

## Audacious - OLD, PLEASE USE GITHUB DISCUSSIONS/ISSUES - Feature #882

### Consider adding vgmstream plugin

March 21, 2019 01:51 - Jarrod Makin

<b>Status:</b>	New	<b>Start date:</b>	March 21, 2019
<b>Priority:</b>	Minor	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			
<b>Affects version:</b>	3.10.1		
<b>Description</b>			
Please consider adding vgmstream as an official plugin The project's upstream source is <a href="https://github.com/losnoco/vgmstream">https://github.com/losnoco/vgmstream</a> 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>  
Notes on the license are currently at <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

#### #4 - April 07, 2021 00:47 - S WTY

Looking into vgmstream was actually the reason I recently (re-)discovered Audacious (before then I was making do with Winamp over Wine). I don't think ffmpeg readily handles the myriad of streaming formats used in console games, especially recent ones from Nintendo as Jarrod mentioned. While I found Audacious could handle ADPCM-based formats just fine 'out of the box', there are still some formats that weren't recognised until I added vgmstream.

@Jarrod, I was able to add vgmstream by following the build instructions provided on their site. I suppose it would be nice if vgmstream was included in Audacious as plug-ins for 2SF, PSF, etc, already are but fortunately the compile and install process wasn't too hard. Since Audacious is Linux-based, I'm guessing the technical proficiency of the average user would be somewhat higher than the average Windows user.