# Användarhandbok

50BFL2114/12 58BFL2114/12 65BFL2114/12 70BFL2114/12 75BFL2114/12



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# TV-pres.

11

### Professionellt läge

### Vad du kan göra

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

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

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

Mer information finns i installationshandboken för professionell användning.

### Installation

つ 1

### Läs säkerhetsinstruktionerna

Läs säkerhetsinstruktionerna innan du använder TV:n.

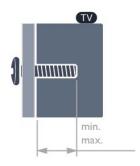
22

### Väggmontering

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

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

TV:n är också förberedd för ett VESA-kompatibelt väggmonteringsfäste (medföljer inte). Använd följande VESA kod när du köper väggfästet. . .



· 50BFL2114

VESA MIS-F 200 x 200, M6 (min.: 12 mm, max.: 14 mm)

· 58BFL2114

VESA MIS-F 300 x 200, M6 (min.: 18 mm, max.: 22 mm)

· 65BFL2114

VESA MIS-F 400 x 300, M6 (min.: 12 mm, max.: 18 mm)

· 70BFL2114

VESA MIS-F 400 x 200, M8 (min.: 18 mm, max.: 23 mm)

· 75BFL2114

VESA MIS-F 600 x 400, M8 (min.: 18 mm, max.: 28 mm)

#### Förberedelser

Ta först bort de fyra skruvlocken i plast från de gängade bussningarna på TV:ns baksida (För 50 tum och 65 tum).

Se till att metallskruvarna, som ska användas för att

montera TV:n till det VESA-kompatibla fästet, går in cirka 10 mm i de gängade bussningarna på TV:n.

#### Varning!

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

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

2.3

### Tips om placering

- · Placera TV:n så att inget ljus faller direkt på skärmen.
- Det perfekta avståndet för att titta på TV är tre gånger TV:ns diagonala skärmstorlek. När du sitter ned ska ögonen vara i nivå med skärmens mitt.
- Vid väggmontering ska du placera TV:n upp till 15 cm från väggen.



#### Obs!

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

2.4

### Nätkabel

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



### Antennkabel

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

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

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

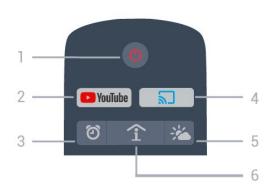


# Fjärrkontroll

3 1

### Knappöversikt

### **Toppmatad**



### 1 – O Standby/På

Slå på TV:n eller sätt den i standbyläge.

### 2 - Youtube

Öppna Youtube.

### 3 – 🍎 Alarm (endast i Professionellt läge PÅ) Ställa in alarm.

### 

Spegla innehållet på din mobila enhetsskärm på TV:n.

### 5 – **¼** Väder (endast i Professionellt läge PÅ) Visa väderinformation för din plats.

### $6 - \Upsilon$ SMART INFO (endast i Professionellt läge PÅ)

Visa information som tillhandahålls av hotellet.

### 1 - 🌣 SETTINGS

För att öppna snabbinställningsmenyn.

### 2 − **III** TV GUIDE

Öppna en lista med aktuella och planerade TVprogram på dina kanaler.

### 3 − **←** BACK

- · Gå tillbaka till föregående kanal.
- · Återgå till föregående meny.

### 4 − **OPTIONS**

Öppna eller stänga alternativmenyn.

### 5 - **OK**-knapp

Bekräfta ett val eller inställning.

### 6 – Pilknappar/navigeringsknappar

Navigera uppåt ∧, nedåt ∨, vänster くeller höger ১.

### 7 - **■** Kanal

För att gå till nästa eller föregående kanal i kanallistan.

### 8 - ₺ EXIT

Gå tillbaka till att titta på TV.

### 9 - 🛆 HOME

Öppna hemmenyn.

### Undersida



### Mitten



### 1 – **◄•)** Volym

Justera volymen.

2 – **– – F**ärgknappar

Direkt val av alternativ.

### 3 - O CLOCK

Visa klockan.

### 4 − **≡** Kanal

Gå till nästa eller föregående kanal i kanallistan.

### 5 – **∢×** Ljud av

Stänga av eller slå på ljudet igen.

### IR-sensor

TV:n kan ta emot signaler från fjärrkontroller som använder IR (infrarött). Om du använder en sådan fjärrkontroll ska du se till att rikta fjärrkontrollen mot den infraröda sensorn på TV:ns framsida.

### ▲ Varning

Placera inte några föremål framför IR-sensorn på TV:n, eftersom IR-signalen kan blockeras.

3.3

### Rengöring

Fjärrkontrollen har en reptålig ytbehandling.

Rengör fjärrkontrollen med en mjuk, fuktig trasa. Använd aldrig ämnen som alkohol, kemikalier eller hushållsrengöringsmedel till att rengöra fjärrkontrollen.

## Slå på och av

4.1

### På eller standby

Se till att TV:n är ansluten till elnätet. Anslut den medföljande nätsladden till nätkontaktenAC IN-uttaget på baksidan av TV:n. Indikatorlampan längst ned på TV:n tänds.

### Slå på

Tryck på 🐧 på fjärrkontrollen för att slå på TV:n. Alternativt kan du trycka på 🌣 / 🗖 Home. Du kan också trycka på den lilla styrspaksknappen på TV:ns baksida eller undersida om du vill slå på TV:n och om du inte hittar fjärrkontrollen eller batterierna har tagit slut.

### Växla till standbyläge

Växla TV:n till standbyläge genom att trycka på **0** på fjärrkontrollen. Du kan också trycka på den lilla styrspaksknappen på på TV:ns baksida eller undersida.

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

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

4.2

### Knappar på TV:n

Om du har tappat bort fjärrkontrollen eller om batterierna har tagit slut kan du ändå göra vissa grundläggande TV-kommandon.

Öppna den grundläggande menyn ...

- 1 Med TV:n påslagen trycker du på styrspaksknappen på TV:ns baksida eller undersida för att öppna den grundläggande menyn.
- 2 Tryck på vänster eller höger för att välja **∢›)** Volym, **≡** Kanal eller **▼** Källor.
- 3 Tryck upp eller ned för att justera volymen eller ställa in nästa eller föregående kanal. Tryck upp eller ned för att gå genom listan över källor, inklusive val av mottagare.
- 4 Menyn försvinner automatiskt.

Om du vill sätta TV:n i standbyläge väljer du **o** och trycker på styrspaksknappen på på TV:ns baksida eller undersida.

## Specifikationer

5 1

### Miljö

### Produktfiche

### 50BFL2114

- · Energieffektivitetsklass: A+
- · Synlig skärmstorlek: 126 cm/50 tum
- · Energiförbrukning i läge På (W): 70 W
- · Årlig energiförbrukning (kWh) \*: 103 kWh
- Energiförbrukning i standbyläge (W) \*\*: 0,3 W
- · Skärmupplösning (pixlar): 3840 x 2160p

#### 58BFL2114

- · Energieffektivitetsklass: A+
- · Synlig skärmstorlek: 146 cm/58 tum
- · Energiförbrukning i läge På (W): 77 W
- · Årlig energiförbrukning (kWh) \*: 113 kWh
- Energiförbrukning i standbyläge (W) \*\*: 0,3 W
- · Skärmupplösning (pixlar): 3840 x 2160p

#### 65BFL2114

- Energieffektivitetsklass: A+
- · Synlig skärmstorlek: 164 cm / 65 tum
- · Energiförbrukning i läge På (W): 99 W
- · Årlig energiförbrukning (kWh) \*: 145 kWh
- · Energiförbrukning i standbyläge (W) \*\*: 0,3 W
- · Skärmupplösning (pixlar): 3840 x 2160p

#### 70BFL2114

- · Energieffektivitetsklass: A+
- · Synlig skärmstorlek: 178 cm/70 tum
- · Energiförbrukning i läge På (W): 123 W
- · Årlig energiförbrukning (kWh) \*: 180 kWh
- · Energiförbrukning i standbyläge (W) \*\*: 0,3 W
- · Skärmupplösning (pixlar): 3840 x 2160p

#### 75BFL2114

- · Energieffektivitetsklass: A+
- · Synlig skärmstorlek: 189 cm/75 tum
- · Energiförbrukning i läge På (W): 113 W
- · Årlig energiförbrukning (kWh) \*: 165 kWh
- Energiförbrukning i standbyläge (W) \*\*: 0,3 W
- · Skärmupplösning (pixlar): 3840 x 2160p
- \* Energiförbrukning kWh per år, baserat på energiförbrukningen när TV:n är på 4 timmar per dag i 365 dagar. Den faktiska energiförbrukningen beror på hur TV:n används.
- \*\* När TV:n är avstängd med fjärrkontrollen och ingen funktion är aktiv.

#### **EPREL-registreringsnummer**

50BFL2114: 341971 58BFL2114: 341994 65BFL2114: 331905

70BFL2114: 342005

75BFL2114: 342001

### Kassering

### Kassering av dina gamla produkter och batterier

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



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



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

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

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



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

5.2

### **Effekt**

Produktspecifikationerna kan ändras utan föregående meddelande. Fler specifikationer för produkten finns på <u>www.philips.com/support</u>

#### **Fffekt**

Nätström: AC 220–240 V +/-10 %
Omgivande temperatur: 5–35°C

• Energisparfunktioner: Miljöläge, bildavstängning (för radio), timer för automatisk avstängning, menyn Miljöinställningar.

Mer information om energiförbrukning finns i kapitlet **Produktfiche**.

5.3

### Operativsystem

Android OS:

Android Pie 9

5.4

### Mottagning

- · Antenningång: 75 ohm koaxial (IEC75)
- · Mottagningsband: Hyperband, UHF, VHF
- · DVB: DVB-T2, DVB-C (kabel) QAM
- · Analog videouppspelning: SECAM, PAL
- Digital videouppspelning: MPEG2 SD/HD (ISO/IEC 13818-2), MPEG4 SD/HD (ISO/IEC 14496-10), HEVC\*
- · Digital ljuduppspelning (ISO/IEC 13818-3)
- · Ingångsfrekvensområde: 950 till 2150 MHz
- · Ingångsnivåområde: 25 till 65 dBm
- \* Endast för DVB-T2

5.5

### Bildskärmstyp

### Diagonal skärmstorlek

- · 126 cm/50 tum
- · 146 cm/58 tum
- · 164 cm / 65 tum
- · 178 cm/70 tum
- · 189 cm/75 tum

### Skärmupplösning

· 3840 x 2160

5.6

### Ingångsupplösning för skärm

### Videoformat

Upplösning – uppdateringsfrekvens

- · 480i 60 Hz
- · 480p 60 Hz
- · 576i 50 Hz
- · 576p 50 Hz
- · 720p 50 Hz, 60 Hz
- · 1080i 50 Hz, 60 Hz
- · 1080p 24 Hz, 25 Hz, 30 Hz
- · 2160p 24 Hz, 25 Hz, 30 Hz, 50 Hz, 60 Hz

#### **Datorformat**

Upplösningar (bland annat)

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

5.7

### Anslutning (2114)

### 50 tum 58 tum 65 tum 70 tum

#### Sidan av TV:n

- · Common Interface-fack: CI+/CAM
- USB 1 USB 3.0
- · Hörlurar stereominiuttag 3,5 mm
- · HDMI 1-ingång ARC Ultra HD

#### TV (undersida)

- · Nätverk RJ45
- · HDMI 2-ingång ARC Ultra HD
- · Antenn (75 ohm)
- USB 2 USB 2.0
- 12 V DC ut
- · 8 **Ω** ljudutgång
- · DATA(RJ-48)

#### 75 tum

#### Sidan av TV:n

- · Common Interface-fack: CI+/CAM
- USB 1 USB 3.0
- · Hörlurar stereominiuttag 3,5 mm
- · HDMI 1-ingång ARC Ultra HD

### TV (undersida)

Nätverk – RJ45

HDMI 2-ingång - ARC - Ultra HD

HDMI 3-ingång – ARC – Ultra HD

Antenn (75 ohm)

USB 2 – USB 2.0

12 V DC ut

8  $\Omega$  ljudutgång

DATA(RJ-48)

5.8

### Mått och vikt

### 50BFL2114

utan TV-stativ:

Bredd 1 127,64 mm – Höjd 655,31 mm – Djup 89,62 mm – Vikt ±11,1 kg

### 58BFL2114

· utan TV-stativ:

Bredd 1 302,08 mm — Höjd 762,56 mm — Djup 89,92 mm — Vikt  $\pm 15~\mathrm{kg}$ 

### 65BFL2114

• utan TV-stativ:

Bredd 1 463,88 mm - Höjd 848,7 mm - Djup 90,72

mm - Vikt ±20,94 kg

### 70BFL2114

• utan TV-stativ:

Bredd 1 583,8 mm - Höjd 895,4 mm - Djup 92,7 mm

- Vikt  $\pm 23,4$  kg

### 75BFL2114

• utan TV-stativ:

Bredd 1 683,2 mm - Höjd 974,4 mm - Djup 93,7 mm

- Vikt ±33,5 kg

5.9

### Ljud

- · Uteffekt (RMS): 20W
- · Dolby-ljud
- · DTS HD

### Ansluta enheter

6.1

### Ansluta enheter

### Anslutningsguide

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

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

### Antenn-port

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

### HDMI-portar

### Styra enheter

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

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

När enheten har valts kan du styra enheten med TV-fjärrkontrollen. Dock vidarekopplas inte △ / △ Hem- och ◆ OPTIONS-knapparna och vissa andra TV-knappar till enheten.

Om den knapp du behöver inte finns på TVfjärrkontrollen kan du välja knappen i menyn Alternativ.

Tryck på • OPTIONS och välj Kontroller i menyfältet. På skärmen väljer du den enhetsknapp

du behöver och trycker på OK.

Vissa mycket specifika enhetsknappar kanske inte är tillgängliga på menyn Kontroller.

Obs! Endast enheter som stöder funktionen **EasyLink-fjärrkontroll** kommer att reagera på TV-fjärrkontrollen.

#### HDMI-kvalitet

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

För att signalöverföringen ska bli så bra som möjligt bör du välja en HDMI-kabel med hög hastighet som inte är längre än 5 meter.



#### Kopieringsskydd

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

#### **HDMI ARC**

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

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

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



### HDMI CEC - EasyLink

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

Anslut HDMI CEC-kompatibla enheter till din TV. Du kan styra dem med TV:ns fjärrkontroll.

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



### Obs!

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

### EasyLink på/av

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

Stänga av EasyLink helt ...

Professionellt läge AV − Tryck på 🌣 / 🗖 Hem.

Tryck på **∨** (ned), välj **Inställningar** och tryck på **OK**.

Välj Källor > EasyLink och tryck på OK.

Välj EasyLink och tryck på OK.

Välj Från och tryck på OK.

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

Professionellt läge PÅ – Se installationshandboken.

### EasyLink-fjärrstyrning

Om du vill att enheter ska kommunicera med varandra men inte vill styra dem med TV-fjärrkontrollen, kan du stänga av EasyLinkfjärrkontrollen separat.

Så här gör du för att sätta på eller stänga av EasyLinkfjärrkontrollen ...

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

Välj Källor > EasyLink och tryck på OK.

Välj EasyLink-fjärrkontroll och tryck på OK

Välj På eller Av och tryck på OK.

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

Professionellt läge PÅ – Se installationshandboken.

62

# CI+ CAM med Smart Card – CI+

### CI+

Den här TV:n är förberedd för CI+ Conditional Access.

Med CI+ kan du titta på förstklassiga HD-program, som filmer och sportsändningar, som tillhandahålls av digital-TV-operatörer i din region. Programmen är kodade av TV-operatören och avkodas med en förbetald CI+-modul.

Digital-TV-operatörerna tillhandahåller en CI+-modul (Conditional Access Module - CAM) och ett tillhörande Smart Card när du abonnerar på deras premiumprogram. Dessa program har ett högt kopieringsskydd.

Kontakta digital-TV-operatören för mer information om regler och villkor.



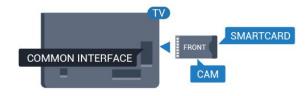
**Smart Card** 

Digital-TV-operatörerna tillhandahåller en CI+-modul (Conditional Access Module - CAM) och ett tillhörande Smart Card när du abonnerar på deras premiumprogram.

Sätt in ditt Smart Card i CA-modulen. Se instruktionerna du fick av operatören.

Sätta in CA-modulen i TV:n ...

- 1 Se CA-modulen för anvisningar om korrekt isättning. Felaktig isättning kan skada CA-modulen och TV:n.
- 2 Titta på TV:ns baksida med framsidan av CA-modulen vänd mot dig och sätt försiktigt in CA-modulen i facket **COMMON INTERFACE**.
- 3 Sätt in CA-modulen så långt det går. Låt den sitta kvar i facket.



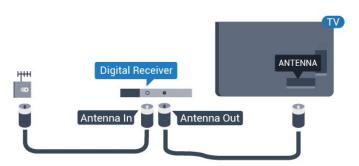
När du slår på TV:n kan det ta några minuter innan CA-modulen är aktiverad. Om en CA-modul har satts in och abonnemangsavgiften är betald (abonnemangen kan variera) kan du titta på kodade kanaler som stöds av CA-modulens Smart Card.

CA-modulen och Smart Card hör exklusivt till din TV. Om du flyttar CA-modulen kan du inte längre titta på de kodade kanalerna som stöds av CA-modulen.

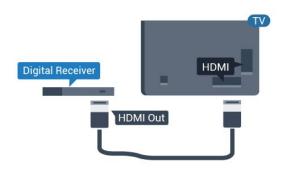
6.3

### Mottagare - Digitaldekoder

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



Bredvid antennanslutningarna ansluter du en HDMIkabel för att ansluta digitaldekodern till TVapparaten.



64

### Hemmabiosystem - HTS

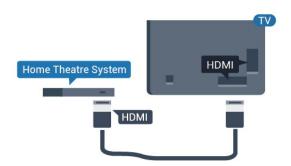
### Ansluta med HDMI ARC

Använd en HDMI-kabel till att ansluta ett hemmabiosystem till TV:n. Du kan ansluta en Philips Soundbar eller ett hemmabiosystem med en inbyggd skivspelare.

#### **HDMI ARC**

Om ditt hemmabiosystem har en HDMI ARCanslutning kan du ansluta med en HDMI-anslutning på TV:n. Med HDMI ARC behöver du inte ansluta någon extra ljudkabel. HDMI ARC-anslutningen kombinerar båda signalerna.

Alla HDMI-kontakter på TV:n har stöd för ARC-signal (Audio Return Channel). Men när du har anslutit till hemmabiosystemet kan TV:n endast skicka ARC-signalen till den HDMI-anslutningen.



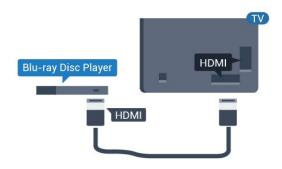
### Ljud till bild-synkronisering (synk.)

Om ljudet inte stämmer överens med bilden på skärmen kan du ställa in en fördröjning på de flesta hemmabiosystem med en skivenhet så att ljud och bild stämmer överens.

6.5

### Blu-ray Disc-spelare

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

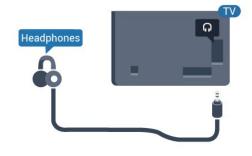


Om Blu-ray Disc-spelaren har funktioner för EasyLink HDMI CEC kan du styra spelaren med TVfjärrkontrollen.

66

### Hörlurar

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

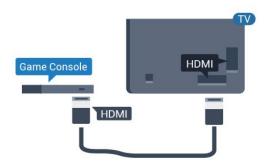


6.7

### Spelkonsol

### **HDMI**

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



68

### **USB-flashminne**

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

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



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

Om innehållslistan inte visas automatiskt ...

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

Professionellt läge PÅ – Tryck på △ / △ Hem, välj TV-kanaler 
, och välj KÄLLOR . Välj USB och tryck på OK.

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

6.9

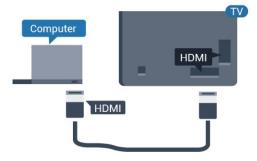
### **Dator**

### **Anslut**

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

### Med HDMI

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



### Bästa inställningen

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

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

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

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

Välj På eller Av och tryck på OK.

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

Professionellt läge PÅ → Tryck på △ / △ Hem > ••• Mer > ❖ Inställningar > ➡ Bild. Tryck på OK.

Välj Bildstil > Dator och tryck på OK.

Välj På eller Av och tryck på OK.

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

(Se installationshandboken för information om expertläget)

# Videor, foton och musik

7 1

### Från en USB-anslutning

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

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

Om listan med filer inte visas automatiskt ...

- 1 Tryck på **=** CHANNELS, välj **\( \)** Källor.
- 2 Välj  **Media** och tryck på **OK**.
- 3 Du kan bläddra bland filerna i den mappstruktur du har organiserat på enheten.
- 4 Om du vill stoppa uppspelningen av videor, foton eller musik trycker du på 句.

7.2

### Spela upp dina videor

### Spela upp videor

### Öppna videomapp

- 1 Tryck på ■ CHANNELS, välj ■ Källor.
- 2 Välj Media, välj Videor och tryck på OK.

Om du vill gå tillbaka till mappen trycker du på 🗲

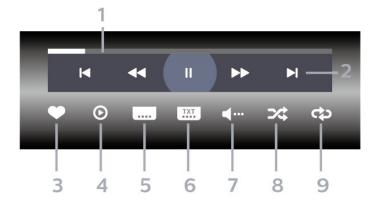
### Spela upp en video

- 1 Tryck på ■ CHANNELS, välj ■ Källor.
- 2 Välj Media, välj Videor och tryck på OK.
- 3 När du väljer en video kan du trycka på  **Spela upp alla** för att spela upp alla filer i mappen eller trycka på  **Markera som favorit** för att lägga till den valda videon till favoritmenyn **♥ Favoriter**.

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

### Kontrollfält

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



- 1 Förloppsindikator
- 2 Kontrollfält för uppspelning
- ⊢ III Hoppa till föregående video i en mapp
- ⊢ N: Hoppa till nästa video i en mapp
  - ←: Spola tillbaka
  - ▶►: Snabbspolning framåt
  - II: Pausa uppspelningen
- 3 Markera som favoriter
- 4 Spela upp alla videor
- 5 Undertextning: slå på eller stäng av undertextningen när ljudet är avstängt.
- 6 Undertextsspråk: Välj ett undertextsspråk (ej tillgängligt för professionellt läge PÅ.)
- 7 Ljudspråk: välj ett ljudspråk:
- 8 Blanda: spela upp filer i slumpmässig ordning
- 9 Repetera: spelar upp alla videor i den här mappen en gång eller kontinuerligt

### Videoalternativ

Under videouppspelningen trycker du på • OPTIONS, väljer Info och trycker på OK för att...

- Markera som favorit Ange den valda videon som favorit.
- Spela upp alla Spela upp alla videofiler i den här mappen.
- Undertext Om det finns kan du välja På, Av eller På vid tystat ljud.
- · Ljudspråk Om det finns väljer du ett ljudspråk.
- · Blanda Spela upp filer i slumpmässig ordning.
- Repetera Spelar upp alla videor i den här mappen en gång eller kontinuerligt.

7.3

### Visa dina foton

### Visa foton

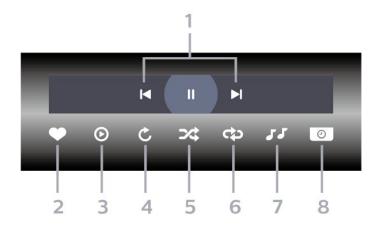
### Öppna fotomapp

- 1 Tryck på ■ CHANNELS, välj ■ Källor.
- 2 Välj Media, välj 🗗 Foton och tryck på OK.

#### Visa ett foto

- 1 Tryck på **=** CHANNELS, välj **\sum** Källor.
- 2 Välj  **Media**, **välj <b>■ Foton** och tryck på **OK**.
- 3 När du väljer Foton och ett foto kan du trycka på — Bildspel om du vill spela upp alla filer i en mapp eller tryck på — Markera som favorit om du vill lägga till det valda fotot i favoritmenyn
- − ♥ Favoriter.

#### Kontrollfält



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

### Fotoalternativ

Under videouppspelningen trycker du på • OPTIONS, väljer Info och trycker på OK för att...

- · Markera som favoriter
- · Starta ett bildspel
- · Rotera fotot
- · Blanda: spela upp filer i slumpmässig ordning
- Repetera: spelar upp alla foton i den här mappen en gång eller kontinuerligt
- Stoppa musiken som spelas i bakgrunden (ej tillgängligt i professionellt läge PÅ)
- · Ställer in hur snabbt bilderna ska växla.

<del>7</del> 4

### Spela upp din musik

### Spela musik

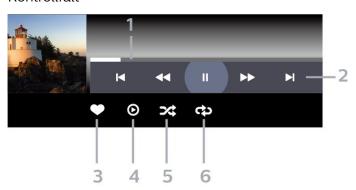
### Öppna musikmappen

- 1 Tryck på **■** CHANNELS, välj **▼** Källor.
- 2 Välj Media, välj Musik och tryck på OK.

### Spela musik

- 1 Tryck på ■ CHANNELS, välj ■ Källor.
- 2 Välj Media, välj JJ Musik och tryck på OK.
- 3 Du kan trycka på  **Mark. fav.** för att lägga till musikmappen till favoritmenyn **♥ Favoriter**.
- 4 Du kan snabbt hitta musik med hjälp av klassificering Genrer, Artister, Album, Spår.

### Kontrollfält



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

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

### Musikalternativ

Under musikuppspelningen trycker du på • OPTIONS, väljer Info och trycker på OK för att...

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

# TV-guide

81

### Använda TV-guiden

### Öppna TV-guiden

Öppna TV-guiden genom att trycka på **E** TV GUIDE. TV-guiden visar kanalerna för den valda mottagaren.

Tryck på **™** TV GUIDE igen för att stänga.

När du öppnar TV-guiden första gången söker TV:n igenom alla TV-kanaler efter programguideinformation. Det kan ta flera minuter. Informationen i TV-guiden lagras i TV:n.

a

### Spel

9.1

### Spela ett spel

### Från en spelkonsol

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

Slå på spelkonsolen.

Professionellt läge AV – Tryck på △ / △ Hem och välj 🖦 Appar. Välj Källor och tryck på OK.

Starta spelet.

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

För mer information om att ansluta en spelkonsol trycker du på färgknappen — Sökord i Hjälp och letar upp Spelkonsol, ansluta .

Professionellt läge PÅ – Tryck på ➡ SOURCES och välj en spelkonsol eller namnet på anslutningen.

Starta spelet.

Tryck på ← BACK flera gånger eller på <sup>†</sup> EXIT, eller stoppa appen med dess knapp för att avsluta/stoppa.

För mer information om att ansluta en spelkonsol trycker du på färgknappen — Sökord i Hjälp och letar upp Spelkonsol, ansluta.

### Efter appar

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

Professionellt läge AV – Tryck på △ / △ Hem, välj • Appar och välj sedan Google Play Games.

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

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

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

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

# Appen Professionell meny

10.1

# Om appen Professionell meny

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

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

- · Rekommenderas 🕩
- TV-kanaler
- · Cast ₪
- · Appar **#**
- · Spel 🚗
- Mer •••

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

- · Hantera konto
- · Väder 🔏
- · Menyspråk 🔼
- · Aktuell tid

10.2

### Öppna appen Professionell meny

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

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

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



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

10.3

### Rekommenderas

Öppna appen Professionell meny och öppna Rekommenderad...

- 1 Öppna appen Professionell meny.
- 2 Välj **Rekommenderas** och tryck på **OK** för att öppna eller starta den.
- 3 Välj 

  Rekommenderade TV-kanaler. Välj en kanal från listan och tryck på OK.
- 4 Välj **Ⅲ** Appar. Välj en app från listan och tryck på OK.

10.4

### TV-kanaler

### Kanallistor

### Om kanallistor

Efter en kanalinstallation visas alla kanaler i kanallistan. Kanaler visas med namn och logotyp om den informationen finns tillgänglig.

Tryck med en kanallista vald, på pilarna ∧ (upp) eller ∨ (ned) för att välja en kanal och tryck sedan på OK för att titta på den valda kanalen. Du kan bara gå till kanalerna i den listan när du använder knapparna ≡ + eller≡ −.

### Radiokanaler

Om digitala sändningar är tillgängliga lagras digitala radiokanaler vid installationen. Du kan växla till en

radiokanal på samma sätt som du växlar till en TVkanal

### Öppna en kanallista

Så här öppnar du aktuell kanallista...

- 1. Tryck på 🔊 för att byta till TV.
- 3. Tryck på **≡** CHANNELS igen för att stänga kanallistan.

### Titta på kanaler

#### Gå till en kanal

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

### Byta kanal

– Byt kanaler genom att trycka på ≡ + eller ≡ −.

### Föregående kanal

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

### Kanallista

När du tittar på en TV-kanal öppnar du kanallistorna genom att trycka på **≡**.

### Kanalalternativ

### Öppna Alternativ

När du tittar på en kanal kan du ange några alternativ.

Beroende på vilken typ av kanal du tittar på (analog eller digital) eller beroende på TV-inställningarna du har gjort, är vissa alternativ tillgängliga.

Så här öppnar du alternativmenyn...

- 1 Medan du tittar på en kanal, trycker du
- på OPTIONS.
- 2 Tryck på OPTIONS igen för att stänga.

10.5

### TV-kanaler

### Kanallistor

#### Om kanallistor

Efter en kanalinstallation visas alla kanaler i kanallistan. Kanaler visas med namn och logotyp om den informationen finns tillgänglig.

Tryck med en kanallista vald, på pilarna ∧ (upp) eller ∨ (ned) för att välja en kanal och tryck sedan på OK för att titta på den valda kanalen. Du kan bara gå till kanalerna i den listan när du använder knapparna ≡ + eller = −.

### Radiokanaler

Om digitala sändningar är tillgängliga lagras digitala radiokanaler vid installationen. Du kan växla till en radiokanal på samma sätt som du växlar till en TV-kanal.

### Öppna en kanallista

Så här öppnar du aktuell kanallista...

- 1. Tryck på 🔊 för att byta till TV.
- 2. Tryck på 
  CHANNELS för att öppna aktuell kanallista. Välj 
  Alla kanaler för att visa både TV-och radiokanaler. Välj 
  för att visa endast TV-kanaler. Välj 
  för att visa endast radiokanaler.
- 3. Tryck på **≡** CHANNELS igen för att stänga kanallistan.

### Titta på kanaler

#### Gå till en kanal

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

### Byta kanal

– Byt kanaler genom att trycka på **≡ +** eller **≡ −**.

### Föregående kanal

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

#### Kanallista

När du tittar på en TV-kanal öppnar du kanallistorna genom att trycka på **≡**.

### Kanalalternativ

### Öppna Alternativ

När du tittar på en kanal kan du ange några alternativ.

Beroende på vilken typ av kanal du tittar på (analog eller digital) eller beroende på TV-inställningarna du har gjort, är vissa alternativ tillgängliga.

Så här öppnar du alternativmenyn...

- 1 Medan du tittar på en kanal, trycker du på • OPTIONS.
- 2 Tryck på OPTIONS igen för att stänga.

10.6

### Google Cast

### Vad du behöver

Om Google Cast finns i någon app i din mobila enhet kan du strömma appen på TV:n. I mobilappen letar du efter Google Cast-ikonen. Du kan använda mobilenheten för att styra vad som visas på TV:n. Google Cast fungerar i Android och iOS.

Din mobila enhet måste vara ansluten till samma trådlösa nätverk som din TV.

### Appar med Google Cast

Det kommer nya Google Cast-appar varje dag. Du kan redan testa det med YouTube, Chrome, Netflix, Photowall ... eller Big Web Quiz för Chromecast. Se också google.com/cast

Vissa Google Play-produkter och funktioner är inte tillgängliga i alla länder.

Ta reda på mer på support.google.com/androidtv

### Så här strömmar du till TV·n

Så här strömmar du en app till TV-skärmen ...

Öppna appen Professionell meny och öppna Cast...

- 1 Öppna appen Professionell meny.
- 2 Välj Cast 🔊 och tryck på OK för att öppna eller starta det.
- 3 Anslut smartphone till TV:n med Wi-Fi Direct (skanna QR-koden eller använd WiFi SSID och lösenordet). Öppna en app som har stöd för Google Cast.
- 4 Tryck på Google Cast-ikonen.
- 5 Välj den TV som du vill strömma till.
- 6 Tryck på Spela upp på din smarttelefon eller surfplatta. Det som du valde bör nu visas på TV:n.

10.7

### Spel

Öppna appen Professionell meny och öppna Spel...

2 – Välj Spel 😝 och tryck på OK.

### Särskilda spelinställningar

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

Om spelkonsolen läggs till som enhetstyp **Spel** i källmenyn (lista med anslutningar) ställs TV:n automatiskt in på perfekta spelinställningar. Om spelkonsoltypen anges som **Spelare** och mestadels används som en skivspelare låter du enhetstypen vara inställd på **Spelare**.

Ställa in TV:n manuellt på den särskilda inställningen

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

10.8

### Mer

Öppna appen Professionell meny och öppna Mer...

- 1 Öppna appen Professionell meny.
- 2 Välj ••• Mer och tryck på **OK** för att öppna eller starta det.
- 3 Välj 🌣 Inställningar.
- · Bild 😅:

Växla mellan förinställda bildstilar. Det finns perfekta format för att se på film eller foton osv.

· Ljud **∢** ∷

Växla mellan förinställda ljudstilar. Det finns perfekta format för att se på film, lyssna på musik eller spela spel.

· Bildformat 🖪

Välj ett bildformat som passar skärmen.

- · Menyspråk 📭:
- Välj språk och tryck på OK.
- 4 Välj 🛂 Funktioner och tryck på OK.
- ・Ställa in alarm **ថ**:

Ett alarm kan ställas in på TV:n. TV:n kan aktiveras vid en angiven alarmtid. Alarmtiden kan också ställas in genom att trycka på knappen **②** på fjärrkontrollen.

• Insomningstimer o<sup>zz</sup>:

Med hjälp av skjutreglaget kan du ställa in tiden på upp till 180 minuter i steg om 5 minuter. Om den ställs in på 0 minuter stängs insomningstimern av. Du kan alltid stänga av TV:n tidigare eller återställa tiden under nedräkningen.

· Väder 🜤:

Visa den observerade temperaturen. Den innehåller 5 dagars väderprognos för den aktuella platsen. Alarmtiden kan också ställas in genom att trycka på knappen 🌤 på fjärrkontrollen.

TV-guide:

Ställ in TV:n så att den tar emot TV-guideinformation från TV-sändaren eller internet.

· TalkBack 🕶 :

Talkback hjälper synskadade användare att interagera med och använda den här TV:n genom att berätta vad som finns på skärmen.

5 – Välj personligtå och tryck på OK.

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### Professionella inställningar

### Bildstil

Välja en stil

Tryck på ☆ / ☆ Hem > ••• Mer > ☆ Inställningar > ••• Bild > Bildstil.

Du kan välja en fördefinierad bildstil för enkel bildjustering.

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

### Bildformat

### Välj bildformat

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

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

Tryck på ☆ / � Hem > ••• Mer > ✿ Inställningar > ᠍ Bildformat.

Följande format kan vara tillgängliga enligt bilden på skärmen .

· Bredbild

- Fyll skärmen
- · Anpassa till skärmen
- · Inte skalförändrad

### Ljudstil

Välja en stil

Tryck på ☆ / ♠ Hem > ••• Mer > ✿ Inställningar > ᠍ Ljud > Ljudstil.

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

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

### Språk

Ändra språk i TV-menyer och meddelanden

Tryck på △ / △ Hem > ••• Mer > ♠ Inställningar > ♠ Menyspråk.

Välj språk och tryck på OK.

### Miljöinställningar

Ställ in Skärm av för att sänka energiförbrukning

Tryck på △ / △ Hem > ••• Mer > ♥
Funktioner > Ø<sup>\*\*</sup> Insomningstimer > Skärm av.

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

Endast TV-skärmen stängs av. Om du vill slå på skärmen igen trycker du på valfri knapp på fjärrkontrollen.

Ställ in TV:ns avstängningstimer

Tryck på △ / △ Hem > ••• Mer > 

Funktioner > 

o¹¹₂ Insomningstimer > Insomningstimer.

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

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

\* TV:n stängs av om den tar emot en TV-signal men du inte trycker på en knapp på fjärrkontrollen under

#### fyra timmar

- \* TV:n stängs av om den inte tar emot en TV-signal eller fjärrkontrollsignal på 10 minuter.
- \* Om du använder TV:n som bildskärm eller har en digitalmottagare för att titta på TV (digitaldekoder) och inte använder TV:ns fjärrkontroll, ska du stänga av den automatiska avstängningen genom att ställa in värdet på 0.

10.10

### Google-konto

### Logga in

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

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

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

### Logga in

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

# Android TVhemskärm

11 1

### Om Android TV-hemskärmen

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

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

11.2

### Öppna Android TVhemskärmen

Professionellt läge PÅ – se installationshandboken.

Professionellt läge AV – Öppna Android TVhemskärmen och öppna ett objekt ...

- 1 Tryck på Meny och gå till Philips rekommenderar och tryck sedan på OK.
- 2 Välj en aktivitet med pilknapparna och tryck på OK, så startas aktiviteten.
- 3 Om du vill stänga hemmenyn utan att ändra den aktuella aktiviteten trycker du på ←.



När du öppnar startsidan för Android TV stoppas app-/innehållsuppspelningen som sker i bakgrunden. Du måste välja appen eller innehållet från startsidan för Android TV för att återuppta uppspelningen. 113

### Android TV-inställningar

### Bild

Bildinställningar

Bildstil

### Välja en stil

Tryck på △ / △ > ❖ Inställningar > Bild > Bildstil.

Du kan välja en fördefinierad bildstil för enkel bildjustering.

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

Färg, kontrast, skärpa, ljusstyrka

### Justera bildfärgerna

Tryck på ☆ / � Hem > � Inställningar > Bild > Färg.

Tryck på pilarna  $\wedge$  (upp) eller  $\vee$  (ned) för att justera bildens färgmättnadsvärde.

### Justera bildkontrasten

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

Du kan minska kontrasten för att sänka energiförbrukningen.

#### Justera bildskärpan

Tryck på △ / △ Hem > ♠ Inställningar > Bild > Skärpa.

Tryck på pilarna ∧ ✓

### Justera ljusstyrka

Tryck på △ / △ Hem > ❖ Inställningar > Bild > Ljusstyrka.

Tryck på pilarna ∧ (upp) eller ∨ (ner) för att ställa in nivån på bildsignalens ljusstyrka.

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

### Avancerade bildinställningar

Färginställningar

Avancerade färginställningar

Justera färgförbättringen
Tryck på △ / △ Hem > � Inställningar >
Bild > Avancerat > Färg > Färgförbättring.

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

Välj förinställd färgtemperatur
Tryck på △ / △ Hem > � Inställningar >
Bild > Avancerat > Färg > Färgtemperatur.

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

Anpassa färgtemperatur
Tryck på △ / △ Hem > ❖ Inställningar >
Bild > Avancerat > Färg > Anpassad
färgtemperatur.

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

### Avancerade kontrastinställningar

### Kontrastläge

Tryck på ☆ / � Hem > � Inställningar > Bild > Avancerat > Kontrast > Kontrast läge.

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

### Dynamisk kontrast

Tryck på ☆ / ♠ Hem > ♠ Inställningar > Bild > Avancerat > Kontrast > Dynamisk kontrast.

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

Videokontrast

Tryck på ☆ / � Hem > � Inställningar > Bild > Avancerat > Kontrast > Videokontrast.

Tryck på pilarna  $\wedge$  (upp) eller  $\vee$  (ner) för att justera nivån på videokontrasten.

Kontrast, gamma

Tryck på △ / △ Hem > ♦ Inställningar > Bild > Avancerat > Kontrast > Gamma.

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

### Avancerade inställningar av skärpa

Ultra-upplösning

Tryck på ☆ / � Hem > ✿ Inställningar > Bild > Avancerat > Skärpa > Ultraupplösning.

Välj På för att få överlägsen skärpa i kantlinjer och detaljer.

#### Ren bild

### Brusreducering

Tryck på ☆ / � Hem > ✿ Inställningar > Bild > Avancerat > Ren bild > Brusreducering.

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

### MPEG-artefaktreducering

Tryck på ☆ / � Hem > ✿ Inställningar > Bild > Avancerat > Ren bild > MPEG-artefaktreducering.

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

### Bildformat

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

Välja en av de grundläggande inställningarna för att

fylla skärmen ...

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

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

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

### Liud

#### Ljudstil

### Välja en stil

Tryck på △ / △ Hem > ♦ Inställningar > Ljud > Ljudstil.

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

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

#### Ljudhantering

### Välja en enhet.

Tryck på △ / △ Hem > ♦ Inställningar > Ljud > Ljudhantering. Konfigurera ljudutgångsenheter.

- TV-högtalare Ställ in TV:n så att den spelar ljud på TV:n eller på det anslutna ljudsystemet.
- · Hörlurar/badrumshögtalare på/av.
- · Hörlurar/badrum, SPK fast volym När funktionen är aktiverad är volymnivån för

hörlurarna/badrumshögtalaren fast inställd på inställningarna vid påslagning.

· Hörlursidentifiering – På/Av.

#### TV-placering

Tryck på △ / △ Hem > 🌣 Inställningar > Ljud > TV-placering.

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

#### Avancerat

### Miljöinställningar

### Insomningsfunktion

Tryck på △ / △ Hem > ❖ Inställningar > Miljöinställningar > Insomningstimer.

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

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

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

- \* TV:n stängs av om den tar emot en TV-signal men du inte trycker på en knapp på fjärrkontrollen under fyra timmar
- \* TV:n stängs av om den inte tar emot en TV-signal eller fjärrkontrollsignal på 10 minuter.
- \* Om du använder TV:n som bildskärm eller har en digitalmottagare för att titta på TV (digitaldekoder) och inte använder TV:ns fjärrkontroll, ska du stänga av den automatiska avstängningen genom att ställa in värdet på 0.

#### Skärm av

Tryck på △ / △ Hem > ♦ Inställningar > Miljöinställningar > Skärm av.

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

Endast TV-skärmen stängs av. Om du vill slå på skärmen igen trycker du på valfri knapp på fjärrkontrollen.

### Region och språk

#### språk

Tryck på △ / △ Hem > ♦ Inställningar > Region och språk > Språk.

Välj region och språkinställningar.

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

undertextspråk i sändningar.

- · Primärt språk Text -TV Ställ in första inställning för textspråk i sändningar.
- · Sekundärt språk Text -TV Ställ in nästa inställning för textspråk i sändningar.

### Inställningar för Universell åtkomst

#### Tryck på ☆

Tillgänglighet > Universell åtkomst.

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

Slå på inställningar för Universell åtkomst

#### Tryck på ☆

Tillgänglighet > Universell åtkomst > På.

Universell åtkomst för personer med nedsatt hörsel

#### Tryck på ☆

Tillgänglighet > Universell åtkomst > Nedsatt hörsel > På.

- En del digitala TV-kanaler sänder särskilt ljud och undertext anpassat för personer med nedsatt hörsel och döva.
- · När det är påslaget växlar TV:n automatiskt till anpassat ljud och undertexter, om de finns. Universell åtkomst för blinda eller synskadade personer

#### Tryck på △ ₽

Tillgänglighet > Universell åtkomst

> Ljudbeskrivning > Ljudbeskrivning > På.

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

- **♦** Inställningar > Tillgänglighet > Universell åtkomst > Ljudbeskrivning > Blandad volym, Ljudeffekter, Tal.
- · Välj Blandad volym för att blanda volymen på det vanliga ljudet med berättarrösten. Tryck på pilarna ∧ (upp) eller ∨ (ned) för att justera värdet.
- · Ställ in Ljudeffekter i läget På för att få extra ljudeffekter som stereo eller uttonande ljud i berättarljudspåret.
- · Välj Tal för att ställa in föredraget tal som Beskrivande eller Undertexter.

### Innehållsklassificering

### Klassificeringsnivå

Tryck på △ △

För att förhindra att barn tittar på olämpliga program kan du ange en åldersgräns. Digitala kanaler kan ha

åldersgränser på sina program. När åldersgränsen på ett program är samma eller högre än den du har ställt in för ditt barn, låses programmet. Om du vill titta på ett låst program måste du ange koden först.

### Ange en åldersgräns

Tryck på ☆ 🗘

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

### Ställ in kod och Ändra kod

Tryck på △ / △ Hem > ☆ Inställningar > Innehållsklassificering.

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

Ställ in en ny kod eller återställ ändrad kod

Tryck på ☆ / � Hem > ✿ Inställningar > Innehållsklassificering > Ändra kod.

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

### Anslut din Android TV

### Nätverk och internet

### Hemnätverk

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

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

### Anslut till nätverk

### Trådlös anslutning

### Vad du behöver

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

Använd en internetanslutning med hög hastighet (bredband).



### Skapa anslutningen

### Skapa anslutningen – TRÅDLÖS

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

- 1 Klicka på ditt trådlösa nätverk i listan över hittade nätverk. Om ditt nätverk inte finns i listan för att nätverksnamnet är dolt (du har stängt av routerns SSID-sändning) väljer du Lägg till nytt nätverk för att ange nätverksnamnet själv.
- 2 Ange krypteringsnyckeln WEP, WPA eller WPA2 beroende på vilken typ av router du har. Om du har angett krypteringsnyckeln för nätverket förut kan du klicka på OK för att göra anslutningen direkt.
- 3 Ett meddelande visas när anslutningen har upprättats.

#### Skapa anslutningen – WPS

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

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

- 1 Gå till routern, tryck på WPS-knappen och återgå till TV:n inom 2 minuter.
- 2 Klicka på Anslut för att göra anslutningen.
- 3 Ett meddelande visas när anslutningen har upprättats.

### Skapa anslutningen – WPS med PIN-kod

Tryck på △ / △ Hem > ♦ Inställningar > ♦ Trådlöst och nätverk > Anslut till nätverk > WPS MED PIN-kod

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

- 1 Skriv ned den 8-siffriga PIN-koden som visas på skärmen och ange den i routerns programvara på datorn. Läs i användarhandboken till routern var du ska ange PIN-koden i routerns programvara.
- 2 Klicka på Anslut för att göra anslutningen.
- 3 Ett meddelande visas när anslutningen har upprättats.

#### Problem

#### Trådlöst nätverk hittades inte eller är förvrängt

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

### Internet fungerar inte

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

### Dator- och internetanslutningen är långsam

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

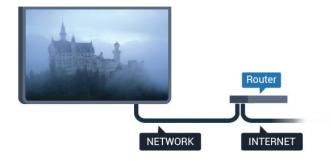
### **DHCP**

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

### Trådbunden anslutning

#### Vad du behöver

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



### Skapa anslutningen

### Skapa anslutningen – TRÅDBUNDEN

- 1 Anslut routern till TV:n med en nätverkskabel (Ethernet-kabel\*\*).
- 2 Kontrollera att routern är påslagen.
- 3 TV:n söker hela tiden efter nätverksanslutningen.
- 4 Ett meddelande visas när anslutningen har upprättats.

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

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

### Inställningar

### Visa nätverksinställningar

Du kan visa alla aktuella nätverksinställningar, bl.a. IP-och MAC-adress, signalstyrka, hastighet och krypteringsmetod.

#### Nätverkskonfiguration – DHCP/statisk IP

> 🗢 Trådlöst och nätverk > Inställningar

> Nätverkskonfiguration > DHCP/statisk IP.

Välj DHCP. Men om du är en avancerad användare kan du installera nätverket med statisk IP-adressering.

### Nätverkskonfiguration – Statisk IP-konfiguration

Tryck på △ / △ Hem > **♦** Inställningar > **>** Trådlöst och nätverk > Inställningar > Statisk IP-konfiguration.

- 1 Välj Statisk IP-konfiguration och konfigurera anslutningen.
- 2 Du kan ange nummer för IPadress, Nätmask, Gateway, DNS 1 eller DNS 2.

### Väck med LAN (WoL)

Tryck på ☆ / ๋ Hem > ❖ Inställningar > ❖ Trådlöst och nätverk > Inställningar > Wake on LAN (WoL).

Avaktivera/aktivera Väck med LAN (WoL). Du kan aktivera TV-n med en extern enhet som finns på samma LAN.

#### Väck med Wi-Fi (WoWLAN)

> Trådlöst och nätverk > Inställningar > Wake on Wi-Fi (WoWLAN).

Avaktivera/aktivera på Wi-Fi (WoWLAN). Du kan aktivera TV-n med en extern enhet som finns på samma Wi-Fi.

### Nätverkstyp

Tryck på △ / △ Hem > ❖ Inställningar > ❖ Trådlöst och nätverk > Inställningar > Nätverkstyp.

- Trådbunden Ansluter till ett trådbundet nätverk.
- Trådlöst Klicka på ditt trådlösa nätverk i listan över hittade nätverk. Om ditt nätverk inte finns i listan för att nätverksnamnet är dolt (du har stängt av routerns SSID-sändning) väljer du Lägg till nytt nätverk för att ange nätverksnamnet själv.
- WPS Om routern har WPS kan du direkt ansluta till routern utan att söka efter nätverk. Om du har enheter i ditt trådlösa nätverk som använder WEP-säkerhetskrypteringssystem kan du inte använda WPS.
- WPS med PIN-kod Om routern har WPS med PINkod kan du direkt ansluta till routern utan att söka efter nätverk. Om du har enheter i ditt trådlösa nätverk som använder WEPsäkerhetskrypteringssystem kan du inte använda WPS.

### Google-konto

### Logga in

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

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

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

#### Logga in

Tryck på △ Hem > • Appar > Google Play.

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

### Android-inställningar

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

### Öppna inställningarna

Tryck på △ / △ Hem > ♦ Inställningar > Inställningar > Android-inställningar.

11.5

### Kanaler

### Kanallistor

#### Om kanallistor

Efter en kanalinstallation visas alla kanaler i kanallistan. Kanaler visas med namn och logotyp om den informationen finns tillgänglig.

Tryck med en kanallista vald, på pilarna ∧ (upp) eller ∨ (ned) för att välja en kanal och tryck sedan på OK för att titta på den valda kanalen. Du kan bara gå till kanalerna i den listan när du använder knapparna ≡ + eller = −.

#### Radiokanaler

Om digitala sändningar är tillgängliga lagras digitala radiokanaler vid installationen. Du kan växla till en radiokanal på samma sätt som du växlar till en TV-kanal.

### Öppna en kanallista

Så här öppnar du aktuell kanallista...

- 1. Tryck på 🔊 för att byta till TV.
- 2. Tryck på **=** för att öppna kanallistan.
- 3. Tryck på **=** igen för att stänga kanallistan.

### Titta på kanaler

#### Gå till en kanal

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

### Byta kanal

– Byt kanaler genom att trycka på 🗮 + eller 🗮 –.

#### Föregående kanal

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

#### Kanallista

När du tittar på en TV-kanal öppnar du kanallistorna genom att trycka på **≡**.

#### Kanalalternativ

### Öppna Alternativ

#### Common Interface

Om du har installerat en CA-modul i ett av Common Interface-facken, kan du visa CA-modulen och operatörsinfomation eller göra vissa CA-modulrelaterade inställningar.

Visa CA-modulinformation...

- 1 Ställ in kanalen, tryck på OPTIONS.
- 2 Välj Common Interface.
- 3 Välj lämpligt Common Interface-fack och tryck på > (höger).
- 4 Välj TV-operatören för CA-modulen och tryck på OK. Följande skärmar kommer från TVoperatören.

### Undertext

#### Undertextspråk

### Föredragna undertextspråk

En digital sändning kan innehålla flera undertextspråk för ett program. Du kan ställa in ett önskat primärt och sekundärt textningsspråk. Om det finns undertext på ett av de här språken visar TV:n det som du har valt.

Ställa in primärt och sekundärt undertextsspråk ...

- 1 Tryck på △ / △ Hem. Tryck på ✔ (ned), välj Inställningar och tryck på OK.
- 2 Välj Region och språk > Språk > Primär undertext eller Sekundär undertext.
- 3 Välj det språk du vill ha och tryck på OK.
- 4 Tryck på **〈** (vänster) för att gå tillbaka ett steg eller tryck på **〈**BACK för att stänga menyn.

### Välj ett undertextspråk

Om inga av de önskade undertextspråken finns tillgängliga kan du välja ett annat tillgängligt undertextspråk. Om inga undertextspråk finns tillgängliga kan du inte välja det här alternativet.

Välja ett undertextspråk när inget av dina önskade språk finns tillgängliga ...

- 1 Tryck på OPTIONS.
- 2 Klicka på **Undertextspråk** och välj ett språk som tillfällig undertext.

### Ljudspråk

### Önskat ljudspråk

En digital sändning kan innehålla flera ljudspråk (talade språk) för ett program. Du kan ställa in ett önskat primärt och sekundärt ljudspråk. Om det finns ljud i ett av de här språken kommer de att spelas på TV:n.

Ställa in primärt och sekundärt ljudspråk ...

- 1 Tryck på ☆ / ♪ Hem. Tryck på ✔ (ned), välj Inställningar och tryck på OK.
- 2 Välj Region och språk och välj Språk > Primärt ljud eller Sekundärt ljud.
- 3 Välj det språk du vill ha och tryck på **OK**.
- 4 Tryck på **〈** (vänster) för att gå tillbaka ett steg eller tryck på **←**BACK för att stänga menyn.

### Välja ett ljudspråk

Om inga av de önskade ljudspråken finns tillgängliga kan du välja ett annat tillgängligt ljudspråk. Om inga ljudspråk finns tillgängliga kan du inte välja det här alternativet.

Välja ett ljudspråk när inget av dina önskade språk finns tillgängliga...

- 1 Tryck på OPTIONS.
- 2 Klicka på **Ljudspråk** och välj ett språk som tillfälligt ljud.

### Kanalinformation

### Visa kanalinformation

Visa all information om den valda kanalen...

- 1 Ställ in kanalen.
- 2 Tryck på OPTIONS, välj Kanalinfo och tryck på OK.
- 3 Stäng skärmen genom att trycka på OK.

#### Mono/Stereo

Du kan byta ljudet på en analog kanal till Mono eller Stereo

Byta till Mono eller Stereo...

- 1 Gå till en analog kanal.
- 2 Tryck på OPTIONS, välj Mono/Stereo och tryck på (höger).
- 3 Välj Mono eller Stereo och tryck på OK.
- 4 Tryck på **〈** (vänster) för att gå tillbaka ett steg eller tryck på **〈**BACK för att stänga menyn.

### Programinfo

#### Visa programinformation

Visa all information om det valda programmet...

- 1 Ställ in kanalen.
- 2 Tryck på OPTIONS, välj Programinformation och tryck på OK.
- 3 Stäng skärmen genom att trycka på OK.

### 11.6

### Kanalinstallation

### Installera kanaler

### Antenn-/kabelinstallation

### Sök efter kanaler

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

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

Sök efter kanaler...

- 1 Tryck på △ / △ Hem > ✿ Inställningar > Installera kanaler och tryck på OK.
- 2 Välj RF-kanalinstallation och tryck på OK.
- 3 Ange PIN-koden om det behövs.

Välj Sök efter kanaler och tryck på OK.

Välj Start och tryck på OK.

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

Välj Start och tryck på OK.

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

Välj Nästa och tryck på OK.

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

Välj Nästa och tryck på OK.

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

Tryck på **∢** (vänster) för att gå tillbaka ett steg eller

tryck på ← BACK för att stänga menyn.

### Automatisk kanaluppdatering

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

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

Stänga av automatisk uppdatering ...

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

### Kanaluppdateringsmeddelande

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

Stänga av meddelandet ...

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

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

### Digital: Manuell installation

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

Installera digitala kanaler manuellt...

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

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

### Analog: Manuell installation

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

Installera analoga kanaler manuellt ...

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

#### System

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

#### · Sök kanal

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

### · Lagra

Du kan lagra kanalen på det aktuella kanalnumret eller som ett nytt kanalnummer.

Välj Lagra denna kanal eller Lagra som ny kanal och tryck på OK. Det nya kanalnumret visas en kort stund.

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

### 11.7

### Internet

### Starta internet

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

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

Så här startar du webbläsaren ...

- 1 Tryck på △ / △ HOME.
- 2 Bläddra nedåt och

välj 🖶 Appar > 🏨 Internet och tryck på OK.

- 3 Ange en internetadress och välj ✓, tryck på OK.
- 4 Avsluta Internet genom att trycka
- på ☆ / ♠ HOME eller 切.

### Alternativ på internet

Det finns vissa extrafunktioner på internet.

Så här öppnar du extrafunktionerna ...

- 1 När webbplatsen är öppen trycker du på • OPTIONS.
- 2 Välj något av alternativen och tryck på OK.
- · Lägg till snabbval: Så här anger du en ny internetadress.
- · Lägg till bokmärken: Lägg till sidan som bokmärke
- Sidsäkerhet: Så här visar du säkerhetsnivån för aktuell sida.
- · Ny privat flik: Öppna en ny privat flik och surfa privat
- Inställningar: Inställningar för Zoom, Textstorlek, Tillgänglighetsläge, Visa alltid menylist, och Radera historik (webbläsare)
- · Hjälp: Webbläsarinformation
- · Stänga webbläsare: Stäng webbläsaren

11.8

# Smarttelefoner och surfplattor

11.9

### Programvara

### Uppdatering av programvara

### Programversion

Visa aktuell version av TV:ns programvara ...

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

### Uppdatera från webbplats

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

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

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

Ladda ned den senaste programvaran...

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



Uppdatera programvaran...

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

<u>1</u>2

# Programvara med öppen källkod

12 1

## Öppen källkod-licens

## Om öppen källkod-licens

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

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

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## **Open Source**

Android (9.0.0)

This tv contains the Android Pie Software. Android is a Linux-based operating system designed primarily for touchscreen mobile devices such as smartphones and tablet computers. This software will also be reused in TPVision Android based TV's. The original download site for this software is:

https://android.googlesource.com/This piece of software is made available under the terms and conditions of the Apache license version 2, which can be found below. Android APACHE License Version 2 (http://source.android.com/source/licenses.html) This includes all external sources used by offical Android AOSP.

## linux kernel (4.9)

This tv contains the Linux Kernel. The original download site for this software is: http://www.kernel.org/. This piece of software is made

available under the terms and conditions of the GPL

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

## mbed TLS (2.6.0)

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

## aacenc (3.3.3)

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

## alsa (1.0.24.1)

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

## appweb (4.3.5)

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

#### atf (1.3)

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

#### bash (3.2.48)

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

## bluetooth mw (1.0)

BT Stack. The original download site for this software

is: https://android.googlesource.com/platform/system/bt. This piece of software is made available under the terms and conditions of the Apache 2.0 license, which can be found below.

## bluetooth\_stack (1.0)

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

## bluetooth\_tool (1.0)

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

#### boost (1.15.0)

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

#### busybox (1.15.3)

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

## c-ares (1.12.0)

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

## cJSON (1.7.7)

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

#### coreutils (6.9)

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

## libcurl (7.59.0)

libcurl is a free and easy-to-use client-side URL transfer library, supporting DICT, FILE, FTP, FTPS,

Gopher, HTTP, HTTPS, IMAP, IMAPS, LDAP, LDAPS, POP3, POP3S, RTMP, RTSP, SCP, SFTP, SMTP, SMTPS, Telnet and TFTP. libcurl supports SSL certificates, HTTP POST, HTTP PUT, FTP uploading, HTTP form based upload, proxies, cookies, user+password authentication (Basic, Digest, NTLM, Negotiate, Kerberos), file transfer resume, http proxy tunneling and more! The original download site for this software is: http://curl.haxx.se/libcurl/COPYRIGHT AND PERMISSION NOTICECopyright (c) 1996 - 2010, Daniel Stenberg, daniel@haxx.se.All rights reserved. Permission to use, copy, modify, and distribute this software for any purposewith or without fee is hereby granted, provided that the above copyrightnotice and this permission notice appear in all copies. THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS ORIMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT OF THIRD PARTY RIGHTS. INNO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OROTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USEOR OTHER DEALINGS IN THE SOFTWARE. Except as contained in this notice, the name of a copyright holder shall notbe used in advertising or otherwise to promote the sale, use or other dealingsin this Software without prior written

## dfb (1.5.3)

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

authorization of the copyright holder.

#### dibbler (1.0.1)

Dibbler is for implement dhcpv6 client. The original download site for this software is :

http://klub.com.pl/dhcpv6/.This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

#### dosfstools (2.9)

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

#### e2fsprogs (1.41.14)

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

#### electric-fence (2.1.13)

Used for memory corruption detection. The original download site for this software is : http://perens.com/FreeSoftware/ElectricFence/electric-

fence\_2.1.13-0.1.tar.gz .This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

## encfs (1.3.2)

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

## expat (2.1.0)

Xml paser; Expat is an XML parser library written in C. It is a stream-oriented parser in which an application registers handlers for things the parser might find in the XML document (like start tags). An introductory article on using .The original download site for this software is : http://expat.sourceforge.net/ .

## findutils (4.2.31)

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

#### freetype (2.7.1)

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

## fuse (2.8.4)

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

#### fusion (8.7.0)

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

## gawk (3.1.5)

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

#### gdisk (0.8.1)

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

## glibc (2.18)

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

#### googletest (1.7.0)

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

## grep (2.5.1a)

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

## gzip (1.3.12)

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

## harfbuzz (1.4.2)

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

## icu (51.1)

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

#### inetutils (1.4.2)

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

## iptables (1.4.15)

Iptables is a user space application program that allows a system administrator to configure the tables

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

#### iputils (s20101006)

Set of small useful utilities for Linux networking. The original download site for this software is: http://www.skbuff.net/iputils/. This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

## jansson (2.4)

set of small useful utilities for Linux networking. The original download site for this software is: http://www.digip.org/jansson/. This piece of software is made available under the terms and conditions of the MIT license, which can be found below.

## jpeg (6b)

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

#### jsonrpc (2.0)

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

#### libdwarf

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

#### libelf (0.8.1.3)

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

## libiconv (1.11.1)

GNU libiconv is a convertsion library. To convert betweeen a given text encoding and the users

encoding, or to convert between internal string representation (Unicode) and external stringrepresentation (a traditional encoding). The original download site for this software is: http://www.gnu.org/software/libiconv.This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

#### libnl (v3.2.29)

The original download site for this software is: http://www.infradead.org/\(\)\text{tgr/libnl/}. This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

#### libusb (1.0.9)

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#### libuv (libuv-v1.20.3)

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#### libwebsockets (3.0)

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

## libxml2 (2.7.8)

Libxml2 is the XML C parser and toolkit developed for the Gnome project. The original download site for this software is: http://www.xmlsoft.org/.This piece of software is made available under the terms and conditions of the MIT license, which can be found below.

## lighttpd (1.4.35)

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#### liveMedia (2011.06.12)

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

#### lvm2 (2.02.89)

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

which can be found below.

#### lz4 (1.8.1.2)

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

#### lzma (4.65)

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

## mng (1.0.10)

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

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

#### module-init-tools (3.12)

Linux userspace module loading utilities. The original download site for this software is: https://modules.wi ki.kernel.org/index.php/Main\_Page. This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

#### mtp (1.1.6)

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

## ncurses (5.7)

Provide character terminal processing library. The original download site for this software is: http://www.gnu.org/software/ncurses/. This piece of software is made available under the terms and conditions of the MIT license, which can be found below.

#### net-tools (1.60)

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

## nghttp2 (1.21.1)

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

#### ntfs-3g (2010.5.22)

ntfs-3g-1.5012.tgz/ntfs-3g-1.5012/libntfs-3g/attrib.c. The original download site for this software is: http://www.tuxera.com/community/ntfs-3g-download/. This piece of software is made available under the terms and conditions of the GPL 2.0/LGPLv2 license, which can be found below.

## ntfsprogs (2.0.0)

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

#### ogg (1.3.2)

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

## openh264 (1.7.0)

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

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## openssh (6.3p1)

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

#### openssl (1.0.2g)

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

## png (1.2.43)

libpng -THE reference library for reading, displaying, writing and examining png Image Network Graphics. The original download site for this software is: http://sourceforge.net/projects/libpng/files/.This piece of software is made available under the terms and conditions of the BSD license, which can be found below.

## popt (1.16)

The original download site for this software is: http://packages.debian.org/.This piece of software is made available under the terms and conditions of the

#### Red Hat Software.

#### procmem (2.0)

The original download site for this software is: https://github.com/babuneelam/procmem\_linux\_x86\_port. This piece of software is made available under the terms and conditions of the Apple Public Source License.

#### procps (3.2.8)

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

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

#### procrank (2.0)

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

#### psmisc (22.13)

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

#### pugixml (1.8)

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

## python (2.7.9)

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

#### grencode (3.4.2)

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

## rlog (1.4)

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

#### rng-tools (5)

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

#### samba (3.0.37)

Samba is the standard Windows interoperability suite of programs for Linux and Unix. The original download site for this software is: http://www.samba.org/.This piece of software is

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## sawman (1.5.3)

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#### sed (4.1.5)

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#### simple-mtpfs (0.2)

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

## sqlite (3.8.4.3)

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

## sqlite3 (3.7.2)

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

#### tar (1.17)

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#### thttpd (2.25b)

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

## toybox (0.4.0)

The original download site for this software is : http://

www.landley.net/toybox/downloads/toybox-0.4.0.ta r.bz2 .This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

## ttxfont (1.0)

The original download site for this software is: http://linux.bytesex.org/xawtv/tvfonts/html Http://zapping.sourceforge.net/ZVBI/index.html .This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

#### uboot (2011.12)

The uboot will load the linux kerenl to dram, and jump to run. The original download site for this software is: http://www.denx.de. This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

## udhcp (0.9.9-pre)

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

#### unicode (3.2)

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

## uriparser (0.7.7)

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

## util-linux-ng (2.18)

util-linux is a ramdom collection of Linux utilities. The original download site for this software is: http://userweb.kernel.org/\( \)kzak/util-linux-ng/. This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

#### webp (0.2.1)

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

conditions of the BSD license, which can be found below.

## wget (1.10.2)

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

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

#### wireless tools (v29)

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

wpa\_supplicant (v0.8(wext)/v2.3(cfg80211)) Library used by legacy HAL to talk to wpa\_supplicant daemon. The original download site for this software is: https://w1.fi/wpa\_supplicant/. This piece of software is made available under the terms and conditions of the LGPLv2.1 license, which can be found below.

#### xerces (3.1.1)

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

## zlib(1.2.3)

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

#### Hue SDK (1.8.1)

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

Opera Web Browser (SDK 4.8.0) This TV contains Opera Browser Software. Third-party licenses

#### WebKit

name License WebKit URL: http://webkit.org/

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Public License for libraries did not effectively promote software

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

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

prepared so as to be conveniently linked with application programs

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

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

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

Library" means either the Library or any derivative work under

copyright law: that is to say, a work containing the Library or a

portion of it, either verbatim or with modifications and/or translated

straightforwardly into another language.

(Hereinafter, translation is

included without limitation in the term "modification".)

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

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

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

interface definition files, plus the scripts used to control compilation

and installation of the library.

Activities other than copying, distribution and modification are not

covered by this License; they are outside its scope. The act of

running a program using the Library is not restricted, and output from

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

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

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

and what the program that uses the Library does.

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

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

you conspicuously and appropriately publish on each copy an

appropriate copyright notice and disclaimer of warranty; keep intact

all the notices that refer to this License and to the

absence of any

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

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

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

- 2. You may modify your copy or copies of the Library or any portion
- of it, thus forming a work based on the Library, and copy and
- distribute such modifications or work under the terms of Section 1
- above, provided that you also meet all of these conditions:
- a) The modified work must itself be a software library.
- b) You must cause the files modified to carry prominent notices

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

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

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

d) If a facility in the modified Library refers to a function or a

table of data to be supplied by an application program that uses

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

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

in the event an application does not supply such function or

table, the facility still operates, and performs whatever part of

its purpose remains meaningful.

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

a purpose that is entirely well-defined independent of the

application. Therefore, Subsection 2d requires that any

application-supplied function or table used by this function must

be optional: if the application does not supply it, the square

root function must still compute square roots.)

These requirements apply to the modified work as a

whole. If

identifiable sections of that work are not derived from the Library.

and can be reasonably considered independent and separate works in

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

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

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

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

this License, whose permissions for other licensees extend to the

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

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

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

exercise the right to control the distribution of derivative or

collective works based on the Library.

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

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

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

the scope of this License.

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

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

this, you must alter all the notices that refer to this License, so

that they refer to the ordinary GNU General Public License, version 2,

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

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

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

these notices.

Once this change is made in a given copy, it is irreversible for

that copy, so the ordinary GNU General Public License applies to all

subsequent copies and derivative works made from that copy.

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

4. You may copy and distribute the Library (or a portion or

derivative of it, under Section 2) in object code or executable form

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

it with the complete corresponding machinereadable 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 machinereadable "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.

8. You may not copy, modify, sublicense, link with, or distribute

the Library except as expressly provided under this License. Any

attempt otherwise to copy, modify, sublicense, link with, or

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or rights, from you under this License will not have their licenses

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prohibited by law if you do not accept this License. Therefore, by

modifying or distributing the Library (or any work based on the

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original licensor to copy, distribute, link with or modify the Library

subject to these terms and conditions. You may not impose any further

restrictions on the recipients' exercise of the rights

granted herein.

You are not responsible for enforcing compliance by third parties to this License.

11. If, as a consequence of a court judgment or allegation of patent

infringement or for any other reason (not limited to patent issues),

conditions are imposed on you (whether by court order, agreement or

otherwise) that contradict the conditions of this License, they do not

excuse you from the conditions of this License. If you cannot

distribute so as to satisfy simultaneously your obligations under this

License and any other pertinent obligations, then as a consequence you

may not distribute the Library at all. For example, if a patent

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

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

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

It is not the purpose of this section to induce you to infringe any

patents or other property right claims or to contest validity of any

such claims; this section has the sole purpose of protecting the

integrity of the free software distribution system which is

implemented by public license practices. Many people have made

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through that system in reliance on consistent application of that

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to distribute software through any other system and a licensee cannot

impose that choice.

This section is intended to make thoroughly clear what is believed to

be a consequence of the rest of this License.

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

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original copyright holder who places the Library under this License may add

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written in the body of this License.

13. The Free Software Foundation may publish revised and/or new

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Such new versions will be similar in spirit to the present version,

but may differ in detail to address new problems or concerns.

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Version 2.1, February

1999

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[This is the first released version of the Lesser GPL. It also counts

as the successor of the GNU Library Public License, version 2, hence  $\,$ 

the version number 2.1.]

#### Preamble

The licenses for most software are designed to take

away your

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

Licenses are intended to guarantee your freedom to share and change

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

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

specially designated software packages--typically libraries--of the

Free Software Foundation and other authors who decide to use it. You

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

this license or the ordinary General Public License is the better

strategy to use in any particular case, based on the explanations below.

When we speak of free software, we are referring to freedom of use,

not price. Our General Public Licenses are designed to make sure that

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

for this service if you wish); that you receive source code or can get

it if you want it; that you can change the software and use pieces of

it in new free programs; and that you are informed that you can do these things.

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

distributors to deny you these rights or to ask you to surrender these

rights. These restrictions translate to certain responsibilities for

you if you distribute copies of the library or if you modify it.

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

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

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

code. If you link other code with the library, you must provide

complete object files to the recipients, so that they can relink them

with the library after making changes to the library and recompiling

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

We protect your rights with a two-step method: (1)

we copyright the

library, and (2) we offer you this license, which gives you legal

permission to copy, distribute and/or modify the library.

To protect each distributor, we want to make it very clear that

there is no warranty for the free library. Also, if the library is

modified by someone else and passed on, the recipients should know

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

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

introduced by others.

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

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

effectively restrict the users of a free program by obtaining a

restrictive license from a patent holder. Therefore, we insist that

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

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

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

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

General Public License, applies to certain designated libraries, and

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

this license for certain libraries in order to permit linking those

libraries into non-free programs.

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

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

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

General Public License therefore permits such linking only if the

entire combination fits its criteria of freedom. The Lesser General

Public License permits more lax criteria for linking other code with the library.

We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General

Public License. It also provides other free software developers Less

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

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

libraries. However, the Lesser license provides advantages in certain special circumstances.

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

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

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

allowed to use the library. A more frequent case is that a free

library does the same job as widely used non-free libraries. In this

case, there is little to gain by limiting the free library to free

software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free

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

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

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

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

Although the Lesser General Public License is Less protective of the

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

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

that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and

modification follow. Pay close attention to the difference between a

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

former contains code derived from the library, whereas the latter must

be combined with the library in order to run.

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straightforwardly into another language.

(Hereinafter, translation is

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

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

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

interface definition files, plus the scripts used to control compilation

and installation of the library.

Activities other than copying, distribution and modification are not

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running a program using the Library is not restricted, and output from

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

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

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

and what the program that uses the Library does.

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

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

you conspicuously and appropriately publish on each

copy an

appropriate copyright notice and disclaimer of warranty; keep intact

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

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

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

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

fee.

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

of it, thus forming a work based on the Library, and copy and

distribute such modifications or work under the terms of Section 1

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

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

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

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

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

d) If a facility in the modified Library refers to a function or a

table of data to be supplied by an application program that uses

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

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

in the event an application does not supply such function or

table, the facility still operates, and performs whatever part of

its purpose remains meaningful.

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

a purpose that is entirely well-defined independent of the

application. Therefore, Subsection 2d requires that any

application-supplied function or table used by this function must

be optional: if the application does not supply it,

the square

root function must still compute square roots.)

These requirements apply to the modified work as a whole. If

identifiable sections of that work are not derived from the Library,

and can be reasonably considered independent and separate works in

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

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

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

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

this License, whose permissions for other licensees extend to the

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

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 machinereadable 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 machinereadable "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.

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normally distributed (in either source or binary form) with the major

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It may happen that this requirement contradicts the license

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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

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## Copyright FAQ

=========

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

Bitstream is giving away these fonts, but

wishes to ensure its

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

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

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

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

however.

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

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

Yes. A RPM or Debian package is a "larger software package" to begin with, and you aren't selling them independently by themselves.

See 1. above.

- 3. Are derivative works allowed? Yes!
- 4. Can I change or add to the font(s)?
  Yes, but you must change the name(s) of the font(s).
  - 5. Under what terms are derivative works allowed?

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

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substitutions could still could have occurred during font

opening). You must include the Bitstream copyright. Additional

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

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

adopted in future versions?

Yes. The contract between the Gnome Foundation and Bitstream has

provisions for working with Bitstream to ensure quality additions to

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

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

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

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

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

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

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

guide and aid for people interested in contributing to Vera.

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

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

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

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

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

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

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

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

selection and substitution; it has provisions for overriding font

names and subsituting alternatives. An example is provided by the

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

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

core server) has other mechanisms for font substitution.

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libcurl

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

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libcurl - lib/krb5.c

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

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

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libcurl - lib/security.c

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

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

\*

- \* It has since been patched and modified a lot by Daniel Stenberg
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open-vcdiff

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

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

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Google Cache Invalidation API

URL: https://chromium.googlesource.com/chromium/src/+/master/third\_party/cacheinvalidation/README.chromium

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dom-distiller-is

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libjingle

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The Unix configuration script "configure" was produced with GNU Autoconf.

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The same holds for its supporting scripts (config.guess, config.sub,

ltconfig, ltmain.sh). Another support script, install-sh, is copyright

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It appears that the arithmetic coding option of the JPEG spec is covered by

patents owned by IBM, AT&T, and Mitsubishi. Hence arithmetic coding cannot

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support for arithmetic coding has been removed from the free JPEG software.

(Since arithmetic coding provides only a marginal gain over the unpatented

Huffman mode, it is unlikely that very many implementations will support it.)

So far as we are aware, there are no patent restrictions on the remaining code.

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

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

been removed altogether, and the GIF writer has been simplified to produce

"uncompressed GIFs". This technique does not use the LZW algorithm; the resulting GIF files are larger than usual, but are readable by all standard GIF decoders.

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libjpeg-turbo

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

libsrtp

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

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Section 6 states terms for distribution of such executables.

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Any executables containing that work also fall under Section 6.

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

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

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libvpx

met:

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WebP image encoder/decoder
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libyuv

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linux-syscall-support

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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

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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 machinereadable 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

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Otherwise, if the work is a derivative of the Library, you may

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Any executables containing that work also fall under Section 6,

whether or not they are linked directly with the Library itself.

## 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

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with the Library, with the complete machinereadable "work that

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

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b) Accompany the work with a written offer, valid for at

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than the cost of performing this distribution.

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That's all there is to it!

modp base64 decoder

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

- \* MODP\_B64 High performance base64 encoder/decoder
- \* Version 1.3 -- 17-Mar-2006
- \* http://modp.com/release/base64

\*

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Moio

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

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

Coded by Takuji Nishimura and Makoto Matsumoto.

POSSIBILITY OF SUCH DAMAGE.

Before using, initialize the state by using init\_genrand(seed) or init\_by\_array(init\_key, key\_length).

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Netscape Plugin Application Programming Interface (NPAPI)

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

Version: MPL 1.1/GPL 2.0/LGPL 2.1

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### OpenMAX DL

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

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

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**Protocol Buffers** 

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

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standalone and requires a support library to be linked with it. This

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Quick Color Management System URL: https://github.com/jrmuizel/qcms/tree/v4

qcms

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sfntlv

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

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URL: http://git.videolan.org/?p=x264.git;a=blob;f=com mon/x86/x86inc.asm

\*\*\*\*\*\*\*\*\*\*\* \* x86inc.asm

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; This is a header file for the x264ASM assembly language, which uses

; NASM/YASM syntax combined with a large number of macros to provide easy

- ; 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/netwerk/base/src/nsURLParsers.cpp

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# Hjälp och support

13.

## Felsökning

## Slå på TV:n och fjärrkontroll

## Det går inte att slå på TV:n

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

## Knakande ljud vid start eller avstängning

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

# Ingen reaktion på TV:n när du skickar kommandon från fjärrkontrollen

TV:n behöver lite tid för att starta upp. Under den tiden svarar inte TV:n på fjärrkontrollen eller TVkontrollerna. Detta är ett normalt beteende. Om TV:n fortfarande inte svarar på fjärrkontrollen kan du kontrollera om fjärrkontrollen fungerar med hjälp av en mobiltelefonkamera. Sätt telefonen i kameraläge och rikta fjärrkontrollen mot kamerans objektiv. Om du trycker på någon knapp på fjärrkontrollen och du märker att den infraröda lampan flimrar genom kameran fungerar fjärrkontrollen. TV:n måste kontrolleras. Om du inte upptäcker något flimrande kan fjärrkontrollen vara trasig eller så är batterierna svaga. Den här metoden för att kontrollera fjärrkontrollen är inte möjlig med fjärrkontroller som är trådlöst ihopparade med TV:n.

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

När TV:n är i standbyläge visas en Philips-startskärm, sedan återgår TV:n till standbyläge. Detta är ett normalt beteende. När TV:n kopplas ur och ansluts till elnätet visas startskärmen vid nästa start. För att slå på TV:n från standbyläget trycker du på **o** på fjärrkontrollen eller på TV:n.

## Standbylampan fortsätter att blinka

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

## Kanaler

#### Inga digitala kanaler hittades vid installationen

Se de tekniska specifikationerna för att kontrollera att TV:n har funktioner för DVB-T eller DVB-C där du bor

Kontrollera att alla kablar är ordentligt anslutna och att rätt nätverk är valt.

### Tidigare installerade kanaler är inte i kanallistan

Kontrollera att rätt kanal är vald.

## Bild

## Ingen bild/förvrängd bild

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

#### Ljud men ingen bild

· Kontrollera att bildinställningarna är korrekt inställda.

## Dålig antennmottagning

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

#### Dålig bild från en enhet

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

#### Bilden passar inte skärmen

Ändra till ett annat bildformat.

#### Bilden är felaktig

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

## Datorbilden är inte stabil

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

## Ljud

#### Inget ljud eller förvrängt ljud

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

- · Kontrollera att ljudinställningarna är korrekt inställda.
- · Kontrollera att alla kablar är ordentligt anslutna.

- Kontrollera att ljudet inte är avstängt eller inställt på noll.
- Se till att TV-ljudet är anslutet till ljudingången på hemmabiosystemet.

Ljud ska höras från HTS-högtalarna.

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

## **Anslutningar**

#### **HDMI**

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

#### EasyLink fungerar inte

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

## Ingen volymsymbol visas

 När en HDMI-CEC-ljudenhet är ansluten är detta beteende normalt.

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

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

## Hackig uppspelning från USB-filer

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

## Wi-Fi, internet och Bluetooth

## Trådlöst nätverk hittades inte eller är förvrängt

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

## Internet fungerar inte

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

## Dator- och internetanslutningen är långsam

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

#### DHCF

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

## Bluetooth tappade anslutningen

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

## Nätverk

## Trådlöst nätverk hittades inte eller är förvrängt

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

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

#### DHCP

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

## Onlinehjälp

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

## Besök www.philips.com/support

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

13.3

## Support och reparation

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

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

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

#### TV:ns modell- och serienummer

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

## ▲ Varning

Försök inte att reparera TV:n själv. Detta kan leda till allvarliga personskador eller svåra skador på TV:n samt att garantin upphör att gälla. 14

# Säkerhet och skötsel

14 1

## Säkerhet

## Viktigt

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

Ingen modifiering av denna utrustning utan tillstånd från tillverkaren.

## Risk för elektriska stötar eller brand

• Utsätt aldrig TV:n för regn eller vatten. Placera aldrig behållare med vätska, t.ex. vaser, i närheten av TV:n. Om vätska spills på TV:n ska du omedelbart koppla bort TV:n från elnätet.

Kontakta Philips TV-kundtjänst för att kontrollera TV:n före användning.

- Utsätt aldrig TV:n, fjärrkontrollen eller batterierna för stark värme. Placera dem aldrig i närheten av tända ljus, öppen eld eller andra värmekällor, inklusive direkt solljus.
- För aldrig in föremål i ventilationshål eller andra öppningar på TV:n.
- · Placera aldrig tunga föremål på nätkabeln.
- Undvik påfrestningar på stickkontakterna. Lösa stickkontakter kan orsaka gnistbildning eller brand. Se till att inte nätkabeln belastas när du vrider på TVskärmen.
- För att koppla bort TV:n från elnätet måste TV:ns stickkontakt dras ut. Se till att du alltid drar i kontakten och aldrig i kabeln när du kopplar bort strömmen. Se också till att stickkontakten, nätkabeln och vägguttaget alltid är fullt tillgängliga.

## Risk för personskada eller skada på TV-apparaten

- Det krävs två personer för att lyfta och bära en TV som väger över 25 kg.
- Om du monterar TV:n på ett stativ ska du endast använda det medföljande stativet. Sätt fast stativet ordentligt på TV:n.

Ställ TV:n på en plan och jämn yta som bär upp TV:ns och stativets vikt.

• När TV:n monteras på väggen måste du se till att monteringen kan bära TV:ns vikt. TP Vision tar inte ansvar för olyckor eller skador som inträffar till följd av felaktig väggmontering.

• Vissa delar av produkten är tillverkade av glas. Hantera dem med försiktighet så att personskada eller skada på TV:n undviks.

## Risk för skada på TV:n!

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

## Stabilitetsrisker

En Tv-apparat kan falla ned och orsaka allvarliga personskador eller dödsfall. Många skador, särskilt för barn, kan undvikas genom att vidta enkla försiktighetsåtgärder som att:

- Se ALLTID till att TV:n inte sticker ut över kanten på möbeln den står på.
- ALLTID använda skåp eller stativ eller monteringsmetoder som rekommenderas av TVapparatens tillverkare.
- · ALLTID använda möbler som kan stödja TV-apparaten på ett säkert sätt.
- ALLTID förklara för barn att det är farligt att klättra på möbler för att nå upp till TV:n och reglagen.
- ALLTID dra ut sladdar och kablar som är anslutna till TV:n så att ingen snubblar över dem, drar i dem eller tar tag i dem.
- · ALDRIG placera en TV på en instabil plats.
- ALDRIG placera TV:n på höga möbler (t.ex. på skåp eller bokhyllor) utan att säkra både möbeln och TV:n i väggen eller med annat lämpligt stöd.
- · ALDRIG placera TV-apparaten på tyg eller annat material som kan finnas mellan TV-apparaten och möbeln den står på.
- ALDRIG placera föremål som kan få barn att klättra, t.ex. leksaker och fjärrkontroller, ovanpå TVapparaten eller möbler där TV-apparaten är placerad.

Om den befintliga TV-apparaten ska behållas och flyttas bör samma överväganden som ovan tillämpas.

## Risk med batterier

- · Svälj inte batteriet. Risk för kemisk brännskada.
- Fjärrkontrollen kan innehålla ett knappcellsbatteri. Om någon råkar svälja mynt-/knappcellsbatteriet kan det orsaka allvarliga inre brännskador efter endast två timmar. Det kan leda till dödsfall.
- · Förvara nya och använda batterier utom räckhåll för barn.
- Om batteriluckan inte går att stänga på ett säkert sätt ska du sluta använda produkten och hålla den utom räckhåll för barn.
- · Om du tror att någon kan ha svalt batterier eller ha

fått i sig batterier ska du genast söka läkarvård.

- Om du byter batterierna mot batterier av fel typ finns det risk för att de börjar brinna eller exploderar.
- Om du byter batterier mot batterier av fel typ innebär det att en säkerhetsfunktion kan åsidosättas (till exempel för vissa litiumbatterityper).
- Om du kasserar batterier genom att kasta dem i elden, stoppa in dem i en varm ugn eller krossa eller skära dem kan det resultera i en explosion.
- Om du lämnar batterier i extremt hög temperatur kan det resultera i en explosion eller i att lättantändlig vätska eller gas läcker ut.
- Om du utsätter batterier för extremt lågt lufttryck kan det resultera i en explosion eller i att lättantändlig vätska eller gas läcker ut.

## Risk för överhettning

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

## Åskväder

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

## Risk för hörselskador

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

## Låga temperaturer

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

## **Fuktighet**

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

Kondensen skadar inte TV:n och stör inte funktionen.

14 2

## Skötsel av bildskärmen

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

14 3

## Meddelande om strålningsexponering (endast för inbyggt WiFi)

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

Frekvens, läge och maximal strömöverföring i EU anges nedan:

- -2400-2483,5 MHz: < 20 dBm (EIRP) (endast för 2,4 G-produkter).
- -5150-5250 MHz: < 23 dBm (EIRP)
- -5250-5350 MHz: < 23 dBm (EIRP)
- -5470-5725 MHz: < 27 dBm (EIRP)
- -5725-5825 MHz: < 13,98 dBm (EIRP)

15

# Användningsvillkor

15

## Användningsvillkor – TV

2020 © TP Vision Europe B.V. Med ensamrätt.

Den här produkten introducerades på marknaden av TP Vision Europe B.V. eller något av dess partnerbolag, hädanefter kallade TP Vision, som är tillverkare av produkten. TP Vision är garant i förhållande till TV:n som detta häfte medföljde. Philips och Philips sköldemblem är registrerade varumärken som tillhör Koninklijke Philips N. V.

Specifikationerna kan ändras utan föregående meddelande. Varumärkena tillhör Koninklijke Philips N.V. eller respektive ägare. TP Vision förbehåller sig rätten att när som helst ändra produkter utan att tidigare material behöver justeras.

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

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

Garantivillkor – Risk för personskada, skada på TV:n eller att garantin upphör gälla!

Försök aldrig reparera TV:n själv. Använd endast TV:n och tillbehören som tillverkaren avsett.

Varningsskylten på baksidan av TV:n indikerar risk för elektriska stötar. Ta aldrig bort TV:ns hölje. Kontakta alltid Philips TV-kundtjänst för service eller reparationer. Du hittar telefonnumret i den tryckta dokumentation som medföljde TV:n. Du kan gå till vår webbplats på <a href="www.philips.com/support">www.philips.com/support</a> och välja ditt land vid behov. Vid användning som förbjuds enligt den här användarhandboken, eller vid ändringar eller monteringsprocedurer som inte rekommenderas eller godkänns enligt den här användarhandboken, skall upphäva garantin.

## Pixelegenskaper

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

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

#### CE-efterlevnad

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

#### EMF-efterlevnad

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

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

16

# Copyrights

16.1

## **HDMI**

#### **HDMI**

Termerna HDMI och HDMI High-Definition Multimedia Interface, samt HDMI-logotypen är varumärken eller registrerade varumärken som tillhör HDMI Licensing Administrator, Inc. i USA och andra länder.



16.2

## Dolby-ljud

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16.3

## DTS-HD Premium Sound ™

## DTS-HD Premium Sound ™

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16 4

## Wi-Fi Alliance

#### Trådlöst nätverk

Wi-Fi CERTIFIED™-logotypen är ett registrerat varumärke som tillhör Wi-Fi Alliance®



16.5

## Kensington

## Kensington

(om tillgänglig)

Kensington och Micro Saver är varumärken som registrerats i USA och tillhör ACCO World Corporation med utfärdade registreringar och pågående ansökningar i andra länder runt om i världen.



16.6

## Andra varumärken

Alla andra registrerade och oregistrerade varumärken tillhör respektive ägare.

<u>--</u>

# Friskrivning angående tjänster och/eller programvara som erbjuds av tredje part

Tjänster och/eller programvara som erbjuds av tredje parter kan ändras, upphävas eller avslutas utan föregående meddelande. TP Vision tar inget ansvar vid om sådana situationer uppstår.

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