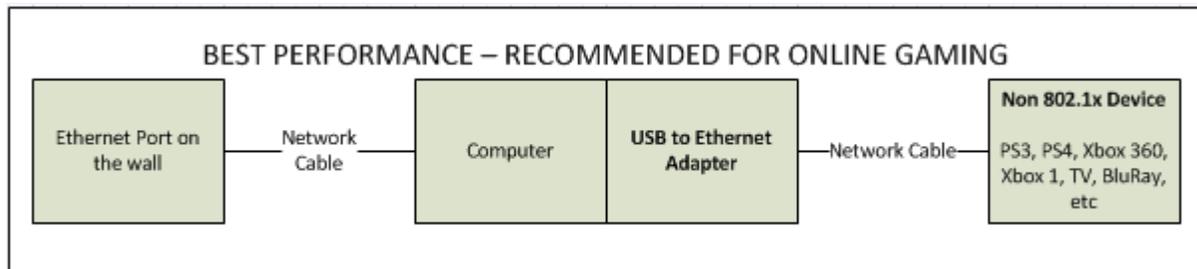


Wired Connection



Requirements

- A computer running Windows that is currently configured for wired PittNet
- A USB Ethernet adapter (sold at the Bookstore)
- An additional Ethernet cable (sold at the Bookstore) **Note:** A crossover cable must be used instead of a normal Ethernet cable if neither of the adapters connected between the computer and the console are a Gigabit Ethernet Controller. Crossover cables are rarely needed.

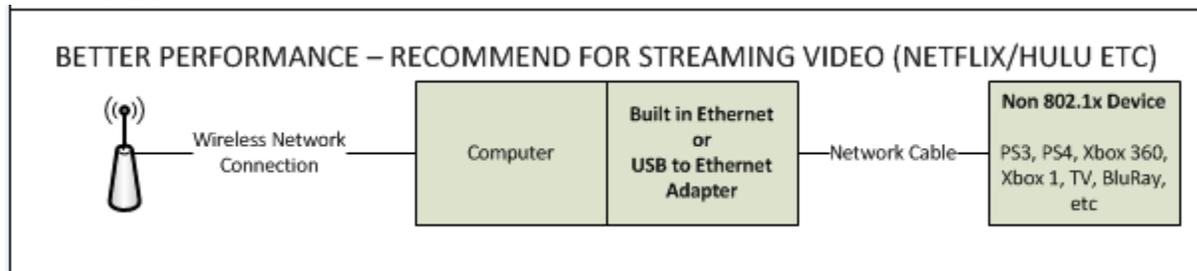
Before You Get Started

1. Ensure the Ethernet cable is connected from the wall network port to the computer and you are connected to the internet.
2. Plug the USB Ethernet adapter into an available USB port on the computer.
3. Make sure the console is off.
4. Connect the additional Ethernet cable from the USB Ethernet adapter to the network port on your gaming console.

Internet Connection Sharing Set Up

1. Open the **Control Panel**
 - A. **Windows 8/10** Click **Settings**, then **Control Panel**.
 - B. **Windows XP, Vista, or 7:** Click the **Start** button, then **Control Panel**.
2. Click **Network and Internet**, then **Network and Sharing Center**.
3. On the left hand side, click **Change Adapter Settings**.
4. Right-click on the icon representing your built-in Ethernet adapter and click **Properties**. This is typically called *Local Area Connection 1* or *Ethernet*.
5. Click the **Sharing** tab and then select the **Allow other network users to connect through this computer's Internet connection** check box
6. In the drop-down box, specify the adapter that will receive the shared connection. This should be the USB Ethernet adapter connection [typically called *Local Area Connection 2* or *Ethernet 2*].
7. Uncheck the box labeled **Allow other network users to control or disable the shared Internet**
8. Click **OK**
9. Right-click on the icon representing your USB Ethernet adapter and click **Properties**. This is typically called *Local Area Connection 2* or *Ethernet 2*.
10. Click the **Authentication** tab and uncheck the checkbox for **Enable IEEE 802.1X authentication**.
11. Click **OK** to dismiss the Local Area Connection 2 (or similarly named) Properties window.

Wireless Connection



Requirements

- A computer running Windows that is currently configured for WIRELESS-PITNET
- If your laptop is not equipped with a built-in Ethernet port, a USB Ethernet adapter (sold at the Bookstore)
- An additional Ethernet cable (sold at the Bookstore) **Note:** A crossover cable must be used instead of a normal Ethernet cable if neither of the adapters connected between the computer and the console are a Gigabit Ethernet Controller. Crossover cables are rarely needed.

Before You Get Started

1. Ensure the computer is connected to the wireless network
2. Plug the USB Ethernet adapter into an available USB port on the computer.
3. Make sure the console is off.
4. Connect the additional Ethernet cable from the built-in or USB Ethernet adapter to the network port on your gaming console.

Internet Connection Sharing Set Up

1. Open the **Control Panel**
 - A. **Windows 8/10 Click Settings**, then **Control Panel**.
 - B. **Windows XP, Vista, or 7:** Click the **Start** button, then **Control Panel**.
2. Click **Network and Internet**, then **Network and Sharing Center**.
3. On the left hand side, click **Change Adapter Settings**.
4. Right-click on the icon representing your wireless adapter.
5. Click the **Sharing** tab and then select the **Allow other network users to connect through this computer's Internet connection** check box
6. If available, in the drop-down box, specify the adapter that will receive the shared connection. This should be the USB Ethernet adapter connection [typically called *Local Area Connection* or *Ethernet*].
7. Uncheck the box labeled **Allow other network users to control or disable the shared Internet**
8. Click **OK**
9. Right-click on the icon representing your USB Ethernet adapter and click **Properties**. This is typically called *Local Area Connection 2* or *Ethernet 2*.
10. Click the **Authentication** tab and uncheck the checkbox for **Enable IEEE 802.1X authentication**.
11. Click **OK** to dismiss the Local Area Connection 2 (or similarly named) Properties window.

Device/Gaming Console Setup

Xbox 360

1. Turn on the Xbox 360
2. Navigate to the **Settings** tab
3. Choose **System**
4. Choose **Network Settings**
5. Choose **Configure Network**
6. Choose **Wired Network**
7. Choose **Configure Network**
8. Navigate to the right tab -- **Additional Settings**
9. Choose **Restore to factory default** and confirm when prompted

Playstation 3

1. Turn on the Playstation 3
2. Select **Settings** from the menu, and navigate to the **Network Settings** submenu
3. Choose **Internet Connection Settings**, enter the following information, and continue after each step
 - a. **Select a setting method:** Custom
 - b. **Select a connection method:** Wired connection
 - c. **Select the operation mode for this network device:** Auto-detect
 - d. **IP Address setting:** Auto
 - e. **MTU:** Automatic
 - f. **Proxy Server:** Do not use
 - g. **UPnP:** Enable
4. Once finished, a summary of settings will be shown. Press the **X** button to save the settings. The settings can be tested at this time.

Other Devices (BluRay Players, TVs, etc)

Most devices will work without needing to change any of the network settings. If the device does not work, you will need to set the ip information to be automatically configured or use DHCP.