scrap, Break, Crack,
GLASCrsh_Glass Debris Rattle_22_MWSFX_GL.wav	Glass, Debris, Break, Smash, Crack,
GLASCrsh_Glass Debris Rattle_23_MWSFX_GL.wav	Glass, Debris, Break, Smash, Crack,
GLASCrsh_Glass Debris Rattle_24_MWSFX_GL.wav	Glass, Debris, Break, Smash, Crack,
GLASCrsh_Glass Debris Rattle_25_MWSFX_GL.wav	Glass, Debris, Break, Smash, Crack,
GLASCrsh_Glass Debris Rattle_26_MWSFX_GL.wav	Glass, Debris, Break, Smash, Crack,
GLASCrsh_Glass Debris Rattle_27_MWSFX_GL.wav	Glass, Debris, Break, Smash, Crack,
GLASCrsh_Glass Debris_MWSFX_GL_01.wav	Glass, Debris, Impact, Hit, Smash, Crash, Break, Crack,
GLASCrsh_Glass Debris_MWSFX_GL_02.wav	Glass, Debris, Impact, Hit, Smash, Crash, Break, Crack,
GLASCrsh_Glass Debris_MWSFX_GL_03.wav	Glass, Debris, Impact, Hit, Smash, Crash, Break, Crack,
GLASCrsh_Glass Debris_MWSFX_GL_04.wav	Glass, Debris, Impact, Hit, Smash, Crash, Break, Crack,
GLASCrsh_Glass Debris_MWSFX_GL_05.wav	Glass, Debris, Impact, Hit, Smash, Crash, Break, Crack,
GLASCrsh_Glass Drop Floor_MWSFX_GL_01.wav	Glass, Debris, Impact, Hit, Smash, Crash, Break,
GLASCrsh_Glass Drop Floor_MWSFX_GL_02.wav	Glass, Debris, Impact, Hit, Smash, Crash, Break,
GLASCrsh_Glass Drop Floor_MWSFX_GL_03.wav	Glass, Debris, Impact, Hit, Smash, Crash, Break,
GLASCrsh_Glass Drop Floor_MWSFX_GL_04.wav	Glass, Debris, Impact, Hit, Smash, Crash, Break,

GLASFric_Glass Chunck Scratch_MWSFX_GL_01.wav	Glass, Debris, Friction, Scratch, Slide, Drag, Squeak, Crack,
GLASFric_Glass Chunck Scratch_MWSFX_GL_02.wav	Glass, Debris, Friction, Scratch, Slide, Drag, Squeak, Crack,
GLASFric_Glass Chunck Scratch_MWSFX_GL_03.wav	Glass, Debris, Friction, Scratch, Slide, Drag, Squeak, Crack,
GLASFric_Glass Chunck Scratch_MWSFX_GL_04.wav	Glass, Debris, Friction, Scratch, Slide, Drag, Squeak, Crack,
GLASFric_Glass Impact Scratch_01_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Drag, Slide,
GLASFric_Glass Impact Scratch_02_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Drag, Slide,
GLASFric_Glass Impact Scratch_03_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Drag, Slide,
GLASFric_Glass Impact Scratch_04_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Drag, Slide,
GLASFric_Glass Scratch_01_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Drag, Slide,
GLASFric_Glass Scratch_02_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Drag, Slide,
GLASFric_Glass Scratch_03_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Drag, Slide,
GLASFric_Rubbing Glass_01_MWSFX_GL.wav	Glass, Sing, Tone, Tonal, Rub, Crystal,
GLASFric_Rubbing Glass_02_MWSFX_GL.wav	Glass, Sing, Tone, Tonal, Rub, Crystal,
GLASFric_Rubbing Glass_03_MWSFX_GL.wav	Glass, Sing, Tone, Tonal, Rub, Crystal,
GLASFric_Rubbing Glass_04_MWSFX_GL.wav	Glass, Sing, Tone, Tonal, Rub, Crystal,
GLASFric_Rubbing Glass_05_MWSFX_GL.wav	Glass, Sing, Tone, Tonal, Rub, Crystal,
GLASFric_Rubbing Glass_06_MWSFX_GL.wav	Glass, Sing, Tone, Tonal, Rub, Crystal,
GLASFric_Rubbing Glass_07_MWSFX_GL.wav	Glass, Sing, Tone, Tonal, Rub, Crystal,
GLASFric_Rubbing Glass_08_MWSFX_GL.wav	Glass, Sing, Tone, Tonal, Rub, Crystal,
GLASFric_Rubbing Glass_09_MWSFX_GL.wav	Glass, Sing, Tone, Tonal, Rub, Crystal,
GLASFric_Rubbing Glass_10_MWSFX_GL.wav	Glass, Sing, Tone, Tonal, Rub, Crystal,
GLASFric_Rubbing Glass_11_MWSFX_GL.wav	Glass, Sing, Tone, Tonal, Rub, Crystal,
GLASFric_Rubbing Glass_12_MWSFX_GL.wav	Glass, Sing, Tone, Tonal, Rub, Crystal,
GLASFric_Rubbing Glass_13_MWSFX_GL.wav	Glass, Sing, Tone, Tonal, Rub, Crystal,
GLASFric_Rubbing Glass_14_MWSFX_GL.wav	Glass, Sing, Tone, Tonal, Rub, Crystal,
GLASFric_Rubbing Glass_15_MWSFX_GL.wav	Glass, Sing, Tone, Tonal, Rub, Crystal,
GLASFric_Rubbing Glass_16_MWSFX_GL.wav	Glass, Sing, Tone, Tonal, Rub, Crystal,
GLASFric_Rubbing Glass_17_MWSFX_GL.wav	Glass, Sing, Tone, Tonal, Rub, Crystal,
GLASFric_Rubbing Glass_18_MWSFX_GL.wav	Glass, Sing, Tone, Tonal, Rub, Crystal,
GLASFric_Rubbing Glass_19_MWSFX_GL.wav	Glass, Sing, Tone, Tonal, Rub, Crystal,
GLASFric_Rubbing Glass_20_MWSFX_GL.wav	Glass, Sing, Tone, Tonal, Rub, Crystal,
GLASFric_Rubbing Glass_21_MWSFX_GL.wav	Glass, Sing, Tone, Tonal, Rub, Crystal,
GLASFric_Rubbing Glass_22_MWSFX_GL.wav	Glass, Sing, Tone, Tonal, Rub, Crystal,
GLASFric_Rubbing Glass_23_MWSFX_GL.wav	Glass, Sing, Tone, Tonal, Rub, Crystal,
GLASFric_Rubbing Glass_25_MWSFX_GL.wav	Glass, Sing, Tone, Tonal, Rub, Crystal,
GLASFric_Rubbing Glass_26_MWSFX_GL.wav	Glass, Sing, Tone, Tonal, Rub, Crystal,
GLASFric_Rubbing Glass_27_MWSFX_GL.wav	Glass, Sing, Tone, Tonal, Rub, Crystal,
GLASFric_Rubbing Glass_28_MWSFX_GL.wav	Glass, Sing, Tone, Tonal, Rub, Crystal,
GLASFric_Rubbing Glass_30_MWSFX_GL.wav	Glass, Sing, Tone, Tonal, Rub, Crystal,
GLASFric_Rubbing Glass_31_MWSFX_GL.wav	Glass, Sing, Tone, Tonal, Rub, Crystal,
GLASFric_Rubbing Glass_32_MWSFX_GL.wav	Glass, Sing, Tone, Tonal, Rub, Crystal,
GLASFric_Rubbing Glass_33_MWSFX_GL.wav	Glass, Sing, Tone, Tonal, Rub, Crystal,
GLASFric_Rubbing Glass_34_MWSFX_GL.wav	Glass, Sing, Tone, Tonal, Rub, Crystal,

GLASFric_Rubbing Glass_35_MWSFX_GL.wav	Glass, Sing, Tone, Tonal, Rub, Crystal,
GLASFric_Rubbing Glass_36_MWSFX_GL.wav	Glass, Sing, Tone, Tonal, Rub, Crystal,
GLASFric_Rubbing Glass_37_MWSFX_GL.wav	Glass, Sing, Tone, Tonal, Rub, Crystal,
GLASFric_Rubbing Glass_38_MWSFX_GL.wav	Glass, Sing, Tone, Tonal, Rub, Crystal,
GLASFric_Rubbing Glass_39_MWSFX_GL.wav	Glass, Sing, Tone, Tonal, Rub, Crystal,
GLASFric_Rubbing Glass_40_MWSFX_GL.wav	Glass, Sing, Tone, Tonal, Rub, Crystal,
GLASFric_Rubbing Glass_41_MWSFX_GL.wav	Glass, Pop, Open, Close, Bowl,
GLASFric_Rubbing Glass_42_MWSFX_GL.wav	Glass, Pop, Open, Close, Bowl,
GLASFric_Rubbing Glass_43_MWSFX_GL.wav	Glass, Pop, Open, Close, Bowl,
GLASFric_Rubbing Glass_44_MWSFX_GL.wav	Glass, Pop, Open, Close, Bowl,
GLASFric_Rubbing Glass_45_MWSFX_GL.wav	Glass, Pop, Open, Close, Bowl,
GLASFric_Rubbing Glass_46_MWSFX_GL.wav	Glass, Pop, Open, Close, Bowl,
GLASFric_Scratching Glass_01_MWSFX_GL.wav	Glass, Drag, Scratch, Rub, Scrub,
GLASFric_Scratching Glass_02_MWSFX_GL.wav	Glass, Drag, Scratch, Rub, Scrub,
GLASFric_Scratching Glass_03_MWSFX_GL.wav	Glass, Drag, Scratch, Rub, Scrub,
GLASFric_Scratching Glass_04_MWSFX_GL.wav	Glass, Drag, Scratch, Rub, Scrub,
GLASFric_Scratching Glass_05_MWSFX_GL.wav	Glass, Drag, Scratch, Rub, Scrub,
GLASFric_Scratching Glass_06_MWSFX_GL.wav	Glass, Drag, Scratch, Rub, Scrub,
GLASImpt_Bottle Glass Hit_01_MWSFX_GL.wav	Glass, Bottle, Impact, Hit, Wine,
GLASImpt_Bottle Glass Hit_02_MWSFX_GL.wav	Glass, Bottle, Impact, Hit, Wine,
GLASImpt_Bottle Glass Hit_03_MWSFX_GL.wav	Glass, Bottle, Impact, Hit, Wine,
GLASImpt_Bottle Glass Hit_04_MWSFX_GL.wav	Glass, Bottle, Impact, Hit, Wine,
GLASImpt_Bottle Glass Hit_05_MWSFX_GL.wav	Glass, Bottle, Impact, Hit, Wine,
GLASImpt_Bottle Glass Hit_06_MWSFX_GL.wav	Glass, Bottle, Impact, Hit, Wine,
GLASImpt_Bottle Glass Hit_07_MWSFX_GL.wav	Glass, Bottle, Impact, Hit, Wine,
GLASImpt_Crack Glass Hit_01_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Pick up,
GLASImpt_Glass Bottle Bumping_MWSFX_GL_01.wav	Glass, Debris, Impact, Hit, Smash, Crash, Break, Crack,
GLASImpt_Glass Bump Together_MWSFX_GL_01.wav	Glass, Debris, Impact, Hit, Smash, Crash, Break, Crack,
GLASImpt_Glass Bump Together_MWSFX_GL_02.wav	Glass, Debris, Impact, Hit, Smash, Crash, Break, Crack,
GLASImpt_Glass Debris Impact_01_MWSFX_GL.wav	Glass, Break, Smash, Hit, Impact, Rattle,
GLASImpt_Glass Debris Impact_ 01_MWSFX_GL.wav	Foley, Glass, Debris, Impact, Hit,
GLASImpt_Glass Debris Impact_ 02_MWSFX_GL.wav	Foley, Glass, Debris, Impact, Hit,
GLASImpt_Glass Debris Impact_ 03_MWSFX_GL.wav	Foley, Glass, Debris, Impact, Hit,
GLASImpt_Glass Debris Impact_ 04_MWSFX_GL.wav	Foley, Glass, Debris, Impact, Hit,
GLASImpt_Glass Debris Impact_ 05_MWSFX_GL.wav	Foley, Glass, Debris, Impact, Hit,
GLASImpt_Glass Debris Impact_ 06_MWSFX_GL.wav	Foley, Glass, Debris, Impact, Hit,
GLASImpt_Glass Debris Impact_ 07_MWSFX_GL.wav	Foley, Glass, Debris, Impact, Hit,
GLASImpt_Glass Debris Impact_ 08_MWSFX_GL.wav	Foley, Glass, Debris, Impact, Hit,
GLASImpt_Glass Debris Impact_ 09_MWSFX_GL.wav	Foley, Glass, Debris, Impact, Hit,
GLASImpt_Glass Debris Impact_ 10_MWSFX_GL.wav	Foley, Glass, Debris, Impact, Hit,
GLASImpt_Glass Debris_ 01_MWSFX_GL.wav	Foley, Glass, Debris, Impact, Hit,
GLASImpt_Glass Debris_ 02_MWSFX_GL.wav	Foley, Glass, Debris, Impact, Hit,
GLASImpt_Glass Debris_ 03_MWSFX_GL.wav	Foley, Glass, Debris, Impact, Hit,

GLASImpt_Glass Debris_ 04_MWSFX_GL.wav	Foley, Glass, Debris, Impact, Hit,
GLASImpt_Glass Debris_ 05_MWSFX_GL.wav	Foley, Glass, Debris, Impact, Hit,
GLASImpt_Glass Debris_ 06_MWSFX_GL.wav	Foley, Glass, Debris, Impact, Hit,
GLASImpt_Glass Hit_01_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Pick up,
GLASImpt_Glass Hit_02_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Pick up,
GLASImpt_Glass Hit_03_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Hit, Drop
GLASImpt_Glass Hit_04_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Hit, Drop
GLASImpt_Glass Hit_05_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Hit, Drop
GLASImpt_Glass Hit_06_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Hit, Drop
GLASImpt_Glass Hit_07_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Hit, Drop
GLASImpt_Glass Hit_08_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Hit, Drop
GLASImpt_Glass Hit_09_MWSFX_GL.wav	Glass, Break, Smash, Hit, Impact, Rattle,
GLASImpt_Glass Hit_10_MWSFX_GL.wav	Glass, Break, Smash, Hit, Impact, Rattle,
GLASImpt_Glass Hit_11_MWSFX_GL.wav	Glass, Break, Smash, Hit, Impact, Rattle,
GLASImpt_Glass Hit_12_MWSFX_GL.wav	Glass, Break, Smash, Hit, Impact, Rattle,
GLASImpt_Glass Hit_13_MWSFX_GL.wav	Glass, Debris, Impact, Hit, Smash, Break,
GLASImpt_Glass Hit_14_MWSFX_GL.wav	Glass, Debris, Impact, Hit, Smash, Break,
GLASImpt_Glass Hit_15_MWSFX_GL.wav	Glass, Debris, Impact, Hit, Smash, Break,
GLASImpt_Glass Hit_16_MWSFX_GL.wav	Glass, Debris, Impact, Hit, Smash, Break,
GLASImpt_Glass Hit_17_MWSFX_GL.wav	Glass, Debris, Impact, Hit, Smash, Break,
GLASImpt_Glass Hit_18_MWSFX_GL.wav	Glass, Debris, Impact, Hit, Smash, Break,
GLASImpt_Glass Hit_19_MWSFX_GL.wav	Glass, Debris, Impact, Hit, Smash, Break,
GLASImpt_Glass Hit_20_MWSFX_GL.wav	Glass, Debris, Impact, Hit, Smash, Break,
GLASImpt_Glass Hit_21_MWSFX_GL.wav	Glass, Debris, Impact, Hit, Smash, Break,
GLASImpt_Glass Hit_22_MWSFX_GL.wav	Glass, Debris, Impact, Hit, Smash, Crash, Break, Crack,
GLASImpt_Glass Hit_23_MWSFX_GL.wav	Glass, Debris, Impact, Hit, Smash, Crash, Break, Crack,
GLASImpt_Glass Little Debris Hit_01_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Scratch, Pick up,
GLASImpt_Glass Sheet Impact_01_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Hit, Drop
GLASImpt_Glass Sheet Impact_02_MWSFX_GL.wav	Glass, Break, Crash, Debris, Movement, Hit, Drop
GLASImpt_Large Glass Break_01_MWSFX_GL.wav	Glass, Break, Impact, Smash, Large, Window,
GLASImpt_Large Glass Break_02_MWSFX_GL.wav	Glass, Break, Impact, Smash, Large, Window,
GLASImpt_Large Glass Break_03_MWSFX_GL.wav	Glass, Break, Impact, Smash, Large, Window,
GLASImpt_Large Glass Break_04_MWSFX_GL.wav	Glass, Break, Impact, Smash, Large, Window,
GLASImpt_Large Glass Break_05_MWSFX_GL.wav	Glass, Break, Impact, Smash, Large, Window,
GLASImpt_Large Glass Break_06_MWSFX_GL.wav	Glass, Break, Impact, Smash, Large, Window,
GLASImpt_Large Glass Break_07_MWSFX_GL.wav	Glass, Break, Impact, Smash, Large, Window,
GLASImpt_Large Glass Break_08_MWSFX_GL.wav	Glass, Break, Impact, Smash, Large, Window,
GLASImpt_Large Glass Break_09_MWSFX_GL.wav	Glass, Break, Impact, Smash, Large, Window,
GLASImpt_Large Glass Break_10_MWSFX_GL.wav	Glass, Break, Impact, Smash, Large, Window,
GLASImpt_Reverbered Glass Effect_01_MWSFX_GL.wav	Glass, Designed, Reverse, Rise, Effect, Magic,
GLASImpt_Reverbered Glass Effect_02_MWSFX_GL.wav	Glass, Designed, Reverse, Rise, Effect, Magic,
GLASImpt_Reverbered Glass Effect_03_MWSFX_GL.wav	Glass, Designed, Reverse, Rise, Effect, Magic,
GLASImpt_Reverbered Glass Effect_04_MWSFX_GL.wav	Glass, Designed, Reverse, Rise, Effect, Magic,

GLASImpt_Reverbered Glass Effect_05_MWSFX_GL.wav	Glass, Designed, Reverse, Rise, Effect, Magic,
GLASMisc_Cracking Glass Debris_MWSFX_GL_01.wav	Glass, Debris, Impact, Hit, Smash, Crash, Break, Crack,
GLASMisc_Cracking Glass Debris_MWSFX_GL_02.wav	Glass, Debris, Impact, Hit, Smash, Crash, Break, Crack,
GLASMisc_Cracking Glass Debris_MWSFX_GL_03.wav	Glass, Debris, Impact, Hit, Smash, Crash, Break, Crack,
GLASMisc_Cracking Glass Debris_MWSFX_GL_04.wav	Glass, Debris, Impact, Hit, Smash, Crash, Break, Crack,
GLASMisc_Glass Bottle Open_01_MWSFX_GL.wav	Glass, Pop, Open, Close, Bowl,
GLASMisc_Glass Debris Crack_MWSFX_GL_01.wav	Glass, Debris, Friction, Scratch, Slide, Drag, Squeak, Crack,
GLASMisc_Glass Debris Crack_MWSFX_GL_02.wav	Glass, Debris, Friction, Scratch, Slide, Drag, Squeak, Crack,
GLASMisc_Glass Debris Crack_MWSFX_GL_03.wav	Glass, Debris, Friction, Scratch, Slide, Drag, Squeak, Crack,
GLASMisc_Glass Debris Crack_MWSFX_GL_04.wav	Glass, Debris, Friction, Scratch, Slide, Drag, Squeak, Crack,
GLASMisc_Reverse Glass Effect_01_MWSFX_GL.wav	Glass, Impact, Hit, Reverb, Tonal, Sing,
GLASMisc_Reverse Glass Effect_02_MWSFX_GL.wav	Glass, Impact, Hit, Reverb, Tonal, Sing,
GLASMisc_Reverse Glass Effect_03_MWSFX_GL.wav	Glass, Impact, Hit, Reverb, Tonal, Sing,
GLASMisc_Reverse Glass Effect_04_MWSFX_GL.wav	Glass, Impact, Hit, Reverb, Tonal, Sing,
GLASMisc_Reverse Glass Effect_05_MWSFX_GL.wav	Glass, Impact, Hit, Reverb, Tonal, Sing,
GLASMisc_Reverse Glass Effect_06_MWSFX_GL.wav	Glass, Impact, Hit, Reverb, Tonal, Sing,
GLASMisc_Reverse Glass Effect_07_MWSFX_GL.wav	Glass, Impact, Hit, Reverb, Tonal, Sing,
GLASMisc_Reverse Glass Effect_08_MWSFX_GL.wav	Glass, Designed, Reverse, Rise, Effect, Magic,
GLASMisc_Reverse Glass Effect_09_MWSFX_GL.wav	Glass, Designed, Reverse, Rise, Effect, Magic,
GLASMisc_Reverse Glass Effect_10_MWSFX_GL.wav	Glass, Designed, Reverse, Rise, Effect, Magic,
GLASMisc_Reverse Glass Effect_11_MWSFX_GL.wav	Glass, Designed, Reverse, Rise, Effect, Magic,
GLASMisc_Reverse Glass Effect_12_MWSFX_GL.wav	Glass, Designed, Reverse, Rise, Effect, Magic,
GLASMisc_Reverse Glass Effect_13_MWSFX_GL.wav	Glass, Designed, Reverse, Rise, Effect, Magic,
GLASMisc_Reverse Glass Effect_14_MWSFX_GL.wav	Glass, Designed, Reverse, Rise, Effect, Magic,
GLASMisc_Reverse Glass Effect_15_MWSFX_GL.wav	Glass, Designed, Reverse, Rise, Effect, Magic,
GLASMisc_Reverse Glass Effect_16_MWSFX_GL.wav	Glass, Designed, Reverse, Rise, Effect, Magic,
GLASMisc_Reverse Glass Effect_17_MWSFX_GL.wav	Glass, Designed, Reverse, Rise, Effect, Magic,
GLASMisc_Reverse Glass Effect_18_MWSFX_GL.wav	Glass, Designed, Reverse, Rise, Effect, Magic,
GLASMisc_Reverse Glass Effect_19_MWSFX_GL.wav	Glass, Designed, Reverse, Rise, Effect, Magic,
GLASMisc_Reverse Glass Effect_20_MWSFX_GL.wav	Glass, Designed, Reverse, Rise, Effect, Magic,
GLASMisc_Reverse Glass Effect_21_MWSFX_GL.wav	Glass, Designed, Reverse, Rise, Effect, Magic,
GLASMisc_Reverse Glass Effect_22_MWSFX_GL.wav	Glass, Designed, Reverse, Rise, Effect, Magic,
GLASMvmt_Glass Debris Manipulation_MWSFX_GL_01.wav	Glass, Debris, Scratch, Slide, Gather,
GLASMvmt_Glass Debris Manipulation_MWSFX_GL_02.wav	Glass, Debris, Scratch, Slide, Gather,
GLASMvmt_Glass Debris Manipulation_MWSFX_GL_03.wav	Glass, Debris, Scratch, Slide, Gather,
GLASMvmt_Glass Debris Manipulation_MWSFX_GL_04.wav	Glass, Debris, Scratch, Slide, Gather,
GLASMvmt_Glass Debris Manipulation_MWSFX_GL_05.wav	Glass, Debris, Scratch, Slide, Gather,
GLASMvmt_Glass Debris Manipulation_MWSFX_GL_06.wav	Glass, Debris, Scratch, Slide, Gather,
GLASMvmt_Glass Debris Manipulation_MWSFX_GL_07.wav	Glass, Debris, Scratch, Slide, Gather,
GLASMvmt_Glass Debris Manipulation_MWSFX_GL_08.wav	Glass, Debris, Scratch, Slide, Gather,
GLASMvmt_Glass Debris Manipulation_MWSFX_GL_09.wav	Glass, Debris, Scratch, Slide, Gather,
GLASMvmt_Glass Debris Manipulation_MWSFX_GL_10.wav	Glass, Debris, Scratch, Slide, Gather,
GLASTonl_Dark Glass Sing_01_MWSFX_GL.wav	Glass, Designed, Effect, Magic, Tone, Dark, Pulse, Drone

GLASTonl_Dark Glass Sing_02_MWSFX_GL.wav	Glass, Designed, Effect, Magic, Tone, Dark, Pulse, Drone
GLASTonl_Dark Glass Sing_03_MWSFX_GL.wav	Glass, Designed, Effect, Magic, Tone, Dark, Pulse, Drone
GLASTonl_Dark Glass Sing_04_MWSFX_GL.wav	Glass, Designed, Effect, Magic, Tone, Dark, Pulse, Drone
GLASTonl_Dark Tone Thrill_01_MWSFX_GL.wav	Glass, Designed, Effect, Magic, Tone, Dark, Horror, Thrill,
GLASTonl_Dark Tone Thrill_02_MWSFX_GL.wav	Glass, Designed, Effect, Magic, Tone, Dark, Horror, Thrill,
GLASTonl_Dark Tone Thrill_03_MWSFX_GL.wav	Glass, Designed, Effect, Magic, Tone, Dark, Horror, Thrill,
GLASTonl_Dark Tone Thrill_04_MWSFX_GL.wav	Glass, Designed, Effect, Magic, Tone, Dark, Horror, Thrill,
GLASTonl_Dark Tone Thrill_05_MWSFX_GL.wav	Glass, Designed, Effect, Magic, Tone, Dark, Horror, Thrill,
GLASTonl_Dark Tone Thrill_07_MWSFX_GL.wav	Glass, Designed, Effect, Magic, Tone, Dark, Horror, Thrill,
GLASTonl_Dark Tone Thrill_08_MWSFX_GL.wav	Glass, Designed, Effect, Magic, Tone, Dark, Horror, Thrill,
GLASTonl_Dark Tone Thrill_09_MWSFX_GL.wav	Glass, Designed, Effect, Magic, Tone, Dark, Horror, Thrill,
GLASTonl_Dark Tone Thrill_10_MWSFX_GL.wav	Glass, Designed, Effect, Magic, Tone, Dark, Horror, Thrill,
GLASTonl_Dark Tone Thrill_11_MWSFX_GL.wav	Glass, Designed, Effect, Magic, Tone, Dark, Horror, Thrill,
GLASTonl_Glass Effect_01_MWSFX_GL.wav	Glass, Impact, Hit, Reverb, Tonal, Sing,
GLASTonl_Glass Effect_02_MWSFX_GL.wav	Glass, Impact, Hit, Reverb, Tonal, Sing,
GLASTonl_Glass Hit Resonance_MWSFX_GL_01.wav	Glass, Debris, Impact, Hit, Tonal, Bowed,
GLASTonl_Glass Hit Resonance_MWSFX_GL_02.wav	Glass, Debris, Impact, Hit, Tonal, Bowed,
GLASTonl_Glass Hit Resonance_MWSFX_GL_03.wav	Glass, Debris, Impact, Hit, Tonal, Bowed,
GLASTonl_Glass Hit Resonance_MWSFX_GL_04.wav	Glass, Debris, Impact, Hit, Tonal, Bowed,
GLASTonl_Glass Smash Effect_01_MWSFX_GL.wav	Glass, Impact, Hit, Reverb, Tonal, Sing,
GLASTonl_Glass Smash Effect_02_MWSFX_GL.wav	Glass, Impact, Hit, Reverb, Tonal, Sing,
GLASTonl_Glass Smash Effect_03_MWSFX_GL.wav	Glass, Impact, Hit, Reverb, Tonal, Sing,
GLASTonl_Glass Smash Effect_04_MWSFX_GL.wav	Glass, Impact, Hit, Reverb, Tonal, Sing,
GLASTonl_Glass Smash Effect_05_MWSFX_GL.wav	Glass, Impact, Hit, Reverb, Tonal, Sing,
GLASTonl_Scrub Singing Glass_01_MWSFX_GL.wav	Glass, Drag, Scratch, Rub, Scrub, Sing, Crystal,
GLASTonl_Scrub Singing Glass_02_MWSFX_GL.wav	Glass, Drag, Scratch, Rub, Scrub, Sing, Crystal,
GLASTonl_Scrub Singing Glass_03_MWSFX_GL.wav	Glass, Drag, Scratch, Rub, Scrub, Sing, Crystal,
GLASTonl_Scrub Singing Glass_04_MWSFX_GL.wav	Glass, Drag, Scratch, Rub, Scrub, Sing, Crystal,
GLASTonl_Scrub Singing Glass_05_MWSFX_GL.wav	Glass, Drag, Scratch, Rub, Scrub, Sing, Crystal,
GLASTonl_Scrub Singing Glass_06_MWSFX_GL.wav	Glass, Drag, Scratch, Rub, Scrub, Sing, Crystal,
GLASTonl_Scrub Singing Glass_07_MWSFX_GL.wav	Glass, Drag, Scratch, Rub, Scrub, Sing, Crystal,
GLASTonl_Scrub Singing Glass_08_MWSFX_GL.wav	Glass, Drag, Scratch, Rub, Scrub, Sing, Crystal,
GLASTonl_Scrub Singing Glass_09_MWSFX_GL.wav	Glass, Drag, Scratch, Rub, Scrub, Sing, Crystal,
GLASTonl_Scrub Singing Glass_10_MWSFX_GL.wav	Glass, Drag, Scratch, Rub, Scrub, Sing, Crystal,
GLASTonl_Scrub Singing Glass_11_MWSFX_GL.wav	Glass, Drag, Scratch, Rub, Scrub, Sing, Crystal,
GLASTonl_Scrub Singing Glass_12_MWSFX_GL.wav	Glass, Drag, Scratch, Rub, Scrub, Sing, Crystal,
GLASTonl_Scrub Singing Glass_13_MWSFX_GL.wav	Glass, Drag, Scratch, Rub, Scrub, Sing, Crystal,
GLASTonl_Scrub Singing Glass_14_MWSFX_GL.wav	Glass, Drag, Scratch, Rub, Scrub, Sing, Crystal,
GLASTonl_Scrub Singing Glass_15_MWSFX_GL.wav	Glass, Drag, Scratch, Rub, Scrub, Sing, Crystal,
GLASTonl_Scrub Singing Glass_16_MWSFX_GL.wav	Glass, Drag, Scratch, Rub, Scrub, Sing, Crystal,
GLASTonl_Scrub Singing Glass_17_MWSFX_GL.wav	Glass, Drag, Scratch, Rub, Scrub, Sing, Crystal,
GLASTonl_Scrub Singing Glass_18_MWSFX_GL.wav	Glass, Drag, Scratch, Rub, Scrub, Sing, Crystal,
GLASTonl_Scrub Singing Glass_19_MWSFX_GL.wav	Glass, Drag, Scratch, Rub, Scrub, Sing, Crystal,

GLASTonl_Scrub Singing Glass_20_MWSFX_GL.wav	Glass, Drag, Scratch, Rub, Scrub, Sing, Crystal,
GLASTonl_Scrub Singing Glass_21_MWSFX_GL.wav	Glass, Drag, Scratch, Rub, Scrub, Sing, Crystal,
GLASTonl_Scrub Singing Glass_22_MWSFX_GL.wav	Glass, Drag, Scratch, Rub, Scrub, Sing, Crystal,
GLASTonl_Scrub Singing Glass_23_MWSFX_GL.wav	Glass, Drag, Scratch, Rub, Scrub, Sing, Crystal,
GLASTonl_Scrub Singing Glass_24_MWSFX_GL.wav	Glass, Drag, Scratch, Rub, Scrub, Sing, Crystal,
GLASTonl_Scrub Singing Glass_25_MWSFX_GL.wav	Glass, Drag, Scratch, Rub, Scrub, Sing, Crystal,
GLASTonl_Scrub Singing Glass_26_MWSFX_GL.wav	Glass, Drag, Scratch, Rub, Scrub, Sing, Crystal,
GLASTonl_Scrub Singing Glass_27_MWSFX_GL.wav	Glass, Drag, Scratch, Rub, Scrub, Sing, Crystal,
GLASTonl_Scrub Singing Glass_28_MWSFX_GL.wav	Glass, Drag, Scratch, Rub, Scrub, Sing, Crystal,
GLASTonl_Scrub Singing Glass_29_MWSFX_GL.wav	Glass, Drag, Scratch, Rub, Scrub, Sing, Crystal,
GLASTonl_Scrub Singing Glass_30_MWSFX_GL.wav	Glass, Drag, Scratch, Rub, Scrub, Sing, Crystal,
GLASTonl_Singing Crystal Glass_01_MWSFX_GL.wav	Glass, Rub, Scratch, Sing, Crystal, Tone, Tonal,
GLASTonl_Singing Crystal Glass_02_MWSFX_GL.wav	Glass, Rub, Scratch, Sing, Crystal, Tone, Tonal,
GLASTonl_Singing Crystal Glass_03_MWSFX_GL.wav	Glass, Rub, Scratch, Sing, Crystal, Tone, Tonal,
GLASTonl_Singing Crystal Glass_04_MWSFX_GL.wav	Glass, Rub, Scratch, Sing, Crystal, Tone, Tonal,
GLASTonl_Singing Crystal Glass_05_MWSFX_GL.wav	Glass, Rub, Scratch, Sing, Crystal, Tone, Tonal,
GLASTonl_Singing Crystal Glass_06_MWSFX_GL.wav	Glass, Rub, Scratch, Sing, Crystal, Tone, Tonal,
GLASTonl_Singing Crystal Glass_07_MWSFX_GL.wav	Glass, Rub, Scratch, Sing, Crystal, Tone, Tonal,
GLASTonl_Singing Crystal Glass_08_MWSFX_GL.wav	Glass, Rub, Scratch, Sing, Crystal, Tone, Tonal,
GLASTonl_Singing Crystal Glass_09_MWSFX_GL.wav	Glass, Rub, Scratch, Sing, Crystal, Tone, Tonal,
GLASTonl_Singing Crystal Glass_10_MWSFX_GL.wav	Glass, Rub, Scratch, Sing, Crystal, Tone, Tonal,
GLASTonl_Singing Crystal Glass_11_MWSFX_GL.wav	Glass, Rub, Scratch, Sing, Crystal, Tone, Tonal,
GLASTonl_Singing Crystal Glass_12_MWSFX_GL.wav	Glass, Rub, Scratch, Sing, Crystal, Tone, Tonal,
GLASTonl_Singing Crystal Glass_13_MWSFX_GL.wav	Glass, Rub, Scratch, Sing, Crystal, Tone, Tonal,
GLASTonl_Singing Crystal Glass_14_MWSFX_GL.wav	Glass, Rub, Scratch, Sing, Crystal, Tone, Tonal,
GLASTonl_Singing Crystal Glass_15_MWSFX_GL.wav	Glass, Rub, Scratch, Sing, Crystal, Tone, Tonal,
GLASTonl_Singing Crystal Glass_16_MWSFX_GL.wav	Glass, Rub, Scratch, Sing, Crystal, Tone, Tonal,
GLASTonl_Singing Crystal Glass_17_MWSFX_GL.wav	Glass, Rub, Scratch, Sing, Crystal, Tone, Tonal,
GLASTonl_Singing Crystal Glass_18_MWSFX_GL.wav	Glass, Rub, Scratch, Sing, Crystal, Tone, Tonal,
GLASTonl_Singing Crystal Glass_19_MWSFX_GL.wav	Glass, Rub, Scratch, Sing, Crystal, Tone, Tonal,
GLASTonl_Singing Crystal Glass_20_MWSFX_GL.wav	Glass, Rub, Scratch, Sing, Crystal, Tone, Tonal,