

## PlayStation 3 Setup

There are two ways of allowing your PlayStation 3 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 NF17ACV, 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.

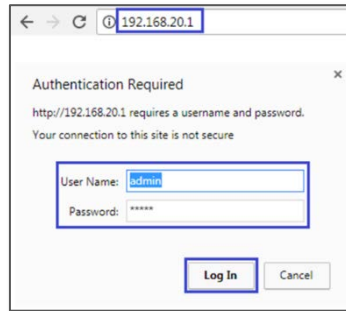
In these cases, you would need to use an alternate port for any subsequent connections after the first device.

Please consult your VOIP provider or game manufacturer for assistance with this.

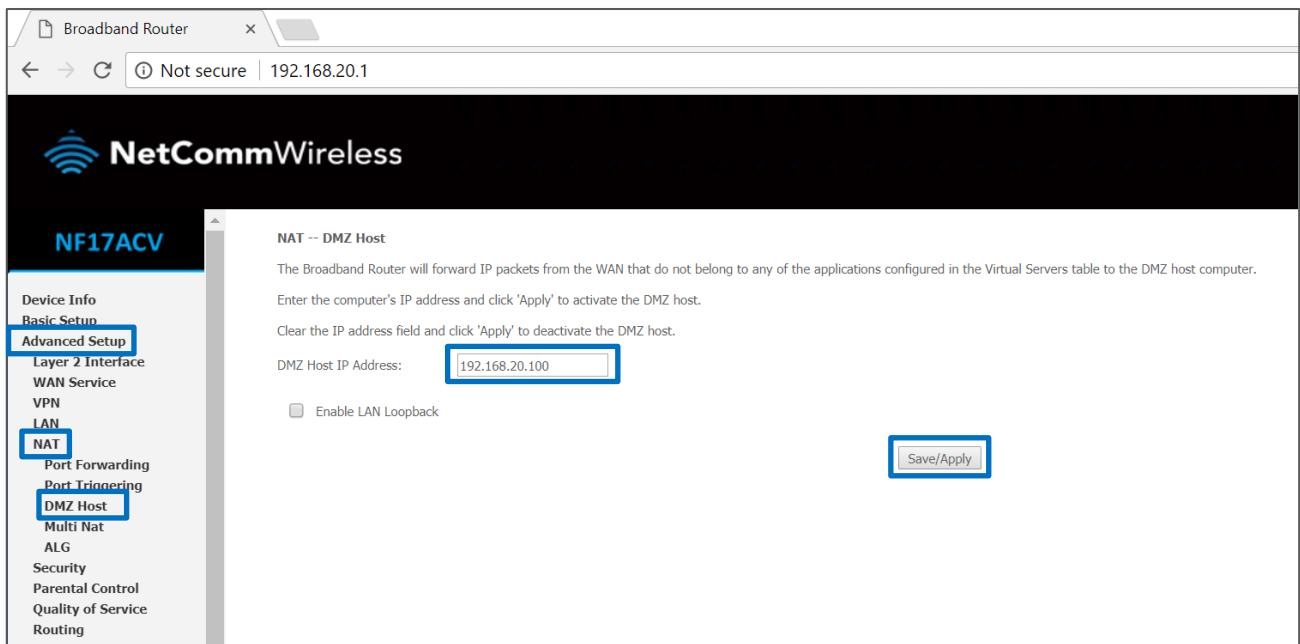
## Setting the PlayStation 3 as the DMZ Host

### Log in to the web interface

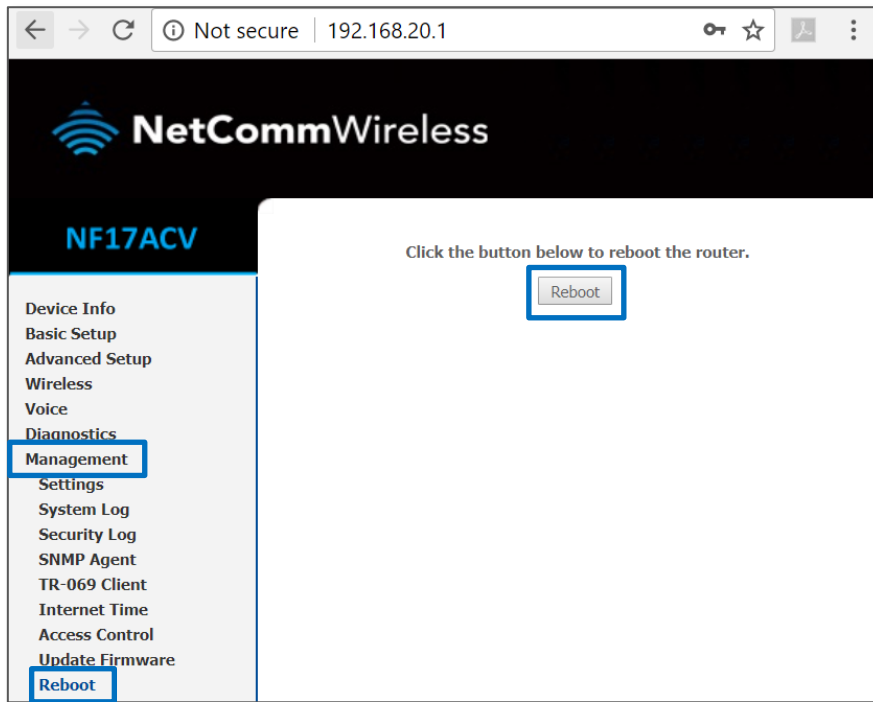
- 1 Open a web browser (such as Internet Explorer, Google Chrome or Firefox), type **http://192.168.20.1** into the address bar and press **enter**.



- 2 At the login screen, type **admin** into both the **User Name** and the **Password** fields and click **Log In**.
- 3 Click the **Advance Setup** menu at the left of the page, then click **NAT** and then click the **DMZ Host** option:



- 4 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.
- 5 Click on the **Save/Apply** button
- 6 Reboot the modem: Click **Management** menu on the left-hand side of the page then click **Reboot** options:

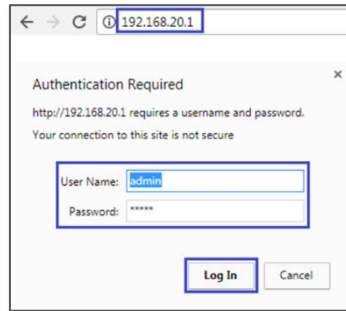


- 7 Click the **Reboot** button.

## Add a Port Forwarding Rule for PlayStation 3

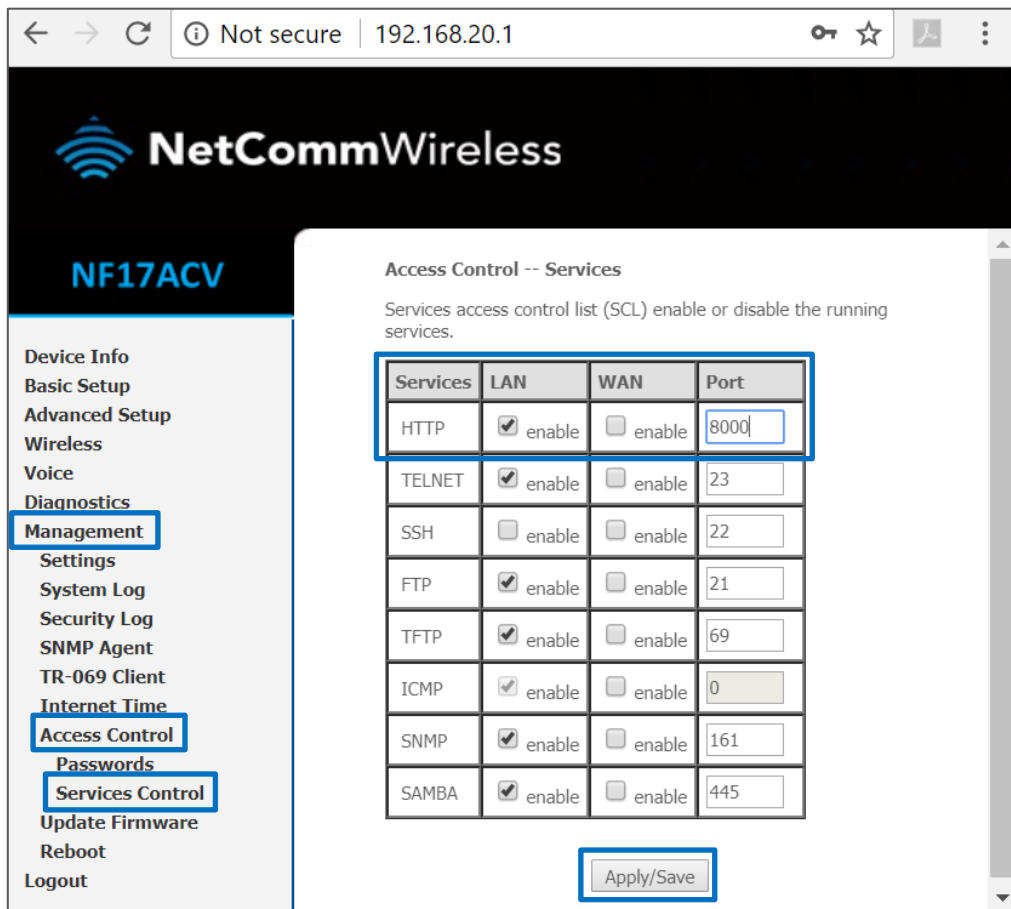
Log in to the web interface

- 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**.



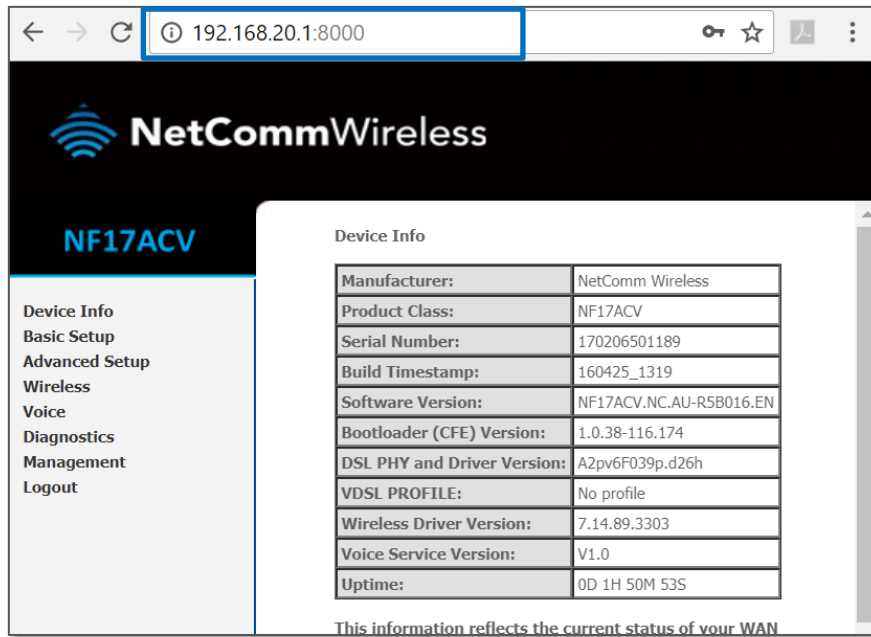
- 2 At the login screen, type **admin** into both the **User Name** and the **Password** fields and click **Log In**.
- 3 **Port 80** is also used to access webpage of the NF17ACV so it needs to be re-configured.

It is recommended to change the webpage port number to **8000** as described below (**Remember that from now on you will only be able to access the webpage via port 8000**).

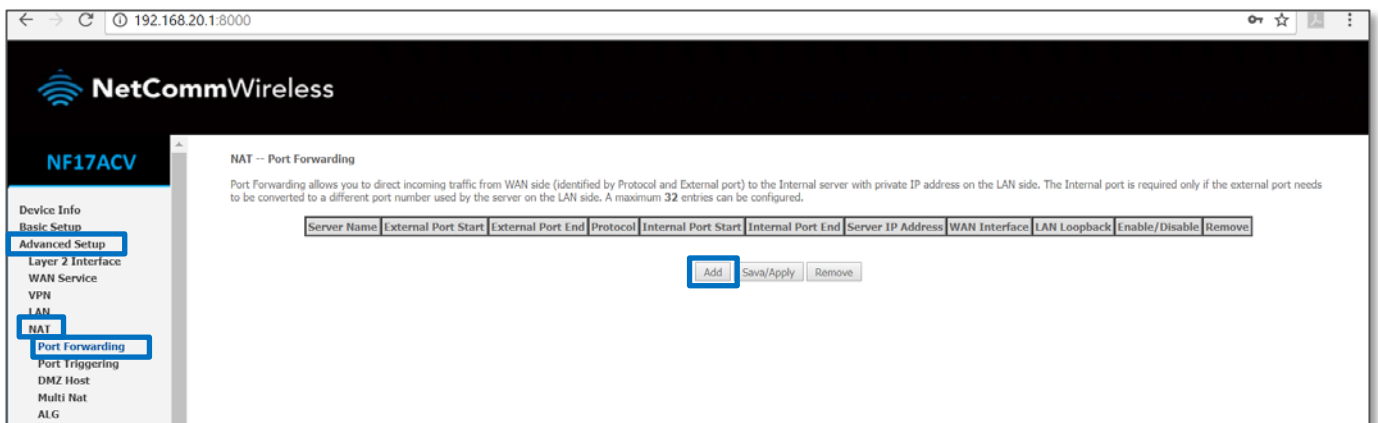


- 4 Click the **Save/Apply** button.

- 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**.

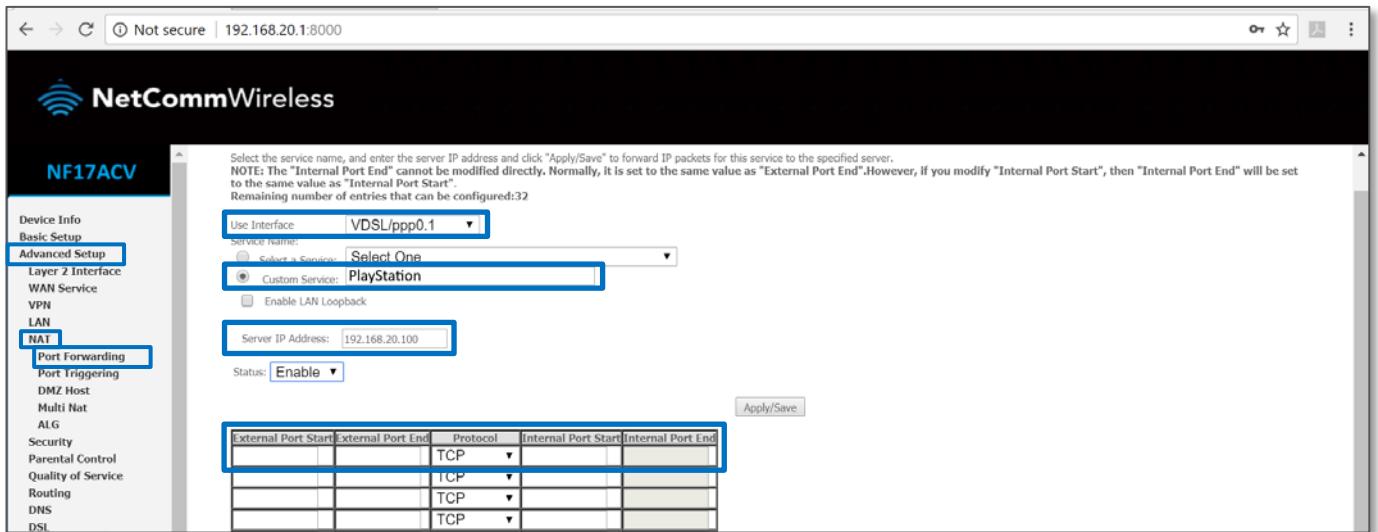


- Click **Advanced Setup** at the left of the page, then click the **NAT** option and then click the **Port Forwarding** option.



- Click the **Add** button to add a new port forwarding rule.

- 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

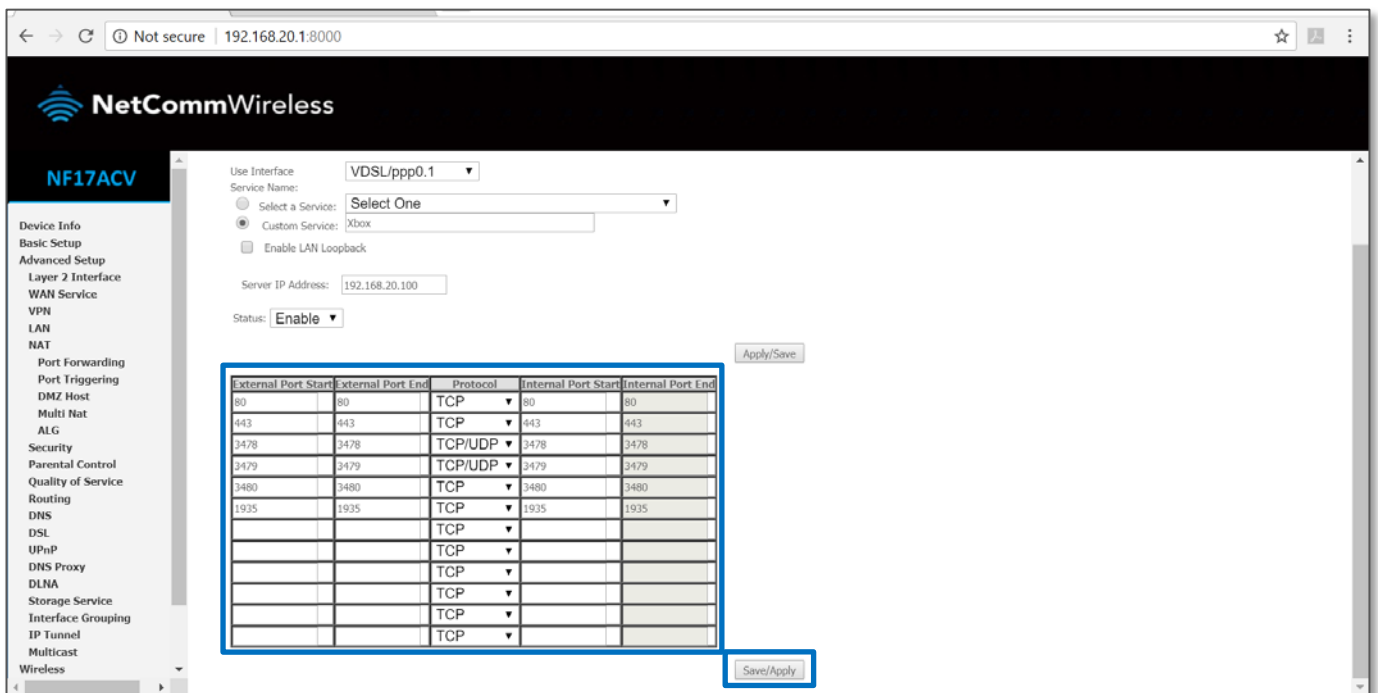
Protocol	Port Number
UDP	3658

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.



Use Interface: VDSL/ppp0.1

Service Name: Select One

Custom Service: Xbox

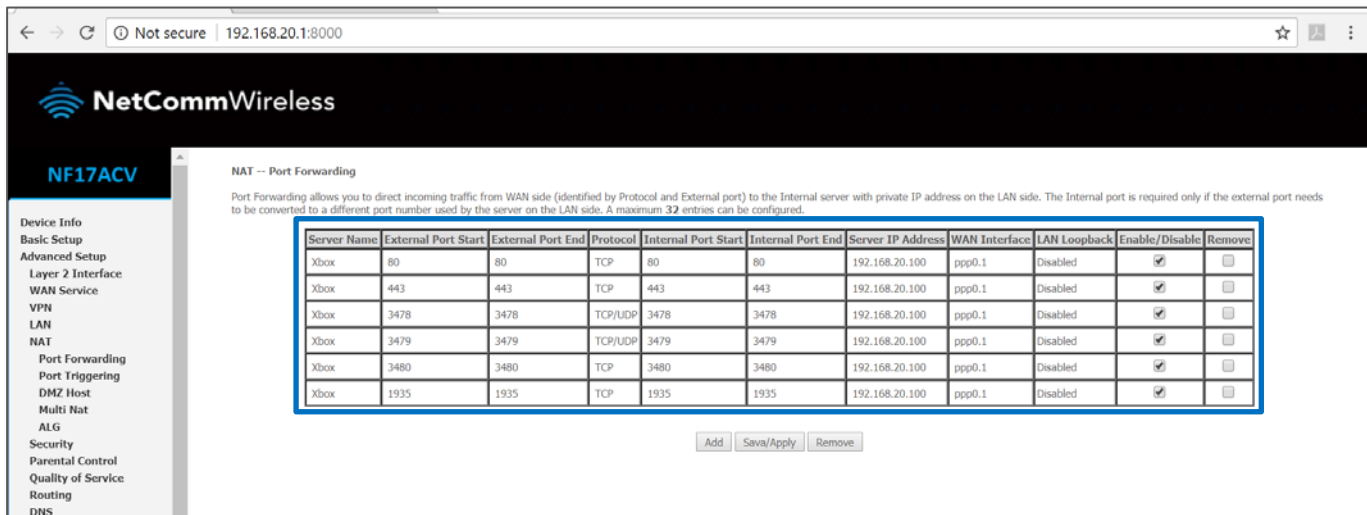
Server IP Address: 192.168.20.100

Status: Enable

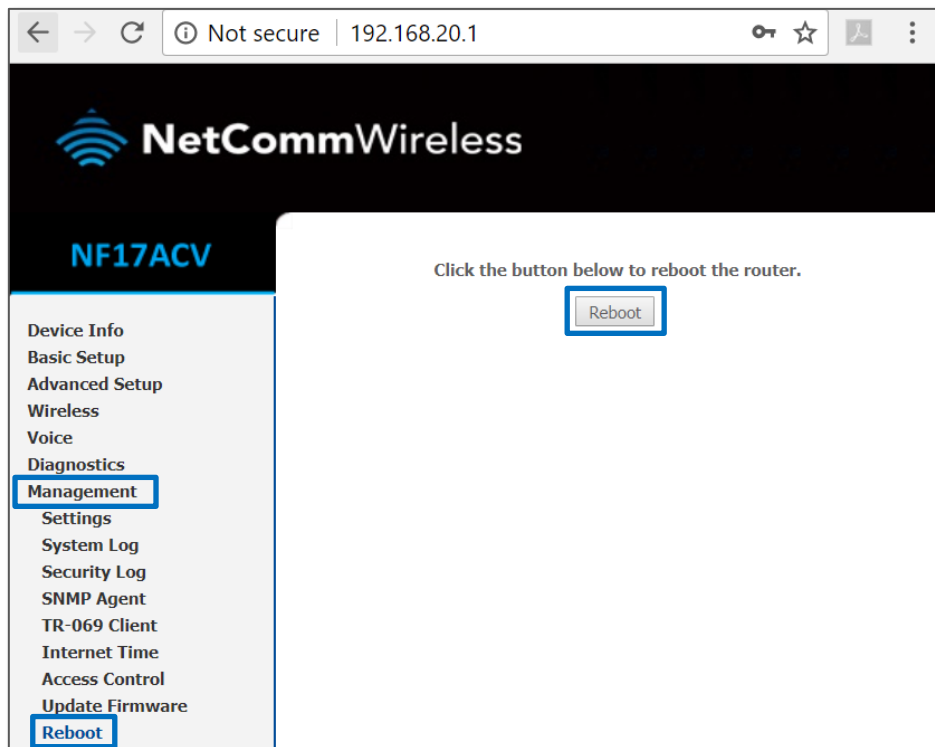
External Port Start	External Port End	Protocol	Internal Port Start	Internal Port End
80	80	TCP	80	80
443	443	TCP	443	443
3478	3478	TCP/UDP	3478	3478
3479	3479	TCP/UDP	3479	3479
3480	3480	TCP	3480	3480
1935	1935	TCP	1935	1935
		TCP		
		TCP		
		TCP		
		TCP		
		TCP		

Buttons: Apply/Save, Save/Apply

15 The port forwarding rules will now be displayed as:



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



17 And then click the **Reboot** button.

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