



# Port Forwarding Setup

## Modem Router - **NF4V**



**NetCommWireless**

**NF4V**

# Port Forwarding

Port forwarding enables programs or devices running on your LAN to communicate with the internet as if they were directly connected.

This is most commonly used for VOIP ATA devices or online gaming (via game console or computer).

Port forwarding works by “forwarding” a specific TCP or UDP port from the modem / router to the computer or device you are using.

You can also restrict which incoming connections will have the rule applied to it. This enables you to specify all incoming connections, from a specific subnet or from an individual IP address.\*



Different services and different games all use different TCP or UDP ports.

You will need to consult any information supplied with your service or game in order to find which ports need to be forwarded.



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.

\* - If supported by your model of modem / router.

# Adding a Port Forwarding Rule

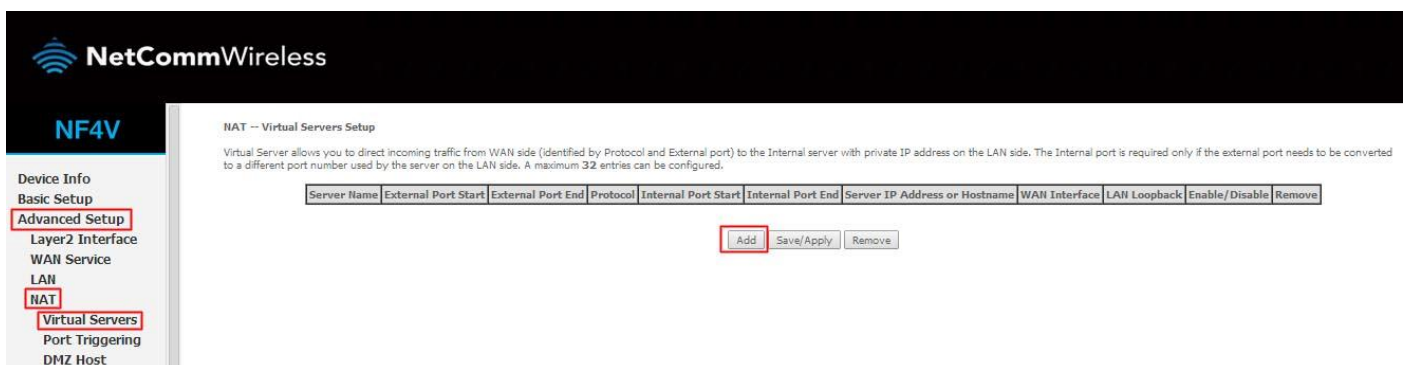
This guide will take you through the steps required to add a port forwarding rule to your modem / router.

## LOGGING IN TO THE WEB INTERFACE

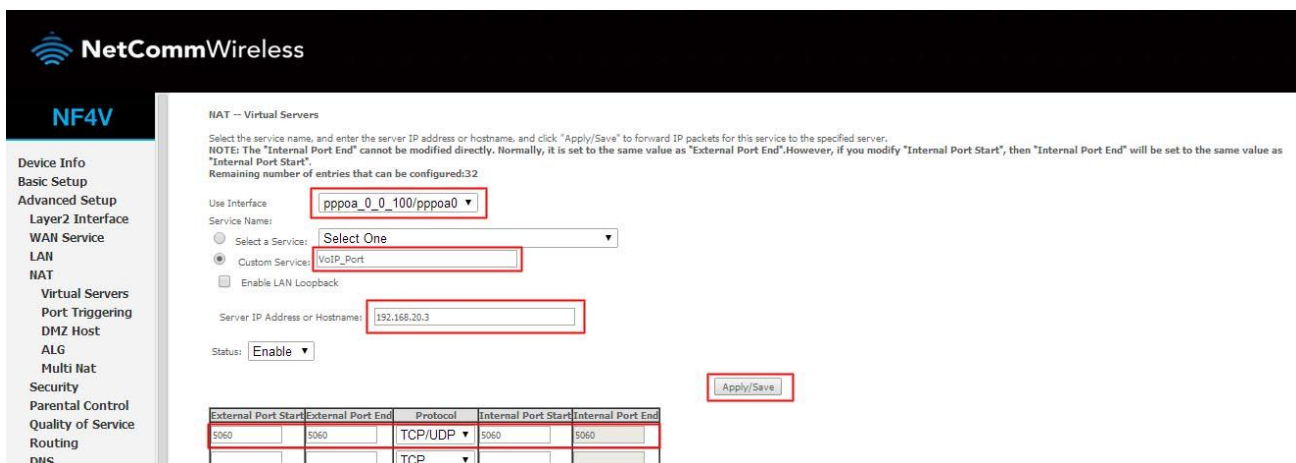
1. Open a web browser (such as Internet Explorer, Google Chrome or Firefox), type **http://192.168.20.1** into the address bar and press **enter**.
2. At the login screen, type **admin** into both the Username and the Password fields and click **OK**.



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 rule.
5. Check the Interface currently selected in the Use Interface field is correct.



6. To create your own defined port forwarding rule, select the **Custom Service** field and give the port forwarding rule a unique name.
7. Enter the IP address of the computer or device you wish to port forward to in the **Server IP Address** field. This will be a local IP address in the subnet 192.168.20.X; where X can equal 2 to 254.
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 both.
10. 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 or Hostname	WAN Interface	LAN Loopback	Enable/Disable	Remove
VoID_Port	5060	5060	TCP/UDP	5060	5060	192.168.20.3	ppp0a0	Disabled	<input checked="" type="checkbox"/>	

Buttons: Add, Save/Apply, Remove

11. The port forwarding rule will now be displayed as the example above shows.

**Please note:** Some services require more than one port forwarded.

You can do this by specifying a sequential range of ports instead of just one.

**For example:** 6881-6999.

To do this, you would enter **“6881”** in the **“Port Start”** fields and **“6999”** in the **“Port End”** fields for both the **“External Packet”** and **“Forward to Internal Host”** sections.

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.