

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 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.

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>

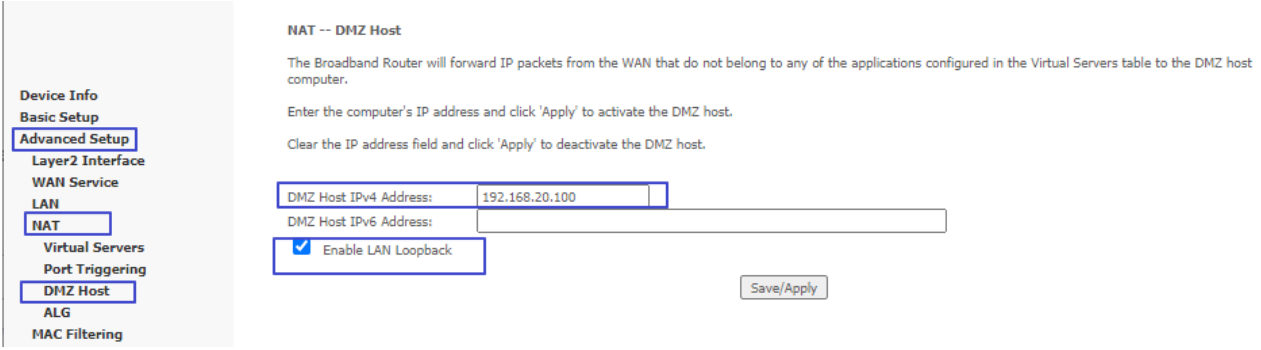
- 3 Enter the Gateway Login **Username** and **Password** printed on the label at the bottom of the Gateway and click on the **Login** button.



The image shows the login page for a NetComm Wi-Fi 6 Gateway. It has a blue background with the NetComm logo at the top. Below the logo, it says "Welcome to your Wi-Fi 6 Gateway". There are two input fields: "Username" and "Password". Below these fields is a blue "Login" button. At the bottom, there is a small text line: "You can find your username and password on the Wi-Fi 6 Gateway's label."

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:



The image shows the "NAT -- DMZ Host" configuration page in the NetComm gateway's web interface. On the left is a sidebar menu with options: Device Info, Basic Setup, Advanced Setup (highlighted), Layer2 Interface, WAN Service, LAN, NAT (highlighted), Virtual Servers, Port Triggering, DMZ Host (highlighted), ALG, and MAC Filtering. The main content area is titled "NAT -- DMZ Host" and contains the following text: "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." and "Enter the computer's IP address and click 'Apply' to activate the DMZ host." Below this, there are two input fields: "DMZ Host IPv4 Address:" with the value "192.168.20.100" and "DMZ Host IPv6 Address:" which is empty. There is a checkbox labeled "Enable LAN Loopback" which is checked. At the bottom right is a "Save/Apply" button.

- 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**.

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

- 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.

NAT -- Virtual Servers Setup

Virtual Server allows you to direct incoming traffic from the WAN interface (identified by its Protocol and External port) to the Internal server with a private IP address on the LAN interface. 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 of 64 entries can be configured.

Note: An IPv4 address is not editable if the IPv4 NAT function is turned off.

Note: An IPv6 address is not editable if the IPv6 function of the interface is turned off.

Add Remove

Server Name	External Port Start	External Port End	Protocol	Internal Port Start	Internal Port End	Server IPv4 Address	Server IPv6 Address	WAN Interface	Remove
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- 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.

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		

- 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**.
- 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**
- 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.
- 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.

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
PlayStation	80	80	TCP	80	80	192.168.20.100	ppp1.1	Enabled	☒	☐
PlayStation	443	443	TCP	443	443	192.168.20.100	ppp1.1	Enabled	☒	☐
PlayStation	3478	3478	TCP/UDP	3478	3478	192.168.20.100	ppp1.1	Enabled	☒	☐
PlayStation	3479	3479	TCP/UDP	3479	3479	192.168.20.100	ppp1.1	Enabled	☒	☐
PlayStation	3480	3480	TCP	3480	3480	192.168.20.100	ppp1.1	Enabled	☒	☐
PlayStation	5223	5223	TCP	5223	5223	192.168.20.100	ppp1.1	Enabled	☒	☐
PlayStation	8080	8080	TCP	8080	8080	192.168.20.100	ppp1.1	Enabled	☒	☐

Add **Save/Apply** Remove

- 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.

Important information

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



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