

Register your product and get support at
www.philips.com/welcome

LED TV

32PFH4009
32PFT4009
32PHH4009
32PHH4009
32PHT4009
40PFH4009
40PFT4009
40PFT4009
50PFH4009
50PFT4009

Navodila

PHILIPS

Vsebina

1 Vaš novi televizor 3

- 1.1 Pause TV in snemanje 3
- 1.2 EasyLink 3

2 Nastavitev 4

- 2.1 Preberite varnostna navodila 4
- 2.2 TV-stojalo in namestitev na steno 4
- 2.3 Nasveti za namestitev 4
- 2.4 Napajalni kabel 5
- 2.5 Antenski kabel 5

3 Priključki 6

- 3.1 Nasveti za priključitve 6
- 3.2 EasyLink HDMI CEC 7
- 3.3 Standardni vmesnik – CAM 8
- 3.4 Digitalni sprejemnik – STB 8
- 3.5 Satelitski sprej. 8
- 3.6 Sistem za domači kino 9
- 3.7 Predvajalnik Blu-ray 10
- 3.8 DVD-predvajalnik 10
- 3.9 Igralna konzola 11
- 3.10 Trdi disk USB 11
- 3.11 pogon USB z bliskovnim pomnilnikom 12
- 3.12 Videokamera 12
- 3.13 Računalnik 12
- 3.14 Slušalke 13

4 Vklop 14

- 4.1 Vklop ali stanje pripravljenosti 14

5 Daljinski upravljalnik 15

- 5.1 Pregled tipk 15
- 5.2 Infrardeči senzor 15
- 5.3 Baterije 16
- 5.4 Čiščenje 16

6 TV-kanali 17

- 6.1 Gledanje TV-kanalov 17
- 6.2 Namestitev kanalov 20

7 TV-vodnik 24

- 7.1 Uporaba TV-vodnika 24
- 7.2 Posnetki 24
- 7.3 Prejemanje podatkov TV-vodnika 24

8 Viri 25

- 8.1 Seznam virov 25
- 8.2 Iz stanja pripravljenosti 25
- 8.3 EasyLink 25

9 Časovniki in ura 26

- 9.1 Izklopni časovnik 26
- 9.2 Ura 26
- 9.3 Samodejni izklop 26

10 Vaše fotografije, videoposnetki in glasba 27

- 10.1 Iz povezave USB 27

11 Funkcija Pause TV 29

- 11.1 Funkcija Pause TV 29

12 Snemanje 30

- 12.1 Kaj potrebujete 30
- 12.2 Snemanje programa 30
- 12.3 Gledanje posnetka 30

13 Nastavitve 31

- 13.1 Slika 31
- 13.2 Igralna konzola ali računalnik 32
- 13.3 Oblika in robovi 33
- 13.4 Zvok 33

14 Specifikacije 36

- 14.1 Specifikacije okolja 36
- 14.2 Sprejem za PxHxxx9/PxTxxx9 36
- 14.3 Zaslon 37
- 14.4 Napajanje 37
- 14.5 Dimenzije in teže_4009 37
- 14.6 Povezljivost 38
- 14.7 Večpredstavnost 38

15 Programska oprema 39

- 15.1 Posodobitev programa 39
- 15.2 Različica programske opreme 39
- 15.3 Odprtokodna programska oprema 39
- 15.4 Open source license 39

16 Odpravljanje težav in podpora 58

- 16.1 Odpravljanje težav 58
- 16.2 Registracija 59
- 16.3 Pomoč 59
- 16.4 Spletna pomoč 59
- 16.5 Pomoč uporabnikom/popravilo 59

17 Varnost in nega 61

- 17.1 Varnost 61
- 17.2 Nega zaslona 62

18 Pogoji uporabe, avtorske pravice in licence 63

- 18.1 Pogoji uporabe 63
- 18.2 Avtorske pravice in licence 63

Kazalo 65

Vaš novi televizor

1.1

Pause TV in snemanje

Če povežete trdi disk USB, lahko začasno prekinete in posnamete oddajo z digitalnega TV-kanala.



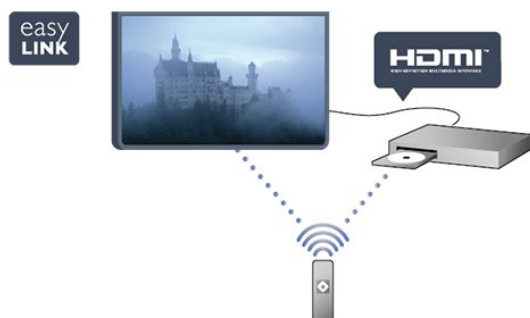
Prekinite TV-program in sprejmite nujen telefonski klic ali pa si privoščite odmor med tekmo, saj televizor oddajo shrani na trdi disk USB. Z gledanjem lahko nadaljujete pozneje.

1.2

EasyLink

S funkcijo **EasyLink** lahko povezano napravo, kot je predvajalnik Blu-ray Disc, upravljate z daljinskim upravljalnikom televizorja.

EasyLink prek povezave HDMI CEC komunicira s povezanimi napravami.



Nastavitev

2.1

Preberite varnostna navodila

Pred prvo uporabo televizorja preberite varnostna navodila.

V možnosti Pomoč izberite **Varnost in nega > Varnost**.

2.2

TV-stojalo in namestitev na steno

TV-stojalo

Navodila za namestitev TV-stojala lahko najdete v vodniku za hiter začetek, ki je bil priložen televizorju. Če ste vodnik izgubili, ga lahko prenesete s spletnega mesta www.philips.com.

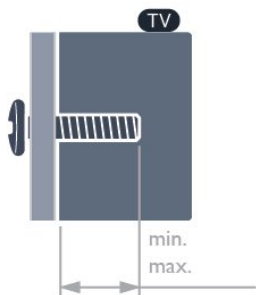
Vnesite številko vrste izdelka televizorja, poiščite ustrezen vodnik za hiter začetek in ga prenesite.

Namestitev na steno

Televizor omogoča uporabo stenskega nosilca, ki je skladen s standardom VESA (naprodaj ločeno).

Pri nakupu stenskega nosilca uporabite naslednjo kodo VESA ...

Za varno namestitev nosilca uporabite dolžino vijakov, kot je prikazano na sliki.



- 23Pxx4009 – VESA MIS-F 75 x 75, M4 (najmanj 7,5 mm, največ 8,5 mm)
- 32Pxx4009 – VESA MIS-F 100 x 100, M4 (najmanj 6,3 mm, največ 11,7 mm)
- 40Pxx4009 – VESA MIS-F 200 x 200, M4 (najmanj 6,3 mm, največ 11,7 mm)
- 50Pxx4009 – VESA MIS-F 400 x 400, M6 (najmanj 10 mm, največ 14 mm)

Pozor

Za namestitev televizorja na steno je potrebno strokovno znanje, zato naj to izvede usposobljeno osebje. Televizor mora biti na steno nameščen v skladu z varnostnimi standardi glede na

težo televizorja. Pred namestitvijo televizorja preberite tudi varnostne ukrepe.

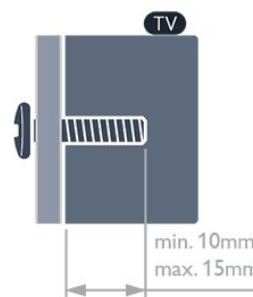
Družba TP Vision Europe B.V. ne odgovarja za nepravilno namestitev ali namestitev, ki povzroči nezgodo ali telesne poškodbe.

Namestitev na steno

Televizor omogoča uporabo stenskega nosilca, ki je skladen s standardom VESA (naprodaj ločeno).

Pri nakupu stenskega nosilca uporabite naslednjo kodo VESA ...

Za varno namestitev nosilca uporabite dolžino vijakov, kot je prikazano na sliki.



- 42Pxx5199 - VESA MIS-F 200x200, M6
- 47Pxx5199 - VESA MIS-F 400x400, M6
- 55Pxx5199 - VESA MIS-F 400x400, M6

Pozor

Za namestitev televizorja na steno je potrebno strokovno znanje, zato naj to izvede usposobljeno osebje. Televizor mora biti na steno nameščen v skladu z varnostnimi standardi glede na težo televizorja. Pred namestitvijo televizorja preberite tudi varnostne ukrepe.

Družba TP Vision Europe B.V. ne odgovarja za nepravilno namestitev ali namestitev, ki povzroči nezgodo ali telesne poškodbe.

2.3

Nasveti za namestitev

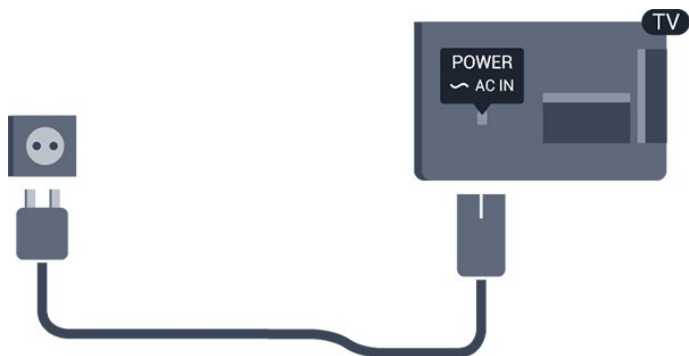
- Televizor namestite tako, da zaslon ne bo izpostavljen neposredni svetlobi.
- Televizor namestite do 15 cm stran od stene.
- Idealno razdaljo za gledanje televizije lahko izračunate tako, da velikost diagonale zaslona pomnožite s tri. Sedeti morate tako, da so vaše oči v isti višini kot središče zaslona.



2.4

Napajalni kabel

- Napajalni kabel priključite v priključek **POWER** na hrbtni strani televizorja.
- Zagotovite, da je napajalni kabel dobro priključen v priključek.
- Zagotovite, da je napajalni vtič v stenski vtičnici vedno dostopen.
- Ko želite napajalni kabel izključiti, vedno vlecite za vtič, ne za kabel.



Čeprav televizor v stanju pripravljenosti porabi malo električne energije, za varčevanje z energijo napajalni kabel izključite iz omrežne vtičnice, če televizorja ne boste uporabljali dlje časa.

2.5

Antenski kabel

Vtič antene trdno vstavite v vtičnico **ANTENA** na hrbtni strani televizorja.

Priključite lahko svojo anteno ali povežete signal antene iz antenskega distribucijskega sistema. Uporabite radiofrekvenčni koaksialni antenski priključek IEC 75 Ohm.

Ta priključek za anteno uporabljajte za vhodne signale DVB-T in DVB-C.



Priključki

3.1

Nasveti za priključitve

Vodnik za priključitev

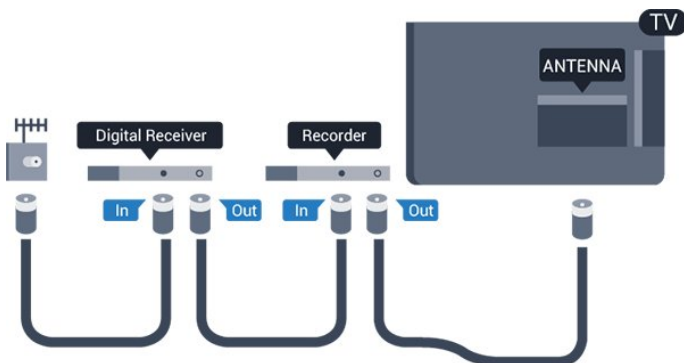
Napravo s televizorjem vedno povežite z najkakovostnejšo možno povezavo. Uporabljajte kakovostne kable, da zagotovite dober prenos zvoka in slike.

Če potrebujete pomoč pri povezavi več naprav s televizorjem, si oglejte vodnik za priključitev televizorja Philips. Vodnik vsebuje nasvete za povezavo in izbiro kablov.

Obiščite spletno mesto www.connectivityguide.philips.com

Antena

Če imate digitalni sprejemnik ali snemalnik, antenske kable priključite tako, da bo antenski signal potekal skozi digitalni sprejemnik in/ali snemalnik, preden pride do televizorja. Tako antena in digitalni sprejemnik snemalniku lahko pošiljata dodatne kanale za snemanje.



HDMI

HDMI CEC

Priključek HDMI zagotavlja najboljšo kakovost slike in zvoka. Kabel HDMI prenaša slikovne in zvočne signale. Uporabljajte ga za TV-signale visoke ločljivosti (HD) ali Full HD (FHD). Za najvišjo hitrost prenosa signala uporabljajte hitri kabel HDMI dolžine do 5 m.



EasyLink HDMI CEC

Če so naprave povezane s kablom HDMI in imajo funkcijo EasyLink, jih lahko upravljate z daljinskim upravljalnikom televizorja. Funkcija EasyLink HDMI CEC mora biti vklopljena na televizorju in povezani napravi.

DVI-HDMI

Uporabite adapter DVI-HDMI, če ima naprava samo priključek DVI. Uporabite enega od priključkov HDMI in na zadnji strani televizorja priključite zvočni kabel L/D (mini vtič 3,5 mm) v zvočni vhod televizorja za zvok.

Zaščita pred kopiranjem

Kabla DVI in HDMI podpirata HDCP (zaščita širokopasovne digitalne vsebine). HDCP je signal za zaščito pred kopiranjem, ki preprečuje kopiranje vsebine s plošč DVD in Blu-ray, znan tudi kot DRM (upravljanje digitalnih pravic).

HDMI ARC

Priključek HDMI 1 televizorja ima HDMI ARC (zvočni povratni kanal). Če ima naprava, običajno je to sistem za domači kino, tudi priključek HDMI ARC, ga povežite s priključkom HDMI 1 televizorja. Če uporabite priključek HDMI ARC, ni treba priključiti dodatnega zvočnega kabla, ki zvok TV-slike pošilja sistemu za domači kino. Priključek HDMI ARC združuje oba signala.

Če želite izključiti ARC priključkov HDMI, pritisnite **⏏**, izberite **Nastavitve** in pritisnite **OK**. Izberite **Nastavitve televizorja > Zvok > Napredno > HDMI1 – ARC**.

Scart

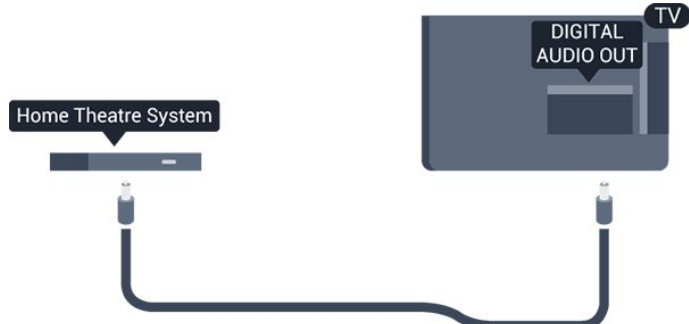
SCART je kakovostna povezava. Priključek SCART lahko uporabljate za slikovne signale CVBS in RGB, ne pa tudi za TV-signale visoke ločljivosti (HD). Priključek SCART združuje slikovne in zvočne signale.

Za priključitev naprave uporabite adapter SCART.



Zvočni izhod – optični

Zvočni izhod – optični je visokokakovosten zvočni priključek. Ta optični priključek lahko prenaša 5.1-kanalne zvočne kanale. Če naprava, običajno je to sistem za domači kino, nima priključka HDMI ARC, lahko ta priključek povežete s priključkom za zvočni izhod – optični sistema za domači kino. Priključek za zvočni izhod – optični pošilja zvok iz televizorja v sistem za domači kino.



Vrsto izhodnega zvočnega signala lahko nastavite glede na zvočne zmogljivosti sistema za domači kino.

Če se zvok ne ujema s sliko na zaslonu, lahko prilagodite sinhronizacijo zvoka in slike.

3.2

EasyLink HDMI CEC

EasyLink

S funkcijo EasyLink lahko povezano napravo upravljate z daljinskim upravljalnikom televizorja. EasyLink prek povezave HDMI CEC (Consumer Electronics Control) komunicira s povezanimi napravami. Naprave morajo podpirati HDMI CEC in morajo biti vključene v priključek HDMI.



Nastavitev funkcije EasyLink

Funkcija EasyLink je na televizorju privzeto vklopljena. Poskrbite, da bodo vse nastavitve za HDMI-CEC v priključenih napravah EasyLink pravilno nastavljene. Funkcija EasyLink morda ne bo delovala z napravami drugih znamk.

HDMI CEC pri drugih blagovnih znamkah

Funkcija HDMI CEC je pri različnih blagovnih znamkah različno poimenovana. Nekaj primerov: Anynet, Aquos Link, Bravia Theatre Sync, Kuro Link, Simplink in Viera Link. Vse blagovne znamke niso povsem združljive s funkcijo EasyLink.

Imena blagovnih znamk za HDMI CEC so v lasti njihovih

lastnikov.

Upravljanje naprav

Če želite upravljati napravo, ki je priključena v priključek HDMI, in nastaviti funkcijo EasyLink, na seznamu priključkov televizorja izberite napravo ali njeno dejavnost. Pritisnite **SOURCES** (Viri), izberite napravo v priključku HDMI in pritisnite **OK**.



Ko je naprava izbrana, jo lahko upravljate z daljinskim upravljalnikom televizorja. Vendar tipki **HOME** in **≡ OPTIONS** (Možnosti) ter nekatere druge značilne tipke niso na voljo za napravo.

Če na daljinskem upravljalniku televizorja ni potrebne tipke, jo lahko izberete v meniju Možnosti.

Pritisnite **≡ OPTIONS** (Možnosti) in v menijski vrstici izberite možnost **Tipke**. Na zaslonu izberite želeno tipko naprave in pritisnite **OK**.

Nekatere zelo značilne tipke naprave mogoče ne bodo na voljo v meniju Tipke.

Opomba: na daljinski upravljalnik televizorja se odzivajo samo naprave, ki podpirajo funkcijo **daljinskega upravljalnika EasyLink**.

Nastavitve funkcije EasyLink

Funkcija EasyLink je na televizorju privzeto vklopljena. Vse nastavitve funkcije EasyLink lahko izklopite samostojno.

EasyLink

Popoln izklop funkcije EasyLink ...

1. Pritisnite **HOME**, izberite **Nastavitev** in pritisnite **OK**.
2. Izberite **Nastavitve televizorja > Splošne nastavitve > EasyLink**.
3. Izberite **EasyLink**.
4. Izberite **Izklop** in pritisnite **OK**.
5. Po potrebi pritiskajte **↩**, da zaprete meni.

Daljinski upravljalnik EasyLink

Če želite, da naprave komunicirajo, vendar jih nočete upravljati z daljinskim upravljalnikom televizorja, lahko daljinsko upravljanje EasyLink izklopite ločeno.

Z daljinskim upravljalnikom televizorja lahko upravljate več naprav, ki so združljive s standardom HDMI-CEC.

V meniju z nastavitvami za EasyLink izberite **Daljinski upravljalnik EasyLink** in nato **Izklop**.

Predvajanje z enim dotikom

Pri predvajanju vsebine iz naprave, ki je združljiva s standardom HDMI-CEC, se televizor vklopi iz stanja pripravljenosti in se preklopi na ustrezen vir.

Stanje pripravljenosti z enim dotikom

Ko pritisnete **⏻** na daljinskem upravljalniku televizorja, televizor in vse naprave HDMI-CEC preklopijo v stanje pripravljenosti.

Nadzor zvoka sistema

Če prek priključka HDMI ARC povežete napravo HDMI-CEC z zvočniki, lahko zvok televizorja namesto iz TV-zvočnikov poslušate iz teh zvočnikov.

3.3

Standardni vmesnik – CAM

CI+

Ta televizor omogoča pogojni dostop s standardnim vmesnikom CI+.

Z vmesnikom CI+ lahko spremljate vrhunske programe HD, kot so filmski in športni, ki jih nudijo ponudniki digitalnih TV-storitev v vaši regiji. Ponudnik TV-storitev te programe kodira, predplačniški vmesnik CI+ pa jih odkodira. Ponudniki digitalnih TV-storitev vam vmesnik CI+ (modul za pogojni dostop - CAM) nudijo, ko se naročite na njihove plačniške programe. Ti programi imajo visoko stopnjo zaščite pred kopiranjem.

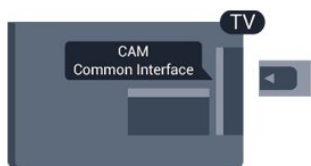
Za več informacij o pogojih in določilih se obrnite na ponudnika digitalnih TV-storitev.



CAM

Vstavite vmesnik CAM

Preden vstavite vmesnik CAM, izklopite televizor. Na vmesniku CAM si oglejte pravilno smer vstavljanja. Nepravilno vstavljanje lahko poškoduje tako vmesnik CAM kot televizor.



Kartico CAM vstavite v standardno vmesniško režo televizorja. Sprednji del kartice obrnite proti sebi in jo nežno do konca vstavite v modul CAM.

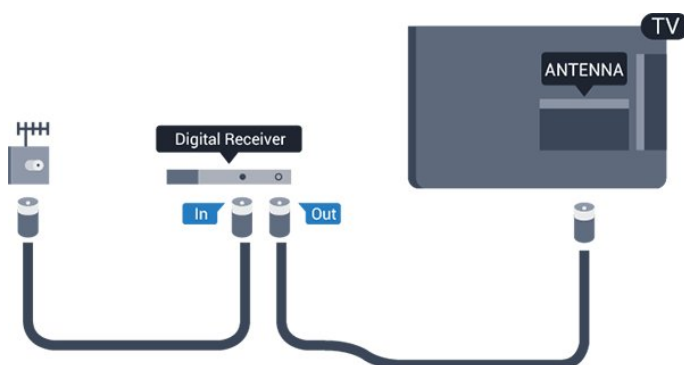
Kartico trajno pustite v reži.

Vklop vmesnika CAM lahko traja nekaj minut. Če vmesnik CAM odstranite, se bo storitev na televizorju izklopila. Če je kartica CAM vstavljena in je naročnina plačana (načini priključitve so lahko različni), lahko začnete spremljati TV-program. Vstavljeni vmesnik CAM lahko uporabite samo v svojem televizorju.

3.4

Digitalni sprejemnik – STB

Anteno z 2 antenskima kabloma povežite z digitalnim sprejemnikom in televizorjem.



Poleg antenskih priključkov uporabite še kabel HDMI za povezavo digitalnega sprejemnika in televizorja. Če digitalni sprejemnik nima priključka HDMI, lahko uporabite tudi kabel SCART.

Samodejni izklop

Izklopite ta samodejni časovnik, če uporabljate samo daljinski upravljalnik kabelskega sprejemnika. To storite zato, da preprečite samodejni izklop televizorja po 4 urah brez pritiska na kakšno tipko daljinskega upravljalnika televizorja.

Če želite izklopiti izklopni časovnik, pritisnite **🏠**, izberite **Nastavitev** in pritisnite **OK**.

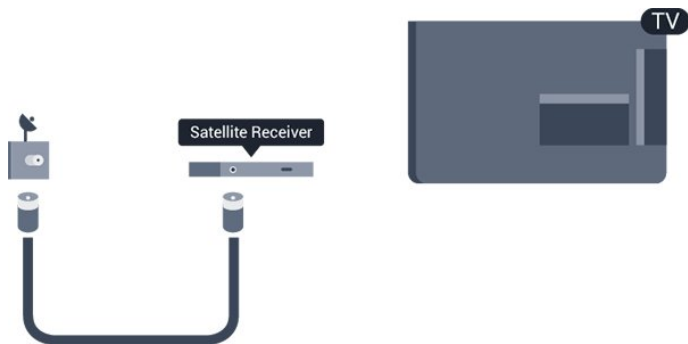
Izberite **Nastavitve televizorja > Splošne nastavitve > Samodejni izklop** in drsnik premaknite na **Izklop**.

3.5

Satelitski sprej.

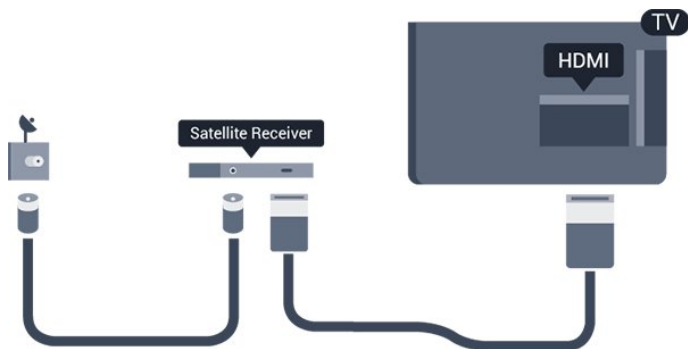
- Samo za televizorje z vgrajenim satelitskim sprejemnikom.

Kabel satelitskega krožnika priključite v satelitski sprejemnik.



Poleg antenskega priključka uporabite še kabel HDMI za povezavo naprave in televizorja.

Če naprava nima priključka HDMI, lahko uporabite tudi kabel SCART.



Samodejni izklop

Izklopite ta samodejni časovnik, če uporabljate samo daljinski upravljalnik kablskega sprejemnika. To storite zato, da preprečite samodejni izklop televizorja po 4 urah brez pritiska na kakšno tipko daljinskega upravljalnika televizorja.

Če želite izklopiti izklopni časovnik, pritisnite **🏠**, izberite **Nastavitev** in pritisnite **OK**.

Izberite **Nastavitve televizorja > Splošne nastavitve > Samodejni izklop** in drsnik premaknite na **Izklop**.

3.6

Sistem za domači kino

Priključitev sistema za domači kino

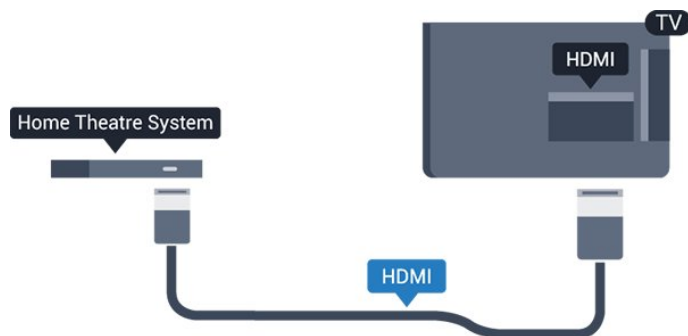
Sistem za domači kino (HTS) s kablom HDMI povežite s televizorjem. Priključite lahko Philips SoundBar ali sistem za domači kino z vgrajenim predvajalnikom.

Če naprava nima priključka HDMI, lahko uporabite tudi kabel SCART.

HDMI ARC

Če ima sistem za domači kino priključek HDMI ARC, ga lahko s televizorjem povežete prek priključka HDMI na televizorju. Če imate priključek HDMI ARC, ni treba priključiti dodatnega zvočnega kabla. Priključek HDMI ARC prenaša oba signala. Vsi priključki HDMI na televizorju lahko sprejemajo signal zvočnega povratnega kanala (ARC). Ko je sistem za domači kino

priključen, lahko televizor prek te povezave HDMI pošilja samo signal ARC.



Če sistem za domači kino nima priključka HDMI ARC, dodajte optični zvočni kabel (Toslink), ki zvok TV-slike prenaša v sistem za domači kino.



Sinhronizacija slike in zvoka

Če se zvok ne ujema s sliko na zaslonu, lahko pri večini sistemov za domači kino nastavite zapoznitev, da zvok uskladiš s sliko.

Nastavitve zvočnega izhoda

Zapoznitev zvočnega izhoda

Če je na televizor priključen sistem za domači kino, morata biti slika na televizorju in zvok iz domačega kina sinhronizirana.

Samodejna sinhronizacija zvoka in slike

Najnovejši Philipsovi sistemi za domači kino samodejno sinhronizirajo zvok in sliko in poskrbijo, da sta vedno popolna.

Zapoznitev sinhronizacije zvoka

Pri nekaterih sistemih za domači kino boste morali za sinhronizacijo zvoka in slike morda nastaviti zapoznitev sinhronizacije zvoka. Na sistemu za domači kino povečujte vrednost zapoznitve, dokler slika in zvok nista usklajena. Morda bo potrebna vrednost zapoznitve 180 ms. Preberite uporabniški priročnik za sistem za domači kino. Če je na sistemu za domači kino nastavljena vrednost zapoznitve, morate izklopiti zapoznitev zvočnega izhoda na televizorju.

Če želite izklopiti zapoznitev zvočnega izhoda ...

1. Pritisnite **🏠**, izberite **Nastavitev** in pritisnite **OK**.
2. Izberite **Nastavitve televizorja > Zvok > Napredno >**

Zapoznitev zvočnega izhoda.

3. Izberite možnost **Izklop** in pritisnite **OK**.
4. Po potrebi pritisnite **↩**, da zaprete meni.

Odmik zvočnega izhoda

Če na sistemu za domači kino ne morete nastaviti zapoznitve, lahko televizor nastavite tako, da sinhronizira zvok. Nastavite lahko odmik, ki nadomesti čas, ki ga sistem za domači kino potrebuje, da obdela zvok TV-slike. Vrednost lahko nastavljate v korakih po 1 ms. Največja nastavev je 12 ms. Nastavev zapoznitve zvočnega izhoda mora biti vklopljena.

Če želite sinhronizirati zvok na televizorju ...

1. Pritisnite **⬆**, izberite **Nastavev** in pritisnite **OK**.
2. Izberite **Nastavitve televizorja > Zvok > Napredno > Odmik zvočnega izhoda**.
3. Z drsnikom nastavite odmik zvoka in pritisnite **OK**.
4. Po potrebi pritisnite **↩**, da zaprete meni.

Format zvočnega izhoda

Če imate sistem za domači kino z večkanalno obdelavo zvoka, kot je na primer Dolby Digital, DTS® ali podobno, nastavite format zvočnega izhoda na Večkanalno. Možnost Večkanalno omogoča, da lahko televizor pošilja stisnjen večkanalni zvočni signal iz TV-kanala ali priključenega predvajalnika v sistem za domači kino. Če sistem za domači kino ne podpira večkanalne obdelave zvoka, izberite možnost Stereo.

Če želite nastaviti format zvočnega izhoda ...

1. Pritisnite **⬆**, izberite **Nastavev** in pritisnite **OK**.
2. Izberite **Nastavitve televizorja > Zvok > Napredno > Format zvočnega izhoda**.
3. Izberite možnost **Večkanalno** ali **Stereo**.
4. Po potrebi pritisnite **↩**, da zaprete meni.

Izravnavanje zvočnega izhoda

Z izravnavanjem zvočnega izhoda izravnavate glasnost televizorja in sistema za domači kino, ko preklapljate med njima. Razlike v glasnosti so lahko posledica razlik pri obdelavi zvoka.

Če želite izravnati razliko v glasnosti ...

1. Pritisnite **⬆**, izberite **Nastavev** in pritisnite **OK**.
 2. Izberite **Nastavitve televizorja > Zvok > Napredno > Izravnavanje zvočnega izhoda**.
 3. Če je razlika v glasnosti prevelika, izberite **Več**. Če je razlika majhna, izberite **Manj**.
- Po potrebi pritisnite **↩**, da zaprete meni.

Izravnavanje zvočnega izhoda vpliva na zvočni izhod – optični in zvočne signale HDMI ARC.

Težave z zvokom sistema za domači kino

Zvok z glasnimi motnjami

Ko gledate videoposnetek iz priključenega pomnilnika Flash USB ali računalnika, se pri zvoku iz sistema za domači kino lahko pojavijo motnje.

1. Pritisnite **⬆**, izberite **Nastavev** in pritisnite **OK**.
2. Izberite **Nastavitve televizorja > Zvok > Napredno > Format zvočnega izhoda**.

Ni zvoka

Če iz sistema za domači kino ne slišite zvoka televizorja, preverite naslednje ...

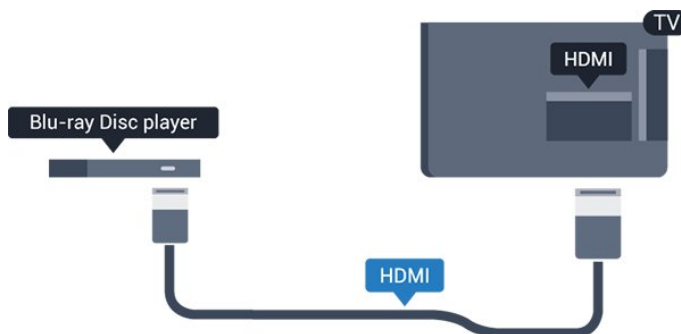
- Preverite, ali ste kabel HDMI vključili v priključek **HDMI ARC** sistema za domači kino. Vsi priključki HDMI na televizorju so priključki HDMI ARC.

- Preverite, ali je nastavev **HDMI ARC** v televizorju **Vklopljena**. Izberite **⬆ > Nastavev > Nastavitve televizorja > Zvok > Napredno > HDMI1 – ARC**.

3.7

Predvajalnik Blu-ray

Predvajalnik Blu-ray Disc in televizor povežite s hitrim kablom HDMI.



Če ima predvajalnik Blu-ray Disc funkcijo EasyLink HDMI CEC, ga lahko upravljate z daljinskim upravljalnikom televizorja.

3.8

DVD-predvajalnik

S kablom HDMI povežite predvajalnik DVD in televizor. Če naprava nima priključka HDMI, lahko uporabite tudi kabel SCART.



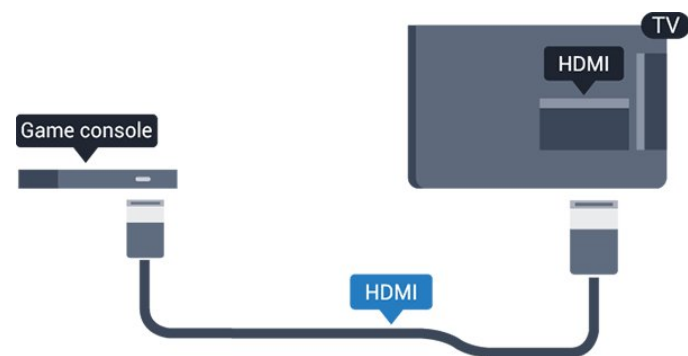
Če je predvajalnik DVD povezan s kablom HDMI in ima funkcijo EasyLink CEC, ga lahko upravljate z daljinskim upravljalnikom televizorja.

3.9

Igralna konzola

HDMI

Za najboljšo kakovost igralno konzolo na televizor priključite s hitrim kablom HDMI.

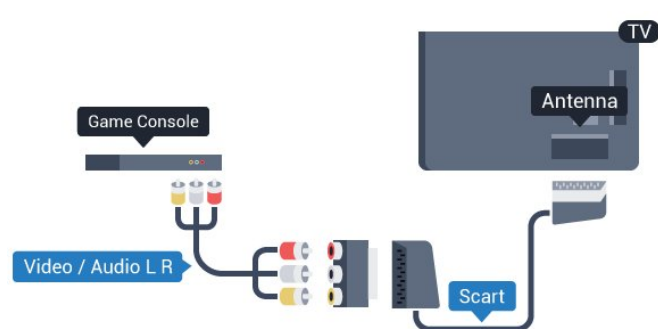


Video/zvok LD/SCART

Igralno konzolo s komponentnim kablom (CVBS) in zvočnim kablom L/D povežite s televizorjem.

Če ima vaša igralna konzola samo izhoda za video (CVBS) in zvok L/D, jo s pretvornikom video/zvok L/D na SCART priključite na priključek SCART.

Opomba: adapter CVBS–SCART ni priložen televizorju.



3.10

Trdi disk USB

Kaj potrebujete

Če priključite trdi disk USB, lahko začasno prekinjate ali snemate TV-oddaje. To velja samo za digitalne TV-oddaje (oddaje DVB in podobne).

Premor

Če želite začasno prekiniti oddajo, potrebujete trdi disk s podporo za USB 2.0 z vsaj 32 GB prostora.

Snemanje

Če oddajo želite začasno prekiniti in posneti, potrebujete trdi disk zmogljivosti vsaj 250 GB.



TV-vodnik

Preden se odločite za nakup trdega diska USB za snemanje, lahko preverite, ali v vaši državi lahko snemate digitalne TV-kanale.

Pritisnite **TV GUIDE** (TV-vodnik) na daljinskem upravljalniku. Če je na strani TV-vodnika gumb za snemanje, lahko snemate oddaje na digitalnih TV-kanalih.

Namestitev

Preden oddajo lahko začasno prekinete ali posnamete, morate priključiti in formatirati trdi disk USB.

1. Trdi disk USB priključite v priključek **USB** televizorja. Med formatiranjem v druga vrata USB ne priključujte drugih naprav USB.



2. Vključite trdi disk USB in televizor.
 3. Ko televizor preklopite na digitalni TV-kanal, pritisnite **II** (Premor). S tem zaženete formatiranje.
- Sledite navodilom na zaslonu.
- Ko je trdi disk USB formatiran, ga pustite trajno priključenega.

Opozorilo

Ker je trdi disk USB formatiran posebej za ta televizor, shranjenih posnetkov ni mogoče predvajati v drugem televizorju ali računalniku. Posnetih datotek na trdem disku USB ne kopirajte ali spreminjajte z računalniškimi aplikacijami. S tem posnetke pokvarite. Ko formatirate drug trdi disk USB, bo vsebina slednjega izgubljena. Trdi disk USB, nameščen v televizorju, je za uporabo z računalnikom treba formatirati.

3.11

pogon USB z bliskovnim pomnilnikom

Predvajate lahko fotografije, glasbo in videoposnetke iz povezanega pomnilnika USB.

Pomnilnik USB priključite v priključek **USB** televizorja, ko je vklopljen.



Televizor zazna pomnilnik in odpre seznam njegove vsebine. Če se seznam vsebine ne prikaže samodejno, pritisnite **SOURCE** (Vir), izberite **USB** in pritisnite **OK**.

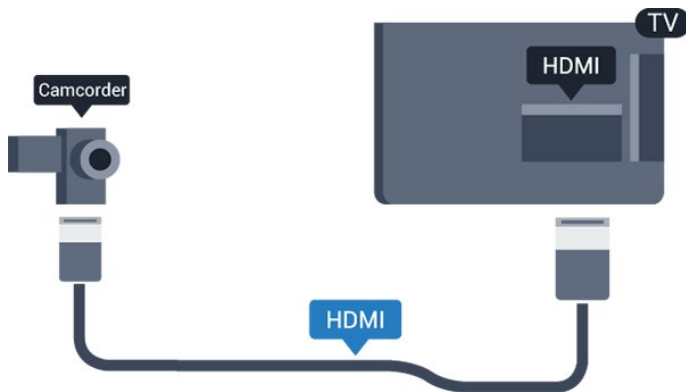
Če želite ustaviti predvajanje vsebine pomnilnika USB, pritisnite **TV EXIT** (Izhod) ali izberite drugo dejavnost. Za izključitev pomnilnika USB lahko kadarkoli odstranite pomnilnik.

3.12

Videokamera

HDMI

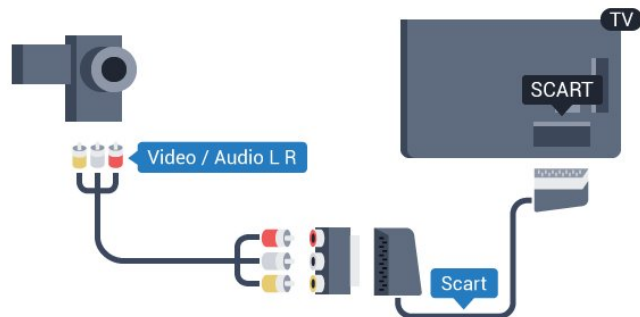
Za najboljšo kakovost videokamero s kablom HDMI priključite na televizor.



Video/zvok LD/SCART

Kamero lahko priključite v priključek HDMI, YPbPr ali SCART. Če ima igralna kamera samo video izhod (CVBS) in zvočni izhod L/D, jo z adapterjem za video in zvok L/D v SCART priključite v priključek SCART.

Opomba: adapter CVBS–SCART ni priložen televizorju.



3.13

Računalnik

Povezava z drugimi napravami

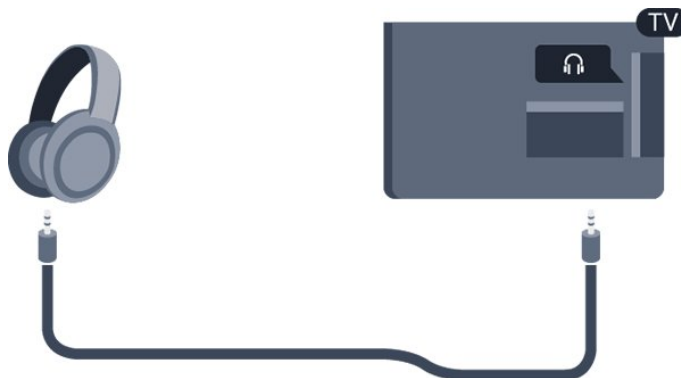
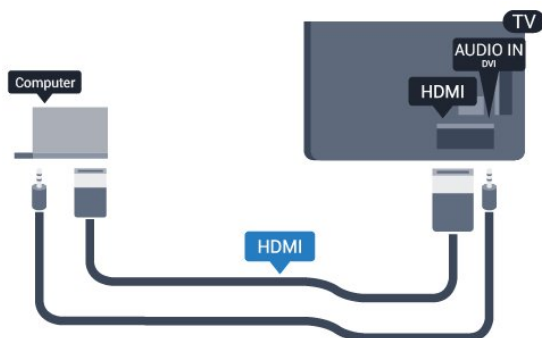
Računalnik lahko povežete s televizorjem in ga uporabljate kot računalniški monitor.

S kablom HDMI

Računalnik in televizor povežite s kablom HDMI.

S kablom DVD-HDMI

Lahko pa uporabite tudi adapter DVI-HDMI, da priključite računalnik na HDMI, in zvočni kabel L/D (mini vtič 3,5 mm), da ga priključite na priključek AUDIO IN L/R na hrbtni strani televizorja.





Nastavitve

Idealne nastavitve monitorja

Če je v meniju Vir (seznam priključkov) pod vrsto naprave računalnik dodan kot Računalnik, je televizor samodejno nastavljen na najboljšo nastavitvev za računalnik.

Če uporabljate računalnik za gledanje filmov ali igranje iger, boste morda želeli televizor ponastaviti nazaj na idealno nastavitvev televizorja za gledanje ali igranje iger.


Za ročno nastavitvev televizorja na idealno nastavitvev ...

1. Pritisnite , izberite **Nastavitvev** in pritisnite **OK**.
2. Izberite **Nastavitvev televizorja** > **Slika** > **Napredno** > **Igralna konzola ali računalnik** in pritisnite **OK**.
3. Izberite **Igra** (za igranje iger) ali **Računalnik** (za gledanje filma) in pritisnite **OK**.
4. Po potrebi pritisnite , da zaprete meni.





Ko nehate z igranjem, nastavitvev Igra ali Računalnik nastavite nazaj na **Računalnik**.

3.14

Slušalke

Slušalke lahko priključite v priključek  (mini vtičnica 3,5 mm) televizorja. Glasnost slušalk lahko prilagajate ločeno.

Če želite prilagoditi glasnost ...

1. Pritisnite , izberite **Nastavitvev** in pritisnite **OK**.
2. Izberite **Nastavitvev televizorja** > **Zvok** > **Glasnost slušalk** in pritisnite **OK**.
3. Pritisnite  (gor) ali  (dol), da nastavite glasnost.
4. Po potrebi pritisnite , da zaprete meni.

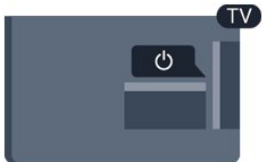
Vklop


4.1

Vklop ali stanje pripravljenosti

Pred vklopom televizorja se prepričajte, da ste priključili napajalni kabel na zadnji strani televizorja.


Če rdeči indikator ne sveti, pritisnite gumb za vklop/izklop na strani televizorja, da televizor preklopite v stanje pripravljenosti – rdeči indikator začne svetiti.



Ko je televizor v stanju pripravljenosti, pritisnite tipko  na daljinskem upravljalniku, da vklopite televizor.



Preklop v stanje pripravljenosti

Za vklop televizorja v stanje pripravljenosti pritisnite tipko  na daljinskem upravljalniku.

Izklop

Če televizor želite izklopiti, pritisnite gumb za vklop/izklop na strani televizorja. Rdeči indikator ugasne. Televizor je še vedno priključen na električno omrežje, vendar je poraba energije na najnižji ravni.

Za popoln izklop televizorja omrežni vtič izključite iz električnega omrežja.

Ko želite iztakniti napajalni kabel iz vtičnice, vlecite za vtič, ne za kabel. Poskrbite, da bo dostop do napajalnega vtiča vedno neoviran.

Daljinski upravljalnik

Pregled tipk

Zgoraj



1. Stanje pripravljenosti/Vklop

Za vklop televizorja ali preklon v stanje pripravljenosti.

Tipke za 2. Predvajanje

- Predvajaj , za predvajanje.
- Premor , za premor predvajanja
- Zaustavitev , za zaustavitev predvajanja
- Previjanje nazaj , za previjanje nazaj
- Previjanje naprej , za previjanje naprej
- Snemanje , za začetek snemanja.

3. TV GUIDE

Za odpiranje ali zapiranje TV-vodnika.

4. SETUP

Za odpiranje menija Nastavitve.

5. FORMAT

Za odpiranje ali zapiranje menija Format slike.

Sredina



1. SOURCES

Za odpiranje ali zapiranje menija Viri – seznam povezanih naprav.

2. Barvne tipke

Za funkcije gumbov sledite navodilom na zaslonu.

3. INFO

Za odpiranje ali zapiranje informacij o programu.

4. BACK

Za preklon nazaj na prejšnji izbrani kanal.

Za zapiranje menija brez spreminjanja nastavitve.

5. HOME

Za odpiranje ali zapiranje začetnega menija.

6. EXIT

Za preklon nazaj na gledanje TV-programa.

7. OPTIONS

Za odpiranje ali zapiranje menija Možnosti.

8. Tipka OK

Za potrditev izbire ali nastavitve.

9. Puščične tipke/tipke za pomikanje

Za pomikanje navzgor, navzdol, levo ali desno.

10. LIST

Za odpiranje ali zapiranje seznama kanalov.

Spodaj



1. Glasnost

Za nastavitev glasnosti.

2. Številске tipke in besedilna tipkovnica

Za neposredno izbiro TV-kanala ali vnos besedila.

3. SUBTITLE (Podnapisi)

Za vklop, izklop ali samodejnega prikaza podnapisov.

4. Kanal

Za preklon na naslednji ali prejšnji kanal na seznamu kanalov, za odpiranje naslednje ali prejšnje strani teleteksta, za začetek naslednjega ali prejšnjega poglavja na plošči.

5. Izklop zvoka

Za izklop ali ponovni vklop zvoka.

6. TELETEKST

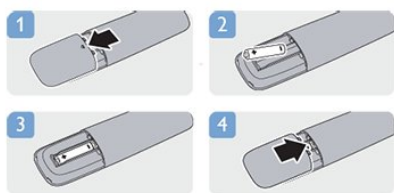
Za odpiranje ali zapiranje besedila/teleteksta.

Infrardeči senzor

Televizor lahko prejema ukaze od daljinskega upravljalnika, ki za pošiljanje uporablja infrardeče signale. Če uporabljate takšen daljinski upravljalnik, pazite, da ga vedno usmerite proti infrardečemu senzorju na sprednji strani televizorja.

Baterije

1. Vratca za baterijo premaknite v smeri puščice.
2. Stari bateriji zamenjajte z dvema baterijama vrste **AAA-LR03-1,5 V**. Poskrbite, da sta pola + in - baterij pravilno obrnjena.
3. Ponovno namestite vratca za baterijo.
4. Premaknite jih na mesto, da se zaskočijo.



Če daljinskega upravljalnika ne uporabljate dlje časa, odstranite baterije.

Baterije varno zavrzite v skladu z direktivami o odlaganju.

Čiščenje

Daljinski upravljalnik je zaščiten s premazom, ki je odporen proti praskam.

Daljinski upravljalnik čistite z mehko in vlažno krpo. Pri čiščenju daljinskega upravljalnika ne uporabljajte alkohola, kemikalij ali gospodinjskih čistil.

TV-kanali

6.1

Gledanje TV-kanalov

Preklapljanje med kanali

Za gledanje TV-kanalov pritisnite **TV**. Televizor preklopi na kanal, ki ste ga zadnje gledali.

Lahko pa pritisnete tudi **HOME**, da odprete meni Domov, izberete možnost, izberete možnost **Televizija** in pritisnete **OK**.



Če želite preklapljati med kanali, pritisnite **LIST** + ali **LIST** -. Če poznate številko kanala, s številskimi tipkami vnesite številko.

Ko vnesete številko kanala, pritisnite **OK**, da preklopite na kanal.

Če želite preklopiti nazaj na prejšnji kanal, pritisnite **BACK**.

Preklop na kanal s seznama kanalov

Med gledanjem TV-kanala pritisnite **LIST** (Seznam), da odprete seznam kanalov.



Seznam kanalov ima lahko več strani. Če si želite ogledati naslednjo ali prejšnjo stran, pritisnite **LIST** + ali **LIST** -. Če želite zapreti seznam kanalov, ne da bi zamenjali kanal, ponovno pritisnite **LIST** (Seznam).

Radijski kanali

Če so na voljo digitalne oddaje, se med namestitvijo namestijo digitalne radijske postaje. Izbirate jih lahko na enak način kot TV-kanale.

Seznam kanalov

Prikaz seznama vseh kanalov

1. Med gledanjem TV-kanala pritisnite **LIST** (Seznam), da odprete seznam kanalov.
2. Pritisnite **OPTIONS** (Možnosti), da odprete meni Možnosti.
3. Izberite **Seznam** in nato **Vsi**, **Priljubljeni**, **Radio** ali **Novi kanali**.

Priljubljeni kanali

Ustvarite lahko seznam priljubljenih kanalov, ki jih želite gledati. Ko je izbran seznam priljubljenih, pri brskanju po kanalih vidite samo priljubljene kanale.

Ustvarjanje seznama priljubljenih kanalov

1. Med gledanjem TV-kanala pritisnite **LIST** (Seznam), da odprete seznam kanalov.
2. Izberite kanal, ki ga želite označiti kot priljubljenega, in pritisnite **OPTIONS** (Možnosti).
3. Izberite **Dodaj priljubljene** in pritisnite **OK**. Izbrani kanal je označen z **★**.
4. Če želite končati, pritisnite **BACK**. Kanali so dodani na seznam priljubljenih.
5. Če kanal želite odstraniti s seznama priljubljenih, z **★** izberite kanal, pritisnite **OPTIONS** (Možnosti), izberite **Odstrani priljubljene** in pritisnite **OK**.

Preureditev

Kanale na seznamu priljubljenih kanalov lahko preurejate oziroma premaknete.

1. Na seznamu kanalov **Priljubljeni** označite kanal, ki ga želite premakniti.
2. Pritisnite **OPTIONS** (Možnosti).
3. Izberite **Preureditev** in pritisnite **OK**.
4. Izberite kanal, ki ga želite preurediti, in pritisnite **OK**.
5. Pritiskajte **gumbe za pomikanje**, da označeni kanal premaknete na drugo mesto, in pritisnite **OK**.
6. Ko končate, pritisnite **OPTIONS** (Možnosti).
7. Izberite **Zapri preureditev** in pritisnite **OK**.

Označite lahko še več kanalov in ponovite postopek.

Dodajanje ali odstranjevanje priljubljenih kanalov na drugih seznamih kanalov

Kanale in radijske postaje lahko označite kot priljubljene na seznamih kanalov **Vsi**, **Radio** in **Novo**.

Na teh seznamih označite kanal, ki ga želite dodati na seznam priljubljenih in pritisnite **OPTIONS** (Možnosti). Izberite **Dodaj priljubljene** in pritisnite **OK**.

Izbrani kanal je označen z **★**.

Če kanal želite odstraniti s seznama priljubljenih, izberite **Odstrani priljubljene** in pritisnite **OK**.

Preimenovanje kanalov

Kanale na seznamu kanalov lahko preimenujete.

1. Na enem od seznamov kanalov izberite kanal, ki ga želite preimenovati.
2. Pritisnite **≡ OPTIONS** (Možnosti).
3. Izberite **Preimenuj** in pritisnite **OK**.

Zaklepanje kanala

Če želite otrokom preprečiti gledanje programa ali kanala, lahko zaklenete kanale ali programe, ki niso primerni za otroke.

Zaklepanje kanala

Kanal lahko zaklenete in tako preprečite, da bi ga otroci gledali. Če želite gledati zaklenjen program, morate vnesti kodo otroške ključavnice. Programov iz priključenih naprav ne morete zakleniti.

Če želite zakleniti kanal ...

1. Med gledanjem TV-kanala pritisnite **≡ LIST** (Seznam), da odprete **Seznam kanalov**.
2. Na kateremkoli seznamu izberite kanal, ki ga želite zakleniti.
3. Pritisnite **≡ OPTIONS** (Možnosti) in izberite **Zakleni kanal**. Na seznamu kanalov je zaklenjen kanal označen s ključavnico **🔒**.

Če želite kanal odkleniti, izberite zaklenjen kanal na seznamu kanalov, pritisnite **≡ OPTIONS** (Možnosti) in izberite **Odkleni kanal**. Vnesti boste morali kodo otroške ključavnice.

Starševska ocena

Če želite otrokom preprečiti gledanje programa, ki ni primeren za njihovo starost, lahko uporabite starostno oceno.

Nekatere digitalne televizijske postaje programom določajo starostno oceno. Če je starostna ocena programa enaka ali višja od starosti, ki ste jo kot starostno oceno nastavili za svojega otroka, bo ta program zaklenjen.

Če želite gledati zaklenjen program, morate vnesti kodo otroške ključavnice. Starševska ocena je nastavljena za vse kanale.

Nastavitev starostne ocene ...

1. Pritisnite **🏠**, izberite **Nastavitev** in pritisnite **OK**.
2. Izberite **Nastavitve kanalov > Otroška ključavnica > Starševska ocena** in pritisnite **OK**.
3. Vnesite 4-mestno kodo otroške ključavnice. Vnesite 4-mestno kodo otroške ključavnice in potrdite. Zdaj lahko nastavite starostno oceno.
4. Izberite starost in pritisnite **OK**.
5. Po potrebi pritiskajte **↩**, da zaprete meni.
6. Če želite izklopiti starševsko oceno, kot nastavitev starosti izberite **Brez**.

Televizor bo zahteval, da za odklepanje programa vnesete kodo. Pri nekaterih operaterjih televizor zaklene samo programe z višjo oceno.

Nastavitev ali sprememba kode ključavnice

Nastavitve kode ključavnice ali sprememba trenutne kode ...

1. Pritisnite **🏠**, izberite **Nastavitev** in pritisnite **OK**.
2. Izberite **Nastavitve kanalov > Otroška ključavnica > Sprememba kode** in pritisnite **OK**.
3. Če je koda že nastavljena, vnesite trenutno kodo otroške ključavnice in nato dvakrat novo kodo.

Nova koda je nastavljena.

Ste pozabili kodo?

Če ste kodo pozabili in jo želite preglasiti in vnesti novo, vnesite **8888**.

Format slike

Če se na vrhu in dnu ali obeh straneh slike pojavijo črne proge, lahko izberete format slike, ki zapolni celoten zaslon.

Za spremembo formata slike ...

1. Med gledanjem TV-kanala pritisnite **🖼️**, da odprete meni **Format slike**.
2. Na seznamu izberite format in pritisnite **OK**.

Glede na sliko na zaslonu je lahko na voljo naslednji format ...

- Samodejno

Format slike prilagodite glede na vhodni vir.

- Super povečava

Odstrani črne robove ob straneh v formatu 4:3. Slika je tako prilagojena zaslonu.

- Filmska razširitev 16:9

Format 4:3 razširite v 16:9. Ni priporočeno za sliko visoke ločljivosti ali računalnika.

- Široki zaslon

Sliko raztegne v format 16:9.

- Privzeti format

Strokovni način za sliko visoke ločljivosti ali sliko iz računalnika. Prikaz posameznih slikovnih pik. Pri sliki iz računalnika se lahko pojavijo črne proge.

- 4:3

Prikaz klasičnega formata 4:3.

Besedilo/teletekst

Strani teleteksta

Če med gledanjem TV-kanalov želite odpreti besedilo (teletekst), pritisnite **TEXT** (Teletekst).

Če želite zapreti teletekst, znova pritisnite **TEXT** (Teletekst).



Izbira strani teleteksta

Izbira strani ...

1. Vnesite številko strani s številskimi tipkami.
2. Pomikajte se s puščičnimi tipkami.
3. Če želite izbrati katerega od barvno označenih elementov na dnu zaslona, pritisnite ustrezno barvno tipko.

Podstrani teleteksta

Stran teleteksta lahko vključuje več podstrani. Številke podstrani so prikazane na vrstici ob številki glavne strani. Če želite izbrati podstran, pritisnite ◀ ali ▶.

Strani teleteksta T.O.P.

Nekatere TV-postaje nudijo teletekst T.O.P. Če želite v teletekstu odpreti teletekst T.O.P., pritisnite ≡ **OPTIONS** (Možnosti) in izberite možnost **Pregled T.O.P.**.

Priljubljene strani

Televizor shrani seznam 10 nazadnje odprtih strani teleteksta. V stolpcu Priljubljene strani teleteksta jih lahko preprosto znova odprete.

1. V teletekstu izberite zvezdico v zgornjem levem kotu zaslona, da se prikaže stolpec priljubljenih strani.
2. Pritisnite ▼ (dol) ali ▲ (gor), da izberete številko strani, in pritisnite **OK**, da odprete stran.

Seznam lahko počistite z možnostjo **Izbriši priljubljene strani**.

Iskanje teleteksta

Izberete lahko besedo in v teletekstu poiščete vse pojave te besede.

1. Odprite stran teleteksta in pritisnite **OK**.
2. S puščičnimi tipkami izberite besedo ali številko.
3. Ponovno pritisnite **OK**, da skočite na naslednji pojav te besede ali številke.
4. Ponovno pritisnite **OK**, da skočite na naslednji pojav.
5. Če želite prekiniti iskanje, pritiskajte ▲ (gor), dokler ni izbran noben element.

Teletekst iz priključene naprave

Teletekst lahko nudijo tudi nekatere naprave, ki prejemajo TV-kanale.

Odpiranje teleteksta iz priključene naprave ...

1. Pritisnite ▲, izberite napravo in pritisnite **OK**.
2. Med gledanjem kanala z napravo pritisnite ≡ **OPTIONS** (Možnosti), izberite možnost **Pokaži tipke naprave**, izberite tipko ≡ in pritisnite **OK**.
3. Pritisnite ↵, da skrijete tipke naprave.

4. Če želite zapreti teletekst, znova pritisnite ↵.

Digitalni teletekst (samo v ZK)

Nekatere digitalne postaje nudijo digitalni teletekst ali interaktivno televizijo na svojih digitalnih televizijskih kanalih. To vključuje običajni teletekst, v katerem je izbiranje in premikanje mogoče s številskimi, barvnimi in puščičnimi tipkami.

Če želite zapreti digitalni teletekst, pritisnite ↵.

Možnosti teleteksta

V teletekstu pritisnite ≡ **OPTIONS** (Možnosti), da izberete naslednje ...

- Zamrznitev strani/odmrznitev strani

Za prekinitev samodejnega predvajanja podstrani.

- Dvojni zaslon/celoten zaslon

Za prikaz TV-kanala in teleteksta hkrati.

- Pregled T.O.P.

Za odpiranje teleteksta T.O.P.

- Povečanje/običajen pogled

Za povečanje strani teleteksta za udobno branje.

- Razkrij

Za razkrivanje skritih informacij na strani.

- Menjava podstrani

Za menjavanje podstrani, ki so na voljo.

- Jezik

Za zamenjavo skupine znakov za pravilen prikaz teleteksta.

- Teletekst 2.5

Za vklop teleteksta 2.5 za več barv in boljšo grafiko.

Nastavitev teleteksta

Jezik teleteksta

Nekatere digitalne televizijske postaje nudijo več različnih jezikov teleteksta.

Nastavitev glavnega in drugega jezika besedila ...

1. Pritisnite ▲, izberite **Nastavitev** in pritisnite **OK**.
2. Izberite **Nastavitve kanalov > Jeziki**.
3. Izberite **Glavni teletekst** ali **Dodatni teletekst**.
4. Izberite želena jezika teleteksta.
5. Po potrebi pritiskajte ↵, da zaprete meni.

Teletekst 2.5

Če je na voljo, Teletekst 2.5 nudi boljše barve in grafiko.

Teletekst 2.5 je vklopljen kot standardna tovarniška nastavitev.

Izklop teleteksta 2.5 ...

1. Pritisnite **TEXT** (Teletekst).
2. Med spremljanjem teleteksta pritisnite ≡ **OPTIONS** (Možnosti).
3. Izberite **Teletekst 2.5 > Izklop**.

4. Po potrebi pritisčajte **↵**, da zaprete meni.

Podnapisi in jeziki

Podnapisi

Vklop podnapisov

Če želite odpreti meni Podnapisi, pritisnite **SUBTITLE** (Podnapisi).

Izberete lahko možnost za podnapise **Izklop podnapisov**, **Vklop podnapisov**, ali **Samodejno**.

Za prikaz podnapisov oddaje, ki ni v vašem jeziku (jeziku, ki ste ga nastavili za televizor), izberite možnost **Samodejno**. Ta

nastavitev prikaže podnapise tudi, ko izklopite zvok s tipko **🔊**.

Pri analognih kanalih morate podnapise omogočiti v možnosti **Teletekst**.



Podnapisi digitalnih kanalov

Podnapisov za digitalne kanale ni treba vklopiti v teletekstu.

Digitalni kanali lahko ponujajo več jezikov podnapisov za program. Nastavite lahko glavni in drugi jezik podnapisov. Če so podnapisi v enem od teh dveh jezikov na voljo, jih bo televizor prikazal.

Če izbrana jezika podnapisov nista na voljo, lahko izberite drug razpoložljivi jezik.

Nastavitev glavnega in drugega jezika podnapisov ...

1. Pritisnite **🏠**, izberite **Nastavitev** in pritisnite **OK**.
2. Izberite **Nastavitve kanalov** in nato **Jeziki**.
3. Izberite **Glavni jezik podnapisov** ali **Dodatni jezik podnapisov** in pritisnite **OK**.
4. Izberite jezik in pritisnite **OK**.
5. Po potrebi pritisčajte **↵**, da zaprete meni.

Izbira jezika podnapisov, če želeni jeziki niso na voljo ...

1. Pritisnite **≡** **OPTIONS** (Možnosti).
2. Izberite **Jezik podnapisov**, začasno izberite jezik in pritisnite **OK**.

Podnapisi analognih kanalov

Pri analognih kanalih morate podnapise omogočiti ročno za vsak kanal posebej.

1. Preklopite na kanal in pritisnite **TEXT** (Teletekst), da odprete teletekst.
2. Vnesite številko strani za podnapise, ki je običajno **888**.
3. Ponovno pritisnite **TEXT** (Teletekst), da zaprete teletekst.

Če med gledanjem analognega kanala v meniju Podnapisi

izberete možnost **Vklop**, bodo podnapisi prikazani, če so na voljo.

Če želite izvedeti, ali je kanal analogni ali digitalni, preklopite na kanal in v meniju **Možnosti** odprite možnost **Stanje**.

Jeziki zvoka

Digitalni TV-kanali lahko zvok programa oddajajo v več jezikih.

Nastavite lahko glavni in drugi jezik zvoka. Če je zvok v enem od teh dveh jezikov na voljo, televizor preklopi na ta zvok.

Če želena jezika zvoka nista na voljo, lahko izberite drug razpoložljivi jezik zvoka.

Nastavitev glavnega in drugega jezika zvoka ...

1. Pritisnite **🏠**, izberite **Nastavitev** in pritisnite **OK**.
2. Izberite **Nastavitve kanalov** in nato **Jeziki**.
3. Izberite **Glavni jezik zvoka** ali **Drugi jezik zvoka** in pritisnite **OK**.
4. Izberite jezik in pritisnite **OK**.
5. Po potrebi pritisčajte **↵**, da zaprete meni.

Izbira jezika zvoka, ko vaša jezika zvoka nista na voljo ...

1. Pritisnite **≡** **OPTIONS** (Možnosti).
2. Izberite **Jezik zvoka**, začasno izberite jezik zvoka in pritisnite **OK**.

Jeziki zvoka za osebe z okvarami sluha in vida

Nekateri digitalni televizijski kanali oddajajo poseben zvok in podnapise, ki so prilagojeni za osebe z okvarami sluha in vida.

Jezik menija

Spreminjanje jezika menijev in sporočil televizorja ...

1. Pritisnite **🏠**, izberite **Nastavitev** in pritisnite **OK**.
2. Izberite **Nastavitve televizorja** > **Splošne nastavitve** > **Jezik menija** in pritisnite **OK**.
3. Izberite želeni jezik in pritisnite **OK**.
4. Po potrebi pritisčajte **↵**, da zaprete meni.

6.2

Namestitev kanalov

Posodobitev kanalov

Samodejna posodobitev

Če sprejemate digitalne kanale, lahko televizor nastavite tako, da seznam samodejno posodablja z novimi kanali.

Posodobitev seznama kanalov pa lahko zaženete tudi sami.

Samodejna posodobitev kanalov

Televizor enkrat dnevno ob 6:00 posodobi kanale in shrani nove kanale. Novi kanali se shranijo v možnosti Seznam vseh kanalov

in Seznam novih kanalov. Prazni kanali so odstranjeni. Obvestilo o novih, posodobljenih ali odstranjenih kanalih se izpiše ob vklopu televizorja. Televizor mora biti v stanju pripravljenosti, da lahko samodejno posodablja kanale.

Izklop sporočila ob vklopu ...

1. Pritisnite **▲**, izberite **Nastavitev** in pritisnite **OK**.
2. Izberite možnost **Nastavitve kanalov** in pritisnite **OK**.
3. Izberite možnost **Namestitev kanalov > Sporočilo o posodobitvi kanalov > Izklop**.

Izklop samodejne posodobitve kanalov ...

1. Pritisnite **▲**, izberite **Nastavitev** in pritisnite **OK**.
2. Izberite **Nastavitve kanalov** in pritisnite **OK**.
3. Izberite **Namestitev kanalov > Sporočilo o posodobitvi kanalov > Izklop**.

Zagon posodobitve

Ročna posodobitev ...

1. Pritisnite **▲**, izberite **Nastavitev** in pritisnite **OK**.
2. Izberite **Iskanje kanalov** in pritisnite **OK**.
3. Izberite **Posodobitev kanalov** in sledite navodilom na zaslonu. Posodobitev lahko traja nekaj minut.

V nekaterih državah se samodejna posodobitev kanalov izvaja med gledanjem televizorja ali medtem, ko je televizor v stanju pripravljenosti.

Novi kanali

Nove kanale, dodane s samodejno posodobitvijo kanalov, lahko enostavno poiščete na seznamu kanalov **Novo**. Tudi novi kanali se shranijo na seznam kanalov **Vsi** ali **Radio**.

Novi kanali ostanejo na seznamu kanalov **Novo**, dokler jih ne označite kot priljubljene ali preklopite nanje.

Ponovna nastavitev kanalov

Lahko iščete in ponovno nameščate kanale in ohranite vse druge nastavitve televizorja. Izvedete lahko celo celotno ponovno namestitev televizorja.

Če je nastavljena koda otroške ključavnice, morate pred ponovno namestitvijo kanalov vnesti kodo.

Ponovna nastavitev kanalov

Ponovna namestitev samo kanalov ...

1. Pritisnite **▲**, izberite **Nastavitev** in pritisnite **OK**.
2. Izberite **Iskanje kanalov > Ponovna namestitev kanalov** in pritisnite **OK**.
3. Izberite državo, v kateri je nameščen televizor.
4. Izberite možnost **Antena (DVB-T)** ali **Kabel (DVB-C)**. Iskanje kanalov lahko traja nekaj minut. Sledite navodilom na zaslonu.

Popolna namestitev

Popolna namestitev televizorja ...

1. Pritisnite **▲**, izberite **Nastavitev** in pritisnite **OK**.
2. Izberite **Nastavitve televizorja > Splošne nastavitve > Ponovna namestitev televizorja** in pritisnite **OK**. Namestitev lahko traja nekaj minut. Upoštevajte navodila na zaslonu.

Tovarniške nastav.

Tovarniške nastavitve ponastavijo televizor na prvotne nastavitve slike in zvoka. Ponastavitev na prvotne tovarniške nastavitve ...

1. Pritisnite **▲**, izberite **Nastavitev** in pritisnite **OK**.
2. Izberite **Nastavitve televizorja > Splošne nastavitve > Tovarniške nastavitve** in pritisnite **OK**.
3. Pritisnite **OK**, da potrdite.
4. Po potrebi pritisnite **↩**, da zaprete meni.

Kopiranje seznama kanalov

Uvod

Funkcija Kopiranje seznama kanalov je namenjena prodajalcem in naprednim uporabnikom. V nekaterih državah je funkcija Kopiranje seznama kanalov na voljo samo za kopiranje satelitskih kanalov.

Kopiranje seznama kanalov omogoča kopiranje kanalov, ki so nameščeni v televizorju, v drug Philipsov televizor enakega razreda. S funkcijo Kopiranje seznama kanalov se izognete dolgotrajnemu iskanju kanalov tako, da v televizor prenesete prednastavljeni seznam kanalov. Uporabite pogon USB z bliskovnim pomnilnikom z vsaj 1 GB prostora.

Pogoji

- Oba televizorja morata imeti enako modelno leto.
- Oba televizorja morata biti opremljena z enako vrsto strojne opreme. Vrsto strojne opreme preverite na tipski ploščici na hrbtani strani televizorja. Navadno je označena kot Q ... LA.
- Oba televizorja morata imeti združljivi različici programske opreme.

Trenutna različica

Trenutno različico programske opreme televizorja lahko preverite v možnosti **Informacije o trenutni programski opremi** v možnosti **▲ > Nastavitev > Nastavitve programske opreme**.

Kopiranje seznama kanalov

Kopiranje seznama kanalov ...

1. Vključite televizor z nameščenimi kanali. Priključite pomnilniško napravo USB.
2. Pritisnite **▲**, izberite **Nastavitev** in pritisnite **OK**.
3. Izberite **Nastavitve televizorja > Splošne nastavitve > Kopiranje seznama kanalov > Kopiraj na USB** in pritisnite **OK**. Za kopiranje seznama kanalov s tega televizorja boste mogoče morali vnesti kodo otroške ključavnice, ki ste jo vnesli med

namestitvijo.

4. Ko je kopiranje dokončano, odklopite pomnilniško napravo USB.

Zdaj lahko skopirani seznam kanalov prenesete v drug Philipsov televizor.

Prenos seznama kanalov

Prenos skopiranega seznama kanalov

Uporabiti morate različne načine za prenos seznama kanalov, odvisno od tega, ali je vaš televizor že nameščen ali ne.

V televizor, ki še ni nastavljen

1. Priključite napajalni vtič, da začnete namestitev ter izberite jezik in državo. Funkcijo Iskanje kanalov lahko preskočite. Dokončajte namestitev.
2. Priključite pomnilniško napravo USB, kjer se nahaja seznam kanalov drugega televizorja.
3. Za začetek prenosa seznama kanalov pritisnite **🏠**, izberite **Nastavitev** in pritisnite **OK**.
4. Izberite **Nastavitve televizorja > Splošne nastavitve > Kopiranje seznama kanalov > Kopiraj v televizor** in pritisnite **OK**. Mogoče boste morali vnesti kodo otroške ključavnice tega televizorja.
5. Televizor vas obvesti o uspešnem kopiranju seznama kanalov v televizor. Odklopite pomnilniško napravo USB.

V televizor, ki je že nastavljen

1. Preverite nastavev države televizorja. (Če želite preveriti to nastavev, pritisnite **🏠**, izberite **Nastavitev** in pritisnite **OK**. Izberite **Iskanje kanalov > Ponovna nastavev kanalov** in pritisnite **OK**. Pritisnite **↵** in nato **Prekliči**, da zaprete funkcijo iskanja kanalov.) Če je država ustrezna, nadaljujte z 2. korakom. Če država ni ustrezna, morate zagnati ponovno nastavev. Za zagon ponovne nastavitve pritisnite **🏠**, izberite **Nastavitev** in pritisnite **OK**. Izberite **Nastavitve televizorja > Splošne nastavitve > Ponovna namestitev televizorja > OK**. Izberite ustrezno državo in preskočite funkcijo iskanja kanalov. Dokončajte namestitev. Ko končate, nadaljujte z 2. korakom.
2. Priključite pomnilniško napravo USB, kjer se nahaja seznam kanalov drugega televizorja.
3. Za začetek prenosa seznama kanalov pritisnite **🏠**, izberite **Nastavitev** in pritisnite **OK**.
4. Izberite **Nastavitve televizorja > Splošne nastavitve > Kopiranje seznama kanalov > Kopiraj v televizor** in pritisnite **OK**. Mogoče boste morali vnesti kodo otroške ključavnice tega televizorja.
5. Televizor vas obvesti o uspešnem kopiranju seznama kanalov v televizor. Odklopite pomnilniško napravo USB.

DVB-T ali DVB-C

Sprejem DVB-T ali DVB-C

Če sta v vaši državi na voljo sprejema DVB-T in DVB-C ter televizor podpira sprejema DVB-T in DVB-C za vašo državo, morate pri namestitvi kanalov izbrati enega od sprejemov.

Sprememba nastavitve DVB za začetek nove namestitve kanalov

...

1. Pritisnite **🏠**, izberite **Nastavitev** in pritisnite **OK**.
2. Izberite možnost **Nastavitve kanalov** in pritisnite **OK**.
3. Izberite **Nastavitev kanalov > Priključek za anteno > Antena (DVB-T)** ali **Kabel (DVB-C)** in pritisnite **OK**.
4. Izberite želeno nastavev DVB.
5. Po potrebi pritisnite **↵**, da zaprete meni.

Namestitev kanala DVB-C

Za enostavno uporabo so vse nastavitve DVB-C nastavljene na samodejno.

Če vam je ponudnik omrežja DVB-C posredoval določene vrednosti DVB-C, ID omrežja ali frekvenco omrežja, jih vnesite, ko jih televizor med namestitvijo zahteva.

Morda boste morali prilagoditi iskanje (polno ali hitro iskanje) ali med namestitvijo vnesti določeno hitrost znakov v meni **Nastavitve**. Za nastavev možnosti **Hitrost znakov** najprej nastavite hitrost znakov na **Ročno**.

Prekrivanje številkanala

V nekaterih državah imajo lahko različni TV-kanali (oddaje) iste številke. Med namestitvijo televizor prikaže seznam kanalov s prekrivajočimi številkami. Izbrati morate kanal, ki ga želite namestiti pod številko, ki ima več TV-kanalov.

DVB-T in DVB-C

Če uporabljate vhod za anteno DVB-T in vhod DVB-C, lahko televizor nastavite za DVB-T in DVB-C. Najprej namestite prvi sistem in nato še drugega s potrebnimi nastavitvami. Ko sta oba sistema nameščena, morate preklopiti na vhodni signal iz antene na priključku za **anteno** na zadnji strani televizorja in nastaviti televizor na ustrezni sistem za gledanje nameščenih kanalov.

Za izbiro nastavitve DVB-T ali DVB-C si oglejte zgornje poglavje.

Nastavitve DVB

Dostop do nastavitve DVB

1. Pritisnite **🏠**, izberite **Nastavitev** in pritisnite **OK**.
2. Izberite **Iskanje kanalov** in pritisnite **OK**.
3. Izberite **Ponovna nastavev kanalov**.
4. Izberite državo, v kateri je nameščen televizor.
5. Izberite **Kabel (DVB-C)**.
6. Izberite **Začni z iskanjem kanalov** ali **Nastavitve za nastavitve DVB-C**.
7. Po potrebi pritisnite **↵**, da zaprete meni.

Izbira nabora znakov

Če vam kabelski operater ni dal posebne vrednosti **simbolne hitrosti** za namestitve TV-kanalov, pustite nastavitve za **način simbolne hitrosti** na možnosti **Samodejno**.

Če ste dobili določeno vrednost simbolne hitrosti, izberite možnost **Ročno**. Vendar mora biti prejeta vrednost že na prednastavljenem seznamu simbolne hitrosti. Izberite možnost **Prednastavljene simbolne hitrosti**, da preverite, ali je vaša vrednost samodejno na voljo.

Hitrost znakov

Če je **način simbolne hitrosti** nastavljen na možnost **Ročno**, lahko vnesete vrednost simbolne hitrosti, ki vam jo je dal vaš kabelski operater. Za vnos vrednosti uporabite številске tipke.

Frekvenca omrežja

Če je **Iskanje frekvenc** nastavljeno na **Hitro** ali **Napredno**, lahko tukaj vnesete vrednost omrežne frekvence, ki vam jo je posredoval kabelski operater. Vrednosti vnesite s številskimi tipkami.

Pregled frekvenčnega spektra

Izberite način za iskanje kanalov. Izberete lahko hitrejši način **Hitro** in uporabite prednastavljene nastavitve, ki jih uporablja večina kabelskih operaterjev v vaši državi.

Če zato ni nameščen noben kanal ali nekateri manjkajo, lahko izberete razširjen način **Popolno**. Ta način porabi več časa za iskanje in nameščanje kanalov.

ID omrežja

Če je **Iskanje frekvenc** nastavljeno na **Hitro**, lahko tukaj vnesete vrednost ID-ja omrežja, ki vam ga je posredoval kabelski operater. Vrednosti vnesite s številskimi tipkami.

Digitalni kanali

Če veste, da vaš kabelski operater ne ponuja digitalnih kanalov, lahko preskočite iskanje digitalnih kanalov. Izberite **Izklop**.

Analogni kanali

Če veste, da vaš kabelski operater ne ponuja analognih kanalov, lahko preskočite iskanje analognih kanalov. Izberite možnost **Izključeno**.

Prosto / kodirano

Če imate naročnino in modul za pogojni dostop (CAM) za storitve plačljive TV, izberite **Prosto + kodirano**. Če niste naročeni na plačljive TV-kanale ali storitve, lahko izberete samo **Samo prosti kanali**.

Ročna namestitvev

Analogne TV-kanale lahko posamično namestite ročno.

Ročna namestitvev analognih kanalov ...

1. Pritisnite **▲**, izberite **Nastavitev** in pritisnite **OK**.

2. Izberite **Nastavitve kanalov > Namestitev kanalov >**

Analogno: ročna namestitvev in pritisnite **OK**.

- Sistem

Če želite nastaviti TV-sistem, izberite možnost **Sistem** in pritisnite **OK**.

Izberite svojo državo ali del sveta, kjer se trenutno nahajate.

- Iskanje kanala

Če želite poiskati kanal, izberite možnost **Iskanje kanala** in pritisnite **OK**. Izberite možnost **Iskanje** in pritisnite **OK**.

Frekvenco lahko vnesete tudi sami. Če je sprejem slab, ponovno pritisnite **Iskanje**. Ko kanal želite shraniti, izberite možnost **Končano** in pritisnite **OK**.

- Fina nastavitvev

Če želite kanal fino nastaviti, izberite **Fina nastavitvev** in pritisnite **OK**. Kanal lahko fino nastavite s tipko **▲** ali **▼**.

Če želite najdeni kanal shraniti, izberite možnost **Končano** in pritisnite **OK**.

- Shrani

Kanal lahko shranite na trenutno številko kanala ali pod novo številko kanala.

Izberite možnost **Shrani trenutni kanal** ali **Shrani kot novi kanal**.

Te korake lahko ponavljate, dokler ne najdete vseh razpoložljivih analognih televizijskih kanalov.

TV-vodnik

7.1

Uporaba TV-vodnika

Kaj potrebujete

S TV-vodnikom si lahko ogledate seznam trenutnih programov ali programov na sporedu na kanalih. Prikazani so lahko analogni in digitalni kanali ali samo digitalni kanali, odvisno od kod izvirajo informacije (podatki) TV-vodnika. Vsi kanali ne vsebujejo informacij TV-vodnika.

Televizor lahko pridobi informacije TV-vodnika za kanale, ki so nameščeni v televizorju (npr. kanale, ki jih gledate prek televizorja). Televizor ne more pridobiti informacij o kanalih, ki jih gledate prek digitalnega sprejemnika.

Odpiranje TV-vodnika

Za odpiranje TV-vodnika pritisnite  **TV GUIDE** (TV-vodnik).

Ponovno pritisnite  **TV GUIDE** (TV-vodnik), da zaprete.

Ko prvič odprete TV-vodnik, televizor poišče informacije v vseh TV-kanalih. To lahko traja nekaj minut. Podatki TV-vodnika so shranjeni v televizorju.

Izbira programa

Preklop na program


Iz TV-vodnika lahko preklopite na trenutni program.

Če želite izbrati program, s puščičnimi tipkami označite ime programa.

Pomaknite se desno, da si ogledate programe, ki so na sporedu tisti dan.



Če želite preklopiti na program (kanal), izberite program in pritisnite **OK**.

Ogled podrobnosti programa

Če želite priklicati podrobnosti izbranega programa, pritisnite  **INFO** (Informacije).

Spremeni dan

V TV-vodniku so lahko prikazani programi, ki so na sporedu v prihodnjih dneh (največ do 8 dni vnapij).

Če informacije TV-vodnika zagotavlja TV-postaja, pritisnite  **+**, da se prikaže spored za naslednje dni. Pritisnite  **-**, da se vmete na prejšnji dan.


Lahko pa pritisnete tudi  **OPTIONS** (Možnosti) in izberete

Spremeni dan.

Izberite možnost **Prejšnji dan**, **Danes** ali **Naslednji dan** in pritisnite **OK**, da izberete dan sporeda.

Iskanje po zvrsti

Če so informacije na voljo, lahko poiščete programe na sporedu po zvrsti, kot so filmi, športne oddaje itd.

Če želite iskati programe po zvrsti, pritisnite tipko  **OPTIONS** (Možnosti) in izberite **Iskanje po zvrsti**.

Izberite zvrst in pritisnite **OK**. Prikaže se seznam najdenih programov.

7.2

Posnetki

Iz TV-vodnika lahko takoj začnete snemati ali nastavite snemanje TV-programa. Za shranjevanje posnetkov na televizor priključite trdi disk USB.

7.3




Prejemanje podatkov TV-vodnika

V nekaterih državah in pri nekaterih kanalih informacije TV-vodnika morda niso na voljo. Televizor lahko pridobi informacije TV-vodnika za kanale, ki so nameščeni v televizorju (npr. kanale, ki jih gledate prek televizorja). Televizor ne more pridobiti informacij o kanalih, ki jih gledate prek digitalnega sprejemnika ali odkodimika.

Televizor je nastavljen na prejemanje informacij **Iz postaje**.

Nastavitev informacij TV-vodnika

Nastavitev informacij TV-vodnika ...

1. Pritisnite  in izberite **TV-vodnik**.
2. Pritisnite tipko .
3. Izberite možnost **Iz postaje**.
4. Po potrebi pritiskajte , da zaprete meni.



Viri

8.1

Seznam virov

Na seznamu priključkov (v meniju Vir) lahko najdete naprave, ki so priključene na televizor. V meniju Vir lahko preklopite na napravo.

Meni virov

Za odpiranje menija Viri pritisnite  **SOURCES** (Viri). Če želite preklopiti na priključeno napravo, jo izberite s puščičnima tipkama ◀ (levo) ali ▶ (desno) in pritisnite **OK**. Če želite zapreti meni Vir brez preklopa na napravo, znova pritisnite  **SOURCES** (Viri).



8.3

EasyLink

S funkcijo **EasyLink** lahko povezano napravo upravljate z daljinskim upravljalnikom televizorja. EasyLink prek povezave HDMI CEC komunicira s povezanimi napravami. Naprave morajo podpirati HDMI CEC in morajo biti vključene v priključek HDMI.

8.2

Iz stanja pripravljenosti

Ko je televizor v stanju pripravljenosti, lahko z daljinskim upravljalnikom televizorja vklopite priključeno napravo.

Predvajaj

Če želite predvajalnik in televizor vklopiti iz stanja pripravljenosti in takoj začeti predvajati ploščo ali program, na daljinskem upravljalniku televizorja pritisnite tipko ▶ (predvajanje). Naprava mora biti povezana s kablom HDMI in funkcija HDMI CEC mora biti vklopljena na televizorju in povezani napravi.

Sistem za domači kino

Sistem za domači kino lahko vklopite in poslušate glasbeno ploščo ali radijsko postajo ter pustite televizor v stanju pripravljenosti.

Če želite vklopiti samo HTS in pustiti televizor v stanju pripravljenosti, pritisnite  **SOURCES** (Viri) na daljinskem upravljalniku televizorja.


Časovniki in ura

9.1

Izklopni časovnik

Z izklopnim časovnikom lahko televizor samodejno preklopite v stanje pripravljenosti po prednastavljenem času.

Nastavitev izklopnega časovnika ...


1. Pritisnite , izberite **Nastavitev** in pritisnite **OK**.
2. Izberite **Nastavitve televizorja > Splošne nastavitve > Izklopni časovnik**.

Z drsnikom lahko nastavite čas na do 180 minut v korakih po 5 minut. Če je izklopni časovnik nastavljen na 0 minut, je izklopljen. Televizor lahko vedno izklopite že prej ali izklopni časovnik med odštevanjem časa ponastavite.

3. Po potrebi pritisnite , da zaprete meni.


9.2

Ura

Če vas zanima, koliko je ura, pritisnite  **TV GUIDE** (TV-vodnik) za prikaz časa v TV-vodniku.

Digitalne postaje v nekaterih državah ne pošiljajo informacij o univerzalnem koordinatnem času (UTC). Sprememba med poletnim in zimskim časom bo mogoče prezrta in televizor lahko prikazuje napačen čas.

Nastavitev ure televizorja ...

1. Pritisnite , izberite **Nastavitev** in pritisnite **OK**.
2. Izberite **Nastavitve televizorja > Splošne nastavitve > Ura > Samodejni način ure** in izberite možnost **Odvisno od države**.
3. Izberite možnost **Poletni/zimski čas** in izberite ustrezno nastavitev.



9.3

Samodejni izklop

Če v 4 urah ne pritisnete nobene tipke daljinskega upravljalnika, televizor ne prejme vhodnega signala in 10 minut ne prejme ukazov daljinskega upravljalnika, se televizor samodejno izklopi zaradi varčevanja z energijo.

Če uporabljate televizor kot računalniški zaslon ali pa za gledanje televizorja uporabljate digitalni sprejemnik (zunanji digitalni sprejemnik – STB) in ne uporabljate daljinskega upravljalnika televizorja, izklopite samodejni izklop.

Izklop možnosti **Samodejni izklop** ...

1. Pritisnite , izberite **Nastavitev** in pritisnite **OK**.
2. Izberite **Nastavitve televizorja > Splošne nastavitve > Samodejni izklop** in drsnik premaknite na **0 (Izklop)**.
3. Po potrebi pritisnite , da zaprete meni.

Vaše fotografije, videoposnetki in glasba

10.1

Iz povezave USB

Kaj potrebujete

Ogledujete si lahko fotografije ali predvajate glasbo in videoposnetke iz povezanega pomnilnika ali trdega diska USB.

Iz naprave USB

Ko je televizor vklopljen, priključite pomnilnik ali trdi disk USB na enega od priključkov USB. Televizor zazna napravo in prikaže seznam vaših datotek.

Če se seznam ne prikaže samodejno, pritisnite **SOURCES** (Vir), izberite **Brskanje po USB-ju** in pritisnite **OK**.



Menijska vrstica

Če je naprava USB priključena, televizor razvrsti datoteke po vrsti. Pomaknite se do menijske vrstice in izberite vrsto datoteke, ki jo iščete.

Če brskate po datotekah in mapah v računalniku, lahko po njih brskate samo tako, kot so organizirane v računalniku.

Menijska vrstica

Pomaknite se do menijske vrstice in izberite vrsto datoteke, ki si jo želite ogledati ali predvajati.

Izberite **Slika**, **Glasba** ali **Film**. Lahko odprete tudi prikaz **Mape** in datoteko poiščete v mapah.

Ogled fotografij

V brskalniku USB izberite **Slika** in pritisnite **OK**.

Možnosti

Pritisnite **≡** **OPTIONS** (Možnosti).

- **Zaženi diaproyekcijo, Ustavi proyekcijo**
Zaženite ali ustavite diaproyekcijo.

- **Prehodi diaproyekcije**
Določite prehod med slikami.

- **Frekvenca diaproyekcije**
Izberite čas prikaza vsake slike.

- **Ponovi/predvajaj enkrat**
Večkratni ali samo en ogled slik.

- **Izklop naključnega predvajanja, Vkllop naključnega predvajanja**
Ogled slik v zaporednem ali naključnem vrstnem redu.

- **Zavrti sliko**
Zavrti sliko.

- **Prikaži informacije**
Prikaže naslov in velikost slike ter naslednje slike v diaproyekciji.

Če želite zapreti **Brskanje po USB-ju**, pritisnite **⬆** in izberite drugo dejavnost.

Predvajanje glasbe

V brskalniku USB izberite **Glasba** in pritisnite **OK**.

Možnosti

Pritisnite **≡** **OPTIONS** (Možnosti).

- **Zaustavitev predvajanja**
Zaustavite predvajanje glasbe.

- **Ponovi/predvajaj enkrat**
Predvajajte pesem večkrat ali enkrat.

- **Vkllop naključnega predvajanja, Izklop naključnega predvajanja**
Predvajajte pesmi v zaporednem ali naključnem zaporedju.

- **Prikaži informacije**
Prikaže ime datoteke.

Če želite zapreti **Brskanje po USB-ju**, pritisnite **⬆** in izberite drugo dejavnost.

Predvajanje videoposnetkov

V brskalniku USB izberite **Film** in pritisnite **OK**.

Možnosti

Pritisnite **≡** **OPTIONS** (Možnosti).

- **Podnapisi**
Prikaže podnapise, če so na voljo.

- **Jezik zvoka**

Predvajajte jezik zvoka, če je na voljo.

- Ponovi/predvajaj enkrat


Predvajajte videoposnetke večkrat ali enkrat.

- Vklop naključnega predvajanja, Izklop naključnega predvajanja

Predvajajte videoposnetke v zaporednem ali naključnem zaporedju.

- Prikaži informacije

Prikaže ime datoteke.

Če želite zapreti **Brskanje po USB-ju**, pritisnite  in izberite drugo dejavnost.

Funkcija Pause TV

11.1

Funkcija Pause TV

Začasno prekinjeni TV-program si lahko ogledate pozneje. Začasno prekinite lahko samo digitalne TV-kanale. Če želite prenos shraniti v medpomnilnik, morate priključiti trdi disk USB. Program lahko začasno prekinete za največ 90 minut.

Začasna prekinitev ali nadaljevanje programa

Če želite začasno prekiniti program, pritisnite **⏸** (Premor). Na zaslonu se na kratko prikaže vrstica napredka. Če želite priklicati vrstico napredka, znova pritisnite **⏸** (Premor). Če želite nadaljevati z gledanjem, pritisnite **▶** (Predvajanje). Ikona na zaslonu označuje, da gledate začasno prekinjen program.

Nazaj na dejanski TV-program

Če želite znova preklopiti na dejanski TV-program, pritisnite **■** (Ustavi).

Ko preklopite na digitalni kanal, trdi disk USB začne medpomniti program. Ko preklopite na drug digitalni kanal, se program na novem kanalu shrani v medpomnilnik, program prejšnjega kanala pa se izbriše. Ko preklopite na priključeno napravo (predvajalnik Blu-ray Disc ali digitalni sprejemnik), trdi disk USB preneha shranjevati v medpomnilnik, program pa se izbriše. Ko televizor preklopite v stanje pripravljenosti, se shranjeni program prav tako izbriše.

Med snemanjem programa na trdem disku USB ne morete izvesti začasne prekinitve programa.

Takojšnje ponovno predvajanje

Med gledanjem programa na digitalnem TV-kanalu lahko preprosto izvedete takojšnje ponovno predvajanje programa. Če želite ponovno predvajati zadnjih 10 sekund programa, pritisnite **⏮** (Premor) in nato **◀** (levo). Tipko **◀** lahko pritiskate, dokler ne pridete do medpomnilnika programa ali dosežete največje časovne omejitve.

Vrstica napredka

Ko je na zaslonu prikazana vrstica napredka, pritisnite **◀◀** (Previjanje nazaj) ali **▶▶** (Previjanje naprej), da izberete mesto začetka gledanja začasno prekinjenega programa. Tipki pritiskajte večkrat, da spreminjate njuno hitrost.

Snemanje

12.1

Kaj potrebujete


Za snemanje TV-programa potrebujete ...

- priključen trdi disk USB, formatiran s tem televizorjem
- v televizorju nameščene digitalne TV-kanale (kanali, ki jih gledate s televizorjem)
- prejemanje informacij o kanalih za nameščeni TV-vodnik


12.2

Snemanje programa

Snemanje trenutnega programa

Če želite posneti program, ki ga gledate, pritisnite  (Snemanje) na daljinskem upravljalniku.

Če prejimate informacije TV-vodnika od TV-postaje, se snemanje začne takoj. Končni čas snemanja lahko prilagodite na seznamu posnetkov.

Za ustavitev snemanja pritisnite  (Ustavi).



Nastavitev snemanja


Nastavite lahko snemanje prihajajočega programa danes ali nekaj dni vnaprej (največ 8 dni od današnjega dne).


1. Za nastavitev snemanja pritisnite  **TV-vodnik**.

Na strani TV-vodnika izberite kanal in program, ki ga želite posneti.

Vnesete lahko številko kanala in tako izberete kanal s seznama.



Pritisnite  (desno) ali  (levo), da se pomaknete po programih kanala.

Če želite spremeniti datum seznama, pritisnite  **OPTIONS** (Možnosti) in izberite možnost **Spremeni dan**. Na seznamu izberite želeni dan in pritisnite **OK**.

2. Ko je program označen, pritisnite  **Snemanje**. Televizor na koncu programa doda nekaj časa. Če je treba, lahko dodate še nekaj časa.




Če načrtujete snemanje programa, ko vas ne bo doma, ne pozabite pustiti televizorja v stanju mirovanja in vklopljenega trdega diska USB.

Seznam posnetkov

Če si želite ogledati seznam posnetkov in nastavljenih snemanj, pritisnite , izberite  **Posnetki** in pritisnite **OK**.

Na tem seznamu lahko izberete posnetke za ogled, odstranite posnete programe, prilagodite končni čas trenutnega snemanja ali preverite količino nezasedenega prostora na disku.

Odstranitev načrtovanega posnetka iz TV-vodnika ali seznama posnetkov

- Pritisnite  **Seznam**, da odprete seznam, in nato .
- V TV-vodniku izberite oddajo z načrtovanim snemanjem in pritisnite  **Prekliči snemanje**.

Značilnosti






- Med snemanjem programa lahko gledate predhodno posnet program.
- Med snemanjem ne morete preklapljati med TV-kanali.
- Med snemanjem ne morete začasno prekiniti TV-programa.
- Za snemanje potrebujejo televizijske postaje zanesljivo nastavitev ure. Če uro televizorja ponastavite ročno, snemanje morda ne bo uspelo.

12.3

Gledanje posnetka

Gledanje posnetka ...

1. Pritisnite , izberite  **Posnetki** in pritisnite **OK**.

2. Na seznamu izberite posnetek in pritisnite  (Predvajaj), da ga začnete predvajati. Uporabljate lahko tipke  (Previjanje naprej),  (Previjanje nazaj),  (Premor) ali  (Ustavi) na daljinskem upravljalniku.

Neuspelo snemanje

Če je TV-postaja preprečila načrtovano snemanje ali je bil prenos prekinjen, je posnetek označen kot **neuspel**.

Nastavitve

13.1

Slika

Slog slike

Za enostavno nastavitve slike lahko izberete prednastavitve z možnostjo **Slog slike**.

1. Med gledanjem TV-kanala pritisnite **≡** **OPTIONS** (Možnosti), da odprete meni **Možnosti**.
2. V menijski vrstici izberite **Slika in zvok** in nato **Slog slike**.
3. Izberite slog in pritisnite **OK**.

Razpoložljivi slogi slike ...

- **Oseбно** – osebne nastavitve v možnosti Hitre nastavitve slike
- **Živahno** – idealno za gledanje ob dnevni svetlobi
- **Naravno** – naravne nastavitve slike
- **Film** – idealno za gledanje filmov
- **Varčevanje z energijo** – varčne nastavitve
- **Standardno** – standardne tovarniške nastavitve
- **Foto** – idealno za gledanje fotografij

Prilagoditev sloga slike

Slog slike lahko prilagodite ...

1. Izberite slog in pritisnite **OK**.
2. Pritisnite **▲**, izberite **Nastavitev** in pritisnite **OK**.
3. Izberite **Nastavitve televizorja**, se pomaknite na želeno nastavitve in jo prilagodite.
4. Po potrebi pritisnite **↩**, da zaprete meni.

Vrnitev v izvirne vrednosti sloga slike ...

1. Pritisnite **▲**, izberite **Nastavitev** in pritisnite **OK**.
2. Izberite **Nastavitve televizorja** > **Slika** > **Slog slike** izberite slog, ki ga želite ponastaviti.
3. Izberite **Obnovi slog** in pritisnite **OK**. Slog je ponastavljen.

Živahno

Če se slog slike ob vsakem vklopu televizorja preklopi nazaj na način **Živahno**, je lokacija televizorja nastavljena na **Trgovina**. To je nastavitve za predstavitev v trgovini.

Nastavitve televizorja za domačo uporabo ...

1. Pritisnite **▲**, izberite **Nastavitev** in pritisnite **OK**.
2. Izberite **Nastavitve televizorja** > **Splošne nastavitve** > **Lokacija** in pritisnite **OK**.
3. Izberite **Domov** in pritisnite **OK**.
4. Po potrebi pritisnite **↩**, da zaprete meni.

Nastavitve slike

Kontrast osvetlitve ozadja

Z možnostjo **Kontrast osvetlitve ozadja** lahko prilagodite svetlost osvetlitve ozadja zaslona.

Za nastavitve stopnje ...

1. Pritisnite **▲**, izberite **Nastavitev** in pritisnite **OK**.
2. Izberite **Nastavitve televizorja** > **Slika** > **Kontrast osvetlitve ozadja**.
3. Pritisnite **▶** (desno) in prilagodite vrednost z **▲** (gor) ali **▼** (dol).
4. Po potrebi pritisnite **↩**, da zaprete meni.

Barva

Z možnostjo **Barva** lahko prilagodite nasičenost barv slike.

Če želite prilagoditi barve ...

1. Pritisnite **▲**, izberite **Nastavitev** in pritisnite **OK**.
2. Izberite **Nastavitve televizorja** > **Slika** > **Barva**.
3. Pritisnite **▶** (desno) in prilagodite vrednost z **▲** (gor) ali **▼** (dol).
4. Po potrebi pritisnite **↩**, da zaprete meni.

Ostrina

Z možnostjo **Ostrina** lahko prilagodite stopnjo ostrine podrobnosti slike.

Če želite prilagoditi ostrino ...

1. Pritisnite **▲**, izberite **Nastavitev** in pritisnite **OK**.
2. Izberite **Nastavitve televizorja** > **Slika** > **Ostrina**.
3. Pritisnite **▶** (desno) in prilagodite vrednost z **▲** (gor) ali **▼** (dol).
4. Po potrebi pritisnite **↩**, da zaprete meni.

Zmanjšanje šumov

Z možnostjo **Zmanjšanje šumov** lahko izberete količino zmanjšanja šuma za sliko.

Nastavitve zmanjšanja šumov ...

1. Pritisnite **▲**, izberite **Nastavitev** in pritisnite **OK**.
2. Izberite **Nastavitve televizorja** > **Slika** > **Zmanjšanje šumov**.
3. Pritisnite **▶** (desno) in izberite **Izklopljeno**, **Minimalno**, **Srednje** ali **Maksimalno**.
4. Po potrebi pritisnite **↩**, da zaprete meni.

Odpravljanje artefaktov MPEG

Možnost **Odpravljanje artefaktov MPEG** zgladi digitalne prehode v sliki. Artefakti MPEG so v glavnem vidni kot majhne kocke ali nazobčani robovi v slikah.

Zmanjšanje artefaktov MPEG ...

1. Pritisnite **▲**, izberite **Nastavitev** in pritisnite **OK**.
2. Izberite **Nastavitve televizorja > Slika > Zmanjšanje artefaktov MPEG**.
3. Pritisnite **►** (desno) in izberite **Vklop** ali **Izklop**.
4. Po potrebi pritisnite **↵**, da zaprete meni.

Digital Crystal Clear

Z možnostjo **Digital Crystal Clear** lahko natančno prilagodite vsako slikovno piko glede na sosednje slikovne pike in zagotovite vzhunsko sliko visoke ločljivosti.

1. Pritisnite **▲**, izberite **Nastavitev** in pritisnite **OK**.
2. Izberite **Nastavitve televizorja > Slika > Digital Crystal Clear**.
3. Pritisnite **►** (desno) in izberite nastavitve.
4. Po potrebi pritisnite **↵**, da zaprete meni.

Različne nastavitve so ...

- **Izboljšana ostrina** – omogoča vrhunsko ostrino, predvsem pri črtah in obrisih v sliki.
- **Dinamični kontrast** – dinamično izboljša podrobnosti na temnih, srednjih in svetlih področjih v sliki.
- **Dinamična osvetlitev ozadja** – izberite raven osvetlitve ozadja za optimalno porabo energije in kontrast slike.
- **Izboljšava barv** – dinamično izboljša živahnost in podrobnosti barv.

Napredne nastavitve slike

Gama

Z možnostjo **Gama** lahko nastavite nelinearno nastavitve za svetlost in kontrast slike.

Za nastavitve stopnje ...

1. Pritisnite **▲**, izberite **Nastavitev** in pritisnite **OK**.
2. Izberite **Nastavitve televizorja > Slika > Napredno > Gama**.
3. Pritisnite **►** (desno) in prilagodite vrednost z **▲** (gor) ali **▼** (dol).
4. Po potrebi pritisnite **↵**, da zaprete meni.

Barvni ton

Z možnostjo **Barvni ton** lahko spremenite ravnotežje barv.

Če želite izbrati prednastavitev ...

1. Pritisnite **▲**, izberite **Nastavitev** in pritisnite **OK**.
2. Izberite **Nastavitve televizorja > Slika > Napredno > Barvni ton**.
3. Pritisnite **►** (desno) in izberite **Običajno**, **Toplo** ali **Hladno**. Če želite sami nastaviti temperaturo barve, izberite možnost **Po meri**.
4. Po potrebi pritisnite **↵**, da zaprete meni.

Barvni ton po meri

Z možnostjo **Barvni ton po meri** lahko sami nastavite temperaturo barve. Če želite nastaviti barvni ton po meri, najprej izberite možnost **Po meri** v nastavitvi **Barvni ton**, da omogočite dostop do menija za barvni ton po meri. Nastavitev Barvni ton po meri je namenjena naprednim uporabnikom.

Če želite nastaviti temperaturo barve po meri ...

1. Pritisnite **▲**, izberite **Nastavitev** in pritisnite **OK**.
2. Izberite **Nastavitve televizorja > Slika > Napredno > Barvni ton po meri**.
3. Pritisnite **►** (desno).
4. S puščičnimi tipkami izberite nastavitve (WP je bela točka, BL pa črna odtenek).
5. Pritisnite **OK**, da potrdite nastavitve. V tem meniju lahko izberete tudi eno od prednastavitev.
6. Po potrebi pritisnite **↵**, da zaprete meni.

Kontrast videa

Z možnostjo **Kontrast videa** lahko zmanjšate obseg kontrasta videa.

Za nastavitve stopnje ...

1. Pritisnite **▲**, izberite **Nastavitev** in pritisnite **OK**.
2. Izberite **Nastavitve televizorja > Slika > Napredno > Kontrast videa**.
3. Pritisnite **►** (desno) in prilagodite vrednost z **▲** (gor) ali **▼** (dol).
4. Po potrebi pritisnite **↵**, da zaprete meni.

Svetlost

Z možnostjo **Svetlost** lahko nastavite stopnjo svetlosti slikovnega signala. Nastavitev Svetlost je namenjena naprednim uporabnikom. Priporočamo, da manj izkušeni uporabniki prilagodijo svetlost z nastavitvijo **Kontrast osvetlitve ozadja**.

Za nastavitve stopnje ...

1. Pritisnite **▲**, izberite **Nastavitev** in pritisnite **OK**.
2. Izberite **Nastavitve televizorja > Slika > Napredno > Svetlost**.
3. Pritisnite **►** (desno) in prilagodite vrednost z **▲** (gor) ali **▼** (dol).
4. Po potrebi pritisnite **↵**, da zaprete meni.



13.2

Igralna konzola ali računalnik

Televizor lahko preklopite na idealno nastavitve slike za igralno konzolo ali računalniški monitor. Nastavitve za možnosti **Igralna konzola** ali **Računalnik** se razlikujejo. Če je v meniju Vir nastavljena pravilna vrsta naprave – igralna konzola ali računalnik – televizor samodejno preklopi na idealno nastavitve, ko preklopite na napravo. Če nastavitve preklopite ročno, je ne

pozabite izklopiti, ko preklopite na gledanje televizije ali drugo priključeno napravo.

Če želite nastavitve ročno preklopiti ...

1. Pritisnite , izberite **Nastavitve** in pritisnite **OK**.
2. Izberite **Nastavitve televizorja > Slika > Napredno > Igralna konzola ali računalnik**.
3. Izberite **Igralna konzola, Računalnik** ali **TV**. Nastavitve **TV** povrne nastavitve za gledanje televizije.
4. Po potrebi pritisnite , da zaprete meni.


13.3

Oblika in robovi

Format slike

Če se na vrhu in dnu ali obeh straneh slike pojavijo črne proge, lahko izberete format slike, ki zapolni celoten zaslon.






Za spremembo formata slike ...

1. Med gledanjem TV-kanala pritisnite , da odprete meni **Format slike**.
2. Na seznamu izberite format in pritisnite **OK**.

Robovi zaslona

Z možnostjo **Robovi zaslona** lahko rahlo povečate sliko, da zakrijete popačene robove.

Če želite prilagoditi robove ...


1. Pritisnite , izberite **Nastavitve** in pritisnite **OK**.
2. Izberite **Nastavitve televizorja > Slika > Oblika in robovi > Robovi zaslona**.
3. Pritisnite , (desno) in prilagodite vrednost z  (gor) ali  (dol).
4. Po potrebi pritisnite , da zaprete meni.

13.4

Zvok

Slog zvoka

Za enostavno nastavitve zvoka lahko izberete prednastavitve v meniju **Slog zvoka**.

1. Med gledanjem TV-kanala pritisnite  **OPTIONS** (Možnosti), da odprete meni **Možnosti**.
2. V menijski vrstici izberite Slika in zvok in nato **Slog zvoka**.
3. Izberite slog zvoka in pritisnite **OK**.



Izbirate lahko med naslednjimi slogi zvoka ...

- **Osebn** – vaše izbire, ki ste jih opravili v možnosti Prilagoditev slike in zvoka
- **Prvotno** – standardne tovamiške nastavitve
- **Film** – idealno za gledanje filmov


- **Novice** – idealno za govor
- **Glasba** – idealno za poslušanje glasbe
- **Igra** – idealno za igranje iger

Prilagoditev sloga zvoka

Slog zvoka lahko prilagodite ...

1. Izberite slog in pritisnite **OK**.
2. Pritisnite , izberite **Nastavitve** in pritisnite **OK**.
3. Izberite **Nastavitve televizorja**, se pomaknite na želeno nastavitve in jo prilagodite.
4. Pritisnite , da zaprete meni in shranite opravljene nastavitve.

Za povrnitev prvotnih vrednosti sloga zvoka ...






1. Pritisnite , izberite **Nastavitve** in pritisnite **OK**.
2. Izberite **Nastavitve televizorja > Zvok > Obnovi slog**.

Nastavitve zvoka

Nizki toni

Z možnostjo **Nizki toni** lahko prilagodite stopnjo nizkih tonov.






Za nastavitve stopnje ...

1. Pritisnite , izberite **Nastavitve** in pritisnite **OK**.
2. Izberite **Nastavitve televizorja > Zvok > Nizki toni**.
3. Pritisnite , (desno) in prilagodite vrednost z  (gor) ali  (dol).
4. Po potrebi pritisnite , da zaprete meni.

Visoki toni

Z možnostjo **Visoki toni** lahko prilagodite stopnjo visokih tonov.




Za nastavitve stopnje ...

1. Pritisnite , izberite **Nastavitve** in pritisnite **OK**.
2. Izberite **Nastavitve televizorja > Zvok > Visoki toni**.
3. Pritisnite , (desno) in prilagodite vrednost z  (gor) ali  (dol).
4. Po potrebi pritisnite , da zaprete meni.

Surround način

Z možnostjo **Prostorski način** lahko nastavite zvočni učinek zvočnikov televizorja.

Če želite nastaviti prostorski način ...

1. Pritisnite , izberite **Nastavitve** in pritisnite **OK**.
2. Izberite **Nastavitve televizorja > Zvok > Prostorski način**.
3. Pritisnite , (desno) in izberite **Stereo, Incredible Surround**.
4. Po potrebi pritisnite , da zaprete meni.

Glasnost slušalk

Z možnostjo **Glasnost slušalk** lahko ločeno nastavite glasnost priključenih slušalk.

Če želite prilagoditi glasnost ...

1. Pritisnite **≡ OPTIONS** (Možnosti) in v menijski vrstici izberite možnost **Slika in zvok**.
2. Pritisnite **▶** (desno), izberite **Glasnost slušalk** in pritisnite **OK**.
3. Pritisnite **▲** (gor) ali **▼** (dol), da nastavite glasnost.
4. Po potrebi pritisnite **↩**, da zaprete meni.

Napredne nastavitve zvoka

Samodejna izravnava glasnosti

Z možnostjo **Samodejno izravnavanje glasnosti** lahko nastavite, da televizor samodejno odpravlja nenadne razlike v glasnosti, običajno na začetku oglasov ali pri preklapljanju kanalov.

Za vklop ali izklop ...

1. Pritisnite **⬆**, izberite **Nastavitev** in pritisnite **OK**.
2. Izberite **Nastavitve televizorja > Zvok > Napredno > Samodejno izravnavanje glasnosti**.
3. Pritisnite **▶** (desno) in izberite **Vklop** ali **Izklop**.
4. Po potrebi pritisnite **↩**, da zaprete meni.

Zvočniki televizorja

Zvok televizorja lahko pošljete v priključeno napravo, na primer v sistem za domači kino ali glasbeni sistem. Z možnostjo **Zvočniki televizorja** izberete, kje želite slišati zvok televizorja in kako ga želite upravljati.

- Če izberete **Izklop**, trajno izklopite zvočnike televizorja.
- Če izberete **Vklop**, so zvočniki televizorja vedno vklopljeni.

Če je zvočna naprava povezana prek povezave HDMI CEC, lahko uporabite eno od nastavitev funkcije EasyLink.

- Če izberete **EasyLink**, televizor pošilja zvok v zvočno napravo. Ko naprava predvaja zvok, so zvočniki televizorja izklopljeni.

- Če izberete možnost **Samod. vklop EasyLink**, televizor vklopi zvočno napravo, pošlje zvok v napravo in izklopi svoje zvočnike.

Če je izbrana možnost **EasyLink** ali **Samod. vklop EasyLink**, lahko na zvočnike televizorja ali zvočnike naprave preklapite v meniju **Slika in zvok**.

Če želite nastaviti zvočnike televizorja ...

1. Pritisnite **⬆**, izberite **Nastavitev** in pritisnite **OK**.
2. Izberite **Nastavitve televizorja > Zvok > Napredno > Zvočniki televizorja**.
3. Pritisnite **▶** (desno) in izberite **Izklop**, **Vklop**, **EasyLink** or **Samod. vklop EasyLink**.
4. Po potrebi pritisnite **↩**, da zaprete meni.

Neposreden vklop zvočnikov ...

1. Med gledanjem televizije pritisnite **≡ OPTIONS** (Možnosti) in izberite **Slika in zvok**.

2. Izberite možnost **Zvočniki** in nato **TV** ali **Ojačevalnik** (zvočna naprava).

3. Po potrebi pritisnite **↩**, da zaprete meni.

Clear Sound

S tehnologijo **Clear Sound** izboljšate zvok govora. Idealno za poročila. Izboljšavo govora lahko vklopite ali izklopite.

Za vklop ali izklop ...

1. Pritisnite **⬆**, izberite **Nastavitev** in pritisnite **OK**.
2. Izberite **Nastavitve televizorja > Zvok > Napredno > Clear Sound**.
3. Pritisnite **▶** (desno) in izberite **Vklop** ali **Izklop**.
4. Po potrebi pritisnite **↩**, da zaprete meni.

HDMI1-ARC

Če ne potrebujete zvočnega povratnega kanala (ARC) ali priključkov HDMI, lahko signal ARC izklopite.

Format zvočnega izhoda

S **formatom zvočnega izhoda** lahko nastavite izhodni zvočni signal televizorja glede na zmogljivosti obdelave zvoka sistema za domači kino.

Izravnavanje zvočnega izhoda

Z **izravnavanjem zvočnega izhoda** lahko glasnost zvoka sistema za domači kino izravnate z glasnostjo televizorja, ko preklapljate med njima.

Zapoznitev zvočnega izhoda

Če na sistemu za domači kino nastavite zapoznitev sinhronizacije zvoka, morate izklopiti **zapoznitev zvočnega izhoda** na televizorju, da se zvok sinhronizira s sliko.

Odmik zvočnega izhoda

Če na sistemu za domači kino ne morete nastaviti zapoznitve, lahko zapoznitev nastavite na televizorju z **odmikom zvočnega izhoda**.

Zvočniki

Sistem za domači kino

Zvok televizorja lahko pošljete v priključeno zvočno napravo, kot je sistem za domači kino ali glasbeni sistem.




Izberete lahko, kje želite slišati zvok televizorja in kako ga želite upravljati.

- Če izberete **Izklop**, trajno izklopite zvočnike televizorja.
- Če izberete možnost **Zvočniki televizorja**, so zvočniki televizorja vedno vklopljeni.



Če je zvočna naprava povezana prek povezave HDMI CEC, lahko uporabite eno od nastavitve funkcije EasyLink.

- Če izberete **EasyLink**, televizor pošilja zvok v zvočno napravo. Ko naprava predvaja zvok, so zvočniki televizorja izklopljeni.
- Če izberete možnost **Samod. vklop EasyLink**, televizor vklopi zvočno napravo, pošlje zvok v napravo in izklopi svoje zvočnike. Če je izbrana možnost EasyLink ali Samod. vklop EasyLink, lahko po potrebi še vedno preklopite na zvočnike televizorja.

Če želite nastaviti zvočnike televizorja ...



1. Pritisnite , izberite **Nastavitev** in pritisnite **OK**.
2. Izberite **Nastavitve televizorja > Zvok > Zvočni izhod**.
3. Pritisnite  (desno) in izberite **Izklop, Zvočniki televizorja, EasyLink** or **Samod. vklop EasyLink**.
4. Po potrebi pritisnite , da zaprete meni.

Neposreden vklop zvočnikov ...

1. Med gledanjem televizije pritisnite .
2. Izberite možnost **Zvočniki** in nato **TV** ali **Ojačevalnik** (zvočni sistem).
3. Po potrebi pritisnite , da zaprete meni.

Namestitev televizorja

Kot del prve namestitve, je ta nastavev nastavljen na način **Na stojalu** ali **Nameščeno na steno**. Če ste od takrat spremenili namestitev televizorja, jo ustrezno prilagodite, da boste zagotovili najboljšo reprodukcijo zvoka.

1. Pritisnite , izberite **Nastavitev** in pritisnite **OK**.
2. Izberite **Nastavitve televizorja > Splošne nastavitve > Namestitev televizorja** in pritisnite **OK**.
3. Izberite **Na stojalu za televizor** ali **Nameščeno na steno** in pritisnite **OK**.
4. Po potrebi pritisnite , da zaprete meni.

Specifikacije


14.1

Specifikacije okolja

Varčevanje z energijo

Okolju prijazne nastavitve vključujejo nastavitve, ki so prijazne do okolja.

Med gledanjem TV-kanalov pritisnite , da odprete **Okolju prijazne nastavitve**.

Aktivne nastavitve so označene z . Vsako nastavitve lahko označite ali odznačite s tipko **OK**.

Ponovno pritisnite , da zaprete **Okolju prijazne nastavitve**.

Varčevanje z energijo

Slog slike prilagodi sliko na idealne energijsko varčne nastavitve.

Izklop zaslona

Če samo poslušate glasbo, zaslon televizorja lahko izklopite in prihranite pri energiji.

Izberite **Izklop zaslona** in pritisnite **OK**. Če zaslon želite ponovno vklopiti, pritisnite katerokoli tipko daljinskega upravljalnika.

Samodejni izklop

Če v 4 urah na daljinskem upravljalniku ne pritisnete nobene tipke ali če televizor 10 minut ne prejema nobenega signala, se televizor samodejno izklopi zaradi varčevanja z energijo. Če uporabljate televizor kot računalniški zaslon ali pa za gledanje televizorja uporabljate digitalni sprejemnik (zunanj digitalni sprejemnik – STB) in ne uporabljate daljinskega upravljalnika televizorja, deaktivirajte samodejni izklop.

Poleg okolju prijaznih nastavitve ima televizor tudi okolju prijazne tehnologije za porabo energije.


Neaktivne naprave izklopljene

Izklopite priključene naprave EasyLink HDMI-CEC (Consumer Electronic Control), ki niso dejavne.

Upravljanje porabe

Napredno upravljanje porabe tega televizorja zagotavlja najučinkovitejšo porabo energije. Preverite lahko, kako vaše osebne nastavitve televizorja, raven svetlosti na trenutnih slikah na zaslonu in okoliški svetlobni pogoji določajo relativno porabo energije.

Preverjanje relativne porabe energije ...

1. Pritisnite , izberite **Nastavitve** in pritisnite **OK**.
2. Izberite **Ogled predstavitev > Predst. Active Control** in pritisnite **OK**.
3. Izberite nastavitve, da preverite ustrezne vrednosti.

Evropska energetska oznaka

Evropska energetska oznaka označuje razred energetske učinkovitosti tega izdelka. Čim temnejša zelena je oznaka razreda energetske učinkovitosti tega izdelka, tem manjša je njegova energijska poraba.

Na oznaki je naveden razred energetske učinkovitosti, povprečna poraba energije med uporabo tega izdelka in povprečna poraba energije v obdobju 1 leta. Vrednosti porabe energije za ta izdelek si lahko ogledate tudi na Philipsovem spletnem mestu za vašo državo na naslovu www.philips.com/TV

Konec uporabe

Odstranjevanje starega izdelka in baterij

Ta izdelek je narejen iz visokokakovostnih materialov in sestavnih delov, ki jih je mogoče reciklirati in uporabiti znova.



Če je izdelek opremljen s simbolom prečrtanega smetnjaka na kolesih, to pomeni, da je pri ravnanju s tem izdelkom treba upoštevati evropsko Direktivo 2002/96/ES.



Pozanimajte se o sistemu zbiranja in ločevanja za odpadne električne in elektronske izdelke na svojem območju.

Upoštevajte lokalne predpise in ne odlagajte starih izdelkov z običajnimi gospodinjstvi odpadki. S pravilnim odstranjevanjem starih izdelkov pripomorete k preprečevanju morebitnih negativnih vplivov na okolje in zdravje ljudi.

Izdelek vsebuje baterije, za katere evropska Direktiva 2006/66/ES določa, da jih ni dovoljeno odlagati skupaj z običajnimi gospodinjstvi odpadki.



Pozanimajte se o lokalnih predpisih za ločeno zbiranje baterij. S pravilnim odlaganjem pripomorete k preprečevanju negativnih vplivov na okolje in zdravje ljudi.

14.2

Sprejem za PxHxxx9/PxTxxx9

- Antenski vhod: 75-ohmski koaksialni (IEC75)
- Območja sprejemnika: Hyperband; S-kanal; UHF; VHF
- DVB: DVB-T (zemeljski, antenski) COFDM 2K/8K; DVB-T2: samo za vrste televizorjev '... T/12'; DVB-C (kabelska) QAM

- Predvajanje analognega videa: NTSC; SECAM; PAL
- Predvajanje digitalnega videa: MPEG2 SD/HD (ISO/IEC 13818-2); MPEG4 SD/HD (ISO/IEC 14496-10)
- Predvajanje digitalnega zvoka (ISO/IEC 13818-3)

14.3

Zaslon

Tip

Diagonalna velikost zaslona:

- 23Pxx4009: 58 cm / 23 palcev
- 32Pxx4009: 81 cm / 32 palcev
- 40Pxx4009: 102 cm / 40 palcev
- 50Pxx4009: 127 cm / 50 palcev

Ločljivost zaslona:

- PFxxxx9: 1920 x 1080p
- PHxxxx9: 1366 x 768p

Ločljivosti zaslona

Računalniški formati – HDMI (ločljivost – hitrost osveževanja)

- 640 x 480 – 60 Hz
- 800 x 600 – 60 Hz
- 1024 x 768 – 60 Hz
- 1280 x 720 – 60 Hz
- 1280 x 768 – 60 Hz
- 1280 x 1024 – 60 Hz
- 1360 x 768 – 60 Hz
- 1600 x 900 – 60 Hz*
- 1680 x 1050 – 60 Hz*
- 1920 x 1080 – 60 Hz*

Računalniški formati – VGA (ločljivost – hitrost osveževanja)

- 640 x 480 – 60 Hz
- 800 x 600 – 60 Hz
- 1024 x 768 – 60 Hz
- 1280 x 1024 – 60 Hz
- 1360 x 768 – 60 Hz
- 1600 x 900 – 60 Hz*
- 1600 x 1200 – 60 Hz*
- 1920 x 1080 – 60 Hz*

Video formati (ločljivost - hitrost osveževanja)

- 480i – 60 Hz
- 480p – 60 Hz
- 576i – 50 Hz
- 576p – 50 Hz
- 720p – 50 Hz, 60 Hz
- 1080i – 50 Hz, 60 Hz
- 1080p – 24 Hz, 25 Hz, 30 Hz, 50 Hz, 60 Hz

* Samo za določene modele.

14.4

Napajanje

Specifikacije izdelka se lahko spremenijo brez obvestila. Več podrobnosti o specifikacijah izdelka si oglejte na spletni strani www.philips.com/support.

Napajanje

- Omrežno napajanje: 220–240 V AC, +/-10 %
- Temperatura okolja: 5 °C do 35 °C
- Poraba energije v stanju pripravljenosti: manj kot 0,3 W
- Funkcije varčevanja z energijo: način Eco, izklop slike (za radio), samodejni izklop, meni Okolju prijazne nastavitve.

Nazivna moč, ki je navedena na tipski ploščici televizorja, označuje porabo energije tega izdelka med normalno gospodinjsko uporabo (IEC 62087 izd. 2). Največja moč, ki je navedena v oklepajih, se uporablja za električno varnost (IEC 60065 izd. 7.2).

14.5

Dimenzije in teže_4009

23Pxx4009

- Brez TV-stojala:
Širina 545,1 mm – višina 344 mm – globina 55,5 mm – teža ±3,05 kg

- S TV-stojalom:
Širina 545,1 mm – višina 385,6 mm – globina 145 mm – teža ±3,26 kg

32Pxx4009

- Brez TV-stojala:
Širina 726,5 mm – višina 435,6 mm – globina 87,8 mm – teža ±4,83 kg

- S TV-stojalom:
Širina 726,5 mm – višina 462,3 mm – globina 333,8 mm – teža ±4,98 kg

40Pxx4009

- Brez TV-stojala:
Širina 903,5 mm – višina 523,1 mm – globina 88,1 mm – teža ±7,4 kg

- S TV-stojalom:
Širina 903,5 mm – višina 550,4 mm – globina 255,8 mm – teža ±7,8 kg

50Pxx4009

- Brez TV-stojala:
Širina 1123,6 mm – višina 658 mm – globina 88 mm – teža

±12,4 kg

- S TV-stojalom:

Širina 1123,6 mm – višina 684,4 mm – globina 256 mm – teža

±13 kg

14.6

Povezljivost

Za PxKxxx9

Hrbtni del televizorja

- HDMI 1 ARC: zvočni povratni kanal HDMI
- HDMI 2
- SERV. U: storitvena vrata
- TV-ANTENA: 75-ohmski koaksialni (IEC)
- SCART (RGB/CVBS): adapter SCART
- AUDIO IN (DVI): stereo mini vtič 3,5 mm
- DIGITAL AUDIO OUT: SPDIF
- Slušalke: stereo mini vtič 3,5 mm

Stranski del televizorja

- CI: skupni vmesnik
- USB
- Satelit

Za PxHxxx9/PxTxxx9

Hrbtni del televizorja

- HDMI 1 ARC: zvočni povratni kanal HDMI
- HDMI 2
- SERV. U: storitvena vrata
- TV-ANTENA: 75-ohmski koaksialni (IEC)
- SCART (RGB/CVBS): adapter SCART
- AUDIO IN (DVI): stereo mini vtič 3,5 mm
- DIGITAL AUDIO OUT: SPDIF
- Slušalke: stereo mini vtič 3,5 mm

Stranski del televizorja

- CI: skupni vmesnik
- USB

14.7

Večpredstavnost

Opomba: imena večpredstavnostnih datotek ne smejo biti daljša od 128 znakov.

Podprte večpredstavnostne povezave

- USB 2.0 (FAT/FAT 32/NTFS): priključite samo naprave USB, ki porabijo največ 500 mA energije.

Podprte slikovne datoteke

- JPEG: *.jpg, *.jpeg

- PNG: *.png.jpg

Podprte zvočne datoteke

- MPEG1: *.mp3

Podprte videodatoteke

- *.avi, *.mp4, *.mov, *.mkv, *.mpg, *.mpeg

Podprti format podnapisov

- SRT: večjezična podpora

Podprti zvočni/slikovni formati

File Extensions	Container	Video Decoder	Resolution	Audio Decoder
*.avi	AVI	x264 - H264/AVC encoder (X264), 1920x1080, 30 fps (vs MPEG Layer-3), 192 kBit/s, 48.000 Hz, Stereo	1920 x 1080	MP3, MP2, AC3
		XviD	1920 x 1080	MP3, MP2
		MPEG1	768 x 576	MP3, MP2, AC3
		MPEG2	1920 x 1080	MP3, MP2, AC3
		H.264	1920 x 1080	MP3, MP2, AC3
*.mp4 *.mov		MPEG-4	1920 x 1080	MP3, MP2, AC3
		H.264	1920 x 1080	MP3
*.mkv	MKV	MPEG-4	1920 x 1080	MP3
		H.264	1920 x 1080	MP3, AC3
*.mpg *.mpeg	PS (Program Stream)	MPEG-4	1920 x 1080	MP3, MP2, AC3
		MPEG1	768 x 576	MP2, AC3
		MPEG2	1920 x 1080	MP2, AC3

File Extensions	Container	Video Decoder	Resolution	Audio Decoder
Others	TS (Transport Stream)	MPEG2	1920 x 1080	MP2, AC3
		H.264	1920 x 1080	MP2, AC3

Programska oprema

15.1

Posodobitev programa

Posodobitev iz USB-ja

Morda je treba posodobiti programsko opremo televizorja. Za prenos programske opreme v televizor potrebujete računalnik in pomnilniško napravo USB. Uporabite pomnilniško napravo USB z 256 MB prostora. Poskrbite, da je zaščita pred pisanjem izklopljena.

1. Začetek posodabljanja televizorja

Začetek posodabljanja programske opreme ...

Pritisnite **▲**, izberite **Nastavitev** in pritisnite **OK**.

Izberite **Posodobitev programske opreme > USB** in pritisnite **OK**.

2. Identifikacija televizorja

Pomnilnik USB vstavite v priključek USB televizorja.

Izberite **Začni** in pritisnite **OK**. V pomnilnik USB se zapiše datoteka za identifikacijo televizorja.

3. Prenos programske opreme televizorja

Pomnilnik USB vstavite v računalnik.

V pomnilniku USB poiščite datoteko **update.htm** in jo dvokliknite.

Kliknite **Pošlji ID**.

Če je nova programska oprema na voljo, prenesite datoteko .zip. Ko jo prenesete, jo razširite in kopirajte datoteko **autorun.upg** v pomnilnik USB.

Te datoteke ne premikajte v mapo.

4. Posodobitev programske opreme televizorja

Znova vstavite pomnilnik USB v televizor. Posodobitev se zažene samodejno.

Televizor se izklopi (za 10 sekund) in nato ponovno vklopi.

Počakajte.

Ne ...

- uporabite daljinskega upravljalnika
- odstranite pomnilnika USB iz televizorja

Če se med posodabljanjem napajanje prekine, pomnilnika USB ne odstranite iz televizorja. Ko je napajanje povrnjeno, se posodabljanje nadaljuje.

15.2

Različica programske opreme

Ogled trenutne različice programske opreme televizorja ...

1. Pritisnite **▲**, izberite **Nastavitev** in pritisnite **OK**.
2. Izberite **Nastavitve programske opreme** in pritisnite **OK**.
3. Izberite **Informacije o trenutni programski opremi** in si oglejte možnost **Različica izdaje**.
4. Po potrebi pritisnite **↩**, da zaprete meni.

15.3

Odprtokodna programska oprema

Ta televizor vsebuje odprtokodno programsko opremo. TP Vision Europe B.V. bo na zahtevo dobavil kopijo celotne ustrezne izvorne kode za avtorsko zaščiteno odprtokodno programsko opremo, ki se uporablja v tem izdelku, če to zahtevo omogoča ustrezna licenca.

Ta ponudba velja tri leta po nakupu izdelka za kogarkoli, ki je prejel to informacijo.

Če želite pridobiti izvorno kodo, v angleščini pišite na ...

Intellectual Property Dept.

TP Vision Europe B.V.

Prins Bernhardplein 200

1097 JB Amsterdam

The Netherlands

15.4

Open source license

Acknowledgements and License Texts for any open source software used in this product.

This is a document describing the distribution of the source code used in this product, which fall either under the GNU General Public License (the GPL), or the GNU Lesser General Public License (the LGPL), or any other open source license.

Instructions to obtain source code for this software can be found in the documentation supplied with this product. TP VISION MAKES NO WARRANTIES WHATSOEVER, EITHER EXPRESS OR IMPLIED, INCLUDING ANY WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, REGARDING THIS SOFTWARE. TP Vision offers no support for this software. The preceding does not affect your warranties and statutory rights regarding any product(s) you purchased. It only applies to this source code made available to you.

zlib (1.2.7) A massively spiffy yet delicately unobtrusive compression library. Source: <http://www.zlib.net/> This piece of software is made available under the terms and conditions of the zlib license, which can be found below.

libjpeg (6b) It is a widely used C library for reading and writing JPEG image files. Source: <http://libjpeg.sourceforge.net/> This piece

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

libsqlite3 (3.7.14) SQLite is a C library that implements an SQL database engine. Programs that link with the SQLite library can have SQL database access without running a separate RDBMS process.

Source:

<http://linuxappfinder.com/package/libsqlite3-0> This piece of software is made available under the terms and conditions of the SQLite public domain license, which can be found below.

Openssl (1.0.0.d) A toolkit implementing SSL v2/v3 and TLS protocols with full-strength cryptography world-wide. Source: www.openssl.org This piece of software is made available under the terms and conditions of the Apache license, which can be found below.

libboost (1.51) Provides a repository for free peer-reviewed portable C++ source libraries. The emphasis is on libraries which work well with the C++ standard library. Source: www.boost.org This piece of software is made available under the terms and conditions of the Boost license, which can be found below.

libdirectfb (1.4.11) DirectFB is a graphics library which was designed with embedded systems in mind. It offers maximum hardware accelerated performance at a minimum of resource usage and overhead. Source: <http://directfb.org> This piece of software is made available under the terms and conditions of the GNU Lesser General Public License, which can be found below.

libTomMath (0.42.0) A free open source portable number theoretic multiple-precision integer library written entirely in C. Source: <http://libtom.org/> This piece of software is made available under the terms and conditions of the WTFPL license, which can be found at this site: www.wtfpl.net/txt/copying
MTD utility (1.5.0) MTD subsystem (Memory Technology Devices) provides an abstraction layer for raw flash devices. It makes it possible to use the same API when working with different flash types and technologies, e.g. NAND, OneNAND, NOR, AG-AND, ECC'd NOR, etc. MTD subsystem does not deal with block devices like MMC, eMMC, SD, CompactFlash, etc. These devices are not raw flashes but they have a Flash Translation layer inside, which makes them look like block devices. These devices are the subject of the Linux block subsystem, not MTD.

Source:

<http://www.linux-mtd.infradead.org/source.html> This piece of software is made available under the terms and conditions of the GNU General Public License, which can be found below.

FFmpeg (0.6) Cross-platform solution to record, convert and stream audio and video. It includes libavcodec - the leading audio/video codec library. Source: www.ffmpeg.org This piece of software is made available under the terms and conditions of the GNU Lesser General Public License version 2.1 or GNU General Public License version 2, which can be found below.

zlib LICENSE [zlib.h](#) -- interface of the 'zlib' general purpose compression library version 1.2.8, April 28th, 2013

Copyright (C) 1995-2013 Jean-loup Gailly and Mark Adler
This software is provided 'as-is', without any express or implied warranty. In no event will the authors be held liable for any

damages arising from the use of this software.

Permission is granted to anyone to use this software for any purpose, including commercial applications, and to alter it and redistribute it freely, subject to the following restrictions:

1. The origin of this software must not be misrepresented; you must not claim that you wrote the original software. If you use this software in a product, an acknowledgment in the product documentation would be appreciated but is not required.
2. Altered source versions must be plainly marked as such, and must not be misrepresented as being the original software.
3. This notice may not be removed or altered from any source distribution.

Jean-loup Gailly (jloup@gzip.org) Mark Adler (madler@alumni.caltech.edu)

Boost Software License - Version 1.0 - August 17th, 2003

Permission is hereby granted, free of charge, to any person or organization obtaining a copy of the software and accompanying documentation covered by this license (the "Software") to use, reproduce, display, distribute, execute, and transmit the Software, and to prepare derivative works of the Software, and to permit third-parties to whom the Software is furnished to do so, all subject to the following:

The copyright notices in the Software and this entire statement, including the above license grant, this restriction and the following disclaimer, must be included in all copies of the Software, in whole or in part, and all derivative works of the Software, unless such copies or derivative works are solely in the form of machine-executable object code generated by a source language processor.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE AND NON-INFRINGEMENT. IN NO EVENT SHALL THE COPYRIGHT HOLDERS OR ANYONE DISTRIBUTING THE SOFTWARE BE LIABLE FOR ANY DAMAGES OR OTHER LIABILITY, WHETHER IN CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

Independent JPEG Group's free JPEG software This package contains C software to implement JPEG image encoding, decoding, and transcoding. JPEG is a standardized compression method for full-color and gray-scale images.

The distributed programs provide conversion between JPEG "JFIF" format and image files in PBMPLUS PPM/PGM, GIF, BMP, and Targa file formats. The core compression and decompression library can easily be reused in other programs, such as image viewers. The package is highly portable C code; we have tested it on many machines ranging from PCs to Crays. We are releasing this software for both noncommercial and commercial use.

Companies are welcome to use it as the basis for JPEG-related products. We do not ask a royalty, although we do ask for an acknowledgement in product literature (see the README file in the distribution for details). We hope to make this software

industrial-quality --- although, as with anything that's free, we offer no warranty and accept no liability. For more information, contact jpeg-info@jpegclub.org.

Contents of this directory [jpegsrN.tar.gz](#) contains source code, documentation, and test files for release N in Unix format.

[jpegsrN.zip](#) contains source code, documentation, and test files for release N in Windows format.

[jpegaltui.vN.tar.gz](#) contains source code for an alternate user interface for `cjpeg/djpeg` in Unix format.

[jpegaltuiN.zip](#) contains source code for an alternate user interface for `cjpeg/djpeg` in Windows format.

[wallace.ps.gz](#) is a PostScript file of Greg Wallace's introductory article about JPEG. This is an update of the article that appeared in the April 1991 Communications of the ACM.

[jpeg.documents.gz](#) tells where to obtain the JPEG standard and documents about JPEG-related file formats.

[jfif.ps.gz](#) is a PostScript file of the JFIF (JPEG File Interchange Format) format specification.

[jfif.txt.gz](#) is a plain text transcription of the JFIF specification; it's missing a figure, so use the PostScript version if you can.

[TIFFTechNote2.txt.gz](#) is a draft of the proposed revisions to TIFF 6.0's JPEG support.

[pm.errata.gz](#) is the errata list for the first printing of the textbook "JPEG Still Image Data Compression Standard" by Pennebaker and Mitchell.

[jdosaobj.zip](#) contains pre-assembled object files for `JMEMDOSA.ASM`. If you want to compile the IJG code for MS-DOS, but don't have an assembler, these files may be helpful.

Expat LICENSE Copyright (c) 1998, 1999, 2000 Thai Open Source Software Center Ltd

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software. THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

DirectFB LICENSE (c) Copyright 2001-2007 The DirectFB Organization (directfb.org) (c) Copyright 2000-2004 Convergence (integrated media) GmbH All rights reserved. Written by Denis Oliver Kropp <dok@directfb.org>, Andreas Hundt <andi@fischlustig.de>, Sven Neumann

<neo@directfb.org>, Ville Syrjälä <syrjala@sci.fi> and Claudio Ciccani <klan@users.sf.net>.

This library is free software; you can redistribute it and/or modify it under the terms of the GNU Lesser General Public License as published by the Free Software Foundation; either version 2 of the License, or (at your option) any later version. The complete text of the license is found in the file `COPYING`.

GNU General Public LICENSE version 2 (GPLv2) Copyright (C) 1989, 1991 Free Software Foundation, Inc. 59 Temple Place, Suite 330, Boston, MA 02111-1307 USA

Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

Preamble The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public License is intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users.

This General Public License applies to most of the Free Software Foundation's software and to any other program whose authors commit to using it. (Some other Free Software Foundation software is covered by the GNU Library General Public License instead.) You can apply it to your programs, 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 software, or if you modify it. For example, if you distribute copies of such a program, whether gratis or for a fee, you must give the recipients all the rights that you have. You must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights.

We protect your rights with two steps: (1) copyright the software, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the software. Also, for each author's protection and ours, we want to make certain that everyone understands that there is no warranty for this free software. If the software is modified by someone else and passed on, we want its recipients to know that what they have is not the original, 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 redistributors of a free program will individually obtain patent licenses, in effect making the program proprietary. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

The precise terms and conditions for copying, distribution and modification follow.

TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION

AND MODIFICATION

0. This License applies to any program or other work which contains a notice placed by the copyright holder saying it may be distributed under the terms of this General Public License. The "Program", below, refers to any such program or work, and a "work based on the Program" means either the Program or any derivative work under copyright law: that is to say, a work containing the Program or a portion of it, either verbatim or with modifications and/or translated into another language. (Hereinafter, translation is included without limitation in the term "modification".) Each licensee is addressed as "you".

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running the Program is not restricted, and the output from the Program is covered only if its contents constitute a work based on the Program (independent of having been made by running the Program). Whether that is true depends on what the Program does.

1. You may copy and distribute verbatim copies of the Program's 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 give any other recipients of the Program a copy of this License along with the Program. 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 Program or any portion of it, thus forming a work based on the Program, 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) You must cause the modified files to carry prominent notices stating that you changed the files and the date of any change. b) You must cause any work that you distribute or publish, that in whole or in part contains or is derived from the Program or any part thereof, to be licensed as a whole at no charge to all third parties under the terms of this License. c) If the modified program normally reads commands interactively when run, you must cause it, when started running for such interactive use in the most ordinary way, to print or display an announcement including an appropriate copyright notice and a notice that there is no warranty (or else, saying that you provide a warranty) and that users may redistribute the program under these conditions, and telling the user how to view a copy of this License. (Exception: if the Program itself is interactive but does not normally print such an announcement, your work based on the Program is not required to print an announcement.)

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

In addition, mere aggregation of another work not based on the Program with the Program (or with a work based on the Program) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may copy and distribute the Program (or a work based on it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you also do one of the following: a) 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; or, b) Accompany it with a written offer, valid for at least three years, to give any third party, for a charge no more than your cost of physically performing source distribution, a complete machine-readable copy of the corresponding source code, to be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or, c) Accompany it with the information you received as to the offer to distribute corresponding source code. (This alternative is allowed only for noncommercial distribution and only if you received the program in object code or executable form with such an offer, in accord with Subsection b above.)

The source code for a work means the preferred form of the work for making modifications to it. For an executable work, 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 executable. 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.

If distribution of executable or 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 counts as distribution of the source code, even though third parties are not compelled to copy the source along with the object code.

4. You may not copy, modify, sublicense, or distribute the Program except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense or distribute the Program is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

5. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Program or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Program (or any work based on the Program), you indicate your acceptance of this License to do so, and all its terms and conditions for

copying, distributing or modifying the Program or works based on it.

6. Each time you redistribute the Program (or any work based on the Program), the recipient automatically receives a license from the original licensor to copy, distribute or modify the Program subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties to this License.

6. Each time you redistribute the Program (or any work based on the Program), the recipient automatically receives a license from the original licensor to copy, distribute or modify the Program subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties to this License.

7. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License.

If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Program at all. For example, if a patent license would not permit royalty-free redistribution of the Program by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Program.

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.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system, which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

8. If the distribution and/or use of the Program is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Program under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

9. The Free Software Foundation may publish revised and/or new versions of the General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Program specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Program does not specify a version number of this License, you may choose any version ever published by the Free Software Foundation.

10. If you wish to incorporate parts of the Program into other free programs whose distribution conditions are different, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

NO WARRANTY

11. BECAUSE THE PROGRAM IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

12. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

SQLite Copyright All of the deliverable code in SQLite has been dedicated to the public domain by the authors. All code authors, and representatives of the companies they work for, have signed affidavits dedicating their contributions to the public domain and originals of those signed affidavits are stored in a firesafe at the main offices of Hwaci. Anyone is free to copy, modify, publish, use, compile, sell, or distribute the original SQLite code, either in source code form or as a compiled binary, for any purpose, commercial or non-commercial, and by any means.

The previous paragraph applies to the deliverable code in SQLite - those parts of the SQLite library that you actually bundle and ship with a larger application. Portions of the

documentation and some code used as part of the build process might fall under other licenses. The details here are unclear. We do not worry about the licensing of the documentation and build code so much because none of these things are part of the core deliverable SQLite library.

All of the deliverable code in SQLite has been written from scratch. No code has been taken from other projects or from the open internet. Every line of code can be traced back to its original author, and all of those authors have public domain dedications on file. So the SQLite code base is clean and is uncontaminated with licensed code from other projects.

Obtaining An Explicit License To Use SQLite Even though SQLite is in the public domain and does not require a license, some users want to obtain a license anyway. Some reasons for obtaining a license include:

You are using SQLite in a jurisdiction that does not recognize the public domain. You are using SQLite in a jurisdiction that does not recognize the right of an author to dedicate their work to the public domain. •You want to hold a tangible legal document as evidence that you have the legal right to use and distribute SQLite. •Your legal department tells you that you have to purchase a license.

If you feel like you really have to purchase a license for SQLite, Hwaci, the company that employs the architect and principal developers of SQLite, will sell you one.

Contributed Code In order to keep SQLite completely free and unencumbered by copyright, all new contributors to the SQLite code base are asked to dedicate their contributions to the public domain. If you want to send a patch or enhancement for possible inclusion in the SQLite source tree, please accompany the patch with the following statement:

The author or authors of this code dedicate any and all copyright interest in this code to the public domain. We make this dedication for the benefit of the public at large and to the detriment of our heirs and successors. We intend this dedication to be an overt act of relinquishment in perpetuity of all present and future rights to this code under copyright law.

We are not able to accept patches or changes to SQLite that are not accompanied by a statement such as the above. In addition, if you make changes or enhancements as an employee, then a simple statement such as the above is insufficient. You must also send by surface mail a copyright release signed by a company officer. A signed original of the copyright release should be mailed to:

Hwaci 6200 Maple Cove Lane Charlotte, NC 28269 USA

GNU GENERAL PUBLIC LICENSE Version 2, June 1991
Copyright (C) 1989, 1991 Free Software Foundation, Inc. 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301, USA
Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public License is intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users. This General Public License applies to most of the Free Software Foundation's software and to any other program

whose authors commit to using it. (Some other Free Software Foundation software is covered by the GNU Lesser General Public License instead.) You can apply it to your programs, 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 software, or if you modify it. For example, if you distribute copies of such a program, whether gratis or for a fee, you must give the recipients all the rights that you have. You must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights.

We protect your rights with two steps: (1) copyright the software, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the software. Also, for each author's protection and ours, we want to make certain that everyone understands that there is no warranty for this free software. If the software is modified by someone else and passed on, we want its recipients to know that what they have is not the original, 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 redistributors of a free program will individually obtain patent licenses, in effect making the program proprietary. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

The precise terms and conditions for copying, distribution and modification follow.

TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION 0. This License applies to any program or other work which contains a notice placed by the copyright holder saying it may be distributed under the terms of this General Public License. The "Program", below, refers to any such program or work, and a "work based on the Program" means either the Program or any derivative work under copyright law: that is to say, a work containing the Program or a portion of it, either verbatim or with modifications and/or translated into another language. (Hereinafter, translation is included without limitation in the term "modification".) Each licensee is addressed as "you".

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running the Program is not restricted, and the output from the Program is covered only if its contents constitute a work based on the Program (independent of having been made by running the Program). Whether that is true depends on what the Program does.

1. You may copy and distribute verbatim copies of the Program's 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 give any other recipients of the Program a copy of this License along with the Program. 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 Program or any portion of it, thus forming a work based on the Program, 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) You must cause the modified files to carry prominent notices stating that you changed the files and the date of any change. b) You must cause any work that you distribute or publish, that in whole or in part contains or is derived from the Program or any part thereof, to be licensed as a whole at no charge to all third parties under the terms of this License. c) If the modified program normally reads commands interactively when run, you must cause it, when started running for such interactive use in the most ordinary way, to print or display an announcement including an appropriate copyright notice and a notice that there is no warranty (or else, saying that you provide a warranty) and that users may redistribute the program under these conditions, and telling the user how to view a copy of this License. (Exception: if the Program itself is interactive but does not normally print such an announcement, your work based on the Program is not required to print an announcement.) These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Program, 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 Program, 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 to 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 Program.

In addition, mere aggregation of another work not based on the Program with the Program (or with a work based on the Program) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may copy and distribute the Program (or a work based on it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you also do one of the following: a) 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; or, b) Accompany it with a written offer, valid for at least three years, to give any third party, for a charge no more than your cost of physically performing source distribution, a complete machine-readable copy of the corresponding source code, to be distributed under the terms of Sections 1 and 2 above on a

medium customarily used for software interchange; or, c) Accompany it with the information you received as to the offer to distribute corresponding source code. (This alternative is allowed only for non-commercial distribution and only if you received the program in object code or executable form with such an offer, in accord with Subsection b above.)

The source code for a work means the preferred form of the work for making modifications to it. For an executable work, 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 executable. 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.

If distribution of executable or 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 counts as distribution of the source code, even though third parties are not compelled to copy the source along with the object code.

4. You may not copy, modify, sublicense, or distribute the Program except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense or distribute the Program is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

5. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Program or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Program (or any work based on the Program), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Program or works based on it.

6. Each time you redistribute the Program (or any work based on the Program), the recipient automatically receives a license from the original licensor to copy, distribute or modify the Program subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties to this License.

7. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Program at all. For example, if a patent license would not permit royalty-free redistribution of the Program by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Program.

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.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system, which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

8. If the distribution and/or use of the Program is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Program under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

9. The Free Software Foundation may publish revised and/or new versions of the General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns. Each version is given a distinguishing version number. If the Program specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Program does not specify a version number of this License, you may choose any version ever published by the Free Software Foundation.

10. If you wish to incorporate parts of the Program into other free programs whose distribution conditions are different, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

NO WARRANTY

11. BECAUSE THE PROGRAM IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING,

REPAIR OR CORRECTION.

12. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

END OF TERMS AND CONDITIONS

GNU GENERAL PUBLIC LICENSE Version 3, 29 June 2007
Copyright © 2007 Free Software Foundation, Inc. <http://fsf.org/>
Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

Preamble

The GNU General Public License is a free, copyleft license for software and other kinds of works.

The licenses for most software and other practical works are designed to take away your freedom to share and change the works. By contrast, the GNU General Public License is intended to guarantee your freedom to share and change all versions of a program--to make sure it remains free software for all its users. We, the Free Software Foundation, use the GNU General Public License for most of our software; it applies also to any other work released this way by its authors. You can apply it to your programs, 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 them 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 prevent others from denying you these rights or asking you to surrender the rights. Therefore, you have certain responsibilities if you distribute copies of the software, or if you modify it: responsibilities to respect the freedom of others.

For example, if you distribute copies of such a program, whether gratis or for a fee, you must pass on to the recipients the same freedoms that you received. You must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights.

Developers that use the GNU GPL protect your rights with two steps: (1) assert copyright on the software, and (2) offer you this License giving you legal permission to copy, distribute and/or modify it.

For example, if you distribute copies of such a program, whether gratis or for a fee, you must pass on to the recipients the same freedoms that you received. You must make sure that they, too, receive or can get the source code. And you must show them

these terms so they know their rights.

Developers that use the GNU GPL protect your rights with two steps: (1) assert copyright on the software, and (2) offer you this License giving you legal permission to copy, distribute and/or modify it.

Finally, every program is threatened constantly by software patents. States should not allow patents to restrict development and use of software on general-purpose computers, but in those that do, we wish to avoid the special danger that patents applied to a free program could make it effectively proprietary. To prevent this, the GPL assures that patents cannot be used to render the program non-free.

The precise terms and conditions for copying, distribution and modification follow.

TERMS AND CONDITIONS

0. Definitions. "This License" refers to version 3 of the GNU General Public License. "Copyright" also means copyright-like laws that apply to other kinds of works, such as semiconductor masks. "The Program" refers to any copyrightable work licensed under this License. Each licensee is addressed as "you".

"Licensees" and "recipients" may be individuals or organizations. To "modify" a work means to copy from or adapt all or part of the work in a fashion requiring copyright permission, other than the making of an exact copy. The resulting work is called a "modified version" of the earlier work or a work "based on" the earlier work.

A "covered work" means either the unmodified Program or a work based on the Program.

To "propagate" a work means to do anything with it that, without permission, would make you directly or secondarily liable for infringement under applicable copyright law, except executing it on a computer or modifying a private copy. Propagation includes copying, distribution (with or without modification), making available to the public, and in some countries other activities as well.

To "convey" a work means any kind of propagation that enables other parties to make or receive copies. Mere interaction with a user through a computer network, with no transfer of a copy, is not conveying.

An interactive user interface displays "Appropriate Legal Notices" to the extent that it includes a convenient and prominently visible feature that (1) displays an appropriate copyright notice, and (2) tells the user that there is no warranty for the work (except to the extent that warranties are provided), that licensees may convey the work under this License, and how to view a copy of this License. If the interface presents a list of user commands or options, such as a menu, a prominent item in the list meets this criterion.

1. Source Code.

The "source code" for a work means the preferred form of the work for making modifications to it. "Object code" means any non-source form of a work.

A "Standard Interface" means an interface that either is an official standard defined by a recognized standards body, or, in the case of interfaces specified for a particular programming language, one that is widely used among developers working in that language.

The "System Libraries" of an executable work include anything,

other than the work as a whole, that (a) is included in the normal form of packaging a Major Component, but which is not part of that Major Component, and (b) serves only to enable use of the work with that Major Component, or to implement a Standard Interface for which an implementation is available to the public in source code form. A "Major Component", in this context, means a major essential component (kernel, window system, and so on) of the specific operating system (if any) on which the executable work runs, or a compiler used to produce the work, or an object code interpreter used to run it.

The "Corresponding Source" for a work in object code form means all the source code needed to generate, install, and (for an executable work) run the object code and to modify the work, including scripts to control those activities. However, it does not include the work's System Libraries, or general-purpose tools or generally available free programs which are used unmodified in performing those activities but which are not part of the work. For example, Corresponding Source includes interface definition files associated with source files for the work, and the source code for shared libraries and dynamically linked subprograms that the work is specifically designed to require, such as by intimate data communication or control flow between those subprograms and other parts of the work. The Corresponding Source need not include anything that users can regenerate automatically from other parts of the Corresponding Source.

The Corresponding Source for a work in source code form is that same work.

2. Basic Permissions.

All rights granted under this License are granted for the term of copyright on the Program, and are irrevocable provided the stated conditions are met. This License explicitly affirms your unlimited permission to run the unmodified Program. The output from running a covered work is covered by this License only if the output, given its content, constitutes a covered work. This License acknowledges your rights of fair use or other equivalent, as provided by copyright law.

You may make, run and propagate covered works that you do not convey, without conditions so long as your license otherwise remains in force. You may convey covered works to others for the sole purpose of having them make modifications exclusively for you, or provide you with facilities for running those works, provided that you comply with the terms of this License in conveying all material for which you do not control copyright. Those thus making or running the covered works for you must do so exclusively on your behalf, under your direction and control, on terms that prohibit them from making any copies of your copyrighted material outside their relationship with you. Conveying under any other circumstances is permitted solely under the conditions stated below. Sublicensing is not allowed; section 10 makes it unnecessary.

3. Protecting Users' Legal Rights From Anti-Circumvention Law. No covered work shall be deemed part of an effective technological measure under any applicable law fulfilling obligations under article 11 of the WIPO copyright treaty adopted on 20 December 1996, or similar laws prohibiting or restricting circumvention of such measures. When you convey a covered work, you waive any legal power to forbid

circumvention of technological measures to the extent such circumvention is effected by exercising rights under this License with respect to the covered work, and you disclaim any intention to limit operation or modification of the work as a means of enforcing, against the work's users, your or third parties' legal rights to forbid circumvention of technological measures.

4. Conveying Verbatim Copies.

You may convey verbatim copies of the Program's source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice; keep intact all notices stating that this License and any non-permissive terms added in accord with section 7 apply to the code; keep intact all notices of the absence of any warranty; and give all recipients a copy of this License along with the Program.

You may charge any price or no price for each copy that you convey, and you may offer support or warranty protection for a fee.

5. Conveying Modified Source Versions.

You may convey a work based on the Program, or the modifications to produce it from the Program, in the form of source code under the terms of section 4, provided that you also meet all of these conditions: •a) The work must carry prominent notices stating that you modified it, and giving a relevant date. •b) The work must carry prominent notices stating that it is released under this License and any conditions added under section 7. This requirement modifies the requirement in section 4 to "keep intact all notices".

c) You must license the entire work, as a whole, under this License to anyone who comes into possession of a copy. This License will therefore apply, along with any applicable section 7 additional terms, to the whole of the work, and all its parts, regardless of how they are packaged. This License gives no permission to license the work in any other way, but it does not invalidate such permission if you have separately received it. •d) If the work has interactive user interfaces, each must display Appropriate Legal Notices; however, if the Program has interactive interfaces that do not display Appropriate Legal Notices, your work need not make them do so.

A compilation of a covered work with other separate and independent works, which are not by their nature extensions of the covered work, and which are not combined with it such as to form a larger program, in or on a volume of a storage or distribution medium, is called an "aggregate" if the compilation and its resulting copyright are not used to limit the access or legal rights of the compilation's users beyond what the individual works permit. Inclusion of a covered work in an aggregate does not cause this License to apply to the other parts of the aggregate.

6. Conveying Non-Source Forms.

You may convey a covered work in object code form under the terms of sections 4 and 5, provided that you also convey the machine-readable Corresponding Source under the terms of this License, in one of these ways: a) Convey the object code in, or embodied in, a physical product (including a physical distribution medium), accompanied by the Corresponding Source fixed on a durable physical medium customarily used for software

interchange. b) Convey the object code in, or embodied in, a physical product (including a physical distribution medium), accompanied by a written offer, valid for at least three years and valid for as long as you offer spare parts or customer support for that product model, to give anyone who possesses the object code either (1) a copy of the Corresponding Source for all the software in the product that is covered by this License, on a durable physical medium customarily used for software interchange, for a price no more than your reasonable cost of physically performing this conveying of source, or (2) access to copy the Corresponding Source from a network server at no charge. c) Convey individual copies of the object code with a copy of the written offer to provide the Corresponding Source. This alternative is allowed only occasionally and noncommercially, and only if you received the object code with such an offer, in accord with subsection 6b. d) Convey the object code by offering access from a designated place (gratis or for a charge), and offer equivalent access to the Corresponding Source in the same way through the same place at no further charge. You need not require recipients to copy the Corresponding Source along with the object code. If the place to copy the object code is a network server, the Corresponding Source may be on a different server (operated by you or a third party) that supports equivalent copying facilities, provided you maintain clear directions next to the object code saying where to find the Corresponding Source. Regardless of what server hosts the Corresponding Source, you remain obligated to ensure that it is available for as long as needed to satisfy these requirements. e) Convey the object code using peer-to-peer transmission, provided you inform other peers where the object code and Corresponding Source of the work are being offered to the general public at no charge under subsection 6d.

A separable portion of the object code, whose source code is excluded from the Corresponding Source as a System Library, need not be included in conveying the object code work. A "User Product" is either (1) a "consumer product", which means any tangible personal property which is normally used for personal, family, or household purposes, or (2) anything designed or sold for incorporation into a dwelling. In determining whether a product is a consumer product, doubtful cases shall be resolved in favor of coverage. For a particular product received by a particular user, "normally used" refers to a typical or common use of that class of product, regardless of the status of the particular user or of the way in which the particular user actually uses, or expects or is expected to use, the product. A product is a consumer product regardless of whether the product has substantial commercial, industrial or non-consumer uses, unless such uses represent the only significant mode of use of the product.

"Installation Information" for a User Product means any methods, procedures, authorization keys, or other information required to install and execute modified versions of a covered work in that User Product from a modified version of its Corresponding Source. The information must suffice to ensure that the continued functioning of the modified object code is in no case prevented or interfered with solely because modification has been made.

If you convey an object code work under this section in, or with,

or specifically for use in, a User Product, and the conveying occurs as part of a transaction in which the right of possession and use of the User Product is transferred to the recipient in perpetuity or for a fixed term (regardless of how the transaction is characterized), the Corresponding Source conveyed under this section must be accompanied by the Installation Information. But this requirement does not apply if neither you nor any third party retains the ability to install modified object code on the User Product (for example, the work has been installed in ROM).

The requirement to provide Installation Information does not include a requirement to continue to provide support service, warranty, or updates for a work that has been modified or installed by the recipient, or for the User Product in which it has been modified or installed. Access to a network may be denied when the modification itself materially and adversely affects the operation of the network or violates the rules and protocols for communication across the network.

Corresponding Source conveyed, and Installation Information provided, in accord with this section must be in a format that is publicly documented (and with an implementation available to the public in source code form), and must require no special password or key for unpacking, reading or copying.

7. Additional Terms.

“Additional permissions” are terms that supplement the terms of this License by making exceptions from one or more of its conditions. Additional permissions that are applicable to the entire Program shall be treated as though they were included in this License, to the extent that they are valid under applicable law. If additional permissions apply only to part of the Program, that part may be used separately under those permissions, but the entire Program remains governed by this License without regard to the additional permissions.

When you convey a copy of a covered work, you may at your option remove any additional permissions from that copy, or from any part of it. (Additional permissions may be written to require their own removal in certain cases when you modify the work.) You may place additional permissions on material, added by you to a covered work, for which you have or can give appropriate copyright permission.

Notwithstanding any other provision of this License, for material you add to a covered work, you may (if authorized by the copyright holders of that material) supplement the terms of this License with terms:

- a) Disclaiming warranty or limiting liability differently from the terms of sections 15 and 16 of this License; or
- b) Requiring preservation of specified reasonable legal notices or author attributions in that material or in the Appropriate Legal Notices displayed by works containing it; or
- c) Prohibiting misrepresentation of the origin of that material, or requiring that modified versions of such material be marked in reasonable ways as different from the original version; or
- d) Limiting the use for publicity purposes of names of licensors or authors of the material; or
- e) Declining to grant rights under trademark law for use of some trade names, trademarks, or service marks; or
- f) Requiring indemnification of licensors and authors of that material by anyone who conveys the material (or modified versions of it) with contractual assumptions of liability to the

recipient, for any liability that these contractual assumptions directly impose on those licensors and authors.

All other non-permissive additional terms are considered “further restrictions” within the meaning of section 10. If the Program as you received it, or any part of it, contains a notice stating that it is governed by this License along with a term that is a further restriction, you may remove that term. If a license document contains a further restriction but permits relicensing or conveying under this License, you may add to a covered work material governed by the terms of that license document, provided that the further restriction does not survive such relicensing or conveying.

If you add terms to a covered work in accord with this section, you must place, in the relevant source files, a statement of the additional terms that apply to those files, or a notice indicating where to find the applicable terms.

Additional terms, permissive or non-permissive, may be stated in the form of a separately written license, or stated as exceptions; the above requirements apply either way.

8. Termination.

You may not propagate or modify a covered work except as expressly provided under this License. Any attempt otherwise to propagate or modify it is void, and will automatically terminate your rights under this License (including any patent licenses granted under the third paragraph of section 11).

However, if you cease all violation of this License, then your license from a particular copyright holder is reinstated (a) provisionally, unless and until the copyright holder explicitly and finally terminates your license, and (b) permanently, if the copyright holder fails to notify you of the violation by some reasonable means prior to 60 days after the cessation.

Moreover, your license from a particular copyright holder is reinstated permanently if the copyright holder notifies you of the violation by some reasonable means, this is the first time you have received notice of violation of this License (for any work) from that copyright holder, and you cure the violation prior to 30 days after your receipt of the notice.

Termination of your rights under this section does not terminate the licenses of parties who have received copies or rights from you under this License. If your rights have been terminated and not permanently reinstated, you do not qualify to receive new licenses for the same material under section 10.

9. Acceptance Not Required for Having Copies.

You are not required to accept this License in order to receive or run a copy of the Program. Ancillary propagation of a covered work occurring solely as a consequence of using peer-to-peer transmission to receive a copy likewise does not require acceptance. However, nothing other than this License grants you permission to propagate or modify any covered work. These actions infringe copyright if you do not accept this License. Therefore, by modifying or propagating a covered work, you indicate your acceptance of this License to do so.

10. Automatic Licensing of Downstream Recipients.

Each time you convey a covered work, the recipient automatically receives a license from the original licensors, to run, modify and propagate that work, subject to this License. You are not responsible for enforcing compliance by third parties with this License.

An “entity transaction” is a transaction transferring control of an organization, or substantially all assets of one, or subdividing an organization, or merging organizations. If propagation of a covered work results from an entity transaction, each party to that transaction who receives a copy of the work also receives whatever licenses to the work the party's predecessor in interest had or could give under the previous paragraph, plus a right to possession of the Corresponding Source of the work from the predecessor in interest, if the predecessor has it or can get it with reasonable efforts.

You may not impose any further restrictions on the exercise of the rights granted or affirmed under this License. For example, you may not impose a license fee, royalty, or other charge for exercise of rights granted under this License, and you may not initiate litigation (including a cross-claim or counterclaim in a lawsuit) alleging that any patent claim is infringed by making, using, selling, offering for sale, or importing the Program or any portion of it.

11. Patents.

A “contributor” is a copyright holder who authorizes use under this License of the Program or a work on which the Program is based. The work thus licensed is called the contributor's “contributor version”. A contributor's “essential patent claims” are all patent claims owned or controlled by the contributor, whether already acquired or hereafter acquired, that would be infringed by some manner, permitted by this License, of making, using, or selling its contributor version, but do not include claims that would be infringed only as a consequence of further modification of the contributor version. For purposes of this definition, “control” includes the right to grant patent sublicenses in a manner consistent with the requirements of this License. Each contributor grants you a non-exclusive, worldwide, royalty-free patent license under the contributor's essential patent claims, to make, use, sell, offer for sale, import and otherwise run, modify and propagate the contents of its contributor version.

In the following three paragraphs, a “patent license” is any express agreement or commitment, however denominated, not to enforce a patent (such as an express permission to practice a patent or covenant not to sue for patent infringement). To “grant” such a patent license to a party means to make such an agreement or commitment not to enforce a patent against the party.

If you convey a covered work, knowingly relying on a patent license, and the Corresponding Source of the work is not available for anyone to copy, free of charge and under the terms of this License, through a publicly available network server or other readily accessible means, then you must either (1) cause the Corresponding Source to be so available, or (2) arrange to deprive yourself of the benefit of the patent license for this particular work, or (3) arrange, in a manner consistent with the requirements of this License, to extend the patent license to downstream recipients. “Knowingly relying” means you have actual knowledge that, but for the patent license, your conveying the covered work in a country, or your recipient's use of the covered work in a country, would infringe one or more identifiable patents in that country that you have reason to believe are valid.

If, pursuant to or in connection with a single transaction or arrangement, you convey, or propagate by procuring conveyance of, a covered work, and grant a patent license to some of the parties receiving the covered work authorizing them to use, propagate, modify or convey a specific copy of the covered work, then the patent license you grant is automatically extended to all recipients of the covered work and works based on it.

A patent license is “discriminatory” if it does not include within the scope of its coverage, prohibits the exercise of, or is conditioned on the non-exercise of one or more of the rights that are specifically granted under this License. You may not convey a covered work if you are a party to an arrangement with a third party that is in the business of distributing software, under which you make payment to the third party based on the extent of your activity of conveying the work, and under which the third party grants, to any of the parties who would receive the covered work from you, a discriminatory patent license (a) in connection with copies of the covered work conveyed by you (or copies made from those copies), or (b) primarily for and in connection with specific products or compilations that contain the covered work, unless you entered into that arrangement, or that patent license was granted, prior to 28 March 2007.

Nothing in this License shall be construed as excluding or limiting any implied license or other defenses to infringement that may otherwise be available to you under applicable patent law.

12. No Surrender of Others' Freedom.

If conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot convey a covered work so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not convey it at all. For example, if you agree to terms that obligate you to collect a royalty for further conveying from those to whom you convey the Program, the only way you could satisfy both those terms and this License would be to refrain entirely from conveying the Program.

13. Use with the GNU Affero General Public License.

Notwithstanding any other provision of this License, you have permission to link or combine any covered work with a work licensed under version 3 of the GNU Affero General Public License into a single combined work, and to convey the resulting work. The terms of this License will continue to apply to the part which is the covered work, but the special requirements of the GNU Affero General Public License, section 13, concerning interaction through a network will apply to the combination as such.

14. Revised Versions of this License.

The Free Software Foundation may publish revised and/or new versions of the GNU General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns. Each version is given a distinguishing version number. If the Program specifies that a certain numbered version of the GNU General Public License “or any later version” applies to it, you have the option of following the terms and conditions either of that numbered version or of any later version published by the

Free Software Foundation. If the Program does not specify a version number of the GNU General Public License, you may choose any version ever published by the Free Software Foundation.

If the Program specifies that a proxy can decide which future versions of the GNU General Public License can be used, that proxy's public statement of acceptance of a version permanently authorizes you to choose that version for the Program.

Later license versions may give you additional or different permissions. However, no additional obligations are imposed on any author or copyright holder as a result of your choosing to follow a later version.

15. Disclaimer of Warranty.

THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

16. Limitation of Liability.

IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MODIFIES AND/OR CONVEYS THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

17. Interpretation of Sections 15 and 16.

If the disclaimer of warranty and limitation of liability provided above cannot be given local legal effect according to their terms, reviewing courts shall apply local law that most closely approximates an absolute waiver of all civil liability in connection with the Program, unless a warranty or assumption of liability accompanies a copy of the Program in return for a fee.

END OF TERMS AND CONDITIONS

GNU LESSER GENERAL PUBLIC LICENSE Version 2.1,
February 1999

Copyright (C) 1991, 1999 Free Software Foundation, Inc. 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301 USA
Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.
[This is the first released version of the Lesser GPL. It also counts as the successor of the GNU Library Public License,

version 2, hence the version number 2.1.]

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public 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 Lesser General Public License, applies to some specially designated software packages--typically libraries--of the Free Software Foundation and other authors who decide to use it. You 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.

When we speak of free software, we are referring to freedom of use, 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 and use pieces of it in new free programs; and that you are informed that you can do these things.

To protect your rights, we need to make restrictions that forbid distributors to deny you these rights or to ask you to surrender these 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 other code 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.

We protect your rights with a two-step method: (1) we copyright the library, and (2) we offer you this license, which gives you legal permission to copy, distribute and/or modify the library.

To protect each distributor, we want to make it very clear that there is no warranty for the free library. Also, if the library is modified by someone else and passed on, the recipients should know 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 a 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 non-free 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.

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, whereas the latter must be combined with the library in order to run.

TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. This License Agreement applies to any software library or other program which contains a notice placed by the copyright holder or other authorized party saying it may be distributed under the terms of this Lesser General Public License (also called "this License"). Each licensee is addressed as "you".

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 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.

"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.

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 a 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 combine 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) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1)

uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with. c) 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. d) 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. e) 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 materials to be 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.

8. You may not copy, modify, sublicense, link with, or distribute the Library except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense, link with, or distribute the Library is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

9. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Library or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Library (or any work based on the Library), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Library or works based on it.

10. Each time you redistribute the Library (or any work based on the Library), the recipient automatically receives a license from the original licensor to copy, distribute, link with or modify the Library subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties with this License.

11. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Library at all. For example, if a patent license would not permit royalty-free redistribution of the Library by all those who receive copies directly or indirectly through you, then 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.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

12. If the distribution and/or use of the Library is restricted in

certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Library under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

13. The Free Software Foundation may publish revised and/or new versions of the Lesser General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Library specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Library does not specify a license version number, you may choose any version ever published by the Free Software Foundation.

14. If you wish to incorporate parts of the Library into other free programs whose distribution conditions are incompatible with these, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

NO WARRANTY

15. BECAUSE THE LIBRARY IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE LIBRARY, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE LIBRARY "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE LIBRARY IS WITH YOU. SHOULD THE LIBRARY PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

16. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE LIBRARY AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE LIBRARY (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE LIBRARY TO OPERATE WITH ANY OTHER SOFTWARE), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

GNU LESSER GENERAL PUBLIC LICENSE Version 3, 29 June

2007 Copyright © 2007 Free Software Foundation, Inc.
<http://fsf.org/>

Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed. This version of the GNU Lesser General Public License incorporates the terms and conditions of version 3 of the GNU General Public License, supplemented by the additional permissions listed below.

0. Additional Definitions.

As used herein, “this License” refers to version 3 of the GNU Lesser General Public License, and the “GNU GPL” refers to version 3 of the GNU General Public License.

“The Library” refers to a covered work governed by this License, other than an Application or a Combined Work as defined below.

An “Application” is any work that makes use of an interface provided by the Library, but which is not otherwise based on the Library. Defining a subclass of a class defined by the Library is deemed a mode of using an interface provided by the Library. A “Combined Work” is a work produced by combining or linking an Application with the Library. The particular version of the Library with which the Combined Work was made is also called the “Linked Version”.

The “Minimal Corresponding Source” for a Combined Work means the Corresponding Source for the Combined Work, excluding any source code for portions of the Combined Work that, considered in isolation, are based on the Application, and not on the Linked Version.

The “Corresponding Application Code” for a Combined Work means the object code and/or source code for the Application, including any data and utility programs needed for reproducing the Combined Work from the Application, but excluding the System Libraries of the Combined Work.

1. Exception to Section 3 of the GNU GPL.

You may convey a covered work under sections 3 and 4 of this License without being bound by section 3 of the GNU GPL.

2. Conveying Modified Versions.

If you modify a copy of the Library, and, in your modifications, a facility refers to a function or data to be supplied by an Application that uses the facility (other than as an argument passed when the facility is invoked), then you may convey a copy of the modified version: a) under this License, provided that you make a good faith effort to ensure that, in the event an Application does not supply the function or data, the facility still operates, and performs whatever part of its purpose remains meaningful, or b) under the GNU GPL, with none of the additional permissions of this License applicable to that copy.

3. Object Code Incorporating Material from Library Header Files.

The object code form of an Application may incorporate material from a header file that is part of the Library. You may convey such object code under terms of your choice, provided that, if the incorporated material is not limited to numerical parameters, data structure layouts and accessors, or small macros, inline functions and templates (ten or fewer lines in length), you do both of the following: a) Give prominent notice with each copy of the object code that the Library is used in it and that the Library and its use are covered by this License. b) Accompany the object code with a copy of the GNU GPL and

this license document.

4. Combined Works.

You may convey a Combined Work under terms of your choice that, taken together, effectively do not restrict modification of the portions of the Library contained in the Combined Work and reverse engineering for debugging such modifications, if you also do each of the following: a) Give prominent notice with each copy of the Combined Work that the Library is used in it and that the Library and its use are covered by this License. b) Accompany the Combined Work with a copy of the GNU GPL and this license document. c) For a Combined Work that displays copyright notices during execution, include the copyright notice for the Library among these notices, as well as a reference directing the user to the copies of the GNU GPL and this license document. d) Do one of the following: 0) Convey the Minimal Corresponding Source under the terms of this License, and the Corresponding Application Code in a form suitable for, and under terms that permit, the user to recombine or relink the Application with a modified version of the Linked Version to produce a modified Combined Work, in the manner specified by section 6 of the GNU GPL for conveying Corresponding Source. 1) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (a) uses at run time a copy of the Library already present on the user's computer system, and (b) will operate properly with a modified version of the Library that is interface-compatible with the Linked Version. e) Provide Installation Information, but only if you would otherwise be required to provide such information under section 6 of the GNU GPL, and only to the extent that such information is necessary to install and execute a modified version of the Combined Work produced by recombining or relinking the Application with a modified version of the Linked Version. (If you use option 4d0, the Installation Information must accompany the Minimal Corresponding Source and Corresponding Application Code. If you use option 4d1, you must provide the Installation Information in the manner specified by section 6 of the GNU GPL for conveying Corresponding Source.)

5. Combined Libraries.

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 that are not Applications and are not covered by this License, and convey such a combined library under terms of your choice, if you do both of the following: a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities, conveyed under the terms of this License. b) Give prominent notice with the combined library that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

6. Revised Versions of the GNU Lesser General Public License.

The Free Software Foundation may publish revised and/or new versions of the GNU Lesser General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Library as you received it specifies that a certain numbered

version of the GNU Lesser General Public License "or any later version" applies to it, you have the option of following the terms and conditions either of that published version or of any later version published by the Free Software Foundation. If the Library as you received it does not specify a version number of the GNU Lesser General Public License, you may choose any version of the GNU Lesser General Public License ever published by the Free Software Foundation.

If the Library as you received it specifies that a proxy can decide whether future versions of the GNU Lesser General Public License shall apply, that proxy's public statement of acceptance of any version is permanent authorization for you to choose that version for the Library.

Apache LICENSE Version 2.0, January 2004

<http://www.apache.org/licenses/> TERMS AND CONDITIONS FOR USE, REPRODUCTION, AND DISTRIBUTION

1. Definitions.

"License" shall mean the terms and conditions for use, reproduction, and distribution as defined by Sections 1 through 9 of this document. "Licensor" shall mean the copyright owner or entity authorized by the copyright owner that is granting the License.

"Legal Entity" shall mean the union of the acting entity and all other entities that control, are controlled by, or are under common control with that entity. For the purposes of this definition, "control" means (i) the power, direct or indirect, to cause the direction or management of such entity, whether by contract or otherwise, or (ii) ownership of fifty percent (50%) or more of the outstanding shares, or (iii) beneficial ownership of such entity. "You" (or "Your") shall mean an individual or Legal Entity exercising permissions granted by this License. "Source" form shall mean the preferred form for making modifications, including but not limited to software source code, documentation source, and configuration files.

"Contribution" shall mean any work of authorship, including the original version of the Work and any modifications or additions to that Work or Derivative Works thereof, that is intentionally submitted to Licensor for inclusion in the Work by the copyright owner or by an individual or Legal Entity authorized to submit on behalf of the copyright owner. For the purposes of this definition, "submitted" means any form of electronic, verbal, or written communication sent to the Licensor or its representatives, including but not limited to communication on electronic mailing lists, source code control systems, and issue tracking systems that are managed by, or on behalf of, the Licensor for the purpose of discussing and improving the Work, but excluding communication that is conspicuously marked or otherwise designated in writing by the copyright owner as "Not a Contribution."

"Contributor" shall mean Licensor and any individual or Legal Entity on behalf of whom a Contribution has been received by Licensor and subsequently incorporated within the Work.

2. Grant of Copyright License. Subject to the terms and conditions of this License, each Contributor hereby grants to You a perpetual, worldwide, non-exclusive, no-charge, royalty-free, irrevocable copyright license to reproduce, prepare Derivative Works of, publicly display, publicly perform,

sublicense, and distribute the Work and such Derivative Works in Source or Object form.

3. Grant of Patent License. Subject to the terms and conditions of this License, each Contributor hereby grants to You a perpetual, worldwide, non-exclusive, no-charge, royalty-free, irrevocable (except as stated in this section) patent license to make, have made, use, offer to sell, sell, import, and otherwise transfer the Work, where such license applies only to those patent claims licensable by such Contributor that are necessarily infringed by their Contribution(s) alone or by combination of their Contribution(s) with the Work to which such Contribution(s) was submitted. If You institute patent litigation against any entity (including a cross-claim or counterclaim in a lawsuit) alleging that the Work or a Contribution incorporated within the Work constitutes direct or contributory patent infringement, then any patent licenses granted to You under this License for that Work shall terminate as of the date such litigation is filed.

4. Redistribution. You may reproduce and distribute copies of the Work or Derivative Works thereof in any medium, with or without modifications, and in Source or Object form, provided that you meet the following conditions: (a) You must give any other recipients of the Work or Derivative Works a copy of this License; and (b) You must cause any modified files to carry prominent notices stating that You changed the files; and (c) You must retain, in the Source form of any Derivative Works that You distribute, all copyright, patent, trademark, and attribution notices from the Source form of the Work, excluding those notices that do not pertain to any part of the Derivative Works; and (d) If the Work includes a "NOTICE" text file as part of its distribution, then any Derivative Works that You distribute must include a readable copy of the attribution notices contained within such NOTICE file, excluding those notices that do not pertain to any part of the Derivative Works, in at least one of the following places: within a NOTICE text file distributed as part of the Derivative Works; within the Source form or documentation, if provided along with the Derivative Works; or, within a display generated by the Derivative Works, if and wherever such third-party notices normally appear. The contents of the NOTICE file are for informational purposes only and do not modify the License. You may add Your own attribution notices within Derivative Works that You distribute, alongside or as an addendum to the NOTICE text from the Work, provided that such additional attribution notices cannot be construed as modifying the License.

You may add Your own copyright statement to Your modifications and may provide additional or different license terms and conditions for use, reproduction, or distribution of Your modifications, or for any such Derivative Works as a whole, provided Your use, reproduction, and distribution of the Work otherwise complies with the conditions stated in this License.

5. Submission of Contributions. Unless You explicitly state otherwise, any Contribution intentionally submitted for inclusion in the Work by You to the Licensor shall be under the terms and conditions of this License, without any additional terms or conditions.

Notwithstanding the above, nothing herein shall supersede or

modify the terms of any separate license agreement you may have executed with Licensor regarding such Contributions.

6. Trademarks. This License does not grant permission to use the trade names, trademarks, service marks, or product names of the Licensor, except as required for reasonable and customary use in describing the origin of the Work and reproducing the content of the NOTICE file.

7. Disclaimer of Warranty. Unless required by applicable law or agreed to in writing, Licensor provides the Work (and each Contributor provides its Contributions) on an "AS IS" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied, including, without limitation, any warranties or conditions of TITLE, NON-INFRINGEMENT, MERCHANTABILITY, or FITNESS FOR A PARTICULAR PURPOSE.

You are solely responsible for determining the appropriateness of using or redistributing the Work and assume any risks associated with Your exercise of permissions under this License.

8. Limitation of Liability. In no event and under no legal theory, whether in tort (including negligence), contract, or otherwise, unless required by applicable law (such as deliberate and grossly negligent acts) or agreed to in writing, shall any Contributor be liable to You for damages, including any direct, indirect, special, incidental, or consequential damages of any character arising as a result of this License or out of the use or inability to use the Work (including but not limited to damages for loss of goodwill, work stoppage, computer failure or malfunction, or any and all other commercial damages or losses), even if such Contributor has been advised of the possibility of such damages.

9. Accepting Warranty or Additional Liability. While redistributing the Work or Derivative Works thereof, You may choose to offer, and charge a fee for, acceptance of support, warranty, indemnity, or other liability obligations and/or rights consistent with this License. However, in accepting such obligations, You may act only on Your own behalf and on Your sole responsibility, not on behalf of any other Contributor, and only if You agree to indemnify, defend, and hold each Contributor harmless for any liability incurred by, or claims asserted against, such Contributor by reason of your accepting any such warranty or additional liability.

Odpravljanje težav in podpora

16.1

Odpravljanje težav

Kanali

Med namestitvijo ni bil najden noben digitalni kanal

V tehničnih specifikacijah preverite, da televizor podpira DVB-T ali DVB-C v vaši državi.

Zagotovite, da so vsi kabli pravilno priključeni in da je izbrano pravo omrežje.

Predhodno nameščeni kanali niso na seznamu kanalov.

Zagotovite, da ste izbrali pravi seznam kanalov.

Splošno

Televizor se ne vklopi

Napajalni kabel izključite iz električne vtičnice. Počakajte eno minuto in ga ponovno priključite v vtičnico.

- Zagotovite, da je napajalni kabel trdno priključen.

Pokajoč zvok ob vklopu ali izklopu

Pri vklopu, izklopu ali preklopu televizorja v stanje pripravljenosti se iz ohišja televizorja sliši pokajoč zvok. Pokajoč zvok povzroča običajno širjenje in krčenje televizorja, ko se ta ohlaja ali segreva. To ne vpliva na delovanje.

Televizor se ne odziva na daljinski upravljalnik

Televizor potrebuje za zagon nekaj časa. V tem času se ne odziva na daljinski upravljalnik ali na pritisk tipk televizorja. To je povsem normalno.

Če se televizor še vedno ne odziva na daljinski upravljalnik, lahko s fotoaparatom mobilnega telefona preverite, ali daljinski upravljalnik deluje. Telefon preklpite na način fotoaparata in daljinski upravljalnik usmerite proti objektivu fotoaparata. Če ob pritisku gumba na daljinskem upravljalniku opazite infrardeče migetanje LED skozi fotoaparat, daljinski upravljalnik deluje. Preverite televizor.

Če ne opazite migetanja, je daljinski upravljalnik mogoče pokvarjen ali pa so baterije šibke.

To preverjanje daljinskega upravljalnika ni mogoče, če je daljinski upravljalnik brezžično združen s televizorjem.

Televizor prikaže zagoni zaslon Philips in preklopi nazaj v stanje pripravljenosti

Ko je televizor v stanju pripravljenosti, se prikaže zagoni zaslon



Philips, nato pa televizor preklopi nazaj v stanje pripravljenosti. To je povsem normalno. Ko televizor izključite in ponovno priključite na napajanje, se ob naslednjem zagonu prikaže zagoni zaslon. Če televizor želite vklopiti iz stanja pripravljenosti, pritisnite gumb daljinskega upravljalnika ali televizorja.

Indikator pripravljenosti utripa

Napajalni kabel izključite iz električne vtičnice. Počakajte 5 minut in ponovno priključite napajalni kabel. Če indikator ponovno začne utripati, se obrnite na Philipsov oddelek za pomoč uporabnikom.

Napačen jezik menija

Ponovno izberite svoj jezik menija.

1. Pritisnite , izberite **Nastavitev** in pritisnite **OK**.
2. Izberite **Nastavitve televizorja** > **Splošne nastavitve** > **Jezik menija** in pritisnite **OK**.
3. Izberite želeni jezik in pritisnite **OK**.
4. Po potrebi pritisnite , da zaprete meni.

Slika

Ni slike/popačena slika

- Zagotovite, da je antena pravilno priključena na televizor.
- Zagotovite, da je kot vir slike izbrana prava naprava.
- Zagotovite, da je zunanja naprava ali vir pravilno priključen.

Zvok brez slike

- Zagotovite, da so nastavitve slike pravilne.

Slab antenski sprejem

- Zagotovite, da je antena pravilno priključena na televizor.
- Zvočniki, neozemljene zvočne naprave, neonske luči, visoke stavbe in drugi veliki predmeti lahko poslabšajo kakovost sprejema. Če je mogoče, kakovost sprejema poskušajte izboljšati tako, da spremenite usmeritev antene ali oddaljite druge naprave od televizorja.
- Če je sprejem slab le na enem kanalu, ta kanal natančno nastavite.

Slaba slika iz naprave

- Zagotovite, da je naprava pravilno priključena.
- Zagotovite, da so nastavitve slike pravilne.


Nastavitve slike se čez nekaj časa spremenijo

Zagotovite, da je **Lokacija** nastavljena na **Doma**. V tem načinu lahko spreminjate in shranjujete nastavitve.

Pojavi se oglasna pasica

Zagotovite, da je **Lokacija** nastavljena na **Doma**.

Slika ne ustreza velikosti zaslona

Spremenite format slike. Pritisnite .

Format slike se spreminja z različnimi kanali

Izberite format slike, ki ni samodejni.

Položaj slike je napačen

Slikovni signali iz nekaterih naprav morda ne ustrezajo zaslonu. Preverite izhodni signal priključene naprave.

Slika iz računalnika ni stabilna

Zagotovite, da računalnik uporablja podprto ločljivost in hitrost osveževanja.

Zvok

Ni zvoka ali pa je slab

Če televizor ne zazna zvočnega signala, samodejno izklopi zvok in ne javi napake v delovanju.

- Zagotovite, da so nastavitve zvoka pravilne.
- Zagotovite, da so vsi kabli pravilno priključeni.
- Zagotovite, da zvok ni izklopljen ali nastavljen na nič.
- Zagotovite, da je zvočni izhod televizorja povezan z zvočnim vhodom sistema za domači kino.
- Zvok morajo predvajati zvočniki sistema za domači kino.
- Pri nekaterih napravah morate ročno omogočiti zvočni izhod HDMI. Če je zvok HDMI že omogočen, vendar zvoka vseeno ne slišite, digitalni zvočni format naprave spremenite na PCM (pulzno kodna modulacija). Navodila si oglejte v dokumentaciji naprave.

Priključki

HDMI

- Podpora standardu HDCP (zaščita širokopasovne digitalne vsebine) lahko podaljša čas, ki je potreben za prikaz vsebine z naprave HDMI na zaslonu televizorja.
- Če televizor ne zazna naprave HDMI in na zaslonu ni slike, poskusite preklopiti na kakšno drugo napravo in nato nazaj na prvotno.
- Če prihaja do stalnih prekinitev zvoka, preverite, ali so nastavitve izhoda naprave HDMI pravilne.
- Če uporabljate adapter HDMI-DVI ali kabel HDMI-DVI, preverite, ali je dodatni zvočni kabel priključen na vhod AUDIO IN (samo mini vtič).

Možnost EasyLink ne deluje

- Preverite, ali naprave HDMI podpirajo HDMI-CEC. Funkcije EasyLink delujejo samo z napravami, ki podpirajo HDMI-CEC.

Ikona za glasnost ni prikazana

- Ko je priključena zvočna naprava HDMI-CEC, je to povsem običajno.

Fotografije, videoposnetki in glasba iz naprave USB niso

prikazani

- Preverite, ali je pomnilnik USB skladen razredom za pomnilniške naprave, kot je opisano v dokumentaciji pomnilnika.
- Preverite, ali je pomnilnik USB združljiv s televizorjem.
- Preverite, ali televizor podpira uporabljene oblike zapisov zvočnih in slikovnih datotek.

Netekoče predvajanje datotek USB

- Hitrost prenosa podatkov, ki jo omogoča pomnilnik USB, morda omejuje hitrost prenosa podatkov v televizor, kar povzroča nizko kakovost predvajanja.

16.2

Registracija

Registrirajte televizor in izkoristite vse ugodnosti, kot so popolna podpora (vključno z datotekami za prenos), prednostni dostop do informacij o novih izdelkih, ekskluzivne ponudbe in popusti, možnost za osvojitve nagrad, sodelujete pa lahko tudi pri posebnih anketah o novih izdelkih.


Obiščite spletno stran www.philips.com/welcome

16.3

Pomoč

Ta televizor nudi pomoč na zaslonu.

Odpri Pomoč

1. Pritisnite , da odprete meni Domov.
2. Izberite **Pomoč** in pritisnite **OK**.

nvk_v8_20140827

16.4

Spletna pomoč

Če imate težave z uporabo televizorja Philips, lahko uporabite spletno podporo. Izberite jezik in vnesite številko modela izdelka.

Obiščite spletno stran www.philips.com/support.

Na strani za podporo lahko najdete telefonsko številko v vaši državi, na katero nas lahko pokličete, in odgovore na pogosta vprašanja. V nekaterih državah se lahko pogovarjate z našimi sodelavci in se za pomoč obrnete neposredno na nas ali nam pošljete vprašanje po e-pošti.

Prenesete lahko novo programsko opremo za televizor ali priročnik, ki ga lahko berete z računalnikom.

Pomoč uporabnikom/popravilo

Če potrebujete podporo in popravilo, lahko pokličete službo za pomoč uporabnikom v svoji državi. Telefonsko številko lahko najdete v tiskani dokumentaciji, ki je priložena televizorju. Ali pa obiščite spletno stran **www.philips.com/support**.

Številka modela in serijska številka televizorja

Mogoče boste morali posredovati številko modela in serijsko številko televizorja. Te podatke lahko najdete na nalepki na embalaži ali tipski nalepki na hrbtnem ali spodnjem delu televizorja.

Opozorilo

Televizorja ne poskušajte popraviti sami. S tem lahko povzročite hude telesne poškodbe, nepopravljivo škodo televizorja ali razveljavitev garancije.

Varnost in nega

17.1

Varnost

Pomembno

Pred uporabo televizorja preberite varnostna navodila. Če zaradi neupoštevanja teh navodil pride do poškodbe, garancija za izdelek ne velja.

Televizor pritrdite tako, da ne bo padel

Vedno uporabite priloženi stenski nosilec, da televizor ne bo padel. Namestite nosilec in nanj pritrdite televizor, tudi če ga postavite na tla.

Navodila za namestitev lahko najdete v vodniku za hiter začetek, ki je priložen televizorju. Če ste vodnik izgubili, ga lahko prenesete s spletnega mesta www.philips.com. Vnesite številko vrste izdelka televizorja, poiščite ustrezen vodnik za hiter začetek in ga prenesite.

Nevarnost električnega udara ali požara

- Televizorja ne izpostavljajte dežju ali vodi. V bližino televizorja ne postavljajte posod z vodo, kot so vaze.
- Če se tekočina razlije po televizorju, ga nemudoma odklopite iz električnega omrežja.
- Pred ponovno uporabo naj televizor pregleda Philipsova služba za pomoč uporabnikom.
- Televizorja, daljinskega upravljalnika ali baterij ne izpostavljajte prekomerni vročini. Ne postavljajte jih v bližino prižganih sveč, odprtega ognja ali drugih virov toplote, vključno z neposredno sončno svetlobo.
- V prezračevalne reže ali druge odprtine televizorja ne potiskajte predmetov.
- Na napajalni kabel ne polagajte težkih predmetov.
- Napajalnega vtiča ne izpostavljajte fizičnim obremenitvam. Ohlapno priključen napajalni vtič lahko povzroči iskrenje ali požar. Pazite, da med vrtenjem televizorja napajalni kabel ne bo obremenjen.
- Za popoln izklop televizorja omrežni vtič izključite iz električnega omrežja. Ko želite iztakniti napajalni kabel iz vtičnice, vlecite za vtič, ne za kabel. Poskrbite, da bo dostop do napajalnega vtiča vedno neoviran.

Nevarnost telesne poškodbe ali poškodbe televizorja

- Televizor, ki tehta več kot 25 kg (55 lbs), morata dvigniti in premakniti dve osebi.
- Če želite televizor namestiti na stojalo, uporabite priloženo stojalo. Stojalo trdno pritrdite na televizor. Televizor namestite na ravno in vodoravno površino, ki zdrži težo televizorja in stojala.
- V primeru namestitve na steno uporabite nosilec, ki zanesljivo vzdrži težo televizorja. Družba TP Vision ne prevzema odgovornosti v primeru nepravilne stenske namestitve, ki povzroči nesrečo, telesne poškodbe ali škodo.
- Deli naprave so izdelani iz stekla. Z njimi ravnajte pazljivo, da preprečite poškodbe ali škodo.

Nevarnost poškodbe televizorja!

Pred priključitvijo televizorja v električno vtičnico preverite, ali električna napetost v vašem domu ustreza električni napetosti, navedeni na hrbtni strani televizorja. Če se napetosti ne ujemata, televizorja ne smete priključiti v električno vtičnico.

Nevarnost poškodbe otrok

Upoštevajte naslednje varnostne ukrepe, s katerimi boste preprečili, da bi se televizor prevmil in poškodoval otroke:

- Televizorja ne postavljajte na površino, prekrito s tkanino ali drugim materialom, ki ga je mogoče povleči.
- Poskrbite, da noben del televizorja ne visi čez rob površine.
- Če televizor postavite na visoko pohištvo, kot je knjižna polica, televizor in pohištvo pritrdite na steno ali drug nosilni element.
- Otroke poučite glede nevarnosti plezanja na pohištvo, da bi dosegli televizor.

Nevarnost zaužitja baterij!

Daljinski upravljalnik morda deluje s ploskimi okroglimi baterijami, ki jih lahko otroci pogoltnejo. Te baterije hranite izven dosega otrok.

Nevarnost pregretja

Televizorja ne nameščajte v utesnjen prostor. Okrog njega pustite vsaj 10 centimetrov (ali 4 palce) prostora za prezračevanje. Poskrbite, da zavese ali drugi predmeti ne prekrivajo prezračevalnih rež televizorja.

Nevihite

Pred nevihto izklopite napajalni in antenski kabel televizorja. Med nevihto se ne dotikajte nobenega dela televizorja in napajalnega ter antenskega kabla.

Nevarnost poškodbe sluha

Izogibajte se uporabi slušalk pri preveliki glasnosti oziroma dolgotrajni uporabi slušalk.

Nizke temperature

Če ste televizor prevažali pri temperaturi pod 5 °C (41 °F), ga vzemite iz embalaže in pred priključitvijo napajanja počakajte, da temperatura televizorja doseže sobno temperaturo.

Vlaga

V redkih primerih, odvisno od temperature in vlažnosti, lahko pride na notranji strani steklenega sprednjega dela televizorja do rahle kondenzacije (pri nekaterih modelih). Če želite ta pojav preprečiti, ne izpostavljajte televizorja neposredni sončni svetlobi, vročini ali veliki vlažnosti. Če pride do kondenzacije, le-ta izgine po nekajurnem delovanju televizorja. Kondenzacijska vlaga ne škoduje televizorju in ne povzroča napak.

17.2

Nega zaslona

- Zaslona se ne dotikajte, potiskajte, drgnite ali udarjajte s predmeti.
- Pred čiščenjem televizor izključite iz električnega omrežja.
- Televizor in okvir očistite in nežno obrišite z mehko in vlažno krpo. Za čiščenje televizorja ne uporabljajte alkohola, kemikalij ali gospodinjskih čistil.
- Vodne kapljice obrišite čim prej, da preprečite deformacije in bledenje barv.

Čim bolj se izogibajte prikazu nepremičnih slik. Nepremične slike so slike, ki ostanejo prikazane na zaslonu dalj časa. Med nepremične slike spadajo zasloni meniji, čmi robovi, prikazan čas itd. Če se uporabi nepremičnih slik ne morete izogniti, zmanjšajte kontrast in svetlost zaslona, s čimer boste preprečili poškodbe zaslona.

Pogoji uporabe, avtorske pravice in licence

18.1

Pogoji uporabe

2014 © TP Vision Europe B.V. Vse pravice pridržane.

Ta izdelek je na trgu ponudila družba TP Vision Europe B.V. ali njena povezana družba (v nadaljevanju TP Vision), ki je tudi proizvajalec tega izdelka. Družba TP Vision jamči za televizor, kateremu je priložena ta knjižica. Philips in Philipsov znak štita sta registrirani blagovni znamki družbe Koninklijke Philips N.V.

Pridržujemo si pravico do sprememb specifikacij brez predhodnega obvestila. Blagovne znamke so last družbe Koninklijke Philips N.V. ali drugih lastnikov. TP Vision si pridržuje pravico kadarkoli spremeniti izdelke brez obveze po spremembi svojih prejšnjih izdelkov.

Pisna gradiva, ki so priložena televizorju, in priročnik, ki je shranjen v pomnilniku televizorja ali prenesen s Philipsove spletne strani, povsem zadostujejo za pravilno uporabo sistema.

Material v tem priročniku omogoča pravilno uporabo sistema. Če izdelek ali njegove posamezne module in postopke uporabljate za namene, ki niso navedeni v tem priročniku, morate predhodno preveriti veljavnost in primernost teh namenov. Družba TP Vision Europe B.V. jamči, da s tem priročnikom ni kršen noben patent ZDA. Ne dajemo nobenega drugega izrecnega ali nakazanega jamstva. TP Vision Europe B.V. ne prevzema odgovornosti za napake v vsebini tega priročnika ali katerekoli težave, ki nastanejo zaradi njih. Napake, ki bodo posredovane družbi Philips, bodo odpravljene in čim prej objavljene na Philipsovi spletni strani za podporo. Določila garancije Nevarnost telesnih poškodb, poškodovanja televizorja ali prenehanja veljavnosti jamstva! Televizorja ne poskušajte popravljati sami. Televizor in dodatne naprave uporabljajte samo v skladu z navodili izdelovalca. Opozorilni znak na hrbtni strani TV-sprejemnika označuje nevarnost električnega udara. Ne odstranjujte pokrova televizorja. Za servis in druga popravila se obrnite na Philipsovo oddelek za pomoč uporabnikom. Vsa opravila, ki so v tem priročniku izrecno prepovedana, ter vsi postopki, ki niso priporočeni ali dovoljeni v tem priročniku, izničijo jamstvo. Značilnosti slikovnih pik Ta izdelek LCD/LED ima veliko število barvnih slikovnih pik. Čeprav je delujočih pik 99,999 % ali več, so lahko ves čas na zaslonu prikazane črne pike ali svetle točke (rdeče, zelene ali modre). To je strukturna lastnost zaslona (v okviru sprejetih industrijskih standardov) in ne pomeni napake v delovanju. Skladnost CE TA izdelek je skladen z bistvenimi zahtevami in drugimi ustreznimi določili direktiv 2006/95/ES (nizka napetost) ter 2004/108/ES (elektromagnetna združljivost) in 2011/65/EU (ROHS). Skladnost s standardi EMF

TP Vision Europe B.V. izdeluje in prodaja veliko potrošniških izdelkov, ki tako kot kateri koli drugi elektronski aparati oddajajo in sprejemajo elektromagnetne signale. Eno glavnih poslovnih načel podjetja Philips je zagotavljanje ustreznih zdravstvenih in varnostnih ukrepov ob uporabi izdelkov, ki morajo biti v skladu z ustreznimi pravnimi zahtevami in standardi za EMF (elektromagnetna polje), ki veljajo v času izdelave. Družba Philips razvija, izdeluje in trži izdelke, ki ne škodujejo zdravju. Družba TP Vision zagotavlja, da so njeni izdelki glede na razpoložljive znanstvene dokaze varni, če jih uporabljate v skladu z navodili in na predviden način. Družba Philips aktivno sodeluje pri razvoju mednarodnih standardov za elektromagnetna polja in varnostnih standardov, kar podjetju omogoča nadaljevanje razvoja in standardizacije za zgodnjo integracijo izdelkov.

18.2

Avtorske pravice in licence

HDMI



HDMI®

HDMI, logotip HDMI in High-Definition Multimedia Interface so blagovne znamke ali registrirane blagovne znamke družbe HDMI licensing LLC v Združenih državah Amerike in drugih državah.

Dolby



Dolby®

Izdelano z licenco podjetja Dolby Laboratories. Dolby in simbol dvojnega D sta blagovni znamki podjetja Dolby Laboratories.

Programska oprema MHEG

Avtorske pravice v programski opremi MHEG ("programska oprema"), ki jo vsebuje ta televizor ("ta izdelek") in ki vam omogoča uporabo interaktivnih televizijskih funkcij, so v lasti družbe S&T CLIENT SYSTEMS LIMITED ("lastnik"). Programsko opremo lahko uporabljate samo s tem izdelkom.

Kensington



Kensington in Micro Saver sta v ZDA registrirani blagovni znamki družbe ACCO World Corporation z izdanimi registracijami in vloženimi zahtevki za registracijo v drugih državah po vsem svetu.

Druge blagovne znamke

Vse druge registrirane in neregistrirane blagovne znamke so v lasti njihovih lastnikov.



Contact information

Argentina

0800 444 7749

Buenos Aires 0810 444 7782

België / Belgique

070 700 035 (0,15€/min.)

Bosna i Hercegovina

033 941 251 (Lokalni poziv)

Brazil

0800 701 0245

Sao Paulo 2938 0245

България

02 4916 273 (Национален номер)

Česká republika

228880895 (Místní tarif)

Danmark

3525 8314

Deutschland

0180 501 04 69 (0,14€/Min.)

Ελλάδα

2111983028 (Εθνική κλήση)

España

902 88 10 83 (0,10€ + 0,08€/min.)

Estonia

6683061 (Kohalikud kõned)

France

01 57 32 40 50 (local)

Hrvatska

01 777 66 01 (Lokalni poziv)

Italia

0245 28 70 14 (chiamata nazionale)

Ireland

0818 210 140 (national call)

Northern Ireland

0844 338 04 88 (5p/min BT landline)

Қазақстан

8 10 800 2000 00 04 (free)

Latvia

6616 3263 (Vietējais tarifs)

Lithuania

8 5 214 0293 (Vietinaiis tarifais)

Luxembourg / Luxemburg

2487 1100 (Nationale Ruf / appel national)

Magyarország

06 1 700 8151 (Belföldi hívás)

Nederland

0900 202 08 71 (0,10€/min.)

Norge

22 97 19 14

Österreich

0820 40 11 33 (0,145€/Min.)

Polska

22 397 15 04 (Połączenie lokalne)

Portugal707 78 02 25 (0,12€/min. - Móvel
0,30€/min.)**Română**

031 6300042 (Tarif local)

Россия

8-800-22 00004 (бесплатно)

Suisse / Schweiz / Svizzera

0848 000 291 (0,081 CHF/Min.)

Србија

011 321 6840 (Lokalni poziv)

Slovakia

2 332 154 93 (Vnútroštátny hovor)

Slovenija

1 888 83 12 (Lokalni klic)

Suomi

09 88 62 50 40

Sverige

08 5792 9096 (lokalsamtal)

ประเทศไทย (Thailand)

02 652 7650

Türkiye

444 8 445

United Kingdom

0844 338 04 88 (5p/min BT landline)

Україна

0-800-500-480 (безкоштовно)

www.philips.com/support

Non-contractual images / Images non contractuelles / Außervertragliche Bilder

Specifications are subject to change without notice.

Philips and the Philips' shield emblem are registered trademarks of Koninklijke Philips N.V.

and are used under license from Koninklijke Philips Electronics N.V.

All registered and unregistered trademarks are property of their respective owners.

2014 © TP Vision Europe B.V. All rights reserved.

www.philips.com