

1 | check

whether you are ready to begin

This **Start Here guide** will help you set up your Microsoft® Broadband Networking Xbox® Wireless Adapter on a Microsoft Xbox video game system. Before you go to the next page, make sure that you have everything you need to begin.

To play games on the Xbox Live™ online game service, you need:

- Existing network that has a wireless router, base station, or gateway
- Xbox game that has the Xbox Live logo
- Subscription to Xbox Live service (sold separately)
- Broadband Internet connection (cable or DSL)

To create a wireless connection for System Link (console-to-console) play, you need:

- Two Xbox video game systems
- Second Xbox wireless adapter
- Xbox game that supports System Link play

Box Contents



Before using this product, read both the Xbox wireless adapter *User's Guide* and the Xbox *Instruction Manual* for important safety information and health warnings. Please retain these manuals for future reference.

2 | connect

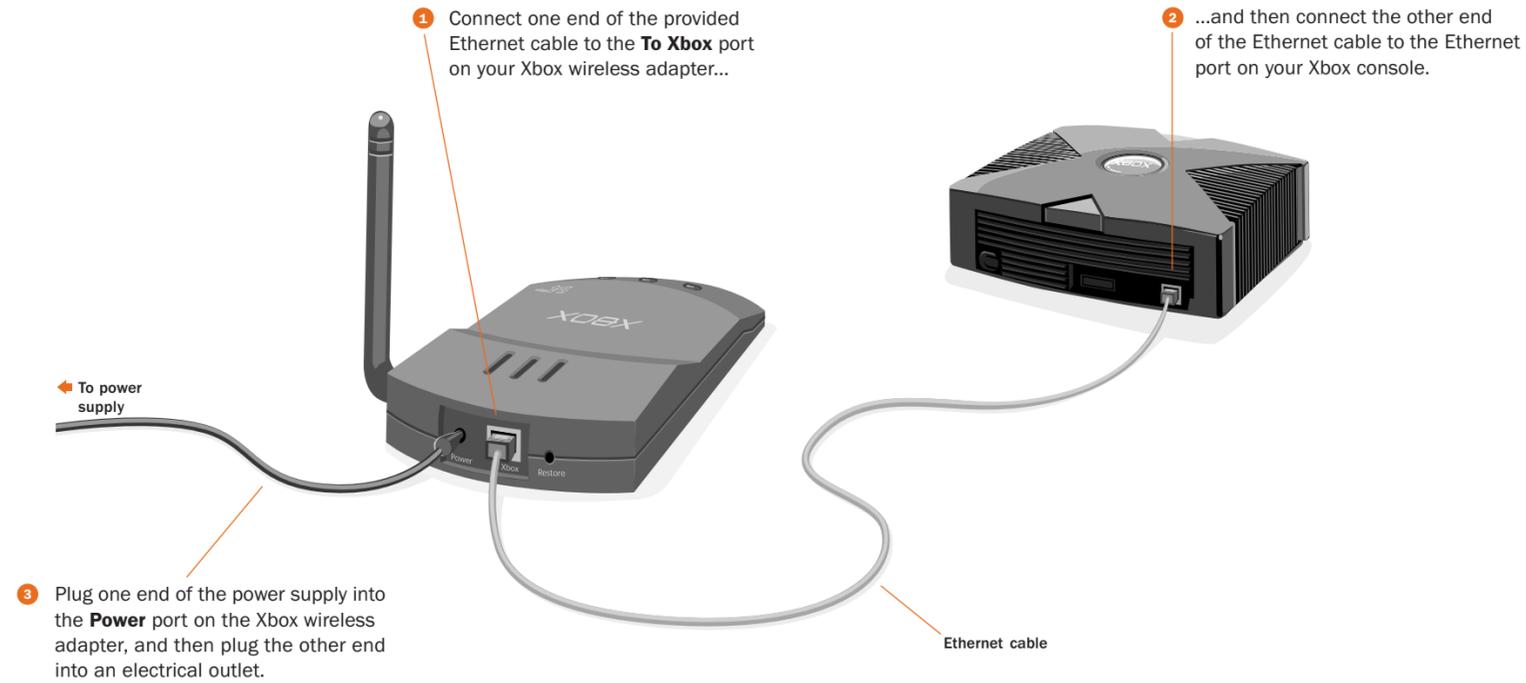
wireless adapter

Important!

If you just purchased a router, base station, or gateway, set it up before setting up this adapter.

To connect the Microsoft Xbox Wireless Adapter

Leave your Xbox console and any wireless networking devices (such as a router) turned on when you connect the wireless adapter. For suggestions on placing your wireless networking devices for best performance, see Chapter 2 of the *User's Guide*.



3 | install

Xbox Dashboard update

Insert the **Xbox wireless adapter setup disc** into the disc tray of your Xbox console. Your Xbox Dashboard will be updated if necessary. Setup then detects available wireless networks, and displays them on the Select Network screen.

If the Select Network screen appears...

- ...and you want to **connect to an existing network**, select the network name. Setup will detect many of the settings that the Xbox wireless adapter needs for connecting to that network. Go to step 4 on the next page.
- ...and you want to **set up the first Xbox console in a new System Link connection**, select **Other**, enter a network name on the Network Name screen, and then go to step 4 on the next page. When you set up the second Xbox console, the network name that you specify will appear on the Select Network screen.



If the Select Network screen does not appear...

- ...and you want to **connect to an existing network**, see Chapter 3 in the *User's Guide* for troubleshooting information.
- ...and you want to **set up the first Xbox console in a new System Link connection**, skip to step 4 on the next page to specify and describe your wireless network.

4 | configure

wireless adapter

On the Wireless Settings screen, enter information about your network.

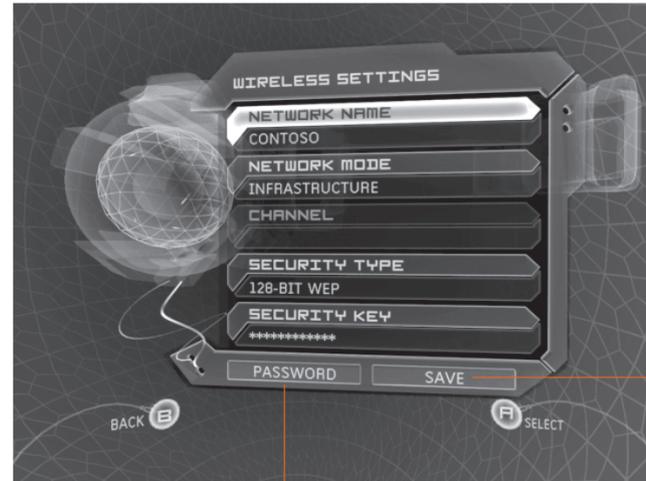
If you are connecting to an existing network that you chose on the Select Network screen:

- Specify the **Security Type** and **Security Key** if your network uses wireless security. *Do not change any other settings on this screen.*

The Xbox wireless adapter supports both 128-bit and 64-bit WEP. The security type and security key that you specify on your Xbox wireless adapter must match those specified on your other network devices.

If you are setting up the first Xbox console for System Link (console-to-console) play:

- Select **Network Name** to create a wireless network name (SSID). This name is case sensitive. When you set up the wireless adapter on your second Xbox console, this name will appear on the Select Network screen.
- Select **Network Mode**, and then specify the network mode as ad hoc 802.11b/g.
- Select **Channel** to choose a channel. When you set up your second Xbox wireless adapter, it will use the same channel.
- Select **Security Type** to enable wireless security. Wireless security helps protect your wireless network from unauthorized access. 128-bit WEP is more secure than 64-bit WEP. We recommend using the highest security setting that is supported by your second wireless adapter. You must use the same security type on your second Xbox console.
- If you enabled wireless security, select **Security Key** to specify a WEP key. For 128-bit WEP, use 26 characters. For 64-bit WEP, use 10. Use a combination of numbers and the letters A through F. You must use the same WEP key on your second Xbox console.



Important! Select **Save** when all available items on this screen display the settings that you want to use.

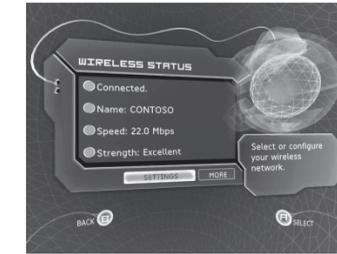
An adapter password is required for installing adapter updates. The password must contain no fewer than 3 characters and no more than 16. If you do not specify a password, you must use the default password, **admin**, to update your adapter.

5 | test

network connections

Check your wireless connection status on the Wireless Status screen:

- If your adapter is correctly configured for the network, your connection status will appear as **Connected**.
- If your connection status appears as **Not Connected**, select **Settings** to review your wireless settings.



Try one of these tests to confirm that the setup of your adapter was successful:

- If you added your Xbox console to an existing network with a shared broadband Internet connection, start a game that is supported by Xbox Live. Make sure that you can access the service with your account.
- If you connected two Xbox consoles, start a game that supports System Link play. Use the System Link play option in the game, and make sure that you can play with the team that is using the other Xbox console.
- If you have other Microsoft Broadband Networking products installed on your network, start the Broadband Network Utility from a computer on your network. Make sure that your Xbox wireless adapter appears under **Network Devices**.

To troubleshoot network problems

Check out the following resources to help identify and solve common problems:

- The **User's Guide** contains basic troubleshooting instructions and technical support information.
- Our **Web site** at www.microsoft.com/broadbandnetworking includes the most recent troubleshooting information and product updates.

XBOX

Microsoft

➔ start here



Microsoft® Broadband Networking

Xbox® Wireless Adapter
MN-740

Federal Communication Commission Interference Statement

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

FCC Caution: Any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate this equipment.

IMPORTANT NOTE:

FCC Radiation Exposure Statement:

This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment. This equipment should be installed and operated with minimum distance 20cm between the radiator & your body.

This transmitter must not be co-located or operating in conjunction with any other antenna or transmitter.

XBOX

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