

DUKE NUKEMGAME EXPANSION CD
LOOPING SOUND EFFECTS CANDIDATES

Many of the sound effects in the ENTIRE Duke Nukem collection may be looped.

Most shooting sounds could be looped in their entirety for continuous or rapid firing weapon effects.

Shooting sounds could be played in more than one audio channel for faster firing weapon effects

Bashing & hitting & other "mechanical" sounds are fair prospects for looping with similiar results as shooting sounds.

Some of the following sound effects have been designed as continuous loops with effort to make them "seamless".

Some of the following sound effects have successfully completed candidate "training" and are resonable prospectes for looping...albiet,these effects would have a pulsating / cycling sound to them.

FILE NAME **LOOPED CHARACTERISTIC**

ACIDAMG1	CONTINUOUS
ACIDAMG2	CONTINUOUS
ACIDAMG3	CONTINUOUS
ACIDAMG4	CONTINUOUS
ACIDAMG5	CONTINUOUS
ELECFNC1	PULSATING / CYCLING
GRIND1	PULSATING / CYCLING
GRIND2	PULSATING / CYCLING
HICCUP3	PULSATING / CYCLING
KISS2	PULSATING / CYCLING
KISS3	PULSATING / CYCLING
KISS4	PULSATING / CYCLING
KISS5	PULSATING / CYCLING
LITBUG01	PULSATING / CYCLING
LITBUG02	PULSATING / CYCLING
LITBUG03	PULSATING / CYCLING
LITBUG04	PULSATING / CYCLING
LITBUG05	PULSATING / CYCLING
LITBUG06	PULSATING / CYCLING
NAVGATE5	CONTINUOUS
POWERUP1	PULSATING / CYCLING
POWERUP2	PULSATING / CYCLING
POWRUP	PULSATING / CYCLING
RUMBL1	CONTINUOUS
RUMBL2	CONTINUOUS
THEXDAM1	PULSATING / CYCLING
THEXDAM2	PULSATING / CYCLING
THEXDAM3	PULSATING / CYCLING
THEXDAM4	PULSATING / CYCLING
THEXDAM5	PULSATING / CYCLING
THEXDAM6	PULSATING / CYCLING
THEXDAM7	PULSATING / CYCLING
THEXDAM8	PULSATING / CYCLING
THEXDAM9	PULSATING / CYCLING
THXDAMAG	PULSATING / CYCLING
XPORT8	PULSATING / CYCLING
ZAP1	PULSATING / CYCLING
ZAP3	PULSATING / CYCLING
ZAP4	PULSATING / CYCLING
ZAP5	PULSATING / CYCLING
ZAPPER1	PULSATING / CYCLING
ZAPPER2	PULSATING / CYCLING
ZAPPER3	

PULSATING / CYCLING