

The Xbox 360 Gaming Console

Written for the Unfamiliar User

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2012 Edition

Introduction

This manual is designed to assist someone who is unfamiliar with gaming consoles in installing an Xbox 360. We will cover:

- ❖ Selecting a location for the Xbox 360 console.
- ❖ Connecting the hard drive.
- ❖ Plugging in the console.
- ❖ Connecting the console to a television.
- ❖ Connecting a controller to the console.

In addition, this manual will aim to teach you the basics of how to navigate your Xbox 360 dashboard, which is where you begin after turning on the Xbox360. We will provide a brief overview of what the dashboard consists of and how to navigate through it using your controller. Our aim in doing this is to help familiarize you with operating the Xbox 360 console. Please note that this manual does not cover connecting your Xbox 360 to the internet or the use of online content. For a more complete and thorough tutorial of your Xbox 360, you may visit our website www.xboxmadeeasy.com which offers in-depth tutorials as well as references and links to other helpful sources.

After going over the installation and the tutorial, we will address common troubles with installation or problems that may occur with the Xbox 360 gaming console. We will also provide a section for references at the end of this manual. For more information you may wish to consult the Microsoft® website at <http://support.xbox.com/en-US/>. This website offers information on specific issues and how to deal with them.

Please note that this manual warns against foreseeable harms and risks and has provided clear instructions for correct setup of the product. It is important that you read and understand the entire manual before attempting any procedures. If you are unsure of what something means or if you have any general questions, comments, or suggestions, please visit our website www.xboxmadeeasy.com.



WARNINGS and DISCLAIMERS

- ❖ This installation carries the risk of being shocked or electrocuted. Please act carefully, follow all instructions, and pay attention to all warnings.
- ❖ Please read and understand all directions and warnings before beginning the installation.
- ❖ This manual is designed for an Xbox 360 made for U.S. outlets and appliances. Converters may be required for non-U.S. outlets.
- ❖ This manual is meant for the standard Xbox 360 gaming console, not for the Xbox Kinect™.

 WARNINGS and DISCLAIMERS (cont.)

- ❖ This manual does not cover the use of online content such as downloading files from the Xbox Marketplace.
- ❖ This manual does not cover the controls for in-game use or for watching movies.
- ❖ This manual is organized with the assumption that the user has not already set up their Xbox 360 console. The directions are meant to guide the user through the installation process before moving on to the tutorial.

Technical Specifications

Software: Version 2. 0. 14699. 0 (as updated and released 13 December, 2011)

Physical Specifications:

- ❖ Height: 12.16 inches / 309 mm
- ❖ Width: 3.27 inches / 83 mm
- ❖ Depth: 10.15 inches / 258 mm
- ❖ Weight: 7.7 lbs / 3.49 kg

Input/Output:

- ❖ Support for up to four (4) wireless game controllers.
- ❖ Support for two (2) wired game controllers.
- ❖ Three (3) USB slots.
- ❖ Two (2) memory card slots.

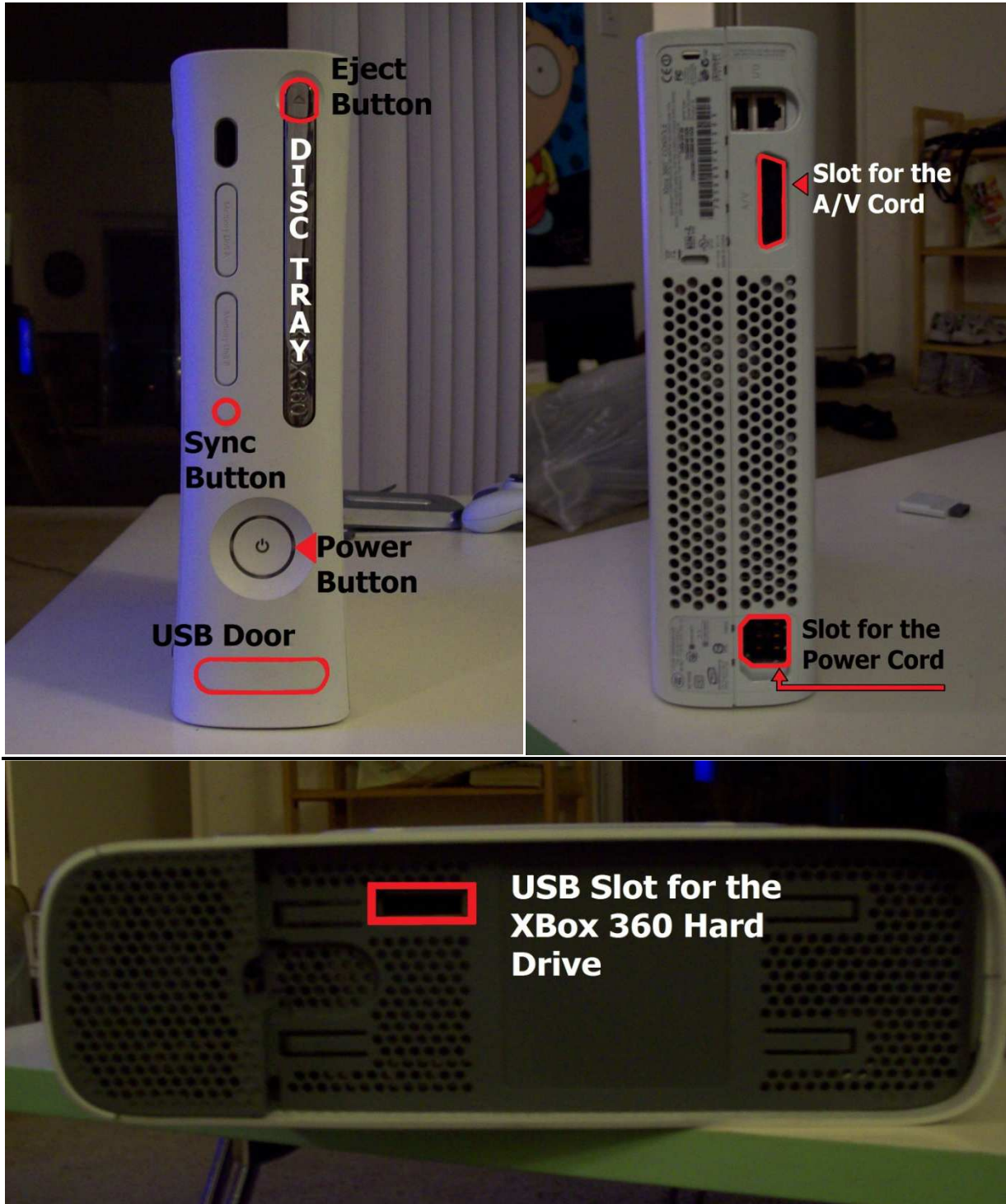
Supported Digital Media¹:

- ❖ Xbox 360 games.
- ❖ DVD-ROM.
- ❖ DVD-R.
- ❖ CD-ROM.

¹ See Appendix A for a definition of terms.

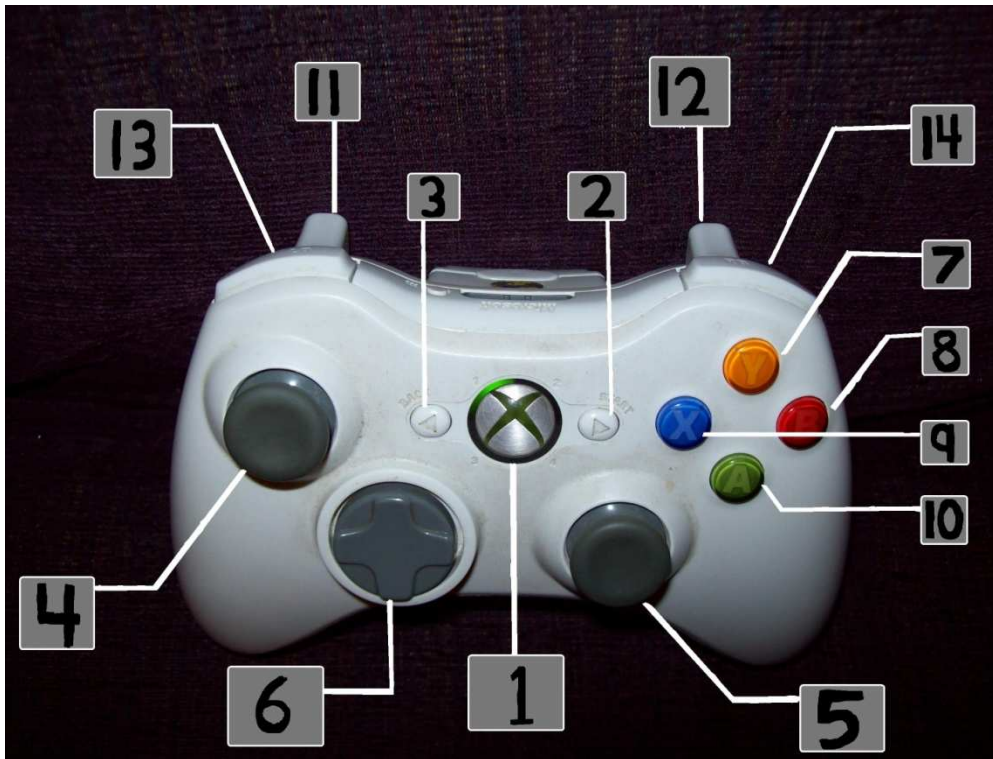
Product Overview

Before attempting to set anything up, it is important to familiarize yourself with the Xbox 360 console. The pictures below display the front, back, and top of the Xbox 360 console and label all of the important buttons and slots that will be used during the installation.



Product Overview (cont.)

In addition to familiarizing yourself with the Xbox 360 console, you may wish to familiarize yourself with the Xbox 360 controller. The pictures below provide you with a front and top view of a wireless controller² and identify the functions of each controller button.



1. Power Button
2. Start Button
3. Select/Back
4. Left Stick
5. Right Stick
6. D – Pad
7. Y – Button
8. B – Button
9. X – Button
10. A – Button
11. Left Trigger
12. Right Trigger
13. Left Bumper
14. Right Bumper

² I have chosen to use a wireless Xbox 360 controller because they are widely considered the standard type of controller and any new Xbox 360, as well as most used ones, will include a wireless controller.

Installation

Step 1 – Select a location for the Xbox 360 console

The first step is to find a place around the television to put the Xbox 360. The Xbox 360 console may be placed upright or laying flat on its side (see pictures below).

Note - When the console is placed lying down, the power button must always be on the right side (as shown below).

Things to consider when placing your Xbox 360 console:

- ❖ You should choose an area where the Xbox 360 (if standing) will not be knocked over or prone to falling down.
- ❖ The Xbox 360 console should be in a well ventilated area that is free of dust. Overheating and dust are two common problems with electronics.
- ❖ Make sure that there is an available power outlet within reach of the power cord.
- ❖ Allow plenty of space for the Xbox 360.

The instructions and descriptions throughout this manual will assume that the Xbox 360 console has been placed in an upright position.



Step 2 – Gather all the necessary components

Once you have made sure that you have a working television to connect the Xbox 360 to as well as a safe place near the television to put the Xbox 360 once it is installed. Once you have done this, gather all of the parts required for installation (see picture below for visual aid). The required components are as follows:

- ❖ Xbox 360 game console (1)
- ❖ Xbox 360 hard drive (1)
- ❖ Audio/Video (A/V) Cord (1)
- ❖ Power Cord which comes in two (2) pieces
- ❖ Xbox 360 wired or wireless controller(s) (1 or more)

Note - It is highly recommended that you inspect each component for defects before you begin the installation.



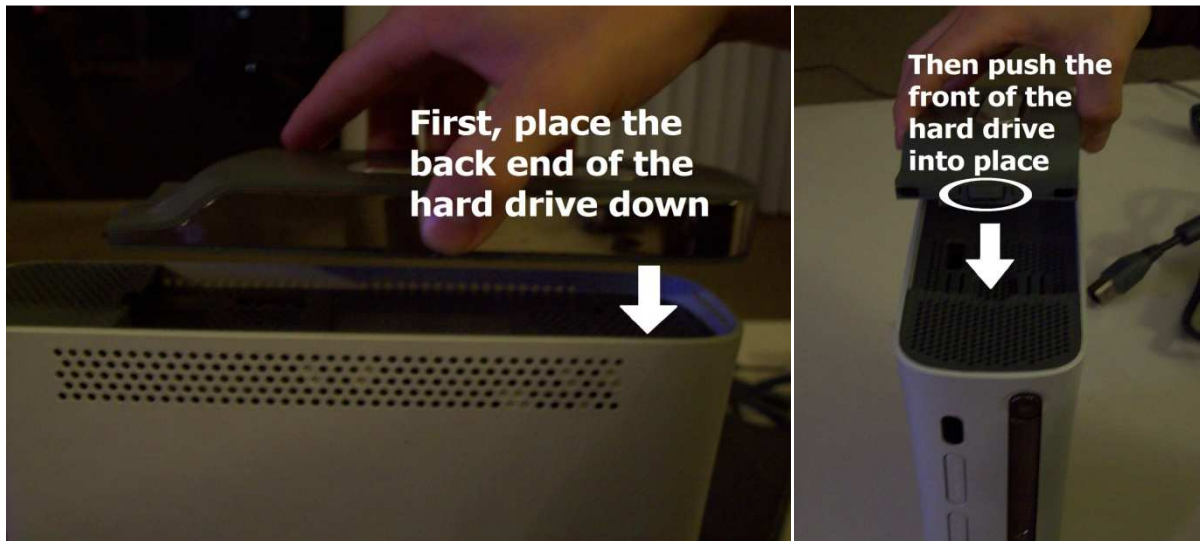
Step 3 – Connect the hard drive

The hard drive must now be connected to the top of the Xbox 360 console. Before connecting the hard drive, locate the USB (Universal Serial Bus) extension on the hard drive and the open slot on the Xbox 360 console to get a sense of where they are and what you are connecting.

Follow the steps below to connect the hard drive to the Xbox 360 console. Refer to the pictures below for a visual aid.

1. Hold the hard drive above the top of the Xbox 360 console with the USB extension towards the front of the console.
2. Place the back end of the hard drive down first.
3. Then press the front end down until it clicks into place.

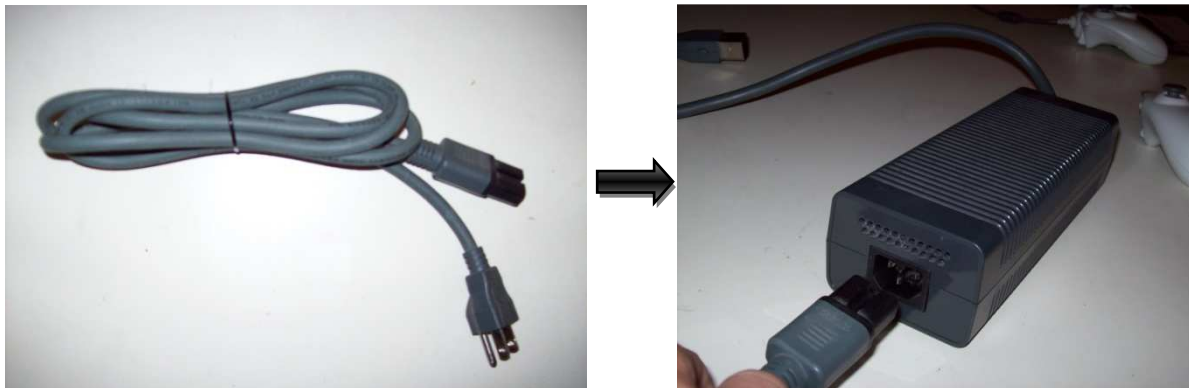
Be careful of the USB extension and do not press too hard. The hard drive is an important and expensive part of the Xbox 360 system. There should be little resistance when connecting the hard drive to the Xbox 360 console. If you feel a lot of resistance when attempting to connect the two, make sure to stop and check to see if the USB extension on the hard drive is aligned with the USB slot on the Xbox 360 console.



Step 4 – Plug in the Xbox 360 console

The power cord for the Xbox 360 console is composed of two cords that will need to be connected: the cord attached to the AC adapter which will plug into the Xbox 360 and the cord with the metal prongs that plugs into a power outlet.

The first step is to plug the power cord (shown below on the left) into the AC adapter.




After connecting the two halves of the power cord, insert the square metal plug of the power cord into the back of the Xbox 360 console (as shown below). With the console upright, the power cord will plug into the socket near the bottom on the back of the Xbox 360. There will be some resistance when plugging in the cord. Make sure that the plug lines up with the slot before pushing it in.



Step 4 – Plug in the Xbox 360 console (cont.)

Once the power cord is connected to the console, locate an open power outlet to plug in the power cord. Grip the edges of the plug on the power cord and push it into the open outlet as shown in the picture below (on the left). Once the power cord is plugged in, an orange light will light up on one end of the power converter, signaling that the power cable is working properly and receiving electricity.

IMPORTANT: Do not test the Xbox 360 console by turning it on yet. Turning on an Xbox 360 without an A/V connection will cause the power button to glow red as a warning indicating that something is wrong. This may cause the system to stop working properly.

 **Warning!** - ⚡ **Plugging a power cord into an electrical socket can result in being shocked.** ⚡

- ❖ **DO NOT** touch the metal prongs while inserting the plug into the outlet.
- ❖ Make sure that the power cord is not frayed and has no exposed wires.



Step 5 – Connect the A/V cable to the Xbox 360 console

The next step is to plug the A/V (audio/video) cord into the back of the Xbox. The A/V slot is the long and narrow one at the top right of the Xbox 360 console (if it is standing upright) or on the lower left side (if it is lying on its side).

Grip the A/V plug (pictured below on the right) and align it with the open slot on the back of the Xbox 360 console.

Then insert the A/V plug into the slot, as shown in the picture below (left). There should be little resistance with this cable, unlike with the power cord.



Step 6 – Connect the A/V cable to the TV

You will now plug the A/V outputs from the cord into the television. For help with this section, our website www.xboxmadeeasy.com offers a full video tutorial.

Locate the A/V input sockets on your television. They will look like a row or column of circular, colored sockets that protrude from the television set (pictured on the right). They will be on the back, front, or side of the television.³



Once you locate (and choose) an A/V input socket, connect the A/V outputs on the cord to the matching colored input socket (the sockets should be color coded, but if not they will be labeled⁴). Depending on the television you are using, there may be different types of A/V sockets and the cables you use will vary (see below).

If you are using a hi-definition television (one that is relatively new), then you will use the green, blue, and red video outputs as well as the red and white audio outputs. In this case, ignore the yellow video output plug.

If you are using a standard definition television (one that is older) such as in the picture below, simply connect the yellow video output plug and the red and white audio output plugs to their corresponding outlets and ignore the other three cables.



³ If there are multiple selections, this means that each set of A/V sockets (yellow, white, and red) is for a different channel such as component 1, component 2, or input. Any channel will work.

⁴ The yellow output cable is for video, the white output cable is for audio-left, and the red output cable is for audio-right.

Step 7 – Connect a controller

There are two kinds of Xbox 360 controllers: wired and wireless. Wired controllers will have a long USB cord extending from the top of the controller that connects the controller to the Xbox 360 and gives it power. Wireless controllers have no cord and instead have a removable battery pack.

If you have a wired controller: You will need to plug the controller's cord into the Xbox 360.

1. Locate the collapsible USB door at the bottom of the front of the Xbox 360 console.
2. Plug the controller's USB cord into the left USB slot (use the bottom slot if the Xbox 360 is lying on its side).

Once plugged in, the controller should have power and the top left section of the power button on both the controller and the Xbox 360 should light up. This lets you know that your controller is on and connected.

If you have a wireless controller: You will have to wirelessly sync the controller to the Xbox 360. This will only need to be done once and then the controller will remain synced to the Xbox 360. Once a controller has been synced, you may press and hold the power button to turn it on or off.

1. Remove the empty battery pack on the back of the controller by pressing the button on the top and pulling the top of the battery pack out and away from the controller.
2. Insert two (2) AA-batteries (the battery pack will have a sticker indicating which direction to insert the batteries).
3. Reconnect the battery pack to the controller with the open end of the battery pack facing downward. Insert the bottom (open end) of the battery pack first and then push the top in. The battery pack should lock into place with a *click*.



Step 7 – Connect a controller (cont.)

4. Press the Power button on the front of the Xbox 360 console and turn the controller on by holding the power button until it glows.



5. Locate and press the sync button on the Xbox 360 console. It is a small circular button just above the Power button on the left side (see picture on the right). Once you press the sync button a light will illuminate and begin circling the power button on the Xbox 360 console.



6. Immediately after pressing the sync button on the Xbox 360 console press and hold the sync button on the controller (see picture on the right). This must be done within 5 seconds of pressing the sync button on the console. Once you press the button you will see a light circle around the edge of the controller's power button similar to the one on the console. This indicates that the two devices are syncing.



7. If the sync works, the light around the edge of both power buttons will stop and the top left section of the circle will light up. On the console, the top left section of the ring around the power button should light up regardless of whether it is standing upright or lying on its side.



Testing your setup

The installation is now complete and should be tested.

Turn on the television and navigate to the A/V channel to which you connected the Xbox 360 (see Troubleshooting on pg. 23 if you have trouble with this). There will likely be an *Input*⁵ button on your television or remote that will allow you to cycle through the various input channels. Find the one connected to the Xbox 360.

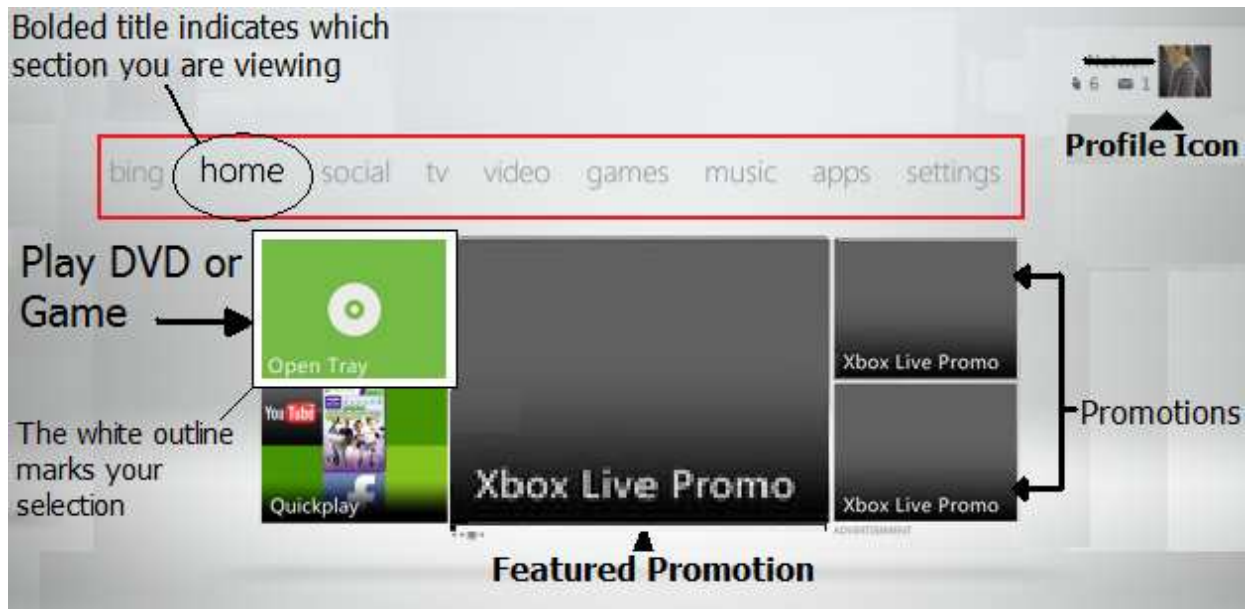
Hold down the power button on the controller to turn on the Xbox 360 console. This will indicate that the controller is on and connected to the Xbox 360.

Turning on the Xbox 360 should make a start up animation appear on the television screen (pictured below) indicating that the installation is successful. After the start up animation is complete, your Xbox 360 will display the dashboard which you can browse or use to start playing a game or movie.



⁵ This button may have a different label such as TV/Video or A/V.

The Xbox 360 Dashboard



The image above shows the home page of the Xbox 360 dashboard. This homepage is where you will be taken each time you turn on the Xbox 360⁶. The dashboard allows you to browse through the different applications, functions, and information available on your Xbox 360. This is also where you can configure the settings on your console.

If you have connected your Xbox 360 to the internet, you can also access the online stores and download online content. *Remember that this manual does not cover the use or access of any online content.*

The dashboard consists of several pages. These pages are listed as tabs at the top of the screen and have been marked by a red square in the image above. The tab currently being viewed will be in **bold**. Each page offers unique options and functions. For example, the home page is where you can choose to play a disc that has been inserted or remotely open/close the CD tray. This is the main function on the home page and has been highlighted in the picture above.

The dashboard layout is similar for each page. Functions (such as the “Play DVD button” above) are placed on the left-hand side of the screen while promotions or featured content is placed in the middle and on the right-hand side of the screen.

When shifting from one page to another, the profile icon (see above image) as well as the dashboard will remain constant.

The layout and functions of each individual page will be briefly discussed in the sections following the *Navigating the Xbox 360 Dashboard* section⁷.

⁶ It is possible to configure your Xbox 360 to play whatever movie or game was previously left in the CD drive, though this manual will not cover that. For more information see our website www.xboxmadeeasy.com.

⁷ We will only briefly cover each section because they are primarily used for viewing online content.

Navigating the Xbox 360 Dashboard

Navigating the Xbox 360 dashboard will require the use of a controller. If one is not turned on or plugged in you will need to do so now (see *Connect a Controller*).

In the *Product Overview* section you were given a sense of what the buttons are on a game controller and what they are called. Fortunately, you only need to know the ones pictured below. These buttons will be used to navigate the Xbox dashboard.



Navigating the Xbox 360 Dashboard (cont.)

Hold the controller as shown in the figure below. Your thumbs should be on top of the controller, your index fingers should sit on the triggers, and your other fingers should be on the underside grasping the controller.

To press the Left and Right Bumpers, use your index fingers. Use your thumbs for everything else.

Navigating the dashboard will require you to move around using either the Left Stick or the D-Pad. You will know where your cursor is because your selection will pop out and be framed by a thick white outline. For an example of this, see the picture of the dashboard home page in the previous section.



Move the cursor around the page by pressing up, down, left, and right using either the D-Pad or the Left Stick.

Use the “A” button to select items or perform actions and use the “B” button to cancel actions or go back.

To move from one page to another, use the Left and Right Bumpers to tab left or right to reach the desired page. Then continue to navigate the options within the page using either the Left Stick or the D-Pad.

The Social Page



Use the social page to view profiles, sign in to or out of accounts, and connect with online friends.

With an internet connection, you can “friend” the profiles of people you know or people you meet online. The social page will display all of your online and local “friends” and will tell you which of them are online. Online features of the Xbox 360 will allow you to connect to your friends and watch movies or play games with them online. For information and tutorials on how to do this, visit our website at www.xboxmadeeasy.com.

In addition, the social page is used to sign into or sign out of the different accounts on your Xbox using the icon on the lower left-hand side of the page (see picture above). Like a computer, the Xbox 360 allows you to create profiles which you will automatically be prompted to sign into when the Xbox turns on. Each profile can have custom settings and a unique background. In addition, the Xbox 360 saves all gaming information for each profile.

The Video Page



Use the Video Page to download videos from the marketplace or watch previously downloaded videos.

The Xbox Marketplace is an online store where you may purchase videos to stream or download directly to your Xbox if you have an internet connection. There will also be featured movies and television shows that you can select to download or learn more about. Because this is online content, this manual will not cover how to use the Marketplace. More information about using the Xbox Marketplace can be found on our website: www.xboxmadeeasy.com.

If you have already downloaded movies onto your Xbox via the online Marketplace or by transferring a movie from your computer using a DVD-Rom, you can select one by choosing the Collection box on the top left-hand side of the screen.

The Games Page



Use the Games page to download games from the marketplace or play previously downloaded games.

The games page is very similar to the video page. If you have an internet connection, the games page allows you to select the Marketplace in the lower left hand side of the page. Instead of videos, this Marketplace offers downloadable games and downloadable add-ons or extra content for games that you own. There will also be featured games that you can select to download or learn more about. Because this is online content, this manual will not cover how to use the Marketplace.

If you already have downloaded games or game demos onto your Xbox via the online Marketplace, you can select from them by choosing the Collection box on the top left-hand side of the screen.

The Music Page



Use the Music page to download music from the marketplace or play previously downloaded music.

The music page is very similar to the video page and the games page. If you have an internet connection, the music page allows you to select the Marketplace in the lower left hand side of the page where you can download music with an internet connection. There will also be featured games that you can select to download or learn more about.

You can also create a collection of music on your Xbox 360 by transferring music from your computer or other electronic device via a CD⁸. For information on how to do this, visit our website www.xboxmadeeasy.com/makingnoise for a complete video tutorial.

If you have music on your Xbox 360 console, you may select the Collection box on the upper left-hand side of the page in order to view your music and play songs.

⁸ Although the Xbox 360 does have USB slots, it will not recognize any content on USB drives. It will only recognize USB drives as storage devices. It is **strongly** recommended that you do not attempt to transfer files onto the Xbox 360 using USB storage devices.

The Applications Page



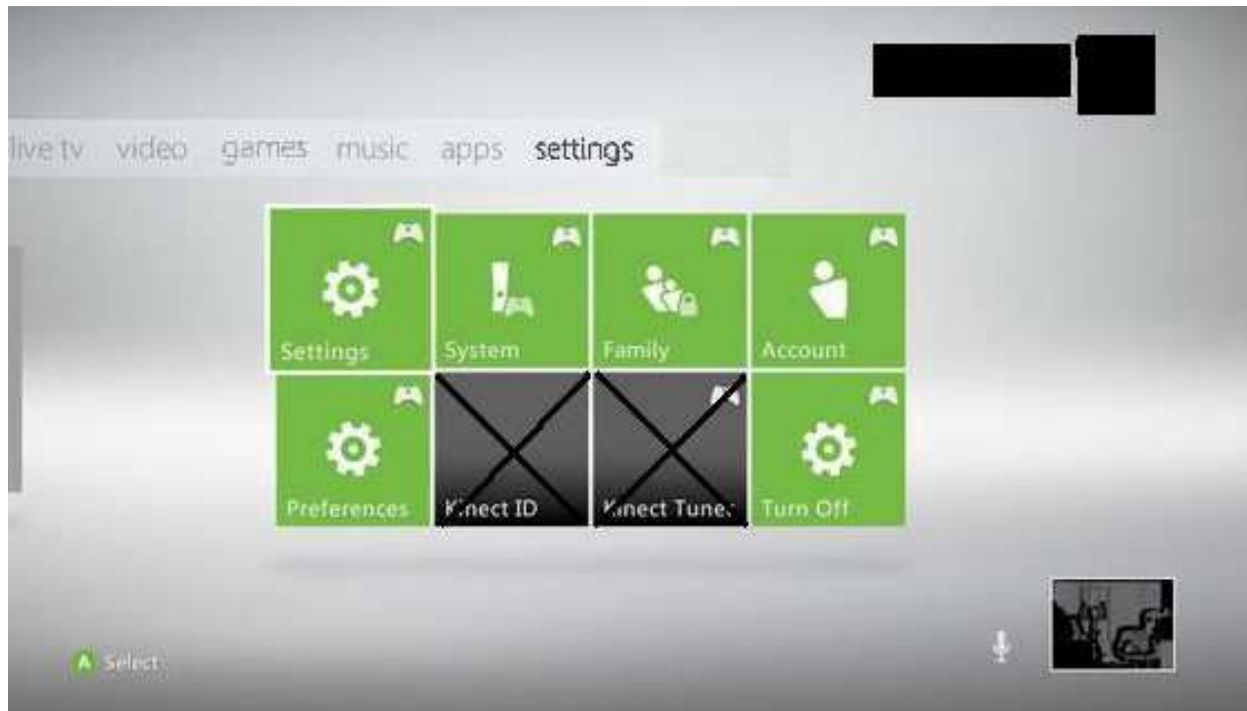
Use the Applications page to download applications from the marketplace or use previously downloaded applications.

Once again, if you have an internet connection the applications page allows you to select the Marketplace in the lower left hand side of the page where you can download a wide variety of applications with an internet connection.

Applications vary widely in what they offer and what they do. There are video applications that allow you to stream videos, such as the Netflix application. There are also applications for music, games, and social networking.

The Settings Page

The Settings Page allows you to configure your Xbox 360 console settings or customize the dashboard and its appearance.



There are six main options to choose from on the settings page:

Settings: The Settings option allows you to customize your Xbox 360 dashboard and create settings. You can change the background of the dashboard, select an account to sign in automatically, and more.

System: This is where you view information on your Xbox 360 system. You can find out how much memory is remaining on the hard drive, what software version you have, and any saved memory or files.

Family: The Family section allows you to create family settings in order to control what is allowed on the Xbox 360. You can block or restrict access to the internet as well as to mature games and movies.

Account: This allows you to view and manage the different accounts on your Xbox 360.

Preferences: The preferences section is where you can customize the preferences for your Xbox 360 console such as immediately playing an inserted disc rather than having to select Play DVD/Game on the home page.

Turn off: This option allows you to remotely turn the Xbox 360 console off.

Troubleshooting & References

This section of the manual aims to address some of the common problems experienced when installing the Xbox 360 console or problems that may arise with the Xbox 360 console.

Your television does not display any visual or audio when you turn on your Xbox 360.

The most common answer to this problem is that the user is on the wrong channel. Cycle through the input channels and see if the Xbox 360 shows up on one of them. If this does not work, then try checking the A/V cables to make sure that they are all plugged in to the television and connected to the correct sockets. Also make sure that the A/V cord is fully plugged in to the Xbox 360 console.

Your Xbox 360 has a cord other than an A/V cord or you need to replace a part.

Some newer generations of the Xbox console may be sold with something called an HDMI cable instead of or in addition to the A/V cord. This is much more likely if you purchased your Xbox 360 used. HDMI cables are for Hi-Definition televisions and will not work on older televisions. If you have a newer television, then simply find the HDMI slot and plug the cord into both the Xbox 360 console and into the television. If you have an older television that does not accommodate an HDMI cord, then you can either try and return or exchange it with whoever you purchased it from or you can buy an individual A/V cord from most video game providers.

GameStop or GameSpot are good video game stores and will generally have some Xbox 360 console parts in stock and their staff will be able to help you and answer your questions. If you cannot locate a store, you should try searching online on either of the store sites or on sites such as www.ebay.com or www.amazon.com. These sites will take longer to deliver your product than going to a store, but they tend to offer lower prices. This manual, however, recommends going to a video game store. It will be quicker and you will have reliable assistance so that you know that you are getting the right parts.

The ring around the Xbox 360 console's power button is glowing red.

This problem is referred to as the Red ring-of-death (Rrod) and there are several different errors that this may be indicative of. We have listed the errors in terms of severity, beginning with the most severe problem.

- ❖ If there are three (3) red lights lit up around the edge of the power button, this is an indication of general hardware failure. This is the most complicated problem and you will have to seek help in order to repair your Xbox 360 console. You should contact Microsoft at their support website <http://support.xbox.com/en-US/> to learn more about the problem and where you can have it fixed. If your Xbox 360 is still under warranty (which you can check by contacting Microsoft), you may be able to send it to Microsoft and have them repair it for free.

Troubleshooting & References (cont.)

- ❖ Four (4) red lights means that no A/V connection is detected. This can be solved by turning off the Xbox 360 and checking the A/V connection on both the console and the television. Try unplugging each end of the cord and then plugging them back in. If the error persists, you may need to purchase a new A/V cord. See the above section for more information.
- ❖ If only one (1) red light appears on the bottom right edge of the power button, this is an indication that the Xbox 360 console has experienced hardware failure and an error message should appear on the television to indicate which component is broken or experiencing problems. See the above section on replacing parts for more information.
- ❖ If two (2) red lights appear on the left side of the power button, this is an indication that the Xbox 360 console is overheating. Simply turn the Xbox 360 console off for a little while before using it.

For more information on troubleshooting, visit our website at www.xboxmadeeasy.com. Our website offers more specific information regarding troubleshooting. In addition, the “Other Resources” page on our website describes, evaluates, and refers you to helpful outside sources that you may find useful or interesting.

Other resources that you may wish to consult:

- ❖ Your local gaming store such as GameStop, GameSpot, EB Games, Game World, and more. They will be able to help you with specific issues and make educated recommendations. In addition, gaming stores will generally carry any necessary items you require.
- ❖ There are a number of useful websites that are devoted to providing information about gaming consoles. For more information about video game consoles, you may wish to visit some sites such as www.gamefaqs.com, www.game-advisors.com, or www.gamingfornongamers.com.
- ❖ Our website, www.xboxmadeeasy.com, has even more useful recommendations on where you can search for help. In addition, our website offers more in-depth tutorials on topics that were not fully covered within this manual. In addition, we also have a section of the website devoted to answering new and incoming questions posed daily by users, so feel free to post any questions that we haven’t answered or that you can’t find the answer to.

Appendix A – Glossary

- AC Adapter** – The acronym (AC) stands for Alternative Current. An AC adapter is used in order to provide extra power to an electronic device that cannot receive enough power through a standard power cord. It will appear to be a box of some sort that is connected to the power cable.
- Add-on** – This term refers to upgrades for any content that will be “added on” to your Xbox. Some add-ons, such as software updates, are free and simply improve your system. However, the term more commonly applies to paid content that enhances games.
- A/V** – This acronym stands for Audio and Video. It is typically used to refer to the cords that connect an electronic device to a television in order to provide picture and sound.
- CD-Rom** – This term stands for Compact Disc Read-only memory. It refers to any compact disc (CD) that has data such as songs or photos stored on it.
- Console** – A term referring to any gaming platform such as the Xbox 360, Playstation 3, Wii, etc.
- DVD-R** – This refers to a DVD disc that can hold computer files. Any video from a computer that has been burned onto a disc is going to be a DVD-R.
- DVD-Rom** – This is a type of DVD disc that cannot have data placed onto it or taken from it. This is the standard format for DVDs that are sold commercially.
- HDMI Cable** – HDMI stands for High-Definition Multimedia Interface. HDMI cables are a newer and more effective form of Audio/Video connection. They are used similarly to A/V cables in order to connect an electronic video source (such as the Xbox 360) to a video device such as a television.
- USB** – Universal Serial Bus.
- Xbox Kinect** – This is a newer version of the Xbox 360 commonly referred to simply as the “Kinect”. The Kinect differs from the standard Xbox 360 because it uses motion sensors.
- Xbox Live** – Commonly shortened to “Live”, Xbox Live refers to the use or access of any online content through your Xbox 360.
- Marketplace** – The Marketplace is an online store that offers downloadable content such as videos, games, music, applications, and game add-ons.