

Media ports management

- [Using odd WebRTC media ports](#)

Media traffic ports range is set using the following parameters in `flashphoner.properties` file

```
media_port_from=31001
media_port_to=32000
```

By default, only even ports will be used from this range, in this case, 499 ports are available.

Two media ports are used per one WebRTC connection if client does not support [RTP bundle](#) or this feature is disabled on server side

```
rtp_bundle=false
```

Therefore, one port is used by default for WebRTC stream publishing/playing in modern browsers.

Using odd WebRTC media ports

Since build [5.2.763](#), media ports range can be expanded if necessary by using odd ports with the following parameter

```
compact_media_port_usage=true
```

There are some known limits in this case:

- SIP calls do not work
- ports are counted starting from the first even value, i.e. if odd port is set to `media_port_from`, this port will not be used in media ports range
- the port set to `media_port_to` will also not be used in media port range