

PlayStation Setup Guide

NF18ACV NC2 FAQs

PlayStation Setup Overview

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 NF18ACV to get access to your PlayStation to communicate with the internet as if they were directly connected by allowing access through.

Setting your PlayStation as a **DMZ host** opens all the ports on the NF18ACV to allow access to a designated device.

This guide has been revised to include the latest changes and updates from the NF18ACV's new NC2 web user interface.

Prerequisite

Before you configure the NF18ACV, 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.

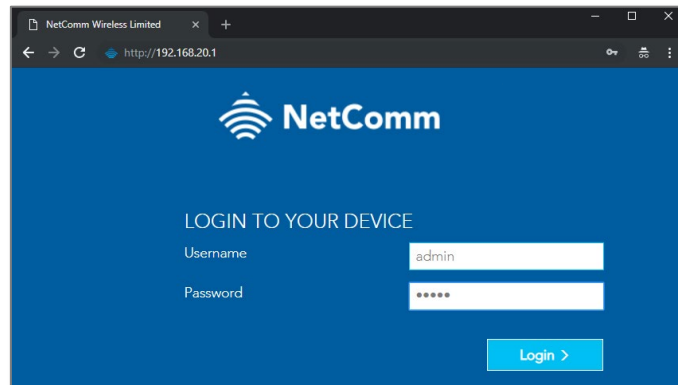
In these cases, you would need to use an alternate port for any subsequent connections after the first device.

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

Setting the PlayStation as the DMZ Host

Log in to the web interface

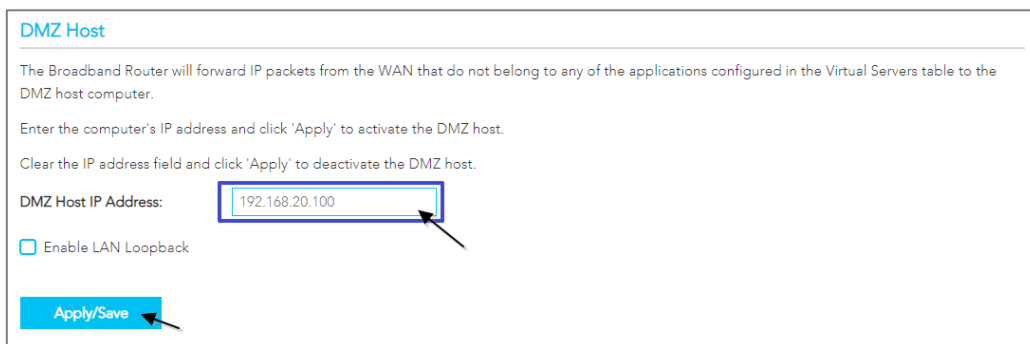
- 1 Open a web browser (such as Internet Explorer, Google Chrome or Firefox), type **http://192.168.20.1** into the address bar and press **enter**.



- 2 At the login screen, type **admin** into both the **Username** and the **Password** fields and click **Login**.
- 3 Click on the **SETUP PORT FORWARDING** option at the top of the page.

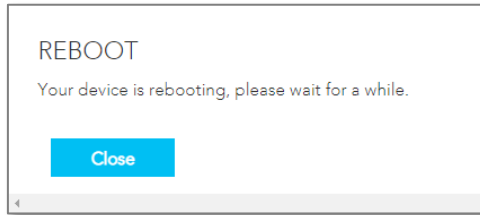
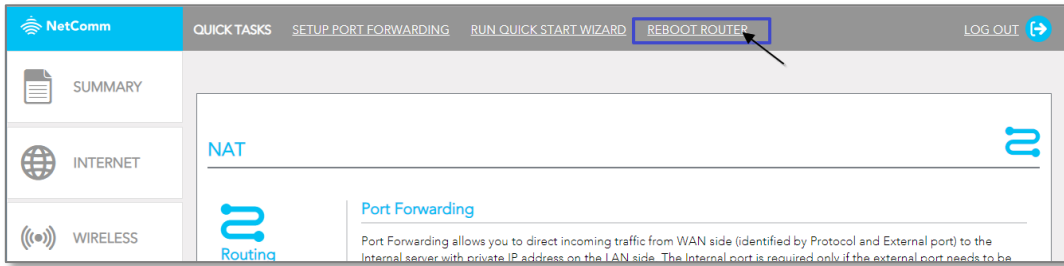


- 4 The **NAT** page of the **Routing** group is displayed, scroll down and select **DMZ Host**:



- 5 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.

- 6 Click on the **Save/Apply** button.
- 7 Reboot the modem by clicking the **REBOOT ROUTER** option on the top of the page.

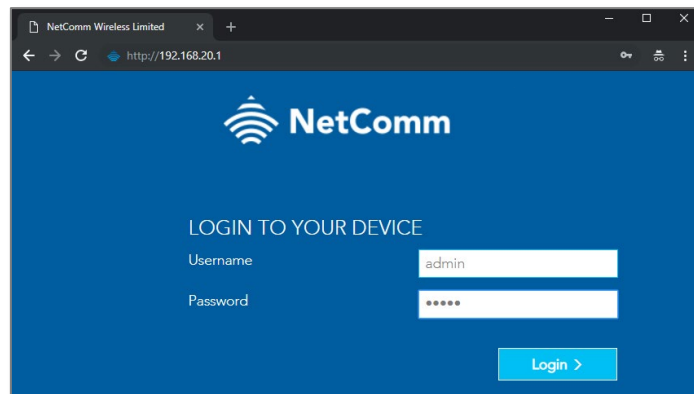
**Important information**

DMZ can only be applied to **one (1) device**.
Port Forwarding is not needed if DMZ was configured for this IP Address.

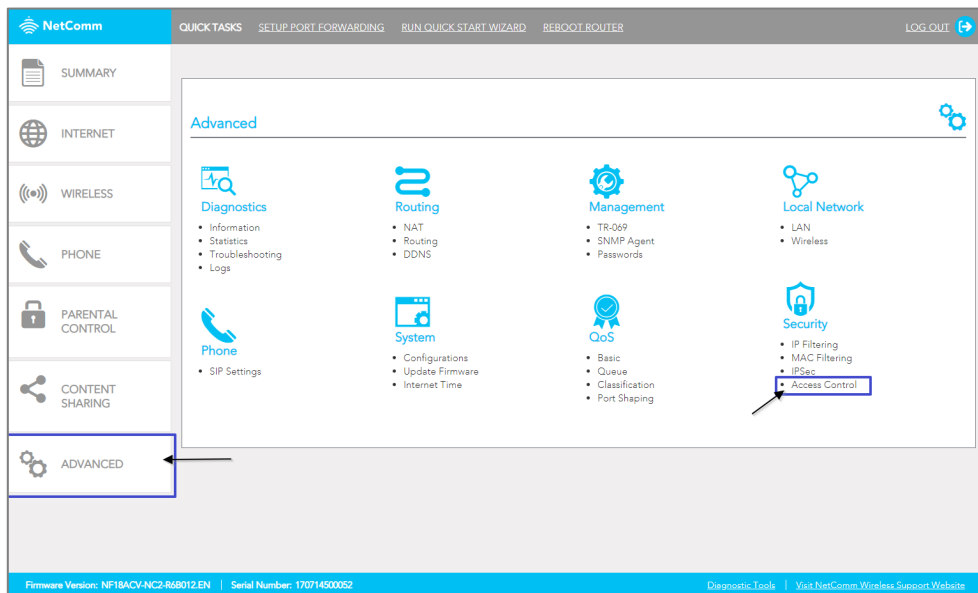
Add a Port Forwarding Rule for PlayStation

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**.

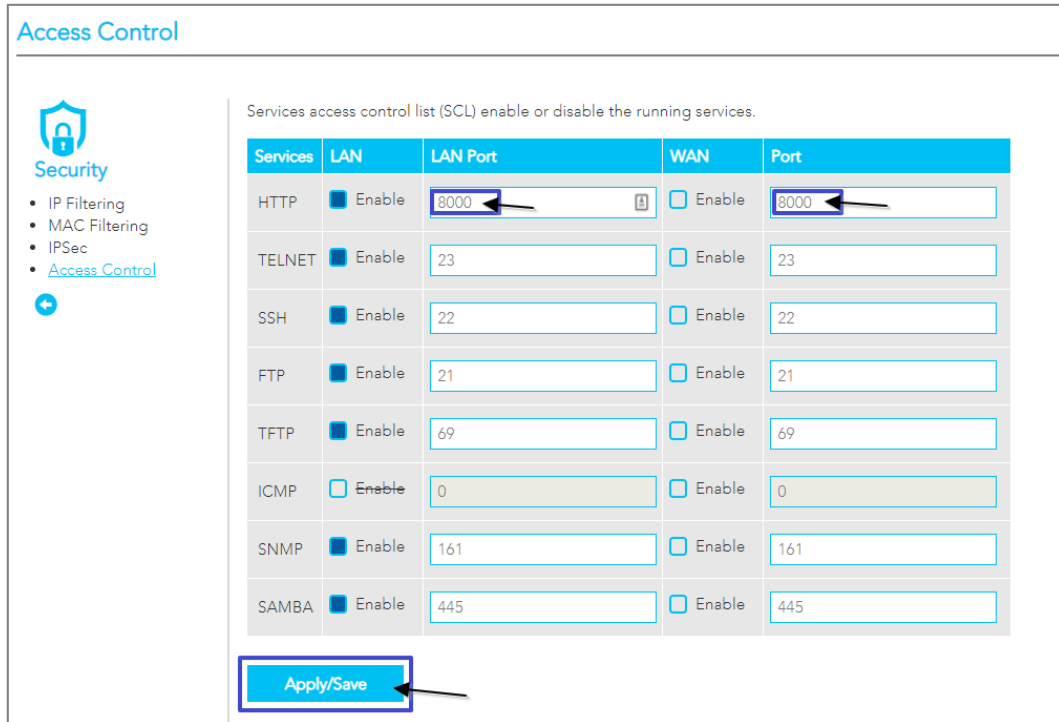


- 2 At the login screen, type **admin** into both the **Username** and the **Password** fields and click **Login**.
- 3 **Port 80** is also used to access webpage of the NF18ACV so it needs to be re-configured.
 - a Select the **ADVANCED** menu and select **Access Control** in the **Security** group.

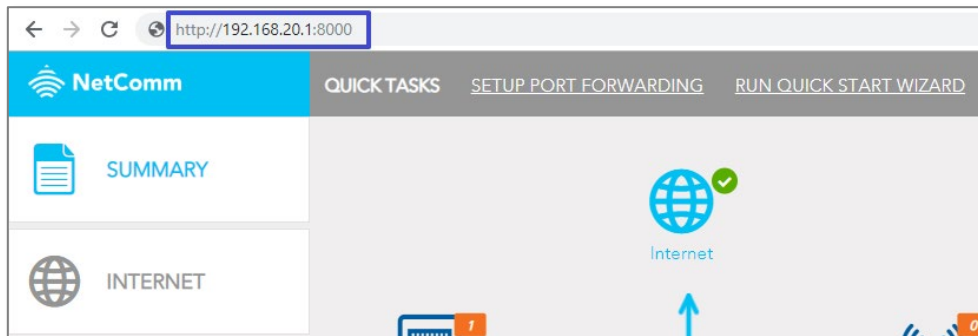


- b Change the HTTP Service port number.

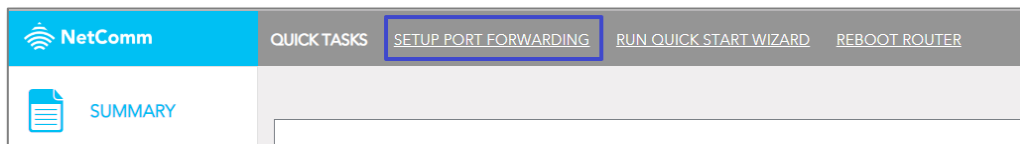
It is recommended to change the webpage port number to **8000** as described below (**Remember that from now onwards you can only access the webpage with port 8000**).



- 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 **SETUP PORT FORWARDING** option at the top of the page.



- Click the **Add** button under **Port Forwarding** to add a port forwarding rule.
- Check the Interface currently selected in the **Use Interface** field is correct.
Choose a **Use Interface** for **ADSL** or **VDSL** depending on your connection type for DSL.

Add Port Forwarding Rule

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".

Remaining number of entries that can be configured: 31

Use Interface:	<input type="text" value="VDSL/ppp0.1"/>
Service Name:	<input type="text" value="PlayStation 80"/>
LAN Loopback:	<input type="text" value="Enable"/>
Server IP address:	<input type="text" value="192.168.20.100"/>
Status:	<input type="text" value="Enable"/>
External Port Start:	<input type="text" value="80"/>
External Port End:	<input type="text" value="80"/>
Protocol:	<input type="text" value="TCP"/>
Internal Port Start:	<input type="text" value="80"/>
Internal Port End:	<input type="text" value="80"/>

9 To create your own defined port forwarding rule, select the **Service Name** field and give the port forwarding rule a unique name.

This example uses **PlayStation 80**.

10 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**

11 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.

12 Select the protocol to be used for the port forwarding rule.

Options include **TCP**, **UDP** or **TCP/UDP** for both.

13 Click **Apply/Save**.

14 Repeat for additional **Ports Forwarding rules** for Maximum of 32 rules.



Important information

Each Port number can only be forwarded **once**.

Port Forwarding is not needed if DMZ was configured for this IP Address.

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

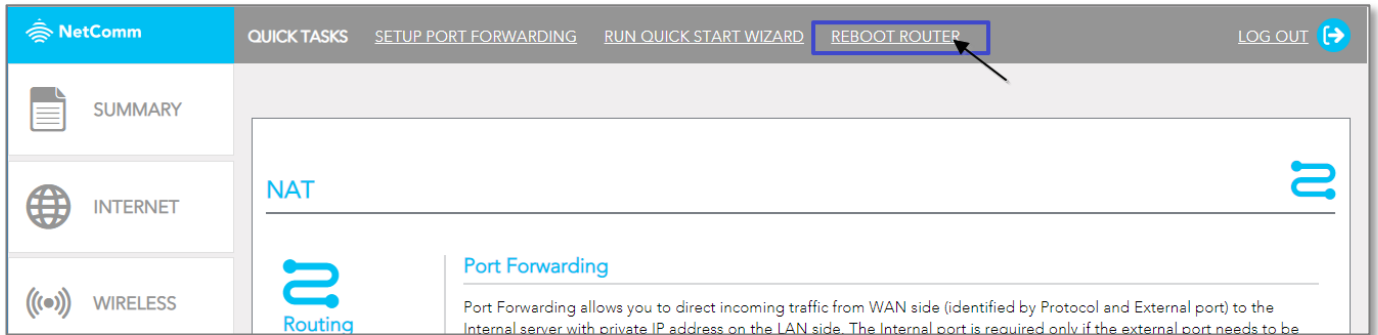
PlayStation 4 ports

<https://portforward.com/networking/static-ip-ps4/default.htm>

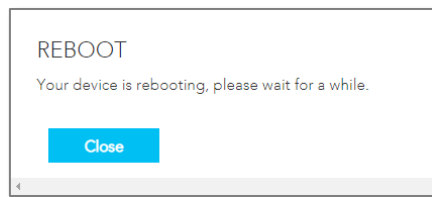
PROTOCOL	PORT NUMBER
TCP	80
TCP	443
TCP and UDP	3478
TCP and UDP	3479
TCP	3480
TCP	1935

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

- 2 You must now reboot the modem,
Select the **REBOOT ROUTER** option on the top of the page.



- 3 The following dialog will display while the device is rebooting.



Important information



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

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

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