40PFT5509
40PFT5509S
48PFT5509
48PFT5509S
50PFT5509
50PFT5509S
55PFT5509
55PFT5509S

Panduan Penggunaan

PHILIPS

Daftar isi

TV baru Anda
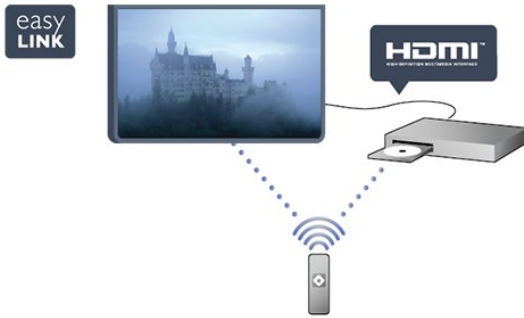
1.1

EasyLink

Dengan **EasyLink,** Anda dapat mengoperasikan perangkat yang tersambung, seperti pemutar Disk Bluray, dengan remote control TV.

EasyLink menggunakan HDMI CEC untuk berkomunikasi dengan perangkat yang tersambung.

2

Mengonfigurasi

2.1

Membaca keselamatan

Baca petunjuk keselamatan terlebih dahulu sebelum menggunakan TV.

Di Bantuan, buka **Keselamatan dan perawatan** > **Keselamatan**.

2.2

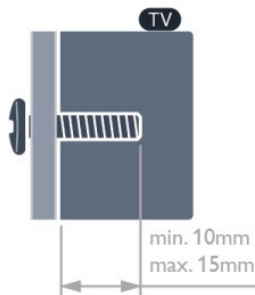## Dudukan TV dan pemasangan di dinding

Dudukan TV

Anda dapat mempelajari petunjuk pemasangan dudukan TV di Panduan Ringkas yang disertakan bersama TV. Jika panduan tersebut hilang, Anda dapat men-downloadnya dari www.philips.com.

Gunakan nomor jenis produk pada TV untuk mencari Panduan Ringkas yang akan di-download.

Pemasangan di dinding

TV Anda juga dapat dipersiapkan dengan braket pemasangan di dinding yang sesuai VESA (dijual terpisah).
Gunakan kode VESA berikut ini saat membeli braket pemasangan di dinding . . .

Untuk memasang braket dengan aman, gunakan sekrup dengan panjang yang ditunjukkan pada gambar.

- 40PFT5509 - VESA MIS-F 200x200, M6
- 48PFT5509 - VESA MIS-F 400x200, M6
- 50PFT5509 - VESA MIS-F 400x200, M6
- 55PFT5509 - VESA MIS-F 400x400, M6

Perhatian

Pemasangan TV di dinding memerlukan keterampilan khusus dan sebaiknya hanya dilakukan oleh petugas yang berwenang. Pemasangan TV di dinding harus memenuhi standar keselamatan sesuai berat TV. Baca juga peringatan keselamatan sebelum mengatur posisi TV.
TP Vision Europe B.V. menyatakan tidak bertanggung jawab atas kekeliruan pemasangan atau pemasangan yang mengakibatkan kecelakaan atau cedera.

2.3

Tips penempatan

- Atur posisi TV sedemikian rupa sehingga lampu tidak menyorot layar secara langsung.
- Atur posisi TV hingga berjarak 15 cm dari dinding.
- Jarak ideal untuk menonton TV adalah 3 kali dari ukuran layar diagonalnya. Ketika duduk, mata Anda sebaiknya sejajar dengan bagian tengah layar.
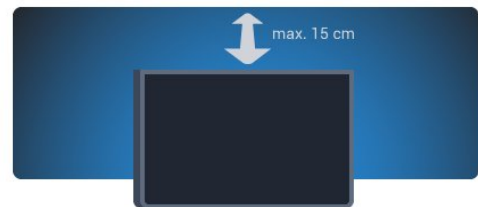
2.4

Kabel daya

- Masukkan kabel daya ke konektor **POWER** di bagian belakang TV.
- Pastikan kabel daya dicolokkan ke konektor dengan rapat.
- Pastikan steker daya di soket dinding mudah dijangkau kapan saja.
- Jika Anda mencabut kabel daya, selalu tarik stekernya, jangan kabelnya.
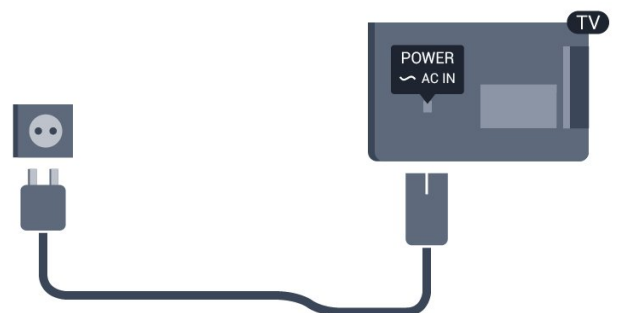
Meskipun konsumsi daya TV ini pada saat siaga sangat rendah, cabut kabel daya untuk menghemat energi jika tidak digunakan dalam jangka waktu panjang.

Kabel antena

Colokkan steker antena dengan kencang ke soket **ANTENNA** di bagian belakang TV.

Anda dapat menyambungkan antena Anda sendiri atau sinyal antena dari sistem distribusi antena. Gunakan konektor antena RF IEC Coax 75 Ohm.

Gunakan sambungan antena ini untuk mendapatkan sinyal input DVB-T dan DVB-C.

3

Sambungan

3.1
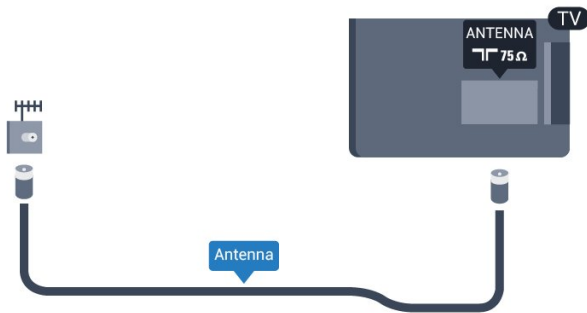
Tips sambungan

Panduan konektivitas

Selalu sambungkan perangkat ke TV dengan sambungan berkualitas terbaik yang tersedia. Selain itu, gunakan kabel berkualitas baik untuk memastikan transfer gambar dan suara yang bagus.

Jika Anda memerlukan bantuan untuk menyambungkan beberapa perangkat ke TV, Anda dapat mengunjungi panduan konektivitas TV Philips. Panduan memberikan informasi tentang cara penyambungan dan kabel yang digunakan.

Kunjungi **www.connectivityguide.philips.com**

Antena

Jika Anda memiliki Set-top box (penerima digital) atau Perekam, sambungkan kabel antena untuk menjalankan sinyal antena melalui Set-top box dan/atau Perekam terlebih dahulu sebelum sinyal antena memasuki TV. Dengan cara ini, antena dan Set-top box dapat mengirimkan saluran tambahan yang memungkinkan ke Perekam untuk direkam.

HDMI

HDMI CEC

Sambungan HDMI menghadirkan kualitas gambar dan suara terbaik. Satu kabel HDMI memadukan sinyal video dan audio. Gunakan k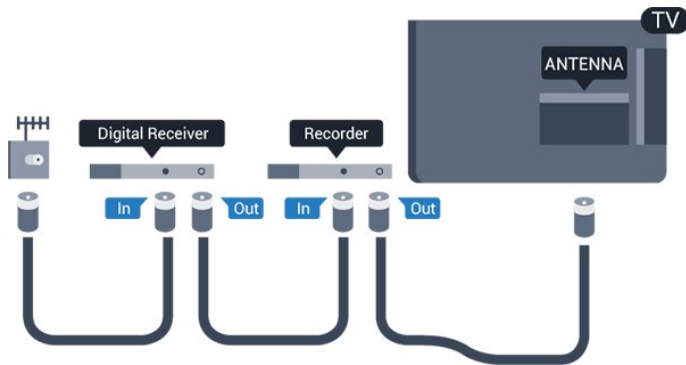abel HDMI untuk sinyal TV Definisi Tinggi (HD/High Definition) atau Full HD (FHD). Untuk menghadirkan kualitas sinyal terbaik, gunakan kabel HDMI kecepatan tinggi dan jangan gunakan kabel HDMI yang panjangnya lebih dari 5 m.
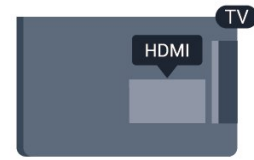
EasyLink HDMI CEC

Jika perangkat Anda disambungkan dengan HDMI dan memiliki EasyLink, Anda dapat mengoperasikannya dengan remote control TV. EasyLink HDMI CEC harus Diaktifkan pada TV dan perangkat yang tersambung.

DVI ke HDMI

Gunakan adaptor DVI ke HDMI jika perangkat Anda hanya memiliki sambungan DVI. Gunakan salah satu sambungan HDMI dan tambahkan kabel Audio L/R (jack mini 3,5 mm) ke Audio In untuk suara, di bagian belakang TV.

Perlindungan hak cipta

Kabel DVI dan HDMI mendukung HDCP (High-bandwidth Digital Content Protection). HDCP adalah sinyal perlindungan hak cipta yang mencegah penyalinan konten dari disk DVD atau Disk Blu-ray. Disebut juga sebagai DRM (Digital Rights Management).

HDMI ARC

Sambungan HDMI 1 di TV memiliki HDMI ARC (Audio Return Channel).
Jika perangkat, umumnya Sistem Home Theatre (HTS), juga memiliki sambungan HDMI ARC, sambungkan perangkat tersebut ke sambungan HDMI 1 pada TV ini. Dengan sambungan HDMI ARC, Anda tidak perlu menyambungkan kabel audio ekstra yang mengirimkan suara gambar TV ke HTS. Sambungan HDMI ARC mengombinasikan kedua sinyal.

Jika Anda lebih suka menonaktifkan ARC pada sambungan HDMI, tekan 🏠 dan pilih **Konfigurasi** dan tekan **OK**.
Pilih **Pengaturan TV** > **Suara** > **Lanjutan** > **HDMI 1 ARC**.

Y Pb Pr - Audio L R

Y Pb Pr - Video Komponen merupakan sambungan berkualitas tinggi. Sambungan YPbPr dapat digunakan untuk sinyal TV Definisi Tinggi (HD). Di samping sinyal Y, Pb dan Pr menambahkan sinyal Audio Kiri dan Kanan untuk suara.

CVBS - Audio L R

CVBS - Video Komposit merupakan sambungan berkualitas tinggi. Di samping sinyal CVBS menambahkan sinyal Audio Kiri dan Kanan untuk suara.

Audio Out - Optik

Audio Out - Optik merupakan sambungan suara berkualitas tinggi. Sambungan optik ini bisa memiliki saluran audio 5.1. Jika perangkat Anda, umumnya Sistem Home Theatre (HTS), tidak memiliki sambungan HDMI ARC, Anda dapat menggunakan sambungan ini dengan sambungan Audio In - Optik pada HTS. Sambungan Audio Out - Optik mengirimkan suara dari TV ke HTS.
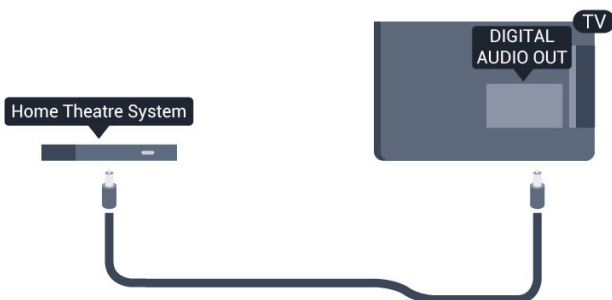
Anda dapat mengatur jenis sinyal audio out untuk menyesuaikan kemampuan audio Sistem Home Theatre Anda.

Jika suara tidak sesuai dengan video di layar, Anda dapat menyesuaikan sinkronisasi audio ke video.

3.2

EasyLink HDMI CEC

EasyLink

Dengan EasyLink, Anda dapat mengoperasikan perangkat yang tersambung dengan remote control TV. EasyLink menggunakan HDMI CEC (Consumer Electronics Control/Kontrol Elektronik Pelanggan) untuk berkomunikasi dengan perangkat yang tersambung. Perangkat harus mendukung HDMI CEC dan harus disambungkan dengan sambungan HDMI.

Konfigurasi EasyLink

TV dilengkapi EasyLink yang sudah aktif. Pastikan semua pengaturan HDMI CEC diatur dengan benar pada perangkat EasyLink yang tersambung. EasyLink mungkin tidak bekerja dengan perangkat dari merek lain.

HDMI CEC dengan merek lain

Fungsionalitas HDMI CEC memiliki nama lain untuk merek berbeda. Beberapa contoh di antaranya: Anynet, Aquos Link, Bravia Theatre Sync, Kuro Link, Simplink dan Viera Link. Tidak semua merek sepenuhnya kompatibel dengan EasyLink.

Contoh nama merek HDMI CEC adalah properti masing-masing pemiliknya.

Mengoperasikan perangkat

Untuk mengoperasikan perangkat yang tersambung ke HDMI dan dikonfigurasi dengan EasyLink, pilih perangkat - atau aktivitasnya - dalam daftar sambungan TV. Tekan ⤳ SOURCES, pilih perangkat yang tersambung ke sambungan HDMI dan tekan OK.

Saat perangkat dipilih, remote control TV dapat mengontrol perangkat. Namun tombol ⌂ dan ⇄ OPTIONS serta beberapa tombol TV lainnya, seperti ⬜ Ambilight, tidak diteruskan ke perangkat.

Jika tombol yang Anda perlukan tidak ada dalam remote control TV, Anda dapat memilih tombol pada menu Opsi.
Tekan ≛ OPTIONS dan pilih Kontrol pada panel menu. Pada layar, pilih tombol perangkat yang Anda perlukan dan tekan OK. Beberapa tombol perangkat yang sangat spesifik mungkin tidak tersedia pada menu Kontrol.

Catatan: Hanya perangkat yang mendukung fungsi Remote Control EasyLink yang akan merespons remote control TV.

Pengaturan EasyLink

TV dilengkapi semua pengaturan EasyLink yang diaktifkan. Anda dapat mematikan pengaturan EasyLink secara bebas.

EasyLink

Untuk mematikan EasyLink sepenuhnya . . .

1. Tekan ⌂ dan pilih Konfigurasi dan tekan OK.
2. Pilih Pengaturan TV > Pengaturan umum > EasyLink.
3. Pilih EasyLink.
4. Pilih Nonaktif dan tekan OK.
5. Tekan ↰, berulang kali jika perlu, untuk menutup menu.

Remote Control EasyLink

Jika Anda ingin perangkat berkomunikasi, namun Anda tidak ingin mengoperasikannya dengan remote control TV, Anda dapat mematikan remote control EasyLink secara terpisah.
Anda dapat mengontrol beberapa perangkat yang sesuai dengan HDMI-CEC menggunakan remote control TV Anda.

Pada menu pengaturan EasyLink, pilih Remote control EasyLink dan pilih Tidak aktif.

Putar sekali-sentuh

Saat Anda memutar perangkat yang sesuai dengan HDMI-CEC, TV kemudian hidup dari keadaan siaga dan beralih ke sumber yang benar.

Siaga sekali-sentuh

Saat Anda menekan ⏻ di remote control TV, TV dan semua perangkat yang sesuai dengan HDMI-CEC beralih ke mode siaga.

Kontrol audio sistem
Jika Anda menyambungkan perangkat yang sesuai dengan HDMI-CEC yang mencakup speaker melalui sambungan HDMI ARC, Anda dapat memilih untuk mendengarkan audio TV dari speaker tersebut alih-alih dari speaker TV.

3.3
Set-top box - STB

Gunakan 2 kabel antena untuk menyambungkan antena ke Set-top box (penerima digital) dan TV.
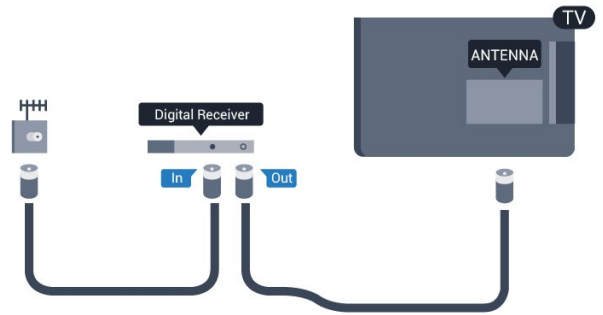
Di samping sambungan antena, tambahkan kabel HDMI untuk menyambungkan Set-top box ke TV.

Nonaktifkan otomatis

Matikan timer otomatis ini, jika Anda hanya menggunakan remote control Set-top box. Lakukan hal ini untuk mencegah agar TV tidak mati secara otomatis setelah 4 jam tanpa menekan tombol pada remote control TV.

Untuk mematikan Nonaktifkan timer, tekan ⌂ dan pilih Konfigurasi dan tekan OK.
Pilih Pengaturan TV > Pengaturan umum > Nonaktifkan otomatis dan atur panel penggeser ke Tidak aktif.

3.4
Sistem Home Theatre - HTS

Menyambungkan HTS

Gunakan kabel HDMI untuk menyambungkan Sistem Home Theatre (HTS) ke TV. Anda dapat menyambungkan Panel Suara Philips atau HTS dengan pemutar disk internal.

HDMI ARC

Jika Sistem Home Theatre Anda memiliki sambungan HDMI ARC, Anda dapat menggunakan sambungan HDMI pada TV untuk menyambungkannya. Dengan HDMI ARC, Anda tidak perlu menyambungkan kabel audio tambahan. Sambungan HDMI ARC mengombinasikan kedua sinyal.
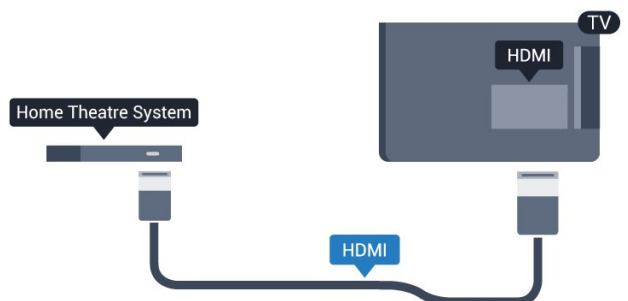
Jika Sistem Home Theatre tidak memiliki sambungan HDMI ARC, tambahkan kabel audio optik untuk mengirimkan suara gambar TV ke Sistem Home Theatre.
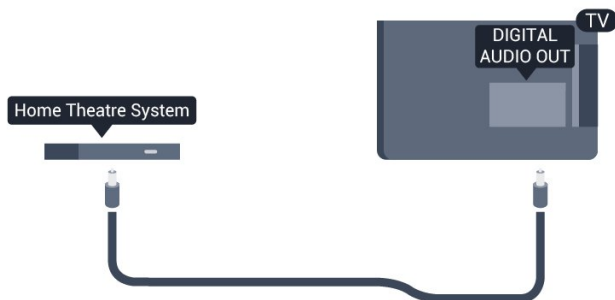
Sinkronisasi audio ke video (sink)

Jika suara tidak sesuai dengan video pada layar, Anda dapat mengatur penundaan pada sebagian besar Sistem Home Theatre dengan pemutar disk untuk menyesuaikan suara dengan video.

Pengaturan Audio Out

Penundaan Keluaran Audio

Dengan Sistem Home Theatre (HTS) tersambung ke TV, gambar pada TV dan suara dari HTS sebaiknya disinkronisasi.

Sinkronisasi audio ke video otomatis

Dengan Sistem Home Theatre Philips terbaru, sinkronisasi audio ke video dilakukan secara otomatis dan selalu tepat.

Penundaan sinkronisasi audio

Untuk beberapa Sistem Home Theatre, Anda mungkin perlu menyesuaikan penundaan sinkronisasi audio untuk menyinkronkan audio ke video. Pada HTS, tingkatkan nilai penundaan hingga ada kecocokan antara gambar dan suara. Nilai penundaan 180 mdtk mungkin diperlukan. Baca buku petunjuk HTS. Dengan nilai penundaan yang diatur pada HTS, Anda perlu mematikan penundaan Audio Out pada TV.

Untuk mematikan penundaan Audio Out . . .

1. Tekan ⌂ dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan TV** > **Suara** > **Lanjutan** > **Penundaan audio out**.
3. Pilih **Berkabel** dan tekan **OK**.
4. Tekan ⮌, berulang kali jika perlu, untuk menutup menu.

Offset Audio Out

Jika Anda tidak dapat mengatur penundaan pada Sistem Home Theatre, Anda dapat mengatur TV untuk menyinkronkan suara. Anda dapat mengatur offset yang mengompensasi waktu yang diperlukan bagi Sistem Home Theatre untuk memproses suara gambar TV. Anda dapat mengatur nilai pada langkah 1 mdtk. Pengaturan maksimalnya 12 mdtk. Pengaturan penundaan Audio out sebaiknya diaktifkan.

Untuk menyinkronkan suara pada TV . . .

1. Tekan ⌂ dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan TV** > **Suara** > **Lanjutan** > **Offset audio out**.
3. Gunakan panel penggeser untuk mengatur offset suara dan tekan **OK**.
4. Tekan ⮌, berulang kali jika perlu, untuk menutup menu.

Format Audio Out

Jika Anda memiliki Sistem Home Theatre (HTS, Home Theatre System) dengan kemampuan pemrosesan
suara multisaluran seperti Dolby Digital, DTS®, atau sejenisnya, atur format Audio out ke Multisaluran. Dengan Multisaluran, TV dapat mengirimkan sinyal suara multisaluran yang dikompresi dari saluran TV atau pemutar yang tersambung ke Sistem Home Theatre. Jika Sistem Home Theatre tidak dilengkapi pemrosesan suara multisaluran, pilih Stereo.

Untuk mengatur format Audio Out . . .

1. Tekan ⌂ dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan TV** > **Suara** > **Lanjutan** > **Format audio out**.
3. Pilih **Multisaluran** atau **Stereo**.
4. Tekan ⮌, berulang kali jika perlu, untuk menutup menu.

Pelevelan Audio Out

Gunakan pengaturan pelevelan Audio Out untuk menyamakan volume (kekencangan suara) TV dan Sistem Home Theatre saat Anda beralih dari satu level volume ke level lainnya. Perbedaan volume dapat disebabkan oleh perbedaan pemrosesan suara.

Untuk menyamakan perbedaan volume . . .

1. Tekan ⌂ dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan TV** > **Suara** > **Lanjutan** > **Penyamaan audio out**.
3. Jika perbedaan volume besar, pilih **Tambah**. Jika perbedaan volume kecil **Kurangi**.
4. Tekan ⮌, berulang kali jika perlu, untuk menutup menu.

Pelevelan Audio Out mempengaruhi sinyal suara Audio Out - Optik dan HDMI ARC.

Masalah pada suara HTS

Suara dengan noise keras

Jika Anda menonton video dari flash drive USB yang dicolokkan atau komputer yang tersambung, suara dari Sistem Home Theatre Anda mungkin akan terdistorsi.

1. Tekan ⌂ dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan TV** > **Suara** > **Lanjutan** > **Format audio out**.

Tidak ada suara

Jika Anda tidak dapat mendengar suara dari TV pada Sistem Home Theatre Anda, periksa berikut ini . . .

- Periksa apakah Anda menyambungkan kabel HDMI ke sambungan **HDMI ARC** pada Sistem Home Theatre.

- Periksa apakah pengaturan **HDMI ARC** pada TV berada pada posisi **Aktif**.

Buka ⌂ > **Konfigurasi** > **Pengaturan TV** > **Suara** > **Lanjutan** > **HDMI 1 - ARC**.

3.5

Pemutar Disk Blu-ray

Gunakan kabel **HDMI berkecepatan tinggi** untuk menyambungkan pemutar Disk Blu-ray ke TV.
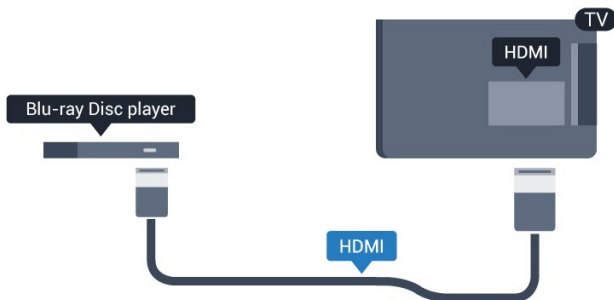
Jika pemutar Disk Blu-ray memiliki HDMI CEC EasyLink, Anda dapat mengoperasikan pemutar dengan remote control TV.

3.6

Pemutar DVD

Gunakan kabel HDMI untuk menyambungkan pemutar DVD ke TV.

Jika pemutar DVD tersambung dengan HDMI dan memiliki CEC EasyLink, Anda dapat mengoperasikan pemutar dengan remote control TV.

3.7

Konsol permainan

HDMI

Untuk kualitas terbaik, sambungkan konsol permainan dengan kabel HDMI Berkecepatan tinggi ke TV
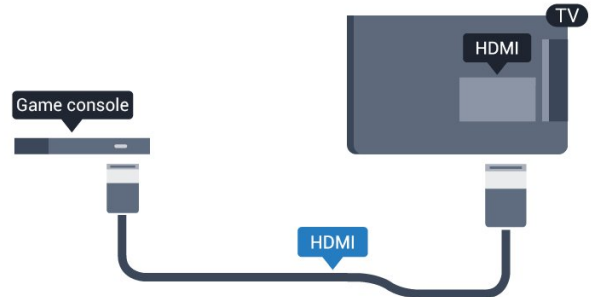
Y Pb Pr - Audio L R

Sambungkan konsol permainan dengan kabel video komponen (Y Pb Pr) dan kabel audio L/R ke TV.

CVBS - Audio L R

Sambungkan konsol permainan ke TV dengan kabel komposit (CVBS) dan kabel audio L/R ke TV.

3.8

Flash drive USB

Anda dapat melihat foto atau memutar musik dan video dari flash drive USB yang tersambung.

Masukkan flash drive USB di salah satu sambungan **USB** pada TV saat TV dihidupkan.

TV akan mendeteksi flash drive dan membuka daftar yang menampilkan kontennya.
Jika daftar konten tidak muncul secara otomatis, tekan ⤵ **SOURCE**, pilih **USB** dan tekan **OK**.

Untuk berhenti menonton konten flash drive USB, tekan 📺 **EXIT** atau pilih aktivitas lain.
Untuk melepas flash drive USB, Anda dapat menarik keluar flash drive kapan pun.

3.9

Camcorder

HDMI

Untuk kualitas terbaik, gunakan kabel HDMI untuk menyambungkan camcorder ke TV.
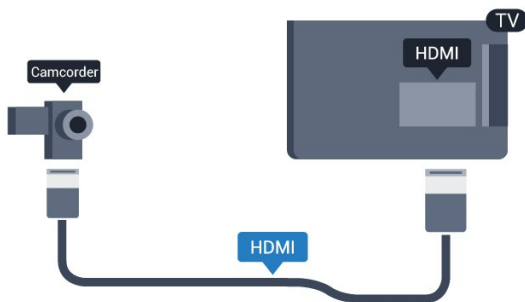
CVBS - Audio L R

Gunakan kabel Video Audio L/R untuk menyambungkan camcorder ke TV.

3.10
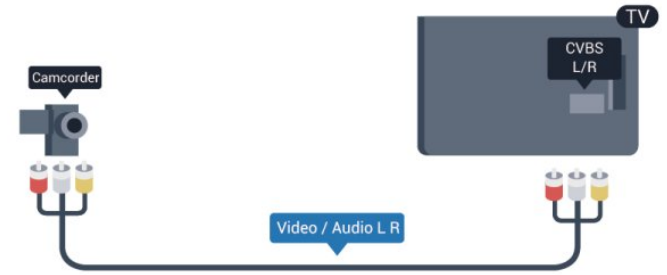
Komputer

Hubungkan

Anda dapat menyambungkan komputer Anda ke TV dan menggunakan TV sebagai monitor PC.

Dengan HDMI

Gunakan kabel HDMI untuk menyambungkan komputer ke TV.

Dengan DVI ke HDMI

Atau, Anda dapat menggunakan adaptor DVI ke HDMI untuk menyambungkan PC ke HDMI dan kabel audio L/R (jack mini 3,5 mm) ke AUDIO IN L/R di bagian belakang TV.
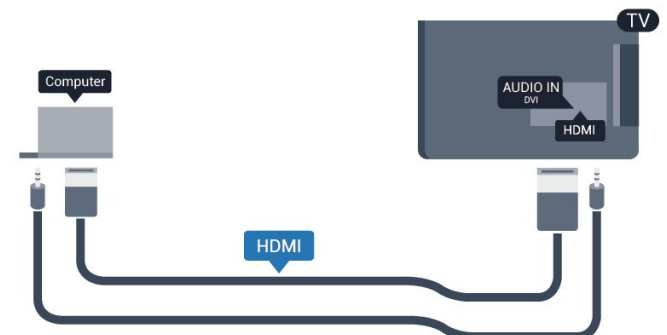
Pengaturan

Pengaturan monitor ideal

Jika komputer Anda ditambahkan sebagai perangkat jenis Komputer di menu Sumber (daftar sambungan), TV diatur ke pengaturan Komputer ideal secara otomatis.

Jika Anda menggunakan komputer untuk menonton film atau menggunakannya untuk permainan, Anda mungkin ingin mengatur TV kembali ke pengaturan tonton TV atau permainan ideal.

Untuk mengatur TV ke pengaturan ideal secara manual . . .

1. Tekan 🏠 dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan TV** > **Gambar** > **Lanjutan** > **Permainan atau komputer** lalu tekan **OK**.
3. Pilih **Permainan** (untuk permainan) atau
pilih **Komputer** (untuk menonton film) dan tekan **OK**.
4. Tekan ⬅, berulang kali jika perlu, untuk menutup menu.

Ingat untuk menetapkan pengaturan Permainan atau komputer kembali ke **Komputer** jika Anda berhenti memainkan permainan.

3.11

Headphone

Anda dapat menyambungkan satu set headphone ke sambungan 🎧 di TV. Sambungan berupa jack mini 3,5 mm. Anda dapat menyesuaikan volume headphone secara terpisah.

Untuk menyesuaikan volume . . .

1. Tekan 🏠 dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan TV** > **Suara** > **Volume headphone** dan tekan **OK**.
3. Tekan ▲ (atas) atau ▼ (bawah) untuk menyesuaikan volume.
4. Tekan ⬅, berulang kali jika perlu, untuk menutup menu.

4
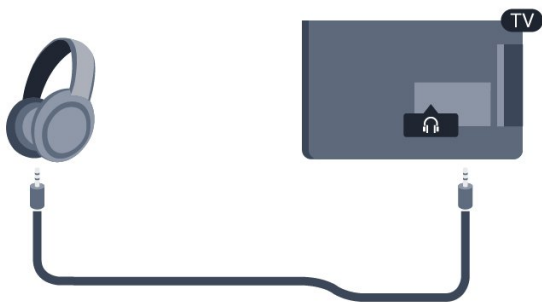
Menghidupkan

4.1

Aktif atau Siaga

Pastikan Anda mencolokkan kabel daya utama TV kembali
sebelum menghidupkan TV.
Jika lampu indikator merah mati, tekan Joystick di sisi kanan atau
belakang TV untuk menempatkan TV dalam kondisi siaga -
indikator merah akan menyala.

Saat TV dalam kondisi siaga, tekan ⏻ di remote control untuk
menghidupkan TV.

Beralih ke siaga

Untuk mengalihkan TV ke siaga, tekan ⏻ di remote control.

Menonaktifkan

Untuk mematikan TV, tekan Joystick di bagian bawah TV. Lampu
indikator merah mati. TV masih tersambung ke daya utama
namun menggunakan daya minimum.
Untuk menonaktifkan TV sepenuhnya, lepas steker daya.
Saat melepas steker daya, selalu tarik steker daya, jangan
kabelnya. Pastikan Anda memiliki akses penuh ke steker daya,
kabel daya dan soket outlet setiap saat.

5

Remote control

Ikhtisar tombol

Bagian Atas
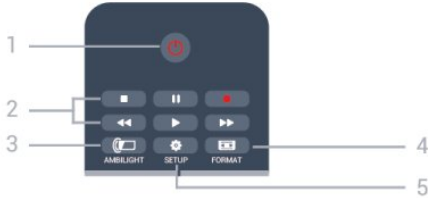
1 - ⏻ Siaga / Aktif
Untuk menghidupkan TV atau kembali ke Siaga.

2 - tombol Putar dan rekam
• Putar ▶, untuk memutar.
• Jeda ❚❚, untuk menjeda pemutaran
• Hentikan ∎, untuk menghentikan pemutaran
• Mundur ◀◀, untuk mundur
• Putar maju cepat ▶▶, memutar maju cepat
• Rekam ●, untuk merekam sekarang

3 - ❰☐ Ambilight
Untuk memilih pengaturan Ambilight.

4 - ▣ FORMAT
Untuk membuka atau menutup menu format Gambar.

5 - ✿ SETUP
Untuk membuka menu Pengaturan.

Tengah

1 - ▣ SOURCES
Untuk membuka atau menutup menu Sumber - daftar perangkat tersambung.

2 - Tombol warna
Ikuti petunjuk di layar. Tombol biru ▬, akan membuka Bantuan.

3 - ⓘ INFO
Untuk membuka atau menutup info program.

4 - ⬅ BACK
Untuk beralih kembali ke saluran sebelumnya yang Anda pilih.
Untuk menutup menu tanpa mengubah pengaturan.

5 - ⌂ HOME
Untuk membuka atau menutup menu awal.

6 - 📺 EXIT
Untuk beralih kembali ke menonton TV.

7 - ⇄ OPTIONS
Untuk membuka atau menutup menu Opsi.

8 - Tombol OK
Tekan Joystick untuk mengonfirmasi pilihan atau pengaturan.

9 - Tombol Panah/navigasi
Untuk berpindah ke atas, ke bawah, ke kiri atau ke kanan.

10 - ☰ LIST
Untuk membuka atau menutup daftar saluran.

Bagian Bawah

1 - ◢ Volume
Untuk menyesuaikan level volume.

2 - Tombol nomor dan keypad teks
Untuk langsung memilih saluran TV atau untuk memasukkan teks.

3 - SUBTITLE
Untuk mengaktifkan, menonaktifkan terjemahan atau membuatnya Otomatis.

4 - ⠿ TV GUIDE
Untuk membuka atau menutup panduan TV.

5 - ⠿ Saluran
Untuk beralih ke saluran berikutnya atau sebelumnya dalam daftar saluran.
Untuk membuka halaman berikutnya atau sebelumnya di Teks atau memulai bab berikutnya atau sebelumnya di disk.

6 - ◀ᴾ Diam
Untuk menonaktifkan atau mengaktifkan suara lagi.

7 - TEXT
Untuk membuka atau menutup Teks/Teleteks.

5.2

Baterai

1. Geser pintu baterai ke arah yang ditunjukkan oleh panah.

2. Ganti baterai lama dengan 2 jenis baterai **AAA-R03-1,5V**. Pastikan ujung + dan - baterai dijajarkan dengan benar.

3. Atur ulang posisi pintu baterai dan geser kembali hingga berbunyi klik.
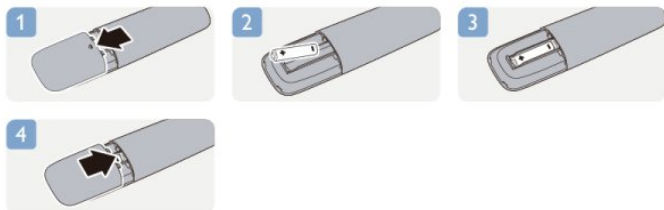
Keluarkan baterai jika Anda tidak menggunakan remote kontrol dalam waktu lama.
Buang baterai lama Anda secara aman sesuai dengan petunjuk akhir penggunaan.

5.3

Membersihkan

Remote kontrol Anda memiliki lapisan tahan goresan.

Untuk membersihkan remote control, gunakan kain lembap yang lembut. Jangan pernah gunakan zat seperti alkohol, bahan kimia, atau pembersih perabot rumah tangga pada remote control.

6

Saluran TV

6.1

Menonton saluran TV

Beralih saluran

Untuk menonton saluran TV, tekan **TV**. TV mencari saluran TV yang terakhir Anda tonton.

Atau, tekan **A** untuk membuka menu Awal dan pilih **TV** dan tekan **OK**.

Untuk pindah saluran, tekan **⬛ +** atau **⬛ −**. Jika Anda tahu nomor saluran, ketikkan nomor dengan tombol nomor. Tekan **OK** setelah Anda memasukkan nomor untuk beralih saluran.

Untuk beralih kembali ke saluran yang sebelumnya dicari, tekan **⬅**.

Untuk beralih ke saluran dari daftar saluran

Saat menonton saluran TV, tekan **☰ LIST** untuk membuka daftar saluran.

Daftar saluran dapat memiliki beberapa halaman dengan saluran. Untuk melihat halaman berikutnya atau sebelumnya, tekan **⬛ +** atau **⬛ −**.
Untuk menutup daftar saluran tanpa beralih saluran, tekan **☰ LIST** lagi.

Saluran radio

Jika siaran digital tersedia, radio digital diinstal selama penginstalan. Pindahlah ke saluran radio lain seperti Anda beralih ke saluran TV.

Daftar saluran

Lihat semua daftar saluran

1. Saat menonton saluran TV, tekan **☰ LIST** untuk membuka daftar saluran.
2. Tekan **⇄ OPTIONS** untuk membuka menu Opsi.
3. Pilih **Daftar**, lalu Anda dapat memilih saluran **Semua**, **Favorit**, **Radio**, dan **Baru**.

Saluran favorit

Anda dapat membuat daftar saluran favorit yang hanya menyimpan saluran yang ingin Anda tonton. Dengan daftar saluran Favorit, Anda hanya akan melihat saluran favorit saat Anda beralih saluran.

Buat daftar saluran favorit

1. Saat menonton saluran TV, tekan **☰ LIST** untuk membuka daftar saluran.
2. Pilih saluran untuk ditandai sebagai favorit dan tekan **⇄ OPTIONS**.
3. Pilih **Tambah favorit** dan tekan **OK**. Saluran yang dipilih ditandai dengan **★**.
4. Untuk menyelesaikan, tekan **⬅**. Saluran ditambahkan ke daftar Favorit.
5. Untuk menghapus saluran dari daftar favorit, pilih saluran dengan **★**, lalu tekan **⇄ OPTIONS**, pilih **Hapus favorit** dan tekan **OK**.

Mengubah urutan

Anda dapat mengubah urutan — mengubah posisi — saluran dalam daftar Favorit.

1. Dalam daftar saluran **Favorit**, sorot saluran yang ingin Anda ubah posisinya.
2. Tekan **⇄ OPTIONS**.
3. Pilih **Ubah susunan** dan tekan **OK**.
4. Pilih saluran yang akan diubah urutannya dan tekan **OK**.
5. Tekan **Tombol Navigasi** untuk memindahkan saluran yang disorot ke lokasi lain dan tekan **OK**.
6. Setelah selesai, tekan **⇄ OPTIONS**.
7. Pilih **Keluar dari ubah susunan** dan tekan **OK**.

Anda dapat menyorot saluran lain dan lakukan hal yang sama.

Menambah atau menghapus favorit di daftar saluran lainnya

Anda dapat menandai saluran dan stasiun radio sebagai favorit dari daftar saluran **Semua**, **Radio** dan **Baru** .
Dalam daftar ini, sorot saluran yang ingin Anda tambahkan ke daftar favorit dan tekan **⇄ OPTIONS**. Pilih **Tambah favorit** dan tekan **OK**.
Saluran yang terpilih ditandai dengan **★**.
Untuk menghapus saluran dari daftar saluran, pilih **Hapus favorit** dan tekan **OK**.

Mengubah nama saluran

Anda dapat mengubah nama saluran dalam daftar saluran.

1. Pilih saluran yang ingin Anda ubah namanya di salah satu daftar saluran.
2. Tekan ⇄ OPTIONS.
3. Pilih **Ubh nama** dan tekan **OK**.

Mengunci saluran

Agar anak-anak tidak menonton saluran atau program tertentu, Anda dapat mengunci saluran atau mengunci program yang diperingkatkan berdasarkan usia.

Mengunci saluran

Anda dapat mengunci saluran agar anak-anak tidak menontonnya. Untuk menonton saluran terkunci, Anda perlu memasukkan Kode penguncian anak. Anda tidak dapat mengunci program dari perangkat yang tersambung.

Untuk mengunci saluran. . .

1. Saat menonton saluran TV, tekan ☰ LIST untuk membuka **Daftar saluran**.
2. Pilih saluran yang ingin Anda kunci di saluran mana pun.
3. Tekan ⇄ OPTIONS dan pilih **Kunci saluran**. Dalam daftar saluran, saluran yang terkunci ditandai dengan kunci 🔒.

Untuk membuka kunci saluran, pilih saluran yang terkunci dalam daftar saluran. Tekan ⇄ OPTIONS dan pilih **Buka kunci saluran**. Anda perlu memasukkan Kode penguncian anak.

Peringkat orang tua

Agar anak-anak tidak menonton program yang tidak sesuai dengan usia mereka, Anda dapat menggunakan peringkat usia.

Beberapa stasiun penyiar digital memberi peringkat usia pada programnya. Jika peringkat usia program setara atau lebih tinggi daripada usia yang telah Anda atur sebagai peringkat usia untuk anak Anda, program akan dikunci.
Untuk menonton program terkunci, Anda harus memasukkan kode penguncian anak. Peringkat usia orang tua diatur untuk semua saluran.

Untuk mengatur peringkat usia . . .

1. Tekan 🏠 dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan saluran** > **Penguncian anak** > **Peringkat orang tua** dan tekan **OK**.
3. Masukkan kode Penguncian anak 4-digit. Masukkan kode Penguncian anak 4-digit dan konfirmasi. Sekarang Anda dapat mengatur peringkat usia.
4. Atur usia dan tekan **OK**.
5. Tekan ↩, berulang kali jika perlu, untuk menutup menu.
6. Untuk menonaktifkan peringkat usia orang tua, pilih **Tidak ada** sebagai pengaturan usia.

TV akan meminta kode untuk membuka kunci program. Untuk beberapa stasiun penyiar/operator, TV hanya mengunci program dengan peringkat yang lebih tinggi.

Mengatur atau mengubah kode penguncian

Untuk mengatur kode penguncian atau mengubah kode saat ini. . .

1. Tekan 🏠 dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan saluran** > **Penguncian anak** > **Ubah kode** dan tekan **OK**.
3. Jika kode sudah diatur, masukkan Kode penguncian anak saat ini lalu masukkan kode baru dua kali.

Kode baru diatur.

Lupa kode Anda?

Untuk menimpa dan memasukkan kode penguncian anak yang baru jika Anda tidak bisa mengingatnya, masukkan **8888**.

Format gambar

Jika panel hitam terlihat di bagian atas dan bawah atau di kedua sisi gambar, Anda dapat menyesuaikan format gambar ke format yang mengisi layar.

Untuk mengubah format gambar . . .

1. Saat menonton saluran TV, tekan ▱ untuk membuka menu **Format gambar** .
2. Pilih format dari daftar dan tekan **OK**.

Format berikut dapat tersedia menurut gambar di layar . . .

- Otomatis
Menyesuaikan format gambar menurut sumber input.

- Zoom super
Menghilangkan panel hitam di sisi siaran 4:3. Gambar disesuaikan agar pas dengan layar.

- Perluasan film 16:9
Skala format 4:3 menjadi 16:9. Tidak disarankan untuk HD atau PC.|

- Layar lebar
Merentangkan gambar menjadi format 16:9.

- Tidak diskalakan
Mode Mahir untuk input HD atau PC. Pixel for pixel display. Panel hitam mungkin muncul untuk gambar dari komputer.

- 4:3
Menampilkan format klasik 4:3.

Teks/Teleteks

Halaman teks

Untuk membuka teks (Teleteks) saat Anda menonton saluran TV, tekan **TEXT**.
Untuk menutup Teks, tekan **TEXT** lagi.

Pilih Halaman teks

Untuk memilih halaman . . .

1. Masukkan nomor halaman dengan tombol nomor.
2. Gunakan tombol panah untuk menavigasi.
3. Tekan tombol warna untuk memilih subjek berkode warna di bagian bawah layar.

Sub-halaman teks

Nomor halaman Teks dapat menyimpan beberapa subhalaman.
Nomor subhalaman ditampilkan di panel di sebelah nomor halaman utama.
Untuk memilih subhalaman, tekan ◄ atau ►.

Halaman Teks T.O.P.

Beberapa stasiun penyiar menawarkan Teks T.O.P..
Untuk membuka halaman Teks T.O.P. di dalam Teks, tekan
⇌ **OPTIONS** dan pilih **Ikhtisar T.O.P**.

Halaman favorit

TV membuat daftar 10 halaman Teks yang terakhir Anda buka. Anda dapat dengan mudah membukanya lagi di kolom halaman Teks Favorit.

1. Dalam Teks, pilih bintang di sudut kiri atas layar untuk menampilkan kolom halaman favorit.
2. Tekan ▼ (bawah) atau ▲ (atas) untuk memilih nomor halaman dan tekan OK untuk membuka halaman.

Anda dapat mengosongkan daftar dengan opsi **Hapus halaman favorit**.

Cari Teks

Anda dapat memilih sebuah kata dan memindai Teks untuk semua kemunculan kata ini.

1. Buka halaman Teks dan tekan **OK**.
2. Pilih kata atau angka menggunakan tanda panah.
3. Tekan **OK** lagi untuk langsung melompat ke kemunculan berikutnya dari kata atau angka ini.
4. Tekan **OK** lagi untuk melompat ke kemunculan berikutnya.
5. Untuk menghentikan pencarian, tekan ▲ (atas) hingga tidak ada yang dipilih.

Teks dari perangkat yang tersambung

Beberapa perangkat yang menerima saluran TV juga dapat menghadirkan Teks.
Untuk membuka Teks dari perangkat yang tersambung . . .

1. Tekan ♠, pilih perangkat dan tekan **OK**.
2. Saat menonton saluran di perangkat, tekan ⇌ **OPTIONS**, pilih **Tampilkan tombol perangkat** dan pilih tombol ☰ dan tekan **OK**.
3. Tekan ⬅ untuk menyembunyikan tombol perangkat.
4. Untuk menutup Teks, tekan ⬅ lagi.

Opsi teks

Di Teks, tekan ⇌ **OPTIONS** untuk memilih berikut ini . . .

- Bekukan halaman/Batal bekukan halaman
Untuk menghentikan pemutaran otomatis subhalaman.

- Dua layar/Layar penuh
Untuk menampilkan saluran TV dan Teks saling bersebelahan.

- Ikhtisar T.O.P.
Untuk membuka Teks T.O.P.

- Perbesar/Tampilan normal
Untuk memperbesar halaman Teks agar nyaman dibaca.

- Tampilkan
Untuk memperlihatkan informasi yang tersembunyi di halaman . . .

- Gulir subhalaman
Untuk menggulir subhalaman saat tersedia.

- Bahasa
Untuk mengalihkan grup karakter yang digunakan Teks untuk ditampilkan dengan benar.

- Text 2.5
Untuk mengaktifkan Text 2.5 agar warna lebih banyak dan grafik lebih baik.

Konfigurasi teks

Bahasa teks

Beberapa stasiun penyiar TV digital menyediakan beberapa bahasa Teks.
Untuk mengatur bahasa Teks primer dan sekunder Anda . . .

1. Tekan ♠ dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan saluran** > **Bahasa**.
3. Pilih **Teleteks Primer** atau **Teleteks Sekunder**.
4. Pilih bahasa Teks yang Anda inginkan.
5. Tekan ⬅, berulang kali jika perlu, untuk menutup menu.

Text 2.5

Jika tersedia, Text 2.5 menawarkan lebih banyak warna dan grafik yang lebih baik. Text 2.5 diaktifkan sebagai pengaturan pabrik standar.
Untuk menonaktifkan Text 2.5 . . .

1. Tekan **TEXT**.
2. Saat menonton teleteks, tekan ⇌ **OPTIONS**.

3. Pilih **Text 2.5** > **Tidak aktif**.

4.Tekan ⬑, berulang kali jika perlu, untuk menutup menu.

Terjemahan dan bahasa

Terjemahan

Mengaktifkan terjemahan

Untuk membuka menu Terjemahan, pilih **SUBTITLE**.
Anda dapat mengatur terjemahan ke **Trjemahn tdk akt.**, **Terjemahan aktif**, atau **Otomatis**.
Untuk menampilkan terjemahan saat program yang disiarkan bukan dalam bahasa Anda — bahasa yang Anda atur untuk TV, pilih **Otomatis**. Selain itu, pengaturan ini akan menampilkan terjemahan saat Anda menonaktifkan suara dengan ⬅ ᴼ.
Untuk saluran analog, terjemahan harus disediakan di **Teks**.

Terjemahan untuk saluran digital

Tidak perlu mengatur terjemahan dalam Teks untuk saluran digital.
Saluran digital dapat menawarkan beberapa bahasa untuk suatu program. Anda dapat mengatur bahasa terjemahan primer dan sekunder. Jika terjemahan dalam salah satu bahasa ini tersedia, TV akan menampilkannya.
Jika bahasa terjemahan yang diinginkan tidak tersedia, Anda dapat memilih bahasa terjemahan lain yang tersedia.

Untuk mengatur bahasa terjemahan primer dan sekunder . . .

1. Tekan ⌂ dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan saluran** dan pilih **Bahasa**.
3. Pilih **Bahasa terjemahan primer** atau **Bahasa terjemahan sekunder** dan tekan OK.
4. Pilih bahasa dan tekan **OK**.
5. Tekan ⬑, berulang kali jika perlu, untuk menutup menu.

Untuk memilih bahasa terjemahan saat bahasa pilihan yang diinginkan tidak tersedia . . .

1. Tekan ⇄ **OPTIONS**.
2. Pilih **Bahasa terjemahan** dan pilih bahasa yang Anda inginkan untuk sementara dan tekan **OK**.

Terjemahan untuk saluran analog

Untuk saluran analog, Anda perlu membuat terjemahan tersedia untuk masing-masing saluran secara manual.

1. Beralihlah ke sebuah saluran dan tekan **TEXT** untuk membuka Teks.

2. Masukkan nomor halaman untuk terjemahan, biasanya **888**.
3. Tekan **TEXT** lagi untuk menutup Teks.

Jika Anda memilih Aktif di menu Terjemahan saat menonton saluran analog ini, terjemahan akan ditampilkan jika tersedia.
Untuk mengetahui apakah sebuah saluran itu analog atau digital, beralihlah ke saluran tersebut dan buka **Status** di menu **Opsi** .

Bahasa audio

Saluran TV digital dapat menyiarkan audio dengan beberapa bahasa lisan untuk sebuah program. Anda dapat mengatur bahasa audio primer dan sekunder. Jika audio dalam salah satu bahasa ini tersedia, TV akan beralih ke audio ini.
Jika bahasa audio yang diinginkan tidak tersedia, Anda dapat memilih bahasa audio lain yang tersedia.

Untuk mengatur bahasa audio primer dan sekunder . . .

1. Tekan ⌂ dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan saluran** dan pilih **Bahasa.**
3. Pilih **Bahasa audio primer** atau **Bahasa audio sekunder** dan tekan **OK**.
4. Pilih bahasa dan tekan **OK**.
5. Tekan ⬑, berulang kali jika perlu, untuk menutup menu.

Untuk memilih bahasa audio saat bahasa pilihan yang diinginkan tidak tersedia . . .

1. Tekan ⇄ **OPTIONS**.
2. Pilih **Bahasa audio** dan pilih bahasa audio yang Anda inginkan untuk sementara dan tekan **OK**.

Bahasa audio bagi tunarungu dan tunanetra

Beberapa saluran TV digital menyiarkan audio dan terjemahan khusus yang disesuaikan bagi tunarungu dan tunanetra.

Bahasa menu

Untuk mengubah bahasa atau menu TV dan pesan . . .

1. Tekan ⌂ dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan TV** > **Pengaturan umum** > **Bahasa menu** dan tekan **OK**.
3. Pilih bahasa yang Anda inginkan dan tekan **OK**.
4. Tekan ⬑, berulang kali jika perlu, untuk menutup menu.

Penginstalan saluran

Memperbarui saluran

Pembaruan otomatis

Jika Anda menerima saluran digital, Anda dapat mengatur TV agar memperbarui daftar dengan saluran baru secara otomatis. Alternatifnya, Anda dapat memulai sendiri pembaruan saluran.

Pembaruan saluran otomatis

Sekali dalam sehari, di jam 6 pagi, TV memperbarui saluran dan menyimpan saluran baru. Saluran baru disimpan di Semua daftar saluran namun juga di daftar saluran Baru. Saluran kosong dihapus.
Jika saluran baru ditemukan atau jika saluran diperbarui atau dihapus, sebuah pesan ditampilkan saat TV mulai dinyalakan. TV harus dalam keadaan siaga untuk memperbarui saluran secara otomatis.

Untuk mematikan pesan saat mulai dinyalakan . . .

1. Tekan 🏠 dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan saluran** dan tekan **OK**.
3. Pilih **Penginstalan saluran** > **Pesan pembaruan saluran** > **Tidak aktif**.

Untuk mematikan pembaruan saluran otomatis . . .

1. Tekan 🏠 dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan saluran** dan tekan **OK**.
3. Pilih **Penginstalan saluran** > **Pembaruan saluran otomatis** > **Tidak aktif**.

Mulai pembaruan

Untuk memulai pembaruan sendiri . . .

1. Tekan 🏠 dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Cari saluran** dan tekan **OK**.
3. Pilih **Perbarui saluran** dan ikuti petunjuk di layar. Pembaruan mungkin memakan waktu beberapa menit.

Di beberapa negara, pembaruan saluran Otomatis dilakukan saat menonton TV atau saat TV dalam keadaan siaga.

Saluran baru

Saluran baru yang ditambah dengan pembaruan saluran otomatis mudah ditemukan di daftar saluran **Baru**. Saluran baru yang sama juga disimpan di daftar saluran **Semua** atau **Radio** .

Saluran baru disimpan di daftar saluran **Baru** selama Anda tidak menandainya sebagai favorit atau sedang menyetel saluran itu.

Menginstal ulang saluran

Anda dapat mencari dan menginstal ulang saluran dan tidak mengubah semua pengaturan TV lainnya. Alternatifnya, Anda dapat melakukan penginstalan penuh TV baru.

Jika kode penguncian anak diatur, Anda harus memasukkan kode ini sebelum Anda dapat menginstal ulang saluran.

Menginstal ulang saluran

Untuk menginstal ulang saluran saja . . .

1. Tekan 🏠 dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Cari saluran** > **Instal ulang Saluran** dan tekan **OK**.
3. Pilih negara tempat Anda menginstal TV ini.
4. Pilih **Antena (DVB-T)** atau **Kabel (DVB-C)**. Pencarian saluran mungkin memakan waktu beberapa menit. Ikuti petunjuk di layar.

Penginstalan penuh

Untuk mengulangi penginstalan TV penuh . . .

1. Tekan 🏠 dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan TV** > **Pengaturan umum** > **Instal ulang TV** dan tekan **OK**. Penginstalan mungkin memakan waktu beberapa menit. Ikuti petunjuk di layar.

Pengaturan pabrik

Pengaturan pabrik mengatur TV kembali ke pengaturan TV aslinya untuk gambar dan suara. Untuk mengembalikan ke pengaturan Pabrik aslinya . . .

1. Tekan 🏠 dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan TV** > **Pengaturan umum** > **Pengaturan Pabrik** dan tekan **OK**.
3. Tekan **OK** untuk konfirmasi.
4. Tekan ⬅, berulang kali jika perlu, untuk menutup menu.

Salinan daftar saluran

Pendahuluan

Salinan daftar saluran ditujukan untuk dealer dan pengguna ahli.

Dengan **Salinan daftar saluran**, Anda dapat menyalin saluran yang diinstal pada satu TV ke TV Philips lain dalam jajaran model yang sama. Dengan Salinan daftar saluran, Anda menghindari pencarian saluran yang menghabiskan waktu dengan meng-upload daftar saluran standar pada TV. Gunakan flash drive USB minimal 1 GB.

Kondisi

- Kedua TV dari rentang tahun yang sama.
- Kedua TV memiliki jenis perangkat keras yang sama. Periksa jenis perangkat keras pada pelat jenis TV di bagian belakang TV. Umumnya, tercatat sebagai Q . . . LA
- Kedua TV memiliki versi perangkat lunak yang kompatibel.

Versi saat ini

Anda dapat memeriksa versi perangkat lunak TV saat ini dengan **Info prgkt lnk skrg** di ⌂ > **Konfigurasi** > **Pengaturan prgkt lunak**.

Menyalin daftar saluran

Untuk menyalin daftar saluran . . .

1. Nyalakan TV yang salurannya telah terinstal. Pasang perangkat memori USB.
2. Tekan ⌂ dan pilih **Konfigurasi** dan tekan **OK**.
3. Pilih **Pengaturan TV** > **Pengaturan umum** > **Salin daftar saluran** > **Salin ke USB** dan tekan **OK**. Untuk menyalin daftar saluran dari TV ini, Anda mungkin diminta untuk memasukkan kode Penguncian anak yang Anda masukkan selama penginstalan.
4. Ketika penyalinan selesai, lepaskan perangkat memori USB.

Sekarang Anda dapat meng-upload daftar saluran yang disalin ke TV Philips lainnya.

Meng-upload daftar saluran

Meng-upload daftar saluran yang disalin

Bergantung pada apakah TV Anda telah diinstal atau belum, Anda harus menggunakan cara berbeda untuk meng-upload daftar saluran.

Ke TV yang belum diinstal

1. Pasang steker listrik untuk memulai penginstalan dan memilih bahasa serta negara. Anda dapat melewati Cari saluran. Selesaikan penginstalan.
2. Pasang perangkat memori USB yang menjadi tempat penyimpanan daftar saluran TV lainnya.
3. Untuk memulai upload daftar saluran, tekan ⌂ dan pilih **Konfigurasi** dan tekan **OK**.
4. Pilih **Pengaturan TV** > **Pengaturan umum** > **Salin daftar saluran** > **Salin ke TV** dan tekan **OK**. Anda mungkin diminta untuk memasukkan kode Penguncian anak TV ini.
5. TV memberi tahu Anda apakah daftar saluran berhasil disalin ke TV. Lepaskan perangkat memori USB.

Ke TV yang telah terinstal

1. Pastikan pengaturan negara TV. (Untuk memastikan pengaturan ini, tekan ⌂ dan pilih **Konfigurasi** dan tekan **OK**. Pilih **Cari saluran** > **Instal ulang saluran** dan tekan **OK**. Tekan ⬑ lalu **Batal** untuk meninggalkan Cari saluran.) Jika negaranya benar, lanjutkan dengan langkah 2. Jika negaranya salah, Anda harus memulai penginstalan ulang. Untuk memulai penginstalan ulang, tekan ⌂ dan pilih **Konfigurasi** dan tekan **OK**. Pilih **Pengaturan TV** > **Pengaturan umum** > **Instal ulang TV** > **OK**. Pilih negara yang benar dan lewati Cari saluran. Selesaikan penginstalan. Ketika selesai, lanjutkan dengan langkah 2.
2. Pasang perangkat memori USB yang menjadi tempat penyimpanan daftar saluran TV lainnya.
3. Untuk memulai upload daftar saluran, tekan ⌂ dan

pilih **Konfigurasi** dan tekan **OK**.
4. Pilih **Pengaturan TV** > **Pengaturan umum** > **Salin daftar saluran** > **Salin ke TV** dan tekan **OK**. Anda mungkin diminta untuk memasukkan kode Penguncian anak TV ini.
5. TV memberi tahu Anda apakah daftar saluran berhasil disalin ke TV. Lepaskan perangkat memori USB.

DVB-T atau DVB-C

Penerimaan DVB-T atau DVB-C

Jika kedua penerimaan DVB-T dan DVB-C tersedia di negara Anda dan jika TV ini siap menerima DVB-T dan DVB-C untuk negara Anda, Anda telah memilih salah satu di antaranya selama penginstalan saluran.

Jika Anda ingin mengubah pengaturan DVB untuk memulai penginstalan saluran baru . . .

1. Tekan ⌂ dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan saluran** dan tekan **OK**.
3. Pilih **Penginstalan saluran** > **Sambungan antena** > **Antena (DVB-T)** atau **Kabel (DVB-C)** dan tekan **OK**.
4. Pilih pengaturan DVB yang Anda inginkan.
5. Tekan ⬑, berulang kali jika perlu, untuk menutup menu.

Penginstalan saluran DVB-C

Untuk kemudahan penggunaan, semua pengaturan DVB-C diatur ke otomatis.
Jika penyedia DVB-C Anda memberi Anda nilai DVB-C spesifik, ID jaringan atau frekuensi jaringan, masukkan nilai-nilai ini jika TV memintanya selama penginstalan.
Mungkin penting untuk menyesuaikan pemindaian (pemindaian penuh atau cepat) atau masukkan kecepatan simbol spesifik pada menu **Pengaturan** saat menginstal. Untuk mengatur **Kcptn simbol**, atur Kecepatan simbol terlebih dulu ke **Manual**.

Konflik nomor saluran

Di beberapa negara, saluran TV (penyiar) yang berbeda mungkin memiliki nomor saluran yang sama. Saat menginstal, TV menunjukkan daftar dengan konflik nomor saluran. Anda perlu memilih saluran TV mana yang ingin Anda instal pada nomor saluran dengan banyak saluran TV.

DVB-T + DVB-C

Jika Anda dapat menggunakan input antena DVB-T dan juga input DVB-C, Anda dapat mengatur TV Anda untuk DVB-T dan DVB-C. Instal satu sistem yang diikuti dengan sistem lainnya dengan pengaturan yang penting.
Ketika masing-masing sistem diinstal, Anda perlu menyalakan sinyal input antena pada sambungan **Antena** di bagian belakang TV dan mengatur TV pada sistem yang tepat untuk melihat saluran yang diinstal pada TV.
Untuk memilih pengaturan DVB-T atau DVB-C, lihat di atas.

Pengaturan DVB

Mengakses pengaturan DVB

1. Tekan 🏠 dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Cari saluran** dan tekan **OK**.
3. Pilih **Instal Ulang Saluran**.
4. Pilih negara tempat Anda memasang TV ini.
5. Pilih **Kabel (DVB-C)**.
6. Pilih **Mulai mencari saluran**, atau pilih **Pengaturan untuk pengaturan DVB-C**.
7. Tekan ⬅, berulang kali jika perlu, untuk menutup menu.

Kecepatan simbol

Jika penyedia kabel Anda tidak memberi Anda nilai **kcptn simbol** spesifik untuk menginstal saluran TV, biarkan pengaturan **Mode kecepatan simbol** pada **Otomatis**.

Jika Anda menerima nilai kecepatan simbol spesifik, pilih **Manual**. Namun, nilai yang Anda terima mungkin saja telah berada di daftar kecepatan simbol standar. Pilih **Kcptn simbol standar** untuk memeriksa apakah nilai Anda tersedia secara otomatis.

Mode kecepatan simbol

Dengan **Mode kecepatan simbol** yang diatur ke **Manual**, Anda dapat memasukkan nilai kecepatan simbol yang Anda terima dari penyedia kabel Anda. Untuk memasukkan nilai, gunakan tombol nomor.

Frekuensi jaringan

Dengan **Mode frekuensi jaringan** yang diatur ke **Manual**, Anda dapat memasukkan nilai frekuensi jaringan yang diterima dari penyedia kabel Anda di sini. Untuk memasukkan nilai, gunakan tombol nomor.

Pemindaian frekuensi

Pilih metode mencari saluran. Anda dapat memilih metode **Pemindaian cepat** yang lebih cepat dan menggunakan pengaturan standar yang digunakan oleh sebagian besar penyedia kabel di negara Anda.

Jika hal ini mengakibatkan tidak adanya saluran yang dipasang atau jika beberapa saluran hilang, Anda dapat memilih metode **Pemindaian penuh** yang diperpanjang. Metode ini akan memakan waktu lebih lama untuk mencari dan menginstal saluran.

ID Jaringan

Dengan **Pemindaian frek.** yang diatur ke **Cepat**, Anda dapat memasukkan nilai ID jaringan yang Anda dapatkan dari penyedia kabel Anda. Untuk memasukkan nilai, gunakan tombol angka.

Saluran digital

Jika Anda tahu penyedia kabel Anda tidak menawarkan saluran digital, Anda dapat melewati pencarian saluran digital. Pilih **Tidak aktif**.

Saluran analog

Jika Anda tahu penyedia kabel Anda tidak menawarkan saluran analog, Anda dapat melewati pencarian saluran analog. Pilih **Tidak aktif**.

Penginstalan manual

Saluran TV analog dapat diinstal secara manual, saluran demi saluran.

Untuk menginstal saluran analog secara manual . . .
1. Tekan 🏠 dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan saluran** > **Penginstalan saluran** > **Analog: penginstalan manual** dan tekan **OK**.

- **Sistem**
Untuk mengatur sistem TV, pilih **Sistem** dan tekan **OK**.
Pilih negara atau bagian dunia tempat Anda berada sekarang.
- **Cari saluran**
Untuk menemukan saluran, pilih **Cari saluran** dan tekan **OK**.
Pilih **Cari** dan tekan **OK**. Anda juga dapat memasukkan sendiri frekuensi. Jika penerimaan buruk, tekan **Cari** lagi. Jika Anda ingin menyimpan saluran, pilih **Selesai** dan tekan **OK**.
- **Sempurnakan**
Untuk menyetel saluran secara halus, pilih **Sempurnakan** dan tekan **OK**. Anda dapat menyempurnakan saluran dengan ▲ atau ▼.
Jika Anda ingin menyimpan saluran yang ditemukan, pilih **Selesai** dan tekan **OK**.
- **Simpan**
Anda dapat menyimpan saluran pada nomor saluran saat ini atau sebagai nomor saluran baru.
Pilih **Simpan saluran saat ini** atau **Simpan sebagai saluran baru**.

Anda dapat mengulangi langkah-langkah ini hingga Anda menemukan semua saluran TV analog yang tersedia.

7
Panduan TV

7.1
Menggunakan panduan TV

Yang Anda perlukan

Dengan panduan TV, Anda dapat melihat daftar program TV terjadwal dan saat ini saluran Anda. Tergantung dari mana informasi (data) panduan TV berasal, saluran analog dan digital atau saluran digital saja ditampilkan. Tidak semua saluran menawarkan informasi panduan TV.

TV dapat mengumpulkan informasi panduan TV untuk saluran yang diinstal pada TV (misalnya, saluran yang Anda tonton dengan Tonton TV). TV tidak dapat mengumpulkan informasi panduan TV untuk saluran yang dilihat dari penerima digital.

Membuka panduan TV

Untuk membuka panduan TV, tekan ▤ TV GUIDE.

Tekan ▤ TV GUIDE lagi untuk menutupnya.

Pertama kalinya Anda membuka panduan TV, TV memindai semua saluran TV untuk informasi program. Tindakan ini mungkin memakan waktu beberapa menit. Data panduan TV disimpan di TV.

Mencari suatu program

Beralih ke suatu program

Dari panduan TV, Anda dapat beralih ke program saat ini. Untuk memilih suatu program, gunakan tombol panah untuk menyorot nama program.
Arahkan pointer ke kanan untuk melihat program yang dijadwalkan berikutnya di hari itu.
Untuk beralih ke program (saluran), pilih program dan tekan OK.

Melihat detail program

Untuk memunculkan detail program yang dipilih, tekan 🛈 INFO.

Ubah hari

Panduan TV dapat menampilkan program terjadwal untuk hari-hari yang akan datang (maksimal hingga 8 hari).

Jika informasi panduan TV berasal dari stasiun penyiar, Anda dapat menekan ▦ + untuk melihat jadwal salah satu hari yang akan datang. Tekan ▦ — untuk kembali ke hari sebelumnya. Atau, Anda dapat menekan ⇌ OPTIONS dan memilih Ubah hari.

Pilih Hari sebelumnya, Hari ini, atau Hari berikutnya dan tekan OK, untuk memilih hari jadwalnya.

Cari menurut genre

Jika informasi tersedia, Anda dapat melihat program terjadwal menurut genre-nya seperti film, olahraga, dsb.

Untuk mencari program menurut genre, tekan ⇌ OPTIONS dan pilih Cari menurut genre.
Pilih suatu genre dan tekan OK. Sebuah daftar dengan program-program yang ditemukan muncul.

Sumber

8.1

Daftar Sumber

Di daftar sambungan - menu Sumber - Anda dapat menemukan perangkat yang tersambung ke TV. Dari menu Sumber ini, Anda dapat beralih ke perangkat.

Menu Sumber

Untuk membuka menu Sumber, tekan ⤓ SOURCES.
Untuk beralih ke perangkat tersambung, pilih perangkat dengan panah ◀ (kiri) atau ▶ (kanan) dan tekan OK.
Untuk menutup menu Sumber tanpa beralih ke perangkat, tekan ⤓ SOURCES lagi.

8.2

Dari siaga

Dengan TV di siaga, Anda dapat menyalakan perangkat yang tersambung dengan remote control TV Anda.

Putar

Untuk menyalakan pemutar disk dan TV dari siaga dan segera mulai memutar disk atau program, tekan ▶ (putar) pada remote control TV.
Perangkat harus disambungkan dengan kabel HDMI dan TV serta perangkat harus memiliki HDMI CEC yang menyala.

Sistem Home Theatre

Anda dapat menyalakan Sistem Home Theatre Anda untuk mendengarkan disk audio atau saluran radio dan membiarkan TV berada di siaga.
Untuk menyalakan HTS saja, dengan TV sedang siaga, tekan ⤓ SOURCES pada remote control TV.

8.3

EasyLink

Dengan EasyLink Anda dapat mengoperasikan perangkat yang tersambung dengan remote control TV. EasyLink menggunakan HDMI CEC untuk berkomunikasi dengan perangkat yang tersambung. Perangkat harus mendukung HDMI CEC dan harus disambungkan dengan sambungan HDMI.

otomatis dan atur panel penggeser ke **0 (Tidak aktif)**.
3. Tekan ⬑, berulang kali jika perlu, untuk menutup menu.

9

Timer dan jam

9.1

Timer tidur

Dengan timer tidur, Anda dapat mengatur TV untuk beralih ke siaga secara otomatis setelah waktu preset.

Untuk mengatur timer tidur . . .

1. Tekan ⌂ dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan TV** > **Pengaturan umum** > **Timer tidur**. Dengan panel penggeser, Anda dapat mengatur waktu hingga 180 menit dengan penambahan 5 menit. Jika diatur ke 0 menit, timer tidur dimatikan. Anda dapat selalu mematikan TV Anda terlebih dulu atau mengatur ulang waktu selama hitung mundur.
3. Tekan ⬑, berulang kali jika perlu, untuk menutup menu.

9.2

Jam

Untuk mengetahui jam berapa sekarang, tekan ▦ **TV GUIDE** untuk menemukan waktu di panduan TV.

Di beberapa negara, penyiar digital tidak mengirimkan informasi UTC - Coordinated Universal Time (Waktu Universal Terkoordinasi). Perubahan pergeseran waktu siang hari mungkin diabaikan dan TV mungkin menampilkan waktu yang salah.

Untuk mengoreksi jam TV . . .

1. Tekan ⌂ dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan TV** > **Pengaturan umum** > **Jam** > **Mode jam otomatis**, dan pilih **Tergantung negara**.
3. Pilih **Pergeseran waktu siang hari** dan pilih pengaturan yang tepat.

9.3

Nonaktifkan otomatis

Jika Anda tidak menekan tombol pada remote control selama periode 4 jam, atau jika TV tidak menerima sinyal input maupun perintah remote control selama 10 menit, TV mati secara otomatis untuk menghemat daya.

Jika Anda menggunakan TV sebagai monitor atau menggunakan penerima digital untuk menonton TV (Set-top box - STB) dan Anda tidak menggunakan remote control TV, Anda sebaiknya menonaktifkan mati otomatis.

Untuk menonaktifkan **Nonaktifkan otomatis** . . .

1. Tekan ⌂ dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan TV** > **Pengaturan umum** > Nonaktifkan

Foto,video dan musik Anda

10.1

Dari sambungan USB

Yang Anda perlukan

Anda dapat melihat foto atau memutar musik dan video dari flash drive USB atau Hard Drive USB yang tersambung.

Dari perangkat USB

Dengan TV diaktifkan, colokkan flash drive USB atau Hard Drive USB ke salah satu sambungan USB. TV akan mendeteksi perangkat dan daftar file Anda.
Jika daftar tidak muncul secara otomatis, tekan **SOURCES**, pilih **Telusuri USB** lalu tekan **OK**.
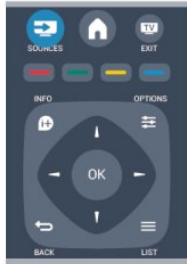
Panel menu

Dengan perangkat USB tersambung, TV mengurutkan file berdasarkan jenisnya. Arahkan pointer ke panel menu dan pilih jenis file yang Anda cari.
Jika Anda menelusuri file dari komputer, Anda hanya dapat menelusuri file dam folder saat diorganisir di komputer Anda.

Panel menu

Arahkan pointer ke panel menu dan pilih jenis file yang ingin Anda tonton atau putar.
Pilih **Gambar**, **Musik**, atau **Film**. Atau, Anda dapat membuka tampilan **Folder** dan menelusuri folder Anda untuk mencari file.

Melihat foto

Di browser USB, pilih **Gambar** dan tekan **OK**.

Opsi

Tekan **OPTIONS**.

- Mulai tampilan slide, Hentikan tampilan slide
Memulai atau menghentikan tampilan slide.

- Transisi tampilan slide
Mengatur transisi dari satu gambar ke gambar berikutnya.

- Frekuensi tampilan slide
Memilih waktu tiap foto ditampilkan.

- Ulang, Putar sekali
Lihat gambar secara berulang atau hanya sekali.

- Acak tidak aktif, Acak aktif
Melihat gambar secara berurutan, atau acak.

- Putar gambar
Memutar foto.

- Tampilkan info
Menampilkan nama gambar, tanggal, ukuran, dan gambar berikutnya di tampilan slide.

Untuk menutup **Telusuri USB**, tekan ♠ dan pilih aktivitas lainnya.

Memutar musik

Di browser USB, pilih **Musik** dan tekan **OK**.

Opsi

Tekan **OPTIONS**.

- Hentikan pemutaran
Menghentikan pemutaran musik.

- Ulang, Putar sekali
Memutar lagu secara berulang atau hanya sekali.

- Acak aktif, Acak tidak aktif
Memutar lagu secara berurutan atau acak.

- Tampilkan info
Menampilkan nama file.

Untuk menutup **Telusuri USB**, tekan ♠ dan pilih aktivitas lainnya.

Memutar video

Di browser USB, pilih **Film** dan tekan **OK**.

Opsi

Tekan ≡ **OPTIONS**.

- Terjemahan
Menampilkan terjemahan jika ada.

- Bahasa audio
Memutar bahasa audio jika ada.

- Ulang, Putar sekali
Memutar video secara berulang atau hanya sekali.

- Acak aktif, Acak tidak aktif
Memutar video secara berurutan atau acak.

- Tampilkan info
Menampilkan nama file.

Untuk menutup **Telusuri USB**, tekan ♠ dan pilih aktivitas lainnya.

Pengaturan

11.1

Gambar

Gaya gambar

Untuk memudahkan penyesuaian gambar, Anda dapat memilih pengaturan preset dengan **Gaya gambar**.

1. Saat menonton saluran TV, tekan ☰ **OPTIONS** untuk membuka menu **Opsi**.
2. Pilih **Gambar dan suara** di panel menu dan pilih **Gaya gambar**.
3. Pilih gaya dan tekan **OK**.

Gaya gambar yang tersedia adalah . . .
- **Pribadi** - Preferensi Anda ditetapkan di Pengaturan gambar cepat
- **Tajam** - Ideal untuk menonton pada siang hari
- **Alami** - Pengaturan gambar alami
- **Film** - Ideal untuk menonton film
- **Hemat daya** - Pengaturan efisiensi energi
- **Standar** - Pengaturan standar pabrik
- **Foto** - Ideal untuk menayangkan foto

Menyesuaikan Gaya gambar

Anda dapat menyesuaikan Gaya gambar . . .
1. Pilih gaya dan tekan **OK**.
2. Tekan ♠ dan pilih **Konfigurasi** dan tekan **OK**.
3. Pilih **Pengaturan TV**, arahkan ke pengaturan individu dan sesuaikan pengaturan tersebut.
4. Tekan ⬑, berulang kali jika perlu, untuk menutup menu.

Untuk mengembalikan ke nilai Gaya gambar aslinya . . .
1. Tekan ♠ dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan TV** > **Gambar** > **Pengaturan TV** dan pilih gaya yang ingin Anda atur ulang.
3. Pilih **Kmblkn gaya** dan tekan **OK**. Gaya diatur ulang.

Tajam

Jika Gaya gambar dikembalikan ke **Tajam** setiap kali Anda menghidupkan TV, lokasi TV diatur ke **Toko**. Pengaturan yang dimaksudkan untuk promosi di toko.
Untuk mengatur TV untuk penggunaan Awal . . .
1. Tekan ♠ dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan TV** > **Pengaturan umum** > **Lokasi** dan tekan **OK**.
3. Pilih **Awal** dan tekan **OK**.
4. Tekan ⬑, berulang kali jika perlu, untuk menutup menu.

Pengaturan gambar

Kontras lampu latar

Dengan **Kontras lmp latar**, Anda dapat menyesuaikan kecerahan lampu latar layar.

Untuk menyesuaikan tingkat . . .
1. Tekan ♠ dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan TV** > **Gambar** > **Kontras lmp latar**.
3. Tekan ▶ (kanan) dan sesuaikan nilai dengan ▲ (naik) atau ▼ (turun).
4. Tekan ⬑, berulang kali jika perlu, untuk menutup menu.

Warna

Dengan **Warna**, Anda dapat menyesuaikan saturasi warna gambar.

Untuk menyesuaikan tingkat . . .
1. Tekan ♠ dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan TV** > **Gambar** > **Warna**.
3. Tekan ▶ (kanan) dan sesuaikan nilai dengan ▲ (naik) atau ▼ (turun).
4. Tekan ⬑, berulang kali jika perlu, untuk menutup menu.

Ketajaman

Dengan **Ketajaman**, Anda dapat menyesuaikan ketajaman gambar.

Untuk menyesuaikan tingkat . . .
1. Tekan ♠ dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan TV** > **Gambar** > **Ketajaman**.
3. Tekan ▶ (kanan) dan sesuaikan nilai dengan ▲ (naik) atau ▼ (turun).
4. Tekan ⬑, berulang kali jika perlu, untuk menutup menu.

Reduksi noise

Dengan **Reduksi noise**, Anda dapat memilih jumlah reduksi noise untuk gambar.

Untuk mengatur reduksi noise . . .
1. Tekan ♠ dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan TV** > **Gambar** > **Reduksi noise**.
3. Tekan ▶ (kanan) dan pilih **Tidak Aktif**, **Minimum**, **Medium**, atau **Maksimum**.
4. Tekan ⬑, berulang kali jika perlu, untuk menutup menu.

Pengurang artefak MPEG

Dengan **Reduksi gangguan MPEG**, Anda dapat memperhalus transisi dan keburaman dalam gambar digital.

Untuk mengurangi artefak MPEG . . .

1. Tekan ⌂ dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan TV** > **Gambar** > **Reduksi gangguan MPEG**.
3. Tekan ▶ (kanan) dan pilih **Aktif** atau **Tidak Aktif**.
4. Tekan ⬅, berulang kali jika perlu, untuk menutup menu.

Digital Crystal Clear

Dengan **Digital Crystal Clear**, Anda dapat menyempurnakan tiap piksel untuk menyamai piksel sekitarnya dan menghasilkan gambar definisi-tinggi yang cemerlang.

1. Tekan ⌂ dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan TV** > **Gambar** > **Digital Crystal Clear**.
3. Tekan ▶ (kanan) dan pilih pengaturan ini.
4. Tekan ⬅, berulang kali jika perlu, untuk menutup menu.

Pengaturan yang berbeda yaitu . . .
- **Ketajaman lanjutan** - Memungkinkan ketajaman superior, khususnya pada garis dan kontur pada gambar.
- **Kontras dinamis** - Menyempurnakan detail secara dinamis di area gelap, medium, dan terang pada gambar.
- **Lampu latar dinamis** - Memilih tingkat lampu latar untuk mengoptimalkan konsumsi daya dinamis dan kontras gambar.
- **Penyempurnaan warna** - Menyempurnakan ketajaman dan detail warna secara dinamis.

Pengaturan gambar lanjutan

Gamma

Dengan **Gamma**, Anda dapat menyesuaikan pengaturan non-linear untuk pencahayaan dan kontras gambar.

Untuk memilih preset . . .
1. Tekan ⌂ dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan TV** > **Gambar** > **Lanjutan** > **Gamma**.
3. Tekan ▶ (kanan) dan sesuaikan nilai dengan ▲ (naik) atau ▼ (turun).
4. Tekan ⬅, berulang kali jika perlu, untuk menutup menu.

Nada warna

Dengan **Nada warna**, Anda dapat mengubah keseimbangan warna.

Untuk memilih preset . . .
1. Tekan ⌂ dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan TV** > **Gambar** > **Lanjutan** > **Nada warna**.
3. Tekan ▶ (kanan) dan pilih **Normal**, **Hangat** atau **Dingin**. Pilih **Kustom** jika Anda ingin mengatur sendiri suhu warnanya.
4. Tekan ⬅, berulang kali jika perlu, untuk menutup menu.

Nada warna kustom

Dengan **Nada warna kustom**, Anda dapat mengatur sendiri suhu warnanya. Untuk mengatur Nada warna kustom, pilih **Kustom** di

pengaturan **Nada warna** terlebih dahulu untuk membuat menu Nada warna kustom tersedia. Nada warna kustom adalah pengaturan yang ditujukan bagi pengguna mahir.

Untuk mengatur suhu warna kustom . . .
1. Tekan ⌂ dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan TV** > **Gambar** > **Lanjutan** > **Nada warna kustom**.
3. Tekan ▶ (kanan).
4. Pilih pengaturan dengan tombol panah. (WP adalah titik putih dan BL adalah tingkat hitam.)
5. Tekan **OK** untuk mengonfirmasi pengaturan. Anda juga dapat memilih salah satu preset di menu ini.
6. Tekan ⬅, berulang kali jika perlu, untuk menutup menu.

Kontras video

Dengan **Kontras video**, Anda dapat mengurangi rentang kontras video.

Untuk menyesuaikan tingkat . . .
1. Tekan ⌂ dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan TV** > **Gambar** > **Lanjutan** > **Kontras video**.
3. Tekan ▶ (kanan) dan sesuaikan nilai dengan ▲ (naik) atau ▼ (turun).
4. Tekan ⬅, berulang kali jika perlu, untuk menutup menu.

Kecerahan

Dengan **Kecerahan**, Anda dapat mengatur tingkat kecerahan sinyal gambar. Kecerahan adalah pengaturan khusus pengguna mahir. Kami sarankan pengguna yang tidak mahir agar menyesuaikan kecerahan gambar dengan pengaturan **Kontras lmp latar**.

Untuk menyesuaikan tingkat . . .
1. Tekan ⌂ dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan TV** > **Gambar** > **Lanjutan** > **Kecerahan**.
3. Tekan ▶ (kanan) dan sesuaikan nilai dengan ▲ (naik) atau ▼ (turun).
4. Tekan ⬅, berulang kali jika perlu, untuk menutup menu.

Permainan atau komputer

Anda dapat mengalihkan TV ke pengaturan gambar ideal untuk permainan atau menggunakan TV sebagai monitor komputer. Pengaturan untuk **Permainan** atau **Komputer** tidak sama. Jika jenis pengaturan yang ditetapkan di menu Sumber benar - konsol Permainan atau Komputer - TV beralih otomatis ke pengaturan ideal saat beralih ke perangkat. Jika Anda mengalihkan pengaturan secara manual, jangan lupa untuk menonaktifkannya saat beralih ke menonton TV atau perangkat lain yang terhubung.

Untuk mengalihkan pengaturan secara manual . . .

1. Tekan ⌂ dan pilih **Konfigurasi** dan tekan **OK**.

2. Pilih **Pengaturan TV** > **Gambar** > **Permainan/komp.**.
3. Pilih **Permainan**, **Komputer** atau **TV**. Pengaturan **TV** kembali ke pengaturan gambar untuk menonton TV.
4. Tekan ⬅, berulang kali jika perlu, untuk menutup menu.

Format dan tepi

Format gambar

Jika panel hitam terlihat di bagian atas dan bawah atau di kedua sisi gambar, Anda dapat menyesuaikan format gambar ke format yang mengisi layar.

Untuk mengubah format gambar . . .
1.Saat menonton saluran TV, tekan 📺 untuk membuka menu **Format gambar** .
2.Pilih format dari daftar dan tekan **OK**.

Tepi layar

Dengan **Tepi layar**, Anda dapat sedikit memperbesar layar untuk menyembunyikan tepi yang terdistorsi.

Untuk menyesuaikan tepi . . .
1. Tekan 🏠 dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan TV** > **Gambar** > **Format dan tepi** > **Tepi layar**.
3. Tekan ▶ (kanan) dan sesuaikan nilai dengan ▲ (naik) atau ▼ (turun).
4. Tekan ⬅, berulang kali jika perlu, untuk menutup menu.

11.2

Suara

Gaya suara

Untuk memudahkan penyesuaian suara, Anda dapat memilih pengaturan preset dengan **Gaya suara**.

1. Saat menonton saluran TV, tekan ⇶ **OPTIONS** untuk membuka menu **Opsi**.
2. Pilih Gambar dan suara di panel menu dan pilih **Gaya suara**.
3. Pilih gaya Suara dan tekan **OK**.

Gaya Suara berbeda adalah . . .
- **Pribadi** - Pilihan pribadi yang Anda buat di Personalisasi gambar & suara
- **Asli** - Standar pabrik
- **Film** - Ideal untuk menonton film
- **Berita** - Ideal untuk ucapan
- **Musik** - Ideal untuk mendengarkan musik
- **Permainan** - Ideal untuk permainan

Menyesuaikan gaya Suara

Anda dapat menyesuaikan gaya Suara . . .
1. Pilih gaya dan tekan **OK**.
2. Tekan 🏠 dan pilih **Konfigurasi** dan tekan **OK**.
3. Pilih **Pengaturan TV**, arahkan ke pengaturan individu dan sesuaikan pengaturan tersebut.
4. Tekan ⬅ untuk menutup menu untuk menyimpan pengaturan Anda.

Untuk kembali ke nilai gaya Suara asli . . .
1. Tekan 🏠 dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan TV** > **Suara** > **Kmblkn gaya**.

Pengaturan suara

Bass

Dengan **Bass**, Anda dapat menyesuaikan tingkat nada rendah pada suara.

Untuk menyesuaikan tingkat . . .
1. Tekan 🏠 dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan TV** > **Suara** > **Bass**.
3. Tekan ▶ (kanan) dan sesuaikan nilai dengan ▲ (naik) atau ▼ (turun).
4. Tekan ⬅, berulang kali jika perlu, untuk menutup menu.

Treble

Dengan **Treble**, Anda dapat menyesuaikan tingkat nada tinggi pada suara.

Untuk menyesuaikan tingkat . . .
1. Tekan 🏠 dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan TV** > **Suara** > **Treble**.
3. Tekan ▶ (kanan) dan sesuaikan nilai dengan ▲ (naik) atau ▼ (turun).
4. Tekan ⬅, berulang kali jika perlu, untuk menutup menu.

Mode surround

Dengan **Mode surround**, Anda dapat mengatur efek suara speaker TV.

Untuk mengatur Mode surround . . .
1. Tekan 🏠 dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan TV** > **Suara** > **Mode surround**.
3. Tekan ▶ (kanan) dan pilih **Stereo** atau **Incredible surround**.
4. Tekan ⬅, berulang kali jika perlu, untuk menutup menu.

Volume headphone

Dengan **Volume headphone**, Anda dapat mengatur volume headphone yang tersambung secara terpisah.

Untuk menyesuaikan volume . . .
1. Tekan ⇶ **OPTIONS** dan pilih **Gambar dan suara** di panel

menu.

2. Tekan ▶ (kanan) dan pilih **Volume headphone** dan tekan **OK**.
3. Tekan ▲ (atas) atau ▼ (bawah) untuk menyesuaikan volume.
4. Tekan ↩, berulang kali jika perlu, untuk menutup menu.

Pengaturan suara lanjutan

Penyesuaian volume otomatis

Dengan **Penyesuaian volume otomatis**, Anda dapat mengatur TV agar secara otomatis menyamakan perbedaan volume yang mendadak. Biasanya di awal iklan atau saat Anda berpindah saluran.

Untuk mengaktifkan atau menonaktifkan . . .
1. Tekan ♠ dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan TV** > **Suara** > **Lanjutan** > **Penyesuaian volume otomatis**.
3. Tekan ▶ (kanan) dan pilih **Aktif** atau **Tidak aktif**.
4. Tekan ↩, berulang kali jika perlu, untuk menutup menu.

Speaker TV

Anda dapat menyalurkan suara TV ke perangkat audio yang tersambung - Sistem Home Theatre atau sistem audio. Dengan **Speaker TV**, Anda dapat memilih di mana Anda ingin mendengarkan suara TV dan bagaimana Anda ingin mengontrolnya.
- Jika Anda memilih **Tidak aktif**, Anda menonaktifkan speaker TV secara permanen.
- Jika Anda memilih **Aktif**, speaker TV selalu aktif.

Dengan perangkat audio yang tersambung dengan HDMI CEC, Anda dapat menggunakan salah satu pengaturan EasyLink.
- Jika Anda memilih **EasyLink**, TV menyalurkan suara TV ke perangkat audio. TV akan menonaktifkan speaker TV saat perangkat memutar suara.
- Jika Anda memilih **P'aktifan oto. EasyLink**, TV akan mengaktifkan perangkat audio, menyalurkan suara TV ke perangkat dan menonaktifkan speaker TV.
Dengan **EasyLink** atau **P'aktifan oto. EasyLink** yang dipilih, Anda masih bisa beralih ke speaker TV atau speaker perangkat di menu Gambar dan suara.

Untuk mengatur speaker TV . . .

1. Tekan ♠ dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan TV** > **Suara** > **Lanjutan** > **Speaker TV**.
3. Tekan ▶ (kanan) dan pilih **Tidak aktif**, **Aktif**, **EasyLink** atau **P'aktifan oto. EasyLink**.
4. Tekan ↩, berulang kali jika perlu, untuk menutup menu.

Untuk beralih speaker secara langsung . . .

1. Saat menonton TV, tekan ⇌ **OPTIONS** dan pilih **Gambar dan suara**.
2. Pilih **Speaker** dan pilih **TV** atau **Amplifier** (perangkat audio).
3. Tekan ↩, berulang kali jika perlu, untuk menutup menu.

Suara jernih

Dengan **Suara Jernih**, Anda meningkatkan suara untuk percakapan. Ideal untuk program berita. Anda dapat mengaktifkan atau menonaktifkan peningkatan percakapan.

Untuk mengaktifkan atau menonaktifkan . . .
1. Tekan ♠ dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan TV** > **Suara** > **Lanjutan** > **Suara jernih**.
3. Tekan ▶ (kanan) dan pilih **Aktif** atau **Tidak aktif**.
4. Tekan ↩, berulang kali jika perlu, untuk menutup menu.

HDMI1-ARC

Jika tidak memerlukan Audio Return Channel (ARC) pada sambungan HDMI, Anda dapat menonaktifkan sinyal ARC.

Format Audio Out

Dengan **Format Audio Out** Anda dapat mengatur sinyal out audio TV untuk disesuaikan dengan kemampuan pemrosesan suara Sistem Home Theatre Anda.

Pelevelan Audio Out

Dengan **Pelevelan Audio Out** Anda dapat menyamakan level volume suara Sistem Home Theatre dengan volume TV saat Anda beralih dari satu ke yang lainnya.

Penundaan Keluaran Audio

Jika Anda mengatur penundaan sinkronisasi Audio pada Sistem Home Theatre, untuk menyinkronkan suara dengan gambar, Anda harus menonaktifkan **Penundaan Audio Out** pada TV.

Offset Audio Out

Jika Anda tidak dapat mengatur penundaan pada Sistem Home Theatre, Anda dapat mengatur penundaan pada TV dengan **Offset audio out**.

11.3

Ambilight

Ambilight aktif/tidak aktif

Tekan ⬓ (Ambilight) pada remote control untuk membuka menu mode Ambilight.
Anda dapat mengatur Ambilight ke **Tidak aktif** atau mengatur ke mode Ambilight yang Anda inginkan.

Kecerahan Ambilight

Dengan **Kecerahan** Ambilight, Anda dapat mengatur tingkat kecerahan Ambilight.

Untuk menyesuaikan tingkat . . .

1. Tekan 🏠 dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan TV** > **Ambilight** > **Kecerahan**.
3. Tekan **OK** dan sesuaikan nilai dengan ▲ (atas) atau ▼ (bawah).
4. Tekan ⬑, berulang kali jika perlu, untuk menutup menu.

Pengaturan Ambilight lanjutan

Warna dinding

Dengan **Warna dinding**, Anda dapat menetralkan pengaruh dinding berwarna pada warna Ambilight. Pilih warna dinding di belakang TV dan TV akan mengubah warna Ambilight agar muncul seperti yang dimaksudkan.

Untuk memilih warna dinding . . .
1 - Tekan 🏠 dan pilih **Konfigurasi** dan tekan **OK**.
2 - Pilih **Pengaturan TV** > **Ambilight** > **Lanjutan** > **Warna dinding**.
3 - Pilih contoh warna yang sesuai dengan warna dinding di belakang TV dan tekan **OK**.
4 - Tekan ⬑, berulang kali jika perlu, untuk menutup menu.

TV mati

Dalam keadaan **TV mati**, Anda dapat mengatur agar Ambilight segera mati atau memudar secara perlahan saat Anda mematikan TV. Pemudaran perlahan memberi waktu untuk menyalakan lampu di ruangan Anda.

Untuk memilih TV mati . . .
1 - Tekan 🏠 dan pilih **Konfigurasi** dan tekan **OK**.
2 - Pilih **Pengaturan TV** > **Ambilight** > **Lanjutan** > **TV mati**.
3 - Pilih **Pudar hgg mati** atau **Penonaktifan cepat**.
4 - Tekan ⬑, berulang kali jika perlu, untuk menutup menu.

Lokasi

Jika TV diletakkan di toko, Anda dapat mengatur TV untuk menampilkan banner promosi dalam toko. **Gaya gambar** diatur ke **Tajam** secara otomatis. **Nonaktifkan otomatis** otomatis dimatikan.

Untuk mengatur TV ke lokasi Toko . . .

1. Tekan 🏠 dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan TV** > **Pengaturan umum** > **Lokasi** dan tekan **OK**.
3. Pilih **Toko** dan tekan **OK**.
4. Tekan ⬑, berulang kali jika perlu, untuk menutup menu.

Spesifikasi

12.1

Lingkungan

Menghemat energi

Pengaturan ekonomis menyatukan pengaturan yang membantu lingkungan.

Saat Anda menonton saluran TV, tekan ━ untuk membuka **Pengaturan ekonomis**.

Pengaturan aktif ditandai dengan ⬛. Anda dapat menandai atau menghilangkan tanda masing-masing pengaturan dengan tombol **OK**.

Tekan lagi ━ untuk menutup **Pengaturan ekonomis**.

Hemat energi

Gaya gambar ini mengatur gambar, beserta Ambilight, di pengaturan sadar energi paling ideal.

Layar tidak aktif

Jika Anda hanya mendengarkan musik, Anda dapat menonaktifkan layar TV untuk menghemat energi.

Pilih **Layar tidak aktif** dan tekan **OK**. Untuk mengaktifkan layar lagi, tekan sembarang tombol di remote control.

Nonaktifkan otomatis

Jika Anda tidak menekan tombol pada remote control selama 4 jam, atau jika TV tidak menerima sinyal selama 10 menit, TV akan otomatis mati untuk menghemat daya.

Jika Anda menggunakan TV sebagai monitor atau menggunakan penerima digital untuk menonton TV (Set-top box - STB) dan tidak menggunakan remote control TV, nonaktifkan mati otomatis.

Selain Pengaturan ekonomis, TV Anda juga dilengkapi teknologi yang ramah lingkungan terkait pemakaian daya.

Perangkat tidak aktif mati

Nonaktifkan perangkat tersambung yang kompatibel dengan EasyLink HDMI-CEC (Kontrol Elektronik Konsumen) yang tidak aktif.

Manajemen daya

Manajemen daya lanjutan TV ini memastikan penggunaan energi yang paling efisien. Anda dapat memeriksa bagaimana pengaturan TV pribadi, tingkat kecerahan pada gambar di layar, dan kondisi pencahayaan di sekitar Anda menentukan konsumsi daya relatif.

Untuk memeriksa konsumsi daya relatif . . .
1. Tekan 🏠 dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Tonton demo** > **Demo Active control dan tekan OK**.
3. Pilih pengaturan untuk memeriksa nilai yang sesuai.

Label energi

Label Energi menginformasikan kelas efisiensi energi produk ini. Semakin hijau kelas efisiensi energi produk ini, semakin rendah pemakaian energinya.

Di label, Anda bisa menemukan kelas efisiensi energi, pemakaian daya rata-rata produk ini saat digunakan dan pemakaian energi rata-rata untuk 1 tahun. Anda juga dapat menemukan nilai pemakaian daya produk ini di situs web Philips untuk negara Anda di **www.philips.com/TV**

Akhir penggunaan

Pembuangan produk dan baterai lama

Produk Anda dirancang dan diproduksi dengan bahan dan komponen berkualitas tinggi, yang dapat didaur ulang dan digunakan kembali.

Bila Anda melihat simbol tempat sampah yang disilang pada produk, artinya produk tersebut dicakup dalam European Directive 2002/96/EC.

Cobalah cari tahu tentang sistem pengumpulan terpisah di tempat Anda untuk produk listrik dan elektronik.

Harap bertindak sesuai dengan peraturan setempat dan jangan membuang produk lama Anda dengan limbah rumah tangga biasa. Membuang produk lama dengan benar akan membantu mencegah konsekuensi yang berpotensi negatif terhadap lingkungan dan kesehatan manusia.

Produk Anda menggunakan baterai yang dicakup dalam European Directive 2006/66/EC, yang tidak boleh dibuang bersamaan dengan limbah rumah tangga biasa.

Cari tahu peraturan setempat tentang pengumpulan baterai secara terpisah karena membuang baterai yang benar akan membantu mencegah konsekuensi yang berpotensi negatif terhadap lingkungan dan kesehatan manusia.

12.2

Penerimaan

- Input aerial: 75 ohm koaksial (IEC75)
- Pita tuner: Hyperband; Saluran-S; UHF; VHF
- DVB: DVB-T;DVB-T2 (terestrial, antena) COFDM 2K/8K; DVB-C (kabel) QAM
- Pemutaran video analog: NTSC; SECAM; PAL
- Pemutaran video digital: MPEG2 SD/HD (ISO/IEC 13818-2); MPEG4 SD/HD (ISO/IEC 14496-10)
- Pemutaran audio digital (ISO/IEC 13818-3)

12.3

Layar

Tipe

 Ukuran layar diagonal:

- 40PFT5509: 107 cm/40 inci
- 48PFT5509: 122 cm/48 inci
- 50PFT5509: 127 cm/50 inci
- 55PFT5509: 140 cm/55 inci

Resolusi layar:

- 1920x1080p

Resolusi layar

Format komputer - HDMI (Resolusi - kecepatan refresh)

640 × 480 - 60 Hz
800 × 600 - 60 Hz
1024 × 768 - 60 Hz
1280 X 720 - 60 Hz
1280 X 768 - 60 Hz
1280 × 1024 - 60 Hz
1360 × 768 - 60 Hz
1600 × 900 - 60 Hz
1680 × 1050 - 60 Hz
1920 × 1080 - 60 Hz

Format video (Resolusi - kecepatan refresh)

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

12.4

Daya

Spesifikasi produk dapat berubah tanpa pemberitahuan. Untuk detail spesifikasi lain dari produk ini, lihat www.philips.com/support

Daya

- Daya listrik: AC 110-240V +/-10%
- Suhu sekitar: 5°C hingga 40°C
- Konsumsi daya siaga: kurang dari 0,3W
- Fitur hemat daya: Mode ekonomis, Gambar diam (untuk radio), Nonaktifkan otomatis , Menu pengaturan ekonomis.

Peringkat daya yang ada di pelat jenis produk merupakan konsumsi daya untuk produk ini selama penggunaan rumah tangga biasa (IEC 62087 Ed.2). Peringkat daya maksimal, dinyatakan di dalam tanda kurung, digunakan untuk keamanan listrik (IEC 60065 Ed. 7.2).

12.5

Dimensi dan berat

40PFT5509

- tanpa dudukan TV:
Lebar 903,51 mm - Tinggi 523,06 mm - Kedalaman 76,8 mm - Berat ±7,68 kg

- dengan dudukan TV:
Lebar 903,51 mm - Tinggi 569,28 mm - Kedalaman 242,9 mm - Berat ±9,89 kg

48PFT5509

- tanpa dudukan TV:
Lebar 1082 mm - Tinggi 625 mm - Kedalaman 74 mm - Berat ±11 kg

- dengan dudukan TV:
Lebar 1082 mm - Tinggi 681 mm - Kedalaman 253 mm - Berat ±12,3 kg

50PFT5509

- tanpa dudukan TV:
Lebar 1123,64 mm - Tinggi 658,04 mm - Kedalaman 87,62 mm - Berat ±12,65 kg

- dengan dudukan TV:
Lebar 1123,64 mm - Tinggi 706,58 mm - Kedalaman 252,82 mm - Berat ±15,08 kg

55PFT5509

- tanpa dudukan TV:
Lebar 1243,2 mm - Tinggi 716,17 mm - Kedalaman 78 mm - Berat ±17 kg

- dengan dudukan TV:
Lebar 1243,2 mm - Tinggi 775,43 mm - Kedalaman 280 mm -

Berat ±19,3 kg

12.6
Konektivitas

Bagian Belakang TV

- Audio In (DVI ke HDMI): Colokan mini stereo 3,5 mm
- CVBS: Audio L/R, CVBS in, RGB
- YPbPr: Audio L/R, Y Pb Pr, RGB
- Audio out digital: Optikal
- 1x HDMI ARC
- 1x HDMI
- Headphone: Colokan mini stereo 3,5 mm

Bagian Samping TV

- 1x USB 2.0

12.7
Suara

- Daya output (RMS @ 10% THD): 4W
- Mono/Stereo
- Penyempurnaan suara: Incredible Surround, Suara Jernih

12.8
Multimedia

Catatan: Nama file multimedia tidak boleh melebihi 128 karakter.

Sambungan multimedia yang didukung

- USB 2.0 (FAT/FAT 32): hanya colokkan perangkat USB yang mengonsumsi daya sebesar 500 mA atau lebih sedikit.

File gambar yang didukung

- JPEG: *.jpg, *.jpeg
- PNG: *.png

File audio yang didukung

- MPEG1: *.mp3

File video yang didukung

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

Format terjemahan yang didukung

- SRT: dukungan bahasa majemuk

Format audio/video yang didukung

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

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

13

Perangkat lunak

13.1

Pembaruan perangkat lunak

Perbarui dari USB

Pembaruan perangkat lunak TV mungkin diperlukan. Anda perlu komputer dan perangkat memori USB untuk meng-upload perangkat lunak di TV. Gunakan perangkat memori USB dengan ruang kosong 256 MB. Pastikan perlindungan penulisan dinonaktifkan.

1. Mulai pembaruan pada TV
Untuk memulai pembaruan perangkat lunak . . .
Tekan 🏠, pilih **Konfigurasi** dan tekan **OK**.
Pilih **Perbarui prgkt lunak** > **USB** dan tekan **OK**.

2. Identifikasi TV
Masukkan memori USB ke salah satu sambungan USB TV.
Pilih **Mulai** dan tekan **OK**. File identifikasi ditulis di perangkat memori USB.

3. Download perangkat lunak TV
Masukkan memori USB ke komputer Anda.
Di perangkat memori USB, cari file **update.htm** dan klik dua kali.
Klik **Kirim ID**.
Jika tersedia perangkat lunak baru, download file zip.
Setelah di-download, buka zip file dan salin file **autorun.upg** ke perangkat memori USB.
Jangan letakkan file ini di dalam folder.

4. Perbarui perangkat lunak TV
Masukkan memori USB ke TV lagi. Pembaruan akan otomatis dimulai.
TV akan nonaktif sendiri selama 10 detik lalu kembali aktif. Harap tunggu.

Jangan . . .

- menggunakan remote control
- melepas perangkat memori USB dari TV

Jika listrik mati selama pembaruan, jangan lepaskan perangkat memori USB dari TV. Saat listrik pulih, pembaruan akan berlanjut.

13.2

Versi perangkat lunak

Untuk melihat versi perangkat lunak TV saat ini . . .

1. Tekan 🏠 dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan prgkt lunak** dan tekan **OK**.
3. Pilih **Info prgkt lnk skrg** dan lihat **Versi Edisi**.
4. Tekan ↩, berulang kali jika perlu, untuk menutup menu.

13.3

Perangkat lunak sumber terbuka

Televisi ini berisi perangkat lunak sumber terbuka. TP Vision Europe B.V. dengan ini menawarkan untuk memberikan salinan kode sumber lengkap yang sesuai berdasarkan permintaan untuk paket perangkat lunak sumber terbuka berhak cipta yang digunakan dalam produk ini di mana tawaran tersebut diminta oleh lisensi yang sesuai.

Tawaran ini berlaku hingga tiga tahun setelah pembelian produk bagi siapa pun yang menerima informasi ini.
Untuk mendapatkan kode sumber, kirimkan surat dalam bahasa Inggris kepada . . .

Intellectual Property Dept.
TP Vision Europe B.V.
Prins Bernhardplein 200
1097 JB Amsterdam
The Netherlands

13.4

Open source license

Acknowledgements and License Texts for any open source software used in this product.
This is a document describing the distribution of the source code used in this product, which fall either under the GNU General Public License (the GPL), or the GNU Lesser General Public License (the LGPL), or any other open source license. Instructions to obtain source code for this software can be found in the documentation supplied with this product.
TP VISION MAKES NO WARRANTIES WHATSOEVER, EITHER EXPRESS OR IMPLIED, INCLUDING ANY WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, REGARDING THIS SOFTWARE. TP Vision offers no support for this software. The preceding does not affect your warranties and statutory rights regarding any product(s) you purchased. It only applies to this source code made available to you.
zlib (1.2.7) A massively spiffy yet delicately unobtrusive compression library. Source: http://www.zlib.net/ This piece of software is made available under the terms and conditions of the zlib license, which can be found below.
libjpeg (6b) It is a widely used C library for reading and writing

JPEG image files. Source: http://libjpeg.sourceforge.net/ This piece of software is made available under the terms and conditions of the JPEG license, which can be found below.

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

Source:

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

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

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

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

libTomMath (0.42.0) A free open source portable number theoretic multiple-precision integer library written entirely in C. Source: http://libtom.org/ This piece of software is made available under the terms and conditions of the WTFPL license, which can be found at this site: www.wtfpl.net/txt/copying

MTD utility (1.5.0) MTD subsystem (Memory Technology Devices) provides an abstraction layer for raw flash devices. It makes it possible to use the same API when working with different flash types and technologies, e.g. NAND, OneNAND, NOR, AG-AND, ECC'd NOR, etc. MTD subsystem does not deal with block devices like MMC, eMMC, SD, CompactFlash, etc. These devices are not raw flashes but they have a Flash Translation layer inside, which makes them look like block devices. These devices are the subject of the Linux block subsystem, not MTD.

Source:

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

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

---

zlib LICENSE zlib.h -- interface of the 'zlib' general purpose compression library version 1.2.8, April 28th, 2013
Copyright (C) 1995-2013 Jean-loup Gailly and Mark Adler
This software is provided 'as-is', without any express or implied

warranty. In no event will the authors be held liable for any damages arising from the use of this software.
Permission is granted to anyone to use this software for any purpose, including commercial applications, and to alter it and redistribute it freely, subject to the following restrictions:
1. The origin of this software must not be misrepresented; you must not claim that you wrote the original software. If you use this software in a product, an acknowledgment in the product documentation would be appreciated but is not required. 2. Altered source versions must be plainly marked as such, and must not be misrepresented as being the original software. 3. This notice may not be removed or altered from any source distribution.
Jean-loup Gailly (jloup@gzip.org) Mark Adler (madler@alumni.caltech.edu)

Boost Software License - Version 1.0 - August 17th, 2003
Permission is hereby granted, free of charge, to any person or organization obtaining a copy of the software and accompanying documentation covered by this license (the "Software") to use, reproduce, display, distribute, execute, and transmit the Software, and to prepare derivative works of the Software, and to permit third-parties to whom the Software is furnished to do so, all subject to the following:
The copyright notices in the Software and this entire statement, including the above license grant, this restriction and the following disclaimer, must be included in all copies of the Software, in whole or in part, and all derivative works of the Software, unless such copies or derivative works are solely in the form of machine-executable object code generated by a source language processor.
THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE AND NON-INFRINGEMENT. IN NO EVENT SHALL THE COPYRIGHT HOLDERS OR ANYONE DISTRIBUTING THE SOFTWARE BE LIABLE FOR ANY DAMAGES OR OTHER LIABILITY, WHETHER IN CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

Independent JPEG Group's free JPEG software This package contains C software to implement JPEG image encoding, decoding, and transcoding. JPEG is a standardized compression method for full-color and gray-scale images.
The distributed programs provide conversion between JPEG "JFIF" format and image files in PBMPLUS PPM/PGM, GIF, BMP, and Targa file formats. The core compression and decompression library can easily be reused in other programs, such as image viewers. The package is highly portable C code; we have tested it on many machines ranging from PCs to Crays. We are releasing this software for both noncommercial and commercial use.
Companies are welcome to use it as the basis for JPEG-related products. We do not ask a royalty, although we do ask for an acknowledgement in product literature (see the README file in

the distribution for details). We hope to make this software industrial-quality --- although, as with anything that's free, we offer no warranty and accept no liability. For more information, contact jpeg-info@jpegclub.org.

Contents of this directory jpegsrc.vN.tar.gz contains source code, documentation, and test files for release N in Unix format. jpegsrN.zip contains source code, documentation, and test files for release N in Windows format.

jpegaltui.vN.tar.gz contains source code for an alternate user interface for cjpeg/djpeg in Unix format.

jpegaltuiN.zip contains source code for an alternate user interface for cjpeg/djpeg in Windows format.

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

jpeg.documents.gz tells where to obtain the JPEG standard and documents about JPEG-related file formats.

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

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

TIFFTechNote2.txt.gz is a draft of the proposed revisions to TIFF 6.0's JPEG support.

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

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

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

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

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

DirectFB LICENSE (c) Copyright 2001-2007 The DirectFB Organization (directfb.org) (c) Copyright 2000-2004 Convergence (integrated media) GmbH All rights reserved. Written by Denis Oliver Kropp <dok@directfb.org>, Andreas Hundt <andi@fischlustig.de>, Sven Neumann <neo@directfb.org>, Ville Syrjälä <syrjala@sci.fi> and Claudio Ciccani <klan@users.sf.net>.

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

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

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

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

This General Public License applies to most of the Free Software Foundation's software and to any other program whose authors commit to using it. (Some other Free Software Foundation software is covered by the GNU Library General Public License instead.) You can apply it to your programs, too.

When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new free programs; and that you know you can do these things

To protect your rights, we need to make restrictions that forbid anyone to deny you these rights or to ask you to surrender the rights. These restrictions translate to certain responsibilities for you if you distribute copies of the software, or if you modify it.

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

We protect your rights with two steps: (1) copyright the software, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the software.

Also, for each author's protection and ours, we want to make certain that everyone understands that there is no warranty for this free software. If the software is modified by someone else and passed on, we want its recipients to know that what they have is not the original, so that any problems introduced by others will not reflect on the original authors' reputations.

Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that redistributors of a free program will individually obtain patent licenses, in effect making the program proprietary. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

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

TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

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

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

1. You may copy and distribute verbatim copies of the Program's source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and give any other recipients of the Program a copy of this License along with the Program.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

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

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Program, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Program, the distribution of the whole must be on the terms of this License,

whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Program.

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

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

The source code for a work means the preferred form of the work for making modifications to it. For an executable work, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the executable. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

If distribution of executable or object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place counts as distribution of the source code, even though third parties are not compelled to copy the source along with the object code.

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

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

this License to do so, and all its terms and conditions for copying, distributing or modifying the Program or works based on it.

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

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

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

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply and the section as a whole is intended to apply in other circumstances.

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

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

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

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

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

NO WARRANTY

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

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

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

The previous paragraph applies to the deliverable code in SQLite - those parts of the SQLite library that you actually

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

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

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

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

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

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

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

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

Hwaci 6200 Maple Cove Lane Charlotte, NC 28269 USA

---

provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and give any other recipients of the Program a copy of this License along with the Program. You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

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

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Program, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Program, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Program.

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

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

distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or, c) Accompany it with the information you received as to the offer to distribute corresponding source code. (This alternative is allowed only for non-commercial distribution and only if you received the program in object code or executable form with such an offer, in accord with Subsection b above.)

The source code for a work means the preferred form of the work for making modifications to it. For an executable work, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the executable. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

If distribution of executable or object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place counts as distribution of the source code, even though third parties are not compelled to copy the source along with the object code.

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

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

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

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

entirely from distribution of the Program.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply and the section as a whole is intended to apply in other circumstances.

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

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

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

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

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

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

NO WARRANTY

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

YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

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

END OF TERMS AND CONDITIONS

GNU GENERAL PUBLIC LICENSE Version 3, 29 June 2007

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

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

Preamble

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

The licenses for most software and other practical works are designed to take away your freedom to share and change the works. By contrast, the GNU General Public License is intended to guarantee your freedom to share and change all versions of a program--to make sure it remains free software for all its users. We, the Free Software Foundation, use the GNU General Public License for most of our software; it applies also to any other work released this way by its authors. You can apply it to your programs, too.

When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for them if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new free programs, and that you know you can do these things.

To protect your rights, we need to prevent others from denying you these rights or asking you to surrender the rights. Therefore, you have certain responsibilities if you distribute copies of the software, or if you modify it: responsibilities to respect the freedom of others.

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

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

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

receive or can get the source code. And you must show them these terms so they know their rights.

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

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

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

TERMS AND CONDITIONS

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

"Licensees" and "recipients" may be individuals or organizations.

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

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

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

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

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

1. Source Code.

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

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

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

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

The Corresponding Source need not include anything that users can regenerate automatically from other parts of the Corresponding Source.

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

2. Basic Permissions.

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

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

3. Protecting Users' Legal Rights From Anti-Circumvention Law.

No covered work shall be deemed part of an effective technological measure under any applicable law fulfilling obligations under article 11 of the WIPO copyright treaty adopted on 20 December 1996, or similar laws prohibiting or restricting circumvention of such measures. When you convey a

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

4. Conveying Verbatim Copies.

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

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

5. Conveying Modified Source Versions.

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

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

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

6. Conveying Non-Source Forms.

You may convey a covered work in object code form under the terms of sections 4 and 5, provided that you also convey the machine-readable Corresponding Source under the terms of this License, in one of these ways: a) Convey the object code in, or embodied in, a physical product (including a physical distribution medium), accompanied by the Corresponding Source fixed on a durable physical medium customarily used for software interchange. b) Convey the object code in, or embodied in, a physical product (including a physical distribution medium), accompanied by a written offer, valid for at least three years and valid for as long as you offer spare parts or customer support for that product model, to give anyone who possesses the object code either (1) a copy of the Corresponding Source for all the software in the product that is covered by this License, on a durable physical medium customarily used for software interchange, for a price no more than your reasonable cost of physically performing this conveying of source, or (2) access to copy the Corresponding Source from a network server at no charge. c) Convey individual copies of the object code with a copy of the written offer to provide the Corresponding Source. This alternative is allowed only occasionally and noncommercially, and only if you received the object code with such an offer, in accord with subsection 6b. d) Convey the object code by offering access from a designated place (gratis or for a charge), and offer equivalent access to the Corresponding Source in the same way through the same place at no further charge. You need not require recipients to copy the Corresponding Source along with the object code. If the place to copy the object code is a network server, the Corresponding Source may be on a different server (operated by you or a third party) that supports equivalent copying facilities, provided you maintain clear directions next to the object code saying where to find the Corresponding Source. Regardless of what server hosts the Corresponding Source, you remain obligated to ensure that it is available for as long as needed to satisfy these requirements. e) Convey the object code using peer-to-peer transmission, provided you inform other peers where the object code and Corresponding Source of the work are being offered to the general public at no charge under subsection 6d.

A separable portion of the object code, whose source code is excluded from the Corresponding Source as a System Library, need not be included in conveying the object code work.

A "User Product" is either (1) a "consumer product", which means any tangible personal property which is normally used for personal, family, or household purposes, or (2) anything designed or sold for incorporation into a dwelling. In determining whether a product is a consumer product, doubtful cases shall be resolved in favor of coverage. For a particular product received by a particular user, "normally used" refers to a typical or common use of that class of product, regardless of the status of the particular user or of the way in which the particular user actually uses, or expects or is expected to use, the product. A product is a consumer product regardless of whether the product has substantial commercial, industrial or non-consumer uses, unless such uses represent the only significant mode of use of the product.

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

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

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

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

7. Additional Terms.

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

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

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

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

versions of it) with contractual assumptions of liability to the recipient, for any liability that these contractual assumptions directly impose on those licensors and authors.

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

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

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

8. Termination.

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

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

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

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

9. Acceptance Not Required for Having Copies.

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

10. Automatic Licensing of Downstream Recipients.

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

parties with this License.

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

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

11. Patents.

A "contributor" is a copyright holder who authorizes use under this License of the Program or a work on which the Program is based. The work thus licensed is called the contributor's "contributor version". A contributor's "essential patent claims" are all patent claims owned or controlled by the contributor, whether already acquired or hereafter acquired, that would be infringed by some manner, permitted by this License, of making, using, or selling its contributor version, but do not include claims that would be infringed only as a consequence of further modification of the contributor version. For purposes of this definition, "control" includes the right to grant patent sublicenses in a manner consistent with the requirements of this License.

Each contributor grants you a non-exclusive, worldwide, royalty-free patent license under the contributor's essential patent claims, to make, use, sell, offer for sale, import and otherwise run, modify and propagate the contents of its contributor version.

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

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

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

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

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

12. No Surrender of Others' Freedom.

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

13. Use with the GNU Affero General Public License.

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

14. Revised Versions of this License.

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

Each version is given a distinguishing version number. If the Program specifies that a certain numbered version of the GNU General Public License "or any later version" applies to it, you have the option of following the terms and conditions either of

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

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

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

15. Disclaimer of Warranty.

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

16. Limitation of Liability.

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

17. Interpretation of Sections 15 and 16.

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

END OF TERMS AND CONDITIONS

GNU LESSER GENERAL PUBLIC LICENSE Version 2.1, February 1999

Copyright (C) 1991, 1999 Free Software Foundation, Inc. 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301 USA Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed. [This is the first released version of the Lesser GPL. It also counts as the successor of the GNU Library Public License, version 2, hence the version number 2.1.]

Preamble

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

This license, the Lesser General Public License, applies to some specially designated software packages--typically libraries--of the Free Software Foundation and other authors who decide to use it. You can use it too, but we suggest you first think carefully about whether this license or the ordinary General Public License is the better strategy to use in any particular case, based on the explanations below.

When we speak of free software, we are referring to freedom of use, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish); that you receive source code or can get it if you want it; that you can change the software and use pieces of it in new free programs; and that you are informed that you can do these things.

To protect your rights, we need to make restrictions that forbid distributors to deny you these rights or to ask you to surrender these rights. These restrictions translate to certain responsibilities for you if you distribute copies of the library or if you modify it.

For example, if you distribute copies of the library, whether gratis or for a fee, you must give the recipients all the rights that we gave you. You must make sure that they, too, receive or can get the source code. If you link other code with the library, you must provide complete object files to the recipients, so that they can relink them with the library after making changes to the library and recompiling it. And you must show them these terms so they know their rights.

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

To protect each distributor, we want to make it very clear that there is no warranty for the free library. Also, if the library is modified by someone else and passed on, the recipients should know that what they have is not the original version, so that the original author's reputation will not be affected by problems that might be introduced by others.

Finally, software patents pose a constant threat to the existence of any free program. We wish to make sure that a company cannot effectively restrict the users of a free program by obtaining a restrictive license from a patent holder. Therefore, we insist that any patent license obtained for a version of the library must be consistent with the full freedom of use specified in this license.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License. This license, the GNU Lesser General Public License, applies to certain designated libraries, and is quite different from the ordinary General Public License. We use this license for certain libraries in order to permit linking those libraries into non-free programs.

When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library.

We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

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

A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term

"modification".)

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

1. You may copy and distribute verbatim copies of the Library's complete source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and distribute a copy of this License along with the Library.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions: a) The modified work must itself be a software library. b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change. c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License. d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful. (For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

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

3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices. Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy. This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library".

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

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

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

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

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

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things: a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.) b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with. c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution. d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place. e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy. For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things: a) Accompany the combined library with a copy of the same

work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above. b) Give prominent notice with the combined library of the fact that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

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

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

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

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

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply, and the section as a whole is intended to apply in other circumstances.

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

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

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

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

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

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

NO WARRANTY

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

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

GNU LESSER GENERAL PUBLIC LICENSE Version 3, 29 June 2007 Copyright © 2007 Free Software Foundation, Inc. http://fsf.org/

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

0. Additional Definitions.

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

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

An "Application" is any work that makes use of an interface provided by the Library, but which is not otherwise based on the Library. Defining a subclass of a class defined by the Library is deemed a mode of using an interface provided by the Library.

A "Combined Work" is a work produced by combining or linking an Application with the Library. The particular version of the Library with which the Combined Work was made is also called the "Linked Version".

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

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

1. Exception to Section 3 of the GNU GPL.

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

2. Conveying Modified Versions.

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

3. Object Code Incorporating Material from Library Header Files.

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

Accompany the object code with a copy of the GNU GPL and this license document.

4. Combined Works.

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

5. Combined Libraries.

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

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

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

Each version is given a distinguishing version number. If the

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

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

Apache LICENSE Version 2.0, January 2004 http://www.apache.org/licenses/ TERMS AND CONDITIONS FOR USE, REPRODUCTION, AND DISTRIBUTION

1. Definitions.

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

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

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

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

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

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

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

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

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

Notwithstanding the above, nothing herein shall supersede or modify the terms of any separate license agreement you may have executed with Licensor regarding such Contributions.
6. Trademarks. This License does not grant permission to use the trade names, trademarks, service marks, or product names of the Licensor, except as required for reasonable and customary use in describing the origin of the Work and reproducing the content of the NOTICE file.
7. Disclaimer of Warranty. Unless required by applicable law or agreed to in writing, Licensor provides the Work (and each Contributor provides its Contributions) on an "AS IS" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied, including, without limitation, any warranties or conditions of TITLE, NON-INFRINGEMENT, MERCHANTABILITY, or FITNESS FOR A PARTICULAR PURPOSE.
You are solely responsible for determining the appropriateness of using or redistributing the Work and assume any risks associated with Your exercise of permissions under this License.
8. Limitation of Liability. In no event and under no legal theory, whether in tort (including negligence), contract, or otherwise, unless required by applicable law (such as deliberate and grossly negligent acts) or agreed to in writing, shall any Contributor be liable to You for damages, including any direct, indirect, special, incidental, or consequential damages of any character arising as a result of this License or out of the use or inability to use the Work (including but not limited to damages for loss of goodwill, work stoppage, computer failure or malfunction, or any and all other commercial damages or losses), even if such Contributor has been advised of the possibility of such damages.
9. Accepting Warranty or Additional Liability. While redistributing the Work or Derivative Works thereof, You may choose to offer, and charge a fee for, acceptance of support, warranty, indemnity, or other liability obligations and/or rights consistent with this License. However, in accepting such obligations, You may act only on Your own behalf and on Your sole responsibility, not on behalf of any other Contributor, and only if You agree to indemnify, defend, and hold each Contributor harmless for any liability incurred by, or claims asserted against, such Contributor by reason of your accepting any such warranty or additional liability.

Penyelesaian masalah dan dukungan

14.1

Penyelesaian masalah

Saluran

Saluran digital tidak ditemukan selama penginstalan

Lihat spesifikasi teknis untuk memastikan bahwa TV mendukung DVB-T atau DVB-C di negara Anda.
Pastikan semua kabel tersambung dengan benar dan jaringan yang benar dipilih.

Saluran yang diinstal sebelumnya tidak ada di dalam daftar saluran

Pastikan daftar saluran yang benar dipilih.

Umum

TV tidak aktif

- Lepas kabel daya dari stopkontak. Tunggu selama satu menit lalu sambungkan kembali.
- Pastikan kabel daya tersambung dengan benar.

Suara berderik saat pengaktifan atau penonaktifan

Saat Anda menyalakan, mematikan atau membuat TV siaga, Anda mendengar bunyi berderik dari casis TV. Bunyi berderik disebabkan oleh ekspansi dan penyusutan TV yang normal saat TV mendingin atau menghangat. Ini tidak memengaruhi kinerja.

TV tidak merespons remote control

TV perlu beberapa saat untuk aktif. Selama proses, TV tidak merespons remote control atau kontrol TV. Ini merupakan perilaku normal.
Jika TV tetap tidak merespons remote control, Anda dapat memeriksa apakah remote control berfungsi dengan memakai kamera ponsel. Tempatkan ponsel dalam mode kamera dan arahkan remote control ke lensa kamera. Saat menekan sembarang tombol di remote control dan Anda melihat kedipan LED inframerah pada kamera, berarti remote control berfungsi. TV tidak perlu diperiksa.
Jika tidak terlihat adanya kedipan, remote control mungkin rusak atau baterainya lemah.
Metode pemeriksaan remote control ini tidak dapat dilakukan pada remote control yang dipasangkan secara nirkabel dengan TV.

TV kembali ke siaga setelah menampilkan layar pengaktifan Philips

Saat TV siaga, layar pengaktifan Philips ditampilkan, lalu TV kembali ke mode siaga. Ini merupakan perilaku normal. Saat catu daya TV dilepas dan disambungkan lagi, layar pengaktifan ditampilkan di pengaktifan berikutnya. Untuk mengaktifkan TV dari siaga, aktifkan remote control atau TV.

Lampu siaga terus berkedip

Lepas kabel daya dari stopkontak. Tunggu 5 menit sebelum Anda menyambungkan kembali kabel daya. Jika kedipan terjadi lagi, hubungi Layanan Pelanggan TV Philips.

Bahasa menu salah

Kembalikan bahasa ke bahasa Anda.

1. Tekan ⌂ dan pilih **Konfigurasi** dan tekan **OK**.
2. Pilih **Pengaturan TV** > **Pengaturan umum** > **Bahasa menu** dan tekan **OK**.
3. Pilih bahasa yang Anda inginkan dan tekan **OK**.
4. Tekan ↰, berulang kali jika perlu, untuk menutup menu.

Gambar

Tidak ada gambar/gambar terdistorsi

- Pastikan antena tersambung dengan benar ke TV.
- Pastikan perangkat lunak yang benar dipilih sebagai sumber tampilan.
- Pastikan perangkat atau sumber eksternal tersambung dengan benar.

Ada suara tapi tidak ada gambar

- Pastikan pengaturan gambar diatur dengan benar.

Penerimaan antena buruk

- Pastikan antena tersambung dengan benar ke TV.
- Pengeras suara, perangkat audio yang tidak ditanahkan, lampu neon, gedung tinggi dan benda-benda besar lainnya dapat memengaruhi kualitas penerimaan. Jika memungkinkan, cobalah untuk meningkatkan kualitas penerimaan dengan mengubah arah antena atau menjauhkan perangkat dari TV.
- Jika penerimaan di satu saluran saja yang buruk, sempurnakan saluran ini.

Gambar dari perangkat buruk

- Pastikan perangkat tersambung dengan benar.
- Pastikan pengaturan gambar diatur dengan benar.

Pengaturan gambar berubah setelah beberapa saat

Pastikan **Lokasi** diatur ke **Awal**. Anda dapat mengubah dan menyimpan pengaturan dalam mode ini.

Banner komersial muncul

Pastikan **Lokasi** diatur ke **Awal**.

Gambar tidak pas dengan layar

Ubah ke format gambar yang berbeda. Tekan ▭.

Format gambar terus berubah di saluran yang berbeda

Pilih format gambar non 'Otomatis'.

Posisi gambar salah

Sinyal gambar dari beberapa perangkat mungkin tidak pas dengan layar. Periksa output sinyal perangkat yang tersambung.

Gambar komputer tidak stabil

Pastikan PC Anda menggunakan resolusi dan kecepatan refresh yang didukung.

Suara

Tidak ada suara atau kualitas suara buruk

Jika sinyal audio tidak terdeteksi, TV akan otomatis menonaktifkan output audio — ini bukan kerusakan.

- Pastikan pengaturan suara diatur dengan benar.
- Pastikan semua kabel tersambung dengan benar.
- Pastikan volume tidak didiamkan atau diatur ke nol.
- Pastikan output audio TV tersambung ke input audio di Sistem Home Theatre.
- Suara seharusnya terdengar dari speaker HTS.
- Beberapa perangkat mungkin mengharuskan Anda untuk mengaktifkan output audio HDMI secara manual. Jika audio HDMI sudah diaktifkan, tapi audio tetap tidak terdengar, cobalah untuk mengubah format audio digital perangkat menjadi PCM (Modulasi Kode Pulsa). Lihat dokumentasi yang disertakan dengan perangkat Anda sebagai petunjuk.

Sambungan

HDMI

- Perhatikan bahwa dukungan HDCP (Perlindungan Konten Digital Bandwidth Tinggi) dapat menambah waktu yang diperlukan TV untuk menampilkan konten dari perangkat HDMI.
- Jika TV tidak mengenali perangkat HDMI dan tidak ada gambar yang ditampilkan, alihkan sumber dari satu perangkat ke perangkat lain dan kembali lagi.
- Jika ada gangguan suara berselang, pastikan pengaturan output dari perangkat HDMI sudah benar.
- Jika Anda menggunakan adaptor HDMI-ke-DVI atau kabel HDMI-ke-DVI, pastikan kabel audio tambahan tersambung ke AUDIO IN (colokan mini saja), jika tersedia.

EasyLink tidak berfungsi

- Pastikan perangkat HDMI kompatibel dengan HDMI-CEC. Fitur EasyLink hanya berfungsi pada perangkat yang kompatibel dengan HDMI-CEC.

Ikon tidak ada volume ditampilkan

- Jika perangkat audio HDMI-CEC tersambung, perilaku ini normal.

Foto, video dan musik dari perangkat USB tidak ditampilkan

- Pastikan perangkat penyimpanan USB diatur agar sesuai dengan Kelas Penyimpanan Massal, seperti yang dijelaskan dalam dokumentasi perangkat penyimpanan.
- Pastikan perangkat penyimpanan USB kompatibel dengan TV.
- Pastikan format file audio dan gambar didukung oleh TV.

Pemutaran file USB tersendat-sendat

- Kinerja transfer perangkat penyimpanan USB mungkin membatasi kecepatan transfer data ke TV yang menyebabkan pemutaran buruk.

14.2

Mendaftarkan

Daftarkan TV Anda dan nikmati berbagai keuntungan termasuk dukungan penuh (termasuk download), akses istimewa ke informasi produk baru, tawaran dan diskon eksklusif, kesempatan memenangkan hadiah, dan bahkan berpartisipasi dalam survei khusus tentang edisi baru.

Buka **www.philips.com/welcome**

14.3

Bantuan

TV ini menawarkan bantuan di layar.

Buka Bantuan

1. Tekan ⌂ untuk membuka menu Awal.
2. Pilih **Bantuan** dan tekan **OK**.

UMv_PFT5509_0319_20140617

14.4

Bantuan online

Untuk mengatasi masalah terkait TV Philips, Anda dapat menghubungi dukungan online kami. Anda dapat memilih bahasa dan memasukkan nomor model produk Anda.

Buka **www.philips.com/support** .

Di situs dukungan, Anda dapat menemukan nomor telepon negara Anda untuk menghubungi kami serta jawaban untuk pertanyaan umum (FAQ). Di beberapa negara, Anda bisa chatting dengan salah satu kolaborator kami dan langsung mengajukan pertanyaan Anda atau mengirim pertanyaan melalui email.
Anda dapat men-download perangkat lunak TV atau buku petunjuk untuk dibaca di komputer.

Layanan Pelanggan/Perbaikan

Untuk dukungan dan perbaikan, hubungi hotline Layanan
Pelanggan di negara Anda. Cari nomor teleponnya di
dokumentasi cetak yang disertakan dengan TV Anda.
Atau lihat situs web kami **www.philips.com/support** .

Nomor model dan nomor seri TV

Anda mungkin diminta untuk memberikan nomor model dan
nomor seri produk TV. Temukan nomor-nomor ini di label
kemasan atau di label jenis di bagian belakang atau bawah TV.

⚠ Peringatan

Jangan mencoba untuk memperbaiki TV sendiri. Ini dapat
menyebabkan cedera parah, kerusakan TV yang tidak dapat
diperbaiki atau membatalkan garansi.

Keselamatan dan perawatan

15.1

Pengaman

Penting

Baca dan pahami semua petunjuk keselamatan sebelum menggunakan TV. Jika kerusakan disebabkan oleh kelalaian untuk mengikuti petunjuk, garansi tidak berlaku.

Amankan TV agar tidak terjatuh

Selalu gunakan braket dinding yang disertakan untuk mengamankan TV agar tidak terjatuh. Pasang braket dan tahan TV pada braket, meskipun Anda meletakkan TV di lantai.

Anda dapat menemukan petunjuk pemasangan di Panduan Ringkas yang disertakan dengan TV. Jika panduan ini hilang, Anda dapat men-download-nya dari www.philips.com
Gunakan nomor jenis produk pada TV untuk mencari Panduan Ringkas yang akan di-download.

Risiko tersengat aliran listrik atau kebakaran

- Jangan biarkan TV terkena hujan atau air. Jangan meletakkan wadah cairan, seperti vas di dekat TV.
Jika cairan tumpah di atas atau masuk ke dalam TV, segera lepaskan TV dari stopkontak.
Hubungi Layanan Pelanggan TV Philips agar TV diperiksa sebelum digunakan.

- Jangan paparkan TV, remote control atau baterai pada panas berlebih. Jangan letakkan di dekat lilin yang menyala, nyala api atau sumber panas lainnya, termasuk sinar matahari langsung.

- Jangan masukkan benda ke slot ventilasi atau bagian-bagian terbuka lainnya pada TV.

- Jangan meletakkan benda-benda berat di atas kabel daya.

- Jangan menekan colokan daya terlalu kuat. Colokan daya yang longgar dapat menimbulkan busur atau percikan listrik. Pastikan tidak ada tekanan yang diberikan pada kabel daya saat Anda memutar layar TV.

- Untuk memutuskan TV dari daya listrik, colokan daya TV harus dilepaskan. Saat memutuskan daya, selalu tarik colokan daya, bukan kabelnya. Pastikan bahwa colokan daya, kabel daya dan soket stopkontak mudah dijangkau setiap saat.

Risiko cedera atau kerusakan pada TV

- Perlu dua orang untuk mengangkat dan membawa TV yang beratnya lebih dari 25 kg atau 55 pon.

- Jika Anda memasang TV pada dudukannya, hanya gunakan dudukan yang disertakan. Pasang dudukan pada TV dengan kuat. Letakkan TV di permukaan datar dan rata yang dapat menopang berat TV dan dudukan.

- Jika dipasang di dinding, pastikan pemasangan di dinding dapat menahan berat set TV dengan aman. TP Vision tidak bertanggung jawab atas kekeliruan pemasangan di dinding sehingga menimbulkan kecelakaan, cedera atau kerusakan.

- Komponen produk ini terbuat dari kaca. Tangani dengan hati-hati agar terhindar dari cedera atau kerusakan.

Risiko kerusakan pada TV !

Sebelum Anda menyambungkan TV ke stopkontak, pastikan voltase daya sesuai dengan nilai yang tercetak di bagian belakang TV. Jangan menyambungkan TV ke stopkontak jika voltasenya berbeda.

Risiko cedera pada anak-anak

Ikuti tindakan pencegahan ini agar TV tidak terguling dan menyebabkan cedera pada anak-anak:

- Jangan letakkan TV pada permukaan yang tertutup kain atau bahan lain yang dapat ditarik.
- Pastikan tidak ada bagian TV yang menggantung di tepi permukaan pemasangan.
- Jangan meletakkan TV pada perabot yang tinggi, seperti rak buku, tanpa menahan perabot dan TV ke dinding atau penopang yang sesuai.
- Beri tahu anak-anak tentang bahaya memanjat perabot untuk menjangkau TV.

Risiko menelan baterai !

Remote control berisi dua baterai jenis koin yang dapat dengan mudah ditelan oleh anak kecil. Selalu jauhkan baterai dari jangkauan anak-anak.

Risiko panas berlebih

Jangan pernah memasang TV di ruang tertutup. Selalu berikan ruang setidaknya 10 cm atau 4 inci di sekitar TV untuk ventilasi. Pastikan gorden atau benda lain tidak menutupi slot ventilasi pada TV.

Badai petir

Lepas TV dari stopkontak dan antena sebelum terjadi badai petir. Selama badai petir, jangan menyentuh bagian apa pun dari TV, kabel daya atau kabel antena.

Risiko kerusakan pendengaran

Jangan menggunakan earphone atau headphone pada volume tinggi atau dalam jangka waktu lama.

Suhu rendah

Jika TV diangkut dalam suhu di bawah 5°C atau 41°F, bongkar TV dan tunggu hingga suhu TV mencapai suhu kamar sebelum menyambungkan TV ke stopkontak.

Kelembapan

Dalam beberapa kejadian, bergantung pada suhu dan kelembapannya, kondensasi kecil dapat terjadi di bagian dalam dari bagian depan kaca TV (di beberapa model). Untuk mencegahnya, jangan paparkan TV ke sinar matahari langsung, panas, atau kelembapan ekstrem. Jika terjadi, kondensasi akan hilang dengan cepat setelah TV menyala selama beberapa jam. Uap kondensasi tidak akan membahayakan TV atau menyebabkan malfungsi.

15.2

Perawatan layar

- Jangan menyentuh, menekan, menggosok atau membenturkan layar dengan benda apa pun.

- Cabut kabel daya TV sebelum membersihkan.

- Bersihkan TV dan bingkainya dengan kain lembab yang lembut dan usap perlahan. Jangan gunakan bahan-bahan seperti alkohol, bahan kimia, atau cairan pembersih rumah tangga pada TV.

- Agar bentuknya tidak berubah dan warnanya tidak memudar, seka tetesan air sesegera mungkin.

Hindari penggunaan gambar diam. Gambar diam adalah gambar yang tetap berada di layar untuk jangka waktu yang lama. Gambar diam mencakup menu di layar, panel hitam, tampilan waktu, dll. Jika Anda harus menggunakan gambar diam, kurangi kontras dan kecerahan layar agar layar tidak rusak.

Ketentuan penggunaan, hak cipta dan lisensi

16.1
Ketentuan penggunaan

2014 © TP Vision Europe B.V. Semua hak dilindungi undang-undang.

Produk ini dipasarkan oleh TP Vision Europe B.V. atau salah satu afiliasinya, yang selanjutnya disebut TP Vision, yang merupakan produsen produk ini. TP Vision adalah penjamin terkait TV yang dikemas dengan buklet ini. Philips dan Philips Shield Emblem merupakan merek dagang terdaftar dari Koninklijke Philips N.V.

Spesifikasi dapat berubah tanpa pemberitahuan. Merek dagang merupakan hak milik Koninklijke Philips N.V atau pemiliknya masing-masing. TP Vision berhak mengubah produk sewaktu-waktu tanpa berkewajiban untuk menyesuaikan suplai sebelumnya.

Materi tertulis yang dikemas dengan TV dan buku petunjuk yang tersimpan di dalam memori TV atau di-download dari situs web Philips diyakini cukup untuk penggunaan sistem sesuai peruntukannya.

Materi di dalam buku petunjuk ini diyakini memadai untuk penggunaan sistem sesuai peruntukannya. Jika produk, atau masing-masing modul atau prosedurnya digunakan untuk tujuan selain yang ditetapkan di sini, pastikan kevalidan dan kesesuaiannya. TP Vision Europe B.V. menjamin bahwa materi yang ada di dalamnya tidak melanggar paten Amerika Serikat. Tidak ada jaminan lain yang tersurat maupun tersirat. TP Vision Europe B.V. tidak dapat dimintai tanggung jawab atas kesalahan dalam konten dokumen ini atau masalah yang ditimbulkan konten dokumen ini. Kesalahan yang dilaporkan ke Philips akan disesuaikan dan dipublikasikan di situs web dukungan Philips sesegera mungkin. Ketentuan garansi, Risiko cedera, kerusakan TV atau pembatalan garansi! Jangan pernah mencoba untuk memperbaiki TV sendiri. Gunakan TV dan aksesori hanya sebagaimana yang dimaksudkan oleh produsen. Tanda perhatian yang tercetak di bagian belakang TV menunjukkan risiko tersengat aliran listrik. Jangan melepas penutup TV. Selalu hubungi Layanan Pelanggan TV Philips untuk servis dan perbaikan. Segala bentuk operasi yang secara tegas dilarang dalam buku petunjuk ini, atau prosedur penyesuaian dan perakitan yang tidak disarankan atau diizinkan dalam buku petunjuk ini akan membatalkan garansi. Karakteristik piksel Produk LCD/LED ini memiliki piksel warna yang sangat tinggi. Meskipun produk LCD/LED ini memiliki piksel efektif sebesar 99,999% atau lebih, titik hitam atau titik lampu yang terang (merah, hijau atau biru) bisa sering muncul di layar. Ini merupakan sifat struktural tampilan (dalam standar industri umum) dan bukan merupakan kerusakan. Kesesuaian CE Produk ini sesuai dengan persyaratan utama dan ketentuan relevan lainnya dari Direktif 2006/95/EC (Voltase Rendah), 2004/108/EC (EMC) dan 2011/65/UE (ROHS). Kesesuaian dengan EMF TP Vision Europe B.V. memproduksi dan menjual banyak produk yang ditargetkan untuk pelanggan yang, seperti halnya semua alat elektronik, pada umumnya memiliki kemampuan untuk memancarkan dan menerima sinyal elektromagnetik. Salah satu Prinsip Bisnis Philips yang utama adalah mengambil semua langkah kesehatan dan keselamatan untuk produk kami, memenuhi semua persyaratan hukum yang berlaku dan tetap sesuai standar Medan Elektro Magnetik (EMF) yang berlaku pada saat memproduksi produk. Philips berkomitmen untuk mengembangkan, memproduksi dan memasarkan produk yang tidak berdampak buruk pada kesehatan. TP Vision menjamin bahwa selama produknya ditangani dengan benar sesuai peruntukannya, produk aman digunakan berdasarkan bukti ilmiah yang ada saat ini. Philips berperan aktif dalam pengembangan standar EMF dan keselamatan internasional, yang memungkinkan Philips untuk mengantisipasi perkembangan standarisasi lebih lanjut untuk segera diintegrasikan pada produk-produknya.

16.2
Hak cipta dan lisensi

HDMI

HDMI®

Istilah HDMI dan Antarmuka Multimedia Definisi-Tinggi HDMI, serta Logo HDMI merupakan merek dagang atau merek dagang terdaftar dari HDMI Licensing LLC di Amerika Serikat dan negara-negara lainnya.

Dolby

Dolby®

Diproduksi di bawah lisensi dari Dolby Laboratories. Dolby dan simbol dua D merupakan merek dagang dari Dolby Laboratories.

Perangkat lunak MHEG

Hak cipta dalam perangkat lunak MHEG ("Perangkat lunak") yang ada di televisi ini ("produk ini") dan disertakan untuk memungkinkan Anda menggunakan fitur televisi interaktif milik S&T CLIENT SYSTEMS LIMITED ("Pemilik"). Anda diizinkan untuk menggunakan Perangkat lunak ini dalam kaitannya dengan produk ini saja.

Kensington

Kensington dan Micro Saver adalah merek dagang terdaftar AS ACCO World Corporation dengan registrasi yang diterbitkan dan aplikasi yang menunggu persetujuan di negara lain di seluruh dunia.

Merek dagang lainnya

Semua merek dagang yang terdaftar dan tidak terdaftar lainnya adalah milik dari pemiliknya masing-masing.

Indeks