

SWC044 - April 2021

Filename / Forum Username	Samplerate	Bitrate	dBTP	Integrated Loudness ILk	Mix Length	Additional Info
Askandy And Over And _BNC-St.wav	48 000 Hz	24 Bit	-2.95 dB / -3.04 dB	-14.3 LUFS	5 mn 34 s 963 ms	
becsei_gyorgy_Arroz_con_mango.wav	48 000 Hz	24 Bit	-1.38 dB / -2.62 dB	-14.0 LUFS	4 mn 18 s 400 ms	
Blang_Piling Up.wav	48 000 Hz	16 Bit	-1.54 dB / -1.57 dB	-14.4 LUFS	3 mn 32 s 469 ms	
dadomachado_Humpft.wav	48 000 Hz	23 Bit	-7.29 dB / -7.28 dB	-15.9 LUFS	4 mn 50 s 329 ms	
erictracks_warlock.flac	48 000 Hz	16 Bit	-2.00 dB / -2.71 dB	-17.8 LUFS	3 mn 39 s 760 ms	
EsteveCorbera JamSessionOne.wav	44 100 Hz	16 Bit	-1.11 dB / -1.52 dB	-19.1 LUFS	3 mn 47 s 200 ms	
Gloo_Swamp Head.wav	44 100 Hz	24 Bit	-0.72 dB / -0.83 dB	-16.4 LUFS	3 mn 6 s 462 ms	

**Out of Competition submissions (aka: after the deadline)**

AfutureInNoise_Chaos.mp3	44 100 Hz	16 Bit	-3.03 dB / -2.62 dB	-20.1 LUFS	2 mn 26 s 547 ms	
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Something to look out for  
 Too High Signal  
 File Issues  
 Withdrawn

Salmon Colored	(bitrate offsets, like low loudness or low maximum signal strength/dBTP can result in bitrate drop down to 22bits, or 32bit render)
Blue 8	(everything higher -14LUFS, higher -1dBTP – see rule set)
Light Red	(non-accessible link, no forum username associated)
Green 8	