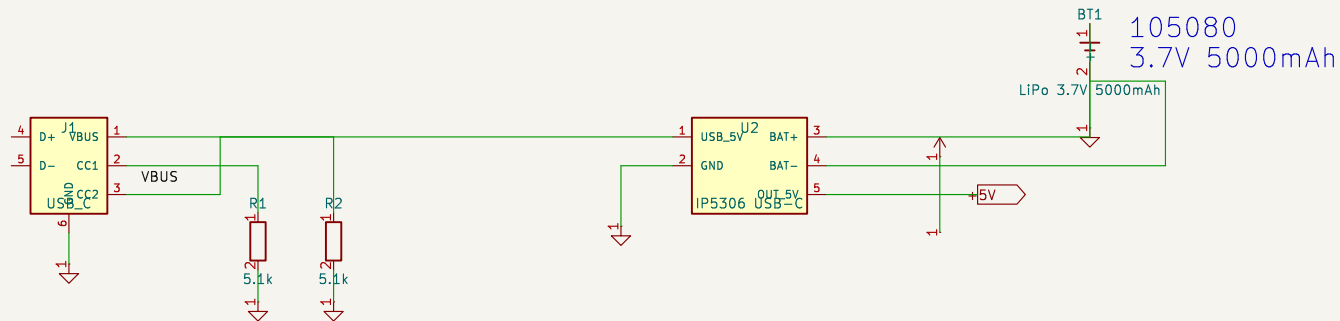


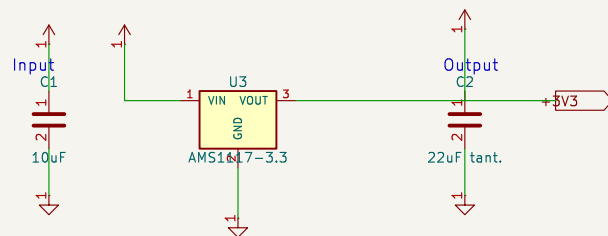
POWER SUPPLY

USB-C -> IP5306 (charge + boost) -> AMS1117-3.3 -> 3.3V rail



VOLTAGE REGULATOR

5V -> AMS1117-3.3 -> 3.3V (800mA max)



Generated by scripts/generate_schematics
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Sheet: /
File: 01-power-supply.kicad_sch

Title: Power Supply

Size: A4

Date:

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Rev:

Id: 1/1

Design Notes:

- IP5306 provides charge-and-play (simultaneous charging + 5V boost output)
- AMS1117-3.3 provides stable 3.3V for ESP32-S3 and all peripherals (800mA max)

MCU – ESP32–S3–WROOM–1 N16R8

Dual–core LX7 @ 240MHz, 16MB Flash, 8MB PSRAM

GPIO ASSIGNMENT TABLE

Display (8080 parallel):

GPIO4–11 = D0–D7 (8–bit data bus)
GPIO12=CS GPIO13=RST GPIO14=DC
GPIO46=WR GPIO3=RD GPIO45=BL

Audio (I2S):

GPIO15=BCLK GPIO16=LRCK GPIO17=DOUT

SD Card (SPI):

GPIO36=MOSI GPIO37=MISO GPIO38=CLK GPIO39=CS

Controls (active low, 10k pull–up):

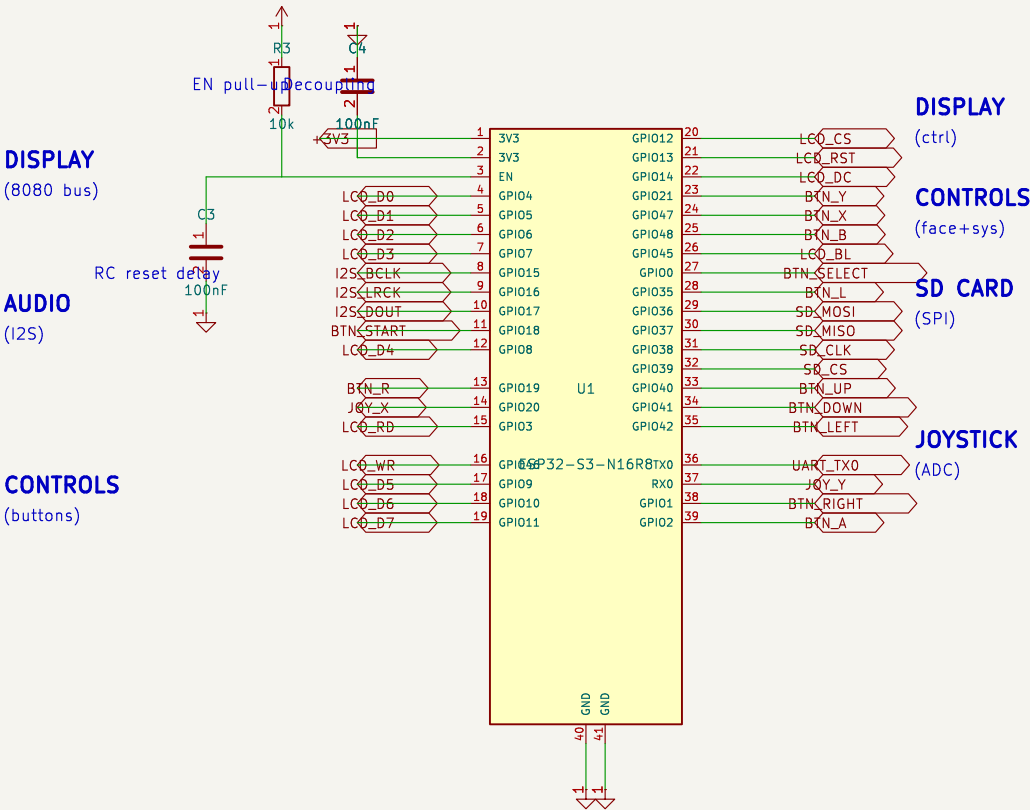
D–pad: GPIO40=UP 41=DOWN 42=LEFT 1=RIGHT
Face: GPIO2=A 48=B 47=X 21=Y
Sys: GPIO18=START 0=SELECT 35=L 19=R

Joystick (ADC, optional):

GPIO20=X_AXIS (ADC2_CH9)
GPIO44/RX0=Y_AXIS (ADC2_CH7)

Reserved (do not use):

GPIO26–32 = Octal PSRAM (internal)
GPIO43 = TX0 (debug UART output)



Generated by scripts/generate_schematics
ESP32 Emu Turbo – Handheld Retro Console

Sheet: /
File: 02-mcu.kicad_sch

Title: MCU – ESP32–S3–WROOM–1 N16R8

Size: A3
KiCad E.D.A. 9.0.7

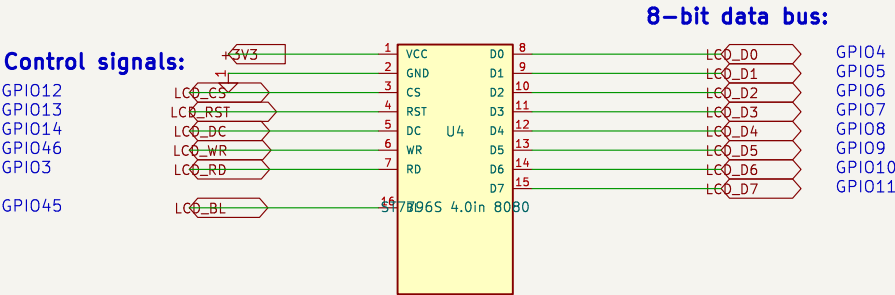
Date:

Rev:

Id: 2/1

DISPLAY – ST7796S 4.0in 320x480

8-bit 8080 parallel interface (mandatory for SNES emulation speed)



Design Notes:

- 8080 parallel: 1 pixel (16-bit RGB565) = 2 bus cycles
- SPI alternative: 16 clock cycles per pixel (too slow for 60fps SNES)
- GPIO4–11 form contiguous 8-bit bus for efficient register-level DMA
- WR strobes data on rising edge, RD directly from GPIO3

Generated by scripts/generate_schematics
ESP32 Emu Turbo – Handheld Retro Console

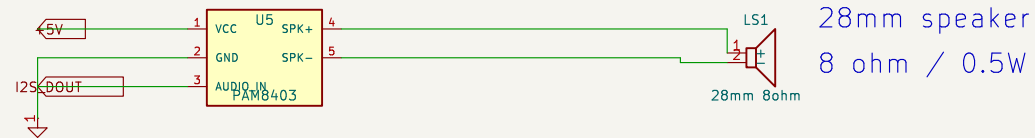
Sheet: /	
File: 03-display.kicad_sch	
Title: Display – ST7796S 4.0in 8080 Parallel	
Size: A4	Date:
KiCad E.D.A. 9.0.7	Rev: Id: 3/1

AUDIO OUTPUT

I2S DAC -> PAM8403 Class-D Amplifier -> 28mm 8ohm Speaker

I2S Bus (directly from ESP32-S3):

I2S_BCLK	GPIO15 - Bit Clock (1.411 MHz @ 44.1kHz)
I2S_LRCK	GPIO16 - L/R Word Select (44.1kHz)
I2S_DOUT	GPIO17 - Serial Data Out -> PAM8403



Design Notes:

- PAM8403: filterless Class-D stereo amplifier (3W per channel max)
- Only one channel used for mono audio
- No external DAC needed: ESP32-S3 has built-in I2S with DMA
- Powered from +5V rail for max headroom (3.3V limits volume)
- DMA-driven audio streaming for low CPU overhead

Generated by scripts/generate_schematics
ESP32 Emu Turbo - Handheld Retro Console

Sheet: /
File: 04-audio.kicad_sch

Title: Audio - I2S -> PAM8403 -> Speaker

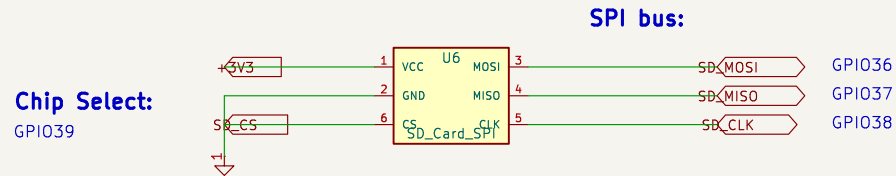
Size: A4
KiCad E.D.A. 9.0.7

Date:

Rev:
Id: 4/1

STORAGE – Micro SD Card

SPI interface for ROM storage (SNES ROMs up to 6MB)



Design Notes:

- SPI bus @ up to 40MHz (ESP32–S3 max for SD)
- SNES ROMs: 256KB to 6MB typical (HiROM/LorOM)
- FAT32 filesystem for easy ROM management via PC
- 3.3V logic: no level shifter needed (module has built-in)
- GPIO36–39 grouped for clean SPI trace routing on PCB

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ESP32 Emu Turbo – Handheld Retro Console

Sheet: /
File: 05-sd-card.kicad_sch

Title: Storage – SD Card SPI

Size: A4
KiCad E.D.A. 9.0.7

Date:

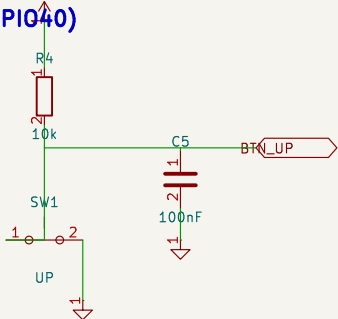
Rev:
Id: 5/1

CONTROLS – 12 Tact Switches

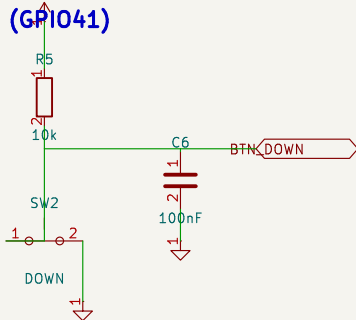
Active-low with 10k pull-up + 100nF debounce per button

D-PAD

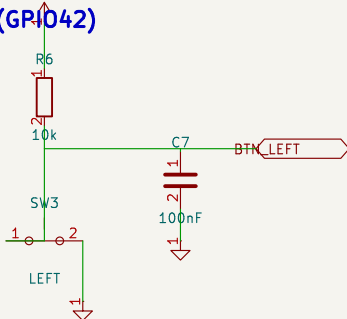
UP (GPIO40)



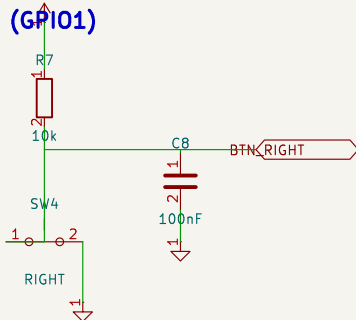
DOWN (GPIO41)



LEFT (GPIO42)

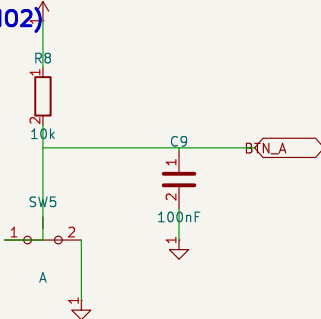


RIGHT (GPIO1)

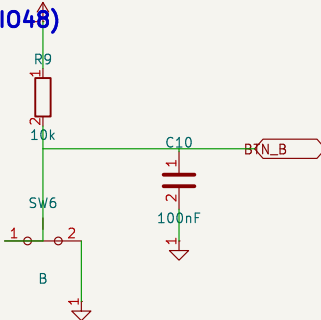


FACE BUTTONS (ABXY)

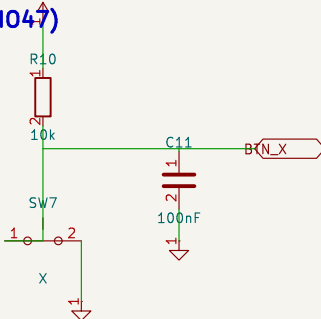
A (GPIO2)



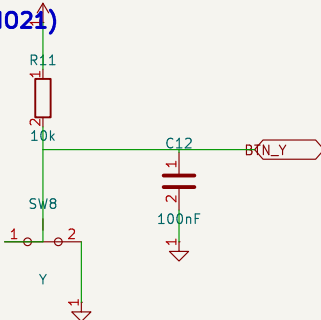
B (GPIO48)



X (GPIO47)

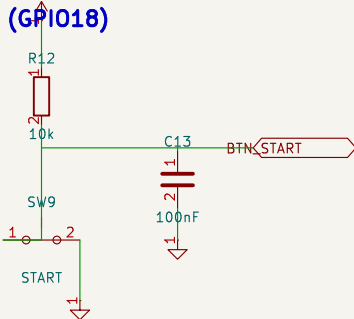


Y (GPIO21)

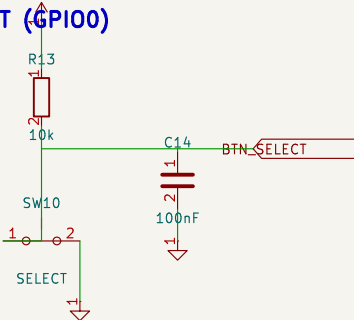


SYSTEM + SHOULDER

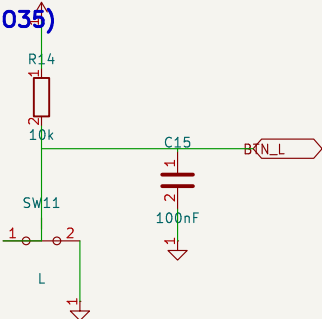
START (GPIO18)



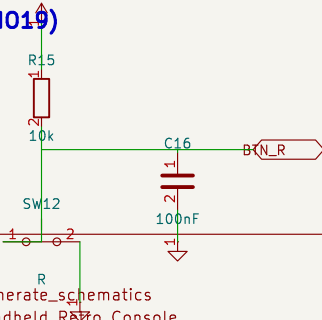
SELECT (GPIO0)



L (GPIO35)



R (GPIO19)



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ESP32 Emu Turbo – Handheld Retro Console

Sheet: /

File: 06-controls.kicad_sch

Title: Controls – 12 Buttons (SNES Layout)

Size: A3

Date:

Rev:

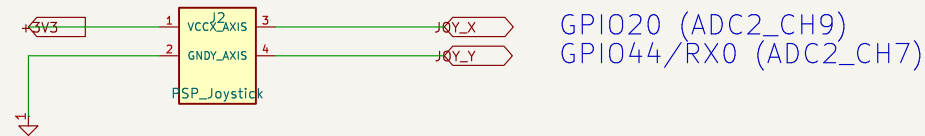
KiCad E.D.A. 9.0.7

Id: 6/1

BUTTON CIRCUIT (repeated 12x):

JOYSTICK – PSP Analog Stick (Optional)

2-axis analog input via ESP32-S3 ADC channels



Design Notes:

- PSP-style mini analog stick with potentiometer outputs
- X/Y outputs: 0V (min) to 3.3V (max), ~1.65V at center
- ESP32-S3 ADC2: 12-bit resolution (4096 steps per axis)
- Optional: can be omitted for D-pad-only build
- GPIO44 shares RX0 UART pin; debug input unavailable when connected
- GPIO43 (TX0) still works for debug UART output

Generated by scripts/generate_schematics
ESP32 Emu Turbo – Handheld Retro Console

Sheet: /

File: 07-joystick.kicad_sch

Title: Joystick – PSP Analog (Optional)

Size: A4

Date:

Rev:

KiCad E.D.A. 9.0.7

Id: 7/1