XBox 360 Setup
(NF1ADV)

XBox 360 Setup

There are two ways of allowing your XBox 360 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 360 to communicate with the internet as if they were directly connected by allowing access through. Setting your XBox 360 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. 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 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 XBox 360 as the DMZ Host

1. Navigate to http://192.168.1.1 in a web browser.
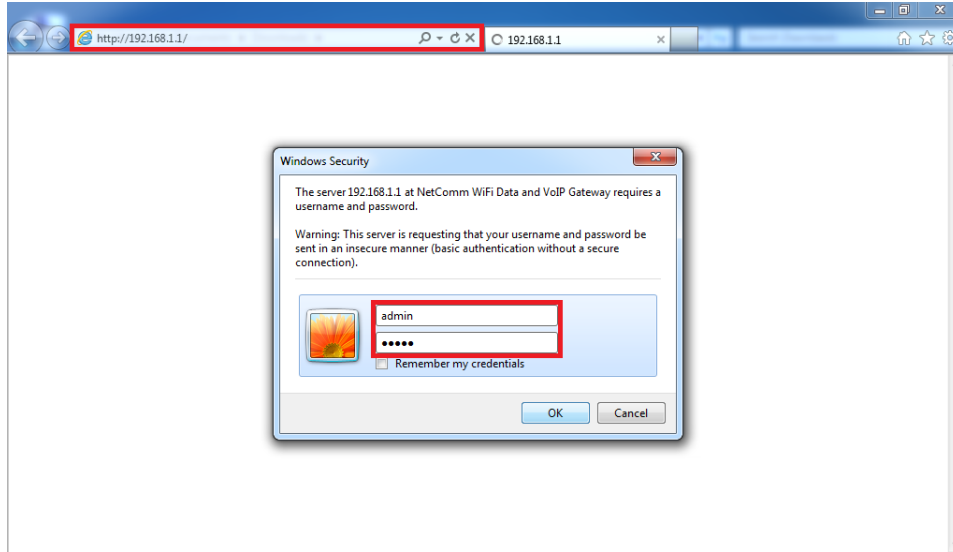
2. Enter **admin** as both the username and password when prompted then click **OK**.

3. Select **Advanced Settings > NAT** then click on the **DMZ host** option.

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 360

1. Navigate to http://192.168.1.1 in a web browser.
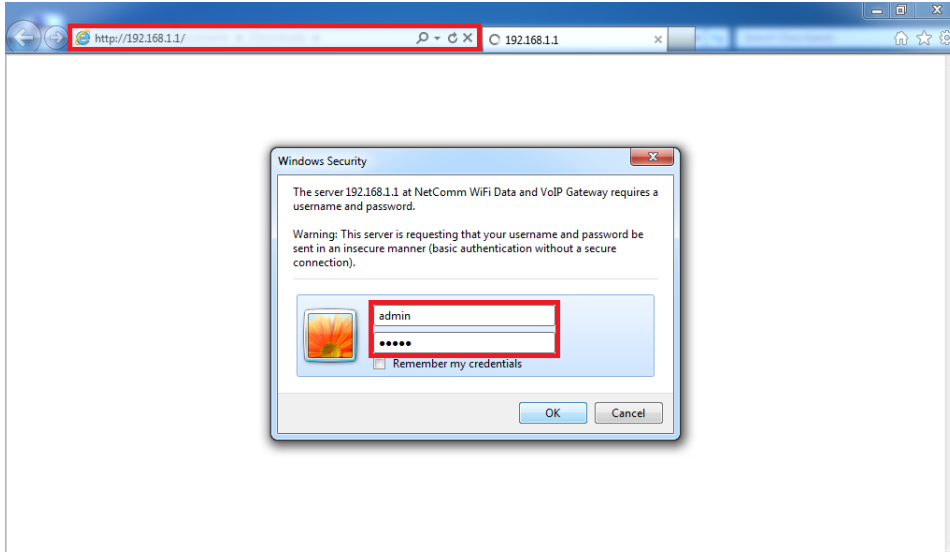
2. Enter **admin** as both the username and password when prompted then click **OK**.

3. Select the **Advanced Settings** > **NAT** > **Port Forwarding** options.

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

5. Check that 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**. For connections using the Ethernet WAN, use **eth0**.

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NAT -- Virtual Servers

Select the service name, and enter the server IP address and click "Apply/Save" to forward IP packets for this service to the specified server. NOTE: The "Internal Port End" cannot be modified directly. Normally, it is set to the same value as "External Port End". However, if you modify "Internal Port Start", then "Internal Port End" will be set to the same value as "Internal Port Start".
Remaining number of entries that can be configured:32

Use Interface: ipoe_eth0/eth0

Service Name:

○ Select a Service: Select One
● Custom Service: XBox

Server IP Address: 192.168.1.100

Apply/Save

External Port Start	External Port End	Protocol	Internal Port Start	Internal Port End
80	80	TCP	80	80
88	88	TCP	88	88
53	53	TCP/UDP	53	53
1863	1863	TCP/UDP	1863	1863
3074	3074	TCP/UDP	3074	3074
		TCP		
		TCP		
		TCP		
		TCP		
		TCP		
		TCP		
		TCP		

Apply/Save

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 **XBox**.

7. 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

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 XBox 360 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.

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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.

[Add] [Remove]

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	eth0	☐
XBox	88	88	TCP	88	88	192.168.1.100	eth0	☐
XBox	53	53	TCP/UDP	53	53	192.168.1.100	eth0	☐
XBox	1863	1863	TCP/UDP	1863	1863	192.168.1.100	eth0	☐
XBox	3074	3074	TCP/UDP	3074	3074	192.168.1.100	eth0	☐

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

12. Reboot the modem.

Rebooting the NF1ADV

1. Select the **Management** > **Save/Reboot** options from the menu at the top of the page.

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Device Settings
SNMP
TR-069 Client
SNTP
Access Control
Save/Reboot

NAT -- Virtual Servers Setup

Virtual Server allows you to direct incoming traffic from WAN side (identified by Pro... 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 th... aximum 32 entries can be configured.

Server Name	External Port Start	External Port End	Prot	...ternal Port End	Server IP Address	WAN Interface	Remove
XBox	80	80	TCP	80	192.168.1.100	eth0	☐
XBox	88	88	TCP	88	192.168.1.100	eth0	☐
XBox	53	53	TCP/UDP	53	192.168.1.100	eth0	☐
XBox	1863	1863	TCP/UDP	1863	192.168.1.100	eth0	☐
XBox	3074	3074	TCP/UDP	3074	192.168.1.100	eth0	☐

2. Click the **Reboot** button in the middle.

Click the button below to reboot the router.

[Reboot]