

# Wireless-B Game Adapter



Use this guide to install: WGA11B

**User Guide**



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## SAFETY AND REGULATORY NOTICES

### FCC STATEMENT

This Wireless-B Game Adapter has been tested and complies with the specifications for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used according to the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which is found by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna
- Increase the separation between the equipment or devices
- Connect the equipment to an outlet other than the receiver's
- Consult a dealer or an experienced radio/TV technician for assistance

FCC Caution: Any change or modification to the product not expressly approved by Linksys could void the user's authority to operate the device.

### FCC Radiation Exposure Statement

This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment. This equipment should be installed and operated with minimum distance 20cm between the radiator and your body.

- Access points with 2.4 GHz or 5 GHz integrated antenna must operate with a separation distance of at least 20 cm from all persons using the cable provided and must not be co-located or operating in conjunction with any other antenna or transmitter. End-users must be provided with specific operations for satisfying RF exposure compliance.

Note: Dual antennas used for diversity operation are not considered co-located.

### INDUSTRY CANADA (CANADA)

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Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada. The use of this device in a system operating either partially or completely outdoors may require the user to obtain a license for the system according to the Canadian regulations.

### EC DECLARATION OF CONFORMITY (EUROPE)

Linksys Group declares that the product included in the Instant Wireless Series conforms to the specifications listed below, following the provisions of the EMC Directive 89/336/EEC and Low Voltage Directive 73/23/EEC:

- ETS 300-826, 301 489-1 General EMC requirements for Radio equipment.
- EN 609 50 Safety
- ETS 300-328-2 Technical requirements for Radio equipment.

Note: This equipment is intended to be used in all EU and EFTA countries. Outdoor use may be restricted to certain frequencies and/or may require a license for operation. For more details, contact Linksys Corporate Compliance.

Note: Combinations of power levels and antennas resulting in a radiated power level of above 100 mW are considered as not compliant with the above mentioned directive and are not allowed for use within the European community and countries that have adopted the European R&TTE directive 1999/5/EC and/or the CEPT recommendation Rec 70.03. For more details on legal combinations of power levels and antennas, contact Linksys Corporate Compliance.

- Linksys Group vakuuttaa täten että Wireless-B Game Adapter tyyppinen laite on direktiivin 1999/5/EY, direktiivin 89/336/EEC ja direktiivin 73/23/EEC oleellisten vaatimusten ja sitä koskevien näiden direktiivien muiden ehtojen mukainen.
- Linksys Group déclare que le pont Ethernet sans fil B est conforme aux conditions essentielles et aux dispositions relatives à la directive 1999/5/EC, la directive 89/336/EEC, et à la directive 73/23/EEC.

- Belgique B L'utilisation en extérieur est autorisée sur le canal 11 (2462 MHz), 12 (2467 MHz), et 13 (2472 MHz).  
Dans le cas d'une utilisation privée, à l'extérieur d'un bâtiment, au-dessus d'un espace public, aucun enregistrement n'est nécessaire pour une distance de moins de 300m. Pour une distance supérieure à 300m un enregistrement auprès de l'IBPT est requise. Pour une utilisation publique à l'extérieur de bâtiments, une licence de l'IBPT est requise. Pour les enregistrements et licences, veuillez contacter l'IBPT.
- France F: Bande de fréquence restreinte: seuls les canaux 10, 11, 12, 13 (2457, 2462, 2467, et 2472 MHz respectivement) doivent être utilisés en France. Toute utilisation, qu'elle soit intérieure ou extérieure, est soumise à autorisation. Vous pouvez contacter l'Autorité de Régulation des Télécommunications (<http://www.art-telecom.fr>) pour la procédure à suivre.
- France F: Restricted frequency band: only channels 10, 11, 12, 13 (2457, 2462, 2467, and 2472 MHz respectively) may be used in France. License required for every indoor and outdoor installations. Please contact ART for procedure to follow.
- Deutschland D: Anmeldung im Outdoor-Bereich notwendig, aber nicht genehmigungspflichtig. Bitte mit Händler die Vorgehensweise abstimmen.
- Germany D: License required for outdoor installations. Check with reseller for procedure to follow.
- Italia I: E' necessaria la concessione ministeriale anche per l'uso interno. Verificare con i rivenditori la procedura da seguire. L'uso per installazione in esterni non e' permessa.
- Italy I: License required for indoor use. Use with outdoor installations not allowed.
- the Netherlands NL License required for outdoor installations. Check with reseller for procedure to follow.
- Nederlands NL Licentie verplicht voor gebruik met buitenantennes. Neem contact op met verkoper voor juiste procedure.

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## Chapter 1: Introduction

### The Wireless-B Game Adapter

The Wireless-B Game Adapter gives any wired-Ethernet-equipped game console wireless connection capabilities. The Game Adapter can be used in two different ways. If you have an existing home wireless network with a cable or DSL Internet connection, the Game Adapter lets your PlayStation®2, Xbox™ or GameCube™ attach to the network so you can get into online games without running wires to the game room. Or, use a pair of Game Adapters to form a "cable-less cable" between two game consoles for head-to-head gaming -- in the same room, or all the way across the house.

It's completely driver-free, so there's no software-installation hassle, and it works on any platform. And the innovative Channel Selector Button with LED display makes wireless network configuration into child's play. If you're using two Game Adapters, just press their Channel Selector Buttons until the channel numbers match, and you're connected. To connect to an existing wireless network, press the Button to select Infrastructure mode. If your setup's a little different, there's an easy-to-use PC-based Setup Wizard to guide you through. Then just plug the Adapter into your game box, and go.

The Wireless-B Gaming Adapter provides lag-free gaming with communication speeds up to 11Mbps. So spend your time gaming, not stringing wires, with the Linksys Wireless-B Gaming Adapter.

### Features

- Easy-to-use toggle switch for instant wireless configuration
- Compatible with popular 802.11b devices for high-speed wireless gaming
- Compact size allows easy placement and maximum portability
- Compatible with most network-ready game consoles

# Chapter 2: Getting to Know the Wireless-B Game Adapter

## The Game Adapter's Back Panel

The Back Panel, shown in Figure 2-1, is where you'll connect the Game Adapter and find the Reset button.

**Channel Selector** The Channel Selector button selects the channel, when using the Game Adapter in Ad-hoc mode, or Infrastructure (IN), when using the Game Adapter in Infrastructure mode, for fast setup.

**Reset** The Reset button resets the Game Adapter to its factory default settings.

**X - II** This switch toggles the Network port between crossover mode (X) and straight-through mode (II). If you are connecting the Game Adapter directly to a computer or to an Uplink port, choose straight-through (II).

**Network** The Network port is where you will connect the Ethernet network cable.

**Power** The Power port is where you will connect the power adapter.



Figure 2-1

## The Game Adapter's LEDs

The Game Adapter's LEDs, shown in Figure 2-2, display the activity on your network.



Figure 2-2

### Ethernet



*Green.* The Ethernet LED will light up when data is transmitted over the Ethernet cable.

### Wireless



*Green.* The Wireless LED will be lit steadily when the Game Adapter is connected to the wired network. The LED will blink when there is network traffic.

**Wireless Channel** When using the Channel Selector button for fast setup, this will display the channel on which the Game Adapter is broadcasting (1 - 11) or indicated Infrastructure (IN), when using the Game Adapter in Infrastructure mode, for fast setup.

# Chapter 3: Planning Your Wireless Network

## Network Topology

A wireless local area network (WLAN) is exactly like a regular local area network (LAN), except that each computer in the WLAN uses a wireless device to connect to the network. Computers in a WLAN share the same frequency channel and SSID, which is an identification name for wireless devices.

## Ad-Hoc versus Infrastructure Mode

Unlike wired networks, wireless networks have two different modes in which they may be set up: **infrastructure** and **ad-hoc**. An infrastructure configuration is a WLAN and wired LAN communicating to each other through an access point. An ad-hoc configuration is wireless-equipped computers communicating directly with each other. Choosing between these two modes depends on whether or not the wireless network needs to share data or peripherals with a wired network or not.

If the computers on the wireless network need to be accessible by a wired network or need to share a peripheral, such as a printer, with the wired network computers, the wireless network should be set up in *Infrastructure* mode. The basis of Infrastructure mode centers around an access point, which serves as the main point of communications in a wireless network (see Figure 3-1). Access points transmit data to PCs equipped with wireless network cards, which can roam within a certain radial range of the access point. Multiple access points can be arranged to work in succession to extend the roaming range, and can be set up to communicate with your Ethernet hardware as well.

If the wireless network is relatively small and needs to share resources only with the other computers on the wireless network, then the *Ad-Hoc* mode can be used. Ad-Hoc mode allows computers equipped with wireless transmitters and receivers to communicate directly with each other, eliminating the need for an access point. The drawback of this mode is that in Ad-Hoc mode, wireless-equipped computers are not able to communicate with computers on a wired network. And, of course, communication between the wireless-equipped computers is limited by the distance and interference directly between them.

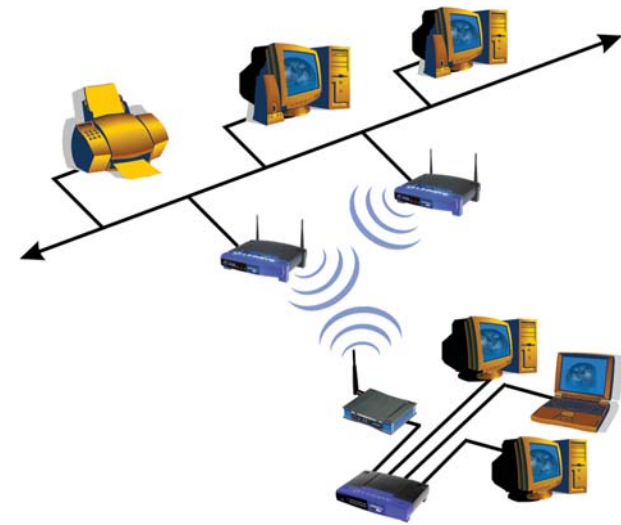


Figure 3-1

Figure 3-2 shows a wireless bridging scenario using two Wireless-B Game Adapters. Each wireless network is connected to a Wireless-B Game Adapter through a switch. A separate computer is equipped with a wireless PC card and can communicate with both wireless networks as long as it has the same SSID and channel as both wireless networks.



Figure 3-2

# Chapter 4: Simple SetUp

## Connecting the Game Adapter

1. Plug the included Ethernet network cable into the Game Adapter's LAN port, as shown in Figure 4-1.
2. Plug the other end of the Ethernet network cable into your game console's RJ-45 port.

3. Verify that the Game Adapter's crossover (X - II) switch is set appropriately. If the Game Adapter is not transmitting or receiving data appropriately, try flipping the switch to its other setting.



Figure 4-1

4. Plug the supplied power cable into the Game Adapter's Power port, as shown in Figure 4-2. Then, plug the other end into an electrical outlet, preferably a surge protector.
5. Start your game console.



Figure 4-2

## Setting up the Game Adapter

The Game Adapter can be set up by clicking the Channel Selector button once and then clicking the button to cycle to the appropriate setting on the LED display, as shown in Figure 4-3.



Figure 4-3

### When playing Head-to-Head:

Set both Game Adapters to the same channel, 1-11.

**When playing over the Internet:** Set the Game Adapter to IN when using a simple wireless network with no WEP encryption settings and SSID enabled.



**Note:** If your wireless network uses WEP encryption and/or has SSID disabled, the Game Adapter should be configured with its Setup Wizard to use one of the three available profiles. Profiles show up on the LED display as "P1", "P2", or "P3". Once the Game Adapter is configured with its Setup Wizard, select the appropriate profile from the LED display. This is explained further in "Chapter 5: Configuring the Wireless-B Game Adapter with the Setup Wizard".



# Chapter 5: Configuring the Wireless-B Game Adapter with the Setup Wizard



**Note:** If your wireless network uses WEP encryption and/or has SSID disabled, the Game Adapter should be configured with its Setup Wizard to use one of the three available profiles. Profiles show up on the LED display as “P1”, “P2”, or “P3”. Once the Game Adapter is configured with its Setup Wizard, select the appropriate profile from the LED display.

Setup for Head-to-Head play or with a simple wireless connection is described in “Chapter 4: Simple Setup”.

1. Insert the **Setup CD-ROM** into your PC’s CD-ROM drive. The Setup Utility should run automatically, and the screen in Figure 5-1 should appear. If it does not, click the **Start** button and choose **Run**. In the field that appears, enter **D:\setup.exe** (if “D” is the letter of your CD-ROM drive).

- **Setup** - Click **Setup** to proceed with the Setup Wizard.
- **User Guide** - Click **User Guide** to open the PDF file of this User Guide.
- **Exit** - Click **Exit** to exit the Setup Wizard.

Click **Setup** to begin the setup process.



Figure 5-1

2. The Setup Wizard will search for the Game Adapter.

If it cannot find one, you will be asked to check the connections, as shown in Figure 5-2. Review your connections and click **Continue**. The Setup Wizard will search again.

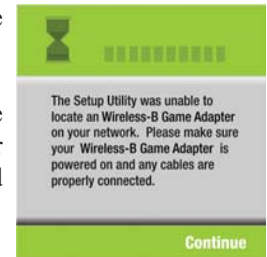


Figure 5-2

3. The next screen, shown in Figure 5-3, will show the Game Adapter’s current settings.

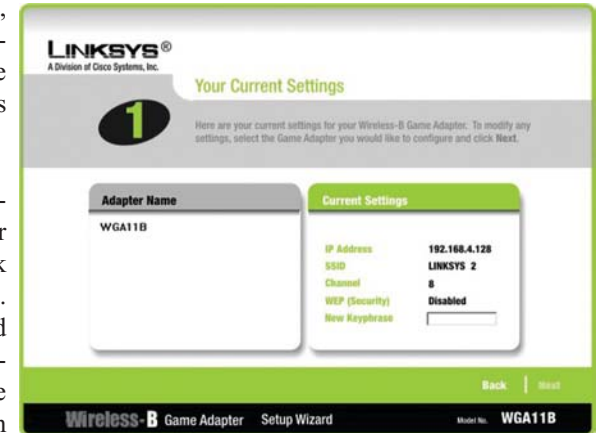


Figure 5-3

- **New Keyphrase** - The Game Adapter is designed to work right out of the box. If you are concerned with security, however, you can set the same Keyphrase on two Game Adapters to utilize WEP. The Keyphrase is case-sensitive and should have nine or fewer alphanumeric characters. It must match the Keyphrase of your wireless network and is compatible with Linksys wireless products only.

Click the **Next** button to continue with the setup.

4. When the Game Adapter is located, you will be asked to enter your network password. Type the password in the field, as shown in Figure 5-4, and click **Enter**.



Figure 5-4



- From the Basic Settings screen, shown in Figure 5-5, select the IP Address setting for the Game Adapter. **Obtain IP Address automatically** should only be selected if you are connected to a network with a DHCP server, allowing it to administer the IP Address automatically. Otherwise, select **Specify an IP Address**. If you are not familiar with IP Address settings, leave the default settings.

Your password can also be changed from this screen by typing your old password and entering the new password in the appropriate fields.

Once the selection is made, click **Next** to continue or **Back** to return to the previous screen.

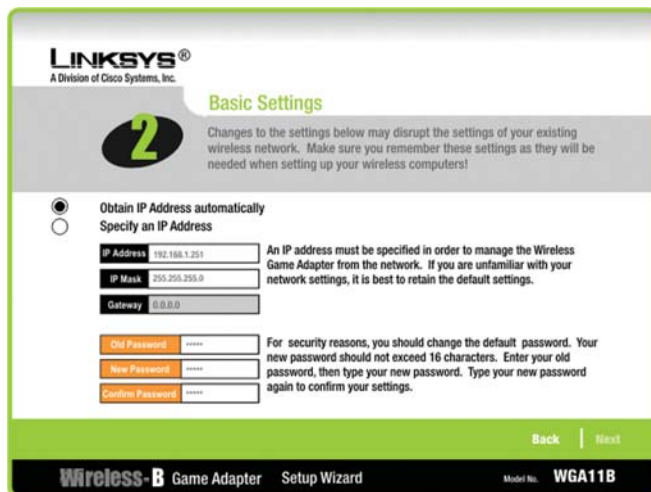


Figure 5-5

- From the Profile Configuration screen, shown in Figure 5-6, you can set the Profile's settings as shown below:
  - Mode** - Select **Head-to-Head** when playing between two Game Adapters or **Internet** when playing over an Internet Connection.
  - SSID** - The SSID is the unique name shared among all devices in your wireless network. The SSID must be identical for all devices in the wireless network. It is case-sensitive and must not exceed 32 alphanumeric characters, which can be any keyboard character.
  - WEP (Disabled/64-bit WEP/128-bit WEP)** - In order to utilize WEP encryption, select **64-bit** or **128-bit WEP** from the drop-down menu.

- Passphrase** - Instead of manually entering a WEP key, you can enter a Passphrase, and the WEP Key will appear in the Key field. The Passphrase is case-sensitive and should have 16 or fewer alphanumeric characters. It must match the passphrase of your wireless network and is compatible with Linksys wireless products only. (You will have to enter the WEP key manually on any non-Linksys wireless products.) Write down the Passphrase and click **Next** to continue.
- Key** - You can also enter the WEP Key manually in the Key field. If you are using 64-bit WEP encryption, then the key must consist of exactly 10 hexadecimal characters. If you are using 128-bit WEP encryption, then the key must consist of exactly 26 hexadecimal characters. Valid hexadecimal characters are "0"- "9" and "A"- "F".

If you would like to setup a second and/or third profile click **Yes** next to "Would you like to configure another profile?". If not, click **No**.

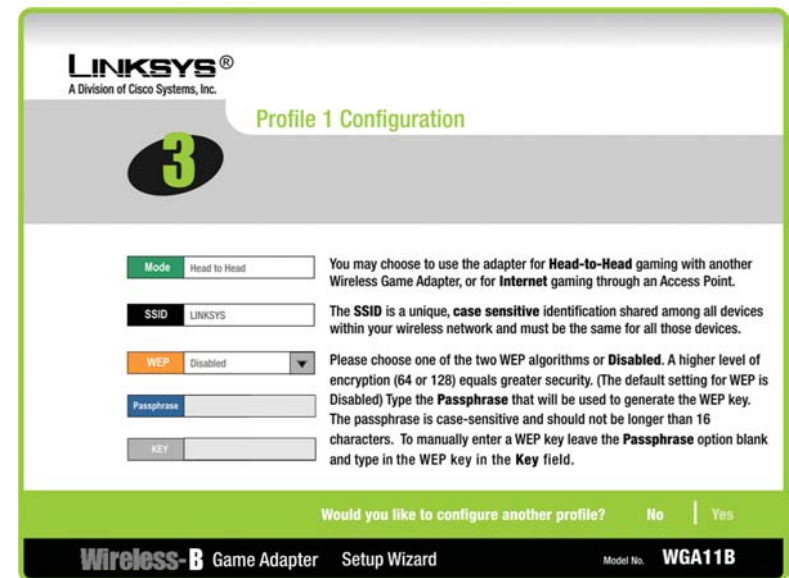


Figure 5-6

When you have configured all of the profiles you wish, configuration is complete.

# Appendix A: Troubleshooting

## Frequently Asked Questions

This section provides solutions to potential problems regarding the installation and operation of the Wireless-B Game Adapter. If you can't find an answer here, check the Linksys website at [www.linksys.com](http://www.linksys.com).

### Can I run an application from a remote computer over the wireless network?

This will depend on whether or not the application is designed to be used over a network. Consult the application's user guide to determine if it supports operation over a network.

### Can I play multiplayer games with other users of the wireless network?

Yes, as long as the game supports multiple players over a LAN. Refer to the game's user guide for more information.

### What is ad-hoc mode?

When a wireless network is set to ad-hoc mode, the wireless-equipped computers are configured to communicate directly with each other. The ad-hoc wireless network will not communicate with any wired network.

### Would the information be intercepted while transmitting on air?

Instant Wireless products feature two-fold protection in security. On the hardware side, it has the inherent security feature of scrambling. On the software side, Instant Wireless products offer the encryption function (WEP) to enhance security and access control. Users can set it up depending upon their needs.

### What is WEP?

WEP is Wired Equivalent Privacy, a data privacy mechanism based on a 40/64 bit shared key algorithm, as described in the IEEE 802.11 standard.

# Appendix B: Glossary

**802.11b** - One of the IEEE standards for wireless networking hardware. Products that adhere to a specific IEEE standard will work with each other, even if they are manufactured by different companies. The 802.11b standard specifies a maximum data transfer rate of 11Mbps, an operating frequency of 2.4GHz, and WEP encryption for security. 802.11b networks are also referred to as Wi-Fi networks.

**Adapter** - Printed circuit board that plugs into a PC to add to capabilities or connectivity to a PC. In a networked environment, a network interface card is the typical adapter that allows the PC or server to connect to the intranet and/or Internet.

**Ad-hoc Network** - An ad-hoc network is a group of computers, each with a wireless adapter, connected as an independent 802.11 wireless LAN. Ad-hoc wireless computers operate on a peer-to-peer basis, communicating directly with each other without the use of an access point. Ad-hoc mode is also referred to as an Independent Basic Service Set or as peer-to-peer mode.

**Bit** - A binary digit. The value - 0 or 1-used in the binary numbering system. Also, the smallest form of data.

**Cable Modem** - A device that connects a computer to the cable television network, which in turn connects to the Internet.

**DHCP (Dynamic Host Configuration Protocol)** - A protocol that lets network administrators manage centrally and automate the assignment of Internet Protocol (IP) addresses in an organization's network. Using the Internet's set of protocol (TCP/IP), each machine that can connect to the Internet needs a unique IP address. When an organization sets up its computer users with a connection to the Internet, an IP address must be assigned to each machine. Without DHCP, the IP address must be entered manually at each computer and, if computers move to another location in another part of the network, a new IP address must be entered. DHCP lets a network administrator supervise and distribute IP addresses from a central point and automatically sends a new IP address when a computer is plugged into a different place in the network.

DHCP uses the concept of a "lease" or amount of time that a given IP address will be valid for a computer. The lease time can vary depending on how long a

user is likely to require the Internet connection at a particular location. It's especially useful in education and other environments where users change frequently. Using very short leases, DHCP can dynamically reconfigure networks in which there are more computers than there are available IP addresses.

**Driver** - A workstation or server software module that provides an interface between a network interface card and the upper-layer protocol software running in the computer; it is designed for a specific device, and is installed during the initial installation of a network-compatible client or server operating system.

**DSL (Digital Subscriber Line)** - A technology that dramatically increases the digital capacity of ordinary telephone lines into the home or office and, by employing unused bandwidth, still allows for normal phone usage. DSL provides "always-on" operation, eliminating the need to dial in to the service.

**Encryption** - A security method that applies a specific algorithm to data in order to alter the data's appearance and prevent other devices from reading the information.

**Ethernet** - IEEE standard network protocol that specifies how data is placed on and retrieved from a common transmission medium. Has a transfer rate of 10 Mbps. Forms the underlying transport vehicle used by several upper-level protocols, including TCP/IP and XNS.

**Hardware** - Hardware is the physical aspect of computers, telecommunications, and other information technology devices. The term arose as a way to distinguish the "box" and the electronic circuitry and components of a computer from the program you put in it to make it do things. The program came to be known as the software.

**IEEE (The Institute of Electrical and Electronics Engineers)** - The IEEE describes itself as "the world's largest technical professional society, promoting the development and application of electrotechnology and allied sciences for the benefit of humanity, the advancement of the profession, and the well-being of our members."

The IEEE fosters the development of standards that often become national and international standards. The organization publishes a number of journals, has many local chapters, and several large societies in special areas, such as the IEEE Computer Society.

**Infrastructure Network** - An infrastructure network is a group of computers or other devices, each with a wireless adapter, connected as an 802.11 wireless LAN. In infrastructure mode, the wireless devices communicate with each other and to a wired network by first going through an access point. An infrastructure wireless network connected to a wired network is referred to as a Basic Service Set (BSS). A set of two or more BSS in a single network is referred to as an Extended Service Set (ESS). Infrastructure mode is useful at a corporation scale, or when it is necessary to connect the wired and wireless networks.

**IP (Internet Protocol)** - The method or protocol by which data is sent from one computer to another on the Internet. It is a standard set of rules, procedures, or conventions relating to the format and timing of data transmission between two computers that they must accept and use to be able to understand each other.

**IP Address** - In the most widely installed level of the Internet Protocol (IP) today, an IP address is a 32-bit binary number that identifies each sender or receiver of information that is sent in packet across the Internet. When you request an HTML page or send e-mail, the Internet Protocol part of TCP/IP includes your IP address in the message (actually, in each of the packets if more than one is required) and sends it to the IP address that is obtained by looking up the domain name in the Uniform Resource Locator you requested or in the e-mail address you're sending a note to. At the other end, the recipient can see the IP address of the Web page requestor or the e-mail sender and can respond by sending another message using the IP address it received.

**LAN (Local Area Network)** - A group of computers and associated devices that share a common communications line and typically share the resources of a single processor or server within a small geographic area (for example, within an office building).

**Mbps (Megabits per second)** - One million bits per second; unit of measurement for data transmission.

**Network** - A system that transmits any combination of voice, video and/or data between users.

**Packet** - A unit of data routed between an origin and a destination in a network.

**Passphrase** - Used much like a password, a passphrase simplifies the WEP encryption process by automatically generating the WEP encryption keys for Linksys products.

**PC Card** - A credit-card sized removable module that contains memory, I/O, or a hard disk.

**Port** - A pathway into and out of the computer or a network device. For example, the serial and parallel ports on a personal computer are external sockets for plugging in communications lines, modems and printers.

**RJ-45 (Registered Jack-45)** - A connector similar to a telephone connector that holds up to eight wires, used for connecting Ethernet devices.

**Roaming** - In an infrastructure mode wireless network, this refers to the ability to move out of one access point's range and into another and transparently reassociate and reauthenticate to the new access point. This reassociation and reauthentication should occur without user intervention and ideally without interruption to network connectivity. A typical scenario would be a location with multiple access points, where users can physically relocate from one area to another and easily maintain connectivity.

**Server** - Any computer whose function in a network is to provide user access to files, printing, communications, and other services.

**Software** - Instructions for the computer. A series of instructions that performs a particular task is called a "program." The two major categories of software are "system software" and "application software." System software is made up of control programs such as the operating system and database management system (DBMS). Application software is any program that processes data for the user.

**SSID (Service Set Identifier)** - A unique name shared among all points in a wireless network. The SSID must be identical for each point in the wireless network and is case-sensitive.

**Switch** - 1. A data switch connects computing devices to host computers, allowing a large number of devices to share a limited number of ports. 2. A device for making, breaking, or changing the connections in an electrical circuit.

**TCP (Transmission Control Protocol)** - A method (protocol) used along with the IP (Internet Protocol) to send data in the form of message units (datagram) between network devices. While IP takes care of handling the actual delivery of the data (routing), TCP takes care of keeping track of the individual units of data (called packets) that a message is divided into for efficient delivery over

the network. TCP is known as a "connection oriented" protocol due to requiring the receiver of a packet to return an acknowledgment of receipt to the sender of the packet resulting in transmission control.

**TCP/IP (Transmission Control Protocol/Internet Protocol)** - The basic communication language or set of protocols for communications over a network (developed specifically for the Internet). TCP/IP defines a suite or group of protocols and not only TCP and IP.

**Topology** - A network's topology is a logical characterization of how the devices on the network are connected and the distances between them. The most common network devices include hubs, switches, routers, and gateways. Most large networks contain several levels of interconnection, the most important of which include edge connections, backbone connections, and wide-area connections.

**WEP (Wired Equivalent Privacy)** - A data privacy mechanism based on a 64-bit or 128-bit shared key algorithm, as described in the IEEE 802.11 standard.

**WLAN (Wireless Local Area Network)** - A group of computers and associated devices that communicate with each other wirelessly.

**Workgroup** - Two or more individuals that share files and databases.

## Appendix C: Specifications

<b>Standards</b>	802.11b
<b>Ports</b>	Power, Ethernet
<b>Buttons</b>	Channel Selector, Reset
<b>Cabling</b>	Cat 5 UTP
<b>LEDs</b>	Ethernet, Wireless, Wireless Channel
<b>Transmit Power</b>	15dBm
<b>Security Features</b>	WEP
<b>WEP key bits</b>	64, 128

### Environmental

<b>Dimensions</b>	2.83" x 5.31" x 1.10" (72 mm x 135 mm x 28 mm)
<b>Unit Weight</b>	0.26 lbs. (0.12 kg)
<b>Power</b>	5 volt 1.0 Amp
<b>Certification</b>	FCC
<b>Operating Temp.</b>	32°F to 104°F (0°C to 40°C)
<b>Storage Temp.</b>	-4°F to 158°F (-20°C to 70°C)
<b>Operating Humidity</b>	10% to 85%, Non-Condensing
<b>Storage Humidity</b>	5% to 90%, Non-Condensing

## Appendix D: Warranty Information

BE SURE TO HAVE YOUR PROOF OF PURCHASE AND A BARCODE FROM THE PRODUCT'S PACKAGING ON HAND WHEN CALLING. RETURN REQUESTS CANNOT BE PROCESSED WITHOUT PROOF OF PURCHASE.

IN NO EVENT SHALL LINKSYS'S LIABILITY EXCEED THE PRICE PAID FOR THE PRODUCT FROM DIRECT, INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM THE USE OF THE PRODUCT, ITS ACCOMPANYING SOFTWARE, OR ITS DOCUMENTATION. LINKSYS DOES NOT OFFER REFUNDS FOR ANY PRODUCT.

LINKSYS OFFERS CROSS SHIPMENTS, A FASTER PROCESS FOR PROCESSING AND RECEIVING YOUR REPLACEMENT. LINKSYS PAYS FOR UPS GROUND ONLY. ALL CUSTOMERS LOCATED OUTSIDE OF THE UNITED STATES OF AMERICA AND CANADA SHALL BE HELD RESPONSIBLE FOR SHIPPING AND HANDLING CHARGES. PLEASE CALL LINKSYS FOR MORE DETAILS.

# Appendix E: Contact Information

For help with the installation or operation of the Wireless-b Game Adapter, contact Linksys Technical Support at one of the phone numbers or Internet addresses below.

<b>Sales Information</b>	800-546-5797 (LINKSYS)
<b>Technical Support</b>	800-326-7114
<b>RMA (Return Merchandise Authorization) Issues</b>	www.linksys.com (or call 949-271-5461)
<b>Fax</b>	949-265-6655
<b>E-mail</b>	support@linksys.com
<b>Web</b>	<a href="http://www.linksys.com">http://www.linksys.com</a>
<b>FTP Site</b>	<a href="ftp.linksys.com">ftp.linksys.com</a>



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