

Audacious - Bug #1014

Some .VGM/.VGZ files fail to play

August 05, 2020 22:32 - Bail Shamber

Status:	New	Start date:	August 05, 2020
Priority:	Minor	Due date:	
Assignee:		% Done:	0%
Category:	plugins/console	Estimated time:	0.00 hour
Target version:			
Affects version:	4.0.4		
Description "DOOM vgm" and "skyroads vgm" files (can be obtained from the first google search result) fail to play on audacious using the "Game Console Music Decoder" plugin, while they do play in deadbeef and foobar2000. Some other vgm files play fine such as road rash for the sega genesis "road rash vgm" first google result. I'm using the flatpak version, btw.			

History

#1 - August 17, 2020 15:29 - John Lindgren

- Category set to plugins/console