

SAMPLECELL II/MACINTOSH SERIES CD-ROM SOUND LIBRARY



Maximum Impact Sound Effects

Now available for Sample Cell™. Formerly this CD-ROM was available only to Emulator Three users. We are proud to make this library available to you in the Sample Cell™ format.

Recorded to DAT with Sonic Studios Dimensional Stereo Microphones™ and digital transferred to the E11xp. Additional processing and mixing was done in the E11x to ensure consistent quality throughout. Instrument presets are offered in 8Mb to 32Mb loads. Every sample is in stereo at the industry standard 44.1k sample rate.

Categories Include: aviation, automobiles, marine, industry, household, animals, people, water, weather, interior and exterior ambiances and a few off the wall sounds you won't find anywhere else. A CD Demo is available. (Samplecell™ version Macintosh AIFF format)
\$149.00 U.S.

This unique collection of sounds cover the following categories:

- Aviation - Military Jets, Airline Jets, Lear Jet, Warbirds, Prop Planes, Helicopters
- Transportation - Autos, Trains, Buses, Trucks, Motor Cycles, Drag Racers, Rocket Car
- Marine - Ferry Boat, Ski Boat, Hydroplane Race Boat
- Construction - Demolition, Equipment, Cranes, Power Tools, Chain Saws, Weed Eater, Mower/Tiller
- Industry - Saw Mill, Winery, Air Tools, Metal Fabrication, Antique Machinery, Torches
- Home - Appliances, Telephone, Bathroom, Kitchen, Hot Tub, Stove, Toys, Exercise Equipment
- Office - Typewriters, Adding Machines, Copiers, Laser Printer, Computer
- Sports - Ice Skating, Tennis, Golf, Swimming, Billiards, Poker, Dice, Hot Air Balloon
- Animals - Horses, Dogs, Tropical Birds, Swarming Birds
- Nature - Wind, Rain, Thunder, Forest Wind
- Water - Streams, Brooks, River Rapids, Water Falls, Ocean Waves, Street Drain, Culvert
- Ambience - Arcades, Bus Station, Shopping Mall, Stores, Library, Football Stadium, City, Freeway
- Destuction - Car Demolition, Metal Impacts, Scrapes, Hits, Explosions

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Maximum Impact SFX SCII Instruments

Ambience
 Arcade Ambience
 City Ambience
 City Ambience 16Mb
 Factory Ambience
 Freeway Traffic
 Interior Ambience
 Interior Ambience 32Mb
 Market Ambience
 Suburban Traffic
 The Elements
 Animals
 Animals
 Auto&Transport
 Auto Manuevers
 Automobiles 01
 Automobiles 02
 Automobiles 16Mb
 Diesel Truck
 Drag Racers
 Harley Cycle
 Race Cars
 School Bus
 Seattle Metro
 Aviation
 Helicopter 16Mb
 Helicopter,Chinook Pass
 Helicopter,Pass By
 Jet,Blue Angels 16Mb
 Jet,Bomber 16Mb
 Jet,Fighter 01
 Jet,Fighter 02
 Jet,Fighter 16Mb
 Jet,Fighter 32Mb
 Jet,Fighter TakeOff
 Jet,Large 16Mb
 Jet,Large Pass By
 Jet,Learjet
 Jet,Taxi By
 Jet,Turbine
 Prop Plane
 Prop Plane 16Mb
 Prop Plane Pass By
 Warbirds
 Household
 Bathroom
 Electric Kitchen
 Electric Shave
 Hot Tub Etc.
 Modern Home
 Toilet & Sink
 Yard Motors
 Industry
 Air & Gas
 Chain Saw
 Demolition Man
 Industrial Machines
 Industrial Metal
 Mechanical
 Metal Shop
 Motors & Engines
 Power Saws
 Power Tools
 Saw Mill
 Small Motors
 Marine
 Boats 32Mb
 Ferry Boat
 Hydroplane
 Supra Boat
 Misc.
 Child & Infant
 Crash & Impact
 Doors, Etc.
 Misc. Effects
 Sports World
 Stadium Crowd
 Office
 Electric Office
 Elevator
 Phone & Typewriter
 Trains
 Freight Train 1
 Freight Train 2
 Train Pass By 16Mb
 Train Trax
 Water
 Ocean Waves
 Rivers
 Streams
 Water Flow
 Water Splash
 Waterfalls

AIFF Samples

Ambience - Indoor
 Bowling Alley -0L 2.3MB
 Building Lobby -0L 1.7MB
 Bus Station -0L 1.9MB
 Dept. Store -0L 2.0MB
 Farmers Market-0L 3.1MB
 Game Arcade -0L 2.1MB
 Public Library -0L 2.0MB
 Shooting Gallery -0L 2.5MB
 Shopping Mall -0L 2.3MB
 Video Arcade -0L 2.3MB
 Ambience - Outdoor
 Auto Pass Long +8A 1.8MB
 Auto PassBy1 +8A 909K
 Auto PassBy2 +8A 748K
 Auto PassBy3 +8A 841K
 Auto Traffic +8A 2.4MB
 City Street +0M 3.0MB
 Freeway +0M+8A 1.8MB
 FreewayTunnel +0M 2.0MB
 Power Plant -0L+2M 1.4MB
 Saw Mill Ext +0M 1.2MB
 Street Work +0M 2.3MB
 Animal
 2000 Birds +1V+0N1.2MB
 Dog Bark (1) +1V 51K
 Dog Bark (2) +1V 127K
 Dog Bark (3) +1V 195K
 Horse Around +1V 841K
 Horse Grunts +1V 1.0MB
 Horse GruntScream +1V 391K
 Horse Scream +1V 306K
 Peacocks +0N+1V 1.8MB
 Thrush Birds +0N+1V 1.6MB
 Destruction
 Aluminum Hit1+3N 416K
 Aluminum Pipe +3N 323K
 Big Impact Debris +3N 425K
 Bottle Break +3NS 212K
 Bottles Smash +3NS 425K
 Bunch Of Pipes +3N 714K
 Car Smash A +3N+8A 467K
 Car Smash B +3N+8A 901K
 DeepMetalClank +3N 960K
 Hammer Steel +3N 153K
 Junk Metal +3N 705K
 LrgCrowBarDrop +3N 484K

Creative Sound Design

LrgMetalDoor+3N+6D	212K	Oven Door Close -6D	136K	Air Ratchet 3 -2E	272K
Metal Bonk +3N	144K	Oven Door Open -6D	178K		
Metal Door Klunk+3N	595K	Screen Door -6D	365K	Industry	
Metal Impact +3N	909K	Sewing Machine Off -6E	297K	Bull Dozer +2M+8A	1.6MB
Metal Impact A +3N	399K	Sewing Machine Run -6E	1.1MB	Bull Dozer Treads+2M+8A	1.0MB
Metal Impact B +3N	510K	ShopVac -2E-6E	1.4MB	Crane Drop +2M+0L	782K
Metal Klank +3N	272K	Shower Water -9C-6N	2.2MB	Crane Operate +2M	1.8MB
Metal Lid A +3N	229K	SlideDoor Close -6D	212K	Factory Hum -0L+2M	807K
Metal Lid B +3N	187K	SlideDoor Open -6D	170K	Furnace -0L+2M	867K
Metal Pipe +3N	357K	Small Lid +6D	238K	Large Fan -0L+2E	960K
Metal RailHit A +3N	204K	StairMaster Clunk -6M	178K	Tower Crane +2EM	552K
Metal RailHit B +3N	204K	StairMaster Off -6M	892K	Truck Loading +2M+0	731K
Metal RailHit C +3N	187K	StairMaster1 -6M	340K	Welding Arc +2EM	697K
Metal Spring A +3N	569K	StairMaster2 -6M	323K		
Metal Spring B +3N	960K	StairMaster3 -6M	306K	Machines	
Pipe Hit +3N	527K	StairMaster4 -6M	348K	Conveyor +2E	467K
Slam Drawer +3N+6N	314K	Tiller Pulls -2E-6M	663K	Metal Compactor +2EM	943K
SmlCrowBarDrop+3N	357K	Tiller Run -2E-6M	688K	Metal Grinder +2E	1.7MB
Steel Girders+3N	1.2MB	Tiller Start -2E-6M	782K	Metal Lathe +2EM	1.1MB
Utencils Drop+3N	442K	Toilet Flush -9C-6M	1.3MB	Metal Stamper +2EM	790K
WaterPipe Clank +3N	187K	Urinal Flush -9C-6M	1.8MB	MetalStamperAdjst+2EM	858K
WaterPipe Hit +3N	187K	Urinal Gurgle -9C-6M	2.0MB	Oil Pump -2E	459K
Whoosh Impact +3N	637K	Vacuum Cleaner -6E	1.7MB	PaintShaker,Large +2E	1.2MB
Wood Snap +3NS	263K	Wash Machine Off -6E	280K	PaintShaker,Small -2E	765K
		Wash Machine On -6E	926K	Pipe Cutter +2EM	637K
Household		Wash Machine Run -6E	1.1MB	Pipe Cutting +2EM	960K
Bath Water Off -9C-6N	977K	WeedWacker -2E-6M	688K	Printing Press Run +2EM	654K
Bath Water Run -9C-6N	1.0MB	WeedWacker Idle -2E-6M	637K	Printing Press Web +2EM	748K
Bathroom Sink -9C-6N	1.1MB	WeedWacker Pull -2E-6M	671K	SawMill,BandSaw +2M	1,011K
Coffee Grinder LrgOff -6E	221K	WeedWacker Rev -2E-6M	782K	SawMill,Blade Cut +2M	518K
Coffee Grinder LrgOn -6E	646K	WeightClank1 -6M+5S	153K	SawMill,BladeSharpen+2M	1.3MB
Coffee Grinder SmlOff -6E	382K	WeightClank2 -6M+5S	144K	SawMill,Conveyor +2M	1.3MB
Coffee Grinder SmlOn -6E	1.0MB	WeightClank3 -6M+5S	204K	SawMill,Drive Chain +2M	1.3MB
Dryer Dial/A -6E	127K			SawMill,Log Roller +2M	1.2MB
Dryer Dial/B -6E	204K	Human		SawMill,Machine +2M	1.4MB
Electric Shave/A -6E	4.4MB	Baby Crying -1V	2.9MB	Swagger +2EM	714K
Electric Shave/B -6E	1.9MB	Infant Crying -1V	1.2MB	Swagger Servo +2EM	518K
Electric Shaver -6E	544K	Infant Sneeze -1V	153K	Winery Bottles -0L+2M	2.0MB
Food Processor Long -6E	986K	Stadium Cheer -0L	2.4MB		
Food Processor Short -6E	212K	Stadium Claps Cheer -0L	1.4MB	Motors & Engines	
Gas Stove A -6M	314K	Stadium Entrance -0L	2.4MB	Air Compressor +2E	1.2MB
Gas Stove B -6M	357K	Stadium Oh's -0L	1.2MB	Air Compressor Run +2E	1.0MB
Hot Tub -6M-9C	2.6MB			Chain Saw Big Idle +2E	918K
Hot Tub Bubbles -6M-9C	1.4MB	Air Tools		Chain Saw Big Off +2E	297K
Juice Squeezer -6E	1.0MB	Air Drill 1 -2E	297K	Chain Saw Big Pull/A +2E	178K
Juicer Off -6E	450K	Air Drill 2 -2E	807K	Chain Saw Big Pull/B +2E	178K
Juicer Run -6E	1.1MB	Air Gun Long -2M	323K	Chain Saw Big Revs +2E	697K
Juicer Shred -6E	1.5MB	Air Gun Short -2M	195K	Chain Saw Cut +2E	1.3MB
Kitchen Faucet -9C	1.1MB	Air Hammer Burst -2M	544K	Chain Saw Off +2E	331K
Knife SharpenA -6N	102K	Air Hammer Run -2M	561K	Chain Saw Pull +2E	110K
Knife SharpenB -6N	119K	Air PumpStart+2E	960K	Chain Saw Revs +2E	2.3MB
Mower Pull Sputr-2E-6M	731K	Air Ratchet 1 -2E	136K	Generator, Small -2E	884K
Mower Pulls -2E-6M	705K	Air Ratchet 2 -2E	221K	Generator,Large/A -2E	1.4MB

Creative Sound Design

Generator, Large/B -2E	1.2MB	Phone Dial 1 -6M	59K	Lrg Air Brake +8AD	612K
Refrigeration Unit -2E+8	2.4MB	Phone Dial 2 -6M	76K	Lrg Air Hiss +2N	484K
		Phone Dial 3 -6M	85K	Lrg Paper Cutter +2M	501K
Motors, Electric		Phone Dial 4 -6M	102K	Lrg Rivetor +2M	204K
Motor, 2Amp Adjust -6E	1.5MB	Phone Dial 5 -6M	119K	Mechanism -2M	119K
Motor, 2Amp Rev -6E	212K	Phone Dial 6 -6M	136K	Med Air Hiss +2N	969K
Motor, Drill 1/4" -2E	1.1MB	Phone Dial 7 -6M	153K	Metal Drawer +6D	433K
Motor, Router -2E	2.3MB	Phone Dial 8 -6M	170K	Metal Screech +3NS	561K
Motor, Servo Scrape -2EM	467K	Phone Dial 9 -6M	187K	Motor Sputter +8-2E	136K
Motor, Sewing Sml -2E	1,003K	Photocopier +6E	1.7MB	Pirate Cannon +3X	1.0MB
Motor, Squeaky -2E	875K	Single Calc +6E	85K	Propane Torch/1 -2N	637K
		Type Key/A +6E	59K	Propane Torch/2 -2N	875K
Power Tools		Type Key/B +6E	59K	Rollers, Paint Cans -2M	807K
Drill Off -2E	739K	Type Return +6E	212K	Rolling Cart -2N	909K
Drill Run -2E	722K	Type Shuttle +6E	382K	Shovel Dirt +3N	484K
Drilling Electric -2E	561K	Typewriter Arm +6M	153K	Sml Air Hiss +2N	297K
Drilling Off -2E	501K	Typewriter Ding +6M	204K	Sml Chain Drop -6N	110K
Grinder Run +2E	527K	Typewriter Electric +6E	2.1MB	Sml Chain Clink -6N	238K
Hypoid Saw -2E	1.1MB	Typewriter Lever +6M	144K	Toy Car -6E+8A	263K
Impact Gun 1 -2E	195K	Typewriter Return +6M	136K	Umbrella Open -6M	229K
Impact Gun 2 -2E	340K	Typewriter Roller +6M	93K		
Impact Gun 3 -2E	680K	Typewriter Squeaky +6M	144K	Sports	
Impact Gun Idle Hi -2E	391K	Typewriter Type1 +6M	136K	Billiards +5G	297K
Impact Gun Idle Low -2E	314K	Typewriter Type2 +6M	68K	Billiards Shot +5G	93K
Impact Wrench -2E	306K	Typewriter Typing +6M	1.6MB	Dice Roll +5G	348K
Jig Saw -2E	807K			Golf Ball Hit/A +5S	161K
Large Mitre Saw -2E	824K	Other		Golf Ball Hit/B +5S	153K
Mitre Saw -2E	1.4MB	Air Brake Int1 +8A	263K	Golf Ball Sand Hit +5S	195K
Mitre Saw Quick -2E	773K	Air Brake Int2 +8A	280K	Golf Swing/A +5S	161K
Radial Saw Off -2E	1.5MB	Air Brake1 +8AD	93K	Golf Swish/B +5S	153K
Radial Saw Run -2E	943K	Air Brake2 +8AD	93K	Golf Swish/C +5S	76K
Staple Gun -2M	178K	Crank Long -2M	552K	Poker Chips +5G	110K
Table Saw Cut -2E	586K	Crank Short -2M	221K	Roulette Wheel +5G	1.5MB
		Door, Air Close +8AD	331K	Skating Jump +5S	892K
Office/Institutional		Door, Air Open +8AD	739K	Skating Jump Only +5S	187K
Adding Machine (1) +6E	76K	Door, Auto Echo +8AD	229K	Skating Spin +5S	1.6MB
Adding Machine (2) +6E	127K	Door, Cavern +6D	382K	Skating w/Landing +5S	909K
Adding Machine (3) +6E	195K	Door, Freight +6D	382K	Tennis Ball Hit +5S	314K
Calculator +6E	212K	Door, Metal +6D	238K	Tennis Ball Hit Net +5S	195K
Coin Return -6M	212K	Door, Stairwell +6D	289K	Tennis Ball Serve +5S	204K
Copier Ambience +6E	807K	Dumpster Lid +6D	221K		
Elevator Door +6D	603K	FireWorks A +3X	467K	Helicopter	
Elevator Door Close +6D	731K	FireWorks B +3X	306K	Copter, Alpha Pass -8H	3.4MB
Elevator Door Klang +6D	374K	Fish Reel A -6M	306K	Copter, Chinook Pass -8H	2.9MB
Elevator Door Open +6D	1,020K	Fish Reel B -6M	297K	Copter, Chinooks Pass -8H	4.7MB
Elevator Ambience +6D-OL	3.1MB	Fish Reel C -6M	76K	Copter, Sikorsky Pass -8H	4.0MB
Elevator Door Old Cls +6D	1.0MB	Flame Blast Long +2N	1.0MB		
Elevator Door Old Opn +6D	918K	Flame Blast Med +2N	399K	Jets, Commercial	
Hard Drive Hum +6E	408K	Flame Blast Short +2N	255K	Jet, 747 Pass By -8P	2.4MB
Laser Printer +6E	952K	Hand Grinder -2M	671K	Jet, 767 Pass By -8P	2.6MB
Phone Bell -6EM	935K	Horn, Comic -4E	153K	Jet, DC10 Taxi By -8P	3.9MB
Phone Dial 0 -6M	195K	Horn, Model A +8A	187K	Jet, Large Turbine -8P	2.9MB



Jet, Lear TakeOff -8P	3.7MB	Auto, Nova Start&Idle +8A	748K	RocketCar Race -8A+8A	1.2MB
Jet, Lear Turbine -8P	2.2MB	Auto, Porsche Start +8A	1,020K		
		Auto, SkidInGarage +8A	569K	Train	
Jets, Military		Auto, Starter +8A	408K	Train, Air Hiss +8T	569K
Jet, B-1B Pass By -8PM	1.4MB	Auto, Subaru Start +8A	867K	Train, Air Hiss Short +8T	76K
Jet, B-1B TakeOff -8PM	3.7MB	Auto, V6 Camaro Start +8A	773K	Train, Cars By Slow +8T	1.9MB
Jet, C-141 Pass By -8PM	4.9MB	Auto, V6 Truck Start +8A	1.0MB	Train, Coupling +8T	569K
Jet, F-117A Pass -8PM	2.4MB	Auto, VW Baja Away +8A	1.6MB	Train, Engine Idle +8T	884K
Jet, F-14 TakeOff -8PM	3.6MB	Auto, VW Baja In&Off +8A	765K	Train, Freight Pass +8T	6.0MB
Jet, F-15 TakeOff -8PM	2.9MB	Auto, VW Baja Rev +8A	1.2MB	Train, MonoRail By +8T	2.2MB
Jet, F-16 Pass By -8PM	2.2MB	Truck, Air Brake +8AD	663K	Train, Pass By Fast +8T	1.5MB
Jet, F-18 BlueAngels-8PM	1.6MB	Truck, Air BrakeOff +8AD	161K	Train, Pass By Slow +8T	7.1MB
Jet, F-18 Pass By/1 -8PM	1.8MB	Truck, Cargo Door +8AD	433K	Train, RR Cross&Horn +8T	1.4MB
Jet, F-18 Pass By/2 -8PM	2.2MB	Truck, Idle ShutOff +8A	671K	Train, RR Crossing +8T	714K
Jet, F-18 Taxi By -8PM	3.7MB	Truck, Pass By +8A	2.6MB		
Jet, MiG17 Pass -8PM	1.4MB	Truck, Start Idle +8A	969K	Transport - Sea	
Jet, Turbine Power -8PM	3.8MB	Truck, Start Rev +8A	1.6MB	Boat Drive Away +8B	1.7MB
Jet, U-2 Pass By -8PM	2.7MB	Truck, Tailgate +8AD	365K	Boat Engine -2E+8B	1.4MB
				Boat Ext Idle +8B	841K
Prop Planes		Bus		Boat Ext Start +8B	892K
Plane, BchCrft Idle -8P	1,011K	Bus, AirBrakes +8T	297K	Boat Pass By Fast +8B	2.0MB
Plane, BchCrft Pass -8P	1.9MB	Bus, Door Close +8T	323K	Boat Pass By Slow +8B	1.9MB
Plane, BchCrft Start -8P	1.7MB	Bus, Door Open +8T	527K	Ferry Ext Bow +8B	1.8MB
Plane, Bi-Plane Dive -8P	1.9MB	Bus, Drive Away +8T	2.4MB	Ferry Horn CU +8B	697K
Plane, Cessna152Crank-8P	246K	Bus, Engine Idle +8T	382K	Ferry Horn Far +8B	892K
Plane, Cessna152Pass -8P	2.1MB	Bus, Idle&AirHiss +8T	671K	Ferry Horn Int +8B	195K
Plane, Cessna152Start-8P	1.0MB	Bus, In&Off +8T	2.1MB	Ferry Run +8B	1.6MB
Plane, Cessna172Idle -8P	1.1MB	Bus, Inside Tunnel +8T	3.3MB	Hydroplane By/A +8B	1.8MB
Plane, Cessna172Pass -8P	2.2MB	Bus, Pull Away +8T	2.4MB	Hydroplane By/B +8B	2.3MB
Plane, Cessna172Start-8P	1.2MB	Bus, Start +8T	671K	Hydroplane Start +8B	3.6MB
Plane, P51 Pass Fast-8PM	1.8MB				
Plane, P51 Prop Pass-8PM	1.8MB	Motorcycle		Splashes	
Plane, Stunt Prop Pass-8P	1.9MB	Harley Depart +8C	1.7MB	Big Rock Splash -9F	416K
Plane, T6 Squad Pass-8PM	2.4MB	Harley Fast PassBy +8C	1.6MB	Med Rock Splash -9F	399K
		Harley Med PassBy +8C	1.5MB	Pool Bellyflop -9F+5S	620K
Auto&Truck		Harley Start +8C	2.4MB	Pool Dive -9F+5S	544K
Auto, 4CylEngStart +8A	705K	MotorCycle PassBy +8C	663K	Pool Jump -9F+5S	399K
Auto, Alternator -2E+8A	280K			Rock In Water -9F	408K
Auto, Awful Engine +8A	620K	Race Car		Sml Rock Splash -9F	331K
Auto, Bad Turn Over +8A	357K	RaceCar, Idle +8A	731K	Water Blubs -9F	544K
Auto, BMW318i Idle +8A	1.1MB	RaceCar, AlchoDragIdle+8A	824K	Water SplashA -9F	391K
Auto, BMW318i Off +8A	646K	RaceCar, AlchoDragsBy +8A	1.4MB	Water SplashB -9F	425K
Auto, BMW318i Start +8A	1.0MB	RaceCar, BigRev +8A	510K	Water Swirl -9F	1.8MB
Auto, Camaro Rev +8A	1.4MB	RaceCar, Dragster By +8A	1.6MB		
Auto, Cavalier Rev +8A	816K	RaceCar, EnginSputter +8A	2.0MB	Streams&Rivers	
Auto, CavalierStart +8A	994K	RaceCar, FunnyCar By +8A	1.2MB	Babbling Brook -9F	1.4MB
Auto, EngineSputter +8A	544K	RaceCar, FunnyCarAway+8A	1.1MB	Bubbling Stream -9F	1.3MB
Auto, HotRod Start +8A	1.2MB	RaceCar, FunnyCarIdle+8A	518K	Gurgling Stream -9F	867K
Auto, Muffler Idle +8A	510K	RaceCar, NitroDrag By+8A	935K	Large River -9F	1.0MB
Auto, Nova Drive Int +8A	2.6MB	RaceCar, Pass By +8A	756K	Medium Stream -9F	986K
Auto, Nova Pass By +8A	1.8MB	RaceCar, Slow By +8A	2.0MB	Mountain Stream -9F	875K
Auto, Nova Rev&Off +8A	442K	RocketCar Explode-8A+8A	357K	River Rapids -9F	1.1MB



Running Stream -9F 875K
Rushing Water -9F 1.0MB
Stream Ambience -9F+0 986K

Water Flow
Bulkhead Water -9C 1.1MB
Culvert Water Lrg -9C 1.1MB
Culvert Water Sml -9C 1.1MB
Flow Splashes -9F 1.4MB
Gurgling Water -9F 1.4MB
Street Drain -9C 1.0MB

Waterfalls
Bright WaterFalls -9F 1.5MB
Lrg WaterFalls -9F 1.3MB
Med WaterFalls -9F 1.4MB
Mountain Falls -9F+0N 1.5MB
Tropical Falls -9F 671K
Water Fall Amb. -9F+0N 1.6MB

Waves
Big Waves -9O+0N 2.7MB
Harbour Waves -9O+0N 1.8MB
Small Waves -9O+0N 1.9MB
Tropical Surf -9O+0N 1.5MB

Weather
Forest Rain +0N-9F+9R 1.5MB
Forest Wind +9W+0N 2.0MB
Light Wind +9W+0N 1.2MB
Thunder +9T+0N 1.7MB
Wind Storm +9W+0N 1.5MB

We have included the "Northstar Category System ©" following each sample name. It is a powerful, yet simple to use category system in which all sound effects are grouped by using a positive or negative single digit prefix followed by an alphabetical abbreviation. This coding system can be used with the "Find File" function on your Macintosh desktop. The Northstar Category System of sample encoding reads as follows:

Credits:

RECORDED & PRODUCED BY:

Frank Bry.

ADDITIONAL RECORDING:

Dan Dean, Grant Stott, Stan Wentzel.

ART DIRECTION & DESIGN:

Laura F. Bry.

SPECIAL THANKS:

Sonic Studios, AM Music Productions,
Frank Serafine, Kevin Monahan and E-
mu Systems.