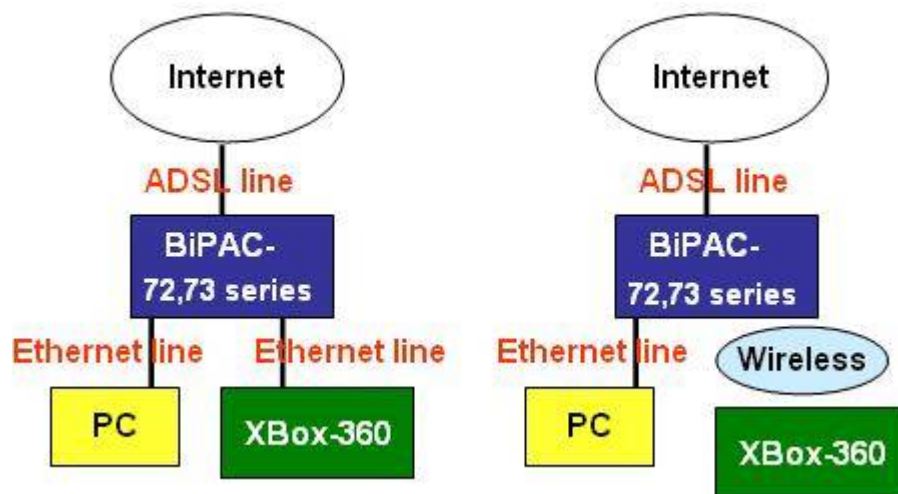


How to connect to Xbox Live via BiPAC-72,73 Series?

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.

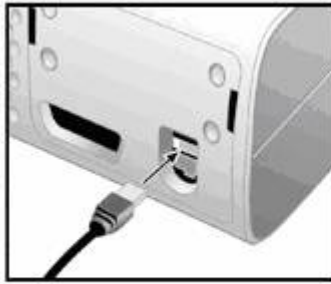
For BiPAC-72 Series and 73 Series, these ports (UDP 88, UDP 3074, and TCP 3074) will be blocked when Firewall is enabled so you need to open these ports by Packet Filter.

Diagram:

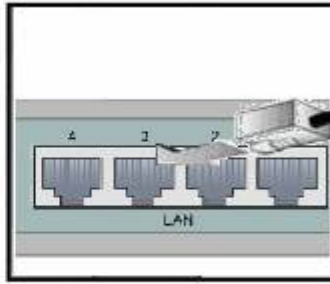


How To Connect Xbox 360 Game Consoles to the Router by Ethernet cable (RJ45)?

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 iXBox 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.

1. Web GUI >> Configuration >> Firewall >> Packet Filter

Click Add and you will be prompted to create a new packet filter rule.

Packet Filter (Application Based)

Parameters

Application Type: User Defined (You may select a predefined packet filtering profile for a well-known application here.)

Parameters

Name: XBoxLive 1

Active: Yes

Log: No

Local Machine IPs: from 0.0.0.0 to 0.0.0.0

Remote Machine IPs: from 0.0.0.0 to 0.0.0.0

Local Application Ports: from 0 to 65535

Remote Application Ports: from 88 to 88

Schedule Time: Always

Schedule from 08:00 to 18:00

Sun Mon Tue Wed Thu Fri Sat

Return Cancel

Select User Defined in Application Type field.

Give the rule a name in Name field.

Select Udp from Packet Type drop-down menu.

Select Drop in Action When matched drop-down menu.

Input 0.0.0.0 into Local Machine IPs and Remote Machine IPs fields.

Input 0 and 65535 into Local Application Ports fields.

Input `88` and `88` into *Remote Application Ports* fields and click `Return`.

2. Click `Add` to create a new rule on the same page.

Packet Filter (Application Based)			
Parameters			
Application Type	User Defined (You may select a predefined packet filtering profile for a well-known application here.)		
Parameters			
Name	XBoxLive 1	Packet Flow	<input type="radio"/> Outgoing(Local to Remote) <input checked="" type="radio"/> Incoming(Remote to Local)
Active	Yes	Packet Type	Tcp
Log	No	Action When Matched	Drop
Local Machine IPs	from 0.0.0.0 to 0.0.0.0		
Remote Machine IPs	from 0.0.0.0 to 0.0.0.0		
Local Application Ports	from 0 to 65535		
Remote Application Ports	from 3074 to 3074		
<input checked="" type="radio"/> Always			
Schedule Time	<input type="radio"/> Schedule from		
	08:00 to 18:00		
<input type="checkbox"/> Sun <input type="checkbox"/> Mon <input type="checkbox"/> Tue <input type="checkbox"/> Wed <input type="checkbox"/> Thu <input type="checkbox"/> Fri <input type="checkbox"/> Sat			
Return		Cancel	

Select `Tcp` in *Packet Type* field.

Select `Drop` in *Action When Matched* field.

Input `0:0.0.0.0` into *Local Machine IPs* and *Remote Machine IPs* fields.

Input `0` and `65535` into *Local Application Ports* fields.

Input `3074` and `3074` into *Remote Application Ports* fields and click `Return`.

Packet Filter (Application Based)

Parameters

Application Type: User Defined (You may select a predefined packet filtering profile for a well-known application here.)

Parameters

Name	XBoxLive 1	Packet Flow	<input type="radio"/> Outgoing(Local to Remote) <input checked="" type="radio"/> Incoming(Remote to Local)
Active	Yes	Packet Type	Udp
Log	No	Action When Matched	Drop
Local Machine IPs	from 0.0.0.0 to 0.0.0.0		
Remote Machine IPs	from 0.0.0.0 to 0.0.0.0		
Local Application Ports	from 0 to 65535		
Remote Application Ports	from 3074 to 3074		

Schedule Time: Always
 Schedule from 08:00 to 18:00
 Sun Mon Tue Wed Thu Fri Sat

Return Cancel

Select |Udp| in |Packet Type| field.

Select |Drop| in |Action When Matched| field.

Input |0.0.0.0| into |Local Machine IPs| and |Remote Machine IPs| fields.

Input |0| and |65535| into |Local Application Ports| fields.

Input |3074| and |3074| into |Remote Application Ports| fields and click |Return|.

Note: After setting, please help to press |Apply|.

Note: Please help to press |SAVE Config| and then the setting of |Packet Filter| is completed.

Note: 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.