

Entertainment Apps on the Go with Windows 10

Music, Movies, and TV for PCs,
Tablets, and Phones



Ian Dixon

Garry Whittaker

Apress®

Entertainment Apps on the Go with Windows 10: Music, Movies, and TV for PCs, Tablets, and Phones

Copyright © 2015 by Ian Dixon and Garry Whittaker

This work is subject to copyright. All rights are reserved by the Publisher, whether the whole or part of the material is concerned, specifically the rights of translation, reprinting, reuse of illustrations, recitation, broadcasting, reproduction on microfilms or in any other physical way, and transmission or information storage and retrieval, electronic adaptation, computer software, or by similar or dissimilar methodology now known or hereafter developed. Exempted from this legal reservation are brief excerpts in connection with reviews or scholarly analysis or material supplied specifically for the purpose of being entered and executed on a computer system, for exclusive use by the purchaser of the work. Duplication of this publication or parts thereof is permitted only under the provisions of the Copyright Law of the Publisher's location, in its current version, and permission for use must always be obtained from Springer. Permissions for use may be obtained through RightsLink at the Copyright Clearance Center. Violations are liable to prosecution under the respective Copyright Law.

ISBN-13 (pbk): 978-1-4842-1474-9

ISBN-13 (electronic): 978-1-4842-1473-2

Trademarked names, logos, and images may appear in this book. Rather than use a trademark symbol with every occurrence of a trademarked name, logo, or image we use the names, logos, and images only in an editorial fashion and to the benefit of the trademark owner, with no intention of infringement of the trademark.

The use in this publication of trade names, trademarks, service marks, and similar terms, even if they are not identified as such, is not to be taken as an expression of opinion as to whether or not they are subject to proprietary rights.

While the advice and information in this book are believed to be true and accurate at the date of publication, neither the authors nor the editors nor the publisher can accept any legal responsibility for any errors or omissions that may be made. The publisher makes no warranty, express or implied, with respect to the material contained herein.

Managing Director: Welmoed Spahr

Lead Editor: Gwenan Spearing

Technical Reviewer: Greg Kettell

Editorial Board: Steve Anglin, Louise Corrigan, James T. DeWolf, Jonathan Gennick,

Robert Hutchinson, Michelle Lowman, James Markham, Susan McDermott,

Matthew Moodie, Jeffrey Pepper, Douglas Pundick, Ben Renow-Clarke, Gwenan Spearing

Coordinating Editor: Melissa Maldonado

Copy Editor: Kim Wimpsett

Composer: SPi Global

Indexer: SPi Global

Artist: SPi Global

Distributed to the book trade worldwide by Springer Science+Business Media New York, 233 Spring Street, 6th Floor, New York, NY 10013. Phone 1-800-SPRINGER, fax (201) 348-4505, e-mail orders-ny@springer-sbm.com, or visit www.springer.com. Apress Media, LLC is a California LLC and the sole member (owner) is Springer Science + Business Media Finance Inc (SSBM Finance Inc). SSBM Finance Inc is a Delaware corporation.

For information on translations, please e-mail rights@apress.com, or visit www.apress.com.

Apress and friends of ED books may be purchased in bulk for academic, corporate, or promotional use. eBook versions and licenses are also available for most titles. For more information, reference our Special Bulk Sales—eBook Licensing web page at www.apress.com/bulk-sales.

Any source code or other supplementary materials referenced by the author in this text is available to readers at www.apress.com. For detailed information about how to locate your book's source code, go to www.apress.com/source-code/.



With thanks to Kim and Ruth for their support and understanding as we wrote this book, to the great people at Apress who helped us, and to all our readers and listeners who inspired us.

Contents at a Glance

About the Authors	xi
About the Technical Reviewer	xiii
Introduction	XV
■ Chapter 1: Music Services on the Go	1
■ Chapter 2: Storing Your Music in the Cloud	39
■ Chapter 3: Watching Videos, Movies, and TV Shows	61
■ Chapter 4: Streaming Your Media Collection from Windows Devices	83
■ Chapter 5: Streaming Media Around the Home	101
■ Chapter 6: Setting Up Media Servers to Stream Your Content ...	119
Index	159

Contents

About the Authors	xi
About the Technical Reviewer	xiii
Introduction	xv
■ Chapter 1: Music Services on the Go	1
Listening to Your Music with Groove	1
Groove on a PC or Laptop	2
Using Groove on a Windows 10 Mobile Device.....	17
Groove with Android Devices and iPhones	20
Google Music on Windows 10	28
iTunes Music with Tablets and Laptops.....	30
Transferring to Windows 10 Phones from iTunes and More	31
Internet Radio with TuneIn Radio	31
How to Subscribe to Podcasts.....	34
On a Windows Phone	34
On a Windows PC.....	35
Summary	37

- Chapter 2: Storing Your Music in the Cloud..... 39**
 - Using OneDrive to Store Your Music..... 40
 - Storing Music with Google Play..... 43
 - Uploading Music with Google Music Manager 44
 - Downloading Music with the Google Music Manager..... 46
 - Using Dropbox to Store Your Music Collection 47
 - Accessing Music with Xbox One 50
 - Now Playing..... 56
 - Groove Videos..... 59
 - Summary..... 59
- Chapter 3: Watching Videos, Movies, and TV Shows 61**
 - Movies and TV App 62
 - Watching Purchased Movies and TV Shows 62
 - Settings 65
 - Purchasing and Renting Movies 68
 - Using Netflix on Windows 10..... 69
 - Watching YouTube Videos 71
 - Other Video Apps 72
 - VLC..... 72
 - Other Apps in the Store..... 80
 - Using the Data Sense App 80
 - Summary..... 82
- Chapter 4: Streaming Your Media Collection from Windows Devices..... 83**
 - Setting Up Homegroups 84
 - Setting Up File Shares..... 88
 - Setting Up Windows Media Player..... 90

Accessing Content Stored on Windows 7, 8.1, and 10 from a PC.....	93
Accessing Media Using a Homegroup	93
Accessing Shared Folders with Windows 10.....	97
Adding Remote Computer Folders to Your Music and Film & TV Apps.....	99
Summary.....	99
■ Chapter 5: Streaming Media Around the Home	101
Streaming from a DLNA Server to a Windows PC	101
Streaming Music	104
Streaming Video	106
Streaming to a Windows 10 Phone	106
Using Cast To to stream to DLNA Devices	110
In File Explorer.....	110
In Windows Media Player	112
Windows Media Player as a Media Receiver.....	112
Streaming from a Windows 10 Phone	113
Cast To Using Movies & TV App.....	117
Summary.....	118
■ Chapter 6: Setting Up Media Servers to Stream Your Content ...	119
Plex Media Server	120
Adding Music and Videos to a Plex Server	122
Streaming from Plex Media Servers to a PC via the Browser.....	124
Streaming from a Plex Media Server with the Plex App on a PC	129
Streaming with the Plex App on a Windows 10 Phone	136
Getting Started with Emby Server	143
Installing the Emby Server.....	143
Watching and Listening with Emby on Windows 10	148
Using Emby on Windows 10 Mobile.....	153
Using Emby with a Web Browser.....	155

Resources for Configuring Media Servers on Other Platforms.....	156
Kodi.....	156
Media Portal	156
Summary	157
Afterword	157
Index.....	159

About the Authors



Ian Dixon is a Microsoft Most Valuable Professional, founder of TheDigitalLifestyle.com tech site, and host of the weekly Digital Lifestyle Show podcast. He has been writing and talking about Windows for more than 10 years and has more than 20 experience in the industry. Ian has thousands of followers on Twitter and Facebook and more than 4 million views on his YouTube channel.



Garry Whittaker is a Microsoft Most Valuable Professional and the co-host of the Digital Lifestyle show. He has been writing about and giving talks on Windows for more than 20 years. Garry is also the editor of FascinatingTech, an online technology magazine with thousands of readers, and the writer of its FascinatingAudio column. Garry understands what makes Windows apps tick and has more than 15 years of app development experience and more than 30 years of experience in the industry.

About the Technical Reviewer



Greg Kettell is a software developer with more than 25 years of experience in developing everything from games to enterprise applications and web sites, and he has contributed as an author and technical reviewer for numerous books. He currently resides in upstate New York with his wife and their pets. His hobbies include photography, amateur astronomy, and homebrewing.

Introduction

In more than 10 years of hosting our weekly Digital Lifestyle Show, we have seen many methods of storing and playing media (be that music, video, or photos) come and go.

At the start, most of our listeners stored their media, if they did so at all, on a Windows desktop PC and usually consumed it on the same PC. They might have had some sort of MP3 player, and iPods were beginning to make an impact, but it certainly wasn't the diverse marketplace it is now.

We have seen the growth of both Apple's iOS and Google's Android platforms, the birth of downloadable media, and in recent years the surge of streaming services such as Netflix.

While in those early days we had a dream of one integrated system where we could listen to and view our media on our desktop, phone, and even games platform, this has dissolved into a world where media is usually tied to the technology family you most use, be it Microsoft, Apple, or Google.

Even within Microsoft's platforms it has become increasingly difficult to find one solution to share your media.

This is why we are really excited by the opportunities Windows 10 brings. It has the promise of a universal Windows platform. This is a way of allowing apps to run on any variant of Windows 10 on any platform it supports. Windows 10 supports a lot of platforms from desktops and laptops to tablets and phones to even Xbox One and Raspberry Pi 2.

Microsoft has also cleverly made some of its core media apps from Windows 10 available on other platforms including Apple and Google.

Where your media comes from and how it is stored will still depend whether at heart you are a Microsoft, Apple, or Google devotee, but Windows 10 holds out the hope of being able to consume that media everywhere.

This book will help show you how to fulfill that ambition.