



Port Forwarding Setup

(NB6PLUS4W)

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 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.

* - 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.

1. Open your web browser and go to the address <http://192.168.1.1>, using **admin** as the username and password.
2. Click "**Advanced**" from the menu at the top of the page.
3. Click "**Virtual Server**" from the menu on the lefthandside of the page.
4. Click "**Port Forwarding**" from underneath this.
5. Click the "**Add**" button on the page which is displayed.
6. Click on "**User defined:**" and enter a name for your port forwarding rule. (any unique name is fine)

The screenshot shows the NetComm router's web interface. At the top, there is a navigation bar with the NetComm logo and menu items: Quick Start, Status, Advanced, Wireless, and Management. A language dropdown menu is set to English. On the left side, there is a sidebar menu with categories: Local Network, Internet, IP Routing, Virtual Server (highlighted), NAT ALG, Firewall, Quality of Service, and Port Mapping. Under Virtual Server, the following options are listed: Port Forwarding (highlighted), Port Triggering, DMZ Host, Dynamic DNS, and Static DNS. The main content area is titled 'Add New Port Forwarding Rule'. It contains the following fields and options:

- Application Name: Radio buttons for 'Pre-defined:' (selected) and 'User defined:'. The 'Pre-defined:' dropdown is set to 'Others' and the 'User defined:' text input is 'ExampleRule'.
- From Internet Host IP Address: A dropdown menu set to 'ALL'.
- Forward to Internal Host IP Address: An empty text input field.
- By using the rules: A table with 5 columns: Protocol, External Packet Port Start, External Packet Port End, Forward to Internal Host Port Start, and Forward to Internal Host Port End. The table contains three rows, each with 'TCP' in the Protocol column and empty input fields in the other columns.
- Buttons: '< Back' and 'Apply'.

At the bottom left of the sidebar, the following information is displayed:

Firmware: 3.64y
ADSL2+: A2pB025c,d20h
Wireless: 3.131.35.6

7. Enter the IP address of the computer, game console or VOIP ATA you want to forward the port/s to.

The screenshot shows the NetComm router's web interface. At the top, there is a navigation bar with the NetComm logo and menu items: Quick Start, Status, Advanced (highlighted), Wireless, and Management. A language dropdown menu is set to English. On the left, a sidebar menu lists various configuration options: Local Network, Internet, IP Routing, Virtual Server (with sub-items: Port Forwarding, Port Triggering, DMZ Host, Dynamic DNS, Static DNS), NAT ALG, Firewall, Quality of Service, and Port Mapping. The main content area is titled "Add New Port Forwarding Rule". It contains the following fields:

- Application Name: Radio buttons for "Pre-defined:" (selected) and "User defined:". The "Pre-defined:" dropdown is set to "Others" and the "User defined:" dropdown is set to "AUTH".
- From Internet Host IP Address: A dropdown menu set to "ALL".
- Forward to Internal Host IP Address: A text input field containing "192.168.1.2", which is highlighted with a red rectangle.

Below these fields is a section titled "By using the rules:" containing a table with the following structure:

Protocol	External Packet		Forward to Internal Host	
	Port Start	Port End	Port Start	Port End
TCP				
TCP				
TCP				

At the bottom of the form are two buttons: "< Back" and "Apply". In the bottom left corner, the following information is displayed:

Firmware: 3.64y
ADSL2+: A2pB025c.d20h
Wireless: 3.131.35.6

8. If you are only forwarding one TCP port (as per the example below for VOIP traffic), enter the port you want to forward in the "Port Start" and "Port End" fields in both the "External Packet" and "Forward to Internal Host" sections.

NetComm Quick Start | Status | **Advanced** | Wireless | Management

Language: English

Local Network
Internet
IP Routing
Virtual Server
 Port Forwarding
 Port Triggering
 DMZ Host
 Dynamic DNS
 Static DNS
NAT ALG
Firewall
Quality of Service
Port Mapping

Add New Port Forwarding Rule

Application Name:
 Pre-defined: Others AUTH
 User defined: ExampleRule

From Internet Host IP Address: ALL

Forward to Internal Host IP Address: 192.168.1.2

By using the rules:

Protocol	External Packet		Forward to Internal Host	
	Port Start	Port End	Port Start	Port End
TCP	5060	5060	5060	5060
TCP				
TCP				

< Back Apply

Firmware: 3.64y
 ADSL2+: A2pB025c.d20h
 Wireless: 3.131.35.6

9. Click "Apply" to add and enable this port forwarding rule.

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).

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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.