Car Parks

	File Name	Metadata	Length	Channels	Bit Depth/Sample Rate
1.	EA - Exterior Car Park 01.wav	Large, Busy & Birds	05:00	2	24bit/96khz
2.	EA - Exterior Car Park 02.wav	Large, Busy & Shopping Trolleys	05:00	2	24bit/96khz
3.	EA - Exterior Car Park 03.wav	Large, Busy, Birds & Wind Through Trees	05:00	2	24bit/96khz
4.	EA - Exterior Car Park 04.wav	Small, Birds, Buzz, Nearby Traffic & Distant Trains	05:00	2	24bit/96khz
5.	EA - Interior Car Park 01.wav	Empty, Hum-Buzz & Exterior Traffic	05:00	2	24bit/96khz
6.	EA - Interior Car Park 02.wav	Ground Level, Hum/Buzz, Exterior Traffic, Cars Passing & Trolley Movement	05:00	2	24bit/96khz
7.	EA - Interior Car Park 03.wav	Hum/Buzz Distant Voices & Cars Passing	05:00	2	24bit/96khz
8.	EA - Interior Car Park 04.wav	Top Level, Exterior Traffic & Low End Hum	05:00	2	24bit/96khz
9.	EA - Interior Car Park 05.wav	Ground Level, Hum/Buzz, Air conditioner Unit & Exterior Traffic	05:00	2	24bit/96khz
10.	EA - Underground Car Park 01.wav	Air Vents, Birds & Cars Driving	05:00	2	24bit/96khz
11.	EA - Underground Car Park 02.wav	Air Vents, Birds, People Passing & Cars Driving	05:00	2	24bit/96khz
12.	EA - Underground Car Park 03.wav	Air Vents, Cars Driving & Distant Children	05:00	2	24bit/96khz
13.	EA - Underground Car Park 04.wav	Cars Driving, Foot Traffic, Air Vents & Hum	05:00	2	24bit/96khz

14.	EA - Underground Car Park 05.wav	Cars Driving, Foot Traffic, Air Vents & Water Flowing Through Pipes	05:00	2	24bit/96khz
15.	EA - Underground Car Park 06.wav	Distant Voices, Hum & Foot Traffic	05:00	2	24bit/96khz
16.	EA - Underground Car Park 07.wav	Empty, Air Vents & Light Buzz	05:00	2	24bit/96khz
17.	EA - Underground Car Park 08.wav	Empty, Air Vents & Near Lifts	05:00	2	24bit/96khz
18.	EA - Underground Car Park 09.wav	Hum & Machine Motor	05:00	2	24bit/96khz
19.	EA - Underground Car Park 10.wav	Hum, Buzz & Distant Exterior Traffic	05:00	2	24bit/96khz
20.	EA - Underground Car Park 11.wav	Hum, Buzz & Exterior Traffic	05:00	2	24bit/96khz
21.	EA - Underground Car Park 12.wav	Hum, Buzz & Water Trickling Through Pipes	05:00	2	24bit/96khz
22.	EA - Underground Car Park 13.wav	Hum, Distant Cars & Lift Noise	05:00	2	24bit/96khz
23.	EA - Underground Car Park 14.wav	Hum, Machine Motor Running & Distant Cars	05:00	2	24bit/96khz
24.	EA - Underground Car Park 15.wav	Near Elevators	05:00	2	24bit/96khz