

RETROSPECS

A PIXEL ART IMAGE PROCESSING APP FOR IOS

With the release of version 2.9, you can also create your own custom palettes and character sets within the custom emulation editor.

Features

 Over 45 system presets covering computer and console systems from the 70s, 80s and 90s many of which have a full range of graphics modes matching the original systems.

Sample presets include:

- o Sinclair ZX Spectrum
- o Commodore 64
- o Atari 400/800
- o IBM CGA, EGA & VGA
- Apple Macintosh
- o Atari ST
- o Commodore Amiga
- o Acorn Archimedes
- Nintendo Gameboy
- Sega Megadrive/Genesis
- Nintendo SNES
- Over 15 dither types and the ability to control the dither "intensity" in 10% increments.
- An emulation editor that lets the user create their own custom emulations using one of the four available graphics engines:
 - Attribute Block based systems such as the ZX Spectrum
 - o **Per-pixel** Systems that can set each pixel on the screen to any palette colour
 - o Palette Systems that can only display a limited number of colours from a palette
 - Character Text based systems

Each engine has access to a huge range of colour palettes (over 150 in the current release) with over 40 character sets available to the Character engine in the current release.

Page 1/2 19th June 2019

- Animation effects for still images with both MPEG and animated GIF output. (Twelve different animation effects are currently available.)
- Video processing with customisable frame rate and both MPEG and animated GIF output.
- Options to add glitch/distortion and CRT style effects to both still and animated images/videos.
- Built in levels adjustment tool (with preview) and crop tool for in-app image adjustments.
- Supports split-screen use and drag and drop on the iPad you can drag media directly into the converter.
- Fully localised into French, Japanese and Latin American Spanish.

The free version contains a limited number of preset systems and dithers.

Additionally, the custom emulation editor is not available.

N.B.: Animated GIF output is not available on iOS 9.

Device support

All iOS devices running iOS 9 or later. (The earlier 1.36 version is still available and supports iOS 8 devices but doesn't provide video processing or still image animation options.)

Page 2/2 19th June 2019