



NetCommWireless

XBox Setup
(NB604n)

XBox Setup

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

<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 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.

Setting the Xbox as the DMZ Host

1. Navigate to <http://192.168.1.1> in a web browser.
2. Enter "admin" (without quotes) as both the username and password when prompted.
3. Select the **Advanced Setup** > **NAT** > **DMZ Host** options from the menu on the left hand side of the page.

The screenshot shows the NetComm router's web interface. On the left is a navigation menu with the following items: Device Info, Basic setup, **Advanced Setup**, Layer 2 Interface, WAN Service, LAN, **NAT**, Virtual Servers, Port Triggering, **DMZ Host**, ALG, Multi NAT, Security, Parental Control, Quality of Service, Routing, DNS, DSL, UPnP, DNS Proxy, Packet Acceleration, Storage Service, Interface Grouping, IPSec, Power Management, Wireless, Diagnostics, and Management. The 'DMZ Host' option is highlighted. The main content area is titled 'NAT -- DMZ Host' and contains the following text: 'The Broadband Router will forward IP packets from the WAN that do not belong to any of the applications configured in the Virtual Servers table to the DMZ host computer.' Below this is a sub-section: 'Enter the computer's IP address and click 'Apply' to activate the DMZ host.' Underneath that is another instruction: 'Clear the IP address field and click 'Apply' to deactivate the DMZ host.' A text input field labeled 'DMZ Host IP Address:' contains the value '192.168.1.100'. To the right of the input field is a 'Save/Apply' button.

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

1. Navigate to <http://192.168.1.1> in a web browser.
2. Enter "admin" (without quotes) as both the username and password when prompted.
3. Select the **Advanced Setup** > **NAT** > **Virtual Servers** options from the menu on the left hand side of the page.

NetComm

Device Info
Basic setup
Advanced Setup
Layer 2 Interface
WAN Service
LAN
NAT
Virtual Servers
Port Triggering
DMZ Host
ALG
Multi NAT
Security
Parental Control
Quality of Service
Routing
DNS
DSL
UPnP
DNS Proxy
Packet Acceleration
Storage Service
Interface Grouping
IPSec
Power Management
Wireless
Diagnostics
Management

NAT -- Virtual Servers Setup

Virtual Server allows you to direct incoming traffic from WAN side (identified by Protocol and External port) to the Internal server with private IP address on the LAN side. The Internal port is required only if the external port needs to be converted to a different port number used by the server on the LAN side. A maximum 32 entries can be configured.

Server Name	External Port Start	External Port End	Protocol	Internal Port Start	Internal Port End	Server IP Address	WAN Interface	Remove
-------------	---------------------	-------------------	----------	---------------------	-------------------	-------------------	---------------	--------

Add Remove

©1997-2011 NetComm Corporation. All rights reserved.

4. Click the **Add** button to add port forwarding rules.


- 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**.

- 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**.
- 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
- 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.
- 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 are as follows:

Protocol	Port Number
TCP	80
UDP	88
TCP and UDP	53
TCP and UDP	1863
TCP and UDP	3074

10. Click the **Apply/Save** button.



Device Info
Basic setup
Advanced Setup
Layer 2 Interface
WAN Service
LAN
NAT
Virtual Servers
Port Triggering
DMZ Host
ALG
Multi NAT
Security
Parental Control
Quality of Service
Routing
DNS
DSL
UPnP
DNS Proxy
Packet Acceleration
Storage Service
Interface Grouping
IPSec
Power Management
Wireless
Diagnostics
Management

NAT -- Virtual Servers Setup

Virtual Server allows you to direct incoming traffic from WAN side (identified by Protocol and External port) to the Internal server with private IP address on the LAN side. The Internal port is required only if the external port needs to be converted to a different port number used by the server on the LAN side. A maximum 32 entries can be configured.

Server Name	External Port Start	External Port End	Protocol	Internal Port Start	Internal Port End	Server IP Address	WAN Interface	Remove
XBox	80	80	TCP	80	80	192.168.1.100	ppp0	<input type="checkbox"/>
XBox	88	88	UDP	88	88	192.168.1.100	ppp0	<input type="checkbox"/>
XBox	53	53	TCP/UDP	53	53	192.168.1.100	ppp0	<input type="checkbox"/>
XBox	1863	1863	TCP/UDP	1863	1863	192.168.1.100	ppp0	<input type="checkbox"/>
XBox	3074	3074	TCP/UDP	3074	3074	192.168.1.100	ppp0	<input type="checkbox"/>

11. The port forwarding rules will now be displayed as the example above shows.

12. Reboot the modem. (See the last page of the guide for rebooting instructions)



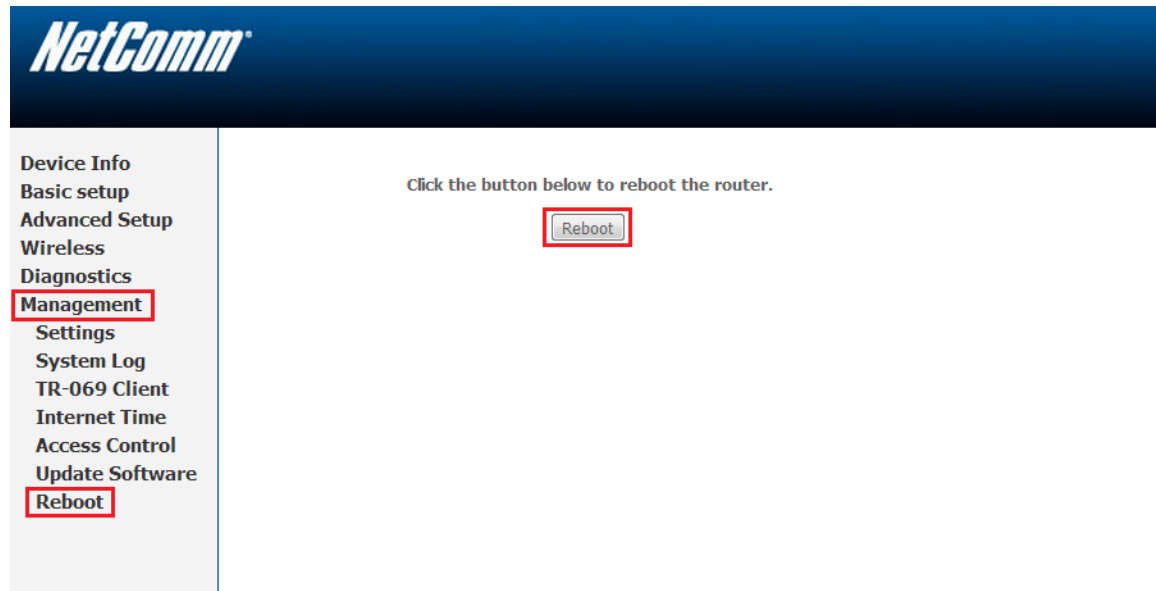
You can only forward a port to **one** location (IP address).

In some cases, this may cause issues when multiple LAN devices (computers, game consoles, or VOIP ATAs) attempt to use online gaming at 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.

Rebooting the NB604n



1. Select the **Management** > **Reboot** options from the menu on the left hand side of the page.
2. Click the **Reboot** button in the middle.