**More about STUN**

The protocol used by STUN servers is defined in RFC 5389.

It uses a simple request-response mechanism where clients send binding requests to the server, which then replies with their public IP address and port information. This process can also include additional attributes like the type of NAT being used.

There are several publicly available STUN servers that developers can use during testing and development without needing to set up their own infrastructure. For example, Google’s public STUN server at **stun:stun.l.google.com:19302** is widely used in many WebRTC applications.

#### **Fun Fact – Ice Candidates**

When establishing a WebRTC connection, both peers generate “ICE candidates,” which include potential connection endpoints derived from various sources like local IP addresses (via STUN) or relayed addresses (via TURN). The process of gathering these candidates is called ICE, and it involves trying out different combinations until a successful connection is established.

But who am I kidding, you already know all of this, don't you?