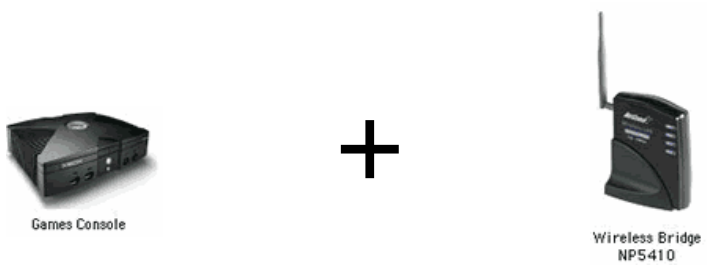
Using NP5410 Wireless Ethernet Bridge with a game console

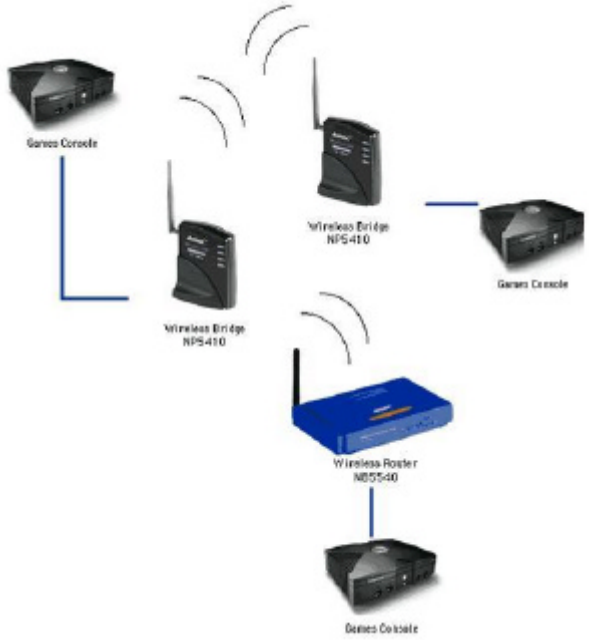


Note: For ease of understanding this document does not provide details on securing your wireless network, for more details consult the NetComm manual for your model of router or bridge. For standard internet gaming over wireless it may not be necessary to perform the steps in this document – this document mainly only applies to "System Link" or "peer to peer" gaming over wireless.

Before proceeding, this document assumes that you have already set up your wireless network (i.e. Chosen an SSID) – for an example of how to set up a NetComm wireless router, see the Appendix at the end of this document.

Why do I need to do this?

The standard operation of the NetComm Wireless Bridge is to share TCP/IP data from multiple machines connected to its Ethernet port out into your wireless network. In this standard mode of operation the bridge uses its own factory allocated MAC address. However some games consoles use their MAC addresses to identify other consoles of like types. This is most common when being used in "System link" mode (i.e. playing locally). When you enable the "MAC cloning" function in the NP5410 it will copy the MAC address of the game console (assuming that's the only thing connected to it) and use the Game consoles MAC to broadcast on the network.

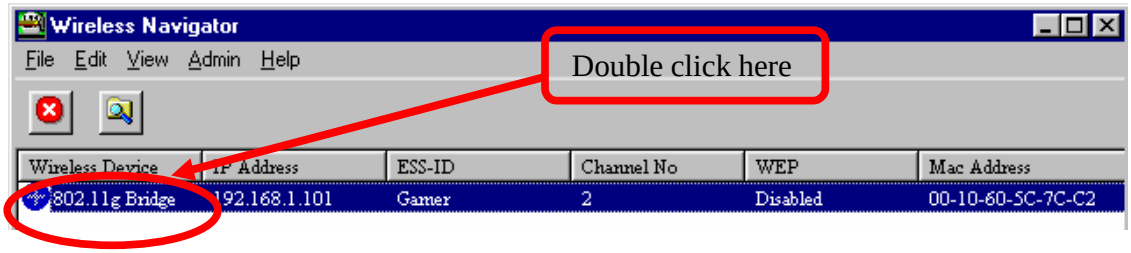


How to configure your NP5410;

1. Plug in your Wireless Bridge using an Ethernet cable into your computer. Ensure that the LAN LED is lit, otherwise, try changing the cable select switch to a different setting – this switch can be found at the back of the unit.
2. Open the Wireless Navigator application. (If you do not have the Wireless Navigator software installed, you can manually open the configuration page of the bridge by opening http://192.168.1.100 in a web browser. To be able to do this your computer must have an IP address in the range 192.168.1.x)

Note: If this application is not already be installed on your computer it can be found on the CD provided with your Wireless bridge or you can download the most up-to-date version of the Wireless Navigator software on the NetComm website.

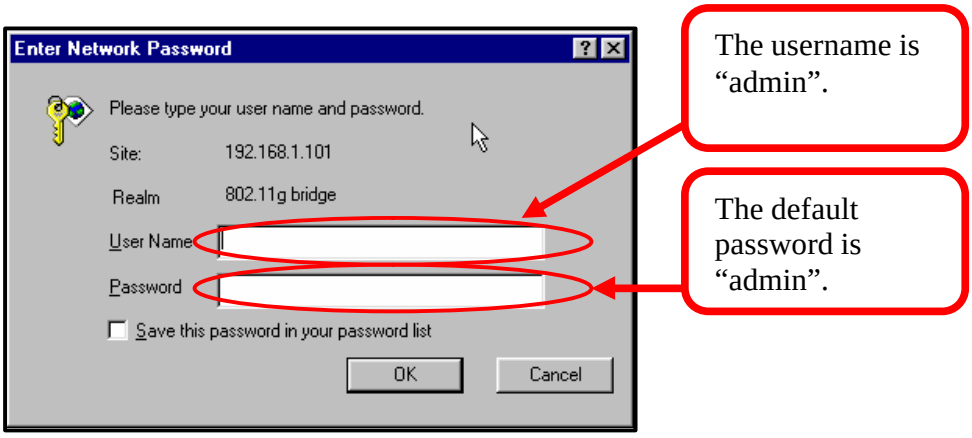
3. When the Wireless Navigator window appears it will search for your Wireless Bridge. After a few moments, the application should successfully find your bridge as displayed below:



4. Highlight the Bridge that is detected, and double click it to launch the configuration page.

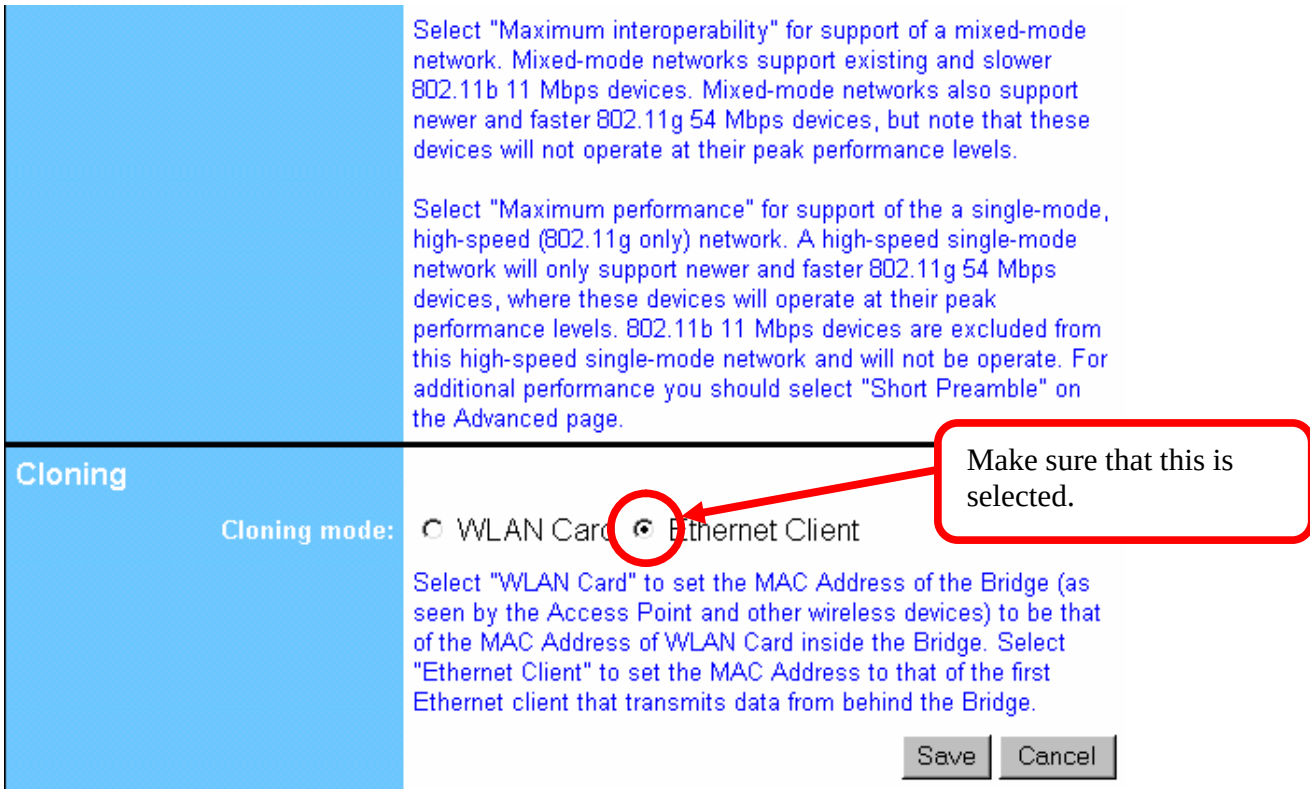
5. You will be required to log in, the username is “admin” and the default password is “admin”.

Note: For security purposes, it is recommended that you change the admin password after you’ve successfully configured the unit. An option to do this is listed under the “Admin” tab of the Configuration page.



6. Once you have successfully logged in, the configuration page will load. Click on the “Wireless” tab to change screens.

7. Scroll down, and you will see a field called “Cloning” as shown below.



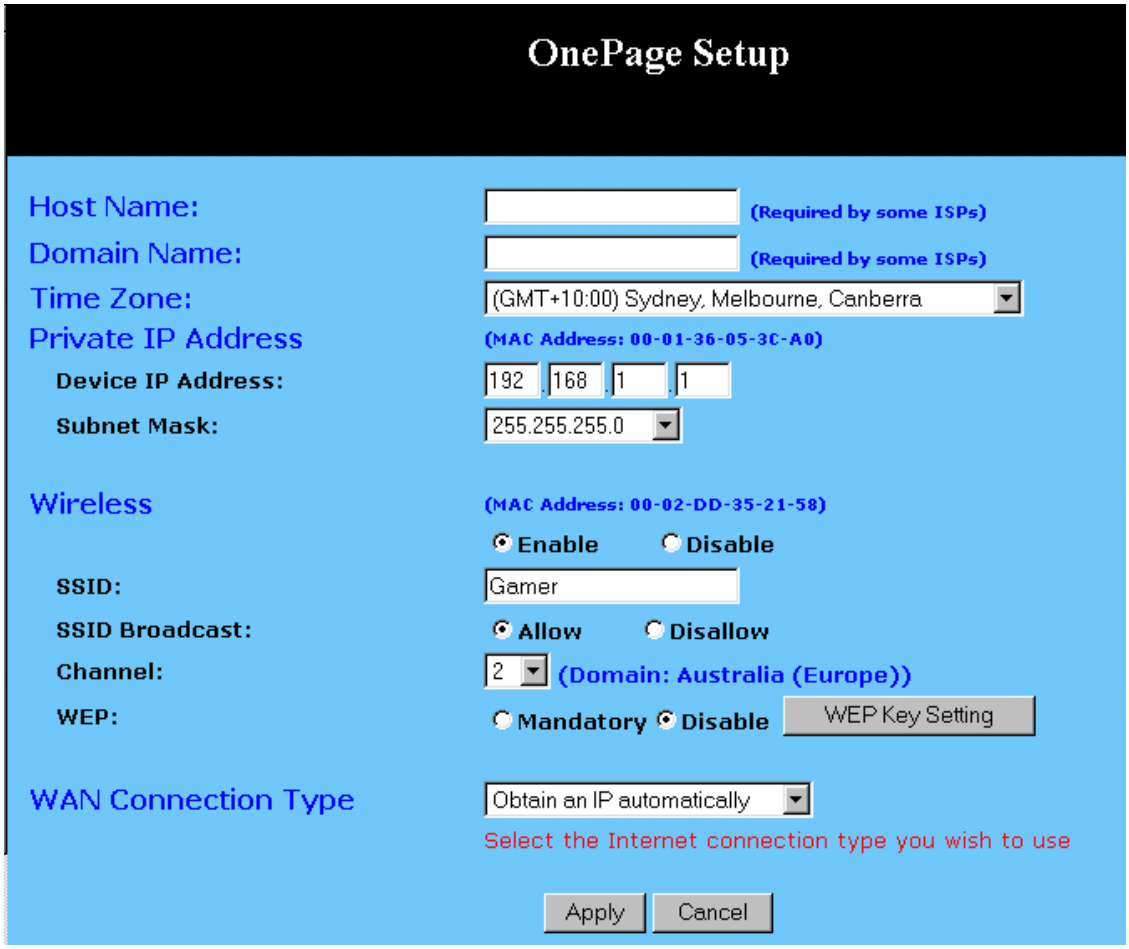
8. Make sure that “Ethernet Client” is selected; otherwise the system link connection will not work.

9. Click “Save”. A new page will load, asking you to reboot to commit the changes to memory. Click “Reboot.”

10. The NP5410 will reboot, After one minute the unit will be ready for use. You have now successfully set up the NB5410 for use with a game console.

Appendix A - Example setup of a NetComm wireless router for use with the NP5410

Here is an example screenshot of the NP5540 for use with the configuration provided in this document. These settings will be very similar for other NetComm wireless models.



Note: You will have to configure your WAN Connection Type and Username and Password to work with your specific ISPs services. For more information call your ISP or consult the NetComm manual for your model of router.

Note2: For ease of understanding this document does not provide details on securing your wireless network, for more details consult the NetComm manual for your model of router.