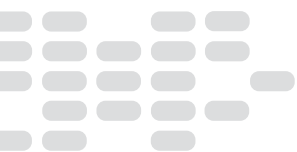


XBOX

Microsoft



# user's guide



Microsoft® Broadband Networking

## Xbox® Wireless Adapter

MN-740



## Important

Before using this product, read the Xbox® Instruction Manual for important safety information and health warnings. **Please retain both the Xbox Instruction Manual and this manual for future reference.**

Avant d'utiliser ce produit, lisez le manuel d'instruction de Xbox, car il contient des avertissements importants concernant la santé et la sûreté. **Veillez conserver le manuel d'instruction de Xbox et ce manuel pour référence future.**

Do not plug a phone jack (RJ-11) into any Ethernet (RJ-45) port on your device. Doing so may damage the device. You must use twisted pair cables with RJ-45 connectors that conform to FCC standards in the device's Ethernet ports.

Ne branchez pas une prise téléphonique (RJ-11) dans le port réseau (RJ45) du produit, car cela risque de l'endommager. Veuillez plutôt utiliser un câble à paires torsadées muni de connecteurs RJ-45 conforme.



## Caution

Only use AC Adapter provided with the unit.

Any changes or modifications not expressly approved by Microsoft could void the user's authority to operate this device.

Not intended for use in industrial, medical or scientific settings.

For indoor use only.

Device should be located at least 20 cm (8 inches) away from any human body in order to meet FCC exposure limits. The antennas used with this transmitter must not be co-located or operating in conjunction with any other antenna or transmitter. Do not touch or re-orient the antenna while the device is transmitting.



## Attention

N'utilisez qu'avec le bloc d'alimentation fourni avec cet appareil.

Tout changement ou modification apporté à ce dispositif non expressément autorisé par Microsoft est interdit.

Ne pas utiliser ce dispositif dans une application industrielle, médicale ou scientifique.

N'utiliser qu'à l'intérieur.

Ce dispositif est conforme aux limites d'absorption spécifique (DAS) et respecte les limites d'exposition RF des personnes, telles que spécifiées dans la procédure CNR 102.

Ce dispositif doit être à plus de 20 cm (8 pouces) de toute personne. Les antennes de ce dispositif transmetteur ne doivent ni être copositionnées ni utilisées en conjonction avec quelque autre antenne ou transmetteur faisant partie de l'ordinateur hôte. Ne touchez pas à l'antenne lorsque l'appareil est en fonction.

Information in this document, including URL and other Internet Web site references, is subject to change without notice. Unless otherwise noted, the example companies, organizations, products, domain names, e-mail addresses, logos, people, places, and events depicted herein are fictitious, and no association with any real company, organization, product, domain name, e-mail address, logo, person, place, or event is intended or should be inferred. Complying with all applicable copyright laws is the responsibility of the user. Without limiting the rights under copyright, no part of this document may be reproduced, stored in or introduced into a retrieval system, or transmitted in any form or by any means (electronic, mechanical, photocopying, recording, or otherwise), or for any purpose, without the express written permission of Microsoft Corporation.

Microsoft may have patents, patent applications, trademarks, copyrights, or other intellectual property rights covering subject matter in this document. Except as expressly provided in any written license agreement from Microsoft, the furnishing of this document does not give you any license to these patents, trademarks, copyrights, or other intellectual property.

© 2004 Microsoft Corporation. All rights reserved.

Microsoft, Windows, Xbox, Xbox Live, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.

UPnP is a trademark of UPnP Implementers Corp. Wi-Fi is a registered trademark and Wi-Fi Protected Access is a trademark of Wi-Fi Alliance.

The names of actual companies and products mentioned herein may be the trademarks of their respective owners.

## IMPORTANT SAFETY INFORMATION

This manual contains important information about how to safely and properly set up, use, and care for the Microsoft® Broadband Networking Xbox® Wireless Adapter.


### Do not take the Adapter apart.

Do not attempt to service or repair the Xbox Wireless Adapter yourself.

Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as:

- Power-supply cord or plug is damaged.
- Liquid has been spilled or objects have fallen into the apparatus.
- The apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.

### General Electrical Precautions

 As with many other electrical devices, failure to take the following precautions can result in serious injury from electric shock, or fire, or damage to the Xbox Wireless Adapter.

#### Avoid damaging the power cord.

- Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where it exits from the apparatus.
- Do not jerk, knot, sharply bend, or otherwise abuse the power cord.
- Do not expose the power cord to sources of heat.
- Keep children and pets away from the power cord and do not allow them to bite or chew on it.
- When unplugging the power cord from the Adapter or a power outlet, pull on the plug—do not pull on the cord.

If the power cord becomes damaged in any way, stop using it immediately and call the Microsoft Customer Support number in Chapter 4.

#### Do not push or insert anything into openings

Take precautions to keep children from putting anything inside the Adapter.

#### Do not overload an extension cord, wall outlet, or other type of receptacle.

Do not exceed the stated ratings of cords or receptacles.

#### Use the type of power source indicated on the Xbox Wireless Adapter.

If you are not sure of the type of power supply to your home, consult a qualified electrician.


#### Do not expose the Adapter to liquids or moisture.

- Do not use this apparatus near water (for example, sinks, tubs, pools) or expose it to rain, moisture, or dripping or splashing liquids.
- Do not place objects filled with liquids, such as beverages or vases, on or near the Adapter.
- Do not clean the Adapter with water, liquid cleaners, solvents, or aerosols.

#### Clean the outside of the Xbox Wireless Adapter properly.

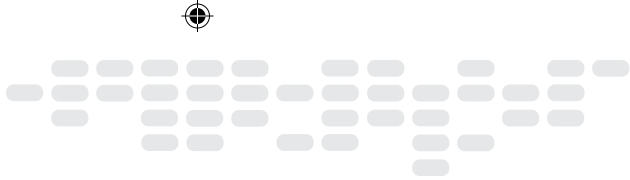
Clean only with a dry cloth.

#### Unplug this apparatus during lightning storms or when unused for long periods of time.

 This symbol is intended to alert the user to the presence of important safety, operating, and maintenance instructions in the literature accompanying the Xbox Wireless Adapter.

**Warning** To reduce the risk of electric shock, do not expose this apparatus to rain or moisture.

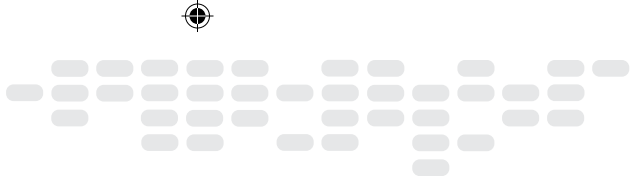




# | contents

- 1 | Introduction: Your Xbox Wireless Adapter.....1**
  - Box Contents .....1
  - About the Adapter .....2
  - Resetting the Adapter .....3
  - Restoring Factory Default Settings .....4
  - Updating Adapter Firmware .....4
- 2 | Network Basics: About Wireless Networking.....5**
  - Types of Wireless Networks .....5
  - Placement of Wireless Components .....6
  - Understanding Wireless Transmission Standards .....7
  - Making Your Wireless Transmissions More Secure .....8
- 3 | Troubleshooting: Need Help? .....9**
  - Nothing happens when I insert the Xbox Wireless Adapter Setup disc in the disc tray. ....9
  - My Xbox console doesn't recognize the wireless adapter. ....9
  - Setup does not detect my wireless network.....9
  - I can't save my wireless settings or password on my adapter..... 10
  - I receive an error message during setup that my security key is incorrect. .... 10
  - The Power light on my adapter won't stop blinking when I update the adapter firmware. .... 10
  - The wireless status is listed as "Not Connected." ..... 10
  - The signal strength is listed as "Very Low" or "Low." ..... 11
  - I can't connect to Xbox Live. .... 11
  - My Xbox Live games are running slowly..... 12
- 4 | Reference..... 13**
  - Getting Help..... 13
    - Visit Us on the Web ..... 13
    - Technical Support Options ..... 13
  - Regulatory Information ..... 14
    - United States Radio and TV Interference Regulations ..... 14
    - Canadian Radiocommunication Regulations..... 14

Technical Specifications .....	15
System Requirements.....	16
LIMITED WARRANTY .....	17
GARANTIE LIMITÉE.....	19
<b>Glossary .....</b>	<b>21</b>



# 1 | introduction

## Your Xbox Wireless Adapter

Thanks for purchasing the Microsoft® Broadband Networking Xbox® Wireless Adapter. You can use your adapter to add an Xbox video game system to an existing wireless network that has a wireless router, base station, or gateway. You can also use your adapter to connect two Xbox consoles wirelessly for System Link play.

## Box Contents

Your wireless adapter comes with other components to help you set up and connect the adapter. The box contents are shown in the following illustration.



Xbox wireless adapter setup disc



Xbox wireless adapter (MN-740)



Power supply



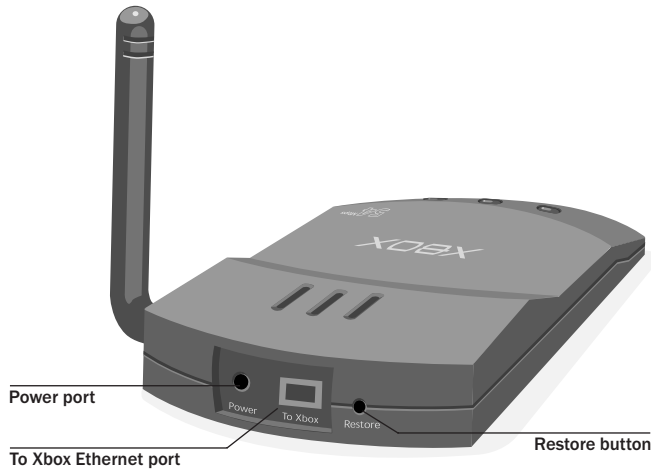
User's Guide and Start Here guide



Ethernet cable

## About the Adapter

The Microsoft Xbox Wireless Adapter connects to an Xbox console with an Ethernet cable. The following illustrations show the locations of the ports, status lights, and Restore button on the adapter.



The back of the adapter has a Restore button, a To Xbox port for the Ethernet cable, and a Power port.

**Note** If the provided Ethernet cable does not meet your needs, you can use any other Ethernet cable (either the “straight-through” type or the “crossover” type) when you connect your Xbox console to your Xbox wireless adapter. Do not use a phone cord for this connection.





The front of the adapter has three status lights. The following table describes the behavior of each light.

Status light	On	Off	Blinking
Power	Green: Ready Orange: Updating firmware or resetting	Not receiving power	Restoring factory defaults or error*
Wireless	Radio enabled	Radio disabled	Data being sent or received wirelessly
Xbox	Xbox console turned on and connected	Xbox console turned off or not connected	Data being sent or received over Ethernet connection

\*If the Power light continues to blink after you attempt to update the adapter firmware, reset the adapter by using the following procedure.

## Resetting the Adapter

You can reset the adapter to correct connectivity problems. Simply unplug the adapter power supply, and then plug it in again. The Power light will turn orange, and then turn green when the reset is complete.

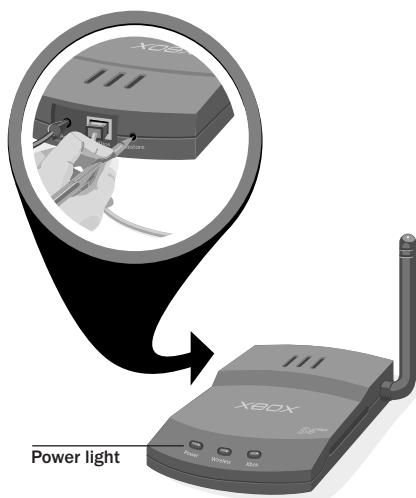
## Restoring Factory Default Settings

You can restore the factory default settings to the adapter if, for example, you forget your adapter password. Restoring the adapter erases all your current adapter settings and returns the password to the default, **admin**. After you restore your adapter, you will need to reconfigure the adapter settings. You can do this from the Wireless Settings screen of the Xbox Dashboard on your Xbox console.

### To restore the adapter to factory default settings

- Use a pointed object to press and release the Restore button on the back of the adapter.

The Power light first blinks orange and green, and then turns solid orange. When it turns solid green, the restoration is complete. This process takes about a minute.



## Updating Adapter Firmware

To update your adapter firmware, you need a computer with Microsoft Windows® 98 or later and Microsoft Internet Explorer version 5.5 or later. To check for available updates for this adapter, go to [www.microsoft.com/broadbandnetworking](http://www.microsoft.com/broadbandnetworking).

# 2 | network basics

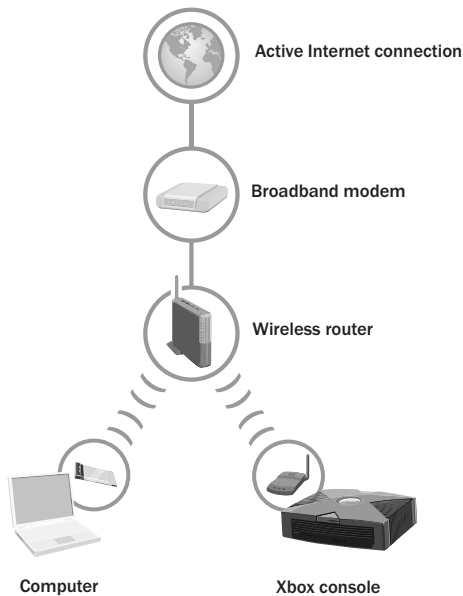
## About Wireless Networking

Your Microsoft® Broadband Networking Xbox® Wireless Adapter communicates by radio transmission. Radio waves travel in all directions, and can be transmitted through walls and floors. This chapter on wireless connections explains wireless network types and provides important information about wireless performance and security.

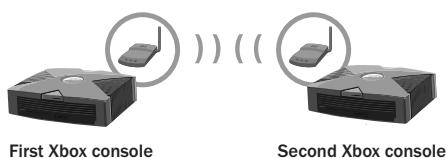
## Types of Wireless Networks

There are two types of wireless networks: infrastructure and ad hoc.

In an **infrastructure** network, a wireless adapter connects to a wireless network through a central wireless access point, gateway, or router, such as a Microsoft Wireless Base Station. This type of network is often used when a broadband Internet connection will be shared among computers and devices. In an infrastructure network, for example, a computer on the network can access email while an Xbox console accesses the Xbox Live™ online game service. The following illustration shows an example of an infrastructure network.



In an **ad hoc** network, a wireless adapter connects directly to another wireless adapter that is set up on another device. For example, an ad hoc network is used for console-to-console (System Link) gameplay. In this type of network, a broadband Internet connection is not shared and the connection to the other Xbox® video game system is typically temporary. The following illustration shows an example of an ad hoc network.



You can use the same adapter to connect to different networks (and different types of networks) at different times. For example, you might use your adapter to connect to an infrastructure network at home most of the time (for Xbox Live play), but occasionally, you might use your adapter to set up a temporary ad hoc network for System Link play with a friend. You can use this adapter to connect to both Microsoft and non-Microsoft wireless devices.

## Placement of Wireless Components

The following placement recommendations will help you achieve the best wireless range, coverage, security, and connection speed from your wireless devices:

- Place wireless components in direct line of sight to one another, if possible.
- If you notice poor signal strength on your wireless adapter, try moving your Xbox console a few inches in any direction or adjusting the antenna on the adapter. Because of the way in which radio waves travel, small areas within the network range sometimes receive poor coverage.
- Place wireless components on desks or shelves when possible (instead of on the floor) to avoid obstacles and achieve better reception on the upper stories of buildings.
- Avoid placing wireless components in such a way that large, solid objects block the direct path between them. Fireplaces, concrete or masonry walls and floors, metal framing, mirrors, UV window film, metallic paint, and other building components may reduce radio signal strength.

- Avoid placing wireless components next to large metal objects such as computer cases, monitors, and appliances. Metal objects reduce signal strength.
- Avoid placing wireless components close to electromagnetic devices, especially those with frequencies in the 2.4-gigahertz (GHz) range. Devices such as cordless phones, microwave ovens, radios, and televisions can interfere with wireless transmission.
- If you notice poor connection speed in an area, try moving your wireless components closer together. Connection speeds will be slower if your wireless components are very far apart from each other on the network.
- Be aware that wireless signal range, speed, and strength can be affected by interference from neighboring wireless networks.

## Understanding Wireless Transmission Standards

802.11 is a series of wireless transmission standards developed by the Institute of Electrical and Electronics Engineers (IEEE) for wireless local area networks. Currently, four specifications make up the 802.11 series: 802.11, 802.11a, 802.11b, and 802.11g. The Microsoft Xbox Wireless Adapter conforms to the latest specification, 802.11g. The main features that distinguish these specifications are connection speed and radio frequency.

The following table summarizes the four specifications in the 802.11 series.

Specification	Connection speed	Radio frequency band
802.11	1 or 2 megabits per second (Mbps)	2.4 GHz
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** The benefit of the 2.4-GHz radio frequency band is that it allows for greater range than the 5-GHz band. The drawback is that it is more susceptible to interference from other devices, such as 2.4-GHz cordless telephones.

Because 802.11b and 802.11g use the same radio frequency band, your Xbox wireless adapter is compatible with 802.11b devices. However, when you transfer data between 802.11b and 802.11g devices, the connection speed is limited to the 802.11b maximum of 11 Mbps.

**Note** The Xbox wireless adapter is not compatible with 802.11a-only devices.

## Making Your Wireless Transmissions More 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 or the possibility of eavesdroppers listening in on your network traffic, do the following:

- If you have a router, base station, or gateway, place it toward the center of your home. This decreases the strength of the signal outside your home.
- Enable wireless security on your wireless network. Your Xbox wireless adapter supports 64-bit and 128-bit Wired Equivalent Privacy (WEP) security. We recommend using the highest level of security supported by your other wireless networking devices. When you enable wireless security, you establish a key that scrambles or “encrypts” the data that is wirelessly transmitted so that it is decipherable only by computers that have the correct key. In addition, only users who know the network key can connect to your network and use your Internet connection.

# 3 | troubleshooting

## Need Help?

This chapter provides solutions to the most common problems that you might have with your Microsoft® Broadband Networking Xbox® Wireless Adapter. If the problem you are experiencing is not covered in this chapter, you can find more troubleshooting information on the Microsoft Hardware Web site at [www.microsoft.com/hardware](http://www.microsoft.com/hardware). Some problems can be solved by downloading the latest version of the adapter firmware, available at [www.microsoft.com/broadbandnetworking](http://www.microsoft.com/broadbandnetworking).

 **Note** For help with a game that supports System Link play, see the *game's Web site or documentation*. For help with Xbox Live™, see the *Xbox Live Web site* at [www.xbox.com/LIVE/Support.htm](http://www.xbox.com/LIVE/Support.htm).

## Nothing happens when I insert the Xbox Wireless Adapter Setup disc in the disc tray.

- **Verify that your disc tray is functioning correctly.** Try inserting another Xbox disc.

If the other disc works correctly, contact Microsoft Technical Support for more information.

## My Xbox console doesn't recognize the wireless adapter.

- **Check the Power light on the adapter.** Make sure that the Power light is green. If it isn't, check the power supply connection. Unplug the power supply, and then plug it in again.
- **Check the Ethernet connection.** Make sure that the Xbox light on the wireless adapter is green. Try disconnecting the adapter cable and connecting it again.

## Setup does not detect my wireless network.

- **Check for range issues.** You might be out of range of your wireless network. Place your Xbox console in the same room as your wireless router or second Xbox 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 the broadcast of the SSID.

## I can't save my wireless settings or password on my adapter.

- **Restore the factory defaults on the wireless adapter.** Use a pointed object to press and release the Restore button on the back of the adapter. The Power light first blinks green and orange, then turns solid orange. Wait for the Power light to turn solid green.

**Note** Restoring factory defaults to the adapter will override your current adapter settings and will return the adapter password to the default, **admin**.

## I receive an error message during setup that my security key is incorrect.

- **Check the security setting on your wireless router or second Xbox console.** The key needs to be the same on every computer and device on your network. See your router documentation for information about how to check the Wired Equivalent Privacy (WEP) key. When you enter this security setting, make sure that you type the key exactly as it appears. It is case sensitive. For 64-bit encryption, the WEP key is either five or 10 characters in length. For 128-bit encryption, the WEP key is either 13 or 26 characters in length.
- **Disable and then re-enable wireless security on your wireless router or second Xbox console.** Try using a different security level and a new security key. Make sure that all of your network devices are set to use the same security level and key.

## The Power light on my adapter won't stop blinking when I update the adapter firmware.

- **Reset the adapter.** Unplug the adapter from the power supply, and then plug it in again. The Power light will first turn orange. Wait for the Power light to turn green. Try updating the firmware again.

## The wireless status is listed as "Not Connected."

- **Verify that you are using the correct wireless settings.** You might have incomplete or incorrect wireless settings for your adapter. If you are connecting to a network that has a router, base station, or gateway, make sure that the network mode is listed as **Infrastructure** on the Wireless Settings screen. If you are connecting two Xbox consoles for System Link play, make sure that the network mode is listed as **Ad hoc 802.11 b/g**. Your Xbox wireless adapter must use the same network name (SSID) and wireless security information (WEP key) as your wireless network. If you are connecting two Xbox consoles for System Link play, the channel specified on both devices must also be the same. For information about how to check the wireless network settings on your router, see your router documentation.



- **Check for range issues.** You might be out of range of your wireless network. Place your Xbox console in the same room as your wireless router or second Xbox console, and try again.
- **Check for interference issues.** Your wireless connection might be getting interference from other wireless devices. Move the other devices (such as cordless phones) further from your wireless network, and refrain from using them while you are using the network. To minimize interference from another wireless network, try changing channels. Pick a channel that is at least three channels away from a channel used by a neighboring network. For more information about configuring your wireless settings, see your router documentation.

### The signal strength is listed as “Very Low” or “Low.”

- **Adjust the antenna on your adapter or router.** Start with the antenna pointing upward and away from any adjacent cables. Certain areas, such as directly below the antenna, get relatively poor reception. Pointing the antenna toward another wireless component does not improve reception.
- **Check for range issues.** You might be out of range of your wireless network. Place your Xbox console in the same room as your wireless router or second Xbox console, and try again.
- **Check for interference issues.** Your wireless connection might be getting interference from other wireless devices. Move the other devices (such as cordless phones) further from your wireless network, and refrain from using them while you are using the network. To minimize interference from another wireless network, try changing channels. Pick a channel that is at least three channels away from a channel used by a neighboring network. For more information about configuring your wireless settings, see your router documentation.

For more information about placing your wireless devices for optimal performance, see Chapter 2, “Network Basics.”

### I can't connect to Xbox Live.

- **Get an Xbox Live subscription.** If you do not already have an Xbox Live subscription, contact Microsoft at 1-800-4MY-XBOX in the U.S. and Canada to purchase and sign up.
- **Make sure that your Xbox console is making a connection to your wireless router.** If the Wireless Status screen displays the connection status as “Not Connected,” see the earlier Troubleshooting topic “The wireless status is listed as ‘Not Connected.’”

- **Check whether computers on your network can connect to the Internet.** If the Wireless Status screen displays the connection status as “Connected,” but computers on your network can’t connect to the Internet, the problem may be with the Internet connection. Make sure that you are using the correct type of cable between your router and modem, that the cable is firmly attached, and that all status lights on the network devices indicate that your connections are receiving power and functioning properly.
- **Reset your broadband modem.** Unplug or turn off the modem. Wait at least 10 seconds, and then plug it in or turn it on. Wait for the modem to connect to your Internet service provider (ISP). This might take a couple of minutes. After the status lights on your modem indicate that it is connected, and the status lights on your wireless router show that you have a working Internet connection, try connecting to Xbox Live again.
- **Contact your ISP.** If you are experiencing problems accessing the Internet from the computers on your network, verify that there are no problems with your Internet connection, such as scheduled maintenance or server problems.
- **Reset your router, base station, or gateway.** Unplug or turn off the wireless router, wait at least 10 seconds, and then plug it in or turn it on. When the status lights indicate that the router is ready, try connecting to Xbox Live again.
- **Update your router firmware.** Firmware is the software that is built into your router to provide network functions. You can update your router firmware by downloading the most recent version from the manufacturer’s Web site. For information about updating your router firmware, see your router documentation.

## My Xbox Live games are running slowly.

- **Decrease your network traffic.** Your network has a limited amount of bandwidth for transmitting data. While you play Xbox Live games, quit any computer programs that use this bandwidth. For example, avoid streaming audio or video or transferring large files between computers on your network while you play Xbox Live games.
- **Contact your ISP.** If you are experiencing problems accessing the Internet from the computers on your network, verify that there are no problems with your Internet connection, such as scheduled maintenance or server problems. If you are still not satisfied with your connection speed, you might want to inquire about upgrading to a faster connection.

# 4 | reference

This chapter contains the following reference information for your Microsoft® Broadband Networking Xbox® Wireless Adapter:

- Getting Help
- Regulatory Information
- Technical Specifications
- System Requirements
- Limited Warranty

## Getting Help

If you have a question about your Microsoft Broadband Networking product, the following resources on the Web and from Technical Support may help you find the answer.

### Visit Us on the Web

Please visit the Microsoft Broadband Networking Web site at [www.microsoft.com/broadbandnetworking](http://www.microsoft.com/broadbandnetworking) for the most up-to-date information about our products. The Microsoft Broadband Networking Web site also contains articles about using our products and instructions for downloading the most recent updates.

### Technical Support Options

**Product Name:** Microsoft Broadband Networking Xbox Wireless Adapter (MN-740)

**Support Info** For all of our support offerings, visit <http://support.microsoft.com>  
**Online:** In Canada, visit [www.microsoft.ca/support](http://www.microsoft.ca/support)

**Phone Support:** Toll-free support for U.S. customers: (800) 936-3900. For customers in Canada: (800) 668-7975. These numbers are only for support of Microsoft Broadband Networking products.

**TTY Users:** Text phone (TTY/TDD) services are available at (425) 635-4948 in Washington state or (800) 892-5234 in the U.S. Call (905) 568-9641 in Canada.

**Worldwide:** Support outside the U.S. and Canada may vary. For regional contact details, visit <http://support.microsoft.com/international.aspx>. If there is no Microsoft subsidiary office in your country or region, please contact the establishment from which you obtained your Microsoft product.

**Conditions:** Microsoft's support services are subject to then-current prices, terms, and conditions, which are subject to change without notice.

## Regulatory Information

### United States Radio and TV Interference Regulations

This device complies with Part 15 of the U.S. Federal Communications Commission (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.

The Microsoft Xbox Wireless Adapter can radiate radio frequency (RF) energy. If not installed and used in strict accordance with the instructions given in this User's Guide, the Xbox Adapter may cause harmful interference with other radio-communications devices (for example AM/FM radios, televisions, baby monitors, cordless phones, etc.). Any cable that is connected to the device must be a shielded cable that is properly grounded. There is, however, no guarantee that RF interference will not occur in a particular installation.

Your Microsoft Xbox Wireless Adapter has been tested, and it complies with the limits for a Class B digital device in accordance with the specifications in Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful RF interference in a residential installation.

To determine if your Xbox Wireless Adapter is causing interference to other radio-communications devices, disconnect the device from your Xbox console. If the interference stops, it was probably caused by the Xbox Adapter. If the interference continues after you disconnect the Xbox Adapter, turn the Xbox console off and then on again. If this Xbox Wireless Adapter does cause interference, try the following measures to correct it:

- Relocate the antenna of the other radio-communications device (for example AM/FM Radios, televisions, baby monitors, cordless phones, etc.) until the interference stops.
- Move the Xbox Adapter farther away from the radio or TV, or move it to one side or the other of the radio or TV.
- Plug the Xbox console into a different power outlet so that the Xbox Adapter and radio or TV are on different circuits controlled by different circuit breakers or fuses.
- If necessary, ask your dealer or an experienced radio-TV technician for more suggestions. You may find helpful information about interference issues at the following FCC Web site: <http://www.fcc.gov/cgb/consumerfacts/interference.html>, or call the FCC at 1-888-CALL FCC to request from the operator "Interference and Telephone Interference" fax sheets.

Tested to comply with FCC Standards. For home or office use.

This product is for use with an Xbox console.

Microsoft Corporation  
One Microsoft Way  
Redmond, WA 98052-6399.  
(800) 426-9400 (United States)  
(800) 933-4750 (Canada)

### Canadian Radiocommunication Regulations

This Class B digital apparatus complies with Canadian ICES-003.

The term "IC:" before the certification/registration number only signifies that the Industry Canada technical specifications were met.

Cet appareil numérique de la classe B est conforme aux normes NMB-003 du Canada.

L'expression «IC:» avant le numéro d'homologation/enregistrement signifie seulement que les spécifications techniques d'Industrie Canada ont été respectées.

## Technical Specifications

### Xbox Wireless Adapter

<b>Standards</b>	IEEE 802.11b, 802.11g, Wi-Fi® certified
<b>Host Interface</b>	10/100 Mbps Ethernet/IEEE 802.3 port
<b>Port</b>	<ul style="list-style-type: none"><li>□ One 10/100 Mbps Ethernet/IEEE 802.3 port, auto MDI/MDI-X crossover</li><li>□ RJ-45 connector</li><li>□ UTP/STP CAT 3 or better cabling required for 10-BaseT operation</li><li>□ UTP/STP CAT 5 or better required for 100-BaseTX operation</li></ul>
<b>Data Rate</b>	802.11b (DSSS modulation): 1, 2, 5.5, 11 Mbps with auto-fallback support  802.11g (OFDM modulation): 6, 9, 12, 18, 24, 36, 48, 54 Mbps with auto-fallback support
<b>Frequency Range</b>	ISM band (2.400 to 2.4835 GHz)
<b>Channels</b>	1-11 United States, Canada Approved for use only in the United States and Canada.
<b>Wireless Security (WEP)</b>	Off, 64-bit, and 128-bit
<b>Indicators</b>	<ul style="list-style-type: none"><li>□ Xbox: Link/Activity LED for Ethernet port</li><li>□ Wireless: Link/Activity LED</li><li>□ Power: Power/Reset dual-color LED</li></ul>
<b>Operating Temperature</b>	0 to +35 deg C
<b>Storage Temperature</b>	-20 to +60 deg C
<b>Humidity</b>	10 to 85 percent non-condensing
<b>Emissions</b>	FCC Part 15 Class B; Canada RSS-210
<b>Safety</b>	UL
<b>Physical Dimensions</b>	3.38" x 4.51" x 0.99" (86 x 114.75 x 20.3 mm)
<b>Weight</b>	3.82 oz (108.42g) without Ethernet cable and power adapter

## System Requirements

**To use the Microsoft Broadband Networking Xbox Wireless Adapter MN-740, you will need the following:**

- Microsoft Broadband Networking Wireless Base Station (or other Wi-Fi access point) or a second Xbox Wireless Adapter for Xbox System Link play.
- Xbox video game system with available Ethernet port to set up the Xbox Wireless Adapter. After the adapter is configured you can use it on any Ethernet-enabled device.
- Xbox game that supports System Link Play or has the Xbox Live™ logo
- Available AC power outlet

**To use Xbox Live you will also need:**

- Subscription to Xbox Live service (sold separately)
- Xbox video game with the Xbox Live logo
- Broadband Internet connection (cable or DSL)

**To upgrade the firmware (advanced users only), you will also need:**

- PC with Windows 98 or later and Internet Explorer 5.5 or later on your Wi-Fi wireless network.

**Not all Internet service providers (ISPs) will allow you to share a broadband connection. Make sure you check with your ISP.**

## LIMITED WARRANTY

**IMPORTANT—PLEASE READ THIS LIMITED WARRANTY CAREFULLY TO UNDERSTAND YOUR RIGHTS AND OBLIGATIONS!** The term “Xbox Wireless Adapter” means the Microsoft Xbox Wireless Adapter and any and all Microsoft software distributed with such Xbox Wireless Adapter, including all software contained on any separate storage medium (such as a compact disk or DVD) that is included in the package with the Xbox Wireless Adapter.

### A. WARRANTIES.

**Express Warranty.** Subject to the terms and conditions of this Limited Warranty, Microsoft warrants that under normal use and service the Xbox Wireless Adapter will substantially conform with the accompanying packaging and documentation from the day you acquire the Xbox Wireless Adapter and for 90 days thereafter for the software portion, and two (2) years thereafter for the hardware portion (the “**Warranty Period**”).

**Implied Warranty.** You may also have an implied warranty and/or condition under the laws of some jurisdictions, which is hereby limited to the duration of the Warranty Period. Some jurisdictions do not allow limitations on how long an implied warranty or condition lasts, so the foregoing limitation may not apply to you.

As to any defects discovered after the Warranty Period, there is no warranty or condition of any kind.

**B. EXCLUSIVE REMEDY.** During the Warranty Period and subject to applicable law, and provided that You either return the Xbox Wireless Adapter to Your place of purchase or to Microsoft with a copy of Your receipt or other bona fide proof of purchase, Microsoft will, at its option and as your exclusive remedy for breach of this Limited Warranty or any implied warranties:

- repair or replace the defective Xbox Wireless Adapter or
- make payment to You for the allowable damages that You incur in reasonable reliance but only up to the amount of the price You paid for the Xbox Wireless Adapter (if any).
- Any replacement Xbox Wireless Adapter will be new or refurbished or serviceably used, comparable in function and performance to the original part or Xbox Wireless Adapter and warranted for the remainder of the original Warranty Period or 30 days from the date of shipment of the replacement back to You, whichever is longer.
- Microsoft will use commercially reasonable efforts to diagnose and attempt to correct, or suggest solutions for, defects in the Xbox Wireless Adapter that are covered by this Limited Warranty. Microsoft does not provide any warranties regarding its warranty services and, except for the preceding sentence, disclaims all duties (if any) of workmanlike effort or of lack of negligence.
- Except as otherwise required by legislation in Your jurisdiction, costs associated with transport (including packaging) for warranty service shall be at Your expense.

**C. NO OTHER WARRANTIES.** The express warranty stated in Section A above is the only express warranty made to You and is provided in lieu of all other express or implied warranties and conditions (if any) including any created by any other documentation or packaging. No other warranties or conditions are made with respect to the Xbox Wireless Adapter or the warranty services by any person, including but not limited to Microsoft and its suppliers. **No information (oral or written) or suggestions given by Microsoft, its agents or suppliers or its or their employees, shall create a warranty or condition or expand the scope of this Limited Warranty.** Also, there is no warranty or condition of title, quiet enjoyment, or noninfringement in the Xbox Wireless Adapter. You may have greater rights existing under legislation in your jurisdiction. Where any term of this Limited Warranty is prohibited by such laws, it shall be null and void, but the remainder of the Limited Warranty shall remain in full force and effect.

**D. EXCLUSIONS.** This Limited Warranty shall not apply and Microsoft has no liability under this Limited Warranty if the Xbox Wireless Adapter:

- is used for commercial purposes (including rental or lease);
- is modified or tampered with;
- is damaged by Acts of God, power surge, misuse, abuse, negligence, accident, wear and tear, mishandling, misapplication, or other causes unrelated to defective materials or workmanship;
- is damaged by programs, data, viruses, or files, or during shipments;
- is not used in accordance with the accompanying documentation and use instructions; or
- is repaired, modified or altered by other than Microsoft authorized repair centers.

**E. REGISTRATION.** You need not register Your acquisition of the Xbox Wireless Adapter for the Limited Warranty to be effective.

**F. BENEFICIARY.** To the extent allowed by applicable law, the Limited Warranty is only made to You, the first user of the Xbox Wireless Adapter, and there are no third party beneficiaries of the Limited Warranty. It is not intended for and does not apply to anyone else (except as required by law), including anyone to whom You make any transfer of the Xbox Wireless Adapter.

**G. EXCLUSION OF INCIDENTAL, CONSEQUENTIAL AND CERTAIN OTHER DAMAGES and LIMITATION OF LIABILITY.** TO THE FULL EXTENT ALLOWED BY LAW, MICROSOFT IS NOT LIABLE FOR ANY:

- (i) CONSEQUENTIAL OR INCIDENTAL DAMAGES;
  - (ii) DAMAGES OR LOSS OF ANY NATURE WHATSOEVER RELATING TO LOST PROFITS, LOSS OF DATA OR PRIVACY OR CONFIDENTIALITY, ANY INABILITY TO USE ALL OR PART OF THE XBOX WIRELESS ADAPTER, PERSONAL INJURY, OR ANY FAILURE TO MEET ANY DUTY (INCLUDING BUT NOT LIMITED TO ANY LACK OF NEGLIGENCE OR OF WORKMANLIKE EFFORT); OR
  - (iii) INDIRECT, SPECIAL, OR PUNITIVE DAMAGES;
- ARISING OUT OF OR RELATING IN ANY WAY TO THE XBOX WIRELESS ADAPTER. THE FOREGOING APPLIES EVEN IF MICROSOFT OR ANY SUPPLIER OR AGENT HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH LOSSES OR DAMAGES; EVEN IN THE EVENT OF FAULT, TORT (INCLUDING NEGLIGENCE), STRICT OR PRODUCT LIABILITY, MISREPRESENTATION OR OTHER REASON; AND EVEN IF ANY REMEDY FAILS OF ITS ESSENTIAL PURPOSE. Some jurisdictions do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusions may not apply to you.

**H. ADDITIONAL CONDITIONS**

The software included with the Xbox Wireless Adapter is licensed to you, not sold. You are licensed to use such software only for use with the Microsoft Xbox Wireless Adapter, and you may not reverse engineer the software, except as expressly permitted by applicable law notwithstanding this limitation.

**I. GOVERNING LAW.** If You acquired the Xbox Wireless Adapter in the United States of America, the laws of the State of Washington, U.S.A., apply to this agreement. If You acquired the Xbox Wireless Adapter in Canada, except where expressly prohibited by local laws, the laws in force in the Province of Ontario, Canada apply to this agreement and each of the parties hereto irrevocably attorns to the jurisdiction of the courts of the Province of Ontario and further agrees to commence any litigation which may arise hereunder in the courts located in the Judicial District of York, Province of Ontario.

If You acquired this Xbox Wireless Adapter outside of the countries listed above, then local laws may apply.

**J. QUESTIONS.** Should You have any questions concerning this agreement, or if You desire to contact Microsoft for any reason, please use the address information enclosed in the Xbox Wireless Adapter to contact the Microsoft subsidiary serving Your country, or visit Microsoft on the World Wide Web at <http://www.microsoft.com>.



## GARANTIE LIMITÉE

### VEUILLEZ LIRE ATTENTIVEMENT LA PRÉSENTE GARANTIE LIMITÉE AFIN DE BIEN COMPRENDRE VOS DROITS ET VOS OBLIGATIONS!

L'expression « adaptateur sans fil Xbox » s'entend de l'adaptateur sans fil Microsoft Xbox et de tout logiciel de Microsoft distribué avec ce dernier, y compris tout logiciel figurant sur un support de données distinct (comme un disque compact ou un DVD) qui est inclus dans l'emballage avec l'adaptateur sans fil Xbox.

#### A. GARANTIES

**Garantie expresse.** Sous réserve des conditions générales de la présente garantie limitée, Microsoft garantit que, dans des conditions normales d'utilisation et d'entretien, l'adaptateur sans fil Xbox sera essentiellement conforme à ce qui est indiqué sur l'emballage et dans la documentation qui l'accompagne, et ce, pendant une période de 90 jours à partir de la date d'acquisition, dans le cas du logiciel, et pendant une période de deux (2) ans à partir de la date d'acquisition, dans le cas du matériel (la « période de garantie »).

**Garantie implicite.** Il se peut que vous jouissiez également d'une garantie et/ou condition implicite en vertu des lois de certains territoires, dont la durée est par la présente limitée à la période de garantie. Certains territoires ne permettent pas de limiter la durée d'une garantie ou condition implicite, de sorte que la limitation ci-dessus peut ne pas s'appliquer à vous.

Pour ce qui est des vices découverts après la période de garantie, il n'y a pas de garantie ou condition de quelque nature que ce soit.

**B. RECOURS EXCLUSIF.** Au cours de la période de garantie et sous réserve des lois applicables, et à la condition que vous apportiez l'adaptateur sans fil Xbox à l'endroit où vous l'avez acheté ou que vous le retourniez à Microsoft accompagné d'une copie de votre reçu ou d'une preuve d'achat authentique, Microsoft devra, à son choix et comme votre recours exclusif en cas de violation de la présente garantie limitée ou de toute garantie implicite :

- ou bien réparer ou remplacer l'adaptateur sans fil Xbox défectueux,
- ou bien vous faire un paiement se limitant aux dommages raisonnables que vous avez subis, mais uniquement jusqu'à concurrence du prix d'achat que vous avez payé pour votre adaptateur sans fil Xbox (le cas échéant).
- L'adaptateur sans fil Xbox de remplacement sera neuf ou remis à neuf ou d'occasion mais en état de fonctionner, offrant des fonctions et performances comparables à la pièce ou à votre adaptateur sans fil Xbox d'origine, et il sera garanti pendant le reste de la période de garantie initiale ou pendant 30 jours après la date de l'expédition de l'adaptateur sans fil Xbox de remplacement, selon la plus longue de ces deux périodes.
- Microsoft déploiera des efforts raisonnables sur le plan commercial pour diagnostiquer et tenter de corriger les vices de l'adaptateur sans fil Xbox qui sont couverts par la présente garantie limitée ou pour suggérer des solutions à leur égard. **Microsoft ne donne aucune garantie relativement aux services offerts aux termes de la garantie et, si ce n'est de la phrase qui précède, dénie toute obligation (le cas échéant) de déploiement d'efforts selon les règles de l'art ou d'absence de négligence.**
- Sauf indication contraire dans les lois de votre territoire, vous devrez acquitter tous les frais de transport (y compris les frais d'emballage) afférents aux services offerts aux termes de la garantie.

**C. ABSENCE D'AUTRE GARANTIE.** La garantie expresse énoncée dans la partie A ci-dessus est la seule garantie expresse qui vous est donnée et remplace toutes les autres garanties et conditions (le cas échéant) expresse ou implicites, notamment celles qui sont créées par tout autre document ou emballage. Aucune autre garantie ou condition n'est donnée relativement à l'adaptateur sans fil Xbox ou aux services de garantie par quiconque, notamment Microsoft et ses fournisseurs. **Aucune information (verbale ou écrite) ou suggestion donnée par Microsoft, ses agents ou fournisseurs ou leurs employés respectifs ne crée de garantie ou de condition ni n'élargit la portée de la présente garantie limitée.** De plus, il n'y a pas de garantie ou condition de droit de propriété, de jouissance paisible ou d'absence de contrefaçon à l'égard de l'adaptateur sans fil Xbox. Vous pouvez jouir de droits plus étendus en vertu des lois applicables dans votre territoire. Si une modalité de la présente garantie limitée est interdite en vertu de ces lois, elle est nulle et sans effet, mais le reste de la garantie limitée continue d'être en vigueur.

**D. EXCLUSIONS.** La présente garantie limitée ne s'applique pas et Microsoft n'a aucune obligation aux termes de la présente garantie limitée si l'adaptateur sans fil Xbox :

- est utilisé à des fins commerciales (y compris la location ou le crédit-bail);
- est modifié ou trafiqué;
- est endommagé en raison de cas fortuit, de surtension, d'utilisation abusive, de négligence, d'accident, d'usure, de manutention inadéquate, de détournement ou d'autres motifs n'ayant pas trait à des vices de matériaux ou de fabrication;
- est endommagé par des programmes, des données, des virus ou des fichiers, ou au cours de l'expédition;
- n'est pas utilisé conformément à la documentation et aux instructions d'utilisation qui y sont jointes;
- est réparé, modifié ou transformé par d'autres centres de réparation que les centres autorisés de Microsoft.

**E. ENREGISTREMENT.** Vous n'avez pas à enregistrer l'adaptateur sans fil Xbox que vous avez acquis pour que la garantie limitée soit en vigueur.

**F. BÉNÉFICIAIRE.** Dans la mesure où les lois applicables le permettent, la garantie limitée n'est donnée qu'à vous, le premier utilisateur de l'adaptateur sans fil Xbox, et aucune tierce partie n'en est bénéficiaire. Elle ne vise que vous (sauf si les lois l'exigent autrement) et ne s'applique pas au bénéficiaire, notamment, du cessionnaire de votre adaptateur sans fil Xbox.

**G. EXCLUSION DES DOMMAGES ACCESSOIRES ET INDIRECTS AINSI QUE DE CERTAINS AUTRES DOMMAGES et LIMITATION DE RESPONSABILITÉ**

DANS LA MESURE MAXIMALE PERMISE PAR LA LOI, MICROSOFT N'EST EN AUCUN CAS RESPONSABLE :

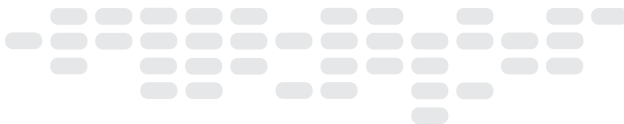
- (i) DES DOMMAGES ACCESSOIRES OU INDIRECTS;
  - (ii) DES DOMMAGES OU PERTES DE QUELQUE NATURE QUE CE SOIT RELATIVEMENT AU MANQUE À GAGNER, À LA PERTE DE DONNÉES OU À LA VIOLATION DE LA VIE PRIVÉE OU DE LA CONFIDENTIALITÉ, À TOUTE INCAPACITÉ D'UTILISER LA TOTALITÉ OU UNE PARTIE DE L'ADAPTATEUR SANS FIL XBOX, À TOUT PRÉJUDICE PERSONNEL OU À TOUTE OMISSION DE S'ACQUITTER D'UN DEVOIR (NOTAMMENT TOUTE ABSENCE DE NÉGLIGENCE OU DE DÉPLOIEMENT D'EFFORTS SELON LES RÈGLES DE L'ART);
  - (iii) DES DOMMAGES INDIRECTS, SPÉCIAUX OU PUNITIFS
- SE RAPPORTANT DE QUELQUE MANIÈRE QUE CE SOIT À L'ADAPTATEUR SANS FIL XBOX OU EN DÉCOULANT. LA DISPOSITION QUI PRÉCÈDE S'APPLIQUE MÊME SI MICROSOFT OU TOUT FOURNISSEUR OU AGENT A ÉTÉ INFORMÉ DE LA POSSIBILITÉ DE CES PERTES OU DOMMAGES, MÊME EN CAS DE FAUTE, DE DÉLIT CIVIL (Y COMPRIS LA NÉGLIGENCE), DE RESPONSABILITÉ STRICTE OU DE RESPONSABILITÉ DU FAIT DU PRODUIT, DE DÉCLARATION FAUSSE OU TROMPEUSE OU D'AUTRES RAISONS, ET MÊME SI TOUT RECOURS MANQUE SON BUT ESSENTIEL. Certains territoires ne permettent pas d'exclure ou de limiter les dommages indirects ou accessoires, de sorte que les limitations ou exclusions ci-dessus peuvent ne pas s'appliquer à vous.

**H. CONDITIONS SUPPLÉMENTAIRES**

Le logiciel inclus avec l'adaptateur sans fil Xbox vous est concédé sous licence et non vendu. Vous détenez la licence d'utilisation de ce logiciel uniquement à l'égard de l'adaptateur sans fil Microsoft Xbox et vous ne pouvez pas en faire le désosage, sauf dans les cas expressément autorisés par la loi applicable malgré la présente limitation.

**I. LOIS APPLICABLES.** Si vous avez acquis l'adaptateur sans fil Xbox aux États-Unis d'Amérique, les lois de l'État de Washington (États-Unis) s'appliquent à la présente garantie limitée. Si vous avez acquis l'adaptateur sans fil Xbox au Canada, sauf en cas d'interdiction expressément prévue par les lois locales, les lois en vigueur dans la province d'Ontario (Canada) s'appliquent, et chacune des parties aux présentes reconnaît irrévocablement la compétence des tribunaux de la province d'Ontario et accepte d'intenter toute poursuite pouvant découler des présentes devant les tribunaux situés dans le district judiciaire de York, dans la province d'Ontario. Si vous avez acquis l'adaptateur sans fil Xbox dans un autre pays que ceux qui sont indiqués ci-dessus, les lois du pays en question pourraient s'appliquer.

**J. QUESTIONS?** Si vous avez des questions sur la présente garantie limitée ou sur tout autre sujet, veuillez communiquer avec la succursale de Microsoft qui dessert votre pays (consultez les coordonnées jointes à l'adaptateur sans fil Xbox), ou encore visitez Microsoft sur le Web à l'adresse <http://www.microsoft.com>



# glossary

This glossary contains common terms for wired and wireless networking.

- 802.11a** A wireless networking standard that transmits wireless data at speeds up to 54 megabits per second (Mbps) and uses the 5 gigahertz (GHz) radio frequency band.
- 802.11b** A wireless networking standard that transmits wireless data at speeds up to 11 Mbps and uses the 2.4 GHz radio frequency band.
- 802.11g** A wireless networking standard that transmits wireless data at speeds up to 54 Mbps and uses the 2.4 GHz radio frequency band.
- access point** See “wireless access point.”
- ad hoc network** A wireless network in which computers or devices connect to each other directly, as in System Link play. Contrast with “infrastructure network.”
- adapter** See “network adapter.”
- ASCII** An acronym for “American Standard Code for Information Interchange,” the most common format for text files. The ASCII characters include letters, numbers, and special characters. The Microsoft® Xbox® Wireless Adapter supports Wired Equivalent Privacy (WEP) keys that contain five (64-bit) or 13 (128-bit) ASCII characters. Contrast with “hexadecimal.”
- bandwidth** The rate at which data can be transmitted through a network connection.
- base station** See “router.”
- bridge** A networking device that exchanges data from one segment of a network to another. The Xbox wireless adapter can be called a bridge because it exchanges data between an Ethernet segment and a wireless segment.
- broadband connection** A high-speed Internet connection, typically 256 kilobits per second (Kbps) or faster. Broadband services are usually provided over digital cable lines or digital telephone lines (DSL).



<b>BSSID</b>	Acronym for “Basic Service Set Identifier.” Each network adapter and other network hardware device is manufactured with its own unique BSSID, also known as a MAC address. Networking standards and technologies use BSSID to pass information between network devices.
<b>channel</b>	In reference to a “wireless channel,” a channel is a path or link through which information passes between two wireless devices. In radio transmission, these different channels are of different radio frequencies.
<b>connection speed</b>	The speed at which data can be transmitted between a wireless adapter and another wireless device.
<b>DHCP</b>	Acronym for “Dynamic Host Configuration Protocol.” DHCP is an Internet protocol that automatically assigns temporary Internet Protocol (IP) addresses to computers.
<b>DNS</b>	Acronym for “Domain Name System.” A data query service used on the Internet for translating host names, such as www.microsoft.com, into Internet addresses that can be understood by computers.
<b>DSL</b>	Acronym for “Digital Subscriber Line.” A constant, high-speed digital connection to the Internet that uses a dedicated telephone line.
<b>dynamic IP address</b>	A dynamic Internet Protocol (IP) address is a unique identifier that is assigned temporarily (by using the Dynamic Host Configuration Protocol, or DHCP) to a device that requires it. IP addresses are required for computers to find one another and communicate over the Internet. Contrast with “static IP address.”
<b>Ethernet</b>	A networking standard that uses cables to transmit data between computers. Also known as the IEEE 802.3 standard.
<b>Ethernet cable</b>	A type of cable that transmits data between computers. A widely used network technology. There are two types of Ethernet cables, straight-through and crossover, that differ in how the connectors on each end of the cable are wired. Ethernet cables can support speeds of 10 megabits per second (Mbps), 100 Mbps, and higher.

<b>firewall</b>	A security system that helps protect a network from hacker attacks and other threats that originate outside the network. A hardware firewall is a device at the entrance to a network that has specific data-checking settings and that helps protect all of the devices connected to it. A software firewall resides on a single computer, helping to protect that computer from external threats.
<b>firmware</b>	Software information loaded in permanent memory on a device.
<b>gateway</b>	See “router.”
<b>hexadecimal</b>	A numbering system that uses the digits 0-9 plus the letters A-F. The WEP key for your Xbox Wireless Adapter can be hexadecimal.
<b>host name</b>	The DNS name of a device on a network, a name such as www.microsoft.com.
<b>infrastructure network</b>	A wireless network in which devices connect to each other through an access point, or use a more sophisticated intermediary such as a router. Contrast with “ad hoc network.”
<b>IP</b>	Acronym for “Internet Protocol.” The set of rules that describe how to send data between computers over the Internet. More specifically, this protocol governs the routing of data messages, which are transmitted in smaller components called packets.
<b>IP address</b>	Acronym for “Internet Protocol” address. An IP address is an assigned number used to identify a computer that is connected to a network or the Internet through the Transmission Control Protocol/Internet Protocol (TCP/IP). An IP address consists of four numbers (each of which can be no greater than 255) separated by periods, such as 192.168.2.1.
<b>ISP</b>	Acronym for “Internet service provider.” A company that provides access to the Internet.
<b>Kbps</b>	Abbreviation of “kilobits per second.” A measure of data transfer speed through a modem or on a network.
<b>LAN</b>	Acronym for “local area network.” A group of computers and other devices dispersed over a relatively limited area (for example, a building) and connected by a communications link that enables any device to interact with any other on the network.

- MAC address** Acronym for “media access control” address. Each network adapter and other network hardware device is manufactured with its own unique MAC address. Networking standards and technologies use MAC addresses to pass information between network devices.
- Mbps** Abbreviation of “megabits per second.” A measure of data transfer speed. Do not confuse with megabytes per second, or MBps.
- NAT** Acronym for “network address translation.” NAT is a router feature and software feature that allows all of the computers on a network to access the Internet through one Internet Protocol (IP) address, and helps ensure the computers’ security by hiding their individual IP addresses.
- network** A group of computers and associated devices that are connected by communications paths. Networks can interconnect with other networks and contain sub-networks. A network can be permanent or temporary, small or large, and connect with cables and/or wirelessly.
- network adapter** A computer circuit board, card, or other device used to provide network access from a computer to other parts of the network – for example, to another computer, a printer, or a base station (gateway or router). Adapters can be installed inside a computer, inserted into a computer’s expansion slots, or connected to a computer’s ports.
- NIC** Acronym for “Network Interface Card.” A circuit board, expansion card, or other device used to provide network access to a computer or other network component, such as a printer. Network interface cards do the actual sending and receiving of data.
- port** This term has several meanings: (1) A physical connection through which data is transferred between a computer and another computer, a network, and other devices (such as a monitor, modem, or printer). (2) A software channel for network communications. When a client computer communicates through a network with a server, it sends its request over a certain numbered channel, called a “port.”

<b>port forwarding</b>	When a router, base station, or gateway passes information between your network and the Internet, it filters the information based on which software (virtual) ports are being used and how those ports are configured. For example, Internet (HTTP) communication, by default, travels over port 80. To help ensure security, all other ports are blocked from transferring data unless you specifically configure those ports to “forward” incoming data to other locations.
<b>PPPoE</b>	Acronym for “Point-to-Point Protocol over Ethernet.” A specification for connecting users on a network to the Internet by using a broadband connection.
<b>protocol</b>	A set of rules and conventions for sending information over a network. These rules govern the content, format, timing, sequencing, and error control of messages exchanged among network devices. For example, your computer connects to the Internet using the Transmission Control Protocol/Internet Protocol (TCP/IP).
<b>router</b>	A device (also known as a base station or gateway) that acts as a central point for networked devices, receiving and forwarding data between them. A router typically is a point of connection that sends data between several networks. It often can be programmed with rules about what data is acceptable to send and receive.
<b>signal strength</b>	The strength of the wireless signal. The signal strength between two wireless devices decreases the farther apart you place the devices.
<b>SSID</b>	Acronym for “Service Set Identifier,” also known as a “wireless network name.” An SSID value uniquely identifies your wireless network and is case sensitive.
<b>static IP address</b>	A static Internet Protocol (IP) address is a unique identifier that is assigned permanently to a computer by a network administrator or an Internet service provider (ISP). IP addresses are required in order for computers to find one another and communicate over the Internet. Contrast with “dynamic IP address.”
<b>subnet mask</b>	Similar in form to an Internet Protocol (IP) address, a subnet mask is provided by your Internet service provider (ISP) and used to configure a networked computer for proper communication with a network. An example of a subnet mask value is 255.255.0.0.

<b>System Link</b>	A Microsoft Xbox® video game system technology that allows for console-to-console, head-to-head gameplay.
<b>TCP/IP</b>	Acronym for “Transmission Control Protocol/Internet Protocol.” A networking protocol that allows computers to communicate across interconnected networks and the Internet. Every computer on the Internet communicates by using TCP/IP.
<b>UPnP</b>	UPnP™ standards are defined by the Universal Plug and Play Forum. They extend conventional Plug and Play (PnP) standards. UPnP standards allow devices on the network to communicate their capabilities to your router by using a common vocabulary.
<b>WEP</b>	Acronym for “Wired Equivalent Privacy.” An encryption mechanism that helps protect data transmitted over wireless networks. If you are operating a wireless network, it is strongly recommended that you enable WEP.
<b>Wi-Fi</b>	Wi-Fi® is the interoperability guarantee for 802.11b and 802.11g wireless networks.
<b>wireless access point</b>	A device that exchanges data wirelessly as an intermediary between computers on a network, especially between wireless and wired components of a network.
<b>WLAN</b>	Acronym for “wireless local area network.” A network that exclusively relies on wireless technology for device connections.
<b>Xbox Live™</b>	An online gaming service that lets you play multiplayer Xbox games on the Internet by using high-speed Internet access (cable or DSL). To use Xbox Live, you need a subscription to Xbox Live and an Xbox game that is online-enabled.





## My Network Settings

Use this page to record your network settings.

Workgroup name: \_\_\_\_\_

Adapter password: \_\_\_\_\_

(Default=**admin**)

## Wireless Settings

Record the information used to configure your Xbox console for connecting to a wireless network. All computers and devices accessing the network with a wireless connection need to use the same wireless settings.

Wireless network name (SSID): \_\_\_\_\_

WEP key: \_\_\_\_\_

Wireless channel (ad-hoc networks only): \_\_\_\_\_





**Microsoft**

