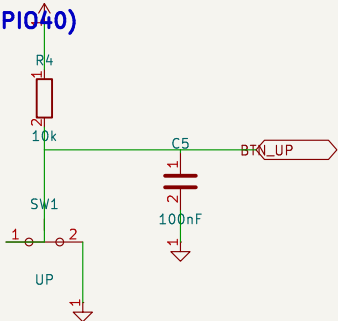


# CONTROLS – 12 Tact Switches

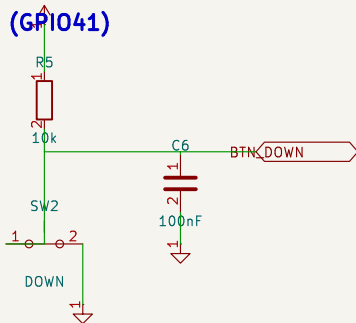
Active-low with 10k pull-up + 100nF debounce per button

## D-PAD

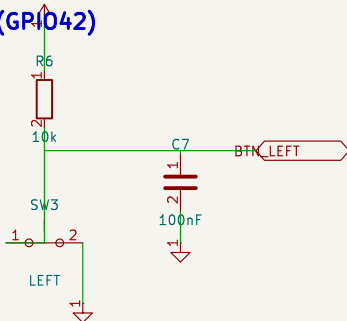
### UP (GPIO40)



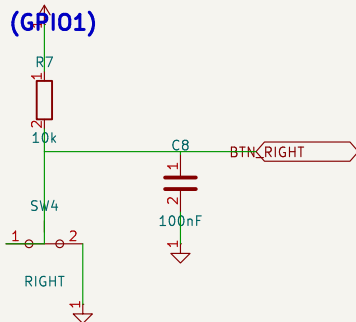
### DOWN (GPIO41)



### LEFT (GPIO42)

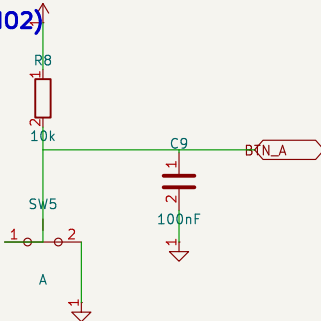


### RIGHT (GPIO1)

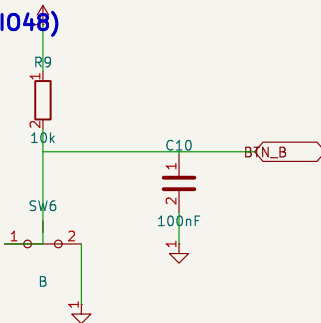


## FACE BUTTONS (ABXY)

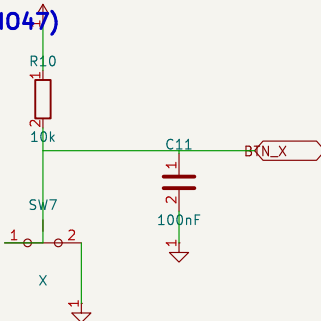
### A (GPIO2)



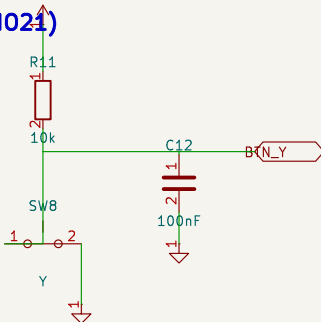
### B (GPIO48)



### X (GPIO47)

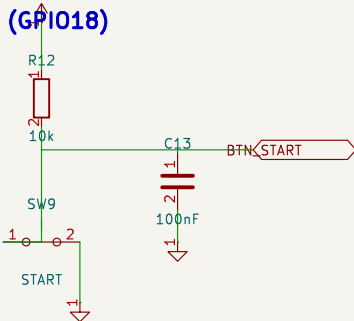


### Y (GPIO21)

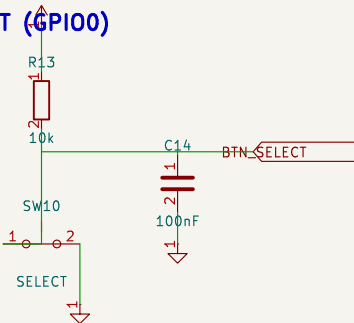


## SYSTEM + SHOULDER

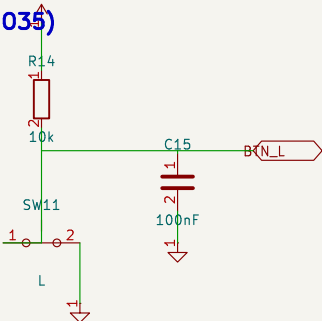
### START (GPIO18)



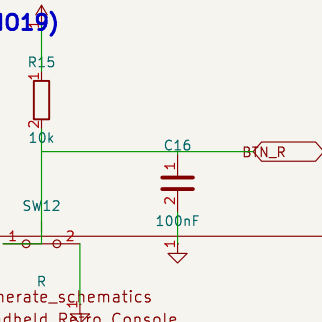
### SELECT (GPIO0)



### 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):