

# 7.2 BubbleUPnP

BubbleUPnP Server is a UPnP server application enabling you to:

- Have secure Internet access to your UPnP/DLNA server content, with BubbleUPnP on a tablet and foobar2000 on a Windows device.
- Create OpenHome media renderers from any UPnP AV renderer (provides on-device playlist, and multiple Control Point access to the same renderer)
- Address some common issues with UPnP/DLNA servers (discovery issues, broken data, add some audio DLNA compliance) by creating a

proxy Media Server

- Access your UPnP/DLNA servers across different networks

BubbleUPnP Server is not installed on Antipodes servers by default. Therefore you need to install it before you can use it. Go to Section 8 for a guide to installing and uninstalling apps in the Antipodes GUI.

After installing it, set up BubbleUPnP Server by selecting the 'Apps' menu item in the Antipodes GUI, and then click on the BubbleUPnP icon.

Click 'OK' at the welcome screen.



You will be prompted to supply login details for remote access.



Leave the following screen that displays unchanged.

**BubbleUPnP Server**

Status Network and Security Media Servers Media Renderers Settings Help

Network:

If you are using a Dynamic DNS service, set your fully qualified public hostname here (example: myhost.no-ip.net).

Public host name:

Credentials:

Login:

Password:

Allow to access the server from the internet  
required by BubbleUPnP for Android and foobar2000 for Internet access

Allow to configure the server from the internet

Enable media access log file  
Log all media stream requests to file (access\_log.txt)

Click the 'Status' tab and check that the 'Internet Connectivity Test' has worked successfully, as shown below. Leave the other settings unchanged.

**BubbleUPnP Server**

Status Network and Security Media Servers Media Renderers Settings Help

Network:

Public IP Address: 199.199.0.254

Public HTTP Port: 58050

Public HTTPS Port: 58051

Public host name: 199.199.0.254.myISPwebsite.com

LAN IP Address: 192.168.1.128

HTTP: Server is reachable from internet  
 HTTPS: Server is reachable from internet

Status:

Version: 0.9-update11

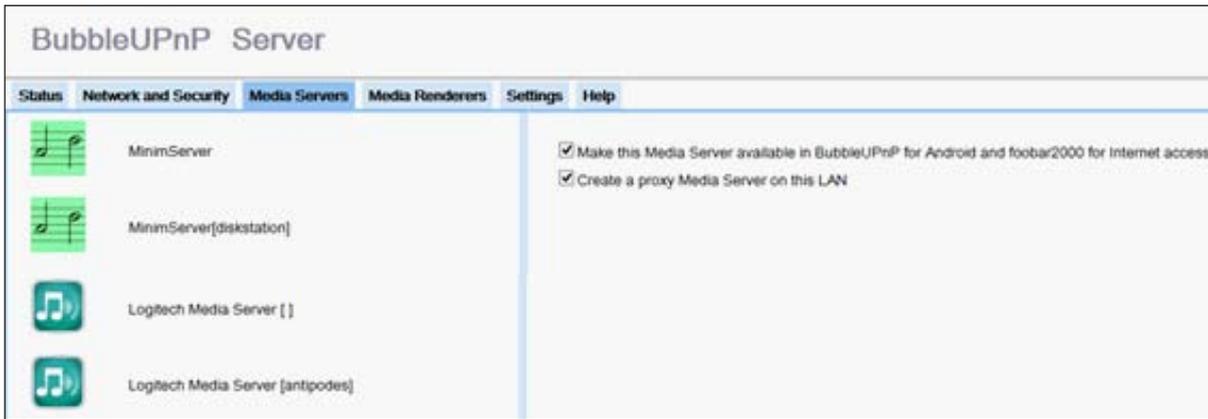
Audio Transcoding supported: yes

Video Transcoding supported: yes

Image Transcoding supported: yes

If the 'Internet Connectivity Test' was unsuccessful, click the 'Restart Server' button at the bottom of the screen.

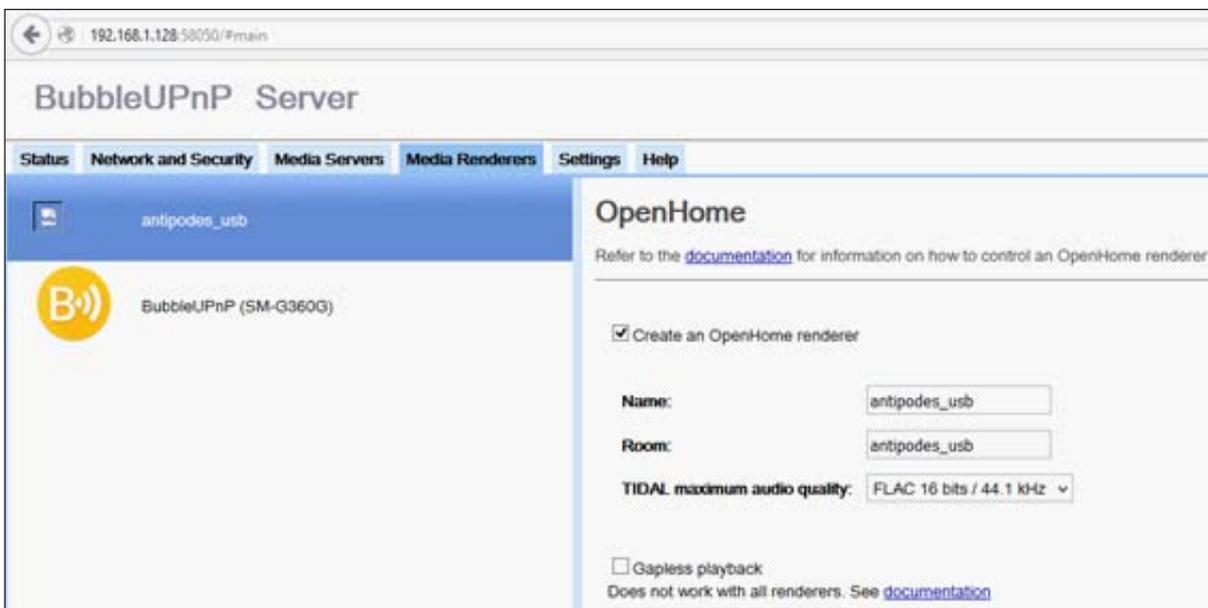
Click the 'Media Servers' tab to display the UPnP/DLNA servers that have been located on your network by BubbleUPnP.



Finally, click the 'Media Renderers' tab. This window shows the DLNA renderers that have been located on the network, in this example 'antipodes\_USB', a player on the Antipodes server, and BubbleUPnP

SM-G3600 (the local player on a Samsung Galaxy smartphone).

Check the 'Create an OpenHome renderer' box to enable OpenHome capability for the renderer.



**How to Run BubbleUPnP Server.**

After it has been successfully installed BubbleUPnP Server will be started automatically and then runs continuously. It is automatically started when the Antipodes server is powered on. It can be restarted by pressing the 'Restart Server' button on the 'Status' screen.

**BubbleUPnP Server Support**

Usage and support information for BubbleUPnP Server is available at

[www.bubblesoftapps.com/bubbleupnpserver/](http://www.bubblesoftapps.com/bubbleupnpserver/).