

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 NF17ACV 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 NF17ACV to allow access to a designated device.

Prerequisite

Before you configure the NF17ACV, 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/>

For example, you can use an IP address like: 192.168.20.100

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.

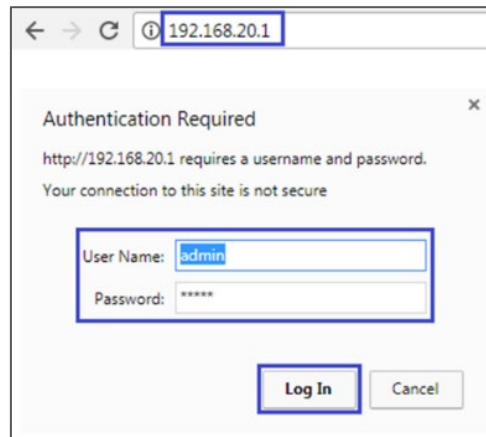
In these cases, you would need to use an alternate port for any subsequent connections after the first device.

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

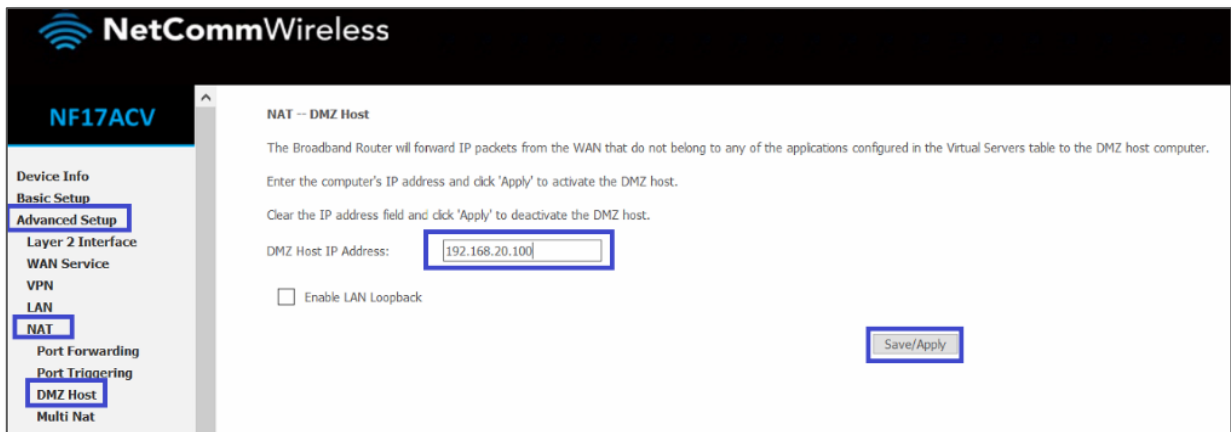
Setting the Xbox as the DMZ Host

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**.

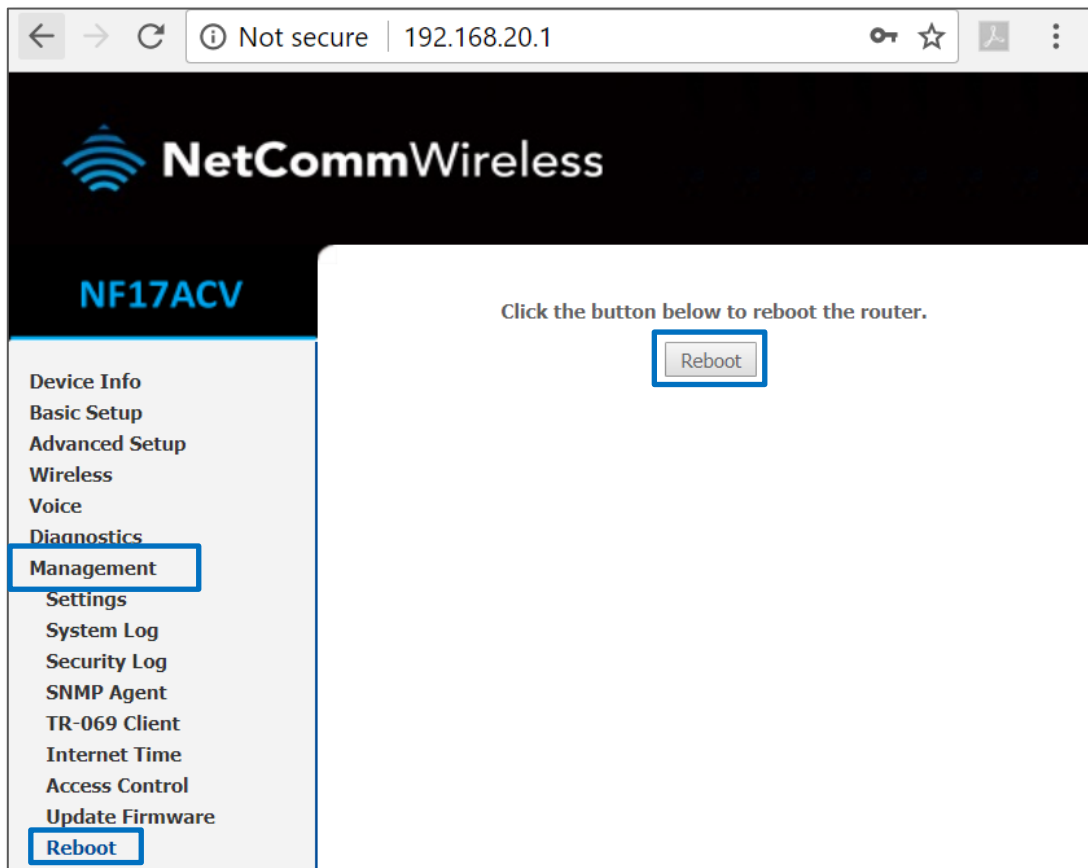


- 2 At the login screen, type **admin** into both the **User Name** and the **Password** fields and click **Log In**.
- 3 Click on the **Advance Setup** menu at the left of the page, then click on **NAT** options and then click on **DMZ Host** options:



- 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 the **Save/Apply** button

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

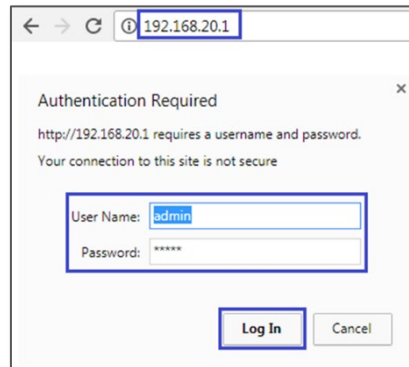


- 7 Click the **Reboot** button.

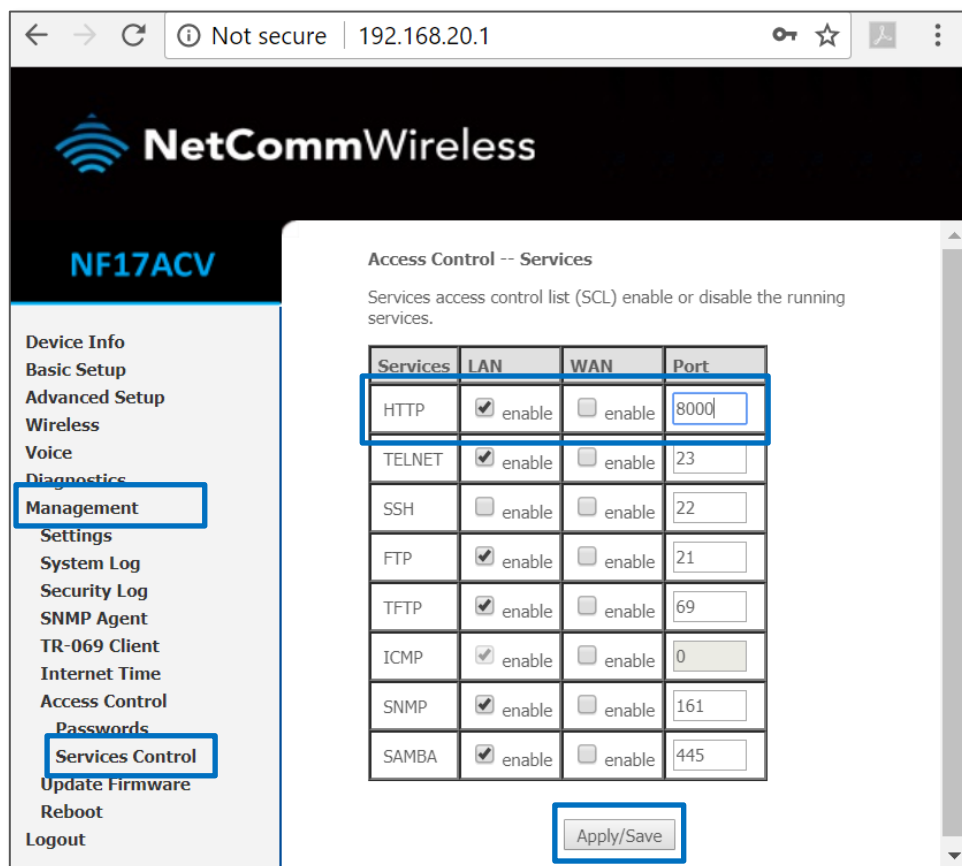
Adding Port Forwarding Rules for Xbox

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**.

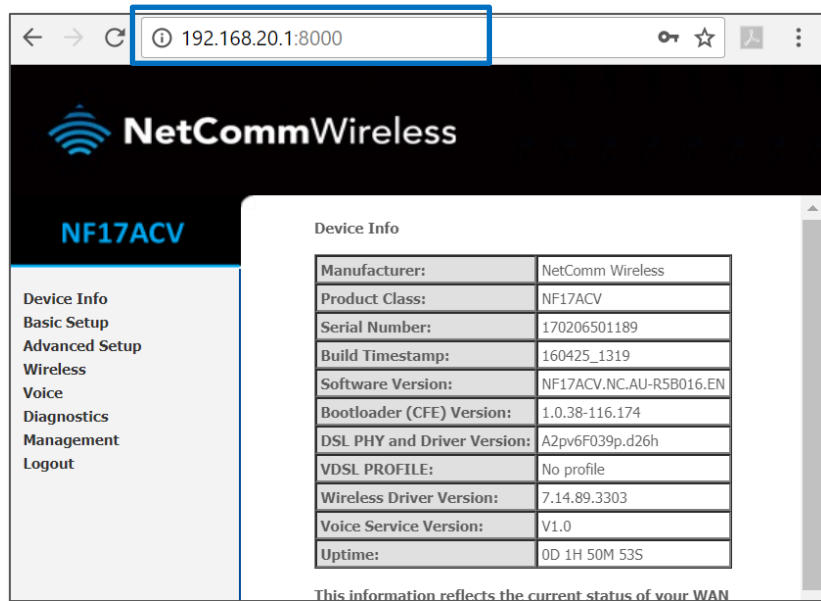


- 3 **Port 80** is also used to access webpage of the NF17ACV so it needs to be re-configured. It is recommended to change the webpage port number to **8000** as described below (**Remember that from now onwards you can only access the webpage with port 8000**)



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

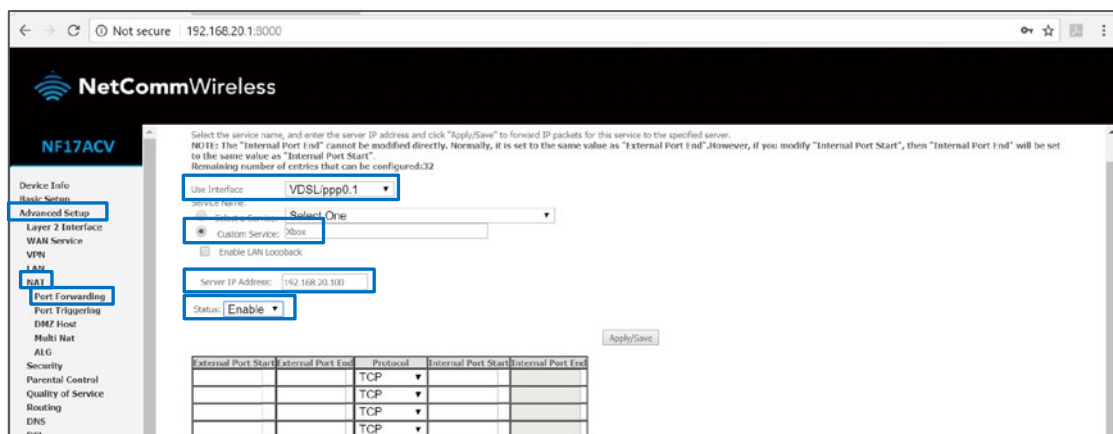
- Open a web browser (such as Internet Explorer, Google Chrome or Firefox), type **http://192.168.20.1:8000** into the address bar and press **Enter**.



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



- Click the **Add** button to add a port forwarding rule.
- Check the Interface currently selected in the **Use Interface** field is correct.
- 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.

The name used in this example is: **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:

<http://support.xbox.com/en-AU/xbox-360/networking/network-ports-used-xbox-live>

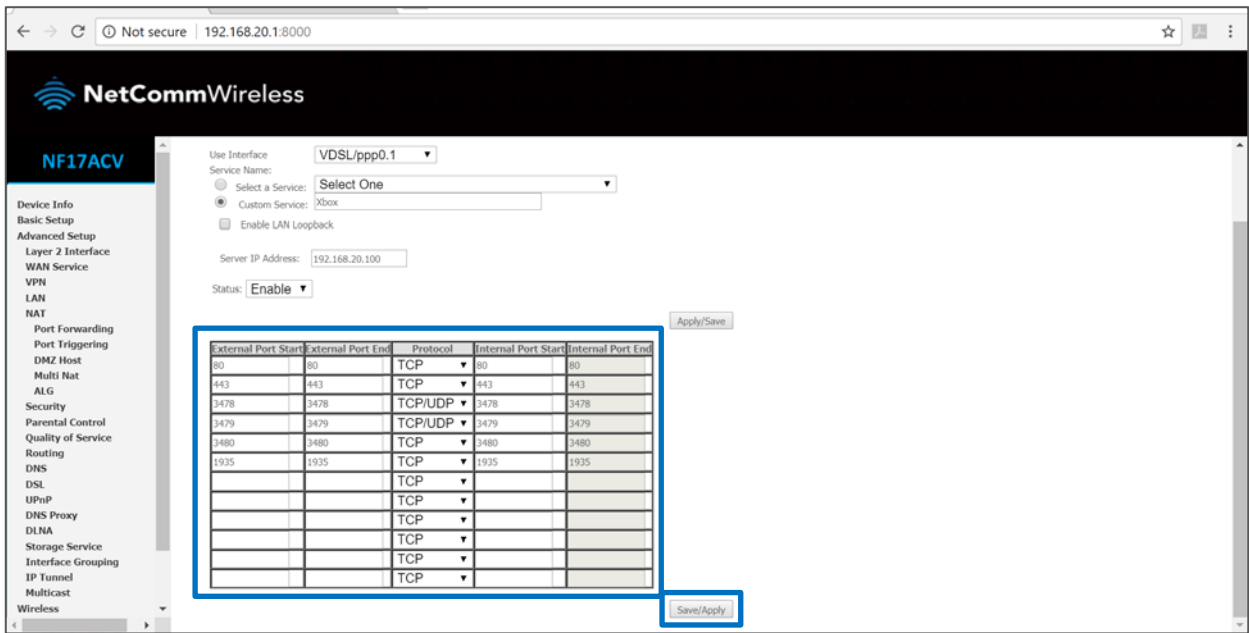
Protocol	Port Number
TCP and UDP	53
TCP	80
UDP	88
TCP and UDP	3074

Xbox one:

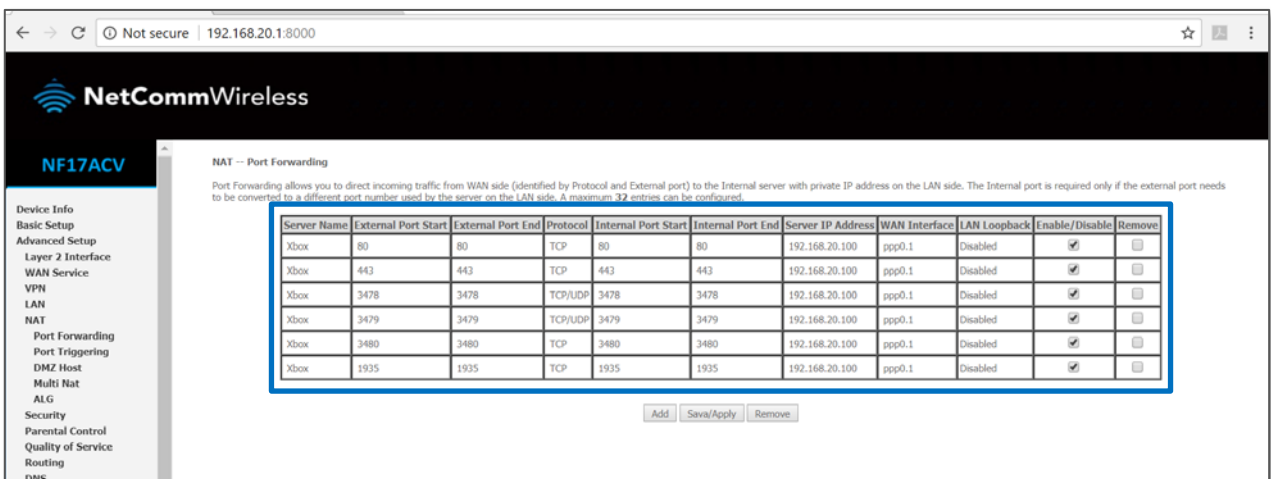
<http://support.xbox.com/en-AU/xbox-one/networking/network-ports-used-xbox-live>

Protocol	Port Number
TCP and UDP	53
TCP	80
UDP	88
UDP	500
TCP and UDP	3074
UDP	3544
UDP	4500

- 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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