

EXHIBIT H



U.S. Patent No. 7,969,990 Claim language	Evidence
1. Apparatus for rerouting communication data, comprising: a mobile communication device comprising:	Apple mobile devices such as iPhones and iPads comprise an apparatus for rerouting communication data comprising a mobile communication device. For example, an Apple mobile apparatus (e.g., a smartphone or tablet – iPhone, iPad, or iPod Touch) running AirPlay can reroute a media data stream (e.g., music, podcasts or other audio) received via communication. On information and belief, various apps that come pre-installed (or can be installed later) on many Apple iPhones and tablets (iPads or iPod Touch) are streaming-enabled, such as Apple Music, Apple Podcasts, Amazon Music and Spotify. “AirPlay lets you share videos, photos, music, and more from Apple devices to your Apple TV, favorite speakers, and popular smart TVs. And what you share always stays personal and private. So sit back and enjoy everything you love — in more places than ever.” Ref. 1, https://www.apple.com/airplay/ “Stream music, podcasts, and other audio to Apple TV, HomePod, or AirPlay 2-compatible speakers or smart TVs. Play audio across multiple speakers throughout your home in perfect sync. Or play something different in every room — all with AirPlay.” “Play audio on your iPhone or iPad with iOS 11.4 or later, Apple TV, or a Mac with macOS Catalina or later. Then use AirPlay to stream that audio to your AirPlay-compatible speakers or smart TVs.” Ref. 2, https://support.apple.com/en-il/HT202809
an announcer device associated with said mobile communication device, and configured for indicating to surrounding equipment that	Apple mobile devices such as iPhones and iPads comprise an announcer device associated with said mobile communication device, and configured for indicating to surrounding equipment that said mobile communication device is available to receive rerouting, thereby to enable receipt of rerouted data from said surrounding equipment via the Wi-Fi connection.



said mobile communication device is available to receive rerouting, thereby to enable receipt of rerouted data from said surrounding equipment, and	For example, an Apple mobile apparatus (e.g., a smartphone or tablet) running AirPlay announces its availability to receive data to surrounding equipment (e.g., access points (“APs”), routers and other wi-fi clients like Apple TV, Apple HomePod smart speaker and other Airplay-compatible speakers). “...AirPlay and AirPlay 2 will work over any IP network connection, whether wired or wireless (Wi-Fi). The only rule is that all AirPlay devices must be on the same network.” Ref. 3, https://www.digitaltrends.com/home-theater/apple-airplay-2-explained/ Connecting to the Wi-Fi network, the Apple mobile apparatus (e.g. the wi-fi client) announces itself by sending probe request frames in accordance with the wi-fi protocol. “The client sends probe request frames which contain supported data rates and 802.11 capabilities.” Ref. 4, https://netbeez.net/blog/how-wifi-connection-works/ Once connected to the Wi-Fi network, an Apple mobile apparatus (e.g., a smartphone or tablet – iPhone, iPad, or iPod Touch) running AirPlay can receive streaming data to then be rerouted to compatible equipment in the vicinity, connected to the same network in accordance with Wi-Fi network capabilities. “Internet connectivity occurs through a wireless router. When you access Wi-Fi, you are connecting to a wireless router that allows your Wi-Fi-compatible devices to interface with the Internet.” Ref. 5, https://www.cisco.com/c/en/us/products/wireless/what-is-wifi.html
a scout device associated with said mobile communication device, configured for scanning surroundings of said associated mobile	Apple mobile devices such as iPhones and iPads comprise a scout device associated with said mobile communication device, configured for scanning surroundings of said associated mobile communication device to identify and determine availability of compatible equipment in the



communication device to identify and determine availability of compatible equipment in the vicinity, thereby to reroute data from said mobile communication device to a selected one of said surrounding equipment,

vicinity, thereby to reroute data from said mobile communication device to a selected one of said surrounding equipment.

For example, an Apple mobile apparatus (e.g., a smartphone or tablet – iPhone, iPad, or iPod Touch) running AirPlay scans the surroundings to connect to a Wi-Fi network and identify compatible Wi-Fi clients (e.g., Apple TV, Apple HomePod smart speaker and other Airplay-compatible speakers) connected to the same network and available to receive data.

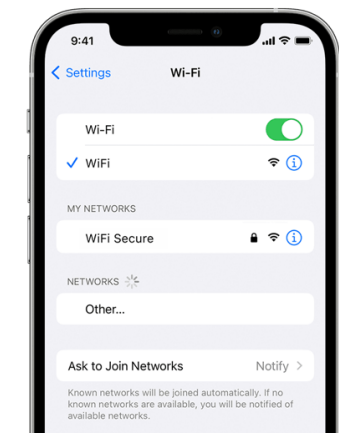
Connect to Wi-Fi on your iPhone, iPad, or iPod touch

Learn how to connect your device to a Wi-Fi network, including open, secure, public networks, and networks that you've connected with in the past.

Connect to a Wi-Fi network

1. From your Home screen, go to Settings > Wi-Fi.
2. Turn on Wi-Fi. Your device will automatically search for available Wi-Fi networks.
3. Tap the name of the Wi-Fi network that you want to join. Before you can join the network, you might be asked to enter the network's password or [agree to terms and conditions](#).

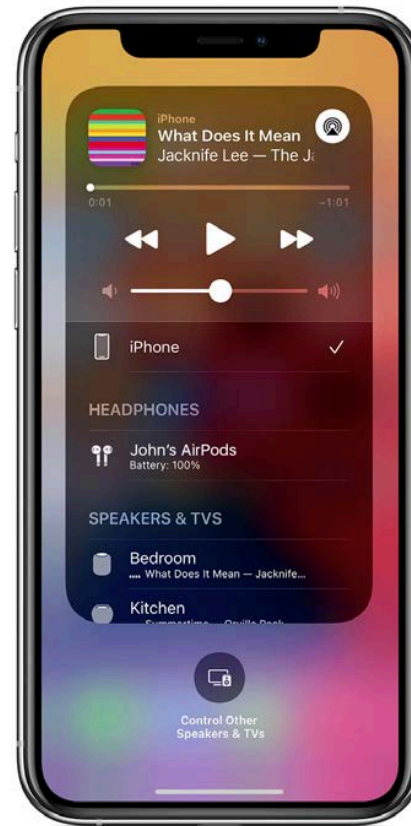
After you join the network, you'll see a blue checkmark ✓ next to the network and the connected Wi-Fi icon in the upper corner of your display. If you [don't know the password to the Wi-Fi network](#), contact your network administrator.



Ref. 6, <https://support.apple.com/en-il/HT202639>



Once connected to the Wi-Fi network, tapping the AirPlay icon  on your device will list all compatible equipment, connected to the same network, available to receive the routed data (e.g., streamed music).



Ref. 2, <https://support.apple.com/en-us/HT202809>

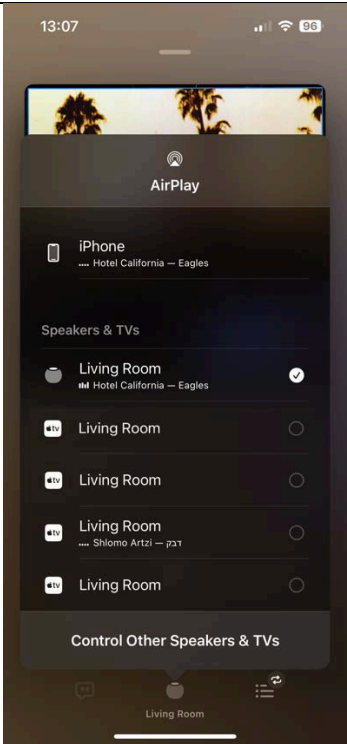


wherein said rerouting comprises setting up a bidirectional communication link between said mobile communication device and said selected surrounding equipment, said bidirectional link having a first link direction from said mobile communication device to said selected surrounding equipment and a second link direction from said selected surrounding equipment to said mobile communication device, said bidirectional link carrying streaming data over both directions of said first link direction and said second link direction, and wherein said scout device is operable to determine media type requirements of said compatible equipment;	In Apple mobile devices such as iPhones and iPads, the above-described rerouting comprises setting up a bidirectional communication link between said mobile communication device and said selected surrounding equipment, said bidirectional link having a first link direction from said mobile communication device to said selected surrounding equipment and a second link direction from said selected surrounding equipment to said mobile communication device, said bidirectional link carrying streaming data over both directions of said first link direction and said second link direction, and wherein said scout device is operable to determine media type requirements of said compatible equipment. For example, an Apple mobile apparatus (e.g., a smartphone or tablet – iPhone, iPad, or iPod Touch) running AirPlay sets up bidirectional communication links with selected surrounding equipment (e.g., APs, routers and other wi-fi clients like Apple TV, Apple HomePod smart speaker and other Airplay-compatible speakers). “...AirPlay and AirPlay 2 will work over any IP network connection, whether wired or wireless (Wi-Fi). The only rule is that all AirPlay devices must be on the same network.” Ref. 3, https://www.digitaltrends.com/home-theater/apple-airplay-2-explained/ Once connected to the Wi-Fi network, an Apple mobile apparatus (e.g., a smartphone or tablet – iPhone, iPad, or iPod Touch) communicates with surrounding equipment via the router/access point. According to the Wi-Fi protocol, the communication involves setting up a bidirectional link. First link from the mobile communication device and second link to the mobile communication device. “WiFi transmits data using radio waves. A device's wireless adapter converts data into a radio signal and sends it out via an antenna. This process works both ways: the router also takes data from the Internet, converts it to a radio signal, and sends it back to the device to be decoded.” Ref. 7, https://www.optimum.com/articles/internet/what-is-wifi#:~:text=WiFi%20transmits%20data%20using%20radio,the%20device%20to%20be%20decoded.
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	“WiFi is a half duplex form of data transmission, which is to say, data packets are sent back and forth in sequence.” Ref. 8, https://blutecsys.com/is-full-duplex-fixed-wireless-superior-to-wifi/#:~:text=WiFi%20is%20a%20half%20duplex,both%20sent%20and%20received%20simultaneously “In WiFi networks when a device sends a data packet, the receiving device sends an acknowledgement (ACK) back to the transmitter.” Ref. 15, https://blog.apnic.net/2021/01/18/is-wifi-too-polite/#:~:text=In%20WiFi%20networks%20when%20a,ACK)%20back%20to%20the%20transmitter. As the packets are continuously sent to the surrounding media handling device, the ACK is continuously streamed to the Apple apparatus. The Apple mobile apparatus scout device determines AirPlay-compatible equipment, allowing streaming media data to these devices only, as can be seen in the below iPhone screen capture.
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a media transformer, associated with said scout device, for transforming media into a form that accords with said determined media type requirements, wherein a plurality of types correspond to said media type requirements, and further comprising a user interface for allowing a user to select one of said media type	Apple mobile devices such as iPhones and iPads comprise a media transformer, associated with said scout device, for transforming media into a form that accords with said determined media type requirements, wherein a plurality of types correspond to said media type requirements, and further comprising a user interface for allowing a user to select one of said media type requirements for transforming at said media transformer. For example, an Apple mobile apparatus (e.g., a smartphone or tablet – iPhone, iPad, or iPod Touch) running AirPlay includes a media transformer. The audio stream routed to the compatible devices (e.g., Apple TV, Apple HomePod smart speaker and other Airplay-compatible speakers) is being transformed to a format compatible with the destination device.

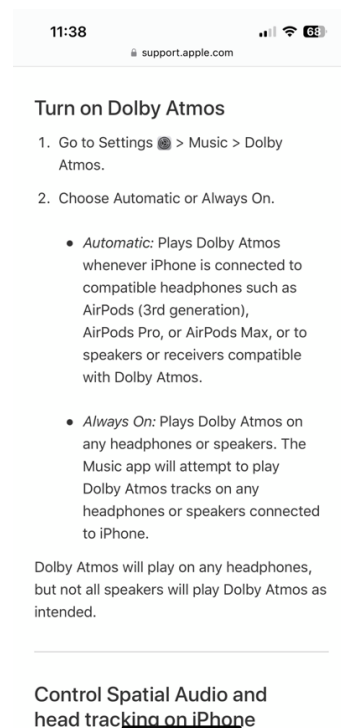


requirements for transforming at said media transformer and

“...with regards to using AirPlay 2 to send lossless Apple Music streams. Apple Music’s Lossless streams supposedly convert from ALAC (Apple’s lossless codec) into AAC (Apple’s lossy codec) at a pretty lowly 256kbps when transmitted over AirPlay – and therefore *not* losslessly.”

Ref. 9, <https://www.whathifi.com/advice/apple-airplay-2-everything-you-need-to-know>

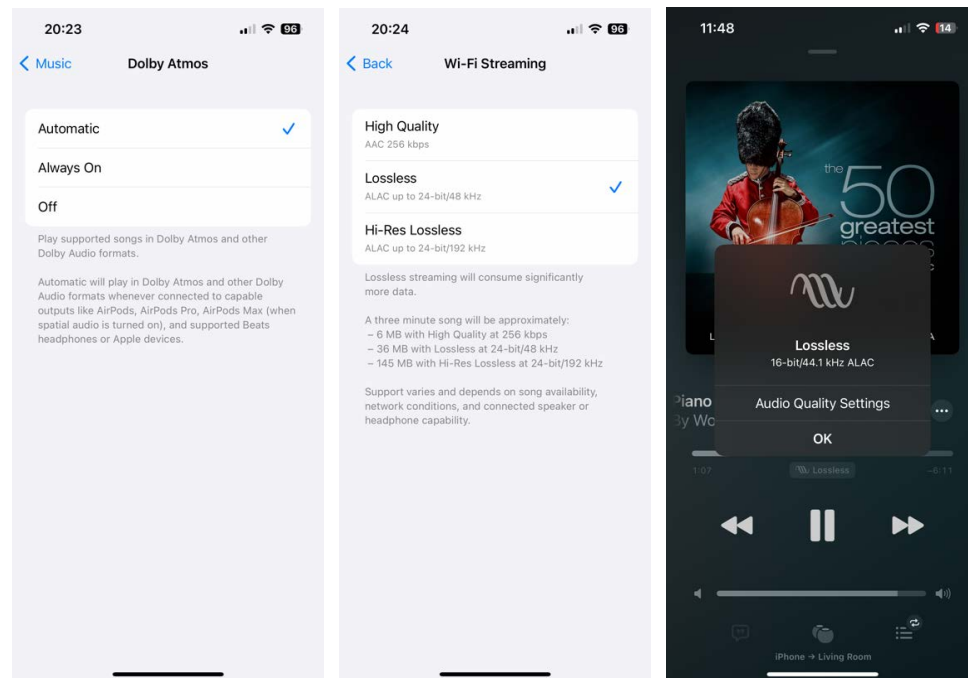
When an Apple mobile apparatus (iPhone, iPad, or iPod Touch) running AirPlay streams the audio to the compatible devices (e.g., Apple TV, Apple HomePod smart speaker and other Airplay-compatible speakers), it is converting the audio format to AAC. As can be seen in the below iPhone screen capture, the iPhone further plays Dolby Atmos format on specific compatible speakers. The Apple device provides a user interface allowing a user to select Dolby Atmos.





The following links provide documentation information on different formats supported by AirPlay:
<https://developer.apple.com/documentation/avfaudio/avaudioformat>;
https://developer.apple.com/documentation/avfoundation/streaming_and_airplay/supporting_airplay_in_your_app.

The following iPhone screen shots show a user interface allowing a user to select media type for transforming the media data.



a media cloner, associated with said media transformer, for making multiple copies of a single incoming data stream,

Apple mobile devices such as iPhones and iPads comprise a media cloner, associated with said media transformer, for making multiple copies of a single incoming data stream, thereby to enable



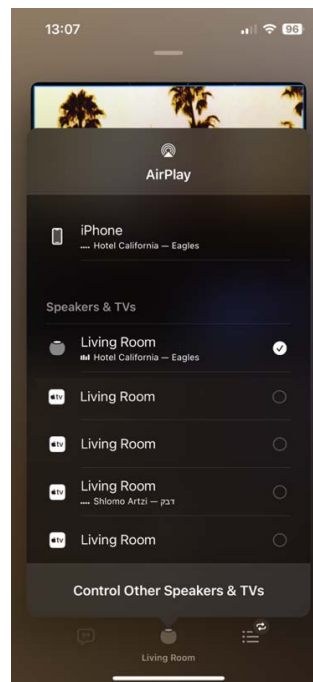
thereby to enable said apparatus to redirect said single incoming data stream to a plurality of locations, at least some of said multiple copies being redirected via said media transformer.	said apparatus to redirect said single incoming data stream to a plurality of locations, at least some of said multiple copies being redirected via said media transformer. For example, an Apple mobile apparatus (e.g., a smartphone or tablet – iPhone, iPad, or iPod Touch) running AirPlay is capable of streaming a single audio stream to one or more compatible devices (e.g., Apple TV, Apple HomePod smart speaker and other Airplay-compatible speakers) connected to the same network. “Play audio on multiple AirPlay 2-enabled devices: With AirPlay 2 and iPhone, you can play audio on multiple AirPlay 2-enabled devices connected to the same Wi-Fi network. For example, you can play a party playlist on HomePod speakers in the living room and kitchen, on an Apple TV in the bedroom, and on an AirPlay 2-enabled smart TV in the den.” Ref. 10, https://support.apple.com/en-il/guide/iphone/iph315e0d58d/ios “As long as all the devices are on the same wi-fi network (remember, AirPlay requires a wi-fi connection to work), you simply have to access the music controls on, say, your iPhone, iPad or Apple TV, and select a connected speaker (or more than one) to send the music to.” Ref. 9, https://www.whathifi.com/advice/apple-airplay-2-everything-you-need-to-know
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2. Apparatus according to claim 1, further comprising a user interface associated with said scout device for allowing a user to select between available compatible equipment to reroute data thereto.	Apple mobile devices such as iPhones and iPads comprise a user interface associated with said scout device for allowing a user to select between available compatible equipment to reroute data thereto. For example, an Apple mobile apparatus (e.g., a smartphone or tablet – iPhone, iPad, or iPod Touch) running AirPlay comprises objects allowing the user to detect and select between one or more available compatible devices. “...you simply have to access the music controls on, say, your iPhone, iPad or Apple TV, and select a connected speaker (or more than one) to send the music to.” Ref. 9, https://www.whathifi.com/advice/apple-airplay-2-everything-you-need-to-know



The following iPhone screen capture shows the user interface allowing a user to select available compatible equipment to stream the audio to.



The following links provide documentation information on different AirPlay objects providing a user interface for the user to select from available devices:

“AVRouteDetector: An object that detects available media playback routes.”
 “...the object reports whether it detects multiple playback routes. If it does, use AVRoutePickerView to present the UI for the user to select an appropriate route.”



	Ref. 11, https://developer.apple.com/documentation/avfoundation/streaming_and_airplay/supporting_airplay_in_your_app
9. Apparatus according to claim 1, further comprising control functionality operable to carry out said rerouting through locally available network infrastructure.	Apple mobile devices such as iPhones and iPads comprise control functionality operable to carry out said rerouting through locally available network infrastructure. For example, once connected to the Wi-Fi network, an Apple mobile apparatus (e.g., a smartphone or tablet – iPhone, iPad, or iPod Touch) running AirPlay streams media data to compatible devices connected to the same local network over the local network infrastructure (e.g. Wi-Fi network). “...AirPlay and AirPlay 2 will work over any IP network connection, whether wired or wireless (Wi-Fi). The only rule is that all AirPlay devices must be on the same network.” Ref. 3, https://www.digitaltrends.com/home-theater/apple-airplay-2-explained/
10. Apparatus according to claim 1, wherein said data is an incoming multimedia communication received from a cellular communication network.	In Apple mobile devices such as iPhones and iPads, the above-described data can be an incoming multimedia communication received from a cellular communication network. For example, an Apple mobile apparatus (e.g., a smartphone or tablet – iPhone, iPad, or iPod Touch) running AirPlay can play streaming data (e.g., Apple Music) that is received at the mobile apparatus from a cellular communication network.



	Choose cellular data options for Music Go to Settings  > Music, turn on Cellular Data, then do any of the following: • Turn Download over Cellular on or off. • Tap Audio Quality, turn on Lossless Audio, then tap Cellular Streaming to choose a setting (None, High Efficiency, High Quality, Lossless, or High-Resolution Lossless). High Quality, Lossless, and High-Resolution Lossless use significantly more cellular data than High Efficiency, which may incur additional charges from your cellular carrier. Songs may also take longer to start playing. Ref. 12, https://support.apple.com/en-au/guide/iphone/iph0cff2d191/ios#:~:text=You%20can%20stream%20music%20you,to%20use%20Apple%20Music%20Voice.
11. Apparatus according to claim 1, wherein said data is an incoming multimedia communication received from a communication network.	In Apple mobile devices such as iPhones and iPads, the above-described data can be an incoming multimedia communication received from a communication network. For example, an Apple mobile apparatus (e.g., a smartphone or tablet – iPhone, iPad, or iPod Touch) running AirPlay can play streaming data (e.g., Apple Music) that is received at the mobile apparatus while from the internet via wi-fi or a cellular communication network. “...It will use data if the tracks you are playing are not downloaded to your phone, and you are not on Wifi. If the tracks are downloaded to the iPhone, or you are connected to Wifi then it won't use data.” Ref. 13, https://discussions.apple.com/thread/7859459#:~:text=It%20will%20use%20data%20if,it%20won%27t%20use%20data. “You can stream music you add to iPhone when you have an internet connection.”



	Ref. 12, https://support.apple.com/en-au/guide/iphone/iph0cff2d191/ios#:~:text=You%20can%20stream%20music%20you,to%20use%20Apple%20Music%20Voice.
13. Apparatus according to claim 1, wherein said streaming data is directable via multiple channels to each of a plurality of surrounding devices of said surrounding equipment.	In Apple mobile devices such as iPhones and iPads, the above-described streaming data is directable via multiple channels to each of a plurality of surrounding devices of said surrounding equipment. For example, an Apple mobile apparatus (e.g., a smartphone or tablet – iPhone, iPad, or iPod Touch) running AirPlay is capable of streaming an audio stream to more than one compatible devices (e.g., Apple TV, Apple HomePod smart speaker and other Airplay-compatible speakers) connected to the same network. “Play audio on multiple AirPlay 2-enabled devices: With AirPlay 2 and iPhone, you can play audio on multiple AirPlay 2-enabled devices connected to the same Wi-Fi network. For example, you can play a party playlist on HomePod speakers in the living room and kitchen, on an Apple TV in the bedroom, and on an AirPlay 2-enabled smart TV in the den.” Ref. 10, https://support.apple.com/en-il/guide/iphone/iph315e0d58d/ios “As long as all the devices are on the same wi-fi network (remember, AirPlay requires a wi-fi connection to work), you simply have to access the music controls on, say, your iPhone, iPad or Apple TV, and select a connected speaker (or more than one) to send the music to.” Ref. 9, https://www.whathifi.com/advice/apple-airplay-2-everything-you-need-to-know



	
16. A method of rerouting communication data comprising:	The use of Apple mobile devices such as iPhones and iPads involves a method of rerouting communication data. For example, Apple mobile devices (for example an iPhone, iPad, or iPod Touch) running AirPlay involve a method of rerouting a media data stream (e.g., music, podcasts or other audio) received via communication. On information and belief, various apps that come pre-installed (or can be installed later) on many Apple iPhones and tablets (iPads or iPod Touch) are streaming-enabled, such as the Apple Music, Apple Podcasts, Amazon Music and Spotify. “AirPlay lets you share videos, photos, music, and more from Apple devices to your Apple TV, favorite speakers, and popular smart TVs. And what you share always stays personal and private. So sit back and enjoy everything you love — in more places than ever.”

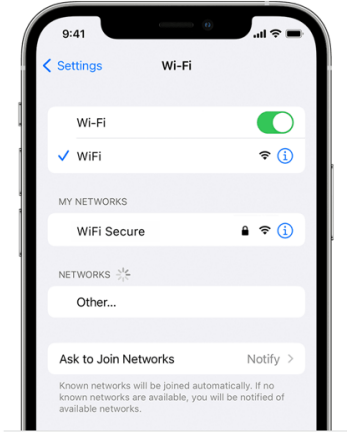


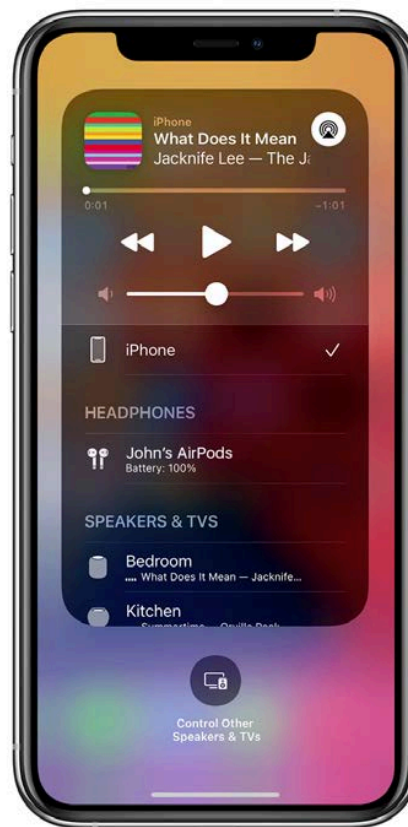
	Ref. 1, https://www.apple.com/airplay/ “Stream music, podcasts, and other audio to Apple TV, HomePod, or AirPlay 2-compatible speakers or smart TVs. Play audio across multiple speakers throughout your home in perfect sync. Or play something different in every room — all with AirPlay.” “Play audio on your iPhone or iPad with iOS 11.4 or later, Apple TV, or a Mac with macOS Catalina or later. Then use AirPlay to stream that audio to your AirPlay-compatible speakers or smart TVs.” Ref. 2, https://support.apple.com/en-il/HT202809
receiving said data at a first mobile device,	The use of Apple mobile devices such as iPhones and iPads involves receiving said data at a first mobile device. For example, Apple mobile devices (for example an iPhone, iPad, or iPod Touch) running AirPlay involve a method to play streaming data (e.g., Apple Music, Apple Podcasts) that is received at the mobile apparatus while connected to the internet via wi-fi or cellular communication network. “...It will use data if the tracks you are playing are not downloaded to your phone, and you are not on Wifi. If the tracks are downloaded to the iPhone, or you are connected to Wifi then it won't use data.” Ref. 13, https://discussions.apple.com/thread/7859459#:~:text=It%20will%20use%20data%20if,it%20won%27t%20use%20data. “You can stream music you add to iPhone when you have an internet connection.”



	Ref. 12, https://support.apple.com/en-au/guide/iphone/iph0cff2d191/ios#:~:text=You%20can%20stream%20music%20you,to%20use%20Apple%20Music%20Voice.
scouting a vicinity of said first mobile device with a scanning device, said scanning device being associated with said first mobile device, through said scanning device determining availability of other devices in the vicinity of said first mobile device, wherein the availability is determined based, at least partly, on media type requirements of said compatible equipment, and	The use of Apple mobile devices such as iPhones and iPads involves scouting a vicinity of said first mobile device with a scanning device, said scanning device being associated with said first mobile device, through said scanning device determining availability of other devices in the vicinity of said first mobile device, wherein the availability is determined based, at least partly, on media type requirements of said compatible equipment For example, Apple mobile devices (for example an iPhone, iPad, or iPod Touch) running AirPlay involve a method to scan the surroundings to connect to a Wi-Fi network and identify compatible Wi-Fi clients (e.g., Apple TV, Apple HomePod smart speaker and other Airplay-compatible speakers) connected to the same network and available to receive data.



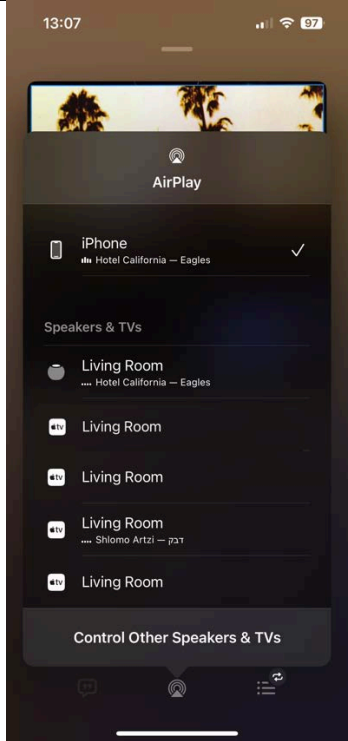
	Connect to Wi-Fi on your iPhone, iPad, or iPod touch Learn how to connect your device to a Wi-Fi network, including open, secure, public networks, and networks that you've connected with in the past. Connect to a Wi-Fi network 1. From your Home screen, go to Settings > Wi-Fi. 2. Turn on Wi-Fi. Your device will automatically search for available Wi-Fi networks. 3. Tap the name of the Wi-Fi network that you want to join. Before you can join the network, you might be asked to enter the network's password or agree to terms and conditions. After you join the network, you'll see a blue checkmark ✓ next to the network and the connected Wi-Fi icon in the upper corner of your display. If you don't know the password to the Wi-Fi network, contact your network administrator.  Ref. 6, https://support.apple.com/en-il/HT202639 Once connected to the Wi-Fi network, tapping the AirPlay icon  on your device will list all compatible equipment, connected to the same network, available to receive the routed data (e.g., streamed music).
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Ref. 2, <https://support.apple.com/en-us/HT202809>

The Apple mobile devices involve a method to determine AirPlay-compatible equipment, allowing streaming media data to these devices only, as can be seen in the below iPhone screen capture.

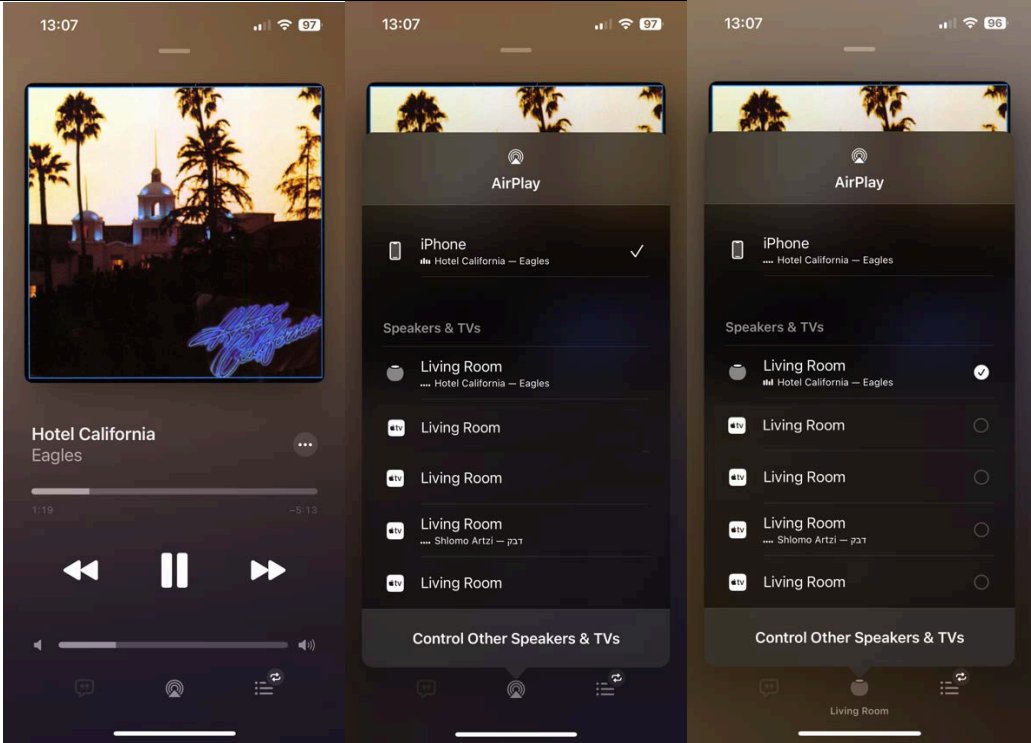


	
rerouting said data from said mobile device to at least one target device selected from devices in said scanned vicinity found to be available,	The use of Apple mobile devices such as iPhones and iPads involves rerouting said data from said mobile device to at least one target device selected from devices in said scanned vicinity found to be available. For example, Apple mobile devices (for example an iPhone, iPad, or iPod Touch) running AirPlay involve a method to reroute a received audio stream to one or more selected compatible devices (e.g., Apple TV, Apple HomePod smart speaker and other Airplay-compatible speakers) connected to the same network.



	“AirPlay lets you share videos, photos, music, and more from Apple devices to your Apple TV, favorite speakers, and popular smart TVs. And what you share always stays personal and private. So sit back and enjoy everything you love — in more places than ever.” Ref. 1, https://www.apple.com/airplay/ “Stream music, podcasts, and other audio to Apple TV, HomePod, or AirPlay 2-compatible speakers or smart TVs.” “Play audio on your iPhone or iPad with iOS 11.4 or later, Apple TV, or a Mac with macOS Catalina or later. Then use AirPlay to stream that audio to your AirPlay-compatible speakers or smart TVs.” Ref. 2, https://support.apple.com/en-il/HT202809
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said rerouting comprising setting up a bidirectional data link between said target device and said mobile device, said bidirectional data link having a first direction from said mobile device to said target device and a second direction from said target device to said mobile device, said bidirectional link	In Apple mobile devices such as iPhones and iPads, said rerouting comprising setting up a bidirectional data link (e.g., connection via Wi-Fi) between said target device and said mobile device, said bidirectional data link having a first direction from said mobile device to said target device and a second direction from said target device to said mobile device, said bidirectional link being capable of carrying a multimedia datastream in both of said first direction and said second direction between said first mobile device and said selected target device. For example, Apple mobile devices (for example an iPhone, iPad, or iPod Touch) running AirPlay involve a method to set up bidirectional communication links with selected surrounding equipment



being capable of carrying a multimedia datastream in both of said first direction and said second direction between said first mobile device and said selected target device	(e.g., APs, routers and other wi-fi clients like Apple TV, Apple HomePod smart speaker and other Airplay-compatible speakers). “...AirPlay and AirPlay 2 will work over any IP network connection, whether wired or wireless (Wi-Fi). The only rule is that all AirPlay devices must be on the same network.” Ref. 3, https://www.digitaltrends.com/home-theater/apple-airplay-2-explained/ Once connected to the Wi-Fi network, an Apple mobile device (e.g., a smartphone or tablet – iPhone, iPad, or iPod Touch) involves a method to communicate with surrounding equipment via the router/access point. According to the Wi-Fi protocol, the communication involves setting up a bidirectional link. First link from the mobile communication device and second link to the mobile communication device. “WiFi transmits data using radio waves. A device's wireless adapter converts data into a radio signal and sends it out via an antenna. This process works both ways: the router also takes data from the Internet, converts it to a radio signal, and sends it back to the device to be decoded.” Ref. 7, https://www.optimum.com/articles/internet/what-is-wifi#:~:text=WiFi%20transmits%20data%20using%20radio,the%20device%20to%20be%20decoded. “WiFi is a half duplex form of data transmission, which is to say, data packets are sent back and forth in sequence.” Ref. 8, https://blutecsystech.com/is-full-duplex-fixed-wireless-superior-to-wifi/#:~:text=WiFi%20is%20a%20half%20duplex,both%20sent%20and%20received%20simultaneously
transforming media into a form that accords with said determined media type requirements, wherein a	The use of Apple mobile devices such as iPhones and iPads involves transforming media into a form that accords with said determined media type requirements, wherein a plurality of types correspond

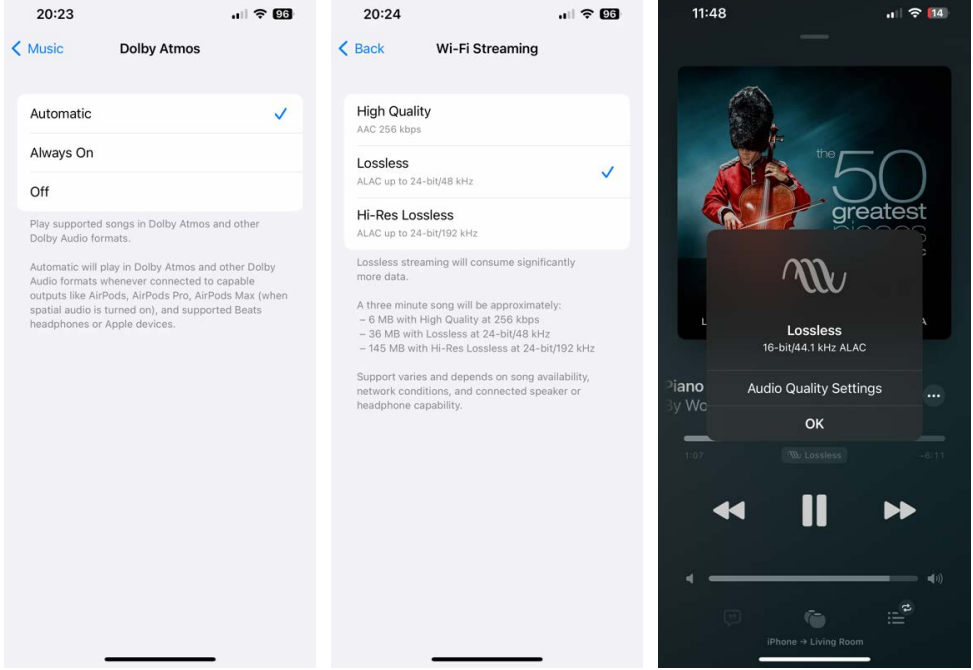


plurality of types correspond to said media type requirements, and further comprising a user interface for allowing a user to select one of said media type requirements for transforming at said media transformer and	to said media type requirements, and further comprising a user interface for allowing a user to select one of said media type requirements for transforming at said media transformer. For example, Apple mobile devices (for example an iPhone, iPad, or iPod Touch) running AirPlay involve a method to transform media. The audio stream routed to the compatible devices (e.g., Apple TV, Apple HomePod smart speaker and other Airplay-compatible speakers) is being transformed to a format compatible with the destination device. “...with regards to using AirPlay 2 to send lossless Apple Music streams. Apple Music’s Lossless streams supposedly convert from ALAC (Apple’s lossless codec) into AAC (Apple’s lossy codec) at a pretty lowly 256kbps when transmitted over AirPlay – and therefore <i>not</i> losslessly.” Ref. 9, https://www.whathifi.com/advice/apple-airplay-2-everything-you-need-to-know When an Apple mobile apparatus (iPhone, iPad, or iPod Touch) running AirPlay stream the audio to the compatible devices (e.g., Apple TV, Apple HomePod smart speaker and other Airplay-compatible speakers) it is converting the audio format to AAC. As can be seen in the below iPhone screen capture, the iPhone further plays Dolby Atmos format on specific compatible speakers. The Apple device provides a user interface allowing a user to select Dolby Atmos.
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	11:38 support.apple.com Turn on Dolby Atmos 1. Go to Settings > Music > Dolby Atmos. 2. Choose Automatic or Always On. • <i>Automatic:</i> Plays Dolby Atmos whenever iPhone is connected to compatible headphones such as AirPods (3rd generation), AirPods Pro, or AirPods Max, or to speakers or receivers compatible with Dolby Atmos. • <i>Always On:</i> Plays Dolby Atmos on any headphones or speakers. The Music app will attempt to play Dolby Atmos tracks on any headphones or speakers connected to iPhone. Dolby Atmos will play on any headphones, but not all speakers will play Dolby Atmos as intended. Control Spatial Audio and head tracking on iPhone The following links provide documentation information on different formats supported by AirPlay: https://developer.apple.com/documentation/avfoundation/avaudioformat; https://developer.apple.com/documentation/avfoundation/streaming_and_airplay/supporting_airplay_in_your_app. The following iPhone screen shots show a user interface allowing a user to select media type for transforming the media data.
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making multiple copies of incoming data to redirect a single incoming communication to a plurality of locations, at least some of said multiple copies being redirected via said media transformer.	The use of Apple mobile devices such as iPhones and iPads involves making multiple copies of incoming data to redirect a single incoming communication to a plurality of locations, at least some of said multiple copies being redirected via said media transformer. For example, Apple mobile devices (for example an iPhone, iPad, or iPod Touch) running AirPlay involve a method capable of streaming an audio stream to one or more compatible devices (e.g., Apple TV, Apple HomePod smart speaker and other Airplay-compatible speakers) connected to the same network. “Play audio on multiple AirPlay 2-enabled devices: With AirPlay 2 and iPhone, you can play audio on multiple AirPlay 2-enabled devices connected to the same Wi-Fi network. For example, you can play a party playlist on HomePod speakers in the



living room and kitchen, on an Apple TV in the bedroom, and on an AirPlay 2-enabled smart TV in the den.”

Ref. 10, <https://support.apple.com/en-il/guide/iphone/iph315e0d58d/ios>

“As long as all the devices are on the same wi-fi network (remember, AirPlay requires a wi-fi connection to work), you simply have to access the music controls on, say, your iPhone, iPad or Apple TV, and select a connected speaker (or more than one) to send the music to.”

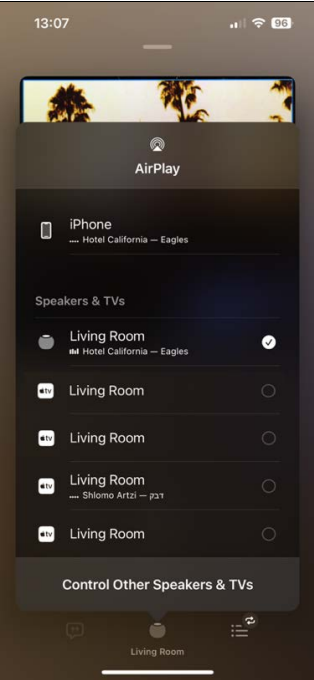
Ref. 9, <https://www.whathifi.com/advice/apple-airplay-2-everything-you-need-to-know>



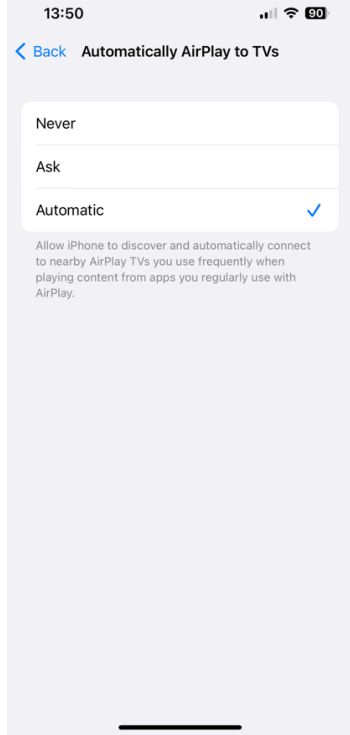


19. The method of claim 16 comprising carrying out selection between devices found to be available, via a user interface.	The use of Apple mobile devices such as iPhones and iPads involves carrying out selection between devices found to be available, via a user interface. For example, Apple mobile devices (for example an iPhone, iPad, or iPod Touch) running AirPlay involve a method allowing the user to detect and select between one or more available compatible devices. “...you simply have to access the music controls on, say, your iPhone, iPad or Apple TV, and select a connected speaker (or more than one) to send the music to.” Ref. 9, https://www.whathifi.com/advice/apple-airplay-2-everything-you-need-to-know The following iPhone screen capture shows the user interface allowing a user to select available compatible equipment to stream the audio to.
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20. The method of claim 16 comprising carrying out selection between devices found to be available, based on a predetermined user profile.	The use of Apple mobile devices such as iPhones and iPads involves carrying out selection between devices found to be available, based on a predetermined user profile. For example, Apple mobile devices (for example an iPhone, iPad, or iPod Touch) running AirPlay involve a method allowing the user to predefine compatible devices to automatically stream audio to. As can be seen in the following iPhone screen capture, an automatic selection of an available device is carried out based on a predefined user profile.



	
22. The method of claim 16 comprising selecting a plurality of devices to reroute said communication thereto, and cloning said communication for each selected device.	The use of Apple mobile devices such as iPhones and iPads involves selecting a plurality of devices to reroute said communication thereto, and cloning said communication for each selected device. For example, Apple mobile devices (for example an iPhone, iPad, or iPod Touch) running AirPlay involve a method capable of streaming an audio stream to multiple compatible devices (e.g., Apple TV, Apple HomePod smart speaker and other Airplay-compatible speakers). “Play audio on multiple AirPlay 2-enabled devices: With AirPlay 2 and iPhone, you can play audio on multiple AirPlay 2-enabled devices connected to the same Wi-Fi network. For example, you can play a party playlist on HomePod speakers in the



living room and kitchen, on an Apple TV in the bedroom, and on an AirPlay 2-enabled smart TV in the den.”

Ref. 10, <https://support.apple.com/en-il/guide/iphone/iph315e0d58d/ios>

“As long as all the devices are on the same wi-fi network (remember, AirPlay requires a wi-fi connection to work), you simply have to access the music controls on, say, your iPhone, iPad or Apple TV, and select a connected speaker (or more than one) to send the music to.”

Ref. 9, <https://www.whathifi.com/advice/apple-airplay-2-everything-you-need-to-know>





24. A cellular telephone comprising the apparatus of claim 1.	An Apple cellular telephone (e.g., iPhone) is running AirPlay and comprises the apparatus of claim 1. “Play audio on your iPhone or iPad with iOS 11.4 or later, Apple TV, or a Mac with macOS Catalina or later. Then use AirPlay to stream that audio to your AirPlay-compatible speakers or smart TVs.” Ref. 2, https://support.apple.com/en-il/HT202809
25. The method of claim 16 wherein said data comprises a cellular telephone call.	The data described above in connection with claim 16 may comprise a cellular telephone call. For example, Apple mobile devices (for example an iPhone, iPad, or iPod Touch) running AirPlay involve a method capable of streaming an audio stream to one or more compatible devices (e.g., Apple TV, Apple HomePod smart speaker and other Airplay-compatible speakers) connected to the same network. “Use HomePod for phone calls HomePod uses your iOS or iPadOS device to place and receive telephone and FaceTime audio calls. (iPhone is required for telephone calls.)” Ref. 14, https://support.apple.com/en-il/guide/homepod/apdeaa15a6c3/homepod#:~:text=Route%20the%20audio%20of%20an%20existing%20call%20through%20HomePod&text=On%20your%20iOS%20or%20iPadOS,Wi%2DFi%20network%20as%20HomePod. As can be seen in the following iPhone screen capture, an incoming phone call audio is being streamed to a compatible device (e.g., Apple HomePod smart speaker) connected to the same network.



	
33. Apparatus for rerouting communication data, comprising: mobile electronic equipment comprising:	An Apple mobile electronic apparatus (e.g., a smartphone or tablet – iPhone, iPad, or iPod Touch) comprises an apparatus for rerouting communication data comprising mobile electronic equipment. For example, an Apple mobile electronic apparatus (e.g., a smartphone or tablet – iPhone, iPad, or iPod Touch) running AirPlay can reroute communication data (e.g., music, podcasts or other audio). On information and belief, various apps that come pre-installed (or can be installed later) on many Apple iPhones and tablets (iPads or iPod Touch) are streaming enabled, such as Apple Music, Apple Podcasts, Amazon Music and Spotify. “AirPlay lets you share videos, photos, music, and more from Apple devices to your Apple TV, favorite speakers, and popular smart TVs. And what you share always stays personal and private. So sit back and enjoy everything you love — in more places than ever.” Ref. 1, https://www.apple.com/airplay/

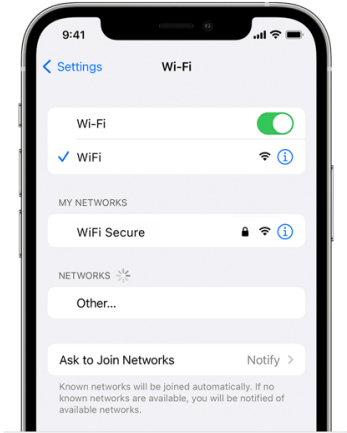


	“Stream music, podcasts, and other audio to Apple TV, HomePod, or AirPlay 2-compatible speakers or smart TVs. Play audio across multiple speakers throughout your home in perfect sync. Or play something different in every room — all with AirPlay.” “Play audio on your iPhone or iPad with iOS 11.4 or later, Apple TV, or a Mac with macOS Catalina or later. Then use AirPlay to stream that audio to your AirPlay-compatible speakers or smart TVs.” Ref. 2, https://support.apple.com/en-il/HT202809
an announcer device associated with said first electronic equipment, and configured for indicating to surrounding equipment that said associated first electronic equipment is available to receive rerouting, thereby to enable receipt of rerouted data from said surrounding equipment;	An Apple mobile electronic apparatus (e.g., a smartphone or tablet – iPhone, iPad, or iPod Touch) comprises an announcer device associated with the electronic equipment, and configured for indicating to surrounding equipment that said associated first electronic equipment is available to receive rerouting, thereby to enable receipt of rerouted data from said surrounding equipment. For example, an Apple mobile electronic apparatus (e.g., a smartphone or tablet) running AirPlay announces its availability to receive data to surrounding equipment (e.g., APs, routers and other wi-fi clients like Apple TV, Apple HomePod smart speaker and other Airplay-compatible speakers). “...AirPlay and AirPlay 2 will work over any IP network connection, whether wired or wireless (Wi-Fi). The only rule is that all AirPlay devices must be on the same network.” Ref. 3, https://www.digitaltrends.com/home-theater/apple-airplay-2-explained/ Connecting to the Wi-Fi network, the Apple mobile apparatus (e.g. the wi-fi client) announces itself by sending probe request frames in accordance with the wi-fi protocol. “The client sends probe request frames which contain supported data rates and 802.11 capabilities.” Ref. 4, https://netbeez.net/blog/how-wifi-connection-works/

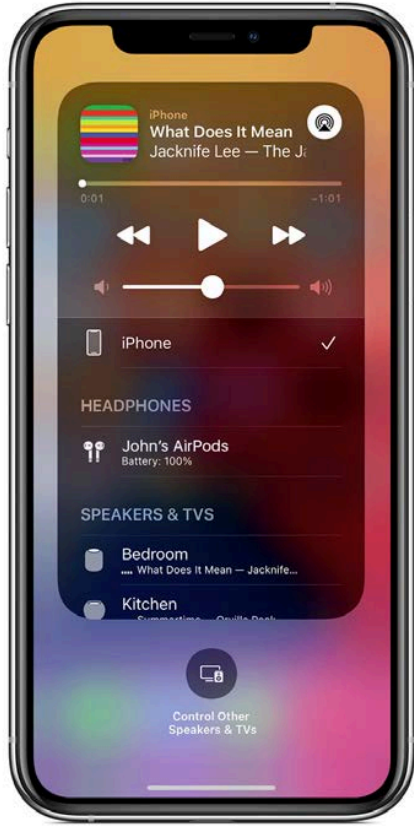


	Once connected to the Wi-Fi network, an Apple mobile electronic apparatus (e.g., a smartphone or tablet – iPhone, iPad, or iPod Touch) running AirPlay can receive streaming data to then be rerouted to compatible equipment in the vicinity, connected to the same network in accordance with Wi-Fi network capabilities. “Internet connectivity occurs through a wireless router. When you access Wi-Fi, you are connecting to a wireless router that allows your Wi-Fi-compatible devices to interface with the Internet.” Ref. 5, https://www.cisco.com/c/en/us/products/wireless/what-is-wifi.html
a scout device associated with said first electronic equipment, configured for scanning surroundings of said associated first electronic equipment to identify and determine availability of compatible equipment in the vicinity, thereby to reroute data from said mobile equipment to a selected one of said surrounding equipment,	An Apple mobile electronic apparatus (e.g., a smartphone or tablet – iPhone, iPad, or iPod Touch) comprises a scout device associated with said first electronic equipment, configured for scanning surroundings of said associated first electronic equipment to identify and determine availability of compatible equipment in the vicinity, thereby to reroute data from said mobile equipment to a selected one of said surrounding equipment. For example, an Apple mobile electronic apparatus (e.g., a smartphone or tablet – iPhone, iPad, or iPod Touch) running AirPlay scans the surroundings to connect to a Wi-Fi network and identify compatible Wi-Fi clients (e.g., Apple TV, Apple HomePod smart speaker and other Airplay-compatible speakers) connected to the same network and available to receive data.



	Connect to Wi-Fi on your iPhone, iPad, or iPod touch Learn how to connect your device to a Wi-Fi network, including open, secure, public networks, and networks that you've connected with in the past. Connect to a Wi-Fi network 1. From your Home screen, go to Settings > Wi-Fi. 2. Turn on Wi-Fi. Your device will automatically search for available Wi-Fi networks. 3. Tap the name of the Wi-Fi network that you want to join. Before you can join the network, you might be asked to enter the network's password or agree to terms and conditions. After you join the network, you'll see a blue checkmark ✓ next to the network and the connected Wi-Fi icon in the upper corner of your display. If you don't know the password to the Wi-Fi network, contact your network administrator.  Ref. 6, https://support.apple.com/en-il/HT202639 Once connected to the Wi-Fi network, tapping the AirPlay icon  on your device will list all compatible equipment, connected to the same network, available to receive the routed data (e.g., streamed music).
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	 Ref. 2, https://support.apple.com/en-us/HT202809
wherein said rerouting comprises setting up a bidirectional communication link between said selected one of surrounding equipment and	An Apple mobile electronic apparatus (e.g., a smartphone or tablet – iPhone, iPad, or iPod Touch) sets up a bidirectional communication link (e.g., connection via Wi-Fi) between said selected one of surrounding equipment and said mobile electronic equipment, said bidirectional link having a first data streaming direction from said mobile equipment to said selected one of said surrounding equipment and a second data streaming direction from said selected one of said surrounding

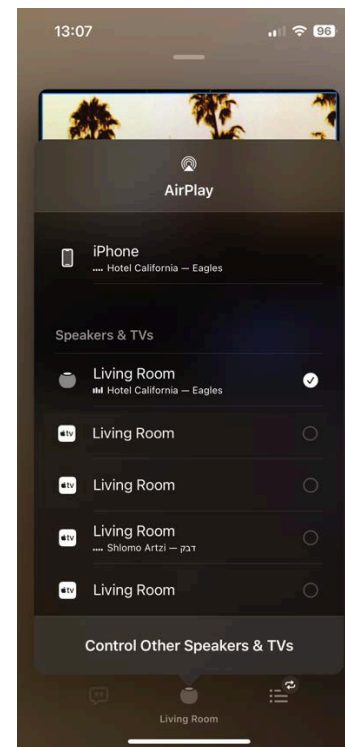


said mobile electronic equipment, said bidirectional link having a first data streaming direction from said mobile equipment to said selected one of said surrounding equipment and a second data streaming direction from said selected one of said surrounding equipment to said mobile equipment, said bidirectional link capable of carrying a datastream in said first direction and in said second direction, and wherein said scout device is operable to determine media type requirements of said compatible equipment;	equipment to said mobile equipment, said bidirectional link capable of carrying a datastream in said first direction and in said second direction, and wherein said scout device is operable to determine media type requirements of said compatible equipment. For example, an Apple mobile electronic apparatus (e.g., a smartphone or tablet – iPhone, iPad, or iPod Touch) running AirPlay sets up bidirectional communication links with selected surrounding equipment APs, routers and other wi-fi clients like Apple TV, Apple HomePod smart speaker and other Airplay-compatible speakers). “...AirPlay and AirPlay 2 will work over any IP network connection, whether wired or wireless (Wi-Fi). The only rule is that all AirPlay devices must be on the same network.” Ref. 3, https://www.digitaltrends.com/home-theater/apple-airplay-2-explained/ Once connected to the Wi-Fi network, an Apple mobile electronic apparatus (e.g., a smartphone or tablet – iPhone, iPad, or iPod Touch) communicates with surrounding equipment via the router/access point. According to the Wi-Fi protocol, the communication involves setting up a bidirectional link. First link from the mobile electronic apparatus and second link to the mobile electronic apparatus. “WiFi transmits data using radio waves. A device's wireless adapter converts data into a radio signal and sends it out via an antenna. This process works both ways: the router also takes data from the Internet, converts it to a radio signal, and sends it back to the device to be decoded.” Ref. 7, https://www.optimum.com/articles/internet/what-is-wifi#:~:text=WiFi%20transmits%20data%20using%20radio,the%20device%20to%20be%20decoded. “WiFi is a half duplex form of data transmission, which is to say, data packets are sent back and forth in sequence.”
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Ref. 8, <https://blutecsys.com/is-full-duplex-fixed-wireless-superior-to-wifi/#:~:text=WiFi%20is%20a%20half%20duplex,both%20sent%20and%20received%20simultaneously>

The scout device of an Apple mobile electronic apparatus determines media type requirements of AirPlay-compatible equipment, allowing streaming media data to only these devices, as can be seen in the below iPhone screen capture.





a media transformer, associated with said scout device, for transforming media into a form that accords with said determined media type requirements; and	An Apple mobile electronic apparatus (e.g., a smartphone or tablet – iPhone, iPad, or iPod Touch) comprises a media transformer, associated with said scout device, for transforming media into a form that accords with said determined media type requirements. An Apple mobile electronic apparatus (e.g., a smartphone or tablet – iPhone, iPad, or iPod Touch) running AirPlay includes a media transformer, associated with the scout device, for transforming media into a form that accords with said determined media type requirements. For example, an audio stream routed to the compatible devices (e.g., Apple TV, Apple HomePod smart speaker and other Airplay-compatible speakers) is transformed to a format compatible with the destination device. “...with regards to using AirPlay 2 to send lossless Apple Music streams. Apple Music’s Lossless streams supposedly convert from ALAC (Apple’s lossless codec) into AAC (Apple’s lossy codec) at a pretty lowly 256kbps when transmitted over AirPlay – and therefore <i>not</i> losslessly.” Ref. 9, https://www.whathifi.com/advice/apple-airplay-2-everything-you-need-to-know When an Apple mobile electronic apparatus (iPhone, iPad, or iPod Touch) running AirPlay streams the audio to the compatible devices (e.g., Apple TV, Apple HomePod smart speaker and other Airplay-compatible speakers), it is converting the audio format to AAC. As can be seen in the below iPhone screen capture, the iPhone further play Dolby Atmos format on specific compatible speakers.
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	The following links provide documentation information on different formats supported by AirPlay: https://developer.apple.com/documentation/avfaudio/avaudioformat; https://developer.apple.com/documentation/avfoundation/streaming_and_airplay/supporting_airplay_in_your_app.
a media cloner, associated with said media transformer, for making multiple copies of a single incoming data stream, thereby to enable said apparatus to redirect a single	An Apple mobile electronic apparatus (e.g., a smartphone or tablet – iPhone, iPad, or iPod Touch) includes a media cloner, associated with said media transformer, for making multiple copies of a single incoming data stream, thereby to enable said apparatus to redirect a single incoming communication, to a plurality of locations, at least some of said multiple copies being redirected via said media transformer.



incoming communication, to a plurality of locations, at least some of said multiple copies being redirected via said media transformer.	For example, an Apple mobile electronic apparatus (e.g., a smartphone or tablet – iPhone, iPad, or iPod Touch) running AirPlay is capable of streaming a single audio stream to one or more compatible devices (e.g., Apple TV, Apple HomePod smart speaker and other Airplay-compatible speakers) connected to the same network. “Play audio on multiple AirPlay 2-enabled devices: With AirPlay 2 and iPhone, you can play audio on multiple AirPlay 2-enabled devices connected to the same Wi-Fi network. For example, you can play a party playlist on HomePod speakers in the living room and kitchen, on an Apple TV in the bedroom, and on an AirPlay 2-enabled smart TV in the den.” Ref. 10, https://support.apple.com/en-il/guide/iphone/iph315e0d58d/ios “As long as all the devices are on the same wi-fi network (remember, AirPlay requires a wi-fi connection to work), you simply have to access the music controls on, say, your iPhone, iPad or Apple TV, and select a connected speaker (or more than one) to send the music to.” Ref. 9, https://www.whathifi.com/advice/apple-airplay-2-everything-you-need-to-know
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