



# PlayStation 3 Setup Modem Router - **NF4V**



**NetCommWireless**

**NF4V**

# Playstation 3 Setup

There are two ways of allowing your Playstation 3 to communicate with the internet. One is through *port forwarding* and the other is through the *DMZ* feature. Port forwarding will enable specified ports on the router to get access to your Playstation 3 to communicate with the internet as if they were directly connected by allowing access through. Setting your Playstation 3 as a DMZ host opens all the ports on the router to allow access to a designated device.

Before you configure the router, you will need to set a static IP address on your PlayStation. Follow the instructions at the link below to set a static IP address on your PlayStation:

<http://portforward.com/networking/staticip-ps3-playstation-3.htm>

You can use an IP address like 192.168.20.100 for example.

You can only forward a port to **one** location (IP address).

In some cases, this may cause issues when multiple LAN devices (computers, game consoles, or VOIP ATAs) attempt to use online gaming at the same time or make multiple VOIP service connections.

In these cases, you would need to use an alternate port for any subsequent connections after the first device.

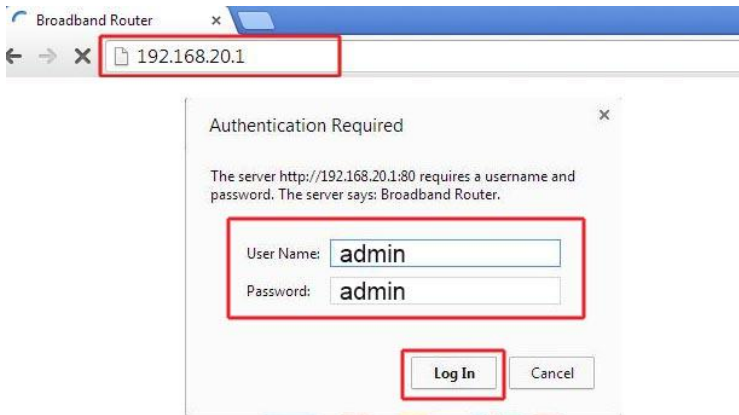
Please consult your VOIP provider or game manufacturer for assistance with this.



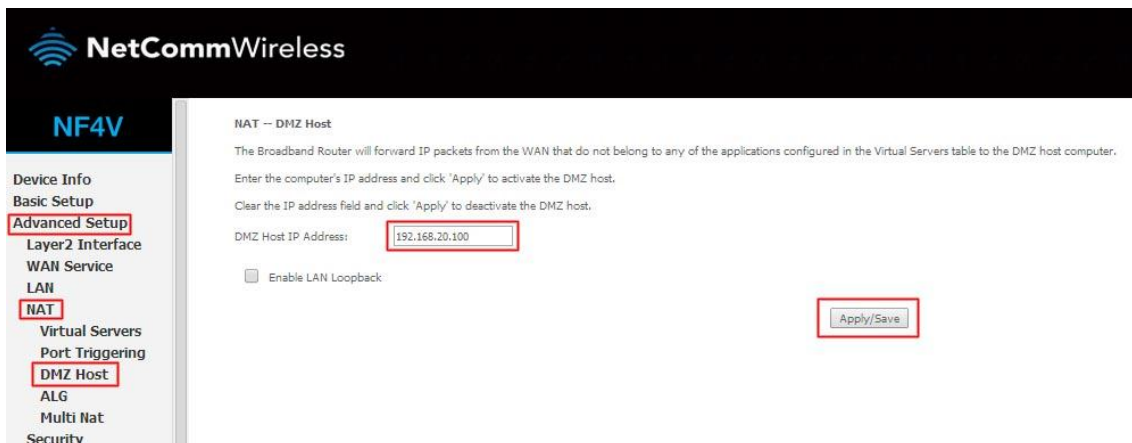
# Setting the Playstation 3 as the DMZ Host

## LOGGING IN TO THE WEB INTERFACE

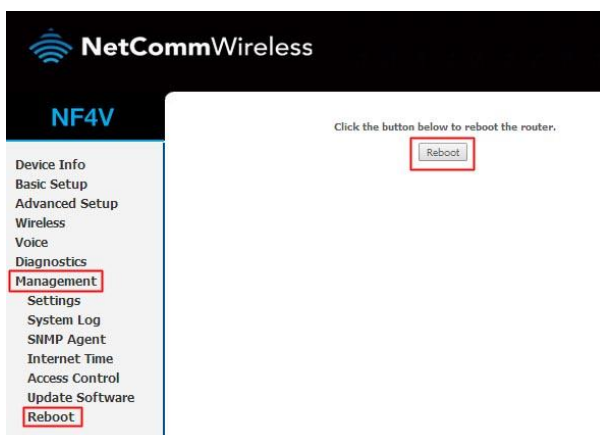
1. Open a web browser (such as Internet Explorer, Google Chrome or Firefox), type **http://192.168.20.1** into the address bar and press **enter**.
2. At the login screen, type **admin** into both the Username and the Password fields and click **OK**.



3. Click on the **Advanced Setup** at the left of the page, then click on **NAT** option and then click **DMZ Host** options.



4. Enter the static IP address of the Xbox in the **DMZ Host IP Address** field. In this example, 192.168.20.100 is the IP address of the PlayStation.
5. Click on the **Save/Apply** button.
6. Reboot the modem : Click **Management** menu on the left hand side of the page then click **Reboot** options and then click **Reboot** button in the middle.



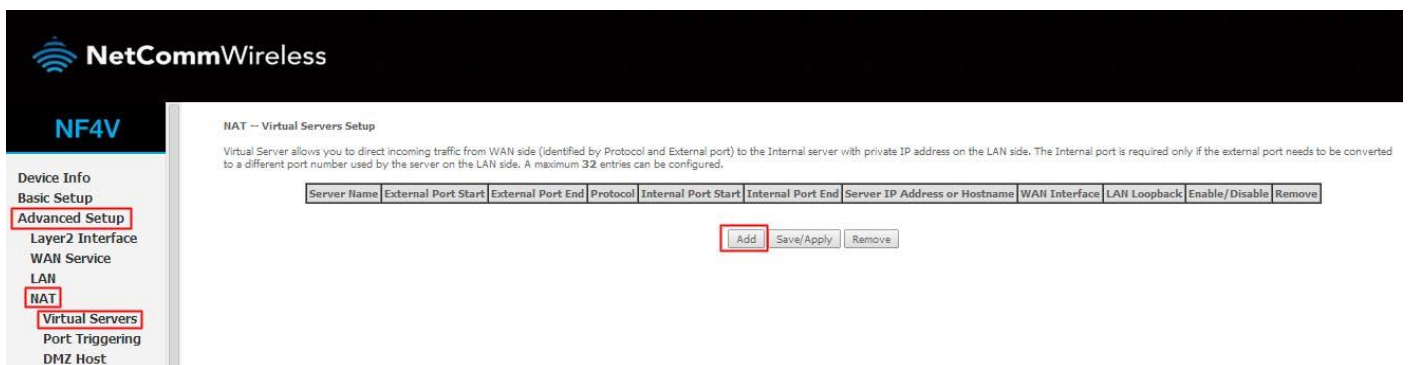
# Adding a Port Forwarding Rule for PlayStation 3

## LOGGING IN TO THE WEB INTERFACE

3. Open a web browser (such as Internet Explorer, Google Chrome or Firefox), type **http://192.168.20.1** into the address bar and press **enter**.
4. At the login screen, type **admin** into both the Username and the Password fields and click **OK**.



3. Click on the **Advanced Setup** at the left of the page, then click on **NAT** option and then click **Virtual Servers** options.



4. Click the Add button to **add** a port forwarding rule.

- Check the Interface currently selected in the **Use Interface** field is correct.  
For Australian customers, use **pppoe\_0\_8\_35**. For New Zealand customers, use **pppoa\_0\_0\_100**

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**NAT - Virtual Servers**

Select the service name, and enter the server IP address or hostname, and click "Apply/Save" to forward IP packets for this service to the specified server.  
NOTE: The "Internal Port End" cannot be modified directly. Normally, it is set to the same value as "External Port End". However, if you modify "Internal Port Start", then "Internal Port End" will be set to the same value as "Internal Port Start".  
Remaining number of entries that can be configured:32

Use Interface:

Service Name:  
 Select a Service:   
 Custom Service:   
 Enable LAN Loopback

Server IP Address or Hostname:

Status:

External Port Start	External Port End	Protocol	Internal Port Start	Internal Port End
<input type="text" value="80"/>	<input type="text" value="80"/>	TCP	<input type="text" value="80"/>	<input type="text" value="80"/>
<input type="text" value="443"/>	<input type="text" value="443"/>	TCP	<input type="text" value="443"/>	<input type="text" value="443"/>
<input type="text" value="3478"/>	<input type="text" value="3478"/>	TCP/UDP	<input type="text" value="3478"/>	<input type="text" value="3478"/>
<input type="text" value="3479"/>	<input type="text" value="3479"/>	TCP/UDP	<input type="text" value="3479"/>	<input type="text" value="3479"/>
<input type="text" value="3480"/>	<input type="text" value="3480"/>	TCP	<input type="text" value="3480"/>	<input type="text" value="3480"/>
<input type="text" value="5223"/>	<input type="text" value="5225"/>	TCP	<input type="text" value="5223"/>	<input type="text" value="5225"/>
<input type="text" value="8080"/>	<input type="text" value="8080"/>	TCP	<input type="text" value="8080"/>	<input type="text" value="8080"/>
<input type="text" value="3658"/>	<input type="text" value="3658"/>	UDP	<input type="text" value="3658"/>	<input type="text" value="3658"/>

- To create your own defined port forwarding rule, select the **Custom Service** field and give the port forwarding rule a unique name. This example uses **PlayStation**.
- Enter the IP address of the PlayStation that you wish to port forward to in the **Server IP Address** field. In this example, the IP address of the PlayStation is 192.168.20.100
- Enter the **port** number or port range into the External Port Start and External Port End fields.  
Note that the Internal Port Start and Internal Port End fields will automatically populate with the same port numbers.
- Select the protocol to be used for the port forwarding rule. Options include TCP, UDP or TCP/UDP for both.  
The ports and protocols for Playstation 3 are as follows:

Protocol	Port Number
TCP	80
TCP	443
TCP and UDP	3478
TCP and UDP	3479
TCP	3480
TCP	5223
TCP	8080
UDP	3658

- Click the **Apply/Save** button.

- Device Info
- Basic Setup
- Advanced Setup
- Layer2 Interface
- WAN Service
- LAN
- NAT
  - Virtual Servers
  - Port Triggering
  - DMZ Host
  - ALG
  - Multi Nat
- Security
- Parental Control
- Quality of Service
- Routing
- DNS

**NAT -- Virtual Servers Setup**

Virtual Server allows you to direct incoming traffic from WAN side (identified by Protocol and External port) to the Internal server with private IP address on the LAN side. The Internal port is required only if the external port needs to be converted to a different port number used by the server on the LAN side. A maximum 32 entries can be configured.

Server Name	External Port Start	External Port End	Protocol	Internal Port Start	Internal Port End	Server IP Address or Hostname	WAN Interface	LAN Loopback	Enable/Disable	Remove
PlayStation	80	80	TCP	80	80	192.168.20.100	ppp2.1	Disabled	<input checked="" type="checkbox"/>	<input type="checkbox"/>
PlayStation	443	443	TCP	443	443	192.168.20.100	ppp2.1	Disabled	<input checked="" type="checkbox"/>	<input type="checkbox"/>
PlayStation	3478	3478	TCP/UDP	3478	3478	192.168.20.100	ppp2.1	Disabled	<input checked="" type="checkbox"/>	<input type="checkbox"/>
PlayStation	3479	3479	TCP/UDP	3479	3479	192.168.20.100	ppp2.1	Disabled	<input checked="" type="checkbox"/>	<input type="checkbox"/>
PlayStation	3480	3480	TCP	3480	3480	192.168.20.100	ppp2.1	Disabled	<input checked="" type="checkbox"/>	<input type="checkbox"/>
PlayStation	5223	5223	TCP	5223	5223	192.168.20.100	ppp2.1	Disabled	<input checked="" type="checkbox"/>	<input type="checkbox"/>
PlayStation	8080	8080	TCP	8080	8080	192.168.20.100	ppp2.1	Disabled	<input checked="" type="checkbox"/>	<input type="checkbox"/>
PlayStation	3658	3658	UDP	3658	3658	192.168.20.100	ppp2.1	Disabled	<input checked="" type="checkbox"/>	<input type="checkbox"/>

11. The port forwarding rules will now be displayed as the example above shows.
12. Reboot the modem : Click **Management** menu on the left hand side of the page then click **Reboot** options and then click **Reboot button** in the middle.

- Device Info
- Basic Setup
- Advanced Setup
- Wireless
- Voice
- Diagnostics
- Management
- Settings
- System Log
- SNMP Agent
- Internet Time
- Access Control
- Update Software
- Reboot

Click the button below to reboot the router.



You can only forward a port to **one** location (IP address).

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