



SAMPLETRAXX

# CUSTOM TOOLS

FILELIST

## 01 - STING WOOSH RAMP UP

CT\_PASS BY\_DROP GRANULAR\_01.wav

CT\_PASS BY\_DROP GRANULAR\_02.wav

CT\_PASS BY\_DROP GRANULAR\_03.wav

CT\_PASS BY\_LIQUID ZAP 01.wav

CT\_PASS BY\_LIQUID ZAP 02.wav

CT\_PASS BY\_LIQUID ZAP\_03.wav

CT\_PASS BY\_RAW KIT\_01.wav

CT\_PASS BY\_RAW KIT\_02.wav

CT\_PASS BY\_RAW KIT\_03.wav

CT\_PASS BY\_STUTTER\_FILTER\_.wav

CT\_PASS BY\_TREMOLATOR\_01.wav

CT\_PASS BY\_TREMOLATOR\_02.wav

CT\_PASS BY\_TREMOLATOR\_03.wav

CT\_PASS BY\_TREMOLATOR\_04.wav

CT\_RAMP UP\_01.wav

CT\_RAMP UP\_02.wav

CT\_RAMP UP\_03.wav

CT\_RAMP UP\_04.wav

CT\_RAMP UP\_05.wav

CT\_RAMP UP\_06.wav

CT\_RAMP UP\_07.wav

CT\_STING\_CAROL KIT\_02.wav

CT\_STING\_CAROL KIT\_05.wav

CT\_STING\_CLASSIC CINEMATIC\_01.wav

CT\_STING\_CLASSIC CINEMATIC\_02.wav

CT\_STING\_CLASSIC CINEMATIC\_03.wav

CT\_STING\_CLASSIC CINEMATIC\_04.wav

CT\_STING\_CLASSIC CINEMATIC\_05.wav

CT\_STING\_CLASSIC CINEMATIC\_06.wav

CT\_STING\_CLASSIC CINEMATIC\_07.wav

CT\_STING\_CLASSIC CINEMATIC\_08.wav

CT\_STING\_CLASSIC CINEMATIC\_09.wav

CT\_STING\_EVIL STING\_01.wav

CT\_STING\_EVIL STING\_02.wav

CT\_STING\_EVIL STING\_03.wav  
CT\_STING\_EVIL STING\_04.wav  
CT\_STING\_EVIL STING\_05.wav  
CT\_STING\_EVIL STING\_06.wav  
CT\_STING\_EVIL STING\_07.wav  
CT\_STING\_EVIL STING\_08.wav  
CT\_STING\_EVIL STING\_09.wav  
CT\_STING\_EVIL STING\_10.wav  
CT\_STING\_EVIL STING\_11.wav  
CT\_STING\_EVIL STING\_12.wav  
CT\_STING\_HIT\_DOPE.wav  
CT\_STING\_SLIDE THE PRESSURE.wav  
CT\_WOOSH\_HIT\_CINEMATIC\_BIG\_01.wav  
CT\_WOOSH\_HIT\_CINEMATIC\_BIG\_02.wav  
CT\_WOOSH\_HIT\_CINEMATIC\_BIG\_03.wav  
CT\_WOOSH\_HIT\_CINEMATIC\_BIG\_04.wav  
CT\_WOOSH\_HIT\_CINEMATIC\_BIG\_05.wav  
CT\_WOOSH\_HIT\_CINEMATIC\_BIG\_06.wav  
CT\_WOOSH\_SLAM\_01.wav  
CT\_WOOSH\_SLAM\_02.wav  
CT\_WOOSH\_SLAM\_03.wav  
CT\_WOOSH\_SLAM\_04.wav  
CT\_WOOSH\_SLAM\_05.wav  
CT\_WOOSH\_SLAM\_06.wav  
CT\_WOOSH\_SLAM\_07.wav  
CT\_WOOSH\_SLAM\_08.wav  
CT\_WOOSH\_SLAM\_09.wav  
CT\_WOOSH\_SPEED\_SIZE\_01.wav  
CT\_WOOSH\_SPEED\_SIZE\_02.wav  
CT\_WOOSH\_SPEED\_SIZE\_03.wav  
CT\_WOOSH\_SPEED\_SIZE\_04.wav  
CT\_WOOSH\_SPEED\_SIZE\_05.wav  
CT\_WOOSH\_SPEED\_SIZE\_06.wav  
CT\_WOOSH\_SPEED\_SIZE\_07.wav  
CT\_WOOSH\_SPEED\_SIZE\_08.wav  
CT\_WOOSH\_SPEED\_SIZE\_09.wav  
CT\_WOOSH\_SPEED\_SIZE\_10.wav  
CT\_WOOSH\_SPEED\_SIZE\_11.wav  
CT\_WOOSH\_SPEED\_SIZE\_12.wav  
CT\_WOOSH\_SPEED\_SIZE\_13.wav  
CT\_WOOSH\_SPEED\_SIZE\_14.wav  
CT\_WOOSH\_SPEED\_SIZE\_15.wav  
CT\_WOOSH\_SPEED\_SIZE\_16.wav  
CT\_WOOSH\_SPEED\_SIZE\_17.wav  
CT\_WOOSH\_SPEED\_SIZE\_18.wav

## 02 - ATMOSPHERIC LOW PING

CT\_ATMOS\_FULL BODY\_01.wav  
CT\_ATMOS\_FULL BODY\_02.wav  
CT\_ATMOS\_FULL BODY\_03.wav  
CT\_ATMOS\_FULL BODY\_04.wav  
CT\_ATMOS\_FULL BODY\_05.wav  
CT\_ATMOS\_FULL BODY\_06.wav  
CT\_ATMOS\_FULL BODY\_07.wav  
CT\_ATMOS\_FULL BODY\_08.wav  
CT\_ATMOS\_FULL BODY\_09.wav  
CT\_ATMOS\_FULL BODY\_10.wav  
CT\_ATMOS\_FULL BODY\_11.wav  
CT\_ATMOS\_SUB\_TONAL\_RELEASE\_01.wav  
CT\_ATMOS\_SUB\_TONAL\_RELEASE\_02.wav  
CT\_ATMOS\_SUB\_TONAL\_RELEASE\_03.wav  
CT\_ATMOS\_SUB\_TONAL\_RELEASE\_04.wav  
CT\_ATMOS\_SUB\_TONAL\_RELEASE\_05.wav  
CT\_ATMOS\_SUB\_TONAL\_RELEASE\_06.wav  
CT\_ATMOS\_SUB\_TONAL\_RELEASE\_07.wav  
CT\_ATMOS\_SUB\_TONAL\_RELEASE\_08.wav  
CT\_ATMOS\_SUB\_TONAL\_RELEASE\_09.wav  
CT\_ATMOS\_SUB\_TONAL\_RELEASE\_10.wav  
CT\_ATMOS\_SUB\_TONAL\_RELEASE\_11.wav  
CT\_ATMOS\_SUB\_TONAL\_RELEASE\_12.wav  
CT\_ATMOS\_SUB\_TONAL\_RELEASE\_13.wav  
CT\_ATMOS\_SUB\_TONAL\_RELEASE\_14.wav  
CT\_ATMOS\_SUB\_TONAL\_RELEASE\_15.wav  
CT\_ATMOS\_SUB\_TONAL\_RELEASE\_16.wav  
CT\_ATMOS\_SUB\_TONAL\_RELEASE\_17.wav  
CT\_ATMOS\_SUB\_TONAL\_RELEASE\_18.wav

## 03 - LARSEN FEEDBACK

CT\_CLEAN FEEDBACK\_01.wav  
CT\_CLEAN FEEDBACK\_02.wav  
CT\_CLEAN FEEDBACK\_03.wav  
CT\_CLEAN FEEDBACK\_04.wav  
CT\_CLEAN FEEDBACK\_05.wav  
CT\_CLEAN FEEDBACK\_06.wav  
CT\_CLEAN FEEDBACK\_07.wav  
CT\_CLEAN FEEDBACK\_08.wav  
CT\_CLEAN FEEDBACK\_09.wav  
CT\_CLEAN FEEDBACK\_10.wav  
CT\_CLEAN FEEDBACK\_11.wav  
CT\_CLEAN FEEDBACK\_12.wav  
CT\_CLEAN FEEDBACK\_13.wav  
CT\_DISTORTED FEEDBACK\_01.wav  
CT\_DISTORTED FEEDBACK\_02.wav

CT\_DISTORTED\_FEEDBACK\_03.wav

CT\_FULL\_TILT\_FEEDBACK\_01.wav

CT\_FULL\_TILT\_FEEDBACK\_02.wav

CT\_FULL\_TILT\_FEEDBACK\_03.wav

CT\_FULL\_TILT\_FEEDBACK\_04.wav

CT\_FULL\_TILT\_FEEDBACK\_05.wav

CT\_FULL\_TILT\_FEEDBACK\_06.wav

CT\_LARSEN\_ECHOES\_01.wav

CT\_LARSEN\_ECHOES\_02.wav

CT\_LARSEN\_ECHOES\_03.wav

CT\_RESONATOR\_01.wav

CT\_RESONATOR\_02.wav

CT\_RESONATOR\_03.wav

CT\_RESONATOR\_04.wav

CT\_RESONATOR\_05.wav

CT\_RESONATOR\_06.wav

CT\_SOFT\_LOW\_DRONE\_01.wav

CT\_SOFT\_LOW\_DRONE\_02.wav

CT\_SOFT\_LOW\_DRONE\_03.wav

CT\_SOFT\_LOW\_DRONE\_04.wav

CT\_SOFT\_LOW\_DRONE\_05.wav

CT\_SOFT\_LOW\_DRONE\_06.wav

CT\_SOFT\_LOW\_DRONE\_07.wav

CT\_SOFT\_LOW\_DRONE\_08.wav

## 04 - PING TONAL HITS

CT\_PING\_CLEAN\_TONAL\_01.wav

CT\_PING\_CLEAN\_TONAL\_02.wav

CT\_PING\_CLEAN\_TONAL\_03.wav

CT\_PING\_CLEAN\_TONAL\_04.wav

CT\_PING\_CLEAN\_TONAL\_05.wav

CT\_PING\_CLEAN\_TONAL\_06.wav

CT\_PING\_CLEAN\_TONAL\_07.wav

CT\_PING\_CLEAN\_TONAL\_08.wav

CT\_PING\_CLEAN\_TONAL\_09.wav

CT\_PING\_CLEAN\_TONAL\_10.wav

CT\_PING\_CLEAN\_TONAL\_11.wav

CT\_PING\_HIT\_CUSTOM\_01.wav

CT\_PING\_HIT\_CUSTOM\_02.wav

CT\_PING\_HIT\_CUSTOM\_03.wav

CT\_PING\_HIT\_CUSTOM\_04.wav

CT\_PING\_HIT\_CUSTOM\_05.wav

CT\_PING\_HIT\_CUSTOM\_06.wav

CT\_PING\_HIT\_CUSTOM\_07.wav

CT\_PING\_HIT\_CUSTOM\_08.wav

CT\_PING\_HIT\_CUSTOM\_09.wav

CT\_PING\_HIT\_CUSTOM\_10.wav

CT\_PING\_KICK\_RESO\_01.wav  
CT\_PING\_KICK\_RESO\_02.wav  
CT\_PING\_KICK\_RESO\_03.wav  
CT\_PING\_SPARK.wav  
CT\_PING\_SUB\_CLEAN\_TONAL\_01.wav  
CT\_PING\_SUB\_CLEAN\_TONAL\_02.wav  
CT\_PING\_SUB\_CLEAN\_TONAL\_03.wav  
CT\_PING\_SUB\_CLEAN\_TONAL\_04.wav  
CT\_PING\_SUB\_CLEAN\_TONAL\_05.wav  
CT\_PING\_SUB\_RESO\_01.wav  
CT\_PING\_SUB\_RESO\_02.wav  
CT\_PING\_SUB\_RESO\_03.wav  
CT\_PING\_SUB\_RESO\_04.wav

## 05 - HITS MEGAKICKS IMPACT

CT\_ABSTRACT HIT.wav  
CT\_ELECTRIC IMPACT\_01.wav  
CT\_ELECTRIC IMPACT\_02.wav  
CT\_ELECTRIC IMPACT\_03.wav  
CT\_ELECTRIC IMPACT\_04.wav  
CT\_ELECTRIC IMPACT\_05.wav  
CT\_HIT\_BOOM\_KICK\_01.wav  
CT\_HIT\_BOOM\_KICK\_02.wav  
CT\_HIT\_BOOM\_KICK\_03.wav  
CT\_HIT\_BOOM\_KICK\_04.wav  
CT\_HIT\_CERBERO 01.wav  
CT\_HIT\_CERBERO 02.wav  
CT\_HIT\_CERBERO 03.wav  
CT\_HIT\_CERBERO 04.wav  
CT\_HIT\_CERBERO 05.wav  
CT\_HIT\_GRIND\_DESTROY\_01.wav  
CT\_HIT\_GRIND\_DESTROY\_02.wav  
CT\_HIT\_GRIND\_DESTROY\_03.wav  
CT\_HIT\_GRIND\_DESTROY\_04.wav  
CT\_HIT\_GRIND\_DESTROY\_05.wav  
CT\_HIT\_HITGLITCH.wav  
CT\_HIT\_HYBRID ELECTRIC\_01.wav  
CT\_HIT\_HYBRID ELECTRIC\_02.wav  
CT\_HIT\_REAMPED BURST\_01.wav  
CT\_HIT\_REAMPED BURST\_02.wav  
CT\_HIT\_REAMPED BURST\_03.wav  
CT\_HIT\_REAMPED BURST\_04.wav  
CT\_HIT\_REAMPED BURST\_05.wav  
CT\_HIT\_REAMPED BURST\_06.wav  
CT\_HIT\_SUPER CLEAN\_01.wav  
CT\_HIT\_SUPER CLEAN\_02.wav  
CT\_HIT\_SUPER CLEAN\_03.wav

CT\_HIT\_SUPER\_CLEAN\_04.wav  
CT\_HIT\_SUPER\_CLEAN\_05.wav  
CT\_IMPACT\_GRUNGE\_GRIT\_0101.wav  
CT\_IMPACT\_GRUNGE\_GRIT\_0102.wav  
CT\_IMPACT\_GRUNGE\_GRIT\_0103.wav  
CT\_IMPACT\_GRUNGE\_GRIT\_0104.wav  
CT\_KICK\_FILTER\_01.wav  
CT\_KICK\_FILTER\_02.wav  
CT\_KICK\_FILTER\_03.wav  
CT\_PERC\_DS\_WOOD\_HIT\_SOFT\_01.wav  
CT\_PERC\_DS\_WOOD\_HIT\_SOFT\_02.wav  
CT\_PERC\_DS\_WOOD\_HIT\_SOFT\_03.wav  
CT\_PERC\_DS\_WOOD\_HIT\_SOFT\_04.wav  
CT\_PERC\_DS\_WOOD\_HIT\_SOFT\_05.wav  
CT\_PERC\_DS\_WOOD\_HIT\_SOFT\_06.wav  
CT\_PERC\_DS\_WOOD\_HIT\_SOFT\_07.wav  
CT\_PERC\_DS\_WOOD\_HIT\_SOFT\_08.wav  
CT\_PERC\_DS\_WOOD\_HIT\_SOFT\_09.wav  
CT\_SNARE\_PIANO.wav  
CT\_SNARE\_CLEAN.wav

## 06 - BLAST BLOW UP

CT\_BLAST\_BLOW\_UP\_COMPOSITE\_01.wav  
CT\_BLAST\_BLOW\_UP\_COMPOSITE\_02.wav  
CT\_BLAST\_BLOW\_UP\_COMPOSITE\_03.wav  
CT\_BLAST\_BLOW\_UP\_COMPOSITE\_04.wav  
CT\_BLAST\_BLOW\_UP\_COMPOSITE\_05.wav  
CT\_BLAST\_BLOW\_UP\_01.wav  
CT\_BLAST\_BLOW\_UP\_02.wav  
CT\_BLAST\_BLOW\_UP\_03.wav  
CT\_BLAST\_BLOW\_UP\_04.wav  
CT\_BLAST\_BLOW\_UP\_05.wav  
CT\_BLAST\_BLOW\_UP\_06.wav  
CT\_BLAST\_BLOW\_UP\_07.wav  
CT\_BLAST\_BLOW\_UP\_08.wav  
CT\_BLAST\_BLOW\_UP\_09.wav  
CT\_BLAST\_BLOW\_UP\_10.wav  
CT\_BLAST\_BLOW\_UP\_11.wav  
CT\_BLAST\_BLOW\_UP\_12.wav  
CT\_BLAST\_BLOW\_UP\_13.wav  
CT\_BLAST\_OUTBURST\_01.wav  
CT\_BLAST\_OUTBURST\_02.wav  
CT\_BLAST\_OUTBURST\_03.wav  
CT\_BLAST\_OUTBURST\_04.wav

## 07- BASS SUB SHADOWS

CT\_BASS\_MODERN\_CLEAN\_01.wav  
CT\_BASS\_SWEEP\_FILTER\_SIZE\_01.wav  
CT\_BASS\_SWEEP\_FILTER\_SIZE\_02.wav  
CT\_BASS\_SWEEP\_FILTER\_SIZE\_03.wav  
CT\_BASS\_SWEEP\_FILTER\_SIZE\_04.wav  
CT\_BASS\_SWEEP\_FILTER\_SIZE\_05.wav  
CT\_BREATH\_MONSTER\_GHOST\_01.wav  
CT\_BREATH\_MONSTER\_GHOST\_02.wav  
CT\_BREATH\_MONSTER\_GHOST\_03.wav  
CT\_BREATH\_MONSTER\_GHOST\_04.wav  
CT\_BREATH\_MONSTER\_GHOST\_05.wav  
CT\_SUB TENSION\_01.wav  
CT\_SUB TENSION\_02.wav  
CT\_SUB TENSION\_03.wav  
CT\_SUB TENSION\_04.wav  
CT\_SUB TENSION\_05.wav  
CT\_SUB TENSION\_06.wav  
CT\_SUB TENSION\_07.wav  
CT\_SUB TENSION\_08.wav  
CT\_SUB TENSION\_09.wav  
CT\_SUB TENSION\_10.wav  
CT\_SUB TENSION\_11.wav  
CT\_SUB TENSION\_12.wav  
CT\_SUB TENSION\_13.wav  
CT\_SUB TENSION\_14.wav  
CT\_SUB TENSION\_15.wav  
CT\_SUB TENSION\_16.wav  
CT\_SUB TENSION\_17.wav  
CT\_UNDERWATER MOVES\_01.wav  
CT\_UNDERWATER MOVES\_02.wav  
CT\_UNDERWATER MOVES\_03.wav  
CT\_UNDERWATER MOVES\_04.wav  
CT\_UNDERWATER MOVES\_05.wav

## 08 - REVERSE

CT\_REVERSE\_LOW DRONE\_01.wav  
CT\_REVERSE\_LOW DRONE\_02.wav  
CT\_REVERSE\_METAL\_BACKTRACK\_01.wav  
CT\_REVERSE\_METAL\_BACKTRACK\_02.wav  
CT\_REVERSE\_METAL\_BACKTRACK\_03.wav  
CT\_REVERSE\_METAL\_BACKTRACK\_04.wav  
CT\_REVERSE\_METAL\_BACKTRACK\_05.wav  
CT\_REVERSE\_METAL\_BACKTRACK\_06.wav  
CT\_REVERSE\_METAL\_BACKTRACK\_07.wav  
CT\_REVERSE\_METAL\_BACKTRACK\_08.wav  
CT\_REVERSE\_METAL\_BACKTRACK\_09.wav

CT\_REVERSE\_METAL\_BACKTRACK\_10.wav  
CT\_REVERSE\_METAL\_BACKTRACK\_11.wav  
CT\_REVERSE\_METAL\_BACKTRACK\_12.wav  
CT\_REVERSE\_STUTTER 01.wav  
CT\_REVERSE\_STUTTER 02.wav  
CT\_REVERSE\_STUTTER 03.wav  
CT\_REVERSE\_SWARM PASS BY\_01.wav  
CT\_REVERSE\_SWARM PASS BY\_02.wav  
CT\_REVERSE\_SWARM PASS BY\_03.wav  
CT\_REVERSE\_SWARM PASS BY\_04.wav  
CT\_REVERSE\_SWARM PASS BY\_05.wav  
CT\_REVERSE\_SWARM PASS BY\_06.wav  
CT\_REVERSE\_SWARM PASS BY\_07.wav  
CT\_REVERSE\_SWARM PASS BY\_08.wav  
CT\_REVERSE\_SWARM PASS BY\_09.wav

## 09 - BRAAMS INTROS

CT\_BRAAMS\_CINEMATIC LARSEN 01.wav  
CT\_BRAAMS\_CINEMATIC LARSEN 02.wav  
CT\_BRAAMS\_CINEMATIC LARSEN 03.wav  
CT\_BRAAMS\_CINEMATIC LARSEN 04.wav  
CT\_BRAAMS\_CINEMATIC LARSEN 05.wav  
CT\_BRAAMS\_CLEAN DISTORTION 01.wav  
CT\_BRAAMS\_CLEAN DISTORTION 02.wav  
CT\_BRAAMS\_CLEAN DROP.wav  
CT\_BRAAMS\_CORRUPTED BRASS.wav  
CT\_BRAAMS\_DARK SOULS\_01.wav  
CT\_BRAAMS\_DARK SOULS\_02.wav  
CT\_BRAAMS\_DARK SOULS\_03.wav  
CT\_BRAAMS\_DARK SOULS\_04.wav  
CT\_BRAAMS\_DARK SOULS\_05.wav  
CT\_BRAAMS\_DARK SOULS\_06.wav  
CT\_BRAAMS\_DARK SOULS\_07.wav  
CT\_BRAAMS\_DISTANT LOW 01.wav  
CT\_BRAAMS\_DISTANT LOW 02.wav  
CT\_BRAAMS\_DISTANT LOW 03.wav  
CT\_BRAAMS\_DYNO BRAAMS.wav  
CT\_BRAAMS\_OPEN UP.wav  
CT\_BRAAMS\_SOFT ACCENT 4X.wav  
CT\_BRAAMS\_SOFT ACCENT 8X.wav  
CT\_BRAAMS\_SQUASHED VIRUS.wav  
CT\_BRAAMS\_SYNTH BEND 01.wav  
CT\_BRAAMS\_SYNTH BEND 02.wav  
CT\_BRAAMS\_SYNTH BEND 03.wav  
CT\_BRAAMS\_SYNTH BEND 04.wav  
CT\_BRAAMS\_SYNTH BEND 05.wav  
CT\_BRAAMS\_SYNTH BEND 06.wav



## 10 - RISE INTENSIFY

CT\_\_RISE\_FAST WIND UP\_01.wav  
CT\_\_RISE\_FAST WIND UP\_02.wav  
CT\_\_RISE\_FAST WIND UP\_03.wav  
CT\_\_RISE\_FAST WIND UP\_04.wav  
CT\_\_RISE\_FAST WIND UP\_05.wav  
CT\_\_RISE\_FAST WIND UP\_06.wav  
CT\_\_RISE\_FAST WIND UP\_07.wav  
CT\_DARK\_RISE\_007.wav  
CT\_RISE\_BRIGHT\_ALERT THE SQUAD\_41sec.wav  
CT\_RISE\_BRIGHT\_ALL THIS\_19sec.wav  
CT\_RISE\_BRIGHT\_CONTINUM DISPERSION\_27sec.wav  
CT\_RISE\_BRIGHT\_FULL POWA\_57sec.wav  
CT\_RISE\_BRIGHT\_HELTER SKELTER\_47sec.wav  
CT\_RISE\_BRIGHT\_PATTERN 01\_14sec.wav  
CT\_RISE\_BRIGHT\_SIMPLE AS THIS\_32sec.wav  
CT\_RISE\_BRIGHT\_SLOW RISE ENINGE.wav  
CT\_RISE\_COSTANT PRESSURE\_34sec.wav  
CT\_RISE\_DARK\_BASIC SWEEP\_25sec.wav  
CT\_RISE\_DARK\_DARK DESERT LANDING 35sec.wav  
CT\_RISE\_DARK\_ENDING BOOM DELAY 20sec.wav  
CT\_RISE\_DARK\_FILTER SWEEP MOD 17sec.wav  
CT\_RISE\_DARK\_LOOPING FEEDBACK\_40sec.wav  
CT\_RISE\_DARK\_LOW QUIET DRONE\_FINAL SWEEP\_31sec.wav  
CT\_RISE\_DARK\_MINIMAL FEEDBACK\_22sec.wav  
CT\_RISE\_DARK\_MOMENTUM\_41sec.wav  
CT\_RISE\_DARK\_MUMMIA\_42sec.wav  
CT\_RISE\_DARK\_SELF MOD OSC\_39sec.wav  
CT\_RISE\_DARK\_SMOOTH 32sec.wav  
CT\_RISE\_DARK\_SMOOTH 33sec.wav  
CT\_RISE\_DARK\_THE CATHEDRAL\_17sec.wav  
CT\_RISE\_DELICATE LONG RISING\_91sec.wav  
CT\_RISE\_DISTORTED 07sec.wav  
CT\_RISE\_DISTORTED 13sec.wav  
CT\_RISE\_DISTORTED 19sec.wav  
CT\_RISE\_DISTORTED 20sec.wav  
CT\_RISE\_DISTORTED\_SHORT\_03sec.wav  
CT\_RISE\_DISTORTED\_SHORT\_05sec.wav  
CT\_RISE\_DISTORTED\_SHORT\_06sec.wav  
CT\_RISE\_DROP\_ONE MIN\_63sec.wav  
CT\_RISE\_EVIL CRESCENDO\_46sec.wav  
CT\_RISE\_LITTLE RESONATING.wav  
CT\_RISE\_MADMAX.wav  
CT\_RISE\_MOLECULES SWARM.wav  
CT\_RISE\_RISE TO THE TOP.wav  
CT\_RISE\_SHORT\_SWEEP\_01.wav  
CT\_RISE\_SHORT\_SWEEP\_02.wav

CT\_RISE\_SHORT\_SWEEP\_03.wav  
CT\_RISE\_SLOW TENSION\_30sec.wav  
CT\_RISE\_SYNTH SWEEP 17sec.wav  
CT\_RISE\_SYNTH\_EVOLUTION RETRO 53sec.wav  
CT\_RISE\_UNTOP.wav

## 11 - AMBIENCE AURA

CT\_AMBIENCE\_ABSTRACT ELECTRIC.wav  
CT\_AMBIENCE\_GLITCHY RISING TEXTURE.wav  
CT\_DRONE\_CLEAN\_01.wav  
CT\_DRONE\_CLEAN\_02.wav  
CT\_DRONE\_CLEAN\_03.wav  
CT\_DRONE\_CLEAN\_04.wav  
CT\_DRONE\_LOW DARK RUMBLE.wav  
CT\_DRONE\_PULSING NOISE CRESCENDO.wav  
CT\_EVIL TEXTURE.wav  
CT\_GUITAR REVERSE\_LITIUM.wav  
CT\_KEY\_RETRO\_CHORDS\_01.wav  
CT\_KEY\_RETRO\_CHORDS\_02.wav  
CT\_KEY\_RETRO\_CHORDS\_03.wav  
CT\_KEY\_RETRO\_CHORDS\_04.wav  
CT\_KEY\_RETRO\_CHORDS\_05.wav  
CT\_LARSEN\_ECHO SYSTEM.wav  
CT\_LARSEN\_ELECTRIC DATA.wav  
CT\_SLIDING PARTICLES\_1.wav  
CT\_SLIDING PARTICLES\_2.wav  
CT\_SOUNDSCAPE\_DELICATE DISTORTION.wav  
CT\_SOUNDSCAPE\_DISTORTION DREAMS.wav  
CT\_SOUNDSCAPE\_INFINITY GUITAR.wav  
CT\_SOUNDSCAPE\_MESSA\_1.wav  
CT\_SOUNDSCAPE\_MESSA\_2.wav  
CT\_SOUNDSCAPE\_ODISSEA LAMENT.wav  
CT\_SOUNDSCAPE\_STEADY TONE.wav  
CT\_SOUNDSCAPE\_TRAILER TENSION.wav  
CT\_SUB\_PULSING BED\_01.wav  
CT\_SUB\_PULSING BED\_02.wav  
CT\_SUB\_PULSING BED\_03.wav  
CT\_SUB\_PULSING BED\_04.wav  
CT\_SUB\_PULSING BED\_05.wav

## 12 - FIELD

CT\_GLASS SMASH\_01.wav  
CT\_GLASS SMASH\_02.wav  
CT\_GLASS SMASH\_03.wav  
CT\_GLASS SMASH\_04.wav  
CT\_GLASS SMASH\_05.wav  
CT\_GLASS SMASH\_06.wav

CT\_GLASS SMASH\_07.wav  
CT\_METAL\_RESONANT BOWL\_01.wav  
CT\_METAL\_RESONANT BOWL\_02.wav  
CT\_METAL\_RESONANT BOWL\_03.wav  
CT\_POT\_DEBRIS\_01.wav  
CT\_POT\_DEBRIS\_02.wav  
CT\_POT\_DEBRIS\_03.wav

### **13 - NOISE BURST SPARKS**

CT\_AMP BURST\_NOISE\_SIZZLE\_01.wav  
CT\_AMP BURST\_NOISE\_SIZZLE\_02.wav  
CT\_AMP BURST\_NOISE\_SIZZLE\_03.wav  
CT\_AMP BURST\_NOISE\_SIZZLE\_04.wav  
CT\_AMP BURST\_NOISE\_SIZZLE\_05.wav  
CT\_AMP BURST\_NOISE\_SIZZLE\_06.wav  
CT\_AMP BURST\_NOISE\_SIZZLE\_07.wav  
CT\_AMP BURST\_NOISE\_SIZZLE\_08.wav  
CT\_AMP BURST\_NOISE\_SIZZLE\_09.wav  
CT\_CUSTOM SPARKS\_BITES.wav  
CT\_ELECTRIC CUSTOM NOISE\_01.wav  
CT\_ELECTRIC CUSTOM NOISE\_02.wav  
CT\_ELECTRIC CUSTOM NOISE\_03.wav  
CT\_ELECTRIC CUSTOM NOISE\_04.wav  
CT\_ELECTRIC CUSTOM NOISE\_05.wav  
CT\_ELECTRIC CUSTOM NOISE\_06.wav  
CT\_ELECTRIC CUSTOM NOISE\_07.wav  
CT\_ELECTRICITY BED\_SPARK\_SIZZLE\_06.wav  
CT\_ELECTRICITY BED\_SPARKS\_SIZZLE\_01.wav  
CT\_ELECTRICITY BED\_SPARKS\_SIZZLE\_02.wav  
CT\_ELECTRICITY BED\_SPARKS\_SIZZLE\_03.wav  
CT\_ELECTRICITY BED\_SPARKS\_SIZZLE\_04.wav  
CT\_ELECTRICITY BED\_SPARKS\_SIZZLE\_05.wav  
CT\_FUSE BURNING\_01.wav  
CT\_FUSE BURNING\_02.wav  
CT\_FUSE BURNING\_03.wav  
CT\_GROUNDED ELECTRIC BURST\_01.wav  
CT\_GROUNDED ELECTRIC BURST\_02.wav  
CT\_GROUNDED ELECTRIC BURST\_03.wav  
CT\_GROUNDED ELECTRIC BURST\_04.wav  
CT\_GROUNDED ELECTRIC BURST\_05.wav  
CT\_GROUNDED ELECTRIC BURST\_06.wav  
CT\_GROUNDED ELECTRIC BURST\_07.wav  
CT\_GROUNDED ELECTRIC BURST\_08.wav  
CT\_GROUNDED ELECTRIC BURST\_09.wav  
CT\_GROUNDED ELECTRIC BURST\_10.wav  
CT\_GROUNDED ELECTRIC BURST\_11.wav  
CT\_GROUNDED ELECTRIC BURST\_13.wav

CT\_GROUNDED ELECTRIC BURST\_14.wav  
CT\_GROUNDED ELECTRIC IMPACT\_12.wav  
CT\_HIT\_DISTORTED\_TWISTED MIND\_01.wav  
CT\_MODULATED STATIC\_01.wav  
CT\_MODULATED STATIC\_02.wav  
CT\_MODULATED STATIC\_03.wav  
CT\_MODULATED STATIC\_04.wav  
CT\_SPARKS\_DS\_01.wav  
CT\_SPARKS\_DS\_02.wav  
CT\_SPARKS\_DS\_03.wav  
CT\_SPARKS\_DS\_04.wav  
CT\_SPARKS\_DS\_05.wav  
CT\_SPARKS\_DS\_06.wav  
CT\_SPARKS\_DS\_07.wav  
CT\_SPARKS\_DS\_08.wav  
CT\_SPARKS\_DS\_09.wav  
CT\_SPARKS\_DS\_10.wav  
CT\_SPARKS\_DS\_11.wav  
CT\_SPARKS\_DS\_12.wav  
CT\_SPARKS\_DS\_13.wav

#### **14 - FILTERS TONES**

CT\_ABSTRACT PASSAGE.wav  
CT\_BASS\_DIST\_RELEASE\_01.wav  
CT\_BUZZER\_SWEEP\_01.wav  
CT\_BUZZER\_SWEEP\_02.wav  
CT\_BUZZER\_SWEEP\_03.wav  
CT\_BUZZER\_SWEEP\_04.wav  
CT\_BUZZER\_SWEEP\_05.wav  
CT\_DISTORTED TEXTURES\_01.wav  
CT\_DISTORTED TEXTURES\_02.wav  
CT\_DISTORTED TEXTURES\_03.wav  
CT\_ELECTRIC BED WITH RISING FINAL.wav  
CT\_ELECTRIC TILT.wav  
CT\_FILTER\_BASS AFFLICTION.wav  
CT\_FILTER\_CALL OUT.wav  
CT\_FILTER\_MODULATED FEEDBACK.wav  
CT\_FILTER\_VIRUS\_01.wav  
CT\_FILTER\_VIRUS\_02.wav  
CT\_FILTER\_VIRUS\_03.wav  
CT\_FILTER\_VIRUS\_04.wav  
CT\_FILTER\_VIRUS\_06.wav  
CT\_FILTER\_VIRUS\_07.wav  
CT\_FILTER\_VIRUS\_08.wav  
CT\_FILTERS\_DISTO SWARM.wav  
CT\_FULL TILT BED\_WHOLE TAKE.wav  
CT\_MICRO ALARM.wav

CT\_MICRO LARSEN.wav  
CT\_SWEEPING PULSE\_01.wav  
CT\_SWEEPING PULSE\_02.wav  
CT\_SWEEPING PULSE\_03.wav  
CT\_SWEEPING PULSE\_04.wav  
CT\_SYNTH BEND\_THE BABADOOK\_01.wav  
CT\_SYNTH BEND\_THE BABADOOK\_02.wav  
CT\_SYNTH BEND\_THE BABADOOK\_03.wav

## 15 - GLITCH DROP

CT\_ABSTRACT GLITCH\_01.wav  
CT\_ABSTRACT GLITCH\_02.wav  
CT\_ABSTRACT GLITCH\_03.wav  
CT\_ABSTRACT GLITCH\_04.wav  
CT\_ABSTRACT GLITCH\_05.wav  
CT\_ABSTRACT GLITCH\_06.wav  
CT\_AMBIENCE DROP.wav  
CT\_BASS SWEEP\_01.wav  
CT\_BASS SWEEP\_02.wav  
CT\_BRAAMS\_DS\_LOW\_04.wav  
CT\_BRAAMS\_DS\_LOW\_05.wav  
CT\_DROP\_BASS RELEASE.wav  
CT\_DROP\_DISTORTED\_01.wav  
CT\_DROP\_DISTORTED\_02.wav  
CT\_DROP\_DISTORTED\_03.wav  
CT\_DROP\_DISTORTED\_04.wav  
CT\_DROP\_DISTORTED\_05.wav  
CT\_DROP\_DISTORTED\_07.wav  
CT\_DROP\_LIL SLAM.wav  
CT\_DROP\_METALIZER\_01.wav  
CT\_DROP\_METALIZER\_02.wav  
CT\_DROP\_METALIZER\_03.wav  
CT\_DROP\_REST IN PEACE01.wav  
CT\_DROP\_REST IN PEACE02.wav  
CT\_DROP\_SWITCH OFF.wav  
CT\_ELECTRIC BUZZ\_BUG OVER LINE.wav  
CT\_FILTER\_VIRUS\_05.wav  
CT\_GLITCH BURST.wav  
CT\_GLITCH\_BUTTON\_01.wav  
CT\_GLITCH\_BUTTON\_02.wav  
CT\_GLITCH\_BUTTON\_03.wav  
CT\_GLITCH\_BUTTON\_04.wav  
CT\_GLITCH\_BUTTON\_05.wav  
CT\_GLITCH\_NOISE\_DIGITAL\_01.wav  
CT\_GLITCH\_NOISE\_DIGITAL\_02.wav  
CT\_GLITCH\_REVERSE.wav  
CT\_MODULATED NOISE.wav

CT\_RESO GRIND SWEEP\_01.wav

CT\_RESO GRIND SWEEP\_02.wav

CT\_STUTTER MATTER.wav

CT\_STUTTER\_ERASERHEAD\_01.wav

CT\_STUTTER\_ERASERHEAD\_02.wav

CT\_STUTTER\_ERASERHEAD\_03.wav

CT\_STUTTER\_ERASERHEAD\_04.wav

CT\_STUTTER\_ERASERHEAD\_05.wav