

## Audacious - OLD, PLEASE USE GITHUB DISCUSSIONS/ISSUES - Bug #772

### VRC7 NSF audio isn't played correctly

January 23, 2018 23:23 - Daniil Zhilin

<b>Status:</b>	Rejected	<b>Start date:</b>	January 23, 2018
<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>	3.9		
<b>Description</b>			
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.