

Doors Vol.1

	File Name	Metadata	Length	Channels	Bit Depth/Sample Rate
1.	EA - ADR Booth Door 01A.wav	sNOTE=Metal latch, quiet, heavy, open, close	00:41	2	24bit/96khz
2.	EA - ADR Booth Door 01B.wav	sNOTE=Metal latch, quiet, heavy, lock, unlock	00:14	2	24bit/96khz
3.	EA - Apartment Door 01A.wav	sNOTE=Metal, glass rattle, softener, open, close, softly	00:40	2	24bit/96khz
4.	EA - Apartment Door 01B.wav	sNOTE=Metal, glass rattle, softener, open, close, hard, slam	00:39	2	24bit/96khz
5.	EA - Apartment Door 01C.wav	sNOTE=Handle, open, close, rattle	00:36	2	24bit/96khz
6.	EA - Apartment Door 01D.wav	sNOTE=Lock, unlock, metal, latch, click	00:30	2	24bit/96khz
7.	EA - Apartment Door 02A.wav	sNOTE=Metal, softener, open, close, softly	00:38	2	24bit/96khz
8.	EA - Apartment Door 02B.wav	sNOTE=Metal, softener, open, close, hard, slam	00:31	2	24bit/96khz
9.	EA - Apartment Door 03A.wav	sNOTE=Metal, softener, open, close, softly	00:32	2	24bit/96khz
10.	EA - Apartment Door 03B.wav	sNOTE=Metal, softener, open, close, hard, slam	00:30	2	24bit/96khz
11.	EA - Apartment Door 04A.wav	sNOTE=Metal, softener, open, close, softly	00:24	2	24bit/96khz
12.	EA - Apartment Door 04B.wav	sNOTE=Metal, softener, open, close, hard, slam	00:33	2	24bit/96khz
13.	EA - Apartment Door 05A.wav	sNOTE=Metal, softener, open, close, softly	00:30	2	24bit/96khz
14.	EA - Apartment Door 05B.wav	sNOTE=Metal, softener, open, close, hard, slam	00:14	2	24bit/96khz

15.	EA - Apartment Door 06A.wav	sNOTE=Metal, softener, open, close, softly	00:27	2	24bit/96khz
16.	EA - Apartment Door 06B.wav	sNOTE=Metal, softener, open, close, hard, slam	00:21	2	24bit/96khz
17.	EA - Apartment Door 06C.wav	sNOTE=Handle, metal, open, close, rattle	00:34	2	24bit/96khz
18.	EA - Apartment Door 06D.wav	sNOTE=Creaks, squeaks, click, rattle	00:40	2	24bit/96khz
19.	EA - Apartment Door 07A.wav	sNOTE=Metal, open, close, softly	00:42	2	24bit/96khz
20.	EA - Apartment Door 07B.wav	sNOTE=Metal, open, close, hard, slam	00:37	2	24bit/96khz
21.	EA - Apartment Door 07C.wav	sNOTE=Handle, metal, open, close, rattle	00:42	2	24bit/96khz
22.	EA - Apartment Door 08A.wav	sNOTE=Metal, open, close, softly	00:31	2	24bit/96khz
23.	EA - Apartment Door 08B.wav	sNOTE=Metal, open, close, hard, slam	00:35	2	24bit/96khz
24.	EA - Apartment Door 09A.wav	sNOTE=Metal, softener, squeaky, open, close, softly	00:39	2	24bit/96khz
25.	EA - Apartment Door 09B.wav	sNOTE=Metal, softener, squeaky, open, close, hard, slam	00:36	2	24bit/96khz
26.	EA - Apartment Door 10A.wav	sNOTE=Metal, softener, squeaky, open, close, softly	00:38	2	24bit/96khz
27.	EA - Apartment Door 10B.wav	sNOTE=Metal, softener, squeaky, open, close, hard, slam	00:34	2	24bit/96khz
28.	EA - Apartment Door 11A.wav	sNOTE=Metal, open, close, softly	00:43	2	24bit/96khz
29.	EA - Apartment Door 11B.wav	sNOTE=Metal, open, close, hard, slam	00:26	2	24bit/96khz
30.	EA - Apartment Door 12A.wav	sNOTE=Wooden, creak, metal lock, open, close, softly	00:37	2	24bit/96khz
31.	EA - Apartment Door 12B.wav	sNOTE=Wooden, creak, metal lock, open, close, hard, slam	00:37	2	24bit/96khz
32.	EA - Apartment Sliding Door 01A.wav	sNOTE=Metal, suction, solid, open, close, slowly	00:49	2	24bit/96khz
33.	EA - Apartment Sliding Door 01B.wav	sNOTE=Metal, suction, solid, open, close, fast, slam	00:36	2	24bit/96khz
34.	EA - Apartment Sliding Door 01C.wav	sNOTE=Lock, unlock, latch, click, metal	00:27	2	24bit/96khz
35.	EA - Apartment Storage Door 01A.wav	sNOTE=Metal, cement, open, close, softly	00:30	2	24bit/96khz
36.	EA - Apartment Storage Door 01B.wav	sNOTE=Metal, cement, open, close, hard, slam	00:26	2	24bit/96khz
37.	EA - Apartment Storage Door 01C.wav	sNOTE=Handle, metal, open, close, rattle	00:32	2	24bit/96khz

38.	EA - Apartment Storage Door 02A.wav	sNOTE=Metal, cement, open, close, softly	00:40	2	24bit/96khz
39.	EA - Apartment Storage Door 02B.wav	sNOTE=Metal, cement, open, close, hard, slam	00:33	2	24bit/96khz
40.	EA - Apartment Storage Door 03A.wav	sNOTE=Metal, cement, open, close, softly	00:40	2	24bit/96khz
41.	EA - Apartment Storage Door 03B.wav	sNOTE=Metal, cement, open, close, hard, slam	00:30	2	24bit/96khz
42.	EA - Apartment Storage Door 04A.wav	sNOTE=Metal, cement, open, close, softly	00:31	2	24bit/96khz
43.	EA - Apartment Storage Door 04B.wav	sNOTE=Metal, cement, open, close, hard, slam	00:39	2	24bit/96khz
44.	EA - Apartment Storage Door 05A.wav	sNOTE=Metal, cement, open, close, softly	00:19	2	24bit/96khz
45.	EA - Apartment Storage Door 05B.wav	sNOTE=Metal, cement, open, close, hard, slam	00:31	2	24bit/96khz
46.	EA - Apartment Storage Door 05C.wav	sNOTE=Handle, metal, open, close, rattle	00:34	2	24bit/96khz
47.	EA - Apartment Storage Door 06A.wav	sNOTE=Metal, cement, open, close, softly	00:30	2	24bit/96khz
48.	EA - Apartment Storage Door 06B.wav	sNOTE=Metal, cement, open, close, hard, slam	00:31	2	24bit/96khz
49.	EA - Automatic Glass Door 01A.wav	sNOTE=Rattle, sliding, open, close	01:09	2	24bit/96khz
50.	EA - Automatic Glass Door 02A.wav	sNOTE=Rattle, sliding, open, close	01:28	2	24bit/96khz
51.	EA - Automatic Glass Door 03A.wav	sNOTE=Rattle, sliding, open, close	01:16	2	24bit/96khz
52.	EA - Automatic Glass Door 04A.wav	sNOTE=Rattle, sliding, open, close	01:03	2	24bit/96khz
53.	EA - Automatic Glass Door 05A.wav	sNOTE=Rattle, sliding, open, close	01:11	2	24bit/96khz
54.	EA - Automatic Glass Door 06A.wav	sNOTE=Rattle, sliding, open, close	01:08	2	24bit/96khz
55.	EA - Automatic Glass Door 07A.wav	sNOTE=Rattle, sliding, open, close	01:18	2	24bit/96khz
56.	EA - Automatic Glass Door 08A.wav	sNOTE=Rattle, sliding, open, close	00:58	2	24bit/96khz
57.	EA - Automatic Glass Door 09A.wav	sNOTE=Rattle, sliding, open, close	01:07	2	24bit/96khz
58.	EA - Automatic Glass Door 10A.wav	sNOTE=Rattle, sliding, open, close	00:48	2	24bit/96khz
59.	EA - Automatic Glass Door 11A.wav	sNOTE=Rattle, sliding, open, close	00:43	2	24bit/96khz
60.	EA - Automatic Glass Door 12A.wav	sNOTE=Rattle, sliding, open, close	00:44	2	24bit/96khz
61.	EA - Automatic Glass Door 13A.wav	sNOTE=Smooth, sliding, open, close	01:20	2	24bit/96khz

62.	EA - Automatic Glass Door 14A.wav	sNOTE=Rattling, squeaky, sliding, open, close	01:29	2	24bit/96khz
63.	EA - Automatic Glass Door 15A.wav	sNOTE=Rattling, squeaky, sliding, open, close	01:11	2	24bit/96khz
64.	EA - Automatic Glass Door 16A.wav	sNOTE=Rattling, squeaky, sliding, open, close	01:16	2	24bit/96khz
65.	EA - Automatic Glass Door 17A.wav	sNOTE=Rattling, squeaky, sliding, open, close	01:07	2	24bit/96khz
66.	EA - Automatic Metal Door 01A.wav	sNOTE=Rattle, sliding, open, close	01:46	2	24bit/96khz
67.	EA - Automatic Metal Door 02A.wav	sNOTE=Rattle, sliding, open, close	01:45	2	24bit/96khz
68.	EA - Automatic Metal Door 03A.wav	sNOTE=Rattle, sliding, open, close	01:51	2	24bit/96khz
69.	EA - Automatic Metal Door 04A.wav	sNOTE=Rattle, sliding, open, close	01:02	2	24bit/96khz
70.	EA - Automatic Swing Door 01A.wav	sNOTE=Metal, latch, open, close	01:25	2	24bit/96khz
71.	EA - Bathroom Cupboard Door 01A.wav	sNOTE=Open, close, click, wooden	00:27	2	24bit/96khz
72.	EA - Bathroom Cupboard Door 02A.wav	sNOTE=Open, close, click, wooden	00:42	2	24bit/96khz
73.	EA - Bathroom Cupboard Door 03A.wav	sNOTE=Echo, toilet, open, close, softly	00:32	2	24bit/96khz
74.	EA - Bathroom Cupboard Door 03B.wav	sNOTE=Echo, toilet, open, close, hard, slam	00:19	2	24bit/96khz
75.	EA - Bathroom Cupboard Door 03C.wav	sNOTE=Echo, toilet, lock, unlock, latch	00:29	2	24bit/96khz
76.	EA - Bathroom Cupboard Door 04A.wav	sNOTE=Echo, toilet, open, close, softly	00:44	2	24bit/96khz
77.	EA - Bathroom Cupboard Door 04B.wav	sNOTE=Echo, toilet, open, close, hard, slam	00:20	2	24bit/96khz
78.	EA - Bathroom Cupboard Door 04C.wav	sNOTE=Echo, toilet, handle, lock, unlock, latch	00:27	2	24bit/96khz
79.	EA - Bathroom Cupboard Door 05A.wav	sNOTE=Open, close, click, wooden	00:39	2	24bit/96khz
80.	EA - Bathroom Cupboard Door 06A.wav	sNOTE=Open, close, click, wooden	00:47	2	24bit/96khz
81.	EA - Bathroom Cupboard Door 07A.wav	sNOTE=Open, close, click, wooden	00:42	2	24bit/96khz
82.	EA - Bathroom Door 01A.wav	sNOTE=Open, close, softly, metal latch	00:33	2	24bit/96khz
83.	EA - Bathroom Door 01B.wav	sNOTE=Open, close, hard, slam, metal latch	00:22	2	24bit/96khz
84.	EA - Bathroom Door 02A.wav	sNOTE=Open, close, softly, metal latch	00:29	2	24bit/96khz
85.	EA - Bathroom Door 02B.wav	sNOTE=Open, close, hard, slam, metal latch	00:17	2	24bit/96khz

86.	EA - Bathroom Door 02C.wav	sNOTE=Echo, metal, lock, unlock, latch	00:27	2	24bit/96khz
87.	EA - Bathroom Door 03A.wav	sNOTE=Open, close, softly, metal latch	00:35	2	24bit/96khz
88.	EA - Bathroom Door 03B.wav	sNOTE=Open, close, softly, metal latch	00:27	2	24bit/96khz
89.	EA - Bathroom Door 03C.wav	sNOTE=Echo, metal, lock, unlock, latch	00:22	2	24bit/96khz
90.	EA - Bathroom Door 04A.wav	sNOTE=Echo, toilet, open, close, softly	00:46	2	24bit/96khz
91.	EA - Bathroom Door 04B.wav	sNOTE=Echo, toilet, creaks, squeaks	00:51	2	24bit/96khz
92.	EA - Bathroom Door 05A.wav	sNOTE=Open, close, hard, slam, metal latch	00:56	2	24bit/96khz
93.	EA - Bathroom Door 05B.wav	sNOTE=Echo, metal, lock, unlock, latch	00:30	2	24bit/96khz
94.	EA - Bathroom Door 06A.wav	sNOTE=Echo, toilet, open, close, softly	00:28	2	24bit/96khz
95.	EA - Bathroom Door 06B.wav	sNOTE=Echo, toilet, open, close, hard, slam	00:21	2	24bit/96khz
96.	EA - Bathroom Door 07A.wav	sNOTE=Echo, toilet, open, close, softly	00:31	2	24bit/96khz
97.	EA - Bathroom Door 07B.wav	sNOTE=Echo, toilet, open, close, hard, slam	00:27	2	24bit/96khz
98.	EA - Bathroom Door 07C.wav	sNOTE=Echo, metal, handle, open, close	01:17	2	24bit/96khz
99.	EA - Bathroom Door 08A.wav	sNOTE=Echo, toilet, open, close, softly	00:39	2	24bit/96khz
100.	EA - Bathroom Door 08B.wav	sNOTE=Echo, toilet, open, close, hard, slam	00:21	2	24bit/96khz
101.	EA - Bathroom Door 08C.wav	sNOTE=Echo, metal, handle, open, close	01:07	2	24bit/96khz
102.	EA - Bathroom Door 08D.wav	sNOTE=Echo, toilet, creaks, squeaks	00:46	2	24bit/96khz
103.	EA - Bathroom Door 09A.wav	sNOTE=Echo, toilet, open, close, softly	00:28	2	24bit/96khz
104.	EA - Bathroom Door 09B.wav	sNOTE=Echo, toilet, open, close, hard, slam	00:27	2	24bit/96khz
105.	EA - Bathroom Door 10A.wav	sNOTE=Echo, toilet, squeak, open, close, softly	00:43	2	24bit/96khz
106.	EA - Bathroom Door 10B.wav	sNOTE=Echo, toilet, squeak, open, close, hard, slam	00:24	2	24bit/96khz
107.	EA - Bathroom Door 10C.wav	sNOTE=Echo, toilet, handle, lock, unlock, latch	00:26	2	24bit/96khz
108.	EA - Bathroom Door 10D.wav	sNOTE=Echo, toilet, creaks, squeaks	01:41	2	24bit/96khz
109.	EA - Bathroom Drawer 01A.wav	sNOTE=Wooden, sliding, open, close, softly	00:26	2	24bit/96khz

110.	EA - Bathroom Drawer 01B.wav	sNOTE=Wooden, sliding, open, close, hard, slam	00:19	2	24bit/96khz
111.	EA - Bathroom Drawer 02A.wav	sNOTE=Wooden, sliding, open, close, softly	00:27	2	24bit/96khz
112.	EA - Bathroom Drawer 02B.wav	sNOTE=Wooden, sliding, open, close, hard, slam	00:18	2	24bit/96khz
113.	EA - Bathroom Drawer 03A.wav	sNOTE=Wooden, sliding, open, close, softly	00:29	2	24bit/96khz
114.	EA - Bathroom Drawer 03B.wav	sNOTE=Wooden, sliding, open, close, hard, slam	00:19	2	24bit/96khz
115.	EA - Bedroom Door 01A.wav	sNOTE=Wooden, metal lock, open, close, hard, slam	00:23	2	24bit/96khz
116.	EA - Bedroom Door 01B.wav	sNOTE=Wooden, metal lock, open, close, softly	00:40	2	24bit/96khz
117.	EA - Carpark Door 01A.wav	sNOTE=Echo, cement, heavy, open, close, softly	00:28	2	24bit/96khz
118.	EA - Carpark Door 01B.wav	sNOTE=Echo, cement, heavy, open, close, hard, slam	00:36	2	24bit/96khz
119.	EA - Carpark Door 01C.wav	sNOTE=Handle, echo, cement, lock, unlock	00:34	2	24bit/96khz
120.	EA - Door Knock ADR Booth 01.wav	sNOTE=Knuckles, knocking, glass, plastic, thud, hit	00:51	2	24bit/96khz
121.	EA - Door Knock ADR Booth 02.wav	sNOTE=Knuckles, knocking, metal, thud, hit	00:49	2	24bit/96khz
122.	EA - Door Knock Bathroom 01.wav	sNOTE=Knuckles, knocking, echo, toilet, thud, hit	01:10	2	24bit/96khz
123.	EA - Door Knock Bathroom 02.wav	sNOTE=Knuckles, knocking, echo, toilet, thud, hit	01:24	2	24bit/96khz
124.	EA - Door Knock Bathroom 03.wav	sNOTE=Knuckles, knocking, echo, toilet, thud, hit	01:08	2	24bit/96khz
125.	EA - Door Knock Cupboard 01.wav	sNOTE=Knuckles, knocking, wooden, thud, hit	00:58	2	24bit/96khz
126.	EA - Door Knock Flyscreen 01.wav	sNOTE=Knuckles, knocking, old, metal, thud, hit	00:40	2	24bit/96khz
127.	EA - Door Knock Flyscreen 02.wav	sNOTE=Knuckles, knocking, old, metal, thud, hit	00:37	2	24bit/96khz
128.	EA - Door Knock Household 01.wav	sNOTE=Knuckles, knocking, glass, thud, hit	00:58	2	24bit/96khz
129.	EA - Door Knock Household 02.wav	sNOTE=Knuckles, knocking, glass, thud, hit	00:54	2	24bit/96khz
130.	EA - Door Knock Household 03.wav	sNOTE=Knuckles, knocking, wooden, thud, hit	01:03	2	24bit/96khz
131.	EA - Door Knock Household 04.wav	sNOTE=Knuckles, knocking, glass, thud, hit	00:51	2	24bit/96khz
132.	EA - Door Knock Household 05.wav	sNOTE=Knuckles, knocking, glass, thud, hit	00:50	2	24bit/96khz
133.	EA - Door Knock Household 06.wav	sNOTE=Knuckles, knocking, wooden, thud, hit	00:55	2	24bit/96khz

134.	EA - Door Knock Laundry 01.wav	sNOTE=Knuckles, knocking, wooden, thud, hit	00:56	2	24bit/96khz
135.	EA - Door Knock Laundry 02.wav	sNOTE=Knuckles, knocking, wooden, thud, hit	00:56	2	24bit/96khz
136.	EA - Door Knock Laundry 03.wav	sNOTE=Knuckles, knocking, wooden, thud, hit	00:54	2	24bit/96khz
137.	EA - Door Knock Office 01.wav	sNOTE=Knuckles, knocking, wooden, thud, hit	00:59	2	24bit/96khz
138.	EA - Door Knock Office 02.wav	sNOTE=Knuckles, knocking, wooden, thud, hit	00:53	2	24bit/96khz
139.	EA - Door Knock Office 03.wav	sNOTE=Knuckles, knocking, wooden, thud, hit	00:55	2	24bit/96khz
140.	EA - Door Knock Office 04.wav	sNOTE=Knuckles, knocking, metal, thud, hit	00:44	2	24bit/96khz
141.	EA - Door Knock Office 05.wav	sNOTE=Knuckles, knocking, wooden, thud, hit	00:54	2	24bit/96khz
142.	EA - Door Knock Office 06.wav	sNOTE=Knuckles, knocking, glass, thud, hit	00:54	2	24bit/96khz
143.	EA - Door Knock Office 07.wav	sNOTE=Knuckles, knocking, wooden, thud, hit	00:40	2	24bit/96khz
144.	EA - Door Knock Office 08.wav	sNOTE=Knuckles, knocking, wooden, thud, hit	01:01	2	24bit/96khz
145.	EA - Door Knock Office 09.wav	EA - Door Knock Office 09	01:06	2	24bit/96khz
146.	EA - Door Knock Office 10.wav	sNOTE=Knuckles, knocking, glass, thud, hit	00:51	2	24bit/96khz
147.	EA - Door Knock Office 11.wav	sNOTE=Knuckles, knocking, wooden, thud, hit	01:00	2	24bit/96khz
148.	EA - Door Knock Office 12.wav	sNOTE=Knuckles, knocking, wooden, thud, hit	00:47	2	24bit/96khz
149.	EA - Door Knock Office Drawer 01.wav	sNOTE=Knuckles, knocking, metal, thud, hit	00:47	2	24bit/96khz
150.	EA - Door Knock Office Drawer 02.wav	sNOTE=Knuckles, knocking, metal, thud, hit	00:55	2	24bit/96khz
151.	EA - Door Knock Stairwell 01.wav	sNOTE=Knuckles, knocking, wooden, thud, hit	00:41	2	24bit/96khz
152.	EA - Door Knock Studio 01.wav	sNOTE=Knuckles, knocking, wooden, thud, hit	00:52	2	24bit/96khz
153.	EA - Door Knock Studio 02.wav	sNOTE=Knuckles, knocking, glass, thud, hit	00:42	2	24bit/96khz
154.	EA - Flyscreen Door 01A.wav	sNOTE=Old, metal, rusty, open, close	00:37	2	24bit/96khz
155.	EA - Freezer Door 01A.wav	sNOTE=Open, close, softly, suction	00:22	2	24bit/96khz
156.	EA - Freezer Door 01B.wav	sNOTE=Open, close, hard, slam, suction	00:18	2	24bit/96khz
157.	EA - Freezer Door 02A.wav	sNOTE=Open, close, softly, suction	00:22	2	24bit/96khz

158.	EA - Freezer Door 02B.wav	sNOTE=Open, close, hard, slam, suction	00:17	2	24bit/96khz
159.	EA - Fridge Door 01A.wav	sNOTE=Open, close, softly, suction	00:18	2	24bit/96khz
160.	EA - Fridge Door 01B.wav	sNOTE=Open, close, hard, slam, suction	00:08	2	24bit/96khz
161.	EA - Fridge Door 02A.wav	sNOTE=Open, close, softly, suction	00:26	2	24bit/96khz
162.	EA - Fridge Door 02B.wav	sNOTE=Open, close, hard, slam, suction	00:20	2	24bit/96khz
163.	EA - Fridge Door 03A.wav	sNOTE=Open, close, softly, suction	00:24	2	24bit/96khz
164.	EA - Fridge Door 03B.wav	sNOTE=Open, close, hard, slam, suction	00:24	2	24bit/96khz
165.	EA - Fridge Door 04A.wav	sNOTE=Open, close, softly, suction	00:19	2	24bit/96khz
166.	EA - Fridge Door 04B.wav	sNOTE=Open, close, hard, slam, suction	00:20	2	24bit/96khz
167.	EA - Fusebox Door 01A.wav	sNOTE=Metal, electrical, open, close	00:40	2	24bit/96khz
168.	EA - Garage Roller Door 01A.wav	sNOTE=Metal, plastic, creaky, rattle, old, open, close	01:08	2	24bit/96khz
169.	EA - Garage Roller Door 02A.wav	sNOTE=Metal, plastic, creaky, rattle, old, open, close	00:44	2	24bit/96khz
170.	EA - Garage Roller Door 03A.wav	sNOTE=Metal, plastic, creaky, rattle, old, open, close	00:52	2	24bit/96khz
171.	EA - Garbage Chute Door 01A.wav	sNOTE=Metal, trash, latch, resonance, open, close	00:25	2	24bit/96khz
172.	EA - Garbage Chute Door 02A.wav	sNOTE=Metal, trash, latch, resonance, open, close	00:38	2	24bit/96khz
173.	EA - Garbage Chute Door 03A.wav	sNOTE=Metal, trash, latch, resonance, open, close	01:10	2	24bit/96khz
174.	EA - Garbage Chute Door 04A.wav	sNOTE=Metal, trash, latch, resonance, open, close	00:39	2	24bit/96khz
175.	EA - Garbage Chute Door 05A.wav	sNOTE=Metal, trash, latch, resonance, open, close	00:52	2	24bit/96khz
176.	EA - Garbage Chute Door 06A.wav	sNOTE=Metal, trash, latch, resonance, open, close	00:38	2	24bit/96khz
177.	EA - Household Door 01A.wav	sNOTE=Wooden, creaky, old, open, close, softly	00:32	2	24bit/96khz
178.	EA - Household Door 01B.wav	sNOTE=Wooden, creaky, old, open, close, hard, slam	00:34	2	24bit/96khz
179.	EA - Household Door 01C.wav	sNOTE=Handle, metal, unlock, latch, click, rattle	00:48	2	24bit/96khz
180.	EA - Household Door 02A.wav	sNOTE=Wooden, creaky, old, open, close, softly	00:31	2	24bit/96khz
181.	EA - Household Door 02B.wav	sNOTE=Wooden, creaky, old, open, close, hard, slam	00:30	2	24bit/96khz

182.	EA - Household Door 02C.wav	sNOTE=Lock, unlock, metal, squeaky, click	00:33	2	24bit/96khz
183.	EA - Household Door 02D.wav	sNOTE=Handle, metal, unlock, latch, click, rattle	00:22	2	24bit/96khz
184.	EA - Household Door 03A.wav	sNOTE=Wooden, creaky, old, open, close, softly	00:39	2	24bit/96khz
185.	EA - Household Door 03B.wav	sNOTE=Wooden, creaky, old, open, close, hard, slam	00:29	2	24bit/96khz
186.	EA - Household Door 03C.wav	sNOTE=Lock, unlock, metal, squeaky, click	00:41	2	24bit/96khz
187.	EA - Household Door 03D.wav	sNOTE=Handle, metal, unlock, latch, click, rattle	00:40	2	24bit/96khz
188.	EA - Household Door 03E.wav	sNOTE=Creaks, squeaks, wooden, open, close	01:05	2	24bit/96khz
189.	EA - Household Door 04A.wav	sNOTE=Wooden, creaky, old, open, close, softly	00:34	2	24bit/96khz
190.	EA - Household Door 04B.wav	sNOTE=Wooden, creaky, old, open, close, hard, slam	00:25	2	24bit/96khz
191.	EA - Household Door 04C.wav	sNOTE=Lock, unlock, metal, squeaky, click	00:32	2	24bit/96khz
192.	EA - Household Door 05A.wav	sNOTE=Wooden, creaky, old, open, close, softly	00:35	2	24bit/96khz
193.	EA - Household Door 05B.wav	sNOTE=Wooden, creaky, old, open, close, hard, slam	00:24	2	24bit/96khz
194.	EA - Household Door 06A.wav	sNOTE=Wooden, heavy, hallway old, open, close, softly	00:30	2	24bit/96khz
195.	EA - Household Door 06B.wav	sNOTE=Wooden, heavy, hallway old, open, close, hard, slam	00:23	2	24bit/96khz
196.	EA - Household Door 06C.wav	sNOTE=Lock, metal, large, unlock, rattle, click	00:44	2	24bit/96khz
197.	EA - Household Sliding Door 01A.wav	sNOTE=Metal, suction, solid, open, close, slowly	00:40	2	24bit/96khz
198.	EA - Household Sliding Door 01B.wav	sNOTE=Metal, suction, solid, open, close, fast, slam	00:22	2	24bit/96khz
199.	EA - Household Sliding Door 01C.wav	sNOTE=Lock, unlock, latch, click, metal	00:34	2	24bit/96khz
200.	EA - Kitchen Cabinet Door 01A.wav	sNOTE=Push latch, open, close	00:28	2	24bit/96khz
201.	EA - Kitchen Cupboard Door 01A.wav	sNOTE=Open, close, wooden, plastic	00:30	2	24bit/96khz
202.	EA - Kitchen Drawer 01A.wav	sNOTE=Open, close, softly	00:29	2	24bit/96khz
203.	EA - Kitchen Drawer 01B.wav	sNOTE=Open, close, fast	00:19	2	24bit/96khz
204.	EA - Kitchen Drawer 02A.wav	sNOTE=Open, close, softly, utensils	00:38	2	24bit/96khz

205.	EA - Kitchen Drawer 02B.wav	sNOTE=Open, close, hard, slam, utensils	00:26	2	24bit/96khz
206.	EA - Kitchen Drawer 03A.wav	sNOTE=Open, close, softly, cutlery	00:25	2	24bit/96khz
207.	EA - Kitchen Drawer 03B.wav	sNOTE=Open, close, hard, slam, utensils	00:24	2	24bit/96khz
208.	EA - Kitchen Drawer 04A.wav	sNOTE=Open, close, softly	00:16	2	24bit/96khz
209.	EA - Kitchen Drawer 04B.wav	sNOTE=Open, close, hard, slam	00:20	2	24bit/96khz
210.	EA - Kitchen Drawer 05A.wav	sNOTE=Open, close, softly	00:23	2	24bit/96khz
211.	EA - Kitchen Drawer 05B.wav	sNOTE=Open, close, hard, slam	00:18	2	24bit/96khz
212.	EA - Kitchen Drawer 06A.wav	sNOTE=Open, close, softly	00:24	2	24bit/96khz
213.	EA - Kitchen Drawer 06B.wav	sNOTE=Open, close, hard, slam	00:19	2	24bit/96khz
214.	EA - Kitchen Drawer 07A.wav	sNOTE=Open, close, softly, utensils	00:32	2	24bit/96khz
215.	EA - Kitchen Drawer 08A.wav	sNOTE=Open, close, softly, utensils	00:30	2	24bit/96khz
216.	EA - Kitchen Grill Door 01A.wav	sNOTE=Metal, heavy, open, close, appliance	00:47	2	24bit/96khz
217.	EA - Kitchen Sliding Door 01A.wav	sNOTE=Open, close, slow	00:23	2	24bit/96khz
218.	EA - Kitchen Sliding Door 01B.wav	sNOTE=Open, close, fast	00:22	2	24bit/96khz
219.	EA - Kitchen Sliding Door 01C.wav	sNOTE=Open, close, impacts, slam	00:42	2	24bit/96khz
220.	EA - Laundry Cupboard Door 01A.wav	sNOTE=Open, close, hard, slam	00:31	2	24bit/96khz
221.	EA - Laundry Cupboard Door 01B.wav	sNOTE=Open, close, softly	00:19	2	24bit/96khz
222.	EA - Laundry Cupboard Door 02A.wav	sNOTE=Open, close, softly	00:32	2	24bit/96khz
223.	EA - Laundry Cupboard Door 02B.wav	sNOTE=Open, close, hard, slam	00:14	2	24bit/96khz
224.	EA - Laundry Door 01A.wav	sNOTE=Wooden, metal handle, open, close, softly	00:35	2	24bit/96khz
225.	EA - Laundry Door 01B.wav	sNOTE=Wooden, metal handle, open, close, hard, slam	00:22	2	24bit/96khz
226.	EA - Laundry Door 02A.wav	sNOTE=Wooden, metal handle, open, close, softly	00:45	2	24bit/96khz
227.	EA - Laundry Door 02B.wav	sNOTE=Wooden, metal handle, open, close, hard, slam	00:23	2	24bit/96khz
228.	EA - Laundry Machine Door 01A.wav	sNOTE=Latch, open, close, hard, top load	00:23	2	24bit/96khz

229.	EA - Laundry Machine Door 01B.wav	sNOTE=Latch, open, close, softly, top load	00:27	2	24bit/96khz
230.	EA - Laundry Machine Door 02A.wav	sNOTE=Latch, open, close, front load	00:54	2	24bit/96khz
231.	EA - Locker Door 01A.wav	sNOTE=Wooden, open, close, cupboard	00:41	2	24bit/96khz
232.	EA - Medicine Cabinet Door 01A.wav	sNOTE=Bathroom, close, softly	00:36	2	24bit/96khz
233.	EA - Medicine Cabinet Door 01B.wav	sNOTE=Bathroom, close, hard, slam, rattle	00:14	2	24bit/96khz
234.	EA - Metal Door 01A.wav	sNOTE=Latch, open, close, softly	00:25	2	24bit/96khz
235.	EA - Metal Door 01B.wav	sNOTE=Latch, open, close, hard, slam	00:23	2	24bit/96khz
236.	EA - Metal Gate 01A.wav	sNOTE=Heavy, exterior, lock, open, close, hard	01:31	2	24bit/96khz
237.	EA - Microwave Door 01A.wav	sNOTE=Plastic, kitchen, button, open, close, softly	00:21	2	24bit/96khz
238.	EA - Microwave Door 01B.wav	sNOTE=Plastic, kitchen, button, open, close, hard, slam	00:19	2	24bit/96khz
239.	EA - Microwave Door 02A.wav	sNOTE=Plastic, kitchen, button, open, close	00:39	2	24bit/96khz
240.	EA - Microwave Door 03A.wav	sNOTE=Plastic, kitchen, button, open, close	00:48	2	24bit/96khz
241.	EA - Office Cupboard Door 01A.wav	sNOTE=Click, open, close, latch	00:29	2	24bit/96khz
242.	EA - Office Cupboard Door 02A.wav	sNOTE=Click, open, close, latch, softly	00:26	2	24bit/96khz
243.	EA - Office Cupboard Door 02B.wav	sNOTE=Click, open, close, latch, hard, slam	00:17	2	24bit/96khz
244.	EA - Office Cupboard Door 03A.wav	sNOTE=Click, open, close, latch, softly	00:20	2	24bit/96khz
245.	EA - Office Cupboard Door 03B.wav	sNOTE=Click, open, close, latch, hard, slam	00:14	2	24bit/96khz
246.	EA - Office Cupboard Door 04A.wav	sNOTE=Click, open, close, latch, softly	00:12	2	24bit/96khz
247.	EA - Office Cupboard Door 04B.wav	sNOTE=Click, open, close, latch, hard, slam	00:18	2	24bit/96khz
248.	EA - Office Cupboard Door 05A.wav	sNOTE=Click, open, close, latch, softly	00:24	2	24bit/96khz
249.	EA - Office Cupboard Door 05B.wav	sNOTE=Click, open, close, latch, hard, slam	00:19	2	24bit/96khz
250.	EA - Office Cupboard Door 06A.wav	sNOTE=Click, open, close, latch	00:36	2	24bit/96khz
251.	EA - Office Door 01A.wav	sNOTE=Metal, latch, lock, open, close, softly	00:30	2	24bit/96khz
252.	EA - Office Door 01B.wav	sNOTE=Metal, latch, lock, open, close, hard, slam	00:22	2	24bit/96khz

253.	EA - Office Door 01C.wav	sNOTE=Handle, metal, open, close, rattle	00:49	2	24bit/96khz
254.	EA - Office Door 02A.wav	sNOTE=Metal, latch, lock, open, close, softly	00:32	2	24bit/96khz
255.	EA - Office Door 02B.wav	sNOTE=Metal, latch, lock, open, close, hard, slam	00:24	2	24bit/96khz
256.	EA - Office Door 02C.wav	sNOTE=Handle, metal, open, close, rattle	00:49	2	24bit/96khz
257.	EA - Office Door 03A.wav	sNOTE=Metal, latch, lock, open, close, softly	00:21	2	24bit/96khz
258.	EA - Office Door 03B.wav	sNOTE=Metal, latch, lock, open, close, hard, slam	00:18	2	24bit/96khz
259.	EA - Office Door 03C.wav	sNOTE=Handle, metal, open, close, rattle	00:26	2	24bit/96khz
260.	EA - Office Door 04A.wav	sNOTE=Metal, latch, lock, open, close, softly	00:26	2	24bit/96khz
261.	EA - Office Door 04B.wav	sNOTE=Metal, latch, lock, open, close, hard, slam	00:28	2	24bit/96khz
262.	EA - Office Door 05A.wav	EA - Office Door 05A	00:27	2	24bit/96khz
263.	EA - Office Door 05B.wav	sNOTE=Metal, latch, lock, open, close, hard, slam	00:20	2	24bit/96khz
264.	EA - Office Door 05C.wav	sNOTE=Handle, metal, open, close, rattle	00:44	2	24bit/96khz
265.	EA - Office Door 06A.wav	sNOTE=Metal, latch, lock, open, close, softly	00:32	2	24bit/96khz
266.	EA - Office Door 06B.wav	sNOTE=Metal, latch, lock, open, close, hard, slam	00:40	2	24bit/96khz
267.	EA - Office Door 07A.wav	sNOTE=Metal, latch, lock, open, close, softly	00:32	2	24bit/96khz
268.	EA - Office Door 07B.wav	sNOTE=Metal, latch, lock, open, close, hard, slam	00:20	2	24bit/96khz
269.	EA - Office Door 07C.wav	sNOTE=Handle, metal, open, close, rattle	00:38	2	24bit/96khz
270.	EA - Office Door 08A.wav	sNOTE=Metal, latch, lock, open, close, softly	00:31	2	24bit/96khz
271.	EA - Office Door 08B.wav	sNOTE=Metal, latch, lock, open, close, hard, slam	00:23	2	24bit/96khz
272.	EA - Office Door 09A.wav	sNOTE=Metal, latch, lock, open, close, softly	00:30	2	24bit/96khz
273.	EA - Office Door 09B.wav	sNOTE=Metal, latch, lock, open, close, hard, slam	00:27	2	24bit/96khz
274.	EA - Office Door 09C.wav	sNOTE=Handle, metal, open, close, rattle	00:38	2	24bit/96khz
275.	EA - Office Door 10A.wav	sNOTE=Metal, latch, lock, open, close, softly	00:17	2	24bit/96khz
276.	EA - Office Door 10B.wav	sNOTE=Metal, latch, lock, open, close, hard, slam	00:33	2	24bit/96khz

277.	EA - Office Door 11A.wav	sNOTE=Metal, latch, lock, open, close, softly	00:38	2	24bit/96khz
278.	EA - Office Door 11B.wav	sNOTE=Metal, latch, lock, open, close, hard, slam	00:35	2	24bit/96khz
279.	EA - Office Door 11C.wav	sNOTE=Handle, metal, open, close, rattle	00:38	2	24bit/96khz
280.	EA - Office Door 12A.wav	sNOTE=Metal, latch, lock, open, close, softly	00:40	2	24bit/96khz
281.	EA - Office Door 12B.wav	sNOTE=Metal, latch, lock, open, close, hard, slam	00:33	2	24bit/96khz
282.	EA - Office Door 12C.wav	sNOTE=Handle, metal, open, close, rattle	00:44	2	24bit/96khz
283.	EA - Office Door 13A.wav	sNOTE=Metal, latch, lock, open, close, softly	00:42	2	24bit/96khz
284.	EA - Office Door 13B.wav	sNOTE=Metal, latch, lock, open, close, hard, slam	00:32	2	24bit/96khz
285.	EA - Office Door 13C.wav	sNOTE=Handle, metal, open, close, rattle	00:41	2	24bit/96khz
286.	EA - Office Door 14A.wav	sNOTE=Metal, latch, lock, open, close, softly	00:37	2	24bit/96khz
287.	EA - Office Door 14B.wav	sNOTE=Metal, latch, lock, open, close, hard, slam	01:00	2	24bit/96khz
288.	EA - Office Door 14C.wav	sNOTE=Handle, metal, open, close, rattle	00:45	2	24bit/96khz
289.	EA - Office Door 15A.wav	EA - Office Door 15A	01:08	2	24bit/96khz
290.	EA - Office Door 15B.wav	sNOTE=Metal, latch, lock, open, close, hard, slam	00:50	2	24bit/96khz
291.	EA - Office Door 16A.wav	sNOTE=Metal, latch, lock, open, close, softly	00:52	2	24bit/96khz
292.	EA - Office Door 16B.wav	sNOTE=Metal, latch, lock, open, close, hard, slam	00:28	2	24bit/96khz
293.	EA - Office Door 16C.wav	sNOTE=Handle, metal, open, close, rattle	00:17	2	24bit/96khz
294.	EA - Office Door 17A.wav	sNOTE=Metal, latch, lock, open, close, softly	00:28	2	24bit/96khz
295.	EA - Office Door 17B.wav	sNOTE=Metal, latch, lock, open, close, hard, slam	00:23	2	24bit/96khz
296.	EA - Office Door 17C.wav	sNOTE=Handle, metal, open, close, rattle	00:40	2	24bit/96khz
297.	EA - Office Door 18A.wav	sNOTE=Metal, latch, lock, open, close, softly	00:37	2	24bit/96khz
298.	EA - Office Door 18B.wav	sNOTE=Metal, latch, lock, open, close, hard, slam	00:29	2	24bit/96khz
299.	EA - Office Door 19A.wav	sNOTE=Metal, latch, lock, open, close, softly	00:34	2	24bit/96khz
300.	EA - Office Door 19B.wav	sNOTE=Metal, latch, lock, open, close, hard, slam	00:22	2	24bit/96khz

301.	EA - Office Drawer 01A.wav	sNOTE=Metal, open, close, softly	00:34	2	24bit/96khz
302.	EA - Office Drawer 01B.wav	sNOTE=Metal, open, close, hard, slam	00:24	2	24bit/96khz
303.	EA - Office Drawer 02A.wav	sNOTE=Metal, open, close, softly	00:30	2	24bit/96khz
304.	EA - Office Drawer 02B.wav	sNOTE=Metal, open, close, hard, slam	00:25	2	24bit/96khz
305.	EA - Office Drawer 02C.wav	sNOTE=Metal, lock, unlock, latch, key	00:29	2	24bit/96khz
306.	EA - Office Drawer 03A.wav	sNOTE=Metal, open, close, softly	00:42	2	24bit/96khz
307.	EA - Office Drawer 03B.wav	sNOTE=Metal, open, close, hard, slam	00:24	2	24bit/96khz
308.	EA - Office Drawer 04A.wav	sNOTE=Metal, open, close, softly	00:31	2	24bit/96khz
309.	EA - Office Drawer 04B.wav	sNOTE=Metal, open, close, hard, slam	00:20	2	24bit/96khz
310.	EA - Office Drawer 05A.wav	sNOTE=Metal, open, close, softly	00:29	2	24bit/96khz
311.	EA - Office Drawer 05B.wav	sNOTE=Metal, open, close, hard, slam	00:21	2	24bit/96khz
312.	EA - Office Drawer 06A.wav	sNOTE=Metal, open, close, hard, slam	00:37	2	24bit/96khz
313.	EA - Office Sliding Door 01A.wav	sNOTE=Metal, suction, solid, open, close, slowly	01:37	2	24bit/96khz
314.	EA - Office Sliding Door 01B.wav	sNOTE=Metal, suction, solid, open, close, fast, slam	00:44	2	24bit/96khz
315.	EA - Office Sliding Door 01C.wav	sNOTE=Metal hits, closing, slam	00:37	2	24bit/96khz
316.	EA - Office Sliding Door 01D.wav	sNOTE=Lock, unlock, latch, click, metal	00:32	2	24bit/96khz
317.	EA - Old Wooden Door 01A.wav	sNOTE=Creaky, squeaks, open, close, softly	00:36	2	24bit/96khz
318.	EA - Old Wooden Door 01B.wav	sNOTE=Creaky, squeaks, open, close, hard, slam	00:25	2	24bit/96khz
319.	EA - Old Wooden Door 02A.wav	sNOTE=Creaky, squeaks, open, close, softly	00:25	2	24bit/96khz
320.	EA - Old Wooden Door 02B.wav	sNOTE=Creaky, squeaks, open, close, hard, slam	00:31	2	24bit/96khz
321.	EA - Oven Door 01A.wav	sNOTE=Kitchen, grill, open, close, softly, metal	00:42	2	24bit/96khz
322.	EA - Oven Door 01B.wav	sNOTE=Kitchen, grill, open, close, hard, slam, metal	00:28	2	24bit/96khz
323.	EA - Oven Door 02A.wav	sNOTE=Kitchen, grill, open, close, softly, metal	00:20	2	24bit/96khz
324.	EA - Oven Door 02B.wav	sNOTE=Kitchen, grill, open, close, hard, slam, metal	00:15	2	24bit/96khz

325.	EA - Oven Door 03A.wav	sNOTE=Kitchen, grill, open, close, softly, metal	00:26	2	24bit/96khz
326.	EA - Oven Door 03B.wav	sNOTE=Kitchen, grill, open, close, hard, slam, metal	00:25	2	24bit/96khz
327.	EA - Push Bar Door 01A.wav	sNOTE=Metal, old, swing, open, close	01:01	2	24bit/96khz
328.	EA - School Door 01A.wav	sNOTE=Classroom, hallway, open, close, softly	00:34	2	24bit/96khz
329.	EA - School Door 01B.wav	sNOTE=Classroom, hallway, open, close, hard, slam	00:21	2	24bit/96khz
330.	EA - School Door 01C.wav	sNOTE=Classroom, handle, metal, open, close, rattle	00:39	2	24bit/96khz
331.	EA - School Door 02A.wav	sNOTE=Classroom, hallway, open, close, softly	00:29	2	24bit/96khz
332.	EA - School Door 02B.wav	sNOTE=Classroom, hallway, open, close, hard, slam	00:20	2	24bit/96khz
333.	EA - School Door 02C.wav	sNOTE=Classroom, handle, metal, open, close, rattle	00:33	2	24bit/96khz
334.	EA - School Door 03A.wav	sNOTE=Classroom, hallway, open, close, softly	00:34	2	24bit/96khz
335.	EA - School Door 03B.wav	sNOTE=Classroom, hallway, open, close, hard, slam	00:20	2	24bit/96khz
336.	EA - School Door 03C.wav	sNOTE=Classroom, handle, metal, open, close, rattle	00:43	2	24bit/96khz
337.	EA - School Door 04A.wav	sNOTE=Creaky, wooden, hallway, open, close, softly	00:33	2	24bit/96khz
338.	EA - School Door 04B.wav	sNOTE=Creaky, wooden, hallway, open, close, hard, slam	00:21	2	24bit/96khz
339.	EA - School Door 04C.wav	sNOTE=Creaky, wooden, hallway, handle, unlock, rattle	00:30	2	24bit/96khz
340.	EA - School Door 05A.wav	sNOTE=Heavy, wooden, hallway, open, close, softly	00:30	2	24bit/96khz
341.	EA - School Door 05B.wav	sNOTE=Heavy, wooden, hallway, open, close, hard, slam	00:26	2	24bit/96khz
342.	EA - School Door 06A.wav	sNOTE=Creaky, metal, hallway, open, close, softly	01:18	2	24bit/96khz
343.	EA - School Door 06B.wav	sNOTE=Creaks, squeaks, metal, wooden, hallway	01:24	2	24bit/96khz
344.	EA - School Door 07A.wav	sNOTE=Classroom, hallway, open, close, softly	00:39	2	24bit/96khz
345.	EA - Shower Door 01A.wav	sNOTE=Sliding, plastic, open, close, softly	00:42	2	24bit/96khz
346.	EA - Shower Door 01B.wav	sNOTE=Sliding, plastic, open, close, hard, slam	00:31	2	24bit/96khz
347.	EA - Sliding Closet Door 01A.wav	sNOTE=Open, close, slowly, bedroom, large	00:48	2	24bit/96khz
348.	EA - Sliding Closet Door 01B.wav	sNOTE=Open, close, fast, bedroom, large	00:26	2	24bit/96khz

349.	EA - Sliding Closet Door 01C.wav	sNOTE=Open, close, impacts, bedroom, slam, large	00:43	2	24bit/96khz
350.	EA - Sliding Flyscreen Door 01A.wav	sNOTE=Metal, rattle, open, close, slowly	00:39	2	24bit/96khz
351.	EA - Sliding Flyscreen Door 01B.wav	sNOTE=Metal, rattle, open, close, fast, slam	00:18	2	24bit/96khz
352.	EA - Stairwell Door 01A.wav	sNOTE=Metal, squeak, lock, open, close, softly	00:42	2	24bit/96khz
353.	EA - Stairwell Door 01B.wav	sNOTE=Metal, squeak, lock, open, close, hard, slam	00:27	2	24bit/96khz
354.	EA - Stairwell Door 01C.wav	sNOTE=Handle, metal, open, close, rattle	00:32	2	24bit/96khz
355.	EA - Studio Door 01A.wav	sNOTE=Metal latch, open, close, softly	00:36	2	24bit/96khz
356.	EA - Studio Door 01B.wav	sNOTE=Metal latch, open, close, hard, slam	00:22	2	24bit/96khz
357.	EA - Studio Door 01C.wav	sNOTE=Handle, metal, open, close, rattle	00:41	2	24bit/96khz
358.	EA - Studio Door 02A.wav	sNOTE=Heavy, metal latch, open, close, softly	00:27	2	24bit/96khz
359.	EA - Studio Door 02B.wav	sNOTE=Heavy, metal latch, open, close, hard, slam	00:27	2	24bit/96khz
360.	EA - Studio Door 03A.wav	sNOTE=Heavy, metal latch, open, close, softly	00:29	2	24bit/96khz
361.	EA - Studio Door 03B.wav	sNOTE=Heavy, metal latch, open, close, hard, slam	00:30	2	24bit/96khz
362.	EA - Studio Door 04A.wav	sNOTE=Metal latch, open, close, softly	00:34	2	24bit/96khz
363.	EA - Studio Door 04B.wav	sNOTE=Metal latch, open, close, hard, slam	00:30	2	24bit/96khz
364.	EA - Studio Door 04C.wav	sNOTE=Handle, metal, open, close, rattle	00:44	2	24bit/96khz
365.	EA - Studio Door 05A.wav	sNOTE=Metal latch, open, close, softly	00:22	2	24bit/96khz
366.	EA - Studio Door 05B.wav	sNOTE=Metal latch, open, close, hard, slam	00:25	2	24bit/96khz
367.	EA - Studio Door 05C.wav	sNOTE=Handle, metal, open, close, rattle	00:46	2	24bit/96khz
368.	EA - Studio Door 06A.wav	sNOTE=Metal latch, open, close, softly	00:31	2	24bit/96khz
369.	EA - Studio Door 06B.wav	sNOTE=Metal latch, open, close, hard, slam	00:30	2	24bit/96khz
370.	EA - Studio Door 06C.wav	sNOTE=Handle, metal, open, close, rattle	00:31	2	24bit/96khz
371.	EA - Toilet Door 01A.wav	sNOTE=Echo, bathroom, open, close	00:19	2	24bit/96khz
372.	EA - Toilet Door 01B.wav	sNOTE=Echo, bathroom, lock, unlock, latch	00:22	2	24bit/96khz

373.	EA - Toilet Door 02A.wav	sNOTE=Echo, bathroom, open, close, softly	00:33	2	24bit/96khz
374.	EA - Toilet Door 02B.wav	sNOTE=Echo, bathroom, open, close, hard, slam	00:23	2	24bit/96khz
375.	EA - Toilet Door 02C.wav	sNOTE=Echo, bathroom, lock, unlock, latch	00:29	2	24bit/96khz
376.	EA - Toilet Door 03A.wav	sNOTE=Echo, bathroom, open, close	00:29	2	24bit/96khz
377.	EA - Toilet Door 04A.wav	sNOTE=Echo, bathroom, open, close	00:37	2	24bit/96khz
378.	EA - Toilet Door 05A.wav	sNOTE=Echo, bathroom, open, close, softly	00:41	2	24bit/96khz
379.	EA - Toilet Door 05B.wav	sNOTE=Echo, bathroom, open, close, hard, slam	00:29	2	24bit/96khz
380.	EA - TV Stand Door 01A.wav	sNOTE=Open, close, hard, slam, wooden	00:18	2	24bit/96khz
381.	EA - TV Stand Door 01B.wav	sNOTE=Open, close, softly, wooden	00:19	2	24bit/96khz
382.	EA - Washing Machine Door 01A.wav	sNOTE=Open, close, softly, white goods	00:15	2	24bit/96khz
383.	EA - Washing Machine Door 01B.wav	sNOTE=Open, close, hard, slam	00:24	2	24bit/96khz
384.	EA - Washing Machine Door 02A.wav	sNOTE=Open, close, hard, slam, dishes	00:32	2	24bit/96khz