

Airfoil

Welcome to Airfoil!

Send any audio to AirPort Express units, Apple TVs, iPhones and iPods Touch, and even other Macs and PCs, all in sync! Airfoil for Mac gives you your audio — everywhere. With Airfoil you can take audio from any application and send it to your AirPort Express units, as well as Apple TVs, and even other Macs, PCs, iPhones, iPods Touch, and iPads running Airfoil Speakers!

Transmit audio from RealPlayer, Windows Media Player, QuickTime Player, and other media players. Send audio from web-based applications like Pandora, Last.fm, and others to the AirPort Express. You can even stream audio from audio devices like RadioSHARK, XM and Sirius radios, around your house.

With our free **Airfoil Speakers** application, you can transmit audio to other Macs, PCs, Linux boxes, and even iPhones, iPods Touch, and iPads on your network too! Now you don't even need an AirPort Express unit to enjoy wireless audio around your house. And if you want to watch video on your computer with audio playing remotely, the built-in **Airfoil Video Player** just may do the trick. Try them both out, only with Airfoil 3!

Getting Started

We recommend having a quick read-through of the *Airfoil Manual*, accessible from Airfoil's Help menu, then diving right in. You can refer back to the full manual for assistance at anytime by accessing it from the Help menu.

What's New In 3.5.4

- The Instant Hijack component has been updated to 2.2.8, to correct an issue where it would not install properly.

What's New In 3.5

- Airfoil and EyeTV from Elgato now work great together – when transmitting audio from EyeTV, Airfoil will adjust the local video to play in sync with remote audio!
- Pulling audio from VMWare Fusion or Parallels Desktop is now much simpler – simply set Fusion or Desktop as the source in Airfoil's Source pop-up, and Airfoil will handle the rest.
- Hijacking audio from Front Row now works more smoothly.

System Requirements

- A Macintosh computer
- 500 MHz or higher recommended for Airfoil, Airfoil Speakers
- 1 GHz or higher recommended for Airfoil Video Player (CPU power required varies based on selected video type)
- An Intel-chip Based Mac (ICBM) is strongly recommended for DVD playback with Airfoil Video Player
- Mac OS X 10.5 or higher

Installation and Removal

To install Airfoil, just drag it from your download folder to your Applications folder.

If you wish to remove Airfoil, simply place it in the Trash.

Purchasing Airfoil

We provide a free trial of Airfoil for you to test. **During the trial, audio quality is degraded after ten minutes of transmitting.** The full version of Airfoil can be unlocked with a license key purchased from our online store.

When you're ready, head over to <http://www.rogueamoeba.com/store/> to purchase Airfoil for just \$25.

Upgrading Airfoil

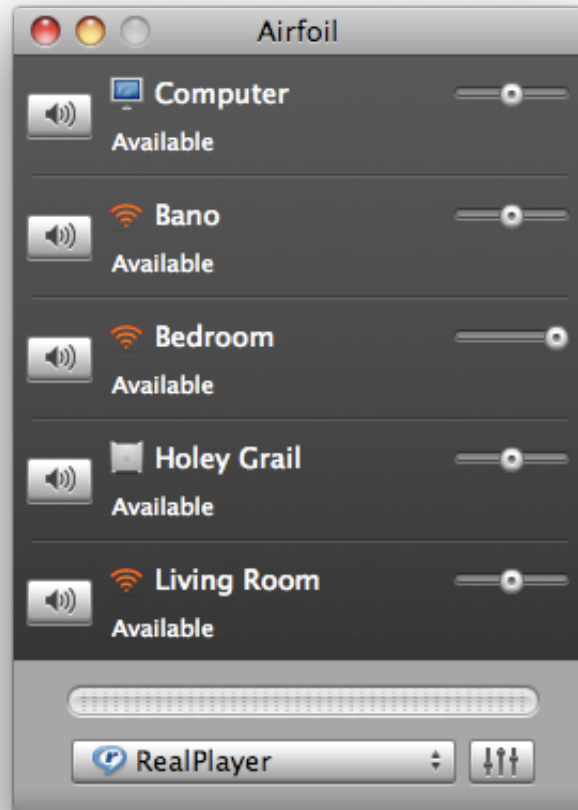
If your license key starts with TX40-, you already own Airfoil 3 – enjoy!

If you purchased a license for Airfoil prior to July 16th, 2007 (your license key will start with SSME-), you can upgrade to Airfoil 3 for just \$10. Head over to <http://www.rogueamoeba.com/store/> to upgrade.

Using Airfoil

Getting started with Airfoil is easy. Read on for information on the Main Airfoil controls.

Airfoil's Main Window



Airfoil's Main window

Airfoil's Main window contains all of its essential controls and transmitting audio with Airfoil is a snap. Simply select an input source from the Audio Source popup at the bottom of the window then click the Transmit button next to each output to which you'd like to send audio.

In the screenshot above, you can see all the output devices Airfoil supports:

Computer: The Computer output plays audio locally, through the machine running Airfoil.

Bano: is an AirPort Express unit.

Bedroom: is a second AirPort Express unit.

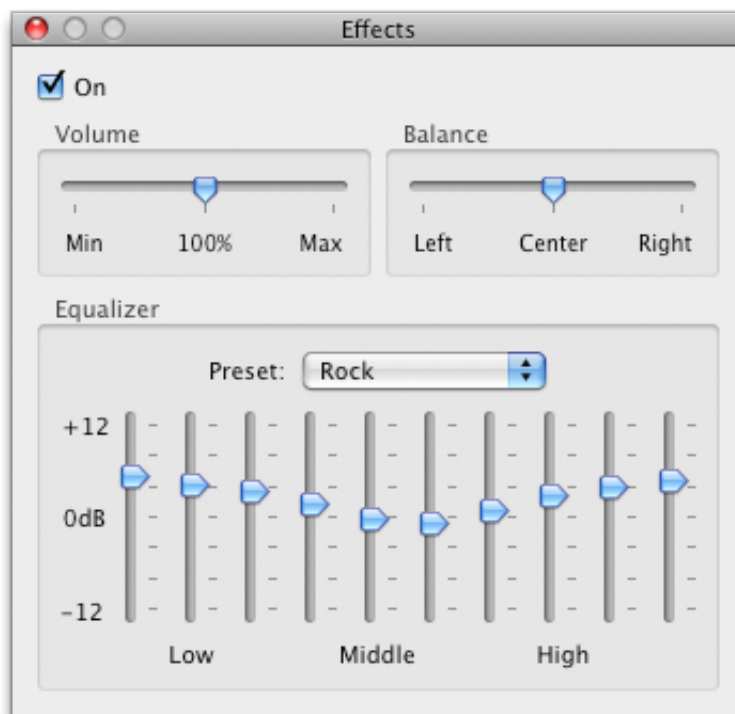
Boxy: is an Apple TV.

MacBook: is a MacBook running Airfoil Speakers.

DellBox: is a Dell PC running Airfoil Speakers for Windows.

From the Main window, you can also adjust the volume at which audio is sent to each output, access the Effects window (see below) and view the level meters, which show audio activity for Airfoil's currently-selected source.

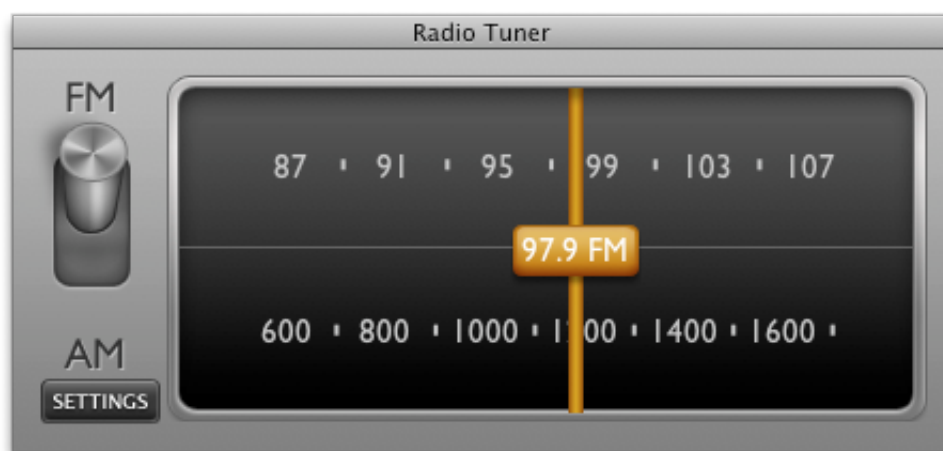
Effects Window



Airfoil's Effects Window

Airfoil's built-in Effects let you adjust audio as it's transmitted. Click the Effects button on Airfoil's Main window to bring up the Effects window. From here, you can adjust the 10-band equalizer, tweak the balance and adjust the global transmission volume for all outputs.

Radio Tuner Window



Airfoil's Radio Tuner Window

When a [Griffin RadioShark](#) is attached to your computer, you can transmit the radio's audio through Airfoil. The Radio Tuner window enables you to adjust the settings for your radio.

Using Airfoil Speakers

With Airfoil Speakers, a free accompaniment to Airfoil, you can use Airfoil to transmit audio to other devices on your

local network – Macs, PCs and Linux machines are all supported, as well as iPhones, iPods Touch, and iPads. Now you can send music around your house without even needing an AirPort Express!

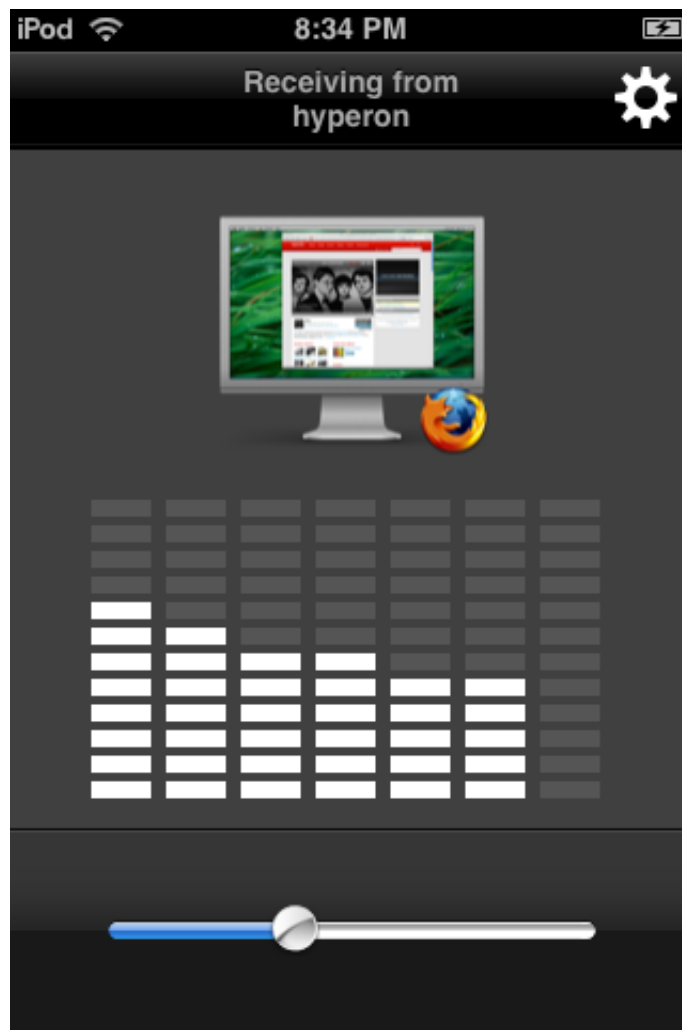
To get started, just install Airfoil Speakers on any device to which you wish to send audio. Once Airfoil Speakers is running on another device on your local network, that device will appear in Airfoil as an output and you'll be able to send audio to it. Below, we'll cover Airfoil Speakers for Mac, but Airfoil Speakers for Windows, Airfoil Speakers for Linux, and Airfoil Speakers Touch are all virtually identical.

You can download complimentary copies of Airfoil Speakers for Mac OS X, Windows, and Linux right from the [Airfoil site](#). There you'll also find a link to Airfoil Speakers Touch, for the iPhone, iPod Touch, and iPad.

Airfoil Speakers In Action



Airfoil Speakers main window



Airfoil Speakers Touch main window

When launched, Airfoil Speakers will appear with the window seen above, and also show up in your menu bar. You'll see Airfoil Speakers as an output in any copy of Airfoil running on your local network.

Once Airfoil Speakers is running on your receiving machine, you can send audio to it from Airfoil. It will appear and function with Airfoil just like a standard AirPort Express. Simply click the Transmit button next to the AirPort Speakers item in Airfoil's list, and audio will be sent out. Just like a physical AirPort Express, audio output is delayed by approximately two seconds.

If you're running a firewall, you may need to adjust it for Airfoil Speakers to work. For more details, see [this page](#).

General Settings

Start Airfoil Speakers at login (Desktop versions only): Turn this option on to have Airfoil Speakers run automatically when you login to your computer. This setting will mean your machine is always available for output from Airfoil.

Float above other applications (Desktop versions only): When on, the Airfoil Speakers window will float above all other windows, making it instantly accessible.

Automatically check for software updates (Desktop versions only): With this option activated, Airfoil Speakers compares itself to the most current version available from our server and alerts you when a new version is available. Leave this on to stay up-to-date.

Speaker

Name: You can adjust the name with which Airfoil Speakers appears in Airfoil's list. By default, your Mac's name is used for this setting.

Require password to connect: When active, a password will be required to connect to the Airfoil Speakers output. Use this setting to prevent undesired audio playback.

Play audio through (Desktop versions only): This setting adjusts the output device through which audio from Airfoil Speakers plays.

Level Meters (iPhone OS versions only): Turning off the Level Meters can improve battery life when using Airfoil Speakers Touch.

Using Airfoil Video Player

Airfoil Video Player is a free accompaniment built right into Airfoil. It's a simple video player that enables you to play video on your Mac and transmit the audio to remote speakers in sync! Note that because Airfoil Video Player delays video to sync with remote audio playback, it's recommended only for use in conjunction with Airfoil.

You can find Airfoil Video Player right inside of Airfoil, by selecting it from the Source menu at the bottom of the main window.

Airfoil Video Player basics



Airfoil Video Player In Action

To get started, select Airfoil Video Player from Airfoil's Source selection pop-up. Once you click the Transmit button for your desired output(s), Airfoil Video Player will launch.

Airfoil Video Player Formats

Airfoil Video Player can play any video formats QuickTime Player supports, excluding protected iTunes Store files. QuickTime Player supports several different video formats by default, and it can be enhanced to support additional

formats with plugins such as [Flip4Mac](#) and others.

Airfoil Video Player also uses the [Perian](#) video component to support even more formats internally.

Finally, Airfoil Video Player has support for DVD playback on new machines. An Intel–chip Based Mac (ICBM) running Mac OS X 10.5 (Leopard) is recommended for optimal DVD playback with Airfoil Video Player.

Airfoil Video Player Controls



Airfoil Speakers Controls

Airfoil Video Player features standard controls for video playback, as detailed below. These controls will appear when you mouse over the main video playback window.

Full Screen/Window Mode: This toggle will switch between full–screen and window mode.

Audio Outputs: This menu controls to which audio outputs Airfoil is sending audio being pulled from Airfoil Video Player.

Volume Slider: This slider adjusts volume output. Please note that changes take approximately two seconds to be heard.

Jump Backward: Clicking this button causes video and audio to jump backwards ten seconds. Playback resumes as quickly as possible, after approximately two seconds of audio buffering.

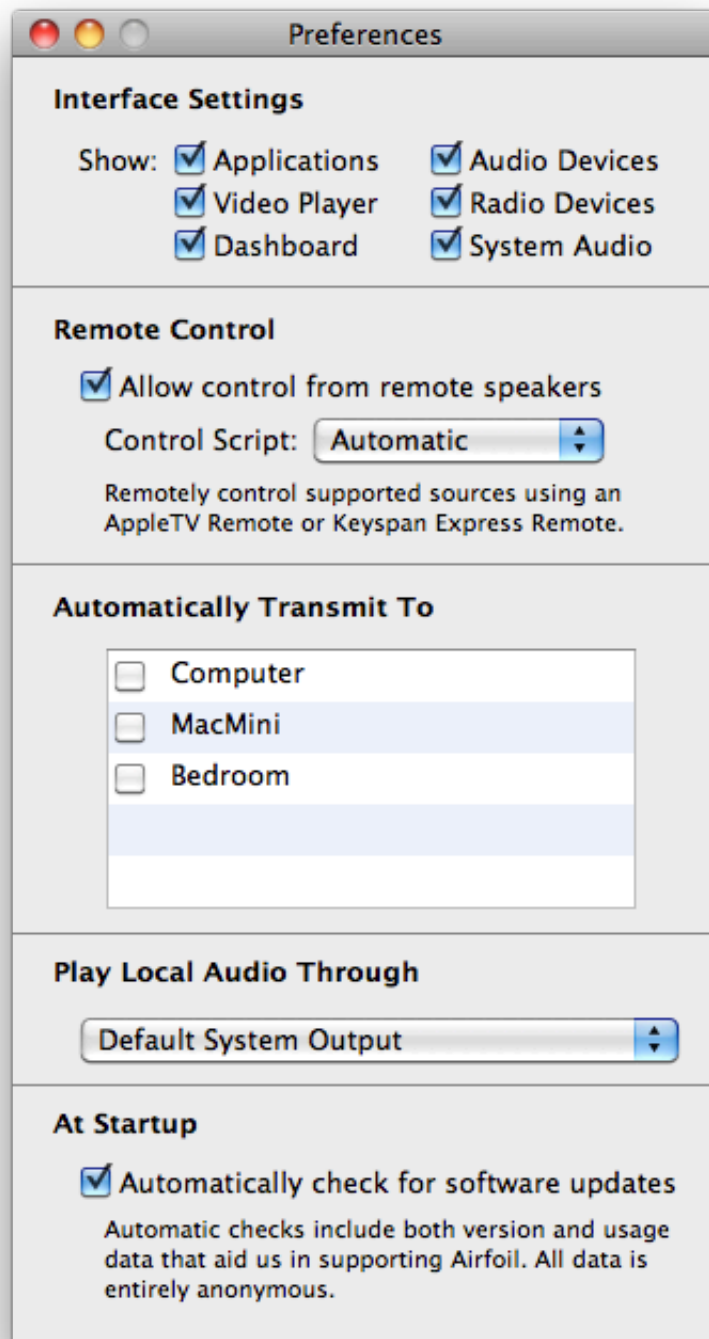
Play/Pause: Clicking this button causes playback to toggle between playing or pausing. When unpausing, playback resumes as quickly as possible, after approximately two seconds of audio buffering.

Jump Forward: Clicking this button causes video and audio to jump forwards ten seconds. Playback resumes as quickly as possible, after approximately two seconds of audio buffering.

Progress Indicators: Last up, the progress indicator shows how far into video playback you are, as well as time elapsed or time remaining (click to toggle).

Preferences

Airfoil's preferences can be accessed from the Airfoil menu.



Airfoil's Preferences window

Show: These options will toggle the visibility of various options in Airfoil's Source Selector pop-up, at the bottom of Airfoil's main window.

Allow control from remote speakers: This toggle adjusts whether Airfoil listens for commands from the remote speakers, via an Apple Remote talking to AppleTV or a Keyspan Express Remote talking to an AirPort Express.

Control Script: This menu adjusts the script used to interpret remote commands. Leave this at the default, unless you create or use a script with a specific application. The Automatic option supports sending commands to iTunes or QuickTime Player when selected as the source in Airfoil.

Automatically transmit to: When launched, Airfoil will immediately begin transmitting audio from the last selected application to the selected speakers. To turn off automatic transmission of audio, just uncheck all boxes.

Play Local Audio Through: This setting adjusts the audio device through which audio from Airfoil's Computer output plays.

Automatically check for software updates: With this option activated, Airfoil compares itself to the most current version available from our server and alerts you when a new version is available. Leave this on and Airfoil will help you stay up-to-date.

Purchasing Airfoil

Quick Link: To buy a license key for Airfoil, visit our [online store](#).

Why should I buy Airfoil?

Put simply, you should buy Airfoil because it isn't free – we give you a chance to test out the program and all its features before you buy it. It's like test driving a car, for as long as it takes you to decide.

In trial mode, all of Airfoil's features are available to try, but it won't work for full-time use. During the trial, audio quality is degraded after ten minutes of transmitting.

If you use Airfoil and find you like it, please purchase a license key and support Rogue Amoeba. You'll be allowing us to continue to bring some of the world's best software products into existence.

What does Airfoil cost and where do I buy it?

Airfoil is available for purchase the world over for just \$25. To purchase your license key, just visit <http://www.rogueamoeba.com/store/>.

What about upgrades?

If your license key starts with TX40-, you already own Airfoil 3 – enjoy!

If you purchased a license for Airfoil before July 16th, 2007 (your license key will start with SSME-), you can upgrade to Airfoil 3 for just \$10. Just visit <http://www.rogueamoeba.com/store/> to upgrade.

What types of licenses do you offer?

We have two types of licenses, Single-user and Family Pack.

License	Multiple Users	Multiple Machines
Single User	No	Yes
Family Packs	Up to 5, single household	Yes

- Single-user licenses are for a single user on one or more personal machines.
- Family Packs are for up to five users in a single household, on one or more personal machines.
- Family Packs are not valid for use by businesses. Businesses and organizations can save with our volume discounts, available automatically with quantities of 10 or more.

After Purchase

How does purchasing work?

When you purchase through our store, you'll immediately receive a license key in your browser, as well as via email. This key will allow you to unlock the full version of Airfoil. Simply enter your key into Airfoil as instructed, and you'll be all set.

What's your upgrade policy?

Rogue Amoeba doesn't have a stated upgrade policy, just a great track record. Since 2002, we've provided hundreds of free updates across our entire product line. These updates have fixed bugs and added new features. If we add substantial new functionality, we may charge an upgrade fee. However, we do not make most of our income from upgrades, and we provide nearly all updates free of charge. Buy with confidence!

What's your refund policy?

All Rogue Amoeba products are available as demos for an evaluation prior to purchase. We believe that no customer should have to buy software in order to find out how well it works. Our software can be fully evaluated with no limitations in capabilities, prior to purchase. Customers are **strongly encouraged** to take advantage of these trials prior to purchase. You may also seek any needed technical support from us – we answer support emails rapidly and responsively for current and potential customers alike.

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Etcetera

We now present the exciting conclusion to the Airfoil Manual!

[Contact Information](#) – How to get in touch with Rogue Amoeba.

[User License](#) – Let your lawyer explain it all to you.

[Acknowledgements](#) – We couldn't have done it without them.

Contact Information

Airfoil for Mac Homepage

<http://www.rogueamoeba.com/airfoil/mac/>

Rogue Amoeba Homepage

<http://www.rogueamoeba.com>

Airfoil Support

E-mail: airfoil@rogueamoeba.com

Be sure to check the [Support Center](#) first.

Rogue Amoeba Mailing List

Join the Rogue Amoeba low-traffic announcement list. There's no spam, EVER. It's as simple as that.

<http://www.rogueamoeba.com/company/lists/maclist.php>

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Airfoil Acknowledgements

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iLife Controls Framework

Created by Sean Patrick O'Brien

Portions of the code taken from:

 Matt Gemmell's HUDWindow

 Andy Matuschak's OpenHUD and Polished Buttons

 Keith Blount's iPopUpButton

 Chad Weider's CTGradient

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Perian QuickTime component (perian)

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If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

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However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that

uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

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