

# Remote Controlled 2 Wheel Drive

## ESP32 Integration Guide

This project provides a complete breakdown of a 2-Wheel Drive (2WD) setup, including a full component list with estimated pricing, curated shop links with QR Codes (*links/prices are for the **Philippine market***), and source code. I've included detailed circuit diagrams to ensure a smooth assembly process.

I am a student developer taking Computer Science at Bicol University working on many side projects involving **IoT**, **Game Development**, and **Android Applications**. You can find more of my hardware experiments and software projects on [my Github Profile](#).

If you notice any bugs in the code or improvements for the circuit design, I'd love to hear from you. Please reach out via email at [josefurei2019@gmail.com](mailto:josefurei2019@gmail.com).

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## Build Components, Prices & Shop Links:

### Microcontroller:

For the Microcontroller, i've tested 2 products from different stores and they both worked as expected, however I used ENG LAB's ESP32 since it's cheaper and they come with a plastic case and a heatsink.

- [Makerlab's ESP32](#) ..... ₱385
- [ENG LAB.ph's ESP32](#) ..... ₱289 Type C, ₱279 Micro USB

Includes:

- Plastic Case
- Heatsink

Makerlab's ESP32



ENG LAB's ESP32



### Chassis:

- [Makerlab's 2 Wheel drive chassis](#) ..... ₱289

Includes:

- Acrylic Chassis
- 2 DC motors
- 14500 4S li-on Battery Holders

Makerlab's 2 Wheel Drive Chassis



### Batteries:

For the power source, **14500 Li-ion cells** are a convenient option as they fit into standard AA battery holders. However, I have opted for **18650 Li-ion cells** in this setup due to their significantly higher capacity and discharge rates.

**Note:** If you choose 18650 cells, you will need a dedicated battery holder and charger module, which I have listed in the 'Optional Components' section.

- [Makerlab's 14500 Li-ion Battery](#) ..... ₱99
- [Makerlab's 18650 Li-ion Battery](#) ..... ₱110 2200 mAh

14500 Li-ion Cells



18650 Li-ion Cells



### Dual Motor Driver:

In this setup, I'm using the **TB6612FNG Motor Driver**. While the **L298N** is a more affordable alternative, it is much less efficient due to a significant internal voltage drop of **2V to 4V**. To ensure your motors receive maximum power and to keep the footprint small, I highly recommend sticking with the TB6612.

- [fulabs.ph's TB6612 Dual Motor Driver](#) ..... ₱142 Soldered Pins
- [Makerlab's L298N Motor Driver](#) ..... ₱85

TB6612 Dual Motor Driver



Makerlab's L298N Motor Driver



## Optional but recommended components:

### Voltage Regulator:

[Makerlab's LM2596](#) ..... ₲155

### 18650 Battery Holder:

[18650 3S Battery Holder](#) ..... ₲69

### Battery Charger Module:

[TP4056 Battery Charger Module](#) ..... ₲33 Type C w/protection

LM2596 Regulator



18650 Battery Holder



TP4056 Module

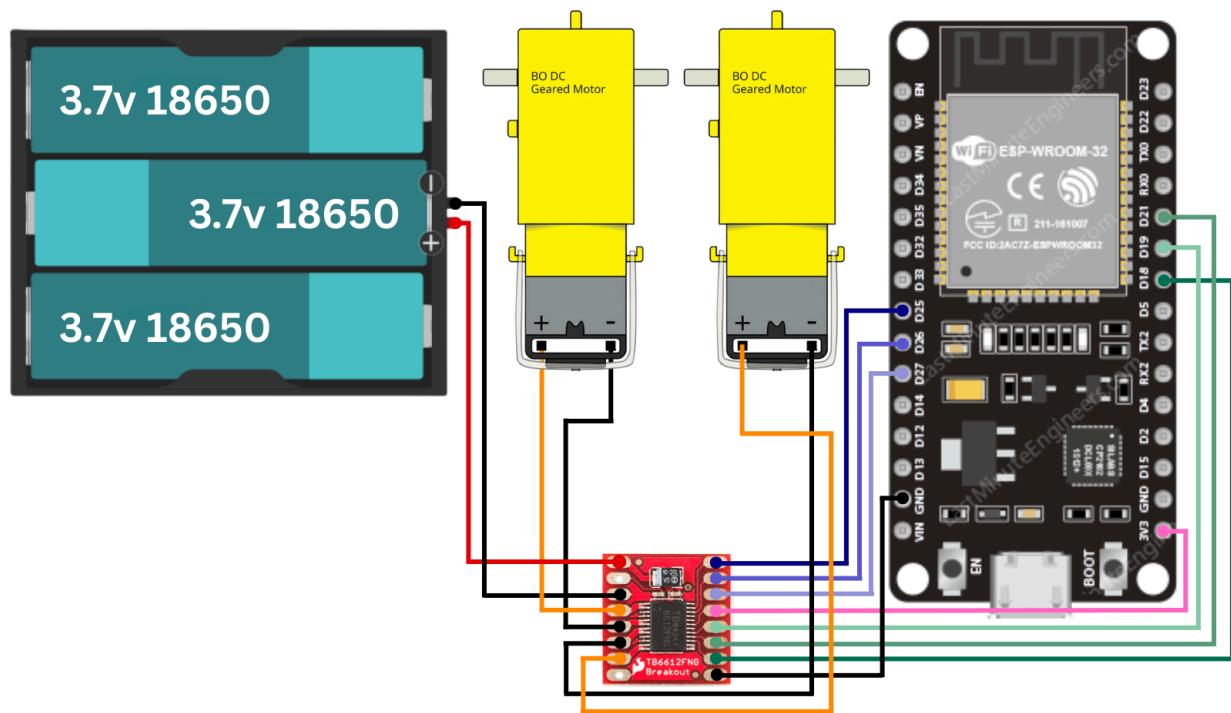


**TOTAL PRICE: ₲1307**

### NOTE:

Total price is calculated WITH OPTIONAL COMPONENTS & WITHOUT SHIPPING. Prices may have changed at the time (February 2026) after this document was written.

# Circuit Diagram



## Pin Connections

TB6612FNG Motor Driver	Battery
VM	Battery (+)
GND	Battery (-)
TB6612FNG Motor Driver	DC Motor
A01	Motor A (+)
A02	Motor A (-)
B02	Motor B (-)
B01	Motor B (+)
TB6612FNG Motor Driver	ESP32
PWMA	GPIO 25
AI2	GPIO 26
AI1	GPIO 27
STBY	3v3
BI1	GPIO 18
BI2	GPIO 19
PWMB	GPIO 21
GND	ESP32 GND

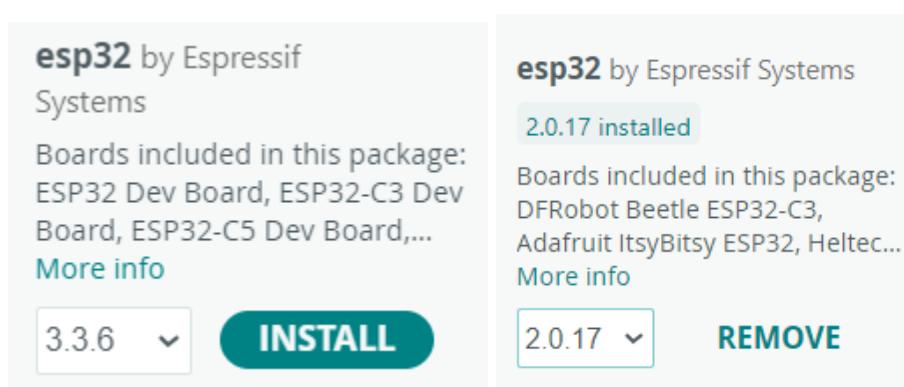
### Power Note:

In this setup I used 3 18650 Li-ion Cells in series to get 11.5v for my DC motors, however, I am powering the ESP32 via a power bank through the USB port. Alternatively, you can use the **Vin** pin. If you choose this route, ensure your input voltage stays within the recommended **5V to 12V** range. Exceeding these limits can cause the onboard voltage regulator to overheat, leading to permanent hardware failure. **Crucial:** Always verify your specific ESP32 model's Vin specifications before connecting an external power source.

If you don't have a power bank you can use, you can try using a step down voltage regulator.

## Board Manager & Libraries (Arduino IDE)

1. Start Arduino IDE and go to File > Preferences at Additional boards manager URL paste this  
[https://raw.githubusercontent.com/espressif/arduino-esp32/master/package\\_esp32\\_index.json](https://raw.githubusercontent.com/espressif/arduino-esp32/master/package_esp32_index.json)
2. Install esp32 by Espressif Systems in Arduino IDE boards manager. The latest version (as of writing this document) does not work on my system, however the version 2.0.17 works fine.



### NOTE:

There might be version changes at the time (February 2026) of writing this document.

## Code

The source code for this project and many more tutorials are hosted on [my Github Profile](#) for version control and accessibility.

```
#include <WiFi.h>
#include <WebServer.h>

// WiFi Configuration
const char* ssid = "My2WheelDrive";
const char* password = "password123";

// Motor Pins
const int motorA_PWM = 25; // Speed control
const int motorA_IN1 = 26; // Direction 1
const int motorA_IN2 = 27; // Direction 2

const int motorB_PWM = 18; // Speed control
const int motorB_IN1 = 19; // Direction 1
const int motorB_IN2 = 21; // Direction 2

WebServer server(80);
int currentSpeed = 200;

// HTML Interface
// The R"=====( ... )=====" allows to write raw HTML
const char HTML_CONTENT[ ] PROGMEM = R"=====(
<!DOCTYPE html>
<html>
<head>
    <meta name="viewport" content="width=device-width,
initial-scale=1.0">
    <style>
        body { font-family: sans-serif; text-align: center;
background: #222; color: white; }
        .btn { width: 80px; height: 80px; margin: 10px; background:
#444; color: #00e676; border: 2px solid #00e676; border-radius:
10px; font-size: 24px; }
        .btn:active { background: #00e676; color: black; }
        .slider { width: 80%; margin-top: 40px; }
    </style>
</head>
<body>
    <h2>Robot Control</h2>
    <div><button class="btn" ontouchstart="send('forward')"
ontouchend="send('stop')">▲</button></div>
    <div>
        <button class="btn" ontouchstart="send('left')"
ontouchend="send('stop')">◀</button>
```

```

    <button class="btn" ontouchstart="send('right')"
ontouchend="send('stop')">></button>
</div>
<div><button class="btn" ontouchstart="send('backward')"
ontouchend="send('stop')">▼</button></div>

<p>Speed: <input type="range" min="150" max="255"
class="slider" onchange="fetch('/speed?val=' + this.value)"></p>

<script>
  function send(cmd) { fetch('/' + cmd); }
</script>
</body>
</html>
)=====";
```

// Motor Logic

```

void drive(int speedA, int speedB, int a1, int a2, int b1, int
b2) {
  digitalWrite(motorA_IN1, a1); digitalWrite(motorA_IN2, a2);
  digitalWrite(motorB_IN1, b1); digitalWrite(motorB_IN2, b2);
  analogWrite(motorA_PWM, speedA);
  analogWrite(motorB_PWM, speedB);
}

void setup() {
  Serial.begin(115200);

  // Set all motor pins as outputs
  pinMode(motorA_PWM, OUTPUT); pinMode(motorA_IN1, OUTPUT);
  pinMode(motorA_IN2, OUTPUT);
  pinMode(motorB_PWM, OUTPUT); pinMode(motorB_IN1, OUTPUT);
  pinMode(motorB_IN2, OUTPUT);

  // Start WiFi Access Point, basically a hotspot
  WiFi.softAP(ssid, password);

  // Display ssid and ip address to serial monitor
  Serial.print("Connect to WiFi: "); Serial.println(ssid);
  Serial.print("Visit: "); Serial.println(WiFi.softAPIP());

  // When the user connects to the wifi and go to the ip
  address,
  // the HTML_CONTENT will be served / shown to the user,
  // it contains the controls as written in the html
  server.on("/", []() { server.send(200, "text/html",
  HTML_CONTENT); });
}
```

```

// These will run based on what button the user taps
server.on("/forward", []() { drive(currentSpeed,
currentSpeed, 1, 0, 1, 0); server.send(200); });
server.on("/backward", []() { drive(currentSpeed,
currentSpeed, 0, 1, 0, 1); server.send(200); });
server.on("/left", []() { drive(currentSpeed,
currentSpeed, 0, 1, 1, 0); server.send(200); });
server.on("/right", []() { drive(currentSpeed,
currentSpeed, 1, 0, 0, 1); server.send(200); });
server.on("/stop", []() { drive(0, 0, 0, 0, 0, 0);
server.send(200); });

// Basically grabs the speed from the slider created on the
HTML_CONTENT
server.on("/speed", []() {
  if (server.hasArg("val")) currentSpeed =
server.arg("val").toInt();
  server.send(200);
});

server.begin();
}

void loop() {
  // serve client
  server.handleClient();
}

```