PlayStation 3 Setup
Modem Router - NF4V

NetCommWireless
NF4V
Playstation 3 Setup

There are two ways of allowing your Playstation 3 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 Playstation 3 to communicate with the internet as if they were directly connected by allowing access through. Setting your Playstation 3 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 PlayStation. Follow the instructions at the link below to set a static IP address on your Playstation:


You can use an IP address like 192.168.20.100 for example.

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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 Playstation 3 as the DMZ Host

LOGGING IN TO THE WEB INTERFACE

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

2. At the login screen, type \texttt{admin} into both the Username and the Password fields and click OK.

3. Click on the Advanced Setup at the left of the page, then click on NAT option and then click 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 PlayStation.

5. Click on the Save/Apply button.

6. Reboot the modem: Click Management menu on the left hand side of the page then click Reboot options and then click Reboot button in the middle.
Adding a Port Forwarding Rule for PlayStation 3

LOGGING IN TO THE WEB INTERFACE
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4. At the login screen, type \texttt{admin} into both the Username and the Password fields and click OK.

3. Click on the \textbf{Advanced Setup} at the left of the page, then click on NAT option and then click \textbf{Virtual Servers} options.

4. Click the Add button to add a port forwarding rule.
5. Check 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**

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 **PlayStation**.

7. 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**

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 PlayStation 3 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>TCP</td>
<td>443</td>
</tr>
<tr>
<td>TCP and UDP</td>
<td>3478</td>
</tr>
<tr>
<td>TCP and UDP</td>
<td>3479</td>
</tr>
<tr>
<td>TCP</td>
<td>3480</td>
</tr>
<tr>
<td>TCP</td>
<td>5223</td>
</tr>
<tr>
<td>TCP</td>
<td>8080</td>
</tr>
<tr>
<td>UDP</td>
<td>3658</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: Click Management menu on the left hand side of the page then click Reboot options and then click Reboot button in the middle.

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