safe•connect
network access control

Safe•Connect | Game Console Detection

This document outlines the process for connecting gaming consoles to a Safe•Connect managed network.
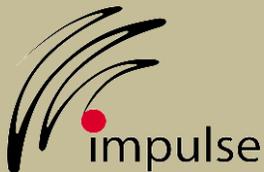
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Overview

This document outlines the process for connecting gaming consoles to a Safe•Connect managed network.

Xbox

Detection Overview: The user connects the Xbox to the network and receives an IP address.   Safe•Connect detects the device on the network and blocks it as an unknown detection client. The user connects to Xbox Live, which provides Safe•Connect with sufficient traffic to properly classify the device as a Microsoft Gaming Console.

1. Connect the Xbox to the network.
2. The initial network connection test may fail at this time.
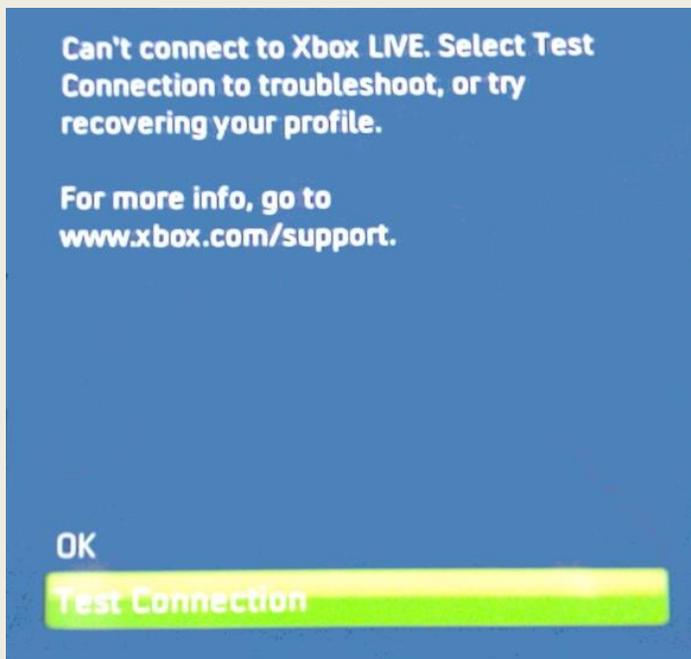
3. Sign in to Xbox Live via the Xbox Dashboard.

Xbox One

Detection Overview: The user connects the Xbox One to the network and receives an IP address. Safe•Connect detects the device on the network and blocks it as an unknown detection client. The user then launches Internet Explorer which provides Safe•Connect with sufficient traffic to properly classify the device as a Microsoft Gaming Console.

1. Sign into the console
    a. Note: If the user is not able to sign into the console, have them perform a hard power off by pressing and holding the power icon/button for 10 seconds. After the device has been completely shut down, power it back on and try to sign into the console again. The device should now show up as a "Microsoft Gaming Console" on the Safe•Connect dashboard.

2. Launch Internet Explorer
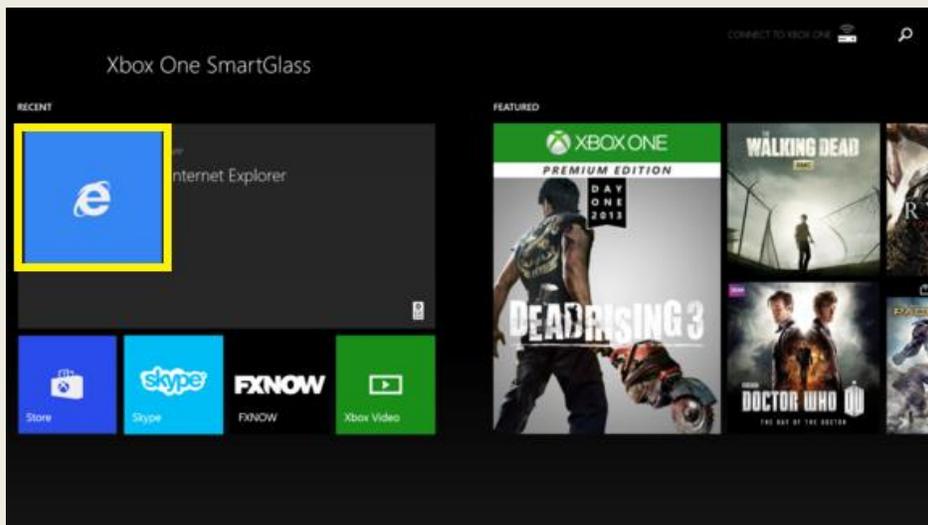
3. If launching Internet Explorer does not result in the device showing up as a "Microsoft Gaming Console" on the Safe•Connect dashboard, have the user perform a hard power off by pressing and hold the power icon/button for 10 seconds. After the device has been completely shut down, power it back on and try launching Internet Explorer again.

Wii

Detection Overview: The user connects the Wii to the network and receives an IP address. Safe•Connect detects the device on the network and blocks it as an unknown detection client. The User then launches the Internet Channel and attempts to access and external resource which provides Safe•Connect with sufficient traffic to properly classify the device as a Nintendo Gaming Console.

Internet Channel installed:

1. Connect the Wii to the network.
2. Open the Internet Channel from the home screen and click "start".

3. Attempt to search/access and external web resource.
4. The Safe•Connect dashboard should now show the device as a "Wii Gaming Console"

Internet Channel not installed:

1. Grant the End User a 1-time Open Access window to acquire it for free from the Wii shopping channel.
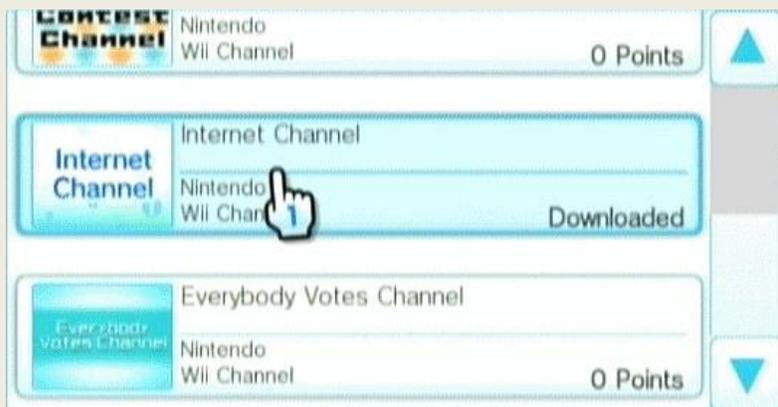
Open the Internet Channel from the home screen and click "start".

Wii U

Detection Overview: The user connects the Wii U to the network and receives an IP address. Safe•Connect detects the device on the network and blocks it as an unknown detection client. The user then launches the Internet Browser and attempts to access and external resource which provides Safe•Connect with sufficient traffic to properly classify the device as a Nintendo Gaming Console.

Internet Channel installed:

1. Connect the Wii U to the network.
2. Open the Internet Browser from the home screen and click "start".

3. Attempt to search/access and external web resource.
4. The Safe•Connect dashboard should now show the device as a "Wii Gaming Console".

PS3

Detection Overview: The user connects the PS3 to the network and receives an IP address. Safe•Connect detects the device on the network and blocks it as an unknown detection client. The user connects to the PlayStation Network which provides Safe•Connect with sufficient traffic to properly classify the device as a Sony Gaming Console.

1. Connect the PS3 to the network.
2. When configuring the internet connection, skip the "Test Connection" option as this test may fail the first time.
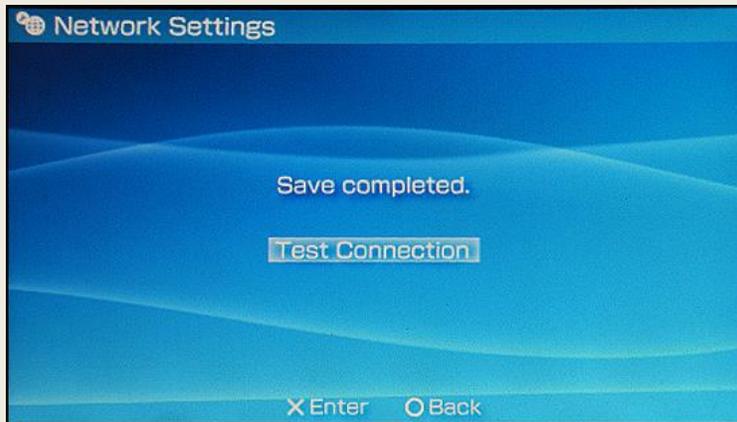
3. Sign in to the PlayStation Network via the XMB.
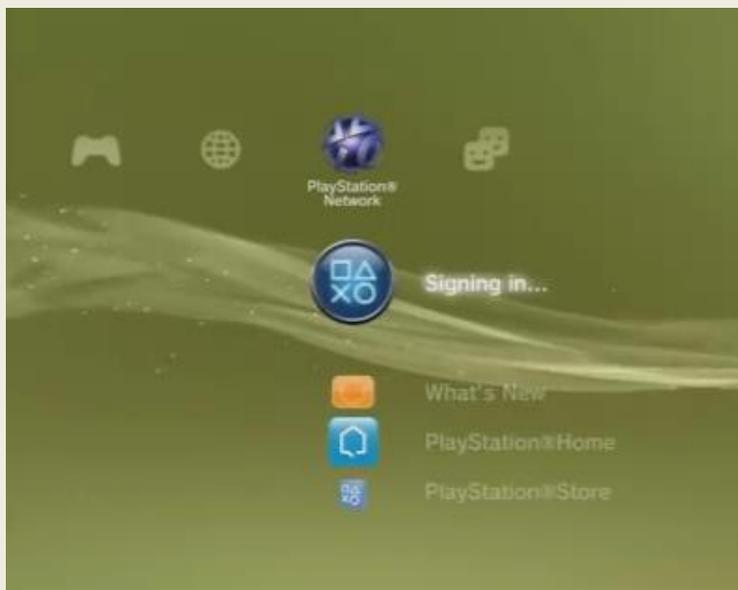
PS4

Detection Overview: The user connects the PS4 to the network and receives an IP address. Safe•Connect detects the device on the network and blocks it as an unknown detection client. The user connects to the PlayStation Network which provides Safe•Connect with sufficient traffic to properly classify the device as a Sony Gaming Console.

1. Connect the PS4 to the network.
2. When configuring the internet connection, skip the "Test Connection" option as this test may fail the first time.

3. Sign in to the PlayStation Network via the XMB.