

Sound Armoury – Bowling

Bit Depth: 24 bit

Sample Rate: 96 kHz

Version: 1.0



Name	Duration (HH:MM:SS)	Sample Rate	Channels	Bit Depth
SPRTInдор_Bowling, 10 Pin, 2 Pins Falling Over, Close 01_SARM_Bowling.wav	00:00:02	96000	1	24
SPRTInдор_Bowling, 10 Pin, 2 Pins Falling Over, Close 02_SARM_Bowling.wav	00:00:02	96000	1	24
SPRTInдор_Bowling, 10 Pin, 2 Pins Falling Over, Close 03_SARM_Bowling.wav	00:00:02	96000	1	24
SPRTInдор_Bowling, 10 Pin, 2 Pins Falling Over, Close 04_SARM_Bowling.wav	00:00:02	96000	1	24
SPRTInдор_Bowling, 10 Pin, 2 Pins Falling Over, Close 05_SARM_Bowling.wav	00:00:02	96000	1	24
SPRTInдор_Bowling, 10 Pin, 2 Pins Falling Over, Close 06_SARM_Bowling.wav	00:00:02	96000	1	24
SPRTInдор_Bowling, 10 Pin, 2 Pins Falling Over, Close 07_SARM_Bowling.wav	00:00:02	96000	1	24
SPRTInдор_Bowling, 10 Pin, 2 Pins Falling Over, Close 08_SARM_Bowling.wav	00:00:02	96000	1	24
SPRTInдор_Bowling, 10 Pin, 2 Pins Falling Over, Close 09_SARM_Bowling.wav	00:00:02	96000	1	24
SPRTInдор_Bowling, 10 Pin, 2 Pins Falling Over, Close 10_SARM_Bowling.wav	00:00:02	96000	1	24
SPRTInдор_Bowling, 10 Pin, 2 Pins Falling Over, Close, Multi_SARM_Bowling.wav	00:00:18	96000	1	24
SPRTInдор_Bowling, 10 Pin, 2 Pins Falling Over, Mid Distance 01_SARM_Bowling.wav	00:00:02	96000	2	24
SPRTInдор_Bowling, 10 Pin, 2 Pins Falling Over, Mid Distance 02_SARM_Bowling.wav	00:00:02	96000	2	24
SPRTInдор_Bowling, 10 Pin, 2 Pins Falling Over, Mid Distance 03_SARM_Bowling.wav	00:00:02	96000	2	24
SPRTInдор_Bowling, 10 Pin, 2 Pins Falling Over, Mid Distance 04_SARM_Bowling.wav	00:00:02	96000	2	24
SPRTInдор_Bowling, 10 Pin, 2 Pins Falling Over, Mid Distance 05_SARM_Bowling.wav	00:00:02	96000	2	24
SPRTInдор_Bowling, 10 Pin, 2 Pins Falling Over, Mid Distance 06_SARM_Bowling.wav	00:00:02	96000	2	24
SPRTInдор_Bowling, 10 Pin, 2 Pins Falling Over, Mid Distance 07_SARM_Bowling.wav	00:00:02	96000	2	24
SPRTInдор_Bowling, 10 Pin, 2 Pins Falling Over, Mid Distance 08_SARM_Bowling.wav	00:00:02	96000	2	24
SPRTInдор_Bowling, 10 Pin, 2 Pins Falling Over, Mid Distance 09_SARM_Bowling.wav	00:00:02	96000	2	24
SPRTInдор_Bowling, 10 Pin, 2 Pins Falling Over, Mid Distance 10_SARM_Bowling.wav	00:00:02	96000	2	24
SPRTInдор_Bowling, 10 Pin, 2 Pins Falling Over, Mid Distance, Multi_SARM_Bowling.wav	00:00:18	96000	2	24
SPRTInдор_Bowling, 10 Pin, Ball Hit Bumper, Designed 01_SARM_Bowling.wav	00:00:01	96000	1	24
SPRTInдор_Bowling, 10 Pin, Ball Hit Bumper, Designed 02_SARM_Bowling.wav	00:00:01	96000	1	24
SPRTInдор_Bowling, 10 Pin, Ball Hit Bumper, Designed 03_SARM_Bowling.wav	00:00:01	96000	1	24
SPRTInдор_Bowling, 10 Pin, Ball Hit Bumper, Designed 04_SARM_Bowling.wav	00:00:01	96000	1	24
SPRTInдор_Bowling, 10 Pin, Ball Hit Bumper, Designed 05_SARM_Bowling.wav	00:00:01	96000	1	24
SPRTInдор_Bowling, 10 Pin, Ball Hit Bumper, Designed 06_SARM_Bowling.wav	00:00:01	96000	1	24
SPRTInдор_Bowling, 10 Pin, Ball Hit Bumper, Designed 07_SARM_Bowling.wav	00:00:01	96000	1	24
SPRTInдор_Bowling, 10 Pin, Ball Hit Bumper, Designed 08_SARM_Bowling.wav	00:00:01	96000	1	24
SPRTInдор_Bowling, 10 Pin, Ball Hit Bumper, Designed 09_SARM_Bowling.wav	00:00:01	96000	1	24
SPRTInдор_Bowling, 10 Pin, Ball Hit Bumper, Designed, Multi_SARM_Bowling.wav	00:00:07	96000	1	24
SPRTInдор_Bowling, 10 Pin, Ball Rolling into Pin, Close 01_SARM_Bowling.wav	00:00:01	96000	1	24
SPRTInдор_Bowling, 10 Pin, Ball Rolling into Pin, Close 02_SARM_Bowling.wav	00:00:01	96000	1	24
SPRTInдор_Bowling, 10 Pin, Ball Rolling into Pin, Close 03_SARM_Bowling.wav	00:00:01	96000	1	24
SPRTInдор_Bowling, 10 Pin, Ball Rolling into Pin, Close 04_SARM_Bowling.wav	00:00:01	96000	1	24
SPRTInдор_Bowling, 10 Pin, Ball Rolling into Pin, Close 05_SARM_Bowling.wav	00:00:01	96000	1	24
SPRTInдор_Bowling, 10 Pin, Ball Rolling into Pin, Close 06_SARM_Bowling.wav	00:00:01	96000	1	24
SPRTInдор_Bowling, 10 Pin, Ball Rolling into Pin, Close 07_SARM_Bowling.wav	00:00:01	96000	1	24

SPRTIndor_Bowling, 10 Pin, Strike, Designed, Dry 12_SARM_Bowling.wav	00:00:02	96000	2	24
SPRTIndor_Bowling, 10 Pin, Strike, Designed, Dry, Multi_SARM_Bowling.wav	00:00:33	96000	2	24
SPRTIndor_Bowling, 10 Pin, Strike, Designed, w Reverb 01_SARM_Bowling.wav	00:00:04	96000	2	24
SPRTIndor_Bowling, 10 Pin, Strike, Designed, w Reverb 02_SARM_Bowling.wav	00:00:03	96000	2	24
SPRTIndor_Bowling, 10 Pin, Strike, Designed, w Reverb 03_SARM_Bowling.wav	00:00:04	96000	2	24
SPRTIndor_Bowling, 10 Pin, Strike, Designed, w Reverb 04_SARM_Bowling.wav	00:00:04	96000	2	24
SPRTIndor_Bowling, 10 Pin, Strike, Designed, w Reverb 05_SARM_Bowling.wav	00:00:04	96000	2	24
SPRTIndor_Bowling, 10 Pin, Strike, Designed, w Reverb 06_SARM_Bowling.wav	00:00:04	96000	2	24
SPRTIndor_Bowling, 10 Pin, Strike, Designed, w Reverb 07_SARM_Bowling.wav	00:00:04	96000	2	24
SPRTIndor_Bowling, 10 Pin, Strike, Designed, w Reverb 08_SARM_Bowling.wav	00:00:04	96000	2	24
SPRTIndor_Bowling, 10 Pin, Strike, Designed, w Reverb 09_SARM_Bowling.wav	00:00:04	96000	2	24
SPRTIndor_Bowling, 10 Pin, Strike, Designed, w Reverb 10_SARM_Bowling.wav	00:00:04	96000	2	24
SPRTIndor_Bowling, 10 Pin, Strike, Designed, w Reverb 11_SARM_Bowling.wav	00:00:05	96000	2	24
SPRTIndor_Bowling, 10 Pin, Strike, Designed, w Reverb 12_SARM_Bowling.wav	00:00:04	96000	2	24
SPRTIndor_Bowling, 10 Pin, Strike, Designed, w Reverb, Multi_SARM_Bowling.wav	00:00:52	96000	2	24