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w64 or.nog32 files are played through DirectSound or DirectSound3D. This beta version of the.NET Framework support for DirectSound includes support for DirectSound 3D playback, and includes the.NET Compact Framework's support for the Windows Audio Session." The role of Virtual Audio Cable, a virtual software audio device driver, in the Xbox 360's audio subsystem was considered, and its potential as a driver of choice by developers was deemed very low, as they have to support both the.NET Compact Framework and WDM audio device driver in an application. In September 2009, Microsoft posted a request for information (RFI) concerning the adoption of other audio technologies by the Xbox 360 and Windows Phone 7 platforms. The company stated that the future of sound on the Xbox 360 would be based on audio technologies similar to those used by the Zune. In September 2010, Microsoft posted a request for information (RFI) concerning the future of the Xbox 360, where the company stated that developers should not expect sound on the platform to improve, as "[sound on Xbox 360 is] already quite good", and that the technology would continue to be supported by the company. On October 6, 2011, Microsoft Studios announced that they would have to discontinue the Xbox Live Indie Games (XBLIG) platform, as the company could not meet the profitability requirements of the service. They indicated that the company would continue to support XBLIG in the future. On the day of the announcement, a representative for Microsoft stated that XBLIG's "future was quite unclear", and that the Xbox 360 platform was no longer a viable choice for developers. In March 2013, Microsoft announced that developers who wanted to use multi-channel audio, such as Dolby Atmos, for their games on the Xbox One would have to use the Windows 8.1 audio API to access the system, and would be able to use other audio APIs for their game audio. On March 31, 2014, Microsoft announced that it would no longer support Windows Media Audio 9 codec on the Xbox One, and it was likely that only the Windows Runtime API would be able to play back.WMA files. That same day, Microsoft also announced that the Windows Media Player would no longer be available as a download on the Windows Store. However, Microsoft stated that all Xbox One games that supported audio up until that point would continue to support it, and that the Xbox One was backwards-compatible with Windows 520fdb1ae7

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