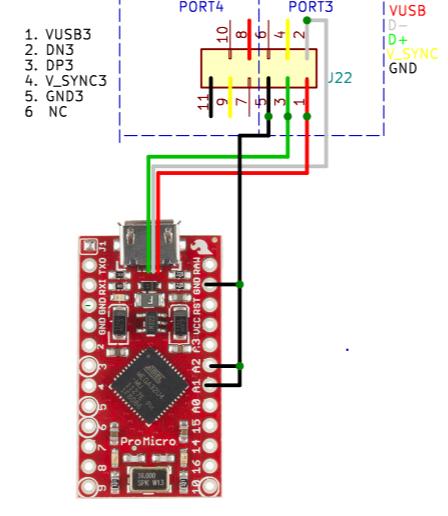
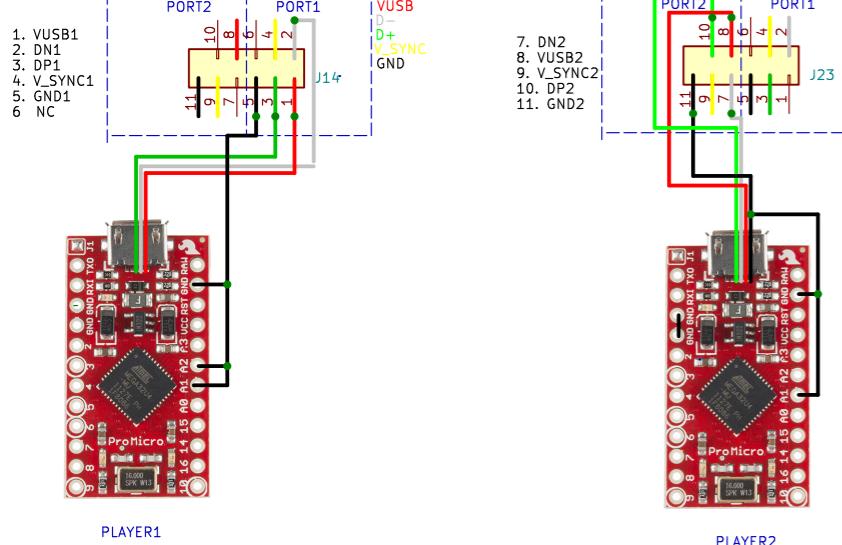


PLAYER1 PLAYER2 PLAYER3 PLAYER4

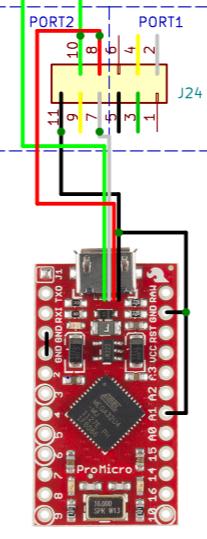
USB DATA+/DATA- FROM EVERY ARDUINO TO CORESPONDING PORT DP/DN
PLAYER1: D+ to DP1 (PIN3) / D- to DN1 (PIN2)
PLAYER2: D+ to DP2 (PIN10) / D- to DN2 (PIN7)
PLAYER3: D+ to DP3 (PIN3) / D- to DN3 (PIN2)
PLAYER4: D+ to DP4 (PIN10) / D- to DN4 (PIN7)

DO NOT DISCONNECT ANY USB DATA WIRES (RED/GREEN/WHITE)COMING FROM FRONT PANEL ARDUINOS AND FRONT PANEL NEED TO BE CONNECTED TOGETHER IN PARALLEL TO MAINBOARD

EVERY ARDUINO GND TO CORESPONDING PORT GND AT MAINBOARD
EVERY ARDUINO VBUS# TO CORESPONDING PORT VUSB# AT MAINBOARD
EVERY ARDUINO RAW TOGETHER AND TO LEVEL SHIFTER 5V side
EVERY ARDUINO SDA TOGETHER AND TO LEVEL SHIFTER SDA 5V side
EVERY ARDUINO SCL TOGETHER AND TO LEVEL SHIFTER SCL 5V side



PLAYER1 PLAYER2 PLAYER3 PLAYER4



This project allow using BT gamepads on ogXBOX
BlueRetro by DarthCloud <https://github.com/darthcloud/BlueRetro>
OGX360 by Ryzee119 <https://github.com/Ryzee119/ogx360>
Based on concept and code by netham45 <https://github.com/netham45/BlueRetro>
BROGX by Konwektor https://github.com/konwektor/BlueRetro_proto_pcb_design_Crossfader

Sheet: /HW2_ARDUINOS_TO_PORTS/
File: HW2_ARDUINOS_TO_PORTS.kicad_sch

Title: BROGX

Size: A3 Date: 2025-06-22
KiCad E.D.A. 9.0.2

Rev: 1.5
Id: 4/8