

# ice-lite Support

ice-lite is a minimal version of the ICE (*Interactive Connectivity Establishment*) specification, intended for servers running on a public IP address.

ice-lite is easy to implement, requiring the media server to only answer incoming STUN (*Session Traversal Utilities for NAT*) binding requests and act as a controlled entity in the ICE process itself. This simplicity makes it quite popular among implementations of SFUs (*Selective Forwarding Units*) and other media servers.

Subspace WebRTC-CDN relays IP:port allocations that can send and receive packets regardless of which source initiates communication.

## References

### ice-lite definition

<https://datatracker.ietf.org/doc/html/rfc8445#section-2.5>

*Lite agents only use host candidates and do not generate connectivity checks or run state machines, though they need to be able to respond to connectivity checks.*

<https://datatracker.ietf.org/doc/html/rfc8445#section-6.1.1>

*The initiating agent that started the ICE processing MUST take the controlling role, and the other MUST take the controlled role. In this case, no connectivity checks are ever sent. Rather, once the candidates are exchanged, each agent performs the processing described in Section 8 without connectivity checks. It is possible that both agents will believe they are controlled or controlling. In the latter case, the conflict is resolved through glare detection capabilities in the signaling protocol enabling the candidate exchange. The state of ICE processing for each data stream is considered to be Running, and the state of ICE overall is Running.*