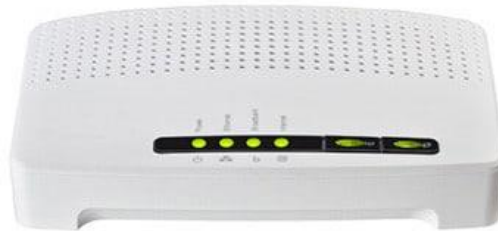


Broadband: Technicolor TG582n- Configure Port Forwarding



Aim of this article:

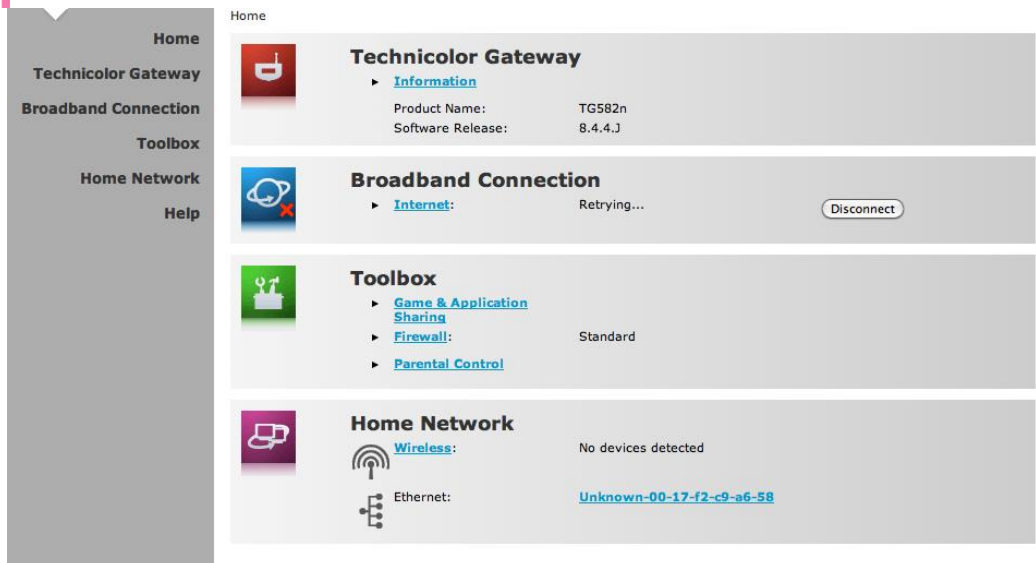
This article provides a step-by-step guide to setting up port forwarding on a Technicolor TG582n router. Port forwarding may be required by online games or servers when the router is configured in the default (and recommended) NAT setup. Your software supplier will be able to advise which ports to forward if it is necessary to do so.

Before starting:

- Ensure you have the port numbers and protocol for the software for service you would like to forward. Please refer to your software documentation or supplier for this information.
- The IP address of the device you would like to forward the software or service to.

Configure Port Forwarding:

1. Open an Internet browser and browse to:
<http://192.168.1.254/>
2. Click **Home Network** on the left menu.



Home

Technicolor Gateway

Broadband Connection

Toolbox

Home Network

Help

Technicolor Gateway

Information

Product Name: TG582n

Software Release: 8.4.4.J

Broadband Connection

Internet: Retrying... [Disconnect](#)

Toolbox

Game & Application Sharing

Firewall: Standard

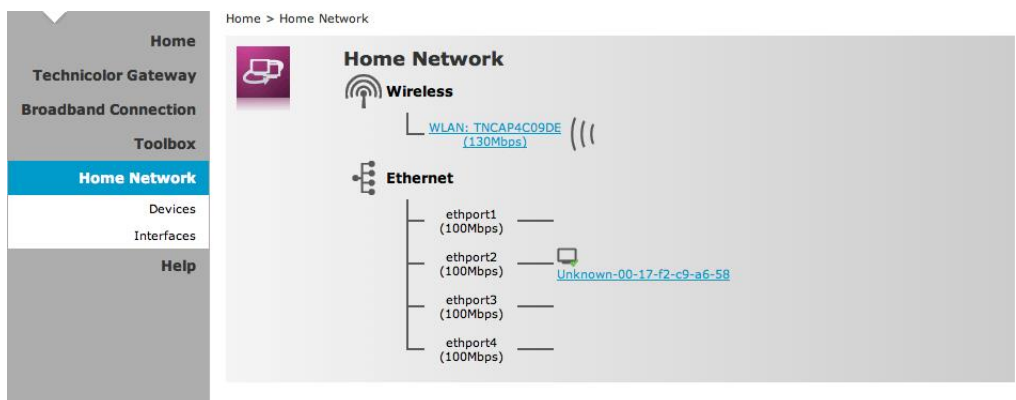
Parental Control

Home Network

Wireless: No devices detected

Ethernet: [Unknown-00-17-f2-c9-a6-58](#)

- Click **Devices** on the menu which appears under **Home Network**.



Home > Home Network

Home Network

Wireless

WLAN: TNCAP4C09DE (130Mbps)

Ethernet

ethport1 (100Mbps)

ethport2 (100Mbps)

ethport3 (100Mbps)

ethport4 (100Mbps)

[Unknown-00-17-f2-c9-a6-58](#)

- Click on the link related to the device you would like to forward traffic to (in this example *Unknown-00-17-f2-c9-a6-58*).



Home > Home Network > Devices

[Overview](#) | [Configure](#)

Local Network Devices

Detected Device(s)

The table below contains the list of devices the Technicolor Gateway detected on your local network. Click on a device name to get more information on a device.

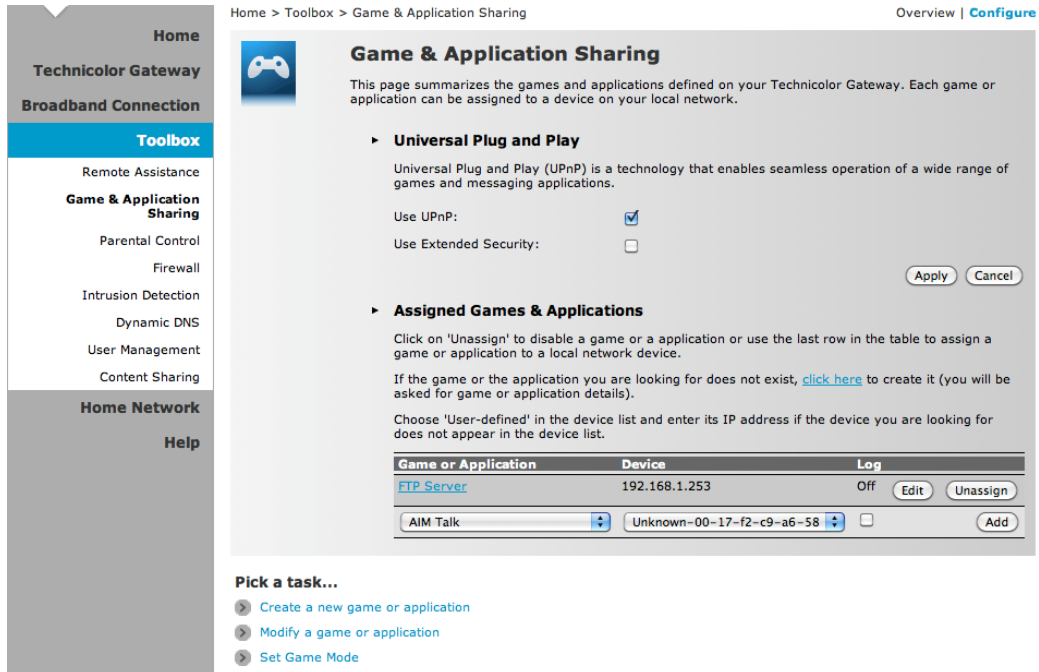
Name	IP Address	Interface
Technicolor TG582n	192.168.1.254	
Unknown-00-17-f2-c9-a6-58	192.168.1.64	ethport2

Pick a task...

- Assign a game or application to a local network device
- Assign the DMZ to a local network device
- Assign the public IP address of a connection to a device

- Click **Assign a game or application to a local network device** under the heading **Pick a task...**
- The router includes a number of pre-configured port forwarding settings for well known applications. Select the name of the application you need to forward ports for from the drop-down box under the heading **Game or Application**. If the application is not listed then skip to the section below on [configuring port forwarding for an unlisted application](#).

7. Click **Add**



Home > Toolbox > Game & Application Sharing

Overview | [Configure](#)

Game & Application Sharing

This page summarizes the games and applications defined on your Technicolor Gateway. Each game or application can be assigned to a device on your local network.

Universal Plug and Play

Universal Plug and Play (UPnP) is a technology that enables seamless operation of a wide range of games and messaging applications.

Use UPnP: ☒

Use Extended Security: ☐

[Apply](#) [Cancel](#)

Assigned Games & Applications

Click on 'Unassign' to disable a game or a application or use the last row in the table to assign a game or application to a local network device.

If the game or the application you are looking for does not exist, [click here](#) to create it (you will be asked for game or application details).

Choose 'User-defined' in the device list and enter its IP address if the device you are looking for does not appear in the device list.

Game or Application	Device	Log
FTP Server	192.168.1.253	Off Edit Unassign
<input type="text" value="AIM Talk"/>	<input type="text" value="Unknown-00-17-f2-c9-a6-58"/>	<input type="checkbox"/> Add

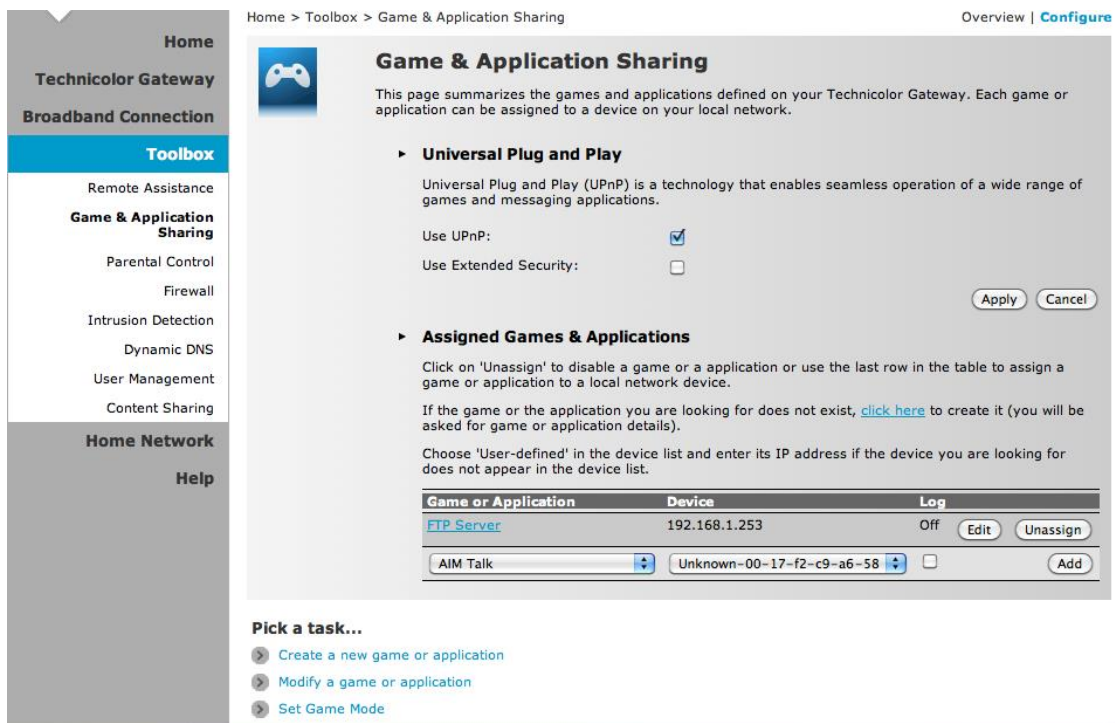
Pick a task...

- [Create a new game or application](#)
- [Modify a game or application](#)
- [Set Game Mode](#)

Your router is now set up with the port forwarding configuration.

Configure Port Forwarding for an unlisted application:

1. Click **Create a new game or application** under the heading **Pick a task...**



Home > Toolbox > Game & Application Sharing

Overview | [Configure](#)

Game & Application Sharing

This page summarizes the games and applications defined on your Technicolor Gateway. Each game or application can be assigned to a device on your local network.

Universal Plug and Play

Universal Plug and Play (UPnP) is a technology that enables seamless operation of a wide range of games and messaging applications.

Use UPnP: ☒

Use Extended Security: ☐

[Apply](#) [Cancel](#)

Assigned Games & Applications

Click on 'Unassign' to disable a game or a application or use the last row in the table to assign a game or application to a local network device.

If the game or the application you are looking for does not exist, [click here](#) to create it (you will be asked for game or application details).

Choose 'User-defined' in the device list and enter its IP address if the device you are looking for does not appear in the device list.

Game or Application	Device	Log
FTP Server	192.168.1.253	Off Edit Unassign
<input type="text" value="AIM Talk"/>	<input type="text" value="Unknown-00-17-f2-c9-a6-58"/>	<input type="checkbox"/> Add

Pick a task...

- [Create a new game or application](#)
- [Modify a game or application](#)
- [Set Game Mode](#)

2. In the box labelled "Name:" type a name for your application.

3. Click **Manual Entry of Port Maps**
4. Click **Next**

Home > Toolbox > Game & Application Sharing > New Game or Application

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Toolbox

Remote Assistance

Game & Application Sharing

Parental Control

Firewall

Intrusion Detection

Dynamic DNS

User Management

Content Sharing

Home Network

Help

New Game or Application

Enter the name of the new game or application.

Name:

Select how you want to define the new game or application.

☐ Clone Existing Game or Application

☒ Manual Entry of Port Maps

Next Cancel

5. Select the protocol from the drop-down menu under the heading **Protocol**. If you do not know which to use select **Any**.
6. Fill in the start and end port of the range in the two boxes beneath the heading **Port Range**. If only one port is needed enter this in **both** boxes.
7. Leave the other boxes empty and click **Add**.

Home > Toolbox > Game & Application Sharing > Voip

Overview | [Configure](#)

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Voip

► **Game or Application Name**

New Name:

Apply Cancel

► **Game or Application Definition**

A game or application is made of one or more TCP/UDP port ranges. Each incoming port range can be translated into a different internal (local network) port range. Port ranges can be statically assigned to devices or dynamically assigned using an outgoing trigger.

Protocol	Port Range	Translate To ...	Trigger Protocol	Trigger Port
No port maps defined for this game or application.				
Any	5060 to 5060		Any	

Add

Pick a task...

- Assign a game or application to a local network device
- Assign the DMZ to a local network device
- Create a new game or application
- Set Game Mode

8. Repeat this step for any other ports or ranges that need to be assigned for this application.
9. Click **Apply**.

Home > Toolbox > Game & Application Sharing > Voip

Overview | [Configure](#)

Voip

Game or Application Name
New Name: Apply Cancel

Game or Application Definition
A game or application is made of one or more TCP/UDP port ranges. Each incoming port range can be translated into a different internal (local network) port range. Port ranges can be statically assigned to devices or dynamically assigned using an outgoing trigger.

Protocol	Port Range	Translate To ...	Trigger Protocol	Trigger Port	
TCP	5060 - 5060	5060 - 5060	-	-	Edit Delete
UDP	5060 - 5060	5060 - 5060	-	-	Edit Delete
Any	<input type="text"/>	<input type="text"/>	Any	<input type="text"/>	Add

Pick a task...

- [Assign a game or application to a local network device](#)
- [Assign the DMZ to a local network device](#)
- [Create a new game or application](#)
- [Set Game Mode](#)

- Click on the option to **Assign a game or application to a local network device**.
- Locate your new application from the drop-down menu under the heading **Game or Application**.
- In the drop-down menu under the heading **Device** select the name of the device you need to forward ports to.
- Click **Add**.

Home > Toolbox > Game & Application Sharing

Overview | [Configure](#)

Game & Application Sharing

This page summarizes the games and applications defined on your Technicolor Gateway. Each game or application can be assigned to a device on your local network.

Universal Plug and Play
Universal Plug and Play (UPnP) is a technology that enables seamless operation of a wide range of games and messaging applications.
Use UPnP: ☒
Use Extended Security: ☐ Apply Cancel

Assigned Games & Applications
Click on 'Unassign' to disable a game or a application or use the last row in the table to assign a game or application to a local network device.
If the game or the application you are looking for does not exist, [click here](#) to create it (you will be asked for game or application details).
Choose 'User-defined' in the device list and enter its IP address if the device you are looking for does not appear in the device list.

Game or Application	Device	Log	
FTP Server	192.168.1.253	Off	Edit Unassign
<input type="text" value="AIM Talk"/>	<input type="text" value="Unknown-00-17-f2-c9-a6-58"/>	<input type="checkbox"/>	Add

Pick a task...

- [Create a new game or application](#)
- [Modify a game or application](#)
- [Set Game Mode](#)

Your router is now set up with the port forwarding configuration.