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r/rustdesk



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[Log In](#)r/rustdesk • 1 yr. ago
skooniefromboonies

Should you self-host a rustdesk server?

Should you self-host a rustdesk server? Probably yes.

I was reading through some comments and posts on the subreddit and I think there's a common misconception about what the server's role is.

There are technically two servers:

1. Signaling Server
2. Relay Server

As long as rustdesk is running on a machine, the machine is constantly pinging the Signaling Server to make its current IP address and port known.

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148

50



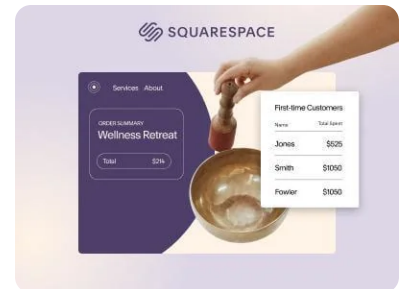
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wiiznokes • 1y ago

That was the explication I needed for a long time, thanks you 😊 This should be explained in the repo

11 ...

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Easy to self host. Been doing it for awhile now.

⬇️ ⬆️ 6 ⬇️ ...



skooniefromboonies OP • 1y ago

It's really not that bad to set up.

I think I had more troubles enabling port forwarding on the router provided by my ISP than I did setting up rustdesk

⬆️ 7 ⬇️ ...



severach • 1y ago

I self host per site for customers that are doing high volume, long sessions or heavy graphics.

⬆️ 5 ⬇️ ...

⊕ 1 more reply



open-trade • 1y ago

Thank you so much, it is pinned.

⬆️ 5 ⬇️ ...

⊕ 1 more reply



cpjet64 • 1y ago

I self host but have a split config. The signal server sits on my local cluster behind reverse proxy with a wireguard vpn to a data center vps for the relay. The relay is on a vps for bandwidth and I've gotta say it is blazing fast at 500/500 compared to the local wan of 1g/40.

⬇️ ⬆️ 5 ⬇️ ...



skooniefromboonies OP • 1y ago • Edited 1y ago

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I am assuming that all devices that communicate via RustDesk are on the VPN. I am also assuming that the signal server IP address listed in on each each client points to the signal server's address on the VPN subnet. Also assuming you are using a hub and spoke topology in your WireGuard VPN setup.

If peer-to-peer communication is possible on the VPN, then the relay server will probably never be used. Instead, RustDesk would establish what it thinks is a direct peer-to-peer connection. However, this "direct connection" would actually be routed through the WireGuard tunnel. In other words, all communication between the two clients will be routed through the "server" of the WireGuard VPN.

If peer-to-peer communication is not possible in the VPN, hole punching will always fail. This is because if the signal server is behind WireGuard, it does not see the public IP of devices connected to it; it only sees their IPs on the VPN.

After hole punching fails, the clients would be connected via the relay server. The relay server can see each client's public IP, but I do not believe it ever tries to establish peer-to-peer communication via hole punching. Once the connection is established via the relay server, I believe it stays that way for the duration of the session.

This leads me to ask: Why would you do it this way?

I have no doubts that the vps you've got acting as a relay server is loads faster than it would be if it the relay server was on your local cluster. However, there's no way it's faster than if the two peers were connected directly to each other. No matter how fast the middle man is, he's still slower... because he's a middle man.

I can see some potential security benefits of doing it the way you did, but would love to understand your exact reasoning.

If you don't mind me asking, I would also love to know why you decided to implement a reverse proxy on top of WireGuard?

You may already know a lot of the things I mentioned above, but there may be other people reading this thread that don't.

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⊕ [deleted] • 1y ago

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r/rustjerk • 1 mo. ago

Do not program in rust

498 upvotes · 9 comments



r/iiiiiiiiiiiiiiiiiiii • 5 mo. ago

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187 upvotes · 11 comments



r/Affine • 2 mo. ago

Questions about Self-hosting

6 upvotes · 9 comments



r/ShittySysadmin • 14 days ago

Think I figured out what was causing the intermittent connectivity issues..

127 upvotes · 13 comments



r/ShittySysadmin • 1 mo. ago

If server is running, who cares if newer protocols aren't supported, riiight?

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2.6K upvotes · 113 comments



r/ShittySysadmin • 3 mo. ago

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emissary: Rust implementation of the I2P protocol stack

42 upvotes · 16 comments

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3 upvotes · 4 comments



r/AlgorandOfficial • 3 mo. ago

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32 upvotes · 11 comments



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1 upvote · 5 comments



r/node • 1 yr. ago

How to run a cronjob on a hosted service but also prevent duplicate invocations

2 upvotes · 9 comments



r/ShittySysadmin • 2 mo. ago

Got a request from someone who had a completely different issue, remoted on and had to find out why it was so slow. If this isn't a work from a shitty sysadmin idk what is. Happy...



280 upvotes · 53 comments



r/AlgorandOfficial • 3 mo. ago

Where is the official guide on how to setup and run a node?

25 upvotes · 9 comments



r/ShittySysadmin • 2 mo. ago

Gotta update those antivirus definitions

267 upvotes · 6 comments



r/AlgorandOfficial • 4 mo. ago

Node Running questions for amateurs

26 upvotes · 24 comments



r/iiiiiiittttttttt • 6 mo. ago

How about that one oddly-built server we all hate?

161 upvotes · 8 comments



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