

# RTSP 2.0

draft-ietf-mmusic-rfc2326bis-18

Magnus Westerlund  
Martin Stiemerling  
Henning Schulzrinne  
Anup Rao  
Rob Lanphier

## Status

- Interim discussions
  - Scale and Speed made good progress
  - Discussed all the opening issues
  - Proposed resolutions needs implementation
- Authors appologizes for failure to update draft
- Will work on this in September

# RTSP NAT

draft-ietf-mmusic-rtsp-nat-07

Magnus Westerlund

Jeff Goldberg

Thomas Zeng

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## Open Issues

- Added server side initiated changes:
  - PLAY\_NOTIFY with new reason "ice-restart"
  - The PLAY\_NOTIFY results in new SETUP request from the Client.
  - Question if this should be optimized
    - Possible to provide server side candidates in PLAY\_NOTIFY
    - Breaks the convention about where configuration information is carried

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## Open Issues

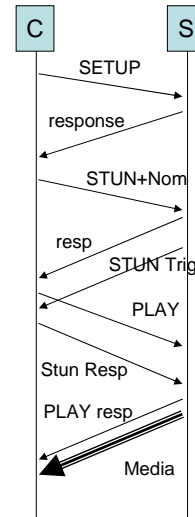
- Still need more text around ICE in the introduction
- The question about support of multiple components, e.g. RTP and RTCP on different UDP ports still open

## ICE Roles and its impact

- The authors are discussing how the ICE roles (controlling and controlled) should be assigned
- Also question about which steps in the RTSP state machine can happen simultaneous with ICE processing

## ICE Roles continued

- In the draft the client is the controlling
  - Client sends PLAY as soon as it has nominated successfully for all components
- Question if this can be improved without loss of functionality



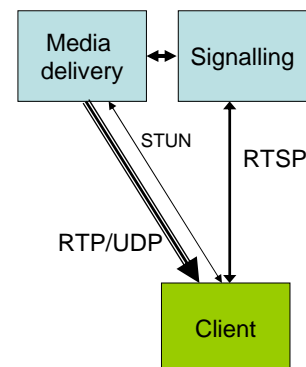
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## Decompositioned Server

- An RTSP server can have two parts:
  - Signalling / Controlling entity
  - Media delivery
- Proprietary Protocol between the server parts
  - Some delay introduced



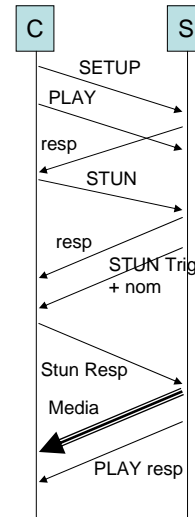
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## Alternative

- Have the server be the controlling part
- Client send PLAY request immediately and responds hangs until ICE processing completes
- Server nominates in the ways it desires and starts delivering media as soon it has nominated
- Pro:
  - Media delivered somewhat earlier
- Con:
  - RTSP PLAY response is likely to arrive after media.



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