

Overview

The DMX MP3 VMusic 2 Player provides up to 32- sound tracks of playback with volume control when connected to a DMX network

The board Base Address may be set between 1 and 510.



Playback, Stop, Pause and Resume functions Select any one of up to 32 MP3 recordings

Select to control the volume either with the left and right channels ganged (3 DMX channel operation) or separately (4 DMX channel operation). (NOTE: due to the restrictions of the VMusic2 Player, the volume levels cannot be updated more than once every 0.5 seconds.

Connections

DMX:2-way terminal block- DMX connections 2 and 3 **Power:** 2-way terminal block- requires 9 Vdc at 0.5 A DC

VMusic2:7-way header to match to the VMusic2 serial interface connector

Command Syntax

The DMX- VMusic2 interface requires 3 or 4 consecutive control channels.

Base Address Selection

The Base Address is read continuously and may be set from 1 to 510
The base address is calculated by adding the values associated with each DIP switch that is set to ON Address 0 is treated as being 1

Power LED

Correct power applied- Solid Green

DMX Status LED

Receiving valid DMX signal- Solid Red, No DMX signal, Flashing Red

Track Playing LED (yellow)

Channel 1- Command Byte

Value Operation - Playback 0-63 Stop

0-63 Stop 64-191 Play or resume currently selected track 192-255 Pause

Channel 2- Audio Select Tracks 1-32

 Value
 Audio Track Numbers

 0-7
 001.MP3
 - Sound No 1

 8-15
 002.MP3
 - Sound No 2

 16-23
 003.MP3
 - Sound No 3

 248- 255
 032.mp3
 - Sound No 23

Channel 3-

If SW10 is set to ON

Value Operation - Volume

0-255 Volume for both the Left and Right channels (0 is Mute)

If SW10 is set to OFF

Value Operation - Volume 0-255 Volume for the Left channel (0 is Mute)

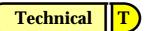
Channel 4-

If SW10 is set to OFF

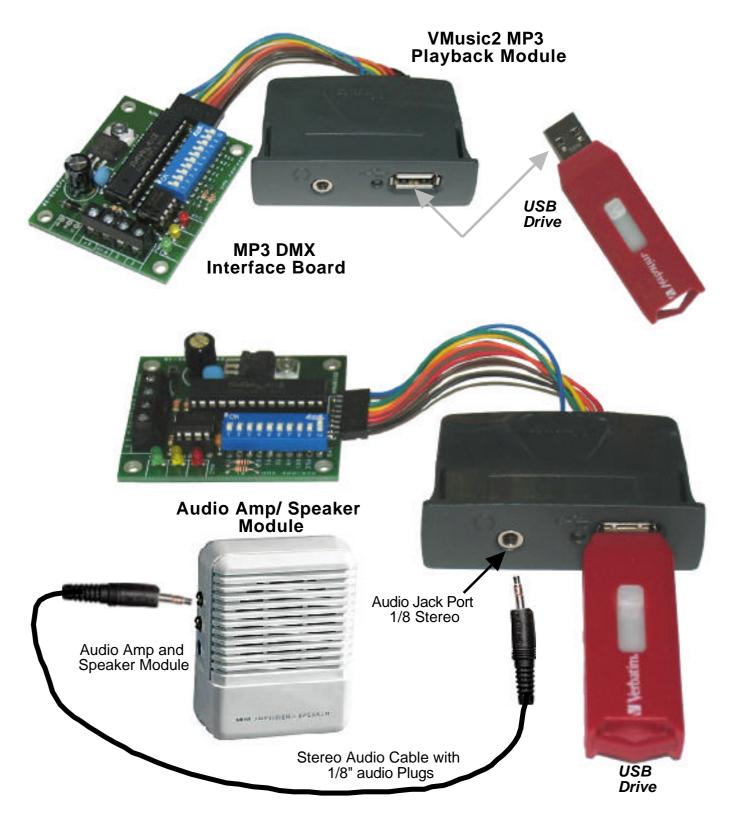
Value Operation - Volume

0-255 Volume for the Right channel

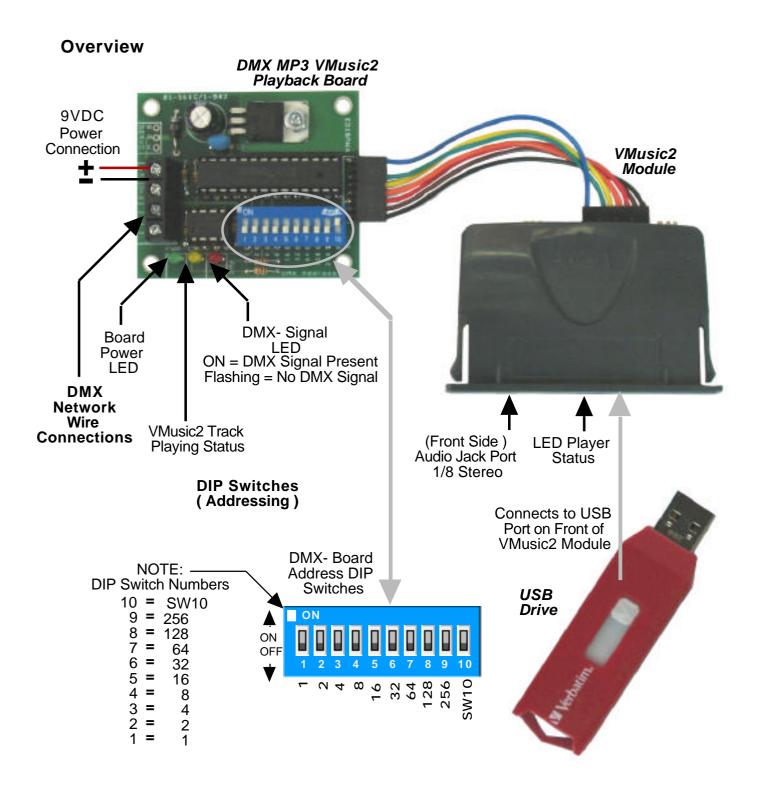
(0 is Mute)

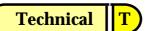


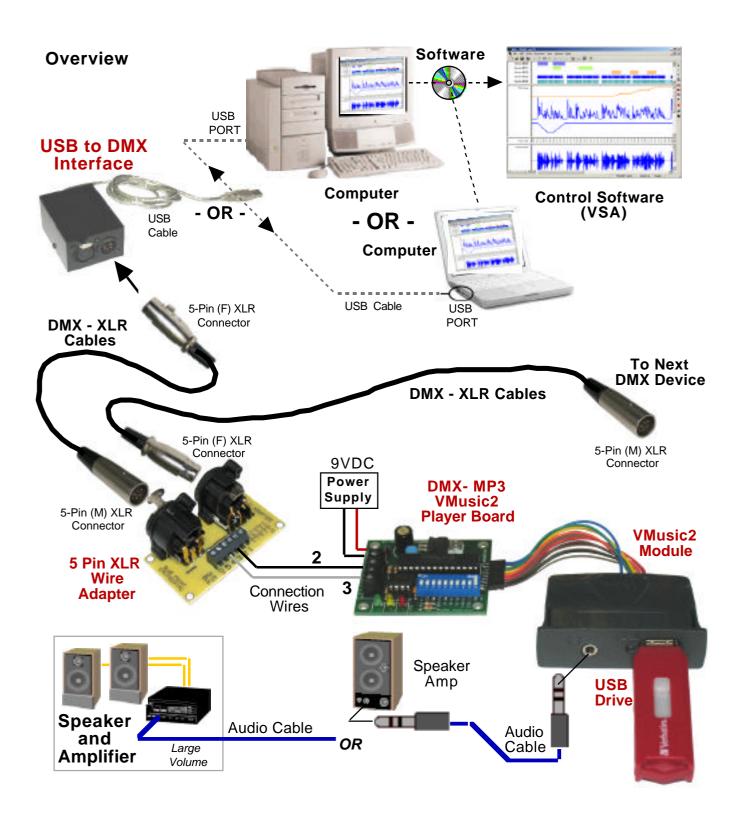
Overview

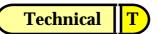


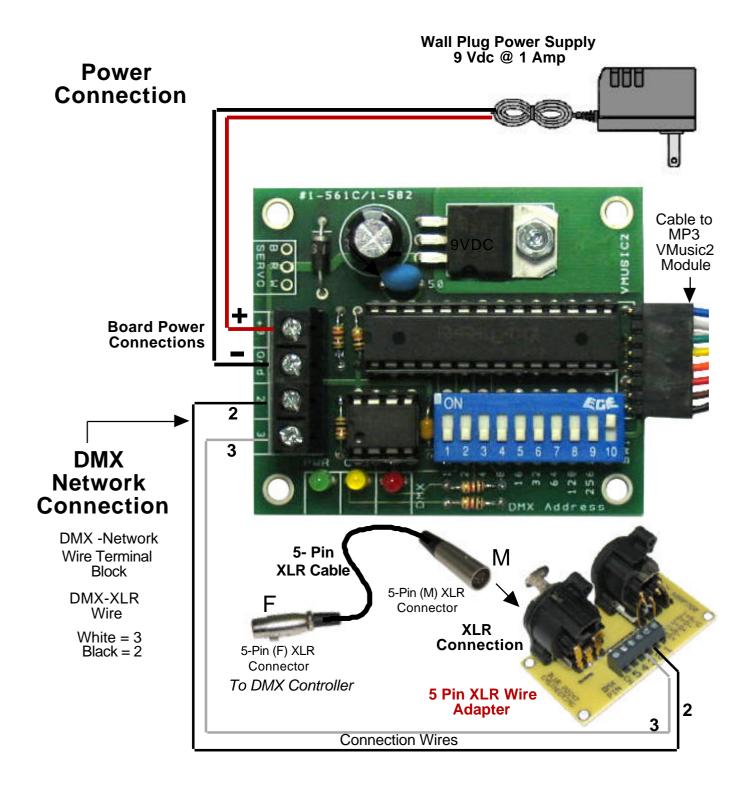
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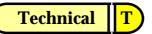


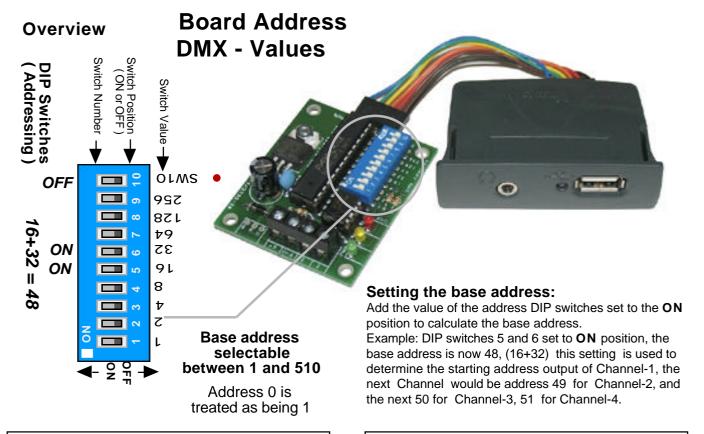












CHANNEL-1

Command Byte

Value Playback Functions

0-63 = Stop

64-191 = Play or resume currently track

192-255 = Pause

CHANNEL-3

Command Byte • If SW10 is Set to ON

Value Operation - Volume

0-255 Volume for both the Left and Right

(O is Mute) Audio Channels

0-255 • If SW10 is Set to OFF

(O is Mute) Volume for Left Audio Channels

CHANNEL-2 (See Track Chart for full Listing)
Command Byte

Value Sound Track Number

0-7 = 001.MP3 (Sound FX Track - 1)

8-15 = 002.MP3 (Sound FX Track - 2)

16-23 = 003.MP3 (Sound FX Track - 3)

CHANNEL-4

Command Byte • If SW10 is Set to OFF

Value Operation Volume

0-255 Volume for Right Audio Channels

(O is Mute)

Command Syntax

Base address is read continously and may be set from 1 to 510

The DMX-VMusic2 Interface requires 3 or 4 consecutive control channels.

Channel-1 = Operation- Stop, Play, Pause

Channel-2 = Track (001.MP3, 002.MP3, 003.MP3..... 032.MP3)

Channel-3 = Operation- (SW10- ON) - Volume control for both Left and Right Audio Channels)

Channel-3 = Operation- (SW10- OFF)- Volume control for Left Audio Channels)

Channel-4 = Operation- (SW10- OFF) - Volume control for Right Audio Channels)

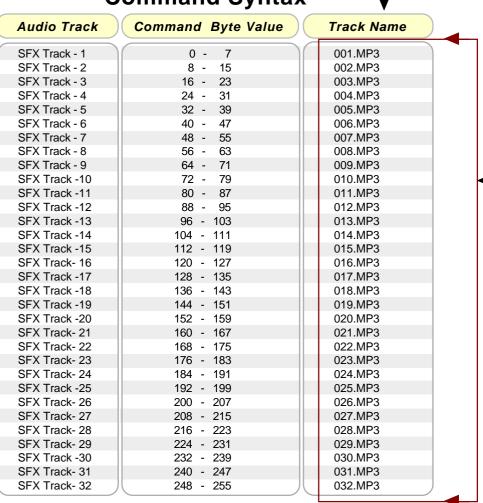
USB Drive

DMX MP3 VMusic2 Player Board

Overview

Note: The Sound Files must be named as shown below, or they will not work with the MP3 Player when operated.

DMX Control Channel - 2 Command Syntax

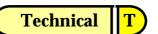


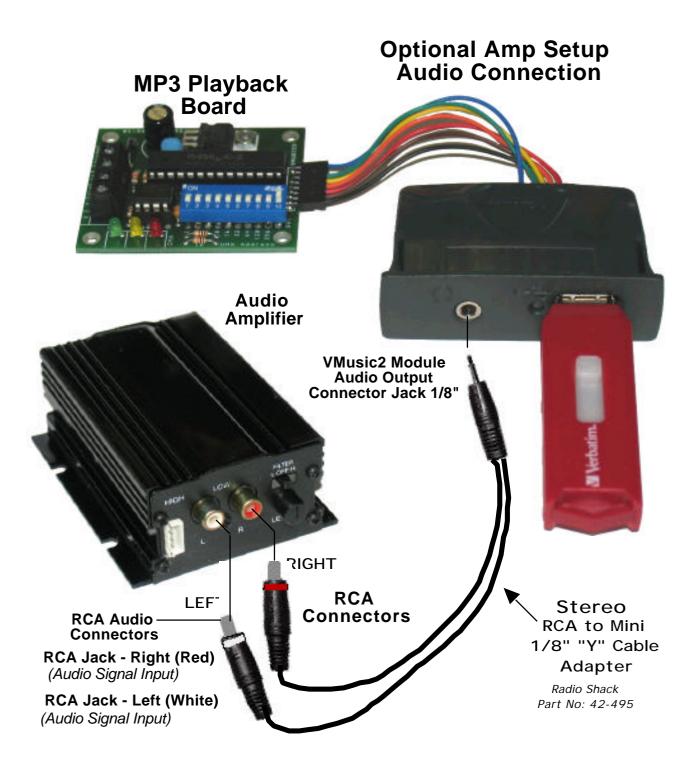
Track Name
Syntax
on Root Directory
of USB Drive

The optional software program "Audicity" can be used to work with MP3 Audio Files





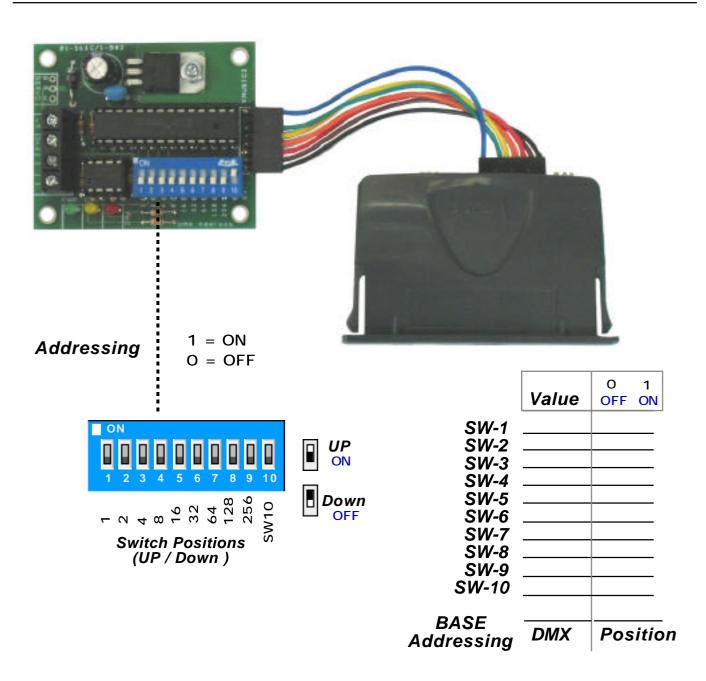






DMX MP3 VMusic2 PlayerNotes / Worksheet:

DMX MP3 BOARD NO:	
DMX MP3 BOARD Application:	
• •	









Version 1.0 01/09

MP3 Audio Controller & USB Flash Drive used on Macintosh Computer with OS X... System

Troubleshooting - Macintosh Computer - OS X System Hints and Guide

NOTE: any number of file can be recorded from 1 to 32 audio files. The length of the recorded audio files available is determined by the size of the USB Flash Memory Drive. Min number=1 file (001.mp3) and the Max number=32 file (032.mp3) Audio File Size= As large as the USB Flash memory Drive capacity is.

Q- I have recorded my sounds, but nothing plays back when I activate the DMX Channel.

- A. Check to see that you have named the audio files correctly. For example, if you only have 5-MP3 audio files on the drive, they would be named "001.mp3" "002.mp3" "004.mp3" "004.mp3"
- A. Check to see if your Hide File Extension display is turned ON in your computer, if so, then the files probably have double extensions added, "001.mp3.mp3. -" 021.mp3.mp3. The second extension is incorrect, should be 001.mp3" to "032.mp3, Turn Hide OFF and rename the files. Try using just the file name "001" without a period.
- **A.** Check to see that the audio files you are using are not a different format, The audio file must be MP3 type.
- A. Check your USB Flash Memory Drive to see that it has been formatted as a blank drive, before adding you new sound files, Some USB Flash Memory Drives have a security or Auto Boot feature that prevents the MP3 player from using the sound files correctly even when formatted. Re-format your USB Flash Memory Drive removing any security or Auto Boot formats first. (Format USB Flash Drive as a MS-DOS FAT) Try a different USB Flash Memory Drive type, as some manufacture brands operate different than others.

Macintosh OS X Operating System - USB Flash Drive Formating

- 1. Disk Utility Application
- 2. Select USB Flash Drive
- 3. Erase Set to MS-DOS FAT
- 4. Pertition- Current
- 5. ERASE

USB Flash Drive



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Pointing the Way to Solutions!

Version 1.0 01/09

Audio Controller & USB Flash Drive Formatting Drives

Formating USB Flash Drive for PC (Windows Platform (OS) Method - 1



Windows Platform (OS)

- 1. Start your computer and plug in the flash drive in the USB port.
- 2.Click on "My Computer." Click on "Manage" in the "Explorer" window of "My Computer."
- 3. Open the "Device Manager" and locate your USBDrive installed under the "Disk Drives" tab. Right click on "Removable Disk Drive" and click on "Properties" from the menu.
- 4. Click on the "Policies" tab and choose "Optimize for Performance" from the options. Click "OK" and continue.
- 5.Click on "My Computer" and choose the format on the flash drive.
- 6.Choose "FATor FAT16" from the dropdown menu box.
- 7. Click "OK" to complete the format.

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Version 1.0 01/09

MP3 Audio Controller & USB Flash Drive Formatting Drives

Formating USB Flash Drive for PC (Windows Platform (OS) Method - 2



- 1. Formatting a drive, of any kind, will wipe out all of the data on that drive. Make sure you've copied any files from your USB thumb drive to a different location before formatting.
- 2. Plug in the device and open My Computer. Right-click the USB drive and select Format....



3. Select the File System "FAT or FAT16" and give the drive a name in the Volume label field. Click Start to format the drive.



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MP3 Audio Controller & USB Flash Drive Formatting Drives

Formating USB Flash Drive for PC (Windows Platform (OS) (Method - 2 Cont.)



4. Click OK on the warning window.



5. Once the format has completed, click **OK**



6. USB Thumb Drive, Formatted, ready for sound files to be copied to drive.



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Technical T

DMX- MP3 Player DMX-VMusic2 Interface

DMX Audio Track Chart Command Syntax

Command Byte Value

Operation

0 - 63
64 - 191
192 - 255

Stop Playback
Play or Resume Currently Selected Track
Pause Playback



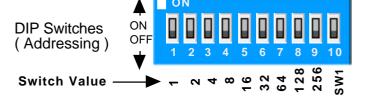
DMX Control Channel - 2 Command Syntax

Audio Track	Command Byte Value	Track Name	Audio Description
SFX Track - 1	0 - 7	001.MP3	
SFX Track - 2	8 - 15	002.MP3	
SFX Track - 3	16 - 23	003.MP3	
SFX Track - 4	24 - 31	004.MP3	
SFX Track - 5	32 - 39	005.MP3	
SFX Track - 6	40 - 47	006.MP3	
SFX Track - 7	48 - 55	007.MP3	
SFX Track - 8	56 - 63	008.MP3	
SFX Track - 9	64 - 71	009.MP3	
SFX Track -10	72 - 79	010.MP3	
SFX Track -11	80 - 87	011.MP3	
SFX Track -12	88 - 95	012.MP3	
SFX Track -13	96 - 103	013.MP3	
SFX Track -14	104 - 111	014.MP3	
SFX Track -15	112 - 119	015.MP3	
SFX Track- 16	120 - 127	016.MP3	
SFX Track -17	128 - 135	017.MP3	
SFX Track -18	136 - 143	018.MP3	
SFX Track -19	144 - 151	019.MP3	
SFX Track -20	152 - 159	020.MP3	
SFX Track- 21	160 - 167	021.MP3	
SFX Track- 22	168 - 175	022.MP3	
SFX Track- 23	176 - 183	023.MP3	
SFX Track- 24	184 - 191	024.MP3	
SFX Track -25	192 - 199	025.MP3	
SFX Track- 26	200 - 207	026.MP3	
SFX Track- 27	208 - 215	027.MP3	
SFX Track- 28	216 - 223	028.MP3	
SFX Track- 29	224 - 231	029.MP3	
SFX Track -30	232 - 239	030.MP3	
SFX Track- 31	240 - 247	031.MP3	
SFX Track- 32	248 - 255	032.MP3	

Board Base Address

1 - 510

Address 0 is treated as 1



Technical

DMX Address Char DMX- MP3 Player



DMX-VMusic2 Interface

Ch - Switches

CII -	SWILLI	163
1 = 1		ON
2=2		OI
3 = 1, 2	2	
4 = 3	<u> </u>	
4 = 3 5 = 1, 3	2	
6 = 2, 3		
7 = 1, 3	2, 3	
8 = 4		
9 = 1,		
10 = 2	, 4	
11 = 1		
12 = 3		
13 = 1		
14 = 2		
	, 2, 3, 4	
16 = 5		
17 = 1		
18 = 2		
19 = 1		
20 = 3		
21 = 1	, 3, 5	
22 = 2	, 3, 5	
23 = 1	, 2, 3, 5	
24 = 4		
25 = 1	, 4, 5	
26 = 2		
	, 2, 4, 5	
28 = 3		
	, 3, 4, 5	
	, 3, 4, 5	
	, 2, 3, 4, 5	5
32 = 6	, _, ~, ., .	
33 = 1	, 6	
34 = 2		
35 = 1		
36 = 3		
37 = 1		
38 = 2		
	, 2, 3, 6	
39 = 1 40 = 4		
40 = 4		
41 = 1 42 = 2		
	, 2, 4, 6	
44 = 3	, 4, 0,	
	, 3, 4, 6	
40 = 2	, 3, 4, 6	.
47 = 1	, 2, 3, 4, 6)
48 = 5	, b	
49 = 1		
50 = 2		
	, 2, 5, 6	
52 = 3	, 5, 6	

Ch -	Switche	s
53 = 1,	3, 5, 6	ON
54 = 2	3, 5, 6	
55 = 1.	2, 3, 5, 6	
56 = 4,		
	4, 5, 6	
	4, 5, 6	
	2, 4, 5, 6	
	4, 5, 6	
	3, 4, 5, 6	
02 = 2,	3, 4, 5, 6	_
	2, 3, 4, 5,	6
64 = 7		
65 = 1,		
66 = 2		
67 = 1,	2, 7	
68 = 3	7	
68 = 3, $69 = 1$,	3, 7	
70 = 2,	3. 7	
	2, 3, 7	
72 = 4		
72 - 4, $73 = 1$,	1 7	
74 = 2,		
	2, 4, 7	
76 = 3	4, 7	
77 = 1,	3, 4, 7	
	3, 4, 7	
79 = 1	3, 4, 7	
80 = 5	7	
81 = 1,	5, 7	
82 = 2,		
	2, 5, 7	
84 = 3,		
85 = 1		
	3, 5, 7	
	2, 3, 5, 7	
88 = 4,		
	4, 5, 7	
90 = 2	4, 5, 7	
91 = 1,	2, 4, 5, 7	
92 = 3		
93 = 1,		
	3, 4, 5, 7	
	2, 3, 4, 5,	7
96 = 6,		
97 = 1		
97 = 1, $98 = 2$,		
90 = 2,	0, 1	
99 = 1,	2, 6, 7	
100 = 3	3, 6, /	
101 = 1	1, 3, 6, 7	
102 = 2	2, 3, 6, 7	
103 = 1	1, 2, 3, 6, 7	7
101 -	167	

104 = 4, 6, 7

Ch	-	Sv	vit	cl	'nе	s	
105	= 1	. 4.	6.	7		OI	N
106						•	
107					7		
108							
109					7		
110							
111						7	
112				٠,	Ο,	٠	
113				7			
114							
115					7		
116							
117					7		
118							
119						7	
120					٥,		
121				6	7		
122							
123						7	
124						•	
125						7	
126							
127							7
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129							
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132			0				
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136			^				
137							
138				^			
139				ğ			
140				0			
141							
142					_		
143			3,	4,	8		
144 :			_				
145							
146	= 2	, 5,	8	_			
147	= 1	, 2,	5,	8			
148				_			
149							
150	= 2	, 3,	5,	8	_		
151				5,	8		
152							
153	= 1	, 4,	5,	8			
154	= 2	, 4,	5,	8			
155	= 1	, 2,	4,	5,	8		

156 = 3, 4, 5, 8

Ch - Switches

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ì	457		_	_	_	_	_	_		1
ı	157							U	Ν	
ı	158	=	2,	3,	4,	5,	8			
ı	159	=	1.	2.	3.	4.	5.	8		
ı	160				•	,	•			
ı					0					
ı	161									
ı	162									
ı	163	=	1,	2,	6,	8				
ı	164									
ı	165					R				
ı	166									
ı							_			
ı	167					6,	8			
ı	168	=	4,	6,	8					
ı	169	=	1,	4,	6,	8				
ı	170									
ı	171						Ω			
ı							O			
ı	172	=	3,	4,	ь,	8				
ı	173									
ı	174	=	2,	3,	4,	6,	8			
ı	175	=	1.	2.	3.	4.	6.	8		
ı	176					,	-,			
ı						0				
ı	177									
ı	178									
ı	179	=	1,	2,	5,	6,	8			
ı	180	=	3,	5,	6,	8				
ı	181						8			
ı	182									
ı	102	=	۷,	٥,	٥,	5,	0	_		
ı	183						6,	8		
ı	184	=	4,	5,	6,	8				
ı	185	=	1,	4,	5,	6,	8			
ı	186									
ı	187							Q		
ı								U		
ı	188							_		
ı	189									
ı	190	=	2,	3,	4,	5,	6,	8		
ı	191	=	1,	2,	3,	4,	5.	6.	8	
ı	192				•	•	•	•		
ı	193				0					
ı										
ı	194 195	=	2,	7,	8,					
ı	195	=				8				
ı	196	=	3,	7,	8					
ı	197	=				8				
ı	198	_	2	3,	7,					
ı	199	_	۷,	J,	2	7	0			
J	199	=	Ί,	۷,	3,	7,	g			
J	200									
J	201	=	1,	4,	7,	8				
J	202	=	2.	4.	7.	8				
J	202 203	_	1	2	4	7	R			
J	203	Ξ	2	<u>د</u> ,	7,	0	U			
J	204						_			
J	205	=	1,	3,	4,	7,	8			
J	206	=	2,	3,	4,	7,	8			
I	206 207	=	1,	2,	3,	4,	7,	8		
П					_					

208 = 5, 7, 8

Ch - Switches

209 = 1, 5, 7, 8 ON	1
210 = 2, 5, 7, 8	
211 = 1, 2, 5, 7, 8	
212 = 3, 5, 7, 8	
213 = 1, 3, 5, 7, 8	
214 = 2, 3, 5, 7, 8	
215 = 1, 2, 3, 5, 7, 8	
216 = 4, 5, 7, 8	
217 = 1, 4, 5, 7, 8	
218 = 2, 4, 5, 7, 8	
219 = 1, 2, 4, 5, 7, 8	
220 = 3, 4, 5, 7, 8	
221 = 1, 3, 4, 5, 7, 8	
222 = 2, 3, 4, 5, 7, 8	
223 = 1, 2, 3, 4, 5, 7, 8	
224 = 6, 7, 8	
225 = 1, 6, 7, 8 226 = 2, 6, 7, 8	
227 = 1, 2, 6, 7, 8	
228 = 3, 6, 7, 8	
229 = 1, 3, 6, 7, 8	
230 = 2, 3, 6, 7, 8	
231 = 1, 2, 3, 6, 7, 8	
232 = 4, 6, 7, 8	
233 = 1, 4, 6, 7, 8	
234 = 2, 4, 6, 7, 8	
235 = 1, 2, 4, 6, 7, 8	
236 = 3, 4, 6, 7, 8	
237 = 1, 3, 4, 6, 7, 8	
238 = 2, 3, 4, 6, 7, 8	
239 = 1, 2, 3, 4, 6, 7, 8	
240 = 5, 6, 7, 8	
241 = 1, 5, 6, 7, 8	
242 = 2, 5, 6, 7, 8	
243 = 1, 2, 5, 6, 7, 8	
244 = 3, 5, 6, 7, 8	
245 = 1, 3, 5, 6, 7, 8	
246 = 2, 3, 5, 6, 7, 8	
247 = 1, 2, 3, 5, 6, 7, 8	
248 = 4, 5, 6, 7, 8	
249 = 1, 4, 5, 6, 7, 8	
250 = 2, 4, 5, 6, 7, 8	
251 = 1, 2, 4, 5, 6, 7, 8	
252 = 3, 4, 5, 6, 7, 8	
253 = 1, 3, 4, 5, 6, 7, 8	
254 = 2, 3, 4, 5, 6, 7, 8	
255 = 1, 2, 3, 4, 5, 6, 7,	8
256 = 9	
257 = 1, 9	
258 = 2, 9	
259 = 1, 2, 9	
260 = 3, 9	

Address Chart: DMX-MP3 Player Cont.

Ch - Switches

Ch - Switches

Ch - Switches

ON) 261 = 1, 3, 9262 = 2, 3, 9263 = 1, 2, 3, 9264 = 4, 9265 = 1, 4, 9266 = 2, 4, 9267 = 1, 2, 4, 9268 = 3, 4, 9269 = 1, 3, 4, 9270 = 2, 3, 4, 9271 = 1, 2, 3, 4, 9272 = 5.9273 = 1, 5, 9274 = 2, 5, 9275 = 1, 2, 5, 9276 = 3, 5, 9277 = 1, 3, 5, 9278 = 2, 3, 5, 9279 = 1, 2, 3, 5, 9280 = 4, 5, 9281 = 1, 4, 5, 9282 = 2, 4, 5, 9283 = 1, 2, 4, 5, 9284 = 3, 4, 5, 9285 = 1, 3, 4, 5, 9286 = 2, 3, 4, 5, 9287 = 1, 2, 3, 4, 5, 9288 = 6.9289 = 1, 6, 9290 = 2.6.9291 = 1, 2, 6, 9292 = 3, 6, 9293 = 1, 3, 6, 9294 = 2, 3, 6, 9295 = 1, 2, 3, 6, 9296 = 4, 6, 9297 = 1, 4, 6, 9298 = 2, 4, 6, 9299 = 1, 2, 4, 6, 9300 = 3, 4, 6, 9301 = 1, 3, 4, 6, 9302 = 2, 3, 4, 6, 9303 = 1, 2, 3, 4, 6, 9304 = 5, 6, 9305 = 1, 5, 6, 9306 = 2, 5, 6, 9307 = 1, 2, 5, 6, 9308 = 3, 5, 6, 9309 = 1, 3, 5, 6, 9310 = 2, 3, 5, 6, 9311 = 1, 2, 3, 5, 6, 9312 = 4, 5, 6, 9313 = 1, 4, 5, 6, 9314 = 2, 4, 5, 6, 9315 = 1, 2, 4, 5, 6, 9316 = 3, 4, 5, 6, 9317 = 1, 3, 4, 5, 6, 9318 = 2, 3, 4, 5, 6, 9329 = 1, 2, 3, 4, 5, 6, 9320 = 7, 9321 = 1, 7, 9

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442 = 2, 4, 5, 6, 8, 9

443 = 1, 2, 4, 5, 6, 8, 9

444 = 3, 4, 5, 6, 8, 9 **ON** 445 = 1, 3, 4, 5, 6, 8, 9446 = 2, 3, 4, 5, 6, 8, 9447 = 1, 2, 3, 4, 5, 6, 8, 9448 = 7, 8, 9449 = 1, 7, 8, 9450 = 2, 7, 8, 9451 = 1, 2, 7, 8, 9452 = 3, 7, 8, 9453 = 1, 3, 7, 8, 9454 = 2, 3, 7, 8, 9455 = 1, 2, 3, 7, 8, 9456 = 4, 7, 8, 9457 = 1, 4, 7, 8, 9 458 = 2, 4, 7, 8, 9459 = 1, 2, 4, 7, 8, 9460 = 3, 4, 7, 8, 9461 = 1, 3, 4, 7, 8, 9 462 = 2, 3, 4, 7, 8, 9 463 = 1, 2, 3, 4, 7, 8, 9464 = 5, 7, 8, 9465 = 1, 5, 7, 8, 9466 = 2, 5, 7, 8, 9467 = 1, 2, 5, 7, 8, 9468 = 3, 5, 7, 8, 9469 = 1, 3, 5, 7, 8, 9470 = 2, 3, 5, 7, 8, 9471 = 1, 2, 3, 5, 7, 8, 9472 = 4, 5, 7, 8, 9473 = 1, 4, 5, 7, 8, 9474 = 2, 4, 5, 7, 8, 9475 = 1, 2, 4, 5, 7, 8, 9476 = 3, 4, 5, 7, 8, 9477 = 1, 3, 4, 5, 7, 8, 9478 = 2, 3, 4, 5, 7, 8, 9479 = 1, 2, 3, 4, 5, 7, 8, 9480 = 6, 7, 8, 9481 = 1, 6, 7, 8, 9482 = 2, 6, 7, 8, 9483 = 1, 2, 6, 7, 8, 9484 = 3, 6, 7, 8, 9485 = 1, 3, 6, 7, 8, 9486 = 2, 3, 6, 7, 8, 9487 = 1, 2, 3, 6, 7, 8, 9 488 = 4, 6, 7, 8, 9489 = 1, 4, 6, 7, 8, 9490 = 2, 4, 6, 7, 8, 9491 = 1, 2, 4, 6, 7, 8, 9492 = 3, 4, 6, 7, 8, 9493 = 1, 3, 4, 6, 7, 8, 9494 = 2, 3, 4, 6, 7, 8, 9495 = 1, 2, 3, 4, 6, 7, 8, 9496 = 5, 6, 7, 8, 9,497 = 1, 5, 6, 7, 8, 9498 = 2, 5, 6, 7, 8, 9499 = 1, 2, 5, 6, 7, 8, 9500 = 3, 5, 6, 7, 8, 9501 = 1, 3, 5, 6, 7, 8, 9

502 = 2, 3, 5, 6, 7, 8, 9

504 = 4, 5, 6, 7, 8, 9

503 = 1, 2, 3, 5, 6, 7, 8, 9

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Switches

Addressing

Position or OFF)

Switch **Z** Switch Number

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Switch Value

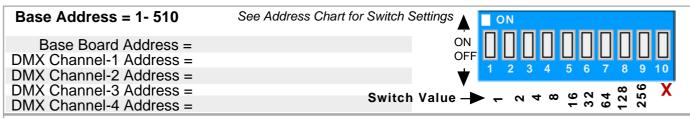
DMX- MP3 Player



Notes / Worksheet

DMX-VMusic2 Interface

Audio Trook	Buta Valua	Trook Nome	Audio Decerintian
Audio Track	Byte Value	Track Name	Audio Description
SFX Track - 1	0 - 7	001.MP3	
SFX Track - 2	8 - 15	002.MP3	
SFX Track - 3	16 - 23	003.MP3	
SFX Track - 4	24 - 31	004.MP3	
SFX Track - 5	32 - 39	005.MP3	
SFX Track - 6	40 - 47	006.MP3	
SFX Track - 7	48 - 55	007.MP3	
SFX Track - 8	56 - 63	008.MP3	
SFX Track - 9	64 - 71	009.MP3	
SFX Track -10	72 - 79	010.MP3	
SFX Track -11	80 - 87	011.MP3	
SFX Track -12	88 - 95	012.MP3	
SFX Track -13	96 - 103	013.MP3	
SFX Track -14	104 - 111	014.MP3	
SFX Track -15	11 - 119	015.MP3	
SFX Track- 16	12 - 127	016.MP3	
SFX Track -17	128 - 135	017.MP3	
SFX Track -18	136 - 143	018.MP3	
SFX Track -19	144 - 151	019.MP3	
SFX Track -20	152 - 159	020.MP3	
SFX Track- 21	160 - 167	021.MP3	
SFX Track- 22	168 - 175	022.MP3	
SFX Track- 23	176 - 183	023.MP3	
SFX Track- 24	184 - 191	024.MP3	
SFX Track -25	192 - 199	025.MP3	
SFX Track- 26	200 - 207	026.MP3	
SFX Track- 27	208 - 215	027.MP3	
SFX Track- 28	216 - 223	028.MP3	
SFX Track- 29	224 - 231	029.MP3	
SFX Track -30	232 - 239	030.MP3	
SFX Track- 31	240 - 247	031.MP3	
SFX Track- 32	248 - 255	032.MP3	



Comments: