



Port Forwarding Setup (NB6PLUS4W Rev 2)

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 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.

* - 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 <u>http://192.168.1.1</u>, using **admin** as the username and password.
- 2. Click "Advanced" from the menu at the top of the page.
- 3. Click "Virtual Servers" 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.
- Click on "Custom Service:" and enter a name for your port forwarding rule. (any unique name is fine)

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| NetGomm | Quick Start Stat | us Advand | ed Wireles | 1 5 M | D anagement | | | |
|---|------------------|-----------------|-------------------|----------|-----------------------|------------------|-------------------|-----------|
| | | | | | | Language | English 💌 | |
| | Port Forward | lina | | | | | | |
| Local Network | Select the ser | vice name and | enter the serve | r ID add | lress and click " | Apply/Save" to | forward IP pack | ats for t |
| Layer2 Interface | the specified s | server. NOTE: | The "Internal Po | rt End' | cannot be mod | lified directly. | Normally, it is s | et to th |
| Internet | same value a | s "Internal Po | rt Start" | | | rt", then "Inte | ernal Port End" v | vill be |
| IP Routing | Remaining nu | umber of entrie | es that can be co | nfigure | d:32 | | | |
| Virtual Servers | Use Interface | : pppc | oe_0_8_35 🔽 | | | | | |
| Port Forwarding | Service Name | | | | | | | |
| Port Triggering | O Select a S | | ct One | | | ∼ | | |
| DMZ Host | Oustom | Service: Exam | ipie | | | J | | |
| Dynamic DNS | Server IP Ad | dress: 192.1 | 68.1.2 | | | | | |
| Static DNS | | | | | | | | |
| Firewall | | | | (| Apply/Save | | | |
| NAT ALG | External Der | t Start Externa | | tocol | Internal Port S | tart Intornal I | Dort End | |
| Quality of Service | 5060 | 5060 | TCP | ~ | 5060 | 5060 | FOITEIId | |
| Port Mapping | | | ТСР | ~ | | | | |
| | | | TCP | ~ | | | | |
| | | 1 | ТСР | ~ | | | | |
| | | | TCP | ~ | | | | |
| | | i | TCP | * | | | | |
| | | | TCP | ~ | | | | |
| | | | | | | | | |
| | | | TCP | ~ | | | | |
| | | | TCP | * | | | | |
| | | | ТСР | * | | | | |
| Firmware: 4.24p | | | TCP TCP | ~ | | | | |
| Firmware: 4,24p DSL: A2pB02Sc.d22i Wireless: 5.10.120.0 | | | TCP TCP TCP | * | | | | |
| DSL: A2pB025c.d22i | | | TCP TCP | ~ | | | | |

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

| NetGomm | Quick Start Status Advanced Wireless Management | | | | | | | | |
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| | Language English 💙 | | | | | | | | |
| | Port Forwarding | | | | | | | | |
| Local Network | - | | | | | | | | |
| Layer2 Interface | 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 | | | | | | | | |
| Internet | 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". | | | | | | | | |
| IP Routing | Remaining number of entries that can be configured:32 | | | | | | | | |
| Virtual Servers | Use Interface: pppoe_0_8_35 v | | | | | | | | |
| Port Forwarding | Service Name: | | | | | | | | |
| Port Triggering | O Select a Service: Select One | | | | | | | | |
| DMZ Host | Custom Service: Example | | | | | | | | |
| Dynamic DNS | Server IP Address: 192.168.1.2 | | | | | | | | |
| Static DNS | | | | | | | | | |
| Firewall | Apply/Save | | | | | | | | |
| NAT ALG | | | | | | | | | |
| Quality of Service | External Port Start External Port End Protocol Internal Port Start Internal Port End 5060 5060 TCP 5060 5060 | | | | | | | | |
| Port Mapping | | | | | | | | | |
| | | | | | | | | | |
| | | | | | | | | | |
| | | | | | | | | | |
| | ТСР | | | | | | | | |
| | TCP | | | | | | | | |
| | TCP V | | | | | | | | |
| | | | | | | | | | |
| | TCP V | | | | | | | | |
| | | | | | | | | | |
| Firmware: 4.24p DSL: A2pB025c.d22i | | | | | | | | | |
| Wireless: 5.10.120.0 | TCP V | | | | | | | | |
| | Apply/Save | | | | | | | | |

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.

| NetGomm | Quick Start Status Advanced Wireless Management |
|---------------------------------------|---|
| | Language English ⊻ |
| | Port Forwarding |
| Local Network | Select the service name, and enter the server IP address and click "Apply/Save" to forward IP packets for this service to |
| Layer2 Interface | 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 |
| Internet | same value as "Internal Port Start" Remaining number of entries that can be configured:32 |
| IP Routing Virtual Servers | |
| Port Forwarding | Use Interface: pppoe_0_8_35 V |
| | Service Name: Select a Service: Select One |
| Port Triggering DMZ Host | Custom Service: Example |
| Dynamic DNS | |
| Static DNS | Server IP Address: 192.168.1.2 |
| Firewall | |
| NAT ALG | Apply/Save |
| Quality of Service | External Port Start External Port End Protocol Internal Port Start Internal Port End |
| Port Mapping | 5060 5060 TCP V 5060 5060 |
| Fort happing | TCP V |
| | TCP 🗸 |
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| | |
| | TCP V |
| | |
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| | |
| Firmware: 4.24p DSL: A2pB025c.d22i | |
| Wireless: 5.10.120.0 | |
| | |
| | Apply/Save |

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.

