

## Application of P2P on M-Sight

### Overview:

A peer-to-peer (P2P) network is a type of [decentralized](#) and [distributed network architecture](#) in which individual [nodes](#) in the network (called "peers") act as both suppliers and consumers of resources, in contrast to centralized [client-server](#) model where client nodes request access to resources provided by central servers.

Networks in which all computers have equal status are called peer-to-peer or P2P networks.

In a peer-to-peer network, tasks (such as searching for files or streaming audio/video) are shared amongst multiple interconnected peers who each make a portion of their resources (such as [processing power](#), [disk storage](#) or [network bandwidth](#)) directly available to other network participants, without the need for centralized coordination by servers.



A peer-to-peer (P2P) network in which Inter connected nodes ("peers") share resources amongst each other without the use of a centralized administrative system

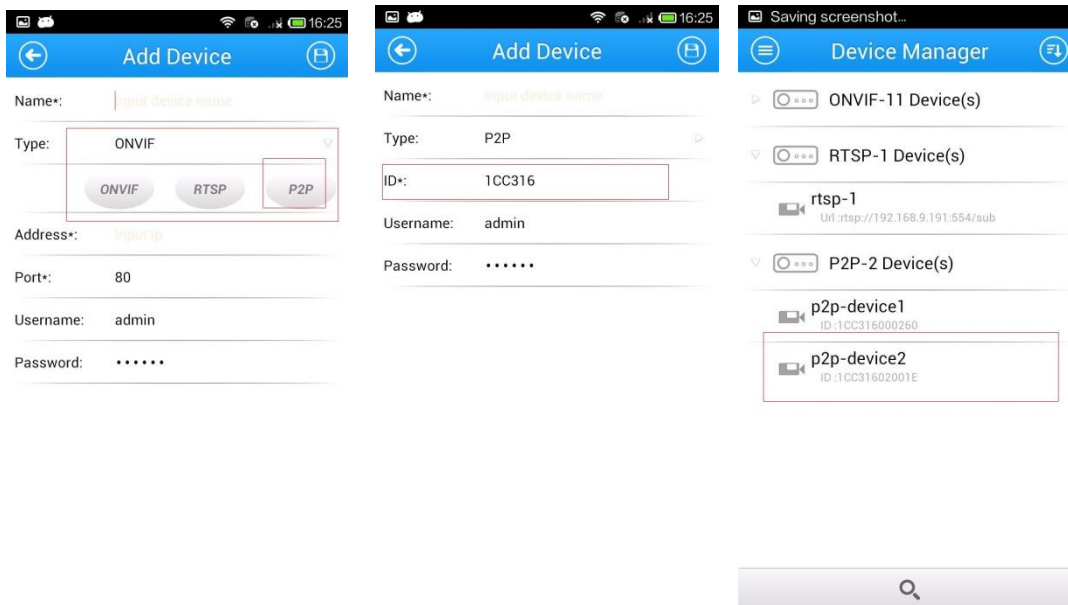


A network based on the [client-server model](#), where individual [clients](#) request services and resources from centralized [servers](#)

### Advantage:

**According to the P2P function, there's no need to do port forwarding on the router, it's much easier to add the cameras on APP from remote.**

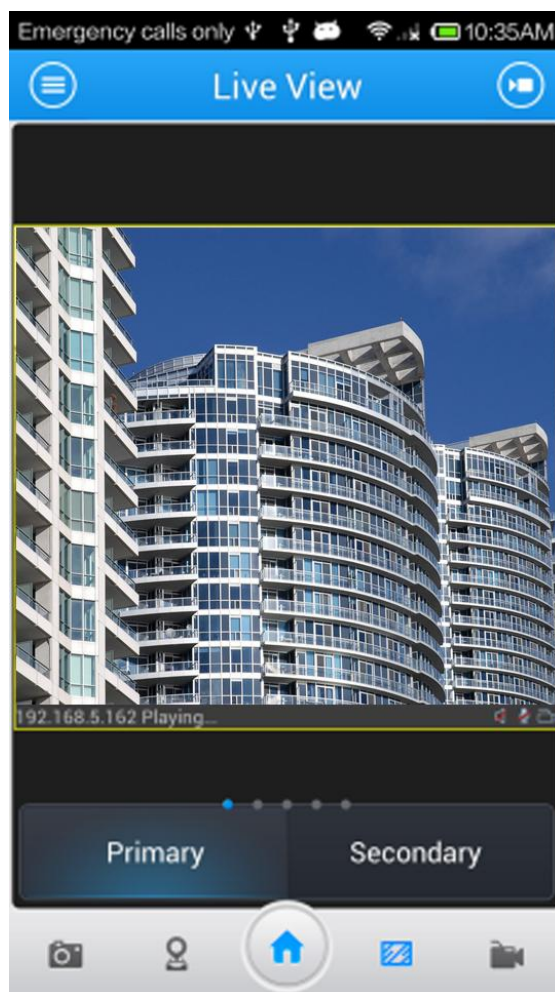
- (1) Add the camera **from remote** according an ID, it's the MAC address of the camera, what you need to do is to enter the **MAC ID** on the option, then you are able to monitor the camera from remote, nothing more. It's easy to use, especially for those users who are not familiar with the port forwarding;
- (2) No need to do **port forwarding** again on the router, after the camera is able to access to the Internet, you can just enter the ID on M-Sight APP, then you can view from remote.



(1) Add by P2P type

(2) Enter the ID

(3) Add successfully



(3) Play successfully

**Note:** Before you connect with P2P mode, **you need to ask a P2P ID from milesight, need to register first**, or you can't add the camera successfully.