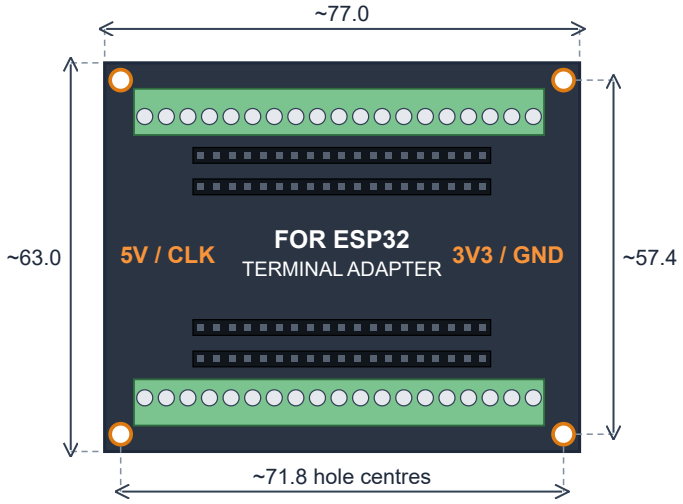
ESP32 38-Pin Screw Terminal Adapter

Fits 38-pin ESP32 boards with 0.9 in (22.86 mm) header rows and brings every pin out to a labelled screw terminal

38-PIN ESP32 | 2 x 19 SCREW TERMINALS | 4 x 19 SOCKETS | ASSEMBLED

TOP VIEW, DIMENSIONS IN MM



4 holes Ø ~3.4 (M3): centres ~2.6 from the short edges and ~2.8 from the long edges

Shown with FOR ESP32 upright: the 3V3 side terminals run along the top edge, the GND side along the bottom. Values marked ~ are approximate (about ±0.5 mm). Simplified drawing.

WHICH BOARDS FIT

Fits: 38-pin ESP32 boards (19 pins a side) whose header rows are 0.9 in (22.86 mm) apart, plugged into the two inner socket rows. Our ESP32 WROOM-32 38-pin board is one of these.

Wider boards: each side has a second socket row 5.08 mm further out, wired to the same terminals. One inner and one outer row give 1.1 in (27.94 mm); both outer rows give 1.3 in (33.02 mm).

Does not fit: 30-pin ESP32 boards (15 pins a side) do not fit. Their rows are 1.0 in (25.4 mm) apart and their pin order differs from the labels here.

Orientation: put the 3V3 and GND end of your board (the antenna end) at the 3V3 / GND end of the adapter, and the USB end at 5V / CLK.

SPECIFICATIONS

Screw terminals	2 x 19 screw terminals, slotted screws	**3.5 mm pitch**
ESP32 sockets	4 x 19 female sockets, two rows a side	**2.54 mm pitch**
Row spacing	Inner, mixed, outer	**22.86 / 27.94 / 33.02 mm**
Circuit	Each terminal wired straight to its socket pair	**No parts**
Board size	Approximate	**~77.0 x ~63.0 mm**
Mounting	4 corner holes, M3 screws or standoffs	**Ø ~3.4 mm**

PIN MAP

#	3V3 SIDE	ESP32 PIN
1	**3V3**	3.3 V supply
2	**EN**	Reset, low = reset
3	**SVP**	GPIO36, input only
4	**SVN**	GPIO39, input only
5	**P34**	GPIO34, input only
6	**P35**	GPIO35, input only
7	**P32**	GPIO32
8	**P33**	GPIO33
9	**P25**	GPIO25
10	**P26**	GPIO26
11	**P27**	GPIO27
12	**P14**	GPIO14
13	**P12**	GPIO12, keep low at power-up
14	**GND**	Ground
15	**P13**	GPIO13
16	**SD2**	Flash, leave unconnected
17	**SD3**	Flash, leave unconnected
18	**CMD**	Flash, leave unconnected
19	**5V**	5 V supply in or out

#	GND SIDE	ESP32 PIN
1	**GND**	Ground
2	**P23**	GPIO23
3	**P22**	GPIO22, default I2C SCL
4	**TX**	GPIO1, USB serial TX
5	**RX**	GPIO3, USB serial RX
6	**P21**	GPIO21, default I2C SDA
7	**GND**	Ground
8	**P19**	GPIO19
9	**P18**	GPIO18
10	**P5**	GPIO5, start-up pin
11	**P17**	GPIO17
12	**P16**	GPIO16
13	**P4**	GPIO4
14	**P0**	GPIO0, boot button pin
15	**P2**	GPIO2, start-up pin
16	**P15**	GPIO15, start-up pin
17	**SD1**	Flash, leave unconnected
18	**SD0**	Flash, leave unconnected
19	**CLK**	Flash, leave unconnected

USING THE ADAPTER

- **Labels:** the adapter follows the common 38-pin layout. If a label on your board differs from the adapter, the label on your ESP32 board is the one to follow.
- **Wiring:** strip about 5 mm of insulation, push the wire fully into the entry and tighten the screw with a small flat screwdriver. Stranded wire can be twisted or ferruled first.
- **Power:** power the board from its USB socket, or feed 5 V into the 5V terminal. We suggest one source at a time.
- **Logic:** the ESP32 pins are 3.3 V only. Use a level shifter for 5 V signals.
- **Pins to avoid:** leave SD0 to SD3, CMD and CLK unconnected, and keep pull-ups and LEDs off the start-up pins 0, 2, 5, 12 and 15.
- **Fitting:** press the board straight down into the sockets and lift it out evenly from both ends.

Check fit first: measure the distance between your board's two header rows before fitting. 22.9 mm boards go in the inner rows; 1.0 in (25.4 mm) boards do not fit.

REVISION HISTORY

REV	DATE	CHANGE
1	2026-10-22	First release