



LEGO Arduino
Bluetooth Arcade Joystick
Home Project
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Introduction

This home DIY project shows how I built two Bluetooth arcade joysticks using LEGOs, an ESP32, with a few dev boards and components. Included in this document is a schematic, bill of materials, assembly instructions, and programming instructions.



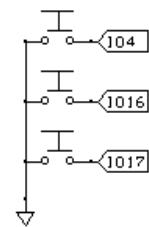
If any reader of this document is unfamiliar with Arduino IDE or programming ESP32s, a tutorial can be found here:

<https://randomnerdtutorials.com/installing-the-esp32-board-in-arduino-ide-windows-instructions/>.

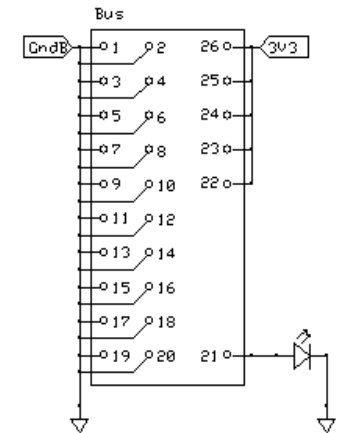
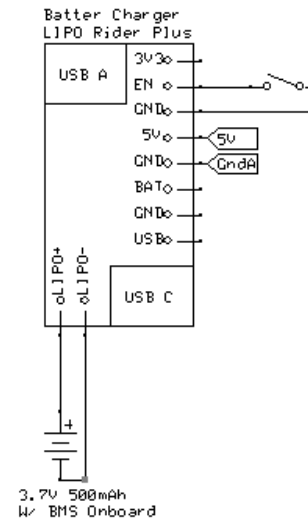
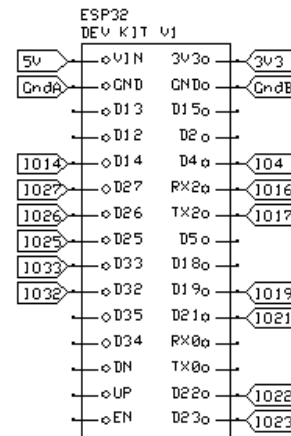
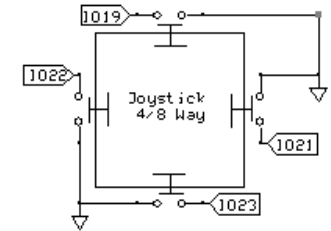
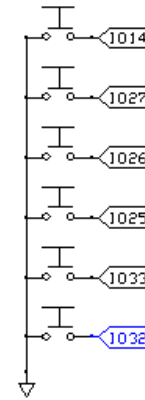
As of this time, this project is tested to work on Windows 10 or Raspberry Pi4, running Retro Pie. It does not seem to be compatible with Recallbox x64 x86 9.0.2. At this time no other systems have been tested.

Schematic

Small Menu Buttons



Large Arcade Buttons



LEGUINO		
BLE Arcade Joystick		
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Bill of Materials

- A BUNCH OF LEGOS
- A COUPLE OF LEGO BASE PLATES
- LEGO Parts and Pieces: Black 2x2 Tile x50
- 1 box: EG STARTS 2 Player Arcade Game DIY Kits (Arcade joysticks and buttons) (amazon.com)
- 2 each: ESP32 DevKit V1. (amazon.com)
- 2 each: 3.7V 500mAh LIPO batteries (with built in BMS and JST2.0 connector) (amazon.com)
- 2 each: Lipo Rider Plus (Charger/Booster) - 5V/2.4A USB Type C (digkey.com or mouser.com)
- 1 pack: Twidex/12Pcs 1A 250V AC 2 Pins SPST 6 Colors Normal Open Mini Momentary Push Button (amazon.com)
- 28 each: M2.5 x 6mm button head screws (amazon.com or mcmaster.com)
- 28 each: M2.5 standoffs (any length) (amazon.com or mcmaster.com)
- 28 each: M2.5 x 4mm counter sunk screws (amazon.com or mcmaster.com)
- 1 pack: Dupont Female to Female Breadboard Jumper Wires 7.9 inch 2.54mm Connector Ribbon Cables (amazon.com)
- 2 each: 1k Ω resistors (amazon.com)
- 2 each: SPST toggle switches (amazon.com)
- 2 each: AAOTOKK USB Type C 3.1Panel Mount Adapter Cable (amazon.com)
- 1 pack: MCIGICM 10pcs Male Header Pin, 40 Pin Header Strip (2.54 mm) for Arduino Connector (amazon.com)
- 2 each: 5mm LED (amazon.com)
- 2 each: 5mm LED panel mount holder (amazon.com)
- 1 each: DollaTek 36Pcs Double Sided PCB Board Prototype Kit 5 Sizes Universal Printed Circuit Protoboard) (amazon.com)
- ABS Plastic Sheets, 1/8 Inch thick
- Double sided tape

Time to program the ESP32! This code can also be found at my GitHub:

<https://github.com/douggmill/BLE-Arcade-Joystick-LEGO-Arduino/blob/master/ARCADEv3/ARCADEv3.ino>.

If you need to set up your ESP32 for the first time, you will find a link of the tutorial in the introduction. This program uses the BleGamepad.h library and can be installed from the Library manager in Arduino IDE. This code is a modified example from the BleGamepad.h library. It uses the Bounce2.h library which might also need to be installed through the library manager if it hasn't already installed as a dependency from the BleGamepad.h library. The Bounce2.h library makes button debouncing easier, other than this, it is a very simple and short program.

I would like to point out where the code says: `BleGamepad bleGamepad("Name", "Name", 100);` The variables for "Name" is meant to name your device and to add company information, you can also customize the coding how you see fit. Once programed, it is suggested to try connecting a few buttons to test before you continue building.

```
#define BOUNCE_WITH_PROMPT_DETECTION // Make button state changes available immediately

#include <Arduino.h>
#include <Bounce2.h> // https://github.com/thomasfredericks/Bounce2
#include <BleGamepad.h> // https://github.com/lemmingDev/ESP32-BLE-Gamepad
#define numofButtons 13

Bounce debouncers[numofButtons];

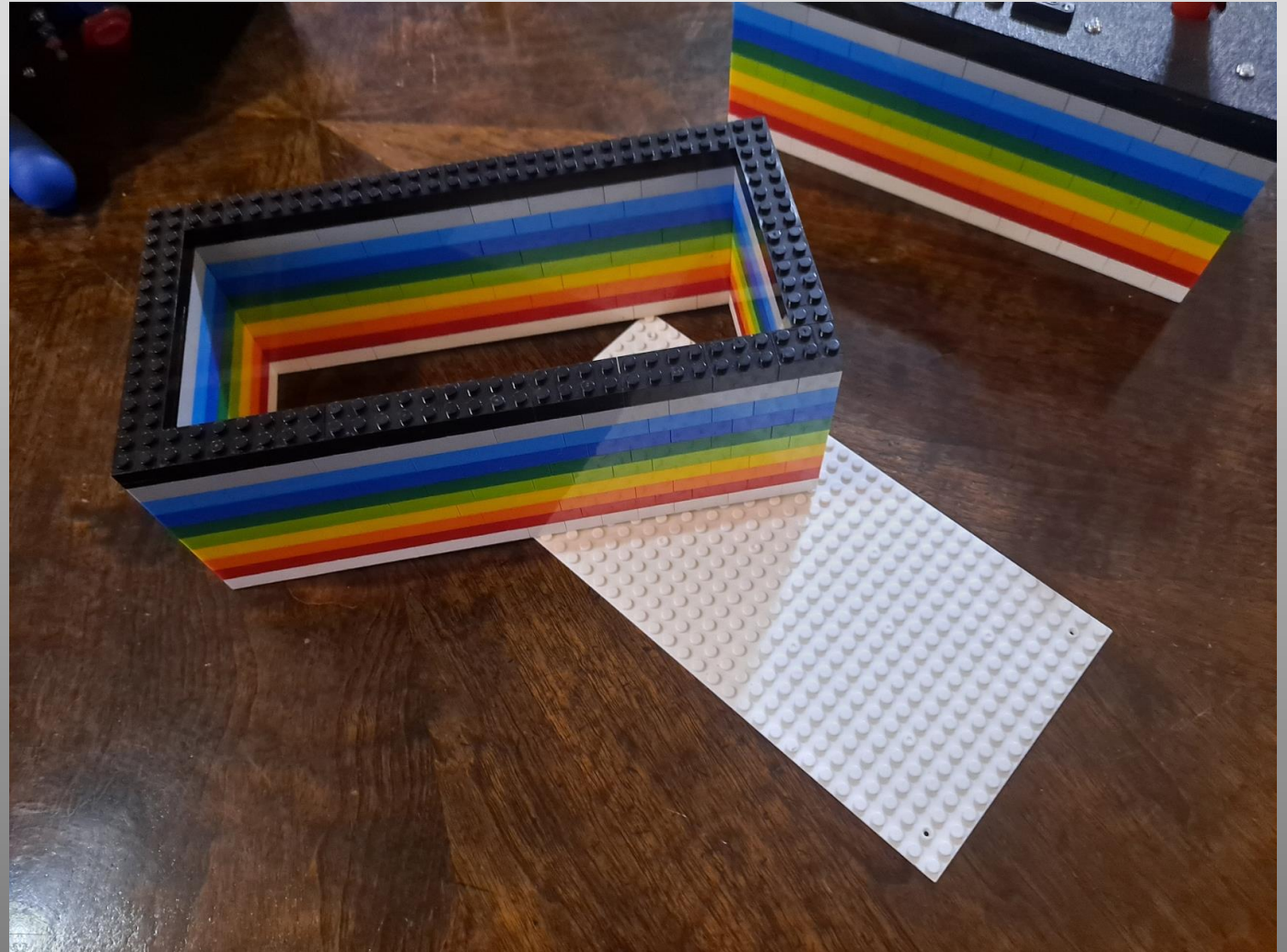
//BleGamepad bleGamepad("Name1", "Name1", 100);
BleGamepad bleGamepad("Name2", "Name2", 100);

byte buttonPins[numofButtons] = { 4, 14, 16, 17, 19, 21, 22, 23, 25, 26, 27, 32, 33 };
byte physicalButtons[numofButtons] = { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13 };

void setup() {
  for (byte currentPinIndex = 0; currentPinIndex < numofButtons; currentPinIndex++) {
    pinMode(buttonPins[currentPinIndex], INPUT_PULLUP);
    debouncers[currentPinIndex] = Bounce();
    debouncers[currentPinIndex].attach(buttonPins[currentPinIndex]);
    debouncers[currentPinIndex].interval(5);
  }
  BleGamepadConfiguration bleGamepadConfig;
  bleGamepadConfig.setButtonCount(numofButtons);
  bleGamepadConfig.setAutoReport(false);
  bleGamepad.begin(&bleGamepadConfig);
}

void loop() {
  if (bleGamepad.isConnected()) {
    bool sendReport = false;
    for (byte currentIndex = 0; currentIndex < numofButtons; currentIndex++) {
      debouncers[currentIndex].update();
      if (debouncers[currentIndex].fell()) {
        bleGamepad.press(physicalButtons[currentIndex]);
        sendReport = true;
      } else if (debouncers[currentIndex].rose()) {
        bleGamepad.release(physicalButtons[currentIndex]);
        sendReport = true;
      }
    }
    if (sendReport) {
      bleGamepad.sendReport();
    }
  }
}
```

Lets build a box! This is easy and fun. Using a white 5-inch by 10-inch LEGO base plate to build the walls around the outside edges. Stack the walls 9 LEGOs high in order to be able to fit all electrical components inside of it. The trick to building most things with LEGOs is to lay them like actual bricks, where they should overlap each other. This will create a stable structure for your components.

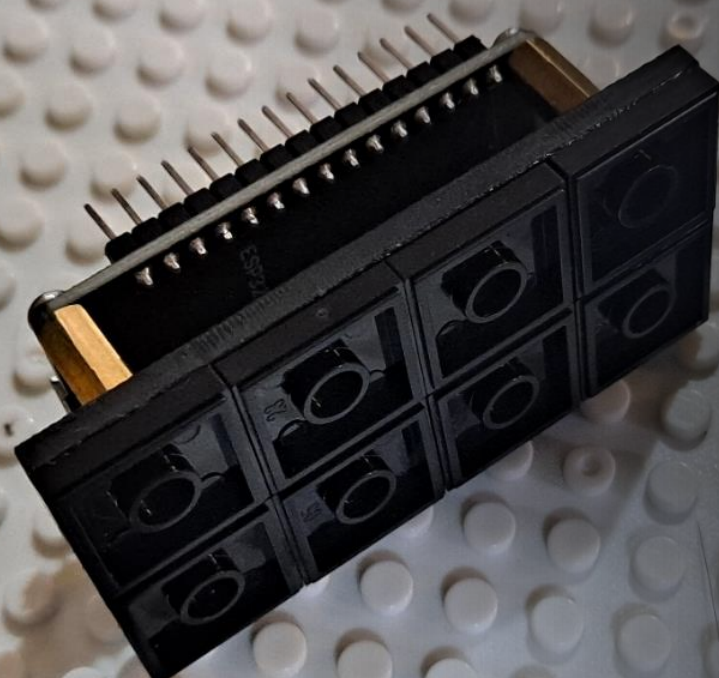


To turn the Arduino ESP32 and dev boards into LEGO compatible devices you will need to do a few things.

First, cut some ABS plastic into rectangles slightly larger than the dev boards. Make sure the dimensions will fit perfectly onto the standard dimensions of the LEGO brick tiles.

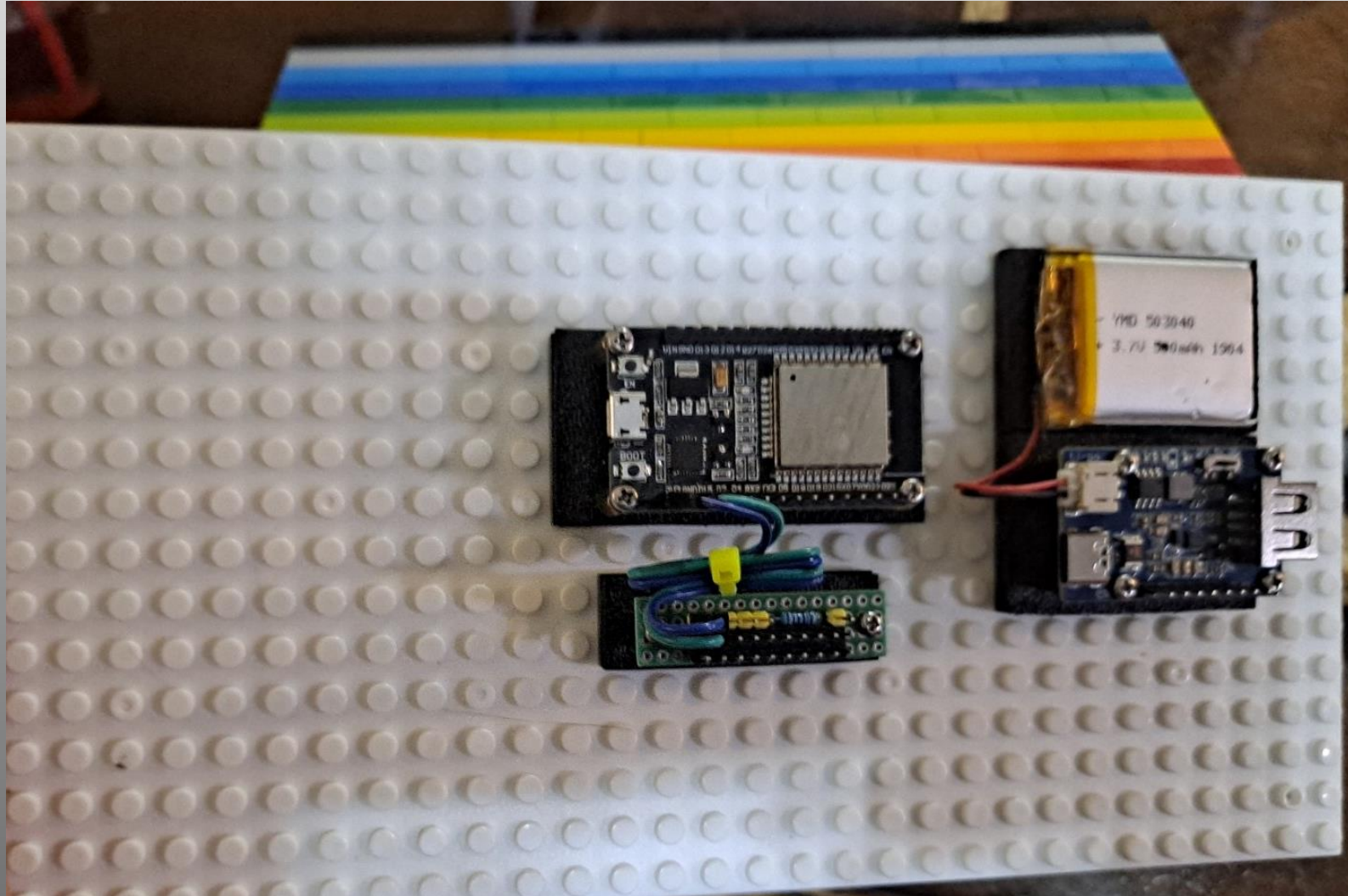
Second, drill mounting holes into the ABS plastic on the bottom side counter sinking them. Third, mount the boards onto the ABS plastic using M2.5 screws and standoffs. On the bottom side use the counter sunk screws. The batteries were taped directly onto the ABS plastic without the need to drill any holes. Finally, tape the bottom of the ABS plastic on to the top of the LEGO brick tiles.



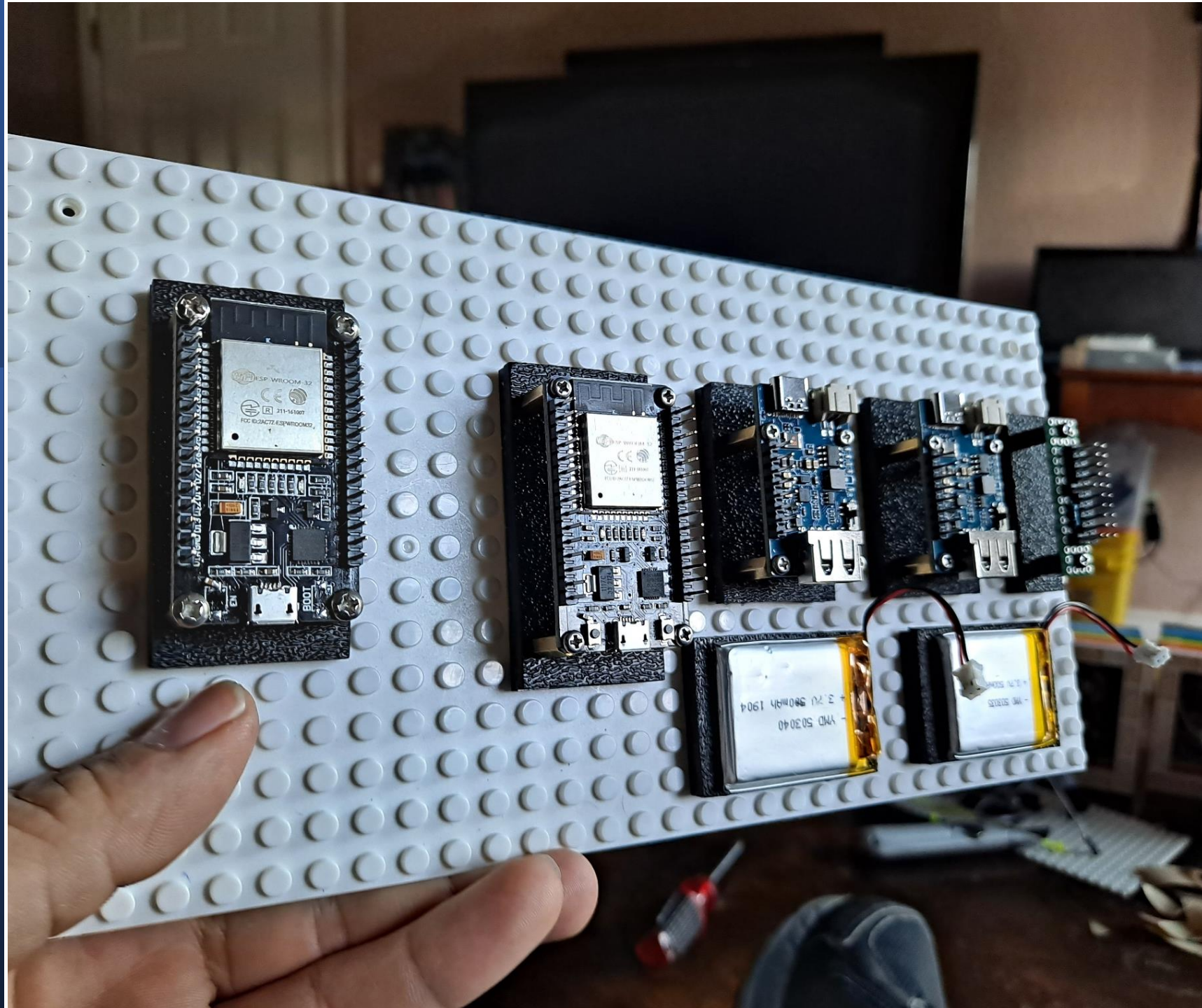
A black ESP32 microcontroller module is mounted on a white LEGO Technic plate. The module is oriented vertically, showing its pins and the black plastic housing. The plate is placed on a dark wooden surface. The text "And we have an ESP32 Arduino LEGO." is overlaid on the right side of the image, with a white horizontal line underneath it.

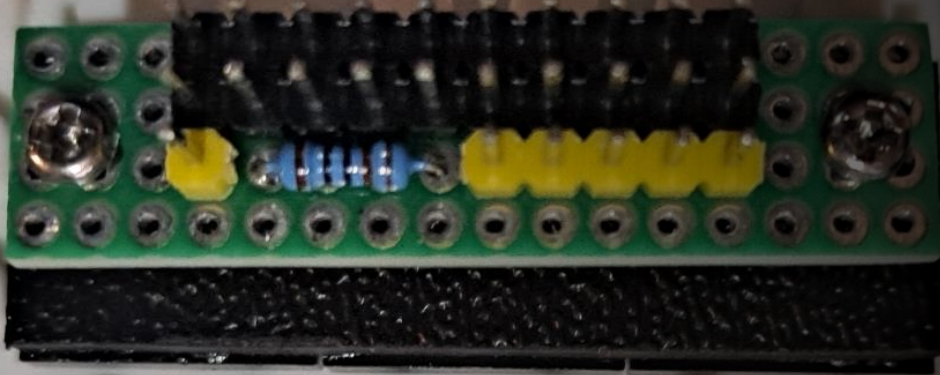
And we have
an ESP32
Arduino LEGO.

Example Photo



You can make
enough to do two
joysticks.





You may have noticed that one of the boards doesn't look like the others. This is just a simple DIY bus bar. This may be optional, but it is highly recommended to build this. Having a place to connect all your ground and 3.3V wires will help with cable management in future steps. The black terminals are meant for ground, and the yellow terminals are meant for 3.3V. Add a 1kΩ resistor attached to 3.3V to have a place to connect your power indicator LED as well.

<https://www.slagcoin.com/joystick/layout.html>

72 Pixels Per Inch

14mm

10mm

14.5mm

14mm

59mm

63mm

95mm

slagcoin.com

207mm

7mm

33mm

36mm

7mm

36mm

7mm

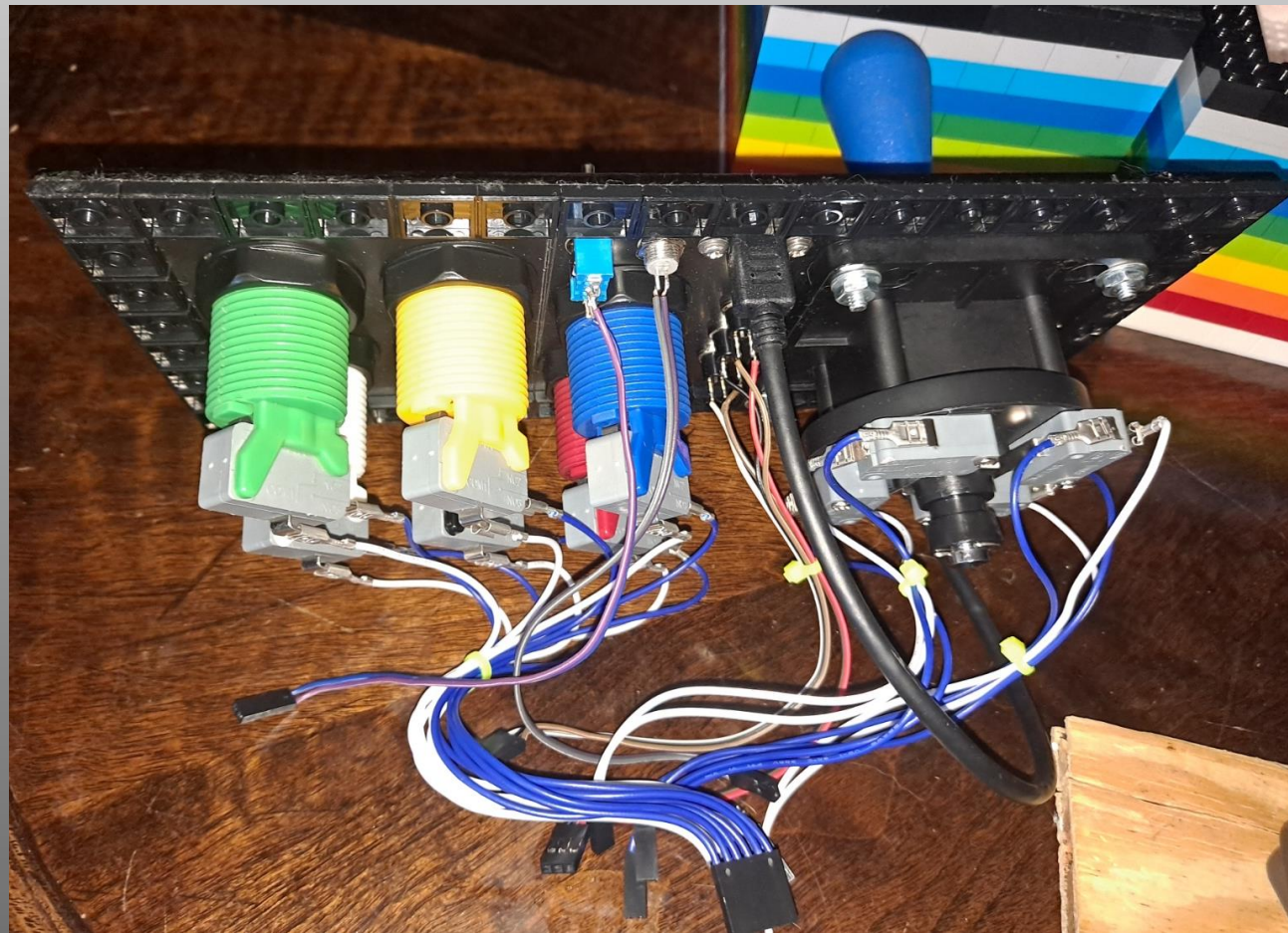
7mm

Image: Generic shift layout ([96 PPI](#) [100 PPI](#) [300 PPI](#)) (36.5mm spacing: [72 PPI](#) [96 PPI](#) [100 PPI](#) [300 PPI](#))

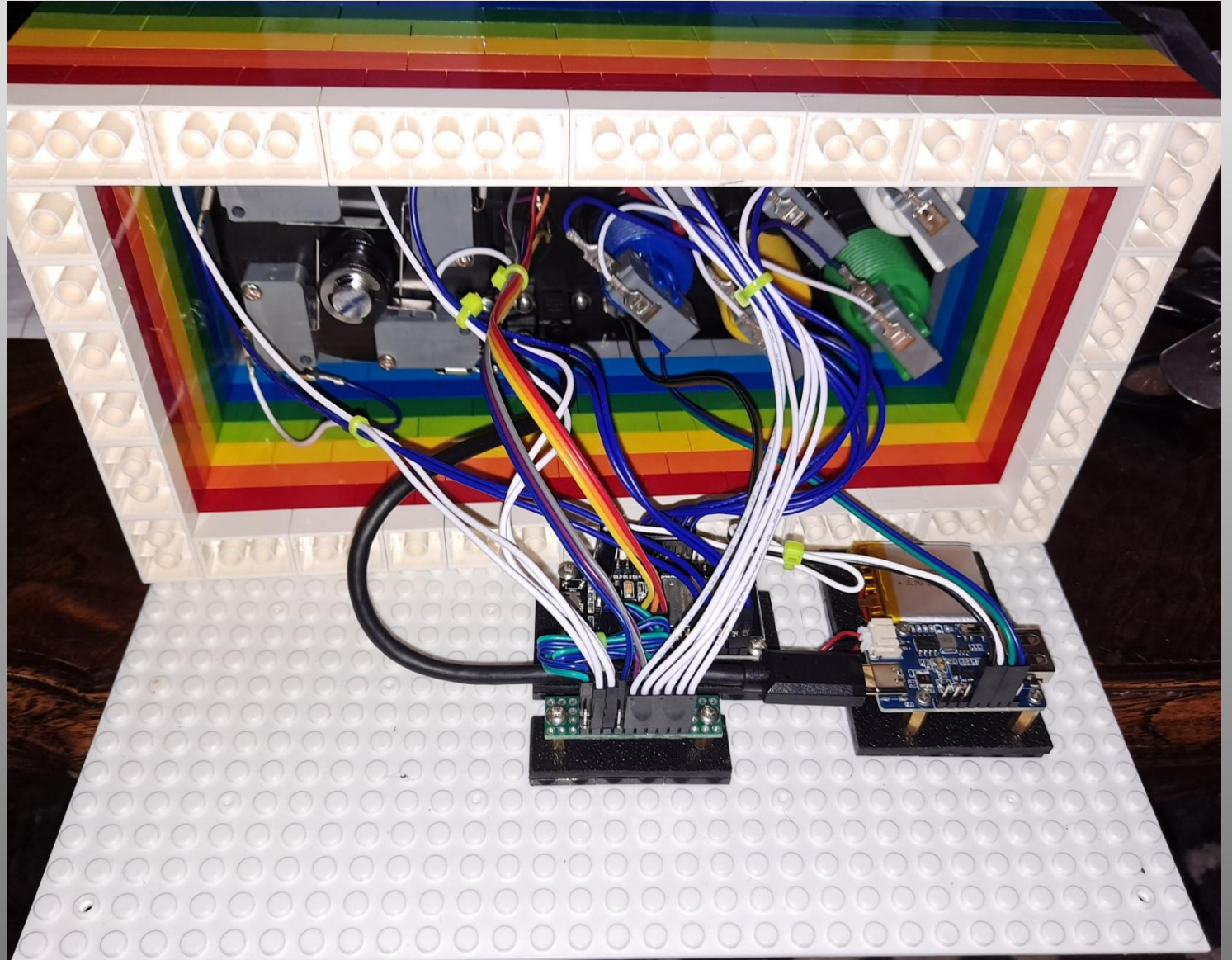
Cutting the hole could be done with a hole saw or a laser cutter. The joystick and large buttons use 1 ¼-inch holes. Three smaller push buttons were added to do non-gameplay functions such as start, adding coins, and accessing menu options. A USB-type C connector is installed for battery charging and adding a toggle switch to power on and off. Lastly, a standard blue LED is used for power indication placed on the top. The way the circuit is designed, the LED will shut off as soon as the ESP32 3.3V regulator shuts off, letting you know when the battery needs charging. The library that is used in the ESP32 code does have battery level indication. Currently this function is not utilized, but you could add this optional feature.



Tape LEGO brick tiles around the outer edge of the bottom side on the ABS plastic. The wires that come with the arcade buttons and joystick will need to be modified. The included wires have a spade connector on one end and a JST-XH 2.54mm, cut the JST-XH connectors off and crimp on DuPont style connectors that are compatible with the ESP32 pin headers. Another way you could do this is to cut one end of the ribbon cable that is listed in the BoM, then crimp on spade connectors where you cut. There are other ways that cabling could be added, just be creative. For all other switches and the LED, cut one end of a ribbon cable, strip the wire back, and solder directly on to the components.



Install the ABS plastic to the LEGO box, then connect the wires. Once wired up, install the base plate to the bottom of the LEGO box.



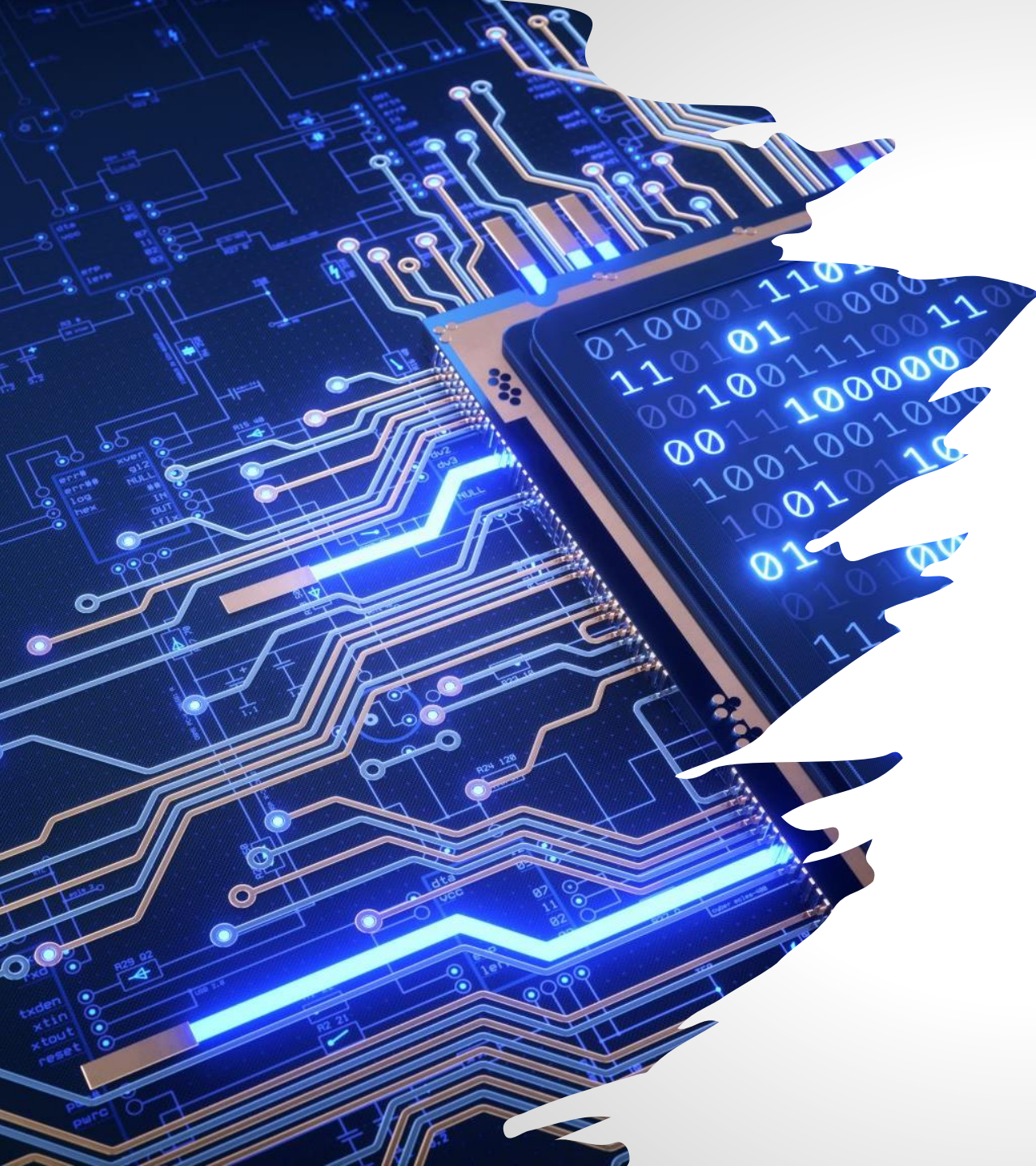


Now enjoy your favorite classic arcade games.



Special Thanks

- I'd like to thank lemmingDev for writing the BleGamepad.h library, their GitHub is at: <https://github.com/lemmingDev>.
- I'd like to thank thomasfredricks for writing the bounce2.h library, their GitHub can be found at: <https://github.com/thomasfredericks>.



References

- *Thomasfredericks - Overview.* (n.d.). GitHub. <https://github.com/thomasfredericks>
- *LemmingDev - Overview.* (n.d.). GitHub. <https://github.com/lemmingDev>
- *Installing ESP32 in Arduino IDE (Windows, Mac OS X, Linux).* (2023, March 9). Random Nerd Tutorials. <https://randomnerdtutorials.com/installing-the-esp32-board-in-arduino-ide-windows-instructions/>
- *BLE-arcade-Joystick-LEGO-Arduino/ARCADEv3.ino at master · douggmill/BLE-arcade-Joystick-LEGO-Arduino.* (n.d.). GitHub. <https://github.com/douggmill/BLE-Arcade-Joystick-LEGO-Arduino/blob/master/ARCADEv3/ARCADEv3.ino>