

# HOW TO NETWORK YOUR PC TO YOUR XBOX

## When using GTX dash

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### **Important!!! Read this First!!!**

This document is designed for the purpose of helping you setup a network connection. If you already have a network or broadband connection on your PC, these changes may have an adverse effect on the operation of these connections. This document is intended only as a guide line, no support should be expected from us if your system does not operate as expected after you make the changes we mention. We highly recommend that you use the services of networking professional to setup your network if you are unconfident with your own networking skills.

This document is based on Windows XP but the process is mostly similar to other versions of windows.

## **1. What you need.**

- A network card and network driver disk for your PC
- A network crossover cable
- Some FTP software
- A cup of coffee and a clear head.

## **2. Network card installation**

**NOTE:** Go to step 4 if you have an existing network. (hub/router or a switch that is DHCP enabled (Automatically assigns an IP address))

If you have a plug on the back of your PC that looks like a large telephone plug, chances are you have a network card installed already and can skip the card installation. (the crossover cable should fit this socket)

To install a network card you will have to open your PC case and use one of the spare card slots on the motherboard. Look at the network card and slot carefully before you begin installation to ensure the slot you are using is the correct size. Pop out the blank if required so the plug on the card can be accessed from the back of the PC later.

Once the card is secure in the slot and the screw to hold the card in place is in, you can put the PC case back together.

Turn on your PC and follow the instructions when prompted to install the driver for the Network card. Some operating systems will do this without needing the driver disk supplied with your network card but it is recommended to force the use of the one that came with the card.

### 3. TCP IP configuration – without an existing network (hub/router or a switch)

Now you have a network card installed you need to go to your Xbox and find out its IP address.

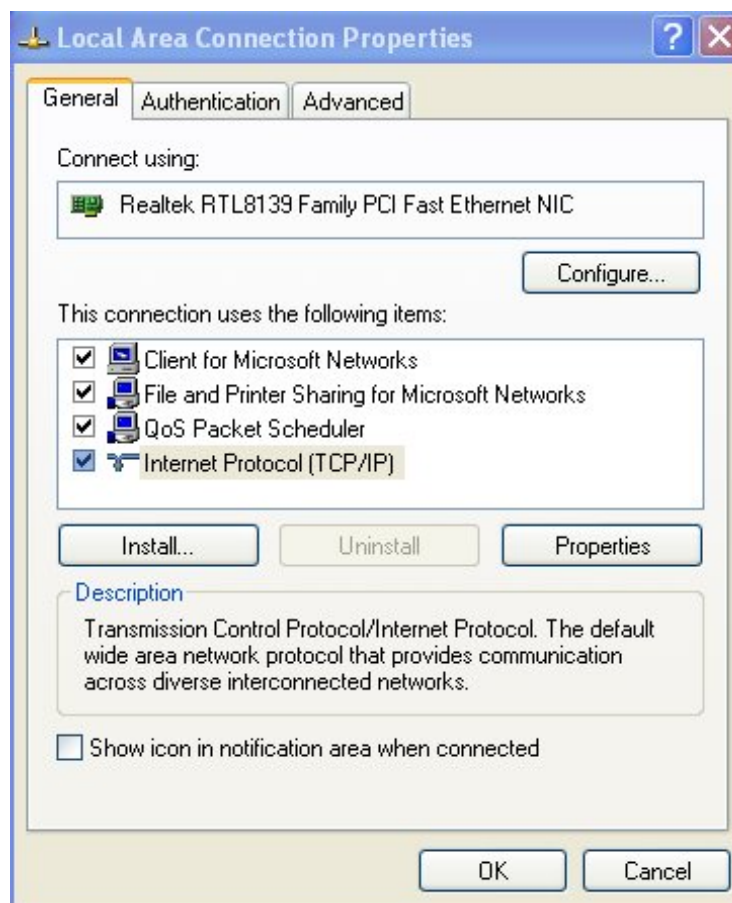
To do this on your Xbox, go to “Applications – File Managers - FTP PC” then “settings”. In there you will see your Xbox IP address a few lines down from the top. It may look something like 192.168.1.71 take note of the number and go back to the main menu.

Now you know your Xbox IP address you need to give your PC one that is similar but not the same.

If your Xbox is 192.168.1.71 then make the PC 192.168.1.20 (for example) To do this you will have to navigate your PC to find “network connections” and open it, this is usually found in the control panel. You should now see 1 or more connections in the window. Find the one that has a device name that matches your network card name or network card driver name or “local area connection” LAN for short (not a dial-up or modem connection).

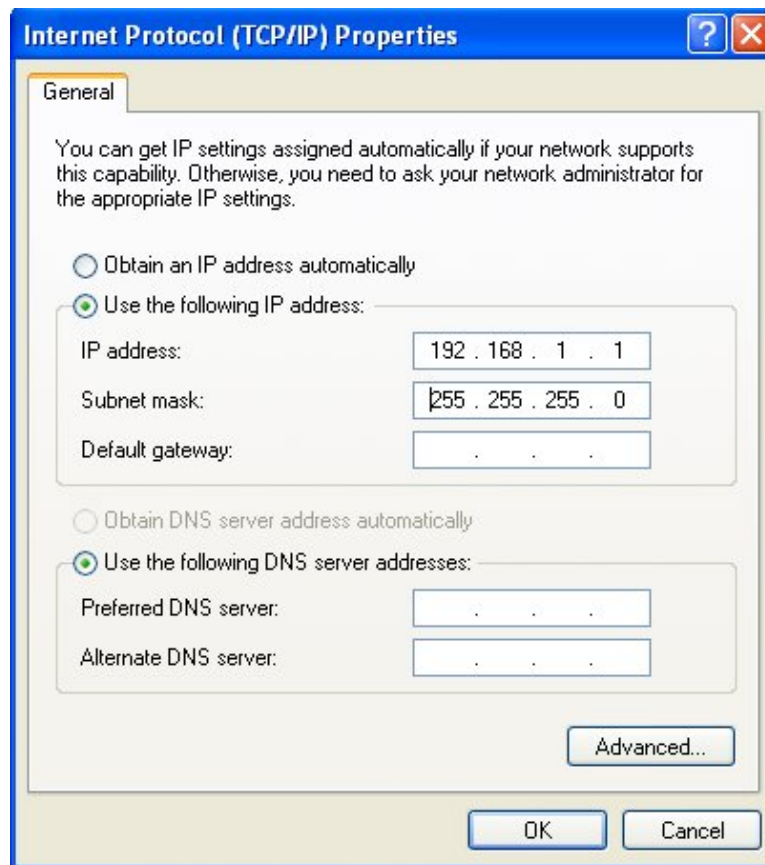
Right click on it and choose properties from the list

If you picked the correct device you should be looking at something like this;



Click and highlight the TCP/IP protocol and then click on the properties button.

This is where you setup the IP address for your PC. Here (see below) you will have to choose the “use the following IP address” option and fill in the IP address that you want to use for your PC. Remember it has to be close to your Xbox IP address, but not the same. Also fill in the subnet mask line, this will usually be automatically filled in once you click on the field area.



If you are using the IP addresses from our example, it should look something like this when you have finished. Click OK to save the changes.

Now you have setup you PC IP address  
skip step 4 and go to step 5 to test the network.

#### 4. TCP IP configuration – with an existing network (hub/router or a switch)

##### **Option 1. (DHCP)**

Your Xbox is currently setup to accept an IP address automatically. This address will change from time to time, so if you want your Xbox to stay on the same address all the time, got option 2. If you have chosen DHCP got to step 5 now.

##### **Option 2. (Static)**

IF you do have a home network (hub/router or a switch), the IP address of the Xbox must be in the same range that your home network uses.

To find out what your home network IP address is, try using the command prompt or DOS prompt in your PC's programs list and once opened type;

```
C: > ipconfig <then enter> (for xp users) or,  
C: > winipcfg <then enter> (for me & 98 users)
```

The IP address of your PC should be displayed on the screen now. You can ignore the other info but write down the IP address.

Now you need to change the Xbox IP address to enable your network to talk to it. To do this on your Xbox, go to "Applications" then "File Managers" then "ftp (pc)" then "settings". In here you will see that "use static IP" is set to NO, change it to YES. Also you will see your Xbox IP address a few lines down from the top. It may look something like 192.168.1.71

When the IP address line is highlighted, push green (A).

You can now change you Xbox IP address. What do I change it to you ask?

It will need to be close to the IP address your PC uses. Lets assume the PC was 192.168.0.3 the first 3 numbers (192.168.0.) will have to be the same but the last number (.3) will have to be different. When choosing this number it is wise to go a fair bit higher so as not to cause future conflicts. An IP of 192.168.0.50 would be a good choice. Note; the range of numbers that can be used here must be between 1-254.

Once you have entered the Xboxes new IP address you must go to the bottom of the settings screen and choose "save and exit" so as the changes take effect, turn off and on your Xbox to complete the new IP address setting.

## 5. Testing the network connection

Turn off both PC and Xbox. Connect the crossover cable between the Xbox and PC, hub/router or switch. Turn on both PC and Xbox. You must go to the FTP area on the Xbox - "Applications" then "File Managers" then "ftp (pc)" (Required for networking to work) At this point the IP address of the Xbox should be mentioned in the top left hand corner. Find the command prompt or DOS prompt in your PC's programs list and once opened type;

C: >ping 192.168.1.71 <then enter> (use your Xbox IP Address here)

If all is good, you will get a reply back from the Xbox.

If you get something else like "request timed out" or similar, you have some problems. Try rebooting All PC's and Xbox and go check the IP addresses again. Run this test again, and if you still can't ping the Xbox you may have to start again or call in the professionals. (Recommended)

## 6. FTP Software Setup

Now all the IP address are setup and tested, we need to install some FTP software.

FTP (file transfer protocol) is how we transfer files to and from the Xbox.

We support WS\_FTP and can be obtained from

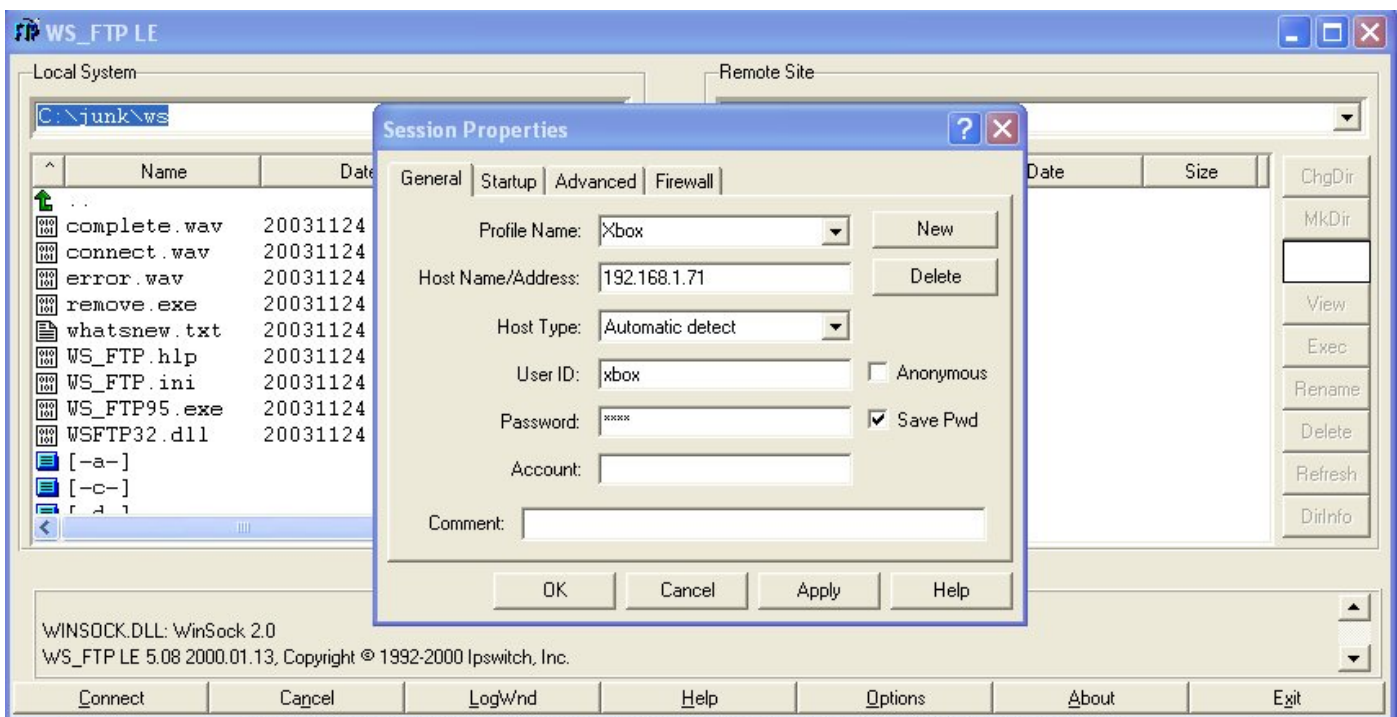
<http://www.ftpplanet.com/downloadLE.asp>

The light version can be downloaded for personal use for free there. (691kb)

If you have other FTP software you prefer to use it should work fine.

Once you have installed WS\_FTP LE, open it and choose "connect" then in the session properties window choose "New". Fill in the details as below making sure you tick "save password" before you click "ok"

Note: Username = xbox and Password = xbox



That's it!! You should now be able to see your Xbox drives on the right. In here you can now transfer files from local system (PC) to the remote site (Xbox) and visa versa. Tip... keep out of C:\ on the Xbox until you have a handle on the whole thing. C:\ holds all the important stuff that makes your xbox operate.

## 7. Understanding the Xbox drive structure

The Xbox has 6 HDD partitions and 1 Rom drive.

**C:\** Holds the operating system of the Xbox and if modified may stop the Xbox from operating. Tip – Don't play with C Drive ;)

**D:\** This is your CD Rom Drive

**E:\** This drive holds apps most of the apps. This drive also holds the .wma music manager rips off CD's.

Game level saves are also kept on E:\.

It is not recommended to copy games to E:\ as it has size constraints, the standard size of this drive starts at about 4.7 GB

Tip – Don't play with E Drive too much

**F:\** Holds the Emulators and their files. If you have opted for a larger hard drive size, this drive is the fun one. If you were to download some of your favorite Atari 2600 roms off the net for example, once downloaded you would transfer them off you pc to F:\emu\A2600\A26ROMS

F:\Gameslist directory holds all your copied games.

Tip –

this drive is the best one to play with as you can't really stuff anything up ;)

**Drives X, Y & Z** are not accessible to you, but are used by the Xbox system.

We hope this document has been useful to you.

If you have ideas for the improvement of this document, or found some errors, please contact [support@xroad.com.au](mailto:support@xroad.com.au).

Regards,  
The Xroad Team