Port Forwarding Setup

(RTA1320)

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.

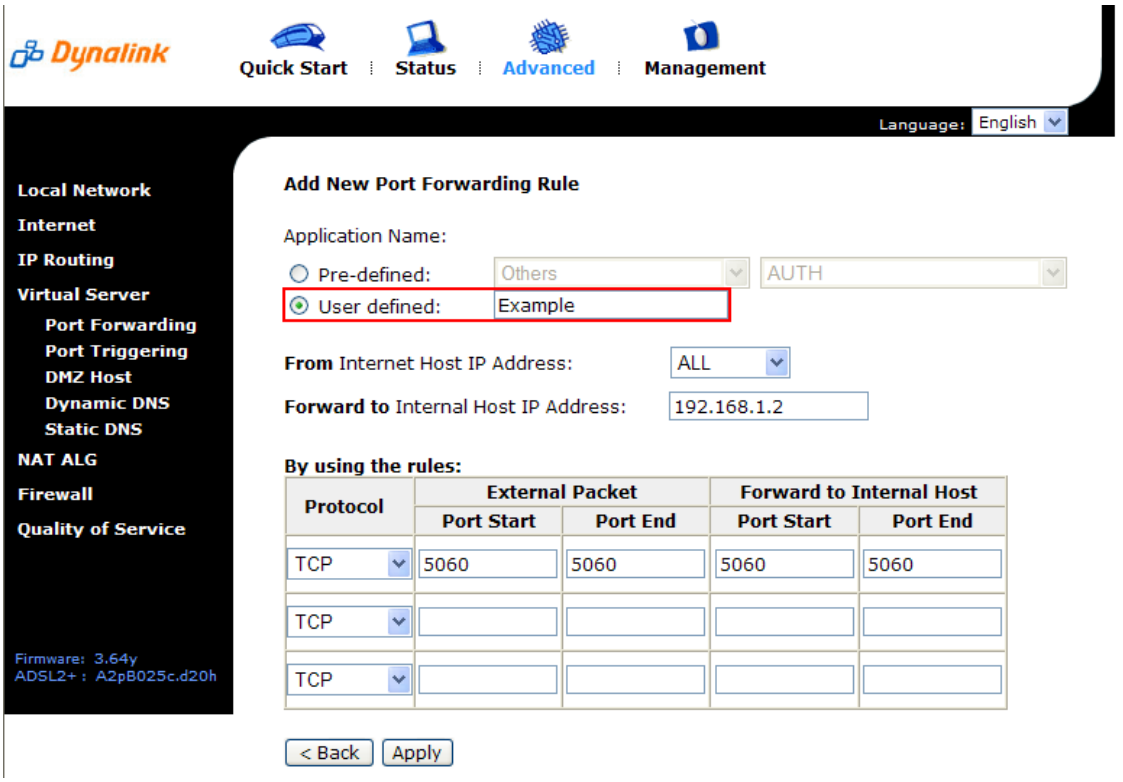
Please consult your VOIP provider or game manufacturer for assistance with this.

* - If supported by your model of modem / router.

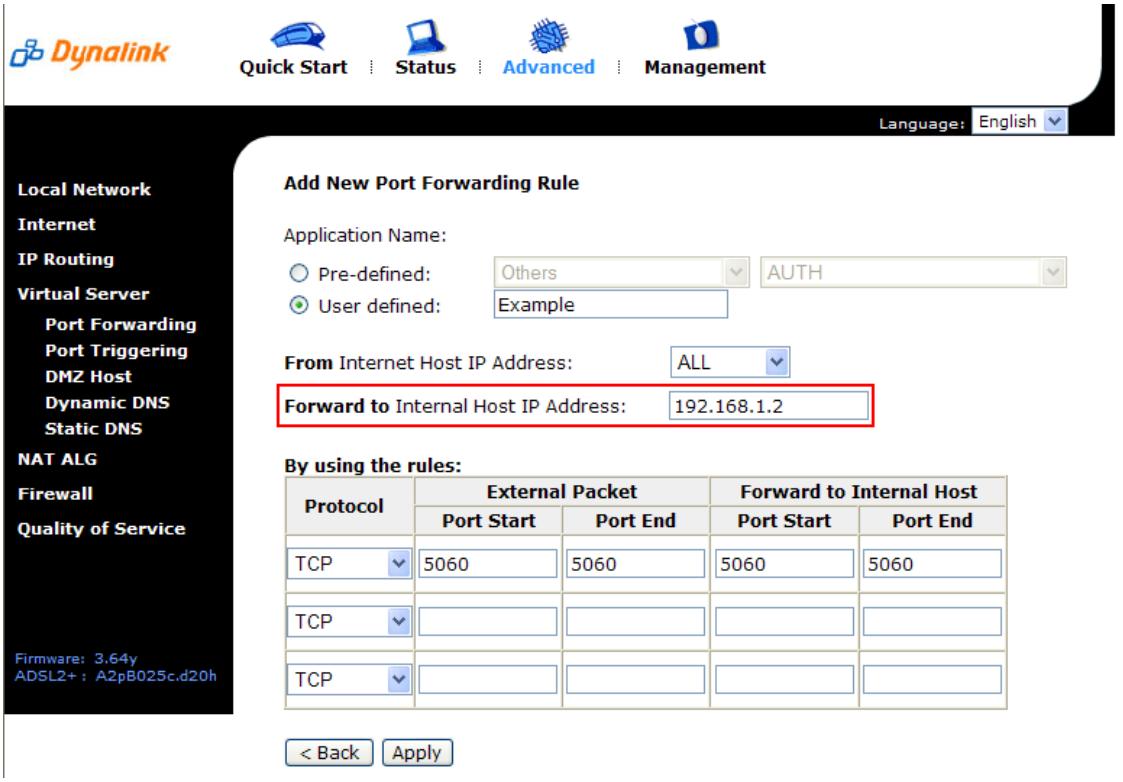
Adding a Port Forwarding Rule

This guide will take you through the steps required to add a port forwarding rule to your modem / router.

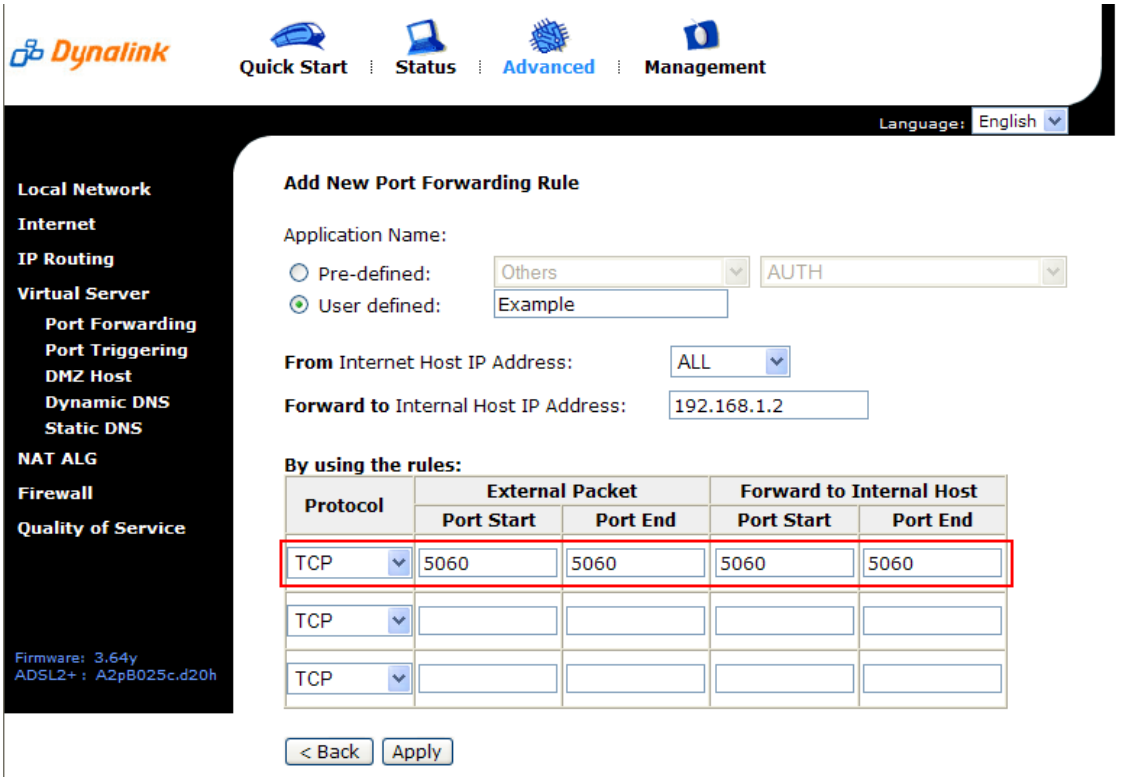
1. Open your web browser and go to the address http://192.168.1.1, using **admin** as the username and password.
2. Click "**Advanced**" from the menu at the top of the page.
3. Click "**Virtual Server**" from the menu on the lefthandside of the page.
4. Click "**Port Forwarding**" from underneath this.
5. Click the "**Add**" button on the page which is displayed.
6. Click on "**User Defined:**" and enter a name for your port forwarding rule. (any unique name is fine)



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



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.



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.

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.