Deployment Guide and Interoperability Information for Nintendo Wii Gaming Console

BACKGROUND

Nintendo Wii is a gaming console which provides by default ONLY an 802.11bg wireless network interface for online access. There is a USB-Wired Ethernet adapater available.

The Wii does not work with the DEFAULT ESS Configuration created in Meru System Director.

INTEROPERABILITY DETAILS

Nintedo Wii is compatible with Clear, WEP, WPA-PSK (TKIP) or WPA2-PSK (AES) security profiles

For WEP, the Wii will ONLY accept a HEX key whereas with Meru System Director you can enter either a HEX key (starts with 0x) OR a Passphrase which is converted within the system to a HEX key.

For WPA-PSK and WPA2-PSK a passphrase will work.

It is recommended on AP300 to use Clear OR WPA2-PSK security.

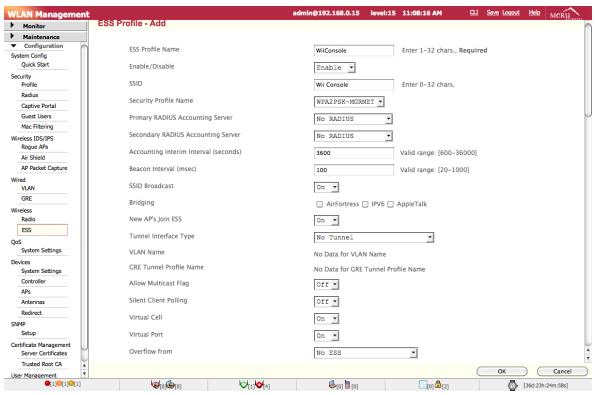
Nintendo Wii also REQUIRES that 802.11b or 802.11b+g datarates are available.

CONFIGURATION DETAILS

It is generally recommended that because we are modifying the default ESS Profile configuration to make more datarates available that a dedicated ESS Profile be used for the Nintendo Wii gaming console.

If you have created a special ESS Profile for the PS3 using the System Director 4.1 VCell Overflow feature, that same OVERFLOW ESS Profile can be used for the Wii. Note that the Wii is fully compatible with Virtual Cell and Virtual Port and does not REQUIRE System Director 4.1 or VCell overflow

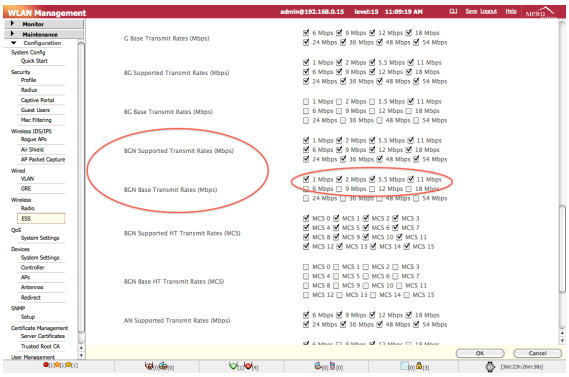
In the Example below we will create and modify an ESS Profile Called “WiiConsole”



Profile Name = WiiConsole

SSID = WiiConsole

VCell and VPort remain On



We are looking in the BGN datarates assuming your 2.4 GHz Radios are in "bgn" mode. If your AP radio is in "bg" mode make the modifications in the BG datarates.

The change made from the default is in the BGN Transmit Base Rates matrix, note that the 1 Mbps, 2 Mbps, 5.5 Mbps and 11Mbps datarares are Checked. In the default config, only 11MBps is checked.