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## BASIC HELP

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## WIZARD

### Setup Wizard

If you are new to networking and have never configured a router before, click on **Setup Wizard** and the router will guide you through a few simple steps to get your network up and running.

## WAN

The WAN (Wide Area Network) section is where you configure your Cellular and Wired Internet Connection type.

### Cellular Modem PPP Authentication (optional)

Some cellular service providers require a username and password in order to connect over PPP (Point to Point Protocol). In most cases, the default values provided by the router will work and you should only change them if told to do so by your cellular service provider.

### Wired WAN Connection Type

There are several connection types to choose from: Static IP, DHCP, PPPoE, PPTP, L2TP. If you are unsure of your connection method, please contact your Internet Service Provider. Note: If using the PPPoE option, you will need to ensure that any PPPoE client software on your computers is removed or disabled.

#### Static WAN Mode

Used when your ISP provides you a set IP address that does not change. The IP information is manually entered in your IP configuration settings. You must enter the **IP address**, **Subnet Mask**, and **Gateway**. Your ISP provides you with all of this information.

#### DHCP WAN Mode

A method of connection where the ISP assigns your IP address when your router requests one from the ISP's server. Some ISP's require you to make some settings on your side before your router can connect to the Internet.

**Host Name:** Some ISP's may check your computer's Host Name. The Host Name identifies your system to the ISP's server. This way they know your computer is eligible to receive an IP address. In other words, they know that you are paying for their service.

**Use Unicasting:** This option is normally turned off, and should remain off as long as the WAN-side DHCP server correctly provides an IP address to the router. However, if the router cannot obtain an IP address from the DHCP server, the DHCP server may be one that works better with unicast responses. In this case, turn the unicasting option on, and observe whether the router can obtain an IP address. In this mode, the router accepts unicast responses from the DHCP server instead of broadcast responses.

### PPPoE

Select this option if your ISP requires you to use a PPPoE (Point to Point Protocol over Ethernet) connection. DSL providers typically use this option. This method of connection requires you to enter a **Username** and **Password** (provided by your Internet Service Provider) to gain access to the Internet. The supported authentication protocols are PAP and CHAP.

**Dynamic IP:** If the ISP's servers assign the router's IP addressing upon establishing a connection, select this option.

**Static IP:** If your ISP has assigned a fixed IP address, select this option. The ISP provides the value for the **IP Address**.

**Service Name:** Some ISP's may require that you enter a Service Name. Only enter a Service Name if your ISP requires one.

**Reconnect Mode:** Typically PPPoE connections are not always on. The router allows you to set the reconnection mode. The settings are:

- **Always on:** A connection to the Internet is always maintained.
- **On demand:** A connection to the Internet is made as needed.
- **Manual:** You have to open up the Web-based management interface and click the Connect button manually any time that you wish to connect to the Internet.

**Maximum Idle Time:** Time interval the machine can be idle before the PPPoE connection is disconnected. The Maximum Idle Time value is only used for the "On demand" and "Manual" reconnect modes.

### PPTP

PPTP (Point to Point Tunneling Protocol) uses a virtual private network to connect to your ISP. This method of connection is primarily used in Europe. This method of connection requires you to enter a **Username** and **Password** (provided by your Internet Service Provider) to gain access to the Internet. The supported authentication protocols are PAP and CHAP.

**Dynamic IP:** If the ISP's servers assign the router's IP addressing upon establishing a connection, select this option.

**Static IP:** If your ISP has assigned a fixed IP address, select this option. The ISP provides the values for the following fields: **PPTP IP Address**, **PPTP Subnet Mask**, and **PPTP Gateway IP Address**.

**PPTP Server IP Address:** The ISP provides this parameter, if necessary. The value may be the same as the Gateway IP Address.

**Reconnect Mode:** Typically PPTP connections are not always on. The router allows you to set the reconnection mode. The settings are:

- **Always on:** A connection to the Internet is always maintained.
- **On demand:** A connection to the Internet is made as needed.
- **Manual:** You have to open up the Web-based management interface and click the Connect button manually any time that you wish to connect to the Internet.

**Maximum Idle Time:** Time interval the machine can be idle before the PPTP connection is disconnected. The Maximum Idle Time value is only used for the "On demand" and "Manual" reconnect modes.

## L2TP

L2TP (Layer Two Tunneling Protocol) uses a virtual private network to connect to your ISP. This method of connection requires you to enter a **Username** and **Password** (provided by your Internet Service Provider) to gain access to the Internet. The supported authentication protocols are PAP and CHAP.

**Dynamic IP:** If the ISP's servers assign the router's IP addressing upon establishing a connection, select this option.

**Static IP:** If your ISP has assigned a fixed IP address, select this option. The ISP provides the values for the following fields: **L2TP IP Address**, **L2TP Subnet Mask**, and **L2TP Gateway IP Address**.

**L2TP Server IP Address:** The ISP provides this parameter, if necessary. The value may be the same as the Gateway IP Address.

**Reconnect Mode:** Typically L2TP connections are not always on. The router allows you to set the reconnection mode. The settings are:

- **Always on:** A connection to the Internet is always maintained.
- **On demand:** A connection to the Internet is made as needed.
- **Manual:** You have to open up the Web-based management interface and click the Connect button manually any time that you wish to connect to the Internet.

**Maximum Idle Time:** Time interval the machine can be idle before the L2TP connection is disconnected. The Maximum Idle Time value is used for the "On demand" and "Manual" reconnect modes.

The following options apply to all WAN modes.

**MTU:** The Maximum Transmission Unit (MTU) is a parameter that determines the largest packet size (in bytes) that the router will send to the WAN. If LAN devices send larger packets, the router will break them into smaller packets. Ideally, you should set this to match the MTU of the connection to your ISP. Typical values are 1500 bytes for an Ethernet connection and 1492 bytes for a PPPoE connection. If the router's MTU is set too high, packets will be fragmented downstream. If the router's MTU is set too low, the router will fragment packets unnecessarily and in extreme cases may be unable to establish some connections. In either case, network performance can suffer.

**MAC Address:** Each networking device has its own unique MAC address defined by the hardware manufacturer. Some ISP's may check your computer's MAC address. Some ISP's record the MAC address of the network adapter in the computer or router used to initially connect to their service. The ISP will then only grant Internet access to requests from a computer or router with this particular MAC address. This router has a different MAC address than the computer or router that initially connected to the ISP. If you need to change the MAC address of the router's WAN-side Ethernet interface, either type in an alternate MAC address (for example, the MAC address of the router initially connected to the ISP) or copy the MAC address of a PC. To copy the MAC address of the computer that initially connected to the ISP, connect to the router using that computer and click the **Clone Your PC's MAC Address** button. The WAN interface will then use the MAC address of the network adapter in your computer.

## NETWORK

### Router Settings

These are the settings of the LAN (Local Area Network) interface for the router. The router's local network (LAN) settings are configured based on the IP Address and Subnet Mask assigned in this section. The IP address is also used to access this Web-based management interface. It is recommended that you use the default settings if you do not have an existing network.

#### IP Address

The IP address of your router on the local area network. Your local area network settings are based on the address assigned here. For example, 192.168.0.1.

#### Subnet Mask

The subnet mask of your router on the local area network.

#### Local Domain Name

This entry is optional. Enter a domain name for the local network. LAN computers will assume this domain name when they get an address from the router's built in DHCP server. So, for example, if you enter **mynetwork.net** here, and you have a LAN side laptop with a name of **chris**, that laptop will be known as **chris.mynetwork.net**. Note, however, the entered domain name can be overridden by the one obtained from the router's upstream DHCP server.

**DNS Relay**

When DNS Relay is enabled, the router plays the role of a DNS server. DNS requests sent to the router are forwarded to the ISP's DNS server. This provides a constant DNS address that LAN computers can use, even when the router obtains a different DNS server address from the ISP upon re-establishing the WAN connection. You should disable DNS relay if you implement a LAN-side DNS server as a virtual server.

**Primary DNS Server, Secondary DNS Server**

Enter the IP addresses of the DNS Servers. Leave the field for the secondary server empty if not used.

**RIP (Routing Information Protocol)**

Used to broadcast routing information among routers.

**Enable RIP**

Enable RIP if required by the ISP, if the LAN has multiple routers, or if the LAN has auto-IP devices.

**RIP Operating mode**

This router supports both version 2 and version 1 of the RIP specification.

**V1.** Use if none of the routers supports Version 2.

**V2 Broadcast.** Use if some routers are capable of Version 2, but some are only capable of Version 1.

**V2 Multicast.** Use if this is the only router on the LAN or if all the routers support Version 2.

**Router Metric**

The additional cost of routing a packet through this router. The normal value for a simple network is 1. This metric is added to routes learned from other routers; it is not added to static or system routes.

**Act as default router**

Make this router the preferred destination for packets that are not otherwise destined.

**Accept WAN updates**

For security, disable this option unless required by the ISP.

### RIP Password

RIP Version 2 supports the use of a password to limit access to routers through the RIP protocol. If the ISP or other LAN router requires a RIP password, enter the password here.

## DHCP

### DHCP Server Settings

DHCP stands for Dynamic Host Configuration Protocol. The DHCP section is where you configure the built-in DHCP Server to assign IP addresses to the computers and other devices on your local area network (LAN).

#### Enable DHCP Server

Once your router is properly configured and this option is enabled, the DHCP Server will manage the IP addresses and other network configuration information for computers and other devices connected to your Local Area Network. There is no need for you to do this yourself.

The computers (and other devices) connected to your LAN also need to have their TCP/IP configuration set to "DHCP" or "Obtain an IP address automatically".

When you set **Enable DHCP Server**, the following options are displayed.

#### DHCP IP Address Range

These two IP values (*from* and *to*) define a range of IP addresses that the DHCP Server uses when assigning addresses to computers and devices on your Local Area Network. Any addresses that are outside of this range are not managed by the DHCP Server; these could, therefore, be used for manually configured devices or devices that cannot use DHCP to obtain network address details automatically.

It is possible for a computer or device that is manually configured to have an address that does reside within this range. In this case the address should be reserved (see [DHCP Reservation](#) below), so that the DHCP Server knows that this specific address can only be used by a specific computer or device.

Your router, by default, has a static IP address of 192.168.0.1. This means that addresses 192.168.0.2 to 192.168.0.254 can be made available for allocation by the DHCP Server.

#### Example:

Your router uses 192.168.0.1 for the IP address. You've assigned a computer that you want to designate as a Web server with a static IP address of 192.168.0.3. You've assigned another computer that you want to designate as an FTP server with a static IP address of 192.168.0.4. Therefore the starting IP address for your DHCP IP address range needs to be 192.168.0.5 or greater.



**Example:**

Suppose you configure the DHCP Server to manage addresses From 192.168.0.100 To 192.168.0.199. This means that 192.168.0.3 to 192.168.0.99 and 192.168.0.200 to 192.168.0.254 are NOT managed by the DHCP Server. Computers or devices that use addresses from these ranges are to be manually configured. Suppose you have a web server computer that has a manually configured address of 192.168.0.100. Because this falls within the "managed range" be sure to create a reservation for this address and match it to the relevant computer (see Static DHCP Client below).

**DHCP Lease Time**

The amount of time that a computer may have an IP address before it is required to renew the lease. The lease functions just as a lease on an apartment would. The initial lease designates the amount of time before the lease expires. If the tenant wishes to retain the address when the lease is expired then a new lease is established. If the lease expires and the address is no longer needed than another tenant may use the address.

**Always Broadcast**

If all the computers on the LAN successfully obtain their IP addresses from the router's DHCP server as expected, this option can remain disabled. However, if one of the computers on the LAN fails to obtain an IP address from the router's DHCP server, it may have an old DHCP client that incorrectly turns off the broadcast flag of DHCP packets. Enabling this option will cause the router to always broadcast its responses to all clients, thereby working around the problem, at the cost of increased broadcast traffic on the LAN.

**NetBIOS Advertisement**

Check this box to allow the DHCP Server to offer NetBIOS configuration settings to the LAN hosts. NetBIOS allows LAN hosts to discover all other computers within the network, e.g. within Network Neighbourhood.

**Learn NetBIOS information from WAN**

If NetBIOS advertisement is switched on, switching this setting on causes WINS information to be learned from the WAN side, if available. Turn this setting off to configure manually.

**Primary WINS Server IP address**

Configure the IP address of the preferred WINS server. WINS Servers store information regarding network hosts, allowing hosts to 'register' themselves as well as discover other available hosts, e.g. for use in Network Neighbourhood. This setting has no effect if the 'Learn NetBIOS information from WAN' is activated.

**Secondary WINS Server IP address**

Configure the IP address of the backup WINS server, if any. This setting has no effect if the 'Learn NetBIOS information from WAN' is activated.

### NetBIOS Scope

This is an advanced setting and is normally left blank. This allows the configuration of a NetBIOS 'domain' name under which network hosts operate. This setting has no effect if the 'Learn NetBIOS information from WAN' is activated.

### NetBIOS Registration mode

Indicates how network hosts are to perform NetBIOS name registration and discovery. H-Node, this indicates a Hybrid-State of operation. First WINS servers are tried, if any, followed by local network broadcast. This is generally the preferred mode if you have configured WINS servers.

M-Node (default), this indicates a Mixed-Mode of operation. First Broadcast operation is performed to register hosts and discover other hosts, if broadcast operation fails, WINS servers are tried, if any. This mode favours broadcast operation which may be preferred if WINS servers are reachable by a slow network link and the majority of network services such as servers and printers are local to the LAN.

P-Node, this indicates to use WINS servers ONLY. This setting is useful to force all NetBIOS operation to the configured WINS servers. You must have configured at least the primary WINS server IP to point to a working WINS server.

B-Node, this indicates to use local network broadcast ONLY. This setting is useful where there are no WINS servers available, however, it is preferred you try M-Node operation first.

This setting has no effect if the 'Learn NetBIOS information from WAN' is activated.

### Number of Dynamic DHCP Clients

In this section you can see what LAN devices are currently leasing IP addresses.

#### Revoke

The **Revoke** option is available for the situation in which the lease table becomes full or nearly full, you need to recover space in the table for new entries, and you know that some of the currently allocated leases are no longer needed. Clicking **Revoke** cancels the lease for a specific LAN device and frees an entry in the lease table. Do this only if the device no longer needs the leased IP address, because, for example, it has been removed from the network.

#### Reserve

The **Reserve** option converts this dynamic IP allocation into a DHCP Reservation and adds the corresponding entry to the DHCP Reservations List.

## Add/Edit DHCP Reservation

This option lets you reserve IP addresses, and assign the same IP address to the network device with the specified MAC address any time it requests an IP address. This is almost the same as when a device has a static IP address except that the device must still request an IP address from the router. The router will provide the device the same IP address every time. DHCP Reservations are helpful for server computers on the local network that are hosting applications such as Web and FTP. Servers on your network should either use a static IP address or use this option.

### Computer Name

You can assign a name for each computer that is given a reserved IP address. This may help you keep track of which computers are assigned this way. Example: **Game Server**.

### IP Address:

The LAN address that you want to reserve.

### MAC Address

To input the MAC address of your system, enter it in manually or connect to the router's Web-Management interface from the system and click the **Copy Your PC's MAC Address** button.

A MAC address is usually located on a sticker on the bottom of a network device. The MAC address is comprised of twelve digits. Each pair of hexadecimal digits are usually separated by dashes or colons such as 00-0D-88-11-22-33 or 00:0D:88:11:22:33. If your network device is a computer and the network card is already located inside the computer, you can connect to the router from the computer and click the **Copy Your PC's MAC Address** button to enter the MAC address.

As an alternative, you can locate a MAC address in a specific operating system by following the steps below:

Windows 98 Windows Me	Go to the Start menu, select Run, type in <b>winipcfg</b> , and hit Enter. A popup window will be displayed. Select the appropriate adapter from the pull-down menu and you will see the Adapter Address. This is the MAC address of the device.
Windows 2000 Windows XP	Go to your Start menu, select Programs, select Accessories, and select Command Prompt. At the command prompt type <b>ipconfig /all</b> and hit Enter. The physical address displayed for the adapter connecting to the router is the MAC address.
Mac OS X	Go to the Apple Menu, select System Preferences, select Network, and select the Ethernet Adapter connecting to the router. Select the Ethernet button and the Ethernet ID will be listed. This is the same as the MAC address.

### Enable

Specifies whether the entry will be active or inactive.

### **Save/Update**

Record the changes you have made into the following list.

### **Clear**

Re-initialize this area of the screen, discarding any changes you have made.

### **DHCP Reservations List**

This shows clients that you have specified to have reserved DHCP addresses. Click the Enable checkbox at the left to directly activate or de-activate the entry. An entry can be changed by clicking the Edit icon or can be deleted by clicking the Delete icon. When you click the Edit icon, the item is highlighted, and the "Edit DHCP Reservation" section is activated for editing.

## **WIRELESS (WI-FI)**

The wireless section is used to configure the wireless settings for your router. Note that changes made in this section may also need to be duplicated on wireless clients that you want to connect to your wireless network.

To protect your privacy, use the wireless security mode to configure the wireless security features. This device supports three wireless security modes including: WEP, WPA-Personal, and WPA-Enterprise. WEP is the original wireless encryption standard. WPA provides a higher level of security. WPA-Personal does not require an authentication server. The WPA-Enterprise option does require a RADIUS authentication server.

### **Add Wireless Device with WPS (Wi-Fi Protected Setup) Wizard**

This Wizard helps you add wireless devices to the wireless network using the Wi-Fi Protected Setup protocol.

The wizard will prompt you to enter the PIN for the device, or ask you to press the configuration button on the device. If the device supports Wi-Fi Protected Setup and has a configuration button, you can add it to the network by pressing the configuration button on the device and then the on the router within 60 seconds. The status LED on the router will flash three times if the device has been successfully added to the network.

There are several ways to add a wireless device to your network. Access to the wireless network is controlled by a "registrar". A registrar only allows devices onto the wireless network if you have entered the PIN, or pressed a special Wi-Fi Protected Setup button on the device. The router acts as a registrar for the network, although other devices may act as a registrar as well.

### **Enable Wireless**

This option turns off and on the wireless connection feature of the router. When you set this option, the following parameters are in effect.

### **Require User Login**

This option turns off and on the user login feature of the router. When you enable this option a wireless user must enter a password to gain access to the the internet. It will also limit internet access to only 32 simultaneous clients.

### **Wireless Network Name**

When you are browsing for available wireless networks, this is the name that will appear in the list (unless Visibility Status is set to Invisible, see below). This name is also referred to as the SSID. For security purposes, it is highly recommended to change from the pre-configured network name.

### **Enable Auto Channel Scan**

If you select this option, the router automatically finds the channel with least interference and uses that channel for wireless networking. If you disable this option, the router uses the channel that you specify with the following **Wireless Channel** option.

### **Wireless Channel**

A wireless network uses specific channels in the wireless spectrum to handle communication between clients. Some channels in your area may have interference from other electronic devices. Choose the clearest channel to help optimize the performance and coverage of your wireless network.

### **802.11 Mode**

If all of the wireless devices you want to connect with this router can connect in the same transmission mode, you can improve performance slightly by choosing the appropriate "Only" mode. If you have some devices that use a different transmission mode, choose the appropriate "Mixed" mode.

### **Channel Width**

The "Auto 20/40 MHz" option is usually best. The other options are available for special circumstances.

### **Transmission Rate**

By default the fastest possible transmission rate will be selected. You have the option of selecting the speed if necessary.

### **Visibility Status**

The Invisible option allows you to hide your wireless network. When this option is set to Visible, your wireless network name is broadcast to anyone within the range of your signal. If you're not using encryption then they could connect to your network. When Invisible mode is enabled, you must enter the Wireless Network Name (SSID) on the client manually to connect to the network.

### **Security Mode**

Unless one of these encryption modes is selected, wireless transmissions to and from your wireless network can be easily intercepted and interpreted by unauthorized users.

## WEP

A method of encrypting data for wireless communication intended to provide the same level of privacy as a wired network. WEP is not as secure as WPA encryption. To gain access to a WEP network, you must know the key. The key is a string of characters that you create. When using WEP, you must determine the level of encryption. The type of encryption determines the key length. 128-bit encryption requires a longer key than 64-bit encryption. Keys are defined by entering in a string in HEX (hexadecimal - using characters 0-9, A-F) or ASCII (American Standard Code for Information Interchange - alphanumeric characters) format. ASCII format is provided so you can enter a string that is easier to remember. The ASCII string is converted to HEX for use over the network. Four keys can be defined so that you can change keys easily. A default key is selected for use on the network.

### Example:

64-bit hexadecimal keys are exactly 10 characters in length. (12345678FA is a valid string of 10 characters for 64-bit encryption.)

128-bit hexadecimal keys are exactly 26 characters in length. (456FBCDF123400122225271730 is a valid string of 26 characters for 128-bit encryption.)

64-bit ASCII keys are up to 5 characters in length (DMODE is a valid string of 5 characters for 64-bit encryption.)

128-bit ASCII keys are up to 13 characters in length (2002HALOSWIN1 is a valid string of 13 characters for 128-bit encryption.)

Note that, if you enter fewer characters in the WEP key than required, the remainder of the key is automatically padded with zeros.

## WPA-Personal and WPA-Enterprise

Both of these options select some variant of Wi-Fi Protected Access (WPA) -- security standards published by the Wi-Fi Alliance. The **WPA Mode** further refines the variant that the router should employ.

**WPA Mode:** WPA is the older standard; select this option if the clients that will be used with the router only support the older standard. WPA2 is the newer implementation of the stronger IEEE 802.11i security standard. With the "WPA2" option, the router tries WPA2 first, but falls back to WPA if the client only supports WPA. With the "WPA2 Only" option, the router associates only with clients that also support WPA2 security.

**Cipher Type:** The encryption algorithm used to secure the data communication. TKIP (Temporal Key Integrity Protocol) provides per-packet key generation and is based on WEP. AES (Advanced Encryption Standard) is a very secure block based encryption. With the "TKIP and AES" option, the router negotiates the cipher type with the client, and uses AES when available.

**Group Key Update Interval:** The amount of time before the group key used for broadcast and multicast data is changed.

### WPA-Personal

This option uses Wi-Fi Protected Access with a Pre-Shared Key (PSK).

**Pre-Shared Key:** The key is entered as a pass-phrase of up to 63 alphanumeric characters in ASCII (American Standard Code for Information Interchange) format at both ends of the wireless connection. It cannot be shorter than eight characters, although for proper security it needs to be of ample length and should not be a commonly known phrase. This phrase is used to generate session keys that are unique for each wireless client.

#### Example:

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### WPA-Enterprise

This option works with a RADIUS Server to authenticate wireless clients. Wireless clients should have established the necessary credentials before attempting to authenticate to the Server through this Gateway. Furthermore, it may be necessary to configure the RADIUS Server to allow this Gateway to authenticate users.

**Authentication Timeout:** Amount of time before a client will be required to re-authenticate.

**RADIUS Server IP Address:** The IP address of the authentication server.

**RADIUS Server Port:** The port number used to connect to the authentication server.

**RADIUS Server Shared Secret:** A pass-phrase that must match with the authentication server.

**MAC Address Authentication:** If this is selected, the user must connect from the same computer whenever logging into the wireless network.

#### Advanced:

##### Optional Backup RADIUS Server

This option enables configuration of an optional second RADIUS server. A second RADIUS server can be used as backup for the primary RADIUS server. The second RADIUS server is consulted only when the primary server is not available or not responding. The fields **Second RADIUS Server IP Address**, **RADIUS Server Port**, **Second RADIUS server Shared Secret**, **Second MAC Address Authentication** provide the corresponding parameters for the second RADIUS Server.



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## VIRTUAL SERVER

The Virtual Server option gives Internet users access to services on your LAN. This feature is useful for hosting online services such as FTP, Web, or game servers. For each Virtual Server, you define a public port on your router for redirection to an internal LAN IP Address and LAN port.

### Example:

You are hosting a Web Server on a PC that has LAN IP Address of 192.168.0.50 and your ISP is blocking Port 80.

1. Name the Virtual Server (for example: **Web Server**)
2. Enter the IP Address of the machine on your LAN (for example: **192.168.0.50**)
3. Enter the Private Port as [80]
4. Enter the Public Port as [8888]
5. Select the Protocol (for example **TCP**).
6. Ensure the schedule is set to **Always**
7. Click **Save** to add the settings to the Virtual Servers List
8. Repeat these steps for each Virtual Server Rule you wish to add.

With this Virtual Server entry, all Internet traffic on Port 8888 will be redirected to your internal web server on port 80 at IP Address 192.168.0.50.

### Add/Edit Virtual Server

#### Enable

Specifies whether the entry will be active or inactive.

#### Name

Assign a meaningful name to the virtual server, for example **Web Server**. Several well-known types of virtual server are available from the "Application Name" drop-down list. Selecting one of these entries fills some of the remaining parameters with standard values for that type of server.



**IP Address**

The IP address of the system on your internal network that will provide the virtual service, for example **192.168.0.50**. You can select a computer from the list of DHCP clients in the "Computer Name" drop-down menu, or you can manually enter the IP address of the server computer.

**Protocol**

Select the protocol used by the service. The common choices -- UDP, TCP, and both UDP and TCP -- can be selected from the drop-down menu. To specify any other protocol, select "Other" from the list, then enter the corresponding protocol number (as assigned by the IANA) in the **Protocol** box.

**Private Port**

The port that will be used on your internal network.

**Public Port**

The port that will be accessed from the Internet.

**Schedule**

Select a schedule for when the service will be enabled. If you do not see the schedule you need in the list of schedules, go to the [Tools → Schedules](#) screen and create a new schedule.

**Inbound Filter**

Select a filter that controls access as needed for this virtual server. If you do not see the filter you need in the list of filters, go to the [Advanced → Inbound Filter](#) screen and create a new filter.

**Save/Update**

Record the changes you have made into the following list.

**Clear**

Re-initialize this area of the screen, discarding any changes you have made.

**Virtual Server List**

This is a list of the defined Virtual Servers. Click the Enable checkbox at the left to directly activate or de-activate the entry. An entry can be changed by clicking the Edit icon or can be deleted by clicking the Delete icon. When you click the Edit icon, the item is highlighted, and the "Edit Virtual Servers" section is activated for editing.

**Note:** You might have trouble accessing a virtual server using its public identity (WAN-side IP-address of the gateway or its dynamic DNS name) from a machine on the LAN. Your requests may not be looped back or you may be redirected to the "Forbidden" page.

The requests from the LAN machine will not be looped back if Internet access is blocked at the time of access. To work around this problem, access the LAN machine using its LAN-side identity.

Requests may be redirected to the "Forbidden" page if web access for the LAN machine is restricted by an Access Control Rule. Add the WAN-side identity (WAN-side IP-address of the router or its dynamic DNS name) on the *Advanced* → *Web Filter* screen to work around this problem.

## GAMING

Multiple connections are required by some applications, such as internet games, video conferencing, Internet telephony, and others. These applications have difficulties working through NAT (Network Address Translation). This section is used to open multiple ports or a range of ports in your router and redirect data through those ports to a single PC on your network. You can enter ports in various formats:

Range (50-100)  
 Individual (80, 68, 888)  
 Mixed (1020-5000, 689)

### Example:

Suppose you are hosting an online game server that is running on a PC with a private IP Address of 192.168.0.50. This game requires that you open multiple ports (6159-6180, 99) on the router so Internet users can connect.

### Add/Edit Gaming Rule

Use this section to add a Gaming Rule to the following list or to edit a rule already in the list.

#### Enable

Specifies whether the entry will be active or inactive.

#### Name

Give the rule a name that is meaningful to you, for example **Game Server**. You can also select from a list of popular games, and many of the remaining configuration values will be filled in accordingly. However, you should check whether the port values have changed since this list was created, and you must fill in the IP address field.

#### IP Address

Enter the local network IP address of the system hosting the server, for example **192.168.0.50**. You can select a computer from the list of DHCP clients in the "Computer Name" drop-down menu, or you can manually enter the IP address of the server computer.

### TCP Ports

Enter the TCP ports to open (for example **6159-6180, 99**).

### UDP Ports

Enter the UDP ports to open (for example **6159-6180, 99**).

### Schedule

Select a schedule for the times when this rule is in effect. If you do not see the schedule you need in the list of schedules, go to the **Tools** → **Schedules** screen and create a new schedule.

### Inbound Filter

Select a filter that controls access as needed for this rule. If you do not see the filter you need in the list of filters, go to the **Advanced** → **Inbound Filter** screen and create a new filter.

### Save/Update

Record the changes you have made into the following list.

### Clear

Re-initialize this area of the screen, discarding any changes you have made.

With the above example values filled in and this Gaming Rule enabled, all TCP and UDP traffic on ports 6159 through 6180 and port 99 is passed through the router and redirected to the Internal Private IP Address of your Game Server at 192.168.0.50.

Note that different LAN computers cannot be associated with Gaming rules that contain any ports in common; such rules would contradict each other.

## Gaming Rules

This is a list of the defined Gaming Rules. Click the Enable checkbox at the left to directly activate or de-activate the entry. An entry can be changed by clicking the Edit icon or can be deleted by clicking the Delete icon. When you click the Edit icon, the item is highlighted, and the "Edit Gaming Rule" section is activated for editing.

## APPLICATION RULES

An application rule is used to open single or multiple ports on your router when the router senses data sent to the Internet on a "trigger" port or port range. An application rule applies to all computers on your internal network.

## Add/Edit Application Rule

### Example:

You need to configure your router to allow a software application running on any computer on your network to connect to a web-based server or another user on the Internet.

### Enable

Specifies whether the entry will be active or inactive.

### Name

Enter a name for the Special Application Rule, for example **Game App**, which will help you identify the rule in the future. Alternatively, you can select from the **Application** list of common applications.

### Application

Instead of entering a name for the Special Application rule, you can select from this list of common applications, and the remaining configuration values will be filled in accordingly.

### Trigger Port

Enter the outgoing port range used by your application (for example **6500-6700**).

### Trigger Traffic Type

Select the outbound protocol used by your application (for example **Both**).

### Firewall Port

Enter the port range that you want to open up to Internet traffic (for example **6000-6200**).

### Firewall Traffic Type

Select the protocol used by the Internet traffic coming back into the router through the opened port range (for example **Both**).

### Schedule

Select a schedule for when this rule is in effect. If you do not see the schedule you need in the list of schedules, go to the [Tools](#) → [Schedules](#) screen and create a new schedule.

### Save/Update

Record the changes you have made into the following list.

### Clear

Re-initialize this area of the screen, discarding any changes you have made.

With the above example application rule enabled, the router will open up a range of ports from 6000-6200 for incoming traffic from the Internet, whenever any computer on the internal network opens up an application that sends data to the Internet using a port in the range of 6500-6700.

### Application Rules

This is a list of the defined application rules. Click the Enable checkbox at the left to directly activate or de-activate the entry. An entry can be changed by clicking the Edit icon or can be deleted by clicking the Delete icon. When you click the Edit icon, the item is highlighted, and the "Edit Application Rule" section is activated for editing.

## TRAFFIC SHAPING

The Traffic Shaping feature helps improve your network performance by prioritizing applications.

### Traffic Shaping Setup

#### Enable Traffic Shaping

When this option is enabled, the router restricts the flow of outbound traffic so as not to exceed the WAN uplink bandwidth.

#### Automatic Classification

This option is enabled by default so that your router will automatically determine which programs should have network priority. For best performance, use the Automatic Classification option to automatically set the priority for your applications.

#### Dynamic Fragmentation

This option should be enabled when you have a slow Internet uplink. It helps to reduce the impact that large low priority network packets can have on more urgent ones by breaking the large packets into several smaller packets.

#### Automatic Uplink/Downlink Speed

When enabled, this option causes the router to automatically measure the useful uplink and downlink bandwidth each time the WAN interface is re-established (after a reboot, for example).

#### Measured Uplink Speed

This is the uplink speed measured when the WAN interface was last re-established. The value may be lower than that reported by your ISP as it does not include all of the network protocol overheads associated with your ISP's network. Typically, this figure will be between 87% and 91% of the stated uplink speed for xDSL connections and around 5 kbps lower for cable network connections.

### Manual Uplink Speed

If Automatic Uplink Speed is disabled, this options allows you to set the uplink speed manually. Uplink speed is the speed at which data can be transferred from the router to your ISP. This is determined by your ISP. ISPs often specify speed as a downlink/uplink pair; for example, 1.5Mbps/284kbps. For this example, you would enter "284". Alternatively you can test your uplink speed with a service such as [www.dslreports.com](http://www.dslreports.com). Note however that sites such as DSL Reports, because they do not consider as many network protocol overheads, will generally note speeds slightly lower than the Measured Uplink Speed or the ISP rated speed.

### Connection Type

By default, the router automatically determines whether the underlying connection is an xDSL/Frame-relay network or some other connection type (such as cable modem or Ethernet), and it displays the result as **Detected xDSL or Frame Relay Network**. If you have an unusual network connection in which you are actually connected via xDSL but for which you configure either "Static" or "DHCP" in the WAN settings, setting this option to **xDSL or Other Frame Relay Network** ensures that the router will recognize that it needs to shape traffic slightly differently in order to give the best performance. Choosing **xDSL or Other Frame Relay Network** causes the measured uplink speed to be reported slightly lower than before on such connections, but gives much better results.

### Detected xDSL or Frame Relay Network

When **Connection Type** is set to **Auto-detect**, the automatically detected connection type is displayed here.

### Add/Edit Traffic Shaping Rules

A Traffic Shaping Rule identifies a specific message flow and assigns a priority to that flow. For most applications, automatic classification will be adequate, and specific Traffic Shaping Rules will not be required.

Traffic Shaping supports overlaps between rules, where more than one rule can match for a specific message flow. If more than one rule is found to match the rule with the highest priority will be used.

#### Enable

Specifies whether the entry will be active or inactive.

#### Name

Create a name for the rule that is meaningful to you.

#### Priority

The priority of the message flow is entered here -- 0 receives the highest priority (most urgent) and 255 receives the lowest priority (least urgent).

#### Protocol

The protocol used by the messages.

**Local IP Range**

The rule applies to a flow of messages whose LAN-side IP address falls within the range set here.

**Local Port Range**

The rule applies to a flow of messages whose LAN-side port number is within the range set here.

**Remote IP Range**

The rule applies to a flow of messages whose WAN-side IP address falls within the range set here.

**Remote Port Range**

The rule applies to a flow of messages whose WAN-side port number is within the range set here.

**Save/Update**

Record the changes you have made into the following list.

**Clear**

Re-initialize this area of the screen, discarding any changes you have made.

**Traffic Shaping Rules**

This section lists all the defined Traffic Shaping Rules. Click the Enable checkbox at the left to directly activate or de-activate the entry. An entry can be changed by clicking the Edit icon or can be deleted by clicking the Delete icon. When you click the Edit icon, the item is highlighted, and the "Edit Traffic Shaping Rule" section is activated for editing.

**ROUTING****Add/Edit Route**

Adds a new route to the IP routing table or edits an existing route.

**Enable**

Specifies whether the entry will be enabled or disabled.

**Destination IP**

The IP address of packets that will take this route.

**Netmask**

One bits in the mask specify which bits of the IP address must match.

### Gateway

Specifies the next hop to be taken if this route is used. A gateway of 0.0.0.0 implies there is no next hop, and the IP address matched is directly connected to the router on the interface specified: LAN or WAN.

### Metric

The route metric is a value from 1 to 16 that indicates the cost of using this route. A value of 1 is the lowest cost, and 15 is the highest cost. A value of 16 indicates that the route is not reachable from this router. When trying to reach a particular destination, computers on your network will select the best route, ignoring unreachable routes.

### Interface

Specifies the interface -- LAN or WAN -- that the IP packet must use to transit out of the router, when this route is used.

### Save/Update

Record the changes you have made into the following list.

### Clear

Re-initialize this area of the screen, discarding any changes you have made.

### Routes List

The section shows the current routing table entries. Certain required routes are predefined and cannot be changed. Routes that you add can be changed by clicking the Edit icon or can be deleted by clicking the Delete icon. When you click the Edit icon, the item is highlighted, and the "Edit Route" section is activated for editing. Click the Enable checkbox at the left to directly activate or de-activate the entry.

## ACCESS CONTROL

The Access Control section allows you to control access in and out of devices on your network. Use this feature as Parental Controls to only grant access to approved sites, limit web access based on time or dates, and/or block access from applications such as peer-to-peer utilities or games.

### Enable

By default, the Access Control feature is disabled. If you need Access Control, check this option.

**Note:** When Access Control is disabled, every device on the LAN has unrestricted access to the Internet. However, if you enable Access Control, Internet access is restricted for those devices that have an Access Control Policy configured for them. All other devices have unrestricted access to the Internet.



### Policy Wizard

The Policy Wizard guides you through the steps of defining each access control policy. A policy is the "Who, What, When, and How" of access control -- whose computer will be affected by the control, what internet addresses are controlled, when will the control be in effect, and how is the control implemented. You can define multiple policies. The Policy Wizard starts when you click the button below and also when you edit an existing policy.

#### Add Policy

Click this button to start creating a new access control policy.

### Policy Table

This section shows the currently defined access control policies. A policy can be changed by clicking the Edit icon, or deleted by clicking the Delete icon. When you click the Edit icon, the Policy Wizard starts and guides you through the process of changing a policy. You can enable or disable specific policies in the list by clicking the "Enable" checkbox.

## WEBSITE FILTER

The Web sites listed here are used when the Web Filter option is enabled in *Advanced* → *Access Control*.

### Add Web Filtering Rule

This section is where you add the Web sites to be used for Access Control.

#### Website URL/Domain

Enter the URL (address) of the Web Site that you want to allow; for example: **google.com**. Do not enter the **http://** preceding the URL. Enter the most inclusive domain; for example, enter **kyocera.com** and access will be permitted to both **www.kyocera.com** and **support.kyocera.com**.

#### Save

Record the changes you have made into the following list.

**Note:** Many web sites construct pages with images and content from other web sites. Access will be forbidden if you do not enable all the web sites used to construct a page. For example, to access **my.yahoo.com**, you need to enable access to **yahoo.com**, **yimg.com**, and **doubleclick.net**.

### Website Filtering Rules

The section lists the currently allowed web sites.

## MAC ADDRESS FILTER (NETWORK FILTER)

The MAC address filter section can be used to filter network access by machines based on the unique MAC addresses of their network adapter(s). It is most useful to prevent unauthorized wireless devices from connecting to your network. A MAC address is a unique ID assigned by the manufacturer of the network adapter.

### MAC Filtering Setup

Choose the type of MAC filtering needed.

**Turn MAC Filtering OFF:** When "OFF" is selected, MAC addresses are not used to control network access.

**Turn MAC Filtering ON and ALLOW computers listed to access the network:** When "ALLOW" is selected, only computers with MAC addresses listed in the MAC Filtering Rules list are granted network access.

**Turn MAC Filtering ON and DENY computers listed to access the network:** When "DENY" is selected, any computer with a MAC address listed in the MAC Filtering Rules list is refused access to the network.

### Add MAC Filtering Rule

Use this section to add MAC addresses to the list below.

#### MAC Address

Enter the MAC address of a computer that you want to control with MAC filtering. Computers that have obtained an IP address from the router's DHCP server will be in the DHCP Client List. Select a device from the drop down menu.

#### Save

Record the changes you have made into the following list.

### MAC Filtering Rules

This section lists the network devices that are under control of MAC filtering.

## FIREWALL SETTINGS

The router provides a tight firewall by virtue of the way NAT works. Unless you configure the router to the contrary, the NAT does not respond to unsolicited incoming requests on any port, thereby making your LAN invisible to Internet cyberattackers. However, some network applications cannot run with a tight firewall. Those applications need to selectively open ports in the firewall to function correctly. The options on this page control several ways of opening the firewall to address the needs of specific types of applications. See also [Advanced → Virtual Server](#), [Advanced → Port Forwarding](#), [Advanced → Application Rules](#), and [Advanced → Network \(UPnP\)](#) for related options.

## Firewall Settings

### Enable SPI

SPI ("stateful packet inspection" also known as "dynamic packet filtering") helps to prevent cyberattacks by tracking more state per session. It validates that the traffic passing through that session conforms to the protocol. When the protocol is TCP, SPI checks that packet sequence numbers are within the valid range for the session, discarding those packets that do not have valid sequence numbers.

Whether SPI is enabled or not, the router always tracks TCP connection states and ensures that each TCP packet's flags are valid for the current state.

## NAT Endpoint Filtering

The NAT Endpoint Filtering options control how the router's NAT manages incoming connection requests to ports that are already being used.

### Endpoint Independent

Once a LAN-side application has created a connection through a specific port, the NAT will forward any incoming connection requests with the same port to the LAN-side application regardless of their origin. This is the least restrictive option, giving the best connectivity and allowing some applications (P2P applications in particular) to behave almost as if they are directly connected to the Internet.

### Address Restricted

The NAT forwards incoming connection requests to a LAN-side host only when they come from the same IP address with which a connection was established. This allows the remote application to send data back through a port different from the one used when the outgoing session was created.

### Port And Address Restricted

The NAT does not forward any incoming connection requests with the same port address as an already establish connection.

Note that some of these options can interact with other port restrictions. Endpoint Independent Filtering takes priority over inbound filters or schedules, so it is possible for an incoming session request related to an outgoing session to enter through a port in spite of an active inbound filter on that port. However, packets will be rejected as expected when sent to blocked ports (whether blocked by schedule or by inbound filter) for which there are no active sessions. Port and Address Restricted Filtering ensures that inbound filters and schedules work precisely, but prevents some level of connectivity, and therefore might require the use of port triggers, virtual servers, or gaming to open the ports needed by the application. Address Restricted Filtering gives a compromise position, which avoids problems when communicating with certain other types of NAT router (symmetric NATs in particular) but leaves inbound filters and scheduled access working as expected.

### UDP Endpoint Filtering

Controls endpoint filtering for packets of the UDP protocol.

### **TCP Endpoint Filtering**

Controls endpoint filtering for packets of the TCP protocol.

Formerly, the terms "Full Cone", "Restricted Cone", "Port Restricted Cone" and "Symmetric" were used to refer to different variations of NATs. These terms are purposely not used here, because they do not fully describe the behavior of this router's NAT. While not a perfect mapping, the following loose correspondences between the "cone" classification and the "endpoint filtering" modes can be drawn: if this router is configured for endpoint independent filtering, it implements full cone behavior; address restricted filtering implements restricted cone behavior; and port and address restricted filtering implements port restricted cone behavior.

### **NAT Port Preservation**

NAT Port preservation (on by default) tries to ensure that, when a LAN host makes an Internet connection, the same LAN port is also used as the Internet visible port. This ensures best compatibility for internet communications.

Under some circumstances it may be desirable to turn off this feature.

### **Anti-Spoof checking**

Enabling this option can provide protection from certain kinds of "spoofing" attacks. However, enable this option with care. With some modems, the WAN connection may be lost when this option is enabled. In that case, it may be necessary to change the LAN subnet to something other than 192.168.0.x (192.168.2.x, for example), to re-establish the WAN connection.

### **DMZ Host**

DMZ means "Demilitarized Zone." If an application has trouble working from behind the router, you can expose one computer to the Internet and run the application on that computer.

When a LAN host is configured as a DMZ host, it becomes the destination for all incoming packets that do not match some other incoming session or rule. If any other ingress rule is in place, that will be used instead of sending packets to the DMZ host; so, an active session, virtual server, active port trigger, or gaming rule will take priority over sending a packet to the DMZ host. (The DMZ policy resembles a default gaming rule that forwards every port that is not specifically sent anywhere else.)

The router provides only limited firewall protection for the DMZ host. The router does not forward a TCP packet that does not match an active DMZ session, unless it is a connection establishment packet (SYN). Except for this limited protection, the DMZ host is effectively "outside the firewall". Anyone considering using a DMZ host should also consider running a firewall on that DMZ host system to provide additional protection.

Packets received by the DMZ host have their IP addresses translated from the WAN-side IP address of the router to the LAN-side IP address of the DMZ host. However, port numbers are not translated; so applications on the DMZ host can depend on specific port numbers.

The DMZ capability is just one of several means for allowing incoming requests that might appear unsolicited to the NAT. In general, the DMZ host should be used only if there are no other alternatives, because it is much more exposed to cyberattacks than any other system on the LAN. Thought should be given to using other configurations instead: a virtual server, a gaming rule, or a port trigger. Virtual servers open one port for incoming sessions bound for a specific application (and also allow port redirection and the use of ALGs). gaming is rather like a selective DMZ, where incoming traffic targeted at one or more ports is forwarded to a specific LAN host (thereby not exposing as many ports as a DMZ host). Port triggering is a special form of gaming, which is activated by outgoing traffic, and for which ports are only forwarded while the trigger is active.

Few applications truly require the use of the DMZ host. Following are examples of when a DMZ host might be required:

- A host needs to support several applications that might use overlapping ingress ports such that two gaming rules cannot be used because they would potentially be in conflict.
- To handle incoming connections that use a protocol other than ICMP, TCP, UDP, and IGMP (also GRE and ESP, when these protocols are enabled by the PPTP and IPsec ALGs).

#### **Enable DMZ**

**Note:** Putting a computer in the DMZ may expose that computer to a variety of security risks. Use of this option is only recommended as a last resort.

#### **DMZ IP Address**

Specify the LAN IP address of the LAN computer that you want to have unrestricted Internet communication. If this computer obtains its address Automatically using DHCP, then you may want to make a static reservation on the [Basic → Network Settings](#) page so that the IP address of the DMZ computer does not change.

#### **Non-UDP/TCP/ICMP LAN Sessions**

When a LAN application that uses a protocol other than UDP, TCP, or ICMP initiates a session to the Internet, the router's NAT can track such a session, even though it does not recognize the protocol. This feature is useful because it enables certain applications (most importantly a single VPN connection to a remote host) without the need for an ALG.

Note that this feature does not apply to the DMZ host (if one is enabled). The DMZ host always handles these kinds of sessions.

#### **Enable**

Enabling this option (the default setting) enables single VPN connections to a remote host. (But, for multiple VPN connections, the appropriate VPN ALG must be used.) Disabling this option, however, only disables VPN if the appropriate VPN ALG is also disabled.

## Application Level Gateway (ALG) Configuration

Here you can enable or disable ALGs. Some protocols and applications require special handling of the IP payload to make them work with network address translation (NAT). Each ALG provides special handling for a specific protocol or application. A number of ALGs for common applications are enabled by default.

### PPTP

Allows multiple machines on the LAN to connect to their corporate networks using PPTP protocol. When the PPTP ALG is enabled, LAN computers can establish PPTP VPN connections either with the same or with different VPN servers. When the PPTP ALG is disabled, the router allows VPN operation in a restricted way -- LAN computers are typically able to establish VPN tunnels to different VPN Internet servers but not to the same server. The advantage of disabling the PPTP ALG is to increase VPN performance. Enabling the PPTP ALG also allows incoming VPN connections to a LAN side VPN server (refer to *Advanced* → *Virtual Server*).

### IPSec (VPN)

Allows multiple VPN clients to connect to their corporate networks using IPSec. Some VPN clients support traversal of IPSec through NAT. This option may interfere with the operation of such VPN clients. If you are having trouble connecting with your corporate network, try disabling this option.

Check with the system administrator of your corporate network whether your VPN client supports NAT traversal.

Note that L2TP VPN connections typically use IPSec to secure the connection. To achieve multiple VPN pass-through in this case, the IPSec ALG must be enabled.

### RTSP

Allows applications that use Real Time Streaming Protocol to receive streaming media from the internet. QuickTime and Real Player are some of the common applications using this protocol.

### Windows/MSN Messenger

Supports use on LAN computers of Microsoft Windows Messenger (the Internet messaging client that ships with Microsoft Windows) and MSN Messenger. The SIP ALG must also be enabled when the Windows Messenger ALG is enabled.

### FTP

Allows FTP clients and servers to transfer data across NAT. Refer to the *Advanced* → *Virtual Server* page if you want to host an FTP server.

### H.323 (Netmeeting)

Allows H.323 (specifically NetMeeting) clients to communicate across NAT. Note that if you want your buddies to call you, you should also set up a virtual server for NetMeeting. Refer to the *Advanced* → *Virtual Server* page for information on how to set up a virtual server.

### SIP

Allows devices and applications using VoIP (Voice over IP) to communicate across NAT. Some VoIP applications and devices have the ability to discover NAT devices and work around them. This ALG may interfere with the operation of such devices. If you are having trouble making VoIP calls, try turning this ALG off.

### Wake-On-LAN

This feature enables forwarding of "magic packets" (that is, specially formatted wake-up packets) from the WAN to a LAN computer or other device that is "Wake on LAN" (WOL) capable. The WOL device must be defined as such on the *Advanced* → *Virtual Server* page. The LAN IP address for the virtual server is typically set to the broadcast address 192.168.0.255. The computer on the LAN whose MAC address is contained in the magic packet will be awakened.

### MMS

Allows Windows Media Player, using MMS protocol, to receive streaming media from the internet.

## INBOUND FILTER

When you use the Virtual Server, Gaming, or Remote Administration features to open specific ports to traffic from the Internet, you could be increasing the exposure of your LAN to cyberattacks from the Internet. In these cases, you can use Inbound Filters to limit that exposure by specifying the IP addresses of internet hosts that you trust to access your LAN through the ports that you have opened. You might, for example, only allow access to a game server on your home LAN from the computers of friends whom you have invited to play the games on that server.

Inbound Filters can be used for limiting access to a server on your network to a system or group of systems. Filter rules can be used with Virtual Server, Gaming, or Remote Administration features. Each filter can be used for several functions; for example a "Game Clan" filter might allow all of the members of a particular gaming group to play several different games for which gaming entries have been created. At the same time an "Admin" filter might only allows systems from your office network to access the WAN admin pages and an FTP server you use at home. If you add an IP address to a filter, the change is effected in all of the places where the filter is used.

### Add/Edit Inbound Filter Rule

Here you can add entries to the Inbound Filter Rules List below, or edit existing entries.

#### Name

Enter a name for the rule that is meaningful to you.

#### Action

The rule can either Allow or Deny messages.



### Remote IP Range

Define the ranges of Internet addresses this rule applies to. For a single IP address, enter the same address in both the **Start** and **End** boxes. Up to eight ranges can be entered. The **Enable** checkbox allows you to turn on or off specific entries in the list of ranges.

### Save/Update

Record the changes you have made into the following list.

### Clear

Re-initialize this area of the screen, discarding any changes you have made.

## Inbound Filter Rules List

The section lists the current Inbound Filter Rules. An entry can be changed by clicking the Edit icon or can be deleted by clicking the Delete icon. When you click the Edit icon, the item is highlighted, and the "Edit Inbound Filter Rule" section is activated for editing. In addition to the filters listed here, two predefined filters are available wherever inbound filters can be applied:

### Allow All

Permit any WAN user to access the related capability.

### Deny All

Prevent all WAN users from accessing the related capability. (LAN users are not affected by Inbound Filter Rules.)

## ADVANCED WIRELESS

### Transmit Power

Normally the wireless transmitter operates at 100% power. In some circumstances, however, there might be a need to isolate specific frequencies to a smaller area. By reducing the power of the radio, you can prevent transmissions from reaching beyond your corporate/home office or designated wireless area.

### Beacon Period

Beacons are packets sent by a wireless router to synchronize wireless devices. Specify a Beacon Period value between 20 and 1000. The default value is set to 100 milliseconds.

### RTS Threshold

When an excessive number of wireless packet collisions are occurring, wireless performance can be improved by using the RTS/CTS (Request to Send/Clear to Send) handshake protocol. The wireless transmitter will begin to send RTS frames (and wait for CTS) when data frame size in bytes is greater than the RTS Threshold. This setting should remain at its default value of 2346 bytes.



### **Fragmentation Threshold**

Wireless frames can be divided into smaller units (fragments) to improve performance in the presence of RF interference and at the limits of RF coverage. Fragmentation will occur when frame size in bytes is greater than the Fragmentation Threshold. This setting should remain at its default value of 2346 bytes. Setting the Fragmentation value too low may result in poor performance.

### **DTIM Interval**

A DTIM is a countdown informing clients of the next window for listening to broadcast and multicast messages. When the wireless router has buffered broadcast or multicast messages for associated clients, it sends the next DTIM with a DTIM Interval value. Wireless clients detect the beacons and awaken to receive the broadcast and multicast messages. The default value is 1. Valid settings are between 1 and 255.

### **802.11d Enable**

Enables 802.11d operation. 802.11d is a wireless specification for operation in additional regulatory domains. This supplement to the 802.11 specifications defines the physical layer requirements (channelization, hopping patterns, new values for current MIB attributes, and other requirements to extend the operation of 802.11 WLANs to new regulatory domains (countries). The current 802.11 standard defines operation in only a few regulatory domains (countries). This supplement adds the requirements and definitions necessary to allow 802.11 WLAN equipment to operate in markets not served by the current standard. Enable this option if you are operating in one of these "additional regulatory domains".

### **Wireless Isolation**

Enabling Wireless Isolation prevents associated wireless clients from communicating with each other.

### **WMM Enable**

Enabling WMM can help control latency and jitter when transmitting multimedia content over a wireless connection.

### **WDS Enable**

When WDS is enabled, this access point functions as a wireless repeater and is able to wirelessly communicate with other APs via WDS links. Note that WDS is incompatible with WPA -- both features cannot be used at the same time. A WDS link is bidirectional; so this AP must know the MAC Address (creates the WDS link) of the other AP, and the other AP must have a WDS link back to this AP. Make sure the APs are configured with same channel number.

### **WDS AP MAC Address**

Specifies one-half of the WDS link. The other AP must also have the MAC address of this AP to create the WDS link back to this AP. Enter a MAC address for each of the other APs that you want to connect with WDS.

## WISH

WISH is short for Wireless Intelligent Stream Handling, a technology developed to enhance your experience of using a wireless network by prioritizing the traffic of different applications.

### WISH

#### Enable WISH

Enable this option if you want to allow WISH to prioritize your traffic.

### Priority Classifiers

#### HTTP

Allows the router to recognize HTTP transfers for many common audio and video streams and prioritize them above other traffic. Such streams are frequently used by digital media players.

#### Windows Media Center

Enables the router to recognize certain audio and video streams generated by a Windows Media Center PC and to prioritize these above other traffic. Such streams are used by systems known as Windows Media Extenders, such as the Xbox 360.

#### Automatic

When enabled, this option causes the router to automatically attempt to prioritize traffic streams that it doesn't otherwise recognize, based on the behaviour that the streams exhibit. This acts to deprioritize streams that exhibit bulk transfer characteristics, such as file transfers, while leaving interactive traffic, such as gaming or VoIP, running at a normal priority.

### Add/Edit WISH Rule

A WISH Rule identifies a specific message flow and assigns a priority to that flow. For most applications, the priority classifiers ensure the right priorities and specific WISH Rules are not required.

WISH supports overlaps between rules. If more than one rule matches for a specific message flow, the rule with the highest priority will be used.

#### Enable

Specifies whether the entry will be active or inactive.

#### Name

Create a name for the rule that is meaningful to you.

**Priority**

The priority of the message flow is entered here. Four priorities are defined:

- BK: Background (least urgent).
- BE: Best Effort.
- VI: Video.
- VO: Voice (most urgent).

**Protocol**

The protocol used by the messages.

**Host 1 IP Range**

The rule applies to a flow of messages for which one computer's IP address falls within the range set here.

**Host 1 Port Range**

The rule applies to a flow of messages for which host 1's port number is within the range set here.

**Host 2 IP Range**

The rule applies to a flow of messages for which the other computer's IP address falls within the range set here.

**Host 2 Port Range**

The rule applies to a flow of messages for which host 2's port number is within the range set here.

**Save/Update**

Record the changes you have made into the following list.

**Clear**

Re-initialize this area of the screen, discarding any changes you have made.

**WISH Rules**

This section lists the defined WISH Rules. Click the Enable checkbox at the left to directly activate or de-activate the entry. An entry can be changed by clicking the Edit icon or can be deleted by clicking the Delete icon. When you click the Edit icon, the item is highlighted, and the "Edit WISH Rule" section is activated for editing.

## WI-FI PROTECTED SETUP

### Wi-Fi Protected Setup

#### Enable

Enable the Wi-Fi Protected Setup feature.

#### Lock Wireless Security Settings

Locking the wireless security settings prevents the settings from being changed by any new external registrar using its PIN. Devices can still be added to the wireless network using Wi-Fi Protected Setup. It is still possible to change wireless network settings with Manual Wireless Network Setup, Wireless Network Setup Wizard, or an existing external WLAN Manager Registrar.

### PIN Settings

A PIN is a unique number that can be used to add the router to an existing network or to create a new network. The default PIN may be printed on the bottom of the router. For extra security, a new PIN can be generated. You can restore the default PIN at any time. Only the Administrator ("admin" account) can change or reset the PIN.

#### Current PIN

Shows the current value of the router's PIN.

#### Reset PIN to Default

Restore the default PIN of the router.

#### Generate New PIN

Create a random number that is a valid PIN. This becomes the router's PIN. You can then copy this PIN to the user interface of the registrar.

### Add Wireless Station

This Wizard helps you add wireless devices to the wireless network using the Wi-Fi Protected Setup protocol.

The wizard will prompt you to enter the PIN for the device, or ask you to press the configuration button on the device. If the device supports Wi-Fi Protected Setup and has a configuration button, you can add it to the network by pressing the configuration button on the device and then the on the router within 60 seconds. The status LED on the router will flash three times if the device has been successfully added to the network.

There are several ways to add a wireless device to your network. Access to the wireless network is controlled by a "registrar". A registrar only allows devices onto the wireless network if you have entered the PIN, or pressed a special Wi-Fi Protected Setup button on the device. The router acts as a registrar for the network, although other devices may act as a registrar as well.

### **Add Wireless Device Wizard**

Start the wizard.

## **ADVANCED NETWORK**

### **UPnP**

UPnP is short for Universal Plug and Play, which is a networking architecture that provides compatibility among networking equipment, software, and peripherals. This router has optional UPnP capability, and can work with other UPnP devices and software.

#### **Enable UPnP**

If you need to use the UPnP functionality, you can enable it here.

#### **Allow Users to disable Internet Access**

Disabling this option prevents UPnP clients from terminating the WAN connection.

#### **Allow Users to modify Virtual Server Mappings**

Disabling this option prevents UPnP clients from adding, modifying, deleting, or disabling virtual server entries.

### **WAN Ping**

Pinging public WAN IP addresses is a common method used by hackers to test whether your WAN IP address is valid.

#### **Enable WAN Ping Respond**

If you leave this option unchecked, you are causing the router to ignore **ping** commands for the public WAN IP address of the router.

#### **WAN Ping Inbound Filter**

Select a filter that controls which WAN computers can use the ping feature. If you do not see the filter you need in the list of filters, go to the *Advanced* → *Inbound Filter* screen and create a new filter.

### **WAN Port Speed**

Normally, this is set to "auto". If you have trouble connecting to the WAN, try the other settings.

### **Multicast Streams**

The router uses the IGMP protocol to support efficient multicasting -- transmission of identical content, such as multimedia, from a source to a number of recipients.

#### **Enable Multicast Streams**

This option must be enabled if any applications on the LAN participate in a multicast group. If you have a multimedia LAN application that is not receiving content as expected, try enabling this option.

### PPPoE Pass Through

This option controls whether LAN computers can act as PPPoE clients and negotiate the PPP sessions through the router over the WAN ethernet link.

#### Enable PPPoE Pass Through

Enabling this option allows LAN computers to act as PPPoE clients. Disabling this option prevents LAN computers from establishing PPPoE pass-through connections.

## FAILOVER

The router can establish an uplink via the ethernet WAN port or any modems plugged into the USB, ExpressCard or CardBus ports. Although all of these devices may be plugged in, only one of them may establish a link at a time. If the WAN connection fails the router will automatically attempt to bring up a new link on another device. This feature is called failover.

### WAN Failure Detection

WAN failure detection works by detecting the presence of traffic on the ethernet WAN link. (Note that this only applies to the ethernet WAN link, not the modems.) If the link is idle for too long the router will attempt to ping a target IP address. If the ping does not reply, the router assumes the link is down and attempts to fail over to a modem.

#### Enable

This enables failure detection on the ethernet link. Even when this is disabled unplugging the ethernet cable at the WAN port will trigger failover to a modem.

#### Timeout

If the ethernet link is idle for this amount of time then the router will either send a ping or failover to a modem.

#### Enable Ping on Idle

When enabled, the router will send a ping after the link idle timeout. If the ping gets a reply, the router will restart the idle timer, otherwise it will failover to a modem.

#### Ping Target

The default ping target is the router's gateway. You may specify a different IP address as a target here.

### WAN Interfaces

This section allows you to change the failover order of devices (aka interfaces); to monitor their status; to take the active link down; or to bring a link up on another device. The device at the top of the list has the highest priority. This is the device which the router will attempt to start when it boots up. If the link cannot be brought up on this device, or if it goes down later, the router will attempt to bring the link up on the next available device. Whenever a link fails on a device, the router will always move down to the next device down in the list, and wrap around again to the top.

**Slot**

The slot is the physical port the modem or ethernet cable is plugged into.

**Device**

This shows a description of the device.

**Status**

This is the link status of a device, which is one of the following.

**Ready**

This means the device is plugged in and available but not active.

**Establishing**

This means the router is attempting to bring up the link over the device.

**Established**

This means the link is up and running on the device.

**Suspended**

This means the router will not attempt to bring up the link over the device until a timer expires. This only applies to modems, which must conform to carrier specifications about how often they may attempt to connect to the network. The timeout depends on how many previous connection attempts have failed in a row.

**Control**

The device which has an active link will show a circle-and-slash icon. If you click on this icon the router will bring the link down. It will not automatically failover in this case.

All other available devices will have a light-bulb icon. If you click on this icon the router will attempt to bring the link up over this device. If necessary, it will first bring the active link down. Failover will proceed to the next device down on the list.

**Priority**

Click on the up- and down-arrow icons to change the priority of the device.

## TOOLS HELP

- Administrator Settings
- Time
- Syslog
- Email Settings
- System
- Firmware
- Dynamic DNS
- System Check
- Schedules

## ADMINISTRATOR SETTINGS

The Administrator Settings section is used to set-up secure access to the Web-based management. By default no password is configured. It is highly recommended that you create a password to keep your new router secure.

### System Language

The language in which the router's web pages are displayed in can be changed here.

### Admin Password

Enter a password for the user "admin", who will have full access to the Web-based management interface.

### Internet Access Password

Enter a password for the user "user", who will have read-only access to the Web-based management interface.

### Gateway Name

The name of the router can be changed here.

### Inactivity Time Out

If the router does not detect any administrative activity (from WAN or LAN) during this number of minutes, it logs the administrator off.

### Enable HTTPS Server

Enabling this option makes it possible to perform remote management with the Secure HTTP (HTTPS) protocol.

### Enable Remote Management

Enabling Remote Management allows you to manage the router from anywhere on the Internet. Disabling Remote Management allows you to manage the router only from computers on your LAN.



### Remote Admin Port

The port that you will use to address the management interface from the Internet. For example, if you specify port 1080 here, then, to access the router from the Internet, you would use a URL of the form: `http://my.domain.com:1080/`.

### Use HTTPS

Setting this option requires all remote administration to use the Secure HTTP (HTTPS) protocol. For example, if you specify port 1080 above, then, to access the router from the Internet, you would use a URL of the form: `https://my.domain.com:1080/`.

### Remote Admin Inbound Filter

Select a filter that controls access as needed for this admin port. If you do not see the filter you need in the list of filters, go to the *Advanced* → *Inbound Filter* screen and create a new filter.

## TIME

The Time Configuration option allows you to configure, update, and maintain the correct time on the router's internal system clock. From this section you can set the time zone that you are in and set the Time Server. Daylight saving can also be configured to automatically adjust the time when needed.

### Time Configuration

#### Current Router Time

Displays the time currently maintained by the router. If this is not correct, use the following options to configure the time correctly.

#### Time Zone

Select your local time zone from pull down menu.

#### Enable Daylight Saving

Check this option if your location observes daylight saving time.

#### Daylight Saving Offset

Select the time offset, if your location observes daylight saving time.

#### DST Start and DST End

Select the starting and ending times for the change to and from daylight saving time. For example, suppose for DST Start you select Month="Oct", Week="3rd", Day="Sun" and Time="2am". This is the same as saying: "Daylight saving starts on the third Sunday of October at 2:00 AM."

## Automatic Time Configuration

### Enable NTP Server

Select this option if you want to synchronize the router's clock to a Network Time Server over the Internet. If you are using schedules or logs, this is the best way to ensure that the schedules and logs are kept accurate.

Note that, even when NTP Server is enabled, you must still choose a time zone and set the daylight saving parameters.

### NTP Server Used

Select a Network Time Server for synchronization. You can type in the address of a time server or select one from the list. If you have trouble using one server, select another.

### Set the Date and Time Manually

If you do not have the NTP Server option in effect, you can either manually set the time for your router here, or you can click the **Copy Your Computer's Time Settings** button to copy the time from the computer you are using. (Make sure that computer's time is set correctly.)

**Note:** If the router loses power for any reason, it cannot keep its clock running, and will not have the correct time when it is started again. To maintain correct time for schedules and logs, either you must enter the correct time after you restart the router, or you must enable the NTP Server option.

## SYSLOG

This section allows you to archive your log files to a Syslog Server.

### Enable Logging to Syslog Server

Enable this option if you have a syslog server currently running on the LAN and wish to send log messages to it.

### Syslog Server IP Address

Enter the LAN IP address of the Syslog Server.

## EMAIL SETTINGS

The Email feature can be used to send the system log files, router alert messages, and firmware update notification to your email address.

### Enable

#### Enable Email Notification

When this option is enabled, router activity logs or firmware upgrade notifications can be emailed to a designated email address, and the following parameters are displayed.

## Email Settings

### From Email Address

This email address will appear as the sender when you receive a log file or firmware upgrade notification via email.

### To Email Address

Enter the email address where you want the email sent.

### SMTP Server Address

Enter the SMTP server address for sending email.

### Enable Authentication

If your SMTP server requires authentication, select this option.

### Account Name

Enter your account for sending email.

### Password

Enter the password associated with the account.

### Verify Password

Re-type the password associated with the account.

## Email Log When Full or on Schedule

### On Log Full

Select this option if you want logs to be sent by email when the log is full.

### On Schedule

Select this option if you want logs to be sent by email according to a schedule.

### Schedule

If you selected the On Schedule option, select one of the defined schedule rules. If you do not see the schedule you need in the list of schedules, go to the [Tools → Schedules](#) screen and create a new schedule.

**Note:** Normally email is sent at the start time defined for a schedule, and the schedule end time is not used. However, rebooting the router during the schedule period will cause additional emails to be sent.

## SYSTEM

This section allows you to manage the router's configuration settings, reboot the router, and restore the router to the factory default settings. Restoring the unit to the factory default settings will erase all settings, including any rules that you've created.

### Save To Local Hard Drive

This option allows you to save the router's configuration to a file on your computer. Be sure to save the configuration before performing a firmware upgrade.

### Load From Local Hard Drive

Use this option to restore previously saved router configuration settings.

### Restore To Factory Default

This option restores all configuration settings back to the settings that were in effect at the time the router was shipped from the factory. Any settings that have not been saved will be lost. If you want to save your router configuration settings, use the Save Settings option above.

### Reboot The Device

This restarts the router. Useful for restarting when you are not near the device.

## FIRMWARE

Use the Firmware section to install the latest firmware to improve functionality and performance. If you would like to be notified when new firmware is released, place a checkmark in the box next to **Email Notification of Newer Firmware Version**.

To upgrade the firmware, follow these steps:

1. Click the **Browse** button to locate the upgrade file on your computer.
2. Once you have found the file to be used, click the **Upload** button below to start the firmware upgrade process. This can take a minute or more.
3. Wait for the router to reboot. This can take another minute or more.
4. Confirm updated firmware revision on status page.

### Firmware Information

Here are displayed the version numbers of the firmware currently installed in your router and the most recent upgrade that is available.

### Firmware Upgrade

**Note:** Some firmware upgrades reset the configuration options to the factory defaults. Before performing an upgrade, be sure to save the current configuration from the Tools → System screen.

### **Upload**

Once you have a firmware update on your computer, use this option to browse for the file and then upload the information into the router.

### **Firmware Upgrade Notification Options**

#### **Automatically Check Online for Latest Firmware Version**

When this option is enabled, your router will check online periodically to see if a newer version of the firmware is available.

#### **Email Notification of Newer Firmware Version**

When this option is enabled, an email will be sent to the email address configured in the email section whenever new firmware is available. You must have Email Notification enabled from the Tools → Email Settings page.

## **DYNAMIC DNS**

The Dynamic DNS feature allows you to host a server (Web, FTP, Game Server, etc.) using a domain name that you have purchased (www.whateveryournameis.com) with your dynamically assigned IP address. Most broadband Internet Service Providers assign dynamic (changing) IP addresses. When you use a Dynamic DNS service provider, your friends can enter your host name to connect to your server, no matter what your IP address is.

### **Enable Dynamic DNS**

Enable this option only if you have purchased your own domain name and registered with a dynamic DNS service provider. The following parameters are displayed when the option is enabled.

#### **Server Address**

Select a dynamic DNS service provider from the pull-down list.

#### **Host Name**

Enter your host name, fully qualified; for example: **myhost.mydomain.net**.

#### **Username or Key**

Enter the username or key provided by your service provider. If the Dynamic DNS provider supplies only a key, enter that key in all three fields.

#### **Password or Key**

Enter the password or key provided by your service provider. If the Dynamic DNS provider supplies only a key, enter that key in all three fields.

#### **Verify Password or Key**

Re-type the password or key provided by your service provider. If the Dynamic DNS provider supplies only a key, enter that key in all three fields.

### Timeout

The time between periodic updates to the Dynamic DNS, if your dynamic IP address has not changed. The timeout period is entered in hours.

**Note:** If a dynamic DNS update fails for any reason (for example, when incorrect parameters are entered), the router automatically disables the Dynamic DNS feature and records the failure in the log.

**Note:** After configuring the router for dynamic DNS, you can open a browser and navigate to the URL for your domain (for example <http://www.mydomain.info>) and the router will attempt to forward the request to port 80 on your LAN. If, however, you do this from a LAN-side computer and there is no virtual server defined for port 80, the router will return the router's configuration home page. Refer to the *Advanced* → *Virtual Server* configuration page to set up a virtual server.

## SYSTEM CHECK

### Ping Test

"Ping" is an Internet utility function that sends a series of short messages to a target computer and reports the results. You can use it to test whether a computer is running, and to get an idea of the quality of the connection to that computer, based on the speed of the responses.

#### Host Name or IP Address

Enter either the IP address of the target computer or enter its fully qualified domain name.

#### Ping

Start pinging the specified host.

#### Stop

The host is pinged repeatedly until you press this button.

#### Example:

##### Host Name or IP Address

`www.whitehouse.gov`

##### Ping Result

Please wait, resolving `www.whitehouse.gov...`

Resolved to `205.161.7.102`.

Response from `205.161.7.102` received in 7 milliseconds.

Response from `205.161.7.102` received in 6 milliseconds.

Response from `205.161.7.102` received in 7 milliseconds.

User stopped ping.

## SCHEDULES

Schedules can be created for use with enforcing rules. For example, if you want to restrict web access to Mon-Fri from 3pm to 8pm, you could create a schedule selecting Mon, Tue, Wed, Thu, and Fri and enter a Start Time of 3pm and End Time of 8pm.

### Add/Edit Schedule Rule

In this section you can add entries to the Schedule Rules List below or edit existing entries.

#### Name

Give the schedule a name that is meaningful to you, such as "Weekday rule".

#### Day(s)

Place a checkmark in the boxes for the desired days or select the All Week radio button to select all seven days of the week.

#### All Day - 24 hrs

Select this option if you want this schedule in effect all day for the selected day(s).

#### Start Time

If you don't use the All Day option, then you enter the time here. The start time is entered in two fields. The first box is for the hour and the second box is for the minute. Email events are normally triggered only by the start time.

#### End Time

The end time is entered in the same format as the start time. The hour in the first box and the minutes in the second box. The end time is used for most other rules, but is not normally used for email events.

#### Save/Update

Record the changes you have made into the following list.

#### Clear

Re-initialize this area of the screen, discarding any changes you have made.

### Schedule Rules List

This section shows the currently defined Schedule Rules. An entry can be changed by clicking the Edit icon or can be deleted by clicking the Delete icon. When you click the Edit icon, the item is highlighted, and the "Edit Schedule Rule" section is activated for editing.

## STATUS HELP

- Device Info
- Wireless (Wi-Fi)
- Routing
- Logs
- Statistics
- Active Sessions
- WISH Sessions

## DEVICE INFO

All of your Internet and network connection details are displayed on the Device Info page. The firmware version is also displayed here.

**Note: Some browsers have limitations that make it impossible to update the WAN status display when the status changes. Some browsers require that you refresh the display to obtain updated status. Some browsers report an error condition when trying to obtain WAN status.**

### WAN

The information displayed will be for the currently active WAN connection. To change the failover priorities of the various WAN connections or to manually connect or disconnect a WAN connection go to the [Advanced → Failover](#) page. If the connection is DHCP, clicking the **DHCP Release** button unassigns the router's IP address. The router will not respond to IP messages from the WAN side until you click the **DHCP Renew** button or power-up the router again. Clicking the **DHCP Renew** button causes the router to request a new IP address from the ISP's server.

### LAN

This area of the screen reflects configuration settings from the [Basic → Network](#) page. The **MAC Address** is the factory-assigned identifier of the LAN ports.

### Wireless (Wi-Fi) LAN

This area of the screen reflects configuration settings from the [Basic → Wireless](#) page, the [Advanced → WISH](#) page and the [Advanced → Wi-Fi Protected Setup](#) page. The **MAC Address** is the factory-assigned identifier of the wireless card.

### LAN Computers

This area of the screen continually updates to show all DHCP enabled computers and devices connected to the LAN side of your router. The detection "range" is limited to the address range as configured in DHCP Server. Computers that have an address outside of this range will not show. If the DHCP Client (i.e. a computer configured to "Automatically obtain an address") supplies a Host Name then that will also be shown. Any computer or device that has a static IP address that lies within the detection "range" may show, however its host name will not.



### IGMP Multicast memberships

If IGMP is enabled, this area of the screen shows all multicast groups of which any LAN devices are members.

## WIRELESS (WI-FI)

The wireless section allows you to view the wireless clients that are connected to your wireless router.

### MAC Address

The Ethernet ID (MAC address) of the wireless client.

### IP Address

The LAN-side IP address of the client.

### Mode

The transmission standard being used by the client. Values are 11a, 11b, 11g, or 11n for 802.11a, 802.11b, 802.11g, or 802.11n respectively.

### Rate

The actual transmission rate of the client in megabits per second.

### Signal

This is a relative measure of signal quality. The value is expressed as a percentage of theoretical best quality. Signal quality can be reduced by distance, by interference from other radio-frequency sources (such as cordless telephones or neighboring wireless networks), and by obstacles between the router and the wireless device.

If **Require User Login** is enabled then you can also control internet access privileges for the attached wireless clients.

## ROUTING

The routing section displays all of the routing details configured for your router.

A value of 0.0.0.0 for gateway means there is no next hop, and the IP address is directly connected to the router on the interface specified: LAN or WAN. A value of 0.0.0.0 in both the destination IP and netmask means that this is the default route.

## LOGS

The router automatically logs (records) events of possible interest in its internal memory. If there is not enough internal memory for all events, logs of older events are deleted, but logs of the latest events are retained. The Logs option allows you to view the router logs. You can define what types of events you want to view and the level of events to view. This router also has external Syslog Server support so you can send the log files to a computer on your network that is running a Syslog utility.

### What to View

Select the kinds of events that you want to view.

- Firewall and Security
- System
- Router Status

### View Levels

Select the level of events that you want to view.

- Critical
- Warning
- Informational

### Apply Log Settings Now

Click this button after changing Log Options to make them effective and permanent.

### Refresh

Clicking this button refreshes the display of log entries. There may be new events since the last time you accessed the log.

### Clear

Clicking this button erases all log entries.

### Email Now

If you provided email information with the [Tools → Email Settings](#) screen, clicking the **Email Now** button sends the router log to the configured email address.

### Save Log

Select this option to save the router log to a file on your computer.

## STATISTICS

The Statistics page displays all of the LAN, WAN, and Wireless packet transmit and receive statistics.

### KBytes Sent

The number of packets sent from the router.

### KBytes Received

The number of packets received by the router.

### TX Packets Dropped

The number of packets that were dropped while being sent, due to errors, collisions, or router resource limitations.

### **RX Packets Dropped**

The number of packets that were dropped while being received, due to errors, collisions, or router resource limitations.

### **Collisions**

The number of packets that were dropped due to Ethernet collisions (two or more devices attempting to use an Ethernet circuit at the same time).

### **Errors**

The number of transmission failures that cause loss of a packet. A noisy radio-frequency environment can cause a high error rate on the wireless LAN.

## **ACTIVE SESSIONS**

The Active Sessions page displays full details of active Internet sessions through your router. An Internet session is a conversation between a program or application on a LAN-side computer and a program or application on a WAN-side computer.

### **Local**

The IP address and, where appropriate, port number of the local application.

### **NAT**

The port number of the LAN-side application as viewed by the WAN-side application.

### **Internet**

The IP address and, where appropriate, port number of the application on the Internet.

### **Protocol**

The communications protocol used for the conversation.

### **State**

State for sessions that use the TCP protocol.

- NO: None -- This entry is used as a placeholder for a future connection that may occur.
- SS: SYN Sent -- One of the systems is attempting to start a connection.
- EST: Established -- the connection is passing data.
- FW: FIN Wait -- The client system has requested that the connection be stopped.
- CW: Close Wait -- the server system has requested that the connection be stopped.
- TW: Time Wait -- Waiting for a short time while a connection that was in FIN Wait is fully closed.
- LA: Last ACK -- Waiting for a short time while a connection that was in Close Wait is fully closed.
- CL: Closed -- The connection is no longer active but the session is being tracked in case there are any retransmitted packets still pending.

**Dir**

The direction of initiation of the conversation:

**Out**

Initiated from LAN to WAN.

**In**

Initiated from WAN to LAN.

**Priority**

The preference given to outbound packets of this conversation by the QoS Engine logic. Smaller numbers represent higher priority.

**Time Out**

The number of seconds of idle time until the router considers the session terminated. The initial value of Time Out depends on the type and state of the connection.

**300 seconds**

UDP connections.

**240 seconds**

Reset or closed TCP connections. The connection does not close instantly so that lingering packets can pass or the connection can be re-established.

**7800 seconds**

Established or closing TCP connections.

**WISH SESSIONS**

The WISH Sessions page displays full details of active local wireless sessions through your router when WISH has been enabled. A WISH session is a conversation between a program or application on a wirelessly connected LAN-side computer and another computer, however connected.

**Originator**

The IP address and, where appropriate, port number of the computer that originated a network connection.

**Target**

The IP address and, where appropriate, port number of the computer to which a network connection has been made.

**Protocol**

The communications protocol used for the conversation.

## State

State for sessions that use the TCP protocol.

- NO: None -- This entry is used as a placeholder for a future connection that may occur.
- SS: SYN Sent -- One of the systems is attempting to start a connection.
- EST: Established -- the connection is passing data.
- FW: FIN Wait -- The client system has requested that the connection be stopped.
- CW: Close Wait -- the server system has requested that the connection be stopped.
- TW: Time Wait -- Waiting for a short time while a connection that was in FIN Wait is fully closed.
- LA: Last ACK -- Waiting for a short time while a connection that was in Close Wait is fully closed.
- CL: Closed -- The connection is no longer active but the session is being tracked in case there are any retransmitted packets still pending.

## Priority

The priority given to packets sent wirelessly over this conversation by the WISH logic. The priorities are:

- BK: Background (least urgent).
- BE: Best Effort.
- VI: Video.
- VO: Voice (most urgent).

## Time Out

The number of seconds of idle time until the router considers the session terminated. The initial value of Time Out depends on the type and state of the connection.

### **300 seconds**

UDP connections.

### **240 seconds**

Reset or closed TCP connections. The connection does not close instantly so that lingering packets can pass or the connection can be re-established.

### **7800 seconds**

Established or closing TCP connections.

## HELP GLOSSARY

### 8

#### 802.11

A family of specifications for wireless local area networks (WLANs) developed by a working group of the Institute of Electrical and Electronics Engineers (IEEE).

### A

#### Access Control List

ACL. This is a database of network devices that are allowed to access resources on the network.

#### Access Point

AP. Device that allows wireless clients to connect to it and access the network

#### ActiveX

A Microsoft specification for the interaction of software components.

#### Address Resolution Protocol

ARP. Used to map MAC addresses to IP addresses so that conversions can be made in both directions.

#### Ad-hoc network

Peer-to-Peer network between wireless clients

#### ADSL

Asymmetric Digital Subscriber Line

#### Advanced Encryption Standard

AES. Government encryption standard

#### Alphanumeric

Characters A-Z and 0-9

#### Antenna

Used to transmit and receive RF signals.

#### AppleTalk

A set of Local Area Network protocols developed by Apple for their computer systems

**AppleTalk Address Resolution Protocol**

AARP. Used to map the MAC addresses of Apple computers to their AppleTalk network addresses, so that conversions can be made in both directions.

**Application layer**

7th Layer of the OSI model. Provides services to applications to ensure that they can communicate properly with other applications on a network.

**ASCII**

American Standard Code for Information Interchange. This system of characters is most commonly used for text files

**Attenuation**

The loss in strength of digital and analog signals. The loss is greater when the signal is being transmitted over long distances.

**Authentication**

To provide credentials, like a Password, in order to verify that the person or device is really who they are claiming to be

**Automatic Private IP Addressing**

APIPA. An IP address that that a Windows computer will assign itself when it is configured to obtain an IP address automatically but no DHCP server is available on the network

**B****Backward Compatible**

The ability for new devices to communicate and interact with older legacy devices to guarantee interoperability

**Bandwidth**

The maximum amount of bytes or bits per second that can be transmitted to and from a network device

**Basic Input/Output System**

BIOS. A program that the processor of a computer uses to startup the system once it is turned on

**Baud**

Data transmission speed

**Beacon**

A data frame by which one of the stations in a Wi-Fi network periodically broadcasts network control data to other wireless stations.

**Bit rate**

The amount of bits that pass in given amount of time

**Bit/sec**

Bits per second

**BOOTP**

Bootstrap Protocol. Allows for computers to be booted up and given an IP address with no user intervention

**Bottleneck**

A time during processes when something causes the process to slowdown or stop all together

**Broadband**

A wide band of frequencies available for transmitting data

**Broadcast**

Transmitting data in all directions at once

**Browser**

A program that allows you to access resources on the web and provides them to you graphically

**C****Cable modem**

A device that allows you to connect a computer up to a coaxial cable and receive Internet access from your Cable provider

**CardBus**

A newer version of the PC Card or PCMCIA interface. It supports a 32-bit data path, DMA, and consumes less voltage

**CAT 5**

Category 5. Used for 10/100 Mbps or 1Gbps Ethernet connections

**Client**

A program or user that requests data from a server



**Collision**

When do two devices on the same Ethernet network try and transmit data at the exact same time.

**Cookie**

Information that is stored on the hard drive of your computer that holds your preferences to the site that gave your computer the cookie

**D****Data**

Information that has been translated into binary so that it can be processed or moved to another device

**Data Encryption Standard**

Uses a randomly selected 56-bit key that must be known by both the sender and the receiver when information is exchanged

**Database**

Organizes information so that it can be managed updated, as well as easily accessed by users or applications.

**Data-Link layer**

The second layer of the OSI model. Controls the movement of data on the physical link of a network

**DB-25**

A 25 pin male connector for attaching External modems or RS-232 serial devices

**DB-9**

A 9 pin connector for RS-232 connections

**dBd**

Decibels related to dipole antenna

**dBi**

Decibels relative to isotropic radiator

**dBm**

Decibels relative to one milliwatt

**Decrypt**

To unscramble an encrypted message back into plain text

**Default**

A predetermined value or setting that is used by a program when no user input has been entered for this value or setting

**Demilitarized zone**

DMZ: A single computer or group of computers that can be accessed by both users on the Internet as well as users on the Local Network, but that is not protected by the same security as the Local Network.

**DHCP**

Dynamic Host Configuration Protocol: Used to automatically assign IP addresses from a predefined pool of addresses to computers or devices that request them

**Digital certificate:**

An electronic method of providing credentials to a server in order to have access to it or a network

**Direct Sequence Spread Spectrum**

DSSS: Modulation technique used by 802.11b wireless devices

**DMZ**

"Demilitarized Zone". A computer that logically sits in a "no-mans land" between the LAN and the WAN. The DMZ computer trades some of the protection of the router's security mechanisms for the convenience of being directly addressable from the Internet.

**DNS**

Domain Name System: Translates Domain Names to IP addresses

**Domain name**

A name that is associated with an IP address

**Download**

To send a request from one computer to another and have the file transmitted back to the requesting computer

**DSL**

Digital Subscriber Line. High bandwidth Internet connection over telephone lines

**Duplex**

Sending and Receiving data transmissions at the same time

**Dynamic DNS service**

Dynamic DNS is provided by companies to allow users with Dynamic IP addresses to obtain a Domain Name that will always be linked to their changing IP address. The IP address is updated by either client software running on a computer or by a router that supports Dynamic DNS, whenever the IP address changes

**Dynamic IP address**

IP address that is assigned by a DHCP server and that may change. Cable Internet providers usually use this method to assign IP addresses to their customers.

**E****EAP**

Extensible Authentication Protocol

**Email**

Electronic Mail is a computer-stored message that is transmitted over the Internet

**Encryption**

Converting data into cyphertext so that it cannot be easily read

**Ethernet**

The most widely used technology for Local Area Networks.

**F****Fiber optic**

A way of sending data through light impulses over glass or plastic wire or fiber

**File server**

A computer on a network that stores data so that the other computers on the network can all access it

**File sharing**

Allowing data from computers on a network to be accessed by other computers on the network with different levels of access rights

**Firewall**

A device that protects resources of the Local Area Network from unauthorized users outside of the local network

**Firmware**

Programming that is inserted into a hardware device that tells it how to function

**Fragmentation**

Breaking up data into smaller pieces to make it easier to store

**FTP**

File Transfer Protocol. Easiest way to transfer files between computers on the Internet

**Full-duplex**

Sending and Receiving data at the same time

**G****Gain**

The amount an amplifier boosts the wireless signal

**Gateway**

A device that connects your network to another, like the internet

**Gbps**

Gigabits per second

**Gigabit Ethernet**

Transmission technology that provides a data rate of 1 billion bits per second

**GUI**

Graphical user interface

**H****H.323**

A standard that provides consistency of voice and video transmissions and compatibility for videoconferencing devices

**Half-duplex**

Data cannot be transmitted and received at the same time

**Hashing**

Transforming a string of characters into a shorter string with a predefined length

**Hexadecimal**

Characters 0-9 and A-F

**Hop**

The action of data packets being transmitted from one router to another

**Host**

Computer on a network

**HTTP**

Hypertext Transfer Protocol is used to transfer files from HTTP servers (web servers) to HTTP clients (web browsers)

**HTTPS**

HTTP over SSL is used to encrypt and decrypt HTTP transmissions

**Hub**

A networking device that connects multiple devices together

**I****ICMP**

Internet Control Message Protocol

**IEEE**

Institute of Electrical and Electronics Engineers

**IGMP**

Internet Group Management Protocol is used to make sure that computers can report their multicast group membership to adjacent routers

**IIS**

Internet Information Server is a WEB server and FTP server provided by Microsoft

**IKE**

Internet Key Exchange is used to ensure security for VPN connections

**Infrastructure**

In terms of a wireless network, this is when wireless clients use an Access Point to gain access to the network

**Internet**

A system of worldwide networks which use TCP/IP to allow for resources to be accessed from computers around the world

**Internet Explorer**

A World Wide Web browser created and provided by Microsoft

**Internet Protocol**

The method of transferring data from one computer to another on the Internet

**Internet Protocol Security**

IPsec provides security at the packet processing layer of network communication

**Internet Service Provider**

An ISP provides access to the Internet to individuals or companies

**Intranet**

A private network

**Intrusion Detection**

A type of security that scans a network to detect attacks coming from inside and outside of the network

**IP**

Internet Protocol

**IP address**

A 32-bit number, when talking about Internet Protocol Version 4, that identifies each computer that transmits data on the Internet or on an Intranet

**IPsec**

Internet Protocol Security

**IPX**

Internetwork Packet Exchange is a networking protocol developed by Novell to enable their Netware clients and servers to communicate

**ISP**

Internet Service Provider

**J****Java**

A programming language used to create programs and applets for web pages

**K****Kbps**

Kilobits per second

**Kbyte**

Kilobyte

**L****L2TP**

Layer 2 Tunneling Protocol

**LAN**

Local Area Network

**Latency**

The amount of time that it takes a packet to get from the one point to another on a network. Also referred to as delay

**LED**

Light Emitting Diode

**Legacy**

Older devices or technology

**Local Area Network**

A group of computers in a building that usually access files from a server

**LPR/LPD**

"Line Printer Requestor"/"Line Printer Daemon". A TCP/IP protocol for transmitting streams of printer data.

**M****MAC Address**

A unique hardware ID assigned to every Ethernet adapter by the manufacturer.

**Mbps**

Megabits per second

**MDI**

Medium Dependent Interface is an Ethernet port for a connection to a straight-through cable

**MDIX**

Medium Dependent Interface Crossover, is an Ethernet port for a connection to a crossover cable

**MIB**

Management Information Base is a set of objects that can be managed by using SNMP

**Modem**

A device that Modulates digital signals from a computer to an analog signal in order to transmit the signal over phone lines. It also Demodulates the analog signals coming from the phone lines to digital signals for your computer

**MPPE**

Microsoft Point-to-Point Encryption is used to secure data transmissions over PPTP connections

**MTU**

Maximum Transmission Unit is the largest packet that can be transmitted on a packet-based network like the Internet

**Multicast**

Sending data from one device to many devices on a network

**N****NAT**

Network Address Translation allows many private IP addresses to connect to the Internet, or another network, through one IP address

**NetBEUI**

NetBIOS Extended User Interface is a Local Area Network communication protocol. This is an updated version of NetBIOS

**NetBIOS**

Network Basic Input/Output System



**Netmask**

Determines what portion of an IP address designates the Network and which part designates the Host

**Network Interface Card**

A card installed in a computer or built onto the motherboard that allows the computer to connect to a network

**Network Layer**

The third layer of the OSI model which handles the routing of traffic on a network

**Network Time Protocol**

Used to synchronize the time of all the computers in a network

**NIC**

Network Interface Card

**NTP**

Network Time Protocol

**O****OFDM**

Orthogonal Frequency-Division Multiplexing is the modulation technique for both 802.11a and 802.11g

**OSI**

Open Systems Interconnection is the reference model for how data should travel between two devices on a network

**OSPF**

Open Shortest Path First is a routing protocol that is used more than RIP in larger scale networks because only changes to the routing table are sent to all the other routers in the network as opposed to sending the entire routing table at a regular interval, which is how RIP functions

**P****Password**

A sequence of characters that is used to authenticate requests to resources on a network

**Personal Area Network**

The interconnection of networking devices within a range of 10 meters

**Physical layer**

The first layer of the OSI model. Provides the hardware means of transmitting electrical signals on a data carrier

**Ping**

A utility program that verifies that a given Internet address exists and can receive messages. The utility sends a control packet to the given address and waits for a response.

**PoE**

Power over Ethernet is the means of transmitting electricity over the unused pairs in a category 5 Ethernet cable

**POP3**

Post Office Protocol 3 is used for receiving email

**Port**

A logical channel endpoint in a network. A computer might have only one physical channel (its Ethernet channel) but can have multiple ports (logical channels) each identified by a number.

**PPP**

Point-to-Point Protocol is used for two computers to communicate with each over a serial interface, like a phone line

**PPPoE**

Point-to-Point Protocol over Ethernet is used to connect multiple computers to a remote server over Ethernet

**PPTP**

Point-to-Point Tunneling Protocol is used for creating VPN tunnels over the Internet between two networks

**Preamble**

Used to synchronize communication timing between devices on a network

**Q****QoS**

Quality of Service

## R

### **RADIUS**

Remote Authentication Dial-In User Service allows for remote users to dial into a central server and be authenticated in order to access resources on a network

### **Reboot**

To restart a computer and reload it's operating software or firmware from nonvolatile storage.

### **Rendezvous**

Apple's version of UPnP, which allows for devices on a network to discover each other and be connected without the need to configure any settings

### **Repeater**

Retransmits the signal of an Access Point in order to extend it's coverage

### **RIP**

Routing Information Protocol is used to synchronize the routing table of all the routers on a network

### **RJ-11**

The most commonly used connection method for telephones

### **RJ-45**

The most commonly used connection method for Ethernet

### **RS-232C**

The interface for serial communication between computers and other related devices

### **RSA**

Algorithm used for encryption and authentication

## S

### **Server**

A computer on a network that provides services and resources to other computers on the network

### **Session key**

An encryption and decryption key that is generated for every communication session between two computers

**Session layer**

The fifth layer of the OSI model which coordinates the connection and communication between applications on both ends

**Simple Mail Transfer Protocol**

Used for sending and receiving email

**Simple Network Management Protocol**

Governs the management and monitoring of network devices

**SIP**

Session Initiation Protocol. A standard protocol for initiating a user session that involves multimedia content, such as voice or chat.

**SMTP**

Simple Mail Transfer Protocol

**SNMP**

Simple Network Management Protocol

**SOHO**

Small Office/Home Office

**SPI**

Stateful Packet Inspection

**SSH**

Secure Shell is a command line interface that allows for secure connections to remote computers

**SSID**

Service Set Identifier is a name for a wireless network

**Stateful inspection**

A feature of a firewall that monitors outgoing and incoming traffic to make sure that only valid responses to outgoing requests are allowed to pass through the firewall

**Subnet mask**

Determines what portion of an IP address designates the Network and which part designates the Host

**Syslog**

System Logger -- a distributed logging interface for collecting in one place the logs from different sources. Originally written for UNIX, it is now available for other operating systems, including Windows.

**T****TCP**

Transmission Control Protocol

**TCP Raw**

A TCP/IP protocol for transmitting streams of printer data.

**TCP/IP**

Transmission Control Protocol/Internet Protocol

**TFTP**

Trivial File Transfer Protocol is a utility used for transferring files that is simpler to use than FTP but with less features

**Throughput**

The amount of data that can be transferred in a given time period

**Traceroute**

A utility displays the routes between you computer and specific destination

**U****UDP**

User Datagram Protocol

**Unicast**

Communication between a single sender and receiver

**Universal Plug and Play**

A standard that allows network devices to discover each other and configure themselves to be a part of the network

**Upgrade**

To install a more recent version of a software or firmware product

**Upload**

To send a request from one computer to another and have a file transmitted from the requesting computer to the other

**UPnP**

Universal Plug and Play

**URL**

Uniform Resource Locator is a unique address for files accessible on the Internet

**USB**

Universal Serial Bus

**UTP**

Unshielded Twisted Pair

**V****Virtual Private Network**

VPN: A secure tunnel over the Internet to connect remote offices or users to their company's network

**VLAN**

Virtual LAN

**Voice over IP**

Sending voice information over the Internet as opposed to the PSTN

**VoIP**

Voice over IP

**W****Wake on LAN**

Allows you to power up a computer through its Network Interface Card

**WAN**

Wide Area Network

**WCN**

Windows Connect Now. A Microsoft method for configuring and bootstrapping wireless networking hardware (access points) and wireless clients, including PCs and other devices.

**WDS**

Wireless Distribution System. A system that enables the interconnection of access points wirelessly.

**Web browser**

A utility that allows you to view content and interact with all of the information on the World Wide Web

**WEP**

Wired Equivalent Privacy is security for wireless networks that is supposed to be comparable to that of a wired network

**Wide Area Network**

The larger network that your LAN is connected to, which may be the Internet itself, or a regional or corporate network

**Wi-Fi**

Wireless Fidelity

**Wi-Fi Protected Access**

An updated version of security for wireless networks that provides authentication as well as encryption

**Wireless (Wi-Fi) LAN**

Connecting to a Local Area Network over one of the 802.11 wireless standards

**Wireless ISP**

A company that provides a broadband Internet connection over a wireless connection

**WISP**

Wireless Internet Service Provider

**WLAN**

Wireless Local Area Network

**WPA**

Wi-Fi Protected Access. A Wi-Fi security enhancement that provides improved data encryption, relative to WEP.

**X****xDSL**

A generic term for the family of digital subscriber line (DSL) technologies, such as ADSL, HDSL, RADSL, and SDSL.

**Y****Yagi antenna**

A directional antenna used to concentrate wireless signals on a specific location