

# Peer to Peer

## General Concept

In a peer to peer network (p2p) all [hosts](#) are equal in their roles. That means, anyone can open a port for listening and answering requests and anyone can request communications with anyone else. Other than in a [client-server](#) communication, no host is special.

In the gaming context this may be relevant, as many games use a P2P communication concept, such as [DirectPlay](#).

## See Also

- [Client](#)
- [Server](#)

[ [Games Database](#) ] [ [Game Related Terms](#) ] [ [Network Terms](#) ]

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