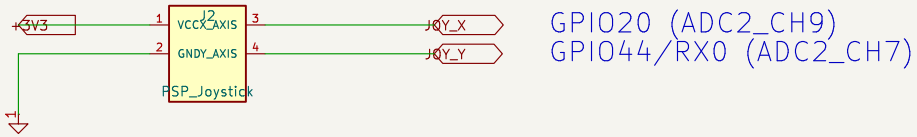
JOYSTICK — PSP Analog Stick (Optional)

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