

Setting Up a Wireless Network for the LINQ Player

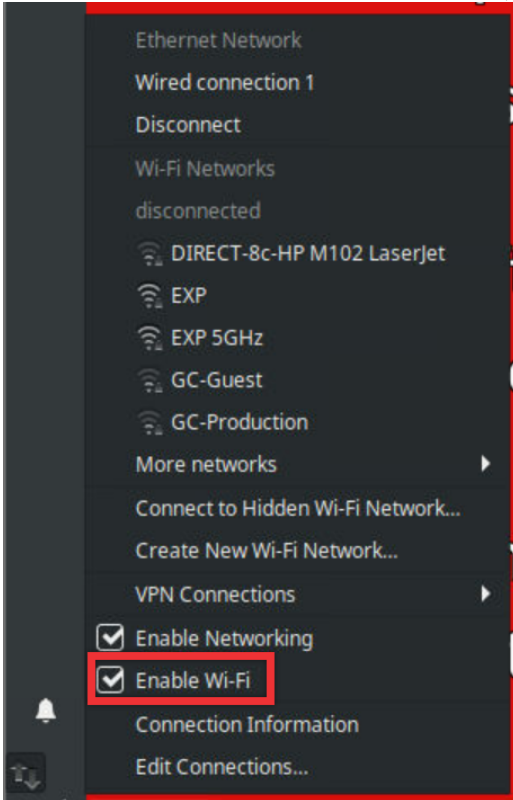
LINQ

✓ When configuring wireless for the LINQ all-in-one tablets powered by Scala, ensure that you are in the [Configure Player](#) account.

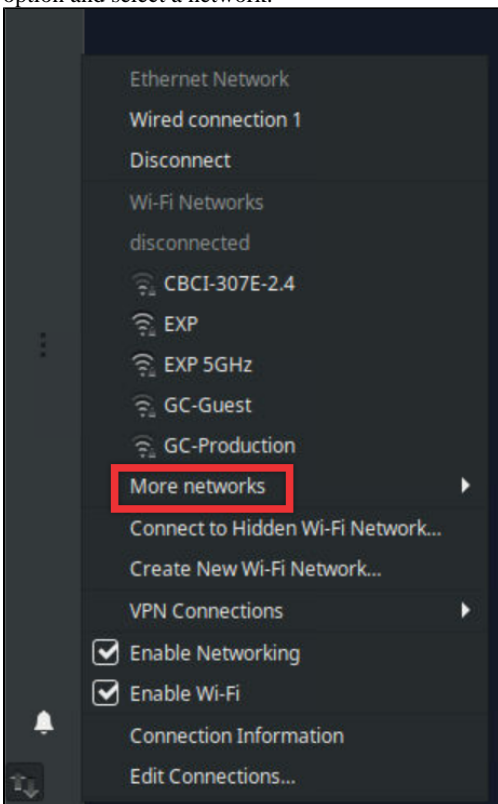
1. Click the **Network** icon on the panel.



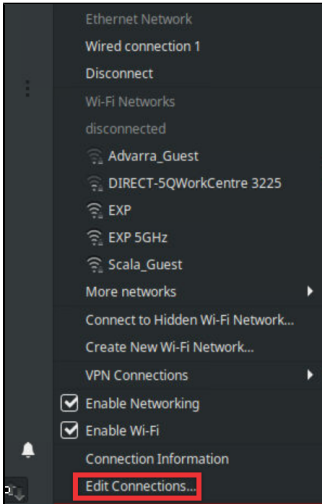
2. Ensure that the **Enable Wi-Fi** box is checked. If not, click on the box to enable Wi-Fi. The *Network* window will close.



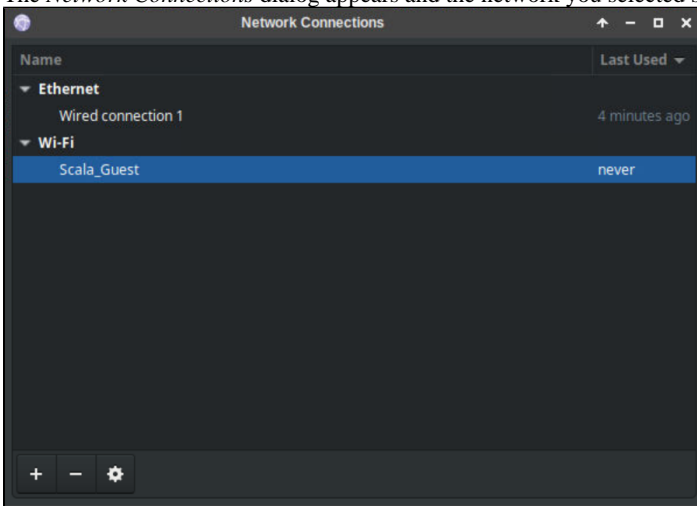
3. Click the **Network** icon and select a **Wi-Fi** network. If the network you want to use is not available, select the **More networks** option and select a network.



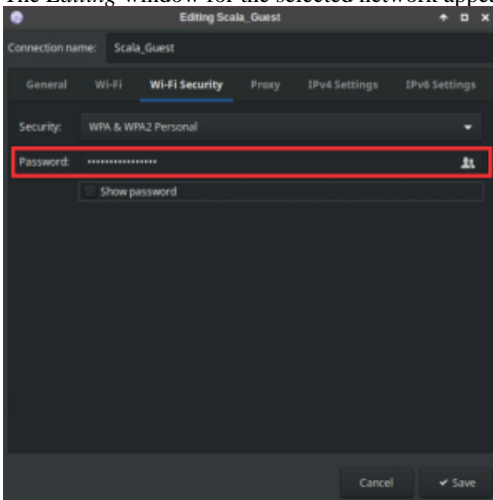
4. Click the **Network** icon and select the **Edit Connections...** link.



The *Network Connections* dialog appears and the network you selected should be under the *Wi-Fi* heading.



5. The *Editing* window for the selected network appears.



6. Click the *General* tab and select the **All users may connect to this network** checkbox. This checkbox allows WiFi access from all accounts associated with the player.

