

[AVFoundation](#) / Streaming and AirPlay

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.