



Steam Controller Dock - 8BitDo style



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Summary

Steam Controller dock inspired by the 8BitDo style with solid, and fillable hollow variants.

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Tags: [steam](#) [valve](#) [dock](#) [steamcontroller](#) [steamdeck](#)

Update V1.01 :

- Very tiny cosmetic adjustment, Removed the small rounded side edges on the front face as they didn't quite look right to me. It has not effect on the controller or puck fit and is purely to just make it look that tiny bit better in my eyes.

- Added versions with no logo on the front.

- Added a footprint - can be used for either a tpu footprint for the hollow version (may need some glue, E6000 works well for this), or can be used as a template to cut some adhesive silicon rubber sheet for either the hollow or solid versions (i think this will work better).

Simple Steam Controller dock designed around the look and proportions of the 8BitDo controller docks. I wanted something that matched the controller well and looked clean on a desk without overcomplicating things.

versions:

- Solid base versions

- Hollow base version for adding weight (see below)
- No Logo versions for both of the above

The hollow version is designed to be fillable if you want a heavier dock. I normally use an epoxy granite mix to add a bit more weight and stability. I typically mix spare aquarium gravel with standard pouring resin at a 90:10 ratio, which works rather nicely.

Printing notes:

- Solid version prints without supports
- Hollow versions needs supports
- Prints both versions flat on their base
- I use ABS but really an rigid filament should should work for this.

The design seems to print pretty darn dimensionally perfect on my P1S but if you find any issues I am happy to make adjustments :)

Also as above, I find that adding some epoxy concrete into the base and some rubber sheet to add some grip to the desk makes a big difference to the quality feel.

Original designs used from Not Valve (@NotValve):

Used the Steam Controller CAD files, including the controller and puck geometry, as fitment references for the dock interface. The dock body, support structure, printability features, clearances, and overall accessory design were created/reworked separately for this project.

This remix is based on



Steam Controller CAD Files

by Not Valve

Model files



Steam Controller Dock V1 .01

10 files



steam-controller-dock-v101-hollow.stl



steam-controller-dock-v101-hollow-no-logo.stl



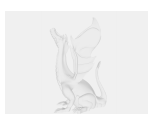
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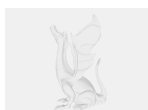
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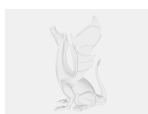
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steamdeck-controller-dock-v101-hollow-no-logo.step



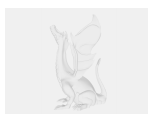
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steamdeck-controller-dock-v101-solid-no-logo.step



footprint-v101.stl



footprint-v101.step



Steam Controller Dock V1 .00

4 files



steam-controller-dock-v1-00-hollow.stl



steam-controller-dock-v100-solid.stl



steamdeck-controller-dock-v100-hollow.step



steamdeck-controller-dock-v100-solid.step

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