



XBox Setup

Modem Router - **NF4V**



XBox Setup

There are two ways of allowing your Xbox 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 Xbox to communicate with the internet as if they were directly connected by allowing access through. Setting your Xbox 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 Xbox. Please follow the instructions at the link below to set a static IP address on your Xbox:

<http://portforward.com/networking/staticip-xbox360.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.

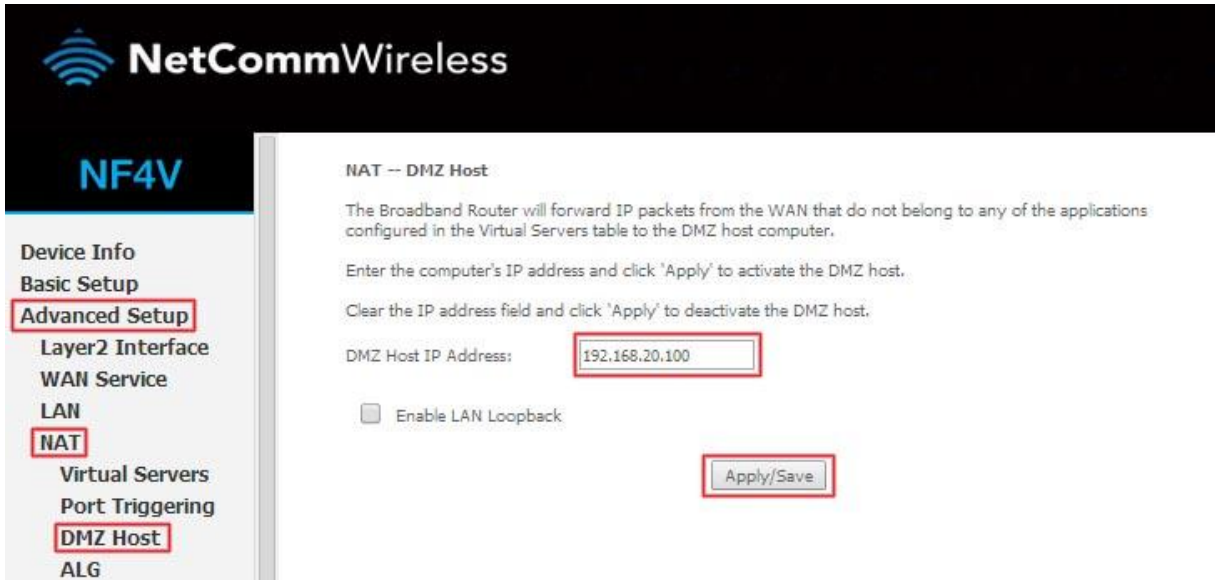
Setting the Xbox as the DMZ Host

LOGGING IN TO THE WEB INTERFACE

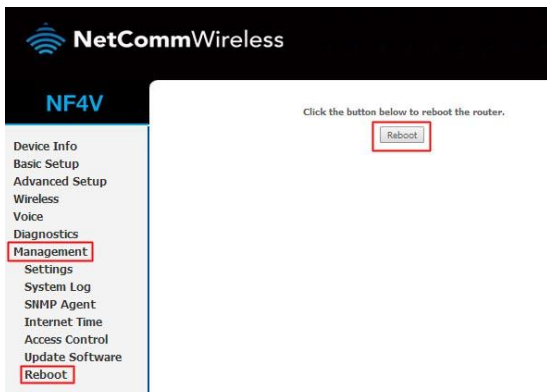
1. Open a web browser (such as Internet Explorer, Google Chrome or Firefox), type **http://192.168.20.1** into the address bar and press **enter**.
2. At the login screen, type **admin** into both the Username and the Password fields and click **OK**.



3. Click on the **Advance Setup** menu at the left of the page, then click on **NAT** options and then click on **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 Xbox.
5. Click on the **Save/Apply** button.
6. Click on the **Management** menu at the left of the page, then click on **Reboot** options and then click the **Reboot** button in the middle.



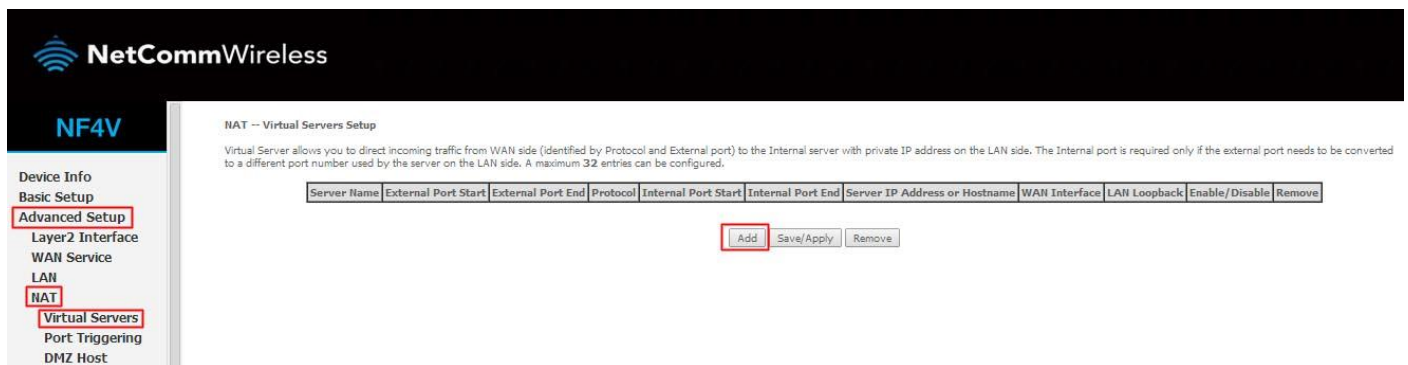
Adding Port Forwarding Rules for Xbox

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 **Virtual Servers** options.



4. Click the **Add** button to add a port forwarding rules.
5. 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 **pppoe_0_0_100**

- 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
- DSL
- UPnP
- DNS Proxy
- DLNA
- Packet Acceleration
- Storage Service
- Interface Grouping
- IP Tunnel
- IPSec
- Certificate
- Power Management
- Multicast
- Wireless
- Voice
- Diagnostics
- Management

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
80	80	TCP	80	80
88	88	UDP	88	88
53	53	TCP/UDP	53	53
1863	1863	TCP/UDP	1863	1863
3074	3074	TCP/UDP	3074	3074
		TCP		
		TCP		
		TCP		
		TCP		
		TCP		
		TCP		
		TCP		
		TCP		

6. 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 **XBox**.
7. Enter the IP address of the Xbox that you wish to port forward to in the **Server IP Address** field. In this example, the IP address of the Xbox is **192.168.20.100**
8. 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.
9. 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 Xbox are as follows:

Protocol	Port Number
TCP	80
TCP	88
TCP and UDP	53
TCP and UDP	1863
TCP	3074

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

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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
Xbox	80	80	TCP	80	80	192.168.20.100	ppp1.1	Disabled	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Xbox	88	88	UDP	88	88	192.168.20.100	ppp1.1	Disabled	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Xbox	53	53	TCP/UDP	53	53	192.168.20.100	ppp1.1	Disabled	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Xbox	1863	1863	TCP/UDP	1863	1863	192.168.20.100	ppp1.1	Disabled	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Xbox	3074	3074	TCP/UDP	3074	3074	192.168.20.100	ppp1.1	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.

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