

GuliKit GuliKit Joystick for Steam Deck

GuliKit Joystick for Steam Deck (Type A&B) Instruction Manual

Electromagnetic Joystick Modules for Steam Deck Console

1. INTRODUCTION

This manual provides comprehensive instructions for the installation, calibration, and maintenance of your GuliKit Electromagnetic Joystick Modules for Steam Deck. These joysticks feature Hall Effect sensors designed to eliminate drift and enhance gaming precision.

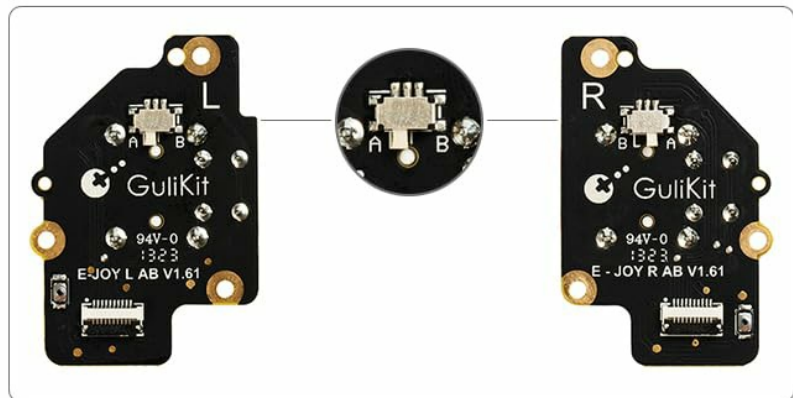


Image 1.1: GuliKit Electromagnetic Joystick Modules.


2. COMPATIBILITY

The GuliKit Electromagnetic Joystick Modules are compatible with Steam Deck Type A and Type B models. These modules are **not compatible with the Steam Deck OLED version**. To determine your Steam Deck's controller ID type (Type A or Type B), navigate to [Settings](#) → [System](#) → [Steam Deck Controller ID](#). Look for 'MEDA' (Type A) or 'MHDA' (Type B).

Type A Type B Universal Replacement

Please click: Settings→System→Steam Deck Controller ID

General	Steam Deck Controller FW Bulld Date	#####
System	Steam Deck Serial Numbe	#####
Security	Steam Deck Controller ID	MEDA#####
Internet	BIOS Version	#####
Notiflcations		
	STEAM	

 Note: Please select the corresponding mode of thumbstick before installation!

"MEDA"→A Mode

"MHDA"→B Mode

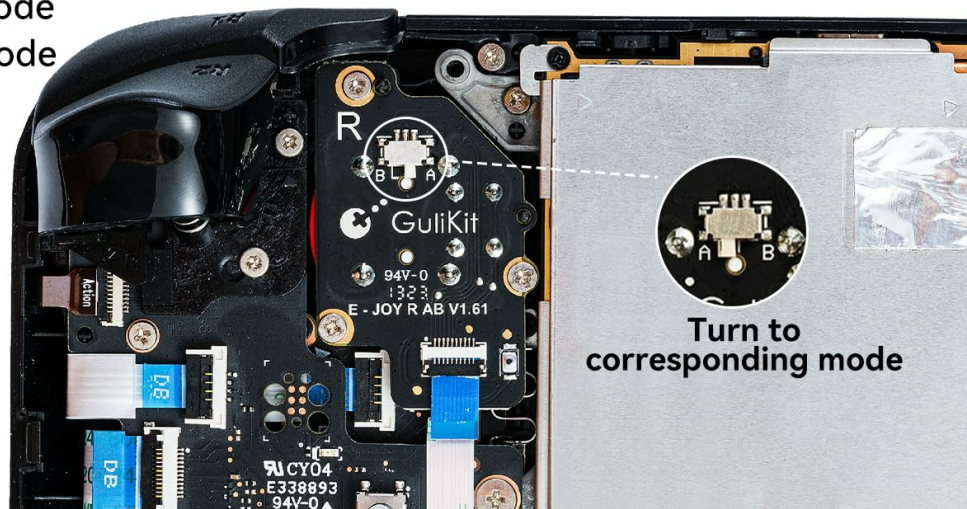


Image 2.1: Identifying Steam Deck Controller ID and selecting joystick type.

3. KEY FEATURES

- **Hall Effect Sensors:** Eliminates joystick drift, creeping, stuttering, blind spots, and dead zones.
- **No Soldering Required:** Designed for easy, hassle-free installation.
- **Integrated Touch Function:** Preserves the original touch functionality of your Steam Deck joysticks.
- **Enhanced Durability:** Offers a longer operational lifespan compared to traditional joysticks.
- **Low Power Consumption:** Approximately 50% less power usage than previous versions.

Hall Effect Joysticks

- No stick drift
- Touch function



Image 3.1: Hall Effect Joysticks provide precise and drift-free control.

4. SETUP AND INSTALLATION

Follow these steps carefully to install your new GuliKit joysticks. It is recommended to watch the provided installation video for visual guidance.

4.1. Preparation

1. Ensure your Steam Deck is powered off and disconnected from any power sources.
2. Identify your Steam Deck's controller ID (Type A or Type B) as described in Section 2.
3. On each GuliKit joystick module, use tweezers or a small tool to switch the selector to the corresponding 'A' or 'B' mode.

Type A Type B Universal Replacement

Please click: Settings→System→Steam Deck Controller ID

General	Steam Deck Controller FW Bulld Date	#####
System	Steam Deck Serial Numbe	#####
Security	Steam Deck Controller ID	MEDA#####
Internet	BIOS Version	#####
Notiflcations		
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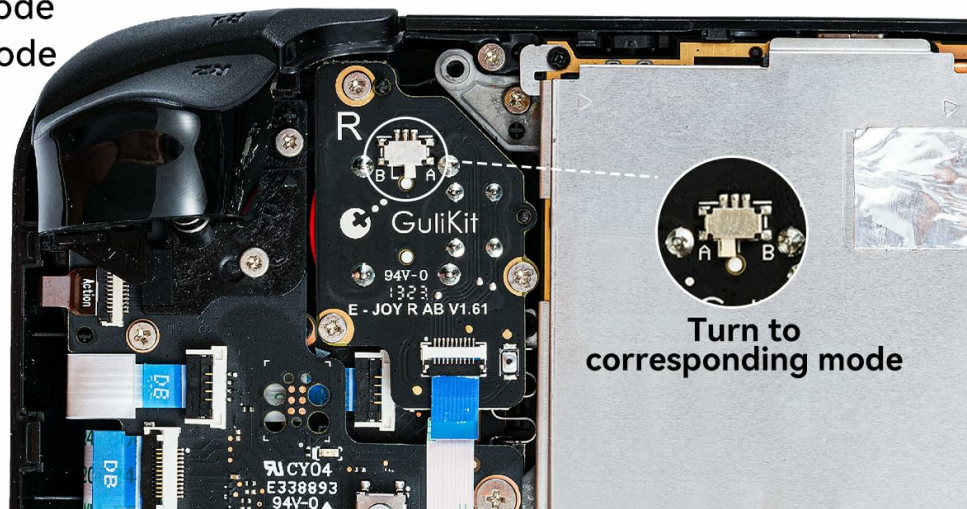
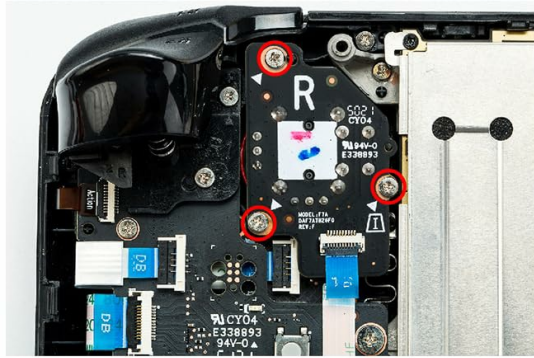


Image 4.1: Selecting the correct joystick type (A or B) on the module.

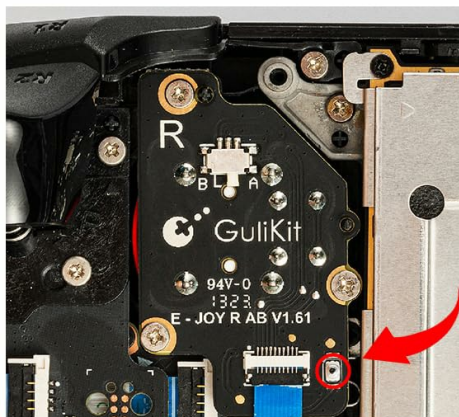
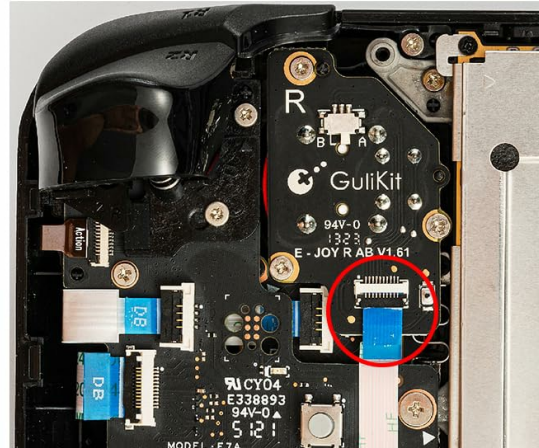
4.2. Opening the Steam Deck

1. Unscrew the eight screws located on the back cover of your Steam Deck.
2. Carefully pry open the back panel using a plastic opening tool. Start from the grip side of the shoulder buttons and work your way around.



Step 4. Remove the three screws, then you can remove the joystick module off your Steam Deck.

Step 5. Install new joystick into Steam Deck. It is the same process in reverse. Install the screws back, plug the cable into the ZIF connector and lock it.



Calibration: After installation, turn on Steam Deck, press the tiny switch on the board of joystick to get it calibrated. Do not touch joysticks during the process. Enter joystick calibration interface on Steam Deck, calibration is well finished if the spot return to center position (0,0).

Image 4.2: Steps for opening the Steam Deck and preparing for joystick removal.

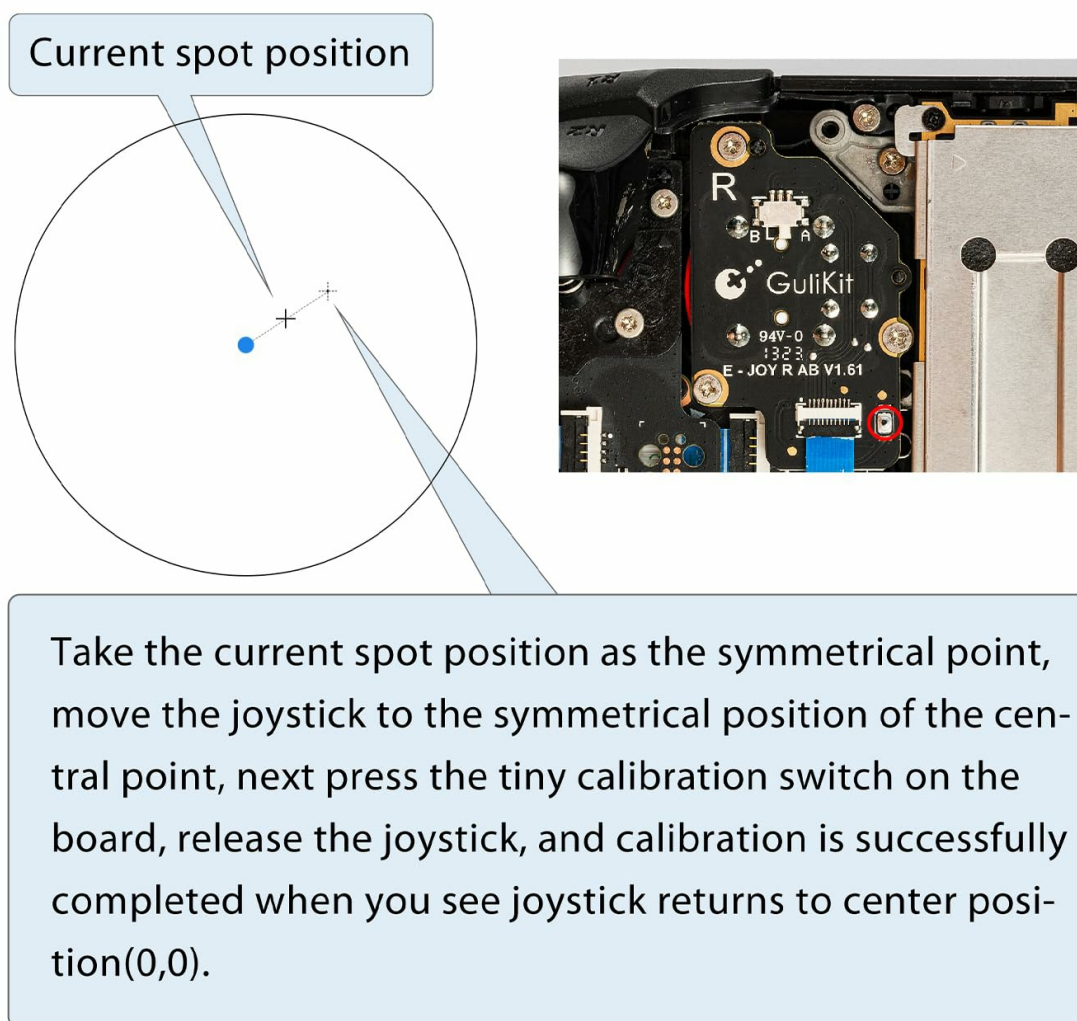
4.3. Removing Old Joysticks

1. Locate the ribbon cable connected to the joystick module. Lift up the small black tab on the connector to release the ribbon cable. Then, gently pull the blue tab to detach the cable.
2. Unscrew the three screws securing the joystick module to the Steam Deck.
3. Carefully remove the old joystick module.
4. Repeat the process for the other joystick.

4.4. Installing New GuliKit Joysticks

1. Place the new GuliKit joystick module into position.
2. Secure it with the three screws.
3. Gently re-insert the ribbon cable into its connector, ensuring it is fully seated. Push down the black tab to lock the cable in place.
4. Repeat for the second joystick.

After calibrating, if the spot is off-centre (0,0), please follow the steps below:



Take the current spot position as the symmetrical point, move the joystick to the symmetrical position of the central point, next press the tiny calibration switch on the board, release the joystick, and calibration is successfully completed when you see joystick returns to center position(0,0).

Image 4.3: Installing the new GuliKit joystick modules.

4.5. Installation Video Guide

For a visual walkthrough of the installation process, please refer to the video below:

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Video 4.1: Detailed GuliKit Steam Deck Joystick Installation Guide.

5. OPERATING AND CALIBRATION

After installing the new joysticks, calibration is essential for optimal performance.

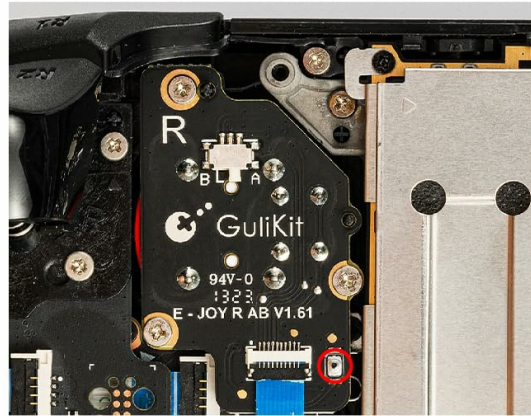
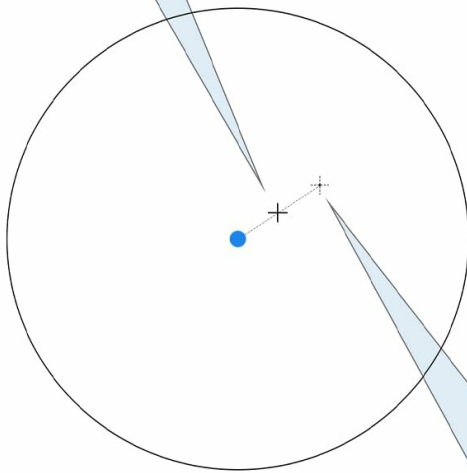
5.1. Initial Calibration

1. With the back cover still off, turn on your Steam Deck.
2. On the board of each GuliKit joystick, locate and press the tiny calibration switch. **Do not touch the joysticks during this process.**
3. Once the Steam Deck boots, navigate to the joystick calibration interface [Settings](#) → [Controller](#) → [Calibration & Advanced Settings](#) → [Open](#).

4. Calibration is successful if the on-screen spot returns to the center position (0,0).

After calibrating, if the spot is off-centre (0,0), please follow the steps below:

Current spot position



Take the current spot position as the symmetrical point, move the joystick to the symmetrical position of the central point, next press the tiny calibration switch on the board, release the joystick, and calibration is successfully completed when you see joystick returns to center position(0,0).

Image 5.1: Pressing the calibration switch on the joystick module.

5.2. Adjusting Off-Center Calibration

If the spot is off-center after initial calibration, follow these steps:

1. Observe the current off-center position of the spot on the calibration screen.
2. Move the joystick in the direction that is symmetrical to the current off-center point, towards the central point.
3. While holding the joystick in this position, press the tiny calibration switch on the board again.
4. Release the joystick. Calibration is successfully completed when the joystick returns to the center position (0,0).



Warm Tip:

1. Because of the difference in precision between the Steam Deck stick and GuliKit stick, the joystick may not return to center exactly each time under no dead zone mode. Rest assured that will not affect your gaming experience.
2. During transport, the cap and joystick are sometimes loosened. Before installation, you may press the stick cap down hard to avoid sticking joystick by floating stick cap against case.

Image 5.2: Correcting off-center joystick calibration.

After successful calibration, shut down your Steam Deck and reassemble the back cover.

6. MAINTENANCE TIPS

- **Stick Cap Security:** During transport or handling, the stick cap and joystick may sometimes become slightly loosened. Before installation, you may press the stick cap down firmly to ensure it is securely seated and to prevent it from floating against the case, which could cause sticking.
- **Cleaning:** Keep the joystick modules free from dust and debris. Use a soft, dry cloth for cleaning.



Warm Tip:

1. Because of the difference in precision between the Steam Deck stick and GuliKit stick, the joystick may not return to center exactly each time under no dead zone mode. Rest assured that will not affect your gaming experience.
2. During transport, the cap and joystick are sometimes loosened. Before installation, you may press the stick cap down hard to avoid sticking joystick by floating stick cap against case.

Image 6.1: Ensuring the stick cap is properly seated.

7. TROUBLESHOOTING

- **Joystick Not Centering Perfectly (No Dead Zone Mode):** Due to inherent differences in precision between the Steam Deck's original sticks and GuliKit sticks, the joystick may not return to the absolute center exactly each time when operating in a "no dead zone" mode. This is normal and will not affect your gaming experience. Adjusting dead zone settings in the Steam Deck's controller calibration menu can mitigate this if desired.
- **Installation Issues:** If you encounter difficulties during installation, double-check all ribbon cable connections and screw placements. Ensure the correct A/B mode is selected on the joystick module. Refer to the installation video (Video 4.1) for detailed visual steps.
- **Calibration Failure:** If calibration does not yield the desired result, ensure you are not touching the joysticks when pressing the calibration switch. Repeat the calibration steps carefully, including the off-center adjustment if necessary.

8. SPECIFICATIONS

Feature	Detail
Product Name	GuliKit Electromagnetic Joystick Module
Model	GuliKit Joystick for Steam Deck
Compatibility	Steam Deck (Type A, Type B) - Not compatible with OLED version
Sensor Type	Hall Effect
Installation	No soldering required
Power Consumption	50% less than old version
Package Dimensions	3.11 x 3.03 x 1.34 inches
Item Weight	1.13 ounces
Manufacturer	GuliKit


9. WARRANTY AND SUPPORT

Specific warranty information is not provided in this manual. For warranty details, technical support, or further assistance, please contact GuliKit customer service directly or visit their official website.

Related Documents - GuliKit Joystick for Steam Deck



Discover the full capabilities of the GuliKit NS09 T controller with this comprehensive user manual. Learn about seamless pairing across PC, Switch, Android, and iOS devices, advanced calibration techniques for joysticks and gyroscope, and unique features like Auto Pilot Gaming (APG), motion aim assist, and customizable vibration and sensitivity settings. Optimize your gaming experience with detailed instructions and troubleshooting tips.

<div data-bbox="129 98 295 118" data-label="Page-Header"> <div>  <div>NS39</div> </div> </div> <div data-bbox="129 129 295 224" data-label="Image"> </div> <div data-bbox="129 230 295 264" data-label="Text"> <p>Calibration as Joystick: R1 & R2 triggers</p> <p>1. Push the joystick R1 or R2 to the center of the stick. The calibration will start. The calibration will be completed when the stick is in the center of the stick. The calibration will be completed when the stick is in the center of the stick. The calibration will be completed when the stick is in the center of the stick.</p> </div> <div data-bbox="129 275 295 309" data-label="Text"> <p>Calibration as Joystick</p> <p>1. Push the joystick R1 or R2 to the center of the stick. The calibration will start. The calibration will be completed when the stick is in the center of the stick. The calibration will be completed when the stick is in the center of the stick. The calibration will be completed when the stick is in the center of the stick.</p> </div> <div data-bbox="129 320 295 421" data-label="Text"> <p>Pairing Methods via PC</p> <p>1. Connect the controller to the PC via USB cable. The controller will be recognized as a game controller. The controller will be recognized as a game controller. The controller will be recognized as a game controller.</p> </div> <div data-bbox="129 432 295 533" data-label="Text"> <p>Pairing Methods via Switch</p> <p>1. Connect the controller to the Switch via USB cable. The controller will be recognized as a game controller. The controller will be recognized as a game controller. The controller will be recognized as a game controller.</p> </div> <div data-bbox="129 544 295 589" data-label="Text"> <p>Pairing Methods via Android, iOS, and Windows devices</p> <p>1. Connect the controller to the device via Bluetooth. The controller will be recognized as a game controller. The controller will be recognized as a game controller. The controller will be recognized as a game controller.</p> </div> <div data-bbox="129 600 295 678" data-label="Text"> <p>Reset Buttons Configuration Method</p> <p>1. Press the Reset button. The controller will be reset. The controller will be reset. The controller will be reset.</p> </div> <div data-bbox="129 689 295 723" data-label="Text"> <p>Trigger Works Setting Method</p> <p>1. Press the Trigger button. The controller will be set. The controller will be set. The controller will be set.</p> </div> <div data-bbox="129 734 295 801" data-label="Text"> <p>Game Mode Settings</p> <p>1. Press the Game button. The controller will be set. The controller will be set. The controller will be set.</p> </div> <div data-bbox="129 813 295 947" data-label="Image"> </div> <div data-bbox="129 958 295 992" data-label="Text"> <p>Game Mode Settings</p> <p>1. Press the Game button. The controller will be set. The controller will be set. The controller will be set.</p> </div> <div data-bbox="129 1003 295 1037" data-label="Text"> <p>Game Mode Settings</p> <p>1. Press the Game button. The controller will be set. The controller will be set. The controller will be set.</p> </div> <div data-bbox="129 1048 295 1081" data-label="Text"> <p>Game Mode Settings</p> <p>1. Press the Game button. The controller will be set. The controller will be set. The controller will be set.</p> </div> <div data-bbox="129 1093 295 1126" data-label="Text"> <p>Game Mode Settings</p> <p>1. Press the Game button. The controller will be set. The controller will be set. The controller will be set.</p> </div> <div data-bbox="129 1137 295 1171" data-label="Text"> <p>Game Mode Settings</p> <p>1. Press the Game button. The controller will be set. The controller will be set. The controller will be set.</p> </div> <div data-bbox="129 1182 295 1216" data-label="Text"> <p>Game Mode Settings</p> <p>1. Press the Game button. The controller will be set. The controller will be set. The controller will be set.</p> </div> <div data-bbox="129 1227 295 1261" data-label="Text"> <p>Game Mode Settings</p> <p>1. Press the Game button. The controller will be set. The controller will be set. The controller will be set.</p> </div> <div data-bbox="129 1272 295 1305" data-label="Text"> <p>Game Mode Settings</p> <p>1. Press the Game button. The controller will be set. The controller will be set. The controller will be set.</p> </div> <div data-bbox="129 1317 295 1350" data-label="Text"> <p>Game Mode Settings</p> <p>1. Press the Game button. The controller will be set. The controller will be set. The controller will be set.</p> </div>	<div data-bbox="339 636 1134 665" data-label="Section-Header"> <h2>GuliKit NS39 KK3 MAX Controller: User Manual, Setup, and Features</h2> </div> <div data-bbox="339 676 1452 786" data-label="Text"> <p>Official user manual for the GuliKit NS39 KK3 MAX wireless controller. Learn how to pair with PC, Switch, Android, iOS, calibrate, use special functions like APG, and customize settings. Includes troubleshooting and support information.</p> </div>
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Comprehensive user manual for the GuliKit NS39 KK3 Max controller, covering calibration, pairing methods for PC, Switch, and mobile devices, APG function, button mapping, and advanced settings.

Manual De Usuario Elves 2 Pro



Métodos de concentración con RF

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Estados de emergencia inatendidos con dispositivos Android, iOS y macOS

Métodos de emparejamiento inalámbrico con dispositivos Android, iOS y macOS

1. Presione el botón en el lado izquierdo del controlador de juego 2. Mantenga presionado el botón de encendido durante 2 segundos, la luz LED se enciende y el controlador de juego comienza a vibrar.
3. Mantenga presionado el botón de encendido hasta que la luz LED se apague y el controlador de juego se conecte.
4. Mantenga presionado el botón de encendido en el controlador de juego durante 2 segundos y la luz LED se enciende.
5. Presione el botón de encendido en el controlador de juego.
6. Mantenga presionado el botón de encendido en el controlador de juego.

Métodos de emparejamiento con Switch



The diagram illustrates the connection of a Switch console to a Switch dock. The dock is connected to a Switch controller. The controller is connected to a Switch console. The controller is also connected to a Switch console via a cable.

Abstract 5

3. Colocar el mando en la página de configuración del mundo de Switch, como se muestra en las imágenes anteriores.
4. Colocar el mando en modo ON al receptor pulsando el botón de encendido durante tres segundos. Se debe observar un parpadearo de luz roja que indica que se está emparejando la función.
5. Los efectos musicales de fondo cambian al ritmo de música de fondo. Esto significa que el emparejamiento se ha completado.

Módulo 2

1. Colocar el mando en modo ON. Conectar un ordenador al cable de datos automáticamente al conectar el mando al otro extremo de puerto USB A de la base de conexión Switch.
2. Colocar el mando Switch en la pestaña 81 cuando se muestra automáticamente con la imagen.
3. Completar el emparejamiento se hace realmente convenientemente, puede observarse el cable de datos y el efecto de estado de carga inalámbrica.

Modo de uso de la función de juego con piloto automático (AFC)

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Todos los apertidos de funciones especiales que se mencionan a continuación requieren mantener siempre al fondo de apertido $\frac{1}{2}$ pulgada con el fin de proporcionar suficiente espacio libre dentro correspondiente para la configuración. Todos los apertidos especiales se pueden utilizar automáticamente. Cuando haya apertidos especiales configurados, la luz del apertido se enciende.

Cuando la carga, la luz indicadora de carga estática roja, y cuando está completamente cargada, entra en funcionamiento la luz roja estática roja. La luz del negativo $\frac{1}{2}$ pulgada y la función de vibración se apagan automáticamente. Cuando las vibraciones al nivel de carga de la batería, la vibración volverá a activarse automáticamente.






El estado se agotará automáticamente tras 11 minutos de inactividad. Siéntese cómodo y disfrute de la música. Si necesita pausar la música o el estado, puede apagarlo instantáneamente pulsando el botón STOP de la parte frontal.

El receptor se apagará si está en la zona de inactividad de sleep (modo de suspensión automática) o de suspensión (modo automático).

Para encender el estado, pulse cualquiera de los siguientes botones: 0, 9, 8, 7 o 1. La pantalla mostrará:

Configura Ajustes de pantalla en momento para que en
modo FHD (tamaño de imagen es el mismo) aparezca en 21:9

  		El lenguaje de las punturas de la membrana para las puntos F18 (catálogo de diagnósticos de primera puntuación de F18)
Una vibración	Indicador de puntura de larga   	
Quatro vibraciones	Indicador de puntura de sensibilidad media   	
Seis vibraciones	Indicador de puntura de alta probabilidad   	
Vibración larga	Descartar el indicador de puntura por movimiento. (Modo: diagnóstico)   	

Modo de obra revista del *positivo*

<p>Una vibración Vibración larga</p> <p>• <i>Una muestra aislada en los puentes.</i> <i>vibración larga. Una muestra derivativa en los puentes.</i> <i>(Módulo predefinido)</i></p>	<p>Apoyar la sensibilidad del puente</p> <p>• <i>Sensibilidad 100 % del puente en un modo derivativo.</i> <i>Sensibilidad 100 % del puente en un modo derivativo.</i> <i>Sensibilidad 100 % del puente en un modo derivativo.</i></p>
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Vies vārdzīdības: Ierakstītās 150 V., kas ir populāras.
 *60 g. l. s. no referētiem lasītājiem atgrieztas populāras,
 kuras garāk parasti konfigurācijas individuālām.

Configurar 4 direcciones en el D-pad

Una vibración : El D-pad cambia de modo de 4 direcciones.

Vibración larga : Fluctuación de modo de 8 direcciones predefinidas.
(Alida predefinido)

Dimension large : indique que le contenu des cellules

Vibración larga:	Indica que el proceso de estabilización se ha completado y que el motor volvió a sus niveles de fábrica.
 Tro Carbone (Turbo)	
Una vibración:	Tro Carbone control: Se activa cuando se mantiene apretada el botón y se libera el acelerador.
Dos vibraciones:	Tro Carbone-Modulador: Apretar el botón una vez para iniciar el Tro Carbone. Mantenerlo apretado el botón para detenerlo.
Vibración larga:	Cancelar el Tro Carbone.

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- **Intercambio A-B y X-Y**
Una vibración : Intercambia los valores de entrada de los botones A-B y X-Y.
Vibración larga : Modifica la asignación de los botones por defecto.
(modo predeterminado)
- **Ajustar vibración intensidad**
Una vibración : Vibración leve.
Vibración larga : Vibración fuerte.

Una vibración	- Vibración simple
Una vibración	- Vibración extendida (frecuencia progresiva)
Una vibración	- Vibración fuerte
Vibración larga	- Dependiente de la vibración

Ajustar el modo de vibración:

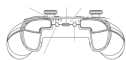
- Una vibración: Modo-motor rítmico
- Una vibración: Modo-táctil del toque táctil magnético de gradiente
- Una vibración: Modo de vibración H2

Compatibilize arhivarea de configuratii

[illegible]



Easy gaming setup!



[GuliKit KingKong 2 PRO Controller: Guía de Usuario y Funciones Avanzadas](#)

Descubre cómo emparejar, calibrar y utilizar todas las funciones avanzadas del controlador GuliKit KingKong 2 PRO, incluyendo APG, Turbo Shooting y Asistencia de Movimiento, para PC, Nintendo Switch, Android y iOS.

