

This document contains the setup notes for the UO Libraries Wii console. Site specific information in this document regarding usernames, passwords, etc, has been redacted for the public version of this document (for UO Library staff, this information can be accessed via the intranet wiki). Comments have been added to explain some of the user settings.

### **Basic Setup from 1<sup>st</sup> Power On**

- Language: English
- Sensor Bar Default: Above (patron will have to adjust depending on where they locate the sensor bar)
- Time Date: to current time & date
- TV Setting: Widescreen (patron will have to adjust to match their setup)
- Console Nickname: UOLIB (unique identifier)
- Country: United States

### **Post Setup System Configuration Changes**

- Parental Controls
  - PIN: xxxxxxxx (documented, setting a parental controls password prevents users from setting it for us and thus locking us out)
  - Secret Question: Place of Birth
  - Secret Answer: xxxxxxxx (made up, but documented for account recovery)
  - Highest Rated Game Allowed: Any
  - Parental Controls Other Settings:
    - Restrict use of Wii points on Wii channel: no
    - Restrict Mail etc. over WiiConnect24: no
    - Restrict use of Internet Channel: no
    - Restrict use of news channel: no
- Screen burn in protection: on
- Sound mode: surround

### **Known Issues/Concerns**

- We'll probably want some documentation on placing the sensor bar (away from direct sunlight/halogen lamps, etc.)
- The console nickname can be changed by a patron regardless of parental controls
- Patrons cannot connect to the internet
  - Parental controls need to be disabled to allow configuration of WiFi settings
    - If we disable parental controls, a patron can set the password and thus lock us out of the console
  - No internet connect isn't a huge issue: online Wii games are few and far between, and the weather and news channels aren't critical to the use of the system
  - Regardless, WiFi doesn't work on campus
    - Campus WiFi requires authentication via web browser, which the Wii lacks (unless we pay for it)

- If necessary, we can work with network services to have the Wii bypass the WiFi authentication system, the console would then have network capabilities on campus
- Given patrons inability to access the internet system updates will have to be done by the library staff