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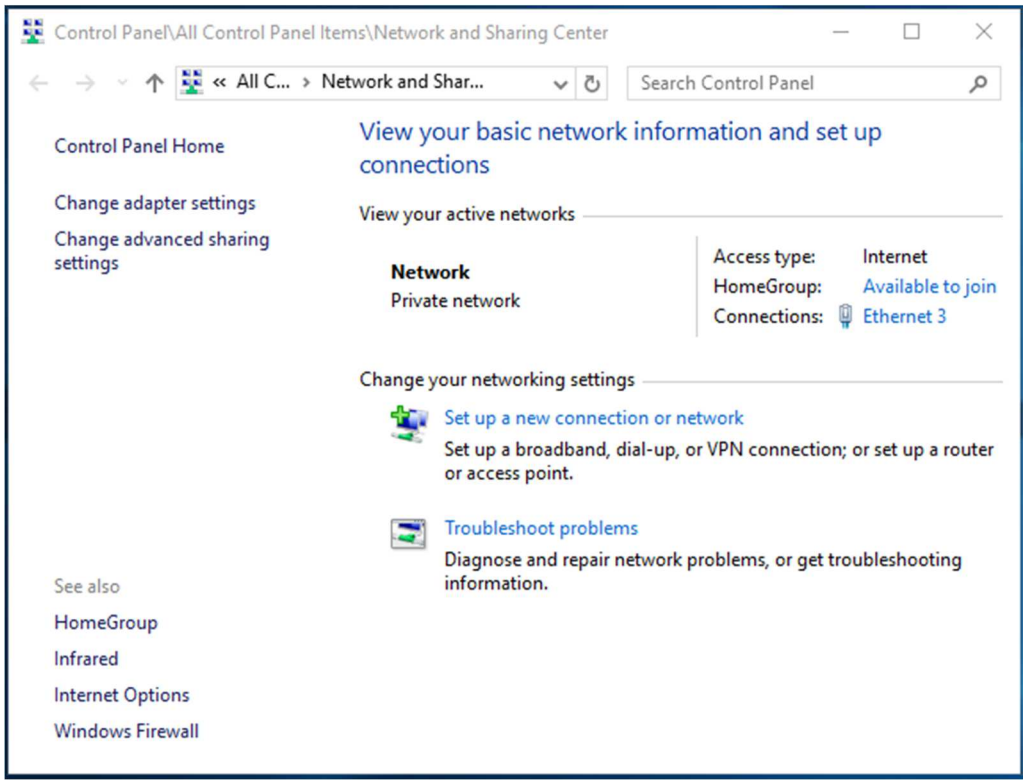
Setting up Vita Controller on a peer-to-peer network.

In this kind of network there is no domain and possibly no DHCP server. One example is when a Vita device is connected to a laptop either directly or through a simple switch. In Windows 10 such a network is by default untrusted and Windows will block any incoming traffic. As a result the Vita Controller app may not detect the device or show it with the name in red font (meaning unresponsive).

Blocking of incoming traffic on untrusted networks is not directly a function of the Windows firewall but is part of the security policy for Windows Store applications. Windows calls untrusted networks "public" or "guest", while the trusted ones are called "private".

In order to make Vita Controller work, the network that it operates on must be made trusted (private). Below, a step-by-step guide is given showing a case where the computer has two Ethernet adapters. One is connected to a corporate network and provides internet access, while the other is connected directly to a Vita device. For laptops with a Wi-Fi adapter the steps are the same.

1) Open Settings and then open Network and Internet. Then click on the blue link "Network and Sharing Center". Note the list of the active networks. Before Vita is connected there is one active network:



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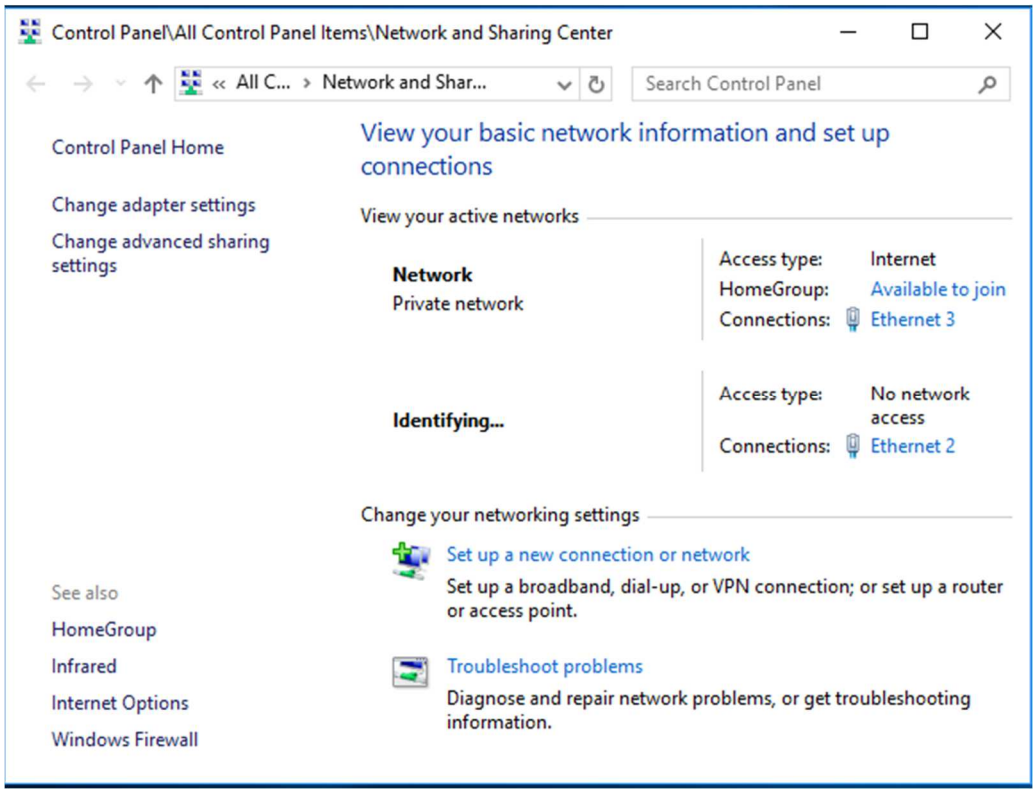
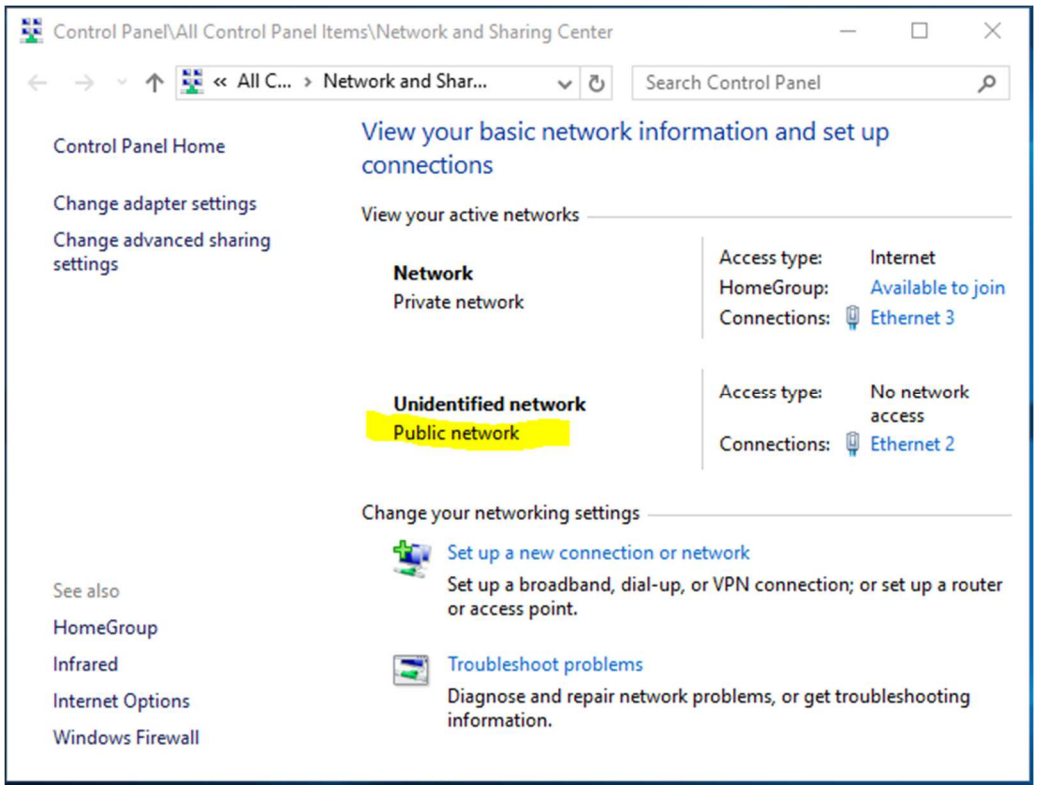
After connecting Vita it will show this:



This may take quite a lot of time. Finally the network is detected as untrusted (public):



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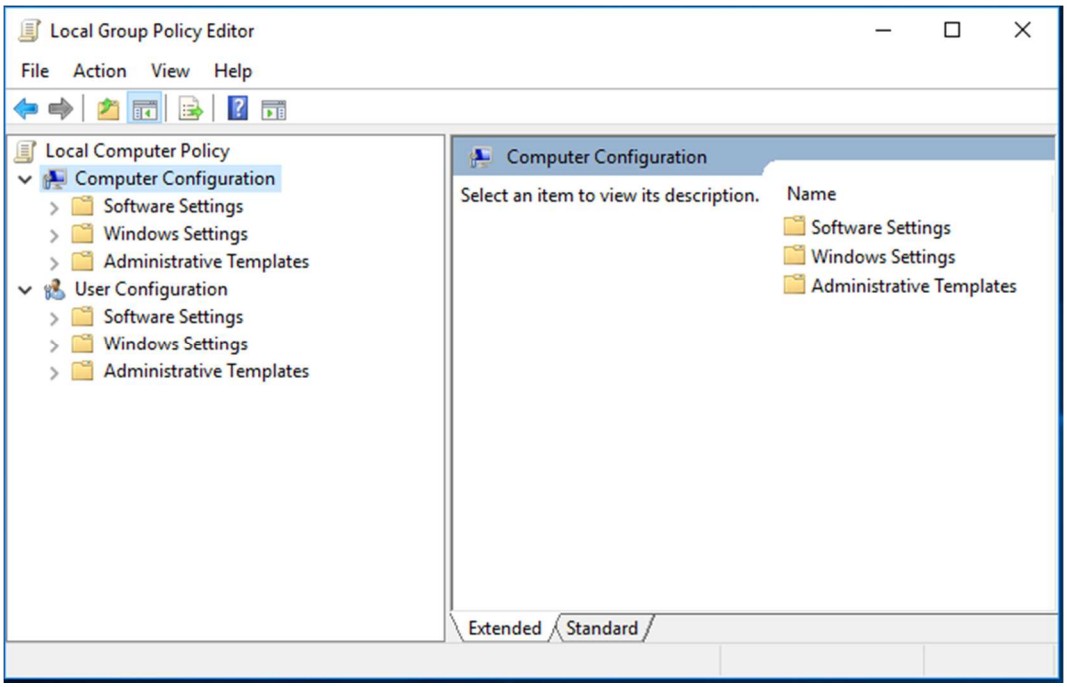
The above steps help identifying the network used by Vita. If it is "public" then continue with the next steps.

2) Click on the Windows start button (in earlier Windows 10 versions) or type in the Cortana text box:

gpedit.msc

Then click on the provided icon to open the Local Group Policy Editor:



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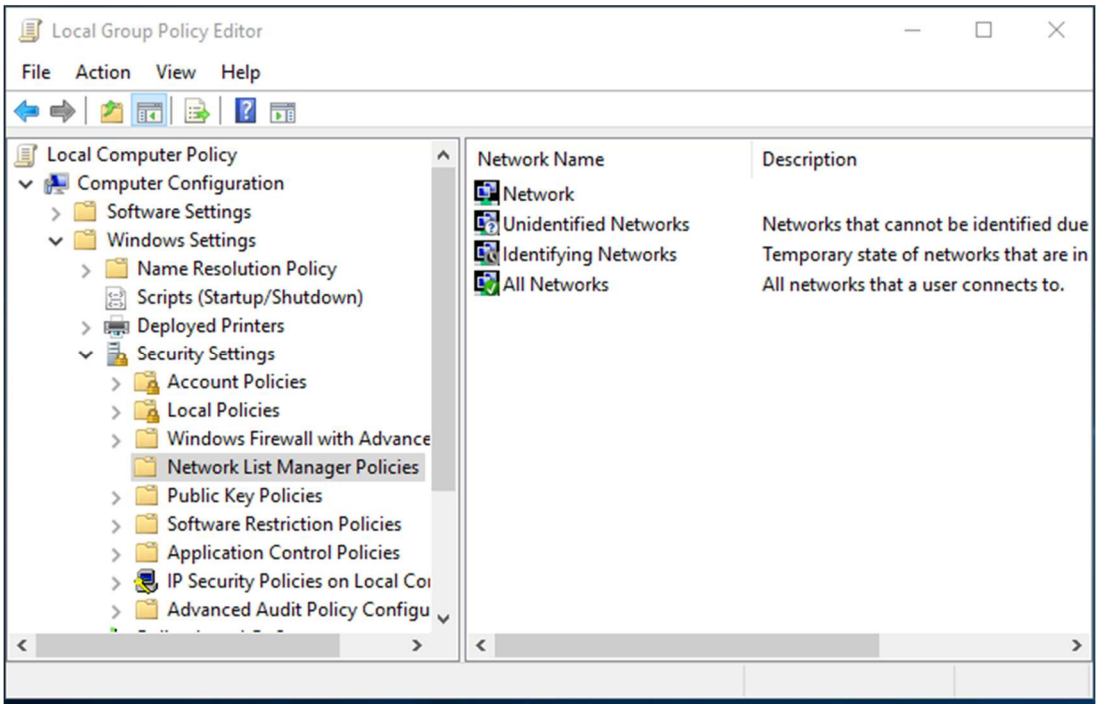
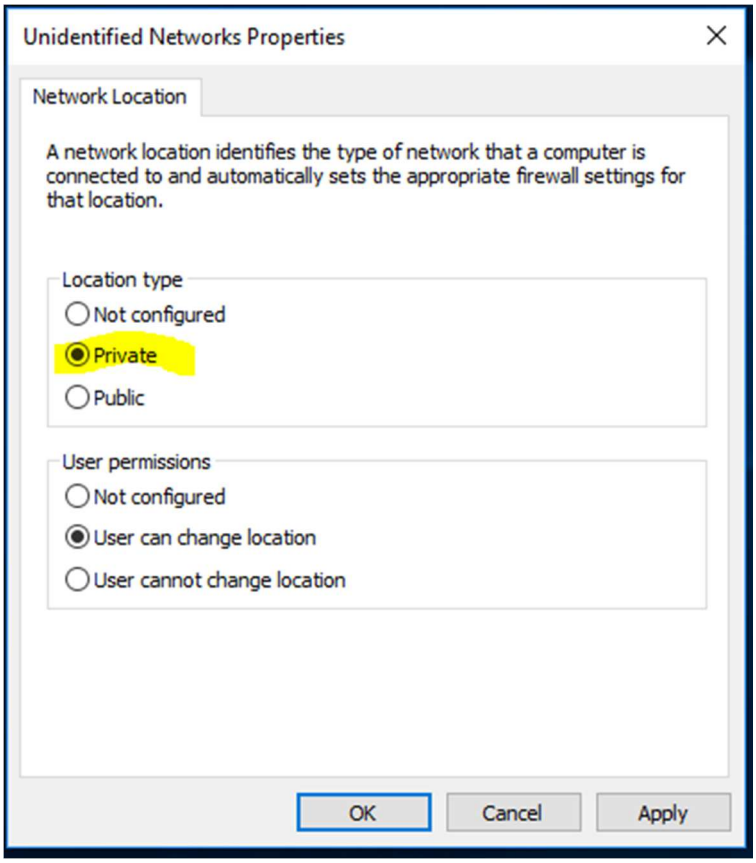
3) Navigate to Computer Configuration / Windows Settings / Security Settings / Network List Manager Policies:



4) Double-click on Unidentified Networks and change the location type to Private:



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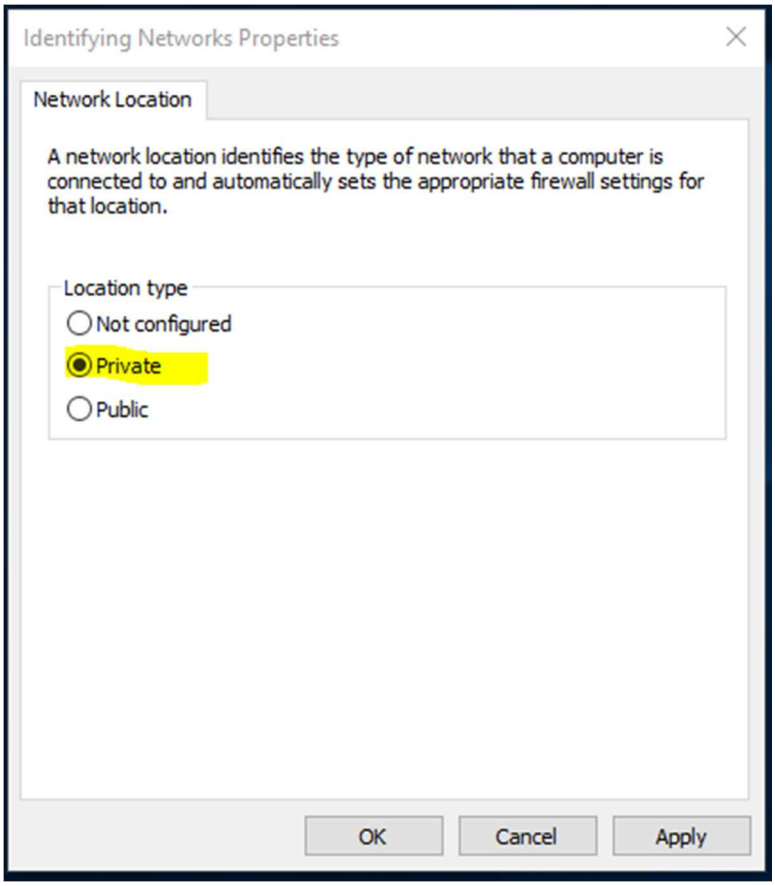
5) Double-click on Identifying Networks and change the location type to Private:



6) Close the Group Policy Editor.

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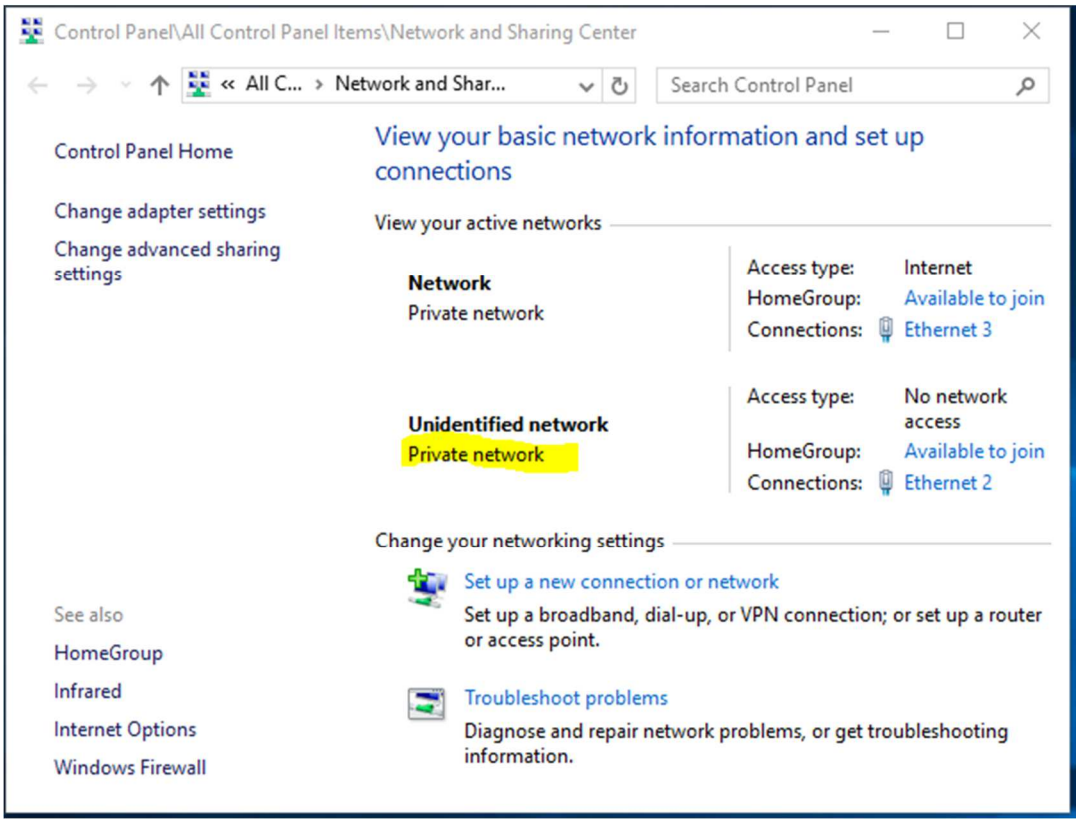
7) Verify that the location of the network in question changed to Private:



Now, open Vita Controller. After a while it should detect the Vita device and show it active. If this is not the case, reboot the computer and try again.

Note that if Vita is freshly connected to the computer Windows will spend quite a lot of time (order of minutes) with the network state "Identifying...". During this time Vita Controller may not detect the device. It should do so when the network status changes to Unidentified network.