NetCommWireless

PlayStation 3 Setup

(NB604n)

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There are two ways of allowing your Playstation 3 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 Playstation 3 to communicate with the internet as if they were directly connected by allowing access through. Setting your Playstation 3 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 PlayStation. Follow the instructions at the link below to set a static IP address on your Playstation:

http://portforward.com/networking/staticip-ps3-playstation-3.htm

You can use an IP address like 192.168.1.100 for example.

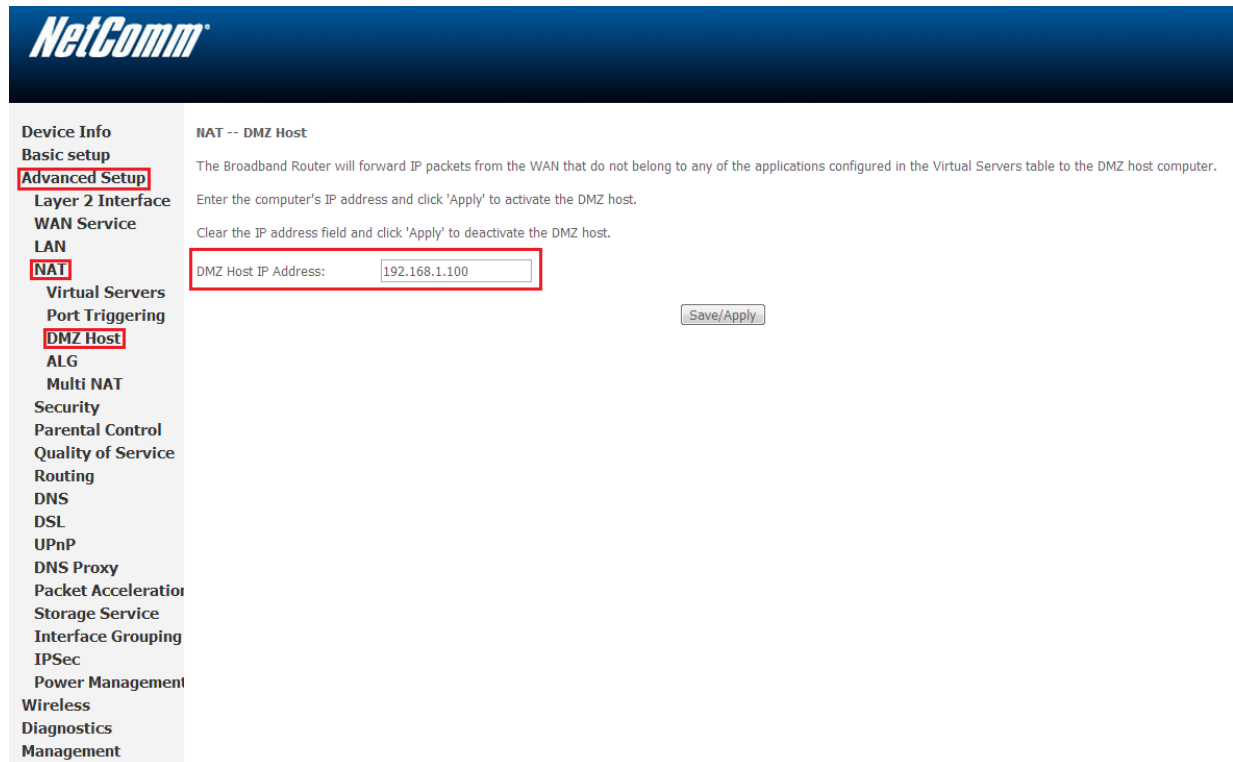You can only forward a port to **one** location (IP address).

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 Playstation 3 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.

4. Enter the static IP address of the PlayStation in the **DMZ Host IP Address** field. In this example, *192.168.1.100* is the IP address of the PlayStation.

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 Playstation 3

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.

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

5. 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**.

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 **PlayStation**.

7. Enter the IP address of the PlayStation that you wish to port forward to in the **Server IP Address** field. In this example, the IP address of the PlayStation 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 Playstation 3 are as follows:

Protocol	Port Number
TCP	80
TCP	443
TCP and UDP	3478
TCP and UDP	3479
TCP	3480
TCP	5223
TCP	8080
UDP	3658

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

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

12. Reboot the modem.

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.