Connect your Nintendo
Wii to your network

Adding Nintendo's games system to your network can add a range of features to the console

As with the Xbox 360 and the PlayStation 3, Nintendo's popular games console comes with built-in networking abilities. Unlike Microsoft and Sony's systems, the Wii doesn't currently support network media streaming, but there are plenty of other features that make the device worth connecting.

Assuming your network features broadband access, connecting your Wii will mean that not only will you have access to downloadable vintage Nintendo and Sega games from the Virtual Console, but you'll also get several Wii Channels – including news, weather and an internet browser – as well as the Wii's own version of BBC iPlayer.

WiiConnect24, meanwhile, allows your console to stay connected even when it's on standby, downloading new content while you're asleep. If you own a Wii and have a network in place it's worth connecting the two. Here's how.

Step 1

The Wii doesn't feature a standard **Ethernet** port for wired networking, although it's possible to purchase a special **USB**-to-Ethernet adaptor for the console. Datel's Wii Lan Adaptor (£15 from Amazon, **http://tinyurl.com/5hmfu3**), for example, will allow you to make a direct connection to your Wii from your **router** using a standard network cable. Depending on your setup, however, it may be easier to go the wireless route. The Wii has built-in **Wi-fi** with support for both the **802.11b** and **802.11g** wireless standards. If you already have a wireless router, then it's simple enough to get the two devices talking to each other.
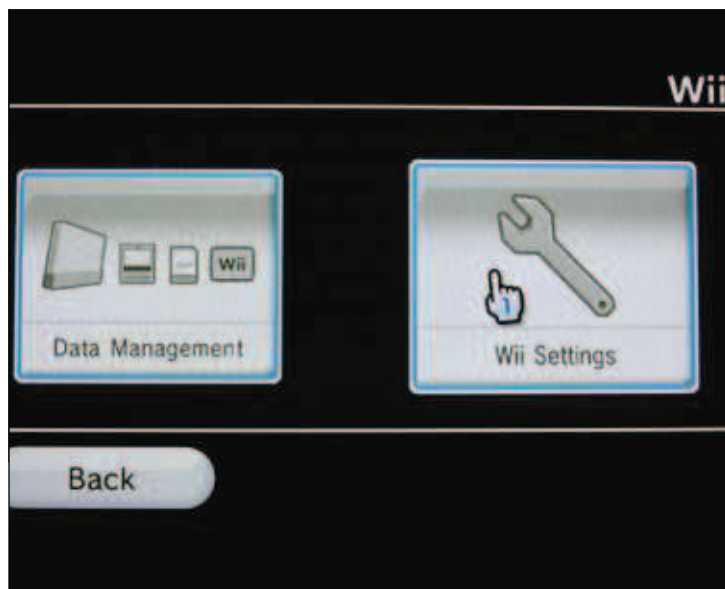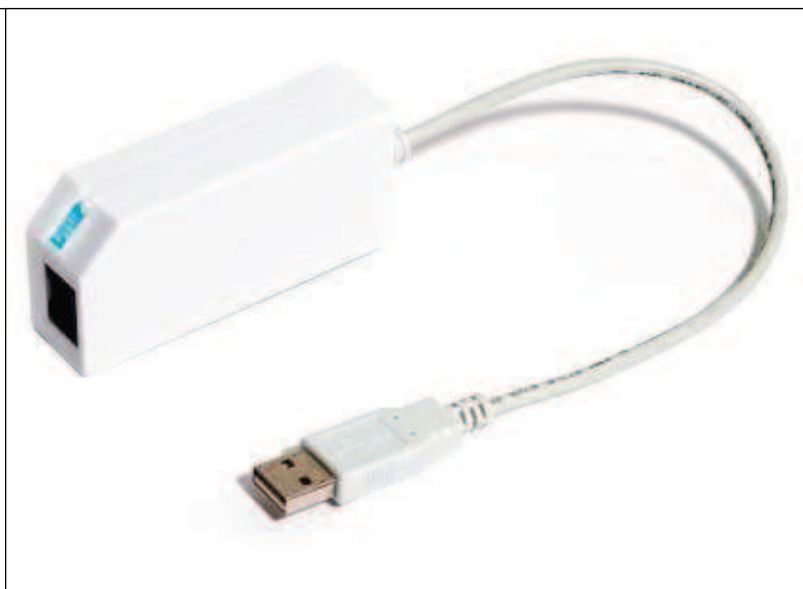

Step 2

Make sure your wireless router is switched on and configured correctly – head to our step-by-step guides to setting up and securing your wireless network on pages 22 and 26 if you're in doubt. Make sure you have your Wi-fi network name (**SSID**) and your **WEP** or **WPA** security passcode handy before you begin. Now, switch on your Wii console and press the 'A' button on the Wii remote to get past the opening warning screen and onto the main Wii Menu screen. Now, point the Wii remote to the Wii button (bottom-right of the Wii Menu screen) and press the 'A' button again. This will take you to a screen with two main choices – Data Management and Wii Settings. Point the controller at the Wii Settings option (the one with the image of a spanner) and press the 'A' button.

Step 3

On the next screen you'll see a list of four options. There are further options listed on further pages and the option we want is on page two. To get to this, point the Wii remote at the small blue right-pointing arrow on the right of the screen and press the 'A' button on the controller. A new set of four options will appear. Point the Wii remote at the third one down – the one labelled 'Internet' – and press the 'A' button. On the following screen, point to the Connection Settings option and press 'A' on the Wii remote. If you haven't yet set up a network connection on your Wii, all three of the connection options listed on the Connection Settings screen should be open, as denoted by the word 'None'. Point to any of these and press 'A'.
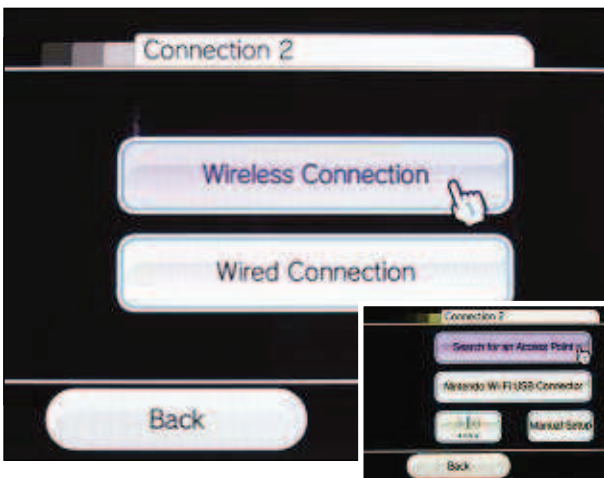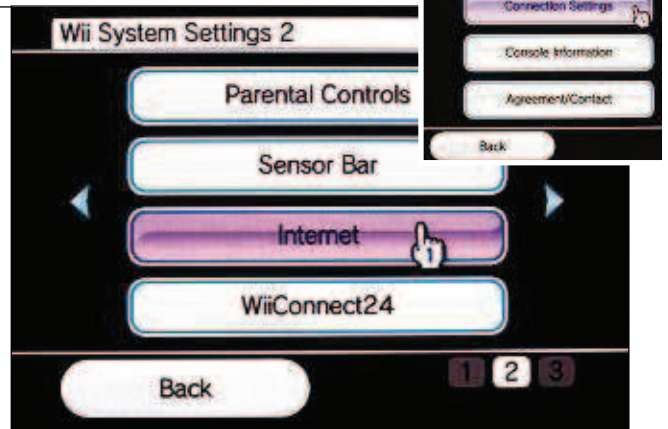
Step 4

The next step presents you with the option to make either a wired or a wireless connection. Naturally, if you have opted for the USB to Ethernet adaptor, at this point you would click 'Wired Connection' to continue. In our case, however, we are going wireless, so point your Wii remote at the 'Wireless Connection' option and press the 'A' button. The three choices you'll be presented with here include options for using the Nintendo Wi-fi USB connector (a special wireless access point that can provide a Wi-fi link without the need for a wireless router) or AOSS-compatible products. There's also an option for configuring your setup manually. It may be worth returning to the 'Manual Setup' option if you're having problems, but for the time being, point at the option labelled 'Search for an Access Point' and press 'A' on the Remote.

Step 5

Your Wii will now look for available Wi-fi connections. Once it is done, click on OK and it will list them on screen. If you live in a built-up area it's likely that several wireless connections will be listed here, including those of your neighbours. Use the scroll down button on the left if you need to. On the left you'll see the network name (SSID) while, in the middle column, a padlock icon will denote whether the network is secured (closed padlock) or unsecured (open padlock). The column on the right will indicate the strength of the wireless signal via a small graph. Point your Wii remote at the entry that corresponds with your own network and press the 'A' button to continue.

Step 6

If your wireless network has been secured by WEP or WPA you will need to enter a passcode or security key here. Click on the Change Security Settings button and select the type of security your wireless router uses (eg, WEP or WPA-PSK), then press the Back button on the left. Point to the empty box in the middle of the screen and press the 'A' button to launch the Wii's on-screen keyboard. Point and click to enter your wireless security code, then point to 'OK' and press the 'A' button. Now point and click on OK, click OK again to save your settings and click OK once more to test your settings. Once you're finished, return to the main Wii Menu screen and select either the News, Weather or Wii Store channels to set them up.