



NetCommWireless

PlayStation 3 Setup
(NB604n)

Playstation 3 Setup

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).

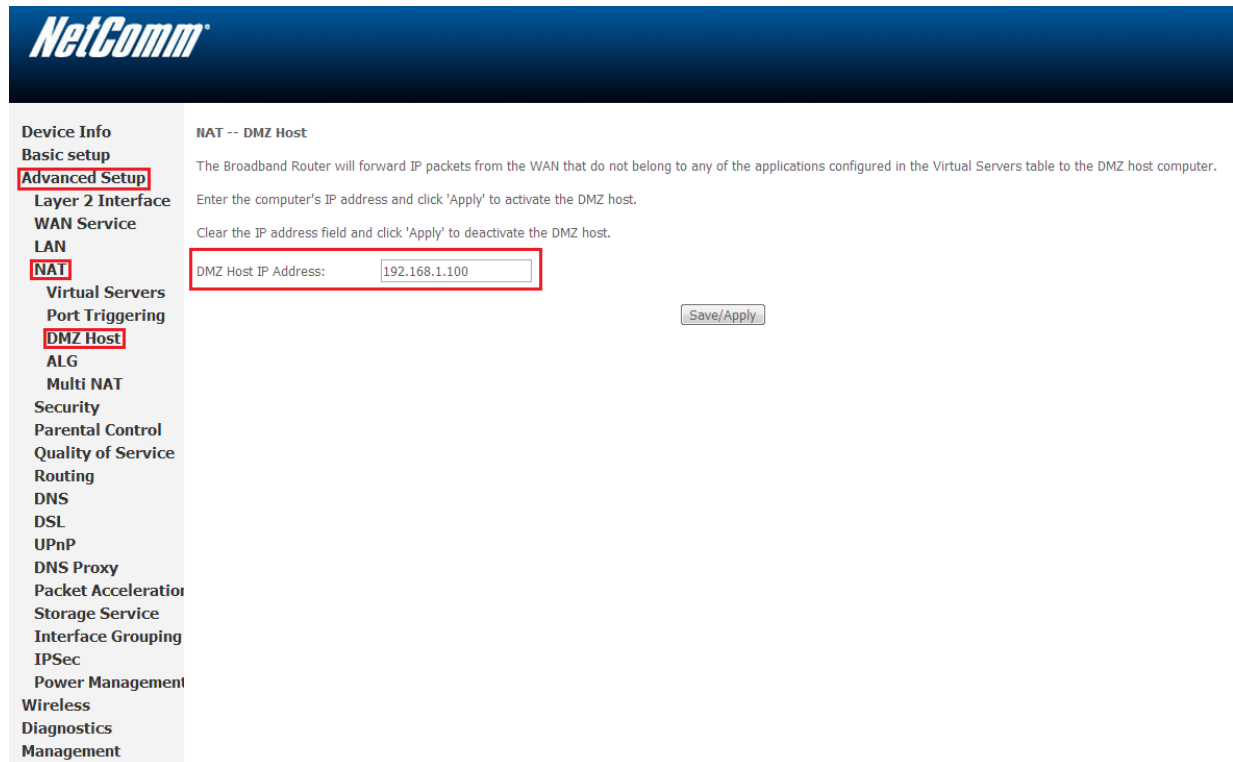
In some cases, this may cause issues when multiple LAN devices (computers, game consoles, or VOIP ATAs) attempt to use online gaming at same time or make multiple VOIP service connections.

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.

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.



The screenshot shows the NetComm router's web interface. The left sidebar contains 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 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, there are two instructions: "Enter the computer's IP address and click 'Apply' to activate the DMZ host." and "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". A "Save/Apply" button is located to the right of the input field.

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.

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
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Add Remove

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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**.

NetComm

Device Info
Basic setup
Advanced Setup
Layer 2 Interface
WAN Service
LAN
NAT
Virtual Servers
Port Triggering
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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:29

Use Interface:

Service Name:
 Select a Service:
 Custom Service:

Server IP Address:

External Port Start	External Port End	Protocol	Internal Port Start	Internal Port End
<input type="text" value="80"/>	<input type="text" value="80"/>	TCP	<input type="text" value="80"/>	<input type="text" value="80"/>
<input type="text" value="443"/>	<input type="text" value="443"/>	TCP	<input type="text" value="443"/>	<input type="text" value="443"/>
<input type="text" value="3478"/>	<input type="text" value="3478"/>	TCP/UDP	<input type="text" value="3478"/>	<input type="text" value="3478"/>
<input type="text" value="3479"/>	<input type="text" value="3479"/>	TCP/UDP	<input type="text" value="3479"/>	<input type="text" value="3479"/>
<input type="text" value="3480"/>	<input type="text" value="3480"/>	TCP	<input type="text" value="3480"/>	<input type="text" value="3480"/>
<input type="text" value="5223"/>	<input type="text" value="5223"/>	TCP	<input type="text" value="5223"/>	<input type="text" value="5223"/>
<input type="text" value="8080"/>	<input type="text" value="8080"/>	TCP	<input type="text" value="8080"/>	<input type="text" value="8080"/>
<input type="text" value="3658"/>	<input type="text" value="3658"/>	UDP	<input type="text" value="3658"/>	<input type="text" value="3658"/>
<input type="text"/>	<input type="text"/>	TCP	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	TCP	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	TCP	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	TCP	<input type="text"/>	<input type="text"/>

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- 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**.
- 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
- 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 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.

The screenshot shows the NetComm router's configuration interface. On the left is a navigation menu with options like 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 main area is titled 'NAT -- Virtual Servers Setup' and contains a table of port forwarding rules. Below the table are 'Add' and 'Remove' buttons. A copyright notice at the bottom reads '©1997-2011 NetComm Corporation. All rights reserved.'

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
PlayStation	80	80	TCP	80	80	192.168.1.100	ppp0	<input type="checkbox"/>
PlayStation	443	443	TCP	443	443	192.168.1.100	ppp0	<input type="checkbox"/>
PlayStation	3478	3478	TCP/UDP	3478	3478	192.168.1.100	ppp0	<input type="checkbox"/>
PlayStation	3479	3479	TCP/UDP	3479	3479	192.168.1.100	ppp0	<input type="checkbox"/>
PlayStation	3480	3480	TCP	3480	3480	192.168.1.100	ppp0	<input type="checkbox"/>
PlayStation	5223	5223	TCP	5223	5223	192.168.1.100	ppp0	<input type="checkbox"/>
PlayStation	8080	8080	TCP	8080	8080	192.168.1.100	ppp0	<input type="checkbox"/>
PlayStation	3658	3658	UDP	3658	3658	192.168.1.100	ppp0	<input type="checkbox"/>

[Add](#) [Remove](#)

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

12. Reboot the modem.

Rebooting the NB604n

The screenshot shows the NetComm router's configuration interface. On the left is a navigation menu with options like Device Info, Basic setup, Advanced Setup, Wireless, Diagnostics, Management, Settings, System Log, TR-069 Client, Internet Time, Access Control, Update Software, and Reboot. The main area contains the text 'Click the button below to reboot the router.' and a 'Reboot' button. The 'Management' and 'Reboot' options in the menu are highlighted with red boxes.

Click the button below to reboot the router.

[Reboot](#)

Management

Reboot

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.