

Setting Up X-Box 360 On The DSL-2760U



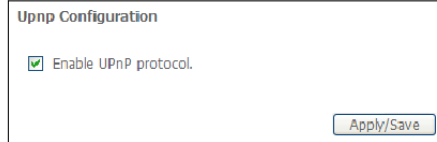
- *First make sure your router/modem is setup as a PPPoE connection. This needs to be done to enable the NAT/Virtual server feature. You can download the Internet setup document at <ftp://ftp.dlinktech.co.za/dsl2760u/SetupGuides/>.*
- *Go to Advanced Setup and go to UPnP and make sure this is enabled.*

Universal Plug and Play (UPnP) Configuration

UPnP supports zero-configuration networking and automatic discovery for many types of networked devices. When enabled, it allows other devices that support UPnP to dynamically join a network, obtain an IP address, convey its capabilities, and learn about the presence and capabilities of other devices. DHCP and DNS service can also be used if available on the network. UPnP also allows supported devices to leave a network automatically without adverse effects to the device or other devices on the network. UPnP is a protocol supported by diverse networking media including Ethernet, Firewire, phone line, and power line networking.

UPnP Configuration

To enable UPnP for any available connection, tick the Enable or disable UPnP protocol check box and click the **Apply/Save** button.

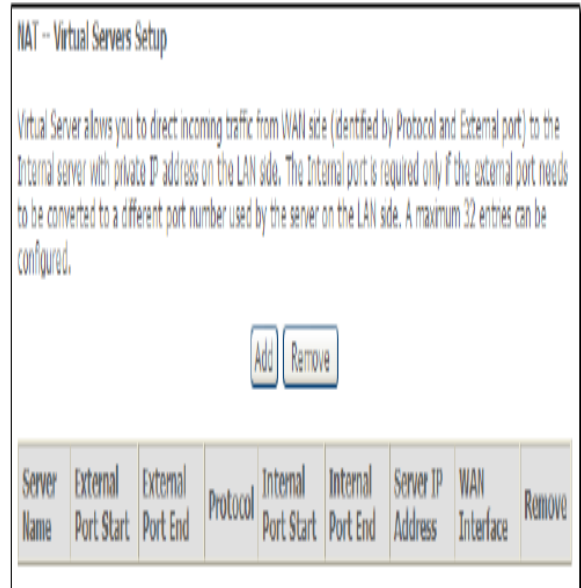


- *Once the Internet setup is complete and UPnP is enabled, go to Advanced Setup, NAT and then Virtual server and ADD the following ports.*

NAT – Virtual Servers

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. The NAT button appears when configuring WAN interface in PPPoE or IPoA.

To Add a Virtual Server Rule, click the **Add** button.



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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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".

A maximum number of **32 entries** can be configured.

The IP address of the XBOX 360 which was set on the XBOX360 itself manually for example 192.168.1.188

View the newly added rule.

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:

Service Name:

Custom Service:

Server IP Address:

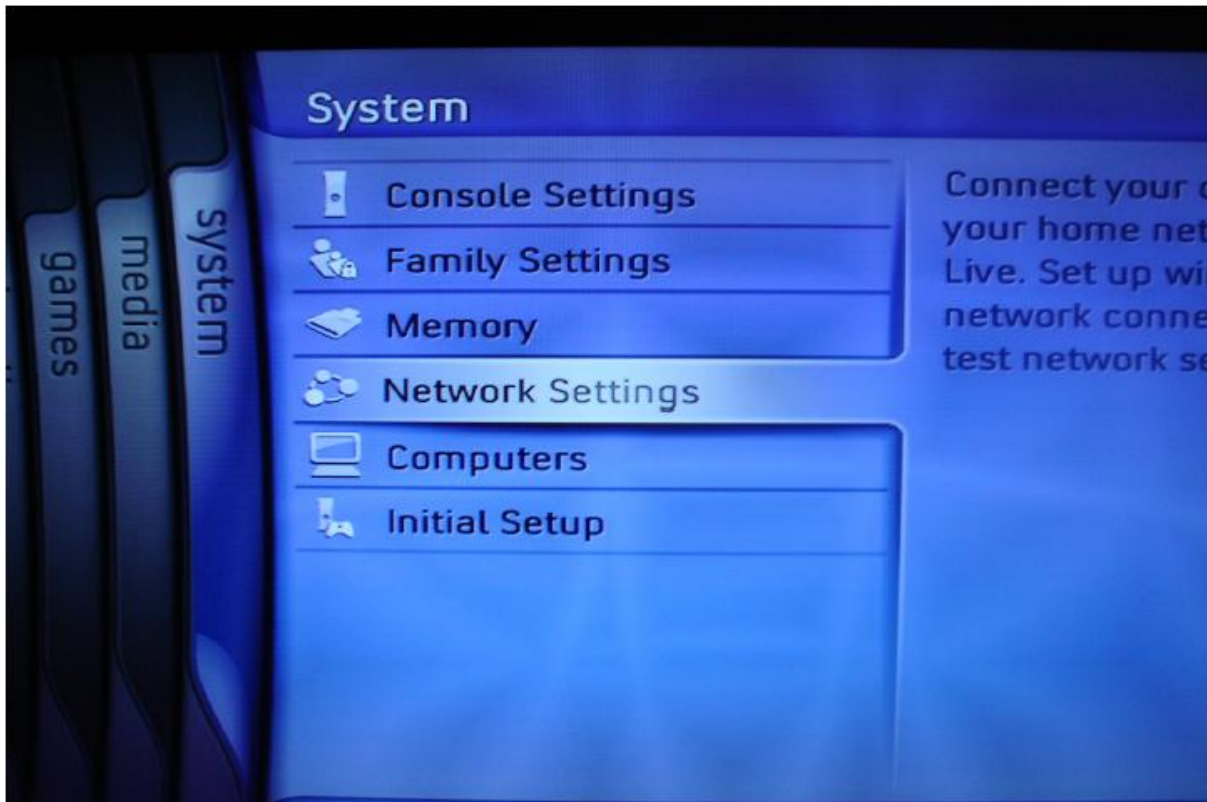
External Port Start	External Port End	Protocol	Internal Port Start	Internal Port End
3074	3074	TCP	3074	3074
3074	3074	UDP	3074	3074
88	88	TCP	88	88
88	88	UDP	88	88
		TCP		
		TCP		
		TCP		
		TCP		
		TCP		
		TCP		
		TCP		
		TCP		
		TCP		
		TCP		
		TCP		

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
Web Server (HTTP)	80	80	TCP	80	80	192.168.1.20	ppp0	<input type="checkbox"/>

- *Select Custom Service and put in XBOX360 for example,*
- *Servers IP address which will be the IP of the XBOX 360 which was setup manually on the XBOX. For example 192.168.1.188.*
- *Add ports as shown above and Apply/Save. After you have saved the settings go to management and Reboot the unit to permanently save the settings.*
- *Configure the XBOX360 and give it a static IP. Turn on your 360 and go to the dashboard. Once you are at the dashboard, go over to the "System" Blade and select "Network Settings".*



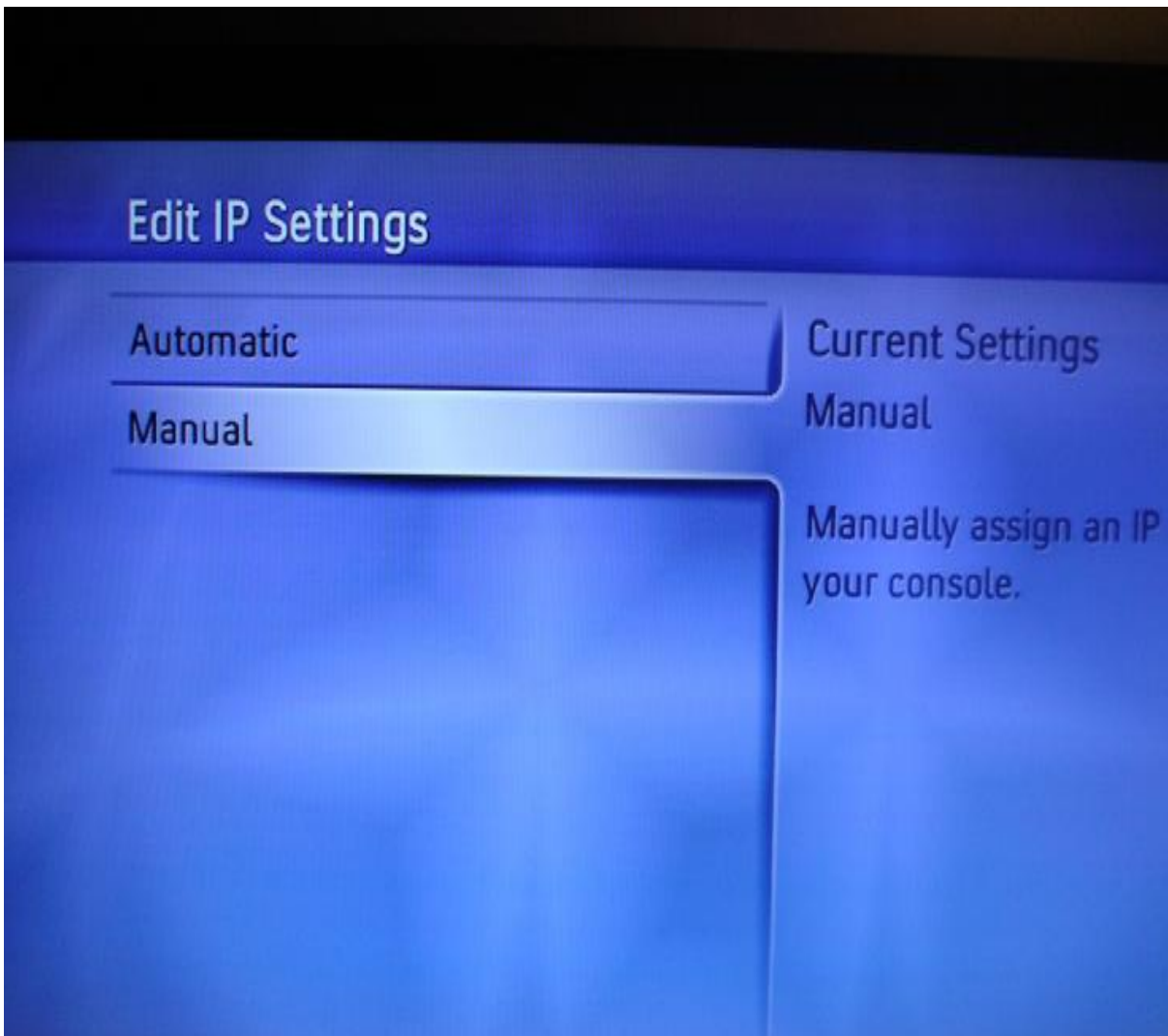
- *Under the "Network" Blade, you need to select "Edit Settings".*



- *You will now be presented with the basic network settings for your XBOX 360. From here, you need to highlight the first section labelled "IP Settings" and select it.*



- *From this screen, choose "Manual".*



Use the IP address settings depending on your network environment:

- IP Address: 192.168.1.188
- Subnet Mask: 255.255.255.0
- Gateway: 192.168.1.1

1. After you've entered all the settings, select done, and we'll move on to the DNS settings.
2. After selecting done, you'll be brought back to the basic settings menu. From here, you need to highlight the "DNS Settings" section and select it. Please use the settings below.
3. **Primary DNS server: 192.168.1.1**, **Secondary DNS server: 4.2.2.2**
4. Select "done" when you finish.

