Pseudocode

@ Client.py

def sendRtspRequest(requestCode)

if requestCode == SETUP && state == INIT

# Client establishs a TCP connection to the servers,typically on TCP port 554, the well-known port for RTSP

# Client will then commence issuing a series of RTSP header commands that have similar format to HTTP

> Describe the details of the session requirements to Server

> E.g the version of RTSP it supports

> The transport to be used for the data flow

> Any associated UDP or TCP port information

> These information is passed using the DESCRIBE and SETUP headers and is augment on the server response with a Session ID that the client and any transitory proxy devices, can use to identify the stream in future exchanges

# Once the negotiation parameters has been completed

> Client issue a PLAY command to instruct the server to commence delivery of the RTP data stream

# Once the client decides to close the stream, a TEARDOWN command is issued along with the Session ID instructing the server to cease the RTP delivery associated with that ID

Update RTSP sequence number