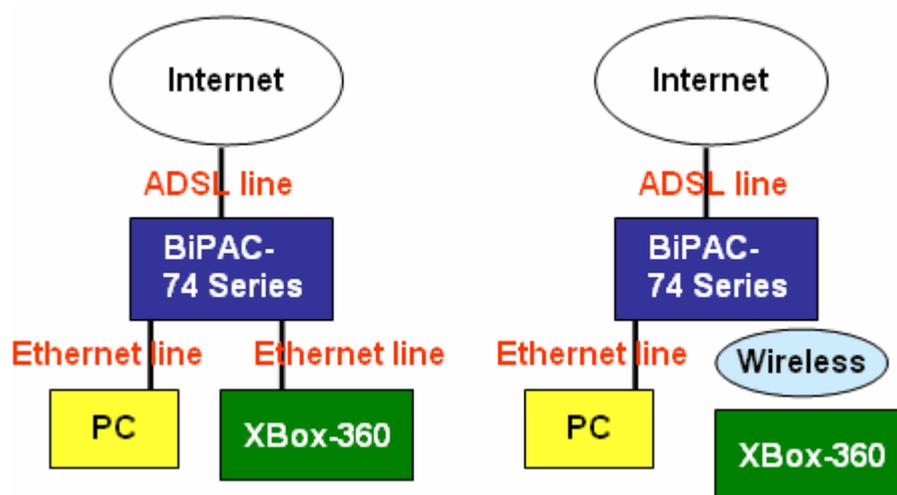


How to connect to Xbox Live via BiPAC-74 Series?

Most cable/DSL routers implement Network Address Translation (NAT), as does Windows Internet Connection Sharing (ICS). For NAT devices, no port forwarding is required for Xbox Live to work. Port forwarding is required only if you are running a proxy server or true firewall instead of or in addition to a NAT.

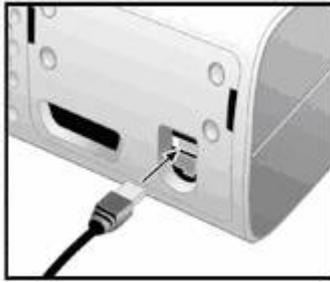
For BiPAC-74 Series, these ports (UDP 88, UDP 3074, and TCP 3074) will be blocked when Firewall is enabled so you need to open these ports by Packet Filter.

Diagram:

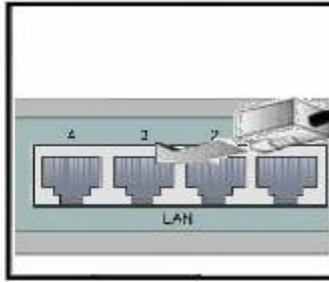


How To Connect Xbox 360 Game Consoles to the Router by Ethernet cable (RJ45)?

1. Connect one end of the Ethernet cable to another one of the Ethernet output (LAN) ports on the router. Connect the other end to the Ethernet port on the back of the Xbox 360 console.

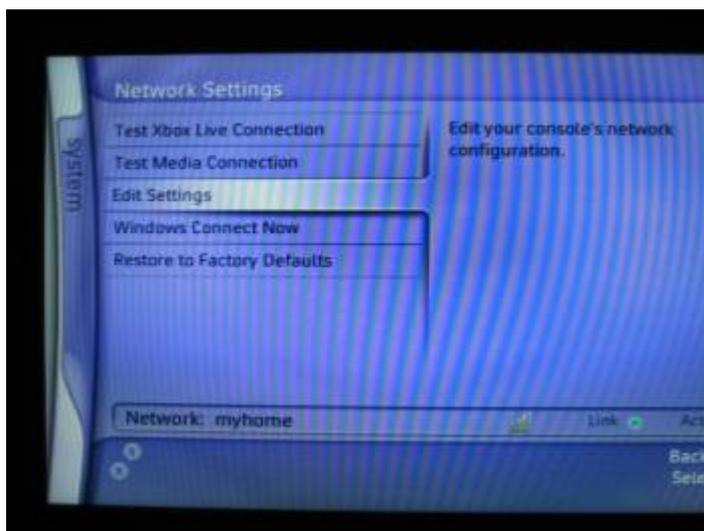
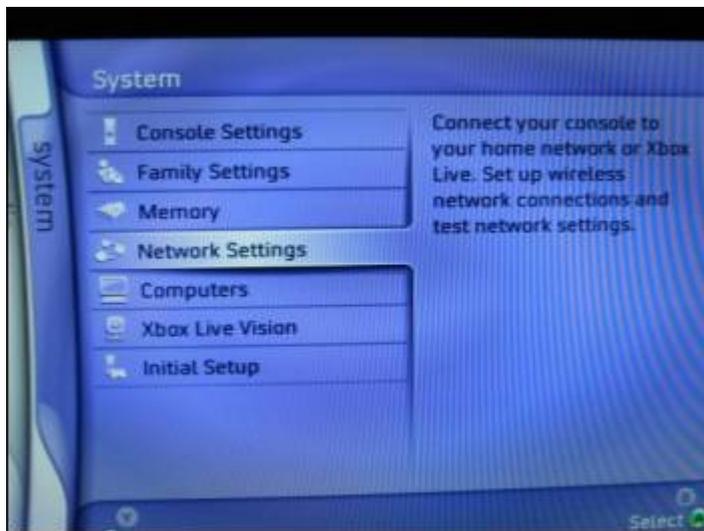


Console



Router

2. Turn on the Xbox360 console and navigate to the wire settings screen. The menu path is "System -> Network Settings -> Edit Settings."



3. Save your settings and verify the network is functional. On the Xbox 360, use the "Test Xbox Live Connection" option to check whether a connection has successfully been made through the Internet to Xbox Live.

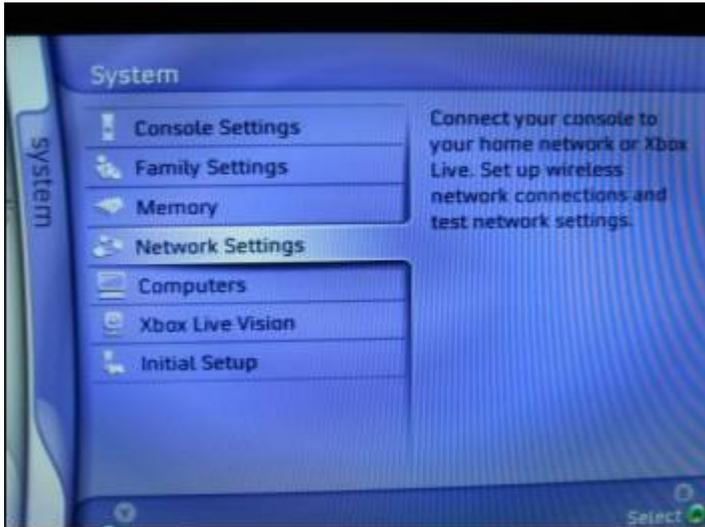


Tips:

1. If you're unable to connect to Xbox Live, the Xbox Dashboard provides an automatic network troubleshooter in the System area (under Network Settings) to help you connect.
2. If you like to know more detail regarding the setting of i Xbox 360i , please help to refer its User manual or its Website i <http://www.xbox.com/en-US/support/j> . ±

How To Connect Xbox 360 Game Consoles to the Router by Wireless?

1. Connect the appropriate wireless network adapter to the console. On the Xbox, a Wi-Fi adapter that connects to the Ethernet port (sometimes also called a wireless network bridge) must be used. On the Xbox 360, a Wi-Fi adapter that connects to a USB port may alternatively be used.
2. Turn on the Xbox360 console and navigate to the wireless settings screen. The menu path is "System -> Network Settings -> Edit Settings."



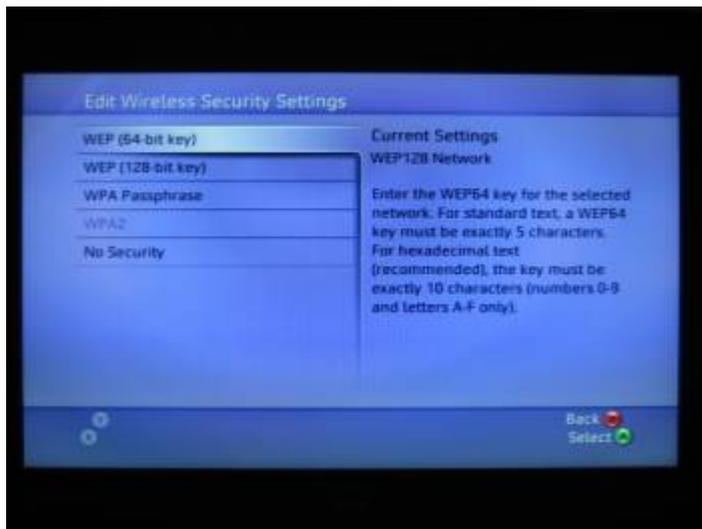
3. Set the SSID (network name) on the Xbox 360 to match that of the wireless router. If your wireless router has enabled SSID broadcast, the SSID name should appear pre-selected on the Xbox display. Otherwise, select the "Specify Unlisted Network" option and enter the SSID there.



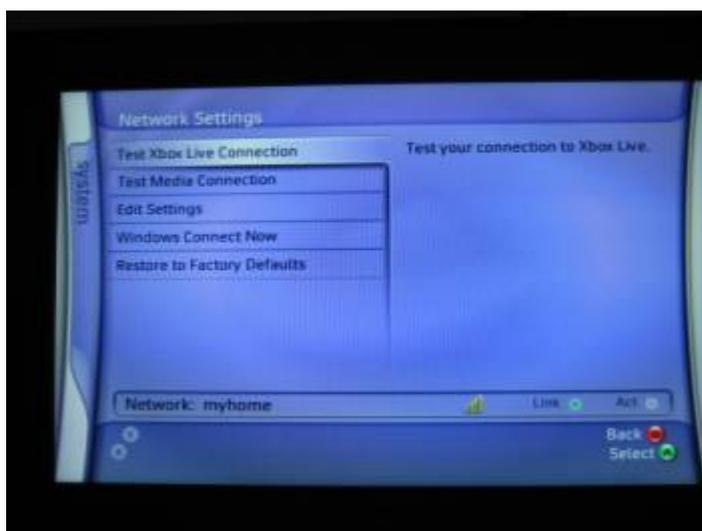
4. Specify "Infrastructure" as the Network Mode. Infrastructure is the mode used by wireless routers.



5. Set the Security Type to match that of the wireless router. If the wireless router uses WEP encryption, set up this option on the Xbox 360. If the wireless router uses WPA encryption, set up this same option on the Xbox 360.



6. Save your settings and verify the network is functional. On the Xbox 360, use the "Test Xbox Live Connection" option to check whether a connection has successfully been made through the Internet to Xbox Live.



Tips:

1. Wireless Security Settings Rejected.

When entering your wireless security settings, remember that WEP keys must be in hexadecimal (0-9 A-F) format and WPA passphrases may be alphanumeric (consisting of both letters and numbers).

2. Even when your wireless connection between the Xbox 360 and the router is working perfectly, you may still experience difficulty connecting to Xbox Live. These issues can be caused by the quality of your Internet connection or the firewall and Network Address Translation (NAT) settings of your wireless router. Additional troubleshooting may be

required in these areas to achieve reliable Xbox Live connections.

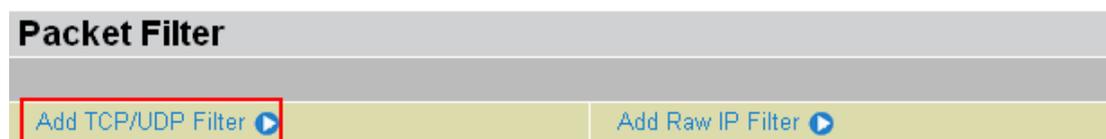
3. If you like to know more detail regarding the setting of Xbox 360, please help to refer its User manual or its Website <http://www.xbox.com/en-US/support/>.

Note:

Some copies of the instruction manual for the Xbox 360 Wireless Networking Adapter state that the adapter is compatible with the WPA2 security standard. At this time the adapter works only with WPA and WEP security.

If your Router enables Firewall, you just need to set two Xbox Live rules in Packet Filter via Helper.

Web GUI >> Configuration >> Firewall >> Packet Filter >> press Add TCP/UDP Filter



[XboxLive 1]

The image shows the 'Add TCP/UDP Filter' configuration form. The 'Rule Name' field contains the text 'Helper' and is highlighted with a red rectangular box. Other fields include 'Time Schedule' (Always On), 'Source IP Address(es)' (0.0.0.0), 'Destination IP Address(es)' (0.0.0.0), 'Type' (TCP), 'Source Port' (0 - 65535), 'Destination Port' (0 - 65535), 'Inbound' (Allow), and 'Outbound' (Allow). At the bottom, there are 'Apply' and 'Return' buttons.

<input type="radio"/> XboxLive 1	UDP	88
<input type="radio"/> XboxLive 2	TCP/UDP	3074

Packet Filter

Add TCP/UDP Filter

Rule Name Helper	XBoxLive 1		
Time Schedule	Always On		
Source IP Address(es)	0.0.0.0	Netmask	0.0.0.0
Destination IP Address(es)	0.0.0.0	Netmask	0.0.0.0
Type	UDP		
Source Port	0 - 65535		
Destination Port	88 - 88		
Inbound	Block		
Outbound	Allow		

[Return](#)

Note:

- After setting, please help to press .

[XboxLive 2]

Packet Filter

Add TCP/UDP Filter

Rule Name Helper			
Time Schedule	Always On		
Source IP Address(es)	0.0.0.0	Netmask	0.0.0.0
Destination IP Address(es)	0.0.0.0	Netmask	0.0.0.0
Type	TCP		
Source Port	0 - 65535		
Destination Port	0 - 65535		
Inbound	Allow		
Outbound	Allow		

[Return](#)

<input type="radio"/> XboxLive 1	UDP	88
<input type="radio"/> XboxLive 2	TCP/UDP	3074

Packet Filter

Add TCP/UDP Filter

Rule Name Helper	XBoxLive 2		
Time Schedule	Always On		
Source IP Address(es)	0.0.0.0	Netmask	0.0.0.0
Destination IP Address(es)	0.0.0.0	Netmask	0.0.0.0
Type	TCP/UDP		
Source Port	0	-	65535
Destination Port	3074	-	3074
Inbound	Block		
Outbound	Allow		

[Apply](#) [Return](#)

Note:

a. After setting, please help to press [Apply](#).

After setting three ports mentioned (UDP 88, UDP 3074, and TCP 3074) by [Packet Filter](#), these ports will be listed in the [Packet Filter Rules](#).

XBoxLive 1	Always On	0.0.0.0 / 0.0.0.0	UDP	0 ~ 65535	Block	Edit	Delete
		0.0.0.0 / 0.0.0.0		88 ~ 88	Allow		
XBoxLive 2	Always On	0.0.0.0 / 0.0.0.0	TCP/UDP	0 ~ 65535	Block	Edit	Delete
		0.0.0.0 / 0.0.0.0		3074 ~ 3074	Allow		

[SAVE CONFIG](#) [RESTART](#) [LOGOUT](#)

Note:

1. Please help to press [SAVE CONFIG](#) after the setting of [Packet Filter](#) is completed.

2. Even if your firmware doesn't support [XBox Live](#) rules in [Helper](#), you also can refer above to set three ports mentioned (UDP 88, UDP 3074, and TCP 3074) manually.