

XBOX SETUP GUIDE

NF20MESH FAQs



Xbox Setup Guide

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 NF20MESH 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 NF20MESH to allow access to a designated device.

Prerequisite

Before you configure the **NF20MESH**, 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 – 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

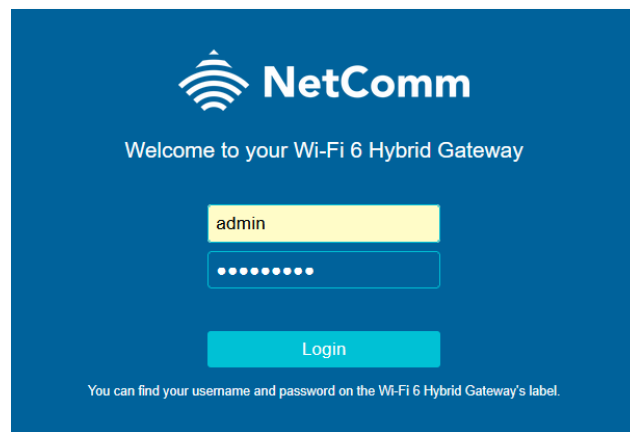
Log in to the web interface

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

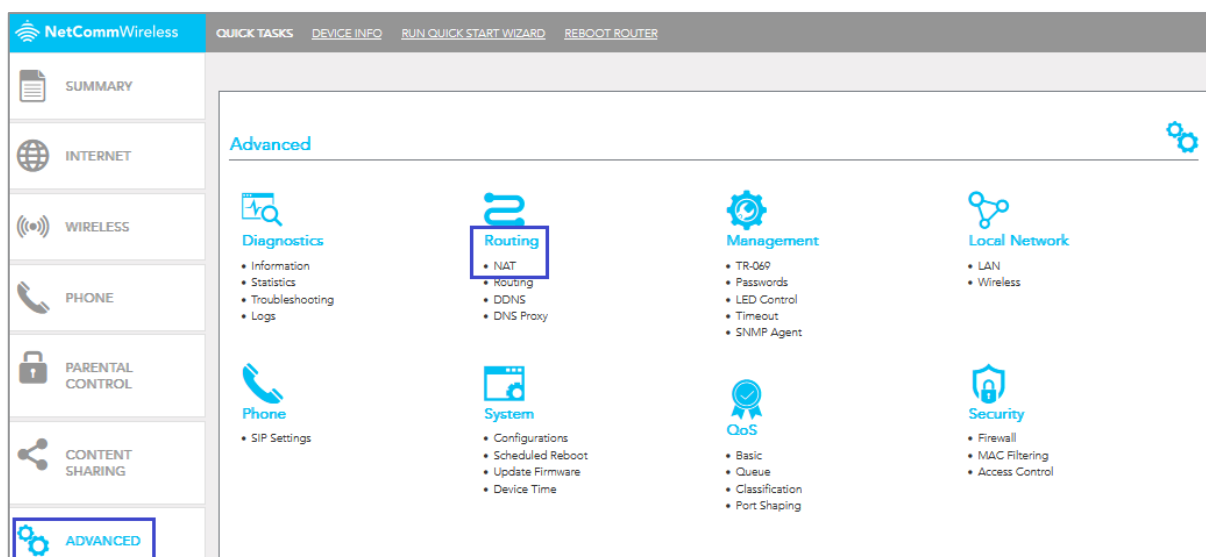
<http://192.168.20.1>

Type “**admin**” in the Username and password printed on the back of the modem in the Password fields and 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. Navigate to **Advanced** menu, under **Routing** click on the option **NAT**.



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.

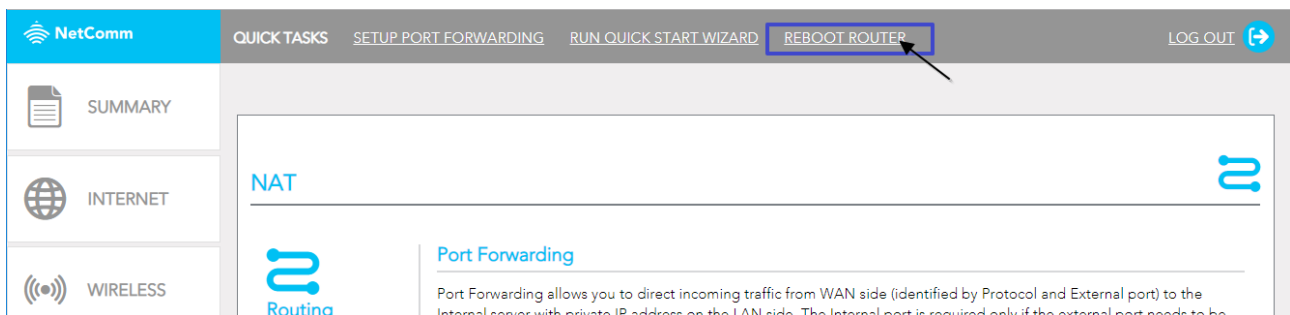
DMZ Host IP Address:

192.168.20.100

☐ 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.



REBOOT

Your device is rebooting, please wait for a while.

Close

DMZ can only be applied to one device.

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

Adding Port Forwarding Rules for Xbox

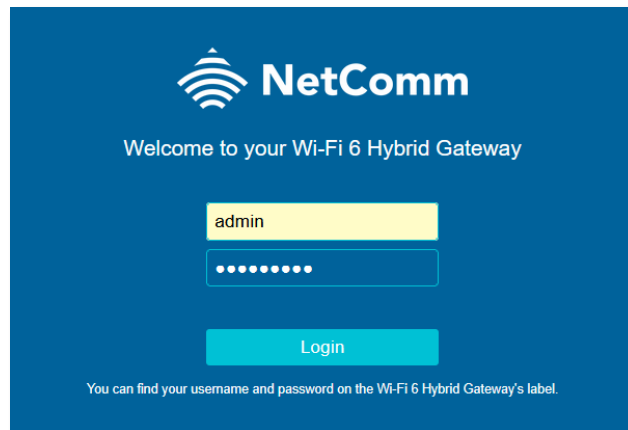
Log in to the web interface

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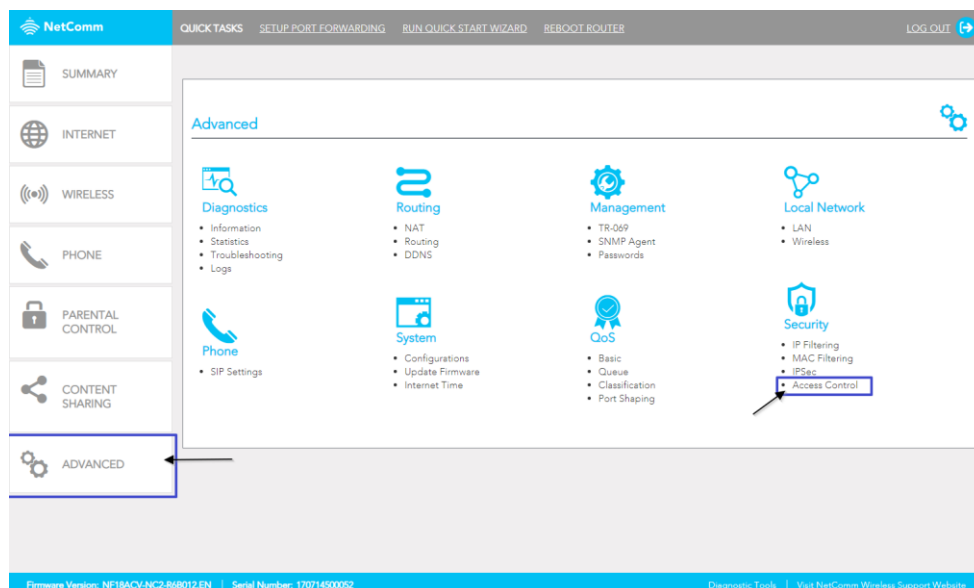
<http://192.168.20.1>

Type “**admin**” in the Username and password printed on the back of the modem in the Password fields and 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 NF20MESH, so it needs to be re-configured.
 - A. Navigate to **ADVANCED** and click on **Access Control**.



- B. Change the HTTP Service port number.

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).

Access Control



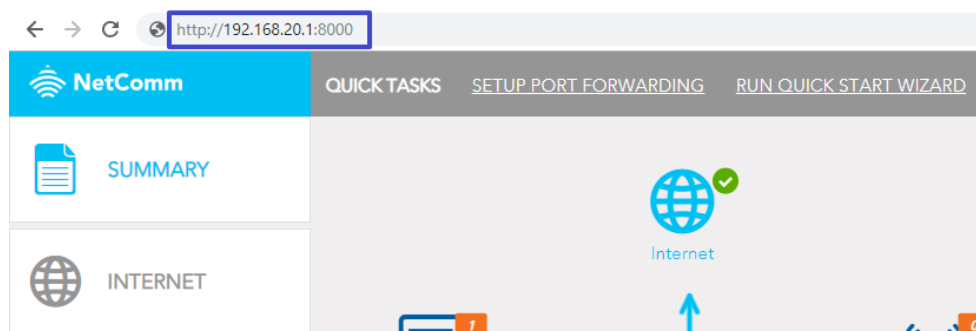
Security

- IP Filtering
- MAC Filtering
- IPSec
- [Access Control](#)

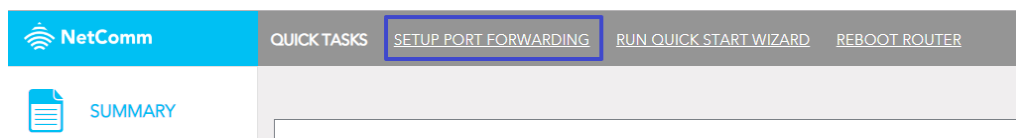
Services access control list (SCL) enable or disable the running services.

Services	LAN	LAN Port	WAN	Port
HTTP	☒ Enable	8000	☐ Enable	8000
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

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



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



- Click the **Add** button under **Port Forwarding** to add a port forwarding rules.
- 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:	VDSL/ppp0.1 ▼
Service Name:	XBox 80 ⓘ
LAN Loopback:	Enable ▼
Server IP address:	192.168.20.100
Status:	Enable ▼
External Port Start:	80
External Port End:	80
Protocol	TCP ▼
Internal Port Start:	80
Internal Port End:	80

Apply/Save

Close

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:

<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

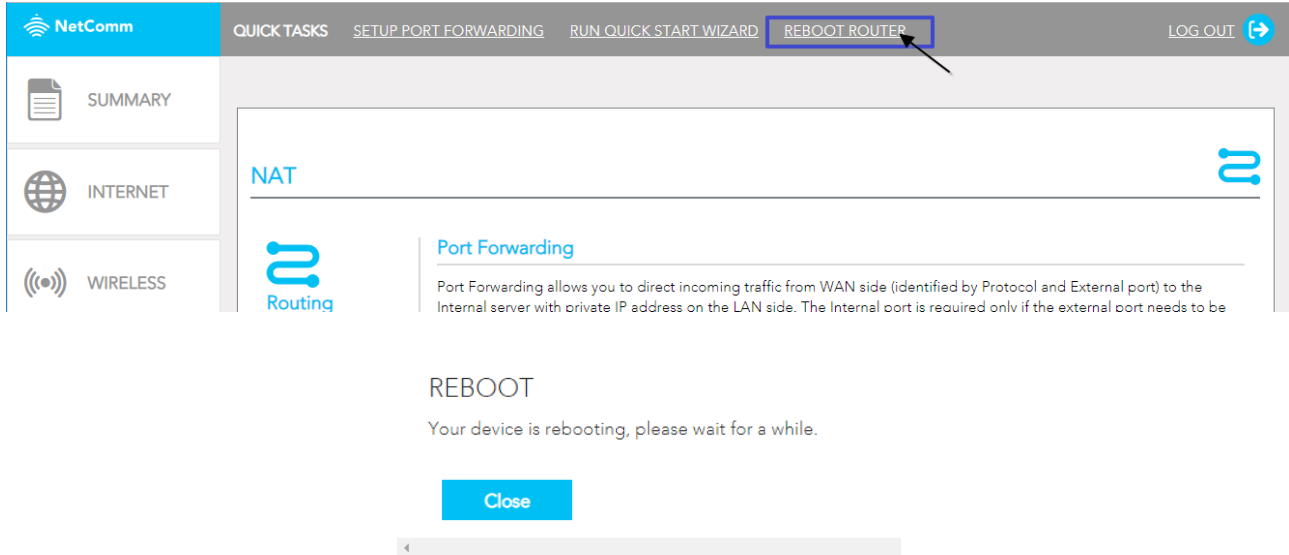
Xbox one:

<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

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 modem web interface. The top navigation bar includes links for QUICK TASKS, SETUP PORT FORWARDING, RUN QUICK START WIZARD, and REBOOT ROUTER (highlighted with a red box and an arrow). The left sidebar contains links for SUMMARY, INTERNET, and WIRELESS. The main content area displays the NAT section with a Port Forwarding link. Below this, a REBOOT notification is shown, stating "Your device is rebooting, please wait for a while." and a Close button.



IMPORTANT – 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.