 Using Air Play on the raspberry pi

Airplay is a piece of technology, created by Apple that allows uses to stream, or “Cast” content – such as videos and music – to other devices – such as TV’s. Today we are going to create an airplay client – a device that will be capable of playing music, from an iPhone, iPad or computer. You’re going to download and run Shairport, a project that emulates the proprietary Apple AirPort protocol with software so that Raspberry Pi will appear as an AirPort receiver on your network. The AirPlay protocol isn’t something that Apple publishes publicly but somebody reverse engineered it and created an executable that will appear as an AirPlay receiver. Here is what we need;

* Raspberry pi
* Shairport

First we need to install Shairport

1. Start the Raspberry Pi.
2. We need to setup the audio on the pi, so that sound goes out of the audio port, rather than the HDMI port. Run

raspi-config

Change the audio settings, so that audio does not go out of the HDMI port

1. We now need to install some prerequisites;

sudo apt-get install git libao-dev libssl-dev libcrypt-openssl-rsa-perl libio-socket-inet6-perl libwww-perl avahi-utils libmodule-build-perl

1. Since iOS 6, AirPlay has used the SDP protocol. The Perl Net-SDP project will help communicate using this protocol. So you’re now going to install it.

git clone https://github.com/njh/perl-net-sdp.git perl-net-sdp

1. Now enter the following commands, one line at a time:

cd perl-net-sdp

perl Build.PL

sudo ./Build

sudo ./Build test

sudo ./Build install

cd ..

1. If this command doesn’t return any errors, then the twitter-python API has been installed. We can start programming.

git clone https://github.com/hendrikw82/shairport.git

cd shairport

make

1. Then run one last command to start the Shairport script:

./shairport.pl -a PiClub

1. The –a command sets the name for the AirPlay Receiver as