

Руководство

19HFL5014W

PHILIPS

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Обзор ТВ

Профессиональный режим

Возможности

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

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

Если телевизор используется дома, рекомендуется отключить профессиональный режим.

Дополнительные сведения см. в руководстве по настройке профессионального режима.

Настройка

2.1

Инструкции по безопасности



Перед включением телевизора ознакомьтесь со всеми инструкциями по безопасности.

2.2

Подставка для телевизора и настенное крепление

Подставка для телевизора

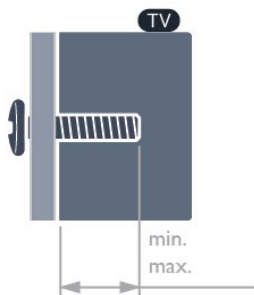
Инструкции по креплению подставки для телевизора см. в Кратком руководстве, которое входит в комплект телевизора. Если найти руководство не удалось, его можно загрузить с веб-сайта www.philips.com.

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

Настенное крепление

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

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



- 19HFL5014W
VESA MIS-F 75x75, M4 (мин.: 8 мм, макс.: 10 мм)

Внимание!

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

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

2.3

Рекомендации по выбору места для установки

- Установите телевизор так, чтобы на него не попадали прямые солнечные лучи.
- Идеальное расстояние для просмотра телевизора равняется значению размера диагонали экрана, умноженному на три. Телевизор должен быть расположен таким образом, чтобы глаза зрителя находились на уровне середины экрана.

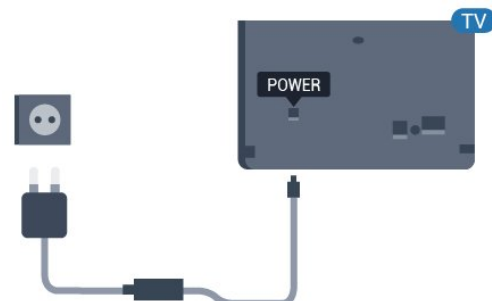
Примечание.

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

2.4

Кабель питания

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

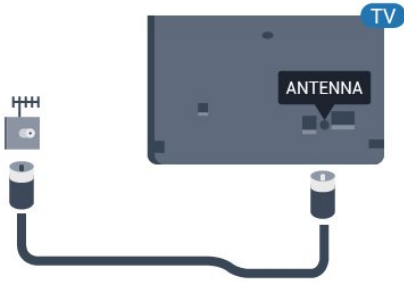


Антенный кабель

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

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

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



Монтаж выдвижного кронштейна

3.1

Подставка

Инструкции по установке подставки приведены в кратком руководстве, доступном на сайте www.philips.com.

Для поиска краткого руководства используйте номер модели телевизора.

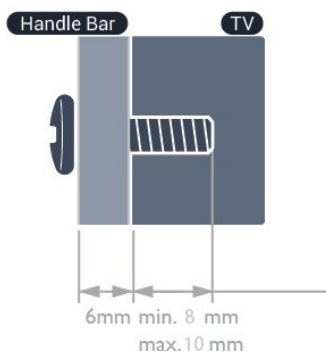
3.2

Монтаж выдвижного кронштейна

Телевизор также совместим с выдвижным кронштейном VESA (не входит в комплект).

Во время выбора выдвижного кронштейна используйте следующий код VESA. . .

Чтобы надежно закрепить кронштейн, используйте винты такой длины, как показано на рисунке.



- 19HFL5014W — VESA MIS-F 75x75, M4

При установке с подставкой: (минимум 14мм, максимум 16мм)

При установке без подставки: (минимум 8мм, максимум 10мм)

Внимание!

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

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Примечание.

Перед монтажом телевизора на выдвижной кронштейн извлеките все винты VESA на задней панели.

Предупреждение.

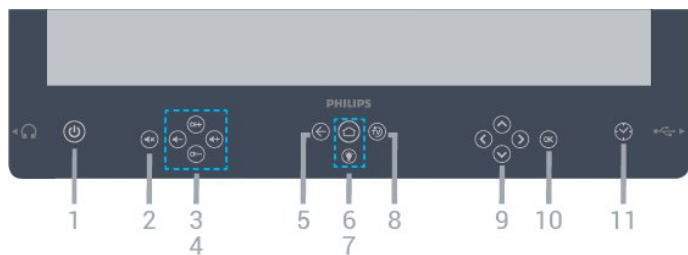
Следуйте всем инструкциям, которые поставляются в комплекте с креплением для ТВ. Компания TP Vision Europe B.V. не несет ответственности за несчастные случаи, повреждения или травмы, возникшие вследствие неправильно выполненного монтажа ТВ.

Во избежание повреждения кабелей и разъемов оставляйте зазор не менее 5,5 см между стеной и задней панелью телевизора.

Перед монтажом телевизора на кронштейн найдите винт правильной длины. Чтобы определить длину винта, прибавьте толщину крепления кронштейна к длине винта.

Кнопки на панели ТВ

Используйте переднюю клавиатуру для управления происходящим на экране. Клавиатура состоит из следующих клавиш:



1. Питание: Включение телевизора или переключение его в режим ожидания.
2. Отключить звук: Отключение или возобновление звука.
3. Каналы CH+/-: Переключение на следующий или предыдущий канал в списке каналов.
4. Громкость **+** : Регулировка громкости.
5. Назад: Возврат к ранее выбранному каналу. Возврат к предыдущему меню.
6. Главное меню : Переход в главное меню.
7. Яркость: Настройка яркости индикатора в нижней части телевизора.
8. Выход: Переход к просмотру телеканалов.
9. Кнопки со стрелками / кнопки навигации: Перемещение вверх , вниз , влево или вправо .
10. ОК: Подтверждение выбранного или установленного значения.
11. Часы: Отображение текущего времени. Настройка будильника.

Включение и отключение

5.1

Включение или перевод в режим ожидания

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




Включение

Нажмите  на ТВ для включения.

Переключение в режим ожидания

Переключайте телевизор в режим ожидания, когда он не используется.

Чтобы переключить телевизор в режим ожидания, нажмите кнопку  на телевизоре.

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

Для отключения телевизора от электросети следует отсоединить вилку шнура питания телевизора.

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

Используйте адаптер питания, входящий в комплект поставки телевизора.

Бренд: FSP

Модель: FSP065M-DHA (выход: 12 В пост. тока, макс. 5,42 А)

Характеристики

6.1

Взаимодействие с окружающей средой

Информация о продукте

19NFL5014W

- Класс энергоэффективности: A
- Размер видимой области экрана: 47 см / 19 дюймов
- Энергопотребление в рабочем режиме (Вт): 18 Вт
- Годовое энергопотребление (кВт*ч)*: 27 кВт*ч
- Энергопотребление в режиме ожидания (Вт)**: 0,5 Вт
- Разрешение экрана (пиксели): 1366 x 768р
- Номинальные значения: 12 В пост. тока, 24 Вт

* Годовое потребление электроэнергии (кВт*ч) рассчитывается на основе типичного потребления электроэнергии устройством в рабочем режиме из расчета просмотра в течение 4 часов в день, 365 дней. Фактическое энергопотребление зависит от особенностей использования телевизора.

Утилизация

Утилизация отработавшего изделия и старых аккумуляторов

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



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



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

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

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



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

6.2

Операционная система

ОС Android:

Android Nougat 7

6.3

Тип дисплея

Размер экрана по диагонали

- 47 см / 19 дюймов

Разрешение экрана

- 1366 x 768

6.4

Разрешающая способность дисплея на входе

Видеоформаты

Разрешение — частота обновления

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

Компьютерные форматы

Разрешение (среди прочих)

- 640 x 480 — 60 Гц
- 800 x 600 — 60 Гц
- 1024 x 768 — 60 Гц
- 1280 x 768 — 60 Гц
- 1360 x 765 — 60 Гц
- 1360 x 768 — 60 Гц
- 1280 x 1024 — 60 Гц
- 1920 x 1080 — 60 Гц

6.5

Подключения

Задняя панель телевизора

- Вход HDMI – ARC – Ultra HD
- Антенна (75 Ом)
- Локальная сеть: RJ45
- 8 Ω Выход для ванной комнаты
- Разъем передачи данных RJ-48

Боковая панель ТВ

- USB – USB 2.0
- Наушники: мини-разъем стерео 3,5 мм

6.6

Размеры и вес

19NFL5014W

- без подставки:

Ширина 468,8 мм, высота 326,4 мм, глубина 38,9 мм, вес \pm 3,35 кг

- с подставкой:

Ширина 468,8 мм, высота 370,2 мм, глубина 44,9 мм, вес \pm 3,65 кг

6.7

Звук

- Выходная мощность (среднеквадратичная): 5 Вт (2,5 Вт x2)
- Dolby Audio
- DTS HD

Подключение устройств

7.1

Подключение устройств

Руководство по подключению

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

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




Порт антенны




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

Порты HDMI

Управление устройствами

Для управления устройством с технологией EasyLink, которое было подключено через HDMI, выберите устройство (или его функцию) в списке подключений телевизора.

В обычном режиме — Нажмите  **Главное меню**, выберите  **Приложения**, выберите  **SOURCES**. Выберите устройство, подключенное через HDMI-разъем, и нажмите **OK**.

В профессиональном режиме — Нажмите  **Главное меню**, выберите  **Телеканалы**, выберите  **Источники**. Выберите устройство, подключенное через HDMI-разъем, и нажмите **OK**.

Качество HDMI

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

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



Защита от копирования

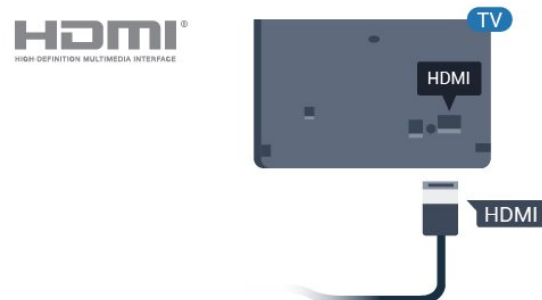
Кабели HDMI поддерживают технологию HDCP (широкополосная защита цифрового содержимого). HDCP представляет собой сигнал защиты от копирования содержимого с диска DVD или Blu-ray. Другое название этой технологии — DRM (управление правами на цифровые данные).

HDMI ARC

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

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

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

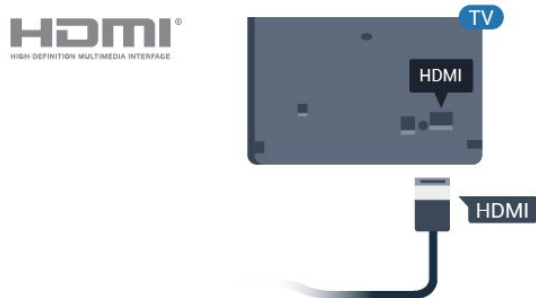


HDMI CEC — EasyLink

Подключение HDMI обеспечивает наилучшее качество изображения и звучания. Один кабель HDMI передает видео- и аудиосигнал. Используйте кабель HDMI при воспроизведении телевизионного сигнала высокой четкости (HD). Для передачи сигнала высокого качества используйте высокоскоростной HDMI-кабель, длина которого не превышает 5 м.

Подключайте к телевизору совместимые устройства HDMI-CEC.

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





Примечание.

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

Включение и выключение функции EasyLink

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


Чтобы полностью отключить EasyLink...

В обычном режиме — Нажмите  Главное меню. Нажмите  (вниз), выберите **Установки** и нажмите **OK**.

Выберите **Источники** > **EasyLink** и нажмите **OK**.

Выберите **EasyLink** и нажмите **OK**.

Выберите **Выкл.** и нажмите **OK**.

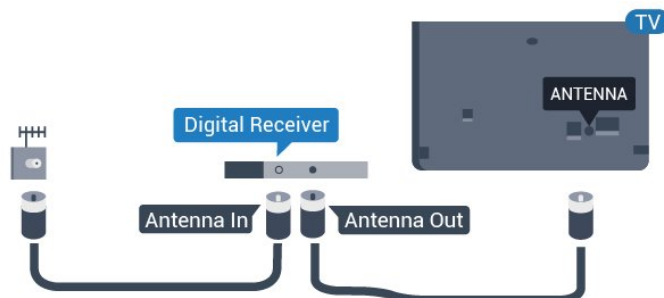
Нажмите  **BACK** (если потребуется, несколько раз), чтобы закрыть меню.

В профессиональном режиме — См. в руководстве по настройке.

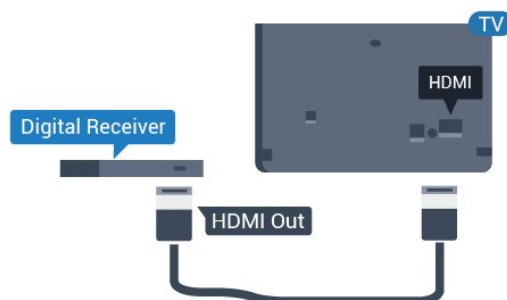
7.2

Ресивер — Ресивер цифрового телевидения

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



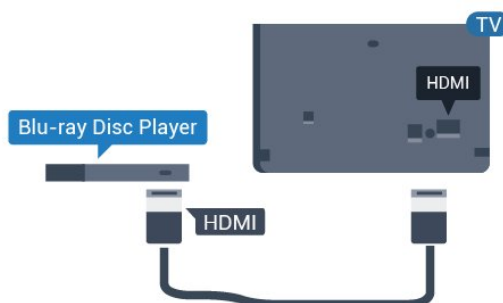
После подключения антенны добавьте кабель HDMI, чтобы подключить приставку к телевизору.



7.3


Проигрыватель Blu-ray

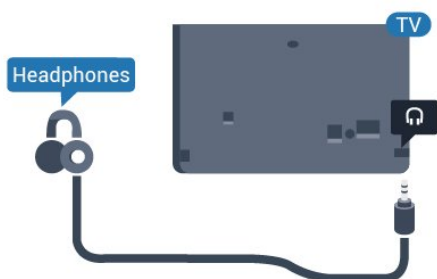
Для подключения проигрывателя Blu-ray к телевизору используйте **высокоскоростной HDMI-кабель**.



Если плеер Blu-ray поддерживает EasyLink HDMI CEC.

Наушники

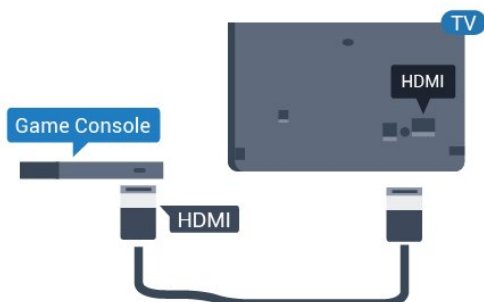
Вы можете подключить наушники к разъему  на задней панели телевизора. Это мини-разъем 3,5 мм. Громкость наушников можно настроить отдельно.



Игровая приставка

HDMI

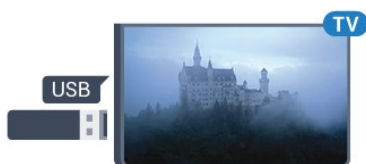
Для повышения качества изображения подключите игровую приставку к телевизору при помощи высокоскоростного кабеля HDMI.



Флэш-накопитель USB



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

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







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

Если список файлов не появится автоматически...

В обычном режиме — Нажмите  **Главное меню**, выберите .

Приложения, выберите  **Источники**. Выберите USB и нажмите **OK**.

В профессиональном режиме — Нажмите  **Главное меню**, выберите **Телеканалы** , выберите  **SOURCES**. Выберите **USB** и нажмите **OK**.

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

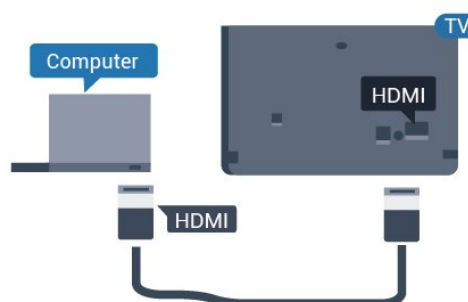
Компьютер

Подключение

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

Через разъем HDMI



Подключите компьютер к телевизору с помощью HDMI-кабеля.




Оптимальная настройка


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





Чтобы выбрать наиболее подходящие настройки телевизора, выполните следующие действия.

В обычном режиме — Нажмите  **Главное меню**. Нажмите  (вниз), выберите **Установки** и нажмите **OK**.

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


Выберите пункт **Вкл.** или **Выкл.** и нажмите **ОК.**

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

В профессиональном режиме — Нажмите  Главное меню >  Больше >  Установки >  **Изображение. Нажмите ОК.**

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

Выберите пункт **Вкл.** или **Выкл.** и нажмите **ОК.**

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

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

Видеофайлы, фотографии и музыка





8.1

Через подключение USB

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

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

Если список файлов не отображается автоматически...





- 1 - Нажмите  **Главное меню**, выберите **Телеканалы** 
- 2 - Выберите  **USB** и нажмите **OK**.
- 3 - Вы можете перейти к файлу, открыв соответствующую папку на носителе.
- 4 - Чтобы остановить воспроизведение видео, фото или музыки, нажмите .


8.2

Воспроизведение видеозаписей





Воспроизведение видеозаписей

Открытие папки с видеозаписями

- 1 - Нажмите  **Главное меню**, выберите **Телеканалы** 
- 2 - Выберите  **USB**, выберите  **Видео** и нажмите **OK**.

Чтобы вернуться в папку, нажмите .

Воспроизведение видео






- 1 - Нажмите  **Главное меню**, выберите **Телеканалы** 
- 2 - Выберите  **USB**, выберите  **Видео** и нажмите **OK**.
- 3 - Выберите видео.

Чтобы приостановить воспроизведение видеозаписи, нажмите **OK**. Для продолжения воспроизведения снова нажмите **OK**.

Панель управления

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



- 1 - Индикатор выполнения
- 2 - Панель управления воспроизведением
 -  : переход к предыдущему видеофайлу в папке
 -  : переход к следующему видеофайлу в папке
 -  : перемотка
 -  : быстрая перемотка вперед
 -  : приостановка воспроизведения





- 3 - Отметить как избранное
- 4 - Воспроизведение всех видеозаписей
- 5 - Субтитры: включение, выключение или включение в режиме без звука.
- 6 - Язык субтитров: выбор языка субтитров (недоступно в профессиональном режиме).
- 7 - Язык аудио: выбор языка аудио
- 8 - Перемешать: воспроизведение файлов в случайном порядке
- 9 - Повтор: воспроизведение всех видеофайлов в текущей папке один раз или повторно

8.3





Просмотр фотографий

Просмотр фотографий

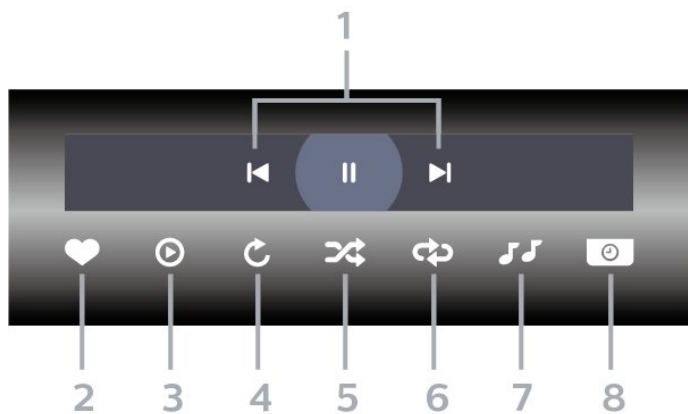
Открытие папки с фотографиями

- 1 - Нажмите  **Главное меню**, выберите **Телеканалы** 
- 2 - Выберите  **USB**, выберите  **Фото** и нажмите **OK**.

Просмотр фотографии

- 1 - Нажмите  **Главное меню**, выберите **Телеканалы** 
- 2 - Выберите  **USB**, выберите  **Фото** и нажмите **OK**.
- 3 - Выберите **Фото** и выберите одну из фотографий.

Панель управления



1 - Панель управления воспроизведением

- ◀ : переход к предыдущей фотографии в папке
- ▶ : переход к следующей фотографии в папке
- || : приостановка воспроизведения слайд-шоу

2 - Отметить как избранное

3 - Начало воспроизведения слайд-шоу

4 - Поворот фотографии

5 - Перемешать: воспроизведение файлов в случайном порядке

6 - Повтор: воспроизведение всех фотографий в текущей папке один раз или повторно

7 - Остановка воспроизведения музыки в фоновом режиме (недоступно в профессиональном режиме)

8 - Выбор времени отображения кадров в режиме слайд-шоу

Просмотр 360-градусных фотографий

Открытие папки с 360-градусными фотографиями

1 - Нажмите **Главное меню**, выберите **Телеканалы**

2 - Нажмите **Устройства USB** и нажмите **>** (вправо) для выбора USB-устройства.

3 - Выберите **360-градусные фотографии**.

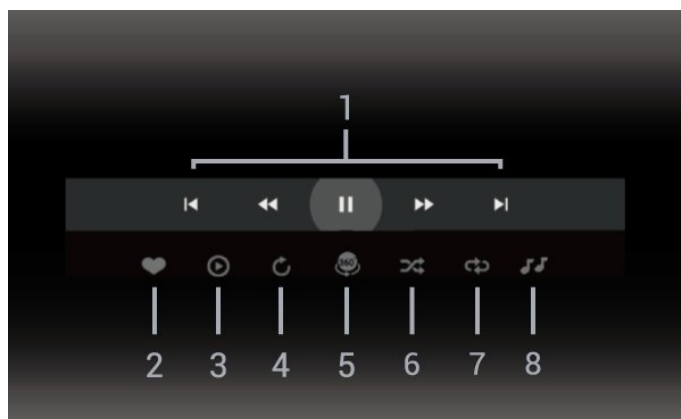
Просмотр 360-градусной фотографии

1 - Нажмите **Главное меню**, выберите **Телеканалы**

2 - Нажмите **Устройства USB** и нажмите **>** (вправо) для выбора USB-устройства.

3 - Выберите **360-градусные фотографии** и выберите одну из фотографий.

Панель управления



1 - Панель управления воспроизведением

- ◀ : переход к предыдущей фотографии в папке

- ▶ : переход к следующей фотографии в папке

- ◀◀ : Перемотка назад, воспроизведение на скорости 2x, 4x, 32x

- ▶▶ : Перемотка вперед, воспроизведение на скорости 2x, 4x, 32x

- || : приостановка воспроизведения

2 - Отметить как избранное

3 - Воспроизвести один раз / Воспроизвести все: показ одной или всех фотографий в этой папке.

4 - Ручной режим / Автоматический режим: при запуске проигрывателя 360-градусных фотографий происходит автоматическое панорамирование выбранной фотографии слева направо (0–360 градусов) в режиме кругового просмотра.

5 - Режим просмотра Little Planet В режиме Little Planet просматривать 360-градусные фотографии становится еще интереснее. В режиме Little Planet 360-градусная фотография отображается в виде планеты.

6 - Перемешать: воспроизведение файлов в случайном порядке.

7 - Повторить: воспроизведение всех фотографий в текущей папке один раз или повторно.

8 - Остановка воспроизведения фоновой музыки.

8.4

Воспроизведение музыки

Воспроизведение музыки

Открытие папки с музыкальными файлами

1 - Нажмите **Главное меню**, выберите **Телеканалы**

2 - Выберите **Устройства USB**, выберите **Музыка** и нажмите **OK**.

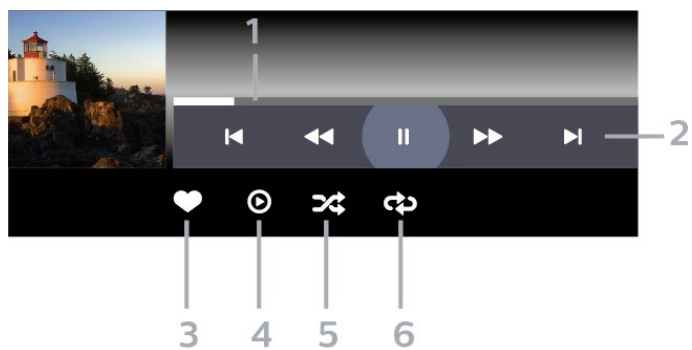
Воспроизведение музыки

1 - Нажмите **Главное меню**, выберите **Телеканалы**

2 - Выберите **Устройства USB**, выберите **Музыка** и нажмите **OK**.

3 - С помощью сортировки можно быстро найти нужную музыку: **Жанры, Артисты, Альбомы, Дорожки**.

Панель управления



1 - Индикатор выполнения

2 - Панель управления воспроизведением

- ◀ : переход к предыдущему аудиофайлу в папке

- ▶ : переход к следующему аудиофайлу в папке

◀◀ : перемотка

▶▶ : быстрая перемотка вперед

⏸ : приостановка воспроизведения

3 - Отметить как избранное

4 - Воспроизведение всех аудиофайлов

5 - Перемешать: воспроизведение файлов в случайном порядке

6 - Повтор: воспроизведение всех аудиофайлов в текущей папке один раз или повторно

Игры



9.1

Запуск игр


Через игровую приставку



Чтобы запустить игру с игровой приставки, выполните следующие действия.

Включите игровую приставку.


В обычном режиме — Нажмите  Главное меню, выберите  Приложения. Выберите Источники и нажмите ОК.

Запустите игру.

Несколько раз нажмите **← BACK** или  **EXIT**. Также можно завершить работу приложения, нажав на соответствующую кнопку выхода/остановки.



В профессиональном режиме — Нажмите  Главное меню, выберите **Телеканалы**  и выберите игровую приставку или имя подключения.

Запустите игру.


Несколько раз нажмите **← BACK** или  **EXIT**. Также можно завершить работу приложения, нажав на соответствующую кнопку выхода/остановки.



По приложениям

Чтобы запустить игру из коллекции игр...


В обычном режиме — Нажмите  Главное меню, выберите  Приложения, а затем выберите Google Play Игры.

Войдите в учетную запись Google и запустите игру.

Несколько раз нажмите **← BACK** или нажмите  **EXIT**. Также можно завершить работу приложения, нажав на соответствующую кнопку выхода/остановки.

В профессиональном режиме — Нажмите  Главное меню. Выберите  Игры.

Войдите в учетную запись Google и запустите игру.

Несколько раз нажмите **← BACK** или нажмите  **EXIT**. Также можно завершить работу приложения, нажав на соответствующую кнопку выхода/остановки.






Приложение Professional Menu

10.1






О приложении Professional Menu

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

Левая часть приложения Professional Menu отображается списком...

- Рекомендовано 
- Телеканалы 
- Cast 
- Приложения 
- Игры 
- Больше 

Верхняя правая часть приложения Professional Menu отображается списком...


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

10.2

Открытие приложения Professional Menu

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

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

1. Откройте приложение Professional Menu нажатием кнопки Главное меню .
2. Выберите функцию с помощью кнопок со стрелками и нажмите **OK** для запуска функции.
3. Чтобы закрыть приложение Professional Menu без изменения текущей функции, нажмите **←**.




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

10.3

Телеканалы

Просмотр каналов

Включение канала

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

Переключение каналов

- Для переключения каналов нажимайте CH +/-.



Предыдущий канал

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

10.4

Игры

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

- 1 - Нажмите  Главное меню, чтобы открыть приложение Professional Menu.
2. Выберите **Игры**  и нажмите **OK**.





Оптимальная игровая настройка

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


Если в списке источников (список подключений) игровая приставка добавлена с типом **Игры**, соответствующие настройки будут выбраны на телевизоре автоматически. Если игровая приставка добавлена с типом **Проигрыватель**

и в большинстве случаев используется в качестве проигрывателя дисков, не меняйте настройку **Проигрыватель**.

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

1 - Выберите  Главное меню >  Больше >  Установки >  Изображение > Стиль изображения.

2 - Выберите **Игра** и нажмите **ОК**.





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

10.5


Профессиональные настройки

Стиль изображения

Выбор стиля

Нажмите  Главное меню >  Больше >  Установки >  Изображение > Стиль изображения.

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





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

Формат изображения

Выбор формата изображения

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

Чтобы выбрать одну из базовых настроек заполнения экрана...





Нажмите  Главное меню >  Больше >  Установки >  Формат изображения.

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

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

Стиль звука

Выбор стиля





Нажмите  Главное меню >  Больше >  Установки >  Звук > Стиль звука.

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

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

Язык





Изменение языка экранных меню и сообщений

Нажмите  Главное меню >  Больше >  Установки >  Язык меню.

Выберите язык и нажмите **ОК**.

Экорежим





Выключение экрана для экономии энергопотребления



Нажмите  Главное меню >  Больше >  Функции >  Таймер сна > Выключить экран.

Если телевизор используется для прослушивания музыки, экран можно отключить.

Выключится только экран телевизора.

Настройка таймера автовыключения телевизора

Нажмите  Главное меню >  Больше >  Функции >  Таймер сна > Таймер сна.

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

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

Если телевизор используется в качестве монитора или для просмотра телеканалов подключен цифровой ресивер (телеприставка), функцию автоотключения следует выключить, установив значение **0**.

Учетная запись Google


Вход

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

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

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

Вход

Нажмите  > Откройте экран приложения Professional Menu.

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

Главный экран Android TV

Сведения о главном экране Android TV

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

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

Доступ к главному экрану Android TV

В профессиональном режиме — см. в руководстве по настройке.

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

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



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

Настройки Android TV

Изображение

Параметры изображения

Стиль изображения

Выбор стиля

Нажмите > Установки > Изображение > Стиль изображения.

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

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

Цвет, контрастность, четкость, яркость

Настройка цвета изображения

Нажмите Главное меню > Установки > Изображение > Цвет.

С помощью стрелок **▲** (вверх) или **▼** (вниз) отрегулируйте уровень насыщенности цвета изображения.

Настройка контрастности изображения

Нажмите Главное меню > Установки > Изображение > Контрастность. С помощью стрелок **▲** (вверх) или **▼** (вниз) отрегулируйте уровень контрастности изображения.





Можно уменьшить уровень контрастности, чтобы сократить энергопотребление.

Настройка четкости изображения

Нажмите Главное меню > Установки > Изображение > Четкость.

С ПОМОЩЬЮ СТРЕЛОК **▲** (вверх) ИЛИ **▼** (вниз) НАСТРОЙТЕ ЗНАЧЕНИЕ ЧЕТКОСТИ ИЗОБРАЖЕНИЯ.

Регулировка яркости

Нажмите  Главное меню >  Установки > Изображение > Яркость.
Нажимайте стрелки  (вверх) или  (вниз), чтобы настроить уровень яркости изображения.



Примечание. Установка уровня яркости, сильно отличающегося от стандартного значения (50), может привести к уменьшению контрастности.

Расширенные настройки изображения

Настройки цвета



Дополнительные настройки цвета

Настройка улучшения цвета

Нажмите  Главное меню >  Установки > Изображение > Дополнительные > Цвет > Улучшение цвета.



Выберите **Максимум**, **Среднее**, или **Минимум** для настройки интенсивности цвета и отображения деталей в ярких областях.



Выбор предварительно установленной цветовой температуры

Нажмите  Главное меню >  Установки > Изображение > Дополнительные > Цвет > Цветовая температура.

Выберите **Нормальный**, **Теплый** или **Холодный** для установки желаемой цветовой температуры.



Пользовательская настройка цветовой температуры

Нажмите  Главное меню >  Установки > Изображение > Дополнительные > Цвет > Польз. цветовая температура.

Выберите "Польз." в меню "Цветовая температура", чтобы настроить цветовую температуру самостоятельно. Нажимайте стрелки  (вверх) или  (вниз) для регулировки значения. WP — точка белого, BL — уровень черного. Вы также можете выбрать одну из предустановок в этом меню.



Дополнительные настройки контрастности

Режимы контрастности

Нажмите  Главное меню >  Установки > Изображение > Дополнительные > Контрастность > Режим контрастности.

Выберите **Нормальный**, **Оптимально для изображений** или **Оптимизировать для энергосбережения**, чтобы настроить на телевизоре автоматическое снижение контрастности, оптимальное энергопотребление или оптимальное качество изображения, или выберите пункт "Выкл.", чтобы отключить эту настройку.



Динамическая контрастность



Нажмите  Главное меню >  Установки > Изображение > Дополнительные > Контрастность > Динамическая контрастность.

Выберите **Максимум**, **Среднее** или **Минимум**, чтобы установить режим, при котором телевизор автоматически улучшает отображение темных, средних и светлых участков изображения.



Контрастность видео, гамма



Контраст видео

Нажмите  Главное меню >  Установки > Изображение > Дополнительные > Контрастность > Контрастность видео.

Нажимайте стрелки  (вверх) или  (вниз), чтобы настроить уровень контрастности видео.

Гамма



Нажмите  Главное меню >  Установки > Изображение > Дополнительные > Контрастность > Гамма.

Нажимайте стрелки  (вверх) или  (вниз), чтобы установить нелинейные значения для яркости и контрастности изображения.

Дополнительные настройки четкости



Устранение дефектов изображения

Шумоподавление

Нажмите  Главное меню >  Установки > Изображение > Дополнительные > Устранение дефектов изображения > Шумоподавление.

Выберите "Максимум", "Среднее", "Минимум", чтобы установить уровень шумоподавления видеоизображения. Шум обычно представляет собой мелкие мерцающие точки на экране при просмотре.

Снижение дефектов MPEG

Нажмите  Главное меню >  Установки > Изображение > Дополнительные > Устранение дефектов изображения > Снижение дефектов MPEG.




Выберите "Максимум", "Среднее" или "Минимум", чтобы настроить степень сглаживания дефектов цифрового видеоизображения. Дефекты изображения MPEG обычно выглядят как мелкие

"квадратики" или неровные контуры объектов на экране при просмотре.

Формат изображения

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

Чтобы выбрать одну из базовых настроек заполнения экрана...

- 1 - При просмотре телеканала нажмите  Главное меню >  Установки > Изображение > Формат изображения.
- 2 - Выберите в списке нужный формат и нажмите **OK**.
- 3 - Нажмите  **BACK** (если потребуется, несколько раз), чтобы закрыть меню.



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

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

Звук

Стиль звука

Выбор стиля



Нажмите  Главное меню >  Установки > Звук > Стиль звука.

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

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

Управление звуком

Выберите устройство.

Нажмите  Главное меню >  Установки > Звук > Управление звуком.
Настройка устройств вывода звука.

- Динамики ТВ: выбор системы для воспроизведения звука — на телевизоре или на подключенной аудиосистеме.
- Наушники / АС для ванной: Вкл./Выкл.
- Фиксированная громкость наушников/динамика в

ванной: при включении уровень громкости наушников/динамика в ванной будет фиксированным, как задано в настройках включения.

- Обнаружение наушников: Вкл./Выкл.

Установка ТВ

Нажмите  Главное меню >  Установки >

Звук > Установка ТВ.

Выберите значение На ТВ-подставке или На стене, чтобы обеспечить оптимальное воспроизведение звука в соответствии с положением телевизора.

Передовые решения



Экорежим

Таймер отключения

Нажмите  Главное меню >  Установки >

Эконастройки > Таймер сна.

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

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

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

Если телевизор используется в качестве монитора или для просмотра телеканалов подключен цифровой ресивер (телеприставка), функцию автоотключения следует выключить, установив значение 0.

Выключить экран

Нажмите  Главное меню >  Установки >



Эконастройки > Выключить экран.

Если телевизор используется для прослушивания музыки, экран можно отключить.

Выключится только экран телевизора.

Регион и язык

языки



Нажмите  Главное меню >  Установки > Регион и язык > Языки.

Настройте регион и язык.

- Система Android/язык меню: изменение языка меню и сообщений.



- Основное аудиосопровождение: установка предпочтительных настроек для языка аудиосопровождения в программах.
- Вспомогательное аудиосопровождение: установка следующих по приоритету настроек для языка аудиосопровождения в программах.
- Основные субтитры: установка предпочтительных настроек для языка субтитров в программах.
- Вспомогательные субтитры: установка следующих по приоритету настроек для языка субтитров в программах.
- Основной телетекст: установка первых по приоритету настроек для языка телетекста в программах.
- Вспомогательный телетекст: установка следующих по приоритету настроек для языка телетекста в программах.

Настройки универсального доступа



Нажмите  >  **Установки** > **Специальные возможности** > **Универсальный доступ**.

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

Включение настроек универсального доступа



Нажмите  >  **Установки** > **Специальные возможности** > **Универсальный доступ** > **Вкл.**

Универсальный доступ для людей с нарушениями слуха


Нажмите  >  **Установки** > **Специальные возможности** > **Универсальный доступ** > **Нарушения слуха** > **Вкл.**



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

Универсальный доступ для людей с нарушением зрения

Нажмите  >  **Установки** > **Специальные возможности** > **Универсальный доступ** > **Описание аудио** > **Описание аудио** > **Вкл.**

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

 **Установки** > **Специальные возможности** > **Универсальный доступ** > **Описание аудио** > **Комбинированный звук, Аудиоэффекты, Речь**.

- Выбрав режим Комбинированный звук, можно изменять громкость обычного звука и аудиосопровождения. Нажимайте стрелки  (вверх) или  (вниз) для регулировки значения.
- Установите для функции Аудиоэффекты значение Вкл., чтобы обеспечить применение дополнительных аудиоэффектов для аудиокomentarиев, например стереозвучания или постепенного затухания громкости.
- Выберите режим Речь, чтобы настроить параметры речи, функции Описательный или Субтитры.



Ограничение просмотра

Уровень ограничения

Нажмите  >  **Установки** > **Ограничение просмотра**.



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

Чтобы задать ограничение по возрасту

Нажмите  >  **Установки** > **Ограничение просмотра** > **Уровень ограничения**.



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

Установка и смена кода

Нажмите  **Главное меню** >  **Установки** > **Ограничение просмотра**.

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

Установка нового кода и сброс измененного кода.

Нажмите  **Главное меню** >  **Установки** > **Ограничение просмотра** > **Смена кода**.

Примечание.

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

11.4

Подключение телевизора на базе ОС Android

Сеть и Интернет

Домашняя сеть

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

Подключите телевизор к домашней сети с

высокоскоростным интернет-соединением. Телевизор можно подключать к маршрутизатору проводным или беспроводным способом.

Подключение к сети

Беспроводное подключение

Что требуется




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

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



Установка подключения

Установка подключения — БЕСПРОВОДНОЕ




Нажмите  Главное меню >  Установки >  Проводные и беспроводные сети > Подключение к сети > БЕСПРОВОДНОЕ.

1 - В списке найденных сетей выберите нужную беспроводную сеть. Если нужная сеть в списке не отображается, поскольку имя сети скрыто (в маршрутизаторе отключена передача SSID), выберите пункт Добавить новую сеть и укажите имя сети самостоятельно.

2 - Введите ключ шифрования, соответствующий вашему типу маршрутизатора — WEP, WPA или WPA2. Если ключ шифрования для этой сети уже вводился ранее, нажмите кнопку ОК, чтобы сразу установить подключение.

3 - После установки подключения на экране появится уведомление об успешном подключении.

Установка подключения — WPS

Нажмите  Главное меню >  Установки >  Проводные и беспроводные сети > Подключение к сети > WPS.




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

1 - Нажмите на маршрутизаторе кнопку WPS и в течение 2 минут вернитесь к настройкам телевизора.

2 - Нажмите Подключить, чтобы установить соединение.

3 - После установки подключения на экране появится уведомление об успешном подключении.

Установка подключения — WPS С PIN-КОДОМ

Нажмите  Главное меню >  Установки >  Проводные и беспроводные сети > Подключение к сети > WPS С PIN-КОДОМ.

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

1 - Запишите 8-значный PIN-код, а затем введите его на странице управления маршрутизатором на компьютере. Сведения о том, в каком разделе страницы управления маршрутизатором вводится PIN-код, см. в руководстве пользователя маршрутизатора.

2 - Нажмите Подключить, чтобы установить соединение.

3 - После установки подключения на экране появится уведомление об успешном подключении.

Неполадки

Беспроводная сеть не обнаружена или подключение отсутствует.

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

Отсутствует подключение к Интернету

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

Низкая скорость соединения с компьютером и Интернетом

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

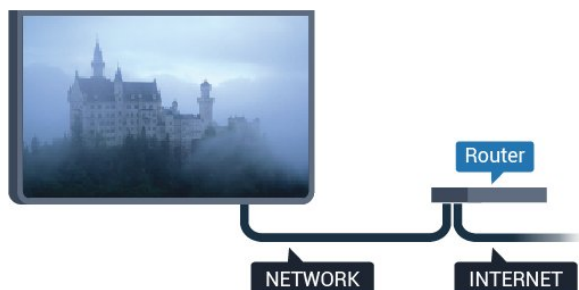
Режим DHCP

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

Проводное подключение

Что требуется

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



Установка подключения

Установка подключения — ПРОВОДНОЕ

Нажмите Главное меню > Установки > Проводные и беспроводные сети > Подключение к сети > ПРОВОДНОЕ.

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

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

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

Учетная запись Google

Вход

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

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

Используйте существующую **учетную запись Google** для входа в систему Google на телевизоре. Для доступа к

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

Вход

Нажмите Главное меню > Приложения > Google Play.

С помощью экранной клавиатуры введите адрес электронной почты и пароль, а затем нажмите кнопку **OK**, чтобы выполнить вход.

Настройки Android

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

Чтобы открыть страницу настроек

Нажмите Главное меню > Установки > Установки > Настройки Android.

11.5

Каналы

Просмотр каналов

Включение канала

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

Переключение каналов

- Для переключения каналов нажимайте CH+ или CH-.

Предыдущий канал

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

Настройка канала

Установка каналов



Установка антенного/кабельного подключения

Поиск каналов

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

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

Чтобы выполнить поиск каналов...

1 - Нажмите  Главное меню >  Установки > Установка каналов и нажмите **ОК**.

2 - Выберите **RF Установка канала** и нажмите **ОК**.

3 - При необходимости введите PIN-код.

Выберите пункт **Поиск каналов** и нажмите **ОК**.

Выберите **Начать** и нажмите **ОК**.

Выберите страну, в которой находитесь, и нажмите **ОК**.

Выберите **Начать** и нажмите **ОК**.



Выберите нужный тип установки, **Антенна (DVB-T)** или **Кабельное (DVB-C)**, и нажмите **ОК**.

Выберите **Далее** и нажмите **ОК**.

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


Выберите **Далее** и нажмите **ОК**.

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



Нажмите  (влево) для возврата на один шаг или нажмите  BACK, чтобы закрыть меню.

Автообновление каналов

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

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

Чтобы отключить автообновление каналов...


1 - Нажмите  Главное меню >  Установки > Установка каналов и нажмите **ОК**.

2 - Выберите **RF Установка канала** и нажмите **ОК**.

3 - При необходимости введите PIN-код.

4 - Выберите **Автообновление каналов** и нажмите **ОК**.

5 - Выберите **Выкл.** и нажмите **ОК**.



6 - Нажмите  (влево) для возврата на один шаг или

нажмите  BACK, чтобы закрыть меню.

Каналы, автообновление каналов

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

Чтобы отключить уведомление...



1 - Нажмите  Главное меню >  Установки > Установка каналов и нажмите **ОК**.

2 - Выберите **RF Установка канала** и нажмите **ОК**.

3 - При необходимости введите PIN-код.

4 - Выберите **Автообновление каналов** и нажмите **ОК**.

5 - Выберите **Выкл.** и нажмите **ОК**.



6 - Нажмите  (влево) для возврата на один шаг или нажмите  BACK, чтобы закрыть меню.

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

Цифровой: Установка вручную


Цифровые телеканалы можно по очереди установить вручную.

Чтобы установить цифровые каналы вручную...

1 - Нажмите  Главное меню >  Установки > Установка каналов и нажмите **ОК**.

2 - Выберите **RF Установка канала** и нажмите **ОК**.



3 - Выберите **Цифровые: установка вручную** и нажмите **ОК**.

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

Аналоговый: Установка вручную

Аналоговые телеканалы можно по очереди настроить вручную.

Чтобы установить аналоговые каналы вручную...

1 - Нажмите  Главное меню >  Установки > Установка каналов и нажмите **ОК**.

2 - Выберите **RF Установка канала** и нажмите **ОК**.

3 - Выберите **Аналоговый: установка вручную** и нажмите **ОК**.

• Система

Для установки системы ТВ выберите **Система**.

Выберите свою страну или мировой регион, и нажмите **ОК**.

• Поиск каналов

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

• Сохранить

Канал можно сохранить под текущим или под новым номером.

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

Повторите описанные действия для настройки остальных доступных аналоговых каналов.

11.7







Интернет

Работа в сети Интернет

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

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

Чтобы запустить веб-браузер...

- 1 - Нажмите  **HOME**.
- 2 - Прокрутите вниз, выберите  **Приложения** >  **Интернет** и нажмите **ОК**.
- 3 - Введите адрес веб-страницы сети Интернет и выберите , затем нажмите **ОК**.
- 4 - Чтобы закрыть веб-браузер, нажмите  **HOME** или .



11.8

ПО

Обновление ПО

Версия ПО

Чтобы выяснить текущую версию программного обеспечения телевизора...

- 1 - Нажмите , выберите **Установки**  и нажмите **ОК**.
- 2 - Выберите **Обновить ПО** > **Текущая прошивка** и нажмите **ОК**.
- 3 - На экране появится следующая информация: версия,

примечания к выпуску и дата создания.

- 4 - Нажмите **<** (влево) (если потребуется, несколько раз), чтобы закрыть меню.

Обновление с веб-сайта

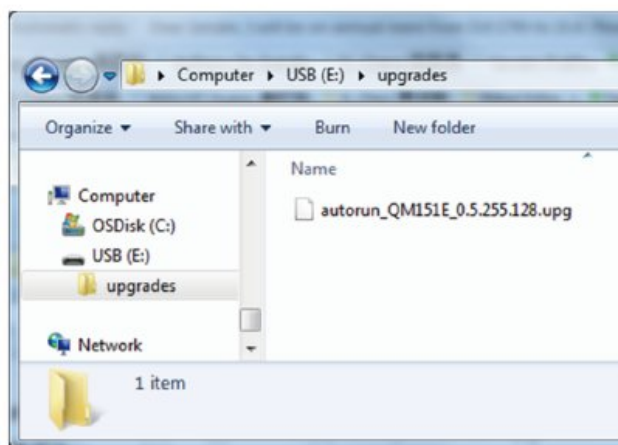
Вы можете посмотреть текущую версию прошивки вашего телевизора в меню установок в разделе "Обновить ПО" > "Текущая прошивка".

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

Для обновления встроенного ПО телевизора следуйте приведенным ниже инструкциям.

Загрузка последней версии программного обеспечения...

- 1 - Запустите Internet Explorer.
- 2 - Зайдите на сайт поддержки Philips по адресу <http://www.philips.com/support>.
- 3 - Введите номер модели. (Номер модели указан на этикетке на задней панели телевизора.)
- 4 - На странице конкретной модели телевизора выберите "Поддержка".
- 5 - Выберите "Обновление ПО" и нажмите "Загрузить файл" для загрузки файла с программным обеспечением. (Программное обеспечение доступно в виде архива в формате .zip.)
- 6 - Если версия программного обеспечения на веб-сайте новее установленной на вашем телевизоре, нажмите на ссылку для загрузки ПО.
- 7 - Примите лицензионное соглашение / Условия использования, выберите "Принять", и файл .zip будет загружен автоматически.
- 8 - Распакуйте zip-файл в любую папку с помощью утилиты архивирования.
- 9 - Создайте папку с именем "upgrades" в корневом каталоге флэш-накопителя USB.
- 10 - Скопируйте файл upg, распакованный ранее, в папку upgrades, как показано на рисунке ниже.
- 11 - Отключите флэш-накопитель USB от компьютера.



Обновление программного обеспечения...

- 1 - Подключите флэш-накопитель USB (с обновлением

программного обеспечения) к USB-разъему телевизора.

Подождите 30 секунд или пока USB-накопитель
распознается телевизором.

2 - Программное обеспечение на телевизоре будет
загружено автоматически.

3 - Когда загрузка программного обеспечения завершится,
нажмите "Начать", чтобы активировать обновление
телевизора.

Программное обеспечение с открытым исходным кодом

12.1

Лицензия открытого программного обеспечения

Сведения о лицензии на открытое ПО

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

Этот документ описывает условия распространения исходного кода, использованного в телевизорах компании TP Vision Netherlands B.V. и подпадающего под лицензию GNU General Public License (GPL), GNU Lesser General Public License (LGPL) или иную лицензию открытого кода. Инструкции по получению копий этого программного обеспечения см. в "Инструкции по использованию".

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Open Source

Android (7.1.1)

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

linux kernel (3.10.79)

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

libcurl (7.50.1)

libcurl is a free and easy-to-use client-side URL transfer library, supporting DICT, FILE, FTP, FTPS, Gopher, HTTP, HTTPS, IMAP, IMAPS, LDAP, LDAPS, POP3, POP3S, RTMP, RTSP, SCP, SFTP, SMTP, SMTPS, Telnet and TFTP. libcurl supports SSL certificates, HTTP POST, HTTP PUT, FTP uploading, HTTP form based upload, proxies, cookies, user+password authentication (Basic, Digest, NTLM, Negotiate, Kerberos), file transfer resume, http proxy tunneling and more! The original download site for this software is : <http://curl.haxx.se/libcurl/> COPYRIGHT AND PERMISSION NOTICE Copyright (c) 1996 - 2010, Daniel Stenberg, daniel@haxx.se. All rights reserved. Permission to use, copy, modify, and distribute this software for any purpose with or without fee is hereby granted, provided that the above copyright notice and this permission notice appear in all copies. THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT OF THIRD PARTY RIGHTS. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE. Except as contained in this notice, the name of a copyright holder shall not be used in advertising or otherwise to promote the sale, use or other dealings in this Software without prior written authorization of the copyright holder.

libfreetypeex (2.4.2)

FreeType is a software development library, available in source and binary forms, used to render text on to bitmaps and provides support for other font-related operations. The original download site for this software is : <https://github.com/julienr/libfreetype-android> Freetype License

libjpegex (8a)

This package contains C software to implement JPEG image encoding, decoding, and transcoding. This software is based in part on the work of the Independent JPEG Group.-----The authors make NO WARRANTY or representation, either express or implied, with respect to this software, its quality, accuracy, merchantability, or fitness for a particular purpose. This software is provided "AS IS", and you, its user, assume the entire risk as to its quality and accuracy. This software is copyright (C) 1991-1998, Thomas G. Lane. All Rights Reserved except as specified below. Permission is hereby granted to use, copy, modify, and distribute this software (or portions thereof) for any purpose, without fee, subject to these conditions:(1) If any part of the source code for this software is distributed, then this README file must be included, with this copyright and no-warranty notice unaltered; and any additions, deletions, or changes to the original files must be clearly indicated in accompanying documentation.(2) If only executable code is distributed, then the accompanying documentation must state that "this software is based in part on the work of the Independent JPEG Group".(3) Permission for use of this software is granted only if the user accepts full responsibility for any undesirable consequences; the authors accept NO LIABILITY for damages of any kind. These conditions apply to any software derived from or based on the IJG code, not just to the unmodified library. If you use our work, you ought to acknowledge us. Permission is NOT granted for the use of any IJG author's name or company name in advertising or publicity relating to this software or products derived from it. This software may be referred to only as "the Independent JPEG Group's software". We specifically permit and encourage the use of this software as the basis of commercial products, provided that all warranty or liability claims are assumed by the product vendor.

libpngex (1.4.1)

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

dvbsnoop (1.2)

dvbsnoop is a DVB / MPEG stream analyzer program. For generating CRC32 values required for composing PAT, PMT, EIT sections The original download site for this software is : <https://github.com/a4tunado/dvbsnoop/blob/master/src/misc/crc32.cGPL> v2 <http://dvbsnoop.sourceforge.net/dvbsnoop.html>

gSoap (2.7.15)

The gSOAP toolkit is an open source C and C++ software development toolkit for SOAP/XML Web services and generic

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

restlet (2.3.0)

Restlet is a lightweight, comprehensive, open source REST framework for the Java platform. Restlet is suitable for both server and client Web applications. It supports major Internet transport, data format, and service description standards like HTTP and HTTPS, SMTP, XML, JSON, Atom, and WADL. The original download site for this software is : <http://restlet.org> This piece of software is made available under the terms and conditions of the Apache License version 2.

FaceBook SDK (3.0.1)

This TV contains Facebook SDK. The Facebook SDK for Android is the easiest way to integrate your Android app with Facebook's platform. The SDK provides support for Login with Facebook authentication, reading and writing to Facebook APIs and support for UI elements such as pickers and dialogs. The original download site for this software is : <https://developer.facebook.com/docs/android> This piece of software is made available under the terms and conditions of the Apache License version 2.

ffmpeg (2.1.3)

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

gson (2.3)

This TV uses gson. Gson is a Java library that can be used to convert Java Objects into their JSON representation. It can also be used to convert a JSON string to an equivalent Java object. Gson can work with arbitrary Java objects including pre-

existing objects that you do not have source-code of. The original download site for this software is : <https://code.google.com/p/google-gson/> . This piece of software is made available under the terms and conditions of the Apache License 2.0

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

libUpNp (1.2.1)

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

live555 (0.82)

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

dnsmasq

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

TomCrypt (1.1)

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

u-boot (2011-12)

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

AsyncHttpClient (1.4.9)

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

APACHE LICENSE 2.0

httpClient-4.4.1.1 (4.4.1.1)

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

Jackson Parser (2.x)

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

audio a2dp (2.x)

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

libexif (0.6.21)

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

libexpat (2.1.0)

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

libFFTEm ()

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

libicui18n (49.1.1)

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

libiprouteutil (3.4.0)

iproute2 TCP/IP networking and traffic control. The original download site for this software is

: <http://www.linuxfoundation.org/> This piece of software is made available under the terms and conditions of the GPL v2. which can be found below

libjpeg (3.4.0)

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

libmtp (1.0.1)

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

libmDNSsd (320.10.80)

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

libnfc_ndef ()

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

libskia ()

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

libsonivox ()

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

libsqlite (3.9.2)

SQLite database. The original download site for this software

is : <http://www.sqlite.org> This piece of software is made available under the terms and conditions of the Android APACHE License Version 2.

libtspico ()

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

libtinyalsa ()

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

wpa_supplicant (0.8)

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

libz (1.2.8)

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

iptables (1.4.20)

iptables is a user space application program that allows a system administrator to configure the tables provided by the Linux kernel firewall (implemented as different Netfilter modules) and the chains and rules it stores. Different kernel modules and programs are currently used for different protocols; iptables applies to IPv4The original download site for this software is : <https://android.googlesource.com/> This piece of software is made available under the terms and conditions of the GPLv2.

toolbox (1.2.8)

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

libssl (7b8b9c17db93ea5287575b437c77fb36eeb81b31)

BoringSSL The original download site for this software is

: <https://boringssl.googleusercontent.com/boringssl/> This piece of software is made available under the terms and conditions of the BSD.

libOpenMAXAL
(7b8b9c17db93ea5287575b437c77fb36eeb81b31)

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

libOpenSLES (1.0)

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

libEGL libGLESv1_CM (3.1)

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

libffmpeg_av (2.1)

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

libcurlmheg (7.21.6)

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

boringssl (af0e32cb84f0c9cc65b9233a3414d2562642b342)

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

libpng (1.6.22beta)

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

Hue SDK (1.8.1)

TV ambihue app uses Philips SDK to find the hue bridge name.

The original download site for this software is

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

Opera Web Browser (SDK 4.8.0)

This TV contains Opera Browser Software.

Third-party licenses

WebKit

name License

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

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

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Version 2, June 1991

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

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

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

Our method of protecting your rights has two steps: (1) copyright the library, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the

library.

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

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

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License, which was designed for utility programs. This license, the GNU Library General Public License, applies to certain designated libraries. This license is quite different from the ordinary one; be sure to read it in full, and don't assume that anything in it is the same as in the ordinary license.

The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

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

However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, while the latter only works together with the library.

Note that it is possible for a library to be covered by the ordinary General Public License rather than by this special one.

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

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

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

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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 squareroot 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. 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 compile or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

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

including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

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

c) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

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

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

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

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

a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.

b) Give prominent notice with the combined library of the fact that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

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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.

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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.

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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

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.

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

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

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do these two things:

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

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

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

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

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

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

however.

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

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

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

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

See 1. above.

3. Are derivative works allowed?

Yes!

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

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

5. Under what terms are derivative works allowed?

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

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

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Additional

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

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

adopted in future versions?

Yes. The contract between the Gnome Foundation and Bitstream has provisions for working with Bitstream to ensure quality additions to the Bitstream Vera font family. Please contact us if you have such additions. Note, that in general, we will want such additions for the entire family, not just a single font, and that you'll have to keep both Gnome and Jim Lyles, Vera's designer, happy! To make sense to add glyphs to the font, they must be stylistically in keeping with Vera's design. Vera cannot become a "ransom note" font. Jim Lyles will be providing a document describing the design elements used in Vera, as a guide and aid for people interested in contributing to Vera.

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

Sure. Bundle the fonts with your software and sell your software with the fonts. That is the intent of the copyright.

8. If applications have built the names "Bitstream Vera" into them, can I override this somehow to use fonts of my choosing?

This depends on exact details of the software. Most open source systems and software (e.g., Gnome, KDE, etc.) are now converting to use fontconfig (see www.fontconfig.org) to handle font configuration, selection and substitution; it has provisions for overriding font names and substituting alternatives. An example is provided by the supplied local.conf file, which chooses the family Bitstream Vera for "sans", "serif" and "monospace". Other software (e.g., the XFree86 core server) has other mechanisms for font substitution.

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libcurl

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

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libcurl - lib/krb5.c

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

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

*

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libcurl - lib/security.c

URL:

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

```

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*
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David M. Gay's floating point routines

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

/*

*

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dynamic annotations

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URL: <http://www.azillionmonkeys.com/qed/hash.html>

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google-glog's symbolization library

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

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URL: <https://github.com/google/open-vcdiff>

Almost Native Graphics Layer Engine

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

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Brotli

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

Google Cache Invalidation API

URL:

https://chromium.googlesource.com/chromium/src/+master/third_party/cacheinvalidation/README.chromium

Crashpad

URL: <https://crashpad.chromium.org/>

drawElements Quality Program

URL:

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libjingle

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libvpx

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

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WebP image encoder/decoder

URL: <http://developers.google.com/speed/webp>

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libxml

URL: <http://xmlsoft.org>

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libxslt
URL: <http://xmlsoft.org/XSLT>

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libyuv

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

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linux-syscall-support

URL: <http://code.google.com/p/linux-syscall-support/>

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LZ4 - Extremely fast compression

URL: <https://code.google.com/p/lz4/>

LZ4 Library

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LZMA SDK

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mesa

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

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modp base64 decoder

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

* MODP_B64 - High performance base64 encoder/decoder

* Version 1.3 -- 17-Mar-2006

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

*

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Mojo

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

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```

mt19937ar

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

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

Coded by Takuji Nishimura and Makoto Matsumoto.

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

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Nishimura,

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Netscape Plugin Application Programming Interface
(NPAPI)

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

Version: MPL 1.1/GPL 2.0/LGPL 2.1

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OpenMAX DL

URL:

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

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OTS (OpenType Sanitizer)

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

PLY (Python Lex-Yacc)

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

PLY (Python Lex-Yacc) Version 3.4

Protocol Buffers

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

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Quick Color Management System

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

qcms

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re2 - an efficient, principled regular expression library

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

sfntly

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

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Snappy: A fast compressor/decompressor

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sqlite

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tcmalloc

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

The USB ID Repository

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

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usrstcp

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

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

WebRTC

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

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x86inc

URL:

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

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;* x86inc.asm
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;*  
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```
;* Authors: Loren Merritt <lorenm@u.washington.edu>
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;* Jason Garrett-Glaser <darkshikari@gmail.com>
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```
;  
; This is a header file for the x264ASM assembly language, which uses
```

```
;  
; NASM/YASM syntax combined with a large number of
```


macros to provide easy
; abstraction between different calling conventions (x86_32,
win64, linux64).
; It also has various other useful features to simplify writing
the kind of
; DSP functions that are most often used in x264.

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; to x264-devel@videolan.org .

zlib
URL: <http://zlib.net/>

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

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*/

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

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

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- Strongtalk assembler, the basis of the files assembler-arm-

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assembler-arm.cc, assembler-arm.h, assembler-ia32-inl.h,
assembler-ia32.cc, assembler-ia32.h, assembler-x64-inl.h,
assembler-x64.cc, assembler-x64.h, assembler-mips-inl.h,
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Помощь и поддержка

13.1

Поиск и устранение неисправностей

Включение

Телевизор не включается

- Отсоедините кабель питания от розетки. Подождите одну минуту, а затем вновь включите его.
- Убедитесь, что кабель питания вставлен в разъем до упора.

Скрипящий звук при запуске или отключении

При включении, отключении или переводе телевизора в режим ожидания из корпуса раздается скрипящий звук. Звук связан с естественным расширением и сжатием телевизора при нагреве и охлаждении. Это не влияет на рабочие характеристики.

После отображения стартового экрана Philips телевизор вновь переходит в режим ожидания

Когда телевизор находится в режиме ожидания, на нем отображается стартовый экран Philips, а затем телевизор вновь переходит в режим ожидания. Это нормально. Если телевизор был отключен от розетки, а затем снова подключен к сети, то при следующем включении будет показан стартовый экран.

Индикатор режима ожидания продолжает мигать

Отсоедините кабель питания от розетки. Подождите пять минут, а затем вновь включите его. Если индикатор продолжит мигать, обратитесь в службу поддержки телевизоров Philips.

Изображение

Изображение отсутствует или искажено

- Убедитесь, что антенна вставлена в разъем до упора.
- Убедитесь, что в качестве источника выбрано нужное устройство.
- Убедитесь, что внешнее устройство (источник сигнала) правильно подключено к телевизору.

Звук воспроизводится, однако изображение отсутствует

- Убедитесь, что на телевизоре установлены правильные настройки изображения.

Слабый сигнал при приеме через антенну

- Убедитесь, что антенна вставлена в разъем до упора.
- На качество приема могут влиять динамики, незаземленные аудиоустройства, неоновые лампы, высокие здания и другие крупные объекты. Если это возможно, попытайтесь улучшить качество приема,

направив антенну в другом направлении или установив устройства на большем расстоянии от телевизора.

- Если слабый сигнал наблюдается только на одном канале, установите тонкую настройку этого канала.

Низкое качество изображения с устройства

- Убедитесь, что устройство правильно подключено к телевизору.
- Убедитесь, что на телевизоре установлены правильные настройки изображения.

Изображение не совпадает с форматом экрана

Выберите другой формат изображения.

Неверное положение изображения

Сигналы передачи изображения с некоторых устройств могут слабо соответствовать экрану. Проверьте выходной сигнал подключенного устройства.

Нестабильное изображение при передаче с компьютера

Убедитесь, что в компьютере используется поддерживаемое разрешение и частота обновления.

Звук

Нет звука или звук с помехами

Когда обнаружить аудиосигнал не удастся, телевизор автоматически отключает аудиовыход. Это не свидетельствует о неполадке.

- Убедитесь, что на телевизоре установлены правильные настройки звука.
- Убедитесь, что все кабели правильно установлены.
- Убедитесь, что звук не отключен или не убавлен до нуля.
- Убедитесь, что аудиовыход телевизора подключен к аудиовыходу домашнего кинотеатра.

Звук должен воспроизводиться через динамики домашнего кинотеатра.

- При использовании некоторых устройств может потребоваться вручную включать аудиовыход HDMI. Если аудио по HDMI уже включено, однако звук не воспроизводится, попробуйте установить на устройстве формат цифрового аудио PCM (импульсно-кодовая модуляция). Инструкции см. в документации, поставлявшейся с устройством.

Соединения

HDMI

- Обратите внимание: из-за поддержки технологии защиты контента HDCP может увеличиваться время, необходимое для отображения контента с HDMI-устройства на телевизоре.

- Если телевизор не распознает HDMI-устройство и не воспроизводит изображение, выберите другой источник изображения, а затем вновь выберите первое устройство.

- Если звук периодически пропадает, убедитесь, что на

HDMI-устройстве установлены верные настройки аудиовыхода.

- Если устройство подключено через адаптер или кабель HDMI – DVI, убедитесь, что через разъем AUDIO IN (только мини-разъем) подключен дополнительный аудиокабель (при наличии).

Функция EasyLink не работает

- Убедитесь, что HDMI-устройства поддерживают стандарт HDMI-CEC. Функция EasyLink работает только с устройствами, совместимыми с технологией HDMI-CEC.

Значок громкости не отображается

- Если подключено аудиоустройство HDMI-CEC, это нормально.

Не отображаются фотографии, видеозаписи и музыка с USB-устройства

- Убедитесь, что USB-устройство соответствует классу запоминающих устройств большой емкости (как описано в документации к запоминающему устройству).

- Убедитесь, что запоминающее устройство USB совместимо с телевизором.

- Убедитесь, что форматы файлов аудио и изображений поддерживаются телевизором.

Воспроизведение файлов через USB прерывается

- Возможно, запоминающее устройство USB не поддерживает достаточно быструю передачу данных, что снижает качество воспроизведения файлов телевизором.

Wi-Fi, Интернет и Bluetooth

Сеть Wi-Fi не обнаружена или подключение отсутствует

• Микроволновые печи, телефоны стандарта DECT и другие устройства Wi-Fi 802.11b/g/n/ac, расположенные в зоне действия сети, могут создавать электромагнитные помехи.

• Убедитесь, что брандмауэры сети не блокируют беспроводное соединение с телевизором.

• Если беспроводная сеть работает со сбоями, попробуйте установить проводное подключение.

Отсутствует подключение к Интернету

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

Низкая скорость соединения с компьютером и

Интернетом

• Обратитесь к руководству пользователя маршрутизатора за сведениями о диапазоне действия внутри помещения, скорости передачи и других факторах, оказывающих влияние на качество сигнала.

• Для работы маршрутизатора необходимо высокоскоростное (широкополосное) интернет-соединение.

Режим DHCP

• Если установить подключение не удастся, проверьте в маршрутизаторе настройки DHCP (Dynamic Host

Configuration Protocol). Функция DHCP должна быть включена.

Bluetooth-соединение потеряно

• Места с большой активностью беспроводных устройств (помещения с несколькими беспроводными маршрутизаторами) могут препятствовать беспроводной связи.

Сеть

Сеть Wi-Fi не обнаружена или подключение отсутствует

• Микроволновые печи, телефоны стандарта DECT и другие устройства Wi-Fi 802.11b/g/n/ac, расположенные в зоне действия сети, могут создавать электромагнитные помехи.

• Убедитесь, что брандмауэры сети не блокируют беспроводное соединение с телевизором.

• Если беспроводная сеть работает со сбоями, попробуйте установить проводное подключение.

Отсутствует подключение к Интернету

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

Низкая скорость соединения с компьютером и

Интернетом

• Обратитесь к руководству пользователя маршрутизатора за сведениями о диапазоне действия внутри помещения, скорости передачи и других факторах, оказывающих влияние на качество сигнала.

• Для работы маршрутизатора необходимо высокоскоростное (широкополосное) интернет-соединение.

Режим DHCP

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

13.2

Интерактивная справка

При возникновении любых неполадок, связанных с телевизором Philips, вы можете обратиться в интерактивную службу поддержки. Выберите язык и введите номер модели изделия.

Перейдите на веб-сайт www.philips.com/support

На веб-сайте поддержки вы найдете телефон для связи с представителем компании, а также ответы на часто задаваемые вопросы (ЧЗВ). В некоторых странах вы можете пообщаться в чате с одним из наших сотрудников и задать вопрос напрямую или отправить его по электронной почте.

Вы можете загрузить новое программное обеспечение телевизора или руководство для просмотра его на компьютере.

Поддержка и ремонт

По вопросам поддержки и ремонта вы можете обратиться по телефону горячей линии в центр поддержки покупателей в вашей стране. В случае необходимости наши инженеры сервисного центра произведут ремонт устройства.

Номер телефона указан в документации, входящей в комплект телевизора.

Вы также можете перейти по адресу www.philips.com/support и при необходимости выбрать страну.

Номер модели и серийный номер телевизора

Вам может потребоваться номер модели или серийный номер изделия. Эти номера указаны на упаковке или на наклейке, расположенной на задней или нижней панелях телевизора.

⚠ Внимание!

Не пытайтесь отремонтировать телевизор самостоятельно. Это может вызвать тяжелые травмы или нанести невосстановимое повреждение телевизору. Кроме того, гарантия на телевизор может быть аннулирована.

Безопасность и уход

14.1

Безопасность

Заявление о соответствии ESD

Во время проверки на экране присутствуют помехи мерцания, но после проверки происходит автоматическое восстановление. Эта допустимая потеря производительности определяется производителем, и это явление будет описано в руководстве пользователя во избежание недопонимания.

Важно

Перед включением телевизора ознакомьтесь со всеми инструкциями по безопасности. Гарантия не распространяется на случаи возникновения повреждения в результате несоблюдения инструкций.

Не изменяйте это оборудование без разрешения производителя.

Риск короткого замыкания или возгорания

- Не подвергайте телевизор воздействию влаги. Не ставьте рядом с телевизором емкости с жидкостью, например вазы.

В случае попадания жидкости на поверхность или внутрь телевизора немедленно отключите его от электросети.

Перед дальнейшим использованием обратитесь в центр поддержки потребителей для проверки телевизора.

- Не подвергайте телевизор чрезмерному нагреву. Не помещайте их вблизи зажженных свечей, источников открытого пламени или других источников тепла, в том числе избегайте воздействия прямых солнечных лучей.
- Не вставляйте посторонние объекты в вентиляционные разъемы и другие отверстия телевизора.
- Не ставьте тяжелые предметы на шнур питания.
- При обращении со шнуром питания не прибегайте к применению силы. Недостаточно плотно подключенный шнур питания может стать причиной искрения или возгорания. Убедитесь, что при повороте телевизора шнур питания не натягивается.
- Для отключения телевизора от электросети следует отсоединить вилку шнура питания телевизора. При отключении от сети питания всегда тяните за вилку, а не за шнур. Обеспечьте постоянный свободный доступ к розетке электросети, вилке и шнуру питания.

Риск возникновения повреждений и травм

- При креплении на стену убедитесь, что кронштейн выдержит вес телевизора. Компания TP Vision не несет ответственности за несчастные случаи, повреждения или травмы, возникшие вследствие неправильно выполненного настенного монтажа.
- Некоторые компоненты данного изделия изготовлены из стекла. Соблюдайте осторожность во избежание повреждений или травм.

Риск повреждения телевизора

Перед подключением телевизора к розетке электросети убедитесь, что напряжение источника питания соответствует напряжению, указанному на задней панели телевизора. Не подключайте телевизор к источнику питания, если параметры электросети отличаются.

Риск нанесения повреждений детям

Соблюдайте меры предосторожности, чтобы предотвратить падение телевизора и избежать травм у детей.

- Никогда не располагайте телевизор на поверхности, покрытой скатертью или материалом, который можно стянуть.
- Следите за тем, чтобы детали телевизора не находились у самого края поверхности.
- Никогда не размещайте телевизор на высокой мебели (например, на книжном шкафу) без крепления телевизора и мебели к стене или другой соответствующей поверхности.
- Объясните детям, какой опасности они подвергаются, взбираясь на мебель, чтобы дотянуться до телевизора.

Риск перегрева

Запрещается устанавливать телевизор в ограниченном пространстве. Оставьте не менее 10 см свободного пространства вокруг телевизора для обеспечения вентиляции. Убедитесь, что занавески или другие предметы не закрывают вентиляционные отверстия телевизора.

Грозы

Перед грозой отключите телевизор от электросети и антенны. Во время грозы не прикасайтесь к телевизору, сетевому шнуру или кабелю антенны.

Риск повреждения слуха

Избегайте использования наушников на большой громкости в течение длительного времени.

Низкие температуры

После транспортировки телевизора при температуре ниже 5 °С распакуйте его и подождите, пока его температура достигнет комнатной, а затем подключите телевизор к розетке электросети.

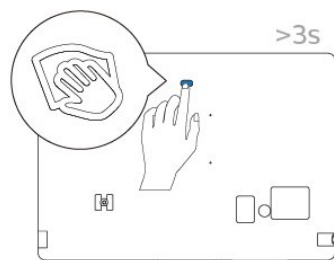
Влажность

В редких случаях при определенном сочетании температуры и влажности на передней панели телевизора может образоваться небольшое количество конденсата (это касается некоторых моделей). Чтобы избежать этого, не подвергайте телевизор воздействию прямых солнечных лучей, нагрева или излишней влажности. В случае образования конденсата он самопроизвольно исчезнет после того, как телевизор проработает несколько часов. Конденсат не приведет к повреждению телевизора или возникновению неисправности.

14.2

Уход за экраном

- Не касайтесь экрана, не нажимайте на него, не трите его и не ударяйте по нему какими-либо предметами.
- Нажмите кнопку очистки на задней панели телевизора. Удерживайте ее нажатой в течение 3 секунд, чтобы отключить элементы управления на передней панели ТВ перед очисткой.



- Очистите экран и корпус телевизора мягкой влажной тканью и аккуратно протрите их. Не используйте для очистки телевизора спирт, химические реагенты или бытовые чистящие средства и другие аналогичные вещества.
- Во избежание деформации и выцветания сразу стирайте с телевизора попавшие на него капли воды.
- Старайтесь избегать статичных изображений на экране. Статичные изображения — это изображения, которые

отображаются на экране в течение длительного времени. Примеры статичных изображений: экранные меню, черные полосы, отображение часов и т.п. При необходимости использования таких изображений уменьшите контрастность и яркость для предотвращения повреждения экрана.

14.3

Заявление о радиационном воздействии

Это оборудование соответствует стандарту CE в отношении безопасных значений радиационного воздействия в неконтролируемой среде. Это оборудование необходимо устанавливать и использовать таким образом, чтобы расстояние между излучателем и телом составляло не менее 20 см.

Частота, режим и максимальная мощность передачи (в ЕС) представлены ниже:

-2400–2483,5 МГц: < 20 дБм (ЭИИМ)

-5150–5250 МГц: < 23 дБм (ЭИИМ)

-5250–5350 МГц: < 23 дБм (ЭИИМ)

-5470–5725 МГц: < 27 дБм (ЭИИМ)

-5725–5825 МГц: < 13,98 дБм (ЭИИМ)

Условия использования

15.1

Условия использования: телевизор

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Данный продукт производится и выпускается на рынок компанией TP Vision Europe B.V. или одной из аффилированных компаний (далее в настоящем документе именуемые TP Vision). TP Vision предоставляет гарантию на телевизор, в комплект поставки которого входит данная брошюра. Philips и эмблема Philips в виде щита являются зарегистрированными товарными знаками компании Koninklijke Philips N.V.

Характеристики могут быть изменены без предварительного уведомления. Торговые марки являются собственностью Koninklijke Philips N.V или соответствующих владельцев. Компания TP Vision оставляет за собой право в любое время вносить изменения в изделие без обязательств соответствующим образом изменять ранее поставленные изделия.

Печатные материалы, входящие в комплект поставки телевизора, и руководство по эксплуатации, хранящееся в памяти телевизора или загруженное с веб-сайта Philips www.philips.com/support считаются соответствующими предполагаемому использованию системы.

Содержащийся в настоящем руководстве материал считается соответствующим предполагаемому использованию системы. Если продукт или отдельные модули и процедуры используются в целях, отличающихся от описанных в настоящем руководстве, требуется получить подтверждение их допустимости и пригодности. TP Vision гарантирует, что сам материал не нарушает никаких патентов Соединенных Штатов Америки. Никакие дополнительные гарантии не подразумеваются и не даются. TP Vision не несет ответственности за возможные ошибки в содержании настоящего документа и за возможные проблемы, к которым может привести содержание документа. Ошибки, о которых сообщено компании Philips, будут внесены в переработанную версию документа, который будет опубликован на веб-сайте поддержки Philips в кратчайший возможный срок.

Условия гарантии — риск возникновения повреждений и травм или аннулирования гарантии!
Не пытайтесь отремонтировать телевизор самостоятельно. Используйте телевизор и дополнительные принадлежности к нему только в целях, для которых они предназначаются производителем. Знак с предупреждения, отпечатанный на задней панели

телевизора, указывает на опасность поражения электричеством. Не снимайте крышку телевизора. Для технического обслуживания или ремонта в любых ситуациях обращайтесь в центр поддержки телевизоров Philips. Номер телефона указан в документации, входящей в комплект телевизора. Вы также можете перейти на веб-сайт www.philips.com/support и при необходимости выбрать страну. Любые операции, явным образом запрещаемые в настоящем руководстве, а также любые процедуры настройки и сборки, не рекомендуемые или предписываемые настоящим руководством, приведут к аннулированию гарантии.

Характеристики пикселей

В настоящем телевизоре содержится большое количество цветных пикселей. Несмотря на то, что количество рабочих пикселей составляет 99,999% или больше, на экране могут возникать и сохраняться черные или яркие светящиеся (красные, зеленые или синие) точки. Это структурная особенность экрана (в пределах, допускаемых отраслевыми стандартами), которая не является неполадкой.

Соответствие нормам CE

Компания TP Vision Europe B.V. настоящим заявляет, что данный телевизор соответствует основным требованиям и другим применимым положениям Директив 2014/53/ЕС (Радиооборудование), 2009/125/ЕС (Экодизайн) и 2011/65/ЕС (Ограничение использования опасных веществ).

Соответствие стандартам EMF (ЭМП)

TP Vision производит и продает различные изделия потребительского назначения, которые, как и любые электронные устройства, способны излучать и принимать электромагнитные сигналы. Один из основных принципов деловой этики TP Vision заключается в том, что компания производит изделия в соответствии с принципами безопасности и защиты здоровья, а также с применимыми юридическими нормами, соблюдая допускаемые стандартами (действующими на момент производства изделия) пределы в отношении электромагнитных полей (EMF).

TP Vision стремится разрабатывать, производить и распространять на рынке продукцию, которая не оказывает вредного влияния на здоровье людей. TP Vision подтверждает, что при правильной эксплуатации продукция является безопасной, согласно проведенным на сегодняшний день научным исследованиям. TP Vision принимает активное участие в развитии международных стандартов EMF и стандартов безопасности, что позволяет планировать дальнейшие шаги по разработке и заблаговременному внедрению поддержки стандартов в изделия TP Vision.

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HDMI

HDMI

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Альянс Wi-Fi Alliance

Wi-Fi

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Другие товарные знаки

Все прочие зарегистрированные и незарегистрированные товарные знаки являются собственностью соответствующих владельцев.

Отказ от ответственности в отношении служб и/или программного обеспечения, предлагаемых третьими лицами

Предоставление служб и/или программного обеспечения третьими лицами может быть изменено, приостановлено или прекращено без предварительного уведомления. Компания TP Vision не несет никакой ответственности в таких ситуациях.

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