XBox Setup
(NB304n)
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 router 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 router to allow access to a designated device.

Before you configure the router, 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:

http://portforward.com/networking/staticip-xbox360.htm

You can use an IP address like 192.168.1.100 for example.

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.
Setting the XBox as the DMZ Host


2. Enter “admin” (without quotes) as both the username and password when prompted.

3. Select the Advanced Setup > NAT > DMZ Host options from the menu on the left hand side of the page.

4. Enter the static IP address of the Xbox in the DMZ Host IP Address field. In this example, 192.168.1.100 is the IP address of the XBox.

5. Click on the Save/Apply button.

6. Reboot the modem. (See the last page of the guide for rebooting instructions)
Adding Port Forwarding Rules for XBox

2. Enter “admin” (without quotes) as both the username and password when prompted.
3. Select the Advanced Setup > NAT > Virtual Servers options from the menu on the left hand side of the page.
4. Click the Add button to add port forwarding rules.
5. Check the Interface currently selected in the **Use Interface** field is correct. For Australian customers, use **pppoe_0_8_35**. For New Zealand customers, use **pppoa_0_0_100**.

6. 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 **XBox**.

7. 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 192.168.1.100.

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 for both.

**The ports and protocols for XBox are as follows:**

<table>
<thead>
<tr>
<th>Protocol</th>
<th>Port Number</th>
</tr>
</thead>
<tbody>
<tr>
<td>TCP</td>
<td>80</td>
</tr>
<tr>
<td>UDP</td>
<td>88</td>
</tr>
<tr>
<td>TCP and UDP</td>
<td>53</td>
</tr>
<tr>
<td>TCP and UDP</td>
<td>1863</td>
</tr>
<tr>
<td>TCP and UDP</td>
<td>3074</td>
</tr>
</tbody>
</table>
10. Click the **Apply/Save** button.

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

12. Reboot the modem. (See the last page of the guide for rebooting instructions)

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.
Rebooting the NB304n

1. Select the Management > Reboot options from the menu on the left hand side of the page.

2. Click the Reboot button in the middle.