

Maxim's World of Stuff

Winamp :: in_vgm

Blag

Mountainous
Xander Mingxuan Zhao
I'm Not Dead
Wonder Boy In
Monster Land Sphinx Questions
Statue In A Restaurant
Older... 

Software

BMP2Tile
GBA VGM Player
Header Reader
Meka Configurator
Screenshot
Autostitcher
SMS Checker
SMS Offset Convertor
SMS Reader
Tile Decoder

SMS Software

Bock's Birthday 2002
Bock's Birthday 2003
Bock's Birthday 2004
Chip 8
Compressors
Not Only Words /
Pretty Photo
ono
Picross
VGM Player

How To Program

Lesson 1
Lesson 2

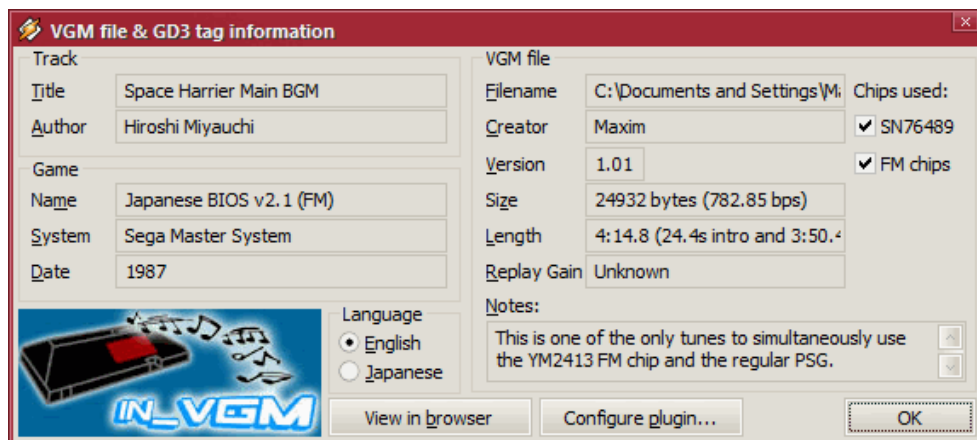
Maps

Pac-In-Time
Marble Madness
Lemmings
Wonder Boy in
Monster Land
Cool Spot
Pac-Mania
The Lucky Dime Caper
Putt & Putter
Sonic the Hedgehog
Arcade Smash Hits

What is it?

VGM is a format for logging various video games' music from within an emulator. You can learn more about that [in the SMS Power! music section](#). This is an input plugin for Winamp 2 and 5 (but not 3) that plays back VGM files.

Screenshots



[More...](#)

Documents

Japanese SMS PCB
Music Engine
Advanced Hacking
Music Engine Trigger
Hacking
Pause Hack
Pinouts
SN76489
YM2413 Application
Manual
YM2612

Winamp

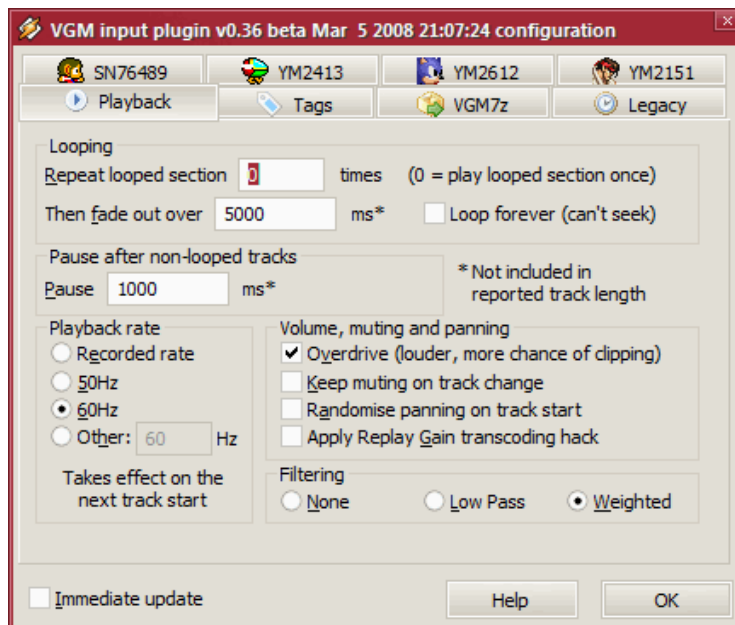
in_vgm
region.txt Generator
Skins

Misc

16-Bit
Other Stuff
POV-Ray Box
Software
Triple Head Wallpaper

Meta

Contact
Print



Features

- Plays back all supported chips (TI SN76489/96 with stereo extensions, YM2413, YM2512, YM2151)
- World-beating PSG engine with 100% accurate output
- Customisable output options to suit your taste
- EQ compatible
- Full Unicode GD3 tag support including Japanese text display on supporting OSes
- Per-channel muting (not on all chips)
- Loop support
- And more...

Download

[Final versions](#)[Beta and test versions](#)[Sega 8-bit VGM files](#)

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