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API Collection

Streaming and AirPlay

Stream content wirelessly to other devices using AirPlay, and handle requests involving FairPlay-protected assets.

Topics

Essentials



Supporting AirPlay in your app

Set up your app to use AirPlay to send content wirelessly.

Route selection

```
class AVRouteDetector
```

An object that detects available media playback routes.

Buffered playback



Implementing simple enhanced buffering for your content

Configure your app for simple enhanced buffering to stream content faster to AirPlay-enabled devices and supported CarPlay vehicles.



Implementing flexible enhanced buffering for your content

Configure your app for flexible enhanced buffering to stream content faster to AirPlay-enabled devices and supported CarPlay vehicles.



Integrating AirPlay for long-form video apps

Integrate AirPlay features and implement a dedicated external playback experience by preparing the routing system for long-form video playback.

Resource loading

`class AVAssetResourceLoader`

An object that mediates resource requests from a URL asset.

`protocol AVAssetResourceLoaderDelegate`

Methods you can implement to handle resource-loading requests coming from a URL asset.

`class AVAssetResourceLoadingRequest`

An object that encapsulates information about a resource request from a resource loader object.

`class AVAssetResourceRenewalRequest`

An object that encapsulates information about a resource request from a resource loader to renew a previously issued request.

`class AVAssetResourceLoadingRequestor`

An object that contains information about the originator of a resource-loading request.

`class AVAssetResourceLoadingDataRequest`

An object for requesting data from a resource that an asset resource-loading request references.

`class AVAssetResourceLoadingContentInformationRequest`

A query for retrieving essential information about a resource that an asset resource-loading request references.

FairPlay streaming

`class AVContentKeySession`

An object that creates and tracks decryption keys for media data.

`protocol AVContentKeySessionDelegate`

A protocol that handles content key requests.

`class AVContentKey`

An object that represents the content key decryptor.

`class AVContentKeySpecifier`

An object that uniquely identifies a content key.

`class AVContentKeyRequest`

An object that encapsulates information about a content decryption key request issued from a content key session object.

`class AVPersistableContentKeyRequest`

An object that encapsulates information about a persistable content decryption key request issued from a content key session.

`class AVContentKeyResponse`

An object that encapsulates information about a response to a content decryption key request.

`enum AVExternalContentProtectionStatus`

Constants that specify whether sufficient protection exists to display the content.

`func AVSampleBufferAttachContentKey(CMSampleBuffer, AVContentKey, NSErrorPointer) -> Bool`

Attaches a content key to a sample buffer for the purpose of content decryption.

See Also

Playback

☰ Media playback

Manage the playback of media assets and interstitial content, independent of how you present that content in your interface.

☰ Offline playback and storage

Download streamed content to disk to allow offline playback, and define policies to automatically remove downloaded assets.

☰ Sample buffer playback

Create custom controllers to play and synchronize the timing of sample buffer streams.