Hooking up your Router to an Internet Connection

This is a step by step tutorial of how to plug in your wireless router. This example is using a Linksys router because this brand is the most popular. There are a many other brands out there, but the basic set up and configurations are the same.

- 1. Plug in the power to your router. In the future this is the only connection you need to reconnect when ever you have a problem, this will "**reboot**" the router if needed.
- 2. Plug in the cable from your internet. The **Fiber has NO Modem**, it will simply be a **Gray cable** in most cases, into the WAN or Internet port on the back of your router.



- 3. Plug in the **cable that came with** the router into the #1 port on the back of the router to the back of your computer. (If you are using a laptop you will need to have the cable plugged into the router for the initial setup, then you will be able to connect wirelessly)
- 4. All of our systems are setup to obtain and IP automatically. There is no need for a user name and password to get on the internet. If you are on DSL, the modems are preprogrammed with that information. (If you hit reset this will guarantee that you will NOT be on the internet, so do not hit RESET. Simply turn it off and then back on)
- 5. As far as programming the wireless, all of the routers, models and devices out there are different and it becomes more complicated. The technologies of using manual settings, Pin method, and push method are just too complex to put into a short guide. This information should be included with your router model as well as the other devices you plan on hooking up. Our goal here is to explain a few simple steps to get you connected.

Our Glitch Guys offers the professional service to consult, setup, secure, test and explain the use of your router hooked to many different devices. These include wireless hooked to your TV, cell phones, security cameras, thermostats, etc. We offer these services at competitive rates. Our on site rate starts at \$80 per hour.