

The Hollywood Edge Sound Effects Librarian

Condensed Printout

X				Set	Disc	Tk	Index	Time	Description	423 Records Found
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	01	01	2:58	Thick Underwater Ambience	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	02	01	2:59	Underwater Ambience - W / Sea Life	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	03	01	2:59	Low Underwater Ambience	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	04	01	2:58	Underwater Water Flow	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	05	01	3:02	Underwater Rumble And Bubbling	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	06	01	1:05	Underwater Ambience - Divers Perspective	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	07	01	2:17	Underwater Ambience - Divers Perspective Ver. 2	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	08	01	2:59	Underwater Ambience - Spooky	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	09	01	2:46	Underwater Ambience Metal- Spooky	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	10	01	2:44	Underwater Ambience Metal- Low Impacts	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	11	01	0:28	Underwater Ambience Metal- Ambient Metal	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	12	01	2:18	Underwater Ambience Metal- Ambient Metal Very Low	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	13	01	2:36	Underwater Ambience Metal- Ambient Metal Very Low And Rattly	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	14	01	2:43	Underwater Ambience Metal- Ambient Metal Singing Scrapes	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	15	01	1:01	Underwater Ambience Metal- Low Impacts V2	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	16	01	0:39	Underwater Ambience Metal- Low Impacts V3	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	17	01	0:43	Underwater Ambience Metal- Low Impacts V4	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	18	01	0:06	Underwater Metal- Low Impacts	
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	18	04	0:06	Underwater Metal- Low Impacts	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	18	05	0:06	Underwater Metal- Low Impacts	
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	19	01	0:03	Underwater Metal- Hi Pitched, Close Perspective	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	19	02	0:03	Underwater Metal- Hi Pitched, Close Perspective	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	19	03	0:03	Underwater Metal- Hi Pitched, Close Perspective	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	19	04	0:03	Underwater Metal- Hi Pitched, Close Perspective	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	19	05	0:03	Underwater Metal- Hi Pitched, Close Perspective	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	20	01	2:22	Underwater Rumble And Bubbling With Metal Movement	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	21	01	1:36	Underwater Int Rumble And Bubbling	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	22	01	0:25	Underwater Int Metal Rumble	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	22	02	0:26	Underwater Int Metal Rumble	
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	22	05	0:25	Underwater Int Metal Rumble	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	23	01	0:20	Underwater Int Low Metal Stress	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	23	02	0:20	Underwater Int Low Metal Stress	
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	24	01	0:22	Underwater Int Low Metal Stress Ver. 2	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	24	02	0:19	Underwater Int Low Metal Stress Ver. 2	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	24	03	0:25	Underwater Int Low Metal Stress Ver. 2	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	24	04	0:23	Underwater Int Low Metal Stress Ver. 2	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	24	05	0:21	Underwater Int Low Metal Stress Ver. 2	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	25	01	2:07	Underwater Metal Stress	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	26	01	0:29	Underwater Metal Stress Ver. 2	

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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	26	02	0:26	Underwater Metal Stress Ver. 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	26	03	0:34	Underwater Metal Stress Ver. 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	27	01	0:16	Underwater Metal Stress Ver. 3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	27	02	0:20	Underwater Metal Stress Ver. 3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	27	03	0:17	Underwater Metal Stress Ver. 3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	27	04	0:25	Underwater Metal Stress Ver. 3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	28	01	1:30	Underwater Metal Stress Ver. 4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	29	01	2:50	Underwater Metal Stress Ver. 5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	30	01	0:17	Underwater Metal Stress Ver. 6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	30	02	0:18	Underwater Metal Stress Ver. 6
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-01	31	01	1:03	Underwater Metal Stress Ver. 7
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-02	01	01	3:00	Birds, Sporadic Frogs, Cicadas And Crickets In Mountains Soft Wind, Late
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-02	02	01	3:00	Night Time Southern Birds And Insects
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-02	03	01	3:00	Pretty Mid Day Field Insects
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-02	04	01	3:00	Night Time Mississippi Insects Mid Winter (75 Degrees F)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-02	05	01	3:00	Cicadas From Montana, Late Summer
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-02	06	01	3:00	California Birds And Insects - Mid Day
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-02	07	01	3:00	California Birds And Insects With Oak Tree Forest Ambience - Mid Day
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-02	08	01	3:00	Nighttime - Early Winter, Louisiana
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-02	09	01	3:00	Western Nevada Meadow Ambience
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-02	10	01	3:00	California Frogs And Stream Ambience - Night Time, Mid Summer
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-02	11	01	3:00	Cicadas From Louisiana (With Some Added Cicadas From Colorado)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-02	12	01	3:00	Mixed Insect Ambience
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-02	13	01	3:00	Wyoming Cicadas And Field Insects, Mid Summer
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-02	14	01	3:00	Southern Nevada Windy Ghost Town Ambience Some Distant Birds And
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-02	15	01	3:00	Wind Through Various Southern California Forest Trees
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-02	16	01	3:00	Deep Night Crickets,night Bugs And Bird Calls, Northeast California
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-02	17	01	3:00	Desolate Wind Mix From Nevada Salt Flats
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-02	18	01	3:00	Mountain Wind With Metal Windmill
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-02	19	01	3:00	New Mexico Summer Rain Hitting Abandoned Farm House- Porch Perspective
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-02	20	01	3:00	Dry Summer Forest Wind @ Mt Pinos California
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-02	21	01	3:00	Blustery Snow Flurry, Nighttime
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-03	01	01	3:00	Low Frequency Factory Ambience, Indistinct, No Vox
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-03	02	01	3:00	Indistinct Factory Floor Ambience- No Vox Whining Machinery
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-03	03	01	3:00	Semi-distant Power Generating Plant, Nighttime
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-03	04	01	3:00	Semi-distant Power Paper Plant, Daytime Some Impacts Of Distant Machines
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-03	05	01	3:00	Industrial Ambience, Leaky Corridor
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-03	06	01	3:00	Dark Factory Ambience, Reverent Distant Machines And Impacts
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-03	07	01	3:00	Spooky Alley Ambience, Big City
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-03	08	01	3:00	Rainy Ambience In Alley, Eerie
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-03	09	01	3:00	Downtown Traffic, Denver Colorado
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-03	10	01	3:00	Industrial Boiler Room Ambience, With 1000 Gallon Boiler
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-03	11	01	3:00	Parking Structure, Enclosed- Reverberant Sounds In Bg
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-03	12	01	3:00	Distant Fire Trucks In San Francisco, Wet Streets, No Rain
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-03	13	01	3:00	Ominous Alley Rain
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-03	14	01	3:00	Intense California Freeway, Multiple Bys With Trucks And Cars

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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-03	15	01	3:00	Downtown Traffic, Big City
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-03	16	01	3:00	Industrial Harbor Ambience, With Fast Traffic And Bg City Presence
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-03	17	01	3:00	Indistinct High Angle City Traffic
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-03	18	01	3:00	Indistinct City Traffic, No Pedestrians, 35 Mph
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-03	19	01	3:00	Parking Structure, Enclosed- Busy, Distant Traffic Sounds
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	01	01	0:08	Spent Shell Casings .50 Caliber, On Steel Deck
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	01	02	0:11	Spent Shell Casings .50 Caliber, On Steel Deck
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	02	01	0:25	Shell Casings Drops On Steel Deck-constant, .30 Caliber
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	07	01	0:04	Shell Casings Single Shell Casing Drops In Reverberant Hall
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	07	02	0:05	Shell Casings Single Shell Casing Drops In Reverberant Hall
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	08	01	0:04	Shell Casings Single Shell Casing Drops In Reverberant Hall-higher In Pitch
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	08	02	0:04	Shell Casings Single Shell Casing Drops In Reverberant Hall-higher In Pitch
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	08	03	0:04	Shell Casings Single Shell Casing Drops In Reverberant Hall-higher In Pitch
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	08	04	0:04	Shell Casings Single Shell Casing Drops In Reverberant Hall-higher In Pitch
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	08	05	0:04	Shell Casings Single Shell Casing Drops In Reverberant Hall-higher In Pitch
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	08	06	0:04	Shell Casings Single Shell Casing Drops In Reverberant Hall-higher In Pitch
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	08	07	0:04	Shell Casings Single Shell Casing Drops In Reverberant Hall-higher In Pitch
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	08	08	0:04	Shell Casings Single Shell Casing Drops In Reverberant Hall-higher In Pitch
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	09	01	0:04	Shell Casings Single Shell Casing Drops In Reverberant Hall-higher In Pitch-
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	09	02	0:04	Shell Casings Single Shell Casing Drops In Reverberant Hall-higher In Pitch-
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	09	03	0:04	Shell Casings Single Shell Casing Drops In Reverberant Hall-higher In Pitch-
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	09	04	0:04	Shell Casings Single Shell Casing Drops In Reverberant Hall-higher In Pitch-
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	09	05	0:04	Shell Casings Single Shell Casing Drops In Reverberant Hall-higher In Pitch-
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	09	06	0:04	Shell Casings Single Shell Casing Drops In Reverberant Hall-higher In Pitch-
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	09	07	0:04	Shell Casings Single Shell Casing Drops In Reverberant Hall-higher In Pitch-
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	09	08	0:04	Shell Casings Shell Casings Single Shell Casing Drops In Reverberant
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	10	01	0:04	Shell Casings Single Tubular And Reverberant: Darker Hall Hall: 9 Mm
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	10	02	0:04	Shell Casings Single Tubular And Reverberant: Darker Hall Hall: 9 Mm
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	10	03	0:04	Shell Casings Single Tubular And Reverberant: Darker Hall Hall: 9 Mm
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	10	04	0:04	Shell Casings Single Tubular And Reverberant: Darker Hall Hall: 9 Mm
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	10	06	0:04	Shell Casings Single Tubular And Reverberant: Darker Hall Hall: 9 Mm
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	10	07	0:04	Shell Casings Single Tubular And Reverberant: Darker Hall Hall: 9 Mm
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	10	08	0:04	Shell Casings Single Tubular And Reverberant: Darker Hall Hall: 9 Mm
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	10	09	0:04	Shell Casings Single Tubular And Reverberant: Darker Hall Hall: 9 Mm
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	11	10	0:05	Shell Casings Single Tubular And Chunky Reverberant: Darker Hall: 9 Mm
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	11	11	0:05	Shell Casings Single Tubular And Chunky Reverberant: Darker Hall: 9 Mm

The Hollywood Edge Sound Effects Librarian

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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	11	01	0:05	Shell Casings Single Tubular And Chunky Reverberant: Darker Hall: 9 Mm
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	11	02	0:05	Shell Casings Single Tubular And Chunky Reverberant: Darker Hall: 9 Mm
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	11	03	0:05	Shell Casings Single Tubular And Chunky Reverberant: Darker Hall: 9 Mm
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	11	04	0:05	Shell Casings Single Tubular And Chunky Reverberant: Darker Hall: 9 Mm
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	11	05	0:05	Shell Casings Single Tubular And Chunky Reverberant: Darker Hall: 9 Mm
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	11	06	0:05	Shell Casings Single Tubular And Chunky Reverberant: Darker Hall: 9 Mm
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	11	07	0:05	Shell Casings Single Tubular And Chunky Reverberant: Darker Hall: 9 Mm
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	11	08	0:05	Shell Casings Single Tubular And Chunky Reverberant: Darker Hall: 9 Mm
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	11	09	0:05	Shell Casings Single Tubular And Chunky Reverberant: Darker Hall: 9 Mm
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	12	11	0:05	Shell Casings Single Tubular And Chunky Reverberant: Darker Hall: 7.62 Mm
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	12	01	0:05	Shell Casings Single Tubular And Chunky Reverberant: Darker Hall: 7.62 Mm
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	12	02	0:05	Shell Casings Single Tubular And Chunky Reverberant: Darker Hall: 7.62 Mm
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	12	03	0:05	Shell Casings Single Tubular And Chunky Reverberant: Darker Hall: 7.62 Mm
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	12	04	0:05	Shell Casings Single Tubular And Chunky Reverberant: Darker Hall: 7.62 Mm
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	12	05	0:05	Shell Casings Single Tubular And Chunky Reverberant: Darker Hall: 7.62 Mm
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	12	06	0:05	Shell Casings Single Tubular And Chunky Reverberant: Darker Hall: 7.62 Mm
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	12	07	0:05	Shell Casings Single Tubular And Chunky Reverberant: Darker Hall: 7.62 Mm
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	12	08	0:05	Shell Casings Single Tubular And Chunky Reverberant: Darker Hall: 7.62 Mm
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	12	09	0:05	Shell Casings Single Tubular And Chunky Reverberant: Darker Hall: 7.62 Mm
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	12	10	0:05	Shell Casings Single Tubular And Chunky Reverberant: Darker Hall: 7.62 Mm
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	13	10	0:04	Shell Casings Single Tubular And Chunky: Darker0: 7.62 Mm Ver.. 11
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	13	11	0:04	Shell Casings Single Tubular And Chunky: Darker0: 7.62 Mm Ver.. 12
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	13	12	0:04	Shell Casings Single Tubular And Chunky: Darker0: 7.62 Mm Ver.. 13
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	13	13	0:04	Shell Casings Single Tubular And Chunky: Darker0: 7.62 Mm Ver.. 14
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	13	01	0:04	Shell Casings Single Tubular And Chunky: Darker0: 7.62 Mm Ver.. 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	13	02	0:04	Shell Casings Single Tubular And Chunky: Darker0: 7.62 Mm Ver.. 3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	13	03	0:04	Shell Casings Single Tubular And Chunky: Darker0: 7.62 Mm Ver.. 4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	13	04	0:04	Shell Casings Single Tubular And Chunky: Darker0: 7.62 Mm Ver.. 5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	13	05	0:04	Shell Casings Single Tubular And Chunky: Darker0: 7.62 Mm Ver.. 6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	13	06	0:04	Shell Casings Single Tubular And Chunky: Darker0: 7.62 Mm Ver. 7
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	13	07	0:04	Shell Casings Single Tubular And Chunky: Darker0: 7.62 Mm Ver. 8
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	13	08	0:04	Shell Casings Single Tubular And Chunky: Darker0: 7.62 Mm Ver. 9
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	13	09	0:04	Shell Casings Single Tubular And Chunky: Darker0: 7.62 Mm Ver. 10
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	14	01	0:04	Bullet Impacts With Whir In And Impact
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	14	02	0:04	Bullet Impacts With Whir In And Impact
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	14	03	0:04	Bullet Impacts With Whir In And Impact
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	14	04	0:04	Bullet Impacts With Whir In And Impact
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	14	06	0:04	Bullet Impacts With Whir In And Impact
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	15	01	0:04	Bullet Impacts With Whir In, Impact And Debris
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	15	02	0:04	Bullet Impacts With Whir In, Impact And Debris
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	15	03	0:04	Bullet Impacts With Whir In, Impact And Debris
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	15	05	0:04	Bullet Impacts With Whir In, Impact And Debris
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	15	06	0:04	Bullet Impacts With Whir In, Impact And Debris
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	15	07	0:04	Bullet Impacts With Whir In, Impact And Debris
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	15	08	0:04	Bullet Impacts With Whir In, Impact And Debris
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	16	10	0:05	Bullet Impacts Wood Impacts With Whir In

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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	16	11	0:05	Bullet Impacts Wood Impacts With Whir In
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	16	01	0:05	Bullet Impacts Wood Impacts With Whir In
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	16	02	0:05	Bullet Impacts Wood Impacts With Whir In
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	16	03	0:05	Bullet Impacts Wood Impacts With Whir In
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	16	04	0:05	Bullet Impacts Wood Impacts With Whir In
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	16	05	0:05	Bullet Impacts Wood Impacts With Whir In
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	16	06	0:05	Bullet Impacts Wood Impacts With Whir In
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	16	07	0:05	Bullet Impacts Wood Impacts With Whir In
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	16	08	0:05	Bullet Impacts Wood Impacts With Whir In
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	16	09	0:05	Bullet Impacts Wood Impacts With Whir In
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	17	10	0:05	Bullet Impacts Wood Impacts With Whir In And Debris
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	17	11	0:05	Bullet Impacts Wood Impacts With Whir In And Debris
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	17	01	0:05	Bullet Impacts Wood Impacts With Whir In And Debris
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	17	02	0:05	Bullet Impacts Wood Impacts With Whir In And Debris
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	17	03	0:05	Bullet Impacts Wood Impacts With Whir In And Debris
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	17	04	0:05	Bullet Impacts Wood Impacts With Whir In And Debris
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	17	06	0:05	Bullet Impacts Wood Impacts With Whir In And Debris
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	18	02	0:04	Bullet Impacts Hitting Masonry With Whir In And Debris
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	18	03	0:04	Bullet Impacts Hitting Masonry With Whir In And Debris
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	19	01	0:05	Bullet Impacts Hitting Masonry With Whir In And Debris Ver. 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	19	02	0:05	Bullet Impacts Hitting Masonry With Whir In And Debris Ver. 3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	19	03	0:05	Bullet Impacts Hitting Masonry With Whir In And Debris Ver. 4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	19	04	0:05	Bullet Impacts Hitting Masonry With Whir In And Debris Ver. 5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	19	05	0:05	Bullet Impacts Hitting Masonry With Whir In And Debris Ver. 6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	19	06	0:05	Bullet Impacts Hitting Masonry With Whir In And Debris Ver. 7
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	19	07	0:05	Bullet Impacts Hitting Masonry With Whir In And Debris Ver. 8
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	20	01	0:04	Bullet Impacts Whir In And Ringy Decay
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	20	02	0:04	Bullet Impacts Whir In And Ringy Decay
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	20	03	0:04	Bullet Impacts Whir In And Ringy Decay
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	20	04	0:04	Bullet Impacts Whir In And Ringy Decay
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	20	05	0:04	Bullet Impacts Whir In And Ringy Decay
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	20	06	0:04	Bullet Impacts Whir In And Ringy Decay
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	20	07	0:04	Bullet Impacts Whir In And Ringy Decay
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	21	01	0:04	Bullet Impacts Whir In And Ringy Decay Ver. 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	21	02	0:04	Bullet Impacts Whir In And Ringy Decay Ver. 3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	21	03	0:04	Bullet Impacts Whir In And Ringy Decay Ver. 4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	21	04	0:04	Bullet Impacts Whir In And Ringy Decay Ver. 5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	21	05	0:04	Bullet Impacts Whir In And Ringy Decay Ver. 6

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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	22	01	0:05	Bullet Impacts Longer Ringy Metal Decay And Whir In
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	22	02	0:05	Bullet Impacts Longer Ringy Metal Decay And Whir In
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	22	03	0:05	Bullet Impacts Longer Ringy Metal Decay And Whir In
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	22	04	0:05	Bullet Impacts Longer Ringy Metal Decay And Whir In
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	23	01	0:05	Bullet Impacts Sheet Metal Impacts With Metal Decay / Debris And Whir In
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	23	02	0:05	Bullet Impacts Sheet Metal Impacts With Metal Decay / Debris And Whir In
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	23	03	0:05	Bullet Impacts Sheet Metal Impacts With Metal Decay / Debris And Whir In
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	23	04	0:05	Bullet Impacts Sheet Metal Impacts With Metal Decay / Debris And Whir In
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	23	05	0:05	Bullet Impacts Sheet Metal Impacts With Metal Decay / Debris And Whir In
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	24	01	0:07	Bullet Impacts Bullets With Whir In Impacting Metal And Debris - Tunnel
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	24	02	0:07	Bullet Impacts Bullets With Whir In Impacting Metal And Debris - Tunnel
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	24	03	0:07	Bullet Impacts Bullets With Whir In Impacting Metal And Debris - Tunnel
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	25	01	0:07	Bullet Impacts Bullets With Whir In Impacting Metal And Debris - Tunnel Ver.. 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	25	02	0:07	Bullet Impacts Bullets With Whir In Impacting Metal And Debris - Tunnel Ver.. 3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	25	03	0:07	Bullet Impacts Bullets With Whir In Impacting Metal And Debris - Tunnel Ver.. 4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	25	04	0:07	Bullet Impacts Bullets With Whir In Impacting Metal And Debris - Tunnel Ver.. 5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	26	10	0:03	Bullet Impacts Bullets With Whir In Piercing Light Sheet Metal
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	26	11	0:03	Bullet Impacts Bullets With Whir In Piercing Light Sheet Metal
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	26	12	0:03	Bullet Impacts Bullets With Whir In Piercing Light Sheet Metal
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	26	02	0:03	Bullet Impacts Bullets With Whir In Piercing Light Sheet Metal
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	26	03	0:03	Bullet Impacts Bullets With Whir In Piercing Light Sheet Metal
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	26	04	0:03	Bullet Impacts Bullets With Whir In Piercing Light Sheet Metal
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	26	05	0:03	Bullet Impacts Bullets With Whir In Piercing Light Sheet Metal
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	26	06	0:03	Bullet Impacts Bullets With Whir In Piercing Light Sheet Metal
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	26	07	0:03	Bullet Impacts Bullets With Whir In Piercing Light Sheet Metal
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	26	08	0:03	Bullet Impacts Bullets With Whir In Piercing Light Sheet Metal
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	26	09	0:03	Bullet Impacts Bullets With Whir In Piercing Light Sheet Metal
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	27	01	0:04	Bullet Impacts Bullets With Whir In Impacting Metal
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	27	02	0:04	Bullet Impacts Bullets With Whir In Impacting Metal
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	28	02	0:05	Bullet Impacts Bullets With Whir In Impacting Metal With Rattling
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	28	04	0:05	Bullet Impacts Bullets With Whir In Impacting Metal With Rattling
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	28	05	0:05	Bullet Impacts Bullets With Whir In Impacting Metal With Rattling
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	28	06	0:05	Bullet Impacts Bullets With Whir In Impacting Metal With Rattling
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	28	07	0:05	Bullet Impacts Bullets With Whir In Impacting Metal With Rattling
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	29	01	0:04	Quick Glass Impacts, Small
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	29	02	0:04	Quick Glass Impacts, Small
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	29	03	0:04	Quick Glass Impacts, Small
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	29	04	0:04	Quick Glass Impacts, Small
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	29	05	0:04	Quick Glass Impacts, Small
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	29	06	0:04	Quick Glass Impacts, Small
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	29	07	0:04	Quick Glass Impacts, Small
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	29	08	0:04	Quick Glass Impacts, Small

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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	30	01	0:03	Glass Impacts With Debris, Medium
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	30	02	0:03	Glass Impacts With Debris, Medium
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	30	03	0:03	Glass Impacts With Debris, Medium
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	30	04	0:03	Glass Impacts With Debris, Medium
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	30	05	0:03	Glass Impacts With Debris, Medium
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	30	06	0:03	Glass Impacts With Debris, Medium
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	31	01	0:03	Glass Impacts With Debris, Decay Ver. 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	31	02	0:03	Glass Impacts With Debris, Decay Ver. 3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	31	03	0:03	Glass Impacts With Debris, Decay Ver. 4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	31	04	0:03	Glass Impacts With Debris, Decay Ver. 5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	32	01	0:05	Explosion, Surface Perspective Depth Charge Multiple Ver.. 0
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	32	02	0:05	Explosion, Surface Perspective Depth Charge Multiple Ver.. 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	32	03	0:05	Explosion, Surface Perspective Depth Charge Multiple Ver.. 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	32	04	0:05	Explosion, Surface Perspective Depth Charge Multiple Ver.. 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	33	01	0:22	Explosion, Surface Perspective Depth Charge Multiple Ver.. 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	33	02	0:24	Explosion, Surface Perspective Depth Charge Multiple Ver.. 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	33	03	0:23	Explosion, Surface Perspective Depth Charge Multiple Ver.. 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	33	04	0:24	Explosion, Surface Perspective Depth Charge Multiple Ver.. 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	34	10	0:04	Bullet Impacts On Water - Surface
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	34	11	0:04	Bullet Impacts On Water - Surface
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	34	01	0:04	Bullet Impacts On Water - Surface
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	34	02	0:04	Bullet Impacts On Water - Surface
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	34	03	0:04	Bullet Impacts On Water - Surface
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	34	04	0:04	Bullet Impacts On Water - Surface
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	34	05	0:04	Bullet Impacts On Water - Surface
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	34	06	0:04	Bullet Impacts On Water - Surface
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	34	07	0:04	Bullet Impacts On Water - Surface
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	34	08	0:04	Bullet Impacts On Water - Surface
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	34	09	0:04	Bullet Impacts On Water - Surface
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	35	01	0:04	Bullet Impacts On Water - Surface, Heavier
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	35	02	0:04	Bullet Impacts On Water - Surface, Heavier
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	35	03	0:04	Bullet Impacts On Water - Surface, Heavier
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	35	04	0:04	Bullet Impacts On Water - Surface, Heavier
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	35	05	0:04	Bullet Impacts On Water - Surface, Heavier
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	35	06	0:04	Bullet Impacts On Water - Surface, Heavier
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	35	07	0:04	Bullet Impacts On Water - Surface, Heavier
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	35	08	0:04	Bullet Impacts On Water - Surface, Heavier
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	36	10	0:03	Bullet Impacts On Water - Surface Tight
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	36	01	0:03	Bullet Impacts On Water - Surface Tight
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	36	02	0:03	Bullet Impacts On Water - Surface Tight
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	36	03	0:03	Bullet Impacts On Water - Surface Tight
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	36	04	0:03	Bullet Impacts On Water - Surface Tight
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	36	05	0:03	Bullet Impacts On Water - Surface Tight
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	36	06	0:03	Bullet Impacts On Water - Surface Tight
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	36	07	0:03	Bullet Impacts On Water - Surface Tight
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	36	08	0:03	Bullet Impacts On Water - Surface Tight
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	36	09	0:03	Bullet Impacts On Water - Surface Tight
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	37	01	0:04	Bullet Impacts On Water - Surface And Underwater Mix

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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	37	02	0:04	Bullet Impacts On Water - Surface And Underwater Mix
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	37	03	0:04	Bullet Impacts On Water - Surface And Underwater Mix
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	37	04	0:04	Bullet Impacts On Water - Surface And Underwater Mix
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	37	05	0:04	Bullet Impacts On Water - Surface And Underwater Mix
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	37	06	0:04	Bullet Impacts On Water - Surface And Underwater Mix
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	37	07	0:04	Bullet Impacts On Water - Surface And Underwater Mix
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	37	08	0:04	Bullet Impacts On Water - Surface And Underwater Mix
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	38	01	0:04	Bullet Impacts On Water - Surface And Underwater Mix Ver. 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	38	02	0:04	Bullet Impacts On Water - Surface And Underwater Mix Ver. 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	38	03	0:04	Bullet Impacts On Water - Surface And Underwater Mix Ver. 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	38	04	0:04	Bullet Impacts On Water - Surface And Underwater Mix Ver. 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	38	05	0:04	Bullet Impacts On Water - Surface And Underwater Mix Ver. 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	38	06	0:04	Bullet Impacts On Water - Surface And Underwater Mix Ver. 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	39	01	0:04	Bullets Slice Through Water - Underwater Perspective Ver.. 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	39	02	0:04	Bullets Slice Through Water - Underwater Perspective Ver.. 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	39	03	0:04	Bullets Slice Through Water - Underwater Perspective Ver.. 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	39	04	0:04	Bullets Slice Through Water - Underwater Perspective Ver.. 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	39	05	0:04	Bullets Slice Through Water - Underwater Perspective Ver.. 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	39	06	0:04	Bullets Slice Through Water - Underwater Perspective Ver.. 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	39	07	0:04	Bullets Slice Through Water - Underwater Perspective Ver.. 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	40	01	0:04	Bullets Slice Through Water - Underwater Perspective Ver.. 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	40	02	0:04	Bullets Slice Through Water - Underwater Perspective Ver.. 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	40	03	0:04	Bullets Slice Through Water - Underwater Perspective Ver.. 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	40	04	0:04	Bullets Slice Through Water - Underwater Perspective Ver.. 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	40	05	0:04	Bullets Slice Through Water - Underwater Perspective Ver.. 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	40	06	0:04	Bullets Slice Through Water - Underwater Perspective Ver.. 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	40	07	0:04	Bullets Slice Through Water - Underwater Perspective Ver.. 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	40	08	0:04	Bullets Slice Through Water - Underwater Perspective Ver.. 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	40	09	0:04	Bullets Slice Through Water - Underwater Perspective Ver.. 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	41	01	0:03	Automatic Pistol Silenced With Cycling And Chirp Exit
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	41	02	0:03	Automatic Pistol Silenced With Cycling And Chirp Exit
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	41	03	0:03	Automatic Pistol Silenced With Cycling And Chirp Exit
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	41	04	0:03	Automatic Pistol Silenced With Cycling And Chirp Exit
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	41	05	0:03	Automatic Pistol Silenced With Cycling And Chirp Exit
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	42	01	0:03	Automatic Pistol Silenced With Cycling And Chirp Exit Ver. 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	42	02	0:03	Automatic Pistol Silenced With Cycling And Chirp Exit Ver. 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	42	03	0:03	Automatic Pistol Silenced With Cycling And Chirp Exit Ver. 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	42	04	0:03	Automatic Pistol Silenced With Cycling And Chirp Exit Ver. 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	43	01	0:10	German 8.8 Cm Infantry Mortar - Has Tube Drop And Concussion Exit
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	43	02	0:10	German 8.8 Cm Infantry Mortar - Has Tube Drop And Concussion Exit
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	43	03	0:10	German 8.8 Cm Infantry Mortar - Has Tube Drop And Concussion Exit
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	43	04	0:10	German 8.8 Cm Infantry Mortar - Has Tube Drop And Concussion Exit
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	44	01	0:10	German 8.8 Cm Infantry Mortar - Has Tube Drop And Concussion Exit Ver.. 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	44	02	0:10	German 8.8 Cm Infantry Mortar - Has Tube Drop And Concussion Exit Ver.. 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	44	03	0:10	German 8.8 Cm Infantry Mortar - Has Tube Drop And Concussion Exit Ver.. 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	44	04	0:10	German 8.8 Cm Infantry Mortar - Has Tube Drop And Concussion Exit Ver.. 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	45	01	0:10	German 8.8 Cm Infantry Mortar - Has Tube Drop / Concussion Exit And Metallic
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	45	02	0:10	German 8.8 Cm Infantry Mortar - Has Tube Drop / Concussion Exit And Metallic

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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	45	03	0:10	German 8.8 Cm Infantry Mortar - Has Tube Drop / Concussion Exit And Metallic
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	45	04	0:10	German 8.8 Cm Infantry Mortar - Has Tube Drop / Concussion Exit And Metallic
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	46	01	0:10	German Ww1 Mouser Antitank Rifle 13 Mm Multiple Shots
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	46	02	0:10	German Ww1 Mouser Antitank Rifle 13 Mm Multiple Shots
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	46	03	0:10	German Ww1 Mouser Antitank Rifle 13 Mm Multiple Shots
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	47	01	0:06	Shotgun Firing - Big Beefy Ext. Ver. 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	47	02	0:06	Shotgun Firing - Big Beefy Ext. Ver. 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	47	03	0:06	Shotgun Firing - Big Beefy Ext. Ver. 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	48	01	0:07	Shotgun Firing - Big Beefy Ext. Ver. 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	48	02	0:07	Shotgun Firing - Big Beefy Ext. Ver. 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	48	03	0:07	Shotgun Firing - Big Beefy Ext. Ver. 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	49	01	0:06	Shotgun Firing - Big Beefy Ext. Ver. 3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	49	02	0:06	Shotgun Firing - Big Beefy Ext. Ver. 3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	49	03	0:06	Shotgun Firing - Big Beefy Ext. Ver. 3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	50	01	0:13	Explosion, Contained As If In Car Park
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	51	01	0:08	Explosion Interior, Lots Of Debris
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	52	01	0:09	Demolition Charges W / Debris Ver. 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	53	01	0:09	Demolition Charges W / Debris Ver. 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	54	01	0:14	Grenade- Defensive W / Debris
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	55	01	0:14	Grenade- Defensive W / Debris Ver. 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	56	01	0:11	Bunker Explosion W / Debris
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	57	01	0:15	Bunker Explosion W / Debris Ver. 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	58	01	0:15	Small Explosion - Designed For Defensive Hand Grenade Ver. 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	59	01	0:15	Small Explosion - Designed For Defensive Hand Grenade Ver. 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	60	01	1:11	Street Battle With Mixed Weapons Including Small Arms, Machine Guns And
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	61	01	1:26	Street Battle With Mixed Weapons, More Documentary Styled
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	62	01	0:06	Explosion, Mining Charge
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	62	02	0:06	Explosion, Mining Charge
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	62	03	0:06	Explosion, Mining Charge
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	62	04	0:06	Explosion, Mining Charge
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	63	01	0:09	Underwater Explosions Ver. 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	63	02	0:10	Underwater Explosions Ver. 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	63	03	0:14	Underwater Explosions Ver. 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	63	04	0:15	Underwater Explosions Ver. 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	63	05	0:09	Underwater Explosions Ver. 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	64	01	0:15	Underwater Explosions Ver. 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	64	02	0:17	Underwater Explosions Ver. 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	64	03	0:20	Underwater Explosions Ver. 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	64	04	0:18	Underwater Explosions Ver. 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CM	CM-04	64	05	0:18	Underwater Explosions Ver. 2