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Basic Settings

Does Your Internet Connection Require A Login?

Yes
 No

Account Name (If Required)
Domain Name (If Required)

Internet IP Address

Get Dynamically From ISP
 Use Static IP Address

IP Address: . . .

IP Subnet Mask: . . .

Gateway IP Address: . . .

Domain Name Server (DNS) Address

Get Automatically From ISP
 Use These DNS Servers

Primary DNS: . . .
 Secondary DNS: . . .

Router MAC Address

Use Default MAC Address
 Use Computer MAC Address
 Use This MAC Address

Apply Cancel Test

Help and Documentation

The Basic Settings pages allow you to configure, upgrade and check the status of your NETGEAR Wireless Router.

Click an item in the leftmost column. The current settings or information for that area appear in the center column.

Helpful information related to the selected Settings page appears in this column. If you are using Internet Explorer, you may click an item in the center column to jump directly to the related help section, otherwise, scroll down until you reach it.

Basic Settings Help

Note: If you are setting up the router for the first time, the default settings may work for you with no changes.

Does Your Internet Connection Require A Login?

Select this option based on the type of account you have with your ISP. If you need to enter login information every time you connect to the Internet or you have a PPPoE account with your ISP, select **Yes**. Otherwise, select **No**.

Note: If you have installed PPP software such as WinPoET (from Earthlink) or Enternet (from PacBell), then you have PPPoE. Select **Yes**. After selecting Yes and configuring your router, you will not need to run the PPP software on your PC to connect to the Internet.

Account Name
 (also known as Host Name or System Name)

For most users, type your account name or user name in this box. For example, if your main mail account is JerAB@ISP.com, then put JerAB in this box.

If your ISP has given you a specific Host name, then type it (for example, CCA7324-A).

Domain Name

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LAN IP Setup

LAN TCP/IP Setup

IP Address: . . .
 IP Subnet Mask: . . .
 RIP Direction:
 RIP Version:

Use Router as DHCP Server

Starting IP Address: . . .
 Ending IP Address: . . .

Address Reservation

#	IP Address	Device Name	MAC Address
<input type="radio"/> 1	192.168.1.2	Teradek	00:04:A3:2B:52:64
<input type="radio"/> 2	192.168.1.6	Wuerzburg ASMET2	80:EE:73:C7:E0:B3

Add Edit Delete

Apply Cancel

LAN IP Setup Help

The DHCP and TCP/IP default values work for most users.

LAN TCP/IP Setup

These are advanced settings that you may configure if you are a network administrator and your network contains multiple routers. If you make any changes to these settings you will need to restart your computer(s) for the settings to take effect.

- **IP Address:** Type the IP address of your router in dotted decimal notation (factory default: 192.168.1.1).
- **IP Subnet Mask:** The subnet mask specifies the network number portion of an IP address. Your router will automatically calculate the subnet mask based on the IP address that you assign. Unless you are implementing subnetting, use 255.255.255.0 as the subnet mask (computed by the router).
- **RIP Direction:** RIP (Routing Information Protocol, RFC1058 and RFC1389) allows a router to exchange routing information with other routers. The RIP Direction selection controls how the router sends and receives RIP packets. None is the default.
 - When set to **Both** or **Out Only**, the router will broadcast its routing table periodically.
 - When set to **Both** or **In Only**, it will incorporate the RIP information that it receives.
 - When set to **None**, it will not send any RIP packets and will ignore any RIP packets received. None is the default.
- **RIP Version:** This controls the format and the broadcasting method of the RIP packets that the router sends. (It recognizes both formats when receiving.) By default, this is set for Disabled.
 - RIP-1 is universally supported. RIP-1 is probably adequate for most networks, unless you have an unusual network setup.
 - RIP-2 carries more information. Both RIP-2B and RIP-2M send the routing data in RIP-2 format.
 - RIP-2B uses subnet broadcasting.
 - RIP-2M uses multicasting. (See note below.)

Note: Multicasting can reduce the load on non-router machines because they do not listen to the RIP multicast address and will not receive the RIP

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Dynamic DNS

Use a Dynamic DNS Service

Service Provider:

Host Name:

User Name:

Password:

Use Wildcards

Apply Cancel Show Status

Dynamic DNS Help

A Dynamic DNS (DDNS) Service provides a central public database where information (such as e-mail addresses, host names and IP addresses) can be stored and retrieved. The Dynamic DNS server also stores password-protected information and accepts queries based on e-mail addresses.

If you want to use a DDNS service, you must register for it. The Dynamic DNS client service provider will give you a password or key.

To set up for DDNS:

1. If you have registered with a DDNS service provider, select the **Use A Dynamic DNS Service** check box.
2. Select the name of your dynamic DNS **Service Provider**.
3. Type the **Host Name** that your dynamic DNS service provider gave you. The DDNS service provider may call this the domain name.
4. Type the **User Name** for your DDNS account.
5. Type the **Password** (or key) for your DDNS account.
6. Click **Apply** to have the DDNS service used.

Use Wildcards - If you have DDNS as your DDNS service provider, you may select the **Use Wildcards** check box to activate this optional feature.

Note: The router supports only basic DDNS and the login and password may not be secure. If you have a private WAN IP address, do not use DDNS service as it may lead to problems.

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Port Forwarding / Port Triggering

Please select the service type

- Port Forwarding
- Port Triggering

Service Name: Server IP Address: Add

#	Service Name	Start Port	End Port	Server IP Address
<input checked="" type="radio"/> 1	ASMET RC	---	---	192.168.1.6
<input type="radio"/> 2	HTTP	80	80	192.168.1.2
<input type="radio"/> 3	Stream	554	554	192.168.1.2
<input type="radio"/> 4	AMT	---	---	192.168.1.6
<input type="radio"/> 5	AMT Data	---	---	192.168.1.6
<input type="radio"/> 6	AMT Data 2	---	---	192.168.1.6
<input type="radio"/> 7	AMT KVM	---	---	192.168.1.6
<input type="radio"/> 8	SSH Wuertzburg	22	22	192.168.1.6
<input type="radio"/> 9	ASMET2 FTP	21	21	192.168.1.6

Edit Service Delete Service Add Custom Service

Port Forwarding / Port Triggering Help

Port Triggering is an advanced feature that can be used for gaming and other internet applications. Port Forwarding can typically be used to enable similar functionality, but it is static and has some limitations.

Port Triggering opens an incoming port temporarily and does not require the server on the Internet to track your IP address if it is changed by DHCP, for example.

Port Triggering monitors outbound traffic. When the router detects traffic on the specified outbound port, it remembers the IP address of the computer that sent the data and "triggers" the incoming port. Incoming traffic on the triggered port is then forwarded to the triggering computer.

Using the *Port Forwarding / Port Triggering* page, you can make local computers or servers available to the Internet for different services (for example, FTP or HTTP), to play Internet games (like Quake III), or to use Internet applications (like CUSeeMe).

Port Forwarding is designed for FTP, Web Server or other server based services. Once port forwarding is set up, requests from the Internet will be forwarded to the proper server.

Port triggering will only allow requests from the Internet after a designated port is "triggered". Port triggering applies to chat and Internet games.

Port Forwarding

For the services, applications, or games, that already exist in the pull-down list, you'll only need to specify the computer's IP address. Otherwise, the port number and computer's IP address for each service, game or application should be specified by clicking the **Add Custom Service** button.

Port Assignment

You may make up to 20 different port assignments for Internet services, applications or games. In the Service Name lists, you'll be able to select a service, an application or a game. If you don't see an item that you want to use in any of the lists, check with the software or game developer for the correct port numbers to use.