**Peer-to-Peer**

* A Huddle (C# app) starts, another Huddle (C# app) joins, the connection is ok
* A Web client (JavaScript app) starts, another Web client (JavaScript) joins, the connection is ok
* A Huddle (C# app) starts, a Web client (JavaScript) joins, the connection failed, no event raised on both sides.
* A Web client (JavaScript) starts, a Huddle (C# app) join, the connection is okay