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 NF10WV 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 NF10WV to allow access to a designated device.

**Prerequisite**

Before you configure the NF10WV, 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 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.
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 http://192.168.20.1 into the address bar and press enter.

2. At the login screen, type admin into both the User Name and the Password fields and click Log In.

3. Click on the Advance Setup menu at the left of the page, then click on NAT options and then click on DMZ Host options:

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 Management menu on the left-hand side of the page then click the Reboot option:

7. Click the Reboot button.
Adding Port Forwarding Rules for Xbox

Log 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 User Name and the Password fields and click Log In.

3. Port 80 is also used to access webpage of the NF10WV so it needs to be re-configured. 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)

4. Click 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 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 **Xbox**.

11. 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**

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 Xbox are as follows:

Xbox 360:


<table>
<thead>
<tr>
<th>Protocol</th>
<th>Port Number</th>
</tr>
</thead>
<tbody>
<tr>
<td>TCP and UDP</td>
<td>53</td>
</tr>
<tr>
<td>TCP</td>
<td>80</td>
</tr>
<tr>
<td>UDP</td>
<td>88</td>
</tr>
<tr>
<td>TCP and UDP</td>
<td>3074</td>
</tr>
</tbody>
</table>

Xbox one:


<table>
<thead>
<tr>
<th>Protocol</th>
<th>Port Number</th>
</tr>
</thead>
<tbody>
<tr>
<td>TCP and UDP</td>
<td>53</td>
</tr>
<tr>
<td>TCP</td>
<td>80</td>
</tr>
<tr>
<td>UDP</td>
<td>88</td>
</tr>
<tr>
<td>UDP</td>
<td>500</td>
</tr>
<tr>
<td>TCP and UDP</td>
<td>3074</td>
</tr>
<tr>
<td>UDP</td>
<td>3544</td>
</tr>
<tr>
<td>UDP</td>
<td>4500</td>
</tr>
</tbody>
</table>

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 Management menu on the left-hand side of the page then click the Reboot option:

17  Click the Reboot button.

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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.

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