Industry Standards for Labelling Effect Triggers

No.:	Effect Trigger:	Nomenclature:
1	S1FX(1, 2, 3)	Symmetrical
2	A1FX(1, 2, 3)	Atmosposherics
3	ATFX(1, 2, 3)	Generic Fills
4	LX(1, 2, 3)	Lasers
	DJL(1, 2, 3)	Lasers
	IX(1, 2, 3)	Lasers
5	HFX(1, 2, 3)	Hemisphericals
6	FX(1, 2, 3) / TTFX(1, 2, 3) / TMFX(1, 2, 3)	Trance
		Trance Chimes
		Trance Hemisphericals
7	R1FX(1, 2, 3)	Random Space Effects
	R2FX(1, 2, 3	Random Space Effects
8	CFX(1, 2, 3) (HIGH TONE)	Chimes
	CSX(1, 2, 3) (LOW TONE)	Chimes
9	PX(1, 2, 3)	Pancers
10	CX(1, 2, 3)	Generic Random Effects
11	SX(1, 2, 3)	Horror Chimes
12	FF(1, 2, 3)	Phasers
13	F(1, 2, 3)	Regular Effects
14	1DFX(1, 2, 3)	Random Sceneries Effects
15	QX(1, 2, 3)	Horror Fills
16	RFX(1, 2, 3)	Randome Natural Sounds
17	WX(1, 2, 3)	Wave Effects
18	NFX(1, 2, 3)	Natural/Nature Effects
	NSX(1, 2, 3)	Natural/Nature Effects
19	AWFX(1, 2, 3)	Atmospherical Wave Effects
20	EFX(1, 2, 3)	Electro Voice Effects
21	JGFX(1, 2, 3)	Voice Horror
22	FFX(1, 2, 3)	Sword Effects
23	AX(1, 2, 3)	Horror Randome Effects
24	RX(1, 2, 3)	Robotic Effects
25	RBX(1, 2, 3)	Bell Effects
26	OX(1, 2, 3)	Nature Specific (Fire, Water, Jungle Sounds)
27	SSX(1, 2, 3)	Animal Sound Effects
28	HTFX(1, 2, 3)	Random Sword Effects (i.e. Fighting, Cleaving, Sharpening)
29	ATFX(1, 2, 3)	Atmospheric Randoms (or) Horror Randoms
30	MKV(1, 2, 3) / MVX(1, 2, 3)	Male Voice Effects
31	FKV(1, 2, 3) / FVX(1, 2, 3)	Female Voice Effects