# Audacious - OLD, PLEASE USE GITHUB DISCUSSIONS/ISSUES - Feature #77

## vgmstream plugin

February 26, 2012 17:41 - Jarrod Makin

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|---|---|---|---|
| **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

**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).