Xbox Series X | S - Connecting to the Wireless Network

Quick links

- Step 1: Get the MAC/Physical address of the device
- Step 2: Register your device
- Step 3: Connect your device to the Hofstra Guest wireless network

Step 1: Get the MAC/Physical address of the device

Your MAC address is a unique hardware identification number that identifies your device on the Hofstra network. You'll need your MAC address to complete the next step so be sure to write it down.

1. If it isn't already, turn the console on.

2. On the Xbox controller, press the **Xbox** button.

3. From the **Profile & System** menu, select **Settings**.

4. From the **General** section, select **Network settings**.

⚠️ Some games and online features may not work correctly when connected via the wireless network. If you find a game/feature that doesn't work correctly please try connecting your Xbox to the wired network.
5. Select **Advanced Settings**.

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### Network

- Set up wireless network
- Test network connection
- Test remote play
- Test network speed & statistics
- Test NAT Type
- Go offline
- Bandwidth usage
- Advanced settings

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6. **Make a note of the Wireless MAC address.**

### Advanced settings

<table>
<thead>
<tr>
<th>Connection</th>
<th>Wired</th>
</tr>
</thead>
<tbody>
<tr>
<td>IPv4</td>
<td></td>
</tr>
<tr>
<td>IP address</td>
<td>147.4.194.194</td>
</tr>
<tr>
<td>Subnet mask</td>
<td>255.255.255.0</td>
</tr>
<tr>
<td>Gateway</td>
<td>147.4.194.1</td>
</tr>
</tbody>
</table>

**DNS**

```
10.2.2.2
```

**Wired MAC**

```
DC-98-40-DC-98-40
```

**Wireless MAC**

```
E9-0D-F8-E9-0D-F8
```

**Port**

```
3074
```

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### Step 2: Register your device

**IMPORTANT!**

To complete this step you need to use a computer or mobile phone connected to Hofstra’s eduroam wireless network.

1. From a computer or mobile device connected to Hofstra’s eduroam wireless network, go to [http://mydevices.hofstra.edu](http://mydevices.hofstra.edu).
2. Enter your Hofstra Portal username and password, then click **Sign On**.

   ![Sign On](image1)

3. Click the **Add** button.

   ![Add](image2)

4. Fill out the required information and click **Submit**.

   ![Submit](image3)

   **What to do if you get a Device ID Already Exists error after clicking Submit.**

   ![Device ID](image4)

   - **Device name**: A descriptive name for your device
   - **Device ID**: The MAC/Physical address of your device you obtained in Step 1.
   - **Description**: A description of the device (i.e. color, edition, location). This is optional.

   After registering your device please turn it completely off, wait 30 seconds and turn it back on before proceeding to the next step.

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**Step 3: Connect your device to the Hofstra Guest wireless network**

This device needs to be connected to the **Hofstra Guest** wireless network. It won’t connect to eduroam.

1. If it isn’t already, turn the console on.

2. On the Xbox controller, press the **Xbox** button.
3. From the **Profile & System** menu, select **Settings**.

4. From the **General** section, select **Network settings**.

5. Select **Set up wireless network**.
6. Select **Hofstra Guest** from the list of wireless networks shown.

![Choose a connection](image1)

7. After a few moments, you’ll get an **It's all good** message letting you know you’re connected. Select **Continue**.

![It's all good](image2)

8. You can confirm you are connected to Hofstra Guest by looking under the **Current network Status** section of the **Network** screen.

![Network](image3)