

Xbox Setup Guide

NF18MESH



Doc No. FA01252

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Previous versions of this document may have been issued by NetComm Wireless Limited. NetComm Wireless Limited was acquired by Casa Systems Inc on 1 July 2019.

 **Note** – This document is subject to change without notice.

Document history

This document relates to the following product:

Casa Systems NF18MESH

Ver.	Document description	Date
v1.0	First document release	23 June 2020

Table i. – Document revision history

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 NF18MESH 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 NF18MESH to allow access to a designated device.

Prerequisite

Before you configure the NF18MESH, 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).



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 Open a web browser (such as Internet Explorer, Google Chrome or Firefox), type following address into the address bar and press enter.

<http://cloudmesh.net> or <http://192.168.20.1>

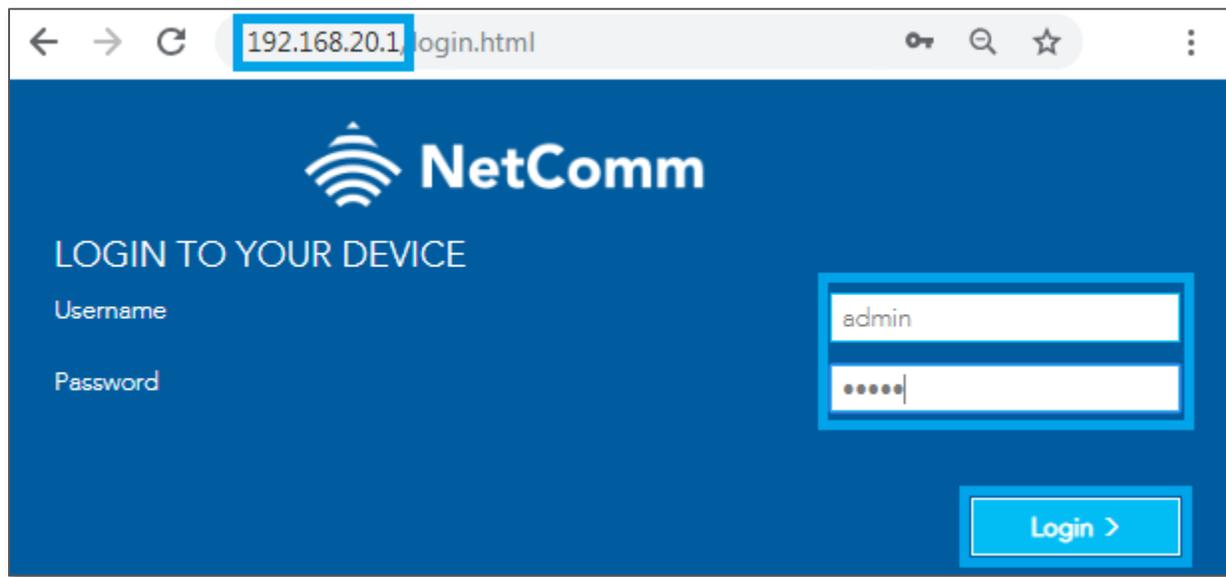
Enter the following credentials:

Username: admin

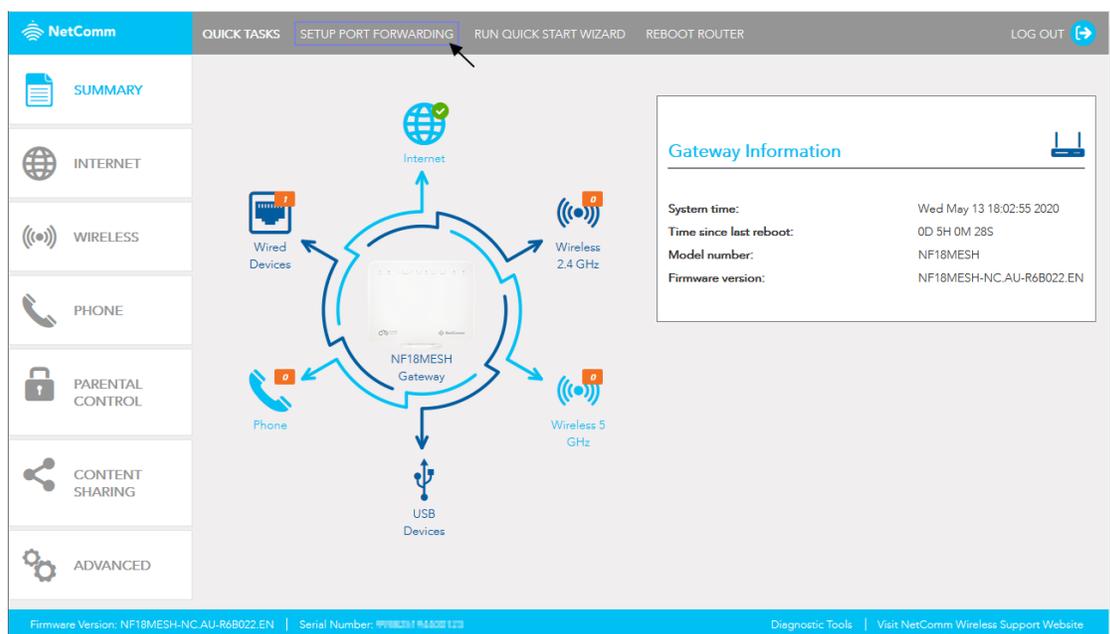
Password: <The password printed on the back of the modem>

then click the **Login** button.

NOTE – Some Internet Service Providers use custom password. If login fails, contact your Internet Service Provider. Use your own password if it is changed.



- 2 Click on the **SETUP PORT FORWARDING** option at the top of the page



3 Scroll down to **DMZ Host**

DMZ Host

The Broadband Router will forward IP packets from the WAN that do not belong to any of the applications configured in the Virtual Servers table to the DMZ host computer.

Enter the computer's IP address and click 'Apply' to activate the DMZ host.

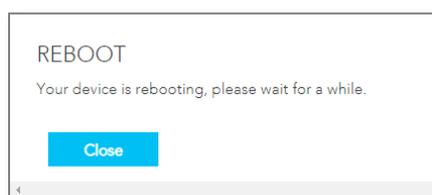
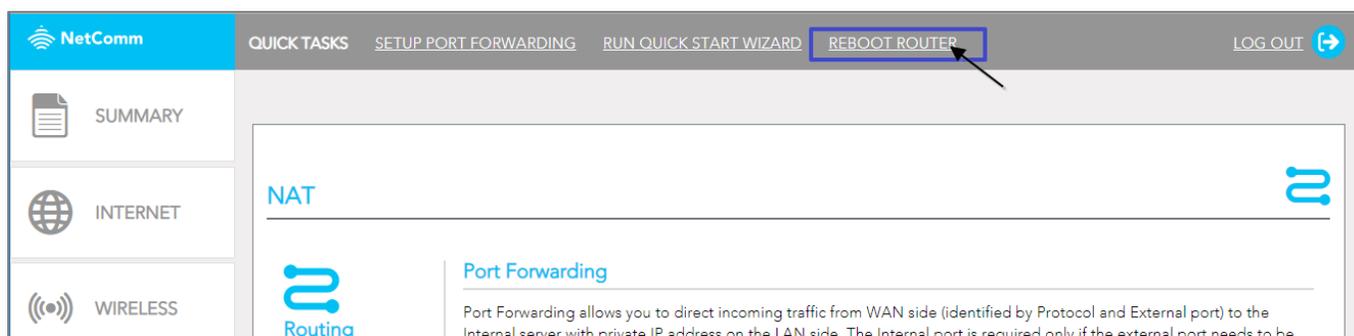
Clear the IP address field and click 'Apply' to deactivate the DMZ host.

DMZ Host IP Address:

Enable LAN Loopback

[Apply/Save](#)

- 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 Reboot the modem: Click **REBOOT ROUTER** option on the top of the page.



DMZ can only be applied to one device.

Port Forwarding is not needed if DMZ was configured for this IP Address.

Add a Port Forwarding Rule for Xbox 3

Log in to the web interface

- 1 Open a web browser (such as Internet Explorer, Google Chrome or Firefox), type following address into the address bar and press enter.

<http://cloudmesh.net> or <http://192.168.20.1>

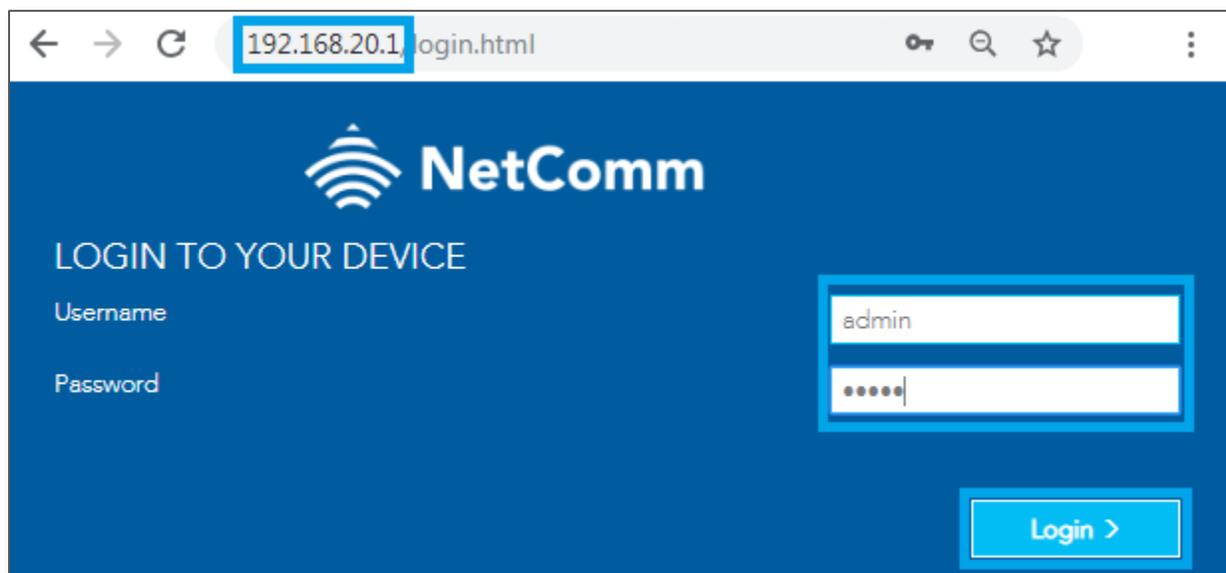
Enter the following credentials:

Username: admin

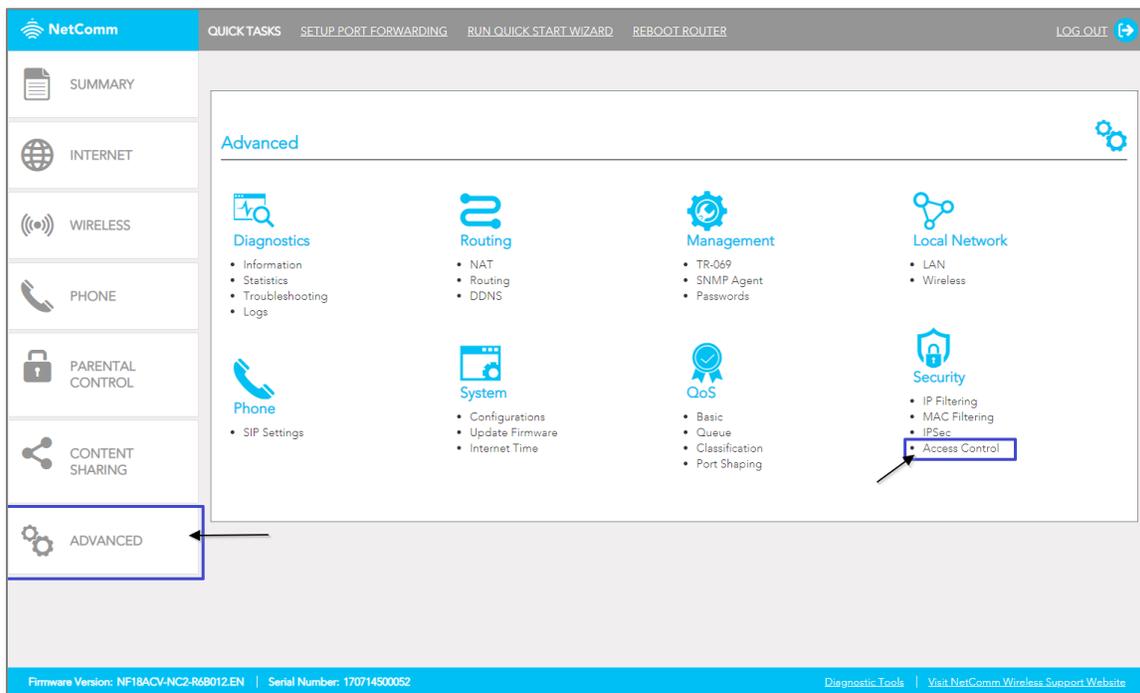
Password: <The password printed on the back of the modem>

then click the **Login** button.

NOTE – Some Internet Service Providers use custom password. If login fails, contact your Internet Service Provider. Use your own password if it is changed.

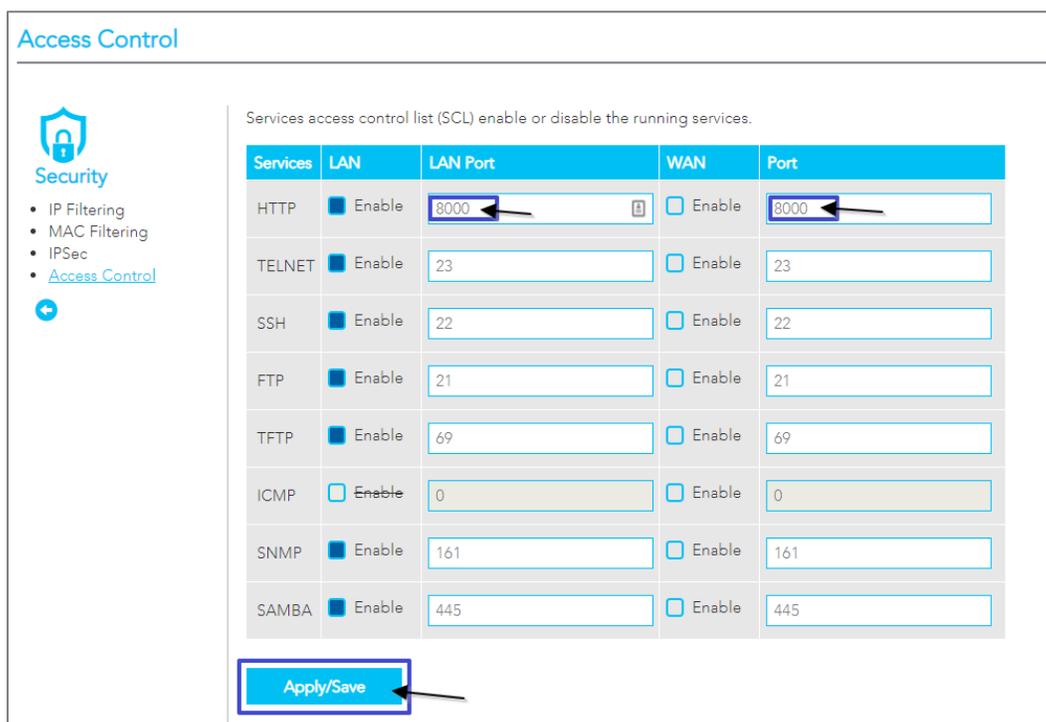


- 2 **Port 80** is also used to access webpage of the NF18MESH so it needs to be re-configured.
 - a Navigate to **ADVANCED** and click **Access Control** in the **Security** group.

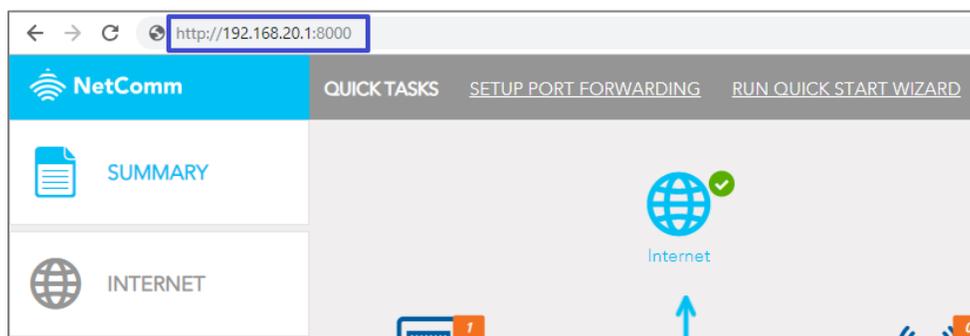


b Change the HTTP Service port number.

We recommend you change the webpage port number to 8000 as described below (Remember that from now onwards you can only access the webpage with port 8000).



- 3 Click the **Save/Apply** button.
- 4 Open a web browser (such as Internet Explorer, Google Chrome or Firefox), type **http://192.168.20.1:8000** into the address bar and press **enter**.



- 5 Click on the **SETUP PORT FORWARDING** link at the top of the page.



- 6 Click the **Add** button under **Port Forwarding** to add a port forwarding rules.
- 7 Check the Interface currently selected in the **Use Interface** field is correct.
- 8 Choose Use Interface **ADSL** or **VDSL** depending on your connection type for DSL.

Add Port Forwarding Rule

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".

Remaining number of entries that can be configured: 32

Use Interface:

Service Name:

LAN Loopback:

Server IP address:

Status:

External Port Start:

External Port End:

Protocol:

Internal Port Start:

Internal Port End:

- 9 To create your own defined port forwarding rule, select the **Service Name** field and give the port forwarding rule a unique name. This example uses **Xbox 80**.
- 10 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**
- 11 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.
- 12 Select the protocol to be used for the port forwarding rule. Options include **TCP**, **UDP** or **TCP/UDP** for both.
- 13 Click **Apply/Save**.
- 14 Repeat for additional **Ports Forwarding rules** for Maximum of 32 rules.
Each Port number can only be forwarded **once**.

Port Forwarding is not needed if DMZ was configured for this IP Address

Ports and protocols

The ports and protocols for Xbox are as follows:

Xbox 360 ports:

<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 ports:

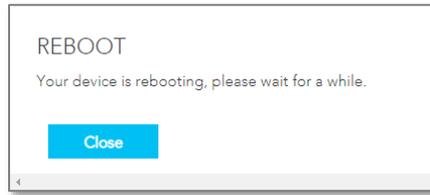
<http://support.xbox.com/en-AU/xbox-one/networking/network-ports-used-xbox-live>

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

15 The port forwarding rules will now be displayed as the example above shows.

16 Reboot the modem: Click **REBOOT ROUTER** option on the top of the page.

The screenshot shows the NetComm router web interface. At the top, there is a navigation bar with the following items: 'NetComm' logo, 'QUICK TASKS', 'SETUP PORT FORWARDING', 'RUN QUICK START WIZARD', and 'REBOOT ROUTER' (highlighted with a blue box and an arrow). On the right side of the navigation bar is a 'LOG OUT' button with a right-pointing arrow. Below the navigation bar, there is a sidebar menu with three items: 'SUMMARY' (with a document icon), 'INTERNET' (with a globe icon), and 'WIRELESS' (with a wireless signal icon). The main content area is titled 'NAT' and features a 'Port Forwarding' section. The 'Port Forwarding' section includes a brief description: 'Port Forwarding 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'.

**Important information**

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.