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This is a software application that can be used to decode almost any old-style image format. It's also able to play most roms or discs, of which you can store your collection on its own SD card. The software creates an RGB image from the input pictures, which are of any kind, of all sizes and resolutions. Then this RGB image is converted into a BGR one with smooth colors and brightness levels. In this way it displays how originally the photo would have been seen by human eye whereas for the sake of playing games there exist two different conversions: NTSC and PAL ones. The image is then split into single horizontal rows, which are read one by one. This way, the program identifies each single color in each row. The colors are then identified according to their position in the color lookup table (shown on the left part of the screen). Each group of colors then gets a unique code that can be written into memory card or saved into a file. The application has its own database to save these codes, organized by games (there are almost 700 games included) and separated for NTSC and PAL game editions. When you select a game it shows you all the types of memory cards that your console uses (such as MC2, MC3, etc. or multiROM). If you have a MC2 memory card then the program will only show you the codes that are written into it. In this way, you don't have to search for codes in your database. The database also has a description of each game, the control codes and other info. There are separate databases for NTSC and PAL games, although they look quite similar at the first sight. The main difference is that in NTSC version there are more control code tables! Although these tables are later on used for both NTSC and PAL games with only minor changes to them. On this section you can also see what devices your devices support, what is the default TV mode selected by the software, which video modes are available, whether the device supports background colors or not and if there are any specific system requirements. The application can be used in two ways: The first one is used when you are playing old games with your console. The second one is when you are trying to convert images or videos for playback on an emulator or in a video player.

- To start playing old games all you have to do is open this application and select a game from its list of games. When you do so it will automatically search the necessary memory cards and start them loading.
- Once the game has started loading you can follow its progress on your TV by following the screen output which consists of showing the first 5 bits of each color channel. The colors are arranged, one after another, in order that they are displayed on your TV with their corresponding bit values.
- When all loaded pages have been displayed you can choose between at any time to close the application or to wait until all screens are displayed.
- You can also launch games directly from this application using some codes that are already considered as "default" ones by some emulators.

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