**Don't over complicate your code**

During ICE negotiation, your code has two primary responsibilities:

1. **Signaling Server:** Accept ICE candidates received from one peer and transmit them to the other peer via the signaling connection when the **onicecandidate** handler is triggered
2. **Client Side:** Receive ICE candidate messages from the signaling server, specifically when a "new-ice-candidate" message arrives, and then pass these candidates to your browser's ICE agent by calling **RTCPeerConnection.addIceCandidate()**.

That’s all there is to it.

Your code does not need to worry itself with the details within the SDP (Session Description Protocol). I always try to adhere to the KISS principle—"Keep It Simple, Stupid" 😅.

**Bottom line:** Avoid complicating matters until you have a solid understanding of how everything works.