XBox 360 Setup
(NF1ADV)
**XBox 360 Setup**

There are two ways of allowing your XBox 360 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 XBox 360 to communicate with the internet as if they were directly connected by allowing access through. Setting your XBox 360 as a DMZ host opens all the ports on the router to allow access to a designated device.

Before you configure the router, you will need to set a static IP address on your XBox. Follow the instructions at the link below to set a static IP address on your XBox:

[http://portforward.com/networking/staticip-xbox360.htm](http://portforward.com/networking/staticip-xbox360.htm)

You can use an IP address like 192.168.1.100 for example.

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 360 as the DMZ Host


2. Enter admin as both the username and password when prompted then click OK.

3. Select Advanced Settings > NAT then click on the DMZ host option.

4. Enter the static IP address of the XBox in the DMZ Host IP Address field. In this example, 192.168.1.100 is the IP address of the XBox.

5. Click on the Save/Apply button.

6. Reboot the modem. (See the last page of the guide for rebooting instructions)
Adding Port Forwarding Rules for XBox 360


2. Enter **admin** as both the username and password when prompted then click **OK**.

3. Select the **Advanced Settings > NAT > Port Forwarding** options.

4. Click the **Add** button to add port forwarding rules.
5. Check that the Interface currently selected in the Use Interface field is correct. For Australian customers, use pppoe_0_8_35. For New Zealand customers, use pppoa_0_0_100. For connections using the Ethernet WAN, use eth0.

6. 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.

7. 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 192.168.1.100.

8. 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.

9. Select the protocol to be used for the port forwarding rule. Options include TCP, UDP or TCP/UDP for both.

The ports and protocols for XBox 360 are as follows:

<table>
<thead>
<tr>
<th>Protocol</th>
<th>Port Number</th>
</tr>
</thead>
<tbody>
<tr>
<td>TCP</td>
<td>80</td>
</tr>
<tr>
<td>UDP</td>
<td>88</td>
</tr>
<tr>
<td>TCP and UDP</td>
<td>53</td>
</tr>
<tr>
<td>TCP and UDP</td>
<td>1863</td>
</tr>
<tr>
<td>TCP and UDP</td>
<td>3074</td>
</tr>
</tbody>
</table>

10. Click the Apply/Save button.
11. The port forwarding rules will now be displayed as the example above shows.

12. Reboot the modem.

**Rebooting the NF1ADV**

1. Select the **Management > Save/Reboot** options from the menu at the top of the page.

2. Click the **Reboot** button in the middle.