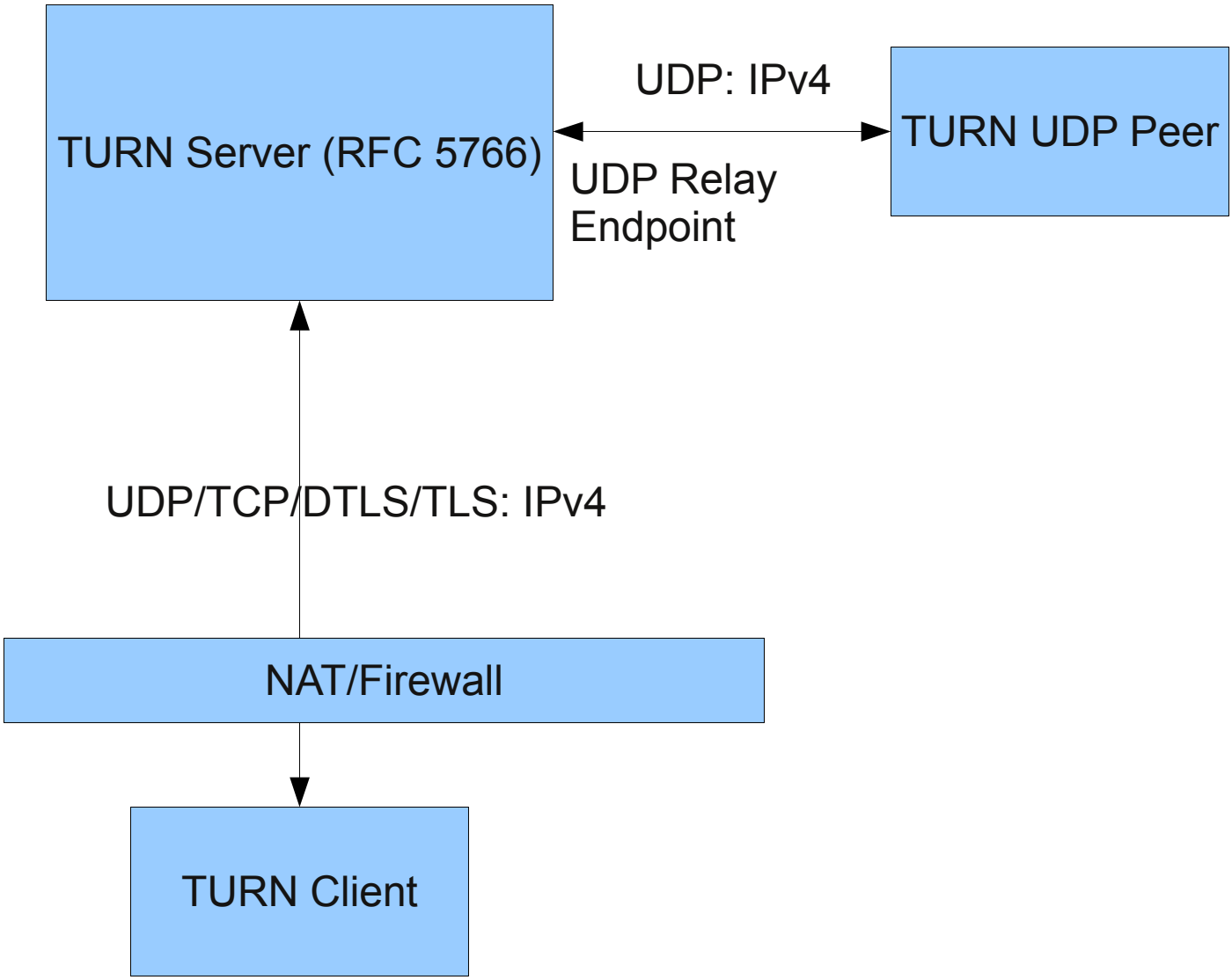
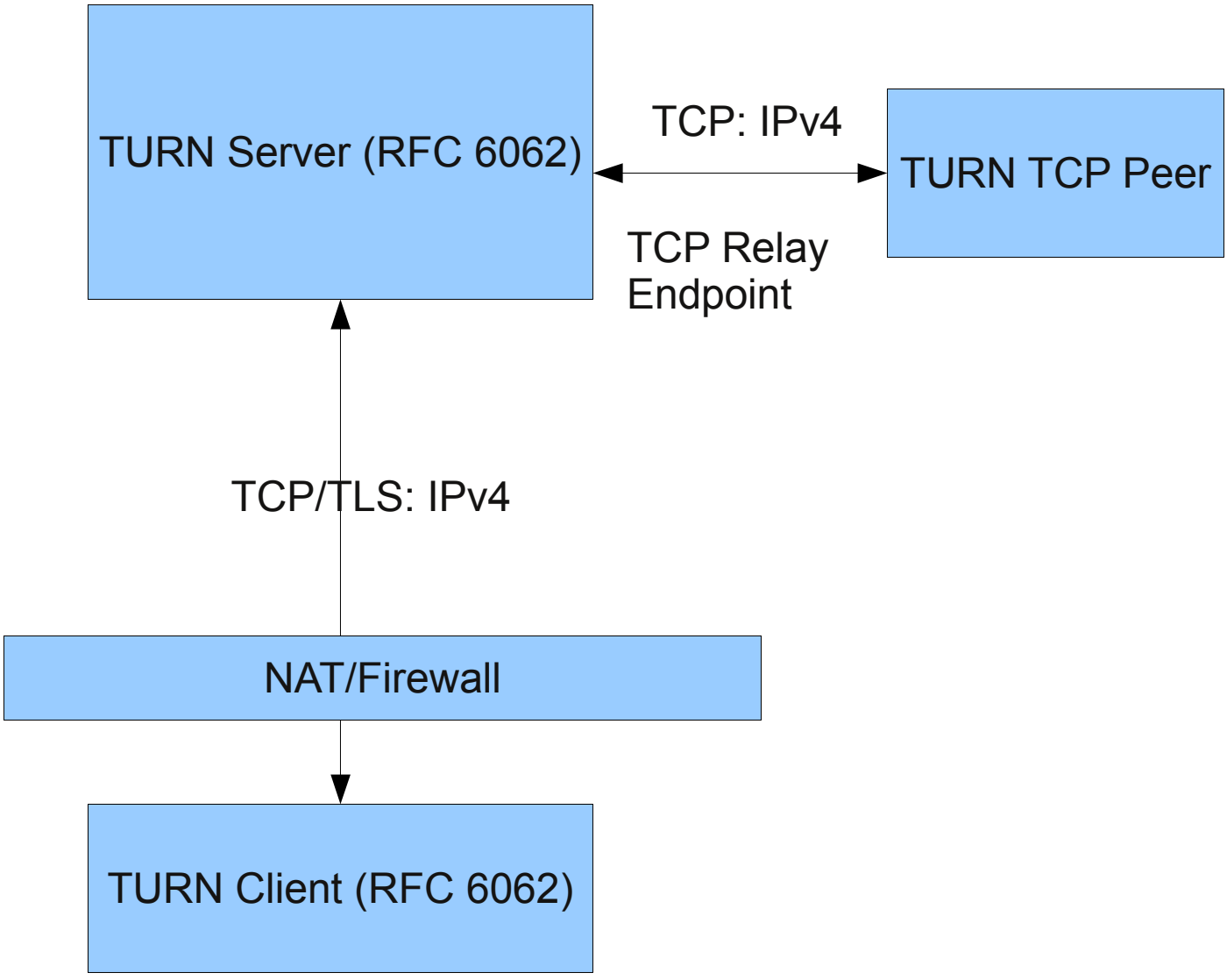
TURN Server Networking options
Use cases supported by the TURN Server

1. RFC 5766 classic use case

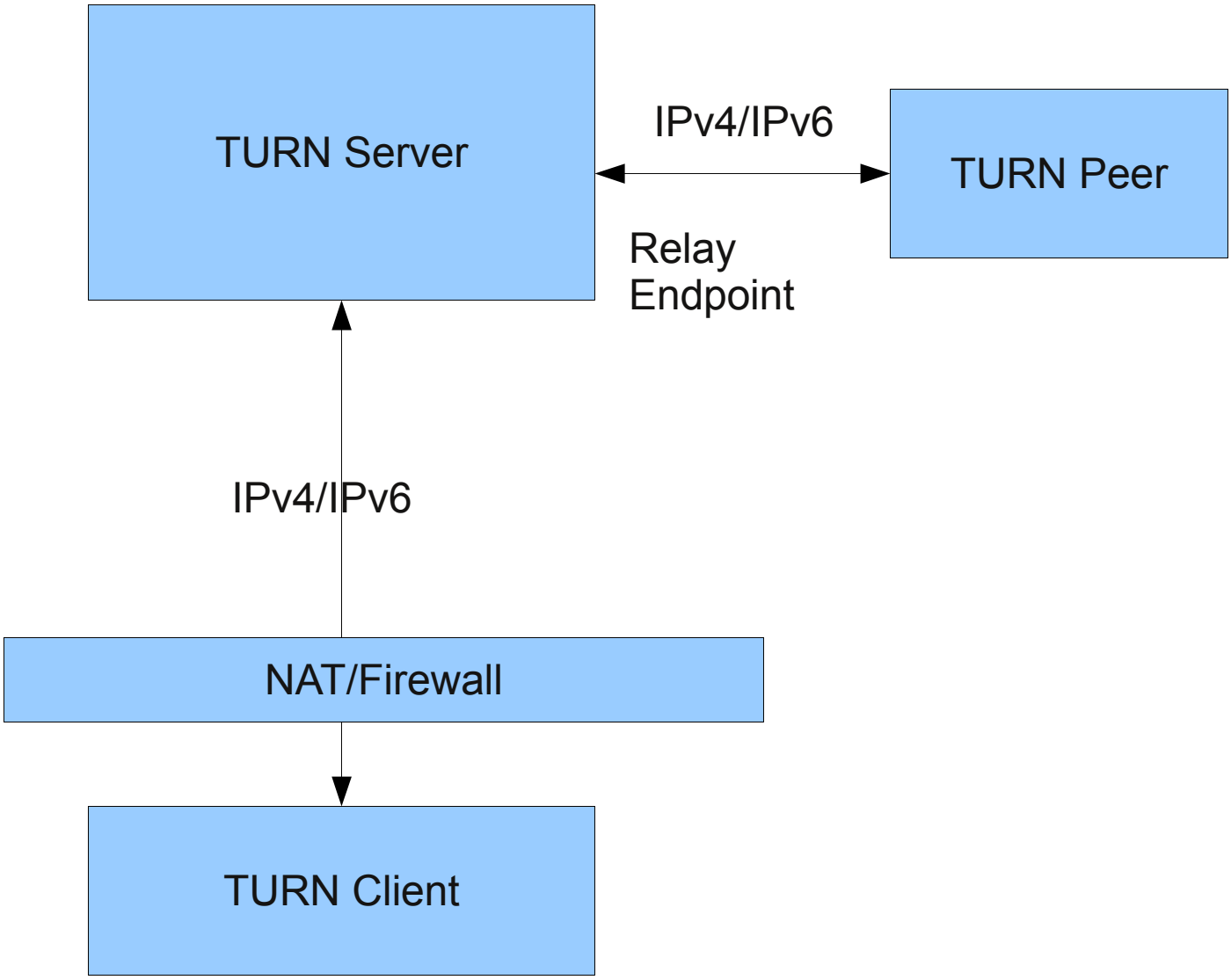


Note: DTLS is this picture is an “experimental” extension, not defined by any RFC

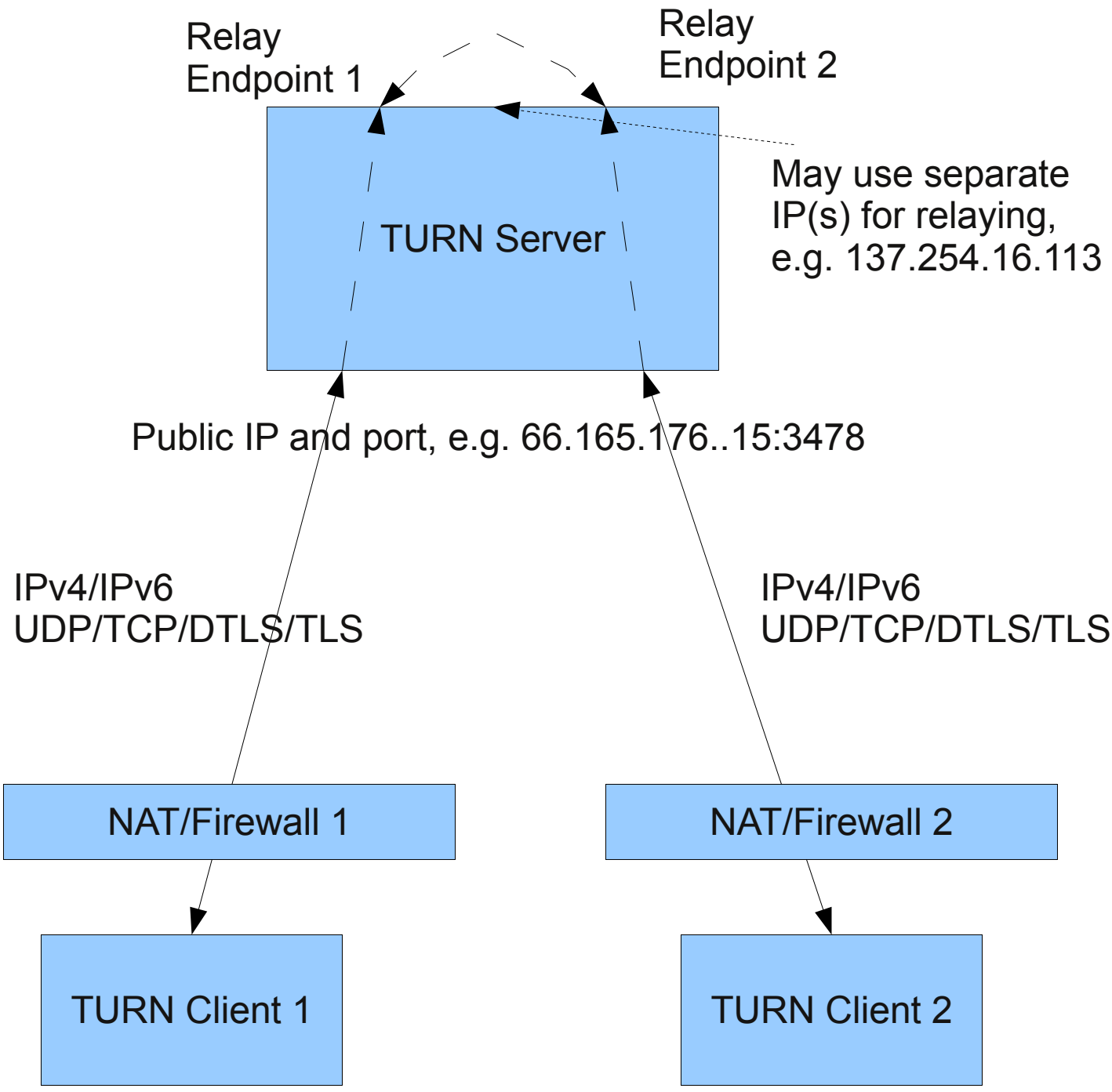
2. TCP relaying use case: RFC 6062



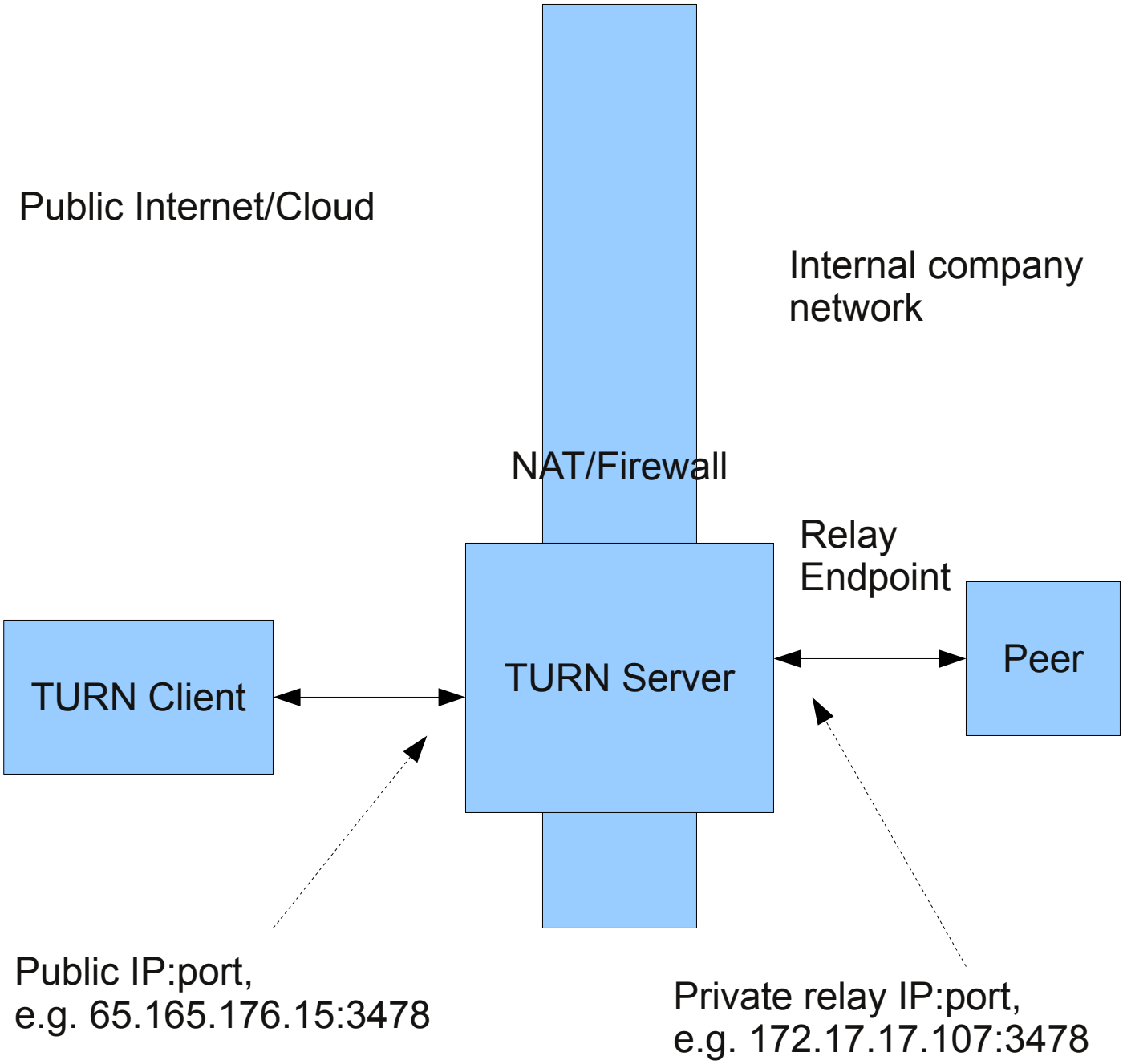
3. IPv6 extension: RFC 6156



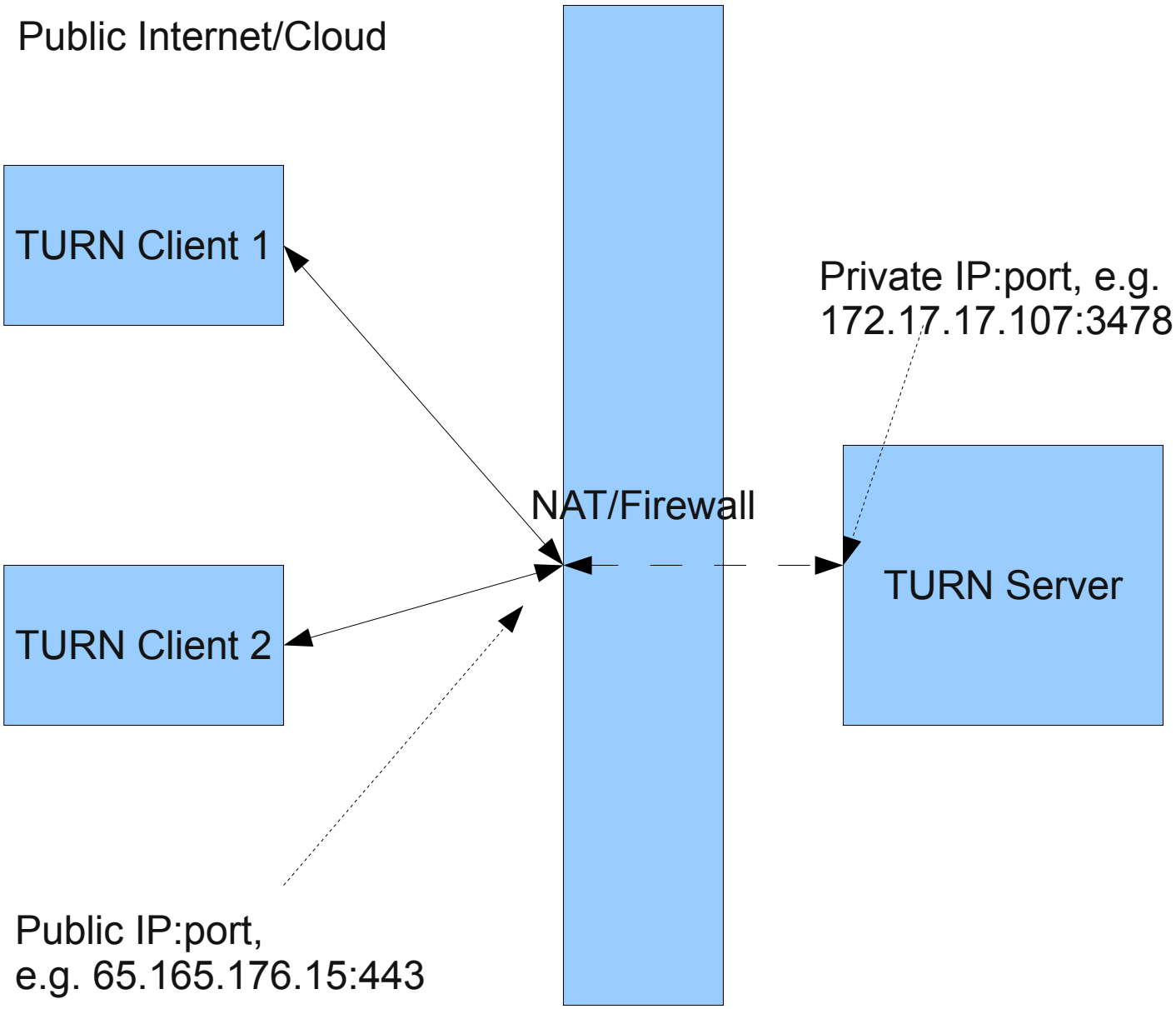
4. Client-to-client connectivity



5. TURN as an UDP/TCP traffic Gateway

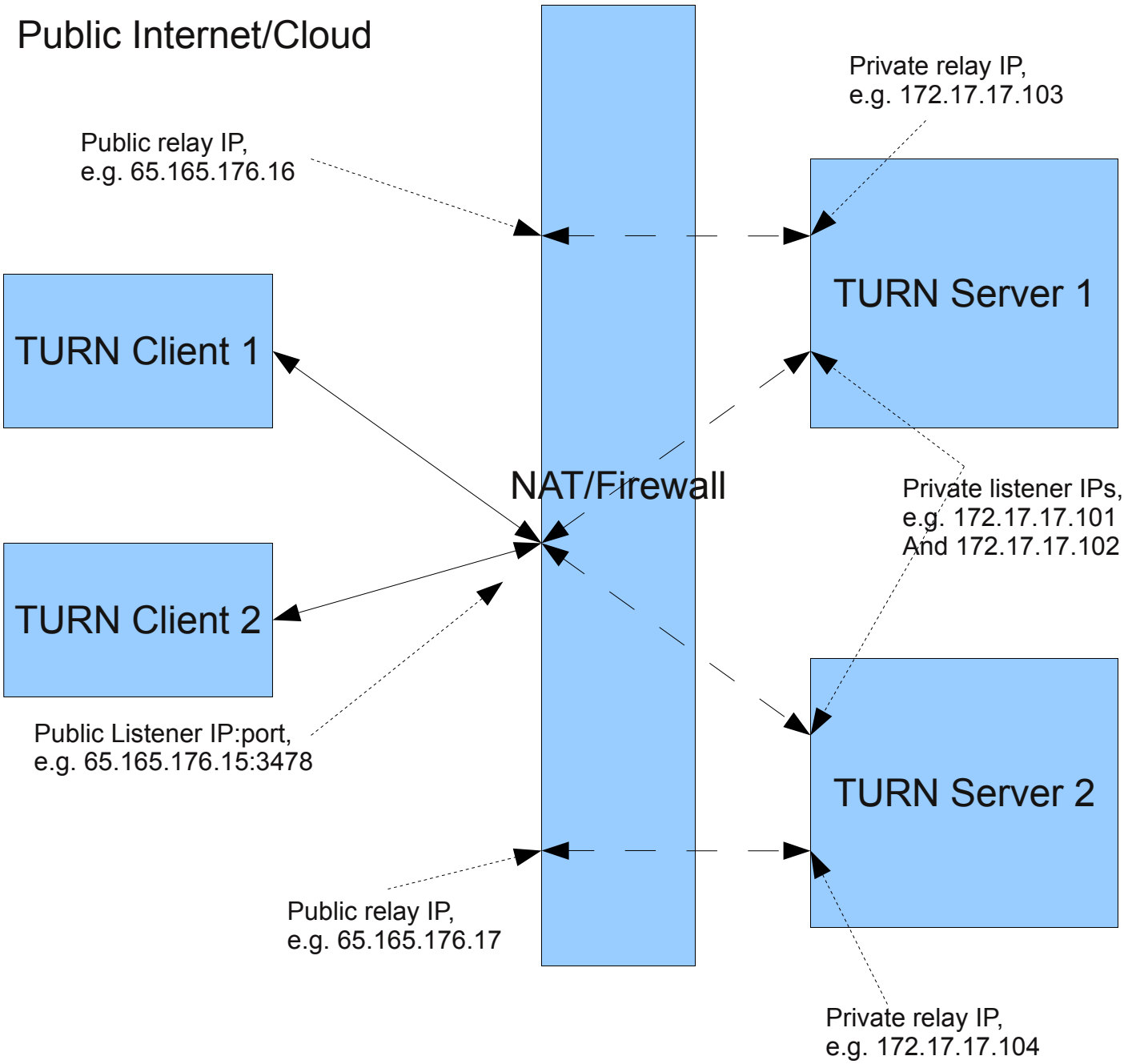


6. TURN Server behind NAT



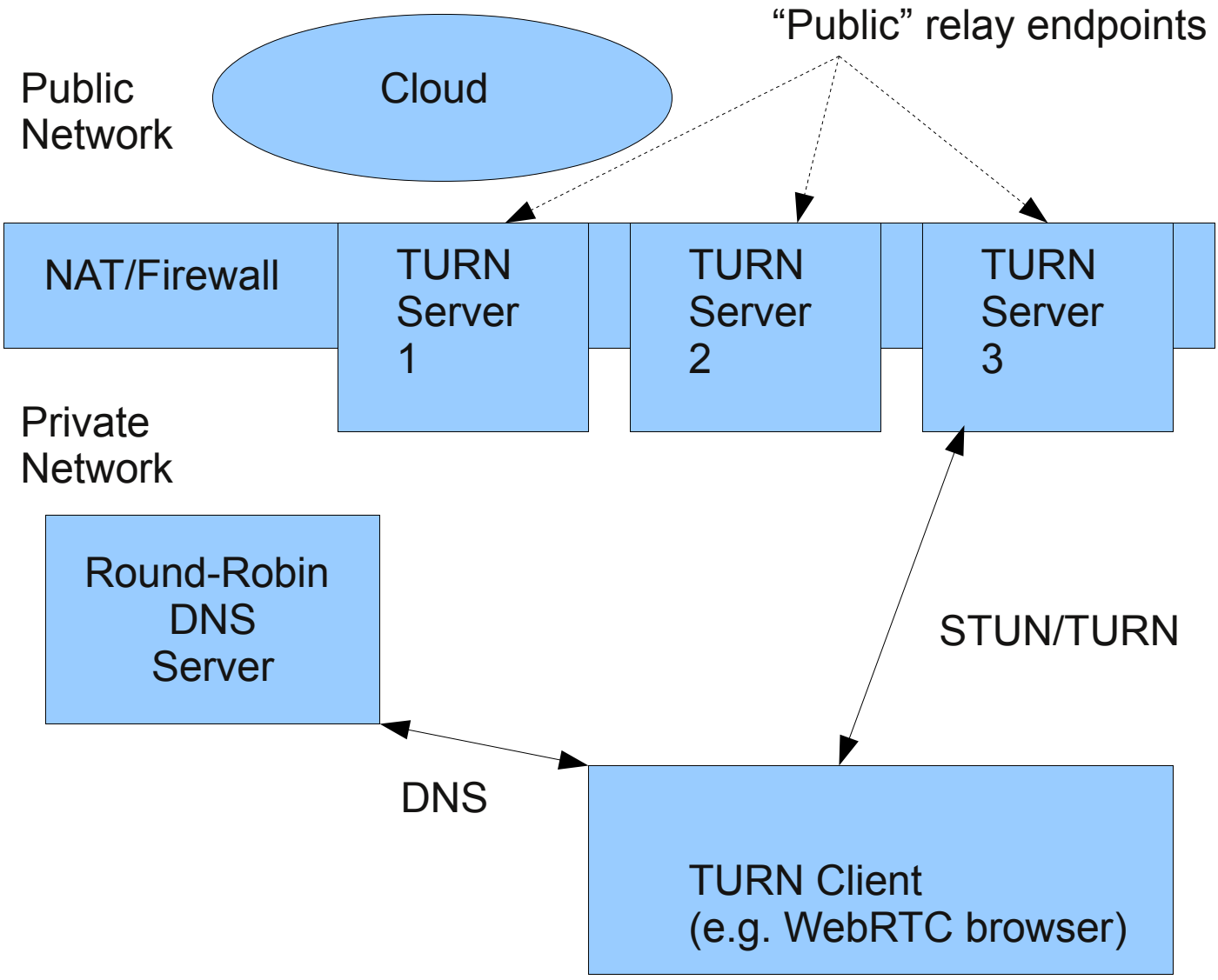
Note: -X TURN Server option can be used to set the public TURN IP. In this case, a single private IP must be used as the relay IP.

7. TURN Server behind NAT with load balancing



Note: -X TURN Server option can be used to set the public IP. In this case, a single private IP must be used as a relay IP on each TURN server.

8. “Enterprise” TURN Server with load balancing



A TURN client obtains A TURN Server IP address that will be used for all TURN sessions of this client. Different clients May use different TURN servers for load balancing. A smart DNS server is responsible for load balancing and for TURN servers status monitoring (for failover).

For latest stable TURN Server version, see the project page
http://code.google.com/p/rfc5766-turn-server/

Oleg Moskalenko, Citrix Systems,
mom040267@yahoo.com
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