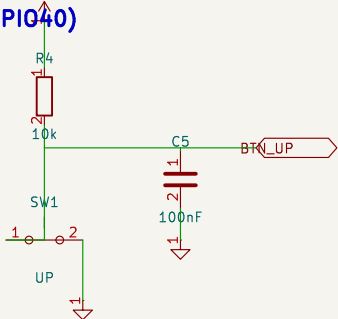


CONTROLS – 12 Tact Switches

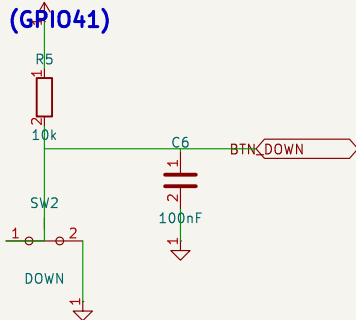
Active-low with 10k pull-up + 100nF debounce per button

D-PAD

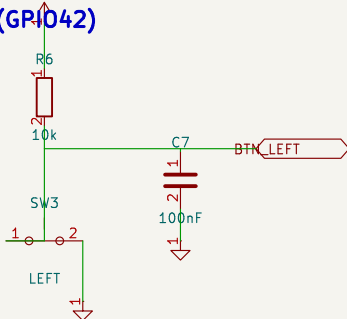
UP (GPIO40)



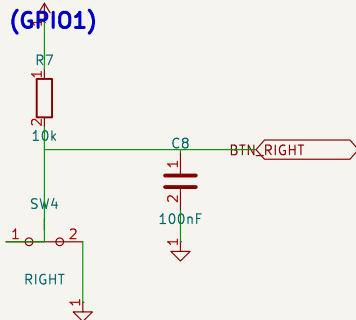
DOWN (GPIO41)



LEFT (GPIO42)

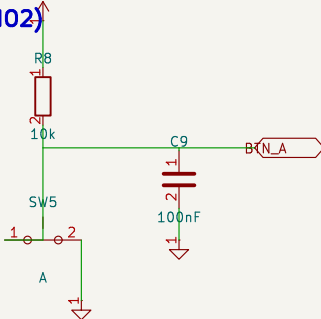


RIGHT (GPIO1)

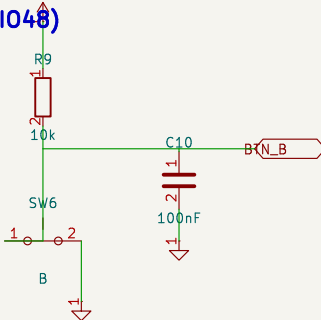


FACE BUTTONS (ABXY)

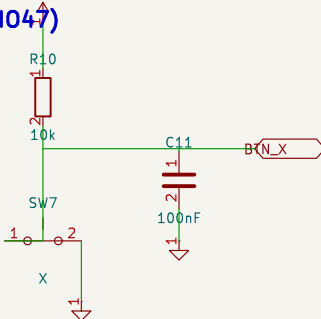
A (GPIO2)



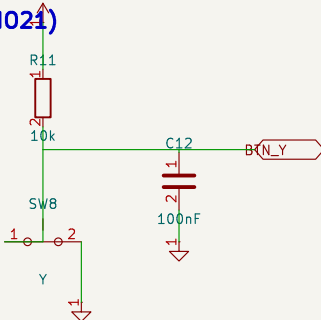
B (GPIO48)



X (GPIO47)

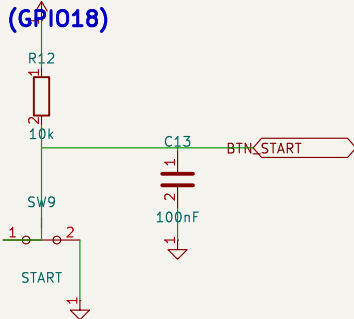


Y (GPIO21)

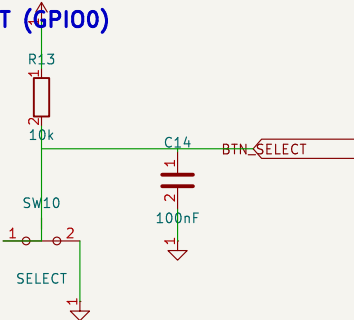


SYSTEM + SHOULDER

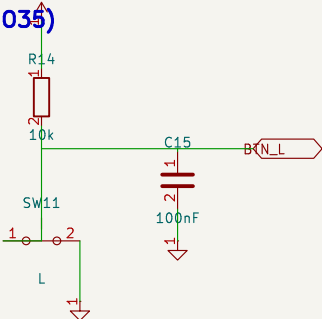
START (GPIO18)



SELECT (GPIO0)

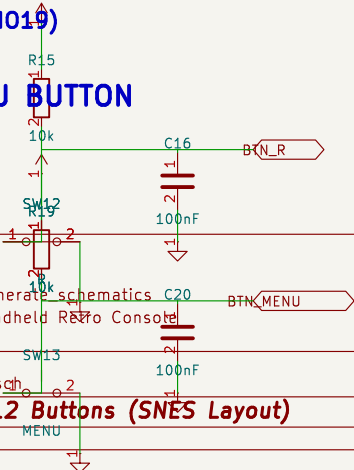


L (GPIO35)



R (GPIO19)

MENU BUTTON



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

Sheet: /
File: 06-controls.kicad_sch
Title: Controls – 12 Buttons (SNES Layout)

Size: A3 Date: KiCad E.D.A. 9.0.7 Rev: Id: 6/1

BUTTON CIRCUIT (repeated 12x):