Audacious - Feature #77

vgmstream plugin

February 26, 2012 17:41 - Jarrod Makin

Status:	Rejected		**Start date:**	February 26, 2012
Priority:	Minor		**Due date:**	
Assignee:			**% Done:**	0%
Category:			**Estimated time:**	0.00 hour
Target version:				
Affects version:				

Description

Hi there,

Please could a plugin for gamecube/wii/n64 music be developed from the vgmstream code?
Some functionality is provided to compile against audacious in their svn repository over at sourceforge
http://sourceforge.net/projects/vgmstream/develop
The plugin works well in winamp and it would be nice to expose it to a wider audience via audacious

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History

#1 - June 09, 2012 00:26 - John Lindgren

- Category deleted (70)

#2 - April 11, 2013 03:20 - John Lindgren

- Status changed from New to Rejected

Closing due to lack of interest (at least from (potential) develelopers).