

Traffic

	File Name	Metadata	Length	Channels	Bit Depth/Sample Rate
1.	EA - City CBD Traffic 50kmph 01-001.wav	sNOTE=Busy, nearby intersection, birds & sparse walla	02:30	2 5	24bit/96khz
2.	EA - City CBD Traffic 50kmph 01-002.wav	sNOTE=Busy, nearby intersection, birds & sparse walla	02:30	2 5	24bit/96khz
3.	EA - City CBD Traffic 50kmph 01-003.wav	sNOTE=Busy, nearby intersection, birds & sparse walla	02:30	2 5	24bit/96khz
4.	EA - City CBD Traffic 50kmph 02-001.wav	sNOTE=Mid perspective, busy & buses	02:30	2 5	24bit/96khz
5.	EA - City CBD Traffic 50kmph 02-002.wav	sNOTE=Mid perspective, busy & buses	02:30	2 5	24bit/96khz
6.	EA - City CBD Traffic 50kmph 02-003.wav	sNOTE=Mid perspective, busy & buses	02:30	2 5	24bit/96khz
7.	EA - Arterial Road Traffic 100kmph 01-001.wav	sNOTE=Under Bridge Perspective	02:30	2 5	24bit/96khz
8.	EA - Arterial Road Traffic 100kmph 01-002.wav	sNOTE=Under Bridge Perspective	02:30	2 5	24bit/96khz
9.	EA - Arterial Road Traffic 100kmph 02-001.wav	sNOTE=Wide Perspective	02:30	2 5	24bit/96khz
10.	EA - Arterial Road Traffic 100kmph 02-002.wav	sNOTE=Wide Perspective	02:30	2 5	24bit/96khz

11.	EA - Inner City Intersection Traffic 60kmph 01-001.wav	sNOTE=Birds, Pedestrian Crossing	02:30	2 5	24bit/96khz
12.	EA - Inner City Intersection Traffic 60kmph 01-002.wav	sNOTE=Birds, Pedestrian Crossing	02:30	2 5	24bit/96khz
13.	EA - Inner City Intersection Traffic 60kmph 02-001.wav	sNOTE=Birds, Pedestrian Crossing	02:30	2 5	24bit/96khz
14.	EA - Inner City Intersection Traffic 60kmph 02-002.wav	sNOTE=Birds, Pedestrian Crossing	02:30	2 5	24bit/96khz
15.	EA - Inner City Intersection Wet Traffic 60kmph 01-001.wav	sNOTE=Wet road, suburban	02:30	2 5	24bit/96khz
16.	EA - Inner City Intersection Wet Traffic 60kmph 01-002.wav	sNOTE=Wet road, suburban	02:30	2 5	24bit/96khz
17.	EA - Inner City Intersection Wet Traffic 60kmph 02-001.wav	sNOTE=Wet road, suburban	02:30	2 5	24bit/96khz
18.	EA - Inner City Intersection Wet Traffic 60kmph 02-002.wav	sNOTE=Wet road, suburban	02:30	2 5	24bit/96khz
19.	EA - Inner City Night Traffic 60kmph 01- 001.wav	sNOTE=Light Traffic, 3am	02:30	2 5	24bit/96khz
20.	EA - Inner City Night Traffic 60kmph 01- 002.wav	sNOTE=Light Traffic, 3am	02:30	2 5	24bit/96khz
21.	EA - Inner City Night Traffic 60kmph 02- 001.wav	sNOTE=Distant Perspective, light, 3am & Pedestrian Crossing	02:30	2 5	24bit/96khz
22.	EA - Inner City Night Traffic 60kmph 02- 002.wav	sNOTE=Distant Perspective, light, 3am & Pedestrian Crossing	02:30	2 5	24bit/96khz

23.	EA - Inner City Night Traffic 60kmph 03-001.wav	sNOTE=Light Traffic, 3am	02:30	2 5	24bit/96khz
24.	EA - Inner City Night Traffic 60kmph 03-002.wav	sNOTE=Light Traffic, 3am	02:30	2 5	24bit/96khz
25.	EA - Inner City Night Traffic 60kmph 04-001.wav	sNOTE=Distant Perspective, light, 3am & Pedestrian Crossing	02:30	2 5	24bit/96khz
26.	EA - Inner City Night Traffic 60kmph 04-002.wav	sNOTE=Distant Perspective, light, 3am & Pedestrian Crossing	02:30	2 5	24bit/96khz
27.	EA - Inner City Traffic 60kmph 01-001.wav	sNOTE=Busy, Buses & Trucks	02:30	2 5	24bit/96khz
28.	EA - Inner City Traffic 60kmph 01-002.wav	sNOTE=Busy, Buses & Trucks	02:30	2 5	24bit/96khz
29.	EA - Inner City Traffic 60kmph 02-001.wav	sNOTE=Busy & standstills	02:30	2 5	24bit/96khz
30.	EA - Inner City Traffic 60kmph 02-002.wav	sNOTE=Busy & standstills	02:30	2 5	24bit/96khz
31.	EA - Inner City Traffic 60kmph 02-003.wav	sNOTE=Busy & standstills	02:30	2 5	24bit/96khz
32.	EA - Inner City Traffic 60kmph 02-004.wav	sNOTE=Busy & standstills	02:30	2 5	24bit/96khz
33.	EA - Inner City Traffic 60kmph 03-001.wav	sNOTE=Intersection & tram tracks	02:30	2 5	24bit/96khz
34.	EA - Inner City Traffic 60kmph 04-001.wav	sNOTE=Wind Rustle, Birds, Mildly Busy	02:30	2 5	24bit/96khz
35.	EA - Inner City Traffic 60kmph 04-002.wav	sNOTE=Wind Rustle, Birds, Mildly Busy	02:30	2 5	24bit/96khz
36.	EA - Inner City Traffic 60kmph 05-001.wav	sNOTE=Wide perspective & Birds	02:30	2 5	24bit/96khz
37.	EA - Inner City Traffic 60kmph 05-002.wav	sNOTE=Wide perspective & Birds	02:30	2 5	24bit/96khz
38.	EA - Inner City Traffic 60kmph 05-003.wav	sNOTE=Wide perspective & Birds	02:30	2 5	24bit/96khz
39.	EA - Inner City Traffic 60kmph 06-001.wav	sNOTE=Wind Rustle, Birds, Mildly Busy	02:30	2 5	24bit/96khz
40.	EA - Inner City Traffic 60kmph 06-002.wav	sNOTE=Wind Rustle, Birds, Mildly Busy	02:30	2 5	24bit/96khz
41.	EA - Inner City Wet Traffic 60kmph 01-001.wav	sNOTE=mildly busy, wet road	02:30	2 5	24bit/96khz

42.	EA - Inner City Wet Traffic 60kmph 01-002.wav	sNOTE=mildly busy, wet road	02:30	2 5	24bit/96khz
43.	EA - Inner City Wet Traffic 60kmph 02-001.wav	sNOTE=mildly busy, wet road	02:30	2 5	24bit/96khz
44.	EA - Inner City Wet Traffic 60kmph 02-002.wav	sNOTE=mildly busy, wet road	02:30	2 5	24bit/96khz
45.	EA - Inner City Wet Traffic 60kmph 03-001.wav	sNOTE=mildly busy, wet road	02:30	2 5	24bit/96khz
46.	EA - Inner City Wet Traffic 60kmph 03-002.wav	sNOTE=mildly busy, wet road	02:30	2 5	24bit/96khz
47.	EA - Inner City Wet Traffic 60kmph 04-001.wav	sNOTE=mildly busy, wet road	02:30	2 5	24bit/96khz
48.	EA - Inner City Wet Traffic 60kmph 04-002.wav	sNOTE=mildly busy, wet road	02:30	2 5	24bit/96khz
49.	EA - Inner City Wet Traffic 60kmph 05-001.wav	sNOTE=mildly busy, wet road	02:30	2 5	24bit/96khz
50.	EA - Inner City Wet Traffic 60kmph 05-002.wav	sNOTE=mildly busy, wet road	02:50	2 5	24bit/96khz
51.	EA - Inner City Wet Traffic 60kmph 06-001.wav	sNOTE=mildly busy, wet road	02:30	2 5	24bit/96khz
52.	EA - Inner City Wet Traffic 60kmph 06-002.wav	sNOTE=mildly busy, wet road	02:30	2 5	24bit/96khz
53.	EA - Inner City Wet Traffic 60kmph 07-001.wav	sNOTE=mildly busy, wet road	02:30	2 5	24bit/96khz

54.	EA - Inner City Wet Traffic 60kmph 07-002.wav	sNOTE=mildly busy, wet road	02:30	2 5	24bit/96khz
55.	EA - Residential Intersection Wet Traffic 40kmph 01-001.wav	sNOTE=Mildly busy, close perspective	02:30	2 5	24bit/96khz
56.	EA - Residential Intersection Wet Traffic 40kmph 01-002.wav	sNOTE=Mildly busy, close perspective	02:30	2 5	24bit/96khz
57.	EA - Residential Roundabout Traffic 01-001.wav	sNOTE=Busy, Light Wind Rustle & Birds	02:30	2 5	24bit/96khz
58.	EA - Residential Roundabout Traffic 01-002.wav	sNOTE=Busy, Light Wind Rustle & Birds	02:30	2 5	24bit/96khz
59.	EA - Residential Roundabout Wet Traffic 20kmph 01-001.wav	sNOTE=very wet, sparse	02:30	2 5	24bit/96khz
60.	EA - Residential Roundabout Wet Traffic 20kmph 02-001.wav	sNOTE=sparse, slow	02:30	2 5	24bit/96khz
61.	EA - Residential Roundabout Wet Traffic 20kmph 03-001.wav	sNOTE=Mildly busy, light rain	02:30	2 5	24bit/96khz
62.	EA - Residential Roundabout Wet Traffic 20kmph 03-002.wav	sNOTE=Mildly busy, light rain	02:30	2 5	24bit/96khz
63.	EA - Residential Roundabout Wet Traffic 20kmph 03-003.wav	sNOTE=Mildly busy, light rain	02:30	2 5	24bit/96khz
64.	EA - Residential Traffic 40kmph 01-001.wav	sNOTE=Light Wind Rustle & Distant Main Road	02:30	2 5	24bit/96khz
65.	EA - Residential Traffic 40kmph 01-002.wav	sNOTE=Light Wind Rustle & Distant Main Road	02:30	2 5	24bit/96khz
66.	EA - Residential Traffic 50kmph 01-001.wav	sNOTE=Weekend Morning, Birds	02:30	2 5	24bit/96khz
67.	EA - Residential Traffic 50kmph 01-002.wav	sNOTE=Weekend Morning, Birds	02:30	2 5	24bit/96khz

68.	EA - Residential Traffic 50kmph 02-001.wav	sNOTE=Sparse, Birds, Distant Children	02:30	2 5	24bit/96khz
69.	EA - Residential Traffic 50kmph 02-002.wav	sNOTE=Sparse, Birds, Distant Children	02:30	2 5	24bit/96khz
70.	EA - Residential Traffic 50kmph 03-001.wav	sNOTE=Sparse, Birds, Distant Children	02:30	2 5	24bit/96khz
71.	EA - Residential Traffic 50kmph 03-002.wav	sNOTE=Sparse, Birds, Distant Children	02:30	2 5	24bit/96khz
72.	EA - Residential Wet Traffic 40kmph 01-001.wav	sNOTE=Sparse & Birds	02:30	2 5	24bit/96khz
73.	EA - Residential Wet Traffic 40kmph 01-002.wav	sNOTE=Sparse & Birds	02:30	2 5	24bit/96khz
74.	EA - Residential Wet Traffic 40kmph 02-001.wav	sNOTE=Speed bump, birds & distant main road	02:30	2 5	24bit/96khz
75.	EA - Residential Wet Traffic 40kmph 02-002.wav	sNOTE=Speed bump, birds & distant main road	02:30	2 5	24bit/96khz
76.	EA - Residential Wet Traffic 40kmph 03-001.wav	sNOTE=Mildly busy	02:30	2 5	24bit/96khz
77.	EA - Residential Wet Traffic 50kmph 01-001.wav	sNOTE=Wet road, suburban	02:30	2 5	24bit/96khz
78.	EA - Residential Wet Traffic 50kmph 01-002.wav	sNOTE=Wet road, suburban	02:30	2 5	24bit/96khz
79.	EA - Residential Wet Traffic 50kmph 02-001.wav	sNOTE=Wet road, suburban	02:30	2 5	24bit/96khz
80.	EA - Residential Wet Traffic 50kmph 02-002.wav	sNOTE=Wet road, suburban	02:30	2 5	24bit/96khz
81.	EA - Residential Wet Traffic 50kmph 03-001.wav	sNOTE=Wet road, suburban	02:30	2 5	24bit/96khz

82.	EA - Residential Wet Traffic 50kmph 03-002.wav	sNOTE=Wet road, suburban	02:30	2 5	24bit/96khz
83.	EA - Residential Wet Traffic 60kmph 01-001.wav	sNOTE=Wet road, suburban	02:30	2 5	24bit/96khz
84.	EA - Residential Wet Traffic 60kmph 01-002.wav	sNOTE=Wet road, suburban	02:30	2 5	24bit/96khz
85.	EA - Rural Freeway Traffic 110kmph 01-001.wav	sNOTE=Single cars passing, Birds	02:30	2 5	24bit/96khz
86.	EA - Rural Freeway Traffic 110kmph 01-002.wav	sNOTE=Single cars passing, Birds	02:30	2 5	24bit/96khz