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# **aioice Documentation**

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`aioice` is a library for Interactive Connectivity Establishment (RFC 5245) in Python. It is built on top of `asyncio`, Python's standard asynchronous I/O framework.

Interactive Connectivity Establishment (ICE) is useful for applications that establish peer-to-peer UDP data streams, as it facilitates NAT traversal. Typical usecases include SIP and WebRTC.



## API REFERENCE





## CHANGELOG

### 2.1 0.7.7

- Close underlying transport when a TURN allocation is deleted.
- Shutdown mDNS stack when it is no longer referenced.
- Rewrite asynchronous tests as coroutines.

### 2.2 0.7.6

- Ensure *dnspython* version is at least 2.0.0.
- Avoid 400 error when using TURN with concurrent sends.
- Avoid error if a connection is lost before the local candidate is set.

### 2.3 0.7.5

- Emit an event when the ICE connection is closed.

### 2.4 0.7.4

- Perform mDNS resolution using an A query, as Firefox does not respond to ANY queries.
- Use full module name to name loggers.

### 2.5 0.7.3

- Defer mDNS lock initialisation to avoid mismatched event-loops, fixes errors seen with uvloop.
- Correctly gather STUN candidates when there are multiple components.

## 2.6 0.7.2

- Add support for resolving mDNS candidates.

## 2.7 0.7.1

### 2.7.1 TURN

- Use the LIFETIME attribute returned by the server to determine the time-to-expiry for the allocation.
- Raise `stun.TransactionFailed` if TURN allocation request is rejected with an error.
- Handle 438 (Stale Nonce) error responses.
- Ignore STUN transaction errors when deleting TURN allocation.
- Periodically refresh channel bindings.

## 2.8 0.7.0

### 2.8.1 Breaking

- Make `Connection.add_remote_candidate()` a coroutine.
- Remove the `Connection.remote_candidates` setter.

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