BLUERETRO STATUS
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PLAYERx STATUS LED

Player LEDs and BR Status LED (Optional)

LED PINS FOR P1,P3,P4 (GPIO2, GPIO12, GPIO15)
ARE ESP32 STRAPPING PINS!

If Player LEDs used:

Interface via MOSFET: Essential to prevent issues during boot.

Power Connection:

Connect to ESP_3V3 (if using the ESP's internal 3.3V supply).

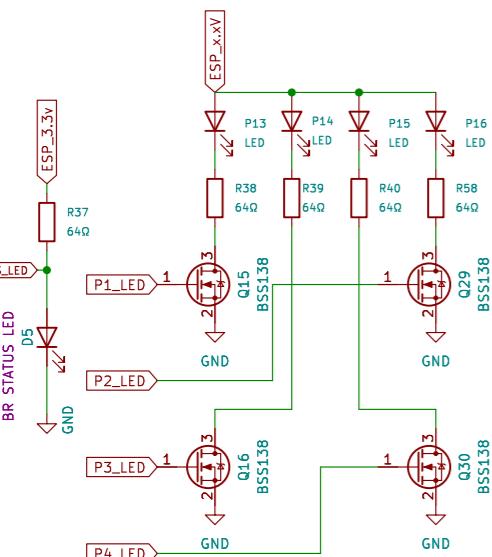Or, connect to ESP_5V_EXT (if using a separate 5V power supply).

Resistor Calculation: The 64Ω resistors shown are examples only.
You must calculate and use the correct resistor value based on:

The specific LED type and color used.

The supply voltage level applied (ESP_3V3 or ESP_5V_EXT).

Refer to the typical values tables at the bottom for guidance.

LED Resistor Calculations (Vcc = 3.3V)
Assumptions:
LED Current: 20 mA (safe for ESP32 & MOSFET)
MOSFET Saturation Voltage V DS_sat: 0.1 V

LED Color	Vf (typ.)	Calculation	Resistance calculated	Standard Value	Power	Package
Red	1.8 V	$(3.3 - 1.8 - 0.1)/0.02$	70 Ω	68 Ω (E12)	0.028 W	0805
Green	2.1 V	$(3.3 - 2.1 - 0.1)/0.02$	55 Ω	56 Ω (E24)	0.022 W	0805
Blue	3.0 V	$(3.3 - 3.0 - 0.1)/0.02$	10 Ω	10 Ω (E12)	0.008 W	0805
Yellow	2.0 V	$(3.3 - 2.0 - 0.1)/0.02$	60 Ω	62 Ω (E24)	0.024 W	0805
White	3.1 V	$(3.3 - 3.1 - 0.1)/0.02$	5 Ω	4.7 Ω (E12)	0.002 W	0805

LED Resistor Calculations (Vcc = 5V)
Assumptions:
LED Current: 20 mA
MOSFET Saturation Voltage V DS_sat: 0.1 V

LED Color	Vf (typ.)	Calculation	Resistance calculated	Standard Value
Red	1.8 V	$(5 - 1.8 - 0.1)/0.02$	155 Ω	150 Ω
Green	2.1 V	$(5 - 2.1 - 0.1)/0.02$	140 Ω	150 Ω
Blue	3.0 V	$(5 - 3.0 - 0.1)/0.02$	95 Ω	100 Ω
Yellow	2.0 V	$(5 - 2.0 - 0.1)/0.02$	145 Ω	150 Ω
White	3.1 V	$(5 - 3.1 - 0.1)/0.02$	90 Ω	91 Ω