

WIRELESS 'N' NETWORKING ADAPTER

for XBOX 360®



USER GUIDE

1. Introduction

Congratulations on your purchase of this state-of-the-art Wireless 'N' Networking Adapter™ for Xbox 360®. The Wireless 'N' Networking Adapter™ has been specifically developed for maximum wireless performance using dual band 802.11n wireless technology at speeds of up to 7x faster and up to twice the range of the prior 802.11g wireless technology.

Wireless 'N' Networking Adapter is the only third party Xbox 360 wireless N adapter to offer 100% compatibility with the Xbox 360 console. Wireless 'N' Networking Adapter is compatible with 802.11a, 802.11b, 802.11g and 802.11n wireless networks.

To use the Wireless 'N' Networking Adapter you will require an Xbox LIVE™ membership. For more information about Xbox LIVE™, please see your Xbox 360 set-up manual. To use the Wireless 'N' Networking Adapter with Xbox LIVE™ you will require a high speed internet connection and a compatible wireless network.

Important Software Requirements: In order to support the Wireless 'N' Networking Adapter your Xbox 360 console will need to have the latest Xbox LIVE update installed. Using the wired Ethernet connection on your console and an Ethernet cable (not included) connect to Xbox LIVE to install the latest update.

2. Safety Information

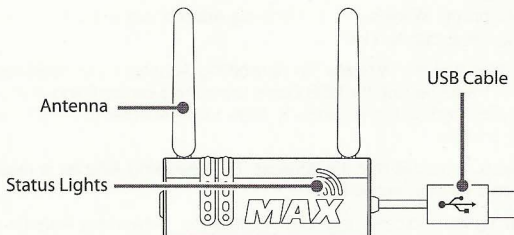
As with any gaming peripheral you are advised to take regular breaks during your gaming session especially if any discomfort occurs.

Do not expose the product to temperatures in excess of 40oC or below -10oC.

3. Carton Contents

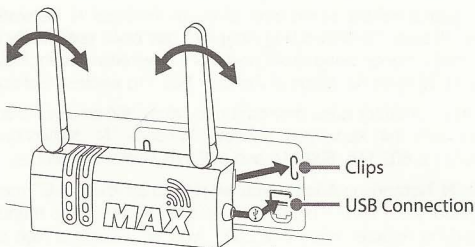
- Wireless 'N' Networking Adapter
- This User Guide

4. The Wireless N Adapter



- **Antennas:** Wirelessly send and receive data packets.
- **Status Lights:** Indicate the adapter's status.
- **Clips:** Attach the adapter to a console.
- **USB Cable:** Connect to a console.

5. Attaching the Wireless 'N' Networking Adapter



Before you can use the Wireless 'N' Networking Adapter you will need to attach the adapter to your console.

To do this, insert the clips on the Wireless 'N' Networking Adapter into the attachment slots beside the Ethernet and USB connection on the rear of your Xbox 360. Next connect the USB cable to the USB port beside the adapter and disconnect the Ethernet cable inserted in the Ethernet port. To complete the attachment make sure both of the antennas are facing upwards.

Important Handling Advice: The antennas on the Wireless 'N' Networking Adapter are only designed to move on one axis. Do not attempt to move the antennas in any other direction. Do not use the Wireless 'N' Networking Adapter to lift the Xbox 360 as this may result in damage to either the Wireless 'N' Networking Adapter or the Xbox 360.

Hint: If you experience network connectivity problems, use a USB extension cable (not included) and position the Wireless 'N' Networking Adapter in a different less obstructed location away from your console.

6. Status Lights

The status lights on the Wireless 'N' Networking Adapter are used to communicate the status of the adapter as detailed below:

No lights: Indicates that the Wireless 'N' Networking Adapter is not receiving power. Try disconnecting and reconnecting the USB Cable to ensure a secure fitting. If you continue to see no lights, try connecting the Wireless 'N' Networking Adapter to a USB connection on the front of your console.

Static green lights: Indicates that the Wireless 'N' Networking Adapter is receiving power and connected to a wireless network.

Flashing green lights: Indicates that the Wireless 'N' Networking Adapter is receiving power and trying to establish a connection with a wireless network.

7. Connecting your Console to a Wireless Network

Important Software Requirements: In order to support the Wireless 'N' Networking Adapter your Xbox 360 console will need to have the latest Xbox LIVE update installed. Using the wired Ethernet connection on your console and an Ethernet cable (not included) connect to Xbox LIVE to install the latest update.

Before you can configure your console you will need the SSID (Service Set Identifier/wireless network name) and the security code for the wireless network you would like to use. If you do not know this information it will need to be acquired before you can continue. The SSID and security code may be shown on the outside of some wireless access points and routers. Alternatively you may need to obtain the information from within the set-up screens as detailed within the documentation provided with the access point or router.

If you know the SSID and the security code, please follow these steps:

1. Turn on the Xbox 360 console and go to the 360 Dashboard/Next interface.
2. Select 'My Xbox'.
3. Select 'System Settings'.
4. Select 'Network Settings'.
5. Select 'Configure Network'.
6. Select 'Wireless Mode' from the 'Basic Settings' tab. If 'Wireless Mode' is not selectable your console may not meet the minimum software requirements).
7. Select 'Scan for Networks'.
8. The Xbox 360 will now search for all wireless networks within its range. Once complete select the SSID for the wireless network you would like to use.
9. If the SSID is not selectable try to improve the wireless signal. Select 'Specify Unlisted Network', enter your SSID and select the security type. If the security type is 'WPA2' and the option is not selectable your console may not meet the minimum software requirements.
10. Enter the wireless network security code.
11. Press the 'B' button on your controller and select 'Test Xbox LIVE Connection'.
12. If you have successfully connected to Xbox LIVE you will see a message informing you that Xbox LIVE is up and running.

8. FCC Rules Part 15.

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

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

This device complies with Part 15 of the FCC rules.

Operation is subject to the following two conditions:

- This device may not cause harmful interference.
- This device must accept any interference received, including interference that may cause undesired operation.

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Responsible Party:

Datel Design & Development Inc,
33 North Garden Avenue,
Suite 900, Clearwater, FL 33755
United States of America
Tel. 727-431-0650

9. Technical Support and Customer Services

Before contacting Datel's customer service department, please ensure that you have read through and understood the information in this user guide. Please ensure that you have information on when and where you purchased this product to hand.

Datel Customer Services Europe

Customers Services, Datel Design & Development Ltd
Stafford Road, Stone, STAFFS, ST15 0DG
UNITED KINGDOM
Email: support@datel.co.uk
Web: <http://uk.codejunkies.com>

Datel Customer Services USA

ATTN: Customer Services, Datel Design & Development Inc
33 North Garden Avenue, Suite 900, Clearwater, FL 33755
UNITED STATES
Email: support@datel.design.com
Knowledgebase: <http://www.datelcustomerservice.com>
Web: <http://us.codejunkies.com>



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