

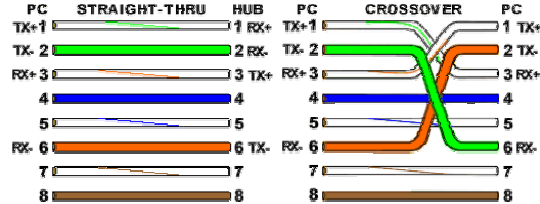
FTP'ing to your xbox,(the best guide so far...)--Draft v1.3--

By MrRobinson

I. Introduction

Some basics and assumptions (the more you know, the more you UNDERSTAND):

1. Crossover cable: A crossover cable is needed to directly connect your computer and xbox. You would plug one end of the cable to your computer and the other end into the xbox, there are no devices in between. If you have a hub, switch, or router you will not need a crossover cable though some still will work with one. With connecting to hubs, switches, or routers you should use a straight-through cable. The image below shows the difference between the two:



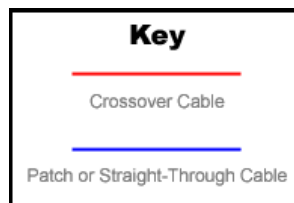
To easily tell if you have a crossover or not, simply look at the two ends side by side. If all the pins, 1 through 8 on both ends are all the same color in the same order, you have a straight-through cable. If pins 1, 3 and 2, 6 are swapped you have a crossover cable. Notice the TX, RX as well. This shows why in pc to pc connections a crossover is required. Otherwise one pc will be transmitting over the same wire the other pc is trying to transmit on.

2. This guide currently assumes you are using evox as your dash and FlashFXP as your ftp client. Though most information here would still apply if you were using MXM and WS_FTP, etc.
3. You do not NEED an internet connection to FTP to your Xbox. When you ftp to your Xbox from a computer in your house to the Xbox in your house, no packets (data) need to go out to the internet and they shouldn't even try. The tricky part is when you want to be able to access the internet and ftp to your Xbox at the same time. How this is done and how difficult it is depends on the devices you have.
4. I will not list every baby step involved for how to set things, like every mouse click required. If you're not sure how to do something I've said to configure, see number 5 below.
5. If something is said in this guide that you don't understand or don't know how to accomplish it, try google. It is a search engine at <http://www.google.com>

For example, if I say "Run a command prompt" but don't mention how; don't go immediately posting in the forums asking how you run a command prompt. First, try searching in google, "how to run command prompt windows xp". I'm willing to bet you'll get your answer faster.

Another example, just so we're clear, if I say "turn off your winxp firewall", you may search in google, "how to turn off windows xp firewall". Again, I'm betting your answer will come faster.

6. This guide now has configuration diagrams to help anyone having difficulty understanding the configuration examples I discuss. Some people simply do better with visuals. The key for the diagrams is provided below:



II. Configuration Examples

Find the configuration that best matches what you have. Reading them all anyway could help your understanding.

1. Computer Direct Connection to Xbox

In this configuration you have your computer and Xbox directly connected. This direct connection can either be with the crossover cable, or with a straight-through cable to a hub/switch and then another straight-through cable from the hub/switch to your Xbox. Both are "direct" connections.

2. Computer with two NICs

In this configuration you have two NICs. One possibly going to a router or a cable or DSL modem, the other you wish to make a direct connection to your Xbox with. You also have the option of configuring your Xbox for live, xboxconnect, or xlink by enabling it to get out to the internet through your computer.

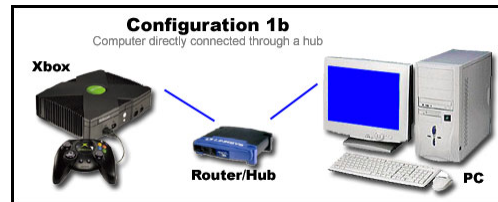
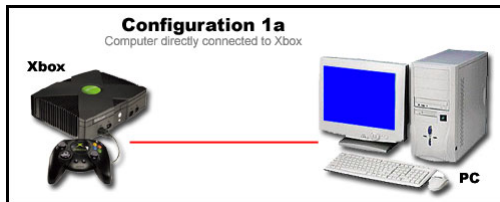
3. Computer with one NIC and a router

In this configuration you should have your computer and Xbox connected to the router. The router's WAN port goes to your cable, DSL modem, or otherwise out to the internet.

- **PRE SETUP:** Before you begin setting up your configurations you should cable everything up properly. Make sure your Xbox is booted up with the dash loaded as well so you can test the settings you will put in. If you are loading your dash from a CD or DVD any changes you need to make like to the evox.ini you will need to re-burn onto the disk then reboot Xbox with the new disk. Making changes to the evox network settings when booting from the hard drive, make sure you scroll all the way down when you are finished and select save and exit.

Setting up Configuration 1

This is the simplest setup. Even if you have one of the other configurations, if you are experiencing problems you can always try this to help troubleshoot. This configuration can be setup in two different ways as showed in the Configuration 1a and Configuration 1b diagrams.



Basically you can setup the [Network] Section of your evox.ini to look like this:

```
[Network]
SetupNetwork      = Yes
StaticIP          = Yes
Ip                = 192.168.0.3
Subnetmask        = 255.255.255.0
Defaultgateway    =
DNS1              = 0.0.0.0
DNS2              = 0.0.0.0
```

You may also have SkipifNoLink and you can set that to No.

Also verify your [FTP] Section looks like this:

```
[FTP]
Enable            = Yes
Password= xbox
IGR               = No
```

If you boot evox with these settings you can verify your Xbox has the correct ip either by looking on a skin that displays it or in settings it will display it in blue text up top. If you see No Link or No IP! Then either one of these settings is wrong, you don't have it connected to your computer with the correct settings yet, or your crossover cable is bad.

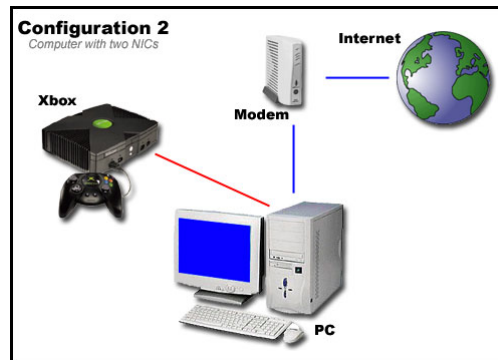
Now on your computer go to the properties of the NIC that has a crossover cable connected to the Xbox. Click on the Internet Protocol (TCP/IP) and then properties. Enter the following:

```
IP Address: 192.168.0.2
Subnet Mask: 255.255.255.0
Gateway: <leave blank>
DNS: <leave blank>
```

That's it. Simple huh? Now set up your FTP Client. For FlashFXP, install the program and run it. Click on "Site Manager" then click to create a new site. Name it Xbox or whatever and for the IP enter 192.168.0.3, verify the port is 21. The username and password are both "xbox", all lower-case and without the quotes. Go to options and uncheck any check marks on PASV or passive mode. Apply the settings and connect.

If it doesn't connect see the Troubleshooting Section.

Setting up Configuration 2



The configuration 2 diagram above shows the most common setup you would have with 2 NICs in your PC. The only difference between this and configuration 1 is that the second NIC would have a connection to the internet for you. Chances are this NIC to the internet is getting a public DHCP address like 64.238.121.12, or any such number. If this NIC goes to a router, you may wish to read configuration 3 and you may not need your second NIC at all. So when the NIC gets DHCP like this it is automatically assigned an ip, subnet, gateway, dns, etc. so you don't need to do anything else to it. The only "gotcha" with this configuration is that when you configure your second NIC that goes direct to the Xbox you may configure it in such a way that your computer tries to access the internet through that NIC instead of the correct one with the public DHCP. This is a routing issue and one way to ensure this doesn't happen is to configure the NIC with the connection to your Xbox exactly as in configuration 1, specifically making note that you DO NOT enter a gateway address. Your Xbox itself can also be setup just as in configuration 1. Refer to the Troubleshooting section if you are having problems and yet are set up as I described. One way to make sure you are not having routing issues is to use the 'route print' command.

Open up a command prompt and type 'route print'. With route print you can see what route your data packets will take to try to access the internet or your Xbox. What you can do is manually add a route that tells your computer that anytime it tries sending anything to 192.168.0.3 it should use the NIC with the direct connection the Xbox, not the one that goes out to the internet. To do this run the route print command. The first thing you'll see is an interface list. It'll say something like:

Interface List

```
0x1 ..... MS TCP Loopback interface
0x2 ...00 06 5b b8 e3 33 ..... 3Com 3C920 Integrated Fast Ethernet Controller
0x3 ...00 02 2d 26 2c 74 ..... Dell TrueMobile 1150 Series Wireless LAN Mini PCI Card
```

So in this case the NIC going to the Xbox is 0x2, which would be IF 2 in the command. To add the static route follow this pattern:

```
route ADD 157.0.0.0 MASK 255.0.0.0 157.55.80.1 METRIC 3 IF 2
  destination^   ^mask       ^gateway   metric^   ^Interface
```

So in our example you would type:

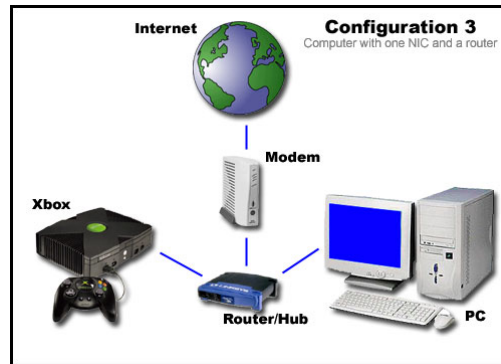
```
route -p add 192.168.0.3 mask 255.255.255.255 192.168.0.2 METRIC 1 IF 2
```

to remove this at any time you would just type

```
route delete 192.168.0.3
```

The other option you have if you want your Xbox to get out to the internet through your computer's internet connection is to set up Internet Connection Sharing (ICS) on your computer. How to set this is up a good thing to google search. You can also try this page <http://www.xbox.com/en-US/live/connect/windowsics.htm> for good details. Once set up the only thing to change is to put a gateway address in your evox.ini file which should be your computer's IP address, so in the example we've been using the gateway you would use is 192.168.0.2 since that is the NICs IP address.

Setting up Configuration 3



This is sort of like configuration 2 but instead of your NIC getting a public DHCP address it should be getting an internal private DHCP address. This address can be anything within this range: The blocks are 10.0.0.0 to 10.255.255.255, 172.16.0.0 to 172.31.255.255, and 192.168.0.0 to 192.168.255.255.

There are very high chances your router is giving out addresses somewhere in 192.168.0.x or 192.168.1.x. If this is the case your computer should be successfully getting its DHCP address from your router and if you can plug your Xbox into that router as well then just change your evox.ini to have StaticIP = No. So in our first configuration example you would just have to change that .ini to be this:

```
[Network]
SetupNetwork      = Yes
StaticIP          = No
Ip                = 192.168.0.3
Subnetmask        = 255.255.255.0
Defaultgateway    =
DNS1              = 0.0.0.0
DNS2              = 0.0.0.0
```

Once you set StaticIP to be No, the ip, subnet, gateway, and dns values are no longer used. You can boot your Xbox and see what IP it is getting from DHCP and simply FTP to that address.

You can also still have your Xbox use a static ip so that you always know its IP address, even with a router that gives out DHCP. To do that make your evox.ini like this:

```
[Network]
SetupNetwork      = Yes
StaticIP          = Yes
Ip                = 192.168.0.3
Subnetmask        = 255.255.255.0
Defaultgateway    = 192.168.0.1
DNS1              = 0.0.0.0
DNS2              = 0.0.0.0
```

Here you've changed static ip back to yes and your gateway address should be the address of your router now. If your router is on a different subnet and by that I mean its ip is 192.168.1.1 and it is giving out dhcp address's of 192.168.1.x then you would make your evox.ini reflect those differences like this:

```
[Network]
SetupNetwork      = Yes
StaticIP          = Yes
Ip                = 192.168.1.3
Subnetmask        = 255.255.255.0
Defaultgateway    = 192.168.1.1
DNS1              = 0.0.0.0
DNS2              = 0.0.0.0
```

Just be careful if a router is giving out DHCP, make sure whatever static IP you pick for your Xbox is not already an IP used by something else on your network.

If you have your one NIC connection to the internet and just want to unplug that connection and plug in a crossover to your Xbox when you want to FTP there is an awesome way to automate changing your NIC settings from how they need to be set for the internet and how they need to be set for the crossover to the Xbox. Luckily someone has a perfect tutorial for that and its here:

<http://www.xbox-scene.com/articles/switch-network.php>

Troubleshooting

1. First is to verify you are communicating with your Xbox. Run a command prompt and ping your Xbox IP address. In our example that would be 'ping 192.168.0.3'. Also, If you seem to have a connection that gets dropped every so often try to ping like this: 'ping -l 1024 -t 192.168.0.3', this will continuously ping your Xbox with 1024 bytes. Hit ctrl-c to end it. If you get any timed out then maybe you need a new Ethernet cable somewhere. If you can ping try a. and b. below, if you can't ping read that and the rest.
 - a. If you can ping but still have problems with FTP, make sure PASV is disabled in your FTP client. Go to the help for your ftp client to figure out how to do it if you don't know how.
 - b. Make sure any firewall programs you run are turned off. Especially if you run Windows XP there is a default firewall that may be on. Its in the advanced properties of your NIC where you can uncheck the box for it to verify it isn't on.
2. If you can't ping make sure you check 1b, but also make sure you are using the correct Ethernet cables for your setup. Refer to the basics above about the crossover cable. Try pinging your local computer with these commands: 'ping 127.0.0.1' and 'ping localhost'. If you can ping these it's a good sign your TCP stack and driver for your NIC are loaded properly. If these do not ping correctly the first thing to try is to reload the driver for your NIC or search the manufacturer's website for an updated driver.
3. Try different ftp clients or make sure you are using the latest version of the client you have.
4. Make sure you have the video cable plugged into the back of your Xbox (problem experienced by ndiguy).
5. Run a sanity check if all else fails... make sure the settings you think are in your evox.ini are actually there. Run a command prompt on your pc and type 'ipconfig /all'. This will list all the settings all the NICs on your computer have. Verify they are all what you think they should be. When posting in the forums for more help try to include these two things in your post, it's a good first step.

FTP Speed Issues

Once people start using FTP the next problem they may have is the speed being too slow. The key to addressing this issue is to try everything! Change your configuration, change software, use every combination of my suggestions below. The more you do the better chance something will reveal itself as the culprit to your slow speeds. Here is a common list of things to check to help improve your speed:

1. Try the extended ping from number 1 in the troubleshooting section. If you get some replies and some timed outs during that ping this could slow down your speed. Replace your cable(s), update driver(s), try different NIC, etc.
2. In the advanced properties of your NIC you should be able to find the settings for the speed and duplex of your card. Change these settings and see if some combination gives you better speed than others. Start with speed of 100 and full duplex and cycle through 100/half, 10/full, 10/half.
3. Check how much free space you have on the PARTITION you are ftp'ing to. If you have an 80GB hard drive and it says you have 20GB left, that doesn't mean you have 20GB of free space left on that partition. This is probably one of the most common issues with speed and ftp in general.
4. If you are using a wireless or usb NIC setup try going wired with standard Ethernet to see if that narrows down the problem for you. And if you were using DHCP try assigning a static IP to your Xbox instead. Also try changing the channel that your wireless is currently communicating on. There could be more interference slowing down your speeds on a certain channel. At least try channels 1, 6, and 11.
5. Try different software on both ends... experiment. All configurations will be different. Try different FTP clients, updating FTP clients and even try using a different ftp server on the Xbox. One post on the forums suggested that switches from Evox to nexgen increased ftp speeds to the F: drive.
6. Try different hardware... don't overlook this! For example, if you have a hub, try a new one or better yet get a switch.

Credits

- **Chefelf** from the Xbox-scene - Provided for all configuration diagrams displayed in this guide and generous hosting of this guide on his site at:
http://www.lanceandeskimo.com/chefelf/ftp_to_xbox_guide.pdf
- Forum posters at Xbox-scene.com.

This guide can also be found on the Xbox-scene forums but in .txt format without the images at:
<http://forums.xbox-scene.com/index.php?act=ST&f=18&t=107539>