

# PCP Proxy (draft-ietf-pcp-proxy)

Main open question we need to answer first is which of:

- (a) the PCP client has to talk to all the various and sundry PCP servers
  - Seems to be required for multihoming
- (b) the PCP client always and forever talks to one and only one PCP server (and that PCP server proxies to all other PCP servers)
  - Nice and easy for the PCP client

# Other open questions

- Is proxy simply a back-to-back server+client?
- ...