XBOX 360 Consumer Documentation

Xbox 360 Wireless Networking Adapter

The Xbox 360 Wireless Networking Adapter lets you play head-to-head wirelessly—on Xbox Live, or on your home network. It is for use exclusively with the Xbox 360™ video game and entertainment system. Your Xbox 360 Wireless Networking Adapter features:

- Dual band 5-GHz and 2.4-GHz signal.
- 802.11a/b/g wireless home network compatibility.
- Radio collaboration with Xbox 360 wireless controllers for worry-free integration.

To use the Xbox 360 Wireless Networking Adapter with Xbox Live®, you must have a high-speed Internet connection (cable or DSL).

Note

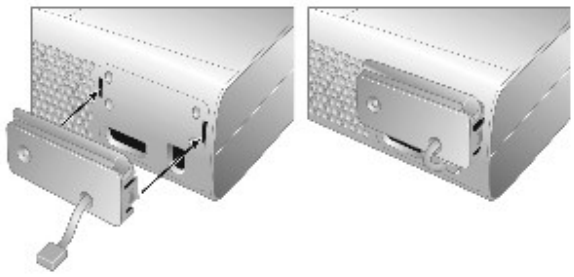
Not all Internet service providers (ISPs) allow you to share a broadband connection between multiple devices. Make sure you check with your ISP first.

Important Information

The limited warranty covering this peripheral is contained in the Xbox 360 Instruction Manual. Before using this product, read the Xbox 360 Instruction Manual for important safety information and health warnings. Keep all manuals for future reference.

Dispose of this product in accordance with local and national disposal regulations (if any), including those governing the recovery and recycling of waste electrical and electronic equipment (WEEE).

Attach the Adapter to Your Console



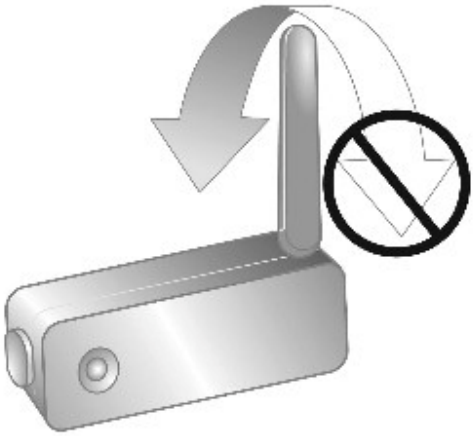
Your wireless networking adapter is designed to attach directly to the back of your console.

To attach your adapter:

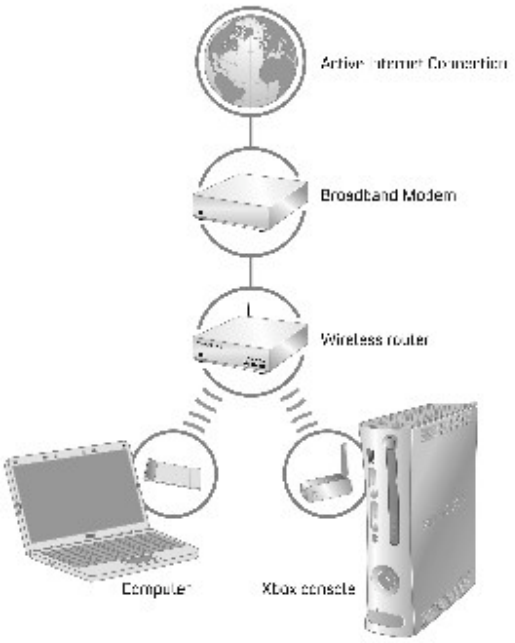
1. Press the tabs on the adapter into the two slots on the back of the console.
2. Connect the USB connecter into the USB port next to the adapter.
3. Flip up the antenna.

   Note

   The antenna is designed to swivel on only one axis. Do not swivel the antenna in any direction other than parallel with the adapter.



Set Up a New Wireless Home Network



Home wireless networks are also called infrastructure networks. In an infrastructure network, a wireless access point, wireless gateway, or wireless router distributes your Internet connection to your wireless home computer and devices. With a wireless networking adapter, your console becomes one of the wireless devices on your home network.

If you don't have an existing home wireless network yet, you'll want to make a few decisions before you get started. Specifically, you'll need to decide on the wireless standard you'll use, the network hardware you'll need, and your network security.

Wireless Network Basics

Your wireless networking adapter communicates by radio transmission. Radio waves travel in all directions, and can be transmitted through walls and floors. The radio signal weakens rapidly as it travels through structures, especially masonry, such as stone and brick. Metal objects, such as refrigerators and mirrors, reflect radio signals, preventing straight path communication. The layout of your home can be a factor in what wireless network standard you choose.

Choose a Wireless Network Standard

The Xbox 360 Wireless Networking Adapter conforms to all three current wireless network standards (802.11a, 802.11b, and 802.11g), and so works with networking devices that support any of these standards. (802.11 is a series of radio communication standards developed by the Institute of Electrical and Electronics Engineers (IEEE) for wireless local area networks.) The main features that distinguish these standards are connection speed and radio frequency.

Standard	Connection speed	Radio frequency band
802.11a	Up to 54 Mbps	5 GHz
802.11b	Up to 11 Mbps	2.4 GHz
802.11g	Up to 54 Mbps	2.4 GHz

Note

Connection speeds are quoted only in reference to IEEE standards. The speeds quoted are the maximum attainable under ideal environmental conditions and at close distances. In addition, the

standards specify usable payload data rates that are less than half of the connection speed. Your usable connection speed will be significantly lower than the IEEE standards quote.

When selecting your wireless network, keep a few guidelines in mind:

1. The 802.11a standard offers the same speed as 802.11g. A 5-GHz band (802.11a) is also less susceptible to interference from common devices, such as 2.4-GHz cordless telephones, cell phones, and microwave ovens. Further, in areas where neighboring wireless networks can be detected, interference can be a problem. Because of the limited number of channels and the popularity of 2.4-GHz networks, a 5-GHz network is likely to experience less interference from a neighboring wireless network than a 2.4-GHz network and provide a better overall wireless connection.
2. An 802.11g wireless network is compatible with both 802.11g and 802.11b devices. However, any 802.11b devices operating on your 802.11g network will slow it down. If you have a dual-band router (with both 802.11a and 802.11g bands), try using your Xbox 360 console and wireless network adapter on the 802.11a band and your other devices on the 802.11g and 802.11b bands. The Xbox 360 console in this configuration will have the maximum bandwidth while remaining networked with other devices on 802.11g or 802.11b.
3. If you use wireless controllers, you may get better performance using 802.11a (5-GHz band) for your network connection, since the wireless controllers operate on the 2.4-GHz band.

Choose Your Network Hardware

Consider the following guidelines when purchasing network hardware:

- Use an Xbox 360 compatible access point or router (802.11 A+G recommended). For more information about approved Xbox compatible access points or routers, go to www.xbox.com/connect.
- Some Xbox compatible routers are dual-band A+G (dual-band 2.4-GHz/5-GHz, 802.11a + 802.11g/b). Using a dual-band router lets you configure your console to achieve maximum bandwidth and the best possible connection. This is particularly important if you are using Microsoft® Windows® XP Media Center or Windows Media Connect with your console for activities like watching TV. For more information, go to www.xbox.com/pcsetup.
- When using a dual A+G access point or router, make sure the 802.11a and 802.11g networks have unique network names (SSIDs).

Make Your Wireless Network Secure

Because wireless networks use radio signals, it is possible for other wireless network devices outside your immediate area to pick up the signals and either connect to your network or capture the network traffic. To help prevent unauthorized connections and reduce the possibility of eavesdroppers listening in on your network traffic:

- Locate your router or access point toward the center of your home. This decreases the strength of the signal outside your home.
- Enable wireless security on your router or access point. Your wireless networking adapter supports WPA-2, WPA, and WEP security. When you enable wireless security, you establish a key that “encrypts” the data being wirelessly transmitted so that it is decipherable only by computers with the same key. Further, WPA and WPA-2 automatically change keys on a frequent basis, making your system more secure.

Connect to Your New Wireless Network or an Existing Wireless Network

Connecting your Xbox 360 console to a new or existing wireless network is easy as long as you know what your wireless network settings are. Use the spaces provided under "Your Network Settings" to write down these settings before you begin.

Note

You can access most of your wireless network settings on the set-up screens for your wireless access point. Check your device's documentation for instructions about how to reach the device's set-up screen. If your network was set up by someone else, you will need to contact the installer for a user name and password to access the set-up screens of your wireless access point.

To connect your console to a wireless network:

1. Turn on your console and any wireless networking devices (such as an access point or router).
2. Attach the wireless networking adapter to the back of your console (see "Attach the Adapter to Your Console").
3. Go to the **System** area to enter your network settings.
4. If all settings are correct, exit the **System** area. Your console should now be connected to your wireless network.

Your Network Settings

Use this section to record your network settings. All computers and devices accessing the network with a wireless connection need to use the same wireless network settings.

Workgroup name: _____

802.11g/b Network

Wireless network name (SSID): _____

Wireless security setting: _____

Wireless channel (system link networks only): _____

802.11a Network

Wireless network name (SSID): _____

Wireless security setting: _____

Wireless channel (system link networks only): _____

Connect Your Console to Another Console

Console-to-console system link wireless networks are also known as ad-hoc networks. In ad-hoc networks, a wireless adapter on one device connects directly to a wireless adapter on another device. An Internet connection isn't shared with this type of network, and the console-to-console system link connection is typically temporary.

For console-to-console system link play, you need:

- Two Xbox 360 consoles.
- Two Xbox 360 Wireless Networking Adapters.
- An Xbox 360 game that supports system link play.

To wirelessly connect your console to another console:

1. Attach a wireless networking adapter to the back of each console (see "Attach the Adapter to Your Console").
2. On each console, go to the **System** area to enter your network settings. (They will be the same for each console.)
3. If all settings are correct, exit the **System** area. The consoles should now be wirelessly connected to each other.

Troubleshooting

If you encounter problems, try the possible solutions provided below.

For help with a game that supports console-to-console system link play, see the game's Web site or documentation. For help signing up or connecting to Xbox Live®, go to www.xbox.com/live.

Console Doesn't Detect Wireless Network

You might be out of range of your wireless network. Place your Xbox 360 console in the same room as your wireless router or second Xbox 360 console and try again.

Make sure that your router is broadcasting a wireless network name (SSID). The wireless router's broadcast of the SSID might be disabled. See your router documentation for information about enabling SSID broadcast.

Console Doesn't Recognize Wireless Networking Adapter

Make sure the power light on the adapter is on. If it isn't, check the USB connection. Try disconnecting the adapter cable and connecting it again.

Signal Is Intermittent

Some wireless devices using the 2.4-GHz radio frequency band (including the wireless adapter (MN-740) designed for the original Xbox console, most 2.4-GHz phones, some cell phones, and

microwave ovens) may cause interference with your wireless networking adapter. If you experience network performance issues, try moving your 2.4-GHz device(s) away from your console (or vice versa). Or upgrade your wireless network for 802.11a/g operation and set your adapter to operate on 802.11a, where less interference and improved throughput is available.

Before relocating your console or wireless access point:

- Imagine a straight line between your Xbox 360 console and the access point.
- Locate your console and access point or router so that as few obstructions as possible exist along the straight line.
- Allow no more than two walls or two floors between the wireless adapter and the central access point.

TV Pauses When Used with Console and Windows XP Media Center

When connecting a Windows XP Media Center PC to an 802.11 A+G access point or router, use 802.11a for the Windows XP Media Center PC and 802.11g for your other wireless devices, such as laptop computers.

Unable to Save Network Settings or Password

Restore the factory defaults on the wireless networking adapter. When you go to the **System** area to restore the factory defaults, the adapter status light will blink green and red, and then turn solid red to indicate that the defaults have been restored.

Note

Restoring factory defaults on the adapter will override your current adapter settings.

Wireless Security Settings Rejected

When entering your wireless security settings, remember that WEP keys must be in hexadecimal (0–9, A–F) format and WPA passphrases may be alphanumeric (consisting of both letters and numbers).

Status Light Indications

The status lights on the Xbox 360 Wireless Networking Adapter indicate the following:

- Green steady: Adapter is on and connected to a wireless access point (infrastructure) or another wireless device (ad-hoc).
- Red steady: Adapter is ready to be connected to a wireless network.
- Red blinking: Hardware failure.

If You Need More Help

Do not attempt to take apart, service, or modify the Xbox 360 console, power supply, or its peripherals in any way. Doing so could present the risk of serious injury or death from electric shock or fire, and it will void your warranty. Do not take your Xbox 360 console or its peripherals to your retailer for repair or service unless instructed to do so by an Xbox Customer Support representative.

Note

Any changes or modifications made on the system not expressly approved by the manufacturer could void the user's authority to operate the equipment.

Please see www.xbox.com/support or call the Xbox Customer Support number:

1-800-4MY-XBOX (1-800-469-9269)

TTY users: 1-866-740-XBOX (1-866-740-9269)

For Customers in the United States

Note

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 or more 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.

Trade Name:	Microsoft Corp.
Responsible Party:	Microsoft Corporation
Address:	One Microsoft Way Redmond, WA 98052 U.S.A.
Telephone No.:	(800) 4MY-XBOX

Caution

Exposure to radio frequency radiation.

To comply with FCC RF exposure compliance requirements, a separation distance of at least 20 cm must be maintained between the antenna of this device and all persons. This device must not be co-located or operating in conjunction with any other antenna or transmitter.

For Customers in Canada

This device complies with RSS 210 of Industry Canada (IC).

Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of this device.

L' utilisation de ce dispositif est autorisée seulement aux conditions suivantes : (1) il ne doit pas produire de brouillage et (2) l' utilisateur du dispositif doit étre prêt à accepter tout brouillage radioélectrique reçu, même si ce brouillage est susceptible de compromettre le fonctionnement du dispositif.

Caution

Exposure to radio frequency radiation.

The installer of this radio equipment must ensure that the antenna is located or pointed such that it does not emit RF field in excess of Health Canada limits for the general population; consult Safety Code 6, obtainable from Health Canada's website at www.hc-sc.gc.ca/rpb.

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