

Driver - A workstation or server software module that provides an interface between a network interface card and the upper-layer protocol software running in the computer; it is designed for a specific card, and is installed during the initial installation of a network-compatible client or server operating system.

DSSS (Direct-Sequence Spread Spectrum) - DSSS generates a redundant bit pattern for all data transmitted. This bit pattern is called a chip (or chipping code). Even if one or more bits in the chip are damaged during transmission, statistical techniques embedded in the receiver can recover the original data without the need for retransmission. To an unintended receiver, DSSS appears as low power wideband noise and is rejected (ignored) by most narrowband receivers. However, to an intended receiver (i.e. another wireless LAN endpoint), the DSSS signal is recognized as the only valid signal, and interference is inherently rejected (ignored).

Encryption - A security method that applies a specific algorithm to data in order to alter the data's appearance and prevent other devices from reading the information.

Ethernet - IEEE standard network protocol that specifies how data is placed on and retrieved from a common transmission medium. Has a transfer rate of 10 Mbps. Forms the underlying transport vehicle used by several upper-level protocols, including TCP/IP and XNS.

FHSS (Frequency Hopping Spread Spectrum) - FHSS continuously changes (hops) the carrier frequency of a conventional carrier several times per second according to a pseudo-random set of channels. Because a fixed frequency is not used, and only the transmitter and receiver know the hop patterns, interception of FHSS is extremely difficult.

Fragmentation - Breaking a packet into smaller units when transmitting over a network medium that cannot support the original size of the packet.

Gateway - A device that interconnects networks with different, incompatible communications protocols.

Hardware - Hardware is the physical aspect of computers, telecommunications, and other information technology devices. The term arose as a way to distinguish the "box" and the electronic circuitry and components of a computer from the program you put in it to make it do things. The program came to be known as the software.

Hop - The link between two network nodes.

IEEE (The Institute of Electrical and Electronics Engineers) - The IEEE describes itself as "the world's largest technical professional society, promoting the development and application of electrotechnology and allied sciences for the benefit of humanity, the advancement of the profession, and the well-being of our members."

The IEEE fosters the development of standards that often become national and international standards. The organization publishes a number of journals, has many local chapters, and several large societies in special areas, such as the IEEE Computer Society.

Infrastructure Network - An infrastructure network is a group of computers or other devices, each with a wireless adapter, connected as an 802.11 wireless LAN. In infrastructure mode, the wireless devices communicate with each other and to a wired network by first going through an access point. An infrastructure wireless network connected to a wired network is referred to as a Basic Service Set (BSS). A set of two or more BSS in a single network is referred to as an Extended Service Set (ESS). Infrastructure mode is useful at a corporation scale, or when it is necessary to connect the wired and wireless networks.

IP (Internet Protocol) - The method or protocol by which data is sent from one computer to another on the Internet. It is a standard set of rules, procedures, or conventions relating to the format and timing of data transmission between two computers that they must accept and use to be able to understand each other.

IP Address - In the most widely installed level of the Internet Protocol (IP) today, an IP address is a 32-binary digit number that identifies each sender or receiver of information that is sent in packet across the Internet. When you request an HTML page or send e-mail, the Internet Protocol part of TCP/IP includes your IP address in the message (actually, in each of the packets if more than one is required) and sends it to the IP address that is obtained by looking up the domain name in the Uniform Resource Locator you requested or in the e-mail address you're sending a note to. At the other end, the recipient can see the IP address of the Web page requestor or the e-mail sender and can respond by sending another message using the IP address it received.

IRQ (Interrupt ReQuest) - A hardware interrupt on a PC. There are 16 IRQ lines used to signal the CPU that a peripheral event has started or terminated. Except for PCI devices, two devices cannot use the same line.

ISM band - The FCC and their counterparts outside of the U.S. have set aside bandwidth for unlicensed use in the ISM (Industrial, Scientific and Medical) band. Spectrum in the vicinity of 2.4 GHz, in particular, is being made available worldwide. This presents a truly revolutionary opportunity to place convenient high-speed wireless capabilities in the hands of users around the globe.

LAN (Local Area Network) - A group of computers and associated devices that share a common communications line and typically share the resources of a single processor or server within a small geographic area (for example, within an office building).

MAC (Media Access Control) Address - A unique number assigned by the manufacturer to any Ethernet networking device, such as a network adapter, that allows the network to identify it at the hardware level.

Mbps (Megabits per second) - One million bits per second; unit of measurement for data transmission.

Motherboard - A motherboard is the physical arrangement in a computer that contains the computer's basic circuitry and components.

Network - A system that transmits any combination of voice, video and/or data between users.

Node - A network junction or connection point, typically a computer or work station.

OFDM - Developed for wireless applications, Orthogonal Frequency Division Multiplexing (OFDM) technology offers superior performance-increased data rates and more reliable transmissions-than previous technologies, such as DSSS. OFDM is a scheme in which numerous signals of different frequencies are combined to form a single signal for transmission on the medium.

OFDM works by breaking one high-speed data stream into a number of lower-speed data streams, which are then transmitted in parallel. Each lower speed stream is used to modulate a subcarrier. Essentially, this creates a multi-carrier transmission by dividing a wide frequency band or channel into a number of narrower frequency bands or sub-channels. OFDM is also used for other applications, including powerline networking.

Packet - A unit of data routed between an origin and a destination in a network.

Passphrase - Used much like a password, a passphrase simplifies the WEP encryption process by automatically generating the WEP encryption keys for Linksys products.

PCI (Peripheral Component Interconnect) - A peripheral bus commonly used in PCs, Macintoshes and workstations. It was designed primarily by Intel and first appeared on PCs in late 1993. PCI provides a high-speed data path between the CPU and peripheral devices (video, disk, network, etc.). There are typically three or four PCI slots on the motherboard. In a Pentium PC, there is generally a mix of PCI and ISA slots or PCI and EISA slots. Early on, the PCI bus was known as a "local bus."

PCI provides "plug and play" capability, automatically configuring the PCI cards at startup. When PCI is used with the ISA bus, the only thing that is generally required is to indicate in the CMOS memory which IRQs are already in use by ISA cards. PCI takes care of the rest.

PCI allows IRQs to be shared, which helps to solve the problem of limited IRQs available on a PC. For example, if there were only one IRQ left over after ISA devices were given their required IRQs, all PCI devices could share it. In a PCI-only machine, there cannot be insufficient IRQs, as all can be shared.

Plug-and-Play - The ability of a computer system to configure expansion boards and other devices automatically without requiring the user to turn off the system during installation.

Port - A pathway into and out of the computer or a network device such as a switch or router. For example, the serial and parallel ports on a personal computer are external sockets for plugging in communications lines, modems and printers.

Roaming - In an infrastructure mode wireless network, this refers to the ability to move out of one access point's range and into another and transparently reassociate and reauthenticate to the new access point. This reassociation and reauthentication should occur without user intervention and ideally without interruption to network connectivity. A typical scenario would be a location with multiple access points, where users can physically relocate from one area to another and easily maintain connectivity.

RTS (Request To Send) - An RS-232 signal sent from the transmitting station to the receiving station requesting permission to transmit.

Server - Any computer whose function in a network is to provide user access to files, printing, communications, and other services.

Software - Instructions for the computer. A series of instructions that performs a particular task is called a "program." The two major categories of software are "system software" and "application software." System software is made up of control programs such as the operating system and database management system (DBMS). Application software is any program that processes data for the user.

A common misconception is that software is data. It is not. Software tells the hardware how to process the data.

SOHO (Small Office/Home Office) - Market segment of professionals who work at home or in small offices.

Spread Spectrum - Spread Spectrum technology is a wideband radio frequency technique developed by the military for use in reliable, secure, mission-critical communications systems. It is designed to trade off bandwidth efficiency for reliability, integrity, and security. In other words, more bandwidth is consumed than in the case of narrowband transmission, but the trade off produces a signal that is, in effect, louder and thus easier to detect, provided that the receiver knows the parameters of the spread-spectrum signal being broadcast. If a receiver is not tuned to the right frequency, a spread-spectrum signal looks like background noise. There are two main alternatives, Direct Sequence Spread Spectrum (DSSS) and Frequency Hopping Spread Spectrum (FHSS).

SSID (Service Set Identifier) - A unique name shared among all points in a wireless network. The SSID must be identical for each point in the wireless network and is case-sensitive.

Storage - The semi-permanent or permanent holding place for digital data.

Subnet Mask - The method used for splitting IP networks into a series of subgroups, or subnets. The mask is a binary pattern that is matched up with the IP address to turn part of the host ID address field into a field for subnets.

Switch - 1. A data switch connects computing devices to host computers, allowing a large number of devices to share a limited number of ports. 2. A device for making, breaking, or changing the connections in an electrical circuit.

TCP (Transmission Control Protocol) - A method (protocol) used along with the IP (Internet Protocol) to send data in the form of message units (datagram) between network devices over a LAN or WAN. While IP takes care of handling the actual delivery of the data (routing), TCP takes care of keeping track of the individual units of data (called packets) that a message is divided into for efficient delivery over the network. TCP is known as a "connection oriented" protocol due to requiring the receiver of a packet to return an acknowledgment of receipt to the sender of the packet resulting in transmission control.

TCP/IP (Transmission Control Protocol/Internet Protocol) - The basic communication language or set of protocols for communications over a network (developed specifically for the Internet). TCP/IP defines a suite or group of protocols and not only TCP and IP.

Throughput - The amount of data moved successfully from one place to another in a given time period.

Topology - A network's topology is a logical characterization of how the devices on the network are connected and the distances between them. The most common network devices include hubs, switches, routers, and gateways. Most large networks contain several levels of interconnection, the most important of which include edge connections, backbone connections, and wide-area connections.

WAN (Wide Area Network) - A communications network that covers a relatively large geographic area, consisting of two or more LANs. Broadband communication over the WAN is often through public networks such as the telephone (DSL) or cable systems, or through leased lines or satellites. In its most basic definition, the Internet could be considered a WAN.

WEP (Wired Equivalent Privacy) - A data privacy mechanism based on a 64-bit or 128-bit shared key algorithm, as described in the IEEE 802.11 standard.

WLAN (Wireless Local Area Network) - A group of computers and associated devices that communicate with each other wirelessly.

Appendix C: Specifications

Standards:	Draft 802.11g, 802.11b
Modulation:	802.11b: CCK (11 Mbps), DQPSK (2 Mbps), DBPSK (1 Mbps); 802.11g: OFDM
Channels:	802.11b, 11 Channels (USA) draft 802.11g, 13 Channels (Europe) 14 Channels (Japan)
Network Protocol:	TCP/IP, IPX, NDIS 4, NDIS 5, NDIS 5.1, NetBEUI
Interface:	PCI
Transmit Power:	15 dBm
Sensitivity:	-80 dBm
LED:	ACT
WEP Key Bits:	64-Bit and 128-Bit

Environmental

Dimensions:	4.8" x 8.66" x 0.91" (122 mm x 220 mm x 23 mm)
Unit Weight:	4.5 oz. (0.13 kg)
Power:	3.3V
Certifications:	FCC
Operating Temp.:	32°F to 150°F (0°C to 65°C)
Storage Temp.:	-40°F to 185°F (-40°C to 85°C)
Operating Humidity:	0% to 95%, Non-Condensing
Storage Humidity:	0% to 95%, Non-Condensing

Appendix D: Warranty Information

BE SURE TO HAVE YOUR PROOF OF PURCHASE AND A BARCODE FROM THE PRODUCT'S PACKAGING ON HAND WHEN CALLING. RETURN REQUESTS CANNOT BE PROCESSED WITHOUT PROOF OF PURCHASE.

IN NO EVENT SHALL LINKSYS' LIABILITY EXCEED THE PRICE PAID FOR THE PRODUCT FROM DIRECT, INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM THE USE OF THE PRODUCT, ITS ACCOMPANYING SOFTWARE, OR ITS DOCUMENTATION. LINKSYS DOES NOT OFFER REFUNDS FOR ANY PRODUCT.

LINKSYS OFFERS CROSS SHIPMENTS, A FASTER PROCESS FOR PROCESSING AND RECEIVING YOUR REPLACEMENT. LINKSYS PAYS FOR UPS GROUND ONLY. ALL CUSTOMERS LOCATED OUTSIDE OF THE UNITED STATES OF AMERICA AND CANADA SHALL BE HELD RESPONSIBLE FOR SHIPPING AND HANDLING CHARGES. PLEASE CALL LINKSYS FOR MORE DETAILS.

Appendix E: Contact Information

For help with the installation or operation of the Wireless-G PCI Adapter, contact Linksys Technical Support at one of the phone numbers or Internet addresses below.

Sales Information	800-546-5797 (LINKSYS)
Technical Support	800-326-7114
RMA (Return Merchandise Authorization) Issues	www.linksys.com (or call 949-271-5461)
Fax	949-265-6655
E-mail	support@linksys.com
Web	http://www.linksys.com
FTP Site	ftp.linksys.com



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