

# CONNECTING TO METAACCESS

## Register your game consoles, media devices and printers

With the implementation of the MetaAccess system at Coastal Carolina University, students have the ability to self-register devices such as: game consoles, media streaming devices and printers using CCUResNet Wi-Fi network.

**Note: We *HIGHLY* recommend that you use the wired connection for game consoles, printers and media devices. It provides a more stable connection.**

### HERE'S HOW TO REGISTER

1. Plug in your printer/game console/media device and turn the device on.
2. Connect your printer/game console/media device to CCUResNet via a wired or wireless connection. NOTE: We **strongly recommend a wired connection** for greater stability and speed when using game consoles, printers and streaming media devices.
3. On the device you wish to register, obtain the MAC address by navigating to the network settings menu or printing out a settings page on your printer. You will need to enter the MAC address to register your device. **Note: There are many different models of printers, please refer to the printer installation guide for instructions on how to print the settings page. Use an Ethernet cord to register your printer if you experience any issues.**
4. On a SEPARATE device (tablet, mobile phone, PC, Mac, etc.) connected to the internet, go to the following link (do not put a "/" after "enroll"):

<https://safeconnect.coastal.edu:9443/enroll>

5. Enter your CCU credentials. Read the CCU Acceptable Use Policy. Check the box next to "I accept the acceptable use policy." Click "Sign In."
6. On the Device Registration Page, complete the fields requested on the form. From the pull-down menu, select the device you wish to register. Double-check to be sure all fields are completed.
7. To finish enrolling your device, click "Enroll Device."