

# A NAT Traversal Mechanism for Peer-To-Peer Networks



p@p

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# Project peers@play

## Virtual Environments on P2P networks

- Major Problem (common to all P2P applications):
  - NAT traversal & Firewalls
- Approach:
  - Detect NAT/Firewall
  - Decide on appropriate reaction depending on NAT type
  - Use P2P network for establishing connections
- Demo:
  - Chord-based P2P network
  - Connection establishment through NAT
  - Demo applications:
    - Chat Client, 3D Client, Network monitor

