



FILENAME	DESCRIPTION
DSGNBoom_BOOM Dark Corridor_SMAFX_XECM.wav	Low impact with long decay. Reverberant
DSGNBoom_BOOM Dark Dominant_SMAFX_XECM.wav	Deep impact with long airy decay. Reverberant
DSGNBoom_BOOM Dark Dungeon Door_SMAFX_XECM.wav	Low, airy impact with long decay. Reverberant
DSGNBoom_BOOM Dark Earthquake_SMAFX_XECM.wav	Very low, rumbling impact. Reverberant
DSGNBoom_BOOM Dark Eerie Breath_SMAFX_XECM.wav	Low, airy impact with long decay. Reverberant
DSGNBoom_BOOM Dark Entrance To Hell_SMAFX_XECM.wav	Deep, impact with very long decay. Reverberant
DSGNBoom_BOOM Dark Gust_SMAFX_XECM.wav	Deep, airy impact with long decay. Reverberant
DSGNBoom_BOOM Dark Illusion_SMAFX_XECM.wav	Low, subtle tonal impact. Reverberant
DSGNBoom_BOOM Dark Implosion_SMAFX_XECM.wav	Low impact with airy decay. Reverberant
DSGNBoom_BOOM Dark Metal Bones_SMAFX_XECM.wav	Impact with fluttering decay. Reverberant
DSGNBoom_BOOM Dark Mole_SMAFX_XECM.wav	Low wood impact with rumbling decay. Reverberant
DSGNBoom_BOOM Dark Night_SMAFX_XECM.wav	Deep impact with roomy and rumbling decay. Reverberant
DSGNBoom_BOOM Dark Showdown_SMAFX_XECM.wav	Deep, rumbling impact. Reverberant
DSGNBoom_BOOM Dark Space Rumble_SMAFX_XECM.wav	Very low impact with fluttering decay. Reverberant
DSGNBoom_BOOM Dark Whispering Walls_SMAFX_XECM.wav	Low impact with roomy and rumbling decay. Reverberant
DSGNBoom_BOOM Tonal Bell Collapse_SMAFX_XECM.wav	Low bell impact with long decay. Reverberant
DSGNBoom_BOOM Tonal Illuminate_SMAFX_XECM.wav	Low impact with subtle tonal element. Reverberant
DSGNBoom_BOOM Tonal Secret Lure_SMAFX_XECM.wav	Deep impact with subtle shimmering decay. Reverberant
DSGNBoom_BOOM Tonal Shining Riddle_SMAFX_XECM.wav	Low, tonal evolving impact. Reverberant
DSGNBoom_BOOM Tonal Signal_SMAFX_XECM.wav	Deep impact with tonal element. Reverberant
DSGNMisc_DROP Long Comet_SMAFX_XECM.wav	Sine drop with glitchy element
DSGNMisc_DROP Long Deep Sea_SMAFX_XECM.wav	Subtle, tonal sine drop
DSGNMisc_DROP Long Endless Cave_SMAFX_XECM.wav	Dark, airy drop with long decay. Reverberant
DSGNMisc_DROP Long Falling_SMAFX_XECM.wav	Sine bass drop
DSGNMisc_DROP Long Hearing Loss_SMAFX_XECM.wav	Wobbling bass drop including high sine element
DSGNMisc_DROP Long Mirror_SMAFX_XECM.wav	Airy drop with long decay. Reverberant
DSGNMisc_DROP Long Mystery_SMAFX_XECM.wav	Deep, airy sine drop



DSGNMisc_DROP Long Purgatory_SMAFX_XECM.wav	Wobbling drop with rumbling decay. Reverberant
DSGNMisc_DROP Long Saturn_SMAFX_XECM.wav	Distorted air drop
DSGNMisc_DROP Long Sub Death_SMAFX_XECM.wav	Very low, wobbling bass drop
DSGNMisc_DROP Short Breeze_SMAFX_XECM.wav	Short, air drop with noise
DSGNMisc_DROP Short Lurk_SMAFX_XECM.wav	Low impact with long decay. Reverberant
DSGNMisc_DROP Short Resistant_SMAFX_XECM.wav	Wobbling saw drop
DSGNMisc_DROP Short Rotor Blades_SMAFX_XECM.wav	Rattling saw drop
DSGNMisc_DROP Short Shutdown_SMAFX_XECM.wav	Evolving saw drop
DSGNMisc_DROP Short Spaceship_SMAFX_XECM.wav	Tremolo saw drop
DSGNMisc_DROP Short Well Hole_SMAFX_XECM.wav	Short sine drop
DSGNMisc_DROP Short Wobbling Elevator_SMAFX_XECM.wav	Synthesized drop. Rumbling and wobbling
DSGNImpt_HIT Metal Air Compressor_SMAFX_XECM.wav	Airy metal stinger
DSGNImpt_HIT Metal Awakening_SMAFX_XECM.wav	Ticking followed by metal impact
DSGNImpt_HIT Metal Basement_SMAFX_XECM.wav	Metal stinger with low bass rumbling
DSGNImpt_HIT Metal Boss_SMAFX_XECM.wav	Deep impact including heavy bass rumbling
DSGNImpt_HIT Metal Breakdown_SMAFX_XECM.wav	Hollow metal impact
DSGNImpt_HIT Metal Bunker_SMAFX_XECM.wav	Deep impact with subtle tonal decay
DSGNImpt_HIT Metal Creaky Slam_SMAFX_XECM.wav	Metal impact followed by tonal decay
DSGNImpt_HIT Metal Disturbing Call_SMAFX_XECM.wav	Long metal impact with synthesized element
DSGNImpt_HIT Metal Door Shut_SMAFX_XECM.wav	Short whoosh followed by piano impact
DSGNImpt_HIT Metal Feedback_SMAFX_XECM.wav	Low metal impact with tonal, rumbling element
DSGNImpt_HIT Metal Scrape_SMAFX_XECM.wav	Deep metal scrape
DSGNImpt_HIT Metal Sledgehammer_SMAFX_XECM.wav	Deep metal impact with wobbling decay
DSGNImpt_HIT Metal Thor_SMAFX_XECM.wav	Short whoosh followed by heavy metal slam
DSGNImpt_HIT Metal Warehouse_SMAFX_XECM.wav	Metal scrape stinger with long decay
DSGNImpt_HIT Metal Workshop_SMAFX_XECM.wav	Low, rumbling metal stinger
DSGNImpt_HIT Percussion Attack_SMAFX_XECM.wav	Deep, solid drum impact
DSGNImpt_HIT Percussion Conclusion_SMAFX_XECM.wav	Percussion impact with airy decay. Reverberant
DSGNImpt_HIT Percussion Crunch Time_SMAFX_XECM.wav	Deep drum impact with airy decay. Reverberant



DSGNImp_HIT Percussion Crusher_SMAFX_XECM.wav	Heavy, noisy drum impact
DSGNImp_HIT Percussion Elephant Stomp_SMAFX_XECM.wav	Airy percussion impact. Reverberant
DSGNImp_HIT Percussion Fist Punch_SMAFX_XECM.wav	Short whoosh followed by deep percussion impact
DSGNImp_HIT Percussion Looting_SMAFX_XECM.wav	Double drum impact
DSGNImp_HIT Percussion Nutcracker_SMAFX_XECM.wav	Short drum impact
DSGNImp_HIT Percussion Pressure Point_SMAFX_XECM.wav	Short drum impact including clave element
DSGNImp_HIT Percussion Resolution_SMAFX_XECM.wav	Short, high percussion impact
DSGNImp_HIT Percussion Reunion_SMAFX_XECM.wav	Double percussion impact with deep low end
DSGNImp_HIT Percussion Solid Opener_SMAFX_XECM.wav	Double percussion impact with deep low end
DSGNImp_HIT Percussion Statement_SMAFX_XECM.wav	Low drum impact with sub element
DSGNImp_HIT Percussion Strike Short_SMAFX_XECM.wav	Short, snappy drum impact
DSGNImp_HIT Percussion The March_SMAFX_XECM.wav	Deep, double drum impact
DSGNImp_HIT Percussion Warning Shot_SMAFX_XECM.wav	Snappy percussion impact with airy decay. Reverberant
DSGNImp_HIT Shot Door Knocker_SMAFX_XECM.wav	Short, low impact with noise element
DSGNImp_HIT Shot Flak_SMAFX_XECM.wav	Long explosion impact with noisy decay
DSGNImp_HIT Shot House Fight_SMAFX_XECM.wav	Heavy shot impact with rumbling decay
DSGNImp_HIT Shot Ignition_SMAFX_XECM.wav	Sizzling fire burst
DSGNImp_HIT Shot Rocket_SMAFX_XECM.wav	Heavy rocket impact with noisy decay. Reverberant
DSGNImp_HIT Shot Teleportation_SMAFX_XECM.wav	Glitchy impact
DSGNImp_HIT Tonal Bounce Ball_SMAFX_XECM.wav	Low, wobbling impact with tonal element
DSGNImp_HIT Tonal Braam Commander_SMAFX_XECM.wav	Distorted brass impact
DSGNImp_HIT Tonal Braam Conqueror_SMAFX_XECM.wav	Heavy impact followed by distorted brass
DSGNImp_HIT Tonal Braam Emperor_SMAFX_XECM.wav	Impact followed by low brass
DSGNImp_HIT Tonal Creepy Call_SMAFX_XECM.wav	Deep impact with synthesized element
DSGNImp_HIT Tonal Deep Awakening_SMAFX_XECM.wav	Low saw stinger with airy decay
DSGNImp_HIT Tonal Enter_SMAFX_XECM.wav	Short whoosh followed by high tonal impact
DSGNImp_HIT Tonal Friendly_SMAFX_XECM.wav	Short whoosh followed by piano impact
DSGNImp_HIT Tonal Goose Bumps_SMAFX_XECM.wav	High, creepy stinger with ringing element
DSGNImp_HIT Tonal Howling Punch_SMAFX_XECM.wav	Deep, tonal impact with rattling decay



DSGNRise_RISER Short Pipe_SMAFX_XECM.wav	Short air rise
DSGNRise_RISER Short Reversed Gong_SMAFX_XECM.wav	Reversed gong swell
DSGNRise_RISER Short Stretch_SMAFX_XECM.wav	Short, rattling swell
DSGNRise_RISER Short Vacuum_SMAFX_XECM.wav	Stuttering noise swell
DSGNRise_RISER Short Zipper_SMAFX_XECM.wav	Deep metal scrape
DSGNMisc_TRANSITION Heavy Air Pump_SMAFX_XECM.wav	Strong, airy impact followed by whoosh out
DSGNMisc_TRANSITION Heavy Ghost Rider_SMAFX_XECM.wav	Long, dark whoosh followed by deep metal impact
DSGNMisc_TRANSITION Heavy Huge Clockwork_SMAFX_XECM.wav	Very strong mechanics with deep sub impact and reverberant decay
DSGNMisc_TRANSITION Heavy Missile_SMAFX_XECM.wav	Big whoosh fly by including glass debris
DSGNMisc_TRANSITION Heavy Space Train_SMAFX_XECM.wav	Sizzling fire whoosh including rattling train element
DSGNMisc_TRANSITION Heavy Trigger_SMAFX_XECM.wav	Incoming whoosh followed by flashy impact
DSGNMisc_TRANSITION Heavy Villain_SMAFX_XECM.wav	Short rattling whoosh followed by harsh metal impact and reverberant decay
DSGNMisc_TRANSITION Medium Flame Shield_SMAFX_XECM.wav	Fire whoosh followed by metal hit
DSGNMisc_TRANSITION Medium Horror Splatter_SMAFX_XECM.wav	Creepy, stuttering swell followed by low impact
DSGNMisc_TRANSITION Medium Ice Breaker_SMAFX_XECM.wav	Rattling swell followed by metal bump
DSGNMisc_TRANSITION Medium Jail_SMAFX_XECM.wav	Noisy whoosh followed by synthesized impact
DSGNMisc_TRANSITION Medium Laser_SMAFX_XECM.wav	Tonal rise followed by high tonal decay
DSGNMisc_TRANSITION Medium Liberation_SMAFX_XECM.wav	Reversed crash followed by low impact
DSGNMisc_TRANSITION Medium Over and Out_SMAFX_XECM.wav	Short, noisy whoosh followed by deep metal hit
DSGNMisc_TRANSITION Medium Padlock_SMAFX_XECM.wav	Short whoosh followed by high metal impact. Reverberant
DSGNMisc_TRANSITION Medium Reaction_SMAFX_XECM.wav	Metal rise followed by low, airy impact
DSGNMisc_TRANSITION Medium Roar Bump_SMAFX_XECM.wav	Short, deep whoosh followed by low sub hit
DSGNMisc_TRANSITION Medium Suppression_SMAFX_XECM.wav	Dark whoosh followed by deep impact. Reverberant
DSGNMisc_TRANSITION Medium Transformation_SMAFX_XECM.wav	Low whoosh followed by howling, glitchy hit
DSGNMisc_TRANSITION Soft Burning Air_SMAFX_XECM.wav	Fire rise followed by airy impact. Reverberant
DSGNMisc_TRANSITION Soft Clutch_SMAFX_XECM.wav	Soft, smooth clutch-style transition with a gentle mechanical glide.
DSGNMisc_TRANSITION Soft Devil_SMAFX_XECM.wav	Reverberant choir swell. Reverberant
DSGNMisc_TRANSITION Soft Eagle_SMAFX_XECM.wav	Fluttering rise followed by high tonal hit
DSGNMisc_TRANSITION Soft Ice Bell_SMAFX_XECM.wav	Low, rumbling swell followed by high metal impact

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DSGNMisc_TRANSITION Soft Magic Forest_SMAFX_XECM.wav	Airy swell followed by deep hit and echoing snaps
DSGNWhsh_WHOOSH Big Blender_SMAFX_XECM.wav	Air swell with rumbling bass
DSGNWhsh_WHOOSH Big Blow_SMAFX_XECM.wav	Low howling wind swell
DSGNWhsh_WHOOSH Big Breeze Howling_SMAFX_XECM.wav	Fast wind swoosh with subtle tonal howling
DSGNWhsh_WHOOSH Big Cold Wind_SMAFX_XECM.wav	Deep, howling wind swell
DSGNWhsh_WHOOSH Big Exit_SMAFX_XECM.wav	Heavy wind swell
DSGNWhsh_WHOOSH Big Fire Spitter_SMAFX_XECM.wav	Deep fire swell with human voice element
DSGNWhsh_WHOOSH Big Restart_SMAFX_XECM.wav	High wind swell
DSGNWhsh_WHOOSH Medium Blue Whale_SMAFX_XECM.wav	Bubbling water swoosh followed by subtle fire impact
DSGNWhsh_WHOOSH Medium Breeze_SMAFX_XECM.wav	Low rumbling swell including subtle howling whisper
DSGNWhsh_WHOOSH Medium Bye Bye_SMAFX_XECM.wav	Noisy wind swoosh
DSGNWhsh_WHOOSH Medium Dragon Voice_SMAFX_XECM.wav	Low, rumbling air swell
DSGNWhsh_WHOOSH Medium Fire Quake_SMAFX_XECM.wav	Rattling fire swell
DSGNWhsh_WHOOSH Medium Gust_SMAFX_XECM.wav	Low air push
DSGNWhsh_WHOOSH Medium Jet Acceleration_SMAFX_XECM.wav	Airy swell followed by high noise push
DSGNWhsh_WHOOSH Medium Mountain Wind_SMAFX_XECM.wav	Deep wind gust. Reverberant
DSGNWhsh_WHOOSH Medium Rustling Air_SMAFX_XECM.wav	Harsh wind swell
DSGNWhsh_WHOOSH Medium Train_SMAFX_XECM.wav	Fast train drive by. Rattling
DSGNWhsh_WHOOSH Medium Wind Tunnel_SMAFX_XECM.wav	Short, dark wind push
DSGNWhsh_WHOOSH Soft Closer_SMAFX_XECM.wav	Short wind push
DSGNWhsh_WHOOSH Soft Freight_SMAFX_XECM.wav	Low, rumbling train swell
DSGNWhsh_WHOOSH Soft Hover_SMAFX_XECM.wav	Subtle tonal spaceship fly by
DSGNWhsh_WHOOSH Soft Take Off_SMAFX_XECM.wav	Short, high tonal wind push
DSGNWhsh_WHOOSH Soft Thrust_SMAFX_XECM.wav	Short car drive by
DSGNWhsh_WHOOSH Soft Tonal Drive By_SMAFX_XECM.wav	High, airy gust
DSGNWhsh_WHOOSH Soft Wind Push_SMAFX_XECM.wav	Short, low noise swoosh
DSGNWhsh_WHOOSH Soft Zoom In_SMAFX_XECM.wav	Low, distorted noise swoosh