

The Hollywood Edge Sound Effects Librarian  
Condensed Printout

									588 Records Found
				Set	Disc	Tk	Index	Time	Description
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	01	01	0:21	Hi-tech Doors Comp 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	02	01	0:36	Hi-tech Doors Comp 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	03	01	0:36	Hi-tech Doors Comp 3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	04	01	0:07	Hi-tech Door Opening / Comp
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	05	01	0:23	Hi-tech Door Closing / Comp
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	06	01	0:11	Airlock, Huge, Open And Close 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	07	01	0:08	Airlock, Huge, Open And Close 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	08	01	0:08	Airlock Close
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	09	01	0:26	Massive Door Close And Lock 1-5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	10	01	0:39	Massive Door Close And Lock 6-10
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	11	01	0:28	Massive Metal Bolt
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	12	01	0:24	Airlock Bolt Mechanism X3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	13	01	0:11	Medium Bolt Mechanisms X4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	14	01	0:05	Small Servo-assisted Locks X3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	15	01	0:13	Vault, Massive, Opens
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	16	01	0:25	Vault Mechanism, Massive X2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	17	01	0:51	Metal Impacts, Deep And Long X3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	18	01	0:42	Metal Impacts, Long X2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	19	01	0:23	Metal Impacts, Deep And Resonant X3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	20	01	1:33	Metal Movement, Deep And Heavy X2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	21	01	0:30	Metal Door Impact, Huge X4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	22	01	0:25	Metal Door Vibrations, Huge X3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	23	01	0:02	Lock Rams Home X2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	24	01	0:39	Metal Door Vibrating Impacts X5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	25	01	0:22	Door Locking Mechanism, Int. Door Perspective X3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	26	01	0:22	Metal Drumsticks X2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	27	01	0:24	Metal-by, Throbbing 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	28	01	0:24	Metal-by, Throbbing 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	29	01	0:15	Metal-by, Strained And Stressed
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	30	01	0:28	Metal, Deep Resonating Rumble
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	31	01	0:28	Heavy Metal Movement 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	32	01	0:23	Heavy Metal Movement 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	33	01	0:11	Heavy Metal Movement 3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	34	01	0:31	Heavy Metal Movement 4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	35	01	0:18	Heavy Metal Movement 5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	36	01	0:33	Heavy Metal Movement 6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	37	01	0:21	Heavy Metal Movement 7
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	38	01	0:02	Torque Lock X2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	39	01	0:24	Wheel / Cog Lock Type 1 X3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	40	01	0:18	Wheel / Cog Lock Type 2 X2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	41	01	0:10	Wheel / Cog Lock, Massive, Slows To A Halt X3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	42	01	0:42	Electro Magnetism 1 X6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	43	01	0:12	Electro Magnetism 2 X2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	44	01	0:37	Electro Magnetism 3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	45	01	0:28	Electro Magnetism 4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	46	01	0:27	Electro Magnetism 5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	47	01	0:18	Electro Magnetism 6

The Hollywood Edge Sound Effects Librarian  
Condensed Printout

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	48	01	1:12	Electro Magnetics, Multiple, Up And Down
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	49	01	0:46	Hi-tech Servo 1 X2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	50	01	0:39	Hi-tech Servo 2 X2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	51	01	0:12	Servo, Short 1-4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	52	01	0:07	Servo, Short 5-6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	53	01	0:10	Servo, Short 7-11
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	54	01	0:16	Servo, Long X2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	55	01	0:25	Servo, Long X2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	56	01	0:28	Servo, Long X2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	57	01	0:11	Servo A, Small, 1-4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	58	01	0:09	Servo A, Small, 5-9
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	59	01	0:13	Servo A, Small, 10-13
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	60	01	0:14	Servo B, Small, 1-4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	61	01	0:17	Servo, Heavy X3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	62	01	0:08	Servo, Nasty
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	63	01	0:07	Servo A, Vicious X4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	64	01	0:03	Servo B, Vicious
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	65	01	0:05	Servo Small, Heavy
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	66	01	0:08	Servo, Laser Assisted X3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	67	01	0:06	Bass Servo
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	68	01	0:33	Ambient Servo 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	69	01	0:51	Ambient Servo 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	70	01	0:05	Ambient Servo Up And Down
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	71	01	0:16	Heavy Servo Power X2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	72	01	0:43	Laser Power, Heavy Version 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	73	01	0:11	Laser Power, Heavy Version 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	74	01	0:06	Power Surge X2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	75	01	0:42	Power Source
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	76	01	0:11	Power Out Type 1 X2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	77	01	0:12	Power Out Type 2 X2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	78	01	0:38	Power Throb, Deep Bass
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	79	01	0:13	Power, Laser, Up And Constant
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	80	01	0:08	Power Out, Laser X3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	81	01	0:16	Power, Laser, Up And Out Type 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	82	01	0:13	Power, Laser, Up And Out Type 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	83	01	0:24	Power, Laser, Up And Out X4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	84	01	0:03	Power Down, Big Bass!
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	85	01	0:10	Power Down With Switch X2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	86	01	0:18	Power Up X3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	87	01	0:12	Power Fizzle X5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	88	01	0:44	P0ower, Vast Machine Up And Down
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	89	01	1:01	Power, Machine 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	90	01	1:00	Power, Machine 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	91	01	1:04	Power, Machine 3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	92	01	0:59	Power, Space Machine
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	93	01	1:59	Power Ambience
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-01	94	01	0:22	Servo Ambience
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	01	01	0:26	Laser Attacks, Vicious X3

# The Hollywood Edge Sound Effects Librarian

## Condensed Printout

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	02	01	0:09	Laser Bys, Vicious X3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	03	01	0:17	Laser Sparks, Constant
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	04	01	0:10	Laser Tone, Constant
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	05	01	0:43	Laser On And Off X4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	06	01	0:02	Laser Start And Stop
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	07	01	0:01	Laser Burn whoosh
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	08	01	0:34	Computer / Interior Electro Activity 1-7
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	09	01	0:21	Computer / Interior Electro Activity 8-10
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	10	01	0:02	Computer Out X2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	11	01	0:51	Computer Spiked Type 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	12	01	1:02	Computer Spiked Type 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	13	01	1:09	Computer Interior X3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	14	01	0:33	Computer Interior, Long X2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	15	01	0:13	Computer Interior A
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	16	01	0:48	Computer Interior B
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	17	01	0:09	Computer Screen Beeps X6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	18	01	0:18	Computer Screen X5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	19	01	0:10	Computer Shorts Out X3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	20	01	0:17	Computer Mouth Harp Error
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	21	01	0:49	Laser / Interior Computer Ambience 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	22	01	2:17	Laser / Interior Computer Ambience 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	23	01	1:13	Laser / Interior Computer Ambience 3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	24	01	1:04	Laser / Interior Computer Ambience 4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	25	01	1:05	Laser / Interior Computer Ambience 5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	26	01	0:37	Laser / Computer Up And Down 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	27	01	0:20	Laser / Computer Up And Down 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	28	01	0:22	Neon Light Strips Turned On X8
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	29	01	0:10	Neon Light Strips Turned On 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	30	01	0:10	Neon Light Strips Turned On 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	31	01	0:12	DJ Laser Activated, Alarm
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	32	01	0:18	DJ Laser Burst 1-10
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	33	01	0:06	DJ Laser Fire X4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	34	01	0:02	DJ Laser Power Down
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	35	01	0:13	DJ Laser Shots 1-10
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	36	01	0:13	DJ Laser Shots 11-20
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	37	01	0:08	DJ Laser Shots 21-27
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	38	01	0:15	DJ Computer Activate X15
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	39	01	0:08	DJ Computer Error Signal X7
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	40	01	0:37	DJ Mad Computer X10
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	41	01	0:35	DJ Computer Malfunction X5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	42	01	0:17	DJ Computer Screen Fizz X12
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	43	01	0:13	DJ Computer Blips X12
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	44	01	0:04	DJ Computer Nasty Blips X4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	45	01	0:04	DJ Computer Screen Signals X4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	46	01	0:24	DJ Computer Screen Malfunction X10
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	47	01	0:28	DJ Computer Screen Out X8
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	48	01	0:07	DJ Computer Shutdown X2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	49	01	0:05	DJ Computer Burn-out X3

The Hollywood Edge Sound Effects Librarian  
Condensed Printout

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	50	01	0:04	DJ Video Game!!
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	51	01	0:22	DJ Dentist Drill X7
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	52	01	0:09	DJ Electro Nasties 1-7
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	53	01	0:08	DJ Electro Nasties 8-14
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	54	01	0:09	DJ Nasties 1-7
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	55	01	0:17	DJ Nasties 11-20
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	56	01	0:20	DJ Nasties 21-30
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	57	01	0:13	DJ Power Surge X6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	58	01	0:05	DJ Nasty Power Surge X3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	59	01	1:45	DJ Power Down X10
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	60	01	0:42	DJ Power Up X10
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	61	01	1:17	DJ Power Throbs X5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	62	01	0:14	DJ Power Spikes X5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	63	01	0:37	DJ Communications Malfunction X8
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	64	01	0:11	DJ Communications Out X6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	65	01	0:37	DJ Alarms X2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	66	01	0:13	DJ Klaxon
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	67	01	0:11	DJ Sparks 1-10
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	68	01	0:14	DJ Sparks 11-20
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	69	01	0:11	DJ Sparks 21-30
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	70	01	0:09	DJ Whooshes X6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	71	01	0:18	DJ Scratch Performance 1-3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	72	01	0:19	DJ Scratch Performance 4-6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	73	01	0:40	DJ Scratch Performance 7-9
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	74	01	0:20	Pure Vinyl 1-7
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	75	01	0:18	Pure Vinyl 8-16
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	76	01	0:04	Pure Vinyl Guitar X2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	77	01	1:02	DJ Vinyl Wacklers 1-10
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	78	01	0:25	DJ Vinyl Wacklers 11-20
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	79	01	0:14	DJ Vinyl Bass Wacklers 1-4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	80	01	0:03	DJ Zips X4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	81	01	0:04	DJ Skids X2^
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	82	01	0:06	DJ Servos X5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	83	01	0:10	DJ Strange X6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	84	01	0:06	DJ Loops X3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	85	01	0:51	DJ Helicopter X2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	86	01	1:59	KYMA Helicopter
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	87	01	0:26	KYMA Electro-Liquid Pipe
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	88	01	0:18	KYMA Scanner
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	89	01	2:07	KYMA Monk Storm
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	90	01	0:30	KYMA Weird Communication X2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	91	01	1:18	KYMA Radio Death
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	92	01	0:07	Weird Laser Bursts X2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-02	93	01	0:09	Weird Laser Surge
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	01	01	0:06	Bone Break, Large X3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	02	01	0:03	Neck Break, Large X2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	03	01	0:05	Bone Break X4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	04	01	0:18	Bone Impacts, Large 1-10

The Hollywood Edge Sound Effects Librarian  
Condensed Printout

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	05	01	0:12	Bone Impacts, Large 11-20
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	06	01	0:28	Bone Impacts, Large 21-33
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	07	01	0:08	Bone Chops X8
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	08	01	0:10	Bone Chopping
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	09	01	0:01	Bone Splatter
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	10	01	0:18	Sawing Bone 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	11	01	0:05	Sawing Bone 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	12	01	0:05	Sawing Bone 3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	13	01	0:12	Sawing Bone 4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	14	01	0:11	Sawing Bone & Flesh 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	15	01	0:07	Sawing Bone & Flesh 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	16	01	0:10	Sawing Bone & Flesh 3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	17	01	0:10	Sawing Bone & Flesh 4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	18	01	0:06	Cutting Up Carcass
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	19	01	0:08	Cutting Flesh, Sticky Version 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	20	01	0:10	Cutting Flesh, Sticky Version 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	21	01	0:13	Slicing Flesh X3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	22	01	0:13	Impaling Body Slowly 1-3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	23	01	0:35	Impaling Body Slowly 4-6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	24	01	0:15	Body Impaled X10
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	25	01	0:04	Disemboweling X2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	26	01	0:07	Gouge Eye From Socket
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	27	01	0:09	Pulling Eye Out Of Socket
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	28	01	0:06	Removing Heart From Chest Cavity
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	29	01	0:02	Removing Organ From Abdominal Cavity
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	30	01	0:07	Manual Searching In Cadaver Torso Cavities
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	31	01	0:11	Sticky Splintering Bones X5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	32	01	0:06	Flesh Mangle Type 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	33	01	0:17	Flesh Mangle Type 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	34	01	0:24	Worms Crawl Out Of Flesh
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	35	01	0:28	Bone And Flesh Sticky Movement X4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	36	01	0:06	Body Mangled In Machinery
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	37	01	0:07	Gore Splatters X2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	38	01	0:06	Flesh Rips 1-5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	39	01	0:04	Flesh Rips 6-9
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	40	01	0:02	Wound Opens, 2 Different Types
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	41	01	0:29	Blood Drips And Squelches
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	42	01	0:23	Sticky Flesh Movements X12
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	43	01	0:02	Blood From Mouth Type 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	44	01	0:13	Blood From Mouth Type 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	45	01	0:12	Stab And Rip Flesh X5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	46	01	0:14	Stabs 1-10
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	47	01	0:11	Stabs 11-18
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	48	01	0:13	Heavy Stabs 1-10
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	49	01	0:03	Hook Into Flesh And Rip
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	50	01	0:16	Sticky Stabs X10
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	51	01	0:16	Heavy Bone Stabs X7
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	52	01	0:15	Stabs, Multiple, Frenzied

# The Hollywood Edge Sound Effects Librarian

## Condensed Printout

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	53	01	0:12	Stab Eye Socket X8
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	54	01	0:01	Skull Impact
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	55	01	0:02	Skull Impact X2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	56	01	0:01	Saw Removed From Bone
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	57	01	0:01	Heavy Body Fall
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	58	01	0:01	Wet Body Fall
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	59	01	0:02	Sticky Body Fall
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	60	01	0:02	Bloody Body Fall
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	61	01	0:01	Wet Crunchy Punch
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	62	01	0:02	Wet Punches X2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	63	01	0:05	Wet Punches X3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	64	01	0:02	Wet Face Punch X2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	65	01	0:01	Sharp Wet Punch
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	66	01	0:01	Head Hit With Axe
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	67	01	0:01	Zombie Bites Into Flesh, Huge
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	68	01	0:12	Zombie Bites Into Flesh X5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	69	01	0:16	Zombie Bites X6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	70	01	0:24	Zombie Eats Flesh
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	71	01	0:03	Heavy Body Falls X2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	72	01	0:03	Body Fall On Wood
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	73	01	0:01	Body Thuds Against Glass
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	74	01	0:03	Body Fall With Swish X2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	75	01	0:06	Body Fall With Weapon X2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	76	01	0:01	Body Hits Metal Door
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	77	01	0:01	Boots Impact On Stone
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	78	01	0:17	Blood Breath 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	79	01	0:19	Blood Breath 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	80	01	0:48	Breathing In Mask 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	81	01	0:36	Breathing In Mask 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-03	82	01	0:26	Tube Breath
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	01	01	0:25	Attack Vocals Comp, Male X3, Female X3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	02	01	0:30	Attack Vocals Comp, Single Zombies 1-10
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	03	01	0:20	Attack Vocals Comp, Single Zombies 11-16
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	04	01	0:07	Injured Zombie X4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	05	01	0:14	Zombie, Female, Vicious Attack
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	06	01	0:36	Zombie Vicious Attacks 1-7
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	07	01	0:50	Zombie Vicious Attacks 8-15
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	08	01	0:16	Zombie Vicious Attacks 16-22
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	09	01	0:17	Zombie Vicious Attacks 23-30
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	10	01	0:21	Zombie Growl-attack 1-10
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	11	01	0:24	Zombie Growl-attack 11-20
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	12	01	0:31	Zombie Growl-attack 21-31
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	13	01	0:14	Single Bite / Vocal Only 1-10
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	14	01	0:15	Single Bite / Vocal Only 11-20
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	15	01	0:21	Single Bite / Vocal Only 21-30
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	16	01	0:19	Single Bite / Vocal Only 31-40
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	17	01	0:31	Single Deep Growling Breath A 1-13
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	18	01	0:31	Single Deep Growling Breath B 1-13

The Hollywood Edge Sound Effects Librarian  
Condensed Printout

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	19	01	0:41	Single Deep Growling Breath C 1-13
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	20	01	0:15	Zombie Male Breathing 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	21	01	0:10	Zombie Male Breathing 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	22	01	0:09	Zombie Male Breathing 3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	23	01	0:15	Zombie Male Breathing 4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	24	01	0:09	Zombie Male Breathing 5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	25	01	0:09	Zombie Male Breathing 6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	26	01	1:26	Zombie Male Breathing, Regular 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	27	01	0:23	Zombie Male Breathing, Regular 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	28	01	0:43	Zombie Male Breathing, Regular 3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	29	01	0:13	Zombie Male Breathing, Regular 4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	30	01	2:31	Zombie Female Breathing, Regular 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	31	01	1:02	Zombie Female Breathing, Regular 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	32	01	2:24	Zombie Female Breathing, Regular 3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	33	01	1:01	Zombie Female Breathing, Regular 4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	34	01	0:09	Phlegmy Breathing 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	35	01	0:06	Phlegmy Breathing 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	36	01	0:06	Phlegmy Breathing 3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	37	01	0:07	Phlegmy Breathing 4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	38	01	0:24	Phlegmy Breathing 5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	39	01	0:20	Phlegmy Breathing 6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	40	01	0:14	Phlegmy Breathing 7
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	41	01	0:05	Phlegmy Breathing 8
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	42	01	0:07	Phlegmy Breathing 9
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	43	01	0:43	Single Zombie Snarls, Male X10
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	44	01	0:05	Single Zombie Snarls, Female X3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	45	01	0:17	Single Vocal Impacts, Female X10
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	46	01	0:17	Single Vocal Impacts, Male 1-10
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	47	01	0:18	Single Vocal Impacts, Male 11-20
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	48	01	0:20	Single Vocal Impacts, Male 21-30
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	49	01	0:21	Single Vocal Impacts, Male 31-40
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	50	01	0:17	Single Vocal Impacts, Male 41-48
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	51	01	0:34	Single Zombie Screams, Female 1-14
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	52	01	1:44	Zombie Moans, Single Female 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	53	01	1:55	Zombie Moans, Single Female 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	54	01	1:18	Zombie Moans, Single Female 3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	55	01	1:00	Zombie Moans, Single Male 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	56	01	1:21	Zombie Moans, Single Male 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	57	01	2:24	Zombie, Single Growl-breathing 1-10
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	58	01	0:34	Zombie, Single Growl-breathing 11-20
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	59	01	0:47	KYMA Zombie 1-10
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	60	01	0:24	Zombie, Wounded Breathing
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	61	01	0:36	Zombies ( Group ) Attack 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	62	01	0:57	Zombies ( Group ) Attack 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	63	01	1:01	Zombies ( Group ) Attack 3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	64	01	0:31	Zombies ( Group ) Attack 4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	65	01	0:40	Zombies ( Group ) Attack 5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	66	01	0:48	Zombies ( Group ) Attack 6

The Hollywood Edge Sound Effects Librarian  
Condensed Printout

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	67	01	1:46	Zombies ( Group ) Attack 7
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	68	01	0:44	Zombies ( Group ) Attack 8
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	69	01	0:53	Zombies ( Group ) Breath-attack 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	70	01	0:44	Zombies ( Group ) Breath-attack 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	71	01	0:01	Zombies ( Group ) Attack-snarl
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	72	01	0:16	Zombies ( Group ) Bite / Vocal Only 1-10
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	73	01	0:16	Zombies ( Group ) Bite / Vocal Only 11-20
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	74	01	0:16	Zombies ( Group ) Bite / Vocal Only 21-30
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	75	01	0:14	Zombies ( Group ) Bite / Vocal Only 31-40
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	76	01	0:09	Zombies ( Group ) Bites / Vocal Only X6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	77	01	1:19	Zombies ( Group ) Moaning With Blood-lust 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	78	01	1:08	Zombies ( Group ) Moaning With Blood-lust 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	79	01	1:15	Zombies ( Group ) Moaning With Blood-lust 3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	80	01	1:14	Zombies ( Group ) Breaths 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	81	01	0:46	Zombies ( Group ) Breaths 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	82	01	0:54	Zombies ( Group ) Breaths 3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	83	01	1:19	Zombies ( Group ) Breaths 4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	84	01	2:01	Zombies ( Group ) Breaths 5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	85	01	2:44	Zombies ( Group ) Breaths 6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	86	01	1:51	Zombies, Lost Souls
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	87	01	0:41	Zombies ( Group ) Moans 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	88	01	1:25	Zombies ( Group ) Moans 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	89	01	0:41	Zombies ( Group ) Moans 3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	90	01	0:41	Zombies ( Group ) Moans 4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	91	01	0:41	Zombies ( Group ) Moans 5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	92	01	1:01	Zombies ( Massive Group ) Moaning In Hall
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	93	01	0:43	Zombies ( Group ) Whistle Breath 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	94	01	0:42	Zombies ( Group ) Whistle Breath 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	95	01	0:45	Zombies ( Group ) Whistle Breath 3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	96	01	0:46	Zombies ( Group ) Whistle-amb 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	97	01	1:32	Zombies ( Group ) Whistle-amb 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	98	01	0:47	Zombies ( Group ) Whistle-amb 3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-04	99	01	1:23	Zombies' Finale
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	01	01	2:25	Monster Stalks Prey
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	02	01	0:21	Monster Stalks And Roars
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	03	01	0:11	Monster Breathes And Roars
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	04	01	0:47	Monster, Type A, Aggressive
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	05	01	2:59	Monster, Type B, Aggressive 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	06	01	0:56	Monster, Type B, Aggressive 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	07	01	0:03	Monster Action 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	08	01	0:04	Monster Action 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	09	01	0:06	Monster Action 3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	10	01	0:07	Monster Action 4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	11	01	0:09	Monster Action 5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	12	01	0:09	Monster Action 6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	13	01	0:25	Monster Action 7
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	14	01	0:09	Monster Action 8
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	15	01	0:04	Monster Action 9



The Hollywood Edge Sound Effects Librarian  
Condensed Printout

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	16	01	0:06	Monster Action 10
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	17	01	0:06	Monster Action 11
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	18	01	0:09	Monster Action 12
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	19	01	0:09	Monster Action 13
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	20	01	0:09	Monster Angry 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	21	01	0:15	Monster Angry 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	22	01	0:17	Monster Angry 3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	23	01	1:19	Monster Wounded 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	24	01	0:22	Monster Wounded 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	25	01	0:13	Monster Breaths And Roars X6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	26	01	0:27	Monster Breath-Roar 1-10
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	27	01	0:28	Monster Breath-Roar 11-20
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	28	01	0:12	Monster Breath-Roar 21-25
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	29	01	0:49	Monster Breath-Roar 26-36
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	30	01	0:11	Monster, Type 1, Snarls 1-7
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	31	01	0:13	Monster, Type 1, Snarls 8-14
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	32	01	0:19	Monster, Type 2, Snarls 1-10
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	33	01	0:20	Monster, Type 1, Roars 1-7
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	34	01	0:22	Monster, Type 1, Roars 8-15
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	35	01	0:17	Monster, Type 2, Roars 1-10
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	36	01	0:17	Monster, Type 2, Roars 11-20
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	37	01	0:29	Monster, Type 2, Roars 21-30
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	38	01	0:14	Monster, Type 3, Roars X6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	39	01	0:08	Monster, Type 4, Roars X5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	40	01	0:08	Vicious Roars X3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	41	01	0:17	Monster Attacks 1-10
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	42	01	0:24	Monster Attacks 11-20
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	43	01	0:23	Monster Attacks 21-30
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	44	01	0:32	Monster Growls 1-10
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	45	01	0:34	Monster Growls 11-17
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	46	01	0:44	Monster Growls 18-24
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	47	01	0:35	Monster Growls 25-31
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	48	01	0:29	Monster Long Growls 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	49	01	0:51	Monster Long Growls 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	50	01	0:55	Monster Long Growls 3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	51	01	0:22	Monster Low Growl 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	52	01	0:16	Monster Low Growl 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	53	01	0:15	Monster Low Growl 3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	54	01	0:22	Monster Low Growl 4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	55	01	0:23	Monster Low Growl 5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	56	01	0:12	Processed Beast ( KYMA ) 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	57	01	0:14	Processed Beast ( KYMA ) 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	58	01	0:18	Processed Beast ( KYMA ) 3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	59	01	0:13	Processed Beast ( KYMA ) 4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	60	01	0:21	Processed Beast ( KYMA ) 5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	61	01	0:03	Monster Combine 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	62	01	0:07	Monster Combine 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	63	01	0:04	Monster Combine 3

The Hollywood Edge Sound Effects Librarian  
Condensed Printout

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	64	01	0:02	Monster Combine 4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	65	01	0:02	Monster Combine 5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	66	01	0:04	Monster Combine 6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	67	01	0:02	Monster Combine 7
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	68	01	0:03	Monster Combine 8
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	69	01	0:05	Monster Combine 9
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	70	01	0:11	Monster Combine 10
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	71	01	0:02	Monster Combine 11
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	72	01	0:06	Monster Combine 12
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	73	01	0:07	Monster Combine 13
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	74	01	0:03	Monster Combine 14
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	75	01	0:05	Monster Combine 15
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	76	01	0:05	Monster Combine 16
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	77	01	0:03	Monster Combine 17
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	78	01	0:04	Monster Combine 18
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	79	01	0:03	Monster Combine 19
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	80	01	0:01	Monster Combine 20
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	81	01	0:01	Zombie Dog Breath-Roar 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	82	01	0:01	Zombie Dog Breath-Roar 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	83	01	0:07	Zombie Dog Low Growl 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	84	01	0:01	Zombie Dog Low Growl 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	85	01	0:01	Zombie Dog Low Growl 3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	86	01	0:01	Zombie Dog Roar 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	87	01	0:01	Zombie Dog Roar 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	88	01	0:01	Zombie Dog Roar 3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	89	01	0:01	Zombie Dog Roar 4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	90	01	0:01	Zombie Dog Scream 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	91	01	0:01	Zombie Dog Scream 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	92	01	0:02	Zombie Dog Snarl 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	93	01	0:02	Zombie Dog Snarl 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	94	01	0:01	Zombie Dog Snarl-roar
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	95	01	0:07	Zombie Dog Aggressive Vocals, Interior, Roomy Reflections
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-05	96	01	0:04	Zombie Dog Breath-Roar, Interior, Roomy Reflections
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	01	01	0:19	Metallic Whooshes 1-5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	02	01	0:21	Metallic Whooshes 6-11
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	03	01	0:11	Deep Stingers X2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	04	01	0:20	Long Deep Stinger
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	05	01	0:16	Flashback Entry + Components, Type 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	06	01	0:09	Flashback Entry + Components, Type 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	07	01	0:14	Flashback Entry + Components, Type 3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	08	01	0:06	Flashback Entry + Components, Type 4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	09	01	0:20	Explosive Impacts X6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	10	01	0:17	Deep Drums, 3 Different Types
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	11	01	0:16	Explosive Whooshes X5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	12	01	0:07	Long Explosive Whoosh
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	13	01	0:12	Huge Whoosh-bys X3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	14	01	0:16	Whoosh-bys X5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	15	01	0:21	Explosive Bursts X6

# The Hollywood Edge Sound Effects Librarian

## Condensed Printout

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	16	01	0:28	Whoosh-by, Very Long
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	17	01	0:08	Zoom Stinger
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	18	01	0:08	Reverse Glass Stinger
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	19	01	0:09	Metallic Screams X2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	20	01	0:16	Air-sting, Very Heavy
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	21	01	1:25	Dream Orgasm 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	22	01	0:48	Dream Orgasm 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	23	01	1:17	Subsexsonic Ambience
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	24	01	0:18	Fox-cry Ambience
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	25	01	0:13	DJ Coin Spin
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	26	01	0:50	Telephone Whispers
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	27	01	0:07	Vicious Tone 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	28	01	0:04	Vicious Tone 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	29	01	0:03	Vicious Tones 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	30	01	0:04	Vicious Tones 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	31	01	0:04	Flare Down
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	32	01	0:04	Flare Up
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	33	01	0:07	Flare Up And Down
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	34	01	0:05	Metal Strain And Burst
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	35	01	0:05	Metal Squeal, Huge, Type 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	36	01	0:03	Metal Squeal, Huge, Type 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	37	01	0:09	Elevator By, Weird, Type 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	38	01	0:09	Elevator By, Weird, Type 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	39	01	0:13	Elevator, Fast And Constant Metallic Rumbling
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	40	01	0:38	Train Starts And Pulls Away, Monstrous, Type 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	41	01	0:38	Train Starts And Pulls Away, Monstrous, Type 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	42	01	0:17	Ventilator Sucks Air, Huge
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	43	01	0:27	Shell Casing Hits Stone 1-10
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	44	01	0:05	Many Shell Casings Hit Stone
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	45	01	0:06	Shell Casings Hit Stone X2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	46	01	0:19	Shell Casing Hits Stone X10
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	47	01	0:08	Eject Ammo From Clip 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	48	01	0:07	Eject Ammo From Clip 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	49	01	0:09	Eject Ammo From Clip 3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	50	01	0:12	Eject Ammo From Clip 4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	51	01	0:13	Eject Ammo From Clip 5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	52	01	0:12	Eject Ammo From Clip 6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	53	01	0:09	Unload Shells Onto Concrete Floor
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	54	01	0:01	Gun / Clip Rammed Home
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	55	01	0:14	Gun Handling And Load X3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	56	01	0:12	Gun Loaded, Heavy Metal Action X7
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	57	01	0:01	Gun, Load Then Sharp, Fast Movement
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	58	01	0:23	Gun, Lock 'n' Load 1-5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	59	01	0:11	Gun, Lock 'n' Load 6-10
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	60	01	0:12	Gun, Lock 'n' Load 11-15
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	61	01	0:10	Gun Moves Then Lock 'n' Load
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	62	01	0:11	Gun, Loading Mechanism X6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	63	01	0:27	Gun, Reload, Mechanism With Spring Action X5

The Hollywood Edge Sound Effects Librarian  
Condensed Printout

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	64	01	0:31	Gun Reload, Various X7
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	65	01	0:01	Gun, Sharp Movement Then Load
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	66	01	0:01	Gun, Sharp Movement
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	67	01	0:06	Gun, Sudden Moves X4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	68	01	0:01	Gun, Sudden Turn
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	69	01	0:04	Gun, Short Moves
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	70	01	0:06	Soldier Moves With Automatic Weapon 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	71	01	0:25	Soldier Moves With Automatic Weapon 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	72	01	0:04	Gun, Heavy Moves X2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	73	01	0:12	Soldier Runs With Automatic Weapon At The Ready
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	74	01	0:21	Gun, Handling, Light 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	75	01	0:20	Gun, Handling, Light 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	76	01	0:26	Gun, Handling, Light 3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	77	01	0:21	Gun, Handling, Heavy 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	78	01	0:09	Gun, Handling, Heavy 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	79	01	0:01	Gun Hits Concrete Floor
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	80	01	0:01	Gun, Fast Grab From Table
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	81	01	0:05	Gunshot, Metal Slide Action 1-3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	82	01	0:05	Gunshot, Metal Slide Action 4-6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	83	01	0:11	Heavy Gunshots X7
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-06	84	01	0:07	Gunshots, Automatic X3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-07	01	01	1:51	Breathing Drone
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-07	02	01	2:34	Ghostly Swirls
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-07	03	01	2:42	Cyber Space
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-07	04	01	2:52	Laser Room
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-07	05	01	1:01	Electro Undulations
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-07	06	01	1:03	Metal Breaths 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-07	07	01	1:03	Metal Breaths 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-07	08	01	1:18	Metallic Tonal Undulations
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-07	09	01	1:17	Metal Wind
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-07	10	01	1:00	Metal Monk Chamber
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-07	11	01	0:59	Strange Radiator
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-07	12	01	1:53	Singing Metal Room
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-07	13	01	2:06	Metal Engine Room
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-07	14	01	1:02	Deep Metal Rumble
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-07	15	01	1:31	Deepest Water Pipe
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-07	16	01	2:27	Neon Drone 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-07	17	01	1:27	Neon Drone 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-07	18	01	2:08	Neon Drone 3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-07	19	01	1:22	Electro Flutter-drone 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-07	20	01	1:32	Electro Flutter-drone 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-07	21	01	2:11	Electronic Bubble Ambience
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-07	22	01	2:12	Evil Whistle-scream Ambience
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-07	23	01	1:41	Evil Insects!!
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-07	24	01	1:52	Evil Whistling Ambience
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-07	25	01	0:30	Laboratory Fluid Feed-pipes 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-07	26	01	0:30	Laboratory Fluid Feed-pipes 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-07	27	01	1:49	Evil Elevator Shaft

The Hollywood Edge Sound Effects Librarian  
Condensed Printout

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-07	28	01	1:19	Deep Metal Wind
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-07	29	01	2:31	Deep Wind Drone 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-07	30	01	2:00	Deep Wind Drone 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-07	31	01	0:48	Steamy Radiator Room 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-07	32	01	1:18	Steamy Radiator Room 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-07	33	01	1:20	Ghost Dogs
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-07	34	01	1:48	Deep Hollow Duct 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-07	35	01	1:23	Deep Hollow Duct 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-07	36	01	2:23	Deep Hollow Rumble 1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-07	37	01	1:46	Deep Hollow Rumble 2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-07	38	01	1:01	Neutral Rumble
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-07	39	01	2:39	Zombie Ambience
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EVL	EVL-07	40	01	2:23	Distant Zombie Ambience