Playstation Setup Guide

NF20 / NF20MESH

PlayStation Setup

There are two ways of allowing your PlayStation 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 PlayStation 3 to communicate with the internet as if they were directly connected by allowing access through.

Setting your PlayStation 3 as a DMZ host opens all the ports on the router to allow access to a designated device.

Prerequisite

Before you configure the Gateway, you will need to set a static IP address on your PlayStation.

Please follow the instructions at the link below to set a static IP address on your PlayStation:

https://portforward.com/networking/staticip-ps3-playstation-3.htm

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 as 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.

Logging in to the web interface of the Gateway

1 Connect your computer to the Gateway using a wired or wireless connection. We recommend connecting via Ethernet cable.

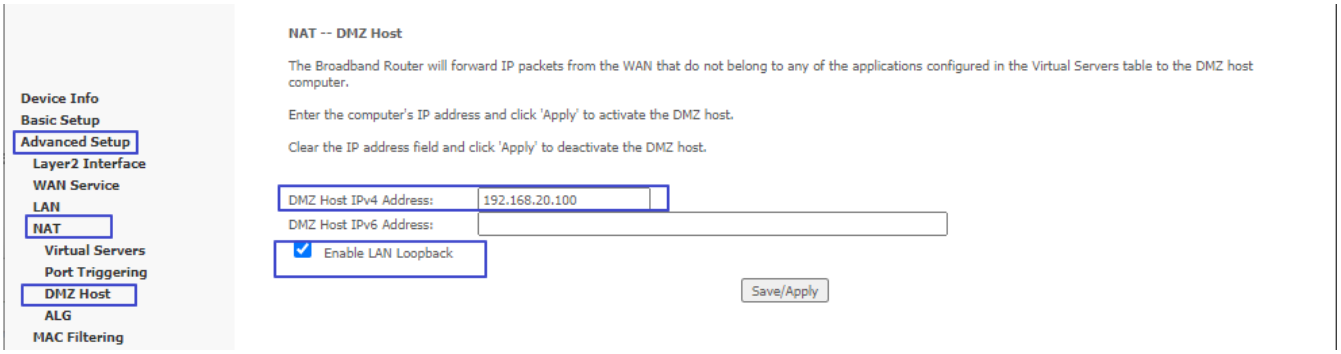
2 Open a web browser (such as Internet Explorer, Google Chrome, Safari or Mozilla Firefox), type the following address into the address bar and press **Enter**.

http://192.168.20.1

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

Setting the Playstation as the DMZ Host

1 Click on the **Advanced Setup** menu at the left of the page, then click on **NAT** options and then click on **DMZ Host** options:



2 Enter the static IP address of the PlayStation in the DMZ Host IP Address field. In this example, 192.168.20.100 is the IP address of the PlayStation.

3 Click on the **Save/Apply** button

4 Reboot the modem: Click **Management** menu on the left-hand side of the page then click **Reboot** options:

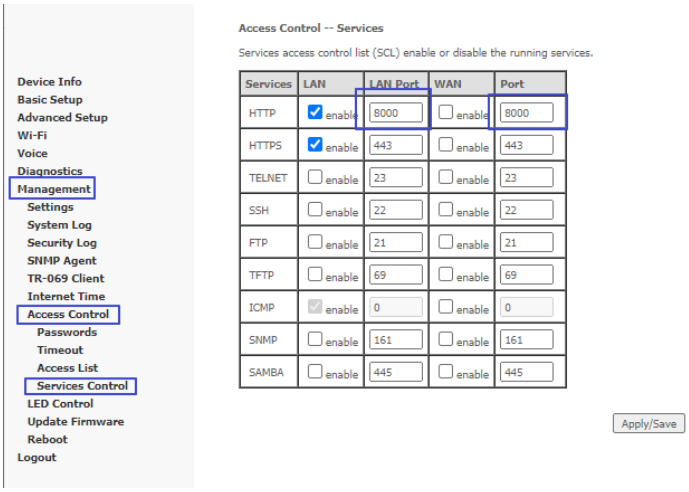
5 Click the **Reboot** button.

Adding a Port Forwarding Rule for the PlayStation

1 **Port 80** is also used to access webpage of the Gateway, so it needs to be re-configured.

We recommend that 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**) e.g. http://192.168.20.1:8000/

2 Navigate to **Management** > **Access Control** > **Service control**.

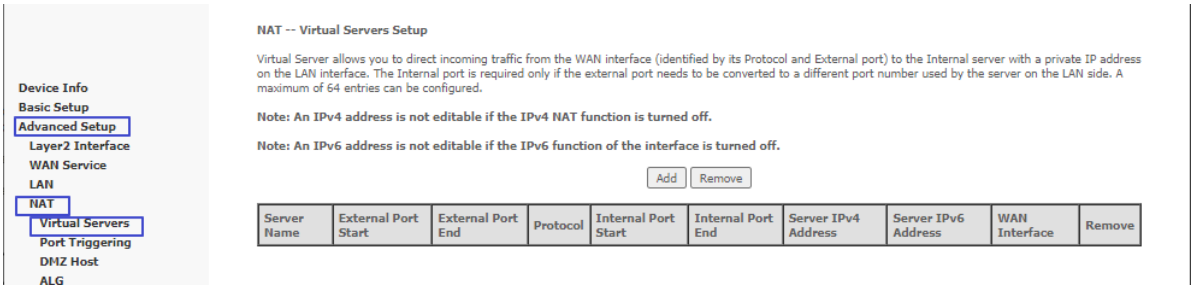


3 Change your **HTTP port to 8000** for WAN and LAN port.

4 Click on the **Save/Apply** button.

5 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**.

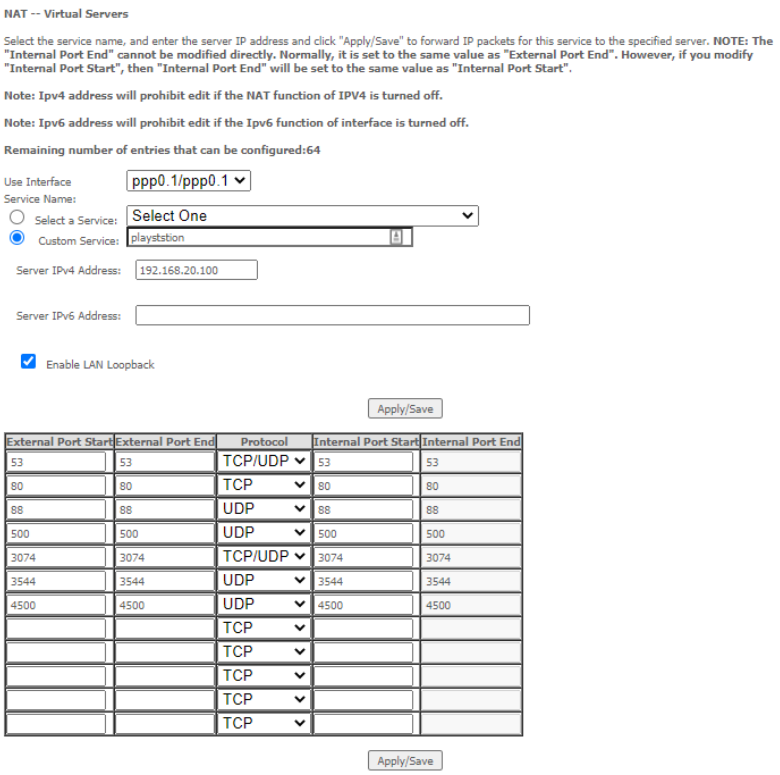
6 Click on the **Advanced Setup** at the left of the page, then click on **NAT** option and then click **Virtual Servers** options.



7 Click on the **Add** button to add a port forwarding rules.

8 Check the Interface currently selected in the **Use Interface** field is correct.

9 Choose Use Interface **ADSL** or **VDSL** depending on your connection type for DSL.



10 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 **PlayStation**.

11 Enter the IP address of the PlayStation that you wish to port forward to in the **Server IP Address** field. In this example, the IP address of the PlayStation is **192.168.20.100**

12 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.

13 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 PlayStation are as follows:

PlayStation 3 ports:

http://manuals.playstation.net/document/en/ps3/current/settings/connecttest.html

Protocol	Port Number
TCP	80
TCP	443
TCP and UDP	3478

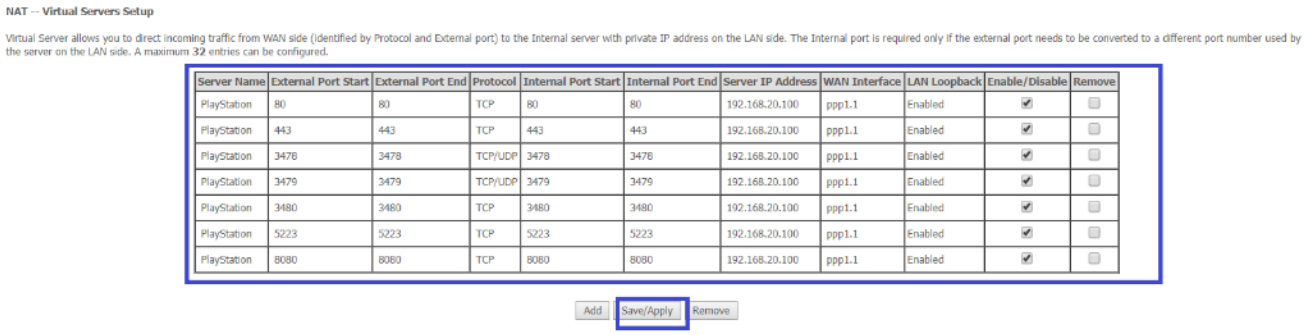
TCP and UDP	3479
TCP	3480
TCP	5223
TCP	8080
UDP	3658

PlayStation 4 ports:

https://portforward.com/networking/static-ip-ps4/default.htm

Protocol	Port Number
TCP	80
TCP	443
TCP and UDP	3478
TCP and UDP	3479
TCP	3480
TCP	1935

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



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

16 Reboot the modem: Click on the **Management** menu on the left-hand side of the page then click the **Reboot** option.

17 Click on the **Reboot** button.

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