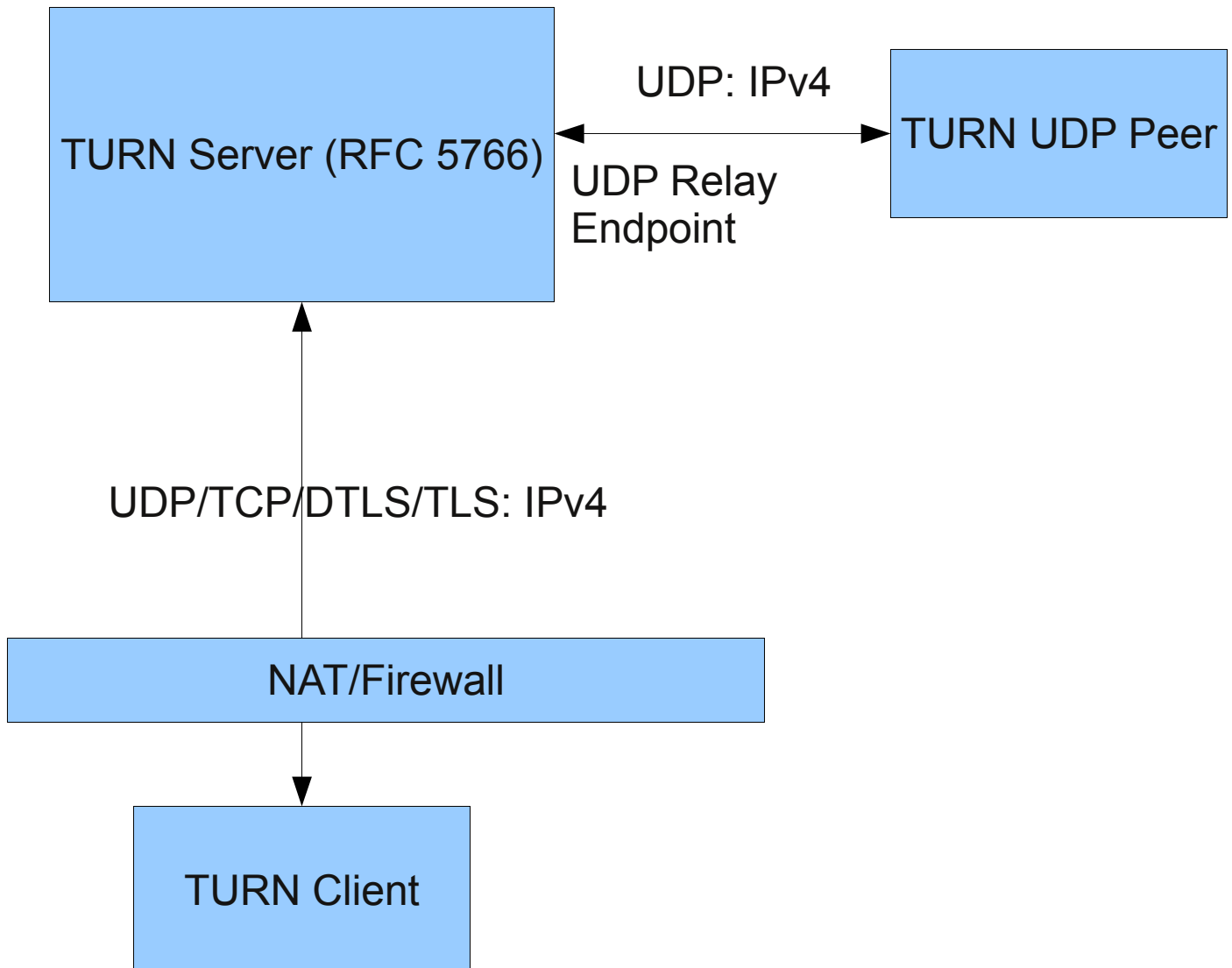


# TURN Server Networking options

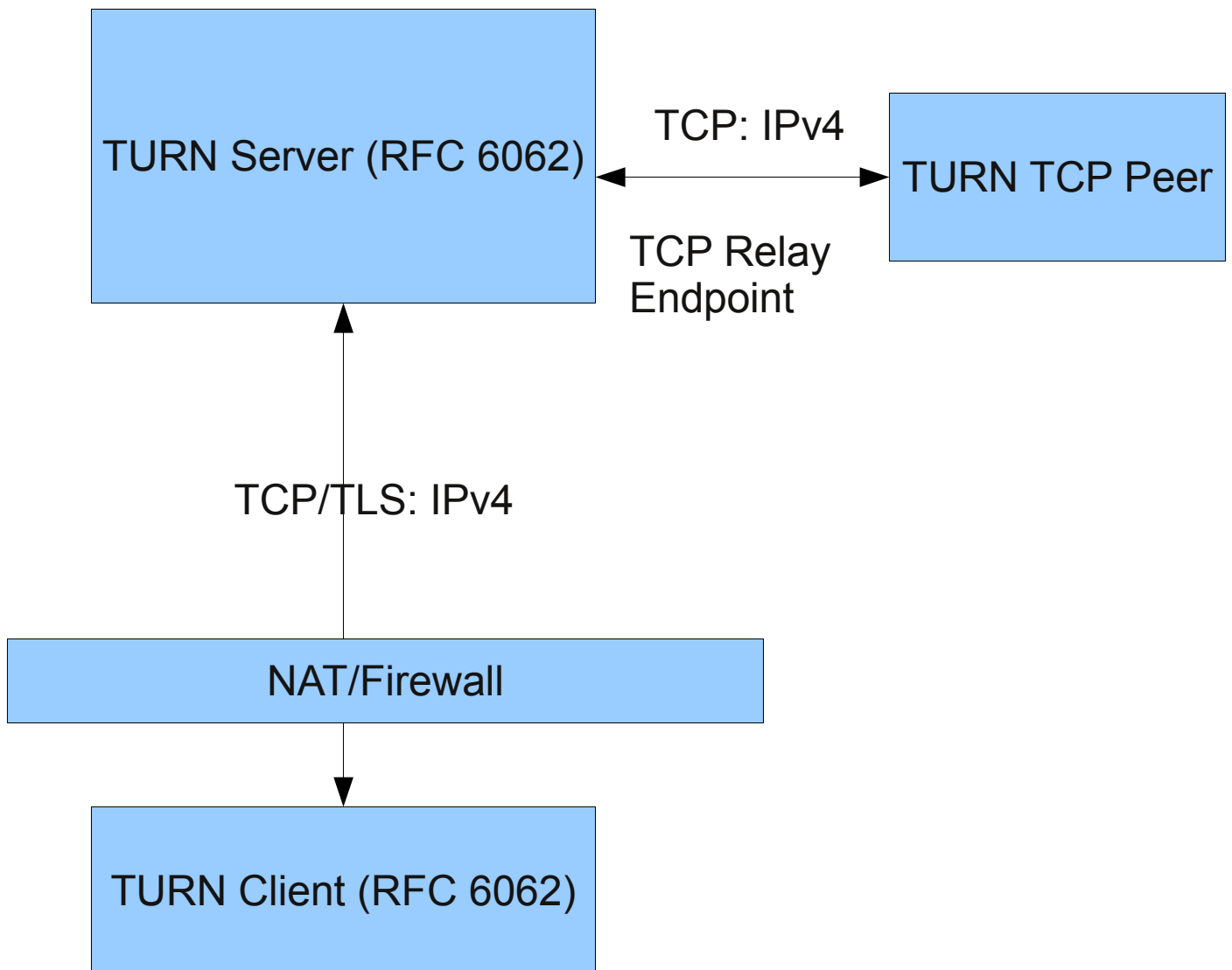
## Use cases supported by the TURN Server

### 1. RFC 5766 classic use case

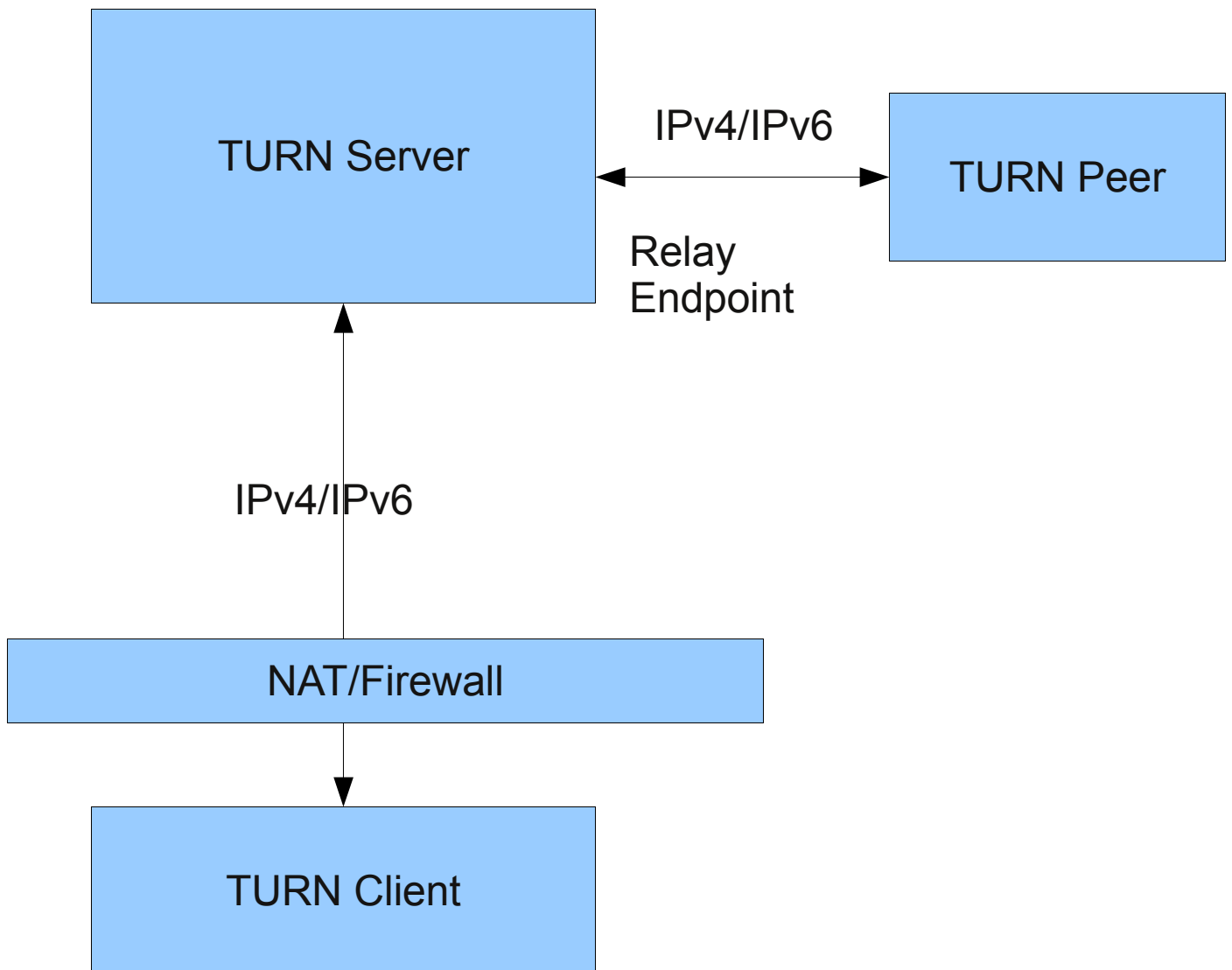


Note: DTLS in this picture is an “experimental” extension, not defined by any RFC

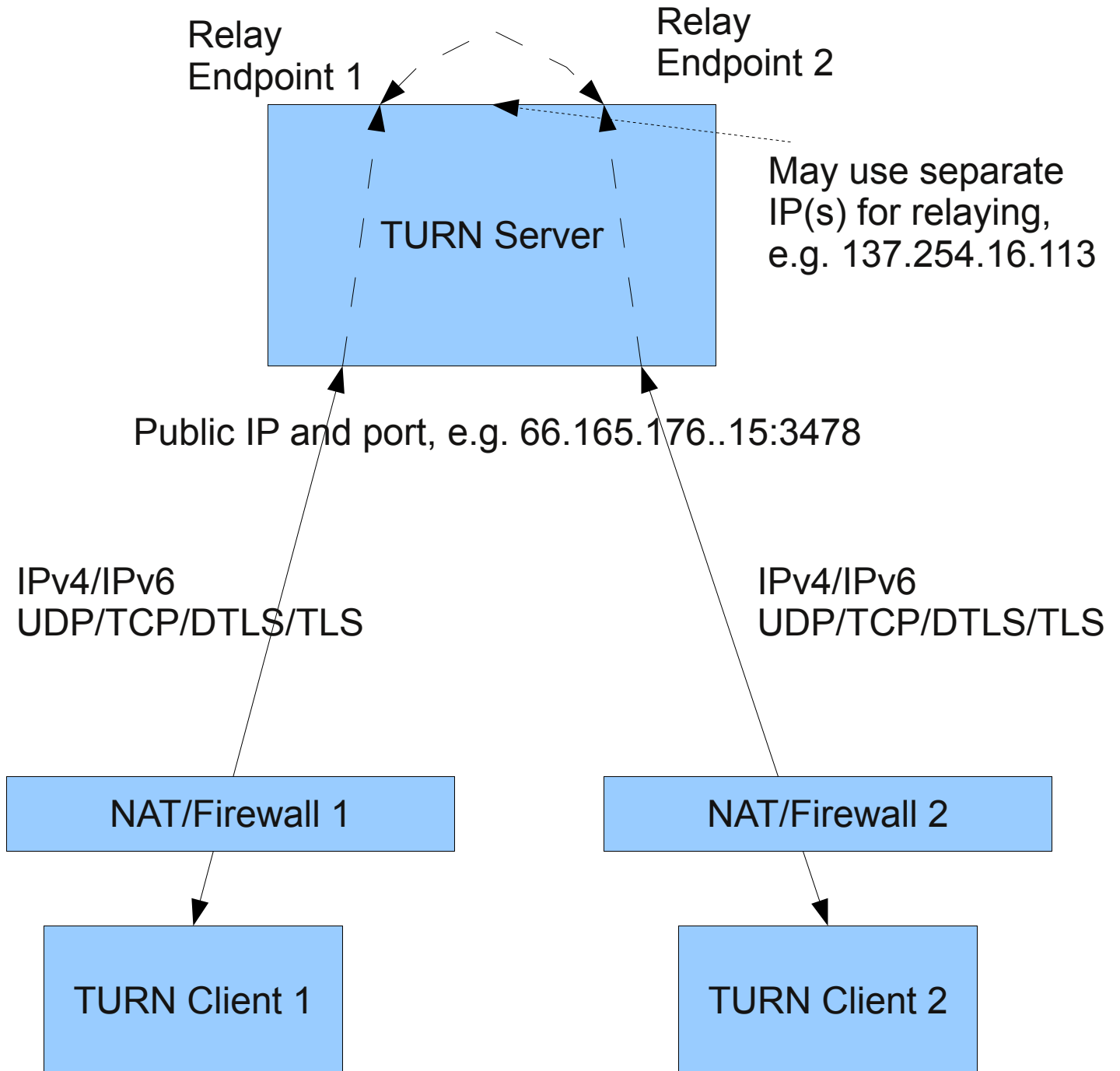
## 2. TCP relaying use case: RFC 6062



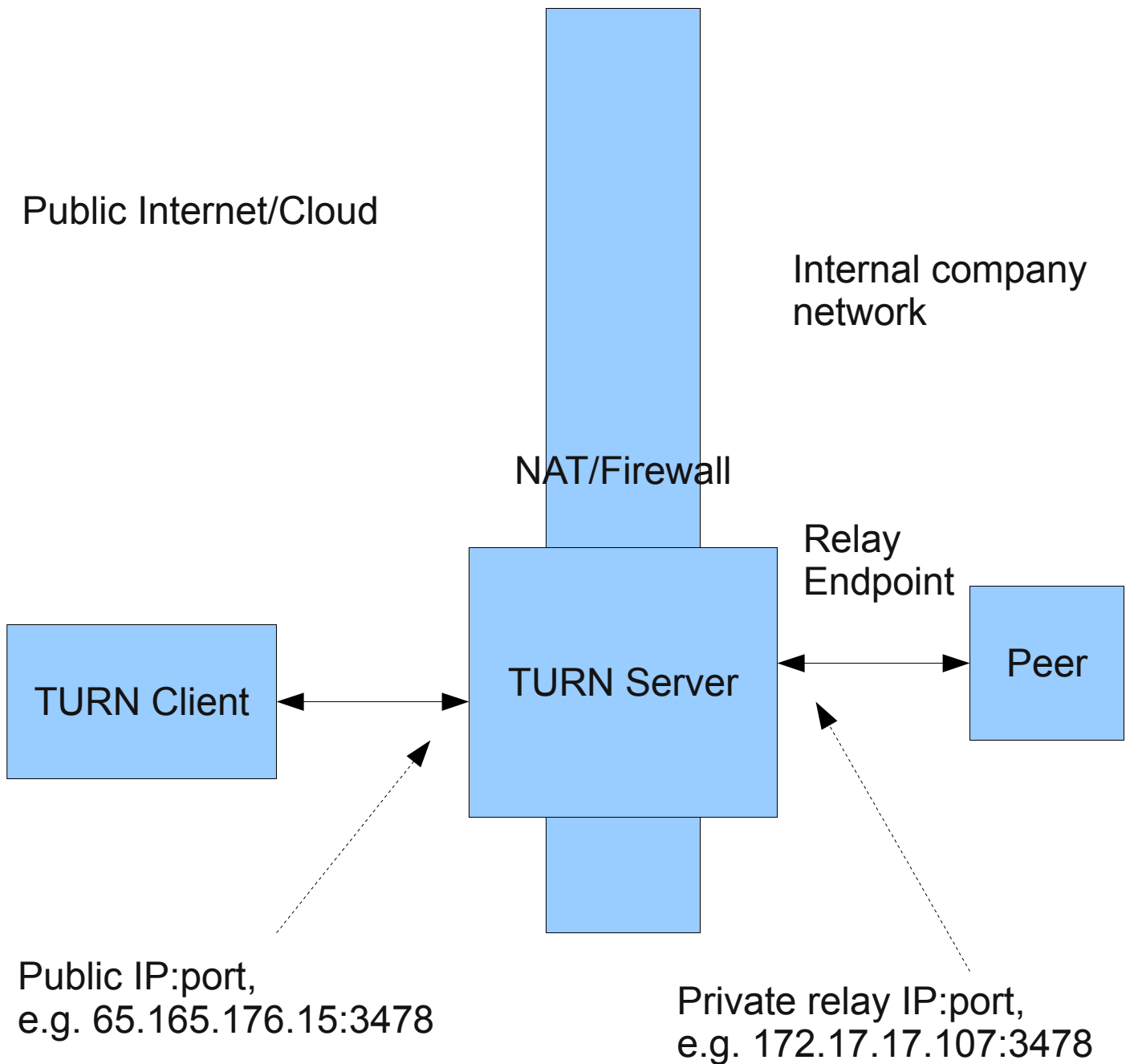
### 3. IPv6 extension: RFC 6156



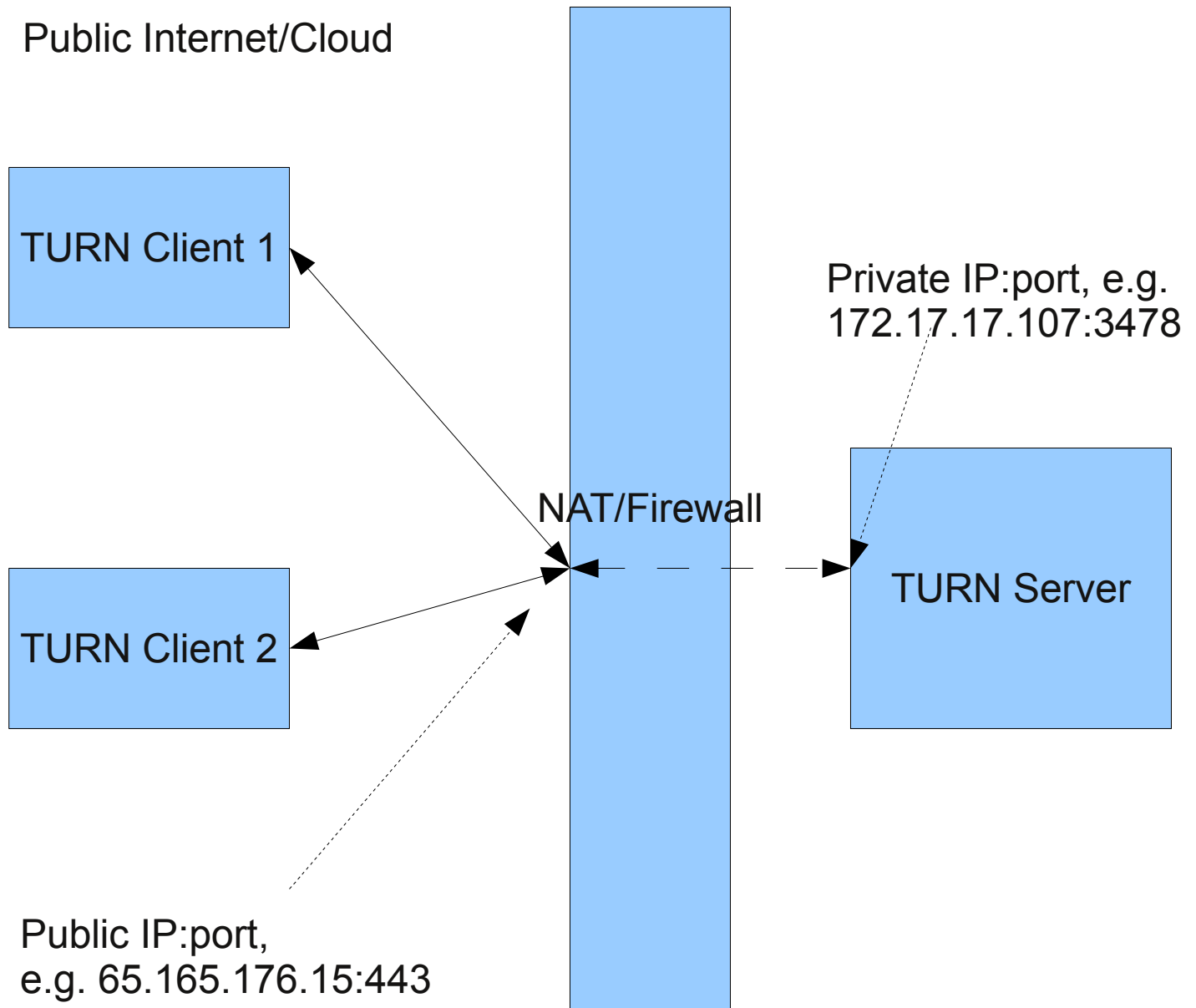
## 4. Client-to-client connectivity



## 5. TURN as an UDP/TCP traffic Gateway

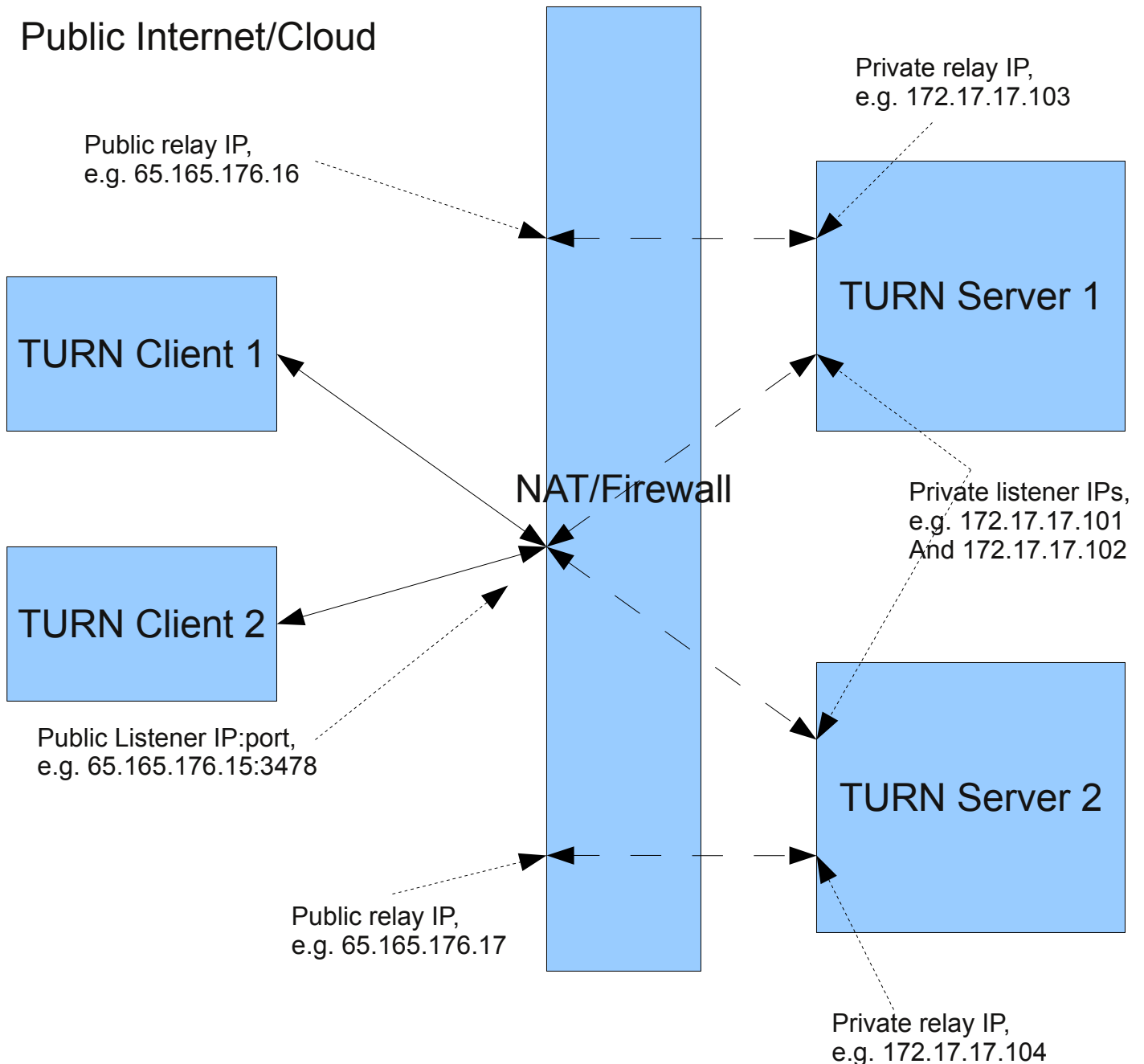


## 6. TURN Server behind NAT



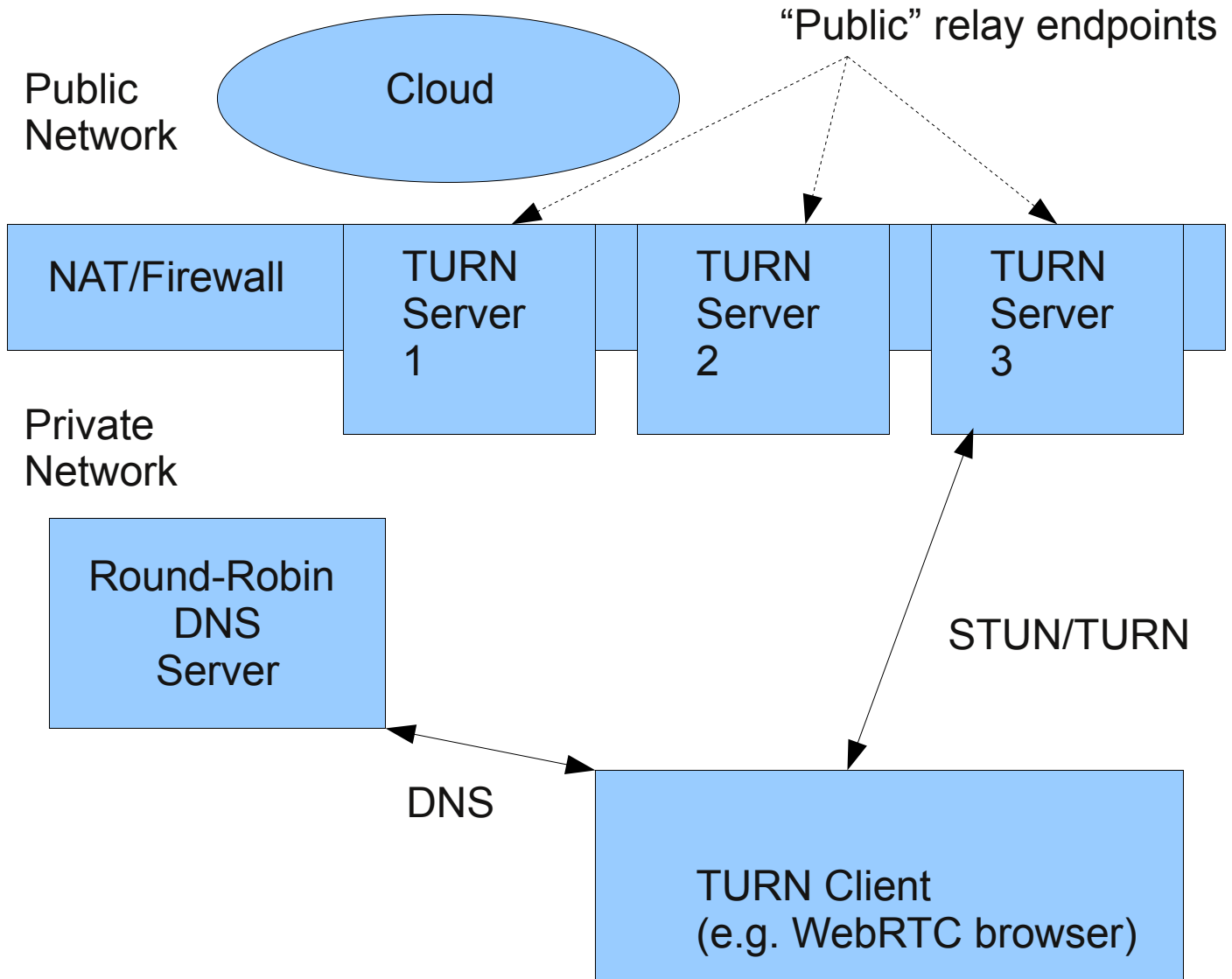
Note: -X TURN Server option can be used to map the public TURN IPs to private TURN IPs.

## 7. TURN Server behind NAT with “external” load balancer



Note: -X TURN Server option can be used to map the public TURN IPs to private TURN IPs.

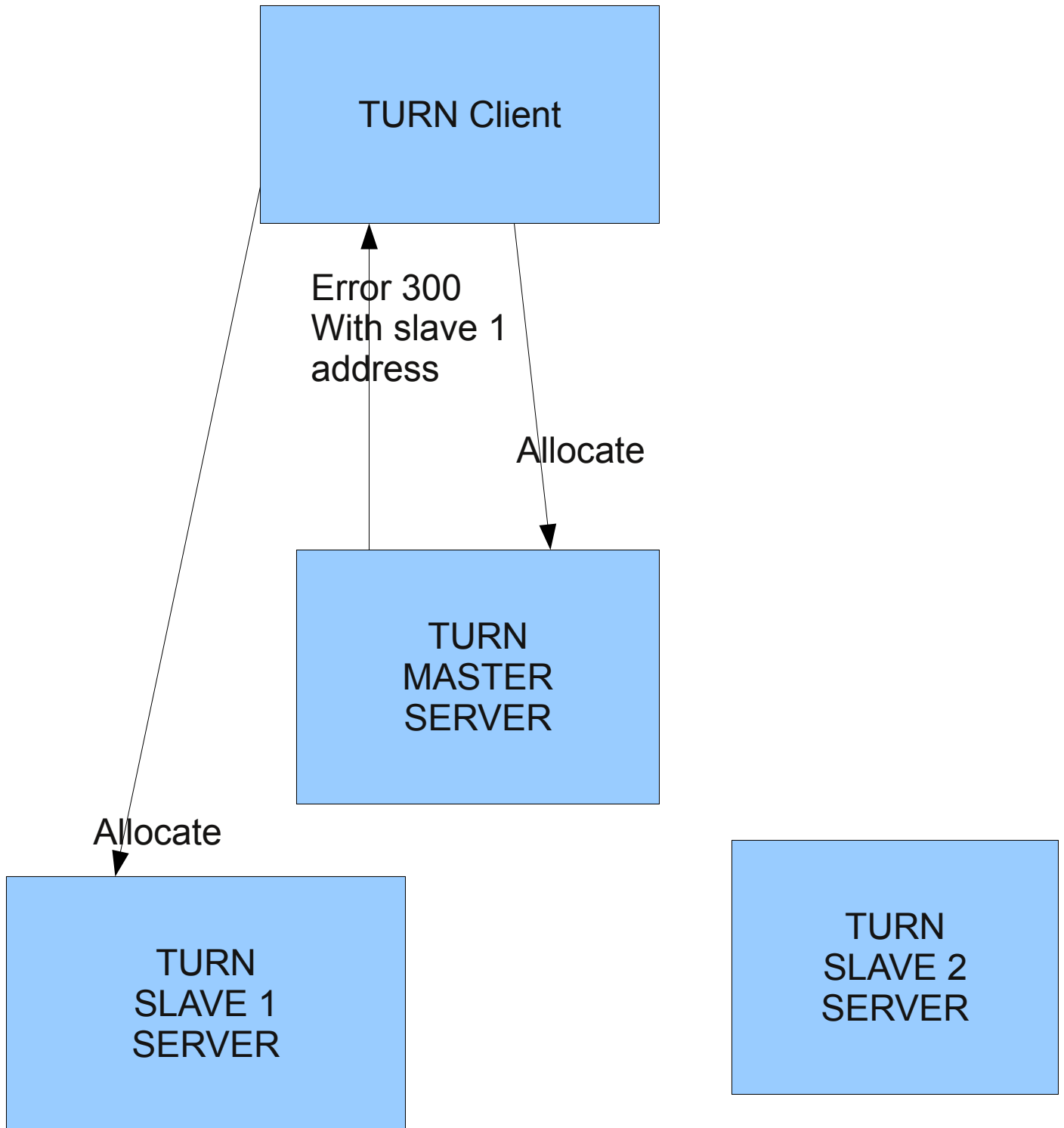
## 8. "Enterprise" TURN Server with DNS-based load balancing



A TURN client obtains A TURN Server IP address that will be used for all TURN sessions of this client. Different clients May use different TURN servers for load balancing. A smart DNS server is responsible for load balancing and for TURN servers status monitoring (for failover).



## 9. Load balancing based upon ALTERNATE-SERVER mechanism



*For latest stable TURN Server version, see the project page  
<http://code.google.com/p/rfc5766-turn-server/>*

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Version 0.94  
May 14, 2013