



Player LEDs, and BR status LED are optional

P1 GPIO2, P3 GPIO12, P4 GPIO15 Pins
are ESP32 strapping pins.
IE. USED:

IF USED:
Interface via MOSFET to avoid problem at boot!

FRONT PANEL BUTTONS / LEDs

This part is not strictly necessary, but it adds one of the best features of the mod:

- * No need to access the ESP32's BOOT/EN buttons – they are controlled via the Xbox's front panel Power and Eject buttons.
 - * The original Xbox Power and Eject buttons still function as usual (e.g., eject DVD, power on/off Xbox).
 - * You can power OFF the Xbox using a wireless controller.
 - * You can also power ON the Xbox from a wireless controller – but for this to work, the ESP32 must remain powered at all times. The Xbox's 3.3V standby rail (3V3_STBY) is too weak (only ~100mA). So an additional small power source inside the console is required.

