Configure Windows Vista Internet Connection Sharing to Connect an Xbox 360 to Xbox Live

These instructions are from Matt Barber, Network Analyst / PC Support, Morrisville State College. [many thanks!] They have been tested and should work on the University of Memphis Network. As I understand it, the instructions for XP are quite similar. This procedure should be most beneficial to gamers who are in a wireless area of ResNet who don’t want to try and connect with a wireless adapter.

Connecting an Xbox to Xbox live with Windows Connection Sharing in Vista is much more straightforward than with any previous version of Windows. Below is a step by step guide to creating the connection.

1. First make sure your computer is successfully connected to the internet. To test this you can simply make sure you can connect to microsoft.com. This step is important because everything else relies on the computer’s ability to connect. **NOTE:** Xbox live will not connect if the ICS computer is connected to the wireless network called MSCguest. [NOT FOR UOFM]

2. After you have tested your computers internet connection you must configure it to share this connection with your Xbox. To do this click the Start Button and right click Network then click Properties as illustrated in figure 1.
3. The sharing center window will appear on the screen and should look like the one in figure 2. On the left side of this window you will see “Manage network connections”, click it.
4. A new window will appear displaying all the network connections currently on your computer. This window should look similar to Figure 3.

![Network Connections Window](image)

**Figure 3**

5. **Right click** on the *Wireless Network Connection* icon and click **Properties**.
6. A window should appear that looks similar to the one in Figure 4. Click the **Sharing tab** on the top of the window.
7. The sharing tab will have two check boxes like the one in Figure 5. To connect your Xbox the **first box must be checked**. Then click OK. You may get a warning about changing your IP address, this is completely normal and you can just accept it.

![Figure 5](image1.png)

8. Once the sharing window disappears you should make sure the settings on your **wired network connection** are correct. To do this **right click** the connection labeled “**Local Area Connection**” and click **Properties** as shown in Figure 6.

![Figure 6](image2.png)
9. A window like the one in Figure 7 will appear. Next **double click** the line that reads “Internet Protocol Version 4 (TCP/IPv4)**”.

![Figure 7](image)
10. A window like the one in Figure 8 will appear listing the properties for your wired connection. The settings on this page should look like the ones in Figure 8. If what is displayed on your screen is different change it to look like the one in the Figure then click OK on both open windows and close any others.

![Internet Protocol Version 4 (TCP/IPv4) Properties](image)

**Figure 8**

You are now done setting up your computer.

**Configuring and testing your Xbox**

11. Hook up your Xbox and plug it into your computer’s network port with a standard network cable like the one that came with your campus laptop or your Xbox (they also sell these at the campus store).

12. Once you have everything plugged in turn on your Xbox with no disk in the drive so that it will boot into the dashboard.
13. In the Xbox dashboard **push right** until you get to the system page and select **Network Settings** as shown in Figure 9.
14. The **Network Settings** screen will appear on your TV. **Select Edit Settings** from the list as shown in Figure 10.
15. A screen titled **Edit Settings** will appear and should look like the one in Figure 11 except that the number after the last dot in IP Address may be different.

![Figure 11](image)

16. If your screen looks like Figure 11 you can skip to step 20. If your screen doesn’t look like Figure 11 then it will need to be changed to resemble Figure 11. To change the data on this screen push the **A** button while the **IP Settings** section of the screen is highlighted.

17. A screen asking you whether you want to use **Automatic** or **Manual** IP will appear. You want to select manual. If **Manual** is already selected try **Automatic** and test your connection again.
18. If you select **Manual** you will be presented with a list of things to change like Figure 12. Change them to what you see in Figure 11.

![Edit IP Settings](image)

*Figure 12*

19. **Repeat** steps 16 through 18 with **DNS Settings**.

20. Once you have the correct settings you can go back to the **dashboard** and attempt to sign into **Xbox live**. **Enjoy**!

If you have trouble configuring your Xbox to work with your computer you can contact the ResNet Support at 901-678-5940. We have limited game box support, but will do what we can to get you connect.