RTSP 2.0
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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
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
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

Decompositioned Server

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