

Xbox Setup Guide

NF20 / NF20MESH

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 Gateway 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 Gateway to allow access to a designated device.

Prerequisite

Before you configure the Gateway, 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:

<https://portforward.com/networking/static-ip-xbox-one/>

You can use an IP address like **192.168.20.100** for example.

Important information

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



Important –

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.

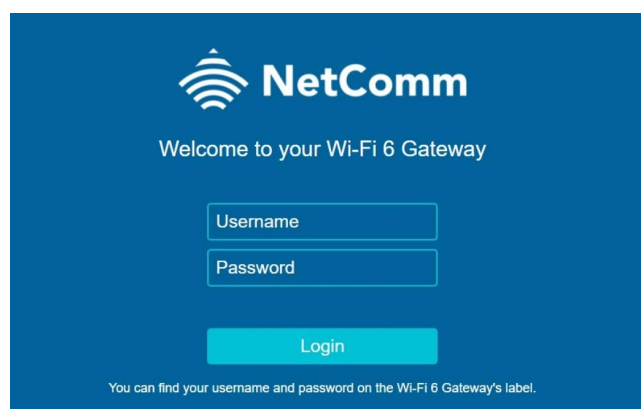
Setting the Xbox as the DMZ Host

Log in to the web interface

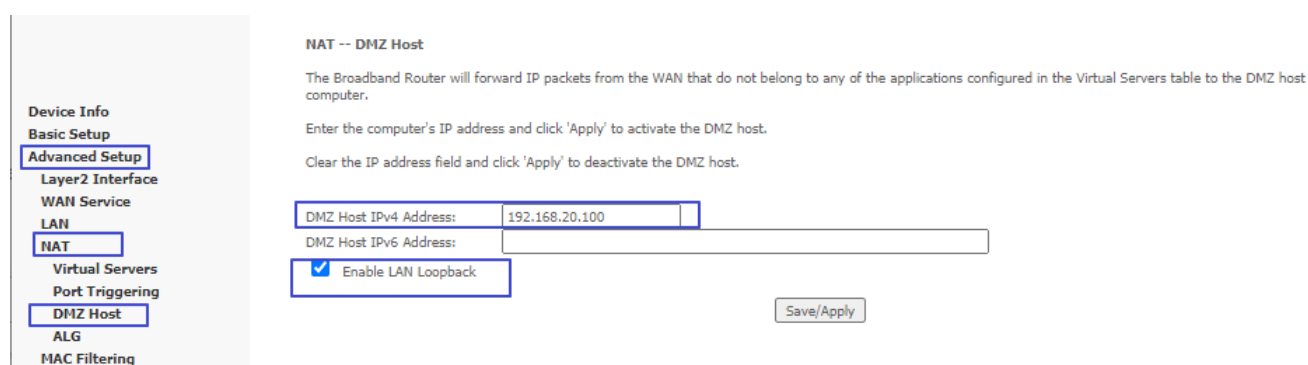
- 1 Connect your computer to the Gateway using wired or wireless connection. A computer connected using Ethernet cable is strongly recommended.
- 2 Open a web browser (such as Internet Explorer, Google Chrome, Safari or Mozilla Firefox), type following address into the address bar and press **Enter**.

<http://192.168.20.1>

- 3 Enter Gateway Login **Username** and **Password** printed on the label at the bottom of Gateway and press **Login**.



- 4 Click on the **Advance Setup** menu at the left of the page, then click on **NAT** options and then click on **DMZ Host** options:



- 5 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.
- 6 Click on the **Save/Apply** button.
- 7 Reboot the modem: Click **Management** menu on the left-hand side of the page then click the **Reboot** option.
- 8 Click the **Reboot** button.

Adding Port Forwarding Rules for Xbox

Log in to the web interface

- 1 Connect your computer to the Gateway using wired or wireless connection.



Important – A computer connected using Ethernet cable is strongly recommended.

- 2 Open a web browser (such as Internet Explorer, Google Chrome, Safari or Mozilla Firefox), type following address into the address bar and press **Enter**.

<http://192.168.20.1>

- 3 Enter Gateway Login **Username** and **Password** printed on the label at the bottom of Gateway and press **Login**.

- 4 **Port 80** is also used to access webpage of the Gateway, so it needs to be re-configured. It is recommended to change the webpage port number to **8000** as described below (**Remember that from now onwards you can only access the webpage with port 8000**)
- 5 Navigate to **Management > Access Control > Service control**.
- 6 Change your **HTTP port to 8000** for WAN and Lan port.

Device Info

Basic Setup

Advanced Setup

Wi-Fi

Voice

Diagnostics

Management

Settings

System Log

Security Log

SNMP Agent

TR-069 Client

Internet Time

Access Control

Passwords

Timeout

Access List

Services Control

LED Control

Update Firmware

Reboot

Logout

Access Control -- Services

Services access control list (SCL) enable or disable the running services.

Services	LAN	LAN Port	WAN	Port
HTTP	☒ enable	8000	☐ enable	8000
HTTPS	☒ enable	443	☐ enable	443
TELNET	☐ enable	23	☐ enable	23
SSH	☐ enable	22	☐ enable	22
FTP	☐ enable	21	☐ enable	21
TFTP	☐ enable	69	☐ enable	69
ICMP	☒ enable	0	☐ enable	0
SNMP	☐ enable	161	☐ enable	161
SAMBA	☐ enable	445	☐ enable	445

Apply/Save

- 14 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**
- 15 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.

NAT -- Virtual Servers

Select the service name, and enter the server IP address 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".**

Note: Ipv4 address will prohibit edit if the NAT function of IPV4 is turned off.

Note: Ipv6 address will prohibit edit if the Ipv6 function of interface is turned off.

Remaining number of entries that can be configured: 64

Use Interface:

Service Name:

☐ Select a Service:

☒ Custom Service:

Server IPv4 Address:

Server IPv6 Address:

☒ Enable LAN Loopback

External Port Start	External Port End	Protocol	Internal Port Start	Internal Port End
53	53	TCP/UDP	53	53
80	80	TCP	80	80
88	88	UDP	88	88
500	500	UDP	500	500
3074	3074	TCP/UDP	3074	3074
3544	3544	UDP	3544	3544
4500	4500	UDP	4500	4500
		TCP		
		TCP		
		TCP		
		TCP		
		TCP		

- 16 Select the protocol to be used for the port forwarding rule. Options include TCP, UDP or TCP/UDP for both.

Ports and protocols

The ports and protocols for Xbox are as follows:

Xbox 360:

<http://support.xbox.com/en-AU/xbox-360/networking/network-ports-used-xbox-live>

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

Xbox one

<http://support.xbox.com/en-AU/xbox-one/networking/network-ports-used-xbox-live>

Protocol	Port Number
TCP and UDP	53
TCP	80
UDP	88
UDP	500
TCP and UDP	3074
UDP	3544
UDP	4500

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

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	WAN Interface	LAN Loopback	Enable/Disable	Remove
Xbox	53	53	TCP/UDP	53	53	192.168.29.100	ppp0.1	Enabled	☒	☐
Xbox	80	80	TCP	80	80	192.168.29.100	ppp0.1	Enabled	☒	☐
Xbox	88	88	UDP	88	88	192.168.29.100	ppp0.1	Enabled	☒	☐
Xbox	500	500	UDP	500	500	192.168.29.100	ppp0.1	Enabled	☒	☐
Xbox	3074	3074	TCP/UDP	3074	3074	192.168.29.100	ppp0.1	Enabled	☒	☐
Xbox	3544	3544	UDP	3544	3544	192.168.29.100	ppp0.1	Enabled	☒	☐
Xbox	4500	4500	UDP	4500	4500	192.168.29.100	ppp0.1	Enabled	☒	☐

- 18 The port forwarding rules will now be displayed as the example above shows.
- 19 Reboot the modem: Click **Management** menu on the left-hand side of the page then click the **Reboot** option.
- 20 Click the **Reboot** button.

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



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