

# OpenTok Network Requirements

## Protocols

There are three main protocols that will be used when using the Opentok platform.

- WSS (secure websockets) - used for signaling (rumor connection)
- HTTPS (Hypertext Transfer Protocol) - used for Anvil and HLG (logging) requests
- SRTP - media data

WSS and HTTPS traffic should look like normal web traffic. Unless a network exercises a true default-deny rule, this traffic is typically allowed. If all web traffic is blocked on a network, the customer will need to whitelist rumor, anvil, hlg servers on port 443, along with the necessary ports for media data.

## Required Ports

Below is a list of ICE candidates and STUN servers with their respective required ports.

Type	Port(s)
STUN	UDP 3478
Media SRTP	UDP 1025-65535
TURN UDP	UDP 3478
TURN TCP	TCP 443
TURN TLS	TCP 443

Also mentioned in the above list are the corresponding port(s) that the peer connection will be established on. All requests originate from the client, so only outbound ports are required.



# Domain Whitelisting

Please whitelist the following domains in order to ensure best service

Domains
*.tokbox.com
*.opentok.com

## IP Whitelisting

If you have Enterprise platform and IP address Whitelisting enabled on your account, you download the list of IP addresses in use in JSON format below :

Please check in your dashboard under the ip whitelisting category

## Additional Links

Please find below some additional information on Network and Bandwidth requirement to run a successful Video service:

What are the TokBox network connectivity requirements? [Link](#)

Restricted Network Guidelines : [Link](#)

What is the minimum bandwidth requirement to use OpenTok? [Link](#)

