

## Network Computers

# Change a network address automatically

4padPointRule2.eps ↵

The computer's network address is built into its network controller circuitry. If you swap network cards or change the controller circuitry in some other way, you need to change the network address in the host entry. Otherwise, NetInfo can't recognize the computer.

If automatic host addition is enabled, you can change the address automatically.

768008\_PointRule2.eps ↵

### 1 **Attach the computer to the network and turn it on.**

The system displays messages as the computer attempts to access the network. Watch for this message:

```
Network doesn't recognize computer
Enter host name:
```

938567\_PointDashedRule3Black.eps ↵

**2 Enter the host name at the prompt.**

If the network recognizes the name, it displays this message:

Name recognized. New CPU board or ROM chip [y/n]?

**130944\_PointDashedRule3Black.eps ↵**

**3 Type y and press Return.**

The network then displays this message:

Add computer to network [y/n]?

**405651\_PointDashedRule3Black.eps ↵**

**4 Type y and press Return.**

If you set up a password for automatic host addition, the network asks you for it.

**165716\_PointDashedRule3Black.eps ↵**

The network automatically determines the new Ethernet address and changes it in the host entry.

2PointRule.eps ↵

**Related topics** (*click a LinkDiamond.tiff ↵*)

706575\_pt-Xref-Rule2.eps ↵

## Concepts

Need more information about addresses?

;AboutNetworkComputers.rtf;;↵

**About network  
computers**

727921\_pt-Xref-DashedRule2.eps ↵

## How to

You can enable automatic host addition when you first set up a NetInfo master server. Or you can enable it with the HostManager application.

;EnableAutomaticHostAddition.rtf;;↵

**Enable automatic host  
addition**

Don't have automatic host addition? Want to change other information in the host entry?

;ChangeHostEntry.rtf;;↵

**Change a host entry**