

Does Dizzion use Microsoft RDP or another 3rd party protocol?

No, Dizzion isn't using RDP or any other 3rd party Remote Display Protocol. Dizzion DaaS and Dizzion Cloud PC (both based on Frame) use Frame Remoting Protocol, the latest remoting protocol based on WebRTC. By default, FRP uses UDP as its transport layer and can fall back to TCP if a UDP connection is unsuccessful at the start of the session. TCP can also be forced. FRP also streams audio and video from the remote virtual machine to the end user's device, keyboard/mouse events, and input audio from the end user's device to the remote virtual machine. Additionally, FRP enables users to stream their webcams from their endpoints to the remote virtual machine. With Generic USB redirection enabled, users can access their endpoint-attached USB devices from their remote virtual machine. H.264 and AV1 are available codecs; AV1 requires the latest NVIDIA Ada Lovelace (L) or higher GPUs for capture and encoding. 90+% of today's Frame sessions are using FRP.

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