OpenAirplay
Open Source integration of Apple's proprietary protocol
A python project by Ben Klein

github.com/robobenklein/open-airplay

Why?

Apple is making the developer's life a nightmare if they don't use their tools, in their ways.

A problem:

Apple has created a proprietary system for displaying audio and video content, but everyone who doesn't own an Apple device, can't take advantage of. These Apple devices are just common enough to present a major compatibility issue.

My specific situation:

I go to 1on1 technology school which distributes iPads to all students free of charge, these make great learning tools, but are a horrid thing for software development, coding, technical work or otherwise.

Of course just iPads aren't enough to become recognized as an Apple Distinguished School, we also have iMac computer labs, and Apple TVs connected to smartboards in almost every room.

Sadly, I am one of those people who brings their laptop so that they can actually code, make larger calculations, and type large documents. But whenever there's something we have to present, we're told to airplay it to the screen, and doing so restricted me to a specific platform.

A solution:

A Python Application to bring Airplay support to Linux and Windows just as it has been done in OSX.

Using Python for cross-platform support, the OpenAirplay application brings an indicator to the system tray allowing the user to send audio, pictures, video, and even share their screen with a closed-source proprietary product from Apple.

This project is still in development! If you have knowledge about deciphering network protocols or experience in video stream encoding/acceleration, I'd like you to join the project.

← See the code on Github and follow the project!

I'm looking for contributors to help! →