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# Tranalyzer2

stunDecode



STUN, TURN, ICE and NAT-PMP

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Tranalyzer Development Team

Contents

<b>1</b>	<b>stunDecode</b>	<b>1</b>
1.1	Configuration Flags . . . . .	1
1.2	Flow File Output . . . . .	1
1.3	Plugin Report Output . . . . .	3
1.4	TODO . . . . .	3

## 1 stunDecode

This plugin analyzes the following protocols:

- Session Traversal Utilities for Nat (STUN)
- Traversal Using Relays around NAT (TURN)
- Interactive Connectivity Establishment (ICE)
- NAT Port Mapping Protocol (NAT-PMP)

### 1.1 Configuration Flags

The following flags can be used to control the output of the plugin:

Name	Default	Description
NAT_PMP	1	Analyze NAT-PMP

### 1.2 Flow File Output

The stunDecode plugin outputs the following columns:

Column	Type	Description	Flags
<code>natStat</code>	H32	status	
<code>natErr</code>	H32	error code	
<code>natMCReq_Ind_Succ_Err</code>	U16_U16_U16_U16	number of messages (Req, Ind, Succ, Err)	
<code>natAddr_Port</code>	IP4_U16	mapped address and port	
<code>natXAddr_Port</code>	IP4_U16	(xor) mapped address and port	
<code>natPeerAddr_Port</code>	IP4_U16	peer address and port	
<code>natOrigAddr_Port</code>	IP4_U16	response origin address and port	
<code>natRelayAddr_Port</code>	IP4_U16	relayed address and port	
<code>natDstAddr_Port</code>	IP4_U16	destination address and port	
<code>natOtherAddr_Port</code>	IP4_U16	other address and port	
<code>natLifetime</code>	U32	binding lifetime (seconds)	
<code>natUser</code>	S	username	
<code>natPass</code>	S	password	
<code>natRealm</code>	S	realm	
<code>natSoftware</code>	S	software	

If NAT\_PMP=1, the following columns are displayed:

<code>natPMPReqEA_MU_MT</code>	U16_U16_U16	NAT-PMP num. of requests (External Address, Map UDP, Map TCP)
<code>natPMPRespEA_MU_MT</code>	U16_U16_U16	NAT-PMP num. of responses (External Address, Map UDP, Map TCP)
<code>natPMPSSOE</code>	U32	NAT-PMP seconds since start of epoch

### 1.2.1 natStat

The `natStat` column is to be interpreted as follows:

<b>natStat</b>	<b>Description</b>
$2^0$ (=0x0000 0001)	STUN protocol
$2^1$ (=0x0000 0002)	TURN protocol
$2^2$ (=0x0000 0004)	ICE protocol
$2^3$ (=0x0000 0008)	SIP protocol
$2^4$ (=0x0000 0010)	Microsoft Extension
$2^5$ (=0x0000 0020)	Even Port
$2^6$ (=0x0000 0040)	Reserve next port
$2^7$ (=0x0000 0080)	Don't fragment
$2^8$ (=0x0000 0100)	Nonce
$2^{13}$ (=0x0000 2000)	Deprecated message attribute
$2^{14}$ (=0x0000 4000)	STUN over non-standard port
$2^{15}$ (=0x0000 8000)	malformed message
$2^{16}$ (=0x0001 0000)	Port Mapping Protocol (PMP)
$2^{31}$ (=0x8000 0000)	Packet snapped, analysis incomplete

### 1.2.2 natErr

The hex based error variable `natErr` is defined as follows (STUN):

<b>natErr</b>	<b>Description</b>
$2^0$ (=0x00000001)	Try alt
$2^1$ (=0x00000002)	Bad request
$2^2$ (=0x00000004)	Unauthorized
$2^3$ (=0x00000008)	Forbidden
$2^4$ (=0x00000010)	Unknown attribute
$2^5$ (=0x00000020)	Allocation mismatch
$2^6$ (=0x00000040)	Stale nonce
$2^7$ (=0x00000080)	Address family not supported
$2^8$ (=0x00000100)	Wrong credentials
$2^9$ (=0x00000200)	Unsupported transport protocol
$2^{10}$ (=0x00000400)	Peer address family mismatch
$2^{11}$ (=0x00000800)	Connection already exists
$2^{12}$ (=0x00001000)	Connection timeout or failure

<b>natErr</b>	<b>Description</b>
$2^{13}$ (=0x00002000)	Allocation quota reached
$2^{14}$ (=0x00004000)	Role conflict
$2^{15}$ (=0x00008000)	Server error
$2^{16}$ (=0x00010000)	Insufficient capacity
$2^{31}$ (=0x80000000)	Unhandled error

The hex based error variable `natErr` is defined as follows (NAT-PMP):

<b>natErr</b>	<b>Description</b>
$2^1$ (=0x00000002)	Unsupported version
$2^2$ (=0x00000004)	Not authorized/refused
$2^3$ (=0x00000008)	Network failure
$2^4$ (=0x00000010)	Out of resources
$2^5$ (=0x00000020)	Unsupported opcode

### 1.2.3 natMCReq\_Ind\_Succ\_Err

The number of messages variable `natMCReq_Ind_Succ_Err` decomposed as follows:

<b>natMCReq_Ind_Succ_Err</b>	<b>Description</b>
<code>natMCReq</code>	number of requests
<code>natMCInd</code>	number of indications
<code>natMCSucc</code>	number of success response
<code>natMCErr</code>	number of error response

## 1.3 Plugin Report Output

The following information is reported:

- Aggregated `natStat`
- Aggregated `natErr`
- Number of NAT-PMP packets
- Number of STUN packets

## 1.4 TODO

Port Control Protocol (PCP)