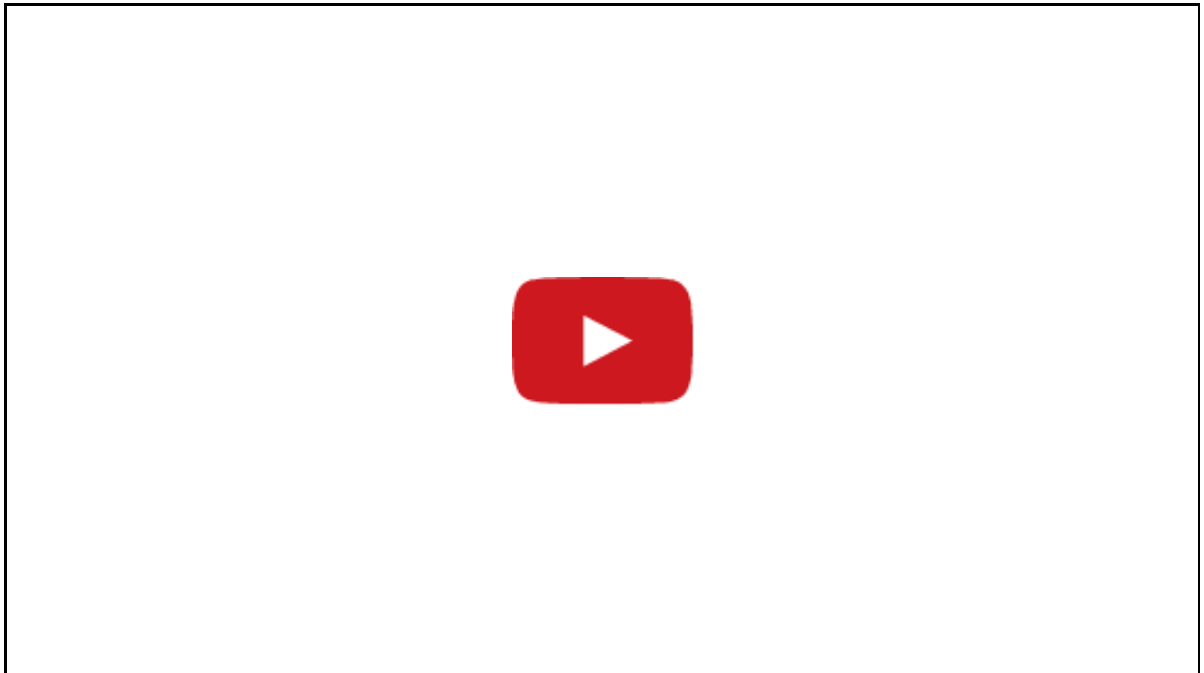# Setting up Port Forwarding on a Belkin router

Body

Port forwarding allows external devices to pass through your router's firewall for services such as a web server (port 80), FTP server (Port 21), gaming or any other designated applications. This article will show you how to set up port forwarding on a Belkin router.

Before proceeding, make sure that you have:

- The **IP address** of the computer or device to have the port forwarded to.
- The **port numbers** to be used and whether they are TCP or UDP ports.
- The router connected to the computer using an Ethernet cable

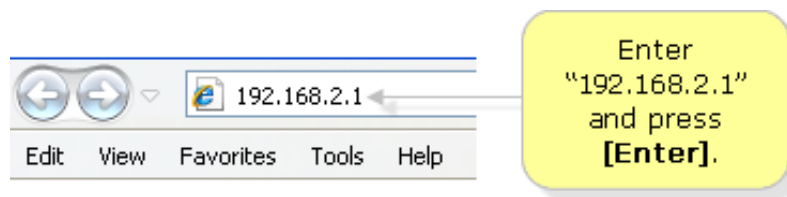In this example, the following ports for the Xbox LIVE® game console will be forwarded:

- TCP 80
- UDP 88
- UDP 3074
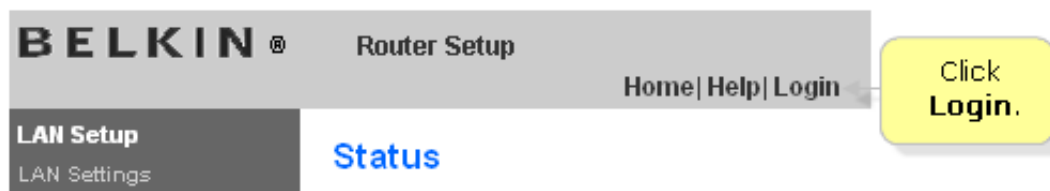- TCP 3074
- UDP 53
- TCP 53

Step 1:
On your computer, open any browser (e.g. Internet Explorer, Mozilla Firefox, Google Chrome or Safari®).
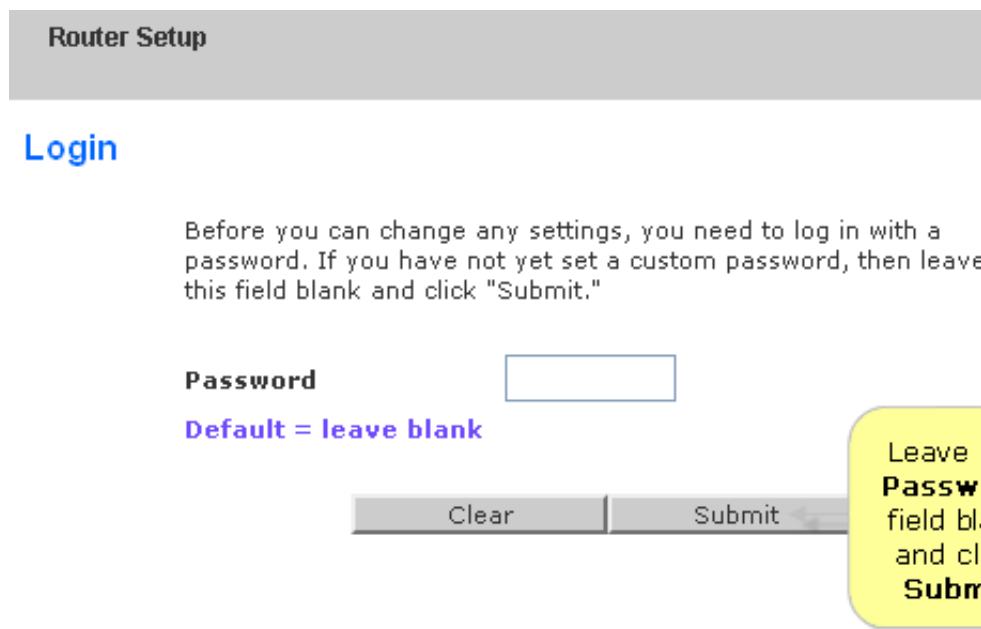
Step 2:
In the address bar, enter "192.168.2.1" and press **[Enter]** on your keyboard. You will then be directed to the router's web-based setup page.
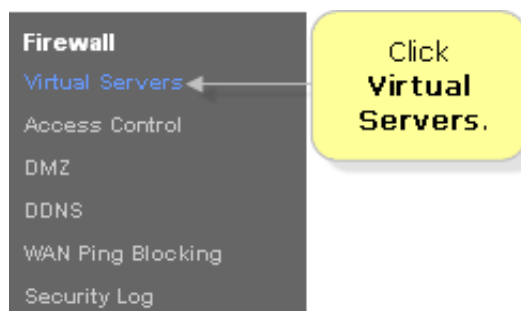
Enter
"192.168.2.1"
and press
[Enter].

192.168.2.1

Edit   View   Favorites   Tools   Help

Step 3:
Click **Login** on the upper right corner.

BELKIN ®   Router Setup

Home|Help|Login

Click
Login.

LAN Setup
LAN Settings

Status

Step 4:
Once prompted to log in, leave the **Password** field blank and click the **Submit** button.

Router Setup

Login

Before you can change any settings, you need to log in with a
password. If you have not yet set a custom password, then leave
this field blank and click "Submit."

Password

Default = leave blank

Leave the
Password
field blank
and click
Submit.

Clear   Submit

Step 5:
Under the **Firewall** section, click **Virtual Servers**.

Firewall
Virtual Servers

Click
**Virtual
Servers**.

Access Control

DMZ

DDNS

WAN Ping Blocking

Security Log

Step 6:

Click the **Enable** box and enter the following information:

- **Xbox1** field - Enter "80" on the fields under **Inbound port**. Set **Protocol** to **TCP**. Enter **the Xbox LIVE®'s IP address** in the **Private IP address** field and enter the **Private port** information in the assigned fields.

- **Xbox2** field - Enter "88" on the fields under **Inbound port**. Set **Protocol** to **UDP**. Enter **the Xbox LIVE®'s IP address** in the **Private IP address** field and enter the **Private port** information in the assigned fields.

- **Xbox3** field - Enter "3074" on the fields under **Inbound port**. Set **Protocol** to **Both** since this port is both a TCP and UDP type. Enter **the Xbox LIVE®'s IP address** in the **Private IP address** field and enter the **Private port** information in the assigned fields.

- **Xbox4** field - Enter "53" on the fields under **Inbound port**. Set **Protocol** to **Both** since this port is both a TCP and UDP type. Enter **the Xbox LIVE®'s IP address** in the **Private IP address** field and enter the **Private port** information in the assigned fields.

Your setup should now look like the one in the image below:

Firewall > Virtual Servers

This function will allow you to route external (Internet) calls for services such as a web server (port 80), FTP server (Port 21), or other applications through your Router to your internal network. More Info

Add [Active Worlds] [Add]

Clear entry [all] [Clear]

	Enable	Description	Inbound port		Type	Private IP address	Private port	
1.	☑	Xbox1	80	- 80	TCP	192.168.2. 101	80	- 80
2.	☑	Xbox2	88	- 88	UDP	192.168.2. 101	88	- 88
3.	☑	Xbox3	3074	- 3074	Both	192.168.2. 101	3074	- 3074
4.	☑	Xbox4	53	- 53	Both	192.168.2. 101	53	- 53

Step 7:

Click to [Apply Changes] save the settings.

Related Articles:

How Do I Forward Port 88 in the Virtual Servers?
Which Ports Do I Forward to Configure My Router for the X-Box Live?

Related Videos: