

## **NB6Plus4W Rev2 Configuration when used with Xbox 360 and Xbox Live**

An error message relating to the router MTU settings is common when the NB6Plus4W Rev2 is used with gaming consoles, but you don't actually need to change the MTU settings.

You will however need to disable the UPnP function in your modem:

1. Open Internet Explorer and type 192.168.1.1 in the address bar, and then press Enter.
2. If prompted for username and password, use 'admin' for both (without the quotes)
3. Click on the Advanced option and then on Local Network.
4. Click on UPnP on the left menu and then deselect the 'Enable UPnP' option.

The screenshot displays the NetComm web management interface. At the top, the NetComm logo is on the left, and navigation tabs for Quick Start, Status, Advanced, Wireless, and Management are in the center. A language dropdown menu on the right is set to English. The left sidebar contains a menu with the following items: Local Network, IP Address, DHCP Server, UPnP (highlighted), IGMP Snooping, Layer2 Interface, Internet, IP Routing, Virtual Servers, Firewall, NAT ALG, Quality of Service, and Port Mapping. The main content area is titled 'UPnP Configuration' and includes the text: 'Enabling the UPnP IGD and NAT Traversal function allows the users to perform more applications behind NAT without additional configuration settings or ALG support on your router.' Below this text is a checkbox labeled 'Enable UPnP' which is currently unchecked. An 'Apply/Save' button is located at the bottom of the configuration area. In the bottom-left corner of the interface, the following information is displayed: Firmware: 4.24f, DSL: A2pB025c.d22i, and Wireless: 5.10.120.0.

5. Click on Apply/Save.
6. Select Management > Reset Router.
7. Press the Reboot button and wait for the modem to reboot.

Next you will need to set a static IP address on your Xbox; here is a link to a little guide to help you with that:

<http://portforward.com/networking/staticip-xbox360.htm>

You can use an IP address like 192.168.1.100 for example.

You will also need to enable the DMZ Host feature on the NB6Plus4W Rev2. Please check the User Guide on page 73 if you need assistance with this at:

[http://media.netcomm.com.au/public/assets/pdf\\_file/0015/40218/NB6Plus4W\\_REV2\\_UG.pdf](http://media.netcomm.com.au/public/assets/pdf_file/0015/40218/NB6Plus4W_REV2_UG.pdf)

Please restart your Xbox; you should be able to play online now.

For assistance in connecting to Xbox Live with the NB6Plus4W Rev2 please continue to the next page.

## **NB6Plus4W Rev2 Port Forwarding Configuration for Xbox Live**

Information regarding the network ports used by Xbox Live is available at  
<http://support.microsoft.com/kb/908874/en-us?sd=xbox>

The following ports will need to be opened on the NB6Plus4W Rev2 to successfully connect to Xbox live:

- ⤴ Port 88 (UDP)
- ⤴ Port 3074 (UDP and TCP)
- ⤴ Port 53 (UDP and TCP)
- ⤴ Port 80 (TCP)
- ⤴ Port 1863 (UDP and TCP)

For assistance in configuring port forwarding for the above ports on the NB6Plus4W Rev2 please see the NB6Plus4W Rev2 Port Forwarding Setup Guide at

[http://media.netcomm.com.au/public/assets/pdf\\_file/0018/41661/PFS-NB6Plus4W-Rev2.pdf](http://media.netcomm.com.au/public/assets/pdf_file/0018/41661/PFS-NB6Plus4W-Rev2.pdf)

An alternate guide for Xbox 360 port configuration can also be found at

[http://portforward.com/english/routers/port\\_forwarding/Netcomm/NB6PLUS4W/Xbox\\_Live\\_360.htm](http://portforward.com/english/routers/port_forwarding/Netcomm/NB6PLUS4W/Xbox_Live_360.htm)