

ResNetDevices: Wireless Network for Streaming and Gaming Clients

Information Technology is demoing a service that will allow streaming devices to connect wirelessly.

- Users are invited to enroll their wireless enabled devices at <https://clearpass.utoledo.edu/guest>.
 - This can only be done from a computer/mobile device that is connect to ResNet.
- After enrollment they can then connect to the SSID ResNetDevices
- Mirroring services such as Airplay, Chromecast, Cast are not supported on this network.

Part 1: Enrolling Gaming Systems in ClearPass

1. Visit clearpass.utoledo.edu/guest from a computer/phone that is on **ResNet** wired or wireless
2. Login with your UTAD username ((ex. Jsmith4)) and Password

The image shows a 'Operator Login' form. It has a dark blue header with the text 'Operator Login' in white. Below the header, there are two input fields: 'Username:' with the text 'jgalamb' entered, and 'Password:' with a series of blue dots. At the bottom of the form is a dark blue button with the text 'Log In' in white.

3. Click Create Device

The image shows the Aruba ClearPass Guest dashboard. At the top left is the 'aruba' logo. At the top right is the text 'ClearPass Guest'. Below the logo is a navigation menu with 'Guest' selected, and sub-items 'Start Here' and 'Create Device'. The main content area is titled 'Home > Guest' and 'Guest Manager'. It displays a green checkmark icon and the text 'Last successful login from 131.183.15.16 on Wednesday, 07 August 2019, 2:59 PM'. Below that is a blue information icon and the text 'No failed attempts since last successful login'. The next section is 'Guest Account Management' with the subtext 'Use the commands below to manage your network's guest user accounts.' and a 'Create Device' button with the subtext 'Set up a new device for MAC authentication.'. The final section is 'About Guest Network Access' with the subtext 'Once you have created a guest account, your guest will be able to start using your network immediately.' and 'Your guest should connect to the wireless network named Aruba. After opening their Web browser, they should log in with their user name (email address) and password.'. At the bottom is a 'More Options' section with a 'Back to main' link.

4. Fill in the information requested in the fields
 - a. **Device Name**-A name to identify the device
 - b. **MAC Address** of Enrolled Device (Please call the ITHelpDesk 419.530.2400 for assistance in locating your MAC address)

The screenshot shows the Aruba ClearPass Guest interface. The top navigation bar includes the Aruba logo on the left and 'ClearPass Guest' on the right. A breadcrumb trail reads 'Home » Guest » Create Device'. A left-hand menu contains 'Guest', 'Start Here', and 'Create Device'. The main content area is titled 'Create Device' and includes the instruction 'Use this form to register a new device.' Below this is a form titled 'ResNet Gaming Console Registration' with the following fields: 'Device Name' (containing 'jgalambxbox'), '* MAC Address' (containing '01:23:F2:35:34:F5'), and '* Registered By' (containing 'jgalamb'). A 'Create Device' button is at the bottom of the form. A legend indicates that '*' denotes a required field. A 'Manage my devices' link is located below the form.

5. Click Create Device.
6. Now you're done registering the device!

Part 2: Connecting your Enrolled Device

1. Connect to wireless network ResNetDevices
2. Provide feedback via ITHelp@utoledo.edu