Percussive Glitch FX 02 /// (PGFX2)

508 FILES | 0.13 GB

SoundBits

| # | FILE NAME | CATEGORY | DESCRIPTION | DURATION | FORMAT |
|---|---|---|---|---|---|
| 1 | MUSCPerc_Glitch Dirt SFX 001_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 2 | MUSCPerc_Glitch Dirt SFX 002_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 3 | MUSCPerc_Glitch Dirt SFX 003_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 4 | MUSCPerc_Glitch Dirt SFX 004_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 5 | MUSCPerc_Glitch Dirt SFX 005_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 6 | MUSCPerc_Glitch Dirt SFX 006_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 7 | MUSCPerc_Glitch Dirt SFX 007_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 8 | MUSCPerc_Glitch Dirt SFX 008_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 9 | MUSCPerc_Glitch Dirt SFX 009_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 10 | MUSCPerc_Glitch Dirt SFX 010_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 11 | MUSCPerc_Glitch Dirt SFX 011_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 12 | MUSCPerc_Glitch Dirt SFX 012_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 13 | MUSCPerc_Glitch Dirt SFX 013_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 14 | MUSCPerc_Glitch Dirt SFX 014_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 15 | MUSCPerc_Glitch Dirt SFX 015_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 16 | MUSCPerc_Glitch Dirt SFX 016_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 17 | MUSCPerc_Glitch Dirt SFX 017_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 18 | MUSCPerc_Glitch Dirt SFX 018_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 19 | MUSCPerc_Glitch Dirt SFX 019_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 20 | MUSCPerc_Glitch Dirt SFX 020_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 21 | MUSCPerc_Glitch Dirt SFX 021_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 22 | MUSCPerc_Glitch Dirt SFX 022_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 23 | MUSCPerc_Glitch Dirt SFX 023_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 24 | MUSCPerc_Glitch Dirt SFX 024_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 25 | MUSCPerc_Glitch Dirt SFX 025_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 26 | MUSCPerc_Glitch Dirt SFX 026_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 27 | MUSCPerc_Glitch Dirt SFX 027_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 28 | MUSCPerc_Glitch Dirt SFX 028_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 29 | MUSCPerc_Glitch Dirt SFX 029_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 30 | MUSCPerc_Glitch Dirt SFX 030_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 31 | MUSCPerc_Glitch Dirt SFX 031_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 32 | MUSCPerc_Glitch Dirt SFX 032_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |

| # | FILE NAME | CATEGORY | DESCRIPTION | DURATION | FORMAT |
|---|---|---|---|---|---|
| 33 | MUSCPerc_Glitch Dirt SFX 033_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 34 | MUSCPerc_Glitch Dirt SFX 034_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 35 | MUSCPerc_Glitch Dirt SFX 035_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 36 | MUSCPerc_Glitch Dirt SFX 036_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 37 | MUSCPerc_Glitch Dirt SFX 037_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 38 | MUSCPerc_Glitch Dirt SFX 038_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 39 | MUSCPerc_Glitch Dirt SFX 039_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 40 | MUSCPerc_Glitch Dirt SFX 040_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 41 | MUSCPerc_Glitch Dirt SFX 041_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 42 | MUSCPerc_Glitch Dirt SFX 042_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 43 | MUSCPerc_Glitch Dirt SFX 043_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 44 | MUSCPerc_Glitch Dirt SFX 044_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 45 | MUSCPerc_Glitch Dirt SFX 045_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 46 | MUSCPerc_Glitch Dirt SFX 046_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 47 | MUSCPerc_Glitch Dirt SFX 047_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 48 | MUSCPerc_Glitch Dirt SFX 048_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 49 | MUSCPerc_Glitch Dirt SFX 049_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 50 | MUSCPerc_Glitch Dirt SFX 050_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 51 | MUSCPerc_Glitch Dirt SFX 051_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 52 | MUSCPerc_Glitch Dirt SFX 052_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 53 | MUSCPerc_Glitch Dirt SFX 053_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 54 | MUSCPerc_Glitch Dirt SFX 054_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 55 | MUSCPerc_Glitch Dirt SFX 055_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 56 | MUSCPerc_Glitch Dirt SFX 056_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 57 | MUSCPerc_Glitch Dirt SFX 057_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 58 | MUSCPerc_Glitch Dirt SFX 058_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 59 | MUSCPerc_Glitch Dirt SFX 059_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 60 | MUSCPerc_Glitch Dirt SFX 060_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 61 | MUSCPerc_Glitch Dirt SFX 061_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 62 | MUSCPerc_Glitch Dirt SFX 062_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 63 | MUSCPerc_Glitch Dirt SFX 063_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 64 | MUSCPerc_Glitch Dirt SFX 064_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |

| # | FILE NAME | CATEGORY | DESCRIPTION | DURATION | FORMAT |
|---|---|---|---|---|---|
| 65 | MUSCPerc_Glitch Dirt SFX 065_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 66 | MUSCPerc_Glitch Dirt SFX 066_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 67 | MUSCPerc_Glitch Dirt SFX 067_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 68 | MUSCPerc_Glitch Dirt SFX 068_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 69 | MUSCPerc_Glitch Dirt SFX 069_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 70 | MUSCPerc_Glitch Dirt SFX 070_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 71 | MUSCPerc_Glitch Dirt SFX 071_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 72 | MUSCPerc_Glitch Dirt SFX 072_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 73 | MUSCPerc_Glitch Dirt SFX 073_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 74 | MUSCPerc_Glitch Dirt SFX 074_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 75 | MUSCPerc_Glitch Dirt SFX 075_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 76 | MUSCPerc_Glitch Dirt SFX 076_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 77 | MUSCPerc_Glitch Dirt SFX 077_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 78 | MUSCPerc_Glitch Dirt SFX 078_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 79 | MUSCPerc_Glitch Dirt SFX 079_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 80 | MUSCPerc_Glitch Dirt SFX 080_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 81 | MUSCPerc_Glitch Dirt SFX 081_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 82 | MUSCPerc_Glitch Dirt SFX 082_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 83 | MUSCPerc_Glitch Dirt SFX 083_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 84 | MUSCPerc_Glitch Dirt SFX 084_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 85 | MUSCPerc_Glitch Dirt SFX 085_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 86 | MUSCPerc_Glitch Dirt SFX 086_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 87 | MUSCPerc_Glitch Dirt SFX 087_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 88 | MUSCPerc_Glitch Dirt SFX 088_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 89 | MUSCPerc_Glitch Dirt SFX 089_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 90 | MUSCPerc_Glitch Dirt SFX 090_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 91 | MUSCPerc_Glitch Dirt SFX 091_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 92 | MUSCPerc_Glitch Dirt SFX 092_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 93 | MUSCPerc_Glitch Dirt SFX 093_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 94 | MUSCPerc_Glitch Dirt SFX 094_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 95 | MUSCPerc_Glitch Dirt SFX 095_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 96 | MUSCPerc_Glitch Dirt SFX 096_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |

| # | FILE NAME | CATEGORY | DESCRIPTION | DURATION | FORMAT |
|---|---|---|---|---|---|
| 97 | MUSCPerc_Glitch Dirt SFX 097_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 98 | MUSCPerc_Glitch Dirt SFX 098_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 99 | MUSCPerc_Glitch Dirt SFX 099_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 100 | MUSCPerc_Glitch Dirt SFX 100_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 101 | MUSCPerc_Glitch Dirt SFX 101_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 102 | MUSCPerc_Glitch Dirt SFX 102_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 103 | MUSCPerc_Glitch Dirt SFX 103_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 104 | MUSCPerc_Glitch Dirt SFX 104_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 105 | MUSCPerc_Glitch Dirt SFX 105_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 106 | MUSCPerc_Glitch Dirt SFX 106_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 107 | MUSCPerc_Glitch Dirt SFX 107_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 108 | MUSCPerc_Glitch Dirt SFX 108_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 109 | MUSCPerc_Glitch Dirt SFX 109_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 110 | MUSCPerc_Glitch Dirt SFX 110_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 111 | MUSCPerc_Glitch Dirt SFX 111_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 112 | MUSCPerc_Glitch Dirt SFX 112_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 113 | MUSCPerc_Glitch Dirt SFX 113_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 114 | MUSCPerc_Glitch Dirt SFX 114_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 115 | MUSCPerc_Glitch Dirt SFX 115_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 116 | MUSCPerc_Glitch Dirt SFX 116_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 117 | MUSCPerc_Glitch Dirt SFX 117_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 118 | MUSCPerc_Glitch Dirt SFX 118_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 119 | MUSCPerc_Glitch Dirt SFX 119_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 120 | MUSCPerc_Glitch Dirt SFX 120_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 121 | MUSCPerc_Glitch Dirt SFX 121_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 122 | MUSCPerc_Glitch Dirt SFX 122_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 123 | MUSCPerc_Glitch Dirt SFX 123_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 124 | MUSCPerc_Glitch Dirt SFX 124_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 125 | MUSCPerc_Glitch Dirt SFX 125_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 126 | MUSCPerc_Glitch Dirt SFX 126_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 127 | MUSCPerc_Glitch Dirt SFX 127_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 128 | MUSCPerc_Glitch Dirt SFX 128_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |

| # | FILE NAME | CATEGORY | DESCRIPTION | DURATION | FORMAT |
|---|---|---|---|---|---|
| 129 | MUSCPerc_Glitch Dirt SFX 129_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 130 | MUSCPerc_Glitch Dirt SFX 130_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 131 | MUSCPerc_Glitch Dirt SFX 131_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 132 | MUSCPerc_Glitch Dirt SFX 132_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 133 | MUSCPerc_Glitch Dirt SFX 133_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 134 | MUSCPerc_Glitch Dirt SFX 134_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 135 | MUSCPerc_Glitch Dirt SFX 135_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 136 | MUSCPerc_Glitch Dirt SFX 136_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 137 | MUSCPerc_Glitch Dirt SFX 137_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 138 | MUSCPerc_Glitch Dirt SFX 138_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 139 | MUSCPerc_Glitch Dirt SFX 139_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 140 | MUSCPerc_Glitch Dirt SFX 140_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 141 | MUSCPerc_Glitch Dirt SFX 141_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 142 | MUSCPerc_Glitch Dirt SFX 142_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 143 | MUSCPerc_Glitch Dirt SFX 143_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 144 | MUSCPerc_Glitch Dirt SFX 144_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 145 | MUSCPerc_Glitch Dirt SFX 145_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 146 | MUSCPerc_Glitch Dirt SFX 146_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 147 | MUSCPerc_Glitch Dirt SFX 147_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 148 | MUSCPerc_Glitch Dirt SFX 148_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 149 | MUSCPerc_Glitch Dirt SFX 149_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 150 | MUSCPerc_Glitch Dirt SFX 150_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 151 | MUSCPerc_Glitch Dirt SFX 151_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 152 | MUSCPerc_Glitch Dirt SFX 152_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 153 | MUSCPerc_Glitch Dirt SFX 153_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 154 | MUSCPerc_Glitch Dirt SFX 154_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 155 | MUSCPerc_Glitch Dirt SFX 155_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 156 | MUSCPerc_Glitch Dirt SFX 156_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 157 | MUSCPerc_Glitch Dirt SFX 157_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 158 | MUSCPerc_Glitch Dirt SFX 158_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 159 | MUSCPerc_Glitch Dirt SFX 159_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 160 | MUSCPerc_Glitch Dirt SFX 160_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |

| # | FILE NAME | CATEGORY | DESCRIPTION | DURATION | FORMAT |
|---|---|---|---|---|---|
| 161 | MUSCPerc_Glitch Dirt SFX 161_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 162 | MUSCPerc_Glitch Dirt SFX 162_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 163 | MUSCPerc_Glitch Dirt SFX 163_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 164 | MUSCPerc_Glitch Dirt SFX 164_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 165 | MUSCPerc_Glitch Dirt SFX 165_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 166 | MUSCPerc_Glitch Dirt SFX 166_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 167 | MUSCPerc_Glitch Dirt SFX 167_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 168 | MUSCPerc_Glitch Dirt SFX 168_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 169 | MUSCPerc_Glitch Dirt SFX 169_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 170 | MUSCPerc_Glitch Dirt SFX 170_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 171 | MUSCPerc_Glitch Dirt SFX 171_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 172 | MUSCPerc_Glitch Dirt SFX 172_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 173 | MUSCPerc_Glitch Dirt SFX 173_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 174 | MUSCPerc_Glitch Dirt SFX 174_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 175 | MUSCPerc_Glitch Dirt SFX 175_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 176 | MUSCPerc_Glitch Dirt SFX 176_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 177 | MUSCPerc_Glitch Dirt SFX 177_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 178 | MUSCPerc_Glitch Dirt SFX 178_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 179 | MUSCPerc_Glitch Dirt SFX 179_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 180 | MUSCPerc_Glitch Dirt SFX 180_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionDirt, Glitch, FX, SFX | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 181 | MUSCPerc_Hats Noise 001_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionHat, HiHat, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 182 | MUSCPerc_Hats Noise 002_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionHat, HiHat, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 183 | MUSCPerc_Hats Noise 003_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionHat, HiHat, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 184 | MUSCPerc_Hats Noise 004_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionHat, HiHat, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 185 | MUSCPerc_Hats Noise 005_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionHat, HiHat, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 186 | MUSCPerc_Hats Noise 006_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionHat, HiHat, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 187 | MUSCPerc_Hats Noise 007_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionHat, HiHat, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 188 | MUSCPerc_Hats Noise 008_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionHat, HiHat, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 189 | MUSCPerc_Hats Noise 009_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionHat, HiHat, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 190 | MUSCPerc_Hats Noise 010_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionHat, HiHat, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 191 | MUSCPerc_Hats Noise 011_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionHat, HiHat, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 192 | MUSCPerc_Hats Noise 012_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionHat, HiHat, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |

| # | FILE NAME | CATEGORY | DESCRIPTION | DURATION | FORMAT |
|---|---|---|---|---|---|
| 193 | MUSCPerc_Hats Noise 013_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionHat, HiHat, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 194 | MUSCPerc_Hats Noise 014_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionHat, HiHat, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 195 | MUSCPerc_Hats Noise 015_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionHat, HiHat, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 196 | MUSCPerc_Hats Noise 016_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionHat, HiHat, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 197 | MUSCPerc_Hats Noise 017_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionHat, HiHat, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 198 | MUSCPerc_Hats Noise 018_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionHat, HiHat, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 199 | MUSCPerc_Hats Noise 019_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionHat, HiHat, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 200 | MUSCPerc_Hats Noise 020_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionHat, HiHat, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 201 | MUSCPerc_Hats Noise 021_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionHat, HiHat, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 202 | MUSCPerc_Hats Noise 022_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionHat, HiHat, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 203 | MUSCPerc_Hats Noise 023_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionHat, HiHat, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 204 | MUSCPerc_Hats Noise 024_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionHat, HiHat, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 205 | MUSCPerc_Hats Noise 025_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionHat, HiHat, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 206 | MUSCPerc_Hats Noise 026_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionHat, HiHat, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 207 | MUSCPerc_Hats Noise 027_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionHat, HiHat, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 208 | MUSCPerc_Hats Noise 028_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionHat, HiHat, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 209 | MUSCPerc_Hats Noise 029_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionHat, HiHat, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 210 | MUSCPerc_Hats Noise 030_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionHat, HiHat, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 211 | MUSCPerc_Hats Noise 031_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionHat, HiHat, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 212 | MUSCPerc_Hats Noise 032_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionHat, HiHat, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 213 | MUSCPerc_Hats Noise 033_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionHat, HiHat, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 214 | MUSCPerc_Hats Noise 034_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionHat, HiHat, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 215 | MUSCPerc_Hats Noise 035_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionHat, HiHat, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 216 | MUSCPerc_Hats Noise 036_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionHat, HiHat, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 217 | MUSCPerc_Hats Noise 037_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionHat, HiHat, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 218 | MUSCPerc_Hats Noise 038_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionHat, HiHat, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 219 | MUSCPerc_Hats Noise 039_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionHat, HiHat, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 220 | MUSCPerc_Hats Noise 040_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionHat, HiHat, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 221 | MUSCPerc_Hats Noise 041_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionHat, HiHat, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 222 | MUSCPerc_Hats Noise 042_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionHat, HiHat, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 223 | MUSCPerc_Hats Noise 043_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionHat, HiHat, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 224 | MUSCPerc_Hats Noise 044_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionHat, HiHat, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |

| # | FILE NAME | CATEGORY | DESCRIPTION | DURATION | FORMAT |
|---|---|---|---|---|---|
| 225 | MUSCPerc_Hats Noise 045_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionHat, HiHat, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 226 | MUSCPerc_Kick 001_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 227 | MUSCPerc_Kick 002_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 228 | MUSCPerc_Kick 003_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 229 | MUSCPerc_Kick 004_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 230 | MUSCPerc_Kick 005_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 231 | MUSCPerc_Kick 006_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 232 | MUSCPerc_Kick 007_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 233 | MUSCPerc_Kick 008_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 234 | MUSCPerc_Kick 009_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 235 | MUSCPerc_Kick 010_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 236 | MUSCPerc_Kick 011_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 237 | MUSCPerc_Kick 012_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 238 | MUSCPerc_Kick 013_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 239 | MUSCPerc_Kick 014_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 240 | MUSCPerc_Kick 015_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 241 | MUSCPerc_Kick 016_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 242 | MUSCPerc_Kick 017_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 243 | MUSCPerc_Kick 018_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 244 | MUSCPerc_Kick 019_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 245 | MUSCPerc_Kick 020_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 246 | MUSCPerc_Kick 021_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 247 | MUSCPerc_Kick 022_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 248 | MUSCPerc_Kick 023_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 249 | MUSCPerc_Kick 024_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 250 | MUSCPerc_Kick 025_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 251 | MUSCPerc_Kick 026_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 252 | MUSCPerc_Kick 027_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 253 | MUSCPerc_Kick 028_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 254 | MUSCPerc_Kick 029_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 255 | MUSCPerc_Kick 030_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 256 | MUSCPerc_Kick 031_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |

| # | FILE NAME | CATEGORY | DESCRIPTION | DURATION | FORMAT |
|---|---|---|---|---|---|
| 257 | MUSCPerc_Kick 032_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 258 | MUSCPerc_Kick 033_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 259 | MUSCPerc_Kick 034_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 260 | MUSCPerc_Kick 035_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 261 | MUSCPerc_Kick 036_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 262 | MUSCPerc_Kick 037_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 263 | MUSCPerc_Kick 038_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 264 | MUSCPerc_Kick 039_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 265 | MUSCPerc_Kick 040_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 266 | MUSCPerc_Kick 041_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 267 | MUSCPerc_Kick 042_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 268 | MUSCPerc_Kick 043_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 269 | MUSCPerc_Kick 044_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 270 | MUSCPerc_Kick 045_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 271 | MUSCPerc_Kick 046_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 272 | MUSCPerc_Kick 047_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 273 | MUSCPerc_Kick 048_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 274 | MUSCPerc_Kick 049_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 275 | MUSCPerc_Kick 050_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 276 | MUSCPerc_Kick 051_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 277 | MUSCPerc_Kick 052_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 278 | MUSCPerc_Kick 053_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 279 | MUSCPerc_Kick 054_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 280 | MUSCPerc_Kick 055_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 281 | MUSCPerc_Kick 056_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 282 | MUSCPerc_Kick 057_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 283 | MUSCPerc_Kick 058_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 284 | MUSCPerc_Kick 059_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 285 | MUSCPerc_Kick 060_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 286 | MUSCPerc_Kick 061_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 287 | MUSCPerc_Kick 062_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 288 | MUSCPerc_Kick 063_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |

| # | FILE NAME | CATEGORY | DESCRIPTION | DURATION | FORMAT |
|---|---|---|---|---|---|
| 289 | MUSCPerc_Kick 064_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:02 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 290 | MUSCPerc_Kick 065_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 291 | MUSCPerc_Kick 066_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 292 | MUSCPerc_Kick 067_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 293 | MUSCPerc_Kick 068_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 294 | MUSCPerc_Kick 069_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 295 | MUSCPerc_Kick 070_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 296 | MUSCPerc_Kick 071_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 297 | MUSCPerc_Kick 072_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 298 | MUSCPerc_Kick 073_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 299 | MUSCPerc_Kick 074_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 300 | MUSCPerc_Kick 075_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 301 | MUSCPerc_Kick 076_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 302 | MUSCPerc_Kick 077_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 303 | MUSCPerc_Kick 078_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 304 | MUSCPerc_Kick 079_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 305 | MUSCPerc_Kick 080_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionKick, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 306 | MUSCPerc_Percussion 001_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 307 | MUSCPerc_Percussion 002_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 308 | MUSCPerc_Percussion 003_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 309 | MUSCPerc_Percussion 004_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 310 | MUSCPerc_Percussion 005_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 311 | MUSCPerc_Percussion 006_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 312 | MUSCPerc_Percussion 007_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 313 | MUSCPerc_Percussion 008_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 314 | MUSCPerc_Percussion 009_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 315 | MUSCPerc_Percussion 010_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 316 | MUSCPerc_Percussion 011_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 317 | MUSCPerc_Percussion 012_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 318 | MUSCPerc_Percussion 013_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 319 | MUSCPerc_Percussion 014_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 320 | MUSCPerc_Percussion 015_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |

| # | FILE NAME | CATEGORY | DESCRIPTION | DURATION | FORMAT |
|---|---|---|---|---|---|
| 321 | MUSCPerc_Percussion 016_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 322 | MUSCPerc_Percussion 017_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 323 | MUSCPerc_Percussion 018_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 324 | MUSCPerc_Percussion 020_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 325 | MUSCPerc_Percussion 021_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 326 | MUSCPerc_Percussion 022_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 327 | MUSCPerc_Percussion 023_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 328 | MUSCPerc_Percussion 024_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 329 | MUSCPerc_Percussion 025_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 330 | MUSCPerc_Percussion 026_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 331 | MUSCPerc_Percussion 027_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 332 | MUSCPerc_Percussion 028_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 333 | MUSCPerc_Percussion 029_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 334 | MUSCPerc_Percussion 030_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 335 | MUSCPerc_Percussion 031_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 336 | MUSCPerc_Percussion 032_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 337 | MUSCPerc_Percussion 033_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 338 | MUSCPerc_Percussion 034_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 339 | MUSCPerc_Percussion 035_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 340 | MUSCPerc_Percussion 036_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 341 | MUSCPerc_Percussion 037_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 342 | MUSCPerc_Percussion 038_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 343 | MUSCPerc_Percussion 040_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 344 | MUSCPerc_Percussion 041_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 345 | MUSCPerc_Percussion 042_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 346 | MUSCPerc_Percussion 043_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 347 | MUSCPerc_Percussion 044_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 348 | MUSCPerc_Percussion 045_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 349 | MUSCPerc_Percussion 046_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 350 | MUSCPerc_Percussion 047_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 351 | MUSCPerc_Percussion 048_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 352 | MUSCPerc_Percussion 050_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |

| # | FILE NAME | CATEGORY | DESCRIPTION | DURATION | FORMAT |
|---|---|---|---|---|---|
| 353 | MUSCPerc_Percussion 051_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 354 | MUSCPerc_Percussion 052_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 355 | MUSCPerc_Percussion 053_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 356 | MUSCPerc_Percussion 054_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 357 | MUSCPerc_Percussion 055_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 358 | MUSCPerc_Percussion 056_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 359 | MUSCPerc_Percussion 057_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 360 | MUSCPerc_Percussion 058_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 361 | MUSCPerc_Percussion 059_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 362 | MUSCPerc_Percussion 060_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 363 | MUSCPerc_Percussion 061_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 364 | MUSCPerc_Percussion 062_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 365 | MUSCPerc_Percussion 063_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 366 | MUSCPerc_Percussion 064_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 367 | MUSCPerc_Percussion 065_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 368 | MUSCPerc_Percussion 066_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 369 | MUSCPerc_Percussion 067_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 370 | MUSCPerc_Percussion 068_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 371 | MUSCPerc_Percussion 069_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 372 | MUSCPerc_Percussion 070_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 373 | MUSCPerc_Percussion 071_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 374 | MUSCPerc_Percussion 072_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 375 | MUSCPerc_Percussion 073_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 376 | MUSCPerc_Percussion 074_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 377 | MUSCPerc_Percussion 075_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 378 | MUSCPerc_Percussion 076_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 379 | MUSCPerc_Percussion 077_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 380 | MUSCPerc_Percussion 078_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 381 | MUSCPerc_Percussion 079_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 382 | MUSCPerc_Percussion 080_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 383 | MUSCPerc_Percussion 081_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 384 | MUSCPerc_Percussion 082_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |

| # | FILE NAME | CATEGORY | DESCRIPTION | DURATION | FORMAT |
|---|---|---|---|---|---|
| 385 | MUSCPerc_Percussion 083_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 386 | MUSCPerc_Percussion 084_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 387 | MUSCPerc_Percussion 085_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 388 | MUSCPerc_Percussion 086_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 389 | MUSCPerc_Percussion 087_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 390 | MUSCPerc_Percussion 088_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 391 | MUSCPerc_Percussion 089_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 392 | MUSCPerc_Percussion 090_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 393 | MUSCPerc_Percussion 091_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 394 | MUSCPerc_Percussion 092_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 395 | MUSCPerc_Percussion 093_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 396 | MUSCPerc_Percussion 094_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 397 | MUSCPerc_Percussion 095_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 398 | MUSCPerc_Percussion 096_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 399 | MUSCPerc_Percussion 097_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 400 | MUSCPerc_Percussion 098_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 401 | MUSCPerc_Percussion 099_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 402 | MUSCPerc_Percussion 100_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 403 | MUSCPerc_Percussion 101_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 404 | MUSCPerc_Percussion 102_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 405 | MUSCPerc_Percussion 103_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 406 | MUSCPerc_Percussion 104_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionPercussion | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 407 | MUSCPerc_Snare Clap 001_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 408 | MUSCPerc_Snare Clap 002_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 409 | MUSCPerc_Snare Clap 003_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 410 | MUSCPerc_Snare Clap 004_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 411 | MUSCPerc_Snare Clap 005_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 412 | MUSCPerc_Snare Clap 006_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 413 | MUSCPerc_Snare Clap 007_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 414 | MUSCPerc_Snare Clap 008_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 415 | MUSCPerc_Snare Clap 009_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 416 | MUSCPerc_Snare Clap 010_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |

| # | FILE NAME | CATEGORY | DESCRIPTION | DURATION | FORMAT |
|---|---|---|---|---|---|
| 417 | MUSCPerc_Snare Clap 011_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 418 | MUSCPerc_Snare Clap 012_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 419 | MUSCPerc_Snare Clap 013_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 420 | MUSCPerc_Snare Clap 014_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 421 | MUSCPerc_Snare Clap 015_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 422 | MUSCPerc_Snare Clap 016_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 423 | MUSCPerc_Snare Clap 017_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 424 | MUSCPerc_Snare Clap 018_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 425 | MUSCPerc_Snare Clap 019_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 426 | MUSCPerc_Snare Clap 020_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 427 | MUSCPerc_Snare Clap 021_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 428 | MUSCPerc_Snare Clap 022_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 429 | MUSCPerc_Snare Clap 023_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 430 | MUSCPerc_Snare Clap 024_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 431 | MUSCPerc_Snare Clap 025_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 432 | MUSCPerc_Snare Clap 026_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 433 | MUSCPerc_Snare Clap 027_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 434 | MUSCPerc_Snare Clap 028_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 435 | MUSCPerc_Snare Clap 029_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 436 | MUSCPerc_Snare Clap 030_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 437 | MUSCPerc_Snare Clap 031_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 438 | MUSCPerc_Snare Clap 032_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 439 | MUSCPerc_Snare Clap 033_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 440 | MUSCPerc_Snare Clap 034_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 441 | MUSCPerc_Snare Clap 035_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 442 | MUSCPerc_Snare Clap 036_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 443 | MUSCPerc_Snare Clap 037_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 444 | MUSCPerc_Snare Clap 038_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 445 | MUSCPerc_Snare Clap 039_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 446 | MUSCPerc_Snare Clap 040_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 447 | MUSCPerc_Snare Clap 041_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 448 | MUSCPerc_Snare Clap 042_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |

| # | FILE NAME | CATEGORY | DESCRIPTION | DURATION | FORMAT |
|---|---|---|---|---|---|
| 449 | MUSCPerc_Snare Clap 043_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 450 | MUSCPerc_Snare Clap 044_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 451 | MUSCPerc_Snare Clap 045_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 452 | MUSCPerc_Snare Clap 046_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 453 | MUSCPerc_Snare Clap 047_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 454 | MUSCPerc_Snare Clap 048_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 455 | MUSCPerc_Snare Clap 049_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 456 | MUSCPerc_Snare Clap 050_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 457 | MUSCPerc_Snare Clap 051_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 458 | MUSCPerc_Snare Clap 052_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 459 | MUSCPerc_Snare Clap 053_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 460 | MUSCPerc_Snare Clap 054_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 461 | MUSCPerc_Snare Clap 055_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 462 | MUSCPerc_Snare Clap 056_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 463 | MUSCPerc_Snare Clap 057_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 464 | MUSCPerc_Snare Clap 058_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 465 | MUSCPerc_Snare Clap 059_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 466 | MUSCPerc_Snare Clap 060_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 467 | MUSCPerc_Snare Clap 061_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 468 | MUSCPerc_Snare Clap 062_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 469 | MUSCPerc_Snare Clap 063_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 470 | MUSCPerc_Snare Clap 064_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 471 | MUSCPerc_Snare Clap 065_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 472 | MUSCPerc_Snare Clap 066_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 473 | MUSCPerc_Snare Clap 067_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 474 | MUSCPerc_Snare Clap 068_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 475 | MUSCPerc_Snare Clap 069_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 476 | MUSCPerc_Snare Clap 070_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 477 | MUSCPerc_Snare Clap 071_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 478 | MUSCPerc_Snare Clap 072_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 479 | MUSCPerc_Snare Clap 073_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 480 | MUSCPerc_Snare Clap 074_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |

| # | FILE NAME | CATEGORY | DESCRIPTION | DURATION | FORMAT |
|---|---|---|---|---|---|
| 481 | MUSCPerc_Snare Clap 075_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 482 | MUSCPerc_Snare Clap 076_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 483 | MUSCPerc_Snare Clap 077_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 484 | MUSCPerc_Snare Clap 078_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 485 | MUSCPerc_Snare Clap 079_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 486 | MUSCPerc_Snare Clap 080_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 487 | MUSCPerc_Snare Clap 081_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 488 | MUSCPerc_Snare Clap 082_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 489 | MUSCPerc_Snare Clap 083_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 490 | MUSCPerc_Snare Clap 084_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 491 | MUSCPerc_Snare Clap 085_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 492 | MUSCPerc_Snare Clap 086_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 493 | MUSCPerc_Snare Clap 087_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 494 | MUSCPerc_Snare Clap 088_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 495 | MUSCPerc_Snare Clap 089_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 496 | MUSCPerc_Snare Clap 090_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 497 | MUSCPerc_Snare Clap 091_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 498 | MUSCPerc_Snare Clap 092_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 499 | MUSCPerc_Snare Clap 093_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 500 | MUSCPerc_Snare Clap 094_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 501 | MUSCPerc_Snare Clap 095_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 502 | MUSCPerc_Snare Clap 096_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 503 | MUSCPerc_Snare Clap 097_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 504 | MUSCPerc_Snare Clap 098_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 505 | MUSCPerc_Snare Clap 099_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 506 | MUSCPerc_Snare Clap 100_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 507 | MUSCPerc_Snare Clap 101_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |
| 508 | MUSCPerc_Snare Clap 102_SNDBTS_PGFX2.wav | MUSICAL / PERCUSSION | Glitch, Noise, Percussive, Percussion, Hit, DistortionClap, Snare, Drum | 00:01 | WAV \| 96 kHz \| 24 Bit \| 2 Ch |