TENSION VECTORS

FOLDER	SAMPLES WAV/AIFF	EXS24, Kontakt NN-XT & Halion Instruments
Accents		Accent - All
	ACCENT_abandoned	ACCENT_abandoned
	ACCENT_backsteel	ACCENT_backsteel
	ACCENT_bass	ACCENT_bass
	ACCENT_ceramicdrag	ACCENT_ceramicdrag
	ACCENT_chime	ACCENT_chime
	ACCENT_deeprush	ACCENT_deeprush
	ACCENT_dense	ACCENT_dense
	ACCENT_faded	ACCENT_faded
	ACCENT_farwood	ACCENT_farwood
	ACCENT_knifedraw	ACCENT_knifedraw
	ACCENT_lowbow	ACCENT_lowbow
	ACCENT_minor2nd	ACCENT_minor2nd
	ACCENT_reverseperc	ACCENT_reverseperc
	ACCENT_steelhit	ACCENT_steelhit
	ACCENT_stick	ACCENT_stick
	ACCENT_tension	ACCENT_tension
	ACCENT_trempan	ACCENT_trempan
	ACCENT_tripplehit	ACCENT_tripplehit
	ACCENT_voxbend	ACCENT_voxbend
	ACCENT_woodping	ACCENT_woodping
Animated		
100		Ani 100bpm - All
	ANI_alarmed_100_F	ANI_alarmed_100_F
	ANI_blownpipe_100_C	ANI_blownpipe_100_C
	ANI_count_100_C	ANI_count_100_C
	ANI_fractal_100_E	ANI_fractal_100_E
	ANI_grandtheftspace_100_E	ANI_grandtheftspace_100_E
	ANI_percspace_100_A	ANI_percspace_100_A
	ANI_perser_100_F7	ANI_perser_100_F7
	ANI_sirenwhine_100_Bb	ANI_sirenwhine_100_Bb
	ANI_stutterpluck_100_E	ANI_stutterpluck_100_E
	ANI_wwwet_100_G	ANI_wwwet_100_G
120		Ani 120bpm - All
	ANI_animatedclip_120_Gm	ANI_animatedclip_120_Gm
	ANI_bellish_120_D	ANI_bellish_120_D
	ANI_chaos_120_D	ANI_chaos_120_D
	ANI_chrunch_120_A	ANI_chrunch_120_A
	ANI_damnedchoir_120_Cm	ANI_damnedchoir_120_Cm
	ANI_eighted_120_E	ANI_eighted_120_E
	ANI_fadeverb_120_E	ANI_fadeverb_120_E
	ANI_formantcomputes_120_G	ANI_formantcomputes_120_G
	ANI_fractal_120_E	ANI_fractal_120_E

ANI_metronomeclock_120_G	ANI_metronomeclock_120_G
ANI_noiseamp_120_C	ANI_noiseamp_120_C
ANI_shiftANIr_120_D	ANI_shiftANIr_120_D
ANI_shimmering_120_D	ANI_shimmering_120_D
ANI_sick_120_E	ANI_sick_120_E
ANI_snh_120_Cm	ANI_snh_120_Cm
ANI_snhtronix_120	ANI_snhtronix_120
ANI_spacecats_120_C	ANI_spacecats_120_C
ANI_squarebell_120_Cm	ANI_squarebell_120_Cm
ANI_steps_120_E	ANI_steps_120_E
ANI_zerosquare_120_E	ANI_zerosquare_120_E

Atmospheres

Atmos - All

ATMOS_boil	ATMOS_boil
ATMOS_chopperstrike	ATMOS_chopperstrike
ATMOS_controlroom	ATMOS_controlroom
ATMOS_cricketwave	ATMOS_cricketwave
ATMOS_deadradio	ATMOS_deadradio
ATMOS_decimbells	ATMOS_decimbells
ATMOS_deepstutter	ATMOS_deepstutter
ATMOS_driftywind	ATMOS_driftywind
ATMOS_drip	ATMOS_drip
ATMOS_dystopian	ATMOS_dystopian
ATMOS_echoes	ATMOS_echoes
ATMOS_hive	ATMOS_hive
ATMOS_nerve	ATMOS_nerve
ATMOS_phasetwo	ATMOS_phasetwo
ATMOS_powerroom	ATMOS_powerroom
ATMOS_rising	ATMOS_rising
ATMOS_scanning	ATMOS_scanning
ATMOS_tensions	ATMOS_tensions
ATMOS_thelaw	ATMOS_thelaw
ATMOS_themine	ATMOS_themine
ATMOS_tractor	ATMOS_tractor
ATMOS_tragicsong	ATMOS_tragicsong
ATMOS_war	ATMOS_war
ATMOS_wasteland	ATMOS_wasteland
ATMOS_waterhall	ATMOS_waterhall

Bass

100

Bass 100bpm - All

BASS_3octaves_100_C	BASS_3octaves_100_C
BASS_critical_100_G	BASS_critical_100_G
BASS_driven_100_E	BASS_driven_100_E
BASS_fatsyncop_100_A	BASS_fatsyncop_100_A
BASS_gator_100_Dm	BASS_gator_100_Dm
BASS_plucked_100_Gm	BASS_plucked_100_Gm
BASS_punchy_100_E	BASS_punchy_100_E
BASS_sense_100_G	BASS_sense_100_G
BASS_starship_100_D	BASS_starship_100_D
BASS_trips_100_C	BASS_trips_100_C

120

Bass 120bpm - All

BASS_darkfractals_120_Em	BASS_darkfractals_120_Em
BASS_dense_120_E	BASS_dense_120_E
BASS_filtered_120_F	BASS_filtered_120_F

BASS_inthrees_120_C	BASS_inthrees_120_C
BASS_process_120_Bb	BASS_process_120_Bb
BASS_relentless_120_Cm	BASS_relentless_120_Cm
BASS_resrun_120_G	BASS_resrun_120_G
BASS_synced_120_G	BASS_synced_120_G
BASS_traveler_120_E	BASS_traveler_120_E
BASS_withhats_120_D	BASS_withhats_120_D

Booms

Boom - All

BOOM_boss	BOOM_boss
BOOM_breathdrum	BOOM_breathdrum
BOOM_clean	BOOM_clean
BOOM_concrete	BOOM_concrete
BOOM_cyber	BOOM_cyber
BOOM_darkbell	BOOM_darkbell
BOOM_deepdrive	BOOM_deepdrive
BOOM_digitalecho	BOOM_digitalecho
BOOM_distorbass	BOOM_distorbass
BOOM_fadein	BOOM_fadein
BOOM_flangy	BOOM_flangy
BOOM_phased	BOOM_phased
BOOM_reflection	BOOM_reflection
BOOM_resothunder	BOOM_resothunder
BOOM_rumble	BOOM_rumble
BOOM_secondwave	BOOM_secondwave
BOOM_shut	BOOM_shut
BOOM_steel	BOOM_steel
BOOM_subswell	BOOM_subswell
BOOM_supersaw	BOOM_supersaw
BOOM_terminate	BOOM_terminate
BOOM_timpani	BOOM_timpani
BOOM_tower	BOOM_tower
BOOM_ultralow	BOOM_ultralow
BOOM_underneath	BOOM_underneath

Buildups

BuildUp - All

BUILDUP_cyberrumble	BUILDUP_cyberrumble
BUILDUP_electrical	BUILDUP_electrical
BUILDUP_empire	BUILDUP_empire
BUILDUP_flight	BUILDUP_flight
BUILDUP_fromthedepths	BUILDUP_fromthedepths
BUILDUP_grand	BUILDUP_grand
BUILDUP_grind	BUILDUP_grind
BUILDUP_horror	BUILDUP_horror
BUILDUP_implode	BUILDUP_implode
BUILDUP_larger	BUILDUP_larger
BUILDUP_rails	BUILDUP_rails
BUILDUP_revelation	BUILDUP_revelation
BUILDUP_SIDwind	BUILDUP_SIDwind
BUILDUP_slowmass	BUILDUP_slowmass
BUILDUP_synthswell	BUILDUP_synthswell
BUILDUP_tide	BUILDUP_tide
BUILDUP_traincresc	BUILDUP_traincresc
BUILDUP_tubal	BUILDUP_tubal
BUILDUP_uninoise	BUILDUP_uninoise

	BUILDUP_vastspace	BUILDUP_vastspace
DronesHi		DroneHi - All
	DRONEHI_ah	DRONEHI_ah
	DRONEHI_aliased	DRONEHI_aliased
	DRONEHI_bitmachine	DRONEHI_bitmachine
	DRONEHI_blowbrane	DRONEHI_blowbrane
	DRONEHI_detune	DRONEHI_detune
	DRONEHI_feedback	DRONEHI_feedback
	DRONEHI_frozensong	DRONEHI_frozensong
	DRONEHI_hisquare	DRONEHI_hisquare
	DRONEHI_horn	DRONEHI_horn
	DRONEHI_mindrill	DRONEHI_mindrill
	DRONEHI_phasing	DRONEHI_phasing
	DRONEHI_pipe	DRONEHI_pipe
	DRONEHI_pulsing	DRONEHI_pulsing
	DRONEHI_raid	DRONEHI_raid
	DRONEHI_rail	DRONEHI_rail
	DRONEHI_siren	DRONEHI_siren
	DRONEHI_slivers	DRONEHI_slivers
	DRONEHI_statetoggle	DRONEHI_statetoggle
	DRONEHI_tool	DRONEHI_tool
	DRONEHI_tramwhine	DRONEHI_tramwhine
DronesLow		DroneLow - All
	DRONELOW_airway_E	DRONELOW_airway_E
	DRONELOW_animatedfields_D	DRONELOW_animatedfields_D
	DRONELOW_belltones_F	DRONELOW_belltones_F
	DRONELOW_bussbees_Gb	DRONELOW_bussbees_Gb
	DRONELOW_chimes_C	DRONELOW_chimes_C
	DRONELOW_crunchy_C	DRONELOW_crunchy_C
	DRONELOW_distorscream_A	DRONELOW_distorscream_A
	DRONELOW_electricity_G	DRONELOW_electricity_G
	DRONELOW_emergence_F	DRONELOW_emergence_F
	DRONELOW_factorylights_A	DRONELOW_factorylights_A
	DRONELOW_filtered_G	DRONELOW_filtered_G
	DRONELOW_livingshadows_C	DRONELOW_livingshadows_C
	DRONELOW_membrane_F	DRONELOW_membrane_F
	DRONELOW_radiation_G	DRONELOW_radiation_G
	DRONELOW_rotatingsphere_F	DRONELOW_rotatingsphere_F
	DRONELOW_solidstate_E	DRONELOW_solidstate_E
	DRONELOW_spaceship_G	DRONELOW_spaceship_G
	DRONELOW_stringmodel_D	DRONELOW_stringmodel_D
	DRONELOW_subway_F	DRONELOW_subway_F
	DRONELOW_transmission_A	DRONELOW_transmission_A
Glitches		Glitch - All
	GLITCH_badconnector	GLITCH_badconnector
	GLITCH_bitcircuit	GLITCH_bitcircuit
	GLITCH_callended	GLITCH_callended
	GLITCH_crumble	GLITCH_crumble
	GLITCH_crunch	GLITCH_crunch
	GLITCH_diffmachine	GLITCH_diffmachine
	GLITCH_diginoise	GLITCH_diginoise
	GLITCH_disconnected	GLITCH_disconnected

GLITCH_highstatic	GLITCH_highstatic
GLITCH_lowstatic	GLITCH_lowstatic
GLITCH_noiseswells	GLITCH_noiseswells
GLITCH_noradio	GLITCH_noradio
GLITCH_radiation	GLITCH_radiation
GLITCH_reflective	GLITCH_reflective
GLITCH_shortcrum	GLITCH_shortcrum
GLITCH_staticring	GLITCH_staticring
GLITCH_syncerror	GLITCH_syncerror
GLITCH_talking	GLITCH_talking
GLITCH_tonalstatic	GLITCH_tonalstatic
GLITCH_transmitout	GLITCH_transmitout

Hits   Hit - All

HIT_crunch	HIT_crunch
HIT_decimate	HIT_decimate
HIT_decompression	HIT_decompression
HIT_delays	HIT_delays
HIT_detunefall	HIT_detunefall
HIT_door	HIT_door
HIT_dragon	HIT_dragon
HIT_filter	HIT_filter
HIT_grainy	HIT_grainy
HIT_hardclip	HIT_hardclip
HIT_imposion	HIT_imposion
HIT_kicky	HIT_kicky
HIT_lowblow	HIT_lowblow
HIT_pluckbass	HIT_pluckbass
HIT_robotic	HIT_robotic
HIT_simple	HIT_simple
HIT_soft	HIT_soft
HIT_steady	HIT_steady
HIT_steam	HIT_steam
HIT_string	HIT_string
HIT_switch	HIT_switch
HIT_syntesized	HIT_syntesized
HIT_synthy	HIT_synthy
HIT_tom	HIT_tom
HIT_tribal	HIT_tribal

Impacts   Impact - All

IMPACT_blast	IMPACT_blast
IMPACT_cavernxplo	IMPACT_cavernxplo
IMPACT_digit	IMPACT_digit
IMPACT_distorted	IMPACT_distorted
IMPACT_drum	IMPACT_drum
IMPACT_dry	IMPACT_dry
IMPACT_empire	IMPACT_empire
IMPACT_exorcist	IMPACT_exorcist
IMPACT_exploshort	IMPACT_exploshort
IMPACT_firm	IMPACT_firm
IMPACT_foldback	IMPACT_foldback
IMPACT_gates	IMPACT_gates
IMPACT_lighter	IMPACT_lighter
IMPACT_linear	IMPACT_linear

IMPACT_mainspowered	IMPACT_mainspowered
IMPACT_moneyshot	IMPACT_moneyshot
IMPACT_noiser	IMPACT_noiser
IMPACT_radiostatic	IMPACT_radiostatic
IMPACT_resoplate	IMPACT_resoplate
IMPACT_rich	IMPACT_rich
IMPACT_rolling	IMPACT_rolling
IMPACT_theend	IMPACT_theend
IMPACT_warehouse	IMPACT_warehouse
IMPACT_withpierce	IMPACT_withpierce
IMPACT_withsynth	IMPACT_withsynth

Melodic

100 — Melo 100bpm - All

MELO_ampedkoto_100_Cm	MELO_ampedkoto_100_Cm
MELO_beanpicks_100_Gm	MELO_beanpicks_100_Gm
MELO_cosmic_100_Cm	MELO_cosmic_100_Cm
MELO_fuzzy_100_E	MELO_fuzzy_100_E
MELO_longingbrass_100_Dm	MELO_longingbrass_100_Dm
MELO_minor_100_Cm	MELO_minor_100_Cm
MELO_modal_100_Cm	MELO_modal_100_Cm
MELO_plucked_100_Gm	MELO_plucked_100_Gm
MELO_thecourt_100_Dm	MELO_thecourt_100_Dm
MELO_theorient_100_Em	MELO_theorient_100_Em

120 — Melo 120bpm - All

MELO_bowed_120_Dm	MELO_bowed_120_Dm
MELO_canon_120_Gm	MELO_canon_120_Gm
MELO_eightdot_120_Fm	MELO_eightdot_120_Fm
MELO_elbasssus_120_Em	MELO_elbasssus_120_Em
MELO_filtered_120_Dm	MELO_filtered_120_Dm
MELO_quirkyplucks_120_Cm	MELO_quirkyplucks_120_Cm
MELO_synthbowed_120_E	MELO_synthbowed_120_E
MELO_tapebow_120_Em	MELO_tapebow_120_Em
MELO_tertio_120_Cm	MELO_tertio_120_Cm
MELO_waiting_120_Cm	MELO_waiting_120_Cm

Percussion

100 — Perc 100bpm - All

PERC_alloydrum_100	PERC_alloydrum_100
PERC_barrels_100	PERC_barrels_100
PERC_basicsnare_100	PERC_basicsnare_100
PERC_busydrummin_100	PERC_busydrummin_100
PERC_eastern_100	PERC_eastern_100
PERC_polydelay_100	PERC_polydelay_100
PERC_ratteldrum_100	PERC_ratteldrum_100
PERC_rhythmspace_100	PERC_rhythmspace_100
PERC_skippin_100	PERC_skippin_100
PERC_wardrum_100	PERC_wardrum_100

120 — Perc 120bpm - All

PERC_deep_120	PERC_deep_120
PERC_echotambourine_120	PERC_echotambourine_120
PERC_ghostperc_120	PERC_ghostperc_120
PERC_kickspace_120	PERC_kickspace_120
PERC_militarysnare_120	PERC_militarysnare_120
PERC_poltergeist_120	PERC_poltergeist_120

PERC_steadycresc_120   PERC_steadycresc_120
PERC_thehunt_120   PERC_thehunt_120
PERC_tripletgun_120   PERC_tripletgun_120
PERC_withtamb_120   PERC_withtamb_120

Piercers   Pierce - All
    PIERCE_10kLPRes   PIERCE_10kLPRes
    PIERCE_aliasedspectrum   PIERCE_aliasedspectrum
    PIERCE_annoying   PIERCE_annoying
    PIERCE_balancing   PIERCE_balancing
    PIERCE_bouncing   PIERCE_bouncing
    PIERCE_busy   PIERCE_busy
    PIERCE_chirpy   PIERCE_chirpy
    PIERCE_cyber   PIERCE_cyber
    PIERCE_disofade   PIERCE_disofade
    PIERCE_double   PIERCE_double
    PIERCE_evolution   PIERCE_evolution
    PIERCE_ghastly   PIERCE_ghastly
    PIERCE_growing   PIERCE_growing
    PiERCE_lowsamp   PiERCE_lowsamp
    PIERCE_machine   PIERCE_machine
    PIERCE_metallic   PIERCE_metallic
    PIERCE_modulated   PIERCE_modulated
    PIERCE_noiseres   PIERCE_noiseres
    PIERCE_nusea   PIERCE_nusea
    PIERCE_panned   PIERCE_panned
    PIERCE_pingandfade   PIERCE_pingandfade
    PIERCE_scrub   PIERCE_scrub
    PIERCE_trauma   PIERCE_trauma
    PIERCE_width   PIERCE_width
    PIERCE_wobbly   PIERCE_wobbly

Primers   Primer - All
    PRIMER_airstrike   PRIMER_airstrike
    PRIMER_arm   PRIMER_arm
    PRIMER_bombtimer   PRIMER_bombtimer
    PRIMER_buzzy   PRIMER_buzzy
    PRIMER_charge   PRIMER_charge
    PRIMER_condense   PRIMER_condense
    PRIMER_digitalmine   PRIMER_digitalmine
    PRIMER_fourbeeps   PRIMER_fourbeeps
    PRIMER_grainy   PRIMER_grainy
    PRIMER_hard   PRIMER_hard
    PRIMER_highpierce   PRIMER_highpierce
    PRIMER_overload   PRIMER_overload
    PRIMER_pitchuphold   PRIMER_pitchuphold
    PRIMER_prehit   PRIMER_prehit
    PRIMER_proximityalert   PRIMER_proximityalert
    PRIMER_quickrev   PRIMER_quickrev
    PRIMER_signal   PRIMER_signal
    PRIMER_stutter   PRIMER_stutter
    PRIMER_sub   PRIMER_sub
    PRIMER_ultrafat   PRIMER_ultrafat

Retro   Retro - All

RETRO_4bitexplosion	RETRO_4bitexplosion
RETRO_alarm	RETRO_alarm
RETRO_alert	RETRO_alert
RETRO_assembly	RETRO_assembly
RETRO_banished	RETRO_banished
RETRO_bend	RETRO_bend
RETRO_chirp	RETRO_chirp
RETRO_coin	RETRO_coin
RETRO_dyingrobot	RETRO_dyingrobot
RETRO_echorhythm	RETRO_echorhythm
RETRO_error	RETRO_error
RETRO_gamey	RETRO_gamey
RETRO_looneybin	RETRO_looneybin
RETRO_pitchup	RETRO_pitchup
RETRO_poweron	RETRO_poweron
RETRO_process	RETRO_process
RETRO_QandA	RETRO_QandA
RETRO_shotdown	RETRO_shotdown
RETRO_synccat	RETRO_synccat
RETRO_youloose	RETRO_youloose

Risers

Riser - All

RISER_atmosphericentry	RISER_atmosphericentry
RISER_classic	RISER_classic
RISER_decibit	RISER_decibit
RISER_dense	RISER_dense
RISER_digislidewhistle	RISER_digislidewhistle
RISER_disturbing	RISER_disturbing
RISER_glasstrain	RISER_glasstrain
RISER_granulated	RISER_granulated
RISER_hypervelo	RISER_hypervelo
RISER_mundonoise	RISER_mundonoise
RISER_noiseenv	RISER_noiseenv
RISER_notquite	RISER_notquite
RISER_orchestral	RISER_orchestral
RISER_PWMrace	RISER_PWMrace
RISER_scanners	RISER_scanners
RISER_shimmer	RISER_shimmer
RISER_subsiren	RISER_subsiren
RISER_swarmpitch	RISER_swarmpitch
RISER_systems active	RISER_systems active
RISER_warmupengines	RISER_warmupengines

Sequences

100

Seq 100bpm - All

SEQ_dots_100_Fm	SEQ_dots_100_Fm
SEQ_formant_100_Dm	SEQ_formant_100_Dm
SEQ_glidyacid_100_Em	SEQ_glidyacid_100_Em
SEQ_morse_100_Dm	SEQ_morse_100_Dm
SEQ_Qseq_100_Cm	SEQ_Qseq_100_Cm
SEQ_randomformant_100_A	SEQ_randomformant_100_A
SEQ_retrovibe_100_Dm	SEQ_retrovibe_100_Dm
SEQ_reverbdrift_100_Gm	SEQ_reverbdrift_100_Gm
SEQ_rundown_100_Bbm	SEQ_rundown_100_Bbm
SEQ_theprogram_100_Cm	SEQ_theprogram_100_Cm

120	Seq 120bpm - All
SEQ_79cents_120_E	SEQ_79cents_120_E
SEQ_arprep_120_Dm	SEQ_arprep_120_Dm
SEQ_cybernetic_120_F	SEQ_cybernetic_120_F
SEQ_horizon_120_Cm	SEQ_horizon_120_Cm
SEQ_panic_120_Am	SEQ_panic_120_Am
SEQ_resorun_120_E	SEQ_resorun_120_E
SEQ_retroarp_120_Bbm	SEQ_retroarp_120_Bbm
SEQ_riddle_120_Gm	SEQ_riddle_120_Gm
SEQ_sus42_120_Cm	SEQ_sus42_120_Cm
SEQ_wash_120_Dm	SEQ_wash_120_Dm
Stops	Stop - All
STOP_bitty	STOP_bitty
STOP_entity	STOP_entity
STOP_granular	STOP_granular
STOP_highfire	STOP_highfire
STOP_landing	STOP_landing
STOP_mayhem	STOP_mayhem
STOP_noisegrain	STOP_noisegrain
STOP_oppositepitch	STOP_oppositepitch
STOP_panflutepitched	STOP_panflutepitched
STOP_pannedfilte	STOP_pannedfilte
STOP_pluck	STOP_pluck
STOP_repitched	STOP_repitched
STOP_samplesub	STOP_samplesub
STOP_short	STOP_short
STOP_subandchirp	STOP_subandchirp
STOP_talking	STOP_talking
STOP_trytospin	STOP_trytospin
STOP_unwind	STOP_unwind
STOP_verby	STOP_verby
STOP_workshop	STOP_workshop
Sweeps	Sweep - All
SWEEP_alien	SWEEP_alien
SWEEP_analogphase	SWEEP_analogphase
SWEEP_deepgrowl	SWEEP_deepgrowl
SWEEP_electron	SWEEP_electron
SWEEP_fear	SWEEP_fear
SWEEP_flyby	SWEEP_flyby
SWEEP_fright	SWEEP_fright
SWEEP_future	SWEEP_future
SWEEP_heavy	SWEEP_heavy
SWEEP_highpitched	SWEEP_highpitched
SWEEP_hivemind	SWEEP_hivemind
SWEEP_modulated	SWEEP_modulated
SWEEP_panned	SWEEP_panned
SWEEP_pitchwind	SWEEP_pitchwind
SWEEP_raw	SWEEP_raw
SWEEP_revelation	SWEEP_revelation
SWEEP_richbuzz	SWEEP_richbuzz
SWEEP_steeldrag	SWEEP_steeldrag
SWEEP_strange	SWEEP_strange

	SWEEP_thehall	SWEEP_thehall

Textures — Tex - All

TEX_allsystems	TEX_allsystems
TEX_braingrowl	TEX_braingrowl
TEX_chimeplate	TEX_chimeplate
TEX_depression	TEX_depression
TEX_descent	TEX_descent
TEX_disc	TEX_disc
TEX_enchantedpiano	TEX_enchantedpiano
TEX_endlessbow	TEX_endlessbow
TEX_evolving	TEX_evolving
TEX_facility	TEX_facility
TEX_flangestate	TEX_flangestate
TEX_gasflame	TEX_gasflame
TEX_gunner	TEX_gunner
TEX_hamstatic	TEX_hamstatic
TEX_inthedeep	TEX_inthedeep
TEX_isolators	TEX_isolators
TEX_piercescape	TEX_piercescape
TEX_rotomod	TEX_rotomod
TEX_rustywheel	TEX_rustywheel
TEX_stoneswells	TEX_stoneswells
TEX_sweeper	TEX_sweeper
TEX_thecore	TEX_thecore
TEX_tritonal	TEX_tritonal
TEX_vibspin	TEX_vibspin
TEX_visionsofpower	TEX_visionsofpower

Windups — WindUp - All

WINDUP_alien	WINDUP_alien
WINDUP_dac	WINDUP_dac
WINDUP_digirotor	WINDUP_digirotor
WINDUP_drill	WINDUP_drill
WINDUP_futureengine	WINDUP_futureengine
WINDUP_gamepower	WINDUP_gamepower
WINDUP_incoming	WINDUP_incoming
WINDUP_industrialized	WINDUP_industrialized
WINDUP_lowwind	WINDUP_lowwind
WINDUP_outworld	WINDUP_outworld
WINDUP_phased	WINDUP_phased
WINDUP_pops	WINDUP_pops
WINDUP_racethrill	WINDUP_racethrill
WINDUP_realpierce	WINDUP_realpierce
WINDUP_resowing	WINDUP_resowing
WINDUP_shortwind	WINDUP_shortwind
WINDUP_spatial	WINDUP_spatial
WINDUP_stepped	WINDUP_stepped
WINDUP_subtohigh	WINDUP_subtohigh
WINDUP_wobber	WINDUP_wobber

Wooshes — Woosh - All

WOOSH_cyberbass	WOOSH_cyberbass
WOOSH_dense	WOOSH_dense
WOOSH_desorient	WOOSH_desorient

WOOSH_digiSID   WOOSH_digiSID
WOOSH_emerging   WOOSH_emerging
WOOSH_fardark   WOOSH_fardark
WOOSH_gentlemove   WOOSH_gentlemove
WOOSH_grainnoise   WOOSH_grainnoise
WOOSH_inhale   WOOSH_inhale
WOOSH_noise   WOOSH_noise
WOOSH_panthruster   WOOSH_panthruster
WOOSH_pipe   WOOSH_pipe
WOOSH_servo   WOOSH_servo
WOOSH_short   WOOSH_short
WOOSH_steelplate   WOOSH_steelplate
WOOSH_subway   WOOSH_subway
WOOSH_swarm   WOOSH_swarm
WOOSH_traffic   WOOSH_traffic
WOOSH_tunnel   WOOSH_tunnel
WOOSH_wob   WOOSH_wob