

Xbox Setup Guide

NF18ACV NC2 FAQs

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

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 NF18ACV 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 NF18ACV to allow access to a designated device.

Prerequisite

Before you configure the NF18ACV, 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 at the same time or make multiple VOIP service connections.

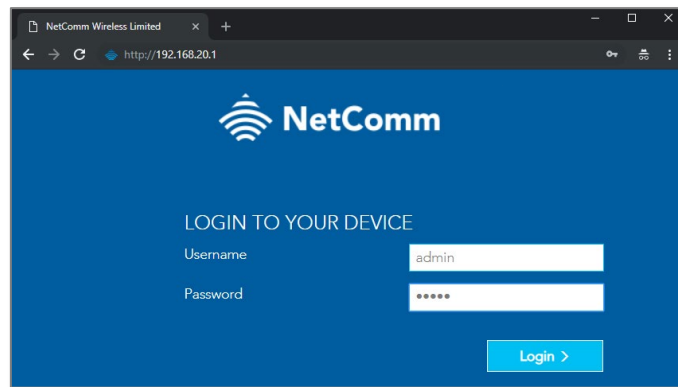
In these cases, you would need to use an alternate port for any subsequent connections after the first device.

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

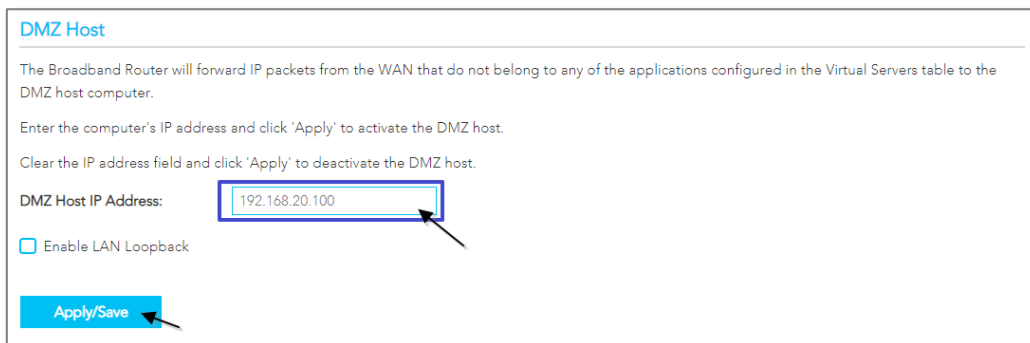
- 1 Open a web browser (such as Internet Explorer, Google Chrome or Firefox), type **http://192.168.20.1** into the address bar and press **enter**.



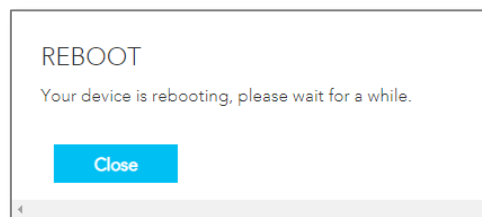
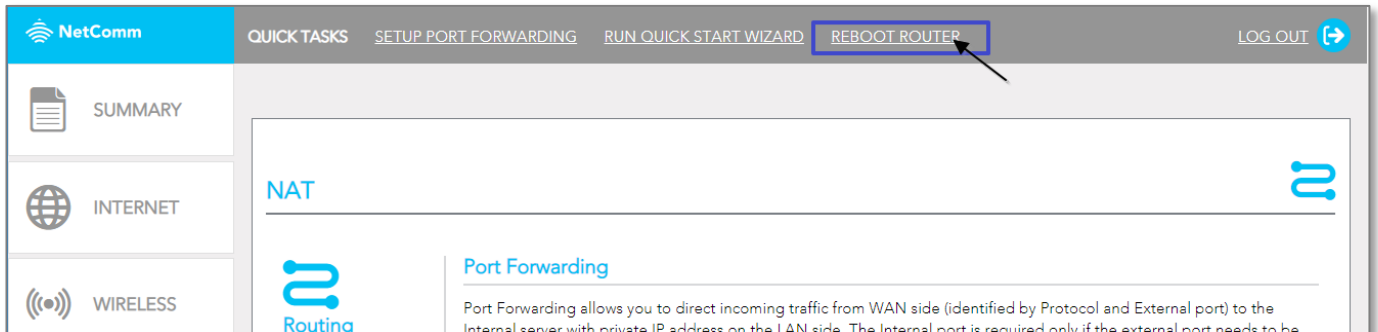
- 2 At the login screen, type **admin** into both the **User Name** and the **Password** fields and click **Login**.
- 3 Click on the **SETUP PORT FORWARDING** option at the top of the page



- 4 Scroll down to **DMZ Host**



- 5 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.
- 6 Click on the **Save/Apply** button.
- 7 Reboot the modem: Click **REBOOT ROUTER** option on the top of the page.

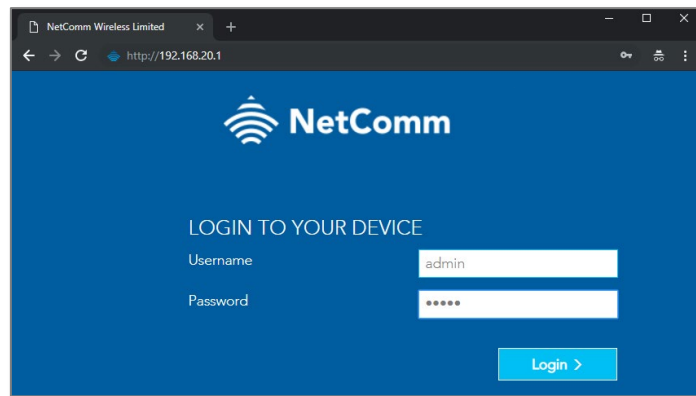
**Important information**

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

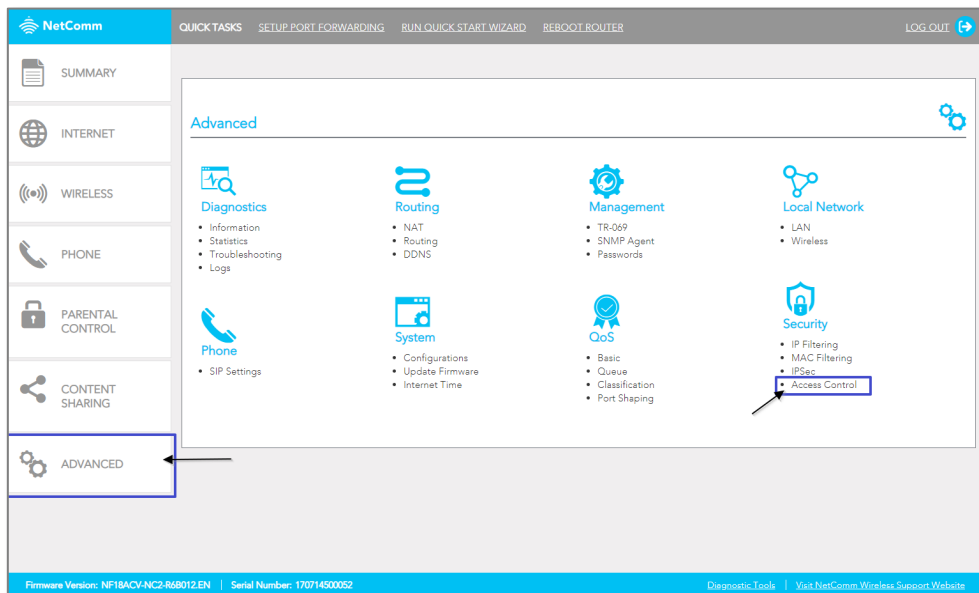
Adding Port Forwarding Rules for Xbox

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**.

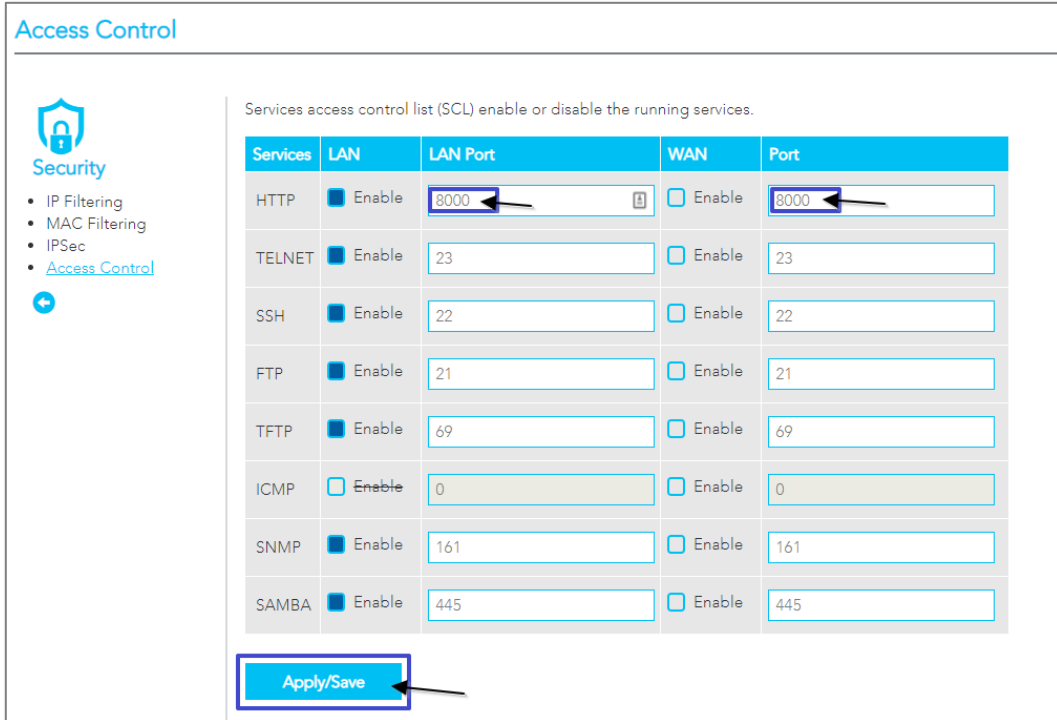


- 2 At the login screen, type **admin** into both the **Username** and the **Password** fields and click **Login**.
- 3 **Port 80** is also used to access webpage of the NF18ACV so it needs to be re-configured.
 - a Navigate to **ADVANCED** and click on **Access Control**.



- 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).



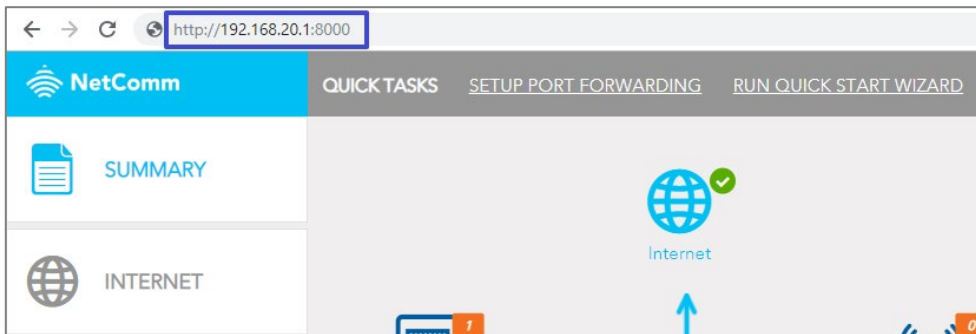
Access Control

Services access control list (SCL) enable or disable the running services.

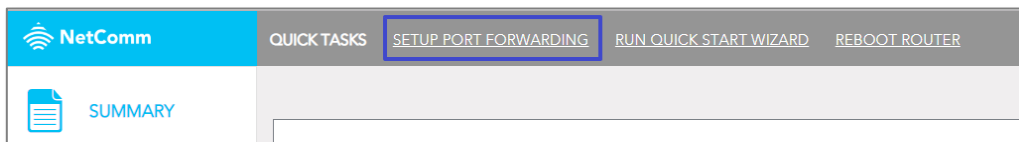
Services	LAN	LAN Port	WAN	Port
HTTP	<input checked="" type="checkbox"/> Enable	8000	<input type="checkbox"/> Enable	8000
TELNET	<input checked="" type="checkbox"/> Enable	23	<input type="checkbox"/> Enable	23
SSH	<input checked="" type="checkbox"/> Enable	22	<input type="checkbox"/> Enable	22
FTP	<input checked="" type="checkbox"/> Enable	21	<input type="checkbox"/> Enable	21
TFTP	<input checked="" type="checkbox"/> Enable	69	<input type="checkbox"/> Enable	69
ICMP	<input type="checkbox"/> Enable	0	<input type="checkbox"/> Enable	0
SNMP	<input checked="" type="checkbox"/> Enable	161	<input type="checkbox"/> Enable	161
SAMBA	<input checked="" type="checkbox"/> Enable	445	<input type="checkbox"/> Enable	445

Apply/Save

- 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** at the top of the page.



- Click the **Add** button under **Port Forwarding** to add a port forwarding rules.
- 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.

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: 32

Use Interface:	<input type="text" value="VDSL/ppp0.1"/>
Service Name:	<input type="text" value="XBox 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"/>

- 10 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 **Xbox 80**.
- 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.
- 14 Click **Apply/Save**.
- 15 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 Xbox are as follows:

Xbox 360:

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

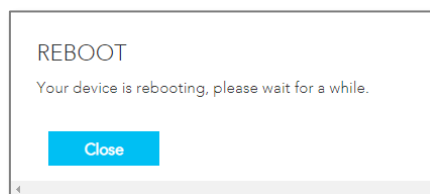
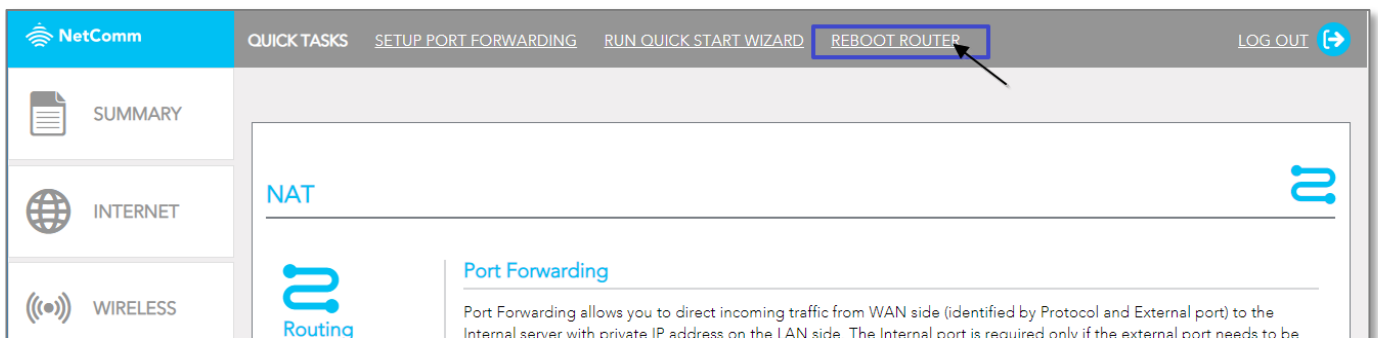
PROTOCOL	PORT NUMBER
TCP and UDP	53
TCP	80
UDP	88
TCP and UDP	3074

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

- 16 The port forwarding rules will now be displayed as the example above shows.
- 17 Reboot the modem: Click **REBOOT ROUTER** option on the top of the page.



Important information

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