

Forum:[Hack Forums](#)

Thread: [\[PORTFORWARD\] How to portforward without access to your router! \(No uTorrent!\)](#)

La Cocaina - January 1, 2015, 3:18 pm

Hello everyone,

I've seen several users having issues with this.
So I thought, why not explain it.

Requirements:

- Java SE Runtime Environment 6.0
- UPNP allowed with in your router (most routers do).
- [This program.](#)

Step 1:

Download the program of course!

Step 2:

When it is done, open it and it'll look like this:

Spoiler [\(Click to View\)](#)

<https://i.imgur.com/9bqGldO.png>

Step 3:

Press the button with "Connect", you should get this message:

Spoiler [\(Click to View\)](#)

Just allow it and it should say something couldn't connect.

Just press the same button again and it will work.

Step 4:

Now we are connected, we can see all of our open ports.

This is our view:

Spoiler [\(Click to View\)](#)

Step 5:

Now we want to make a desired port open, press "Create".

It will look like this:

Spoiler [\(Click to View\)](#)

Press "Add", it'll look like this:

Now you write down your desired port in both boxes and press save.

For this tutorial I will use 25565 (Minecraft). Also make sure to write a description to your desire.

Step 6:

We have our portmapping present now, it's just two clicks away!
Select the present we made earlier, and press "Use".

Other tutorials:

[\[ICONS\] Steal icons of any executable you want!](#)

Done! ?

The Coffee Grinder - *January 1, 2015, 4:04 pm*

I followed your tutorial, but the port is visible from canyouseeme. It was able to update the UPnP though.

Great tut though.

QU?CKSILVER - *August 2, 2015, 2:01 pm*

Lol, this thread is as old as fuck. Nice buddy.

K3njii - *August 3, 2015, 3:59 pm*

This actually works thanks...