

ESP32-SBC-FabGL

User Manual

olimex.com

Rev.2.0 April 2024

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Introduction to ESP32-SBC-FabGL

[ESP32-SBC-FabGL](#) is Open Source Hardware board designed to work with FabGL library.

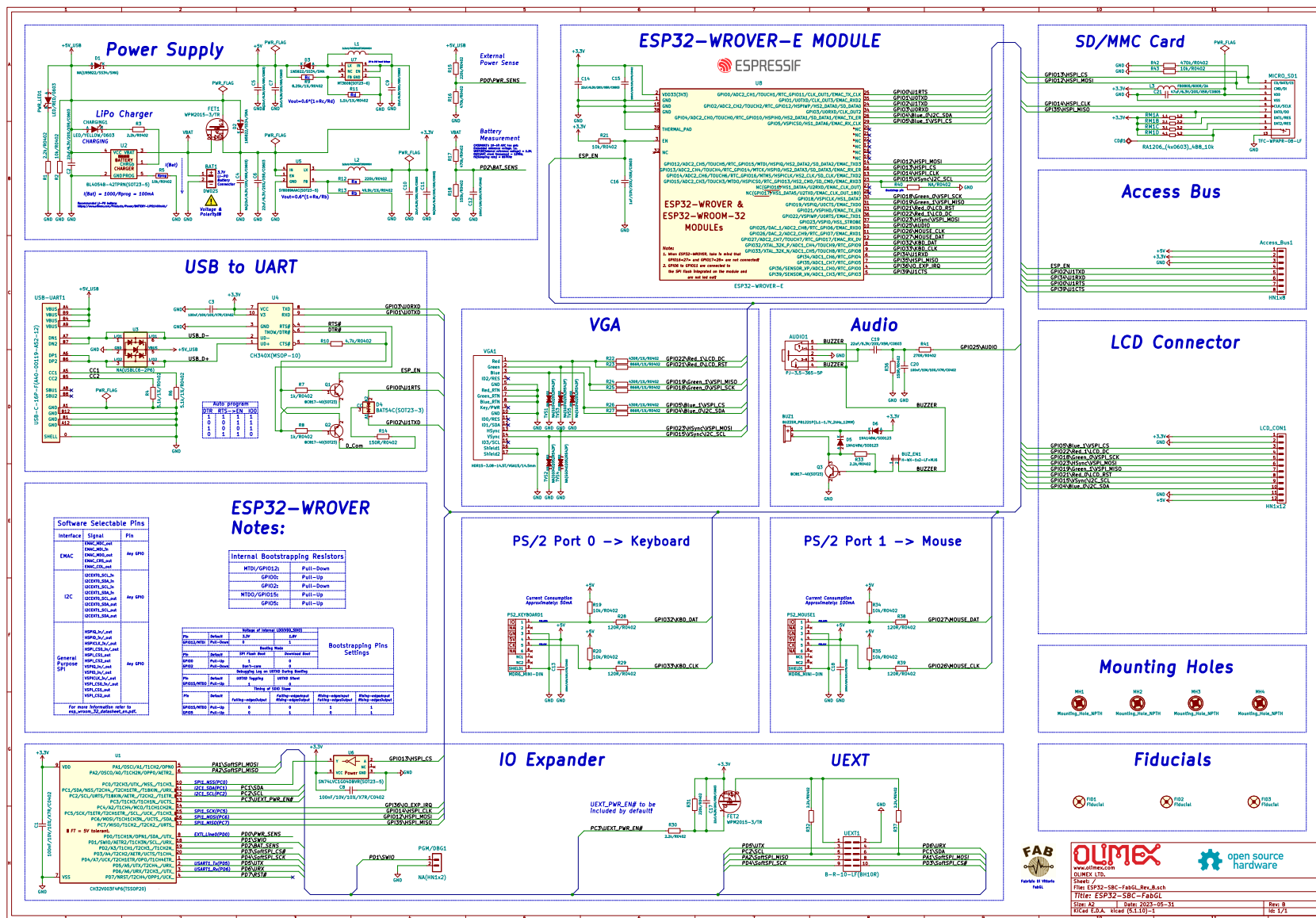
It has these features:

- ESP32-WROVER-E module
- VGA connector
- PS2 keyboard connector
- PS2 mouse connector
- Buzzer
- Audio 3.5mm connector
- AccessBus connector for Serial port master processor
- LCD connector (FabGL support LCD or VGA output)
- CH32V003 co-processor for UEXT port handling
- USB-C power and programming/debug connector
- SY8089A 3.3V 2A (3A peak) DCDC power supply
- Lipo charger and battery connector
- UEXT connector (pUEXT 1.0 mm step connector)
- Dimensions: (104 x 68)mm

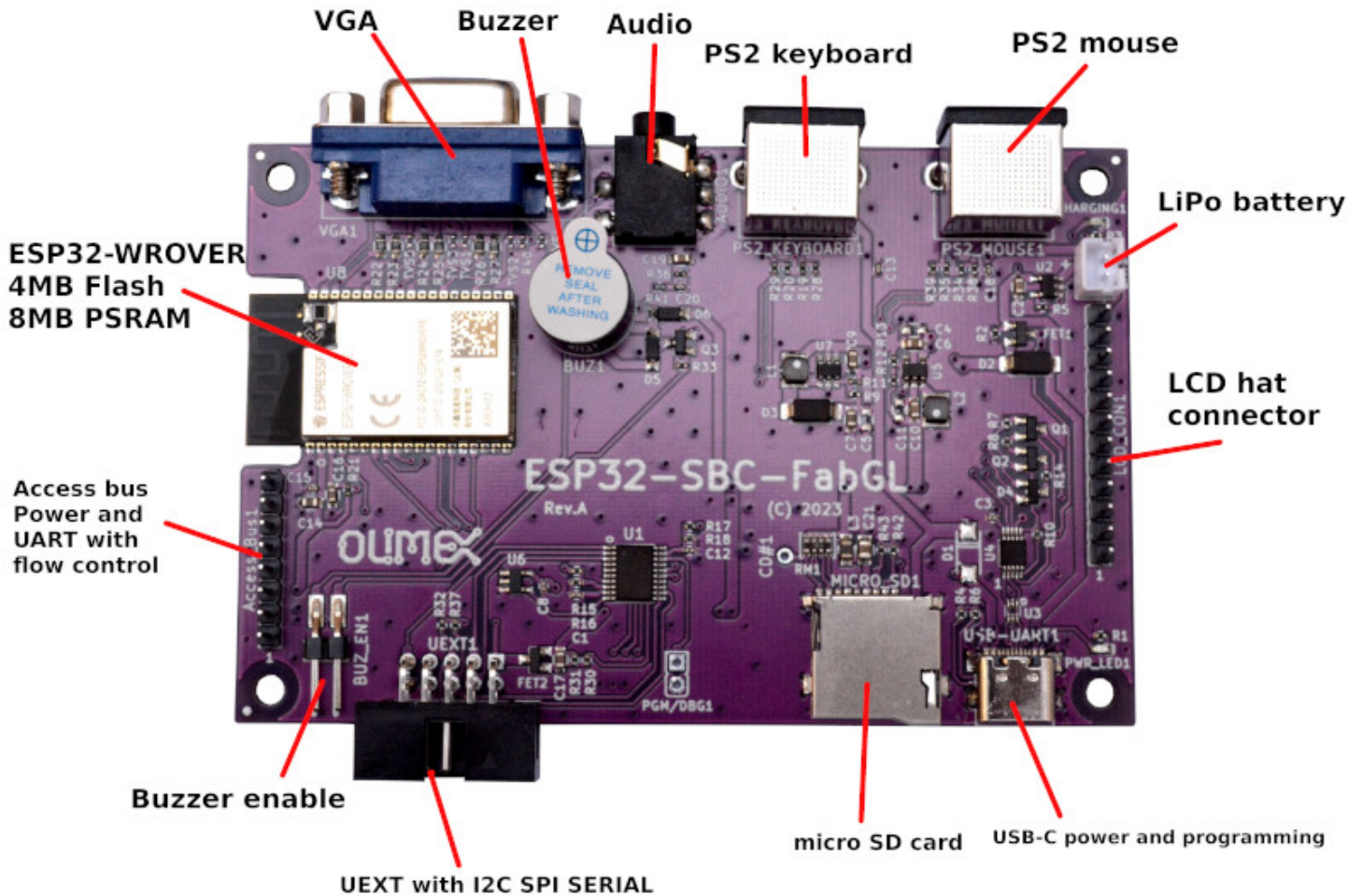
Order codes for ESP32-SBC-FabGL and accessories

| | |
|--|--|
| <u>ESP32-SBC-FabGL</u> | FabGL board with VGA keyboard mouse |
| <u>BOX-ESP32-FabGL</u> | Custom plastic box |
| <u>CABLE-USB-A-C-1M</u> | USB-C cable 1 meter |
| <u>BATTERY-LIPO1400mAh</u> | Lipo battery 3.7V 1400mAh |
| <u>UEXT modules</u> | There are temperature, humidity, pressure, magnetic field, light sensors. Modules with LCDs, LED matrix, Relays, Bluetooth, Zigbee, WiFi, GSM, GPS, RFID, RTC, EKG, sensors and etc. |

HARDWARE



ESP32-SBC-FabGL layout



ESP32-SBC-FabGL schematic sources

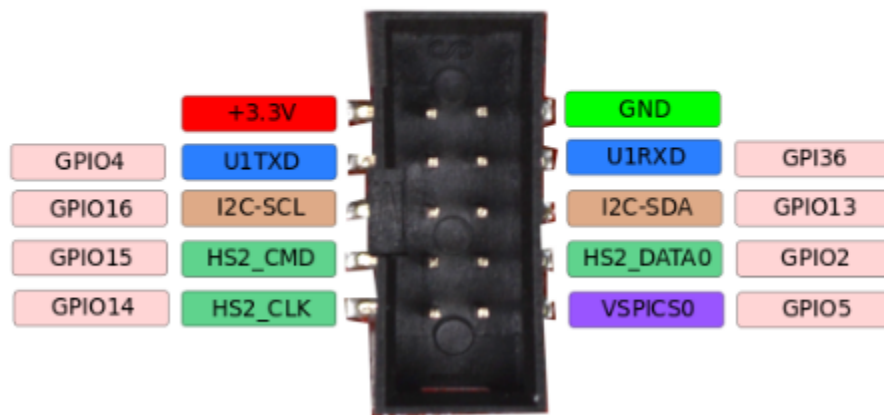
[ESP32-SBC-FabGL](#) latest schematic is on [GitHub](#)

UEXT connector:

UEXT connector stands for Universal EXTension connector and contain +3.3V, GND, I2C, SPI, UART signals. UEXT connector can be in different shapes and sizes but the original UEXT connector is 0.1” 2.54mm step boxed plastic connector. All signals are at 3.3V levels.

UEXT connector

note it share same pins with EXT1 and EXT2



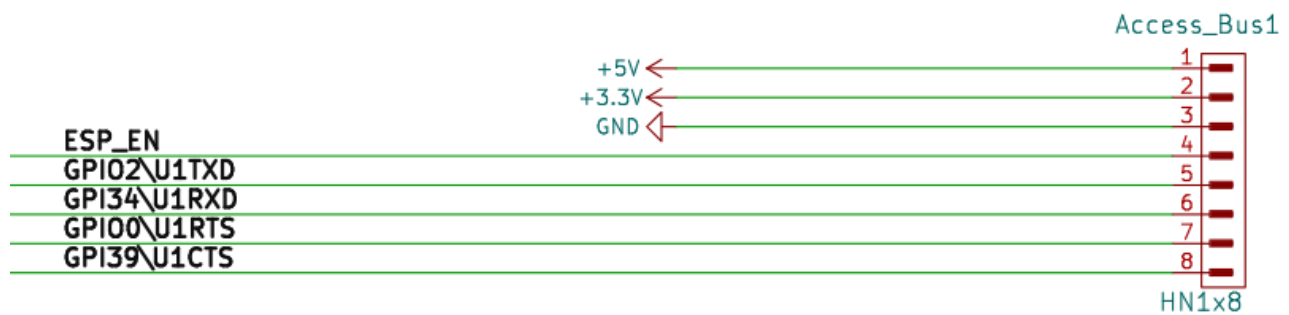
As the boards become smaller and smaller some smaller packages were introduced too beside the original UEXT connector

- mUEXT is 1.27 mm step boxed header connector which is with same layout as UEXT
- pUEXT is 1.0 mm single row connector (this is the connector used in RP2040-PICO30)

Olimex has developed number of [MODULES](#) with this connector. There are temperature, humidity, pressure, magnetic field, light sensors. Modules with LCDs, LED matrix, Relays, Bluetooth, Zigbee, WiFi, GSM, GPS, RFID, RTC, EKG, sensors and etc.

AccessBus connector:

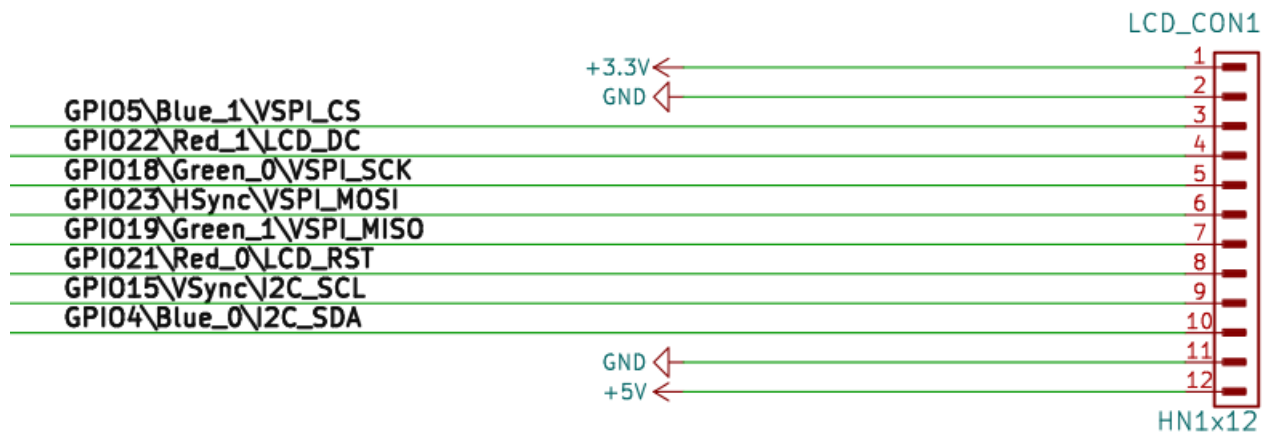
Access Bus



Pin1. is marked with a square pad, all others are round pads.

LCD hat connector:

LCD Connector



Pin1. is marked with a square pad, all others are round pads.

SOFTWARE

[ESP32-SBC-FabGL](#) is tested and works with many projects, start with the Olimex fork of FabGL project: <https://github.com/OLIMEX/FabGL>

Also make sure to check these FabGL articles at our wordpress:

<https://olimex.wordpress.com/2023/06/27/esp32-sbc-fabgl-update-now-you-can-play-invaders-with-wii-nunchuck-via-the-uext-port/>

<https://olimex.wordpress.com/2023/08/01/esp32-sbc-fabgl-how-to-work-with-the-expander-module-gpios-from-fabgl-library-and-apps/>

<https://olimex.wordpress.com/2023/05/31/zx-espectrum-emulator-tested-with-esp32-sbc-fabgl-the-mensch-computer-with-w65c256-got-vga-display-and-keyboard/>

<https://olimex.wordpress.com/2023/05/25/new-open-source-hardware-design-is-verified-esp32-sbc-fabgl-single-board-computer-based-on-fabgl-library-with-ps2-keyboard-mouse-and-vga-display-with-many-retro-computer-emulators/>

Other projects that we haven't tested fully but should work:

<https://github.com/uho/ESP32forthStation>

<https://github.com/OulanB/OricVGA32>

https://github.com/guidol70/RunCPM_VGA32

<https://github.com/EremusOne/ZX-ESpectrum-IDE>

<https://github.com/rpsubc8/ESP32TinyMCUMEsp81>

<https://github.com/rpsubc8/ESP32TinyNesMaster>

<https://github.com/rpsubc8/ESP32TinyZXSpectrum>

<https://github.com/rpsubc8/ESP32TinyFairChild>

<https://github.com/rpsubc8/ESP32TinyChip8>

<https://github.com/rpsubc8/ESP32TinyFake86>

<https://github.com/rpsubc8/ESP32TinyCPC>

<https://github.com/rpsubc8/ESP32TinyC64>

Document revision History

Revision 1.0 May 2023

Revision 2.0 April 2024