

Användarhandbok

19HFL5014W

PHILIPS

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TV-pres.

Professionellt läge

Vad du kan göra

I Professionellt läge PÅ kan du få åtkomst till ett stort antal expertinställningar som möjliggör avancerad kontroll av TV:ns status eller lägga till ytterligare funktioner.

Det här läget är avsett för installationer av TV-apparater på platser som hotell, kryssningsfartyg, arenor eller andra verksamhetsområden där sådan kontroll krävs.

Om du använder TV:n hemma rekommenderar vi att du använder den i Professionellt läge AV.

Mer information finns i installationshandboken för professionell användning.

Installation

Läs säkerhetsinstruktionerna



Läs säkerhetsinstruktionerna innan du använder TV:n.

TV-stativ eller väggmontering

TV-stativ

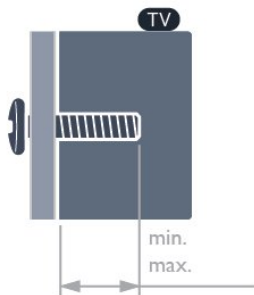
Instruktioner för montering av TV-stativet finns i snabbstartguiden som medföljde TV:n. Om du har tappat bort guiden kan du ladda ned den på www.philips.com.

Använd TV:ns produkttypnummer för att hitta rätt **Snabbstartsguide** att hämta.

Väggmontering

TV:n är också förberedd för ett VESA-kompatibelt väggmonteringsfäste (medföljer inte).

Använd följande VESA kod när du köper väggfästet. . .



• 19HFL5014W
VESA MIS-F 75x75, M4 (min.: 8 mm, max.: 10 mm)

Varning!

Väggmontering av TV-apparaten kräver särskild kompetens och bör endast utföras av kvalificerad personal. Väggmonteringen ska uppfylla alla

säkerhetskrav som gäller för TV-apparatens vikt. Läs även igenom säkerhetsföreskrifterna innan du monterar TV:n.

TP Vision Europe B.V. påtar sig inget ansvar för felaktig montering eller montering som resulterar i olyckor eller skador.

Tips om placering

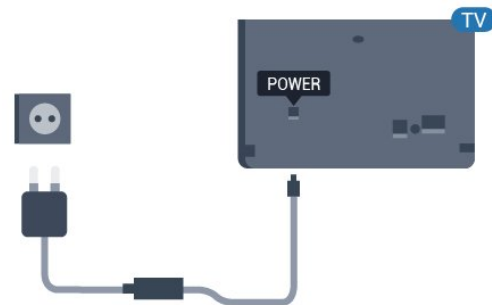
- Placera TV:n så att inget ljus faller direkt på skärmen.
- Det perfekta avståndet för att titta på TV är tre gånger TV:ns diagonala skärmstorlek. När du sitter ned ska ögonen vara i nivå med skärmens mitt.

Obs!

Placera inte TV:n i närheten av dammframkallande källor som kakelugnar. Vi föreslår att du dammar regelbundet så att du inte får damm i TV:n.

Nätkabel

- Sätt i strömkabeln i strömanslutningen på TV:ns baksida.
- Se till att nätkabeln är ordentligt isatt i kontakten.
- Kontrollera att stickkontakten till vägguttaget alltid är tillgängligt.
- När du drar ur nätkabeln ska du alltid hålla i kontakten, aldrig i sladden.

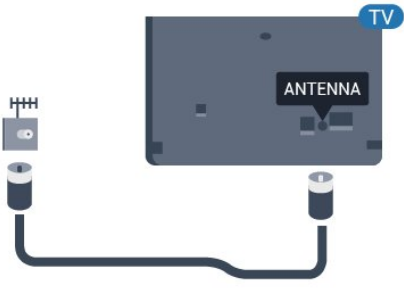


Antennkabel

Sätt i antennkontakten ordentligt i antennuttaget på baksidan av TV:n.

Du kan ansluta din egen antenn eller en antensignal från ett antenndistributionssystem. Använd en IEC Coax 75 Ohm RF-antennkontakt.

Använd den här antennanslutningen för insignalerna DVB-T och DVB-C.



Montering på arm

3.1

Handtag

Instruktioner för montering av handtaget finns i snabbstartguiden på www.philips.com.

Använd TV:ns produkttypnummer för att hitta rätt version av Snabbstartguiden.

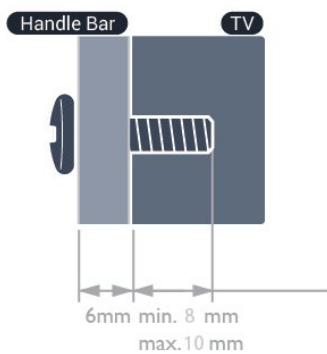
3.2

Montering på arm

TV:n är också förberedd för ett VESA-kompatibelt armmonteringsfäste (medföljer inte).

Använd följande VESA-kod när du köper väggfästet.

För att fixera fästet ordentligt använder du skruvar med en längd som anges i ritningen.



· 19HFL5014W – VESA MIS-F 75 x 75, M4

Installerad med styrstång: (Minst 14mm, högst 16mm)

Installerad utan styrstång: (Minst 8mm, högst 10mm)

Varning!

Armmontering av TV-apparaten kräver särskild kompetens och bör endast utföras av kvalificerad personal. Armmonteringen ska uppfylla alla säkerhetskrav som gäller för TV-apparatens vikt. Läs även igenom säkerhetsföreskrifterna innan du monterar TV:n.

TP Vision Europe B.V. påtar sig inget ansvar för felaktig montering eller montering som resulterar i olyckor eller skador.

Obs!

Innan du monterar TV:n på armen ska du ta bort de befintliga VESA-skruvarna på bakpanelen.

Varning!

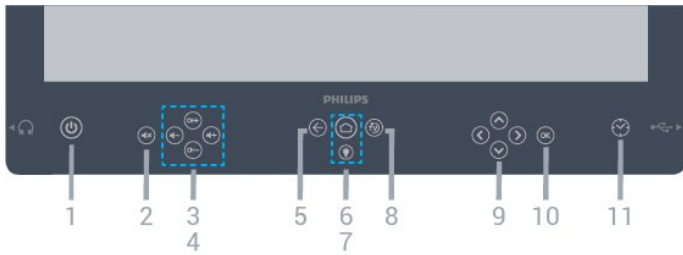
Följ alla anvisningar som medföljer TV-fästet. TP Vision Europe B.V. tar inte ansvar för olyckor eller skador som inträffar till följd av felaktig TV-montering.

För att förhindra skador på kablar och kontakter bör du lämna ett avstånd på minst 5,5 cm från baksidan av TV:n.

Innan du monterar TV:n på armen letar du upp rätt längd på skruven. För att hitta längden på skruven lägger du till tjockleken på armfästet till skruvlängden.

Knappar på TV:n

Använd den främre knappsatsen för att styra skärmanvändningen. Knappsatsen består av följande knappar:



1. Effekt: Slå på TV:n eller sätt den i standbyläge.
2. Tyst: Stäng av eller slå på ljudet igen.
3. Kanal CH+/-: För att gå till nästa eller föregående kanal i kanallistan.
4. Volym : Justera volymen.
5. Tillbaka: Gå tillbaka till föregående kanal. Återgå till föregående meny.
6. Hem : Öppna hemmenyn.
7. Ljusstyrka: Justera ljusstyrkan längst ned på TV:n.
8. Avsluta: Gå tillbaka till att titta på TV.
9. Pil-/navigeringsknappar: Navigera upp , ned , vänster eller höger .
10. OK: Bekräfta ett val eller inställning.
11. Klocka: Visa aktuell tid. Ställa in väckarklockan.

Slå på och av

5.1

På eller standby

Se till att TV:n är ansluten till elnätet. Anslut den medföljande nätsladden till nätkontakten AC IN-uttaget på baksidan av TV:n.



Slå på

Tryck på  på TV:n för att slå på.

Växla till standbyläge

Växla TV:n till standbyläge när du inte använder TV:n.

Växla TV:n till standbyläge genom att trycka på  på TV:n.

TV:n är fortfarande ansluten till nätströmmen i standbyläge, men förbrukar väldigt lite energi.

För att stänga av TV:n helt drar du ur strömsladden. Se till att du alltid drar i kontakten och aldrig i kabeln när du kopplar bort strömmen. Se också till att stickkontakten, nätkabeln och vägguttaget alltid är fullt tillgängliga.

Använd den nätadapter som medföljde TV:n.

Märke: Modell

FSP: FSP065M-DHA (utgång: 12 V DC, 5,42 A max)

Specifikationer

6.1

Miljö

Produktfiche

19HFL5014W

- Energieffektivitetsklass: A
- Synlig skärmstorlek: 47 cm/19 tum
- Energiförbrukning i läge På (W): 18 W
- Årlig energiförbrukning (kWh) *: 27 kWh
- Energiförbrukning i standbyläge (W) **: 0,5 W
- Skärmupplösning (pixlar): 1 366 x 768p
- Klassning: 12 V DC, max. 24 W.

* Energiförbrukning kWh per år, baserat på energiförbrukningen när TV:n är på 4 timmar per dag i 365 dagar. Den faktiska energiförbrukningen beror på hur TV:n används.

Kassering

Kassering av dina gamla produkter och batterier

Produkten är utvecklad och tillverkad av material och komponenter av hög kvalitet som kan återvinnas och återanvändas.



När den här symbolen med en överkryssad papperskorg visas på produkten innebär det att produkten omfattas av det europeiska direktivet 2012/19/EU.



Ta reda på var du kan hitta närmaste återvinningsstation för elektriska och elektroniska produkter.

Följ de lokala reglerna och släng inte dina gamla produkter i det vanliga hushållsavfallet. Genom att kassera dina gamla produkter på rätt sätt kan du bidra till att minska eventuella negativa effekter på miljö och hälsa.

Produkten innehåller batterier som följer EU-direktivet 2006/66/EG och den kan inte kasseras med normalt hushållsavfall.



Ta reda på vilka lokala regler som gäller för separat insamling av batterier eftersom korrekt kassering bidrar till att förhindra negativ påverkan på miljö och hälsa.

6.2

Operativsystem

Android OS:

Android Nougat 7

6.3

Bildskärmstyp

Diagonal skärmstorlek

- 47 cm/19 tum

Skärmupplösning

- 1 366 x 768

6.4

Ingångsupplösning för skärm

Videoformat

Upplösning – uppdateringsfrekvens

- 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

Datorformat

Upplösningar (bland annat)

- 640 x 480 – 60 Hz
- 800 x 600 – 60 Hz
- 1024 x 768 – 60 Hz
- 1280 x 768 – 60 Hz
- 1360 x 765 – 60 Hz
- 1360 x 768 – 60 Hz
- 1280 x 1024 – 60 Hz
- 1920 x 1080 – 60 Hz

6.5

Anslutningar

TV-baksida

- HDMI-ingång – ARC – Ultra HD
- Antenn (75 ohm)
- Nätverk – RJ45
- 8 Ω Badrum ut
- RJ-48-datakontakt

Sidan av TV:n

- USB – USB 2.0
- Hörlurar – stereominiuttag 3,5 mm

6.6

Mått och vikt

19HFL5014W

- utan TV-stativ:

Bredd 468,8 mm – Höjd 326,4 mm – Djup 38,9 mm

– Vikt $\pm 3,35$ kg

- med TV-stativ:

Bredd 468,8 mm – Höjd 370,2 mm – Djup 44,9 mm

– Vikt $\pm 3,65$ kg

6.7

Ljud

- Uteffekt (RMS): 5W (2,5 w*2)
- Dolby-ljud
- DTS HD

Ansluta enheter

Ansluta enheter

Anslutningsguide

Anslut alltid en enhet till TV:n med den anslutning som ger bäst kvalitet. Använd även bra kablar för bra överföring av bild och ljud.

När du ansluter en enhet känner TV:n igen typen och ger varje enhet ett korrekt typnamn. Du kan ändra typnamnet om du vill. Om ett korrekt typnamn för en enhet anges växlar TV:n automatiskt till de idealiska TV-inställningarna när du växlar till den här enheten i källmenyn.




Antenn-port




Om du har en digitaldeko­der eller en inspelare ansluter du antennkablar så att antensignalen körs genom digitaldeko­dern och/eller inspelaren innan den går till TV:n. Om du gör det kan antennen och digitaldeko­dern sända ytterligare kanaler som kan spelas in av inspelaren.

HDMI-portar

Styra enheter

Om du vill styra en enhet som är ansluten via HDMI och konfigurerad med EasyLink väljer du enheten eller dess aktivitet i listan med TV-anslutningar.

Professionellt läge AV – Tryck på  Hem, välj  Appar, välj  SOURCES . Välj en enhet som är ansluten via HDMI och tryck på OK.

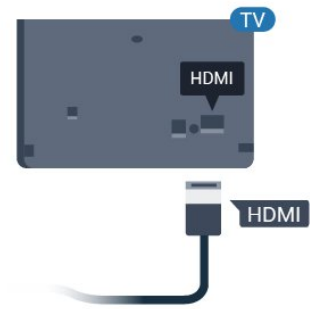
Professionellt läge PÅ – Tryck på  Hem, välj  TV-kanaler, välj  Källor. Välj en enhet som är ansluten via HDMI och tryck på OK.

HDMI-kvalitet

Bild- och ljudkvaliteten blir bäst med en HDMI-anslutning. En HDMI-kabel hanterar både bild- och ljudsignaler. Använd en HDMI-kabel för TV-signal.

För att signalöverföringen ska bli så bra som möjligt bör du välja en HDMI-kabel med hög hastighet som

inte är längre än 5 meter.



Kopieringsskydd

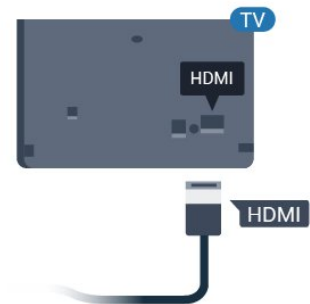
HDMI-kablar stöder HDCP (High-bandwidth Digital Content Protection). HDCP är ett kopieringsskydd som förhindrar att innehåll kopieras från en DVD-skiva eller Blu-ray Disc. Det kallas också för DRM (Digital Rights Management).

HDMI ARC

Alla HDMI-anslutningar på TV:n har HDMI ARC (Audio Return Channel).

Om enheten (vanligtvis ett hemmabiosystem) också har HDMI ARC-anslutning ansluter du den till någon av HDMI-anslutningarna på TV:n. Med HDMI ARC-anslutningen behöver du inte ansluta en extra ljudkabel som överför TV-ljudet till hemmabiosystemet. HDMI ARC-anslutningen kombinerar båda signalerna.

Du kan använda valfri HDMI-anslutning på TV:n till att ansluta HTS, men ARC är bara tillgängligt för en enhet/anslutning åt gången.

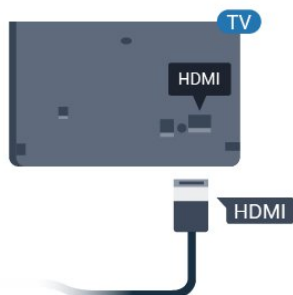


HDMI CEC – EasyLink

Bild- och ljudkvaliteten blir bäst med en HDMI-anslutning. En HDMI-kabel hanterar både bild- och ljudsignaler. Använd en HDMI-kabel för HD-TV-signal. För att signalöverföringen ska bli så bra som möjligt bör du välja en HDMI-kabel med hög hastighet som inte är längre än 5 meter.

Anslut HDMI CEC-kompatibla enheter till din TV.

EasyLink HDMI CEC måste vara påslaget på TV:n och den anslutna enheten.



Obs!

- EasyLink kanske inte fungerar med enheter från andra tillverkare.
- HDMI CEC-funktionen har olika namn hos olika märken. Några exempel är: Anynet, Aquos Link, Bravia Theatre Sync, Kuro Link, Simplink och Viera Link. Alla märken är inte fullständigt kompatibla med EasyLink. HDMI CEC-varumärkena i exemplet tillhör sina respektive ägare.

EasyLink på/av

Du kan slå på eller av EasyLink. När TV:n levereras har den EasyLink-inställningarna påslagna.

Stänga av EasyLink helt ...

Professionellt läge AV – Tryck på Hem. Tryck på (ned), välj Inställningar och tryck på OK.

Välj Källor > EasyLink och tryck på OK.

Välj EasyLink och tryck på OK.

Välj Från och tryck på OK.

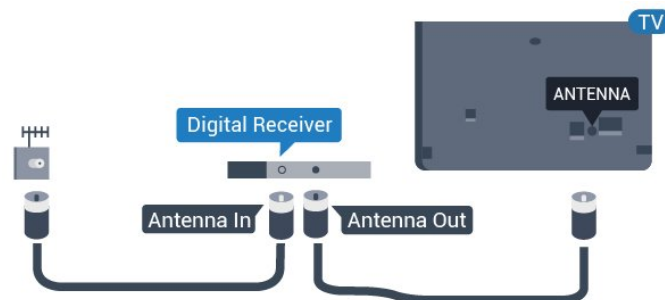
Tryck på BACK (flera gånger om nödvändigt) för att stänga menyn.

Professionellt läge PÅ – Se installationshandboken.

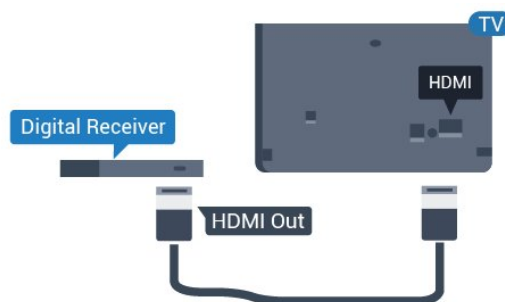
7.2

Mottagare – Digitaldeko

Använd två antennkablar till att ansluta antennen till digitaldekodern och TV:n.



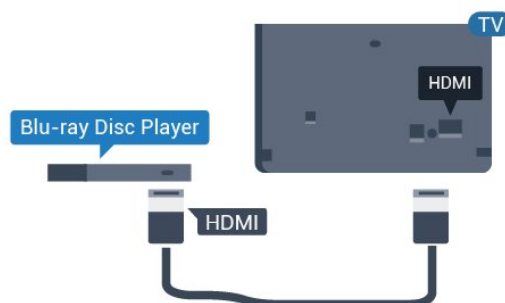
Bredvid antennanslutningarna ansluter du en HDMI-kabel för att ansluta digitaldekodern till TV-apparaten.



7.3

Blu-ray Disc-spelare

Använd en HDMI-kabel med hög hastighet för att ansluta Blu-ray-spelaren till TV:n.

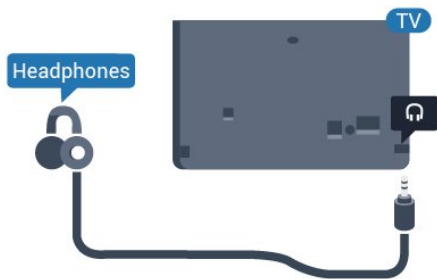


Om Blu-ray Disc-spelaren har EasyLink HDMI CEC.

7.4

Hörlurar

Du kan ansluta hörlurar till -anslutningen på baksidan av TV:n. Anslutningen är ett miniuttag på 3,5 mm. Du kan justera hörlurarnas ljudnivå separat.

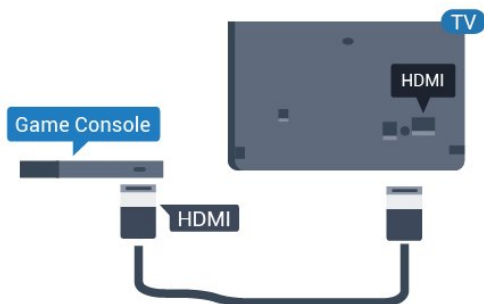


7.5

Spelkonsol

HDMI

För bästa kvalitet ansluter du spelkonsolen med en HDMI-kabel med hög hastighet till TV:n.



7.6

USB-flashminne

Du kan visa bilder eller spela upp musik och film från ett USB-flashminne.

Sätt i ett USB-flashminne i en av USB-anslutningarna på TV:n när TV:n är påslagen.



TV:n identifierar flashminnet och öppnar en lista med dess innehåll.

Om innehållslistan inte visas automatiskt ...

Professionellt läge AV – Tryck på Hem, välj Appar, välj Källor. Välj USB och tryck på OK.

Professionellt läge På – Tryck på Hem, välj TV-kanaler , välj SOURCES . Välj USB och tryck på OK.

Sluta visa innehållet på USB-flashminnet genom att

trycka på eller välja någon annan aktivitet. Koppla från USB-flashminnet genom att när som helst dra ut flashminnet.

7.7

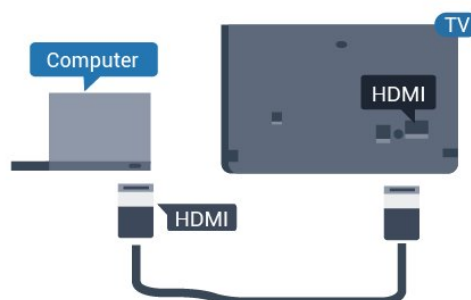
Dator

Anslut

Du kan ansluta din dator till TV:n och använda TV:n som en datorskärm.

Med HDMI

Använd en HDMI-kabel för att ansluta datorn till TV:n.



Bästa inställningen

Om du ansluter en dator rekommenderar vi att du ger anslutningen, som datorn är ansluten till, rätt enhetstypnamn i källmenyn. Om du växlar till Dator i källmenyn ställs TV:n in på den bästa datorinställningen automatiskt.

Så här ställer du in TV:n på den bästa inställningen ...

Professionellt läge AV – Tryck på Hem. Tryck på (ned), välj **Inställningar** och tryck på **OK**.

Välj **Bild** och tryck på (höger) för att komma till menyn. Välj **Bildstil > Dator** och tryck på **OK**.

Välj **På** eller **Av** och tryck på **OK**.

Tryck på flera gånger om det behövs, för att stänga menyn.

Professionellt läge PÅ – Tryck på Hem > Mer > Inställningar > Bild. Tryck på **OK**.

Välj **Bildstil > Dator** och tryck på **OK**.

Välj **På** eller **Av** och tryck på **OK**.

Tryck på flera gånger om det behövs, för att stänga menyn.

(Se installationshandboken för information om expertläget)

Videor, foton och musik

8.1

Från en USB-anslutning

Du kan visa dina foton eller spela upp musik och videor från en USB-ansluten flashenhet eller USB-hårddisk.

När TV:n är påslagen ansluter du ett USB-flashminne eller en USB-hårddisk till en av USB-anslutningarna. TV:n identifierar enheten och listar dina mediefiler.

Om listan med filer inte visas automatiskt ...

- 1 - Tryck på Hem, välj TV-kanaler .
- 2 - Välj USB och tryck på .
- 3 - Du kan bläddra bland filerna i den mappstruktur du har organiserat på enheten.
- 4 - Om du vill stoppa uppspelningen av videor, foton eller musik trycker du på .

8.2

Spela upp dina videor

Spela upp videor

Öppna videomapp

- 1 - Tryck på Hem, välj TV-kanaler .
- 2 - Välj USB, välj Videor och tryck på .

Om du vill gå tillbaka till mappen trycker du på .

Spela upp en video

- 1 - Tryck på Hem, välj TV-kanaler .
- 2 - Välj USB, välj Videor och tryck på .
- 3 - Välj en video.

Du pausar videofilmen med OK. Tryck på OK igen när du vill fortsätta.

Kontrollfält

Om du vill visa eller dölja kontrollfältet när en video spelas upp trycker du på OK.



- 1 - Förloppsindikator
- 2 - Kontrollfält för uppspelning
 - ◀: Hoppa till föregående video i en mapp
 - ▶: Hoppa till nästa video i en mapp
 - ◀◀: Spola tillbaka
 - ▶▶: Snabbspolning framåt
 - ||: Pausa uppspelningen

- 3 - Markera som favoriter
- 4 - Spela upp alla videor
- 5 - Undertextning: slå på eller stäng av undertextningen när ljudet är avstängt.
- 6 - Undertextsspråk: Välj ett undertextsspråk (ej tillgängligt för professionellt läge PÅ.)
- 7 - Ljudspråk: välj ett ljudspråk:
- 8 - Blanda: spela upp filer i slumpmässig ordning
- 9 - Repetera: spelar upp alla videor i den här mappen en gång eller kontinuerligt

8.3

Visa dina foton

Visa foton

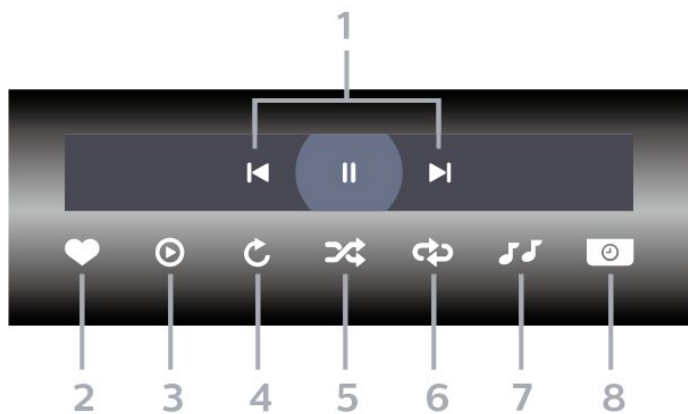
Öppna fotomapp

- 1 - Tryck på Hem, välj TV-kanaler .
- 2 - Välj USB, välj Foton och tryck på .

Visa ett foto

- 1 - Tryck på Hem, välj TV-kanaler .
- 2 - Välj USB, välj Foton och tryck på .
- 3 - Välj Foton och välj ett foto.

Kontrollfält



- 1 - Kontrollfält för uppspelning
 - ◀: Hoppa till föregående foto i en mapp
 - ▶: Hoppa till nästa foto i en mapp
 - ⏸: Pausa uppspelningen av bildspel
- 2 - Markera som favoriter
- 3 - Starta ett bildspel
- 4 - Roterat fotot
- 5 - Blanda: spela upp filer i slumpmässig ordning
- 6 - Repetera: spelar upp alla foton i den här mappen en gång eller kontinuerligt
- 7 - Stoppa musiken som spelas i bakgrunden (ej tillgängligt i professionellt läge PÅ)
- 8 - Ställer in hur snabbt bilderna ska växla.

Visa 360-foton

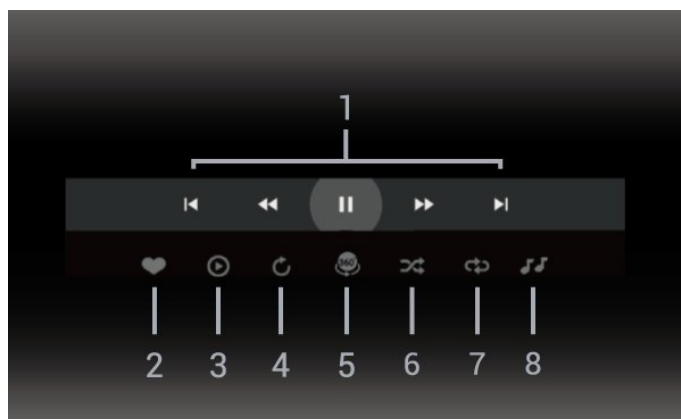
Öppna 360-fotomapp

- 1 - Tryck på Hem, välj TV-kanaler
- 2 - Välj USB-enheter och tryck på (höger) för att välja den USB-enhet du vill ha.
- 3 - Välj 360-foton.

Visa ett 360-foto

- 1 - Tryck på Hem, välj TV-kanaler
- 2 - Välj USB-enheter och tryck på (höger) för att välja den USB-enhet du vill ha.
- 3 - Välj 360-foton och välj ett foto .

Kontrollfält



- 1 - Kontrollfält för uppspelning
 - ◀: Hoppa till föregående foto i en mapp
 - ▶: Hoppa till nästa foto i en mapp
 - ◀◀: Spola tillbaka uppspelningen vid hastigheten 2x, 4x eller 32x
 - ▶▶: Spola uppspelningen vid hastigheten 2x, 4x eller 32x
 - ⏸: Pausa uppspelningen

- 2 - Markera som favoriter
- 3 - Spela upp/Spela upp alla: spela upp ett foto eller spela upp alla foton i mappen.
- 4 - Manuellt läge/Autoläge: när 360-spelaren är igång autopanoreras de utvalda 360-fotona från vänster till höger (0 till 360 grader) i 360-visning.
- 5 - Little Planet-visning: Little Planet är en annan och rolig visning av 360-foton. När Little Planet-visningen startas återges 360-fotona i en omsluten visning, som en planet.
- 6 - Blanda: spela upp filer i slumpmässig ordning.
- 7 - Repetera: spelar upp alla foton i den här mappen en gång eller kontinuerligt.
- 8 - Stoppa musiken som spelas i bakgrunden.

8.4

Spela upp din musik

Spela musik

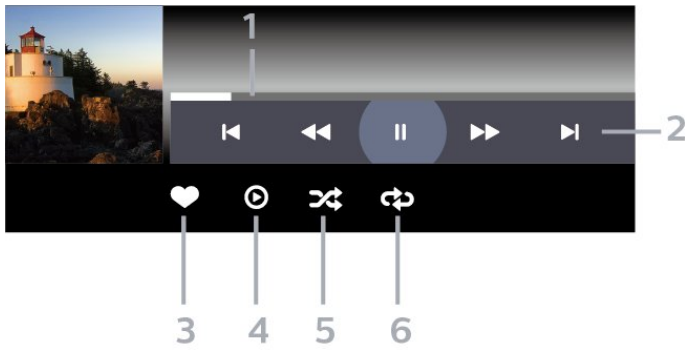
Öppna musikmappen

- 1 - Tryck på Hem, välj TV-kanaler
- 2 - Välj USB-enheter, välj Musik och tryck på OK.

Spela musik

- 1 - Tryck på Hem, välj TV-kanaler
- 2 - Välj USB-enheter , välj Musik och tryck på OK.
- 3 - Du kan snabbt hitta musik med hjälp av klassificering – Genrer, Artister, Album, Spår.

Kontrollfält



- 1 - Förloppsindikator
- 2 - Kontrollfält för uppspelning
 - ◀: Hoppa till föregående musik i en mapp
 - ▶: Hoppa till nästa musik i en mapp
 - ◀◀: Spola tillbaka
 - ▶▶: Snabbspolning framåt
 - ||: Pausa uppspelningen

- 3 - Markera som favoriter
- 4 - Spela upp all musik
- 5 - Blanda: spela upp filer i slumpmässig ordning
- 6 - Repetera: spelar upp all musik i den här mappen en gång eller kontinuerligt

Spel

9.1

Spela ett spel



Från en spelkonsol



Så här startar du ett spel från en spelkonsol ...

Slå på spelkonsolen.



Professionellt läge AV – Tryck på  Hem, välj  Appar. Välj Källor och tryck på OK.

Starta spelet.

Tryck på  BACK flera gånger eller på  EXIT, eller stoppa appen med dess knapp för att avsluta/stoppa.



Professionellt läge PÅ – Tryck på  Hem, välj TV-kanaler  och välj en spelkonsol eller namnet på anslutningen.

Starta spelet.



Tryck på  BACK flera gånger eller på  EXIT, eller stoppa appen med dess knapp för att avsluta/stoppa.

Efter appar

Så här startar du ett spel från en spelapp ...

Professionellt läge Av – Tryck på  Hem, välj  Appar och välj sedan Google Play Games.



Logga in på ditt Google-konto och starta ett spel.

Tryck på  BACK flera gånger eller på  EXIT, eller stoppa appen med dess knapp för att avsluta/stoppa.

Professionellt läge PÅ – Tryck på  Hem.

Välj  Spel.

Logga in på ditt Google-konto och starta ett spel.

Tryck på  BACK flera gånger eller på  EXIT, eller stoppa appen med dess knapp för att avsluta/stoppa.

Appen Professionell meny






Om appen Professionell meny

Från appen Professionell meny kan du sätta igång vilken TV-aktivitet som helst.

Den vänstra delen av appen Professionell meny är indelad i rader...

- Rekommenderas 
- TV-kanaler 
- Cast 
- Appar 
- Spel 
- Mer 



Den övre högra delen av appen Professionell meny är indelad i rader...

- Hantera konto
- Meddelanden  (detta är en valfri funktion beror på hotellets interna inställningar.)
- Faktura  (detta i en valfri funktion beror på hotellets interna inställningar.)
- Ställa in alarm 
- Väder 
- Menyspråk 
- Aktuell tid

Öppna appen Professionell meny

Professionellt läge AV – Se kapitlet "Hem-skärmen för Android TV".

Professionellt läge PÅ – Öppna appen Professionell meny och öppna ett objekt...

- 1 – Öppna appen Professionell meny genom att trycka på Hem .
- 2 – Välj en aktivitet med pilknapparna och tryck på OK för att starta aktiviteten.
- 3 – Om du vill stänga appen Professionell meny utan att ändra den aktuella aktiviteten trycker du på .



När du öppnar appen Professionell meny stoppas app-/innehållsuppspelningen som sker i bakgrunden. Du måste välja appen eller innehållet från appen Professionell meny för att återuppta uppspelningen.

TV-kanaler

Titta på kanaler


Gå till en kanal

Börja titta på TV-kanaler genom att trycka på . TV:n visar kanalen du senast tittade på.

Byta kanal


– Tryck på CH +/- för att byta kanal.

Föregående kanal

– Du byter tillbaka till den tidigare inställda kanalen genom att trycka på  BACK.

Spel

Öppna appen Professionell meny och öppna Spel...

1 – Tryck på  Hem för att öppna appen Professionell meny.

2 – Välj Spel  och tryck på OK .






Särskilda spelinställningar

För vissa spel, där fart och precision behövs, ställer du in TV:n till den perfekta inställningen för Spel innan du börjar spela.

Om spelkonsolen läggs till som enhetstyp Spel i källmenyn (lista med anslutningar) ställs TV:n automatiskt in på perfekta spelinställningar.

Om spelkonsoltypen anges som Spelare och mestadels används som en skivspelare låter du enhetstypen vara inställd på Spelare.

Ställa in TV:n manuellt på den särskilda inställningen
... ..





- 1 - Välj  Hem >  Mer >  Inställningar >  Bild > Bildstil.
- 2 - Välj **Spel** och tryck på **OK**.
- 3 - Tryck på , flera gånger om det behövs, för att stänga menyerna. Kom ihåg att ställa tillbaka spelet eller datorn till Av när du avslutar spelet.

10.5


Professionella inställningar

Bildstil

Välja en stil

Tryck på  Hem >  Mer >  Inställningar >  Bild > Bildstil.

Du kan välja en fördefinierad bildstil för enkel bildjustering.


- Personligt – Bildinställningarna du ställer in vid första starten.
- Livlig – Passar utmärkt för visning i dagsljus
- Naturlig – Naturliga bildinställningar
-  Standard – Den mest energimedvetna inställningen – Fabriksinställning
- Film – Passar utmärkt för att titta på film
- Spel – Passar utmärkt för att spela spel
- Dator – Perfekt för anslutning till dator

Bildformat

Välj bildformat

Om bilden inte fyller hela skärmen, om svarta fält visas längst upp eller ned eller på båda sidor, kan du justera bilden för att fylla skärmen helt.

Välja en av de grundläggande inställningarna för att fylla skärmen ...

Tryck på  Hem >  Mer >  Inställningar >  Bildformat.

Följande format kan vara tillgängliga enligt bilden på skärmen .

- Breddbild
- Fyll skärmen
- Anpassa till skärmen
- Inte skalförändrad

Ljudstil

Välja en stil

Tryck på  Hem >  Mer >  Inställningar >  Ljud > Ljudstil.

Du ställer enkelt in ljudet genom att välja en förinställd inställning med ljudstil.

- Personligt – De alternativ du själv har valt i Anpassa bild och ljud
- Original – Den mest neutrala ljudinställningen
- Film – Passar utmärkt för att titta på film
- Musik – Passar utmärkt för att lyssna på musik
- Spel – Passar utmärkt för att spela spel
- Nyheter – Passar utmärkt för tal

Språk

Ändra språk i TV-menyer och meddelanden

Tryck på  Hem >  Mer >  Inställningar >  Menyspråk.

Välj språk och tryck på **OK**.

Miljöinställningar





Ställ in Skärm av för att sänka energiförbrukning



Tryck på  Hem >  Mer >  Funktioner >  Insomningstimer > Skärm av.

Om du bara lyssnar på musik på TV:n kan du stänga av TV-skärmen.

Endast TV-skärmen stängs av.

Ställ in TV:ns avstängningstimer

Tryck på  Hem >  Mer >  Funktioner >  Insomningstimer > Insomningstimer.

Tryck på pilarna  (upp) eller  (ned) för att justera värdet. Värdet 0 (av) avaktiverar den automatiska avstängningen.

Välj Avstängningstimer så stängs TV:n av automatiskt för att spara energi.

Om du använder TV:n som bildskärm eller har en digitalmottagare för att titta på TV (digitaldekoder) ska du stänga av den automatiska avstängningen genom att ställa in värdet på 0.

Google-konto


Logga in

Om du vill kunna njuta av alla funktioner i din Philips Android TV kan du logga in på Google med ditt Google-konto.

Genom att logga in kan du spela dina favoritspel från telefonen, surfplattan eller TV:n. Du får också anpassade video- och musikrekommendationer på din TV-startskärm, samt åtkomst till YouTube, Google Play och andra appar.

Använd ditt befintliga **Google-konto** för att logga in på Google på din TV. Ett Google-konto består av en e-postadress och ett lösenord. Om du inte har något Google-konto än, kan du använda din dator eller surfplatta för att skapa ett (accounts.google.com). Om du inte loggade in vid den första TV-installationen, kan du alltid logga in senare.

Logga in

Tryck på  > Öppna programskärmen Professionell meny.

Välj Hantera konto längst upp till höger på programskärmen Professionell meny och tryck på **OK**. Med skärmtangentbordet anger du e-postadress och lösenord och trycker på samma **OK**-tangent för att logga in.

Android TV- hemskärm

Om Android TV-hemskärmen

Om du vill dra nytta av fördelarna med Android-TV ansluter du TV:n till internet.

Precis som på din Android-smarttelefon eller -surfplatta är startsidan TV:ns centrum. Från startsidan kan du bestämma vad du vill titta på genom att bläddra bland underhållningsalternativ från appen och Live TV. Startsidan har kanaler så att du kan upptäcka fantastiskt innehåll från dina favoritappar. Du kan även lägga till fler kanaler eller hitta nya appar för att få mer innehåll.

Öppna Android TV- hemskärmen

Professionellt läge PÅ – se installationshandboken.

Professionellt läge AV – Öppna Android TV-hemskärmen och öppna ett objekt ...

1 – Tryck på Meny och gå till Philips rekommenderar och tryck sedan på OK.

2 – Välj en aktivitet med pilknapparna och tryck på OK, så startas aktiviteten.

3 – Om du vill stänga hemmenyn utan att ändra den aktuella aktiviteten trycker du på ←.



När du öppnar startsidan för Android TV stoppas app-/innehållsuppspelningen som sker i bakgrunden. Du måste välja appen eller innehållet från startsidan för Android TV för att återuppta uppspelningen.

Android TV-inställningar

Bild

Bildinställningar

Bildstil

Välja en stil

Tryck på > Inställningar > Bild > Bildstil. Du kan välja en fördefinierad bildstil för enkel bildjustering.

- Personligt – Bildinställningarna du ställer in vid första starten.
- Livlig – Passar utmärkt för visning i dagsljus
- Naturlig – Naturliga bildinställningar
- Standard – Den mest energimedvetna inställningen – Fabriksinställning
- Film – Passar utmärkt för att titta på film
- Spel – Passar utmärkt för att spela spel
- Dator – Perfekt för anslutning till dator

Färg, kontrast, skärpa, ljusstyrka

Justera bildfärgerna

Tryck på Hem > Inställningar > Bild > Färg. Tryck på pilarna (upp) eller (ned) för att justera bildens färgmättnadsvärde.

Justera bildkontrasten

Tryck på Hem > Inställningar > Bild > Kontrast. Tryck på pilarna (upp) eller (ned) för att justera bildens kontrastvärde.

Du kan minska kontrasten för att sänka energiförbrukningen.

Justera bildskärpan

Tryck på Hem > Inställningar > Bild > Skärpa. Tryck på pilarna (upp) eller (ned) för att justera bildens skärpa.

Justera ljusstyrka

Tryck på Hem > Inställningar > Bild > Ljusstyrka. Tryck på pilarna (upp) eller (ned) för att ställa in nivån på bildsignalens ljusstyrka.

Obs! Om ljusstyrkan ändras för långt från referensvärdet (50) kan det ge lägre kontrast.

Avancerade bildinställningar

Färginställningar

Avancerade färginställningar

Justera färgförbättringen



Tryck på  Hem >  Inställningar >

Bild > Avancerad > Färg > Färgförbättring.

Välj **Maximalt**, **Mellan**, eller **Låg** för att ställa in nivån på färgintensiteten och detaljerna i starka färger.

Välj förinställd färgtemperatur



Tryck på  Hem >  Inställningar >

Bild > Avancerad > Färg > Färgtemperatur.

Välj **Normal**, **Varm**, eller **Kall** för att ställa in färgtemperaturen som du vill ha den.

Anpassa färgtemperatur





Tryck på  Hem >  Inställningar >

Bild > Avancerad > Färg > Anpassad färgtemperatur.

Välj **Personlig** i Färgtemperatur-menyn för att anpassa din egen färgtemperatur. Tryck på pilarna  (upp) eller  (ned) för att justera värdet. WP är vitt och BL är svarta. Du kan också välja en av förinställningarna på den här menyn.

Avancerade kontrastinställningar

Kontrastläge



Tryck på  Hem >  Inställningar >

Bild > Avancerad > Kontrast > Kontrastläge.

Välj **Normal**, **Optimerad för bild**, eller **Optimerad för energibesparingar** för att ställa in TV:n på att automatiskt minska kontrasten, för bästa strömförbrukning eller bästa bildupplevelse. Välj **Av** för att stänga av justeringen.

Dynamisk kontrast



Tryck på  Hem >  Inställningar >

Bild > Avancerad > Kontrast > Dynamisk kontrast.

Välj **Maximalt**, **Medel** eller **Låg** för att ställa in nivån där TV:n automatiskt förbättrar detaljvisning i mörka, medelljusa och ljusa områden i bilden.

Videokontrast, gamma

Videokontrast





Tryck på  Hem >  Inställningar >

Bild > Avancerad > Kontrast > Videokontrast.

Tryck på pilarna  (upp) eller  (ner) för att justera nivån på videokontrasten.

Kontrast, gamma





Tryck på  Hem >  Inställningar >

Bild > Avancerad > Kontrast > Gamma.

Tryck på pilarna  (upp) eller  (ner) för att välja en icke-linjär inställning för bildluminans och kontrast.

Avancerade inställningar av skärpa

Ren bild

Brusreducering

Tryck på  Hem >  Inställningar > Bild >

Avancerad > Ren bild > Brusreducering.

Välj **Maximalt**, **Mellan** eller **Låg** för att ställa in nivån för brusreducering i videoinnehåll. Brus syns främst som små rörliga prickar på skärmen.

MPEG-artefaktreducering

Tryck på  Hem >  Inställningar > Bild >




Avancerad > Ren bild > MPEG-artefaktreducering.

Välj **Maximalt**, **Mellan** eller **Låg** för att få olika nivåer av utjämning av artefakter i digitalvideoinnehåll. MPEG-artefakter syns främst som små block eller taggiga kanter i bilden.

Bildformat

Om bilden inte fyller hela skärmen, om svarta fält visas längst upp eller ned eller på båda sidor, kan du justera bilden för att fylla skärmen helt.

Välja en av de grundläggande inställningarna för att fylla skärmen ...

- 1 - När du tittar på en TV-kanal trycker du på  Hem >  Inställningar > Bild > Bildformat.
- 2 - Välj ett format från listan och tryck på **OK**.
- 3 - Tryck på  **BACK** (flera gånger om nödvändigt) för att stänga menyn.



Följande format kan vara tillgängliga enligt bilden på skärmen ...

- Bredbild
- Fyll skärmen
- Anpassa till skärmen
- Inte skalförändrad

Ljud

Ljudstil



Välja en stil

Tryck på  Hem >  Inställningar > Ljud > Ljudstil. Du ställer enkelt in ljudet genom att välja en förinställd inställning med ljudstil.

- Personligt – De alternativ du själv har valt i Anpassa bild och ljud
- Original – Den mest neutrala ljudinställningen
- Film – Passar utmärkt för att titta på film
- Musik – Passar utmärkt för att lyssna på musik
- Spel – Passar utmärkt för att spela spel
- Nyheter – Passar utmärkt för tal

Ljudhantering

Välja en enhet.

Tryck på  Hem >  Inställningar > Ljud > Ljudhantering. Konfigurera ljudutgångsenheter.

- TV-högtalare – Ställ in TV:n så att den spelar ljud på TV:n eller på det anslutna ljudsystemet.
- Hörlurar/badrumshögtalare – på/av.
- Hörlurar/badrum, SPK fast volym – När funktionen är aktiverad är volymnivån för hörlurarna/badrumshögtalaren fast inställd på inställningarna vid påslagning.
- Hörlursidentifiering – På/Av.

TV-placering



Tryck på  Hem >  Inställningar > Ljud > TV-placering.

Välj På ett TV-stativ eller På väggen för att få bästa ljudåtergivning i enlighet med inställningen.



Avancerat

Miljöinställningar

Insomningsfunktion

Tryck på  Hem >  Inställningar > Miljöinställningar > Insomningstimer.



Ställ in TV:n så att den automatiskt växlar till standbyläge efter en förinställd tid. Om du vill inaktivera den här funktionen anger du tiden till noll.

Tryck på pilarna  (upp) eller  (ned) för att justera värdet. Värdet 0 (av) avaktiverar den automatiska avstängningen.

Välj Avstängningstimer så stängs TV:n av automatiskt för att spara energi.

Om du använder TV:n som bildskärm eller har en digitalmottagare för att titta på TV (digitaldekode) ska du stänga av den automatiska avstängningen genom att ställa in värdet på 0.

Skärm av

Tryck på  Hem >  Inställningar > Miljöinställningar > Skärm av.

Om du bara lyssnar på musik på TV:n kan du stänga av TV-skärmen. Endast TV-skärmen stängs av.

Region och språk



språk

Tryck på  Hem >  Inställningar > Region och språk > Språk.

Välj region och språkinställningar.



- Android-system/Menyspråk – Ändra språk för menyer och meddelanden.
- Primärt ljud – Ställ in högsta inställning för ljudspråk i sändningar.
- Sekundärt ljud – Ställ in nästa inställning för ljudspråk i sändningar.
- Primär undertext – Ställ in högsta inställning för undertextspråk i sändningar.
- Sekundär undertext – Ställ in nästa inställning för undertextspråk i sändningar.
- Primärt språk Text -TV – Ställ in första inställning för textspråk i sändningar.
- Sekundärt språk Text -TV – Ställ in nästa inställning för textspråk i sändningar.

Inställningar för Universell åtkomst

Tryck på  >  Inställningar > Tillgänglighet > Universell åtkomst.

Med Universell åtkomst påslagen är TV:n förberedd för användning av döva, personer med nedsatt hörsel, blinda och synskadade personer.

Så på inställningar för Universell åtkomst

Tryck på  >  Inställningar > Tillgänglighet > Universell åtkomst > På.



Universell åtkomst för personer med nedsatt hörsel

Tryck på  >  Inställningar > Tillgänglighet > Universell åtkomst > Nedsatt hörsel > På.


- En del digitala TV-kanaler sänder särskilt ljud och undertext anpassat för personer med nedsatt hörsel och döva.



- När det är påslaget växlar TV:n automatiskt till anpassat ljud och undertexter, om de finns.

Universell åtkomst för blinda eller synskadade personer

Tryck på  >  Inställningar > Tillgänglighet > Universell åtkomst > Ljudbeskrivning > Ljudbeskrivning > På.

Digital-TV-kanaler sänder särskilda berättarröster som beskriver vad som händer på skärmen.

 Inställningar > Tillgänglighet > Universell åtkomst > Ljudbeskrivning > Blandad volym, Ljudeffekter, Tal.



- Välj Blandad volym för att blanda volymen på det vanliga ljudet med berättarrösten. Tryck på pilarna  (upp) eller  (ned) för att justera värdet.

- Ställ in Ljudeffekter i läget På för att få extra ljudeffekter som stereo eller uttonande ljud i berättarljudspåret.

- Välj Tal för att ställa in föredraget tal som Beskrivande eller Textrensor.



Innehållsklassificering

Klassificeringsnivå

Tryck på  >  Inställningar > Innehållsklassificering.


För att förhindra att barn tittar på olämpliga program kan du ange en åldersgräns. Digitala kanaler kan ha åldersgränser på sina program. När åldersgränsen på ett program är samma eller högre än den du har ställt in för ditt barn, låses programmet. Om du vill titta på ett låst program måste du ange koden först.

Ange en åldersgräns

Tryck på  >  Inställningar > Innehållsklassificering > Klassificeringsnivå.



Välj ålder och tryck på OK. Om du vill stänga av åldersgränsen väljer du Ingen. Men i en del länder måste du ange en åldersgräns.

Ställ in kod och Ändra kod

Tryck på  Hem >  Inställningar > Innehållsklassificering.

Koden för Låsfunktion används för att låsa eller låsa upp kanaler och program.

Ställ in en ny kod eller återställ ändrad kod

Tryck på  Hem >  Inställningar > Innehållsklassificering > Ändra kod.

Obs!

Om du har glömt PIN-koden kan du kringgå den aktuella koden med **8888** och ange en ny kod.

11.4

Anslut din Android TV

Nätverk och internet

Hemnätverk

Om du vill kunna njuta av alla funktioner i din Philips Android TV, måste TV:n vara ansluten till internet.

Anslut TV:n till ett hemnätverk med en bredbandsanslutning. Du kan ansluta din TV trådlöst eller trådbundet till din nätverksrouter.

Anslut till nätverk

Trådlös anslutning

Vad du behöver

Om du vill ansluta TV:n till internet trådlöst behöver du en Wi-Fi-router med internetanslutning.

Använd en internetanslutning med hög hastighet (bredband).



Skapa anslutningen

Skapa anslutningen – TRÅDLÖS

Tryck på  Hem >  Inställningar >  Trådlöst och nätverk > Anslut till nätverk > TRÅDLÖS.

1 - Klicka på ditt trådlösa nätverk i listan över hittade nätverk. Om ditt nätverk inte finns i listan för att nätverksnamnet är dolt (du har stängt av routerns SSID-sändning) väljer du Lägg till nytt nätverk för att ange nätverksnamnet själv.

2 - Ange krypteringsnyckeln WEP, WPA eller WPA2 beroende på vilken typ av router du har. Om du har angett krypteringsnyckeln för nätverket förut kan du klicka på OK för att göra anslutningen direkt.

3 - Ett meddelande visas när anslutningen har upprättats.

Skapa anslutningen – WPS

Tryck på  Hem >  Inställningar >  Trådlöst och nätverk > Anslut till nätverk > WPS.



Om routern har WPS kan du direkt ansluta till routern utan att söka efter nätverk. Om du har enheter i ditt trådlösa nätverk som använder WEP-säkerhetskrypteringssystem kan du inte använda WPS.

1 - Gå till routern, tryck på WPS-knappen och återgå till TV:n inom 2 minuter.

2 - Klicka på Anslut för att göra anslutningen.

3 - Ett meddelande visas när anslutningen har upprättats.

Skapa anslutningen – WPS med PIN-kod

Tryck på  Hem >  Inställningar >  Trådlöst och nätverk > Anslut till nätverk > WPS MED PIN-KOD.

Om routern har WPS med PIN-kod kan du direkt ansluta till routern utan att söka efter nätverk. Om du har enheter i ditt trådlösa nätverk som använder WEP-säkerhetskrypteringssystem kan du inte använda WPS.

1 - Skriv ned den 8-siffriga PIN-koden som visas på skärmen och ange den i routerns programvara på datorn. Läs i användarhandboken till routern var du ska ange PIN-koden i routerns programvara.

2 - Klicka på Anslut för att göra anslutningen.

3 - Ett meddelande visas när anslutningen har upprättats.

Problem

Trådlöst nätverk hittades inte eller är förvrängt

- Mikrovågsugnar, DECT-telefoner och andra WiFi 802.11b/g/n/ac-enheter i närheten kan störa det trådlösa nätverket.

- Se till att brandväggarna i nätverket ger åtkomst till den trådlösa TV-anslutningen.

- Om det trådlösa nätverket inte fungerar ordentligt kan du försöka med den trådbundna nätverksinstallationen.

Internet fungerar inte

- Om anslutningen till routern fungerar som den ska kontrollerar du anslutningen till internet.

Dator- och internetanslutningen är långsam

- Leta i användarhandboken till den trådlösa routern för information om räckvidd inomhus, överföringshastighet och andra signalkvalitetsfaktorer.
- Använd en internetanslutning med hög hastighet (bredband) för routern.

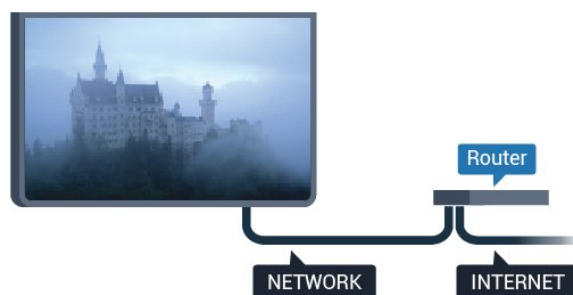
DHCP

- Om anslutningen inte upprättas kontrollerar du routerns DHCP-inställning (Dynamic Host Configuration Protocol). DHCP ska vara påslagen.

Trådbunden anslutning

Vad du behöver

Om du vill ansluta TV:n till internet behöver du en nätverksrouter med internetanslutning. Använd en internetanslutning med hög hastighet (bredband).



Skapa anslutningen

Skapa anslutningen – TRÅDBUNDEN

Tryck på  Hem >  Inställningar >  Trådlöst och nätverk > Anslut till nätverk > TRÅDBUNDEN.

1 - Anslut routern till TV:n med en nätverkskabel (Ethernet-kabel**).

2 - Kontrollera att routern är påslagen.

3 - TV:n söker hela tiden efter nätverksanslutningen.

4 - Ett meddelande visas när anslutningen har upprättats.

Om anslutningen inte upprättas kontrollerar du routerns DHCP-inställning. DHCP ska vara påslagen.

** För att uppfylla kraven enligt EMC-föreskrifterna ska du använda en skärmdad FTP Cat. 5E-Ethernetkabel.

Google-konto

Logga in

Om du vill kunna njuta av alla funktioner i din Philips Android TV kan du logga in på Google med ditt Google-konto.

Genom att logga in kan du spela dina favoritspel från telefonen, surfplattan eller TV:n. Du får också anpassade video- och musikrekommendationer på din TV-startskärm, samt åtkomst till YouTube, Google Play och andra appar.

Använd ditt befintliga Google-konto för att logga in på Google på din TV. Ett Google-konto består av en e-postadress och ett lösenord. Om du inte har något Google-konto än, kan du använda din dator eller surfplatta för att skapa ett (accounts.google.com). För att kunna spela spel med Google Play måste du ha en Google+-profil. Om du inte loggade in vid den första TV-installationen, kan du alltid logga in senare.

Logga in

Tryck på  Hem >  Appar > Google Play.

Med skärmtangentbordet anger du e-postadress och lösenord och trycker på samma OK-tangent för att logga in.

Android-inställningar

Du kan ange eller visa flera Android-specifika inställningar eller information. Du kan se en lista med appar som är installerade på din TV och det lagringsutrymme de kräver. Du kan ställa in vilket språk du vill använda med röstsökningen. Du kan konfigurera skärmtangentbordet eller låta appar använda din plats. Utforska olika Android-inställningar. Du kan gå till www.support.google.com/androidtv för mer information om dessa inställningar.

Öppna inställningarna

Tryck på  Hem >  Inställningar > Inställningar > Android-inställningar.

11.5

Kanaler

Titta på kanaler


Gå till en kanal

Börja titta på TV-kanaler genom att trycka på . TV:n visar kanalen du senast tittade på.

Byta kanal

– Tryck på CH+ eller CH- för att byta kanal.

Föregående kanal

– Du byter tillbaka till den tidigare inställda kanalen genom att trycka på  BACK.

11.6

Kanalinstallation

Installera kanaler



Antenn-/kabelinstallation

Sök efter kanaler

Du kan installera om alla kanaler och lämna alla andra TV-inställningar orörda.

Om en PIN-kod har ställts in måste du ange koden innan du kan installera om kanalerna.

Sök efter kanaler...

1 - Tryck på  Hem >  Inställningar > Installera kanaler och tryck på OK.

2 - Välj RF-kanalinstallation och tryck på OK.

3 - Ange PIN-koden om det behövs.

Välj **Sök efter kanaler** och tryck på OK.

Välj **Start** och tryck på OK.

Välj det land som du befinner dig i och tryck på OK.

Välj **Start** och tryck på OK.



Välj den typ av installation som du vill ha, **Antenn (DVB-T)** eller **Kabel (DVB-C)** och tryck på OK.

Välj **Nästa** och tryck på OK.

Välj den typ av kanaler du vill ha, **Digitala och analoga kanaler** eller **Endast digitala kanaler** och tryck på OK.

Välj **Nästa** och tryck på OK.

Välj **Start** och tryck på OK för att uppdatera digitalkanalerna. Det kan ta några minuter.





Tryck på  (vänster) för att gå tillbaka ett steg eller tryck på  BACK för att stänga menyn.

Automatisk kanaluppdatering

Om du tar emot digitalkanaler kan du ställa in TV:n för automatisk uppdatering av dessa kanaler.

En gång om dagen, klockan 06.00, uppdaterar TV-apparater kanaler och lagrar nya kanaler. Nya kanaler lagras i kanallistan och markeras med **★**. Kanaler utan signal tas bort. TV-apparaten måste vara i standbyläge för att automatiskt uppdatera kanaler. Du kan stänga av Automatisk kanaluppdatering.





Stänga av automatisk uppdatering ...

- 1 - Tryck på  Hem >  Inställningar > Installera kanaler och tryck på **OK**.
- 2 - Välj **RF-kanalinstallation** och tryck på **OK**.
- 3 - Ange PIN-koden om det behövs.
- 4 - Välj **Automatisk kanaluppdatering** och tryck på **OK**.
- 5 - Välj **Av** och tryck på **OK**.
- 6 - Tryck på  (vänster) för att gå tillbaka ett steg eller tryck på  **BACK** för att stänga menyn.

Kanaluppdateringsmeddelande

När nya kanaler hittas, eller om kanaler uppdateras eller tas bort, visas ett meddelande när TV:n startas. Om du vill undvika att det här meddelandet visas efter varje kanaluppdatering kan du stänga av det.

Stänga av meddelandet ...




- 1 - Tryck på  Hem >  Inställningar > Installera kanaler och tryck på **OK**.
- 2 - Välj **RF-kanalinstallation** och tryck på **OK**.
- 3 - Ange PIN-koden om det behövs.
- 4 - Välj **Automatisk kanaluppdatering** och tryck på **OK**.
- 5 - Välj **Av** och tryck på **OK**.
- 6 - Tryck på  (vänster) för att gå tillbaka ett steg eller tryck på  **BACK** för att stänga menyn.

I vissa länder sker den automatiska kanaluppdateringen när du tittar på TV eller när som helst när TV-apparaten är i standby.

Digital: Manuell installation

Digitala TV-kanaler kan ställas in manuellt, en kanal i taget.

Installera digitala kanaler manuellt...

- 1 - Tryck på  Hem >  Inställningar > Installera kanaler och tryck på **OK**.
- 2 - Välj **RF-kanalinstallation** och tryck på **OK**.
- 3 - Välj **Digitalt: Manuell installation** och tryck på **OK**.
- 4 - Välj **Sök** och tryck på **OK**. Du kan ange frekvens själv för att hitta en kanal eller låta TV:n söka efter kanalen. Tryck på  (höger) för att välja **Sök** och

tryck på **OK** för att söka efter kanalen automatiskt. Kanalen som hittas visas på skärmen och om mottagningen är dålig trycker du på **Sök igen**. Om du vill lagra kanalen väljer du **Klar** och trycker på **OK**.

Analog: Manuell installation

Analoga TV-kanaler kan ställas in manuellt, en kanal i taget.


Installera analoga kanaler manuellt ...

- 1 - Tryck på  Hem >  Inställningar > Installera kanaler och tryck på **OK**.
- 2 - Välj **RF-kanalinstallation** och tryck på **OK**.
- 3 - Välj **Analogt: Manuell installation** och tryck på **OK**.

• System

Om du vill ställa in TV-systemet väljer du **System**. Välj det land eller den del av världen där du befinner dig och tryck på **OK**.

• Sök kanal

Om du vill hitta en kanal väljer du **Sök kanal** och trycker på **OK**. Du kan ange frekvens själv för att hitta en kanal eller låta TV:n söka efter kanalen. Tryck på  (höger) för att välja **Sök** och tryck på **OK** för att söka efter kanalen automatiskt. Kanalen som hittas visas på skärmen och om mottagningen är dålig trycker du på **Sök igen**. Om du vill lagra kanalen väljer du **Klar** och trycker på **OK**.

• Lagra

Du kan lagra kanalen på det aktuella kanalnumret eller som ett nytt kanalnummer. Välj **Lagra denna kanal** eller **Lagra som ny kanal** och tryck på **OK**. Det nya kanalnumret visas en kort stund.

Du kan upprepa stegen tills du hittat alla tillgängliga analoga TV-kanaler.

11.7

Internet






Starta internet

Du kan surfa på internet på din TV. Du kan visa alla internetwebbplatser på TV:n, men de flesta är inte anpassade för en TV-skärm.

- Vissa insticksprogram (till exempel för att visa sidor eller video) går inte att använda för TV:n.
- Det går inte att skicka eller hämta filer.
- Internetsidor visas en sida i taget och i helskärmsläge.

Så här startar du webbläsaren ...

- 1 - Tryck på  **HOME**.

- 2 - Bläddra nedåt och välj  Appar >  Internet och tryck på OK.
- 3 - Ange en internetadress och välj , tryck på OK.
- 4 - Avsluta Internet genom att trycka på  HOME eller .




11.8

Programvara

Uppdatering av programvara

Programversion

Visa aktuell version av TV:ns programvara ...

- 1 - Tryck på , välj **Inställningar**  och tryck på OK.
- 2 - Välj **Uppdatera programvara** > **Aktuell firmwareinformation** och tryck på OK.
- 3 - Versionen, versionsinformationen och det datum den skapades visas.
- 4 - Tryck på  (vänster) flera gånger om det behövs, för att stänga menyn.

Uppdatera från webbplats

Du hittar den aktuella versionen av den fasta programvaran för TV:n på inställningsmenyn under "Uppdatera programvara" > "Aktuell fast programvara".

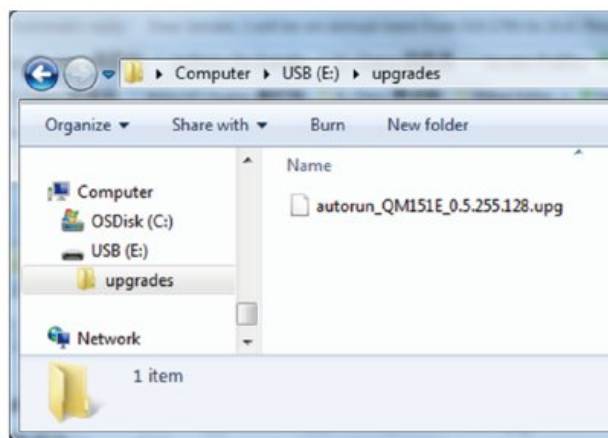
Kontrollera regelbundet om det finns nya uppdateringar på www.philips.com/support.

Följ instruktionerna nedan för att uppdatera TV:ns inbyggda programvara.

Ladda ned den senaste programvaran...

- 1 - Starta Internet Explorer.
- 2 - Gå till Philips supportwebbplats på <http://www.philips.com/support>.
- 3 - Ange modellnumret. (Du hittar modellnumret på etiketten på baksidan av TV:n.)
- 4 - När du öppnar TV:ns produktsida väljer du Support.
- 5 - Välj "Programuppdateringar" och klicka på "Hämta fil" för att hämta programvaran. (Programvaran är tillgänglig som en zip-fil.)
- 6 - Om programvaruversionen är högre än den version som är installerad på TV:n klickar du på länken för hämtning av programvara.
- 7 - Godkänn licensavtalet/villkoren, välj "Jag accepterar", så hämtas zip-filen automatiskt.
- 8 - Packa upp zip-filen i valfri katalog med hjälp av ett arkiveringsverktyg.
- 9 - Skapa ett mappnamn "uppdateringar" i huvudkatalogen på USB-flashenheten.
- 10 - Kopiera den upg-fil du har extraherat tidigare till uppdateringsmappen, som visas i bilden nedan.

- 11 - Koppla från USB-minnet från datorn.



Uppdatera programvaran...

- 1 - Anslut USB -minnet (med programvaruuppdateringen) till USB-uttaget på TV:n. Vänta i 30 sekunder eller tills USB-enheten känns igen av TV:n.
- 2 - TV:n börjar läsa in programvaran automatiskt.
- 3 - När inläsningen av programvaran är klar trycker du på "Start" för att aktivera uppdateringen av TV:n.

Programvara med öppen källkod

Öppen källkod-licens

Om öppen källkod-licens

README för källkoden till delarna av TV-programvaran från TP Vision Netherlands B.V. som omfattas av öppen källkod-licenser.

I det här dokumentet beskrivs distributionen av källkoden som används för TP Vision Netherlands B.V. TV, som omfattas antingen av GNU General Public License (GPL) eller GNU Lesser General Public License (LGPL) eller någon annan öppen källkod-licens. Anvisningar om hur du erhåller kopior av den här programvaran finns i användaranvisningarna.

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Open Source

Android (7.1.1)

This tv contains the Android Nougat Software. Android is a Linux-based operating system designed primarily for touchscreen mobile devices such as smartphones and tablet computers. This software will also be reused in TPVision Android based TV's. The original download site for this software is : <https://android.googlesource.com/>. This piece of software is made available under the terms and conditions of the Apache license version 2, which can be found below. Android APACHE License Version 2 (<http://source.android.com/source/licenses.html>). This includes all external sources used by official Android AOSP.

linux kernel (3.10.79)

This tv contains the Linux Kernel. The original download site for this software is

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

libcurl (7.50.1)

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

: <http://curl.haxx.se/libcurl/> COPYRIGHT AND PERMISSION NOTICE Copyright (c) 1996 - 2010, Daniel Stenberg, daniel@haxx.se. All rights reserved. Permission to use, copy, modify, and distribute this software for any purpose with or without fee is hereby granted, provided that the above copyright notice and this permission notice appear in all copies. 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 OF THIRD PARTY RIGHTS. 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. Except as contained in this notice, the name of a copyright holder shall not be used in advertising or otherwise to promote the sale, use or other dealings in this Software without prior written authorization of the copyright holder.

libfreetypeex (2.4.2)

FreeType is a software development library, available in source and binary forms, used to render text on to bitmaps and provides support for other font-related

operations. The original download site for this software is

: <https://github.com/julienr/libfreetype-android>

Freetype License

libjpegex (8a)

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libpngex (1.4.1)

libpng is the official Portable Network Graphics (PNG) reference library (originally called pnglib). It is a platform-independent library that contains C functions for handling PNG images. It supports almost all of PNG's features, is extensible. The original download site for this software is :

<https://github.com/julienr/libpng-androidlibpng>

license

dvbsnoop (1.2)

dvbsnoop is a DVB / MPEG stream analyzer program. For generating CRC32 values required for composing PAT, PMT, EIT sections The original download site for this software is :

<https://github.com/a4tunado/dvbsnoop/blob/master/src/misc/crc32.cGPL> v2

<http://dvbsnoop.sourceforge.net/dvbsnoop.html>

gSoap (2.7.15)

The gSOAP toolkit is an open source C and C++ software development toolkit for SOAP/XML Web services and generic (non-SOAP) C/C++ XML data bindings. Part of the software embedded in this product is gSOAP software. Portions created by gSOAP are Copyright 2001-2009 Robert A. van Engelen, Genivia inc. All Rights Reserved. THE SOFTWARE IN THIS PRODUCT WAS IN PART PROVIDED BY GENIVIA INC AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE AUTHOR BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

restlet (2.3.0)

Restlet is a lightweight, comprehensive, open source REST framework for the Java platform. Restlet is suitable for both server and client Web applications. It supports major Internet transport, data format, and service description standards like HTTP and HTTPS, SMTP, XML, JSON, Atom, and WADL. The original download site for this software is

: <http://restlet.org> This piece of software is made available under the terms and conditions of the Apache License version 2.

FaceBook SDK (3.0.1)

This TV contains Facebook SDK. The Facebook SDK for Android is the easiest way to integrate your Android app with Facebook's platform. The SDK provides support for Login with Facebook authentication, reading and writing to Facebook APIs and support for UI elements such as pickers and

dialogs. The original download site for this software is : <https://developer.facebook.com/docs/android>
This piece of software is made available under the terms and conditions of the Apache License version 2.

ffmpeg (2.1.3)

This TV uses FFmpeg. FFmpeg is a complete, cross-platform solution to record, convert and stream audio and video. The original download site for this software is : <http://ffmpeg.org> This piece of software is made available under the terms and conditions of the GPL v2 license, which can be found below.

gson (2.3)

This TV uses gson. Gson is a Java library that can be used to convert Java Objects into their JSON representation. It can also be used to convert a JSON string to an equivalent Java object. Gson can work with arbitrary Java objects including pre-existing objects that you do not have source-code of. The original download site for this software is : <https://code.google.com/p/google-gson/> . This piece of software is made available under the terms and conditions of the Apache License 2.0

This software includes an implementation of the AES Cipher, licensed by Brian Gladman. The original download site for this software is : <http://www.gladman.me.uk/> This piece of software is licensed by Brian Gladman.

libUpNp (1.2.1)

The original download site for this software is : <http://upnp.sourceforge.net/> This piece of software is made available under the terms and conditions of the BSD.

live555 (0.82)

Live555 provides RTP/RTCP/RTSP client. The original download site for this software is : <http://www.live555.com> This piece of software is made available under the terms and conditions of the LGPL v2.1 license, which can be found below.

dnsmasq

Dnsmasq is a lightweight, easy to configure DNS forwarder and DHCP server. The original download site for this software is : <https://android.googlesource.com/platform/external/dnsmasq> This piece of software is made available under the terms and conditions of the GPL v2 license,

which can be found below.

TomCrypt (1.1)

iwedia stack is using tomcrypt for sw decryption. The original download site for this software is : <http://manpages.ubuntu.com/manpages/saucy/man3/libtomcrypt.3.html>. This piece of software is made available under the terms and conditions of the WTFPL.

u-boot (2011-12)

U-boot is a boot loader for embedded boards based on ARM, MIPS and other processors, which can be installed in a boot ROM and used to initialize and test the hardware or to download and run application code. This piece of software is made available under the terms and conditions of the GPL v2 license, which can be found below.

AsyncHttpClient (1.4.9)

The original download site for this software is : <http://loopj.com/android-async-http/> This piece of software is made available under the terms and conditions of the APACHE LICENSE 2.0

httpClient-4.4.1.1 (4.4.1.1)

This is needed to import cz.msebera.android.httpClient used by AssyncHttpClient The original download site for this software is : <http://mvnrepository.com/artifact/cz.msebera.android/httpclient/4.4.1.1> This piece of software is made available under the terms and conditions of the APACHE LICENSE 2.0

Jackson Parser (2.x)

lpepg client uses Jackson Parser for string manipulation. The original download site for this software is : <https://github.com/FasterXML/jackson-core> This piece of software is made available under the terms and conditions of the APACHE LICENSE 2.0

audio a2dp (2.x)

Bluetooth stack. The original download site for this software is : https://android.googlesource.com/platform/system_bt This piece of software is made available under the terms and conditions of the APACHE LICENSE 2.0

libexif (0.6.21)

Exif JPEG header manipulation tool. The original download site for this software is : <http://libexif.sourceforge.net/> This piece of software is made available under the terms and conditions of the APACHE LICENSE 2.0

libexpat (2.1.0)

Expat XML Parser. The original download site for this software is : <http://www.libexpat.org/Expat> is free software. You may copy, distribute, and modify it under the terms of the License contained in the file COPYING distributed with this package. This license is the same as the MIT/X Consortium license.

libFFTEm ()

neven face recognition library. The original download site for this software is : No info. This piece of software is made available under the terms and conditions of the APACHE LICENSE 2.0

libicui18n (49.1.1)

International Components for unicode. The original download site for this software is : <http://icu-project.org> This piece of software is made available under the terms and conditions of the BSD.

libiprouteutil (3.4.0)

iproute2 TCP/IP networking and traffic control. The original download site for this software is : <http://www.linuxfoundation.org/> This piece of software is made available under the terms and conditions of the GPL v2. which can be found below

libjpeg (3.4.0)

libjpeg-turbo is a JPEG image codec that uses SIMD instructions (MMX, SSE2, NEON) to accelerate baseline JPEG compression and decompression on x86, x86-64, and ARM systems. The original download site for this software is : <http://www.iijg.org/libjpeg-turbo> is covered by three compatible BSD-style open source licenses. Refer to LICENSE.txt for a roll-up of license terms.

libmtp (1.0.1)

libmtp The original download site for this software is : <http://libmtp.sourceforge.net/> . This piece of software is made available under the terms and conditions of the LGPL V2.

libmdnssd (320.10.80)

mDNS Responder. The mDNSResponder project is a component of Bonjour, 5Apple's ease-of-use IP networking initiative. The original download site for this software is : <http://www.opensource.apple.com/tarballs/mDNSResponder/> This piece of software is made available under the terms and conditions of the Apache license version 2

libnfc_ndef ()

The original download site for this software is : No info. This piece of software is made available under the terms and conditions of the Apache license version 2

libskia ()

skia 2D graphics library Skia is a complete 2D graphic library for drawing Text, Geometries, and Images. The original download site for this software is : <http://code.google.com/p/skia/> This piece of software is made available under the terms and conditions of the BSD.

libsonivox ()

The original download site for this software is : No info. This piece of software is made available under the terms and conditions of the Android APACHE License Version 2.

libsqlite (3.9.2)

SQLite database. The original download site for this software is : <http://www.sqlite.org> This piece of software is made available under the terms and conditions of the Android APACHE License Version 2.

libtspico ()

The original download site for this software is : No info. This piece of software is made available under the terms and conditions of the Android APACHE License Version 2.

libtinyalsa ()

tinyalsa: a small library to interface with ALSA in the Linux kernel. The original download site for this software is : No info. This piece of software is made available under the terms and conditions of the BSD.

wpa_supplicant (0.8)

Library used by legacy HAL to talk to wpa_supplicant daemon. The original download site for this software is : <http://hostap.epitest.fi/> This piece of software is made available under the terms and conditions of the GPLv2.

libz (1.2.8)

zlib compression library. The original download site for this software is : <http://zlib.net> This piece of software is made available under the terms and conditions of the BSD.

iptables (1.4.20)

iptables is a user space application program that allows a system administrator to configure the tables provided by the Linux kernel firewall (implemented as different Netfilter modules) and the chains and rules it stores. Different kernel modules and programs are currently used for different protocols; iptables applies to IPv4. The original download site for this software is : <https://android.googlesource.com/> This piece of software is made available under the terms and conditions of the GPLv2.

toolbox (1.2.8)

The 'toolbox' command in Android is a multi-function program. It encapsulates the functionality of many common Linux commands (and some special Android ones) into a single binary. This makes it more compact than having all those other commands installed individually. The original download site for this software is : <https://android.googlesource.com/> This piece of software is made available under the terms and conditions of the Android APACHE License Version 2.

libssl

(7b8b9c17db93ea5287575b437c77fb36eeb81b31)

BoringSSL The original download site for this software is : <https://boringssl.googleusercontent.com/boringssl/> This piece of software is made available under the terms and conditions of the BSD.

libOpenMAXAL

(7b8b9c17db93ea5287575b437c77fb36eeb81b31)

OpenMAX AL is an application-level multimedia playback and recording API for mobile embedded devices. The original download site for this software is : <https://www.khronos.org/openmax/> License free

libOpenSLES (1.0)

Khronos OpenSL Sound API spec. The original download site for this software is : <https://www.khronos.org/opensles/> License free

libEGL libGLESv1_CM (3.1)

Khronos OpenGL Graphics API spec. The original download site for this software is : <https://www.opengl.org/> License free

libffmpeg_av (2.1)

FFmpeg media player. The original download site for this software is : <https://ffmpeg.org/> This piece of software is licensed under LGPL v2.1

libcurlmheg (7.21.6)

curl for MHEG. The original download site for this software is : <https://ffmpeg.org/> Curl and libcurl are licensed under a MIT/X derivative license. Please look at <https://curl.haxx.se/docs/copyright.html>

boringsssl

(af0e32cb84f0c9cc65b9233a3414d2562642b342)

ssl for MHEG, Taken from android M. The original download site for this software is : <https://boringssl.googleusercontent.com/boringssl/> Licensed under BSD, please find in /android/n-base/external/boringssl/NOTICE

libpng (1.6.22beta)

libpng is the official Portable Network Graphics (PNG) reference library (originally called pnglib). It is a platform-independent library that contains C functions for handling PNG images. It supports almost all of PNG's features, is extensible. The original download site for this software is : <https://github.com/juliennr/libpng-android> This code is released under the libpng license.

Hue SDK (1.8.1)

TV ambihue app uses Philips SDK to find the hue bridge name. The original download site for this software is

: <https://developers.meethue.com/documentation/java-multi-platform-and-android-sdk>

Opera Web Browser (SDK 4.8.0)

This TV contains Opera Browser Software.

Third-party licenses

WebKit

name License

WebKit URL: <http://webkit.org/>

(WebKit doesn't distribute an explicit license. This LICENSE is derived from license text in the source.)

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Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries

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"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 associate interface definition files, plus the scripts used to control compilation and installation of the library.

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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 squareroot function must still compute square roots.)

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

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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.

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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also compile or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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

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URL:

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

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Copyright FAQ

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

Bitstream is giving away these fonts, but wishes to ensure its competitors can't just drop the fonts as is into a font sale system and sell them as is. It seems fair that if Bitstream can't make money from the Bitstream Vera fonts, their competitors should not be able to do so either. You can sell the fonts as part of

any software package, however.

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

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

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

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

See 1. above.

3. Are derivative works allowed?

Yes!

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

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

5. Under what terms are derivative works allowed?

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

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

ensure that if an application has opened a font specifically of these

names, it gets what it expects (though of course, using fontconfig,

substitutions could still could have occurred during font

opening). You must include the Bitstream copyright. Additional

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

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

adopted in future versions?

Yes. The contract between the Gnome Foundation and Bitstream has

provisions for working with Bitstream to ensure quality additions to

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

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

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

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

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

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

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

guide and aid for people interested in contributing to Vera.

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

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

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

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

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

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

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

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

selection and substitution; it has provisions for overriding font

names and substituting alternatives. An example is provided by the

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

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

core server) has other mechanisms for font substitution.

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URL:
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libcurl

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

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libcurl - lib/krb5.c

URL:

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

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

*

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libcurl - lib/security.c

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

```
/* This source code was modified by Martin Hedenfalk <mhe@stacken.kth.se> for use in Curl. His latest changes were done 2000-09-18.
```

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David M. Gay's floating point routines

URL: <http://www.netlib.org/fp/>

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dynamic annotations

URL: <http://code.google.com/p/data-race-test/wiki/DynamicAnnotations>

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* Author: Kostya Serebryany
*/

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Paul Hsieh's SuperFastHash

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google-glog's symbolization library

URL: <https://github.com/google/glog>

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Almost Native Graphics Layer Engine

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libjingle

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libjpeg

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November 12, 2015

libsrtip

URL: <https://github.com/cisco/libsrtip>

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URL: <http://www.mesa3d.org/>

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modp base64 decoder

URL: <https://github.com/client9/stringencoders>

* MODP_B64 - High performance base64 encoder/decoder

* Version 1.3 -- 17-Mar-2006

* <http://modp.com/release/base64>

*

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Mojo

URL: <https://github.com/domokit/mojo>

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mt19937ar

URL: <http://www.math.sci.hiroshima-u.ac.jp/m-mat/MT/MT2002/emt19937ar.html>

A C-program for MT19937, with initialization improved 2002/1/26.

Coded by Takuji Nishimura and Makoto Matsumoto.

Before using, initialize the state by using
init_genrand(seed)
or init_by_array(init_key, key_length).

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Netscape Plugin Application Programming Interface (NPAPI)

URL: <http://mxr.mozilla.org/mozilla-central/source/modules/plugin/base/public/>

Version: MPL 1.1/GPL 2.0/LGPL 2.1

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OpenMAX DL

URL:

<https://silver.arm.com/download/Software/Graphics/OX000-BU-00010-r1p0-00bet0/OX000-BU-00010-r1p0-00bet0.tgz>

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* dl/api/omxtypes.h

* dl/sp/api/omxSP.h

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opus

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OTS (OpenType Sanitizer)

URL: <https://github.com/khaledhosny/ots.git>

PLY (Python Lex-Yacc)

URL: <http://www.dabeaz.com/ply/ply-3.4.tar.gz>

PLY (Python Lex-Yacc)
Version 3.4

Protocol Buffers

URL: <http://protobuf.googlecode.com/svn/trunk>

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Quick Color Management System

URL: <https://github.com/jrmuizel/qcms/tree/v4>

qcms

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re2 - an efficient, principled regular expression library

URL: <https://github.com/google/re2>

sfntly

URL: <https://github.com/googlei18n/sfntly>

Skia

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SMHasher

URL: <http://code.google.com/p/smhasher/>

Snappy: A fast compressor/decompressor

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sqlite

URL: <http://sqlite.org/>

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tcmmalloc

URL: <http://gperftools.googlecode.com/>

The USB ID Repository

URL: <http://www.linux-usb.org/usb-ids.html>

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usrsrcp

URL: <http://github.com/sctplab/usrsrcp>

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Web Animations JS

URL: <https://github.com/web-animations/web-animations-js>

WebRTC

URL: <http://www.webrtc.org>

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x86inc

URL:

<http://git.videolan.org/?p=x264.git;a=blob:f=common/x86/x86inc.asm>

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; This is a header file for the x264ASM assembly
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; It also has various other useful features to simplify
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zlib
URL: <http://zlib.net/>

/* zlib.h -- interface of the 'zlib' general purpose
compression library
version 1.2.4, March 14th, 2010

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Jean-loup Gailly
Mark Adler

*/

url_parse
URL: <http://mxr.mozilla.org/comm-central/source/mozilla/network/base/src/nsURLParsers.cpp>

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V8 JavaScript Engine

URL: <http://code.google.com/p/v8>

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- Strongtalk assembler, the basis of the files assembler-arm-inl.h,

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- assembler-ia32.cc, assembler-ia32.h, assembler-x64-inl.h,

- assembler-x64.cc, assembler-x64.h, assembler-mips-inl.h,

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Original Code Source Code for Your Modifications.]

Hjälp och support

13.1

Felsökning

Slå på

Det går inte att slå på TV:n

- Koppla bort strömkabeln från eluttaget. Vänta en minut och koppla därefter in det igen.
- Kontrollera att strömkabeln är ordentligt ansluten.

Knakande ljud vid start eller avstängning

När du slår på och stänger av eller sätter TV:n i standbyläge hörs ett knakande ljud från TV-chassit. Det knakande ljudet beror på normal utvidgning och sammandragning när TV:n värms upp respektive svalnar. Detta påverkar inte prestanda.

TV:n går tillbaka till standbyläge när den har visat Philips-startskärmen

När TV:n är i standbyläge visas en Philips-startskärm, sedan återgår TV:n till standbyläge. Detta är ett normalt beteende. När TV:n kopplas ur och ansluts till elnätet visas startskärmen vid nästa start.

Standbylampan fortsätter att blinka

Koppla bort strömkabeln från eluttaget. Vänta i 5 minuter innan du ansluter strömkabeln. Om blinkandet återkommer kontaktar du Philips TV-kundtjänst.

Bild

Ingen bild/förvrängd bild

- Kontrollera att antennen är rätt ansluten till TV:n.
- Kontrollera att rätt enhet är vald som visningskälla.
- Se till att den externa enheten eller källan är ansluten på rätt sätt.

Ljud men ingen bild

- Kontrollera att bildinställningarna är korrekt inställda.

Dålig antennmottagning

- Kontrollera att antennen är rätt ansluten till TV:n.
- Högtalare, ljudenheter som inte jordats, neonbelysning, höga byggnader och andra stora objekt kan påverka mottagningen. Försök om möjligt att förbättra mottagningen genom att rikta antennen åt ett annat håll eller genom att flytta enheter bort från TV:n.
- Om mottagningen endast är dålig på en kanal kan du finjustera kanalen.

Dålig bild från en enhet

- Kontrollera att enheten sitter i som den ska.
- Kontrollera att bildinställningarna är korrekt inställda.

Bilden passar inte skärmen

Ändra till ett annat bildformat.

Bilden är felaktig

Bildsignaler från vissa enheter passar inte för skärmen. Kontrollera signalen som matas ut till den anslutna enheten.

Datorbilden är inte stabil

Se till att din dator använder en upplösning och uppdateringsfrekvens som kan användas.

Ljud

Inget ljud eller förvrängt ljud

Om TV:n inte upptäcker någon ljudsignal stänger den automatiskt av ljudet. Detta är inte något tekniskt fel.

- Kontrollera att ljudinställningarna är korrekt inställda.
- Kontrollera att alla kablar är ordentligt anslutna.
- Kontrollera att ljudet inte är avstängt eller inställt på noll.
- Se till att TV-ljudet är anslutet till ljudingången på hemmabiosystemet.

Ljud ska höras från HTS-högtalarna.

- Vissa enheter kräver att du manuellt aktiverar HDMI-ljud. Om HDMI-ljud är redan aktiverat, men du fortfarande inte hör ljudet, kan du försöka ändra det digitala ljudformatet i enheten till PCM (Pulse Code Modulation). Mer anvisningar finns i dokumentationen som medföljer enheten.

Anslutningar

HDMI

- Observera att HDCP (High-bandwidth Digital Content Protection) kan fördröja den tid det tar för TV:n att visa innehåll från en HDMI-enhet.
- Om TV:n inte känner igen HDMI-enheten och ingen bild visas, stäng av källan från en enhet till en annan och tillbaka igen.
- Om det uppstår ojämna ljudstörningar ska du kontrollera att inställningarna för utgående signal från HDMI-enheten är korrekta.
- Om du använder en HDMI till DVI-adapter eller HDMI till DVI-kabel kontrollerar du att du anslutit en extra ljudkabel till AUDIO IN (endast miniuttag), om det är tillgängligt.

EasyLink fungerar inte

- Se till att dina HDMI-enheter är HDMI-CEC-kompatibla. EasyLink-funktioner fungerar endast med enheter som är HDMI-CEC-kompatibla.

Ingen volymsymbol visas

- När en HDMI-CEC-ljudenhet är ansluten är detta

beteende normalt.

Foton, videor och musik från en USB-enhet visas inte

- Kontrollera att USB-lagringsenheten är inställd för att vara kompatibel med masslagringsklass, enligt beskrivningen i dokumentationen för lagringsenheten.
- Kontrollera att USB-lagringsenheten är kompatibel med TV:n.
- Se till att ljud- och bildfilformat stöds av TV:n.

Hackig uppspelning från USB-filer

- USB-enhetens överföringsprestanda kan eventuellt begränsa överföringshastigheten till TV:n, vilket leder till dålig uppspelningskvalitet.

Wi-Fi, internet och Bluetooth

Trådlöst nätverk hittades inte eller är förvrängt

- Mikrovågsugnar, DECT-telefoner och andra WiFi 802.11b/g/n/ac-enheter i närheten kan störa det trådlösa nätverket.
- Se till att brandväggarna i nätverket ger åtkomst till den trådlösa TV-anslutningen.
- Om det trådlösa nätverket inte fungerar ordentligt kan du försöka med den trådbundna nätverksinstallationen.

Internet fungerar inte

- Om anslutningen till routern fungerar som den ska kontrollerar du anslutningen till internet.

Dator- och internetanslutningen är långsam

- Leta i användarhandboken till den trådlösa routern för information om räckvidd inomhus, överföringshastighet och andra signalkvalitetsfaktorer.
- Använd en internetanslutning med hög hastighet (bredband) för routern.

DHCP

- Om anslutningen inte upprättas kontrollerar du routerns DHCP-inställning (Dynamic Host Configuration Protocol). DHCP ska vara påslagen.

Bluetooth tappade anslutningen

- Platser med mycket trådlös aktivitet (som lägenheter med många trådlösa routrar) kan störa den trådlösa anslutningen.

Nätverk

Trådlöst nätverk hittades inte eller är förvrängt

- Mikrovågsugnar, DECT-telefoner och andra WiFi 802.11b/g/n/ac-enheter i närheten kan störa det trådlösa nätverket.
- Se till att brandväggarna i nätverket ger åtkomst till den trådlösa TV-anslutningen.
- Om det trådlösa nätverket inte fungerar ordentligt kan du försöka med den trådbundna nätverksinstallationen.

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Dator- och internetanslutningen är långsam

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- Använd en internetanslutning med hög hastighet (bredband) för routern.

DHCP

- Om anslutningen inte upprättas kontrollerar du routerns DHCP-inställning (Dynamic Host Configuration Protocol). DHCP ska vara påslagen.

13.2

Onlinehjälp

Om du får problem med din Philips-TV kan du besöka vår onlinesupport. Där kan du välja språk och ange produktmodellnummer.

Besök www.philips.com/support

På supportwebbplatsen hittar du telefonnummer till supportpersonal i ditt land samt svar på de vanligaste frågorna. I vissa länder kan du chatta med vår personal och ställa frågor direkt eller via e-post. Du kan hämta ny TV-programvara eller handboken för att läsa den på datorn.

13.3

Support och reparation

Om du behöver support och reparation kan du ringa kundtjänst i ditt land. Våra servicetekniker tar hand om reparationen, om det behövs.

Du hittar telefonnumret i den tryckta dokumentation som medföljde TV:n.

Du kan även vända dig till vår webbplats www.philips.com/TVsupport och välja ditt land vid behov.

TV:ns modell- och serienummer

Det kan hända att du ombeds att uppge TV:ns produktmodellnummer och serienummer. Dessa nummer hittar du på förpackningsetiketten eller på typplattan på TV:ns bak- eller undersida.

▲ Varning

Försök inte att reparera TV:n själv. Detta kan leda till allvarliga personskador eller svåra skador på TV:n samt att garantin upphör att gälla.

Säkerhet och skötsel

14.1

Säkerhet

ESD-deklaration

Det finns en flimrande störning på skärmen under testet, men det återställs automatiskt efter testet. Den här tillåtande prestandaförlusten specificeras av tillverkaren och det här fenomenet kommer att anges med en tydlig förklaring i användarhandboken för att undvika missförstånd.

Viktigt

Läs och se till att du förstår alla säkerhetsinstruktioner innan du använder TV:n. Garantin gäller inte vid fel som uppkommit på grund av felaktig användning.

Ingen modifiering av denna utrustning utan tillstånd från tillverkaren.

Risk för elektriska stötar eller brand

- Utsätt aldrig TV:n för regn eller vatten. Placera aldrig behållare med vätska, t.ex. vaser, i närheten av TV:n. Om vätska spills på TV:n ska du omedelbart koppla bort TV:n från elnätet. Kontakta Philips TV-kundtjänst för att kontrollera TV:n före användning.
- Utsätt aldrig TV:n för stark värme. Placera dem aldrig i närheten av tända ljus, öppen eld eller andra värmekällor, inklusive direkt solljus.
- För aldrig in föremål i ventilationshål eller andra öppningar på TV:n.
- Placera aldrig tunga föremål på nätkabeln.
- Undvik påfrestningar på stickkontakterna. Lösa stickkontakter kan orsaka gnistbildning eller brand. Se till att inte nätkabeln belastas när du vrider på TV-skärmen.
- För att koppla bort TV:n från elnätet måste TV:ns stickkontakt dras ut. Se till att du alltid drar i kontakten och aldrig i kabeln när du kopplar bort strömmen. Se också till att stickkontakten, nätkabeln och vägguttaget alltid är fullt tillgängliga.

Risk för personskada eller skada på TV-apparaten

- När TV:n monteras på väggen måste du se till att monteringen kan bära TV:ns vikt. TP Vision tar inte ansvar för olyckor eller skador som inträffar till följd av felaktig väggmontering.
- Vissa delar av produkten är tillverkade av glas. Hantera dem med försiktighet så att personskada eller skada på TV:n undviks.

Risk för skada på TV:n!

Kontrollera att spänningen stämmer överens med värdet som anges på TV:ns baksida innan du ansluter den till elnätet. Anslut aldrig TV:n till elnätet om spänningen skiljer sig åt.

Risk för att barn skadas

Följ dessa försiktighetsmått för att förhindra att TV:n ramlar omkull och skadar barn:

- Placera aldrig TV:n på en yta som är täckt av tyg eller annat material som kan dras undan.
- Se till att ingen del av TV:n sticker ut över placeringsytans kant.
- Placera aldrig TV:n på höga möbler, som t.ex. en bokhylla, utan att säkra både möblen och TV:n i väggen eller vid annat lämpligt stöd.
- Förklara för barn att det är farligt att klättra på möbler för att nå upp till TV:n.

Risk för överhettning

Placera aldrig TV:n i ett trångt utrymme. Lämna alltid ett utrymme om minst 10 cm runt TV:n för ventilation. Kontrollera att inte gardiner och andra objekt täcker TV:ns ventilationshål.

Åskväder

Dra ur nätsladden och antennkabeln före åskväder. Rör aldrig delar på TV:n, nätsladden eller antennkabeln under åskväder.

Risk för hörselskador

Undvik att använda hörlurar med hög volym eller under längre tidsperioder.

Låga temperaturer

Om TV:n transporteras i temperaturer under 5 °C packar du upp den och låter den vila tills den uppnår rumstemperatur innan du ansluter den till elnätet.

Fuktighet

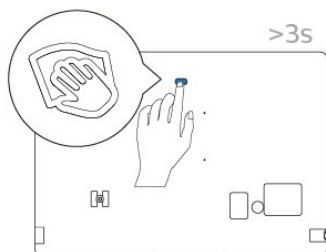
I sällsynta fall, beroende på temperatur och fuktighet, kan lätt kondens förekomma på insidan av TV:ns framsida i glas (på vissa modeller). Undvik att utsätta TV:n för direkt solljus, värme eller extrem fuktighet för att förebygga detta. Om det uppstår kondens försvinner den automatiskt när TV:n har varit igång under några timmar.

Kondensen skadar inte TV:n och stör inte funktionen.

14.2

Skötsel av bildskärmen

- Det är viktigt att du inte rör vid, trycker på, gnider på eller slår på skärmen med något föremål.
- Tryck på rengöringsknappen på baksidan av TV:n. Du måste hålla knappen intryckt i tre sekunder för att inaktivera kontrollerna på framsidan av TV:n före rengöring.



- Rengör TV:n och ramen med en mjuk, fuktig trasa. Använd aldrig ämnen som alkohol, kemikalier eller hushållsrengöringsmedel till att rengöra TV:n.
- Torka av vattendroppar så snabbt som möjligt för att undvika deformation och färgförändringar.
- Undvik stillbilder så mycket som möjligt. Stillbilder är bilder som finns kvar på skärmen en längre stund. Stillbilder är skärmmenyer, svarta fält, tidsuppgifter osv. Om det inte går att undvika stillbilder bör du minska skärmens kontrast och ljusstyrka för att förhindra skador på skärmen.

14.3

Meddelande om strålningsexponering

Den här utrustningen överensstämmer med gränserna i CE-standarden för strålningsexponering för en okontrollerad miljö. Den här utrustningen ska installeras och användas med ett avstånd på minst 20 cm mellan radiatoren och huvudenheten.

Frekvens, läge och maximal strömöverföring i EU anges nedan:

-2400-2483,5 MHz: < 20 dBm (EIRP)

-5150-5250 MHz: < 23 dBm (EIRP)

-5250-5350 MHz: < 23 dBm (EIRP)

-5470-5725 MHz: < 27 dBm (EIRP)

-5725-5825 MHz: < 13,98 dBm (EIRP)

Användningsvillkor

15.1

Användningsvillkor – TV

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Det skriftliga materialet som medföljer TV:n och handboken som finns lagrad i TV:ns minne eller som går att ladda ned från Philips webbplats www.philips.com/support anses lämpliga för avsedd användning av systemet.

Innehållet i den här handboken anses lämpligt för avsedd användning av systemet. Om produkten eller dess enskilda moduler eller procedurer används för andra ändamål än de som anges här, måste deras giltighet och lämplighet erhållas. TP Vision garanterar att själva materialet inte bryter mot något amerikanskt patent. Ingen annan garanti är uttryckt eller underförstådd. TP Vision ansvarar inte heller för eventuella felaktigheter i innehållet i detta dokument och inte heller för eventuella problem till följd av innehållet i detta dokument. Fel som rapporteras till Philips kommer att anpassas och publiceras på Philips supportwebbplats så snart som möjligt.

Garantivillkor – Risk för personskada, skada på TV:n eller att garantin upphör gälla!
Försök aldrig reparera TV:n själv. Använd endast TV:n och tillbehören som tillverkaren avsett.
Varningsskylten på baksidan av TV:n indikerar risk för elektriska stötar. Ta aldrig bort TV:ns hölje. Kontakta alltid Philips TV-kundtjänst för service eller reparationer. Du hittar telefonnumret i den tryckta dokumentation som medföljde TV:n. Du kan gå till vår webbplats på www.philips.com/support och välja ditt land vid behov. Vid användning som förbjuds enligt den här användarhandboken, eller vid ändringar eller monteringsprocedurer som inte rekommenderas eller godkänns enligt den här användarhandboken, skall upphäva garantin.

Pixelegenskaper

Denna TV-produkt har ett högt antal färgpixlar. Även om produkten har 99,999 % eller fler effektiva pixlar

kan svarta punkter eller starka ljusskällor (rött, grönt eller blått) visas kontinuerligt på skärmen. Detta är en strukturegenskap för skärmen (enligt vanlig branschstandard) och är inte något tekniskt fel.

CE-efterlevnad

Härmed förklarar TP Vision Europe B.V. att den här TV-apparaten uppfyller de grundläggande kraven och andra relevanta bestämmelser i direktiven 2014/53/EU (RED), 2009/125/EC (miljödesign) och 2011/65/EU (RoHS).

EMF-efterlevnad

TP Vision tillverkar och säljer många produkter riktade till konsumenter, som liksom andra elektroniska apparater i allmänhet kan sända och ta emot elektromagnetiska signaler. En av TP Visions ledande affärsprinciper är att vidta alla nödvändiga hälso- och säkerhetsåtgärder för våra produkter, att uppfylla alla tillämpliga rättsliga krav och hålla oss inom de standarder för elektromagnetiska fält (EMF) som gäller när produkten tillverkas.

TP Vision arbetar för att utveckla, tillverka och marknadsföra produkter som inte orsakar hälsorisker. TP Vision bekräftar att, så länge som dess produkter hanteras korrekt för deras avsedda användning, är de säkra att använda enligt de vetenskapliga belegg som finns i dagsläget. TP Vision spelar en aktiv roll i utvecklingen av internationella EMF- och säkerhetsstandarder. Det gör att TP Vision kan förutse vidare utveckling inom standardisering och tidig integrera detta i våra produkter.

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HDMI

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