

SmartRG Control Panel Quick User Guide

Welcome and thank you for choosing Alaska Communications.

Our technicians installed a new router at your location to provide wired, and at your discretion, wireless internet. The Control Panel enables you to manage the new router including changing WiFi credentials, disabling WiFi and checking connected devices, to improve productivity and increase security.

GET STARTED

To access the Control Panel, in your web browser address bar, type in: <u>http://192.168.227.1</u> from a device connected to the router or <u>https://acsalaska.smartrg.com/prime-home/control-panel/login/</u> from any device.

On the Login Page, enter your Control Panel Username and Passphrase provided by Alaska Communications and click Login. If you don't have them, call 855-565-2556. When logging in the first time, you will be prompted to change your passphrase.



HOME PAGE

Control Panel			SMART/RG®	
Status Broadband: CONNECTED Local Network Known Devices: 5 Devices Online: 2 My Wireless Network WiFi Network Name(s): acsproductCBIP Advanced Port Forwards No Port Forwards	Local Network Hosts its-iMac 192.168.227.3 Polycom_0004f2	SEP30F70D5F5112 192.168.227.2	My-iPhone	Polycom_0004f2

The Control Panel home page shows the following settings that you can manage:

1. Status: shows the status of your broadband connection.

- 2. Local Network: shows devices connected or previously connected to the new router via Ethernet or WiFi.
- My Wireless Network WiFi: shows all configured wireless networks. You can enable or disable wireless, or modify wireless settings, such as changing the SSID name and passphrase, and enabling/disabling the broadcast of the subscriber's SSID.
- 4. Advanced Port Forwarding: shows port forwarding settings and lets you manage them.

MANAGE SETTINGS

1. Local Network – Device Management

- a. Hover over a device to display a small window providing information about applied services.
- b. Click on the device icon or name to load the Device Detail page for that device (shown below).
- c. Click Edit Name and Icon to make changes to device name and icon.

Local Network					
Gateway > its-iM	ac				
— Device Inform	ation				
	its-iMac Edit Name and Icon	Manufacturer: MAC Address: IP Address:	3c:07:54:5a:25:ae 192.168.227.3		
		Status:	Online 🐈 Ethernet		
—Active Service	\$S				
- View Local Inte					

2. My Wireless Network – WiFi Management

my network +	
Edit Network:	
Network:	Enabled
Network Name (SSID):	my network Re
Passphrase:	907xxxxxx Re
	Create Random Passphrase
Security:	WPA2 (Recommended)
Local Network Access:	Enabled Uncheck for a Guest Netw
Broadcast SSID:	Enabled
Network Assigned to Radio:	
	🗹 Radio: 1 2.4GHz

- a. Disable Wireless Service uncheck **Network Enabled**, then click **Save**.
- b. Modify Existing WiFi Network Settings:
 - i. You can change the Network Name (SSID) and Passphrase.
 - ii. Keep recommended security: WPA2 which uses AES encryption and provides the highest level of security available for local networks.
 - iii. Local Network Access: Enabled, keep checked for internal users, uncheck for guest network.
 - iv. Broadcast SSID: Enabled by default. If Disabled, the SSID will not show when searching for a WiFi and users will need to know the SSID name to connect to it.
 - v. Click Save if you made changes.

c. Add a Guest Network:

i. Click the + tab, a new network will be created.

my network NewNetwork-	2 (Guest) +
Edit Network:	
Network:	Enabled
Network Name (SSID):	NewNetwork-2
Passphrase:	Doi54KUJeDgjLJf
	Create Random Passphrase
Security:	WPA2 (Recommended)
Local Network Access:	Enabled Uncheck for a Guest Network
Broadcast SSID:	Enabled
Network Assigned to Radio:	
	Radio: 1 2.4GHz
	Remove this Network

- ii. Change SSID and passphrase as needed.
- iii. Recommended to disable Local Network Access, so guest can only use the internet and not be able to access to your local network.
- iv. Click Save when done.
- v. The additional WiFi network can be removed when no longer needed, by clicking **Remove** this Network.

3. Advanced – Port Forwards Management

Port forwarding lets you specify ports that are open for communication. By default, access to most ports is blocked. If an application requires other ports, you must specifically open them. Port forwarding is specific to a device. To avoid conflicts, each port forward should be applied to only one device.

a. Before adding a port forward, you must know the following:

- i. The specific device for which you are opening a port. If the device is already known, you can choose it from a list of known devices. Otherwise, you must know the IP address of the device.
- ii. The specific port or range of ports to open and the protocol used (TCP or UDP).
- b. To add a Port Forward, click Add Port Forward (shown below).

Port Forwards
Device Application Protocols Start Port End Port Target Port Action Add Port Forward
Help

Use this panel to set up a port forward between your gateway and a system on your network.

- i. In the Add Port Forwards window, choose the device for the port forward and do one of the following:
 - 1. Choose **Select Device**, and from the Select Device menu, choose a known device. You can only add port forwards to devices that are currently online.
 - 2. Choose Enter IP Address and enter the IP address of the device.
- ii. Specify the port by doing one of the following:
 - 1. Choose Enter Custom. Enter a name of your choosing for the application then enter the protocol (TCP or UDP). Specify a range of port numbers by entering a starting port number and an ending port number. Specify the target port number.
 - 2. Choose **From List**. Enter the name or partial name of the application. Once you type three or more characters, a list of potential matches appears. If the application you want is in the list, select its name. The port numbers are displayed.
- iii. Click OK; then, click Save.

Add Port Forwards					X
🖲 Select Device :		,	•		
Enter IP Address :					
Enter Custom :					
Application	Protocols	Start Port	End Port	Target Port	
	UDP				
Choose from List :					
Find an Application :					
enter search term					
				Cancel C	ж