Руководство

32HFL5114/12 43HFL5114/12 43HFL5114U/12 43HFL6114U/12 50HFL5114U/12 50HFL6114U/12 55HFL6114U/12 65HFL6114U/12 75HFL6114U/12



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1

Обзор ТВ

1 1

Профессиональный режим

Возможности

В профессиональном режиме вы получаете доступ к большему количеству продвинутых настроек, которые позволяют полностью управлять состоянием телевизора и добавлять дополнительные функции.

Этот режим предназначен для установки телевизоров в таких местах, как отели, круизные лайнеры, стадионы и другие бизнес-зоны, где требуется такой уровень контроля.

Если телевизор используется дома, рекомендуется отключить профессиональный режим.

Дополнительные сведения см. в руководстве по настройке профессионального режима.

Настройка

2.1

Инструкции по безопасности

Перед включением телевизора ознакомьтесь со всеми инструкциями по безопасности.

2.2

Подставка для телевизора и настенное крепление

Подставка для телевизора

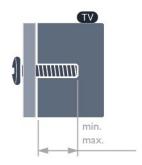
Инструкции по креплению подставки для телевизора см. в Кратком руководстве, которое входит в комплект телевизора. Если найти руководство не удалось, его можно загрузить с веб-сайта www.philips.com.

Для поиска **Краткого руководства** используйте номер модели телевизора.

Настенное крепление

Телевизор также совместим с настенным креплением VESA (не входит в комплект).

Во время выбора настенного крепления используйте следующий код VESA. . .



• 43HFL6114U

VESA MIS-F 200x200, M6 (мин.: 8 мм, макс.: 13 мм)

• 50HFL6114U

VESA MIS-F 300x200, M6 (мин.: 8 мм, макс.: 14 мм)

• 55HFL6114U

VESA MIS-F 300x200, M6 (мин.: 8 мм, макс.: 14 мм)

• 65HFL6114U

VESA MIS-F 400x200, M6 (мин.: 11 мм, макс.: 14 мм)

• 75HFL6114U

VESA MIS-F 600x400, M8 (мин.: 18 мм, макс.: 28 мм)

• 32HFL5114

VESA MIS-F 100x100, M6 (мин.: 10 мм, макс.: 12 мм)

• 43HFL5114 / 43HFL5114U

VESA MIS-F 200x200, M6 (мин.: 12 мм, макс.: 14 мм)

• 50HFL5114U

VESA MIS-F 200x200, M6 (мин.: 12 мм, макс.: 14 мм)

Подготовка

Сначала уберите 4 пластиковых колпачка из втулок с резьбой на задней панели телевизора (только для 5114 43").

Металлические винты, которыми телевизор крепится к кронштейну VESA, должны быть закручены во втулки с резьбой примерно на 10 мм.

Внимание!

Настенный монтаж телевизора требует специальных навыков и должен выполняться только квалифицированным специалистом. Во время настенного монтажа необходимо соблюдать требования техники безопасности в соответствии с весом телевизора. Перед установкой телевизора внимательно ознакомьтесь с мерами безопасности.

Компания TP Vision Europe B.V. не несет ответственности за неправильно выполненный монтаж или за монтаж, ставший причиной несчастного случая или травмы.

2.3

Рекомендации по выбору места для установки

- Установите телевизор так, чтобы на него не попадали прямые солнечные лучи.
- Идеальное расстояние для просмотра телевизора равняется значению размера диагонали экрана, умноженному на три. Телевизор должен быть расположен таким образом, чтобы глаза зрителя находились на уровне середины экрана.
- При креплении телевизора на стену установите его на расстоянии не более 15 см от стены.

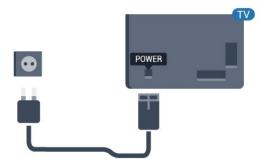


Примечание.

Устанавливайте телевизор вдали от источников пыли, таких как радиаторы отопления. Рекомендуется регулярно удалять пыль во избежание попадания пыли в телевизор.

Кабель питания

- Подключите кабель питания к разъему **POWER** на задней панели телевизора.
- Убедитесь, что кабель питания вставлен в разъем до упора.
- Убедитесь в наличии постоянного доступа к сетевой вилке в розетке электросети.
- При отключении кабеля питания от сети всегда тяните за вилку, а не за шнур.



2.5

Антенный кабель

Вставьте штекер антенны в разъем **Antenna** на задней панели телевизора.

Телевизор можно подключить к отдельной или общей антенне. Для этого служит коаксиальный высокочастотный кабель с разъемом IEC 75 Ом.

C помощью этой антенны принимаются сигналы DVB-T и DVB-C.

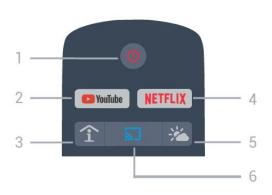


Пульт ДУ

3.1

Обзор кнопок

Верхняя часть



1 - 🛡 Режим ожидания / Вкл.

Включение телевизора и его переключение в режим ожидания.

2 - Youtube

Открытие YouTube.

3 - **1** SMART INFO (только в профессиональном режиме)

Отображение информации, предоставленной отелем.

4 - NETFLIX

Запуск приложения Netflix. Телевизор включен или находится в режиме ожидания.

- При наличии подписки Netflix вы получаете доступ ко всем возможностям Netflix на этом телевизоре. Телевизор должен быть подключен к Интернету.
- Чтобы открыть Netflix, нажмите NETFLIX для запуска приложения Netflix. Вы можете запустить Netflix, даже если телевизор находится в режиме ожидания. www.netflix.com

5 - 🌤 Погода (только в профессиональном режиме)

Отображение информации о погоде для вашего местоположения.

6 - 🔊 Google Cast (только в профессиональном режиме)

Отображение контента с мобильного устройства на экране телевизора.

Средняя часть



1 - 🌣 SETTINGS

Открытие меню настроек.

2 - 🏣 TV GUIDE

Открытие списка текущих и будущих телепередач на выбранных каналах.

3 - **←** BACK

- Возврат к ранее выбранному каналу.
- Возврат к предыдущему меню.

4 - OPTIONS

Открытие или закрытие меню параметров.

5 - Кнопка **ОК**

Подтверждение выбранного или установленного значения.

6 - Кнопки со стрелками / кнопки навигации

Перемещение вверх ∧, вниз ∨, влево < или вправо >.

Переключение на следующий или предыдущий канал в списке каналов.

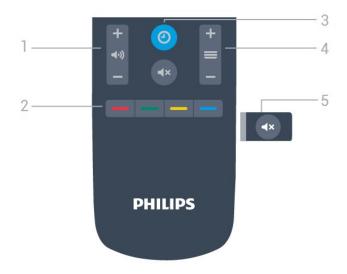
8 - ¹√9 EXIT

Переход к просмотру телеканалов.

9 - 🗀 HOME

Открытие главного меню.

Нижняя часть



1 - ◄•) Громкость

Установка уровня громкости звука.

2 - - - Цветные кнопки

Прямой выбор параметров.

3 - @ CLOCK

Отображение часов.

4 - ■ Канал

Переключение на следующий или предыдущий канал в списке каналов.

5 - **◀**× Отключение звука

Отключение или включение звука.

3.2

ИК-датчик

Телевизор совместим также с ИК-пультами ДУ (на основе инфракрасных лучей). Если вы пользуетесь таким пультом, следите за тем, чтобы он был направлен в сторону инфракрасного датчика на передней панели телевизора.

▲ Внимание!

Не кладите объекты перед ИК-датчиком телевизора, чтобы не блокировать ИК-сигнал.

3.3

Очистка

Пульт ДУ оснащен специальным покрытием, устойчивым к образованию царапин.

Очищайте пульт ДУ мягкой влажной тканью. Не используйте для очистки пульта ДУ спирт, химические или другие бытовые чистящие средства.

Включение и отключение

4.1

Включение или перевод в режим ожидания

Убедитесь, что телевизор подключен к сети питания переменного тока. Подключите прилагаемый шнур питания к разъему **AC in** на задней панели телевизора. Загорится индикатор на нижней панели телевизора.

Включение

Нажмите ^О на пульте ДУ, чтобы включить телевизор. Вы также можете нажать кнопку ○ / **О** Дом. Если вы не можете найти пульт ДУ или батареи пульта разряжены, нажмите на джойстик на задней или нижней панели телевизора, чтобы включить его.

Переключение в режим ожидания

Чтобы переключить телевизор в режим ожидания, нажмите кнопку ^о на пульте ДУ. Вы также можете нажать на джойстик на задней или нижней панели телевизора.

В режиме ожидания: телевизор будет по-прежнему подключен к электросети, но его энергопотребление будет минимальным.

Для отключения телевизора от электросети следует отсоединить вилку шнура питания телевизора. При отключении от сети питания всегда тяните за вилку, а не за шнур. Обеспечьте постоянный свободный доступ к розетке электросети, вилке и шнуру питания.

4.2

Кнопки на панели ТВ

Если вам не удается найти пульт дистанционного управления или в нем сели батарейки, все базовые функции управления доступны на телевизоре.

Чтобы открыть базовое меню...

- **1** Когда телевизор включен, нажмите на джойстик на задней или нижней панели, чтобы открыть базовое меню.
- 2 Нажмите кнопку перехода влево или вправо, чтобы выбрать ◄•)) Громкость, ≡ Канал или № Источники.
- **3** Нажимайте кнопки вверх/вниз, чтобы отрегулировать громкость или перейти на следующий/предыдущий канал. Нажимайте кнопки вверх/вниз для прокрутки списка источников, включая выбор тюнера.
- 4 Меню закроется автоматически.

Чтобы перевести телевизор в режим ожидания, выберите Φ и нажмите на джойстик на задней или нижней панели телевизора.

Характеристики

5.1

Взаимодействие с окружающей средой

Информация о продукте

43HFL6114U

- Класс энергоэффективности: А
- Размер видимой области экрана: 108 см/43 дюйма
- Энергопотребление в рабочем режиме (Вт): 61 Вт
- Годовое энергопотребление (кВт*ч)*: 90 кВт*ч
- Энергопотребление в режиме ожидания (Вт)**: 0,3 Вт
- Разрешение экрана (пиксели): 3840 x 2160p

50HFL6114U

- Класс энергоэффективности: А+
- Размер видимой области экрана: 126 см/50 дюймов
- Энергопотребление в рабочем режиме (Вт): 68 Вт
- Годовое энергопотребление (кВт*ч)*: 100 кВт*ч
- Энергопотребление в режиме ожидания (Вт)**: 0,3 Вт
- Разрешение экрана (пиксели): 3840 х 2160р

55HFL6114U

- Класс энергоэффективности: А+
- Размер видимой области экрана: 139 см/55 дюймов
- Энергопотребление в рабочем режиме (Вт): 83 Вт
- Годовое энергопотребление (кВт*ч)*: 122 кВт*ч
- Энергопотребление в режиме ожидания (Вт)**: 0,3 Вт
- Разрешение экрана (пиксели): 3840 x 2160p

65HFL6114U

- Класс энергоэффективности: А+
- Размер видимой области экрана: 164 см/65 дюймов
- Энергопотребление в рабочем режиме (Вт): 104 Вт
- Годовое энергопотребление (кВт*ч)*: 152 кВт*ч
- Энергопотребление в режиме ожидания (Вт)**: 0,3 Вт
- Разрешение экрана (пиксели): 3840 х 2160р

75HFL6114U

- Класс энергоэффективности: А+
- Размер видимой области экрана: 189 см/75 дюймов
- Энергопотребление в рабочем режиме (Вт): 113 Вт
- Годовое энергопотребление (кВт*ч)*: 165 кВт*ч
- Энергопотребление в режиме ожидания (Вт)**: 0,3 Вт
- Разрешение экрана (пиксели): 3840 х 2160р

32HFL5114

- Класс энергоэффективности: А+
- Размер видимой области экрана: 80 см/32 дюйма
- Энергопотребление в рабочем режиме (Вт): 29 Вт
- Годовое энергопотребление (кВт*ч)*: 43 кВт*ч
- Энергопотребление в режиме ожидания (Вт)**: 0,35 Вт
- Разрешение экрана (пиксели): 1920 х 1080р

43HFL5114

• Класс энергоэффективности: А+

- Размер видимой области экрана: 108 см/43 дюйма
- Энергопотребление в рабочем режиме (Вт): 48 Вт
- Годовое энергопотребление (кВт*ч)*: 71 кВт*ч
- Энергопотребление в режиме ожидания (Вт)**: 0,3 Вт
- Разрешение экрана (пиксели): 1920 х 1080р

43HFL5114U

- Класс энергоэффективности: А
- Размер видимой области экрана: 108 см/43 дюйма
- Энергопотребление в рабочем режиме (Вт): 59 Вт
- Годовое энергопотребление (кВт*ч)*: 87 кВт*ч
- Энергопотребление в режиме ожидания (Вт)**: 0,3 Вт
- Разрешение экрана (пиксели): 3840 х 2160р

50HFL5114U

- Класс энергоэффективности: А+
- Размер видимой области экрана: 126 см/50 дюймов
- Энергопотребление в рабочем режиме (Вт): 70 Вт
- Годовое энергопотребление (кВт*ч)*: 103 кВт*ч
- Энергопотребление в режиме ожидания (Вт)**: 0,3 Вт
- Разрешение экрана (пиксели): 3840 х 2160р
- * Годовое потребление электроэнергии (кВт*ч) рассчитывается на основе типичного потребления электроэнергии устройством в рабочем режиме из расчета просмотра в течение 4 часов в день, 365 дней. Фактическое энергопотребление зависит от особенностей использования телевизора.
- ** Если телевизор выключается при помощи пульта ДУ и ни одна из функций не включена.

Регистрационный номер EPREL

43HFL6114U: 341921

50HFL6114U: 341992

55HFL6114U: 342447

65HFL6114U: 342465

75HFL6114U: 355587

32HFL5114: 341818

43HFL5114: 341833

43HFL5114U: 341835

50HFL5114U: 341991

Утилизация

Утилизация отработавшего изделия и старых аккумуляторов

Данное изделие изготовлено из высококачественных материалов и компонентов, которые подлежат повторной переработке и вторичному использованию.



Маркировка символом перечеркнутого мусорного бака означает, что данное изделие подпадает под действие директивы Европейского Совета 2012/19/EU



Узнайте о правилах местного законодательства по раздельной утилизации электротехнических и электронных изделий.

Действуйте в соответствии с местным законодательством и не выбрасывайте отслужившие изделия в бытовой мусор. Правильная утилизация отслужившего оборудования поможет предотвратить возможное вредное воздействие на окружающую среду и здоровье человека.

В изделии содержатся элементы питания, которые подпадают под действие директивы 2006/66/ЕС и не могут быть утилизированы вместе с бытовым мусором.



Ознакомьтесь с местными правилами утилизации батарей. Правильная утилизация поможет предотвратить вредное воздействие на окружающую среду и здоровье человека.

5.2

Питание

Характеристики продукции могут быть изменены без предварительного уведомления. Подробные характеристики представлены на веб-сайте www.philips.com/support

Питание

- Мощность, потребляемая от сети: переменный ток 220–240 В +/-10%
- Температура окружающей среды: от 5 °C до 35 °C
- Функции энергосбережения: Режим Есо, отключение изображения (при прослушивании радио), таймер автовыключения, меню "Экорежим".

Для получения информации об энергопотреблении см. главу **Информация о продукте**.

5.3

Операционная система

OC Android:

Android Pie 9

5.4

Прием

- Вход для антенны: 75 Ом, коаксиальный (IEC75)
- Диапазоны тюнера: Hyperband, UHF, VHF
- DVB: DVB-T2, DVB-C (кабельное) QAM
- Воспроизведение аналогового видеосигнала: SECAM, PAL
- ullet Воспроизведение цифрового видеосигнала: MPEG2 SD/HD (ISO/IEC 13818-2), MPEG4 SD/HD (ISO/IEC 14496-10), HEVC*
- Воспроизведение цифрового аудиосигнала (ISO/IEC 13818-3)
- Диапазон частот на входе: 950-2150 МГц
- Диапазон уровня входного сигнала: 25-65 дБм
- * Только для DVB-T2

55

Тип дисплея (6114U)

Размер экрана по диагонали

- 108 см/43 дюйма
- 126 см/50 дюймов
- 139 см/55 дюймов
- 164 см/65 дюймов
- 189 см/75 дюймов

Разрешение экрана

• 3840 x 2160

5.6

Тип дисплея (5114 / 5114U)

Размер экрана по диагонали

- 80 см/32 дюйма
- 108 см/43 дюйма
- 126 см/50 дюймов

Разрешение экрана

1920 x 1080 (5114)

3840 x 2160 (5114U)

Разрешающая способность дисплея на входе (6114U)

Видеоформаты

Разрешение — частота обновления

- 480i 60 Гц
- 480p 60 Гц
- 576i 50 Гц
- 576p 50 Гц
- 720p 50 Гц, 60 Гц
- 1080і 50 Гц, 60 Гц
- 1080р 24 Гц, 25 Гц, 30 Гц
- 2160р 24 Гц, 25 Гц, 30 Гц, 50 Гц, 60 Гц

Компьютерные форматы

Разрешение (среди прочих)

- 640 x 480 60 Гц
- 800 x 600 60 Гц
- 1024 x 768 60 Гц
- 1280 х 768 60 Гц
- 1360 x 765 60 Гц
- 1360 x 768 60 Гц
- 1280 х 1024 60 Гц
- 1920 x 1080 60 Гц
- 3840 х 2160 60 Гц

5.8

Разрешающая способность дисплея на входе (5114)

Видеоформаты

Разрешение — частота обновления

- 480і 60 Гц
- 480p 60 Гц
- 576і 50 Гц
- 576p 50 Гц
- 720р 50 Гц, 60 Гц
- 1080і 50 Гц, 60 Гц
- 1080р 24 Гц, 25 Гц, 30 Гц

Компьютерные форматы

Разрешение (среди прочих)

- 640 x 480 60 Гц
- 800 x 600 60 Гц
- 1024 x 768 60 Гц
- 1280 x 768 60 Гц
- 1360 x 765 60 Гц • 1360 x 768 — 60 Гц
- 1300 x 700 00 1 G
- 1280 x 1024 60 Гц
- 1920 х 1080 60 Гц

Разрешающая способность дисплея на входе (5114U)

Видеоформаты

Разрешение — частота обновления

- 480і 60 Гц
- 480p 60 Гц
- 576i 50 Гц
- 576p 50 Гц
- 720р 50 Гц, 60 Гц
- 1080і 50 Гц, 60 Гц
- 1080р 24 Гц, 25 Гц, 30 Гц
- 2160р 24 Гц, 25 Гц, 30 Гц, 50 Гц, 60 Гц

Компьютерные форматы

Разрешение (среди прочих)

- 640 x 480 60 Гц
- 800 x 600 60 Гц
- 1024 x 768 60 Гц
- 1280 х 768 60 Гц
- 1360 x 765 60 Гц
- 1360 x 768 60 Гц • 1280 x 1024 — 60 Гц
- 1200 X 1024 00 1 L
- 1920 x 1080 60 Гц • 3840 x 2160 — 60 Гц

5.10

Возможности подключения (6114U)

Боковая панель ТВ

- Слот общего интерфейса: CI+/CAM
- USB 1 USB 3.0
- Наушники: мини-разъем стерео 3,5 мм
- Bход HDMI 1 ARC Ultra HD

Нижняя панель ТВ

Локальная сеть: RJ45

Bход HDMI 2 – ARC – Ultra HD

Вход HDMI 3 - ARC - Ultra HD

Антенна (75 Ом)

USB 2 - USB 2.0

Выход 12 В пост. тока

8 Ω Аудиовыход

DATA (RJ-48)

5.11

Возможности подключения (5114)

Боковая панель ТВ

- Слот общего интерфейса: CI+/CAM
- USB 1 USB 3.0
- Наушники: мини-разъем стерео 3,5 мм
- Bxoд HDMI 1 ARC FHD

Нижняя панель ТВ

- Локальная сеть: RJ45
- Bход HDMI 2 ARC FHD
- Антенна (75 Ом)
- USB 2 USB 2.0
- Выход 12 В пост. тока
- 8
 Ω Аудиовыход
- DATA (RJ-48)

5.12

Возможности подключения (5114U)

Боковая панель ТВ

- Слот общего интерфейса: CI+/CAM
- USB 1 USB 3.0
- Наушники: мини-разъем стерео 3,5 мм
- Bход HDMI 1 ARC Ultra HD

Нижняя панель ТВ

- Локальная сеть: RJ45
- Bход HDMI 2 ARC Ultra HD
- Антенна (75 Ом)
- USB 2 USB 2.0
- Выход 12 В пост. тока
- 8 \(\Omega\) Аудиовыход
- DATA (RJ-48)

5.13

Размеры и вес (6114U)

43HFL6114U

• без подставки:

Ширина 963,98 мм, высота 569,28 мм, глубина 74,5 мм, вес \pm 9,44 кг

• с подставкой:

Ширина 963,98 мм, высота 594,09 мм, глубина 190,1 мм, вес \pm 11,48 кг

50HFL6114U

• без подставки:

Ширина 1119,8 мм, высота 650 мм, глубина 77,7 мм, вес \pm 13,74 кг

• с подставкой:

Ширина 1119,8 мм, высота 681 мм, глубина 240,1 мм, вес \pm 16,44 кг

55HFL6114U

• без подставки:

Ширина 1233,6 мм, высота 714 мм, глубина 113,2 мм, вес \pm 16,5 кг

• с подставкой:

Ширина 1233,6 мм, высота 746,8 мм, глубина 240 мм, вес \pm 19.05 кг

65HFL6114U

• без подставки:

Ширина 1459,28 мм, высота 849,84 мм, глубина 86,4 мм, вес \pm 25,72 кг

• с подставкой:

Ширина 1459,28 мм, высота 872,5 мм, глубина 267,11 мм, вес \pm 29,7 кг

75HFL6114U

• без подставки:

Ширина 1683,2 мм, высота 965,9 мм, глубина 93,7 мм, вес \pm 33,5 кг

• с подставкой:

Ширина 1683,2 мм, высота 992,9 мм, глубина 299,4 мм, вес \pm 34 кг

5.14

Размеры и вес (5114 / 5114U)

32HFL5114

• без подставки:

Ширина 731,8 мм, высота 435,31 мм, глубина 77,3 мм, вес \pm 4,61 кг

• с подставкой:

Ширина 731,8 мм, высота 494,14 мм, глубина 179,31 мм, вес \pm 4,68 кг

43HFL5114

• без подставки:

Ширина 969,6 мм, высота 565,6 мм, глубина 80,5 мм, вес \pm 7,19 кг

• с подставкой:

Ширина 969,6 мм, высота 624,2 мм, глубина 194 мм, вес \pm 7,27 кг

43HFL5114U

• без подставки:

Ширина 972,81 мм, высота 567,85 мм, глубина 80,5 мм, вес \pm 8,0 кг

• с подставкой:

Ширина 972,81 мм, высота 625,59 мм, глубина 194,02 мм, вес \pm 8,08 кг

50HFL5114U

• без подставки:

Ширина 1127,64 мм, высота 655,31 мм, глубина 89,62 мм, вес \pm 11,3 кг

• с подставкой:

Ширина 1127,64 мм, высота 711,95 мм, глубина 214,5 мм, вес \pm 11,5 кг

5.15

Звук

- Выходная мощность (среднеквадратичная): 20 Вт (32":
- Dolby AudioDTS HD

6

Подключение устройств

6 1

Подключение устройств

Руководство по подключению

Для подключения устройств к телевизору следует использовать соединение, обеспечивающее максимальное качество передачи. Кроме того, для надежной передачи изображений и звука рекомендуется использовать высококачественные кабели.

Телевизор автоматически распознает типы подключаемых к нему устройств и присваивает им имя в соответствии с их типом. По желанию это имя можно изменить. Если имя по типу выбрано правильно, то при переключении на это устройство через меню "Источники" телевизор автоматически активирует оптимальные для него настройки.

Порт антенны

Если у вас имеется телеприставка (цифровой ресивер) или устройство записи, то антенну необходимо подключить сначала к ресиверу и/или устройству записи и лишь после этого к телевизору. В этом случае устройство записи сможет записывать дополнительные каналы через антенну и телеприставку.

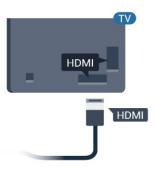
Порты HDMI

Качество HDMI

Подключение HDMI обеспечивает наилучшее качество изображения и звучания. Один кабель HDMI передает видео- и аудиосигнал. Для передачи телевизионного сигнала используйте кабель HDMI.

Для передачи сигнала высокого качества используйте высокоскоростной HDMI-кабель, длина которого не превышает 5 м.





Защита от копирования

Кабели HDMI поддерживают технологию HDCP (широкополосная защита цифрового содержимого). HDCP представляет собой сигнал защиты от копирования содержимого с диска DVD или Blu-ray. Другое название этой технологии — DRM (управление правами на цифровые данные).

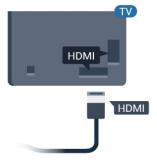
HDMI ARC

Все HDMI-подключения на телевизоре поддерживают функцию **HDMI ARC** (канал возврата аудиосигнала).

Если устройство (например, система домашнего кинотеатра) поддерживает технологию HDMI ARC, его можно подключить к любому HDMI-разъему на телевизоре. Благодаря технологии HDMI ARC вам не придется использовать дополнительные аудиокабели для подключения телевизора к системе домашнего кинотеатра. Через разъем HDMI ARC передается не только видеосигнал, но и звук.

Систему домашнего кинотеатра можно подключить через любой HDMI-разъем в телевизоре, однако функция ARC может одновременно использоваться только на одном устройстве/разъеме.





HDMI CEC — EasyLink

Подключение HDMI обеспечивает наилучшее качество изображения и звучания. Один кабель HDMI передает видео- и аудиосигнал. Используйте кабель HDMI при воспроизведении телевизионного сигнала высокой четкости (HD). Для передачи сигнала высокого качества

используйте высокоскоростной HDMI-кабель, длина которого не превышает 5 м.

Подключите совместимые с HDMI CEC устройства к телевизору и управляйте ими с помощью пульта ДУ телевизора.

Для этого необходимо включить в телевизоре и на подключенных устройствах функцию EasyLink HDMI CEC.



Примечание.

- Работа функции EasyLink с устройствами других марок не гарантируется.
- В зависимости от производителя названия функции HDMI CEC различаются. Примеры некоторых названий: Anynet, Aquos Link, Bravia Theatre Sync, Kuro Link, Simplink и Viera Link. Не все устройства других марок полностью совместимы с EasyLink. Приведенные в качестве примеров названия технологий, соответствующих стандарту HDMI CEC, являются собственностью владельцев.

Включение и выключение функции EasyLink

Функцию EasyLink можно включать и выключать. По умолчанию на телевизоре настройки EasyLink включены.

Чтобы полностью отключить EasyLink...

Выберите Источники > EasyLink и нажмите ОК.

Выберите EasyLink и нажмите ОК.

Выберите Выкл. и нажмите ОК.

Нажмите **← ВАСК** (если потребуется, несколько раз), чтобы закрыть меню.

В профессиональном режиме — См. в руководстве по настройке.

Функция EasyLink Remote Control

Если требуется, чтобы телевизор взаимодействовал с устройствами, но для управления ими нежелательно использовать пульт ДУ телевизора, можно отключить только функцию пульта ДУ EasyLink.

Для включения или выключения функции пульта ДУ EasyLink...

Выберите Источники > EasyLink и нажмите OK.

Выберите Пульт ДУ EasyLink и нажмите ОК.

Выберите пункт Вкл. или Выкл. и нажмите ОК.

Нажмите ← **BACK** (если потребуется, несколько раз), чтобы закрыть меню.

В профессиональном режиме — См. в руководстве по настройке.

6.2

САМ со смарт-картой – CI+

CI+

Телевизор поддерживает систему условного доступа CI+.

Система CI+ позволяет просматривать программы в формате HD, например фильмы и спортивные передачи, которые транслируются в вашем регионе. Сигнал при этом шифруется оператором, а затем расшифровывается специально подготовленным модулем CI+. При приобретении подписки на платные программы операторы цифрового телевидения предоставляют модуль CI+ (модуль условного доступа, CAM) и смарт-карту. Такие программы транслируются с высоким уровнем защиты от копирования.

Дополнительные сведения об условиях обслуживания можно получить у оператора цифрового вещания.



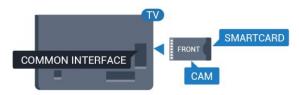
Смарт-карта

При приобретении подписки на платные программы операторы цифрового телевидения предоставляют модуль CI+ (модуль условного доступа, CAM) и смарт-карту.

Вставьте смарт-карту в модуль САМ. Следуйте инструкциям, предоставленным оператором.

Чтобы вставить САМ в телевизор...

- **1** Найдите правильное положение САМ для установки в слот. Неверная установка модуля САМ может привести к повреждению модуля или телевизора.
- **2** Повернув модуль САМ лицевой стороной к себе, аккуратно вставьте его в слот **COMMON INTERFACE** на задней панели телевизора.
- **3** Нажмите на модуль САМ и вставьте его в слот до упора. Не извлекайте установленный модуль САМ.



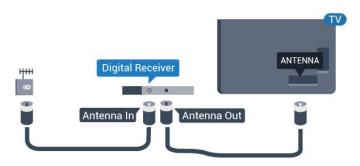
После включения телевизора до активации модуля CAM может пройти несколько минут. Если модуль CAM подключен, а подписка оплачена (возможны различные варианты подписки), вы можете смотреть зашифрованные каналы, которые поддерживаются смарт-картой CAM.

Модуль САМ и смарт-карту можно использовать только на том телевизоре, для которого они запрограммированы. При отсоединении модуля САМ соответствующие зашифрованные каналы будут недоступны.

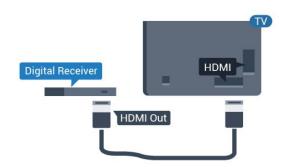
6.3

Ресивер — Ресивер цифрового телевидения

Для подключения антенны к телеприставке (цифровому ресиверу) и телевизору используйте 2 антенных кабеля.



После подключения антенны добавьте кабель HDMI, чтобы подключить приставку к телевизору.



6.4

Домашний кинотеатр

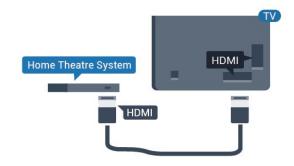
Подключение через HDMI ARC

Для подключения системы домашнего кинотеатра к телевизору используйте HDMI-кабель. Можно использовать систему Philips Soundbar или домашний кинотеатр со встроенным проигрывателем дисков.

HDMI ARC

Если на системе домашнего кинотеатра имеется разъем HDMI ARC, для подключения можно использовать любой HDMI-разъем в телевизоре. Благодаря функции HDMI ARC вам не потребуется использовать дополнительный аудиокабель. Через разъем HDMI ARC передается не только видеосигнал, но и звук.

Все разъемы HDMI на телевизоре поддерживают канал возврата аудиосигнала (ARC). Однако если к телевизору подключена система домашнего кинотеатра, сигнал ARC будет передаваться только на этот разъем HDMI.



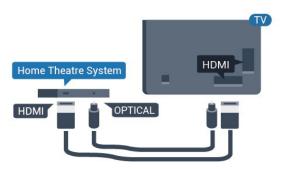
Синхронизация аудио- и видеосигнала

Если звук не совпадает с изображением на экране, на большинстве домашних кинотеатров с проигрывателями дисков можно настроить задержку звука.

Подключение через HDMI

Для подключения системы домашнего кинотеатра к телевизору используйте HDMI-кабель. Можно использовать систему Philips Soundbar или домашний кинотеатр со встроенным проигрывателем дисков.

Если в системе домашнего кинотеатра нет разъема HDMI ARC, для передачи звука с телевизора к системе домашнего кинотеатра рекомендуется использовать оптический аудиокабель (Toslink).



Синхронизация аудио- и видеосигнала

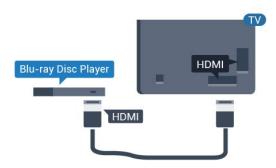
Если звук не совпадает с изображением на экране, на большинстве домашних кинотеатров с проигрывателями дисков можно настроить задержку звука.

* Не все телевизоры поддерживают функцию оптического подключения (Toslink).

6.5

Проигрыватель Blu-ray

Для подключения проигрывателя Blu-ray к телевизору используйте **высокоскоростной HDMI-кабель**.

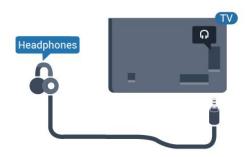


Если проигрыватель Blu-ray поддерживает технологию EasyLink HDMI CEC, им можно управлять при помощи пульта ДУ телевизора.

6.6

Наушники

Вы можете подключить наушники к разъему 📦 на задней панели телевизора. Это мини-разъем 3,5 мм. Громкость наушников можно настроить отдельно.

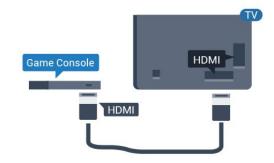


6.7

Игровая приставка

HDMI

Для повышения качества изображения подключите игровую приставку к телевизору при помощи высокоскоростного кабеля HDMI.



6.8

Флэш-накопитель USB

На телевизоре можно просматривать фотографии или воспроизводить музыку или видеозаписи с подключенного флэш-накопителя USB.

Подключите флэш-накопитель USB к порту **USB** телевизора. Телевизор должен быть включен.



Телевизор обнаружит флэш-накопитель, и откроется список сохраненных на нем файлов.

Если список файлов не появится автоматически...

В обычном

Чтобы остановить просмотр файлов с флэш-накопителя USB, нажмите 회 или выберите другую функцию. Отключить флэш-накопитель USB можно в любой момент; для этого необходимо извлечь его из разъема.

6 9

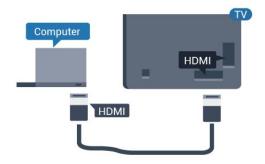
Компьютер

Подключение

Телевизор можно подключить к компьютеру и использовать его как монитор компьютера.

Через разъем HDMI

Подключите компьютер к телевизору с помощью HDMIкабеля.



Оптимальная настройка

При подключении компьютера рекомендуется назначить используемому подключению правильный тип устройства в меню "Источник". В этом случае при выборе типа устройства **Компьютер** в меню "Источник" телевизор автоматически выберет наиболее подходящие настройки для вывода сигнала с компьютера.

Чтобы выбрать наиболее подходящие настройки телевизора, выполните следующие действия.

Выберите **Изображение** и нажмите **>** (вправо), чтобы войти в меню. Выберите **Стиль изображения** > **Компьютер** и нажмите **ОК**.

Выберите пункт Вкл. или Выкл. и нажмите ОК.

Нажмите \leftarrow (если потребуется, несколько раз), чтобы закрыть меню.

Больше > **Ф** Настройки > **■** Изображение. Нажмите ОК.

Выберите **Стиль изображения** > **Компьютер** и нажмите **ОК**.

Выберите пункт Вкл. или Выкл. и нажмите ОК.

Нажмите \leftarrow (если потребуется, несколько раз), чтобы закрыть меню.

(Информацию о профессиональном режиме см. в руководстве по монтажу.)

7

Видеофайлы, фотографии и музыка

7 1

Через подключение USB

На телевизоре можно просматривать фотографии или воспроизводить музыку или видеозаписи с подключенного флэш-накопителя USB или жесткого диска USB.

Включите телевизор, подключите флэш-накопитель или жесткий диск USB к свободному порту USB. Телевизор распознает устройство и покажет список медиафайлов.

Если список файлов не отображается автоматически...

- 2 Выберите Медиа и нажмите ОК.
- **3** Вы можете перейти к файлу, открыв соответствующую папку на носителе.
- **4** Чтобы остановить воспроизведение видео, фото или музыки, нажмите $\dot{\mathfrak{T}}$.

7.2

Воспроизведение видеозаписей

Воспроизведение видеозаписей

Открытие папки с видеозаписями

- 1 Нажмите = CHANNELS, выберите Источники.
- **2** Выберите **Медиа, выберите Видео** и нажмите **ОК.**

Чтобы вернуться в папку, нажмите ←

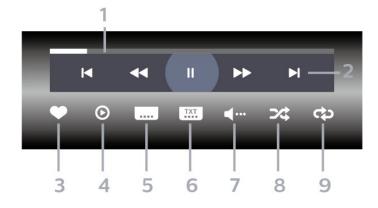
Воспроизведение видео

- 1 Нажмите **=** CHANNELS, выберите **Т** Источники.
- **2** Выберите **Медиа, выберите Видео** и нажмите **ОК.**
- 3 Выберите одно из видео; вы можете нажать Воспроизвести все для воспроизведения всех файлов в папке или нажать Отметить как избранное для добавления выбранных видео в меню избранного ♥ Избранное.

Чтобы приостановить воспроизведение видеозаписи, нажмите ОК. Для продолжения воспроизведения снова нажмите ОК.

Панель управления

Чтобы отобразить или скрыть панель управления при воспроизведении видео, нажмите **ОК**.



- 1 Индикатор выполнения
- 2 Панель управления воспроизведением
- ◄ : переход к предыдущему видеофайлу в папке
- ▶ : переход к следующему видеофайлу в папке
 - **◄** : перемотка
- ▶ : быстрая перемотка вперед
- II: приостановка воспроизведения
- 3 Отметить как избранное
- 4 Воспроизведение всех видеозаписей
- **5** Субтитры: включение, выключение или включение в режиме без звука.
- **6** Язык субтитров: выбор языка субтитров (недоступно в профессиональном режиме).
- 7 Язык аудио: выбор языка аудио
- **8** Перемешать: воспроизведение файлов в случайном порядке
- **9** Повтор: воспроизведение всех видеофайлов в текущей папке один раз или повторно

Опции управления видеофайлами

Во время воспроизведения видео нажмите **◆ OPTIONS, выберите Инфо** и **нажмите ОК,** чтобы...

- Отметить как избранное добавление выбранной видеозаписи в избранное.
- Воспроизв. все воспроизведение всех видеофайлов в текущей папке.
- Субтитры при наличии субтитров доступны следующие опции: Вкл., Выкл. или Включено в режиме без звука.
- **Язык аудио** выбор языка аудиосопровождения (если доступно).
- **Перемешать** воспроизведение файлов в случайном порядке.
- **Повтор** воспроизведение всех видеофайлов в текущей папке один раз или повторно.

Просмотр фотографий

Просмотр фотографий

Открытие папки с фотографиями

2 - Выберите **■ Медиа, выберите** Фото и нажмите **ОК.**

Просмотр фотографии

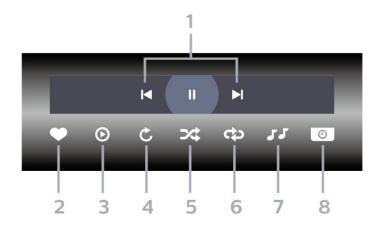
1 - Нажмите ■ CHANNELS, выберите ■ Источники.

2 - Выберите **В Медиа, выберите В Фото** и нажмите **ОК**.

3 - Нажмите Фото и выберите одну из фотографий. Можно нажать — Слайд-шоу, чтобы воспроизвести все файлы в папке, или нажать — Отметить, чтобы добавить выбранные фотографии в меню "Избранные"

— 🎔 Избранные.

Панель управления



- 1 Панель управления воспроизведением
- ▶ : переход к предыдущей фотографии в папке
- ▶ : переход к следующей фотографии в папке
 - II : приостановка воспроизведения слайд-шоу
- 2 Отметить как избранное
- 3 Начало воспроизведения слайд-шоу
- 4 Поворот фотографии
- **5** Перемешать: воспроизведение файлов в случайном порядке
- **6** Повтор: воспроизведение всех фотографий в текущей папке один раз или повторно
- **7** Остановка воспроизведения музыки в фоновом режиме (недоступно в профессиональном режиме)
- **8** Выбор времени отображения кадров в режиме слайдшоу

Опции управления фотографиями

Во время воспроизведения видео нажмите **◆ OPTIONS**, **выберите Инфо и нажмите ОК, чтобы...**

- Отметить как избранное
- Начало воспроизведения слайд-шоу
- Поворот фотографии
- Перемешать: воспроизведение файлов в случайном порядке
- Повтор: воспроизведение всех фотографий в текущей папке один раз или повторно
- Остановка воспроизведения музыки в фоновом режиме (недоступно в профессиональном режиме)
- Выбор времени отображения кадров в режиме слайдшоу

7.4

Воспроизведение музыки

Воспроизведение музыки

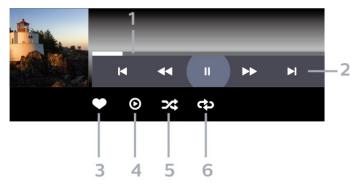
Открытие папки с музыкальными файлами

- **2** Выберите **Медиа, выберите У Музыка** и нажмите **ОК**.

Воспроизведение музыки

- 1 Нажмите ■ CHANNELS, выберите ■ Источники.
- **2** Выберите **Медиа, выберите У Музыка** и нажмите **ОК.**
- **3** Вы можете нажать **Отметить**, чтобы добавить папку с музыкой в меню "Избранные" **Ф Избранные**.
- **4** С помощью сортировки можно быстро найти нужную музыку: **Жанры**, **Артисты**, **Альбомы**, **Дорожки**.

Панель управления



- 1 Индикатор выполнения
- 2 Панель управления воспроизведением
- ◄ : переход к предыдущему аудиофайлу в папке
- ▶ : переход к следующему аудиофайлу в папке
 - ◀◀ : перемотка
- **>>**: быстрая перемотка вперед
- II: приостановка воспроизведения

- 3 Отметить как избранное
- 4 Воспроизведение всех аудиофайлов
- **5** Перемешать: воспроизведение файлов в случайном порядке
- **6** Повтор: воспроизведение всех аудиофайлов в текущей папке один раз или повторно

Опции управления аудиовоспроизведением

Во время воспроизведения музыки нажмите **Ф OPTIONS**, **выберите Инфо и нажмите ОК, чтобы...**

- Отметить как избранное
- Воспроизведение всех аудиофайлов
- Перемешать: воспроизведение файлов в случайном порядке
- Повтор: воспроизведение всех аудиофайлов в текущей папке один раз или повторно

8

Телегид

8.1

Использование телегида

Открытие телегида

Чтобы открыть телегид, нажмите **™ TV GUIDE**. В телегиде отображается список каналов для выбранного тюнера.

Для его закрытия нажмите **™ TV GUIDE** еще раз.

При первом открытии телегида телевизор ищет информацию о передачах на телеканалах. Это может занять несколько минут. Данные телегида сохраняются в памяти телевизора.

9

Игры

9.1

Запуск игр

Через игровую приставку

Чтобы запустить игру с игровой приставки, выполните следующие действия.

Включите игровую приставку.

Запустите игру.

Несколько раз нажмите \leftarrow **BACK** или $\stackrel{f}{\mathfrak{D}}$ **EXIT**. Также можно завершить работу приложения, нажав на соответствующую кнопку выхода/остановки.

Для получения более подробной информации о подключении игровой приставки перейдите в раздел Помощь, нажмите цветную кнопку — Ключевые слова и найдите пункт Игровая приставка, подключение.

В профессиональном режиме — Нажмите **З SOURCES** и выберите игровую приставку или имя подключения.

Запустите игру.

Несколько раз нажмите \leftarrow **BACK** или $\stackrel{f}{\mathfrak{D}}$ **EXIT**. Также можно завершить работу приложения, нажав на соответствующую кнопку выхода/остановки.

Для получения более подробной информации о подключении игровой приставки перейдите в раздел Помощь, нажмите цветную кнопку — Ключевые слова и найдите пункт Игровая приставка, подключение.

По приложениям

Чтобы запустить игру из коллекции игр...

Войдите в учетную запись Google и запустите игру.

Несколько раз нажмите \leftarrow **BACK** или нажмите $\stackrel{f_0}{\smile}$ **EXIT**. Также можно завершить работу приложения, нажав на соответствующую кнопку выхода/остановки.

Войдите в учетную запись Google и запустите игру.

Несколько раз нажмите \leftarrow ВАСК или нажмите $\stackrel{\tau_0}{\mathfrak{D}}$ EXIT. Также можно завершить работу приложения, нажав на соответствующую кнопку выхода/остановки.

Приложение Professional Menu

10.1

О приложении Professional Menu

В приложении Professional Menu можно выбрать все доступные на телевизоре действия.

Левая часть приложения Professional Menu отображается списком...

- Рекомендовано
- Телеканалы 🕎
- Cast ₪
- Приложения 🎹
- Игры 🎮
- Больше •••

Верхняя правая часть приложения Professional Menu отображается списком...

- Управление учетной записью
- Сообщения (дополнительная функция, зависит от внутренних настроек в отеле)
- Счет 🗏 (дополнительная функция, зависит от внутренних настроек в отеле)
- Установка будильника 🗹
- Погода 🌤
- Язык меню 👨
- Текущее время

10.2

Открытие приложения Professional Menu

В обычном режиме — см. главу "Главный экран Android TV".

В профессиональном режиме — чтобы открыть приложение Professional Menu и открыть элемент...

- **1** Откройте приложение Professional Menu нажатием кнопки Дом \bigcirc / \bigcirc .
- **2.** Выберите функцию с помощью кнопок со стрелками и нажмите **ОК** для запуска функции.
- **3.** Чтобы закрыть приложение Professional Menu без изменения текущей функции, нажмите \leftarrow .



При открытии приложения Professional Menu работа фонового приложения / воспроизведение контента прекращается. Для возобновления работы необходимо выбрать приложение или контент в приложении Professional Menu.

10.3

Рекомендовано

Чтобы открыть приложение Professional Menu и открыть раздел "Рекомендовано"...

- 1. Откройте приложение Professional Menu.
- **2.** Выберите **Рекомендовано** и нажмите **ОК** для открытия раздела.
- **3.** Выберите **Р**екомендуемые телеканалы. Выберите канал из списка и нажмите OK.
- 4. Выберите **Ш** Приложения. Выберите в списке нужное приложение и нажмите ОК.

10.4

Телеканалы

Списки каналов

О списках каналов

После настройки каналов все каналы отображаются в виде списка. Для каналов отображается название и логотип, если эта информация доступна.

После выбора списка каналов с помощью стрелок \wedge (вверх) и \vee (вниз) выберите канал, затем нажмите **ОК** для просмотра канала. С помощью кнопок \equiv + или \equiv - можно переключаться на каналы только в этом списке.

Список каналов, информация

Если существует возможность цифрового вещания, цифровые радиостанции будут настроены во время процесса установки. Переключение на радиостанцию происходит, так же как и переключение на телеканал.

Открытие списка каналов

Чтобы открыть текущий список каналов...

- 1. Нажмите $\dot{\mathfrak{T}}$, чтобы переключиться на телевизор.
- 2. Нажмите CHANNELS, чтобы открыть текущий список каналов. Выберите Все каналы, чтобы отобразить телеи радиоканалы. Выберите , чтобы отобразить только телеканалы. Выберите , чтобы отобразить только радиоканалы.
- 3. Нажмите **≡** CHANNELS еще раз, чтобы закрыть список каналов.

Просмотр каналов

Включение канала

Переключение каналов

Предыдущий канал

- Чтобы вновь вернуться к ранее выбранному каналу, нажмите \leftarrow **BACK**.

Список каналов

Во время просмотра телеканала нажмите **=**, чтобы открыть списки каналов.

Опции управления каналами

Открытие меню опций

При просмотре канала можно выбрать ряд опций.

Набор доступных опций зависит от типа просматриваемого канала (аналоговый или цифровой) или заданных параметров телевизора.

Чтобы открыть меню опций...

- 1 При просмотре любого канала нажмите **◆ OPTIONS**.
- 2 Нажмите **◆ OPTIONS** еще раз, чтобы закрыть его.

10.5

Телеканалы

Списки каналов

О списках каналов

После настройки каналов все каналы отображаются в виде списка. Для каналов отображается название и логотип, если эта информация доступна.

После выбора списка каналов с помощью стрелок \wedge (вверх) и \vee (вниз) выберите канал, затем нажмите **ОК** для просмотра канала. С помощью кнопок \equiv + или \equiv - можно переключаться на каналы только в этом списке.

Список каналов, информация

Если существует возможность цифрового вещания, цифровые радиостанции будут настроены во время процесса установки. Переключение на радиостанцию происходит, так же как и переключение на телеканал.

Открытие списка каналов

Чтобы открыть текущий список каналов...

- 1. Нажмите $\sqrt[4]{9}$, чтобы переключиться на телевизор.
- 2. Нажмите \equiv CHANNELS, чтобы открыть текущий список каналов. Выберите \equiv Все каналы, чтобы отобразить телеи радиоканалы. Выберите $\stackrel{\mathbf{W}}{=}$, чтобы отобразить только телеканалы. Выберите $\stackrel{\mathbf{C}}{=}$, чтобы отобразить только радиоканалы.
- 3. Нажмите **≡** CHANNELS еще раз, чтобы закрыть список каналов.

Просмотр каналов

Включение канала

Переключение каналов

Для переключения каналов нажимайте = + или = −.

Предыдущий канал

- Чтобы вновь вернуться к ранее выбранному каналу, нажмите **← ВАСК**.

Список каналов

Во время просмотра телеканала нажмите **≡**, чтобы открыть списки каналов.

Опции управления каналами

Открытие меню опций

При просмотре канала можно выбрать ряд опций.

Набор доступных опций зависит от типа просматриваемого канала (аналоговый или цифровой) или заданных параметров телевизора.

Чтобы открыть меню опций...

- 1 При просмотре любого канала нажмите **OPTIONS**.
- 2 Нажмите OPTIONS еще раз, чтобы закрыть его.

10.6

Google Cast

Что требуется

Если приложение, установленное на мобильном устройстве, поддерживает функцию Google Cast, вы можете транслировать контент из приложения на экран телевизора. Найдите в мобильном приложении значок Google Cast. Мобильное устройство можно использовать в качестве пульта ДУ для управления контентом на экране телевизора. Google Cast работает на устройствах с ОС Android и iOS.

Мобильное устройство и телевизор должны быть подключены к одной домашней сети Wi-Fi.

Приложения с поддержкой Google Cast

Новые приложения Google Cast появляются каждый день. Данная функция уже доступна в таких приложениях, как YouTube, Chrome, Netflix, Photowall и Big Web Quiz для Chromecast. См. также google.com/cast

Некоторые продукты и функции Google Play доступны не во всех странах.

Более подробная информация доступна на веб-сайте **support.google.com/androidtv**

Трансляция на телевизор

Для трансляции контента из приложения на экран телевизора...

Чтобы открыть приложение Professional Menu и открыть раздел "Cast"...

- 1 Откройте приложение Professional Menu.
- 2 Выберите Cast Ы и нажмите ОК для активации этого режима.
- **3** Подключите смартфон к телевизору с помощью Wi-Fi Direct (отсканируйте QR-код или используйте имя сети Wi-Fi (SSID) и пароль). Откройте приложение, которое поддерживает Google Cast.
- 4 Коснитесь значка Google Cast.

- **5** Выберите телевизор, на который будет выполняться трансляция.
- **6** Нажмите кнопку воспроизведения на смартфоне или планшете. Воспроизведение выбранного контента начнется на экране телевизора.

10.7

Игры

Чтобы открыть приложение Professional Menu и открыть раздел "Игры"...

- **1** Нажмите \bigcirc / \bigcirc Дом, чтобы открыть приложение Professional Menu.
- 2. Выберите Игры 🎮 и нажмите ОК .

Оптимальная игровая настройка

Для игр, в которых нужна точность и скорость действия, перед началом игры на телевизоре выберите настройку **Игра**.

Если в списке источников (список подключений) игровая приставка добавлена с типом **Игры**, соответствующие настройки будут выбраны на телевизоре автоматически. Если игровая приставка добавлена с типом **Проигрыватель** и в большинстве случаев используется в качестве проигрывателя дисков, не меняйте настройку **Проигрыватель**.

Чтобы вручную выбрать наиболее подходящие настройки телевизора, выполните следующие действия. . .

- 2 Выберите Игра и нажмите ОК.
- **3** Нажмите ← (если потребуется, несколько раз), чтобы закрыть меню. По окончании игры не забудьте установить для параметра "Игра или компьютер" значение "Выкл.".

10.8

Подробнее

Чтобы открыть приложение Professional Menu и открыть раздел "Больше"...

- 1. Откройте приложение Professional Menu.
- 2. Выберите параметр ••• Больше и нажмите **ОК**, чтобы запустить его.
- 3. Выберите 🌣 Установки.
- Изображение 😅 :

Переключение между предустановленными стилями изображения. Имеются стили, которые идеально подходят для просмотра фильмов, фотографий и т. д.

• Звук **Ч**^{‡‡} :

Переключение между предустановленными стилями звука. Имеются стили, оптимальные для кинопросмотра, музыки и игр.

• Формат изображения 🖪

Выбор формата изображения по размеру экрана.

• Язык меню 👼 :

Выберите язык и нажмите ОК.

- 4. Выберите 🚅 Функции и нажмите ОК.
- Установка будильника 🗹 :

На телевизоре можно установить будильник. Телевизор может выходить из спящего режима в заданное время срабатывания будильника. Также время будильника можно установить, нажав кнопку **©** на пульте дистанционного управления.

Таймер сна ^{⊙¹г₂} :

С помощью ползунка можно установить таймер с шагом 5 минут (максимальное время 180 минут). При выборе значения 0 минут таймер отключается. В любое время можно выключить телевизор или сбросить время отключения.

• Погода 🌤 :

Отображение наблюдаемой температуры, прогноз погоды на 5 дней для текущего местоположения. Также время будильника можно установить, нажав кнопку * на пульте дистанционного управления.

- 5. Выберите Персональный 📥 и нажмите ОК.
- Счет 🔳 : Позволяет гостю отеля просматривать текущий счет за все время пребывания. (только в профессиональном режиме)
- Сообщения 🖼 :

Уведомление гостей о получении новых сообщений от отеля на телевизоре. (только в профессиональном режиме)

• Отображение сообщений 🖼 :

Изменение способа отображения уведомлений о сообщениях. (только в профессиональном режиме)

• Управление учетной записью 👫 :

При входе в учетную запись Google с помощью телефона или ноутбука убедитесь, что они подключены к той же сети, что и телевизор, а затем введите код, отображаемый на телевизоре, чтобы завершить процесс входа. Гость также может использовать адрес электронной почты и пароль учетной записи Google для входа в систему.

• Очистить историю 🗓 :

Удаление личных учетных данных из всех приложений (также автоматическое удаление выполняется во время выселения из номера; только в профессиональном режиме).

10.9

Подробнее

Чтобы открыть приложение Professional Menu и открыть раздел "Больше"...

- 1. Откройте приложение Professional Menu.
- 2. Выберите параметр ••• Больше и нажмите **ОК**, чтобы запустить его.

- 3. Выберите 🌣 Установки.
- Изображение 😅 :

Переключение между предустановленными стилями изображения. Имеются стили, которые идеально подходят для просмотра фильмов, фотографий и т. д.

• Звук **Ч**^{‡‡} :

Переключение между предустановленными стилями звука. Имеются стили, оптимальные для кинопросмотра, музыки и игр.

• Формат изображения 🗷

Выбор формата изображения по размеру экрана.

• Язык меню 🚾 :

Выберите язык и нажмите ОК.

- 4. Выберите 🖈 Функции и нажмите ОК.
- Установка будильника 🗹 :

На телевизоре можно установить будильник. Телевизор может выходить из спящего режима в заданное время срабатывания будильника. Также время будильника можно установить, нажав кнопку **②** на пульте дистанционного управления.

• Таймер сна ^{©¹zz} :

С помощью ползунка можно установить таймер с шагом 5 минут (максимальное время 180 минут). При выборе значения 0 минут таймер отключается. В любое время можно выключить телевизор или сбросить время отключения.

• Погода 🌤 :

Отображение наблюдаемой температуры, прогноз погоды на 5 дней для текущего местоположения. Также время будильника можно установить, нажав кнопку * на пульте дистанционного управления.

• Телегид:

Настройка приема телевизором данных телегида от вещательной компании или из Интернета.

• TalkBack • :

TalkBack помогает слабовидящим пользователям взаимодействовать с телевизором с помощью звукового описания, помогающего понять, что происходит на экране.

- **5.** Выберите **Персональный å** и нажмите **ОК**.
- Счет 🔳 : Позволяет гостю отеля просматривать текущий счет за все время пребывания. (только в профессиональном режиме)
- Сообщения 🖼 :

Уведомление гостей о получении новых сообщений от отеля на телевизоре. (только в профессиональном режиме)

• Отображение сообщений 🖼 :

Изменение способа отображения уведомлений о сообщениях. (только в профессиональном режиме)

• Управление учетной записью 🞳 :

При входе в учетную запись Google с помощью телефона или ноутбука убедитесь, что они подключены к той же сети, что и телевизор, а затем введите код, отображаемый на телевизоре, чтобы завершить процесс входа. Гость также может использовать адрес электронной почты и пароль учетной записи Google для

входа в систему.

• Очистить историю 🗓 :

Удаление личных учетных данных из всех приложений (также автоматическое удаление выполняется во время выселения из номера; только в профессиональном режиме).

10.10

Профессиональные настройки

Стиль изображения

Выбор стиля

Для быстрой настройки изображения можно выбрать одну из готовых установок стиля изображения.

- Пользовательский настройки, которые вы установили при первом включении.
- Яркий оптимальный вариант для просмотра при дневном свете
- Естественный естественные настройки изображения
- **Л** Стандартный наиболее энергоэффективная заводская настройка.
- Кино оптимальный вариант для просмотра фильмов
- Игры оптимальный вариант для игр
- Компьютер оптимальный вариант для работы с компьютером

Формат изображения

Выбор формата изображения

Если изображение не заполняет весь экран, если вверху и внизу или по бокам отображаются черные полосы, параметры изображения можно изменить так, чтобы картинка заполняла весь экран.

Чтобы выбрать одну из базовых настроек заполнения экрана...

В зависимости от изображения на экране могут быть доступны следующие форматы.

- Широкий экран
- Заполнить экран
- Автозаполнение
- Не в масштабе

Стиль звука

Выбор стиля

Для быстрой настройки звука можно выбрать готовые настройки в меню "Стиль звука".

- Пользовательский выбор параметров в меню настроек изображения и звука
- Естественный наиболее нейтральная установка звука
- Кино: оптимальный вариант для просмотра фильмов
- Музыка оптимальный вариант для прослушивания музыки
- Игровой: оптимальный вариант для игр
- Новости оптимальный вариант для просмотра новостей

Язык

Изменение языка экранных меню и сообщений

Выберите язык и нажмите ОК.

Экорежим

Выключение экрана для экономии энергопотребления

Нажмите \bigcirc / \bigcirc Дом > ••• Больше > \blacksquare Функции > \bigcirc Таймер сна > Выключить экран.

Если телевизор используется для прослушивания музыки, экран можно отключить.

Выключится только экран телевизора. Чтобы снова включить экран, нажмите любую кнопку на пульте дистанционного управления.

Настройка таймера автовыключения телевизора

Нажмите \bigcirc / \bigcirc Дом > ••• Больше>

Функции > $\bigcirc^{z_{z_{z}}}$ Таймер сна > Таймер сна.

Нажимайте стрелки **^** (вверх) или **∨** (вниз) для регулировки значения. Если выбрать значение 0 (Выкл.), таймер будет отключен.

При выборе "Таймера автовыключения" телевизор будет автоматически отключаться для экономии энергии.

- * Телевизор отключается, если в течение 4-часового приема телевизионного сигнала не будет нажата ни одна кнопка.
- * Если телевизор не принимает входной телевизионный сигнал и команды с пульта дистанционного управления в

течение 10 минут, он также отключается.

Если телевизор используется в качестве монитора или для просмотра телеканалов подключен ресивер цифрового телевидения и пульт ДУ телевизора не используется, функцию автоотключения следует выключить, установив значение **0**.

10.11

Учетная запись Google

Вход

Чтобы воспользоваться всеми функциональными возможностями телевизора Philips Android, вы можете войти в систему Google через свою учетную запись Google.

После входа в учетную запись вы сможете играть в любимые игры на телефоне, планшете и телевизоре. Вы получите доступ к персональным рекомендациям для видеозаписей и музыки, которые будут отображаться на домашней странице телевизора, а также доступ к YouTube, Google Play и другим приложениям.

Используйте существующую**учетную запись Google** для входа в систему Google на телевизоре. Для доступа к учетной записи Google необходимо указать адрес электронной почты и пароль. Если у вас еще нет учетной записи Google, создайте ее на компьютере или планшете (accounts.google.com). Если вы не выполнили вход в систему во время первоначальной настройки телевизора, вы всегда сможете сделать это позже.

Вход

Нажмите \bigcirc / \bigcirc > Откройте экран приложения Professional Menu.

Выберите "Управление учетной записью" в верхней правой части экрана приложения Professional Menu и нажмите **ОК**. С помощью экранной клавиатуры введите адрес электронной почты и пароль, а затем нажмите кнопку **ОК**, чтобы выполнить вход.

11

Главный экран Android TV

11.1

Сведения о главном экране Android TV

Чтобы воспользоваться всеми преимуществами платформы Android, подключите телевизор к сети Интернет.

Как и на мобильных устройствах Android, главный экран — это центр всех возможностей телевизора. На главном экране вы можете решить, что посмотреть, ознакомившись с вариантами в приложениях и в телетрансляции. В главном меню есть каналы, с помощью которых вы сможете получить доступ к отличному контенту из любимых приложений. Также вы можете добавить больше каналов или найти новые приложения для получения большего разнообразия контента.

11.2

Доступ к главному экрану Android TV

В профессиональном режиме — см. в руководстве по настройке.

В обычном режиме — чтобы открыть главный экран Android TV и открыть элемент...

- 1. Нажмите "Меню" и перейдите к "Коллекция Philips", а затем нажмите ОК.
- **2.** Выберите функцию с помощью кнопок со стрелками и нажмите **ОК** для запуска функции.
- **3.** Чтобы закрыть главное меню без изменения текущего действия, нажмите кнопку \leftarrow .



При открытии главного экрана Android TV работа фонового приложения / воспроизведение контента прекращается. Для возобновления работы необходимо выбрать приложение или контент на главном экране Android TV.

11.3

Настройки Android TV

Изображение

Параметры изображения

Стиль изображения

Выбор стиля

Для быстрой настройки изображения можно выбрать одну из готовых установок стиля изображения.

- Пользовательский настройки, которые вы установили при первом включении.
- Яркий оптимальный вариант для просмотра при дневном свете
- Естественный естественные настройки изображения
- **Л** Стандартный наиболее энергоэффективная заводская настройка.
- Кино оптимальный вариант для просмотра фильмов
- Игры оптимальный вариант для игр
- Компьютер оптимальный вариант для работы с компьютером

Цвет, контрастность, четкость, яркость

Настройка цвета изображения

С помощью стрелок **^** (вверх) или **∨** (вниз) настройте уровень насыщенности цвета изображения.

Настройка контрастности изображения

Можно уменьшить уровень контрастности, чтобы сократить энергопотребление.

Настройка четкости изображения

С помощью стрелок \wedge (вверх) или \vee (вниз), настройте уровень резкости изображения.

Регулировка яркости	пункт "Выкл.", чтобы отключить эту настройку.
Нажмите	Динамическая контрастность
настроить уровень яркости изображения.	Нажмите 🌣 / 🖒 Дом > 🌣 Настройки >
	Изображение > Допол
отличающегося от стандартного значения (50), может	нительные > Контрастность > Динамическая
привести к уменьшению контрастности.	контрастность.
	Выберите "Максимум", "Среднее" или "Минимум", чтобь
Расширенные настройки изображения	установить режим, при котором телевизор автоматически улучшает отображение темных, средних и светлых
Настройки цвета	участков изображения.
Дополнительные настройки цвета	
Настройка улучшения цвета	
Нажмите 🗅 / 🗅 Дом> 🌣 Настройки>	Контраст видео Нажмите
Изображение > Дополнительные > Цвет > Улучшение	нажмите □ / □ дом / ₩ настроики / Изображение > Допол
цвета.	нительные > Контрастность > Динамическая
Выберите Максимум, Среднее, или Минимум для	контрастность.
настройки интенсивности цвета и отображения деталей в	Нажимайте стрелки ∧ (вверх) или ∨ (вниз), чтобы
ярких областях.	настроить уровень контрастности видео.
Выбор предварительно установленной	
цветовой температуры	
Нажмите	Гамма Нажмите
температура.	изображение > Допол
	нительные > Контрастность > Гамма.
Выберите Нормальный, Теплый или Холодный для установки желаемой цветовой температуры.	Нажимайте стрелки ∧ (вверх) или ∨ (вниз), чтобы
	установить нелинейные значения для яркости и
Пользовательская настройка цветовой температуры Нажмите	контрастности изображения.
Изображение > Д ополнительные > Цвет> Пользовательская цветовая	
температура.	Дополнительные настройки четкости
Выберите "Польз." в меню "Цветовая температура", чтобы	Разрешение Ultra
настроить цветовую температуру самостоятельно. Нажимайте стрелки ^ (вверх)	Нажмите 🖒 / 🗅 Дом > 🌣 Настройки > Изображение
или ∨ (вниз) для регулировки значения. WP — точка	Дополнительные > Четкость > Ultra Resolution.
белого, BL — уровень черного. Вы также можете выбрать	
одну из предустановок в этом меню.	Выберите значение "Вкл.", чтобы установить
	максимальную четкость для линий и деталей
Дополнительные настройки контрастности	изображения.
Режимы контрастности	Устранение дефектов изображения
Нажмите	
Изображение > Допол	Шумоподавление
нительные > Контрастность > Режим контрастности.	Нажмите 🖒 / 🖒 Дом > 🌣 Настройки > Изображение
Выберите Нормальный, Оптимально для изображений	Дополнительные > Устранение дефектов изображения >
или Оптимизировать для энергосбережения , чтобы	Шумоподавление.
настроить на телевизоре автоматическое снижение	

пункт "Выкл.", чтобы отключить эту настройку.

Выберите "Максимум", "Среднее", "Минимум", чтобы

контрастности, оптимальное энергопотребление или

оптимальное качество изображения, или выберите

установить уровень шумоподавления видеоизображения. Шум обычно представляет собой мелкие мерцающие точки на экране при просмотре.

Снижение дефектов MPEG

Выберите "Максимум", "Среднее" или "Минимум", чтобы настроить степень сглаживания дефектов цифрового видеоизображения.

Дефекты изображения MPEG обычно выглядят как мелкие "квадратики" или неровные контуры объектов на экране при просмотре.

Формат изображения

Если изображение не заполняет весь экран, если вверху и внизу или по бокам отображаются черные полосы, параметры изображения можно изменить так, чтобы картинка заполняла весь экран.

Чтобы выбрать одну из базовых настроек заполнения экрана...

- 2 Выберите в списке нужный формат и нажмите ОК.
- **3** Нажмите **BACK** (если потребуется, несколько раз), чтобы закрыть меню.

В зависимости от изображения, на экране могут быть доступны следующие форматы. . .

- Широкий экран
- Заполнить экран
- Автозаполнение
- Не в масштабе

Звук

Стиль звука

Выбор стиля

Для быстрой настройки звука можно выбрать готовые настройки в меню "Стиль звука".

- Пользовательский выбор параметров в меню настроек изображения и звука
- Естественный наиболее нейтральная установка звука
- Кино: оптимальный вариант для просмотра фильмов
- Музыка оптимальный вариант для прослушивания музыки
- Игровой: оптимальный вариант для игр

• Новости — оптимальный вариант для просмотра новостей

Управление звуком

Выберите устройство.

- Динамики ТВ: выбор системы для воспроизведения звука на телевизоре или на подключенной аудиосистеме.
- Наушники / АС для ванной: Вкл./Выкл.
- Фиксированная громкость наушников/динамика в ванной: при включении уровень громкости наушников/динамика в ванной будет фиксированным, как задано в настройках включения.
- Обнаружение наушников: Вкл./Выкл.

Установка ТВ

Выберите значение "На ТВ-подставке" или "На стене" для оптимального воспроизведения звука в соответствии с положением телевизора.

Передовые решения

Экорежим

Таймер отключения

Активация автоматического перехода телевизора в режим ожидания по истечении указанного времени. Для отключения этой функции установить значение 0.

Нажимайте стрелки \wedge (вверх) или \vee (вниз) для регулировки значения. Если выбрать значение 0 (Выкл.), таймер будет отключен.

При выборе "Таймера автовыключения" телевизор будет автоматически отключаться для экономии энергии.

- * Телевизор отключается, если в течение 4-часового приема телевизионного сигнала не будет нажата ни одна кнопка.
- * Если телевизор не принимает входной телевизионный сигнал и команды с пульта дистанционного управления в течение 10 минут, он также отключается.

Если телевизор используется в качестве монитора или для просмотра телеканалов подключен ресивер цифрового телевидения и пульт ДУ телевизора не используется,

функцию автоотключения следует выключить, установив значение 0 .	
Выключить экран	
Нажмите 🗅 / 🗅 Дом> 🌣 Настройки > Экорежим >	
Отключение экрана.	
Если телевизор используется для прослушивания музыки,	
экран можно отключить.	
Выключится только экран телевизора. Чтобы снова	

Выключится только экран телевизора. Чтобы снова включить экран, нажмите любую кнопку на пульте дистанционного управления.

Регион и язык

языки

Настройте регион и язык.

- Система Android/язык меню: изменение языка меню и сообщений.
- Основное аудиосопровождение: установка предпочтительных настроек для языка аудиосопровождения в программах.
- Вспомогательное аудиосопровождение: установка следующих по приоритету настроек для языка аудиосопровождения в программах.
- Основные субтитры: установка предпочтительных настроек для языка субтитров в программах.
- Вспомогательные субтитры: установка следующих по приоритету настроек для языка субтитров в программах.
- Основной телетекст: установка первых по приоритету настроек для языка телетекста в программах.
- Вспомогательный телетекст: установка следующих по приоритету настроек для языка телетекста в программах.

Настройки универсального доступа

Включение функции Универсальный доступ позволяет использовать телевизор людям с нарушениями слуха и зрения.

- Некоторые цифровые телеканалы передают специальное аудиосопровождение и субтитры, предназначенные для людей с ослабленным слухом и глухих.
- При включенном режиме "Нарушения слуха" телевизор автоматически будет выбирать адаптированные настройки аудио и субтитров (если они доступны).

На цифровых каналах могут транслироваться передачи со специальным аудиосопровождением, в котором описывается, что происходит на экране.

- **♥ Установки >** Специальные возможности > Универсальный доступ > Описание аудио > Комбинированный звук, Аудиоэффекты, Речь.
- Выбрав режим "Комбинированный звук", можно изменять громкость обычного звука и аудиосопровождения. Нажимайте стрелки ∧ (вверх) или ∨ (вниз) для регулировки значения.
- Включите режим "Аудиоэффекты" для дополнительных аудиоэффектов при аудиосопровождении, например стереозвучания или постепенного уменьшения громкости.
- Выберите режим "Речь", чтобы настроить параметры речи, пункт "Описательно" или "Субтитры".

Ограничение просмотра

Уровень ограничения

Для того чтобы дети не могли просматривать программы, не подходящие для их возраста, можно задать функцию возрастных ограничений на просмотр. Некоторые цифровые каналы указывают возрастные ограничения на свои программы. Если это значение равняется установленному или превышает его, программа будет заблокирована. Для просмотра заблокированной программы необходимо ввести код.

Выберите возраст и нажмите ОК. Чтобы отключить ограничение по возрасту, выберите "Нет". Но помните, что в некоторых странах вы обязаны настроить ограничение по возрасту.

Установка и смена кода

Код блокировки от детей позволяет закрыть доступ к просмотру определенных каналов и программ.

Установка нового кода и сброс измененного кода.

Примечание.

Если вы забыли PIN-код, вы можете установить новый: используйте код **8888** и введите новый код.

11.4

Подключение телевизора на базе OC Android

Сеть и Интернет

Домашняя сеть

Чтобы воспользоваться всеми функциональными возможностями телевизора Philips на базе ОС Android, необходимо подключить телевизор к сети Интернет.

Подключите телевизор к домашней сети с высокоскоростным интернет-соединением. Телевизор можно подключать к маршрутизатору проводным или беспроводным способом.

Подключение к сети

Беспроводное подключение

Что требуется

Для беспроводного подключения телевизора к сети Интернет потребуется маршрутизатор Wi-Fi, подключенный к сети Интернет.

Рекомендуется использовать маршрутизатор с высокоскоростным (широкополосным) подключением к сети Интернет.



Установка подключения

Установка подключения — БЕСПРОВОДНОЕ

Нажмите \bigcirc / \bigcirc Дом > \diamondsuit Настройки > \bigodot Проводные и беспроводные сети > Подключение к сети > БЕСПРОВОДНОЕ.

- 1 В списке найденных сетей выберите нужную беспроводную сеть. Если нужная сеть в списке не отображается, поскольку имя сети скрыто (в маршрутизаторе отключена передача SSID), выберите пункт Добавить новую сеть и укажите имя сети самостоятельно.
- **2** Введите ключ шифрования, соответствующий вашему типу маршрутизатора WEP, WPA или WPA2. Если ключ шифрования для этой сети уже вводился ранее, нажмите кнопку ОК, чтобы сразу установить подключение.
- **3** После установки подключения на экране появится уведомление об успешном подключении.

Установка подключения — WPS

Если используется маршрутизатор с функцией WPS, этап поиска сетей можно пропустить. Если в подключенных к беспроводной сети устройствах используется система безопасности на основе шифрования WEP, WPS не используется.

- **1** Нажмите на маршрутизаторе кнопку WPS и в течение 2 минут вернитесь к настройкам телевизора.
- 2 Нажмите Подключить, чтобы установить соединение.
- **3** После установки подключения на экране появится уведомление об успешном подключении.

Установка подключения — WPS C PIN-КОДОМ

Нажмите \bigcirc / \bigcirc Дом> \diamondsuit Настройки > \diamondsuit Проводные и беспроводные сети > Подключение к сети > WPS C PIN-КОДОМ.

Если используется WPS-маршрутизатор с PIN-кодом, этап поиска сетей можно пропустить. Если в подключенных к беспроводной сети устройствах используется система безопасности на основе шифрования WEP, WPS не используется.

- 1 Запишите 8-значный PIN-код, а затем введите его на странице управления маршрутизатором на компьютере. Сведения о том, в каком разделе страницы управления маршрутизатором вводится PIN-код, см. в руководстве пользователя маршрутизатора.
- 2 Нажмите Подключить, чтобы установить соединение.
- **3** После установки подключения на экране появится уведомление об успешном подключении.

Неполадки

Беспроводная сеть не обнаружена или подключение отсутствует.

- Микроволновые печи, телефоны стандарта DECT и другие устройства Wi-Fi 802.11b/g/n/ac, расположенные в зоне действия сети, могут создавать электромагнитные помехи.
- Убедитесь, что брандмауэры сети не блокируют беспроводное соединение с телевизором.
- Если беспроводная сеть работает со сбоями, попытайтесь установить проводное подключение.

Отсутствует подключение к Интернету

• Если подключение к маршрутизатору выполнено успешно, проверьте подключение маршрутизатора к Интернету.

Низкая скорость соединения с компьютером и

Интернетом

- Обратитесь к руководству пользователя маршрутизатора за сведениями о диапазоне действия внутри помещения, скорости передачи и других факторах, оказывающих влияние на качество сигнала.
- Для работы маршрутизатора необходимо высокоскоростное (широкополосное) интернетсоединение.

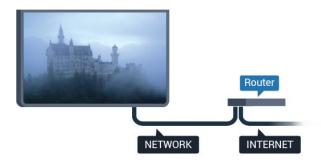
Режим DHCP

• Если установить подключение не удается, проверьте в маршрутизаторе настройки DHCP (Dynamic Host Configuration Protocol). Функция DHCP должна быть включена.

Проводное подключение

Что требуется

Для подключения телевизора к сети Интернет необходим сетевой маршрутизатор, подключенный к сети Интернет. Рекомендуется использовать маршрутизатор с высокоскоростным (широкополосным) подключением к сети Интернет.



Установка подключения

Установка подключения — ПРОВОДНОЕ

- **1** Подключите маршрутизатор к телевизору при помощи сетевого кабеля (кабеля Ethernet**).
- 2 Убедитесь в том, что маршрутизатор включен.
- 3 Телевизор начнет поиск сетевого подключения.
- **4** После установки подключения на экране появится уведомление об успешном подключении.

Если установить подключение не удается, проверьте в маршрутизаторе настройки DHCP. Функция DHCP должна быть включена.

**В целях соблюдения требований по электромагнитной совместимости используйте экранированный кабель FTP Ethernet категории 5E.

Настройки

Просмотр параметров сети

Здесь вы можете просмотреть все настройки сети. IP-адрес и MAC-адрес, уровень сигнала, скорость передачи данных, метод шифрования и т. д.

Конфигурация сети — DHCP / Статический IP-адрес

Выберите DHCP. Если вы опытный пользователь, вы можете настроить сеть со статическим IP-адресом.

Конфигурация сети — Настройка статического ІР-адреса

- **1** Выберите Настройка статического IP-адреса и настройте подключение.
- **2** Вы можете задать номер для следующих параметров: IP-адрес, Маска подсети, Шлюз, DNS 1 или DNS 2.

Включение по сигналу LAN (WoL)

Нажмите \bigcirc / \bigcirc Дом > \clubsuit Настройки > \spadesuit Проводные и беспроводные сети > Настройки > Включение по сигналу LAN (WoL).

Выключить/включить функцию "Включение по сигналу LAN (WoL)". Можно включать телевизор с помощью внешнего устройства, подключенного к той же локальной сети.

Включение по сигналу Wi-Fi (WoWLAN)

Нажмите △ / △ Дом > Ф Настройки > 🗢 Проводные и

беспроводные сети > Настройки > Включение по сигналу Wi-Fi (WoWLAN).

Выключить/включить функцию "Включение по сигналу Wi-Fi" (WoWLAN). Можно включать телевизор с помощью внешнего устройства, подключенного к той же сети Wi-Fi.

Тип сети

- Проводная подключение к проводной сети.
- Беспроводная в списке найденных сетей выберите нужную беспроводную сеть. Если нужная сеть в списке не отображается, поскольку имя сети скрыто (в маршрутизаторе отключена передача SSID), выберите пункт "Добавить новую сеть" и укажите имя сети самостоятельно.
- WPS если используется маршрутизатор с функцией WPS, этап поиска сетей можно пропустить. Если в подключенных к беспроводной сети устройствах используется система безопасности на основе шифрования WEP, WPS не используется.
- WPS с PIN-кодом если используется WPSмаршрутизатор с PIN-кодом, этап поиска сетей можно пропустить. Если в подключенных к беспроводной сети устройствах используется система безопасности на основе шифрования WEP, WPS не используется.

Учетная запись Google

Вход

Чтобы воспользоваться всеми функциональными возможностями телевизора Philips Android, вы можете войти в систему Google через свою учетную запись Google.

После входа в учетную запись вы сможете играть в любимые игры на телефоне, планшете и телевизоре. Вы получите доступ к персональным рекомендациям для видеозаписей и музыки, которые будут отображаться на домашней странице телевизора, а также доступ к YouTube, Google Play и другим приложениям.

Используйте существующую учетную запись Google для входа в систему Google на телевизоре. Для доступа к учетной записи Google необходимо указать адрес электронной почты и пароль. Если у вас еще нет учетной записи Google, создайте ее на компьютере или планшете (accounts.google.com). Чтобы играть в игры из Google Play, требуется профиль Google+. Если вы не выполнили вход в систему во время первоначальной настройки телевизора, вы всегда сможете сделать это позже.

Вход

С помощью экранной клавиатуры введите адрес электронной почты и пароль, а затем нажмите кнопку **ОК**,

чтобы выполнить вход.

Настройки Android

Вы можете задать или просмотреть несколько особых настроек Android или соответствующую информацию. Вы можете просмотреть список приложений, установленных на телевизоре, и сведения об объеме памяти, который требуется этим приложениям. Вы можете выбрать язык для функции голосового поиска. Вы можете настроить экранную клавиатуру или разрешить приложениям использовать данные о вашем местоположении. Изучите различные настройки Android. Для получения более подробной информации об этих настройках посетите вебсайт www.support.google.com/androidtv.

Чтобы открыть страницу настроек

11.5

Каналы

Списки каналов

О списках каналов

После настройки каналов все каналы отображаются в виде списка. Для каналов отображается название и логотип, если эта информация доступна.

После выбора списка каналов с помощью стрелок \wedge (вверх) и \vee (вниз) выберите канал, затем нажмите **ОК** для просмотра канала. С помощью кнопок \equiv + или \equiv - можно переключаться на каналы только в этом списке.

Список каналов, информация

Если существует возможность цифрового вещания, цифровые радиостанции будут настроены во время процесса установки. Переключение на радиостанцию происходит, так же как и переключение на телеканал.

Открытие списка каналов

Чтобы открыть текущий список каналов...

- 1. Нажмите $\sqrt[4]{9}$, чтобы переключиться на телевизор.
- 2. Нажмите =, чтобы открыть текущий список каналов.
- 3. Нажмите = еще раз, чтобы закрыть список каналов.

Просмотр каналов

Включение канала

Чтобы перейти в режим просмотра телевизора, нажмите ं ট . При этом будет включен последний выбранный канал.

Переключение каналов

Предыдущий канал

- Чтобы вновь вернуться к ранее выбранному каналу, нажмите **← васк**.

Список каналов

Во время просмотра телеканала нажмите **≡**, чтобы открыть списки каналов.

Опции управления каналами

Открытие меню опций

Общий интерфейс

При установке модуля САМ в один из слотов общего интерфейса можно просматривать информацию о модуле САМ и операторе или выполнить некоторые настройки, связанные с модулем САМ.

Чтобы просмотреть информацию о модуле САМ...

- 1 Настройтесь на канал и нажмите **OPTIONS**.
- 2 Выберите Общий интерфейс.
- **3** Выберите нужный слот общего интерфейса и нажмите **>** (вправо).
- **4** Выберите оператора модуля САМ и нажмите **ОК**. Вид последующих окон зависит от вашего оператора.

Субтитры

Язык субтитров

Предпочтительный язык субтитров

Субтитры для каждой программы цифровой трансляции могут отображаться на разных языках. В телевизоре можно настроить предпочитаемые языки субтитров — основной и дополнительный. Если доступны субтитры на одном из этих языков, телевизор покажет выбранные вами субтитры.

Чтобы установить основной и дополнительный языки субтитров...

- **2** Выберите Регион и язык > Языки > Основные субтитры или Вспомогательные субтитры.
- 3 Выберите нужный язык и нажмите ОК.

4 - Нажмите **〈** (влево) для возврата на один шаг или нажмите **← ВАСК**, чтобы закрыть меню.

Выбор языка субтитров

Если субтитры на предпочтительных языках недоступны, можно выбрать другой язык из числа доступных. Если подходящие языки субтитров недоступны, эту опцию выбрать невозможно.

Чтобы выбрать язык субтитров при отсутствии нужного языка...

- 1 Нажмите ● OPTIONS.
- **2** Нажмите **Язык субтитров** и выберите один из языков субтитров, который будет использоваться временно.

Язык аудио

Предпочтительный язык аудио

Программа цифровой трансляции может быть доступна на нескольких языках аудио (звуковое сопровождение). В телевизоре можно настроить основной и дополнительный языки аудио. Если звуковое сопровождение доступно на одном из этих языков, телевизор автоматически переключится на него.

Чтобы установить основной и дополнительный языки аудиосопровождения...

- 2 Выберите "Регион и язык" и выберите Языки > Основное аудиосопровождение или Вспомогательное аудиосопровождение.
- 3 Выберите нужный язык и нажмите ОК.
- **4** Нажмите **≺** (влево) для возврата на один шаг или нажмите **←** ВАСК, чтобы закрыть меню.

Выбор языка аудио

Если звуковое сопровождение на предпочтительных языках недоступно, можно выбрать другой язык аудио из числа доступных. Если подходящие языки аудио недоступны, эту опцию выбрать невозможно.

Чтобы выбрать язык аудио при отсутствии нужного языка...

- **1** Нажмите **Ф OPTIONS**.
- **2** Нажмите **Язык аудио** и выберите один из языков аудио, который будет использоваться временно.

Информация о канале

Просмотр сведений о канале

Чтобы просмотреть сведения о выбранном канале...

- 1 Включите канал.
- **2** Нажмите **Ф OPTIONS**, выберите **Информация о канале** и нажмите **OK**.
- 3 Чтобы закрыть этот экран нажмите ОК.

Моно/стерео

Звук аналогового канала можно переключить на "Моно" или "Стерео".

Чтобы переключить на "Моно" или "Стерео"...

- 1 Включите аналоговый канал.
- **2** Нажмите **⊕ OPTIONS**, выберите **Moнo/стерео** и нажмите **>** (вправо).
- 3 Выберите Моно или Стерео и нажмите ОК.
- **4** Нажмите **≺** (влево) для возврата на один шаг или нажмите **←** ВАСК, чтобы закрыть меню.

Информация о программе

Просмотр сведений о передаче

Чтобы просмотреть сведения о выбранной программе...

- 1 Включите канал.
- **2** Нажмите **Ф OPTIONS**, выберите **Информация о программе** и нажмите **OK**.
- 3 Чтобы закрыть этот экран нажмите ОК.

11 6

Настройка канала

Установка каналов

Установка антенного/кабельного подключения

Поиск каналов

Вы можете переустановить каналы, сохранив при этом остальные настройки телевизора.

Если установлен PIN-код, его потребуется ввести перед повторной установкой каналов.

Чтобы выполнить поиск каналов...

- 2 Выберите **RF Установка канала** и нажмите **ОК**.
- **3** При необходимости введите PIN-код. Выберите пункт **Поиск каналов** и нажмите **ОК**. Выберите **Начать** и нажмите **ОК**. Выберите страну, в которой находитесь, и нажмите **ОК**.

Выберите **Нужаты**йт**ия:ууклате**о**ОК**и, **Антенна** (DVB-T) или **Кабельное** (DVB-C), и нажмите **ОК**.

Выберите Далее и нажмите ОК.

Выберите нужный тип каналов, **Цифровые и аналоговые** каналы или **Только цифровые каналы**, и нажмите **ОК**. Выберите **Далее** и нажмите **ОК**.

Выберите **Начать** и нажмите **ОК**, чтобы обновить цифровые каналы. На это может потребоваться несколько минут.

Нажмите **〈** (влево) для возврата на один шаг или нажмите **←** ВАСК, чтобы закрыть меню.

Автообновление каналов

Если телевизор принимает сигнал цифровых каналов, можно настроить автоматическое обновление списка таких каналов.

Один раз в день, в 6 часов утра, телевизор обновляет список каналов и сохраняет новые каналы. Новые каналы сохраняются в списке каналов и помечаются значком ★. Каналы без сигнала удаляются. Телевизор должен находиться в режиме ожидания для автоматического обновления каналов. Автоматическое обновление каналов можно отключить.

Чтобы отключить автообновление каналов...

- 2 Выберите RF Установка канала и нажмите ОК.
- **3** При необходимости введите PIN-код.
- 4 Выберите Автообновление каналов и нажмите ОК
- 5 Выберите Выкл. и нажмите ОК.
- **6** Нажмите **≺** (влево) для возврата на один шаг или нажмите **←** ВАСК, чтобы закрыть меню.

Каналы, автообновление каналов

Если были обнаружены новые, а также изменившиеся или удаленные каналы, при включении телевизора на экране появится уведомление. Вы можете отключить показ этого уведомления после каждого обновления каналов.

Чтобы отключить уведомление...

- **2** Выберите **RF Установка канала** и нажмите **ОК**.
- **3** При необходимости введите PIN-код.
- 4 Выберите Автообновление каналов и нажмите ОК
- 5 Выберите Выкл. и нажмите ОК.
- **6** Нажмите **≺** (влево) для возврата на один шаг или нажмите **←** ВАСК, чтобы закрыть меню.

В некоторых странах автоматическое обновление каналов осуществляется при просмотре телевизора или в режиме ожидания.

Цифровой: Установка вручную

Цифровые телеканалы можно по очереди установить вручную.

Чтобы установить цифровые каналы вручную...

- 2 Выберите RF Установка канала и нажмите ОК.
- **3** Выберите **Цифровые: установка вручную** и нажмите **ОК**.
- 4 Выберите Поиск и нажмите ОК. Чтобы найти канал, можно ввести частоту самостоятельно или воспользоваться функцией поиска каналов на телевизоре. Нажмите У (вправо), чтобы выбрать Поиск, затем нажмите ОК для выполнения автоматического поиска канала. Найденный канал появится на экране. Если прием неустойчивый, нажмите Поиск еще раз. Чтобы сохранить найденный канал, выберите Готово и нажмите ОК.

Аналоговый: Установка вручную

Аналоговые телеканалы можно по очереди настроить вручную.

Чтобы установить аналоговые каналы вручную...

- 2 Выберите RF Установка канала и нажмите ОК.
- **3** Выберите **Аналоговый: установка вручную**и нажмите **ОК**.

• Система

Для установки системы ТВ выберите **Система**. Выберите свою страну или мировой регион, и нажмите **ОК**.

• Поиск каналов

Чтобы найти канал, выберите Поиск каналов и нажмите ОК. Чтобы найти канал, можно ввести частоту самостоятельно или воспользоваться функцией поиска каналов на телевизоре. Нажмите У (вправо), чтобы выбрать Поиск, затем нажмите ОК для выполнения автоматического поиска канала. Найденный канал появится на экране. Если прием неустойчивый, нажмите Поиск еще раз. Чтобы сохранить найденный канал, выберите Готово и нажмите ОК.

• Сохранить

Канал можно сохранить под текущим или под новым номером.

Выберите **Сохранить текущий канал** или **Сохранить как новый канал** и нажмите **ОК**. На короткое время отобразится номер нового канала.

Повторите описанные действия для настройки остальных доступных аналоговых каналов.

11.7

Интернет

Работа в сети Интернет

На телевизоре можно просматривать страницы сети Интернет. На телевизоре можно просматривать любые вебсайты сети Интернет, однако большинство веб-сайтов не предназначено для просмотра на экране телевизора.

- Некоторые подключаемые модули (например, для просмотра страниц или видеороликов) не поддерживаются телевизором.
- Отправка и загрузка файлов невозможна.
- При просмотре веб-страниц на экране отображается одна страница в полноэкранном режиме.

Чтобы запустить веб-браузер...

- 2 Прокрутите вниз,

выберите 🗀 Приложения > 🌐 Интернет и нажмите ОК.

- **3** Введите адрес веб-страницы сети Интернет и выберите **✓**, затем нажмите **ОК**.

Функции для работы в сети Интернет

Для сети Интернет доступны некоторые дополнительные функции.

Чтобы открыть дополнительные функции...

- 2 Выберите один из элементов и нажмите ОК.
- Добавить в быстрый набор: Ввод нового интернетадреса.
- Добавить в закладки: Добавление страницы в закладки
- Безопасность страницы: Просмотр уровня безопасности, установленного для текущей страницы.
- Новая приватная вкладка: Открытие новой приватной вкладки и приватный просмотр
- Установки: Настройки разделов "Масштаб", "Размер текста", "Режим специальных возможностей", "Всегда показывать панель меню" и "Удалить историю (браузера)"
- Помощь: Информация о браузере
- Выход из браузера: Закрыть браузер

11.8

Смартфоны и планшеты

Приложение Philips TV Remote

Новое приложение **Philips TV Remote App** для смартфона или планшета станет вашим постоянным телевизионным помощником.

С помощью приложения TV Remote вы можете управлять мультимедийным контентом. Воспроизводите фотографии, музыку и видео на большом экране телевизора. Выполняйте поиск интересных программ в телегиде и смотрите их на телевизоре. Благодаря приложению TV Remote телефон можно использовать как пульт ДУ, чтобы включать и выключать телевизор.

Загрузите приложение Philips TV Remote из магазина мобильных приложений прямо сейчас.

Приложение Philips TV Remote App доступно для устройств с OC iOS и Android и предоставляется бесплатно.

Google Cast

Что требуется

Если приложение, установленное на мобильном устройстве, поддерживает функцию Google Cast, вы можете транслировать контент из приложения на экран телевизора. Найдите в мобильном приложении значок Google Cast. Мобильное устройство можно использовать в качестве пульта ДУ для управления контентом на экране телевизора. Google Cast работает на устройствах с ОС Android и iOS.

Мобильное устройство и телевизор должны быть подключены к одной домашней сети Wi-Fi.

Приложения с поддержкой Google Cast

Новые приложения Google Cast появляются каждый день. Данная функция уже доступна в таких приложениях, как YouTube, Chrome, Netflix, Photowall и Big Web Quiz для Chromecast. См. также google.com/cast

Некоторые продукты и функции Google Play доступны не во всех странах.

Более подробная информация доступна на веб-сайте support.google.com/androidtv

Трансляция на телевизор

Для трансляции контента из приложения на экран телевизора...

1 - Смартфон подключается к телевизору с помощью Wi-Fi Direct (отсканируйте QR-код или используйте имя сети Wi-Fi (SSID) и пароль).

Откройте приложение с поддержкой Google Cast.

- 2 Коснитесь значка Google Cast.
- **3** Выберите телевизор, на который будет выполняться трансляция.
- 4 Нажмите кнопку воспроизведения на смартфоне или

планшете. Воспроизведение выбранного контента начнется на экране телевизора.

AirPlay

Чтобы расширить функциональные возможности вашего телевизора Android, загрузите и установите одно из нескольких приложений Android с поддержкой функции AirPlay. Некоторые из этих приложений можно найти в магазине Google Play.

11.9

ПО

Обновление ПО

Версия ПО

Чтобы выяснить текущую версию программного обеспечения телевизора...

- **2** Выберите **Обновить ПО** > **Текущая прошивка** и нажмите **ОК**.
- **3** На экране появится следующая информация: версия, примечания к выпуску и дата создания.
- **4** Нажмите **≺** (влево) (если потребуется, несколько раз), чтобы закрыть меню.

Обновление с веб-сайта

Вы можете посмотреть текущую версию прошивки вашего телевизора в меню установок в разделе "Обновить ПО" > "Текущая прошивка".

Регулярно проверяйте наличие обновлений встроенного ПО на веб-сайте www.philips.com/support.

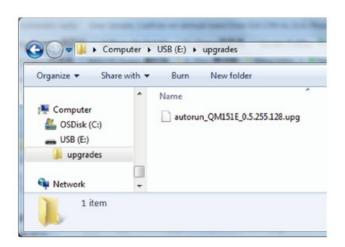
Для обновления встроенного ПО телевизора следуйте приведенным ниже инструкциям.

Загрузка последней версии программного обеспечения...

- 1 Запустите Internet Explorer.
- **2** Зайдите на сайт поддержки Philips по адресу http://www.philips.com/support.
- **3** Введите номер модели. (Номер модели указан на этикетке на задней панели телевизора.)
- **4** На странице конкретной модели телевизора выберите "Поддержка".
- **5** Выберите "Обновление ПО" и нажмите "Загрузить файл" для загрузки файла с программным обеспечением. (Программное обеспечение доступно в виде архива в формате .zip.)
- **6** Если версия программного обеспечения на веб-сайте новее установленной на вашем телевизоре, нажмите на ссылку для загрузки ПО.
- 7 Примите лицензионное соглашение / Условия

использования, выберите "Принять", и файл .zip будет загружен автоматически.

- **8** Распакуйте zip-файл в любую папку с помощью утилиты архивирования.
- **9 -** Создайте папку с именем "upgrades" в корневом каталоге флэш-накопителя USB.
- **10** Скопируйте файл upg, распакованный ранее, в папку upgrades, как показано на рисунке ниже.
- 11 Отключите флэш-накопитель USB от компьютера.



Обновление программного обеспечения...

- 1 Подключите флэш-накопитель USB (с обновлением программного обеспечения) к USB-разъему телевизора. Подождите 30 секунд или пока USB-накопитель распознается телевизором.
- **2** Программное обеспечение на телевизоре будет загружено автоматически.
- **3** Когда загрузка программного обеспечения завершится, нажмите "Начать", чтобы активировать обновление телевизора.

12

Программное обеспечение с открытым исходным кодом

12 1

Лицензия открытого программного обеспечения

Сведения о лицензии на открытое ПО

Файл README для исходного кода программного обеспечения TP Vision Netherlands B.V., подпадающего под лицензию открытого исходного кода.

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Open Source

Android (9.0.0)

This tv contains the Android Pie Software. Android is a Linux-based operating system designed primarily for touchscreen mobile devices such as smartphones and tablet computers. This software will also be reused in TPVision Android based TV's.The original download site for this software is: https://android.googlesource.com/This piece of software is made available under the terms and conditions of the Apache license version 2, which can be found below. Android APACHE License Version 2

(http://source.android.com/source/licenses.html) This includes all external sources used by offical Android AOSP.

linux kernel (4.9)

This tv contains the Linux Kernel. The original download site for this software is: http://www.kernel.org/. This piece of software is made available under the terms and conditions of the GPL v2 license, which can be found below. Additionally, following exception applies: "NOTE! This copyright does *not* cover user programs that use kernel services by normal system calls - this is merely considered normal use of the kernel, and does *not* fall under the heading of "derived work". Also note that the GPL below is copyrighted by the Free Software Foundation, but the instance of code that it refers to (the linux kernel) is copyrighted by me and others who actually wrote it. Also note that the only valid version of the GPL as far as the kernel is concerned is _this_ particular version of the license (ie v2, not v2.2 or v3.x or whatever), unless explicitly otherwise stated. Linus Torvalds"

mbed TLS (2.6.0)

Cryptographic and SSL/TLS capabilities used in Hue Streaming feature. The original download site for this software is: https://tls.mbed.org/.This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

aacenc (3.3.3)

Encoder AAC Bitstream. The original download site for this software is: http://c-ares.haxx.se/. This piece of software is made available under the terms and conditions of the MIT license, which can be found below.

alsa (1.0.24.1)

Advanced Linux Sound Architecture (ALSA). The original download site for this software is: http://www.alsa-project.org. This piece of software is made available under the terms and conditions of the LGPL 2.0.1, which can be found below.

appweb (4.3.5)

The original download site for this software is: http://www.appwebserver.org/. This piece of software is made available under the terms and conditions of the GPL 2.0, which can be found below.

atf (1.3)

Arm-Trusted-Firmware. The original download site for this software is: https://github.com/ARM-software/arm-trusted-firmware. This piece of software is made available under the terms and conditions of the BSD, which can be found below.

bash (3.2.48)

The shell, or command language interpreter. The original download site for this software is :

http://www.gnu.org/software/bash/ .This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

bluetooth mw (1.0)

BT Stack. The original download site for this software is: https://android.googlesource.com/platform/system/bt. This piece of software is made available under the terms and conditions of the Apache 2.0 license, which can be found

below.

bluetooth_stack (1.0)

BT Stack. The original download site for this software is: https://android.googlesource.com/platform/system/bt. This piece of software is made available under the terms and conditions of the Apache 2.0 license, which can be found below.

bluetooth tool (1.0)

BT Stack. The original download site for this software is: https://android.googlesource.com/platform/system/bt .This piece of software is made available under the terms and conditions of the Apache 2.0 license, which can be found below.

boost (1.15.0)

Mainly use for encfs. The original download site for this software is: http://www.boost.org/. This piece of software is made available under the terms and conditions of the Boost Software License - Version 1.0, which can be found below.

busybox (1.15.3)

BusyBox combines tiny versions of many common UNIX utilities into a single small executable. The original download site for this software is: http://www.busybox.net/.This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

c-ares (1.12.0)

c-ares is a C library that performs DNS requests and name resolves asynchronously. The original download site for this software is: http://c-ares.haxx.se/.This piece of software is made available under the terms and conditions of the MIT license, which can be found below.

cJSON (1.7.7)

The original download site for this software is:

http://sourcegorge.net/projects/cjson .This piece of software is made available under the terms and conditions of the MIT license, which can be found below.

coreutils (6.9)

Command like cp dd cat chroot. The original download site for this software is: http://www.gnu.org/software/coreutils/. This piece of software is made available under the terms and conditions of the MIT license, which can be found below.

libcurl (7.59.0)

libcurl is a free and easy-to-use client-side URL transfer library, supporting DICT, FILE, FTP, FTPS, Gopher, HTTP, HTTPS, IMAP, IMAPS, LDAP, LDAPS, POP3, POP3S, RTMP, RTSP, SCP, SFTP, SMTP, SMTPS, Telnet and TFTP. libcurl supports SSL certificates, HTTP POST, HTTP PUT, FTP uploading, HTTP form based upload, proxies, cookies, user+password authentication (Basic, Digest, NTLM, Negotiate, Kerberos), file transfer resume, http proxy tunneling and more!The original download site for this software is:

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dfb (1.5.3)

The original download site for this software is: http://www.directfb.org. This piece of software is made available under the terms and conditions of the LGPL 2.0 license, which can be found below.

dibbler (1.0.1)

Dibbler is for implement dhcpv6 client. The original download site for this software is: http://klub.com.pl/dhcpv6/.This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

dosfstools (2.9)

Create an MS-DOS file system under Linux. The original download site for this software is: http://daniel-baumann.ch/files/software/dosfstools. This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

e2fsprogs (1.41.14)

The original download site for this software is: http://e2fsprogs.sourceforge.net.This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

electric-fence (2.1.13)

Used for memory corruption detection. The original download site for this software is: http://perens.com/FreeSoftware/Elec tricFence/electric-fence_2.1.13-0.1.tar.gz .This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

encfs (1.3.2)

Use to encrypt file or dir. The original download site for this software is: http://www.arg0.net/encfs. This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

expat (2.1.0)

Xml paser; Expat is an XML parser library written in C. It is a stream-oriented parser in which an application registers

handlers for things the parser might find in the XML document (like start tags). An introductory article on using .The original download site for this software is :

http://expat.sourceforge.net/.

findutils (4.2.31)

The original download site for this software is: http://www.gnu.org/software/findutils/.This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

freetype (2.7.1)

FreeType 2 is a software font engine that is designed to be small, efficient, highly customizable, and portable while capable of producing high-quality output (glyph images). The original download site for this software is: http://freetype.sourceforge.net.

fuse (2.8.4)

Fuse is a simple interface for userspace programs to export a virtual filesystem to the linux kernel. The original download site for this software is: http://sourceforge.net/projects/fuse. This piece of software is made available under the terms and conditions of the GPL 2.0/LGPLv2 license, which can be found below.

fusion (8.7.0)

The original download site for this software is: https://www.openhub.net/p/linuxfusion. This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

gawk (3.1.5)

The original download site for this software is : http://www.gnu.org/software/gawk/ .This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

gdisk (0.8.1)

The original download site for this software is: http://www.rodsbooks.com/.This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

glibc (2.18)

The original download site for this software is: http://www.gnu.org/software/libc. This piece of software is made available under the terms and conditions of the LGPL 2.0.1 license, which can be found below.

googletest (1.7.0)

The original download site for this software is:

https://github.com/google/googletest .This piece of software is made available under the terms and conditions of the BSD-3 license, which can be found below.

grep (2.5.1a)

The original download site for this software is:

http://www.gnu.org/software/grep/ .This piece of software is made available under the terms and conditions of the GPL 2.0

license, which can be found below.

gzip (1.3.12)

The original download site for this software is: http://www.gnu.org/software/gzip/. This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

harfbuzz (1.4.2)

Libpng, a text shaping library. The original download site for this software is : http://harfbuzz.org/ .This piece of software is made available under the terms and conditions of the MIT license, which can be found below.

icu (51.1)

ICU is a mature, widely used set of C/C++ and Java libraries providing Unicode and Globalization support for software applications. The original download site for this software is: http://site.icu-project.org. This piece of software is made available under the terms and conditions of the BSD license, which can be found below.

inetutils (1.4.2)

The original download site for this software is: http://www.gnu.org/software/inetutils/. This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

iptables (1.4.15)

Iptables is a user space application program that allows a system administrator to configure the tables provided by the Linux kernel firewall (implemented as different Netfilter modules) and the chains and rules it stores. Different kernel modules and programs are currently used for different protocols; iptables applies to IPv4The original download site for this software is :https://android.googlesource.com/ .This piece of software is made available under the terms and conditions of the GPL 2.0.

iputils (s20101006)

Set of small useful utilities for Linux networking. The original download site for this software is :

http://www.skbuff.net/iputils/ .This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

jansson (2.4)

set of small useful utilities for Linux networking. The original download site for this software is :

http://www.digip.org/jansson/ .This piece of software is made available under the terms and conditions of the MIT license, which can be found below.

jpeg (6b)

The 'libjpeg' library used for jpeg image decode. The original download site for this software is: http://www.ijg.org/.This piece of software is made available under the terms and conditions of the MIT license, which can be found below.

jsonrpc (2.0)

Jsonrpc implements the parsing and validation of the jsonrpc/2.0 request before handing it over to user-defined methods. The original download site for this software is : https://github.com/pijyoi/jsonrpc .This piece of software is made available under the terms and conditions of the MIT license, which can be found below.

libdwarf

Libdwarf is a library and a set of command-line tools for reading and writing DWARF2 and later debugging information. Libdwarf handles the details of the actual format so coders can focus on the content. The original download site for this software is: https://sourceforge.net/projects/libdwarf/.This piece of software is made available under the terms and conditions of the LGPL v2.1 license, which can be found below.

libelf (0.8.1.3)

The original download site for this software is: http://www.mr511.de/software/.This piece of software is made available under the terms and conditions of the LGPL v2 license, which can be found below.

libiconv (1.11.1)

GNU libiconv is a convertsion library. To convert betweeen a given text encoding and the users encoding, or to convert between internal string representation (Unicode) and external stringrepresentation (a traditional encoding). The original download site for this software is:

http://www.gnu.org/software/libiconv .This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

libnl (v3.2.29)

The original download site for this software is:

http://www.infradead.org/~tgr/libnl/ .This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

libusb (1.0.9)

The original download site for this software is:

http://libusb.sourceforge.net/ .This piece of software is made available under the terms and conditions of the LGPLv2.1 license, which can be found below.

libuv (libuv-v1.20.3)

The original download site for this software is:

https://libuv.org .This piece of software is made available under the terms and conditions of the MIT license, which can be found below.

libwebsockets (3.0)

The original download site for this software is:

https://libwebsockets.org/ .This piece of software is made available under the terms and conditions of the LGPL 2.1 license, which can be found below.

libxml2 (2.7.8)

Libxml2 is the XML C parser and toolkit developed for the Gnome project. The original download site for this software is : http://www.xmlsoft.org/ .This piece of software is made

available under the terms and conditions of the MIT license, which can be found below.

lighttpd (1.4.35)

The original download site for this software is: http://www.lighttpd.net/download/.This piece of software is made available under the terms and conditions of the BSD license, which can be found below.

liveMedia (2011.06.12)

The original download site for this software is: http://www.live555.com. This piece of software is made available under the terms and conditions of the LGPLv2.1 license, which can be found below.

lvm2 (2.02.89)

The original download site for this software is: ftp://sources.redhat.com/pub/lvm2/releases/.This piece of software is made available under the terms and conditions of the GPL 2.0/LGPLv2.1 license, which can be found below.

Iz4 (1.8.1.2)

The original download site for this software is: lz4.github.io/lz4/. This piece of software is made available under the terms and conditions of the BSD license, which can be found below.

Izma (4.65)

The original download site for this software is: http://www.7-zip.org/sdk.html/.

mng (1.0.10)

Libmng -THE reference library for reading, displaying, writing and examining Multiple-Image Network Graphics.MNG is the animation extension to the popular PNG image-format. The original download site for this software is :

http://sourceforge.net/projects/libmng/files/ .This piece of software is made available under the terms and conditions of the BSD license, which can be found below.

module-init-tools (3.12)

Linux userspace module loading utilities. The original download site for this software is :

https://modules.wiki.kernel.org/index.php/Main_Page .This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

mtp (1.1.6)

The original download site for this software is:

http://libmtp.sourceforge.net/ .This piece of software is made available under the terms and conditions of the LGPLv2.1 license, which can be found below.

ncurses (5.7)

Provide character terminal processing library. The original download site for this software is :

http://www.gnu.org/software/ncurses/ .This piece of software is made available under the terms and conditions of the MIT license, which can be found below.

net-tools (1.60)

A program contains network command. The original download site for this software is: http://www.linuxfromscratch.org/blfs/view/6.3/basicnet/net-tools.html. This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

nghttp2 (1.21.1)

nghttp2 is an implementation of Hypertext Transfer Protocol version 2 in C. The original download site for this software is: http://nghttp2.org. This piece of software is made available under the terms and conditions of the MIT license, which can be found below.

ntfs-3g (2010.5.22)

ntfs-3g-1.5012.tgz/ntfs-3g-1.5012/libntfs-3g/attrib.c. The original download site for this software is :

http://www.tuxera.com/community/ntfs-3g-download/ .This piece of software is made available under the terms and conditions of the GPL 2.0/LGPLv2 license, which can be found below.

ntfsprogs (2.0.0)

C runtime library. The original download site for this software is: http://sourceforge.net/.This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

ogg (1.3.2)

Libogg: a library for audiomixer, that can provide audio mixer. The original download site for this software is: http://www.vorbis.com.This piece of software is made available under the terms and conditions of the BSD license, which can be found below.

openh264 (1.7.0)

Openh264 is a codec library which supports H.264 encoding and decoding. It is suitable for use in real time applications such as WebRTC. The original download site for this software is :http://www.openh264.org .This piece of software is made available under the terms and conditions of the BSD license, which can be found below.

openssh (6.3p1)

Openssh is secure shell protocol version. The original download site for this software is: ftp://ftp.openbsd.org/pub/OpenBSD/OpenSSH/portable/openssh-6.3p1.tar.gz. This piece of software is made available under the terms and conditions of the BSD license, which can be found below.

openssl (1.0.2g)

The original download site for this software is: http://www.openssl.org/.This piece of software is made available under the terms and conditions of the Apache License 1.0 / BSD License, which can be found below.

png (1.2.43)

libpng -THE reference library for reading, displaying, writing and examining png Image Network Graphics. The original download site for this software is :

http://sourceforge.net/projects/libpng/files/ .This piece of software is made available under the terms and conditions of the BSD license, which can be found below.

popt (1.16)

The original download site for this software is:

http://packages.debian.org/ .This piece of software is made available under the terms and conditions of the Red Hat Software.

procmem (2.0)

The original download site for this software is: https://github.com/babuneelam/procmem_linux_x86_port. This piece of software is made available under the terms and conditions of the Apple Public Source License.

procps (3.2.8)

Command for watch system process. The original download site for this software is :

http://procps.sourceforge.net/index.html .This piece of software is made available under the terms and conditions of the LGPLv2 license, which can be found below.

procrank (2.0)

The original download site for this software is: https://github.com/csimmonds/procrank_linux. This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

psmisc (22.13)

The original download site for this software is: http://psmisc.sourceforge.net/.This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

pugixml (1.8)

The original download site for this software is: http://pugixml.org/. This piece of software is made available under the terms and conditions of the MIT license, which can be found below.

python (2.7.9)

The original download site for this software is : http://www.python.org/ .

grencode (3.4.2)

The original download site for this software is : https://fukuchi.org/works/qrencode/ .This piece of software is made available under the terms and conditions of the LGPLv2 license, which can be found below.

rlog (1.4)

The original download site for this software is: http://www.arg0.net/rlog. This piece of software is made available under the terms and conditions of the GPL 2.1 license, which can be found below.

rng-tools (5)

The original download site for this software is : http://sourceforge.net/projects/gkernel/ .This piece of

software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

samba (3.0.37)

Samba is the standard Windows interoperability suite of programs for Linux and Unix. The original download site for this software is: http://www.samba.org/.This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

sawman (1.5.3)

The original download site for this software is: http://www.directfb.org. This piece of software is made available under the terms and conditions of the LGPLv2 license, which can be found below.

sed (4.1.5)

The original download site for this software is:

http://www.gnu.org/software/sed/ .This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

simple-mtpfs (0.2)

The original download site for this software is: http://freecode.com/projects/simple-mtpfs. This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

sqlite (3.8.4.3)

Implements a self-contained, serverless, zero-configuration, transactional SQL database engine. The original download site for this software is: http://www.sqlite.org/. This piece of software is made available under the terms and conditions of the LGPLv2.1 license, which can be found below.

sqlite3 (3.7.2)

Implements a self-contained, serverless, zero-configuration, transactional SQL database engine. The original download site for this software is: http://www.sqlite.org/. This piece of software is made available under the terms and conditions of the LGPLv2.1 license, which can be found below.

tar (1.17)

The original download site for this software is:

http://www.gnu.org/software/tar/ .This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

thttpd (2.25b)

The original download site for this software is: http://acme.com/software/thttpd/. This piece of software is made available under the terms and conditions of the BSD license, which can be found below.

toybox (0.4.0)

The original download site for this software is: http://www.landley.net/toybox/downloads/toybox-0.4.0.tar.bz2. This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

ttxfont (1.0)

The original download site for this software is:

http://linux.bytesex.org/xawtv/tvfonts/html

Http://zapping.sourceforge.net/ZVBI/index.html .This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

uboot (2011.12)

The uboot will load the linux kerenl to dram, and jump to run . The original download site for this software is :

http://www.denx.de .This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

udhcp (0.9.9-pre)

Terminal device as a DHCP client. The original download site for this software is: http://udhcp.sourcearchive.com/downloads/0.9.8cvs20050303-3/. This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

unicode (3.2)

The original download site for this software is:

http://www.icu-project.org/ .This piece of software is made available under the terms and conditions of the BSD license, which can be found below.

uriparser (0.7.7)

The original download site for this software is:

http://uriparser.sourceforge.net/ .This piece of software is made available under the terms and conditions of the BSD license, which can be found below.

util-linux-ng (2.18)

util-linux is a ramdom collection of Linux utilities. The original download site for this software is :

http://userweb.kernel.org/~kzak/util-linux-ng/ .This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

webp (0.2.1)

libwebp: a library for brower, that can improve the performance of downloaing image webp.txt's directory http://teams.mediatek.inc/dtv/SSD/SS3/Task%20Forces/Forms/AllItems.aspx?RootFolder=%2fdtv%2fSSD%2fSS3%2fTask%20Forces%2f3rd%20party%20list%2fLicense_Texts&FolderCTID=&View=%7b4DF37793-E07B-481C-BBFC-CD139C18D384%7d .The original download site for this software is:

http://code.google.com/p/webp/ .This piece of software is made available under the terms and conditions of the BSD license, which can be found below.

wget (1.10.2)

Check nework for http/https .The original download site for this software is :

http://ftp.gnu.org/gnu/wget/wget-1.10.2.tar.gz .This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

wireless_tools (v29)

The original download site for this software is: http://www.hpl.hp.com/personal/Jean_Tourrilhes/Linux/Tools.html.This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

wpa_supplicant (v0.8(wext)/v2.3(cfg80211))

Library used by legacy HAL to talk to wpa_supplicant daemon. The original download site for this software is: https://w1.fi/wpa_supplicant/. This piece of software is made available under the terms and conditions of the LGPLv2.1 license, which can be found below.

xerces (3.1.1)

C runtime library. The original download site for this software is: http://xerces.apache.org/. This piece of software is made available under the terms and conditions of the Apache License Version 2.0, which can be found below.

zlib(1.2.3)

The 'zlib' compression library provides in-memory compression and decompression functions, including integrity checks of the uncompressed data. The original download site for this software is: http://www.zlib.net/.

Hue SDK (1.8.1)

TV ambihue app uses Philips SDK to find the hue bridge nameThe original download site for this software is: https://developers.meethue.com/documentation/java-multi-platform-and-android-sdk

Opera Web Browser (SDK 4.8.0)

This TV contains Opera Browser Software.

Third-party licenses

WebKit

name License

WebKit

URL: http://webkit.org/

(WebKit doesn't distribute an explicit license. This LICENSE is derived from

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Services Inc., Stefan Schimanski, Symantec Corporation, The Dojo

Foundation, The Karbon Developers, Thomas Boyer, Tim Copperfield,

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[This is the first released version of the library GPL. It is numbered 2 because it goes with version 2 of the ordinary GPL.]

Preamble

The licenses for most software are designed to take away your

freedom to share and change it. By contrast, the GNU General

Licenses are intended to guarantee your freedom to share and change

free software--to make sure the software is free for all its users.

This license, the Library General Public License, applies to some

specially designated Free Software Foundation software, and to any

other libraries whose authors decide to use it. You can use it for

your libraries, too.

When we speak of free software, we are referring to freedom, not

price. Our General Public Licenses are designed to make sure that you

have the freedom to distribute copies of free software (and charge for

this service if you wish), that you receive source code or can get it

if you want it, that you can change the software or use pieces of it

in new free programs; and that you know you can do these things.

To protect your rights, we need to make restrictions that forbid

anyone to deny you these rights or to ask you to surrender the rights.

These restrictions translate to certain responsibilities for you if you distribute copies of the library, or if you modify it.

For example, if you distribute copies of the library, whether gratis

or for a fee, you must give the recipients all the rights that we gave

you. You must make sure that they, too, receive or can get the source

code. If you link a program with the library, you must provide complete object files to the recipients so that they can relink them

with the library, after making changes to the library and recompiling

it. And you must show them these terms so they know their rights.

Our method of protecting your rights has two steps: (1) copyright

the library, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the library.

Also, for each distributor's protection, we want to make certain

that everyone understands that there is no warranty for this free

library. If the library is modified by someone else and passed on, we

want its recipients to know that what they have is not the original

version, so that any problems introduced by others will not reflect on

the original authors' reputations.

Finally, any free program is threatened constantly by

software

patents. We wish to avoid the danger that companies distributing free

software will individually obtain patent licenses, thus in effect transforming the program into proprietary software. To prevent this,

we have made it clear that any patent must be licensed for everyone's

free use or not licensed at all.

Most GNU software, including some libraries, is covered by the ordinary

GNU General Public License, which was designed for utility programs. This

license, the GNU Library General Public License, applies to certain

designated libraries. This license is quite different from the ordinary

one; be sure to read it in full, and don't assume that anything in it is

the same as in the ordinary license.

The reason we have a separate public license for some libraries is that

they blur the distinction we usually make between modifying or adding to a

program and simply using it. Linking a program with a library, without

changing the library, is in some sense simply using the library, and is

analogous to running a utility program or application program. However, in

a textual and legal sense, the linked executable is a combined work, a

derivative of the original library, and the ordinary General Public License

treats it as such.

Because of this blurred distinction, using the ordinary General

Public License for libraries did not effectively promote software

sharing, because most developers did not use the libraries. We

concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the

users of those programs of all benefit from the free status of the

libraries themselves. This Library General Public License is intended to

permit developers of non-free programs to use free libraries, while

preserving your freedom as a user of such programs to change the free

libraries that are incorporated in them. (We have not seen how to achieve

this as regards changes in header files, but we have achieved it

as regards

changes in the actual functions of the Library.) The hope is that this

will lead to faster development of free libraries.

The precise terms and conditions for copying, distribution and

modification follow. Pay close attention to the difference between a

"work based on the library" and a "work that uses the library". The

former contains code derived from the library, while the latter only

works together with the library.

Note that it is possible for a library to be covered by the ordinary

General Public License rather than by this special one.

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General Public License (also called "this License"). Each licensee is

addressed as "you".

A "library" means a collection of software functions and/or

prepared so as to be conveniently linked with application programs

(which use some of those functions and data) to form executables.

The "Library", below, refers to any such software library or work

which has been distributed under these terms. A "work based on the

Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated

straightforwardly into another language. (Hereinafter, translation is

included without limitation in the term "modification".)

"Source code" for a work means the preferred form of the work for

making modifications to it. For a library, complete source code means

all the source code for all modules it contains, plus any associated

interface definition files, plus the scripts used to control compilation

and installation of the library.

Activities other than copying, distribution and modification are not

covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from

such a program is covered only if its contents constitute a work based

on the Library (independent of the use of the Library in a tool for

writing it). Whether that is true depends on what the Library does

and what the program that uses the Library does.

1. You may copy and distribute verbatim copies of the Library's

complete source code as you receive it, in any medium, provided that

you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact

all the notices that refer to this License and to the absence of any

warranty; and distribute a copy of this License along with the Library.

You may charge a fee for the physical act of transferring a copy.

and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Library or any portion

of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1

above, provided that you also meet all of these conditions:

- a) The modified work must itself be a software library.
- b) You must cause the files modified to carry prominent notices

stating that you changed the files and the date of any change.

c) You must cause the whole of the work to be licensed at no

charge to all third parties under the terms of this License.

d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses

the facility, other than as an argument passed when the facility

is invoked, then you must make a good faith effort to ensure that,

in the event an application does not supply such function or table, the facility still operates, and performs whatever part of

its purpose remains meaningful.

(For example, a function in a library to compute square roots has

a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must

be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library,

and can be reasonably considered independent and separate works in

themselves, then this License, and its terms, do not apply to those

sections when you distribute them as separate works. But when you

distribute the same sections as part of a whole which is a work based

on the Library, the distribution of the whole must be on the terms of

this License, whose permissions for other licensees extend to the

entire whole, and thus to each and every part regardless of who wrote

it.

Thus, it is not the intent of this section to claim rights or contest

your rights to work written entirely by you; rather, the intent is to

exercise the right to control the distribution of derivative or collective works based on the Library.

In addition, mere aggregation of another work not based on the Library

with the Library (or with a work based on the Library) on a volume of

a storage or distribution medium does not bring the other work under

the scope of this License.

3. You may opt to apply the terms of the ordinary GNU General Public

License instead of this License to a given copy of the Library. To do

this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2,

instead of to this License. (If a newer version than version 2 of the

ordinary GNU General Public License has appeared, then you can specify

that version instead if you wish.) Do not make any other change in these notices.

Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all

subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of the code of

the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form

under the terms of Sections 1 and 2 above provided that you accompany

it with the complete corresponding machine-readable source code, which

must be distributed under the terms of Sections 1 and 2 above on a

medium customarily used for software interchange.

If distribution of object code is made by offering access to copy

from a designated place, then offering equivalent access to copy the

source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or

linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library

creates an executable that is a derivative of the Library (because it

contains portions of the Library), rather than a "work that uses the

library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file

that is part of the Library, the object code for the work may be

derivative work of the Library even though the source code is not.

Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline

functions (ten lines or less in length), then the use of the object

file is unrestricted, regardless of whether it is legally a

derivative

work. (Executables containing this object code plus portions of the

Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6.

Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also compile or

link a "work that uses the Library" with the Library to produce a

work containing portions of the Library, and distribute that work

under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse

engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the

Library is used in it and that the Library and its use are covered by

this License. You must supply a copy of this License. If the work

during execution displays copyright notices, you must include the

copyright notice for the Library among them, as well as a reference

directing the user to the copy of this License. Also, you must do one

of these things:

a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever

changes were used in the work (which must be distributed under

Sections 1 and 2 above); and, if the work is an executable linked

with the Library, with the complete machine-readable "work that

uses the Library", as object code and/or source code, so that the

user can modify the Library and then relink to produce a modified

executable containing the modified Library. (It is understood

that the user who changes the contents of definitions files in the

Library will not necessarily be able to recompile the application

to use the modified definitions.)

b) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more

than the cost of performing this distribution.

c) If distribution of the work is made by offering access to copy

from a designated place, offer equivalent access to copy the above

specified materials from the same place.

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

For an executable, the required form of the "work that uses the

Library" must include any data and utility programs needed for

reproducing the executable from it. However, as a special exception,

the source code distributed need not include anything that is normally

distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on

which the executable runs, unless that component itself accompanies

the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot

use both them and the Library together in an executable that you

distribute.

7. You may place library facilities that are a work based on the

Library side-by-side in a single library together with other library

facilities not covered by this License, and distribute such a combined

library, provided that the separate distribution of the work based on

the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

a) Accompany the combined library with a copy of the same work

based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.

 b) Give prominent notice with the combined library of the fact

that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

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the only way you could satisfy both it and this License would be to

refrain entirely from distribution of the Library.

If any portion of this section is held invalid or unenforceable under any

particular circumstance, the balance of the section is intended to apply,

and the section as a whole is intended to apply in other circumstances.

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can use it too, but we suggest you first think carefully about whether

this license or the ordinary General Public License is the better strategy to use in any particular case, based on the explanations below.

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that what they have is not the original version, so that the original

author's reputation will not be affected by problems that might be

introduced by others.

Finally, software patents pose a constant threat to the existence of

any free program. We wish to make sure that a company cannot

effectively restrict the users of a free program by obtaining a restrictive license from a patent holder. Therefore, we insist that

any patent license obtained for a version of the library must be

consistent with the full freedom of use specified in this license.

Most GNU software, including some libraries, is covered by the

ordinary GNU General Public License. This license, the GNU Lesser

General Public License, applies to certain designated libraries, and

is quite different from the ordinary General Public License. We use

this license for certain libraries in order to permit linking those libraries into non-free programs.

When a program is linked with a library, whether statically or using

a shared library, the combination of the two is legally speaking

а

combined work, a derivative of the original library. The ordinary

General Public License therefore permits such linking only if the

entire combination fits its criteria of freedom. The Lesser General

Public License permits more lax criteria for linking other code with

the library.

We call this license the "Lesser" General Public License because it

does Less to protect the user's freedom than the ordinary General

Public License. It also provides other free software developers Less

of an advantage over competing non-free programs. These disadvantages

are the reason we use the ordinary General Public License for many

libraries. However, the Lesser license provides advantages in certain

special circumstances.

For example, on rare occasions, there may be a special need to

encourage the widest possible use of a certain library, so that it becomes

a de-facto standard. To achieve this, non-free programs must be

allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this

case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in nonfree

programs enables a greater number of people to use a large body of

free software. For example, permission to use the GNU C Library in

non-free programs enables many more people to use the whole GNU

operating system, as well as its variant, the GNU/Linux operating

system.

Although the Lesser General Public License is Less protective of the

users' freedom, it does ensure that the user of a program that is

linked with the Library has the freedom and the wherewithal to run

that program using a modified version of the Library.

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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline

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Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

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of these things:

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changes were used in the work (which must be distributed under

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with the Library, with the complete machine-readable "work that

uses the Library", as object code and/or source code, so that the

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b) Use a suitable shared library mechanism for linking with the

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rather than copying library functions into the executable, and (2)

will operate properly with a modified version of the library, f

the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

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parsed cookie.cc

cookie monster.cc

http_chunked_decoder.cc

md4.cc md4.h

http chunked decoder.h

ssl client socket nss.cc

proxy_resolver_script.h

chromium-nss.h

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http_auth_handler_ntlm_portable.cc

des.cc

registry_controlled_domains/registry_controlled_domain.cc registry_controlled_domains/registry_controlled_domain.h

 $multipart_response_delegate.h$

content_strings.grd

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URL:

http://www.gnome.org/fonts/#Final_Bitstream_Vera_Fonts

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Copyright FAQ

=========

1. I don't understand the resale restriction... What gives?

Bitstream is giving away these fonts, but wishes to ensure its

competitors can't just drop the fonts as is into a font sale system

and sell them as is. It seems fair that if Bitstream can't make money

from the Bitstream Vera fonts, their competitors should not be able to

do so either. You can sell the fonts as part of any software package,

however.

2. I want to package these fonts separately for distribution and

sale as part of a larger software package or system. Can I do so?

Yes. A RPM or Debian package is a "larger software package" to begin

with, and you aren't selling them independently by themselves.

See 1. above.

3. Are derivative works allowed?
Yes!

4. Can I change or add to the font(s)?

Yes, but you must change the name(s) of the font(s).

5. Under what terms are derivative works allowed?

You must change the name(s) of the fonts. This is to ensure the

quality of the fonts, both to protect Bitstream and Gnome. We want to

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Additional

copyrights can be added, as per copyright law. Happy Font Hacking!

6. If I have improvements for Bitstream Vera, is it possible they might get

adopted in future versions?

Yes. The contract between the Gnome Foundation and Bitstream has

provisions for working with Bitstream to ensure quality additions to

the Bitstream Vera font family. Please contact us if you have such

additions. Note, that in general, we will want such additions for the

entire family, not just a single font, and that you'll have to keep

both Gnome and Jim Lyles, Vera's designer, happy! To make sense to add

glyphs to the font, they must be stylistically in keeping with Vera's

design. Vera cannot become a "ransom note" font. Jim Lyles will be

providing a document describing the design elements used in Vera, as a

guide and aid for people interested in contributing to Vera.

7. I want to sell a software package that uses these fonts: Can I do so?

Sure. Bundle the fonts with your software and sell your software

with the fonts. That is the intent of the copyright.

8. If applications have built the names "Bitstream Vera" into them,

can I override this somehow to use fonts of my choosing?

This depends on exact details of the software. Most open source

systems and software (e.g., Gnome, KDE, etc.) are now converting to

use fontconfig (see www.fontconfig.org) to handle font configuration,

selection and substitution; it has provisions for overriding font

names and subsituting alternatives. An example is provided by the

supplied local.conf file, which chooses the family Bitstream Vera for

"sans", "serif" and "monospace". Other software (e.g., the XFree86

core server) has other mechanisms for font substitution.

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URL: http://curl.haxx.se/

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libcurl - lib/krb5.c

URL: https://github.com/bagder/curl/blob/master/lib/krb5.c

/* GSSAPI/krb5 support for FTP - loosely based on old krb4.c

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libcurl - lib/security.c

URL:

https://github.com/bagder/curl/blob/master/lib/security.c

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David M. Gay's floating point routines URL: http://www.netlib.org/fp/

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dynamic annotations
URL: http://code.google.com/p/data-race-test/wiki/DynamicAnnotations

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Paul Hsieh's SuperFastHash

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google-glog's symbolization library URL: https://github.com/google/glog

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dom-distiller-js

URL: https://github.com/chromium/dom-distiller

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The IJG distribution formerly included code to read and write GIF files.

To avoid entanglement with the Unisys LZW patent, GIF reading support has

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Glenn Randers-Pehrson glennrp at users.sourceforge.net November 12, 2015

libsrtp

URL: https://github.com/cisco/libsrtp

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a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function

be optional: if the application does not supply it, the square root function must still compute square roots.)

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header file

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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline

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b) Use a suitable shared library mechanism for linking with the

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ibvpx

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WebP image encoder/decoder

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linux-syscall-support

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Because of this blurred distinction, using the ordinary General

Public License for libraries did not effectively promote software

sharing, because most developers did not use the libraries. We

concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the

users of those programs of all benefit from the free status of the

libraries themselves. This Library General Public License is intended to

permit developers of non-free programs to use free libraries, while

preserving your freedom as a user of such programs to change the free

libraries that are incorporated in them. (We have not seen how to achieve

this as regards changes in header files, but we have achieved it as regards

changes in the actual functions of the Library.) The hope is that this

will lead to faster development of free libraries.

The precise terms and conditions for copying, distribution and

modification follow. Pay close attention to the difference between a

"work based on the library" and a "work that uses the library". The

former contains code derived from the library, while the latter only

works together with the library.

Note that it is possible for a library to be covered by the ordinary

General Public License rather than by this special one.

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A "library" means a collection of software functions and/or data

prepared so as to be conveniently linked with application programs

(which use some of those functions and data) to form executables.

The "Library", below, refers to any such software library or work

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included without limitation in the term "modification".)

"Source code" for a work means the preferred form of the work for

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all the source code for all modules it contains, plus any associated

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and what the program that uses the Library does.

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the facility, other than as an argument passed when the facility

is invoked, then you must make a good faith effort to ensure that,

in the event an application does not supply such function or table, the facility still operates, and performs whatever part of

its purpose remains meaningful.

(For example, a function in a library to compute square roots has

a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function

be optional: if the application does not supply it, the square root function must still compute square roots.)

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it.

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exercise the right to control the distribution of derivative or collective works based on the Library.

In addition, mere aggregation of another work not based on the Library

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instead of to this License. (If a newer version than version 2 of the

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that version instead if you wish.) Do not make any other change in

these notices.

Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all

subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of the code of

the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable

form

under the terms of Sections 1 and 2 above provided that you accompany

it with the complete corresponding machine-readable source code, which

must be distributed under the terms of Sections 1 and 2 above on a

medium customarily used for software interchange.

If distribution of object code is made by offering access to copy

from a designated place, then offering equivalent access to copy the

source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or

linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library

creates an executable that is a derivative of the Library (because it

contains portions of the Library), rather than a "work that uses the

library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file

that is part of the Library, the object code for the work may be a

derivative work of the Library even though the source code is

Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline

functions (ten lines or less in length), then the use of the object

file is unrestricted, regardless of whether it is legally a derivative

work. (Executables containing this object code plus portions of the

Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6.

Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also compile or

link a "work that uses the Library" with the Library to produce a

work containing portions of the Library, and distribute that work

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engineering for debugging such modifications.

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during execution displays copyright notices, you must include the

copyright notice for the Library among them, as well as a reference

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of these things:

 a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever

changes were used in the work (which must be distributed under

Sections 1 and 2 above); and, if the work is an executable linked

with the Library, with the complete machine-readable "work that

uses the Library", as object code and/or source code, so that the

user can modify the Library and then relink to produce a modified

executable containing the modified Library. (It is understood

that the user who changes the contents of definitions files in the

Library will not necessarily be able to recompile the application

to use the modified definitions.)

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

from a designated place, offer equivalent access to copy the

specified materials from the same place.

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

For an executable, the required form of the "work that uses

Library" must include any data and utility programs needed for

reproducing the executable from it. However, as a special exception,

the source code distributed need not include anything that is normally

distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on

which the executable runs, unless that component itself accompanies

the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot

use both them and the Library together in an executable that you

distribute.

7. You may place library facilities that are a work based on

Library side-by-side in a single library together with other library

facilities not covered by this License, and distribute such a combined

library, provided that the separate distribution of the work based on

the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

a) Accompany the combined library with a copy of the same work

based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.

b) Give prominent notice with the combined library of the fact

that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

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Appendix: How to Apply These Terms to Your New Libraries

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<one line to give the library's name and a brief idea of what it does.>

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<signature of Ty Coon>, 1 April 1990 Ty Coon, President of Vice

That's all there is to it!

modp base64 decoder

URL: https://github.com/client9/stringencoders

* MODP_B64 - High performance base64 encoder/decoder

- * Version 1.3 -- 17-Mar-2006
- * http://modp.com/release/base64
- *
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Mojo

URL: https://github.com/domokit/mojo

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mt19937ar

URL: http://www.math.sci.hiroshima-u.ac.jp/~m-mat/MT/MT2002/emt19937ar.html

A C-program for MT19937, with initialization improved 2002/1/26.

Coded by Takuji Nishimura and Makoto Matsumoto.

Before using, initialize the state by using init_genrand(seed) or init_by_array(init_key, key_length).

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Netscape Plugin Application Programming Interface (NPAPI) URL: http://mxr.mozilla.org/mozilla-central/source/modules/plugin/base/public/

Version: MPL 1.1/GPL 2.0/LGPL 2.1

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OpenMAX DL

URL: https://silver.arm.com/download/Software/Graphics/OX 000-BU-00010-r1p0-00bet0/OX000-BU-00010-r1p0-00bet0.tgz

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- * dl/api/omxtypes.h
- * dl/sp/api/omxSP.h

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opus

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OTS (OpenType Sanitizer)

URL: https://github.com/khaledhosny/ots.git

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PLY (Python Lex-Yacc)

URL: http://www.dabeaz.com/ply/ply-3.4.tar.gz

PLY (Python Lex-Yacc) Version 3.4

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Protocol Buffers

URL: http://protobuf.googlecode.com/svn/trunk

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Quick Color Management System

URL: https://github.com/jrmuizel/qcms/tree/v4

qcms

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re2 - an efficient, principled regular expression library URL: https://github.com/google/re2

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sfntly

URL: https://github.com/googlei18n/sfntly

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tcmalloc

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x86inc

URL: http://git.videolan.org/?p=x264.git;a=blob;f=common/x8 6/x86inc.asm

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.****************************

; This is a header file for the x264ASM assembly language, which uses

- ; NASM/YASM syntax combined with a large number of macros to provide easy
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- ; It also has various other useful features to simplify writing the kind of
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- ; to x264-devel@videolan.org .

zlib

URL: http://zlib.net/

/* zlib.h -- interface of the 'zlib' general purpose compression library

version 1.2.4, March 14th, 2010

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url_parse

URL: http://mxr.mozilla.org/comm-central/source/mozilla/netwerk/base/src/nsURLParsers.cpp

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--- end of FTL.TXT ---

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телевизоров Philips.

Помощь и поддержка

13.1

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Телевизор не включается

- Отсоедините кабель питания от розетки. Подождите одну минуту, а затем вновь включите его.
- Убедитесь, что кабель питания вставлен в разъем до упора.

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Запуск телевизора занимает некоторое время. В течение этого времени телевизор не реагирует на нажатие кнопок на пульте ДУ или на самом телевизоре. Это не является неисправностью.

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Во время установки не найдено цифровых каналов

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• Убедитесь, что на телевизоре установлены правильные настройки изображения.

Слабый сигнал при приеме через антенну

- Убедитесь, что антенна вставлена в разъем до упора.
- На качество приема могут влиять динамики, незаземленные аудиоустройства, неоновые лампы, высокие здания и другие крупные объекты. Если это возможно, попытайтесь улучшить качество приема, направив антенну в другом направлении или установив устройства на большем расстоянии от телевизора.
- Если слабый сигнал наблюдается только на одном канале, установите тонкую настройку этого канала.

Низкое качество изображения с устройства

- Убедитесь, что устройство правильно подключено к телевизору.
- Убедитесь, что на телевизоре установлены правильные настройки изображения.

Изображение не совпадает с форматом экрана

Выберите другой формат изображения.

Неверное положение изображения

Сигналы передачи изображения с некоторых устройств могут слабо соответствовать экрану. Проверьте выходной сигнал подключенного устройства.

Нестабильное изображение при передаче с компьютера

Убедитесь, что в компьютере используется поддерживаемое разрешение и частота обновления.

Звук

Нет звука или звук с помехами

Когда обнаружить аудиосигнал не удается, телевизор автоматически отключает аудиовыход. Это не свидетельствует о неполадке.

- Убедитесь, что на телевизоре установлены правильные настройки звука.
- Убедитесь, что все кабели правильно установлены.
- Убедитесь, что звук не отключен или не убавлен до нуля.
- Убедитесь, что аудиовыход телевизора подключен к аудиовходу домашнего кинотеатра.

Звук должен воспроизводиться через динамики домашнего кинотеатра.

• При использовании некоторых устройств может потребоваться вручную включать аудиовыход HDMI. Если аудио по HDMI уже включено, однако звук не воспроизводится, попробуйте установить на устройстве формат цифрового аудио PCM (импульсно-кодовая модуляция). Инструкции см. в документации, поставлявшейся с устройством.

Соединения

HDMI

- Обратите внимание: из-за поддержки технологии защиты контента HDCP может увеличиваться время, необходимое для отображения контента с HDMI-устройства на телевизоре.
- Если телевизор не распознает HDMI-устройство и не воспроизводит изображение, выберите другой источник изображения, а затем вновь выберите первое устройство.
- Если звук периодически пропадает, убедитесь, что на HDMI-устройстве установлены верные настройки аудиовыхода.
- Если устройство подключено через адаптер или кабель HDMI DVI, убедитесь, что через разъем AUDIO IN (только мини-разъем) подключен дополнительный аудиокабель (при наличии).

Функция EasyLink не работает

- Убедитесь, что HDMI-устройства поддерживают стандарт HDMI-CEC. Функция EasyLink работает только с устройствами, совместимыми с технологией HDMI-CEC.

Значок громкости не отображается

- Если подключено аудиоустройство HDMI-CEC, это нормально.

Не отображаются фотографии, видеозаписи и музыка с USB-устройства

- Убедитесь, что USB-устройство соответствует классу запоминающих устройств большой емкости (как описано в документации к запоминающему устройству).
- Убедитесь, что запоминающее устройство USB совместимо с телевизором.
- Убедитесь, что форматы файлов аудио и изображений

поддерживаются телевизором.

Воспроизведение файлов через USB прерывается

- Возможно, запоминающее устройство USB не поддерживает достаточно быструю передачу данных, что снижает качество воспроизведения файлов телевизором.

Wi-Fi, Интернет и Bluetooth

Сеть Wi-Fi не обнаружена или подключение отсутствует

- Микроволновые печи, телефоны стандарта DECT и другие устройства Wi-Fi 802.11b/g/n/ac, расположенные в зоне действия сети, могут создавать электромагнитные помехи.
- Убедитесь, что брандмауэры сети не блокируют беспроводное соединение с телевизором.
- Если беспроводная сеть работает со сбоями, попытайтесь установить проводное подключение.

Отсутствует подключение к Интернету

• Если подключение к маршрутизатору выполнено успешно, проверьте подключение маршрутизатора к Интернету.

Низкая скорость соединения с компьютером и

Интернетом

- Обратитесь к руководству пользователя маршрутизатора за сведениями о диапазоне действия внутри помещения, скорости передачи и других факторах, оказывающих влияние на качество сигнала.
- Для работы маршрутизатора необходимо высокоскоростное (широкополосное) интернетсоединение.

Режим DHCP

• Если установить подключение не удается, проверьте в маршрутизаторе настройки DHCP (Dynamic Host Configuration Protocol). Функция DHCP должна быть включена.

Bluetooth-соединение потеряно

• Места с большой активностью беспроводных устройств (помещения с несколькими беспроводными маршрутизаторами) могут препятствовать беспроводной связи.

Сеть

Сеть Wi-Fi не обнаружена или подключение отсутствует

- Микроволновые печи, телефоны стандарта DECT и другие устройства Wi-Fi 802.11b/g/n/ac, расположенные в зоне действия сети, могут создавать электромагнитные помехи.
- Убедитесь, что брандмауэры сети не блокируют беспроводное соединение с телевизором.
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Режим DHCP

• Если установить подключение не удается, проверьте в маршрутизаторе настройки DHCP (Dynamic Host Configuration Protocol). Функция DHCP должна быть включена.

13.2

Интерактивная справка

При возникновении любых неполадок, связанных с телевизором Philips, вы можете обратиться в интерактивную службу поддержки. Выберите язык и введите номер модели изделия.

Перейдите на веб-сайт www.philips.com/support

На веб-сайте поддержки вы найдете телефон для связи с представителем компании, а также ответы на часто задаваемые вопросы (ЧЗВ). В некоторых странах вы можете пообщаться в чате с одним из наших сотрудников и задать вопрос напрямую или отправить его по электронной почте.

Вы можете загрузить новое программное обеспечение телевизора или руководство для просмотра его на компьютере.

13.3

Поддержка и ремонт

По вопросам поддержки и ремонта вы можете обратиться по телефону горячей линии в центр поддержки покупателей в вашей стране. В случае необходимости наши инженеры сервисного центра произведут ремонт устройства.

Номер телефона указан в документации, входящей в комплект телевизора.

Вы также можете перейти по адресу <u>www.philips.com/support</u> и при необходимости выбрать страну.

Номер модели и серийный номер телевизора

Вам может потребоваться номер модели или серийный номер изделия. Эти номера указаны на упаковке или на наклейке, расположенной на задней или нижней панелях телевизора.

Внимание!

Не пытайтесь отремонтировать телевизор самостоятельно. Это может вызвать тяжелые травмы или нанести невосстановимое повреждение телевизору. Кроме того, гарантия на телевизор может быть аннулирована. 14

Безопасность и уход

14.1

Безопасность

Важно

Перед включением телевизора ознакомьтесь со всеми инструкциями по безопасности. Гарантия не распространяется на случаи возникновения повреждения в результате несоблюдения инструкций.

Не изменяйте это оборудование без разрешения производителя.

Риск короткого замыкания или возгорания

• Не подвергайте телевизор воздействию влаги. Не ставьте рядом с телевизором емкости с жидкостью, например вазы.

В случае попадания жидкости на поверхность или внутрь телевизора немедленно отключите его от электросети. Перед дальнейшим использованием обратитесь в центр поддержки потребителей для проверки телевизора.

- Не подвергайте телевизор, пульт ДУ или батареи чрезмерному нагреву. Не помещайте их вблизи зажженных свечей, источников открытого пламени или других источников тепла, в том числе избегайте воздействия прямых солнечных лучей.
- Не вставляйте посторонние объекты в вентиляционные разъемы и другие отверстия телевизора.
- Не ставьте тяжелые предметы на шнур питания.
- При обращении со шнуром питания не прибегайте к применению силы. Недостаточно плотно подключенный шнур питания может стать причиной искрения или возгорания. Убедитесь, что при повороте телевизора шнур питания не натягивается.
- Для отключения телевизора от электросети следует отсоединить вилку шнура питания телевизора. При отключении от сети питания всегда тяните за вилку, а не за шнур. Обеспечьте постоянный свободный доступ к розетке электросети, вилке и шнуру питания.

Риск возникновения повреждений и травм

- Чтобы поднять и перенести телевизор весом более 25 кг, необходимо участие двух человек.
- При установке телевизора на подставку используйте только подставку, которая входит в комплект. Надежно закрепите телевизор на подставке.

Телевизор следует поставить на надежную и выровненную поверхность, которая может выдержать вес телевизора и

подставки.

- При креплении на стену убедитесь, что кронштейн выдержит вес телевизора. Компания TP Vision не несет ответственности за несчастные случаи, повреждения или травмы, возникшие вследствие неправильно выполненного настенного монтажа.
- Некоторые компоненты данного изделия изготовлены из стекла. Соблюдайте осторожность во избежание повреждений или травм.

Риск повреждения телевизора

Перед подключением телевизора к розетке электросети убедитесь, что напряжение источника питания соответствует напряжению, указанному на задней панели телевизора. Не подключайте телевизор к источнику питания, если параметры электросети отличаются.

Опасность падения

Телевизор может упасть и привести к серьезным травмам или смерти. Во избежание получения травм, особенно детьми, соблюдайте следующие меры предосторожности.

- ВСЕГДА проверяйте, что телевизор не установлен на краю предмета мебели.
- ВСЕГДА используйте тумбы, подставки и крепления, одобренные производителем телевизора.
- ВСЕГДА используйте предметы мебели, которые обеспечат надежную установку телевизора.
- ВСЕГДА инструктируйте детей о потенциальных опасностях и не разрешайте им взбираться на мебель, чтобы дотянуться до телевизора и элементов управления.
- ВСЕГДА прокладывайте шнуры и кабели, подключенные к телевизору, таким образом, чтобы нельзя было зацепиться или схватить их.
- НИКОГДА не размещайте телевизор на неустойчивых поверхностях.
- НИКОГДА не устанавливайте телевизор на высокие предметы мебели (например, на шкаф или стеллаж), за исключением случаев, когда предмет мебели и телевизор надежно зафиксированы подходящим способом.
- НИКОГДА не помещайте телевизор на скатерть и другие изделия из ткани.
- НИКОГДА не помещайте вещи, которые могут привлекать внимание детей, например игрушки и пульты дистанционного управления, на верх телевизора или предметов мебели, на которых стоит телевизор; это может вызвать у детей желание залезть на них.

Если имеющийся телевизор планируется переместить, к нему применяются эти же меры предосторожности.

Риски, связанные с использованием батарей

- Не допускайте проглатывания батареи. Опасность получения химического ожога.
- В пульт ДУ может быть установлена батарея таблеточного типа. Проглатывание батареи может стать причиной сильнейших внутренних ожогов, развивающихся в течение 2 часов, а также привести к летальному исходу.
- Храните новые и использованные батареи в недоступном для детей месте.
- Если отделение для батарей закрывается недостаточно плотно, прекратите использование продукта и храните его в недоступном для детей месте.
- При подозрении на проглатывание батареи или на то, что она находится внутри любой из частей тела, немедленно обратитесь за медицинской помощью.
- Риск пожара или взрыва, если батарея заменена на другую несовместимого типа.
- Замена батареи на другую несовместимого типа может привести к неисправности системы защиты (например, в случае использования некоторых литиевых батарей).
- Утилизация батареи с помощью огня, горячей печи либо путем механического давления или разрезания может привести к взрыву.
- Если оставить батарею в условиях высоких температур, это может привести к взрыву либо утечке легковоспламеняющихся жидкости или газа.
- Если оставить батарею в условиях низкого давления воздуха, это может привести к взрыву либо утечке легковоспламеняющихся жидкости или газа.

Риск перегрева

Запрещается устанавливать телевизор в ограниченном пространстве. Оставьте не менее 10 см свободного пространства вокруг телевизора для обеспечения вентиляции. Убедитесь, что занавески или другие предметы не закрывают вентиляционные отверстия телевизора.

Грозы

Перед грозой отключите телевизор от электросети и антенны.

Во время грозы не прикасайтесь к телевизору, сетевому шнуру или кабелю антенны.

Риск повреждения слуха

Избегайте использования наушников на большой громкости в течение длительного времени.

Низкие температуры

После транспортировки телевизора при температуре ниже 5 °C распакуйте его и подождите, пока его температура достигнет комнатной, а затем подключите телевизор к розетке электросети.

Влажность

В редких случаях при определенном сочетании температуры и влажности на передней панели телевизора может образоваться небольшое количество конденсата (это касается некоторых моделей). Чтобы избежать этого, не подвергайте телевизор воздействию прямых солнечных лучей, нагрева или излишней влажности. В случае образования конденсата он самопроизвольно исчезнет после того, как телевизор проработает несколько часов. Конденсат не приведет к повреждению телевизора или возникновению неисправности.

14.2

Уход за экраном

- Не касайтесь экрана, не нажимайте на него, не трите его и не ударяйте по нему какими-либо предметами.
- Отключите телевизор от электросети перед чисткой.
- Очистите экран и корпус телевизора мягкой влажной тканью и аккуратно протрите их. Не используйте для очистки телевизора спирт, химические реагенты или бытовые чистящие средства и другие аналогичные вещества.
- Во избежание деформации и выцветания сразу стирайте с телевизора попавшие на него капли воды.
- Старайтесь избегать статичных изображений на экране. Статичные изображения это изображения, которые отображаются на экране в течение длительного времени. Примеры статичных изображений: экранные меню, черные полосы, отображение часов и т.п. При необходимости использования таких изображений уменьшите контрастность и яркость для предотвращения повреждения экрана.

УСТРОЙСТВО В МЕДИЦИНСКОМ УЧРЕЖДЕНИИ

Если этот телевизор предназначен для использования в развлекательных целях в госпитале, доме престарелых, центре оказания медицинских услуг или ином учреждении сферы здравоохранения, где установка возможна только в безопасных местах, он должен быть закреплен с помощью настенного или потолочного крепления.

Телевизор не предназначен для использования в отделениях интенсивной терапии и реанимации, где к сердцу пациента подключено внешнее электрическое устройство,

например датчик, катетер или другой электрод; однако устройство доступно для использования пациентами во время пребывания в стационаре.

14.4

Заявление о радиационном воздействии (только встроенный Wi-Fi)

Это оборудование соответствует стандарту СЕ в отношении безопасных значений радиационного воздействия в неконтролируемой среде. Это оборудование необходимо устанавливать и использовать таким образом, чтобы расстояние между излучателем и телом составляло не менее 20 см.

Частота, режим и максимальная мощность передачи (в EC) представлены ниже:

- -2400–2483,5 МГц: < 20 дБм (ЭИИМ) (только для продукта 2,4 ГГц).
- -5150-5250 МГц: < 23 дБм (ЭИИМ)
- -5250-5350 МГц: < 23 дБм (ЭИИМ)
- -5470-5725 МГц: < 27 дБм (ЭИИМ)
- -5725-5825 МГц: < 13,98 дБм (ЭИИМ)

Условия использования **с**

15.1

Условия использования: телевизор

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В настоящем телевизоре содержится большое количество цветных пикселей. Несмотря на то, что количество рабочих пикселей составляет 99,999% или больше, на экране могут возникать и сохраняться черные или яркие светящиеся (красные, зеленые или синие) точки. Это структурная особенность экрана (в пределах, допускаемых отраслевыми стандартами), которая не является неполадкой.

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HDMI

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16.5

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16.6

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