Connecting to UNCP Network – Xbox 360

Connecting your Game System to the UNCP network involves the following:

✓ Configure the device for the UNCP network and locate the MAC address.
✓ Registering your device’s MAC address with SafeConnect from within BraveWeb.

Step One - Configure the device for the UNCP network and locate the MAC address.

1. Scroll to the right until and find Settings.
2. While in Settings, choose System.

3. While in System Settings, choose Network Settings.
4. Select the network you will be connecting to Wired or Wireless. Note only one may be used at a time, do not plug in an Ethernet cable if you intend to use it wirelessly.

Note: For the wired connection, make sure the Ethernet cable is plugged in the wall, and then select **wired network**. To connect wirelessly, select **Wireless Network**, then ResidentialWiFi and click done. From the menu select **test Xbox live connection**, the test will fail but you must do this step to register your game console. Select **configure network**.

5. Choose **additional settings** tab.
6. Select **advanced settings**.
7. At the bottom of the screen you’ll see a heading called MAC Address. Write down this number and proceed to the next section below: Register the MAC address with SafeConnect.

![Image of Advanced Settings]

**Step Two - Register the MAC address with SafeConnect**

1. Register the MAC address via manual device enrollment in BraveWeb. Login BraveWeb at braveweb.uncp.edu. Choose the **Manual Device Enrollment** link, enter your BraveWeb username and password, click “I accept the acceptable use policy” and click submit.
2. Enter the MAC address of the device, select **Microsoft Gaming Device** for Device Type, and click Enroll Device.

![Image of SafeConnect interface]

After registering the device’s MAC address with SafeConnect from within BraveWeb Web:

1. Turn the console on and go to **My Xbox**.
2. Scroll to the right and select **Settings**.
3. While in Settings, choose **System and Network Settings**.

![Image of Xbox settings interface]

4. Select the network you will be connecting to, **Wired** or **ResidentialWiFi** (which is wireless).
**Note:** Only one may be used at a time, do not plug in an Ethernet cable if you plan to connect wirelessly.

5. From the menu, select **test Xbox live connection**.
6. The next screen will warn you that testing your network connection will sign everyone out. Select yes to continue.
7. Testing of all Xbox live connections will take place; one by one each connection will be verified as Confirmed.
8. If prompted, follow the directions to update Xbox live and then test the connection again.
9. The Xbox should now work on the UNCP network.