



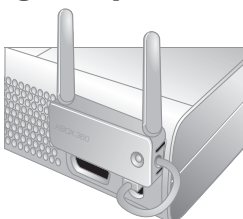
1111 Part No. X16-84793-04

ENGLISH

Xbox 360® Wireless Networking Adapter

Thanks for choosing the 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 wireless networking adapter features:

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



NOTES

- To use the Xbox 360 Wireless Networking Adapter with Xbox LIVE, you must have a high-speed Internet connection (cable or DSL).
- Not all Internet service providers (ISPs) allow you to share a high-speed connection between multiple devices. Make sure you check with your ISP first.
- To further enhance your Xbox 360 wireless experience, consider also using the Xbox 360 Wireless Controller and the Xbox 360 Universal Media Remote, sold separately.

WARNING

Before using this product, read this manual and the Xbox 360 console instructions for important safety and health information. Keep all manuals for future reference. For replacement manuals, go to <http://www.xbox.com/support>.

This product is for use with NRTL-Listed (UL, CSA, ETL, etc.), and/or IEC/EN 60950 compliant (CE marked) Information Technology equipment.

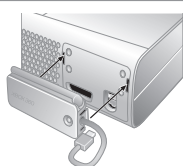
INSTALL THE DRIVER

Connect your Xbox console to your home network using an Ethernet (RJ-45) cable (sold separately). Follow the on-screen instructions to connect to Xbox LIVE. The update begins automatically. When the update is complete, disconnect the Ethernet cable, and then attach your wireless adapter to your console.

ATTACH THE ADAPTER TO YOUR CONSOLE

Your wireless networking adapter attaches 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. Plug the USB connector into the USB port next to the adapter. Disconnect any cable plugged in to the Ethernet port.
3. Flip up both antennas.



NOTE

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

Do Not Use to Lift Console

Do not use the Xbox 360 Wireless Networking Adapter or its antennas to lift the console. They could break and the console could fall.



SET UP THE ADAPTER AWAY FROM YOUR CONSOLE

Radio interference from nearby devices can cause network connectivity problems when the adapter is attached to the console. In this case, connectivity might be improved if you set up the adapter away from the console using a USB extension cable (sold separately).



To set up the adapter away from your console:

1. Flip up both antennas.
2. Swivel both adapter feet out at a right angle to the adapter.
3. Plug the networking adapter cable into one end of the USB extension cable.
4. Plug the other end of the USB extension cable into the USB port on the back of the console.
5. Set the adapter on its feet in a location that provides the best connectivity with your network. In some cases, rotating the adapter or changing the antenna orientation can further improve connectivity.

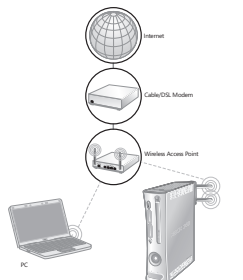
SET UP A NEW WIRELESS HOME NETWORK

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 a home wireless network yet, you'll want to make a few decisions before you set one up. 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. However, a radio signal weakens rapidly as it travels through stone and brick. Metal objects, such as refrigerators and mirrors, reflect radio signals, interfering with straight-path communication.



CAUTION

This product is restricted to indoor use only to reduce any potential for harmful interference with licensed operation in the 5.15- to 5.25-GHz frequency range.

Choose a Wireless Network Standard

The Xbox 360 Wireless Networking Adapter conforms to all four current wireless network standards (802.11a, 802.11b, 802.11g, and 802.11n), 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 band.

Standard	Connection speed	Frequency band
802.11a	Faster	5 GHz
802.11b	Fast	2.4 GHz
802.11g	Faster	2.4 GHz
802.11n	Fastest	2.4 GHz/5 GHz

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

1. The 5-GHz standards (802.11a and 802.11n) are less susceptible to interference from common devices such as 2.4-GHz cordless telephones, cell phones, and microwave ovens. Also, because of the popularity of 2.4-GHz networks, a 5-GHz network is less likely to experience interference from neighboring wireless networks.
2. An 802.11n network is compatible with all four 802.11 standards, and an 802.11g network is compatible with both 802.11g and 802.11b devices. However, any 802.11b devices operating on your 802.11n/g network will slow it down. If you have a dual-band (2.4-GHz and 5-GHz) access point or router, try operating your console and wireless networking adapter in the 5-GHz band (802.11a or 802.11n) and your other devices in the 2.4-GHz band (802.11b and 802.11g). The Xbox 360 console in this configuration will have the maximum bandwidth, while remaining networked with other devices.
3. If you use wireless controllers, you may get better performance using the 5-GHz band for your network connection, since the wireless controllers operate in the 2.4-GHz band.

Choose Your Network Hardware

Consider the following guidelines when purchasing network hardware:

- Use an Xbox-compatible access point or router (802.11n is recommended). For more information about approved Xbox-compatible access points or routers, go to www.xbox.com/networkhelp.
- Some Xbox-compatible routers are dual band (2.4-GHz/5-GHz). Using a dual-band router lets you configure your console to achieve maximum bandwidth and the best possible connection. For more information, go to www.xbox.com/networkhelp.
- When using a dual-band access point or router, make sure the 2.4-GHz and 5-GHz networks have unique network names (SSIDs).

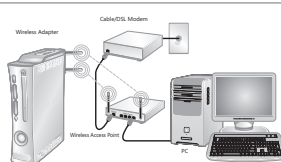
Make Your Wireless Network Secure

Because wireless networks use radio signals, it is possible for 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 unauthorised connections and reduce the possibility of eavesdroppers listening in on your network traffic:

- Locate your router or access point toward the centre of your home. This minimises the strength of the signal outside your home.
- Enable wireless security on your router or access point. Your wireless networking adapter supports WPA, WPA2, 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.

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 find most of your wireless network settings on the set-up screens for your wireless access point or router. The device documentation will have instructions for accessing these screens. If your network was set up by someone else, contact the installer for a user name and password to access the set-up screens.

To connect your console to a wireless network:

1. Turn on your console and any wireless networking devices (such as access points or routers).
2. Attach the wireless networking adapter to the back of your console (see "Attach the Adapter to Your Console") or set it up away from your console (see "Set Up the Adapter Away from Your Console").
3. The console will recognise the adapter and lead you through network configuration. You will be asked to enter your wireless network settings.

Once you've completed network configuration, the console should be connected to your wireless network.

Your Network Settings

Use this section to record your network settings. If you are using both the 2.4-GHz and 5-GHz bands, you must have different network names (SSIDs) for each band. All

computers and devices accessing a network with a wireless connection must use the same wireless network settings.

Workgroup name (if used):

5-GHz (802.11a/n) Network

Wireless network name (SSID):

2.4-GHz (802.11b/g) Network

Wireless network name (SSID):

Wireless security setting:

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. Each console will recognise its adapter and lead you through network configuration. You will be asked to enter network settings on each console. (They will be the same for each console.)

Once you've completed network configuration on both consoles, they should 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/networkhelp.

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 broadcast of the SSID might be disabled. See your router documentation for information about enabling SSID broadcast.

Console Doesn't Recognise Wireless Networking Adapter

Make sure the power light on the adapter is on. If it isn't, check the USB connection at the console. If the adapter is set up away from the console, check the connection between the networking adapter cable and the USB extension cable. Try disconnecting the cables and connecting them again.

Signal Is Intermittent

Some wireless devices using the 2.4-GHz band (including the MN-740 wireless adapter 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, moving the console away from the device(s), or setting up the adapter away from the devices (see "Set Up the Adapter Away from Your Console"). Or, upgrade your wireless network for dual-band (2.4-GHz and 5-GHz) operation and set your adapter to operate in the 5-GHz band for less interference.

Before relocating your console, wireless networking adapter, or wireless access point:

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

TV Pauses When Used with Console and Windows Media Center

When connecting a computer running Windows Media Center to a dual-band (2.4-GHz/5-GHz) access point or router, use the 5-GHz band (802.11a/n) for the computer and the 2.4-GHz band (802.11b/g) for your other wireless devices, such as laptop computers.

While retaining your wireless connection from your Xbox 360 console to your router, a wired (Ethernet) connection from your computer to your router is strongly recommended for best performance.

Wireless Security Settings Incorrect

When entering your wireless security settings, remember that WEP keys must be in hexadecimal (0-9, A-F) format, while WPA/WPA2 passphrases may be alphanumeric (consisting of both letters and numbers).

Also, if you enter an incorrect WEP key, you can connect to an open authentication network, but you won't receive an IP address.

Status Light Indications

The status light on the Xbox 360 Wireless Networking Adapter indicates the following:

- Green steady: Adapter is on and connected to a wireless access point (infrastructure) or another wireless device (ad-hoc).
- Green blinking: Adapter is powered but not connected, or is connecting to another wireless device.
- Red steady: Hardware not recognised.
- Red blinking: Driver or hardware problem.
- Off: No power.

NOTE

For ad-hoc networks, the connection will not be indicated by a green steady light until two consoles have joined the network.

IF YOU NEED MORE HELP

For answers to common questions, troubleshooting steps, and Xbox Customer Support contact information, visit www.xbox.com/support.

Do not take your Xbox 360 console or its accessories to your retailer for repair or service unless instructed to do so by an Xbox Customer Support representative.

Do Not Attempt Repairs

Do not attempt to take apart, service, or modify the Xbox 360 console, power supply, or its accessories in any way. Doing so could present the risk of serious injury or death from electric shock or fire, and for safety reasons it will void your Express Warranty.

DISPOSAL OF ELECTRICAL & ELECTRONIC EQUIPMENT

This symbol on the product or its packaging means that this product must not be disposed of with your household waste. Instead, it is your responsibility to hand this over to an applicable collection point for the recycling of electrical and electronic equipment. This separate collection and recycling will help to conserve natural resources and prevent potential negative consequences for human health and the environment due to the possible presence of hazardous substances in electrical and electronic equipment, which could be caused by inappropriate disposal. For more information about where to drop off your electrical and electronic waste, please contact your local city/municipality office, your household waste disposal service, or the shop where you purchased this product.



Complies with
IDA Standards
DB100398

FOR CUSTOMERS IN TAIWAN

Warning for Low-Power Radio-Frequency Devices

Without permission granted, any company, enterprise, or user is not allowed to change frequency, enhance transmitting power, or alter original characteristic or performance to approved low power radio-frequency devices.

The low power radio-frequency devices shall not influence aircraft security and interfere with legal communications. If found, the user shall cease operating immediately until no interference is achieved.

The said legal communications mean radio communications are operated in compliance with the Telecommunications Act.

The low power radio-frequency devices must endure the interference from legal communications or ISM radio wave radiated devices.

Product Information

Product name: Xbox 360 Wireless Networking Adapter

Model no.: 1398

Designated voltage: 5 VDC

Country of origin: China

Manufacturer name:

Microsoft Corporation

Importer name:

Synnex Technology International

Importer's Address:

4th Fl. 75, Section 3, Min-Sheng E. Rd., Taipei 104

Importer's number: (02) 2506-3320

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中文

Xbox 360® 無線網路卡

感謝您購買 Xbox 360® 無線網路卡。Xbox 360 無線網路卡可讓您在 Xbox LIVE® 或家用網路上以無線的方式進行遊戲，它僅可與 Xbox 360 視訊遊戲家庭娛樂系統搭配使用。無線網路卡的功能：

- 支援 5-GHz 與 2.4-GHz 雙頻作業。
- 與 802.11a/b/g/n 無線家用網路相容。
- 能以無線電訊號與 Xbox 360 無線控制器進行通訊，讓您免除整合的麻煩。

注意

- 如要使用 Xbox 360 無線網路卡連線至 Xbox LIVE，您必須要有高速的網際網路連線 (Cable 或 DSL)。
- 並非所有的網際網路服務提供者 (ISP) 都能讓您在數個裝置之間分享寬頻連線。請先與您的 ISP 服務廠商確認。
- 如要體驗更便捷的 Xbox 360 無線功能，請考慮使用 Xbox 360 無線控制器 (需另購) 與 Xbox 360 多功能媒體遙控器 (需另購)。

警告

在使用此產品前，請閱讀本手冊與 Xbox 360 手冊，以取得重要的安全和健康資訊。請妥善保存所有手冊，以供未來參考之用。如需下載手冊，請前往下列網址：<http://www.xbox.com/support>

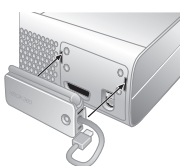
亞太國家/地區專用 (澳大利亞除外)

有限瑕疵擔保網址 www.xbox.com/warranty

此產品應與符合 NRTL (UL、CSA、ETL 等) 和/或 IEC/EN 60950 標準 (CE 標章) 的資訊類產品一同使用。

安裝驅動程式

使用乙太 (RJ-45) 網路纜線 (需另購) 將 Xbox 主機與家用網路連線，並依畫面上的指示連線至 Xbox LIVE，此時更新程序會自動開始。更新完畢後，請移除乙太網路纜線，並將無線網路卡連接至主機。



將網路卡裝到主機上

無線網路卡可直接裝在主機背面。

如何將網路卡直接裝在主機上：

1. 將網路卡上的卡榫對準主機背面的兩個插槽壓進去。
2. 將 USB 接頭插入網路卡旁邊的 USB 埠，並移除已連接至網路連接埠的任何網路線。
3. 翻起兩個天線。

注意

天線只能在與網路卡平行的方向上轉動，請勿將天線往其他方向轉動。

請勿使用網路卡抬起主機

請勿使用 Xbox 360 無線網路卡或其天線來抬起主機，它們可能會因此斷裂並讓您掉到主機。



將網路卡與主機分開設置

當網路卡直接裝在主機上時，鄰近裝置的無線電波干擾可能會讓網路連線發生問題。此時如果使用 USB 延長線 (需另購) 讓網路卡遠離主機，或許就能改善這種狀況。



如何將網路卡與主機分開設置：

1. 翻起兩個天線。
2. 將網路卡立座翻轉至與網路卡成直角的位置。
3. 將網路卡纜線的一端插入 USB 延長線的一端，
4. USB 延長線的另一端則插入主機背面的 USB 埠。
5. 將立起來的網路卡設置在可以提供最佳網路連線品質的位置。在某些情況下，旋轉網路卡或改變天線方向可以進一步改善連線狀況。

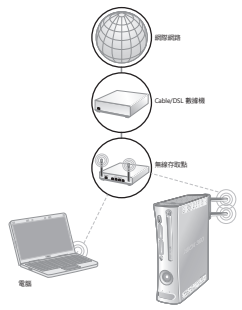
安裝新的無線家用網路

家用無線網路也叫做基礎結構網路。在基礎結構網路中，無線存取點、無線開道、或無線路由器會將網際網路連線分配到您的無線家用電腦及裝置。只要主機有了無線網路卡，就會成為家用網路中的一個無線裝置。

如果您目前還沒有家用無線網路，那麼在您安裝前需要做些決定，尤其是您所要使用的無線標準、需要的網路硬體，以及網路安全性。

無線網路基礎原理

無線網路卡透過無線電傳輸來進行通訊。無線電波會朝四面八方傳送，並可穿過牆壁與地板。但無線電訊號在穿過石頭與磚塊時會大幅衰減，而金屬物品 (例如冰箱與鏡子) 則會反射無線電訊號，干擾無線電的直線通訊。



警告

本產品限制於室內使用，以減少在 5.15 至 5.25-GHz 頻率範圍內的授權操作下產生潛在的有害干擾。

選擇無線網路標準

Xbox 360 無線網路卡符合目前所有四種無線網路標準 (802.11a、802.11b、802.11g 及 802.11n)，因此可與支援這四種標準中任何標準的網路裝置搭配使用。802.11 是一系列的無線電通訊標準，由電子電機工程師協會 (IEEE) 為無線當地區域網路所研發。用來區分這些標準的主要特性是連線速度及無線電波頻帶。

標準	連線速度	頻帶
802.11a	較快	5 GHz
802.11b	快	2.4 GHz
802.11g	較快	2.4 GHz
802.11n	最快	2.4 GHz/5 GHz

當您選取無線網路時，請記住以下幾點方針：

1. 5-GHz 標準 (802.11a 及 802.11n) 較不易受到一般裝置 (例如 2.4-GHz 的無線電話、行動電話及微波爐) 的干擾。同時，由於 2.4-GHz 網路的使用較為普及，因此 5-GHz 網路比較不會受到鄰近無線網路的干擾。
2. 802.11n 網路與所有四種 802.11 標準均相容，而 802.11g 網路則與 802.11g 及 802.11b 裝置相容。不過，在您的 802.11n/g 網路上運作任何 802.11b 裝置都會減緩網路速度。如果您有一個雙頻 (2.4-GHz 及 5-GHz) 存取點或路由器，請盡量在 5-GHz 頻帶 (802.11a 或 802.11n) 中操作您的主機及無線網路卡，而在 2.4-GHz 頻帶 (802.11b 及 802.11g) 中操作其他裝置。此設定下的 Xbox 360 主機即使與其他裝置共用網路仍能享有最大的頻寬。
3. 如果您使用無線控制器，以 5-GHz 頻帶進行網路連線的效能較佳，因為無線控制器使用 2.4-GHz 頻帶。

選擇您的網路硬體

在購買網路硬體時請考慮以下幾點方針：

- 使用與 Xbox 相容的存取點或路由器 (建議使用 802.11n)。如需有關已核准的 Xbox 相容存取點或路由器的詳細資訊，請至 www.xbox.com/networkhelp。
- 某些與 Xbox 相容的路由器是雙頻 (2.4-GHz/5-GHz) 的。使用雙頻路由器可以讓您將主機設定為擁有最大頻寬以及可能的最佳連線狀況。如需詳細資訊，請至 www.xbox.com/networkhelp。
- 當使用雙頻存取點或路由器時，請確定 2.4-GHz 及 5-GHz 網路各自擁有獨一無二的網路名稱 (SSID)。

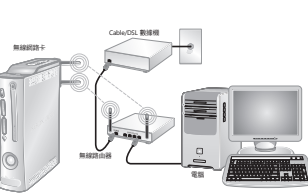
確保您的無線網路的安全

由於無線網路使用無線電訊號，您住家以外的無線網路裝置可能會接收到您的無線網路訊號，並與您的網路連線或攔截您的網路傳輸資訊。如要預防未授權的連線，以及降低他人監看您網路傳輸資訊的可能性：

- 讓路由器或存取點面朝您住家中心，這會將您住家外的訊號強度降至最低。
- 啟用路由器或存取點的無線安全性設定。您的無線網路卡支援 WPA、WPA2 及 WEP 安全性設定。當您啟用無線安全性設定後，就建立了一個可為無線傳輸資料「加密」的金鑰，只有具備相同金鑰的電腦才能解讀這些加密資料。

連線到您的新無線網路或現有的無線網路

只要您知道您的無線網路設定，要將您的 Xbox 360 主機連線到新的或現有的無線網路就很簡單了。在開始之前，請在〈您的網路設定〉一節下的空白處寫下這些設定。



注意

您可以在無線存取點或路由器的設定畫面上找到大多數的無線網路設定，裝置的文件會有存取這些畫面的指示。如果您的網路是由別人安裝，請與安裝的人聯繫，取得使用者名稱及密碼以方便存取設定畫面。

如何將主機連線到無線網路：

1. 開啟主機及所有無線網路裝置 (例如存取點或路由器)。
2. 將無線網路卡裝到主機背面 (請參閱〈將網路卡與主機分開設置〉一節) 或將無線網路卡與主機分開設置 (請參閱〈將網路卡與主機分開設置〉一節)。
3. 主機將會自動辨識網路卡，並引導您完成設定網路的作業。系統將會要求您輸入無線網路設定。

一旦您完成網路設定，主機即會連上無線網路。

您的網路設定

請使用這一節的空白處來記錄您的網路設定。如果您同時使用 2.4-GHz 及 5-GHz 頻帶，就必須針對不同的頻帶使用不同的網路名稱 (SSID)。所有使用無線連線存取網路的電腦與裝置，都必須使用相同的無線網路設定。

工作群組名稱 (如果有使用)：

5-GHz (802.11a/n) 網路

無線網路名稱 (SSID)：

無線安全性設定：

2.4-GHz (802.11b/g) 網路

無線網路名稱 (SSID)：

無線安全性設定：

將您的主機連線到另一台主機

主機對主機的系統連線無線網路又稱為 ad-hoc 網路。在 ad-hoc 網路中，裝置上的無線網路卡會直接與另一裝置上的無線網路卡連線。這種類型的網路連線並不會共用網際網路連線，且主機對主機的系統連線通常是暫時的。

如要進行主機對主機的系統連線遊戲，您需要：

- 兩台 Xbox 360 主機。
- 兩張 Xbox 360 無線網路卡。
- 一套支援系統連線的 Xbox 360 遊戲。



如何將主機無線連線到另一台主機：

1. 將無線網路卡裝到兩台主機背面 (請參閱〈將網路卡裝到主機上〉一節)。
2. 兩台主機都會自動辨識自己的網路卡，並引導您完成設定網路的作業。兩台主機的系統都會要求您輸入網路設定 (兩台主機的設定是一樣的)。

一旦您完成兩台主機的網路設定，兩台主機就可以透過無線連線方式互相連線。

疑難排解

如果您遇到了問題，請嘗試以下所提供的解決方案。

如需支援主機對主機系統連線的遊戲說明，請參閱該遊戲的網站或說明文件。如需註冊或連線到 Xbox LIVE 的說明，請至 www.xbox.com/networkhelp。

主機偵測不到無線網路

您可能不在無線網路的範圍內。請將 Xbox 360 主機與無線路由器或第二台 Xbox 360 主機放在同一個房間內，然後再試一次。

請確定您的路由器正在廣播無線網路名稱 (SSID)，因為 SSID 的無線路由器廣播可能已停用。請參閱您路由器的文件，以取得關於啟用 SSID 廣播的詳細資訊。

主機無法識別無線網路卡

請確定網路卡上的電源燈已亮起。如果電源燈沒有亮起，請檢查主機端的 USB 連線。如果網路卡與主機分開設置，請檢查網路卡纜線與 USB 延長線是否已確實連接。請嘗試中斷纜線的連接，然後再重新連接。

訊號不穩定常常斷線

某些使用 2.4-GHz 頻帶的無線裝置 (包括第一代 Xbox 主機專用的 MN-740 無線網路卡、大多數的 2.4-GHz 電話、某些行動電話及微波爐) 可能會干擾您的無線網路卡。如果您遇到網路效能的問題，請試著將 2.4-GHz 裝置移離主機、將主機移離裝置、或將網路卡移離裝置 (請參閱〈將網路卡與主機分開設置〉一節)。或將您的無線網路升級為雙頻 (2.4-GHz 及 5-GHz) 作業，並設定網路卡在 5-GHz 頻帶中運作，以減少干擾。

在重新安置您的主機、無線網路卡或無線存取點之前：

- 想像在您的網路卡與存取點之間有一條直線。
- 安置您的網路卡與存取點，而且直線上的障礙物越少越好。
- 讓網路卡與存取點之間不要有超過兩面牆或兩層地板的阻隔。

當電視搭配使用主機及 Windows Media Center 時會暫停

將執行 Windows Media Center 的電腦連接到雙頻 (2.4-GHz/5-GHz) 存取點或路由器時，請讓該電腦使用 5-GHz 頻帶 (802.11a/n)，而其他無線裝置 (例如筆記型電腦) 則使用 2.4-GHz 頻帶 (802.11b/g)。

如要繼續讓 Xbox 360 主機無線連線到路由器，我們強烈建議您在電腦與路由器之間採用有線 (乙太網路) 連線以獲得最佳效能。

無線安全性設定不正確

當您輸入無線安全性設定時，請記住 WEP 金鑰必須是十六進位 (0-9、A-F) 格式，而 WPA/WPA2 複雜密碼必須是英數字元 (同時包含字母與數字)。

此外，輸入不正確的 WEP 金鑰也可讓您連到開放驗證的網路，但您不會接收到 IP 位址。請輸入正確的 WEP 金鑰以接收 IP 位址。

狀態指示燈

Xbox 360 無線網路卡的狀態指示燈表示下列訊息：

- 持續發出綠光：網路卡電源已開啟，並已連線到無線存取點 (基礎結構) 或其他無線裝置 (ad-hoc)。
- 閃爍綠光：網路卡電源已開啟但尚未連線，或是正在連線至另一個無線裝置。
- 持續發出紅光：無法辨識硬體。
- 閃爍紅光：驅動程式或硬體發生問題。
- 熄滅：無電源。

注意

如果您使用 ad-hoc 網路，在兩台主機都加入網路之前，狀態指示燈不會持續發出綠光來表示已連線。

如果您需要更多幫助

如需一般問題的解答、疑難排解步驟以及 Xbox 客戶支援部門連絡資訊，請前往 www.xbox.com/support。

請勿將您的 Xbox 360 主機或其周邊配件拿到經銷商處要求維修或服務，除非 Xbox 客戶支援代表指示您這麼做。

請勿嘗試自行維修

請勿嘗試拆解、維修或修改 Xbox 360 主機、電源供應器或其周邊配件。這麼做可能會產生電擊或火苗而導致嚴重傷害或死亡，並且基於安全考量，而您的保固也將無效。

廢棄電子電機設備處理

在產品或包裝上有此標記者，表示該產品不可與一般家庭廢棄物一起丟棄。您必須負責將其交予適當的收集點，以利於電子電機設備的回收。獨立的收集和回收，有助於避免自然資源的浪費，並防止可能對人體健康和環境造成的負面影響，而不當的廢棄方式可能造成電池和電子電機設備產生危險物質。如果需要有關於電子電機設備廢棄處理之場所的詳細資訊，請與您當地的市政機關、家庭廢棄物處理服務機構或購買該產品的店家洽詢。

台灣地區的客戶

關於低功率射頻電機之注意事項

經型式認證合格之低功率射頻電機，非經許可，公司、商號或使用者均不得擅自變更頻率、加大功率或變更原設計之特性及功能。

低功率射頻電機之使用不得影響飛航安全及干擾合法通信；經發現有干擾現象時，應立即停用，並改善至無干擾時方得繼續使用。

前項合法通信，指依電信法規定作業之無線電通信。

低功率射頻電機須忍受合法通信或工業、科學及醫療用電波輻射性電機設備之干擾。

本產品資訊

產品名稱：Xbox 360 無線網路卡

型號：1398

額定電壓：5 VDC

產地：中國

製造廠商：Microsoft Corporation

進口廠商：聯強國際股份有限公司

地址：台北市 104 民生東路三段 75 號四樓

洽詢專線：(02) 2506-3320

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