Category (Path)
Windows File Name   Description

AVIATION (a_stills\aviation\)

JETENG: A still from the animation of a jet engine operating.
W_SNOWIN: A still from the animation of snow falling.

COMPUTE (a_stills\compute\)

LASKSKPL: A still from the animation of a laser disk player loading
and playing.

CONTROL (a_stills\controls\)

BUTTON1:   A still from the animation of a red button being pressed.
SWITCH2:   A still from the animation of a gray switch being operated.

DEFENSE (a_stills\defense\)

ROCKLNCH: A still from the animation of a mobile rocket launcher
launching a rocket.

EDUCATE

(a_stills\educate\atomicmd\)
A_C2H5OH: A still from the animation of an atomic model of
ethanol (C2H5OH).
A_CH2Cl2:   A still from the animation of an atomic model of
dichloromethane (CH2Cl2).
A_HCHO: A still from the animation of an atomic model of
formaldehyde (HCHO).

(a_stills\educate\chemistr\)
BEAKER2:   A still from the animation of a beaker pouring liquid into a
jar.
C_TUBE6:   A still from the animation of a colored chemical reaction foaming in a test tube.

(a_stills\educate\misc\)
LENSCONC: A still from the animation of the refraction of light by a concave lens.

(a_stills\educate\nature\)
VOLCANO: A still from the animation of a volcano erupting.

FEEDBACK (a_stills\feedback\)

HAND1:   A still from the animation of a hand counting "1".
NOTEPAD1:   A still from the animation of a page being torn from
a notepad with a spiral binding at the side.

MNFCTRNG (a_stills\mnfctrng\)

CRANELIF: A still from the animation of a crane lifting.
BULBPURP: A still from the animation of a purple light bulb glowing.

MEDICAL (a_stills\medical\)

KNEEMOVG: A still from the animation of the human knee moving.

TELECOM (a_stills\telecom)

SIGNAL2:   A still from the animation of a signal beaming from an earth
station to a satellite and back to a portable earth station.

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ARROWBUTT (graphics\arrowbut\arrows\)

ARROWBW2:   A graphic of patterned black and white arrows and
pointers of varying sizes.
ARROWGR: A graphic of various gray arrows.

ICON BUTTONS (graphics\arrowbut\iconbut\)

I_BOAT: A graphic of a button with a boat on it.
I_CHEMIC: A graphic of a button with dangerous chemicals
I_LUGAGE: A graphic of a button with luggage on it.
I_TRUCK: A graphic of a button with a truck on it.

BUTTONS (graphics\arrowbut\buttons\)

REDBKBUT: A graphic of a red button with back arrows on it.
REDBLBUT: A graphic of a red blank button.
REDHOLBT: A graphic of a red blank hollow button.
REDFDBUT: A graphic of a red button with forward arrows on it.
REDMENBT: A graphic of a red menu button.
RDQUITBT: A graphic of a round red button with "quit" on it.

AVIATION (graphics\aviation\)

PLANEOLD: A graphic of an early airplane.
BANGKOK: A photographic montage of Bangkok.
E_SCAN: A graphic of an E-Scan machine for checking luggage at airports.
HONGKONG: A photographic montage of Hong Kong.
MAPERSP: A graphic of a perspective map of the world.
NAIROBI: A photographic montage of Nairobi.
TOKYO: A photographic montage of Tokyo.

BACKGROUNDS AND TEXT PLATES

(graphics\backgrds\arrows\)
ARR_BLLT: A graphic of large light blue arrows.
ARR_GYLT: A graphic of large light gray arrows.

(graphics\backgrds\backgrds\)

GRAYSQ: A graphic of gray squares.
MARBLE5:   A graphic of a marble background with a circle and lines.
REDSHAPE: A graphic of red mesh shapes.
TEMPLAT4:   A graphic of a pink layout template.

(graphics\backgrds\txtplts\)
TP_RED: A graphic of a red text plate.

COMMON (graphics\common\)

FISH: A graphic of a fish.
LEAVES: A graphic of leaves.
WHEAT: A graphic of wheat and barley.

COMPUTING (graphics\compute\)

DISKS: A graphic of various floppy disks.
IBM1:   A graphic of IBM computer 1.
VCR: A graphic of a video cassette recorder.

DEFENSE (graphics\defense\)

AIRCRAFT (graphics\defense\aicraft\)
GUNSHIP3:   A graphic of a Mi-24 Hind helicopter gunship.
PLANE5:   A graphic of a Mig-25 Foxbat fighter plane.

ARTILLERY (graphics\defense\artilry\)
ARTILRY8:   A graphic of a South African G-5 155mm gun.
ARTILSHL: A graphic of various types of artillery shells.

BUILDINGS (graphics\defense\building\)
MILBLDGS: A graphic of various military buildings and installations.

MUNITIONS (graphics\defense\munition\)
BOMB2:   A graphic of a Mk20 Mod2 Rockeye II AT cluster bomb.
GRENADES: A graphic of a grenade with and without a fragmentation sleeve.
MISSIL6:   A graphic of a passive anti-radar homing missile.

NAVAL (graphics\defense\naval\)
NAVGUN3:   A graphic of a Breda Twin 30mm naval mount.
NAVGUN8:   A graphic of a standard missile launcher system.
SHIP1: A graphic of the USS Enterprise, aircraft carrier.
SUBMAR3:   A graphic of a British Oberon class SS.

UNIFORMS (graphics\defense\aicraft\)
UNIFORM3:   A graphic of US navy uniforms.

VEHICLES (graphics\defense\vehicles\)
TANK2:   A graphic of a Soviet T-62 MBT.
VEHICL3:   A graphic of a M113 armored personnel carrier.

WEAPONS (graphics\defense\weapons\)
ASSRIFL1:   A graphic of an assault rifle with a bayonet.
BAYONET1:   A graphic of a SA-80 bayonet.

EDUCATION (graphics\educate\)

LANDMARKS (graphics\educate\landmark)
BLACKBD: A graphic of a blackboard.
L_COLOSS: A photograph of the Colosseum.
L_JAPGAT: A photograph of a Japanese gate.

MUSIC (graphics\educate\music\)
M_CLARNT: A graphic of a clarinet.
M_NOTES2:   Graphic 2 of various musical notes.
M_TROMB: A graphic of a trombone.

SCIENCE (graphics\educate\science\)
S_FLASK1:   A graphic of a conical flask.
S_EVAPOR: A graphic of an evaporating dish.
S_STAND: A graphic of a laboratory stand and clamps.
S_THERM: A graphic of a thermometer.

FINANCE (graphics\finance\)

CERTIFIC: A graphic of a certificate of registration.
CHAIR1:   A graphic of a clerical chair.
CHAIR2:   A graphic of an executive chair.
WALLST: A photograph of the Wall Street Stock Exchange.

MEDICAL (graphics\medical\)

ANATOMY (graphics\medical\anatomy\)
ELBOW: A graphic of the anatomy of the human elbow.
FOOT: A graphic of the anatomy of the human foot.
SKELETON: A graphic of the human skeleton.

FACILITY(graphics\medical\facility\)
DENTSUR2:   A photograph of the interior of dental surgery 2.

HEALTHCARE (graphics\medical\healthcr\)
AMPOULES: A graphic of various ampoules.

INSTRUMENTS (graphics\medical\instrumt\)
DENTINS2:   A graphic of various dental instruments.
OSCILSCP: A graphic of an oscilloscope.

MANUFACTURING (\graphics\mnfctrng\cargo\)

CARGO (\graphics\mnfctrng\cargo\)
CARGSHIP: A graphic of a cargo ship.
CRATE: A graphic of a crate.

MACHINERY (\graphics\mnfctrng\machinry\)
FAUCET: A graphic of a faucet.
MOTORENG: A graphic of a motor engine.

SIGNS (\graphics\mnfctrng\signs\)

S_DANGER: A graphic of a sign indicating danger and stop.
S_RADIAT: A graphic of a radiation warning sign.

TOOLS (\graphics\mnfctrng\tools\)
COMPASS: A graphic of a technical compass.
HANDSAW: A graphic of a handsaw.
NAILS: A graphic of different sized nails.
TECHPEN: A graphic of a technical drawing pen.

TRANSPORTATION (\graphics\mnfctrng\trnsprtn\)
CRANE: A graphic of a crane.
TRAIN1:   A graphic of a goods train.

PEOPLE

GROUPS (\graphics\people\groups\)
CHILDSIL :   A silhouette of a man and a child.
FAMILY: A graphic of a man, a woman and a child.

MEN (\graphics\people\men\)
MANSILH :   A silhouette of a man.
MANUNIF1 :   Graphic 1 of a man in uniform.

MISC (\graphics\people\misc\)
CHILD: A graphic of a child.

STILLS (\graphics\people\stills\)
MANJUMP :   Stills of a man jumping.

WOMEN (\graphics\people\women\)
WOMJEAN2 :   A graphic of a woman wearing jeans and shoes.

PUBLISH (\graphics\publish\)

COLATION: A graphic of collation finishing equipment.

RETAIL (\graphics\retail\)

AISLE (\graphics\retail\aisle\)
A_BOOKS: A photograph of shelves of books in a shopping aisle.
A_FRIDGE :   A photograph of drinks and food in a refrigerator aisle.

CHECKOUT (\graphics\retail\checkout\)
C_BARCOD :   A photograph of a barcode reader.
C_REG2 :   A graphic of a cash register.

CLOTHES (\graphics\retail\clothes\)
CL_JACK2 :   A photograph of a leather jacket.

DRINKS (\graphics\retail\drinks\)
D_LIQUOR: A photograph of various types of liquor in a refrigerator.

ELECTRIC (\graphics\retail\electric\)
E_FRYPAN :   A photograph of an electric frypan.
E_HIFI: A photograph of a compact hi-fi system.
E_TOSTOV :   A photograph of a toaster oven.

FOOD (\graphics\retail\food\)
FD_FRUIT :   A photograph of various types of fruit.
FD_VEG1 :   A photograph of lettuces and red and green peppers.

FURNITURE (\graphics\retail\furnitur\)
F_ARMCH2 :   A photograph of an armchair with a footstool.
F_BED1 :   A photograph of a single bed.
F_CHAIR1:   A photograph of a swivel desk chair.
F_ENTER :   A photograph of a cabinet containing a television, a
video cassette player, a hi-fi, compact disks and records.

HARDWARE (\graphics\retail\hardware\)
H_DUSTER: A photograph of a small hand-held vacuum cleaner.
H_FORK :   A photograph of a gardening fork.

KITCHEN (\graphics\retail\kitchen\)
K_KETTLE: A photograph of a kettle.
K_GLASS :   A photograph of wineglasses.

LEISURE (\graphics\retail\leisure\)
L_FISHBX :   A photograph of a fishing tackle box.
L_LIGHT :   A photograph of a flashlight.

VEHICLES (\graphics\retail\vehicles\)
V_INT2 :   A photograph of the steering wheel and dash inside
a car.
V_INT3 :   A photograph of the dash instruments inside a car.
V_TRUCK2 :   A photograph of a medium-sized truck.
V_HOOD: A photograph under the hood of a car.

WHITEGOOD (\graphics\retail\whitegds\)
W_FRIDG3 :   A photograph of a large refrigerator.

TELECOMMUNICATIONS (\graphics\telecom\)

CHIPS :   A graphic of various silicon chips.
MODEM :   A graphic of a modem.
SATELITE :   A graphic of a telecommunications satellite.

AVIATION (\animaton\aviation\FILEFORMAT\)

JETENG: An animation of a jet engine operating.
W_SNOWIN: An animation of snow falling.

COMPUTE (\animaton\compute\FILEFORMAT\)

LASDSKPL: An animation of a laser disk player loading and playing.

CONTROL (\animaton\control\FILEFORMAT\)

Button1:   An animation of a red button being pressed.
Switch2:   An animation of a gray switch being operated.

DEFENSE (\animaton\defense\FILEFORMAT\)

ROCKLNCH: An animation of a mobile rocket launcher launching a
rocket.

EDUCATE (\animaton\educate\)

ATOMIC (\animaton\educate\atomicmd\FILEFORMAT\)
A_C2H5OH: An animation of an atomic model of ethanol
(C2H5OH).
A_CH2Cl2:   An animation of an atomic model of
dichloromethane (CH2Cl2).
A_HCHO: An animation of an atomic model of formaldehyde
(HCHO).

CHEMISTRY (\animaton\educate\chemstry\FILEFORMAT\)
BEAKER2:   An animation of a beaker pouring liquid into a jar.
C_TUBE6:   An animation of a colored chemical reaction
foaming in a test tube.

MISC (\animaton\educate\misc\FILEFORMAT\)
LENSCONC: An animation of the refraction of light by a concave lens.

NATURE (\animaton\educate\nature\FILEFORMAT\)
VOLCANO: An animation of a volcano erupting.

FEEDBACK (\animaton\feedback\)

HAND1:   "An animation of a hand counting "1".
NOTEPAD1:   An animation of a page being torn from a notepad
with a spiral binding at the side.

MANUFACTURING (\animaton\mnfctrng\)

BULBPURP: An animation of a purple light bulb glowing.
OILDRILL: An animation of an oil rig drilling.

MEDICAL (\animaton\medical\)

KNEEMOVG: An animation of the human knee moving.

TELECOM (\animaton\telecom\)

SIGNAL2:   An animation of a signal beaming from an earth station to a
satellite and back to a portable earth station.

AVIATION (\soundefx\aviation\)

JETROAR :   The sound of the roar of a jet engine.
WR_SNOW :   A voice saying "the weather report shows snow".

COMMON (\soundefx\aviation\)

A_HORSE :   The sound of a horse.
BIKEBELL :   The sound of a bike bell ringing.
CARHORN :   The sound of a car horn.
CRASH2 :   The sound of a car crashing with a screech.
CLOCK3 :   The sound of clock 3 ticking.
POLICE1 :   The sound of a quiet police siren.
THUNDER :   The sound of thunder.

COMPUTING (\soundefx\compute\)

VIDLOAD :   The sound of a video cassette loading.

DEFENSE (\soundefx\defense\)

ARTILL10 :   The sound of artillery fire 10.
EXPLO18 :   The sound of explosion 18.
DISMAN2:   The sound of machine 2 being dismantled.

EDUCATION (\soundefx\educate\)

NOTE_C1   :   The sound of musical note C 1.
NOTE_E1   :   The sound of musical note E 1.
BUBBLING :   The sound of a chemical reaction bubbling.

FINANCE (\soundefx\finance\)

CALL4YOU: A voice saying "there's a call for you on line ...".
STOCKEXC: The sound of trading on the stock exchange floor.

MANUFACTURING (\soundefx\mnfctrng\)

CREAK5 :   The sound of creak 5.
SQUEAK3 :   The sound of squeaky door 3.
HOIST :   The sound of a hydraulic hoist.
MECHAN4 :   The sound of mechanical noise 4.
SEWMACH :   The sound of a sewing machine.

MEDICAL (\soundefx\medical\)

OPTHEATR :   The sound of background noise in an operating theater.

NUMBERS & ALPHABET (\soundefx\alphanum\)

ONE :   A voice saying the number "1".
ALPHA_A :   A voice saying the letter "A".

ALPHA_B :   A voice saying the letter "B".
ALPHA_C :   A voice saying the letter "C".

PEOPLE (\soundefx\people\)

LAUGHING :   The sound of one laugh starting off a chain reaction of laughter.

PUBLISHING (\soundefx\publish\)

PRINTPRS :   The sound of a printing press.

RETAIL (\soundefx\retail\)

CASHREG :   The sound of a cash register.

COMMON (\soundefx\common\)

BOING5   :   The sound of boing 5.
WHOOSH3   :   The sound of whoosh 3.

TELECOM (\soundefx\telecom\)

SIGNALS :   The sound of various electronic signals.
SONAR :   The sound of sonar.

M U S I C   5 of 30

ACOUSTIC (\music\acoustic\)
ACOUST5:   A piece of music called "Acoustic" - 5 seconds
ACOUST15:   A piece of music called "Acoustic" - 15 seconds
ACOUST30 :   A piece of music called "Acoustic" - 30 seconds
ACOUST3 :   A piece of music called "Acoustic" - 3 minutes

HORNBILL (\music\hornbill)
HORNBL5:   A piece of music called "Hornbill" - 5 seconds
HORNBL15 :   A piece of music called "Hornbill" - 15 seconds
HORNBL30 :   A piece of music called "Hornbill" - 30 seconds
HORNBL3 :   A piece of music called "Hornbill" - 3 minutes

MARCHES (\music\marches4\)
MARCH4 :   A piece of music called "March 4" - 1 minute

PLUS (\music\plus\)
PLUS5 :   A piece of music called "Plus" - 5 seconds
PLUS15 :   A piece of music called "Plus" - 15 seconds
PLUS30 :   A piece of music called "Plus" - 30 seconds
PLUS3 :   A piece of music called "Plus" - 3 minutes

THE END (\music\endthe\)
THEND5 :   A piece of music called "The End" - 5 seconds
THEND15 :   A piece of music called "The End" - 15 seconds
THEND30 :   A piece of music called "The End" - 30 seconds
THEND3 :   A piece of music called "The End" - 3 minutes