## Description

Please consider adding vgmstream as an official plugin.

The project's upstream source is [https://github.com/losnoco/vgmstream](https://github.com/losnoco/vgmstream).

I have been able to get this working on a Fedora 29 machine with relatively little effort.

## History

### #1 - March 22, 2019 17:21 - John Lindgren

What does the plugin do?
What license is it under?
Are you the author?

### #2 - July 08, 2019 05:17 - Ariadne Conill

I don't think we need to support libvgmstream because basically all of the formats supported by vgmstream are also supported by ffmpeg. Do you have a file set that isn't well supported by ffmpeg?

### #3 - July 15, 2019 16:54 - Jarrod Makin

The plugin is an input plugin which adds support for a number of obscure formats used by recent Nintendo consoles, GCN - WiiU.

People have ripped the tracks out of Super Smash Bros Brawl in particular, which was known for its large tracklist and soon began substituting other tracks in, which meant turning into a compatible format. Examples can be found at [http://smashcustommusic.com/game/36](http://smashcustommusic.com/game/36)

Notes on the license are currently at [https://github.com/losnoco/vgmstream/blob/master/COPYING](https://github.com/losnoco/vgmstream/blob/master/COPYING)

I am not the author, I do not know how to contact users on github.

Obscure formats which I do not believe are covered by ffmpeg are BRSTM, BCSTM, BFSTM.