

Game Consoles DIY

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What?

Game Consoles are supported at the University of Miami within the Residential Colleges and University Village. To connect a game console to the UM network, you will first need to register its Media Access Control (MAC) address with UM which will then be automatically linked to your CaneID. Please refer to "How to Connect" for information on how to find your MAC address and register it. It is recommended that you use an Ethernet (wired) connection for those gaming consoles which have an Ethernet connection.

Where?

Game Consoles are supported at the University of Miami via the wired *CaneNet* network within the Residential Colleges and University Village, and via the wireless network, *CaneGames*, within the Residential Colleges, University Village, University Center, and Shalala Complex Center.

Info

To use the wireless connection, you will need to connect to a secondary wireless network that is hidden (*CaneGames*). This hidden Service Set Identifier (SSID) is available in the Residential Colleges, University Village, University Center, and the Shalala Complex Center.

Links to instructions for finding your MAC address on common gaming devices are listed below. Once you obtain your MAC address, you will need to apply for *CaneNet* and Wireless Access through the [Network Device Registration Portal](#).

Network Settings (wireless)

SSID: *CaneGames*

Visible: No

Encryption Type: Open Network (no encryption)

How to Connect

Finding the Game Console's MAC Address

Each game console is a little bit different, as are the various firmware versions. You will need to register the wired and/or wireless MAC address of the game console in order to connect to the network. Listed below are links to instructions for a few popular devices. Once you have obtained the MAC address of your system, you must register it via the [Network Device Registration Portal](#) in order to use it on the network.

If your game console provides an Ethernet port for connection to a wired network, it is highly recommended that you use this option to connect to the UM wired network (*CaneNet*). This will ensure the fastest connection and provide the best results for gaming.

PS3: Wired + Wireless

Display MAC Address:

<https://manuals.playstation.net/document/en/ps3/current/settings/systeminfo.html>.

We recommend using the Wired connection.

PS4: Wired + Wireless

Display MAC Address:

<http://manuals.playstation.net/document/en/ps4/settings/system.html>.

We recommend using the Wired connection.

XBOX ONE: Wired + Wireless

Display MAC Address:

<http://support.xbox.com/en-US/xbox-one/networking/network-settings>.

Please note that your MAC address is displayed on the "Change settings" screen under the Advanced section.

We recommend using the Wired connection.

Wii: Wired + Wireless

Display MAC Address:

http://en-americas-support.nintendo.com/app/answers/detail/a_id/2715.

We recommend using the Wired connection if available.

WiiU: Wired + Wireless

Display MAC Address:

http://en-americas-support.nintendo.com/app/answers/detail/a_id/1721/~/how-to-find-the-mac-address.

We recommend using the Wired connection.

Nintendo DS: Wireless

Display MAC Address:

http://en-americas-support.nintendo.com/app/answers/detail/a_id/206/~/how-to-find-the-mac-address.

PSVita: Wireless

Display MAC Address:

From the **Vita** Home Screen, tap the Settings application and then tap Start. Swipe up on the screen to scroll down to the System option, and then tap the System option.

Nintendo Switch: Wireless

Display MAC Address:

From the Home Screen, tap on "System Settings." Use the Joystick on the left to scroll down until you see "Internet". Under Connection Status, look for the "System MAC Address."

Registering through the Network Device Registration Portal

You can register for *CaneNet* wired and *CaneGames* wireless access through the [Network Device Registration Portal](#). This Portal is currently only accessible while on campus. Please use your CaneID and Password to login.

Follow these steps to apply for access:

1. Go to the [Network Device Registration Portal](#) and login with your valid CaneID and Password.
2. After logging in, on the "Manage Devices" page click on the "Create" button to add a new device.
3. Please fill in the name of the device, (something that you will recognize), and the MAC address (refer to "Finding The Adapter Address" above).
4. Read the University's policies and select the box agreeing to abide by the University's policies.
5. Click on "Create Device" to register your device.
6. Repeat steps 2 through 5 for all MAC addresses.

Connecting the Game Console to the Network

Links to instructions for connecting to the Network on common gaming devices are listed below. Please note that you need to disconnect and reconnect your system, or reboot it, after registering your MAC addresses before attempting to connect your device to the network.

PS3: Wired + Wireless

Connecting to the Network:

https://manuals.playstation.net/document/en/ps3/current/settings/index_network.html.

We recommend using the Wired connection.

PS4: Wired + Wireless

Connecting to the Network:

http://manuals.playstation.net/document/en/ps4/settings/nw_settings.html.

We recommend using the Wired connection.

XBOX ONE: Wired + Wireless

Connecting to the Network:

<http://support.xbox.com/en-US/xbox-one/networking/network-settings>.

We recommend using the Wired connection.

Wii: Wired + Wireless

Connecting to the Network:

http://en-americas-support.nintendo.com/app/answers/detail/a_id/2679/p/604.

We recommend using the Wired connection if available.

WiiU: Wired + Wireless

Connecting to the Network:

http://en-americas-support.nintendo.com/app/answers/detail/a_id/1126/p/431.

We recommend using the Wired connection.

Nintendo DS: Wireless

Connecting to the Network:

http://en-americas-support.nintendo.com/app/answers/detail/a_id/6157.

PSVita: Wireless

Connecting to the Network:

<http://manuals.playstation.net/document/en/psvita/settings/internet.html>.

Nintendo Switch: Wireless

Connecting to the Network:

System Settings >> Internet >> Internet Settings >> "Searching for networks" >> Manual Setup. Use the following settings:

Network Name as CaneGames

SSID and enter CaneGames.

Security: None

Make sure to save changes when exiting. Select the CaneGames SSID if it does not auto-connect.

Need Help?

Student Technology Help Desk

Richter Library 3rd floor, Room 325
1300 Memorial Drive
Coral Gables, FL 33146

Phone: (305) 284-8887
E-mail: STHD@miami.edu
Website: <http://sthd.it.miami.edu/>

Hours:

Monday - Friday from 9 A.M. to 5 P.M.

UMIT Service Desk

Phone: (305) 284-6565
E-mail: itsupportcenter@miami.edu
Website: <http://it.miami.edu/>

Hours:

Available 24 / 7

Please visit our website for further information and for updates at www.miami.edu/wireless.