



USB DATA+/DATA- FROM EVERY ARDUINO CORRESPONDING 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)  
**NOT DISCONNECT ANY USB DATA WIRES (RED/GREEN/WHITE) COMING FROM FRONT LEFT ARDUINOS AND FRONT PANEL NEED TO BE CONNECTED TOGETHER IN PARALLEL**

EVERY ARDUINO GND TO CORRESPONDING PORT GND AT MAINBOARD  
EVERY ARDUINO VBUS# TO CORRESPONDING 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 GND TO CORRESPONDING PORT GND AT MAINBOARD  
EVERY ARDUINO VBUS# TO CORRESPONDING 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

This project allows 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>  
PROGX by Konwektor [https://github.com/konwektor/BlueRetro\\_proto\\_nch\\_design\\_Crossfader](https://github.com/konwektor/BlueRetro_proto_nch_design_Crossfader)

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