

# **TRUST GAMER NETWORK KIT USB**

**Instruction manual**

Version 1.0

## **Thank you**

Thank you very much for purchasing this product from the Trust range. We wish you hours of fun with it. Please read this manual carefully before using the product.

## **Registration**

Register your purchase now at the Trust Internet site ([www.trust.com](http://www.trust.com)) and you could win one of the fabulous prizes. The website is also the place to look for dealer addresses, comprehensive product information, drivers and FAQ's (Frequently Asked Questions).

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## Contents

<b>1. Introduction .....</b>	<b>2</b>
1.1 Conventions used in the manual .....	2
1.2 Contents of the packing.....	2
1.3 Minimum system requirements .....	2
<b>2. Software installation .....</b>	<b>3</b>
2.1 Trust Software Installer .....	3
2.2 Installing the software.....	4
2.2.1 Windows 98 (and Windows 98 Second Edition) .....	4
2.2.2 Windows 2000 .....	6
<b>3. Connecting.....</b>	<b>9</b>
<b>4. Windows 98 network settings.....</b>	<b>10</b>
4.1 Games and the network .....	10
4.2 Network components.....	10
4.3 Protocols .....	10
4.4 Setting TCP/IP.....	11
4.5 Sharing files and printers.....	11
4.5.1 Sharing files.....	12
4.5.2 Sharing printers .....	12
4.6 Warning.....	12
<b>5. Windows 2000 network settings.....</b>	<b>13</b>
5.1 Network and games .....	13
5.2 Network identification .....	13
5.3 Adding / removing a protocol.....	14
5.4 Setting TCP/IP.....	14
5.5 Other network settings .....	14
<b>6. Trust Gamer Network Kit USB protocol.....</b>	<b>15</b>
6.1 Installing the Trust Gamer Network Kit USB Bridge Protocol .....	15
6.1.1 Installation .....	15
6.1.2 Installing later (Windows 98) .....	15
6.1.3 Windows 2000.....	16
<b>7. Removing the driver .....</b>	<b>16</b>
<b>8. Removing the hardware .....</b>	<b>17</b>
8.1 Windows 98.....	17
8.2 Windows 2000.....	17
<b>9. Troubleshooting.....</b>	<b>19</b>
<b>10. Specifications .....</b>	<b>20</b>
<b>11. Trust Service Centers .....</b>	<b>21</b>

## 1. Introduction

The manual is intended for users of the Trust Gamer Network Kit USB. No prior knowledge is necessary to install and use this product.

**If you have any questions after reading this instruction manual, please contact one of the Trust Service Centres. You can find your nearest Service Centre at the end of this manual. You can also visit the Trust website ([www.trust.com](http://www.trust.com)) for support, detailed product information, drivers and FAQ's (Frequently Asked Questions).**

### 1.1 Conventions used in the manual

The following conventions have been used in this manual to indicate instructions:

- <key>** Here you should press a key. The name of the key is given between brackets.
- 'System'** This is a specific term used in a program. These are the terms used by, for example, Microsoft Windows 98.
- [DIR]** Key in the text shown in square brackets [...].
- (term)** The text between the parentheses {...} is the English term, e.g. (File) used in the figure referred to.

Additional information will be shown as follows:

**Note:** *This Trust Gamer Network Kit USB does not work in Windows 3.1x, 95 en NT4.*

The examples assume that the letter "D" has been assigned to your CD-ROM drive. If your system uses a different letter for your CD-ROM drive, for example "E", you should replace "D" by "E".

### 1.2 Contents of the package

Please check the contents of the package before reading the instruction manual. It should contain the following:

- USB-USB network bridge cable
- USB cable
- CD-ROM containing the drivers, software and electronic instruction manual
- Quick installation manual

Please contact your dealer if anything is missing or damaged.

### 1.3 Minimum system requirements

- Intel Pentium 100MHz processor or equivalent
- Windows 98
- 32MB RAM
- 20MB free hard disk space
- USB port

**Note:** *These specifications are only for the Trust Gamer Network Kit USB. The game you wish to play may have different system requirements.*

## 2. Software installation

Close all programs before installing the driver.

You must install the software before you connect the Network Kit to your USB port. After installation, the driver for the Trust Gamer Network Kit USB will have been installed on your computer. This will cause the hardware to be detected immediately after it has been connected.

Start the Trust Software Installer to install the driver and software for Windows 98 and 2000. The product will not work for any version of Windows other than those mentioned here.

### 2.1 Trust Software Installer

Follow the points given below to start the Trust Software Installer:

1. Turn on the computer and start Windows 98 or 2000.
2. Insert the CD-ROM into your CD-ROM drive.
3. Select 'Run' from the Start menu.
4. In the command line, type: [D:\SETUP.EXE] and click on 'OK' using the mouse. Figure 1 will appear.



**Figure 1: Trust Software Installer**

5. Select the language you wish to use. Figure 2 will appear.



**Figure 2: Trust Software Installer**

Continue to chapter 2.2 to install the software for the Trust Gamer Network Kit.

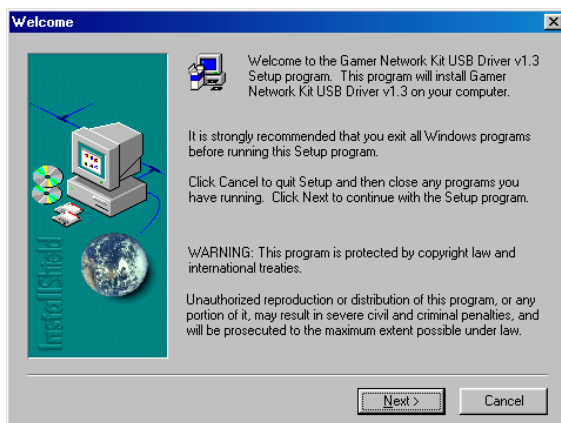
## 2.2 Installing the software

### 2.2.1 Windows 98 (and Windows 98 Second Edition)

**Note:** *Install the software before connecting the device to your computer's USB port.*

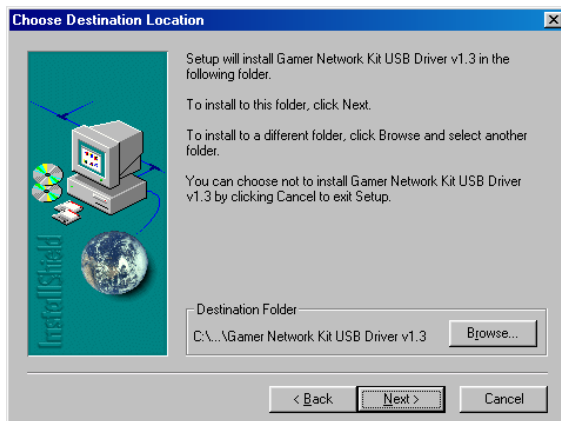
**Note:** *Files will be copied from the original Windows 98 CD-ROM during installation. Make sure that you use the same Windows CD-ROM that you used to install Windows, otherwise Windows may no longer work.*

1. Start the Trust Installer (see chapter 2.1).
2. Select the 'Install Trust Gamer Network Kit driver' option (Figure 2). Figure 3 will appear.



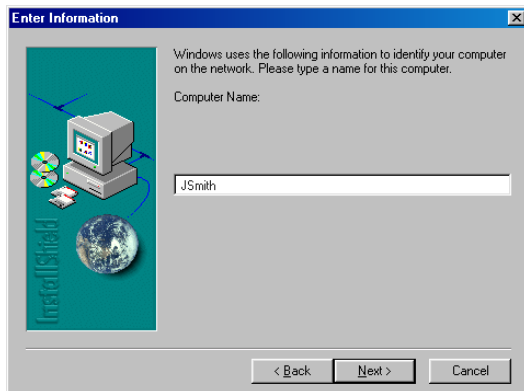
**Figure 3: Welcome information**

3. Click on 'Next' to continue. Figure 4 will appear.



**Figure 4: Choosing a programme destination**

- Click on 'Next' to accept the default programme destination. Figure 5 will appear.

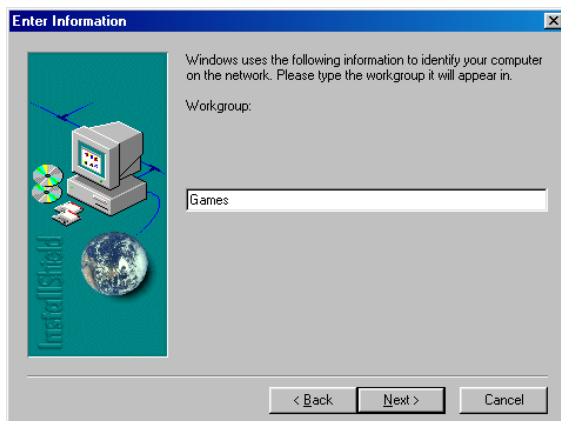


**Figure 5: Entering a computer name**

- Enter a unique computer name. Each computer in the network should have a different name, for example JSmith, Rjones etc.

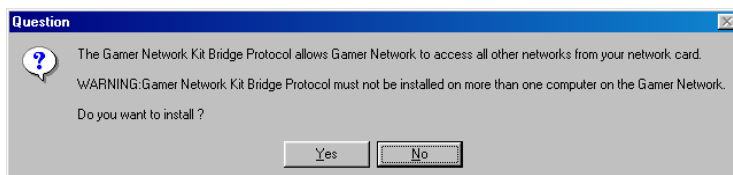
**Note:** *The computer name must not contain any spaces.*

- Click on 'Next' to continue. Figure 6 will appear.



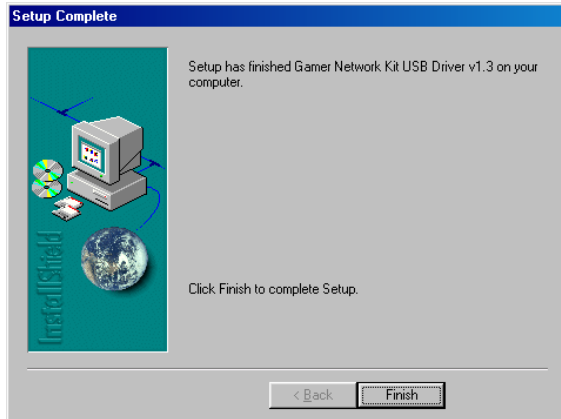
**Figure 6: Entering a workgroup name**

- Enter a specific workgroup name. The same workgroup name must be entered for every computer in the network, for example Games.
- Click on 'Next' to continue. Figure 7 will appear.



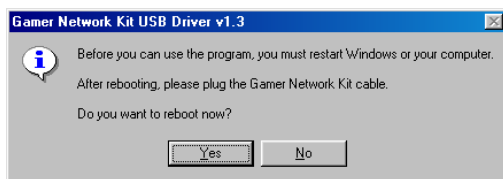
**Figure 7: Trust Gamer Network Kit Bridge Protocol**

- Click on 'No' to *not* install the 'Trust Gamer Network Kit Bridge Protocol'. See chapter 6 to install the 'Trust Gamer Network Kit Bridge Protocol' at a later date.  
The installation will now copy a number of files to your hard disk. A number of files will have to be copied from the official Windows 98 CD-ROM. Figure 8 will appear after a short time.



**Figure 8: Completing the installation**

- Click on 'Finish' to complete the installation.  
A number of network components, such as Client, Adapter, Protocol and Service will now be installed. A number of files will be copied from the Windows 98 CD-ROM.



**Figure 9: Restarting the computer**

- Click on 'Yes' to restart the computer.

Repeat the steps above for the other computers that you wish to connect to the Trust Gamer Network Kit USB. Pay attention to the computer name (different for each computer) and the workgroup name (the same for each computer).

You can connect the network kit to your computer's USB port after your computer has been restarted.

### 2.2.2 Windows 2000

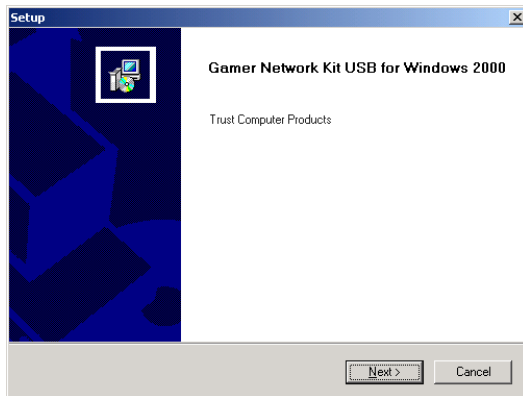
**Note:** *Install the software before connecting the device to your computer's USB port.*

**Note:** *Files will be copied from the original Windows 2000 CD-ROM during installation. Make sure that you use the same Windows CD-ROM that you used to install Windows, otherwise Windows may no longer work.*

- Start Windows 2000 and log in as 'Administrator'.
- Start de Trust Software Installer (see chapter 2.1).

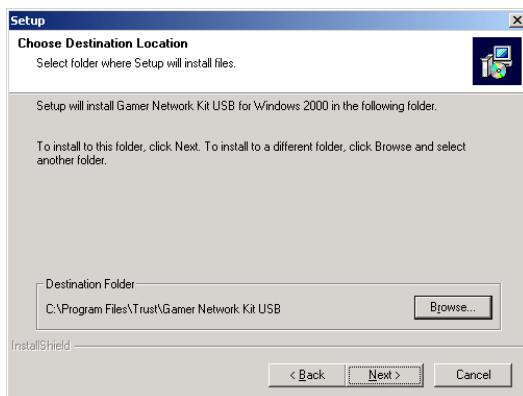


3. Select the 'Install Trust Gamer Network Kit driver' option (Figure 2). Figure 10 will appear.



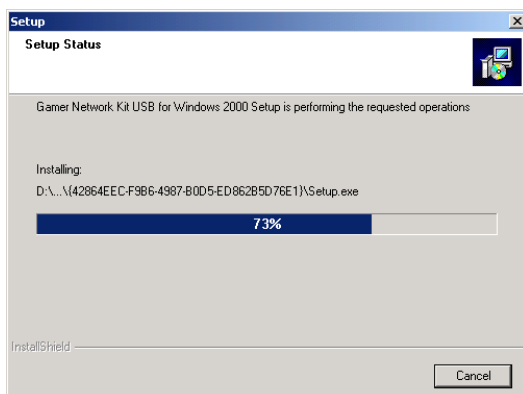
**Figure 10: Installation in Windows 2000**

4. Click on 'Next' to continue. Figure 11 will appear.



**Figure 11: Choosing the destination**

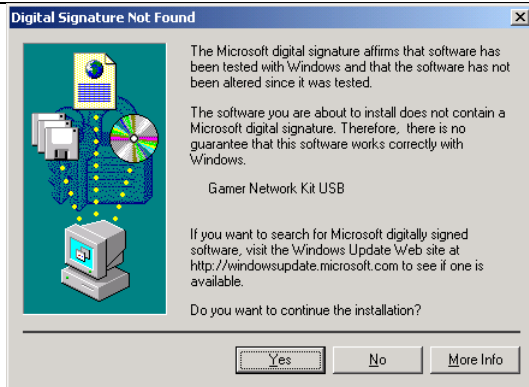
5. Accept the default file location by clicking 'Next'. The installation procedure will continue with the installation of the files (see figure 12). Once completed, figure 13 will appear.



**Figure 12: Copying files**

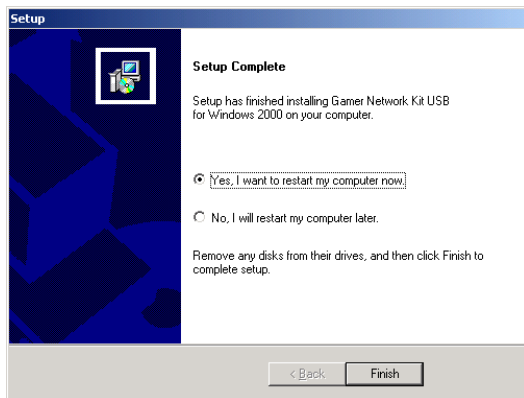


## Trust Gamer Network Kit USB



**Figure 13: Digital signature**

- Windows 2000 will display a message stating that the driver's digital signature has not been found (see figure 13). Due to the fast development of computer technology, it is not always possible to have the newest drivers signed in time. Click on 'Yes' to continue with the installation. Figure 14 will appear.



**Figure 14: Completing the installation**

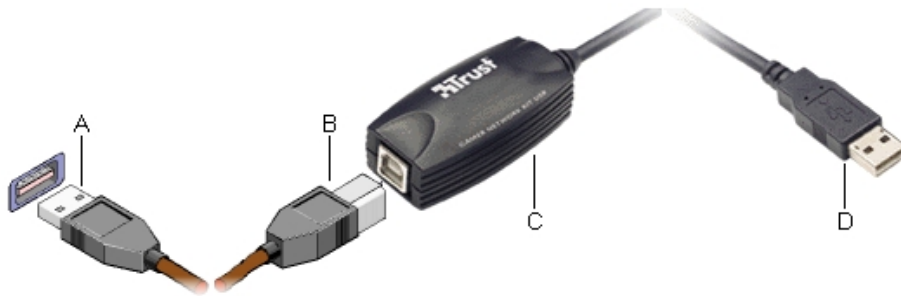
- Click on 'Finish' to complete the installation. The computer will now be restarted.

The installation of the Trust Gamer Network Kit USB has now been completed. Also install this software on the other computers which are to use the Trust Gamer Network Kit USB.

### 3. Connecting

You can connect the Trust Gamer Network Kit to your computer's USB port or USB HUB after installing the 'Trust Gamer Network Kit USB driver'.

**Note:** *If you use a USB HUB, then this should have a power supply, otherwise the Trust Gamer Network Kit will not work.*



**Figure 15: Connecting the Trust Gamer Network Kit USB**

Item	
A	Connect this end to the USB port on the 1 <sup>st</sup> computer.
B	Connect this plug to the Trust Gamer Network Kit USB adapter.
C	Trust Gamer Network Kit USB adapter.
D	Connect this plug to the USB port on the 2 <sup>nd</sup> computer.

**Table 1: Connecting the Trust Gamer Network Kit USB**

New hardware will be detected when you connect the USB plug to your computer's USB port or USB HUB. Windows 98 / 2000 will install the correct driver automatically if you have correctly installed the software.

You are now ready to use the USB network.

## 4. Windows 98 network settings

In this chapter, a short description is given of the network settings in Windows 98. Procedures, however, will not be fully described. Please refer to the Windows 98 instruction manual and the Windows 98 Online Help for this.

### 4.1 Games and the network

Most computer games which are released nowadays support 'Multiplayer'. This means that you can play the game with other players via a network. See the game's instruction manual for 'Multiplayer' support. This instruction manual will also indicate which protocols the game supports and how these should be installed.

### 4.2 Network components

When installing the network card, Windows 98 installs the following network components as standard. You can check by clicking on the 'Network' icon in the 'Control Panel' which can be found under 'Settings' in the 'Start menu'. Figure 16 will appear.

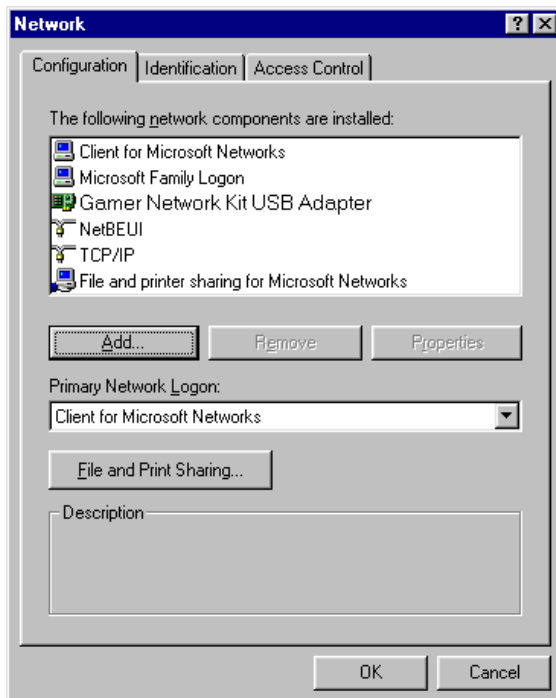


Figure 16: Network settings

### 4.3 Protocols

A protocol is a type of language which computers use to communicate with each other. Each protocol has its own specific characteristics. A short description is given below of the most common protocols.

**IPX / SPX:** This protocol is mainly used in Novell networks and games.

**TCP / IP:** This protocol is used for Windows networks and the Internet. This protocol is also used for games.

Use the following series for fixed TCP/IP addresses: 192.168.0.0 to 192.168.255.255, subnet mask = 255.255.255.0

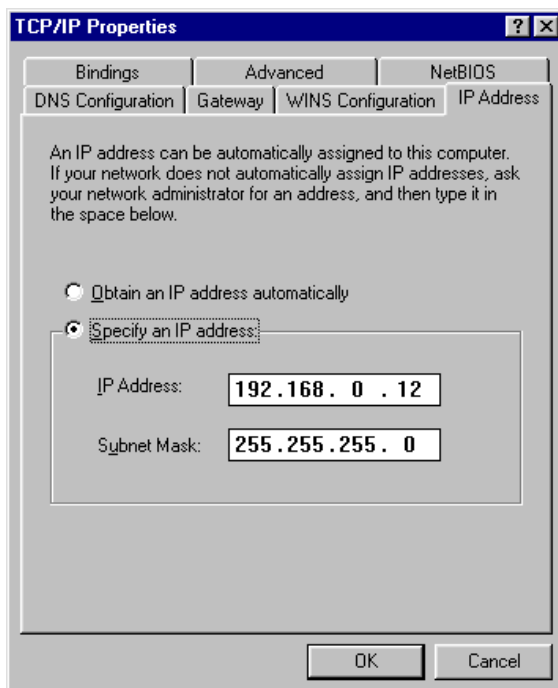
This series can be used safely in Intranet environments. Other TCP/IP settings are also used on the Internet. It is possible that the network will not work correctly if a TCP/IP setting is used from the Internet environment (if connected to a network).

**NETBEUI:** This is a simple protocol to use. It is mainly used in Microsoft Networks. Ideal for file and printer sharing.

#### 4.4 Setting TCP/IP

Follow the points below to give each computer in the USB Network a fixed TCP/IP address.

1. Open the 'Network' window.
2. Select 'TCP/IP' in figure 16.
3. Click on 'Properties'.
4. Click on the 'IP Address' tab. Figure 17 will appear.



**Figure 17: TCP/IP properties**

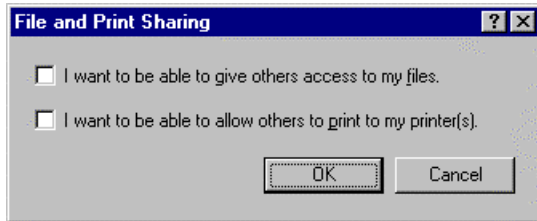
5. Select 'Specify an IP address' to use fixed TCP/IP addresses.
6. Give a TCP/IP address for 'IP-Address'. This address must be unique in the network. Only change the last figure for the other computers in the network. This number must be between 1 and 254.
7. For 'Subnet Mask', fill in: 255.255.255.0  
This address must be the same for all the computers in the network.
8. Click on 'OK' to return to the 'Network' window.

#### 4.5 Sharing files and printers

A number of items must be set to give the other computers access to the files on your computer and/or your printer.

#### 4.5.1 Sharing files

In a network, a hard disk or directory is accessible via a share. A hard disk or directory must first be 'shared' so that it becomes accessible. Before being able to make shares, file and print sharing must first be activated.



**Figure 18: File and printer sharing**

You must indicate this in the Windows 98 network settings. Next, you must make a hard disk or directory shareable by indicating this in its properties.

To view a shared hard disk or directory, you use the 'Network Neighborhood' icon on the desktop. A drive letter can be assigned to a share so that this can be accessed directly from each application. You can set this in the share's properties.

#### 4.5.2 Sharing printers

Printers are shared in a similar way to sharing files. You indicate that the printer is shared in its properties. Only then will the printer be available on the network.

Everybody who wishes to use a shared printer must install that printer's driver and it must be indicated that it is a network printer and not a local printer.

#### 4.6 Warning

The TCP/IP protocol is also used for the Internet. If you have set up a TCP/IP and switched on file and printer sharing, it is possible that your hard disk and/or printer could be accessed by everybody via the Internet.

To prevent this problem, switch off file and printer sharing or remove 'Client for Microsoft Network'. (However, make sure that the TCP/IP protocol and the 'Trust Gamer Network Kit adapter' have been installed.)

## 5. Windows 2000 network settings

In this chapter, a short description is given of the network settings in Windows 2000. Procedures, however, will not be fully described. Please refer to the Windows 2000 instruction manual and the Windows 2000 Online Help for this.

### 5.1 Network and games

Most computer games which are released nowadays support 'Multiplayer'. This means that you can play the game with other players via a network. See the game's instruction manual for 'Multiplayer' support. This instruction manual will also indicate which protocols the game supports and how these should be installed.

### 5.2 Network identification

Follow the points below to set or change your computer name and/or workgroup name:

1. Go to the 'Control Panel' (Start - Settings - Control Panel).
2. Double click the 'Network and Dial-up Connections' icon. Figure 19 will appear.

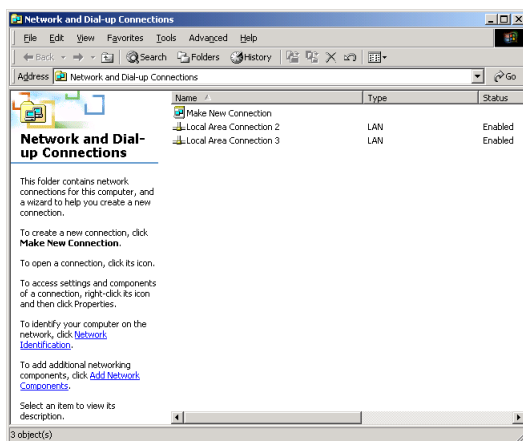


Figure 19: Network and Dial-up connections

3. Click on 'Network Identification'. Figure 20 will appear.

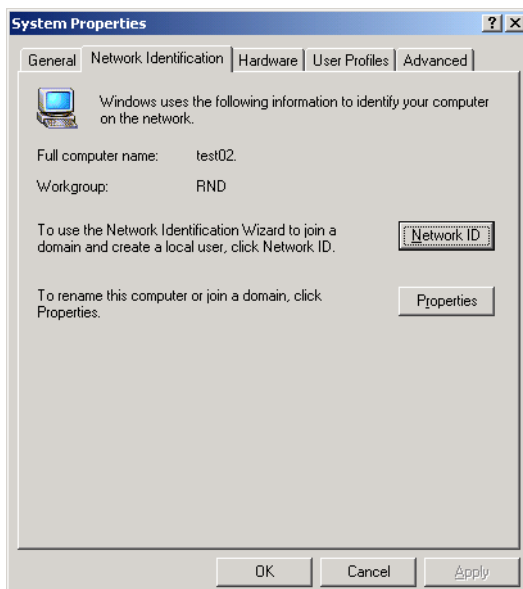


Figure 20: Network identification

4. Click on 'Properties' to change your computer name and/or workgroup.

**Note:** *Your computer name must not contain any spaces.*

5. Click on 'OK' to accept the changes.
6. Click on 'OK' to restart the computer.

Your network identification has now been changed.

### **5.3 Adding / removing a protocol**

A protocol is a language that your computer uses to communicate with other computers. See chapter 4.3 or Windows Help for more information.

Follow the points below to add or remove a protocol.

1. Open 'Network and Dial-up Connections' (Start – Settings – Control Panel).
2. Double click on the 'Local Area Connection x' icon that is connected with the Trust Gamer Network Kit USB.
3. Click on 'Properties' in the figure that appears.
4. Click on 'Install' to install network components, such as Client, Service or Protocol.
5. Click on 'Uninstall' to remove the marked item.

### **5.4 Setting TCP/IP**

Follow the points below to give each computer in the USB Network a fixed TCP/IP address.

1. Open 'Network and Dial-up Connections' (Start – Settings – Control Panel).
2. Double click on the 'Local Area Connection x' icon that is connected with the Trust Gamer Network Kit USB.
3. Click on 'Properties' in the figure that appears.
4. Select 'Internet Protocol (TCP/IP)' and click on 'Properties'.
5. Mark the 'Use the following IP address' option.
6. Give a TCP/IP address for 'IP-Address'.  
This address must be unique in the network. Only change the last figure for the other computers in the network. Advice: 192.168.0.x; x=1 – 254
7. For 'Subnet Mask', fill in: 255.255.255.0  
This address must be the same for all the computers in the network.
8. Click on 'OK' to continue.
9. Click on 'Close' to confirm the settings.

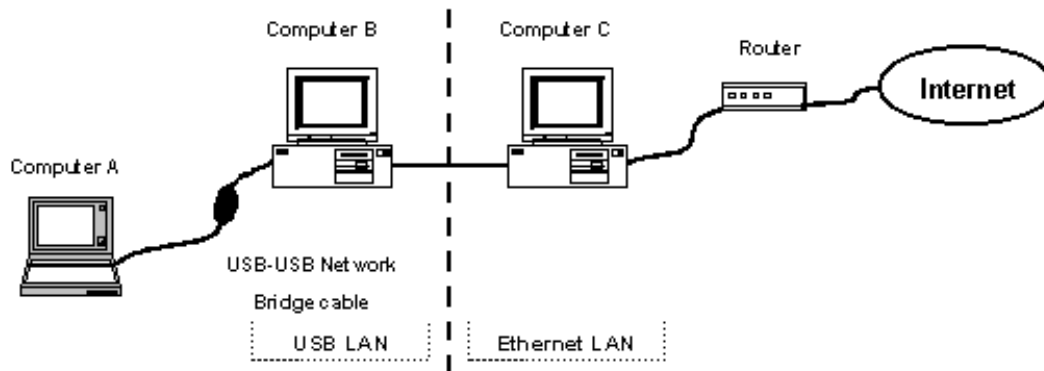
### **5.5 Other network settings**

See chapters 4.5 and 4.6 for sharing files and printers.



## 6. Trust Gamer Network Kit USB protocol

You can access other computers via an Ethernet network using the Trust Gamer Network Kit USB. To do this, you need a system that links a USB network with an Ethernet network (see figure 21). The two networks are connected using the 'Trust Gamer Network Kit USB Bridge Protocol' protocol.



**Figure 21: USB LAN to Ethernet LAN**

**Computer A:** Connected to computer B by a USB Network.

**Computer B:** Connected to computer A by a USB Network.  
Connected to computer C by an Ethernet Network and a network card.  
Linked using the 'Trust Gamer Network Kit USB Bridge Protocol'.

**Computer C:** Connected to computer B by an Ethernet Network and a network card and the rest of the Ethernet Network.

### 6.1 Installing the Trust Gamer Network Kit USB Bridge Protocol

There are 2 ways to install the Trust Gamer Network Kit USB Bridge Protocol.

#### 6.1.1 Installation

During the installation, indicate that the Trust Gamer Network Kit USB Bridge Protocol should be installed (click on 'Yes', in figure 7).

#### 6.1.2 Installing later (Windows 98)

You can install the Trust Gamer Network Kit USB Bridge Protocol at a later time. Follow the steps given below:

1. Open the 'Network' window. Figure 16 will appear.
2. Click on 'Add'. A new window will be displayed which gives various components (Client, Adapter, Protocol, Service).
3. Select 'Protocol' and click on 'Add'. A window with a list of suppliers and models will be displayed.
4. Select: 'Trust Computer Products' from the list of manufacturers.
5. Select: 'Trust Gamer Network Kit USB Bridge Protocol' from the list of models.
6. Click on 'OK'. You will return to the 'Network' window.
7. Click on 'OK' to accept the changes.
8. You must restart the computer.



An extra protocol will have been installed after installing the software (Trust Gamer Network Kit Bridge). This protocol makes it possible for Computer A to access Computer C.

**Note:** *The Trust Gamer Network Kit Bridge Protocol may only be installed on 1 computer in the USB network.*

### 6.1.3 Windows 2000

See chapter 5.2 to add the protocol.

## 7. Removing the driver

It is necessary to remove the driver if you no longer wish to use the Trust Gamer Network Kit USB. This may be because you wish to use a 'normal' network.

Follow the procedure given below:

1. Start the computer.
2. Click on the 'Start' button.
3. Click on 'Settings'.
4. Click on 'Control Panel'.
5. Click on the 'Add/Remove Programs' icon.
6. Select 'Trust Gamer Network Kit USB'.
7. Click on the 'Add/Remove...' button.

The driver will be removed. Click on 'Yes' if your computer must be restarted. The drive has now been removed.

## 8. Removing the hardware

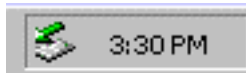
### 8.1 Windows 98

The device can be removed by removing it from the USB port.

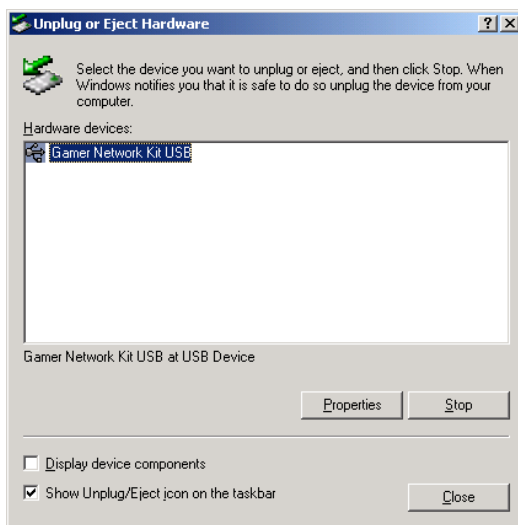
### 8.2 Windows 2000

Follow the points below before removing the device from the USB port.

1. Double click on the 'Unplug or Eject Hardware' icon (see figure 22). Figure 23 will appear.



**Figure 22: 'Unplug or Eject hardware' icon**



**Figure 23: Removing the device**

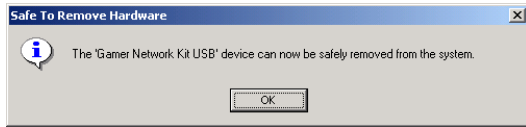
2. Select 'Trust Gamer Network Kit USB'.
3. Click on 'Stop'. Figure 24 will appear.



**Figure 24: Removing the device**

4. Select 'Trust Gamer Network Kit USB' again.

5. Click on 'OK'. Figure 25 will appear.



**Figure 25: Confirming removal of device**

6. Now remove the USB plug from the USB port.

## 9. Troubleshooting

Problem	Cause	Possible solution
The device is not detected.	The USB port has not been installed correctly.	Install the USB port.
	The USB port has not been activated in the BIOS.	Activate the USB port in the BIOS. See the motherboard instruction manual.
	The USB port has an IRQ conflict.	Solve the IRQ conflict. If necessary, switch off certain components in the BIOS or the 'Device Manager' (Windows).
Cannot search through the network.	The workgroup name has not been set correctly.	Set the workgroup name as the same name for every computer in the network.
	The Network Kit has not been connected correctly.	Connect the USB cables correctly.
	The device is not present in the 'Device Manager' (Windows).	Check in the 'Device Manager' (Windows) whether the Trust Gamer Network Kit USB has been installed under 'Network Adapter' and 'Universal Serial Bus Controllers'.
	There is an exclamation mark with the Trust Gamer Network Kit USB Adapter.	Remove the device from the 'Device manager' and reinstall the driver.
Cannot play a game via the network.	The protocol has not been installed.	Install the correct protocol.
	TCP/IP setting for the game has not been set.	Set the fixed TCP/IP address and the Subnet Mask (see TCP/IP Properties).
Cannot access printers etc. via the network.	File and printer sharing has not been switched on.	Switch on file and printer sharing (network properties). See Windows Help for more information.
	The device is not shared.	Set each device to be shared. See Windows Help for more information.
'Unsafe removal of Device' appears.	You have removed the device's USB plug in Windows 2000.	Follow the steps given in chapter 8.2 to safely remove a USB device in Windows 2000.

**Table 2: Troubleshooting**

Check the FAQ's on the Internet ([www.trust.com](http://www.trust.com)).

Register your product at [www.trust.com](http://www.trust.com). This will keep you informed of new products and any additions to your product.

If you still have any problems after trying these solutions, please contact your dealer or call the Trust Helpdesk.

Please have the following information available:

- The article number of the product: This is 11685.
- Your hardware information.
- The operating system and its language of use.
- Network information (protocol etc).
- A good description of what precisely does not work.
- When the problem occurs.

## 10. Specifications

Protocol support	TCP/IP, NetBEUI, IPX/SPX
Maximum no. of PC's in USB network	Maximum of 17 computers
Power needed	No external power needed
PnP compatible	Yes, USB Specification 1.1

**Table 3: Specifications**

## 11. Trust Service Centres

<b>Inhabitants of the UK and Ireland should contact:</b>	
	<b>UK Office</b>
From: 9:30 - 17:00	Internet      www.trust.com E-mail        support_uk@trust.com Fax            +44-(0)1376-514633 Phone        +44-(0)1376-500000
<b>Inhabitants of Italy should contact:</b>	
	<b>Italian Office</b>
From: 9:00 - 13:00 / 14:00 -18:00	Internet      www.trust.com E-mail        support_it@trust.com Fax            +39-(0)51-6635843 Phone        +39-(0)51-6635947
<b>Inhabitants of France and North Africa should contact:</b>	
	<b>French Office</b>
From: 9:00 - 17:00	Internet      www.trust.com E-mail        support_fr@trust.com Fax            +33-(0)1-48174918 Phone        +33-(0)1-48174931
<b>Inhabitants of Germany should contact:</b>	
	<b>German Office</b>
From: 9:00 - 17:00	Internet      www.trust.com E-Mail        support_de@trust.com Fax            +49-(0)2821-58873 Phone        0800-00TRUST (=0800-0087878)
<b>Inhabitants of Spain should contact:</b>	
	<b>Spanish Office</b>
From: 9:00 - 17:00	Internet      www.trust.com E-Mail        support_es@trust.com Fax            +31-(0)78-6543299 Phone        +31-(0)78-6549999
<b>Inhabitants of all other European Countries should contact:</b>	
	<b>European Head Office</b>
From: 9.00 - 17.00	Internet      www.trust.com E-mail        support@trust.com Fax            +31-(0)78-6543299 Phone        +31-(0)78-6549999

