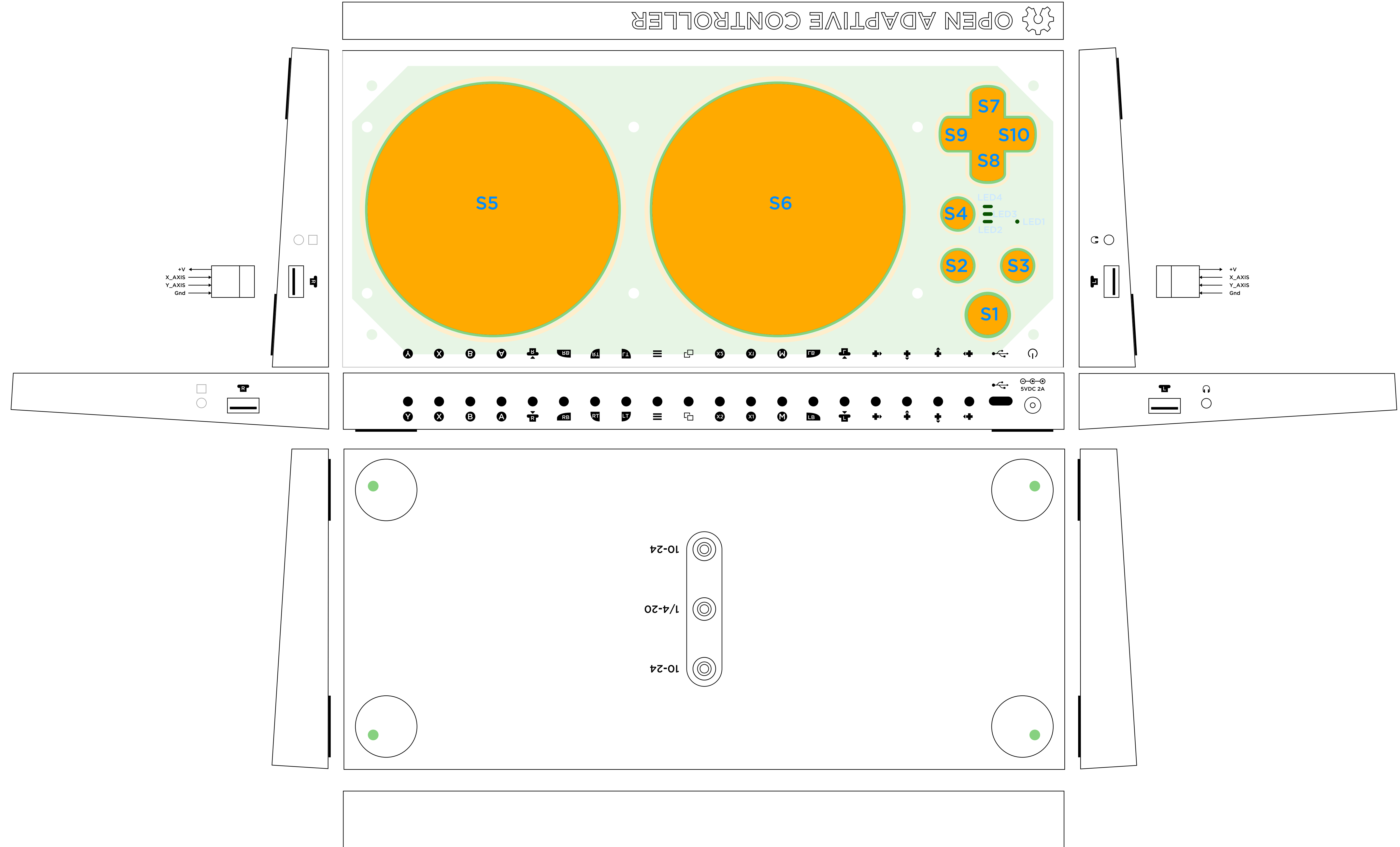
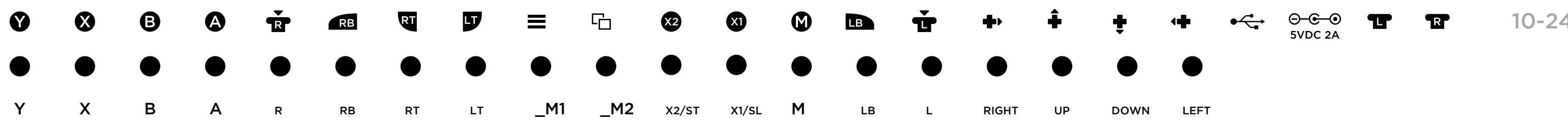
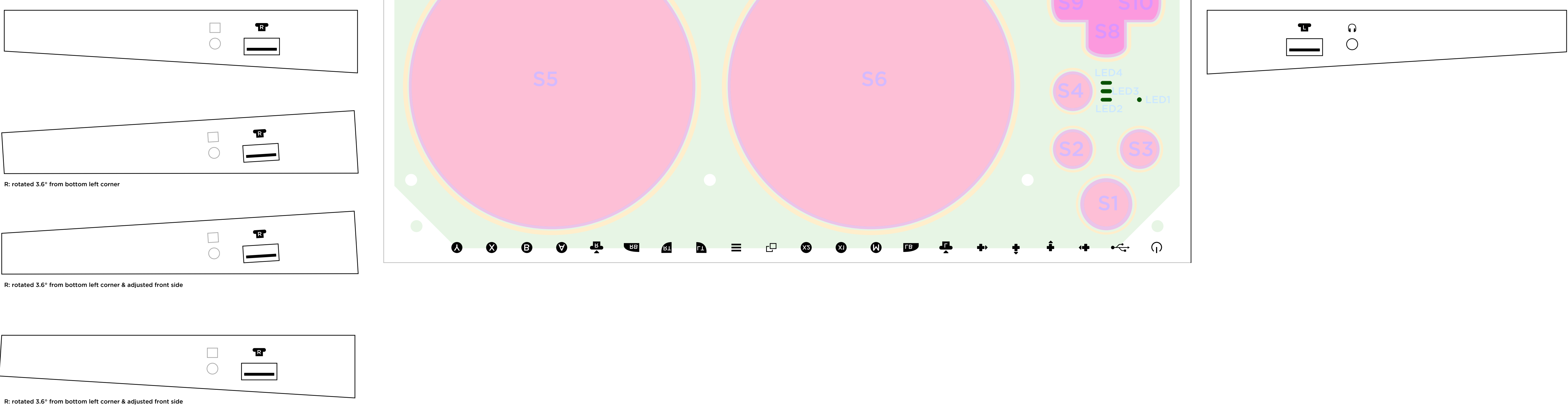


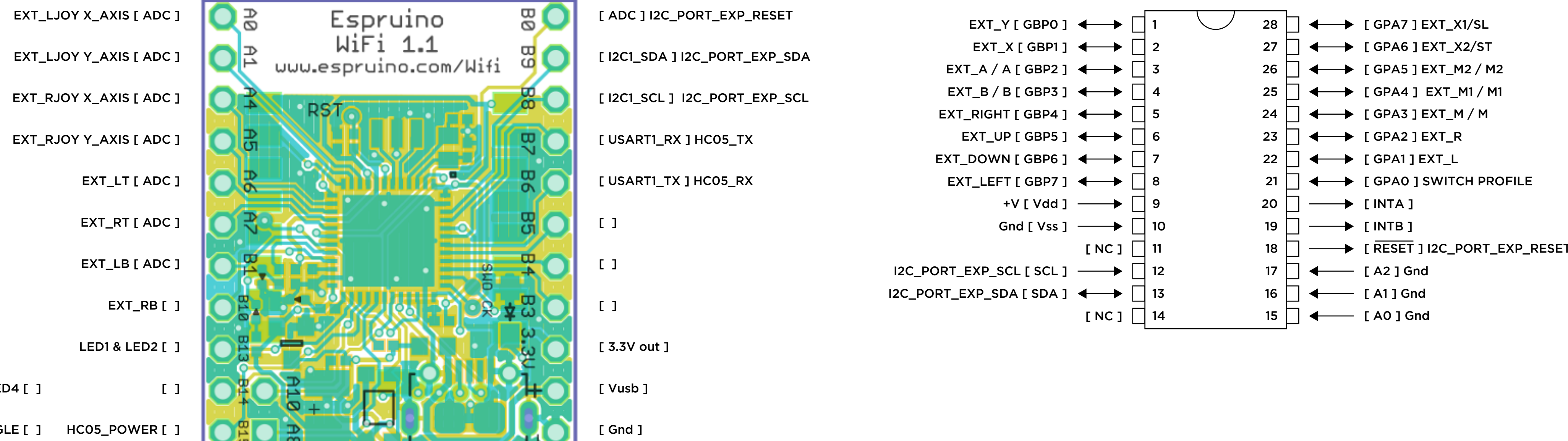
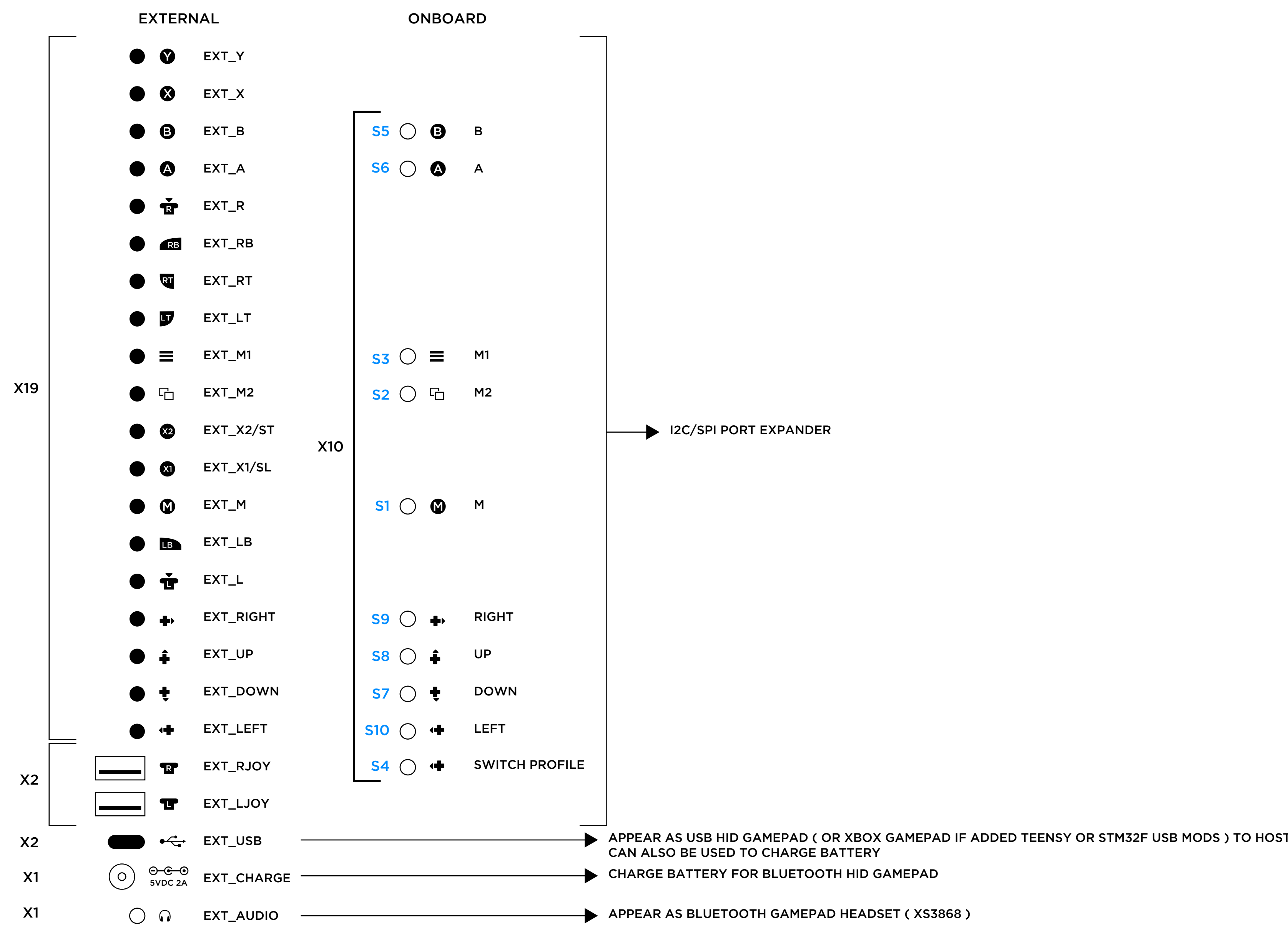
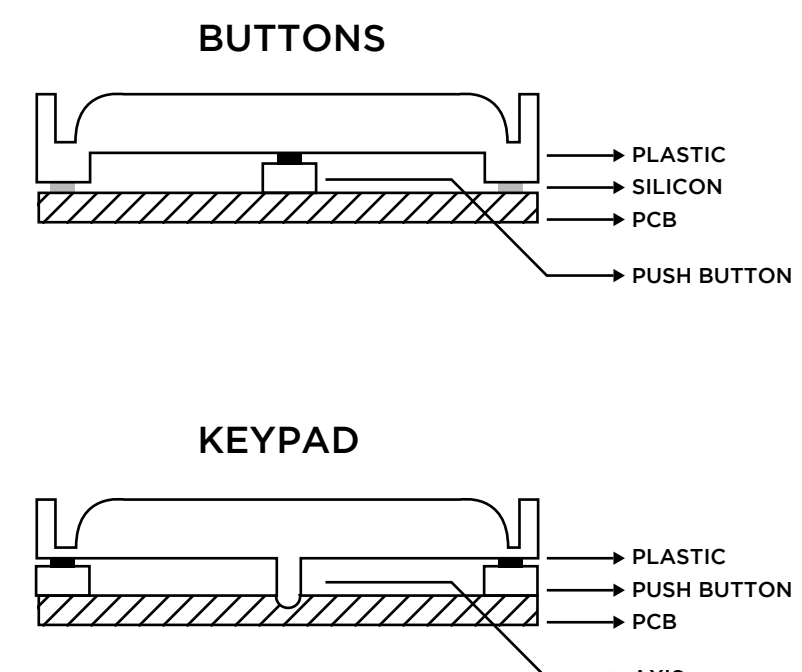
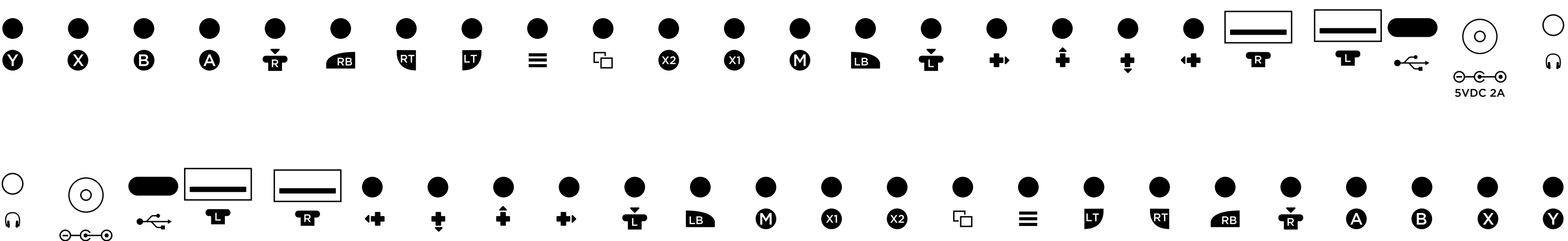
OPEN ADAPTIVE CONTROLLER



R: rubber bottom supports not yet adjusted in position (not taken in account the picture perspective yet :p)

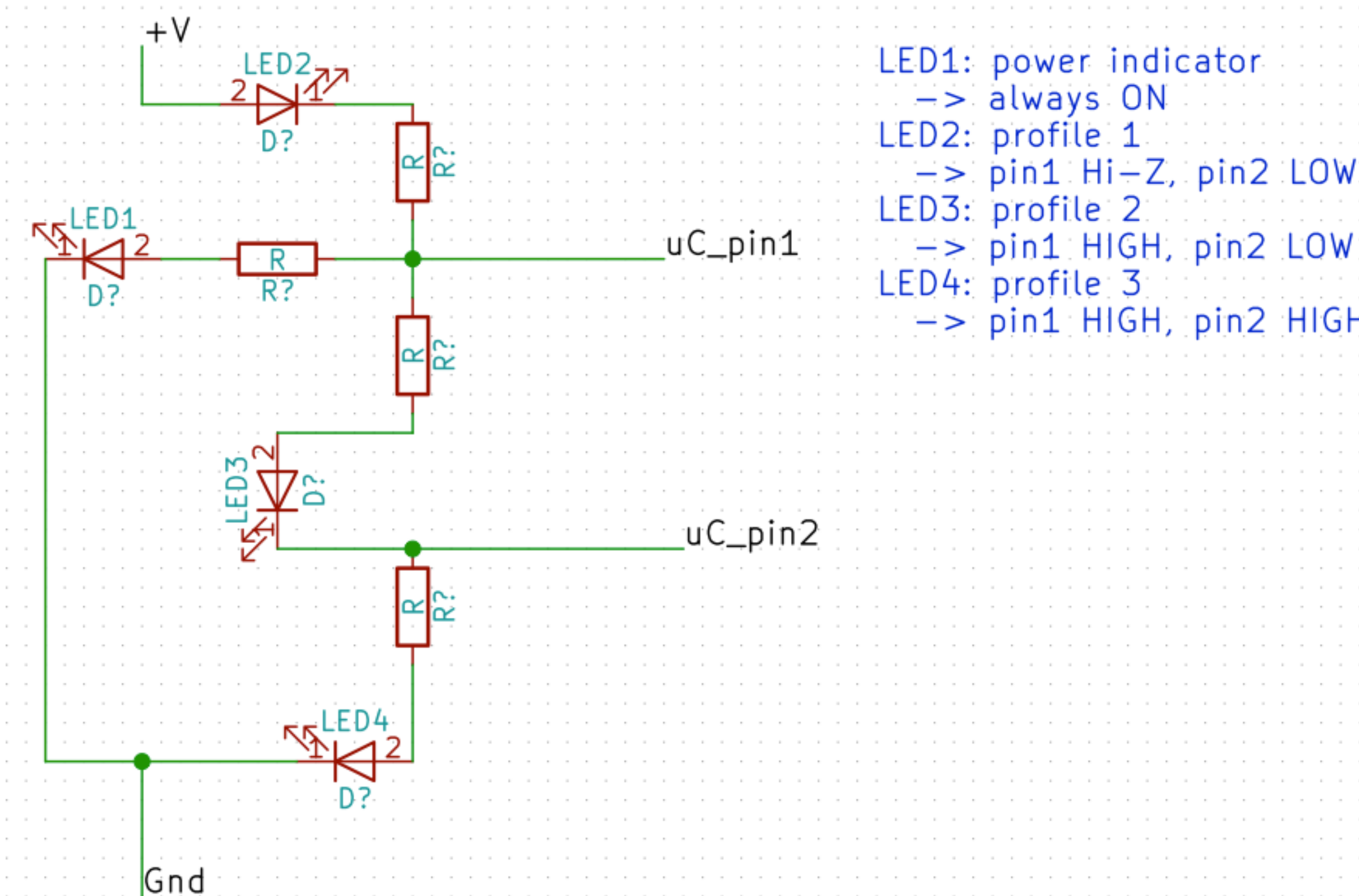
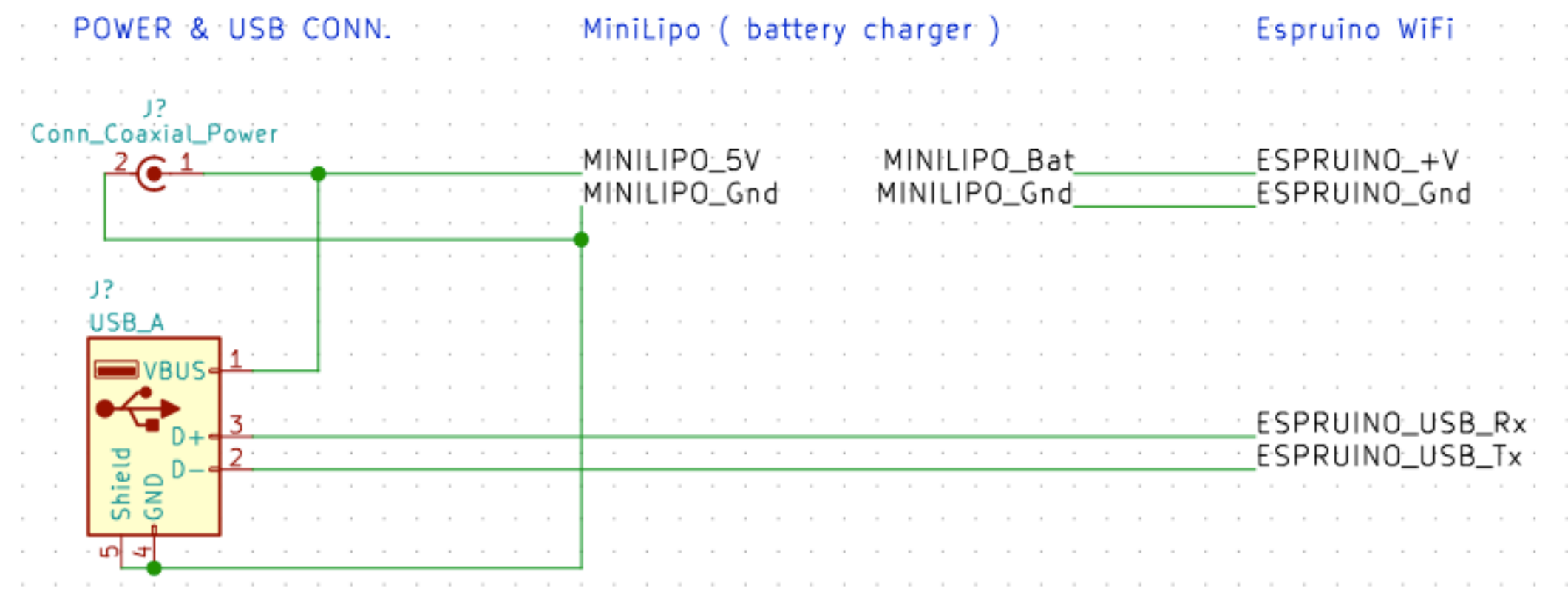
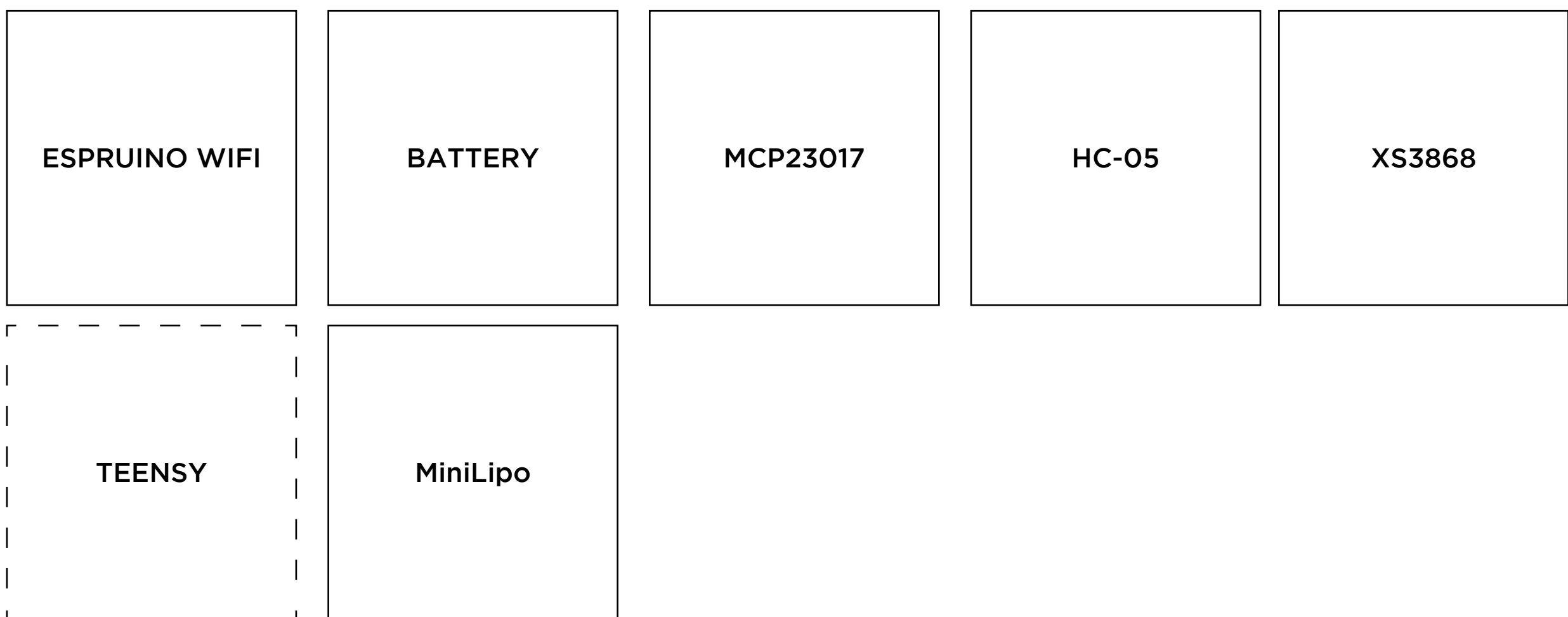


R: rotated 3.6° from bottom left corner & adjusted front side



GENERAL NOTES:

- battery "I" go on the bottom of the pcb
- use a pin on Espruino for battery charge sensing ?
- IDEA add the possibility to switch between USB device "on the fly" (keyboard/mouse/gamepad/combo ...)
- IDEA (app ui over wifi)
- use "saved" fns of espruino to validate changes (in mappings) between rebots
- clicking a physical "switch profile" button also changes the one displayed within the app UI
- 2: click button to be remapped
- 1: click "left mapping" in app ui (create a new one - ext: for a particular game - or use default one for profile)
- 2: click button to be remapped
- 3: once indication appear on screen, click button to remap to
- R: on 05042, we can maximum forward 16 buttons & 4 analog values (we CAN'T forward M1, M2 & switch-profile buttons)
- TODO: dispal if we can bypass the limitation using the NRF22-based Espruino (FULLY custom HID)
- 2: add +/- volume controls for the XS3868 bluetooth audio ?
- R: add 1500S 3.5mm jack connector for the above
- "power" button is used when connecting over bluetooth
- 2: add a "usb_sense" & don't power up HC-05 when connected over usb ?
- make sure the "combo" works for controlling LEDs on less pins ...



LED1: power indicator
-> always ON
LED2: profile 1
-> pin1 Hi-Z, pin2 LOW
LED3: profile 2
-> pin1 HIGH, pin2 LOW
LED4: profile 3
-> pin1 HIGH, pin2 HIGH