

**PHILIPS**

*Screeneo U3*

Home Projector

HDP3550

# User Manual



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# Introduction

## Dear customer

Thank you for purchasing this projector.

We hope you enjoy this product and the many functions it offers!

## About this user manual

The quick start guide supplied with this product allows you to start using this product quickly and easily. Detailed descriptions can be found in the following sections of this user manual.

Read the entire user manual carefully. Follow all safety instructions in order to ensure proper operation of this product (**see General safety information, page 4**). The manufacturer accepts no liability if these instructions are not followed.

## Symbols used

### Notice



#### Troubleshooting

This symbol indicates tips that will help you in using this product more effectively and easily.

### DANGER!



#### Danger of personal injury!

This symbol gives warning of danger of personal injury. Physical injury or damage can result from improper handling.

### CAUTION!

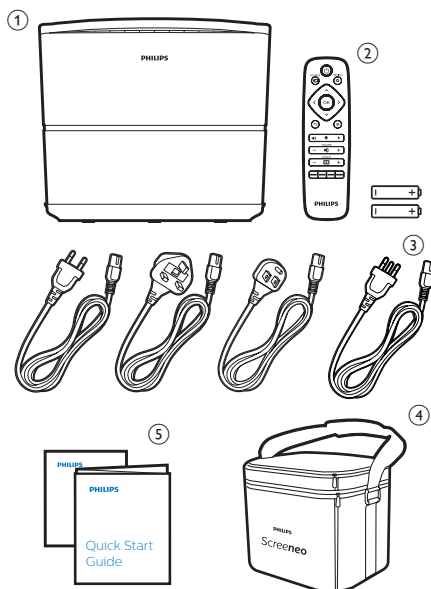


#### Damage to the product or loss of data!

This symbol gives warning of damage to the product and possible loss of data. Damage can result from improper handling.

## What's in the box

- ① Screeneo U3 projector (HDP3550)
- ② Remote control with 2 AAA batteries
- ③ AC power cable x 4
- ④ Transport bag
- ⑤ Quick Start Guide



## Customer service centre

You can find the support hotline in the warranty card or online:

**Web:** [www.philips.com/support](http://www.philips.com/support)

**Mail:** [philips.projector.eu@screeneo.com](mailto:philips.projector.eu@screeneo.com)

**International Phone:** +43 720 778 370

Please ask your provider for international call costs!

# 1 General safety information

Take note of all warning and safety notes indicated. Do not make any changes or settings that are not described in this user manual. Incorrect operation, and improper handling can lead to physical injury, damage to the product or loss of data.

## Setting up the product

This product is for indoor use only. Place the product securely on a stable, flat surface. To help avoid possible injuries to persons or damage to the product itself, position all cables in such a way that no one will trip over them. The product shall not be installed on bare ground.

Do not operate the product in damp rooms. Never touch the mains cable or the mains connection with wet hands.

Never operate the product immediately after moving it from a cold location to a hot location. When the product is exposed to such a change in temperature, moisture may condense on the crucial internal parts.

The product must have sufficient ventilation and must not be covered. Do not put the product in closed cabinets, boxes, or other enclosures when in use.

Do not place the device on soft surfaces such as tablecloths or carpets and do not cover the ventilation slits. Otherwise the product could overheat or catch fire.

Protect the product from direct sunlight, heat, intense temperature fluctuations and moisture. Do not place the product in the vicinity of heaters or air conditioners. Observe the information on temperature listed in the technical data (see **Technical data**, page 28).

Prolonged operation of the product causes the surface to become hot. In case of overheating, the product automatically switches to standby mode.

Do not allow liquids to leak into the product. Turn off the product and disconnect it from the mains supply if liquids or foreign substances leaked into the product. Have the product inspected by an authorised service centre.

Always handle the product with care. Avoid touching the lens. Never place heavy or sharp objects on the product or on the power cable.

If the product gets too hot or emits smoke, shut it down immediately and unplug the power cable. Have your product checked by an authorised service centre. Keep the product away from open flames (e.g. candles).

### **DANGER!**



#### **Risk of explosion with incorrect type of batteries!**

There is a risk of explosion if the wrong battery type is used.

Do not expose the batteries (battery pack or embedded batteries) to excessive heat such as sunshine, or open fire.

Under the following conditions, a layer of moisture can appear inside the product which can lead to malfunctions:

- if the product is moved from a cold to a warm area;
- after a cold room is heated;
- when the product is placed in a damp room.

Proceed as follows to avoid any moisture buildup:

- 1 Seal the product in a plastic bag before moving it to another room, in order for it to adapt to room conditions.
- 2 Wait one to two hours before you take the product out of the plastic bag.

The product should not be used in a very dusty environment. Dust particles and other foreign objects may damage the product.

Do not expose the product to extreme vibrations. This may damage the internal components.

Do not allow children to handle the product without supervision. The packing materials should be kept out of the hands of children.

For your own safety, do not use the product during thunderstorms with lightning.

## Repairs

Do not repair the product yourself. Improper maintenance can result in injuries or damage to the product. The product must be repaired by an authorised service centre.

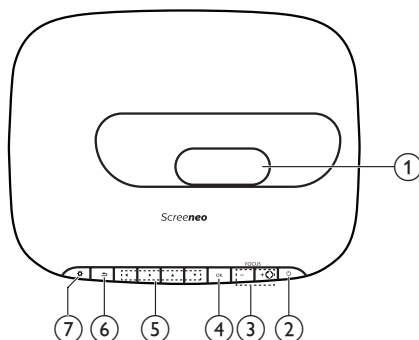
Please find the details of authorised service centres on the warranty card supplied with this product.

Do not remove the type label from this product, as this will void the warranty.



## 2 Overview

### Top view



### Power supply

Before turning on the product, check that the power outlet that you are going to plug conforms to the indications shown on the information plate (voltage, current, power network frequency) located on the projector. This projector shall be connected to a single phase power network.


Only use the power cable that is supplied with the product. The product is delivered with a grounded power cable. It is imperative to connect a grounded connector to a grounded outlet which is connected to the building earthing.

The power outlet shall be installed near the product and shall be easily accessible.

To remove all electrical power from the product, disconnect the power cable from the power outlet. Only in case of danger, the power cable is the disconnect device for this product.

#### CAUTION!



Always use the  button to turn the projector off. This is essential to allow the necessary cooling-down time for the UHP lamp!

Turn off the product and unplug from the power outlet before cleaning the surface of the product (**see Cleaning, page 23**). Use a soft, lint-free cloth. Never use liquid, gaseous or easily flammable cleaners (sprays, abrasives, polishes, alcohol). Do not allow any moisture to reach the interior of the product.

#### DANGER!



#### Risk of eye irritation!

This projector is equipped with a long-life UHP lamp, which emit very bright light. Do not look directly into the projector lens during operation. This could cause eye irritation or damage.


#### ① Projection lens

#### ② (Power/LED indicator)

- Press **once** to switch the projector on
- Press **twice** within one second to switch the projector to standby.
- When the projector is in standby, the power LED turns red.
- When the projector is switched on, the power LED turns green.
- When the projector is in Bluetooth mode, the power LED turns blue.

#### CAUTION!



Always use the  button to turn off the projector. This is essential to allow the necessary cooling-down time for the UHP lamp!

#### ③ FOCUS +/-

Adjust image sharpness.





- Switch the projector to Bluetooth mode.
- Disconnect the currently connected Bluetooth device to connect another Bluetooth device.

#### ④ OK

Confirm a selection or entry.

#### ⑤ Navigation buttons

- Navigate menu options.
- Press   to change a selection.

#### ⑥

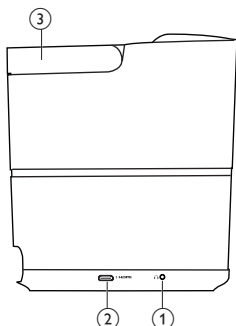
Return to a previous menu screen.

#### ⑦

Access the projector system settings.

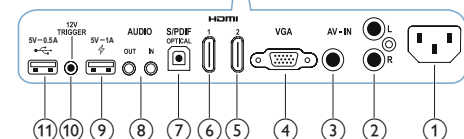
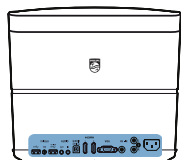
## Side view

Open the connector cover on the bottom of the left side panel to access the connectors.



- ① 3.5 mm audio output; connect to external speakers or headphones.
- ② **HDMI 3 connector**  
Connect to an HDMI output on a playback device.
- ③ **Handle**

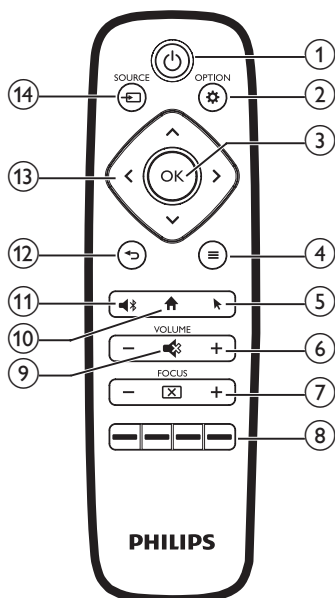
## Rear view



- ① **Power socket**  
Connect to the power supply.
- ② **Audio in L/R**  
Connect to the analogue audio output on a playback device.
- ③ **Video in**  
Connect to the composite video output on a playback device.
- ④ **VGA port**  
Connect to the VGA port on a computer.
- ⑤ **HDMI 2 connector**  
Connect to an HDMI output on a playback device.

- ⑥ **HDMI 1 connector**  
Connect to an HDMI output on a playback device.
- ⑦ **S/PDIF connector**  
Connect to an optical input on an audio system.
- ⑧ **AUDIO IN**  
3.5 mm audio input; works only through VGA connection.  
**AUDIO OUT**  
3.5 mm audio output; connect to external speakers or headphones.
- ⑨ **5V == 1A**
  - Used for charging a device (e.g. a smartphone or tablet).
  - Used for projector system update.
  - Cannot access data files on a connected USB device; not used for media play.
- ⑩ **TRIGGER connector**  
Connect to the trigger input on a projector screen for automatic control of the screen.
- ⑪ **5V == 0.5A**
  - Access data files on a connected USB device, used for media play.
  - Used for Android system update.

# Remote control



- ⑨ Mute or restore volume.
- ⑩ Access the home screen.
- ⑪
  - Switch the projector to Bluetooth mode.
  - Disconnect the currently connected Bluetooth device to connect another Bluetooth device.
- ⑫ Return to a previous menu screen.
- ⑬ **Navigation buttons**
  - Navigate menu options.
  - Press to change a selection.
- ⑭ **SOURCE** Access and select an input source.

- ①
  - Press once to switch the projector on
  - Press **twice** within one second to switch the projector to standby.

## CAUTION!



Always use the button to turn off the projector. This is essential to allow the necessary cooling-down time for the UHP lamp!

- ② **OPTION** Access the projector system settings.
- ③ **OK** Confirm a selection or entry.
- ④ **(Android menu button)** When browsing apps, access more options.
- ⑤ Enable or disable on-screen pointer.
- ⑥ **VOLUME +/-** Increase or decrease volume.
- ⑦ **FOCUS** Adjust image sharpness.
- ⑧ **Color buttons** Select tasks or options when using application services.

# 3 Initial operation

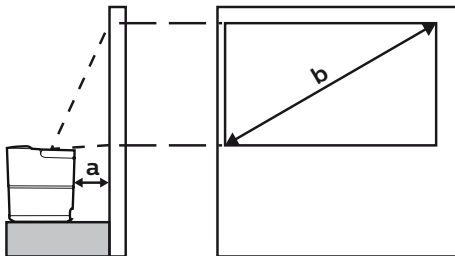
## Placement

**CAUTION!**



Remove the protection foil from the lens before operating!  
Do not place any objects on top of the lens!  
Before installing the projector, make sure the projector is disconnected from the power supply!

- 1 Place the projector on a stable flat surface in front of the projection screen.
- 2 Turn the rear panel of the projector toward the projection screen.
- 3 Check that the placement of the projector is appropriate to the projection surface.
  - The minimum and maximum projection distance is 10 cm and 42 cm.
  - The distance **(a)** between the projector and the projection surface determines the diagonal screen size **(b)**. See the figure below.



- To change screen size, just move the projector toward or away from the projection surface.
- Note the relationship between screen sizes (diagonal sizes) and projection distances.

Screen size	Projection distance
50"	10.8 cm
120"	42 cm

## Other placement

The most common way of placing the projector is to place it on a surface in front of the projection screen (**see Placement, page 8**).

You can also place the projector in the following three ways.

- **Front ceiling:** Mount the projector on ceiling with upside down in front of the projection screen. A projector mount is required to mount the projector on ceiling.
- **Rear table:** Place the projector on a surface behind the projection screen. A special rear projection screen is required.
- **Rear ceiling:** Mount the projector on ceiling with upside down behind the projection screen. To mount the projector on ceiling behind the screen, a projector mount and a special rear projection screen is required.
- After a particular placement is made, adjust projection to the correction position (press **OPTION**, and go to *System - Projection Mode*).

### Notice




For overhead mounting on ceiling, purchase a projector mount recommended by an installation professional and follow the instructions that come with the mount.  
Before mounting on the ceiling, make sure the ceiling can support the weight of the projector and mounting kit.  
For ceiling installation, the projector must be securely attached to the ceiling in accordance with the installation instructions. An improper ceiling installation may result in accident, injury or damage.



## Connect power supply

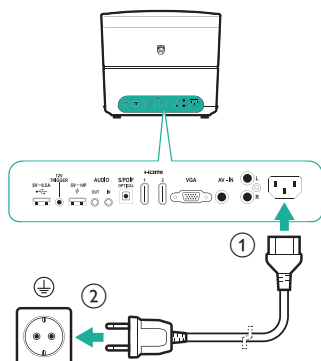
### CAUTION!



Always use the  button to turn off the projector. This is essential to allow the necessary cooling-down time for the UHP lamp!

Always connect the grounded connector to the grounded outlet which is connected to the building earthing.

- 1 Select a supplied power cable with an appropriate power plug (EU, UK, US, CH).
- 2 Connect the power cable to the power socket on the back of the projector, and then to the wall outlet.



## Prepare the remote control

### CAUTION!



The improper use of batteries can lead to overheating, explosion, risk of fire and injury. Leaking batteries can possibly damage the remote control.

Never expose the remote control to direct sunlight.

Avoid deforming, dismantling or charging the batteries.

Avoid exposure to open fire and water.

Replace empty batteries immediately.


Remove the batteries from the remote control if not in use for long periods of time.

- 1 Open the battery compartment.
  - 2 Insert the supplied batteries (type AAA) with correct polarity (+/-) indicated.
  - 3 Close the battery compartment.
- When using the remote control, point the remote control at the IR sensor on the projector, and make sure there is no obstacle between the remote control and the IR sensor.

## Power on and setup

### CAUTION!




Always use the  button to turn off the projector. This is essential to allow the necessary cooling-down time for the UHP lamp!


### Notice



Turning on and off of the projector requires some time, as the UHP lamp must reach the operational temperature. After a few minutes the lamp brightness reaches its full capacity.

- 1 Press once  to turn on the projector. The power LED on the projector turns from red to green.
  - The distance between the projector and the screen determines the actual size of the image.

## Switch to standby

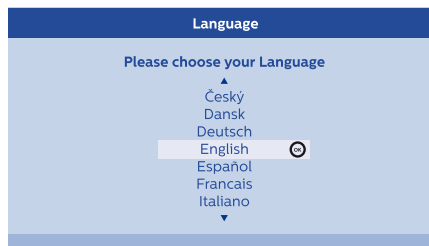
Press  **twice** within one second to switch the projector to standby. The power LED on the projector turns from green to red.

## First time setup

When you turn on the projector for the first time or the projector is reset to the factory default settings, you are prompted to make the following initial setup.

### Step 1: language setting

The language menu pops up automatically. Use the **Navigation buttons** and **OK** to select your desired language for on-screen menus.



### Step 2: apps installation

- 1 After setting language, installation of Android based apps is automatically started.
- 2 Wait until the installation completes. The installed apps are to be displayed on the home screen.

### Step 3: accept EULA

After the apps installation completes, EULA (End User License Agreement) appears on the screen. Read and accept the Agreement to proceed the setup.



### Step 4: activate on-screen pointer

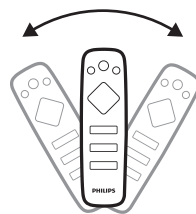
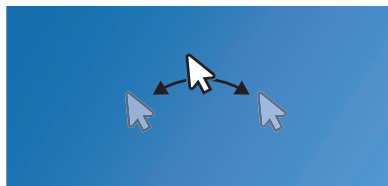
Activate the on-screen pointer (mouse cursor) to replace the function of the **Navigation buttons** on the remote control. The on-screen pointer is required when you browse the Internet.

Before you can use the on-screen pointer, pair the remote control with the projector.

- 1 When Step 4 is displayed, follow the on-screen instructions: press and hold **FOCUS +** and **-** on the remote control simultaneously for 5 seconds.
- 2 Release the buttons and wait until the remote control is paired with the projector, as indicated in the setup interface.

### To use on-screen pointer

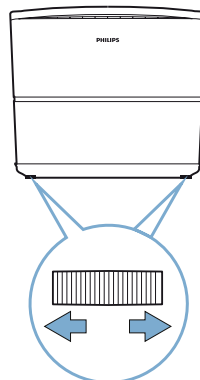
- 1 When the remote control is paired with the projector, press  on the remote control to display or cancel the on-screen pointer.
- 2 When the pointer (angled arrow) is displayed on the projection screen, hold and move the remote control in the air, then the pointer moves across the screen correspondingly.
- 3 Press the **OK** button on the remote control to confirm selection.
- 4 The on-screen pointer is disabled if you press the **Navigation button** on the remote control. To enable the on-screen pointer again, press .



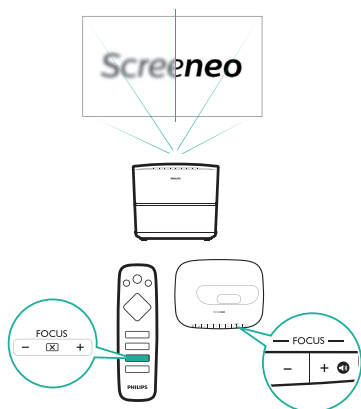
### Step 5: image adjustment

Fit the image to the projection surface, and adjust image focus.

- 1 To optimally fit the image to the projection surface, turn the angle adjustment knobs located on the bottom of the projector.



- 2 To adjust image focus, press **FOCUS +/-** on the remote control or projector.



- 3 Then select *Next* to proceed to the next step.

## Step 6: Wi-Fi network setup

Set up the Wi-Fi network to access online applications.

### What you need

- A wireless network router.
- For best wireless performance and coverage, use an 802.11n router ("Wi-Fi 4").

- 1 When the network setup interface appears as step 6, select and access *Network Configuration*.
- 2 Select *Wi-Fi* to access the Wi-Fi network list, then select your network name from the list.
- 3 The network password input bar and the virtual keyboard pop up. Input the password for the network.
  - To input your password, you may also use on-screen pointer (**see Step 4: activate on-screen pointer, page 10**).
- 4 After the network connection completes, press **↶** to return to the network setup interface, and select *Next* to proceed to the next step.

## Step 7: time zone selection

- 1 When the time zone interface appears as Step 7, select and access the time zone option.
- 2 After the time zone is set, press **↶** to return to the time zone interface, select *Next* to complete all the initial settings.

## Image shape correction

You can correct distorted images to be rectangular.

- 1 Press **⚙️ OPTION** to access the settings menu.
- 2 Use the **Navigation buttons** and **OK** to select *System - Key Stone*.
- 3 Press **↔** to correct the distorted image.
- 4 To exit setting mode, press **↶** or **⬆️**.

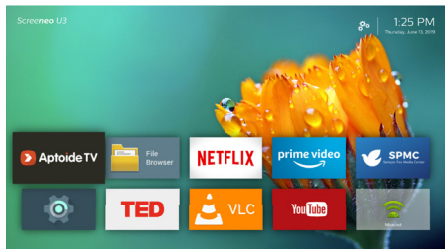
## Set display format

Select a picture format to fit the projection screen.

- 1 Press **⚙️ OPTION** to access the settings menu.
- 2 Use the **Navigation buttons** and **OK** to select *Image - Format*.
- 3 Press **↔** to select a picture format: *Original*, *Full Screen*, *16:9* and *4:3*.
- 4 To exit setting mode, press **↶** or **⬆️**.

# Use home screen

The home screen provides easy access to a wide range of Internet applications, setup and other useful features on the projector.



## Access on-screen help

For easy access, on-screen help (user manual) is stored on the projector.

- 1 Press the **Navigation buttons** on the remote control to select the user manual link on the home screen.
- 2 Press **OK** on the remote control to access the user manual.

## Access online services

Some pre-loaded Android based applications are available on the home screen.

- Use the **Navigation buttons** and **OK** on the remote control to select and open an application.
- Before access to the applications, make sure the projector is connected to Internet. Select and access the ⚙ settings on the home screen, and go to *Network - Wi-Fi* for Wi-Fi connection.

## Use on-screen pointer

- The on-screen pointer is required when selecting a service item on web pages, e.g. web link selection, and activation of text input in the URL or search bar
- Press **↔** on the remote control to display or cancel the on-screen pointer (**see Step 4: activate on-screen pointer, page 10**).

## Input text on web pages

- 1 Move the on-screen pointer in the text field, e.g. URL or search bar.
- 2 Press **OK** on the remote control. The text cursor appears in the text field.
- 3 Use the pop-up virtual keyboard to input text.

## Apps management

- You may add or remove an application on the home screen by installing or uninstalling an application.
- To browse, search and install applications, go to *Aptoido TV* app store on the home screen.
- To set security and restrictions for installing an application, access the ⚙ settings on the home screen, and go to *Security & restrictions*.
- To view the downloaded/system/running apps and storage used by each app, access the ⚙ settings on the home screen, and go to *Apps*.
- To manage privacy permissions (e.g. location, camera, microphone and contacts access), access the ⚙ settings on the home screen, and go to *Apps - Permissions*.
- To uninstall/disable an application, clear data or set permissions for an application, select an application under the *Apps* option to access the options.

## Customize home screen wallpaper

- 1 Select ⚙ on the upper right of the home screen, then press **OK** to access the setting options.
- 2 Select the *Change Wallpaper* option, then use the left and right arrow buttons on the screen to select a pre-saved picture as background on the home screen.

## 4 Bluetooth streaming

Through Bluetooth of the projector, you can listen to music in the following ways.

- Stream music from a Bluetooth device to the projector.
- Stream music from the projector to an external Bluetooth speaker.

### Stream from Bluetooth device

Through Bluetooth, you can wirelessly stream music to the projector from a Bluetooth device (e.g. a smartphone or tablet).

Before you use the projector with a Bluetooth device for the first time, pair it with the Bluetooth device.

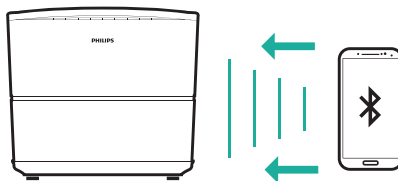
#### Notice



The effective operation range between the projector and the Bluetooth device is approximately 10 meters (30 feet).

The music streaming may be interrupted by any obstacles between the Bluetooth device and the projector.

- 1 Make sure the projector is in standby, and the LED on the projector turns red.
- 2 Press on the remote control or the projector to enable Bluetooth of the projector in standby.
  - When the projector is in Bluetooth mode, the LED on the projector flashes blue.
- 3 On your Bluetooth device, enable Bluetooth and search for the devices that can be paired (see your device user manual for details).
- 4 Select “**Screeneo BT**” on your Bluetooth device to pair with.
  - When the Bluetooth pairing succeeds, the LED on the projector turns solid blue.
- 5 Play audio on your Bluetooth device. The audio streams to the projector.



#### Bluetooth re-connection

- The projector is re-connected to the last connected device automatically when the projector is switched to Bluetooth mode.

#### Connection to a second Bluetooth device

- 1 Press on the remote control to disconnect the currently connected device. Or manually disable Bluetooth on the currently connected device.
- 2 Then pair a second Bluetooth device with the projector.

### Stream to Bluetooth speaker

Through Bluetooth, you can wirelessly stream music from the projector to a Bluetooth speaker.

Before you use the projector with a Bluetooth speaker for the first time, pair it with the Bluetooth speaker.

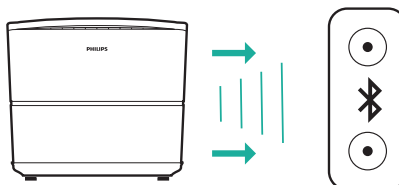
#### Notice



The effective operation range between the projector and the Bluetooth device is approximately 10 meters (30 feet).

The music streaming may be interrupted by any obstacles between the Bluetooth device and the projector.

- 1 Turn on your Bluetooth speaker.
- 2 On the home screen (press ), access the settings, and go to *Add Bluetooth* to access the Bluetooth device list.
- 3 Select your Bluetooth speaker name from the Bluetooth device list.
- 4 The projector is connected to your Bluetooth speaker. Audio from the projector streams to your Bluetooth speaker.

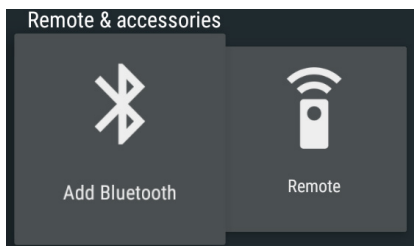


## Bluetooth re-connection

The projector is re-connected to the last connected speaker automatically when the connected speaker is turned on.

### Unpair the paired Bluetooth speaker

- 1 If a Bluetooth speaker is paired with the projector, a tag is created under *Remote & accessories* to show the name of paired Bluetooth speaker.
- To check the tag for the paired Bluetooth speaker, on the home screen (press **▲**), access the **Settings** icon, and go to *Remote & accessories*.



- 2 Under *Remote & accessories*, select the tag for the paired Bluetooth speaker to access the *Unpair* option.
- 3 Then select *Unpair* to remove the tag from the list. The paired Bluetooth speaker is unpaired.

### Connection to a second Bluetooth speaker

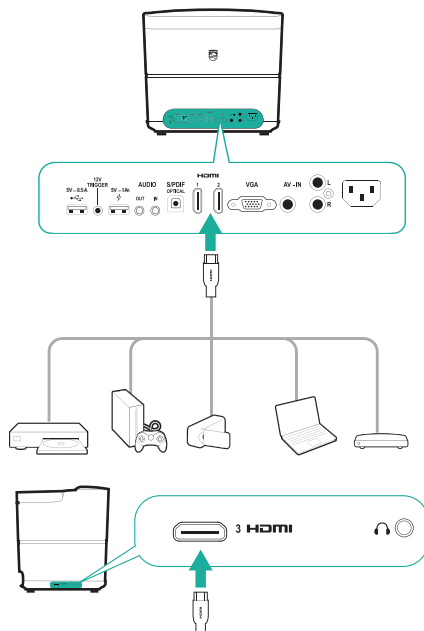
- 1 Unpair the currently connected Bluetooth speaker. Or manually disable Bluetooth on the currently connected Bluetooth speaker.
- 2 Then pair the projector with a second Bluetooth speaker.

## 5 Connect to playback devices

### Connect to devices through HDMI

Connect a playback device (e.g. a Blu-ray player, gaming console, camcorder, digital camera or PC) to the projector through HDMI connection. With this connection, images are shown on the projection screen, and audio is played on the projector.

- 1 Using an HDMI cable, connect the **HDMI (1/2/3)** connector on the rear or side panel of the projector to the HDMI output on the playback device.



- 2 Press **SOURCE** **↔** to access and select *HDMI 1*, *HDMI 2* or *HDMI 3* input source.

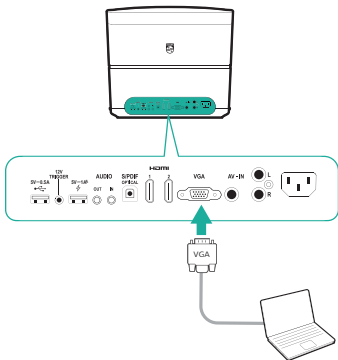
# Connect to a computer through VGA

Connect a computer (e.g. a desktop or laptop) to the projector. With this connection, images are shown on the projection screen.

## Notice


Many laptops do not activate the external video output automatically when you connect a second display such as a projector. Check your laptop user manual to find out how to activate the external video output.

- 1 Using a VGA cable, connect the **VGA** connector on the projector to the VGA output on a computer.



- 2 On your computer, adjust the screen resolution of the computer to the correct setting and switch the VGA signal to an external monitor. The following resolutions are supported:

	Resolution	Image refresh rate
VGA	640 x 480	60 Hz
SVGA	800 x 600	60 Hz
XGA	1024 x 768	60 Hz
WXGA	1280 x 768	60 Hz
HD	1280 x 720	60 Hz
FULL HD	1920 x 1080	60 Hz

- 3 Press **SOURCE**  to access and select **VGA**. Images are shown on the projection screen.

## Notice

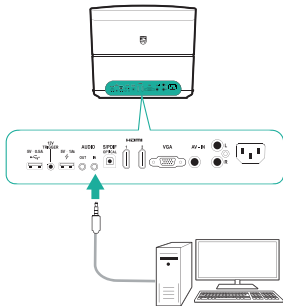


### Screen Resolution

The projector supports the following resolutions: VGA/SVGA/WXGA, HD and FULL HD. For best results, please check the best resolution.

### To output audio through VGA connection

- Establish the VGA connection. Then using a 3.5 mm audio cable, connect the **AUDIO IN** connector (3.5 mm) on the projector to the analogue audio output (3.5 mm jack, or red and white jacks) on the computer.



## Notice

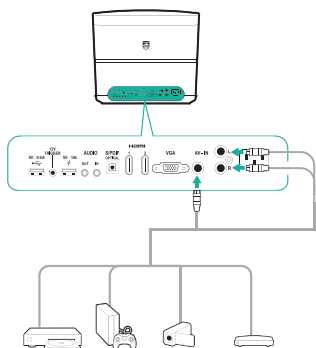


AUDIO IN connection only works through VGA connection.

# Connecting to devices through AV

Connect a playback device (e.g. a DVD player, gaming console, camcorder or digital camera) to the projector through AV connection. With this connection, images are shown on the projection screen, and audio is played on the projector.

- 1 Connect a RCA cable (A/V cable) to the following:
  - to the **AV - IN** connectors (yellow for composite video, red and white for analogue audio) on the projector and
  - to the analogue audio output jacks (red and white) and/or composite video output jack on a playback device.

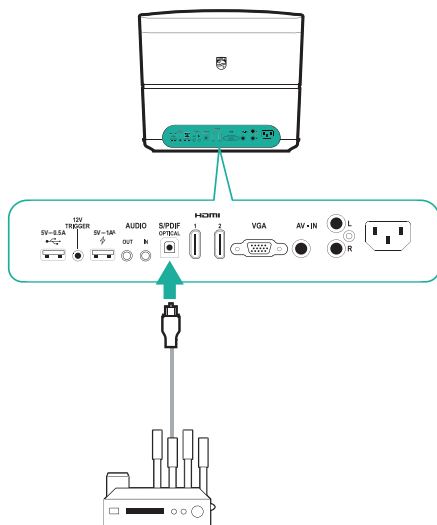


- 2 Press **SOURCE**  to access and select **AV-In**.

## Connect to devices through S/PDIF

Connect a digital device (e.g. a home cinema system or sound bar) to the projector through S/PDIF connection. With this connection, audio is streamed to the connected digital device.

- 1 Using an S/PDIF optical cable, connect the **S/PDIF** connector on the projector to the S/PDIF input on the digital device.
  - S/PDIF input on the digital device might be labeled OPTICAL or OPTICAL IN.



## Connect to external speakers or headphones

Connect external speakers or headphones to the projector. With this connection, audio from the projector is played through the external speakers or headphones.



### DANGER!

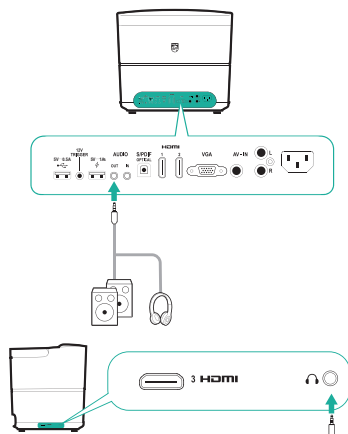


#### Danger of hearing damage!

Before connecting the headphones, turn down the volume on the device.

Do not use the device over a longer time at high volume – especially when using headphones. This could lead to hearing damage.

- 1 Connect a 3.5 mm audio cable to the following:
  - to the **AUDIO OUT** or  connector on the projector and
  - to the analogue audio input (3.5 mm jack, or red and white jacks) on the external speakers.
  - Or connect the **AUDIO OUT** or  connector on the projector to headphones.



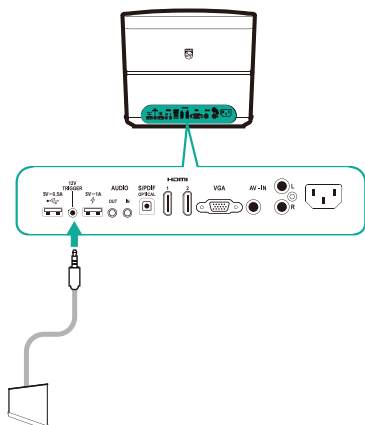
- 2 When connecting to the headphones, use the volume control on the remote control to adjust the volume to a comfortable level.



## Connect a screen through TRIGGER

Connect the projector to the projection screen through TRIGGER connection. With this connection, the projection screen can unfold and fold automatically.

- 1 Using a trigger cable (not included), connect the **TRIGGER** jack (12 V) on the projector to the socket of the projection screen.




- 2 The projection screen automatically unfolds or folds when the projector is turned on or off.

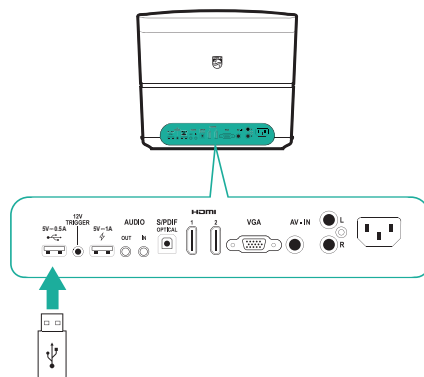
## 6 Browse storage devices


Through the projector, you can manage and play data files stored on the local storage and connected storage devices (e.g. a USB flash drive, HDD, camcorder or digital camera).

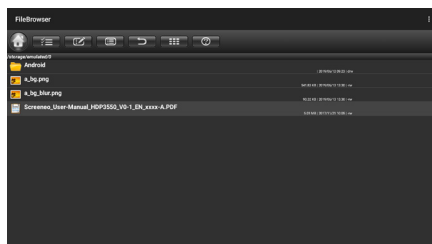
### Notice

**i** Only the USB port marked 0.5 A on the projector can access the data files contained on a USB storage device for media play.

- 1 Connect a USB storage device to the  port marked 0.5 A on the projector.
  - The USB port marked 1 A on the projector cannot access the data files contained on a USB storage device for media play.



- 2 On the home screen (press ) , select and access *File Browser*.
- 3 Select your connected device or local storage on the device list.
- 4 The file browser is displayed. Use the **navigation buttons** and **OK** on the remote control to select and open files.




## Copy/cut/delete files





On the top of the file browser, a menu bar is available in which browsing and editing tools are provided, as shown below.





### Access menu options

- Use the **navigation button** to select a menu option from the menu bar, then press **OK** to confirm selection or access sub-options.
- To access help on the meanings for each menu icon, select the  icon from the menu bar.

### Activate file selection and file open mode

- Select the  icon from the menu bar, and press **OK** to yellow highlight or gray out the  icon.
- When the  icon is yellow highlighted, file selection mode is activated. In file selection mode, file/folder selection is possible, and file/folder opening is not possible.
- When the  icon is grayed out, file open mode is activated. In file open mode, file/folder opening is possible, and file/folder selection is not possible.


### Copy and paste files

- 1 In file selection mode, select a file or folder. The file/folder name is ticked when selected.
- 2 Access the  menu to display editing options, and select the file copying option.
  - To delete a file/folder, select the file deleting option.
- 3 In file open mode, navigate and open a folder to which you will paste the selected file/folder.
- 4 Access the  menu again to display editing options, and select file pasting option. The file/folder pasting is now complete.

## Media playback

The projector can play pictures, audio and video files contained on the local storage and connected USB storage device.

Before you play a file, check the supported file formats (see **Technical data, page 28**).

- 1 Select a video/audio/picture file from the file browser, and press **OK**.
  - Make sure the file open mode is activated (the  icon from the menu bar on the top of the file browser is grayed out, not yellow highlighted), so that you can open a file.
- 2 Then select a media player app from the pop-up list for media play.
- 3 During play, you can access playback controls provided in the media player app.

## 7 Wireless projection

This projector allows you to wirelessly mirror the following devices to the projection screen.

- Android devices
- iOS devices
- Mac

### Wireless projection with Android devices

#### What you need

- An Android device which supports Miracast (or Screen Mirroring). The feature name can be also known as Screencast, Screen Sharing, Wi-Fi Direct, and Wireless Display, etc. Not all Android devices have this feature. Refer to your device user manual for details.
  - Enable Wi-Fi on your Android device.
- 1 On the home screen (press **▲**), select the screen mirroring icon, and then press **OK** to enter screen mirroring mode.
    - A message window is displayed to prompt you to connect the projector to a device.
  - 2 On your Android device, access the Wi-Fi settings, and select the "Wireless Display" option. Then select the projector name under 'Wireless Display' to connect your Android device to the projector.
    - Depending on different Android devices, the screen mirroring feature name is also labeled as Screencast, Screen Sharing, or Multi-screen, etc.
  - 3 The connection invitation pops up on the screen of the projector. Use the **Navigation button** and **OK** to select **ACCEPT**.
  - 4 After successful connection, the screen content of your Android device is casted to the projection surface.

### Wireless projection with iOS devices

#### What you need

- Enable Wi-Fi on your iPhone.
  - Make sure the projector and your iPhone are in the same Wi-Fi network.
- 1 On your iPhone, access 'Control Center' by sliding the screen up, and select the 'Screen Mirroring' option. Then select the projector name under 'Screen Mirroring' to connect your iPhone to the projector.
  - 2 After successful connection, the screen content of your iPhone is cast to the projection surface.

### Wireless projection with Mac

#### What you need



- Enable Wi-Fi on your Mac.
  - Make sure the projector and your Mac are in the same Wi-Fi network.
- 1 On your Mac, access the screen mirroring option located on the top of the computer screen, then select the projector name to connect your Mac to the projector.
  - 2 After successful connection, the screen content of your Mac is cast to the projection surface.

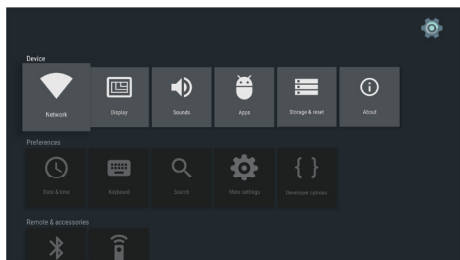
# 8 Change settings

This section helps you change the following two system settings:

- Android system
- Projector system

## Android system settings

- 1 On the home screen (press ) , select the  icon, and then press **OK** to access various Android related setting options.
- 2 Use the **Navigation buttons** and **OK** to select and change settings.



## Apps settings

Go to *Apps* or *Security & restrictions* to access the following settings.

- List downloaded/system/running apps, and memory used by each app
- Set various permissions for the installed apps, e.g. location, contacts, camera, microphone, phone and SMS, etc.
- Set security and restrictions for apps installation
- Uninstall or disable an application
- Clear data or cache

## Keyboard and input methods

Go to *Keyboard* to access the following settings.

- Two keyboard options: *Android Keyboard (AOSP)* or *Remote controller input method*
- Adjust settings for *Android Keyboard (AOSP)*, e.g. language, appearance and layout, gesture typing and text correction, etc.
- Adjust settings for *Remote controller input method*, e.g. language and input prediction, etc.

## Image options

Go to *Display* to access the following settings.


- Select different screen resolutions
- Scale the screen up or down.

## Sound options

Go to *Sounds* to access the following settings.

- *System sounds*: turn the system sound on or off.
- *Dolby sounds*: select a DRC (Dynamic Range Compression) mode for reducing dynamic range of sound output. For example, reduce the volume of the loud sounds when watching movie at night.
- *Digital sounds*: select an audio format for digital sound output

## More settings

You can access more options under the  settings.

- Check the total and used space for internal storage
- Reset to the factory default settings
- Set date and time
- Set different letter sizes for display
- Set volumes for media, alarm and notifications
- Create or log in accounts for popular apps

# Projector system settings

- 1 Press **OPTION** on the remote control to access the projector system setting options.
- 2 Use the **Navigation buttons** and **OK** to select and change settings.

## Source selection

Source settings	
Source	Smart Media
Image	HDMI 1
3D	HDMI 2
Sound	HDMI 3
System	VGA
Information	AV-In

- Select and activate an input source corresponding to an external device which is connected to the projector.
- Select Smart Media when a USB storage device is connected or no other external device is connected.

### Notice



If no input source is detected, **NO SIGNAL** appears on the screen.

Depending on which source you have selected, the sub menus may vary.

## Image settings

Image settings		
Source	Smart settings	Standard
Image	Format	Original
3D	Brightness	50
Sound	Contrast	50
System	Saturation	50
Information	Sharpness	16
	Lamp power mode	Standard
	Flow motion	Middle
	Wall colour correction	Off
	Advanced colour settings	

- **Smart Settings:** Select a predefined setting based on brightness, contrast and color saturation.
- **Format:** Select a picture format to fit the projection screen.
- **Adjust Brightness/Contrast/Saturation/Sharpness** with the values from 0 to 100.

- **Lamp Power Mode:** Select a lamp power mode to be used in different situations.
  - **Cinema:** Ideal for very dark rooms and smaller screen sizes.
  - **Daylight:** Ideal for bright environment.
  - **Primetime:** Ideal for semi-darkness.
- **Flow Motion:** Switch MEMC (motion estimation motion compensation) for motion interpolation to alleviate display motion blur.
- **Wall Colour Correction:** Adjust colour of the projected image to the coloured projection surface.
- **Advanced Colour Settings:** access the detailed colour corrections.
  - **Colour Temperature:** Set to **Warm** to enhance hotter colours such as red; set to **Cool** to make picture bluish.
  - **Dynamic Contrast:** Adjust the contrast to keep it at the best level according to the brightness of the screen.
  - **Gamma:** Adjust the gamma correction according to the type of the projected image.
  - **Black Level:** Set the black and white level to **Full Range**, **Limit Range** or **Auto**.
  - **Manual White Point:** Manually adjust the white point calibration according to your needs.
  - **Manual Colours RGB CMY:** Manually adjust colours in RGB CMY mode according to your needs.

## 3D setting

3D settings		
Source	2D/3D	2D
Image	L/R Swap	Off
3D		
Sound		
System		
Information		

- **3D:** Switch the picture mode between 2D or 3D.
- **L/R Swap:** Switch the left and right side of the screen display.

Sound settings

Sound settings		
Source	Volume	6
Image	Deep bass	On
3D	Wide sound	Off
Sound	Equalizer	Normal
System	Audio output	SPDIF
Information		

- *Volume*: Adjust volume levels.
- *Deep Base*: Switch the deep base feature on or off.
- *Wide Sound*: Switch the wide sound feature on or off.
- *Equalizer*: Select a sound mode: Normal, Pop, Jazz, Classic, Voice.
- *Audio Output*: Switch the audio output between *Internal Speakers* and *SPDIF*. Select *SPDIF* if you want to output audio through **S/PDIF** connection to a digital device (e.g. home cinema system or AV receiver).


System settings

System settings		
Source	Key stone	0
Image	Projection mode	Front
3D	Sleep mode	Off
Sound	Screen saver	1 min
System	Auto power down	On
Information	Reset lamp timer	On
	Language/language	English
	High altitude mode	Off
	Shop mode	Off
	Firmware update	

- *Key Stone*: Correct keystone images to be rectangular.
- *Projection mode*: Adjust the projection to the correct position based on different installation of the projector.
  - *Front*: Place the projector on a surface in front of the projection screen.
  - *Rear*: Place the projector on a surface behind the projection screen.
  - *Front Ceiling*: Mount the projector on ceiling in front of the projection screen.
  - *Rear Ceiling*: Mount the projector on ceiling behind the projection screen.

- *Sleep Mode*: Set time (in minute) at which the projector turns off automatically.
- *Screen Saver*: Set a time length after which the lamp of the projector turns off automatically if there is no input source.
- *Auto Power Down*: If this function is switched on, the projector turns off automatically after three hours.
- *Reset Lamp Timer*: Reset the lamp timer of the projector to zero.

**CAUTION!**



Do not reset the lamp timer if the lamp has not been replaced as this could cause damage to the projector (**see Replace the lamp, page 23**).

- *Language/Language*: Select your desired language for on-screen menus.
- *High Altitude Mode*: Turn this function on to prevent overheating due to low air density.
- *Shop Mode*: Special mode for retail stores.
- *Firmware Update*: Update the projector system via a USB device.

Information display

Information		
Source	Source	Smart Media
Image	Smart settings	Standard
3D	3D settings	2D
Sound	Lamp hour	0 h
System	Resolution	1920 x 1080
Information	Firmware version	V1.0
	Engine version	1002010600
	MCU version	V1.101
	Model	HDP3550

*Information*: Display the overview of the current projector system settings and the software versions of the projector.

# Reset image settings

Reset images settings to the factory default settings.

- 1 Press **OPTION** on the remote control to access the projector system setting options.
- 2 Use the **Navigation buttons** and **OK** to select *Image - Smart Settings*.

Image settings		
Source	Smart settings	Standard
Image	Format	Original
	Brightness	50
3D	Contrast	50
	Saturation	50
Sound	Sharpness	16
System	Lamp power mode	Standard
Information	Flow motion	Middle
	Wall colour correction	Off
	Advanced colour settings	

Reset current image settings

- 3 When the *Smart Settings* option is selected, press the red button on the remote control.
- 4 A message appears for confirmation of resetting. Follow the on-screen instructions to start or cancel resetting.

# Reset system settings

Reset the settings of both projector and Android system to the factory default settings.

- 1 Press **OPTION** on the remote control to access the projector system setting options.
- 2 Use the **Navigation buttons** and **OK** to select *System - Key Stone*.

System settings		
Source	Key stone	0 ◀▶
Image	Projection mode	Front
	Sleep mode	Off
3D	Screen saver	1 min
	Auto power down	On
Sound	Reset lamp timer	
System	Language/language	English
Information	Shop mode	Off
	Firmware update	Off


Reset all settings

- 3 When the *Key Stone* option is selected, to reset the entire system (projector and Android systems), press the red button on the remote control.
- When the *Key Stone* option is selected, to reset the Andorid system, press the green button on the remote control.
- 4 A message appears for confirmation of resetting. Follow the on-screen instructions to start or cancel resetting.

# 9 Service

## Cleaning

**DANGER!**

 **Instructions for cleaning!**

Before cleaning, always turn the projector off and disconnect the power cable.


Use a soft, lint-free cloth. Never use liquid or easily flammable cleansers (sprays, abrasives, polishes, alcohol, etc.). Do not allow any moisture to reach the interior of the projector. Do not spray the projector with any cleaning fluids.

Wipe over the surfaces gently. Be careful that you do not scratch the surfaces.

## Clean the lens

Use a soft brush or lens cleaning paper for cleaning the lens of the projector.

**DANGER!**

 **Do not use any liquid cleaning agents!**

Do not use any liquid cleaning agents for cleaning the lens, to avoid damaging the coating film on the lens.


## Replace the lamp

The UHP lamp will last up to 10,000 hours. It will mature during its life time, so some loss in brightness is a normal part of the process and should be expected. We recommend that the lamp is replaced between 5,000 and 10,000 hours, depending which lamp mode is used.

To check the elapsed lamp, press **OPTION** on the remote control and go to *Information - Lamp Hour*.

**To purchase a replacement lamp, contact your dealer or our customer service centre.**

**CAUTION!**

 Do not operate the lamp beyond the rated lamp life. Excessive operation of lamps could cause a lamp to break on rare occasions.

## DANGER!



### Instructions for cleaning!

To reduce the risk of electrical shock, always turn the projector off and disconnect the power cable before changing the lamp.

To reduce the risk of severe burns, allow the projector to cool for at least 45 minutes before replacing the lamp.

To reduce the risk of injuries to fingers and damage to internal components, use caution when removing lamp glass that has shattered into sharp pieces.

To reduce the risk of injuries to fingers and/or compromising image quality by touching the lens, do not touch the empty lamp compartment when the lamp is removed.

This lamp contains mercury. Consult your local hazardous waste regulations to dispose of this lamp in a proper manner.

- 1 Turn off the projector and disconnect the power cable from the power supply.

### Notice



The lamp becomes extremely hot during operation. Allow the projector to cool for approximately 45 minutes prior to removing the lamp.

- 2 Find the connector cover on the bottom of the left side panel of the projector. Open the connector cover to find two small screws which fasten the lamp cover. Then use an appropriate screwdriver to remove the two screws, and remove the lamp cover.

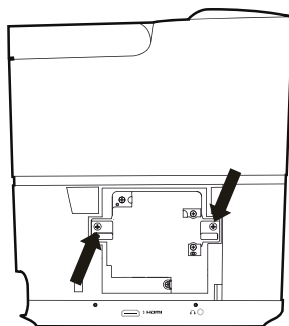
### CAUTION!



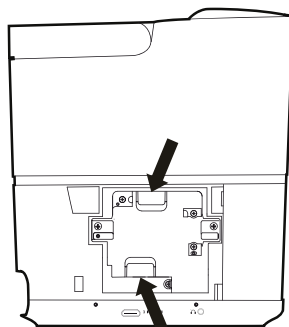
Do not connect the projector to power supply while the lamp cover is removed.

Do not insert your fingers inside the projector. The sharp edges may cause injuries.

- 3 Loosen the two screws which fasten the lamp. See the figure below.



- 4 Gently pull the lamp out by holding the two tabs. See the figure below.



### CAUTION!



Pulling the lamp too fast may cause the lamp to break and scatter broken glass inside the projector.

Do not place the lamp in locations where water might splash on it, children can reach it, or near flammable materials.

Do not insert your hands inside the projector after the lamp is removed.

If you touch the optical components inside, it could cause colour unevenness and distortion of the projected images.

- 5 Gently insert the new lamp. If it doesn't fit easily, make sure it is inserted in the correct way.
- 6 Tighten the two screws which secure the lamp.



### CAUTION!



Loose screws may cause a bad connection, which could result malfunction.

Do not over tighten the screws.

- 7 Replace the lamp cover on the projector, and tighten it with the two screws. The lamp replacement completes.

## Reset the lamp timer

After the lamp is replaced, reset the lamp timer to zero.

### CAUTION!



Do not reset the lamp timer if the lamp has not been replaced as this could cause damage to the projector.

- 1 Press **OPTION** to access the setting options.
- 2 Navigate to select *System - Reset lamp timer*.
- 3 A message appears for confirmation of resetting. Press **OK** to confirm. The lamp time is reset to "0".

## Update software

The latest software of the projector can be found on [www.philips.com/support](http://www.philips.com/support) for you to get the best features and support from the projector.

Before you update the software of the projector, check the current software version:

- Press **OPTION** to access the setting options, then select *Information - Firmware version* and *MCU version*.

### CAUTION!



Do not turn off the projector or remove the USB flash drive during the update.

## Update software through Internet

You can update the Android system using the following Internet access.

- 1 Make sure the projector is connected to Internet. To check Internet connection, access the **Settings** on the home screen, and go to *Network*.
- 2 Select **Settings** on the upper right of the home screen, then press **OK** to access the setting options.

- 3 Select *Firmware Update - Automatic update*.
  - If an upgrade is available, you are prompted to start or cancel the update.
- 4 Follow the on-screen instructions to complete the update.

## Update software through USB

### Download software

- Check the latest software version on [www.philips.com/support](http://www.philips.com/support). Find your product (model number: HDP3550), and locate 'Software and drivers'.
- On a computer, download the software into the USB flash drive. Save the file in the root directory of the USB flash drive.

### Android system update

- 1 Connect the USB flash drive with the downloaded software to the USB port marked 0.5 A, not the USB port marked 1 A.
- 2 Select **Settings** on the upper right of the home screen, then press **OK** to access the setting options.
- 3 Select *Firmware Update - Local update*.
- 4 Select the update file to start update.
  - If the update file does not appear, press the yellow button on the remote control eight times until the update file appears.
- 5 Follow the on-screen instructions to complete the update.

### Projector system update



- 1 Connect the USB flash drive with the downloaded software to the USB port marked 1 A, not the USB port marked 0.5 A.
- 2 Press **OPTION** to access the setting options.
- 3 Navigate to select *System - Firmware Update*.

## Troubleshooting

### Power cycling

If a problem occurs that cannot be corrected with the instructions in this user manual, follow the steps given here.

- 1 Turn the projector off by pressing **Power** twice.
- 2 Wait at least ten seconds.
- 3 Turn the projector on by pressing **Power** once.
- 4 If the problem persists, please contact our technical service centre or your dealer.

Problems	Solutions
The projector cannot be turned on.	<ul style="list-style-type: none"> <li>• Disconnect and reconnect the power cable, and try to turn the projector on again.</li> </ul>
The projector cannot be turned off.	<ul style="list-style-type: none"> <li>• Press and hold  longer than ten seconds. If this does not work, disconnect the power cable.</li> </ul>
No sound	<ul style="list-style-type: none"> <li>• Check that the speaker is activated (press  <b>OPTION</b>, and go to <i>Sound - Audio Output</i>).</li> <li>• Adjust the volume using the volume buttons.</li> </ul>
No image from the external HDMI device.	<ul style="list-style-type: none"> <li>• Check if the correct HDMI input is selected (HDMI 1, HDMI 2 or HDMI 3).</li> <li>• Disconnect the HDMI cable or switch off the HDMI device.</li> <li>• Wait <b>three</b> seconds.</li> <li>• Reconnect the HDMI cable or switch on the HDMI device again.</li> </ul>
No sound from external HDMI output device.	<ul style="list-style-type: none"> <li>• On the HDMI output device, set the audio setting to Multichannel (Raw data) &amp; Stereo (PCM).</li> </ul>
No sound when you connect your computer via HDMI cable.	<ul style="list-style-type: none"> <li>• Check that the sound is activated on the computer, and HDMI is set as the audio device.</li> </ul>
Only the initial screen appears and not the image from the external device.	<ul style="list-style-type: none"> <li>• Check if the cables are connected to the right sockets.</li> <li>• Check that the external device is turned on.</li> <li>• Check if the video output of the external device is turned on.</li> <li>• Check if the correct HDMI input is selected (HDMI 1, HDMI 2 or HDMI 3).</li> </ul>
Only the initial screen appears and not the image from the connected computer.	<ul style="list-style-type: none"> <li>• Try a different resolution or lower the refresh rate setting on your computer.</li> </ul>
The projector turns itself off.	<ul style="list-style-type: none"> <li>• When the projector is running for a long period of time, the surface becomes hot.</li> <li>• Check that the power cable is connected correctly.</li> <li>• Check the sleep mode status in the setting menu. When the sleep mode is activated, the device turns off after the programmed duration</li> </ul>
The projector cannot read the USB stick.	<ul style="list-style-type: none"> <li>• Only the USB port marked 0.5 A, not the USB port marked 1 A, can access the data files on the USB device for media play.</li> <li>• The projector does not support the exFAT file system.</li> <li>• Format the USB stick in FAT format, then use it.</li> </ul>
The projector does not react to remote control commands.	<ul style="list-style-type: none"> <li>• Check the batteries of the remote control.</li> <li>• Check if the infrared sensor on the projector is obstructed by some object.</li> </ul>

Problems	Solutions
Measures to take if Screen Mirroring does not work anymore after a firmware update of an Android or iOS device.	<ul style="list-style-type: none"> <li>• We recommend checking regularly for new firmware of your projector (<b>see Update software, page 25</b>).</li> <li>• For an Android device, select and access the screen mirroring feature on the home screen.</li> </ul>
Screen mirroring does not work with the available Android device.	<ul style="list-style-type: none"> <li>• In order to allow screen mirroring, your device must support Miracast. Not all Android devices support this function. The function name can be also known as Screencast, Screen Sharing, WiFi Direct, Wireless Display, etc..</li> <li>• Please refer to the user manual of your Android device to check if this function is supported and how it can be enabled.</li> </ul>
When I view videos, the sound or the picture is sometimes distorted or the sound is not synchronized to the picture.	<ul style="list-style-type: none"> <li>• The available Wi-Fi bandwidth is insufficient for sending the video flawlessly from the smartphone to the projector. This can happen if one or more Wi-Fi networks operate in the same frequency range nearby. Certain IoT devices (e.g. ZigBee enabled devices) also operate in this frequency range.</li> <li>• Your smartphone is not fast enough to compress the screen data and send it simultaneously over Wi-Fi.</li> <li>• Your smartphone may maintain parallel connections to your home network and the projector. This will reduce the available bandwidth. Disabling temporarily the connection to your home network may help.</li> </ul>
The temperature of the projector's surface is warm.	<ul style="list-style-type: none"> <li>• For this projector it is normal to generate moderate heat during operation.</li> </ul>

# 10 Appendix

## Technical data

### Technology

Display technology	Single 0.65" DarkChip3
1080p DLP® Technology	by Texas Instruments
Light source	Philips UHP Image life lamp
Lamp type	250 watt
UHP light source	lasts over 10000 hours
Colour wheel segment	6 segment (RGBRGB)
Contrast ratio	200 000: 1
Brightness	2000 colour lumen
Displayable colours	1.07 billions
Resolution	1920 x 1080 pixel
Throw ratio	0.21:1
Screen size	50–120"
Screen distance from device backside	10–42 cm
Keystone correction	yes
Aspect ratio	4:3 and 16:9
Projection modes	front, rear, front ceiling, rear ceiling
Wall colour correction	yes
Focus adjustment	electrical
Frame rate	720 Hz
3D technology	converts 2D in 3D, supports all 3D modes
Image lag time	50 ms
Image response time	< 0.1 ms
Noise level	32 dB(A) daylight mode/ <25 dB(A) cinema mode
Supported formats/resolutions	PAL (50Hz)/SECAM (50Hz)/NTSC (60Hz)/ 480i/p/576i/p/720p/1080i/p

### Sound

Built-in speakers	2x subwoofer
Output power	26 W
Sound System	Dolby Digital 2.1

### Connection

Wi-Fi	(802.11) a/b/g/n/ac 2.4 and 5GHz
Bluetooth	stream music from smartphone or tablet to the projector via Bluetooth aptX® Standard; operated frequency band 2400–2483.5 MHz max. transmitted power 100 mW
Connectivity	Airplay, Miracast 2x back HDMI, 1 side HDMI, VGA, composite, 1x back standard USB, headphone out side, Audio in & out, AV in, S/PDIF optical, trigger out

### Internal media player

Supported video formats	4K, 2K, AVC/H.264, MPEG-2, MPEG-4 (Visual XviD), HEVC, H.263, WMV2, WMV3 (VC-1), REALVIDEO 4, XVID, M-JPEG, V_VP8, HDR 10
Supported audio formats	MPEGAudio, FLAC, AAC, AC-3, MPEG-1, AMR, COOKER, MONKEY'S Audio, PCM (Microsoft), WMA, ogg Vorbis
Supported photoformats	.jpeg/.png/.bmp/.gif

### Power source

Power consumption	operating: 190 to 300 W power off: <0.5 W
Power supply	220–240 V~, 50 Hz

### Logistic data

Packaging dimensions	packed (W x D x H): 408 x 340 x 385 mm unpacked (W x D x H): 315.5 x 248.8 x 281.9 mm
Weight	packed: 10.5 kg unpacked: 8.3 kg
Temperature range	operation: 5–35° C
Storage packed	-10–60° C
Storage unpacked	0–45° C
Relative humidity	operation: 15–85% RH storage packed: 5–93% RH storage unpacked: 15–85% RH
Standard package includes	HDP3550 Remote control with 2 AAA batteries UK, US, EU, CH power cables User guide (on internal memory) Quick start guide transport bag warranty card

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# CE statement

- The product shall only be connected to a USB interface of version USB 2.0 or higher.
- Adapter shall be installed near the equipment and shall be easily accessible.
- The operating temperature of the EUT can't exceed 35°C and shouldn't be lower than 5°C.
- The plug is considered as disconnect device of adapter.
- The UNII Band 5150–5250 MHz is for indoor use only.
- The device complies with RF specifications when the device is used at 20 cm from your body.

Hereby, Screeneo Innovation SA declares that this product is in compliance with essential requirements and other relevant provisions of Directive 2014/53/EU.



The Declaration of Compliance can be consulted on the site [www.philips.com](http://www.philips.com).

Frequency bands	Maximum output power
BT EDR (EIRP)	9.09 dBm
BT BLE (EIRP)	4.85 dBm
WiFi 2.4GHz (EIRP)	17.88 dBm
WiFi 5GHZ (EIRP)	17.89 dBm

# FCC statement

## 15.19 Labeling requirements.

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

## 15.21 Information to the user.

Any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

## 15.105 Information to user.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

During operation, the separation distance between the user and the antenna shall be at least 20 cm. This separation distance will ensure that there is sufficient distance from a properly installed externally-mounted antenna to satisfy the RF exposure requirements.

FCC ID: 2ASRT-HDP3550

## Other notice

Preservation of the environment as part of a sustainable development plan is an essential concern of Screeneo Innovation SA. The desire of Screeneo Innovation SA is to operate systems respecting the environment and consequently it has decided to integrate environmental performances in the life cycle of these products, from manufacturing to commissioning use and elimination.



**Packaging:** The presence of the logo (green dot) means that a contribution is paid to an approved national organisation to improve package recovery and recycling infrastructures. Please respect the sorting rules set up locally for this kind of waste.

**Batteries:** If your product contains batteries, they must be disposed of at an appropriate collection point.



**Product:** The crossed-out waste bin symbol on the product means that the product belongs to the family of electrical and electronic equipment. In this respect, the European regulations ask you to dispose of it selectively:

- At sales points in the event of the purchase of similar equipment.
- At the collection points made available to you locally (drop-off centre, selective collection, etc.).

In this way you can participate in the reuse and upgrading of Electrical and Electronic Equipment Waste, which can have an effect on the environment and human health.

The paper and cardboard packaging used can be disposed of as recyclable paper. Have the plastic wrapping recycled or dispose of it in the non-recyclable waste, depending on the requirements in your country.

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