Port Forwarding Setup
(NB12WD)
Port Forwarding

Port forwarding enables programs or devices running on your LAN to communicate with the internet as if they were directly connected.

This is most commonly used for VOIP ATA devices or online gaming (via game console or computer).

Port forwarding works by “forwarding” a specific TCP or UDP port from the modem / router to the computer or device you are using.

You can also restrict which incoming connections will have the rule applied to it. This enables you to specify all incoming connections, from a specific subnet or from an individual IP address.*

Different services and different games all use different TCP or UDP ports.

You will need to consult any information supplied with your service or game in order to find which ports need to be forwarded.

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.

* - If supported by your model of modem / router.
Adding a Port Forwarding Rule

This guide will take you through the steps required to add a port forwarding rule to your modem / router. Please follow the instructions below to create a Port Forwarding rule on the NB12WD:

1. Open your Web Browser (such as Internet Explorer), and enter the following numbers into the Address Bar: 192.168.1.1
   If asked to login, the default username and password is "admin" and "admin" without the quotes.
2. Click on "Advanced" on the left menu.
3. Click on "NAT" on the left menu.
4. Click on "Port Forwarding" on the left menu.
5. Press the "Add" button.
6. Under **Server Name**, select the "Custom Server" option.
   Enter a name for your Port Forwarding rule. This can be anything, is only used to describe the port forwarding rule.
7. In the **Server IP Address** box, enter the IP Address of the computer or device you wish to Port forward to.
   By default, the IP Address will be 192.168.1.x, where 'x' is a number between 2 and 254.
   If you are unsure of the IP Address of your computer, or the address on your computer is "dynamic", please see the following page for more information about setting a "Static IP":
   [http://www.portforward.com/networking/staticip.htm](http://www.portforward.com/networking/staticip.htm)
8. Under **External Port Start** and **External Port End** on the next blank row of the table, enter the port number that you wish to Port Forward.
   If you are entering a range of ports (such as 1000-2000) then you would enter 1000 into External Port Start, and 2000 into External Port End.
9. Under **Protocol** on the same row of the table, select the Protocol that is required for your ports. If you do not know this, select "TCP/UDP".
10. Under **Internal Port Start** and **Internal Port End** on the same row of the table, enter the port number that the forward ports will be redirected to.
    Typically, these are the same numbers as in Step 8.
    The same rules apply as in Step 8 if you wish to enter a range of ports.

   **Note:** If you wish to enter more Port Forwarding rules for this IP Address, then you can repeat steps 8-10.

11. When you are finished, press the "Save/Apply" button which is located under the table.

**Please note:** Some services require more than one port forwarded. You can do this by specifying a sequential range of ports instead of just one.

**For example:** 6881-6999.

To do this, you would enter “6881” in the “Port Start” fields and “6999” in the “Port End” fields for both the “External Packet” and “Forward to Internal Host” sections.
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.