

Audacious - Bug #772

VRC7 NSF audio isn't played correctly

January 23, 2018 23:23 - Daniil Zhilin

Status:	Rejected	Start date:	January 23, 2018
Priority:	Minor	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
Affects version:	3.9		
Description			
Meanwhile Deadbeef plays VRC7 rips just fine.			

History

#1 - January 26, 2018 11:57 - Daniil Zhilin

Also true for FDS music.

#2 - April 10, 2018 03:08 - John Lindgren

This is unlikely to get fixed any time soon unless you can submit a patch.

#3 - April 10, 2018 07:42 - Daniil Zhilin

I have no idea why I even bothered with the reports after the [#684](#) debacle. I have since learned that these chips aren't supported by libgme, so I guess this isn't technically a bug.

#4 - December 24, 2021 18:13 - John Lindgren

- Status changed from New to Rejected

Sounds like this is an issue in libgme. Closing.