# Instrukcja obsługi

32HFL5114/12 43HFL5114/12 43HFL5114U/12 43HFL6114U/12 50HFL5114U/12 50HFL6114U/12 55HFL6114U/12 65HFL6114U/12 75HFL6114U/12



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1

# Przegląd telewizora

11

### Tryb profesjonalny

### Co można zrobić

Tryb profesjonalny zapewnia dostęp do wielu specjalistycznych ustawień, które umożliwiają zaawansowaną kontrolę stanu telewizora lub dodawanie nowych funkcji.

Tryb ten jest przeznaczony do instalacji telewizorów w miejscach, takich jak hotele, statki wycieczkowe, stadiony lub inne miejsca biznesowe, gdzie taka kontrola jest wymagana.

Jeśli telewizor jest używany w domu, zaleca się korzystanie z niego przy wyłączonym trybie profesjonalnym.

Aby uzyskać więcej informacji, należy zapoznać się z instrukcją profesjonalnej instalacji.

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## Instalacja

2

### Przeczytaj wskazówki dotyczące bezpieczeństwa

Przed rozpoczęciem korzystania z telewizora przeczytaj wskazówki dotyczące bezpieczeństwa.

2.2

### Montaż telewizora na podstawie lub na ścianie

### Podstawa telewizora

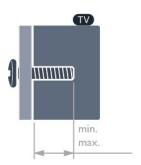
Sposób zamontowania podstawy telewizora opisano w skróconej instrukcji obsługi dołączonej do telewizora. Jeżeli zgubisz tę instrukcję, możesz ją pobrać ze strony internetowej <u>www.philips.com</u>.

Wprowadź na stronie numer modelu telewizora, aby pobrać odpowiednią Skróconą instrukcję obsługi.

### Montaż naścienny

Telewizor jest także przystosowany do zamocowania na wsporniku do montażu naściennego zgodnego ze standardem VESA (do nabycia osobno).

Skorzystaj z kodu VESA znajdującego się poniżej w celu zakupu wspornika do montażu naściennego. . .



· 43HFL6114U

VESA MIS-F 200x200, M6 (min.: 8 mm, maks.:13 mm)

· 50HFL6114U

VESA MIS-F 300x200, M6 (min.: 8 mm, maks.:14 mm)

· 55HFL6114U

VESA MIS-F 300x200, M6 (min.: 8 mm, maks.:14 mm)

· 65HFL6114U

VESA MIS-F 400x200, M6 (min.: 11 mm, maks.:14 mm)

· 75HFL6114U

VESA MIS-F 600x400, M8 (min.: 18 mm, maks.:28 mm)

· 32HFL5114

VESA MIS-F 100x100, M6 (min.: 10 mm, maks.:12 mm)

· 43HFL5114 / 43HFL5114U

VESA MIS-F 200x200, M6 (min.: 12 mm, maks.:14 mm)

· 50HFL5114U

VESA MIS-F 200x200, M6 (min.: 12 mm, maks.:14 mm)

### Przygotowanie

Usuń najpierw 4 plastikowe nakrętki z gwintowanych tulejek z tyłu telewizora (tylko w przypadku modeli 5114 43\).

Upewnij się, że metalowe śruby służące do zamocowania telewizora do wspornika zgodnego ze standardem VESA wchodzą na około 10 mm w gwintowane tulejki telewizora.

### Uwaga

Montaż naścienny telewizora wymaga odpowiednich umiejętności i powinien być wykonywany przez wykwalifikowanych pracowników serwisu. Sposób zamocowania telewizora na ścianie powinien spełniać wymogi bezpieczeństwa z uwzględnieniem ciężaru telewizora. Przed ustawieniem telewizora w odpowiednim położeniu należy również zapoznać się z zasadami bezpieczeństwa.

Firma TP Vision Europe B.V. nie ponosi żadnej odpowiedzialności za niewłaściwy montaż ani za wypadki i obrażenia wynikłe z montażu.

2.3

# Wskazówki dotyczące wyboru miejsca

- · Ustaw telewizor w pozycji, w której światło nie pada bezpośrednio na ekran.
- · Idealna odległość do oglądania telewizji to trzykrotność przekątnej ekranu telewizora. W pozycji siedzącej oczy powinny znajdować się na wysokości środka ekranu telewizora.
- W przypadku montażu telewizora na ścianie ustaw go w odległości maksymalnie 15 cm od ściany.



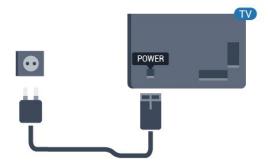
#### Uwaga:

Należy trzymać telewizor z dala od źródeł kurzu lub pyłu, takich jak piece. Zaleca się regularne czyszczenie z kurzu w celu uniknięcia wnikania kurzu do wnetrza telewizora.

24

### Przewód zasilający

- Podłącz przewód zasilający do gniazda POWER z tyłu telewizora.
- Upewnij się, że przewód zasilający jest dokładnie podłączony do gniazda.
- Upewnij się, że zapewniony jest łatwy dostęp do wtyczki przewodu zasilającego podłączonej do gniazdka elektrycznego.
- · Podczas odłączania przewodu zasilającego zawsze ciągnij za wtyczkę, nie za przewód.



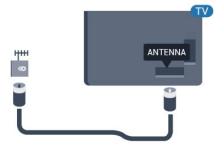
2.5

### Przewód antenowy

Włóż dokładnie wtyczkę antenową do gniazda Antenna z tyłu telewizora.

Możesz podłączyć własną antenę lub sygnał antenowy z anteny zbiorczej. Użyj koncentrycznego złącza antenowego RF IEC 75 omów.

Użyj tego złącza antenowego dla sygnałów wejściowych DVB-T i DVB-C.

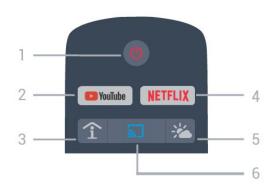


# Pilot zdalnego sterowania

3 1

### Przegląd przycisków

### Góra



# 1 - **O** Tryb gotowości / Włączenie Włączanie telewizora i przełączanie go w tryb gotowości.

#### 2 - YouTube

Otwieranie aplikacji YouTube.

## 3 - 1 SMART INFO (tylko, gdy włączony jest Tryb profesjonalny)

Wyświetlanie informacji dostarczanych przez hotel.

#### 4 - NETFLIX

Bezpośrednie otwieranie aplikacji Netflix. Przy włączonym telewizorze lub w trybie gotowości.

- Jeżeli masz abonament w platformie Netflix, możesz z niej korzystać w połączeniu z tym telewizorem.
   Telewizor musi być połączony z Internetem.
- Aby przejść do usługi Netflix, naciśnij przycisk NETFLIX i uruchom aplikację. Aplikację Netflix można otworzyć bezpośrednio z trybu gotowości.
   www.netflix.com

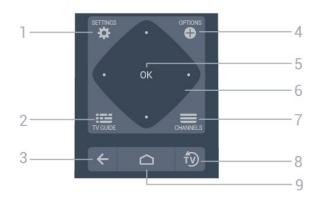
## 5 - 🌤 Pogoda (tylko, gdy włączony jest Tryb profesjonalny)

Wyświetlanie informacji pogodowych dla danego miejsca.

## 6 - 🔊 Google Cast (tylko, gdy włączony jest Tryb profesjonalny)

Wyświetlanie zawartości ekranu urządzenia przenośnego na telewizorze.

### Środek



#### 1- 🛱 USTAWIENIA

Otwieranie menu ustawień.

### 2 - III TV GUIDE

Wyświetlanie listy aktualnie nadawanych i zaplanowanych programów telewizyjnych.

### 3 - ← BACK

- · Powrót do ostatniego wybranego kanału.
- · Powrót do poprzedniego menu.

### 4 - **⊕** OPTIONS

Otwieranie lub zamykanie menu Opcje.

#### 5 - OK

Potwierdzenie wyboru lub ustawienia.

6 - Przyciski strzałek / nawigacyjne Poruszanie się w górę ∧, w dół ∨, w lewo く lub w prawo >.

#### 7. Kanał

Przejście do następnego lub poprzedniego kanału na liście kanałów.

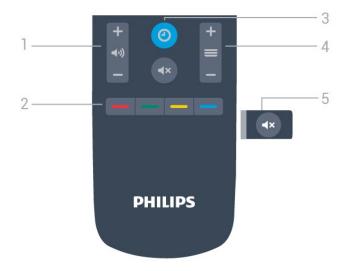
#### 8 - 1 EXIT

Powrót do oglądania telewizji.

### 9 - 🗅 HOME

Otwieranie menu głównego.

### Dół



### 1 - 📢) Głośność

Regulacja poziomu głośności.

2 - **— — Kolorowe** przyciski Bezpośredni wybór opcji.

### 3 - O ZEGAR

Wyświetlanie zegara.

#### 4 - **■** Kanał

Przejście do następnego lub poprzedniego kanału na liście kanałów.

### 5 - **∢×** Wyciszenie

Wyciszenie lub przywrócenie dźwięku.

3 2

### Czujnik podczerwieni

Telewizor może również odbierać polecenia od pilota na podczerwień. W przypadku takiego pilota należy zawsze kierować go w stronę czujnika podczerwieni znajdującego się z przodu telewizora.

#### ▲ Ostrzeżenie

Nie należy umieszczać żadnych przedmiotów przed czujnikiem podczerwieni telewizora, ponieważ mogą one zablokować sygnał podczerwieni.

3.3

### Czyszczenie

Pilot zdalnego sterowania jest pokryty warstwą odporną na zarysowania.

Czyść pilota miękką, wilgotną ściereczką. Do czyszczenia pilota nie używaj substancji takich, jak alkohol, środki chemiczne lub inne domowe środki czyszczące.

4

# Włączanie i wyłączanie

41

### Włączanie lub przełączanie w tryb gotowości

Upewnij się, że jest podłączony do sieci elektrycznej. Podłącz dołączony przewód zasilający do złącza AC in na tylnym panelu telewizora. Zaświeci się wskaźnik świetlny u dołu telewizora.

#### Włączanie

Naciśnij przycisk 🐧 na pilocie, aby włączyć telewizor. Można również nacisnąć 🌣 / 🗖 Dom. Aby włączyć telewizor lub w przypadku, gdy nie możesz znaleźć pilota bądź jego baterie są rozładowane, możesz również nacisnąć niewielki przycisk joysticka z tyłu lub u dołu telewizora.

### Przełączanie w tryb gotowości

Aby przełączyć telewizor w tryb gotowości, naciśnij przycisk ona pilocie. Możesz też nacisnąć niewielki przycisk joysticka z tyłu lub u dołu telewizora.

W trybie gotowości telewizor jest nadal podłączony do sieci elektrycznej, ale zużywa minimalną ilość energii.

Aby całkowicie wyłączyć telewizor, odłącz wtyczkę zasilania.

Podczas odłączania przewodu zasilającego należy zawsze ciągnąć za wtyczkę, a nie za przewód. Zawsze powinno być możliwe uzyskanie pełnego dostępu do przewodu zasilającego, wtyczki przewodu oraz gniazdka elektrycznego.

4.2

### Przyciski na telewizorze

W przypadku utraty pilota lub rozładowania jego baterii można nadal obsługiwać podstawowe funkcje telewizora.

Aby otworzyć menu podstawowe...

- 1 Po włączeniu telewizora naciśnij przycisk joysticka z tyłu lub u dołu telewizora, aby wyświetlić menu podstawowe.
- 2 Naciśnij przycisk w lewo lub w prawo, aby wybrać
   ◄) Głośność, Kanał lub ➡ Źródła.
- 3 Naciśnij strzałkę w górę lub w dół, aby ustawić głośność albo przejść do następnego lub poprzedniego kanału. Naciśnij strzałkę w górę lub w dół, aby przewinąć listę źródeł, łącznie z wyborem

tunera

4 - Menu zniknie automatycznie.

Aby przełączyć telewizor w tryb gotowości, wybierz opcję **o** i naciśnij przycisk joysticka z tyłu lub u dołu telewizora.

5

### Dane techniczne

5.1

### Ochrona środowiska

### Informacje o produkcie

### 43HFL6114U

- · Klasa wydajności energetycznej: A
- · Widoczna przekątna ekranu: 108 cm / 43 cale
- · Zużycie energii w trybie włączenia (W): 61 W
- · Roczne zużycie energii (kWh)\*: 90 kWh
- · Zużycie energii w trybie gotowości (W)\*\*: 0,3 W
- · Rozdzielczość obrazu (piksele): 3840 × 2160p

#### 50HFL6114U

- · Klasa wydajności energetycznej: A+
- · Widoczna przekątna ekranu: 126 cm / 50 cali
- · Zużycie energii w trybie włączenia (W): 68 W
- · Roczne zużycie energii (kWh)\*: 100 kWh
- · Zużycie energii w trybie gotowości (W)\*\*: 0,3 W
- · Rozdzielczość obrazu (piksele): 3840 × 2160p

#### 55HFL6114U

- · Klasa wydajności energetycznej: A+
- · Widoczna przekątna ekranu: 139 cm / 55 cali
- · Zużycie energii w trybie włączenia (W): 83 W
- · Roczne zużycie energii (kWh)\*: 122 kWh
- · Zużycie energii w trybie gotowości (W)\*\*: 0,3 W
- Rozdzielczość obrazu (piksele): 3840 × 2160p

#### 65HFL6114U

- · Klasa wydajności energetycznej: A+
- · Widoczna przekątna ekranu: 164 cm / 65 cali
- · Zużycie energii w trybie włączenia (W): 104 W
- · Roczne zużycie energii (kWh)\*: 152 kWh
- · Zużycie energii w trybie gotowości (W)\*\*: 0,3 W
- · Rozdzielczość obrazu (piksele): 3840 × 2160p

### 75HFL6114U

- Klasa wydajności energetycznej: A+
- · Widoczna przekątna ekranu: 189 cm / 75 cali
- · Zużycie energii w trybie włączenia (W): 113 W
- · Roczne zużycie energii (kWh)\*: 165 kWh
- Zużycie energii w trybie gotowości (W)\*\*: 0,3 W
- · Rozdzielczość obrazu (piksele): 3840 × 2160p

#### 32HFL5114

- · Klasa wydajności energetycznej: A+
- · Widoczna przekątna ekranu: 80 cm / 32 cale
- · Zużycie energii w trybie włączenia (W): 29 W
- · Roczne zużycie energii (kWh)\*: 43 kWh
- · Zużycie energii w trybie gotowości (W)\*\*: 0,35 W
- · Rozdzielczość obrazu (piksele): 1920 × 1080p

### 43HFL5114

- · Klasa wydajności energetycznej: A+
- · Widoczna przekątna ekranu: 108 cm / 43 cale
- · Zużycie energii w trybie włączenia (W): 48 W

- · Roczne zużycie energii (kWh)\*: 71 kWh
- · Zużycie energii w trybie gotowości (W)\*\*: 0,3 W
- · Rozdzielczość obrazu (piksele): 1920 × 1080p

#### 43HFL5114U

- · Klasa wydajności energetycznej: A
- · Widoczna przekątna ekranu: 108 cm / 43 cale
- · Zużycie energii w trybie włączenia (W): 59 W
- · Roczne zużycie energii (kWh)\*: 87 kWh
- · Zużycie energii w trybie gotowości (W)\*\*: 0,3 W
- · Rozdzielczość obrazu (piksele): 3840 × 2160p

#### 50HFL5114U

- · Klasa wydajności energetycznej: A+
- · Widoczna przekątna ekranu: 126 cm / 50 cali
- · Zużycie energii w trybie włączenia (W): 70 W
- · Roczne zużycie energii (kWh)\*: 103 kWh
- · Zużycie energii w trybie gotowości (W)\*\*: 0,3 W
- · Rozdzielczość obrazu (piksele): 3840 × 2160p
- \* Zużycie energii wyrażane w kWh na rok, w oparciu o pobór mocy telewizora działającego 4 godziny dziennie przez 365 dni. Rzeczywiste zużycie energii zależy od sposobu użytkowania telewizora.
- \*\* Gdy telewizor jest wyłączony za pomocą pilota i żadna funkcja nie jest aktywna.

### Numer rejestracyjny EPREL

43HFL6114U: 341921

50HFL6114U: 341992

55HFL6114U: 342447

65HFL6114U: 342465

75HFL6114U: 355587

32HFL5114: 341818

43HFL5114: 341833

43HFL5114U: 341835

50HFL5114U: 341991

### Utylizacja

### Utylizacja starych produktów i baterii

Ten produkt został wykonany z wysokiej jakości materiałów i elementów, które nadają się do ponownego wykorzystania.



Jeśli produkt jest opatrzony symbolem przekreślonego pojemnika na odpady, oznacza to, iż

podlega postanowieniom dyrektywy europejskiej 2012/19/UE.



Informacje na temat wydzielonych punktów składowania zużytych produktów elektrycznych i elektronicznych można uzyskać w miejscu zamieszkania.

Prosimy postępować zgodnie z wytycznymi miejscowych władz i nie wyrzucać tego typu urządzeń wraz z innymi odpadami pochodzącymi z gospodarstwa domowego. Ścisłe przestrzeganie wytycznych w tym zakresie pomaga chronić środowisko naturalne oraz ludzkie zdrowie.

Produkt zawiera baterie opisane w treści dyrektywy 2006/66/WE, których nie można zutylizować z pozostałymi odpadami domowymi.



Należy zapoznać się z lokalnymi przepisami dotyczącymi selektywnej zbiórki baterii, ponieważ odpowiednia utylizacja baterii pomaga chronić środowisko naturalne oraz ludzkie zdrowie.

5.2

### Moc

Dane techniczne produktu mogą ulec zmianie bez powiadomienia. Więcej danych technicznych dla tego produktu można znaleźć na stronie internetowej <u>www.philips.com/support</u>

#### Mac

- Zasilanie sieciowe: prąd przemienny 220–240 V, +/-10%
- · Temperatura otoczenia: od 5°C do 35°C
- Funkcje oszczędzania energii: tryb Eco, wyłączanie obrazu (w przypadku korzystania z kanałów radiowych), wyłącznik czasowy, menu ustawień ekologicznych.

Aby uzyskać informacje dotyczące zużycia energii, zapoznaj się z rozdziałem Informacje o produkcie.

53

### System operacyjny

System Android:

Android Pie 9

5.4

### Odbiór

- · Wejście antenowe: 75 omów, koncentryczne (IEC75)
- · Pasma tunera: Hyperband, UHF, VHF
- · DVB: DVB-T2, DVB-C (telewizja kablowa) QAM
- · Analogowe odtwarzanie obrazu: SECAM, PAL
- Cyfrowe odtwarzanie obrazu: MPEG2 SD/HD (ISO/IEC 13818-2), MPEG4 SD/HD (ISO/IEC 14496-10), HEVC\*
- · Cyfrowe odtwarzanie dźwięku (ISO/IEC 13818-3)
- · Zakres częstotliwości sygnału: od 950 do 2150 MHz
- · Zakres poziomów wejściowych: od 25 do 65 dBm
- \* Dotyczy tylko modelu DVB-T2

5.5

### Typ wyświetlacza (6114U)

### Długość przekątnej ekranu

- · 108 cm / 43 cale
- · 126 cm / 50 cali
- · 139 cm / 55 cali
- · 164 cm / 65 cali
- · 189 cm / 75 cali

### Rozdzielczość wyświetlacza

· 3840 x 2160

5.6

### Typ wyświetlacza (5114/5114U)

### Długość przekątnej ekranu

- · 80 cm / 32 cale
- · 108 cm / 43 cale
- · 126 cm / 50 cali

Rozdzielczość wyświetlacza 1920 × 1080 (5114) 3840 × 2160 (5114U)

### Rozdzielczość wejściowa wyświetlacza (6114U)

### Formaty wideo

Rozdzielczość – częstotliwość odświeżania

- · 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

### Formaty komputerowe

Rozdzielczości (wybrane)

- $\cdot$  640 × 480 60 Hz
- · 800 × 600 − 60 Hz
- · 1024 × 768 60 Hz
- · 1280 × 768 60 Hz
- · 1360 × 765 60 Hz
- · 1360 × 768 60 Hz
- · 1280 × 1024 60 Hz
- · 1920 × 1080 60 Hz
- · 3840 × 2160 60 Hz

5.8

# Rozdzielczość wejściowa wyświetlacza (5114)

### Formaty wideo

Rozdzielczość – częstotliwość odświeżania

- · 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

### Formaty komputerowe

Rozdzielczości (wybrane)

- $\cdot 640 \times 480 60 \text{ Hz}$
- · 800 × 600 60 Hz
- $\cdot$  1024 × 768 60 Hz
- $\cdot$  1280 × 768 60 Hz
- · 1360 × 765 60 Hz
- · 1360 × 768 − 60 Hz
- · 1280 × 1024 60 Hz
- · 1920 × 1080 60 Hz

59

### Rozdzielczość wejściowa wyświetlacza (5114U)

### Formaty wideo

Rozdzielczość – częstotliwość odświeżania

- · 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

#### Formaty komputerowe

Rozdzielczości (wybrane)

- $\cdot 640 \times 480 60 \text{ Hz}$
- · 800 × 600 60 Hz
- · 1024 × 768 60 Hz
- · 1280 × 768 60 Hz
- · 1360 × 765 60 Hz
- 1360 × 768 60 Hz
  1280 × 1024 60 Hz
- · 1920 × 1080 60 Hz
- · 3840 × 2160 60 Hz

5.10

### Możliwości połączeń (6114U)

#### Bok telewizora

- · Gniazdo Common Interface: CI+ CAM
- · Port USB 1 USB 3.0
- · Słuchawki gniazdo stereo typu mini-jack, 3,5 mm
- · Wejście HDMI 1 ARC Ultra HD

### Spód telewizora

Sieć LAN: RJ45

Wejście HDMI 2 —ARC — Ultra HD

Wejście HDMI 3 —ARC — Ultra HD

Antena (75 omów)

Port USB 2 — USB 2.0

Wyjście 12 V DC

8 **Ω** Wyjście audio

DATA(RJ-48)

5.1

### Możliwości połączeń (5114)

### Bok telewizora

- · Gniazdo Common Interface: CI+ CAM
- · Port USB 1 USB 3.0
- · Słuchawki gniazdo stereo typu mini-jack, 3,5 mm
- · Wejście HDMI 1 ARC FHD

#### Spód telewizora

- · Sieć LAN: RJ45
- · Wejście HDMI 2 ARC FHD
- · Antena (75 omów)
- · Port USB 2 USB 2.0
- · Wyjście 12 V DC
- · 8 **Ω** Wyjście audio
- · DATA(RJ-48)

5 12

### Możliwości połączeń (5114U)

#### Bok telewizora

- · Gniazdo Common Interface: CI+ CAM
- · Port USB 1 USB 3.0
- · Słuchawki gniazdo stereo typu mini-jack, 3,5 mm
- · Wejście HDMI 1 ARC Ultra HD

### Spód telewizora

- · Sieć LAN: RJ45
- · Wejście HDMI 2 ARC Ultra HD
- · Antena (75 omów)
- · Port USB 2 USB 2.0
- · Wyjście 12 V DC
- · 8 **Ω** Wyjście audio
- · DATA(RJ-48)

5.13

### Wymiary i waga (6114U)

### 43HFL6114U

bez podstawy:

szerokość 963,98 mm — wysokość 569,28 mm — głebokość 74,5 mm — waga ±9,44 kg

· z podstawa:

szerokość 963,98 mm — wysokość 594,09 mm — głębokość 190,1 mm — waga ±11,48 kg

### 50HFL6114U

bez podstawy:

szerokość 1119,8 mm — wysokość 650 mm — głębokość 77,7 mm — waga ±13,74 kg

· z podstawa:

szerokość 1119,8 mm — wysokość 681 mm — głębokość 240,1 mm — waga ±16,44 kg

### 55HFL6114U

bez podstawy:

szerokość 1233,6 mm — wysokość 714 mm — głębokość 113,2 mm — waga ±16,5 kg

· z podstawa:

szerokość 1233,6 mm — wysokość 746,8 mm — głębokość 240 mm — waga ±19,05 kg

### 65HFL6114U

· bez podstawy:

szerokość 1459,28 mm — wysokość 849,84 mm — głębokość 86,4 mm — waga ±25,72 kg

· z podstawą:

szerokość 1459,28 mm — wysokość 872,5 mm — głębokość 267,11 mm — waga ±29,7 kg

#### 75HFL6114U

bez podstawy:

szerokość 1683,2 mm — wysokość 965,9 mm — głębokość 93,7 mm — waga ±33,5 kg

· z podstawa:

szerokość 1683,2 mm — wysokość 992,9 mm — głębokość 299,4 mm — waga ±34 kg

5.14

### Wymiary i waga (5114/5114U)

#### 32HFL5114

bez podstawy:

szerokość 731,8 mm — wysokość 435,31 mm — głębokość 77,3 mm — waga ±4,61 kg

· z podstawą:

szerokość 731,8 mm — wysokość 494,14 mm — głębokość 179,31 mm — waga ±4,68 kg

#### 43HFL5114

· bez podstawy:

szerokość 969,6 mm — wysokość 565,6 mm — głębokość 80,5 mm — waga ±7,19 kg

· z podstawą:

szerokość 969,6 mm — wysokość 624,2 mm — głębokość 194 mm — waga ±7,27 kg

### 43HFL5114U

bez podstawy:

szerokość 972,81 mm — wysokość 567,85 mm — głębokość 80,5 mm — waga ±8,0 kg

· z podstawą:

szerokość 972,81 mm — wysokość 625,59 mm — głębokość 194,02 mm — waga ±8,08 kg

#### 50HFL5114U

· bez podstawy:

szerokość 1127,64 mm — wysokość 655,31 mm — głębokość 89,62 mm — waga ±11,3 kg

· z podstawa:

szerokość 1127,64 mm — wysokość 711,95 mm — głębokość 214,5 mm — waga ±11,5 kg

5.15

### Dźwięk

- · Moc wyjściowa (RMS): 20 W (32": 16 W
- · Dolby Audio
- · DTS HD

6

# Podłączanie urządzeń

6.1

### Podłączanie urządzeń

### Poradnik połączeń

Urządzenia zewnętrzne należy zawsze podłączać do telewizora, korzystając z połączenia o najlepszej dostępnej jakości. Należy też używać przewodów dobrej jakości, aby zapewnić wysoką jakość obrazu i dźwięku.

Po podłączeniu urządzenia telewizor rozpoznaje jego typ i nadaje każdemu urządzeniu prawidłową nazwę typu. Jeśli chcesz, możesz zmienić nazwę typu. Po ustawieniu prawidłowego typu dla urządzenia telewizor automatycznie optymalizuje ustawienia, kiedy użytkownik wybiera dane urządzenie z menu Źródła.

### Port antenowy

Jeśli masz dekoder (odbiornik cyfrowy) lub nagrywarkę, podłącz przewody antenowe w celu przesyłania sygnału antenowego najpierw przez dekoder i/lub nagrywarkę, a następnie do telewizora. Dzięki temu antena i dekoder będą mogły przesyłać do nagrywarki dodatkowe kanały na potrzeby nagrywania.

### Porty HDMI

#### Jakość połączenia HDMI

Połączenie HDMI zapewnia najwyższą jakość obrazu i dźwięku. Jeden przewód HDMI pozwala na jednoczesne przesyłanie obu tych sygnałów. Użyj przewodu HDMI do przesyłania sygnału telewizyjnego.

Aby uzyskać najlepszą jakość przesyłu sygnału, użyj przewodu HDMI High Speed. Nie używaj przewodu dłuższego niż 5 metrów.





### Zabezpieczenie przed kopiowaniem

Przewody HDMI obsługują standard HDCP (Highbandwidth Digital Content Protection). Standard HDCP to sygnał zabezpieczenia przed kopiowaniem zawartości z płyt DVD i Blu-ray. Jest znany także pod nazwą DRM (Digital Rights Management — cyfrowy system zarządzania prawami autorskimi).

#### **HDMI ARC**

Wszystkie złącza HDMI telewizora obsługują funkcję HDMI ARC (Audio Return Channel).

Jeśli urządzenie zewnętrzne, zwykle zestaw kina domowego, także ma gniazdo HDMI ARC, podłącz je do dowolnego gniazda HDMI tego telewizora. W przypadku połączenia HDMI ARC nie jest konieczne podłączanie dodatkowego przewodu audio, który przesyła dźwięk z telewizora do zestawu kina domowego. Połączenie HDMI ARC obsługuje oba sygnały.

Do podłączenia zestawu kina domowego można użyć dowolnego złącza HDMI tego telewizora, ale funkcja ARC jest dostępna tylko dla jednego urządzenia/połączenia w danym momencie.





### HDMI CEC — EasyLink

Połączenie HDMI zapewnia najwyższą jakość obrazu i dźwięku. Jeden przewód HDMI pozwala na jednoczesne przesyłanie obu tych sygnałów. W przypadku odbierania sygnałów telewizyjnych w formacie HD (High Definition) skorzystaj z przewodu HDMI. Aby uzyskać najlepszą jakość przesyłu sygnału, użyj przewodu HDMI High Speed. Nie używaj przewodu dłuższego niż 5 metrów.

Podłącz do telewizora urządzenia zgodne ze standardem HDMI-CEC i steruj nimi za pomocą pilota telewizora.

Funkcja EasyLink HDMI CEC musi być włączona w telewizorze i podłączonym urządzeniu.



### Uwaga:

- Funkcja EasyLink może nie działać z urządzeniami innych producentów.
- Poszczególni producenci używają różnych nazw funkcji HDMI CEC. Niektóre przykłady tych nazw to: Anynet, Aquos Link, Bravia Theatre Sync, Kuro Link, Simplink i Viera Link. Nie wszystkie marki urządzeń są w pełni zgodne z funkcją EasyLink. Przykładowe nazwy funkcji HDMI CEC są własnością odpowiednich firm.

#### Włączanie/wyłączanie funkcji EasyLink

Możesz włączyć lub wyłączyć tę funkcję. Ustawianie funkcji EasyLink telewizora są domyślnie włączone.

Aby wyłączyć całkowicie funkcję EasyLink...

Tryb profesjonalny WYŁ. – Naciśnij przycisk ☆ / △ Dom. Naciśnij przycisk ✔ , wybierz Ustawienia i naciśnij przycisk OK.

Wybierz opcję **Źródła** > **EasyLink** i naciśnij przycisk **OK**.

Wybierz opcję EasyLink i naciśnij przycisk OK.

Wybierz opcję Wyłącz i naciśnij przycisk OK.

Tryb profesjonalny WŁ. – Informacje na ten temat znajdują się w instrukcji instalacji.

#### Pilot EasyLink

Jeśli urządzenia mają się łączyć, ale nie chcesz obsługiwać ich przy użyciu pilota telewizora, możesz wyłączyć funkcję pilota EasyLink.

Aby włączyć lub wyłączyć funkcję pilota EasyLink...

Wybierz opcję **Źródła** > **EasyLink** i naciśnij przycisk **OK**.

Wybierz opcję Pilot EasyLink i naciśnij przycisk OK.

Wybierz opcję **Włącz** lub **Wyłącz** i naciśnij przycisk **OK**.

Naciśnij przycisk BACK (w razie potrzeby wielokrotnie), aby zamknąć menu.

Tryb profesjonalny WŁ. – Informacje na ten temat znajdują się w instrukcji instalacji.

6 2

# Moduł CAM z kartą chipową – CI+

### CI+

Ten telewizor obsługuje dostęp warunkowy przy użyciu standardu CI+.

Standard CI+ umożliwia oglądanie w rozdzielczości HD programów cyfrowych, takich jak filmy i relacje sportowe, które są oferowane przez operatorów telewizji cyfrowej w danym regionie. Takie programy są kodowane przez operatora telewizji i dekodowane przy użyciu opłacanego w ramach abonamentu modułu CI+.

Operatorzy telewizji cyfrowej dostarczają moduł CI+ (moduł dostępu warunkowego, CAM) i towarzyszącą mu kartę Smart po wykupieniu subskrypcji na programy. Takie programy mają wysoki poziom zabezpieczenia przed kopiowaniem.

Aby uzyskać więcej informacji na temat warunków, skontaktuj się z operatorem telewizji cyfrowej.



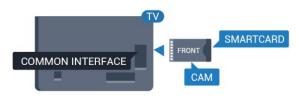
### Karta Smart

Operatorzy telewizji cyfrowej dostarczają ten moduł CI+ (moduł dostępu warunkowego, CAM) i towarzyszącą mu kartę Smart po wykupieniu subskrypcji na programy.

Włóż kartę Smart do modułu CAM. Zapoznaj się z informacjami otrzymanymi od operatora.

Aby włożyć moduł CAM do telewizora...

- 1 Na module CAM znajduje się informacja wskazująca prawidłową metodę montażu.
   Nieprawidłowe zamontowanie modułu CAM może spowodować uszkodzenie modułu i telewizora.
- 2 Patrząc na tylną część telewizora, zwróć przód modułu CAM do siebie i delikatnie wsuń go do gniazda COMMON INTERFACE.
- 3 Wsuń moduł CAM do oporu. Pozostaw go w gnieździe na stałe.



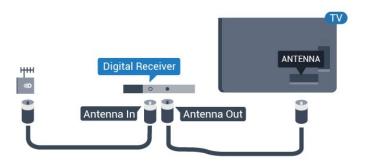
Aktywacja modułu CAM po włączeniu telewizora może potrwać kilka minut. Jeśli moduł CAM został zamontowany i opłaty za subskrypcję są uiszczane (metody połączenia mogą się różnić), możliwe jest oglądanie kodowanych kanałów obsługiwanych przez kartę Smart modułu CAM.

Moduł CAM i karta Smart są przeznaczone wyłącznie dla danego telewizora. Jeśli wyjmiesz moduł CAM, nie będzie już można oglądać kodowanych kanałów obsługiwanych przez ten moduł CAM.

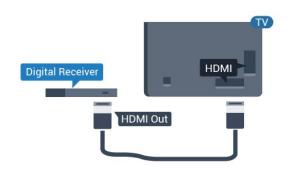
6.3

### Odbiornik — dekoder

Podłącz antenę do dekodera (odbiornika cyfrowego) i do telewizora za pomocą dwóch przewodów antenowych.



Następnie podłącz przewód HDMI, aby połączyć dekoder z telewizorem.



64

### Zestaw kina domowego

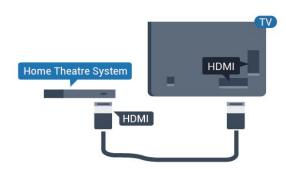
### Podłączanie przy użyciu gniazda HDMI ARC

Podłącz zestaw kina domowego do telewizora za pomocą przewodu HDMI. Możesz podłączyć zestaw Philips Soundbar lub zestaw kina domowego z wbudowanym odtwarzaczem płyt.

#### **HDMI ARC**

Jeśli zestaw kina domowego ma gniazdo HDMI ARC, można użyć dowolnego gniazda HDMI telewizora w celu wykonania połączenia. W przypadku połączenia HDMI ARC nie jest konieczne podłączanie dodatkowego przewodu audio. Połączenie HDMI ARC obsługuje oba sygnały.

Wszystkie gniazda HDMI telewizora obsługują sygnał ARC (Audio Return Channel). Jednak po podłączeniu zestawu kina domowego telewizor może wysyłać sygnał ARC tylko przez dane połączenie.



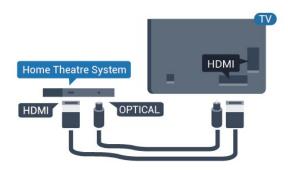
### Synchronizacja dźwięku i obrazu

Jeśli dźwięk nie pasuje do obrazu wyświetlanego na ekranie, w większości zestawów kina domowego można ustawić opóźnienie, aby dopasować dźwięk i obraz.

### Podłączanie przy użyciu gniazda HDMI

Podłącz zestaw kina domowego do telewizora za pomocą przewodu HDMI. Możesz podłączyć zestaw Philips Soundbar lub zestaw kina domowego z wbudowanym odtwarzaczem płyt.

Jeśli zestaw kina domowego nie ma gniazda HDMI ARC, podłącz optyczny przewód audio (Toslink), aby przesyłać dźwięk z telewizora do zestawu kina domowego.



### Synchronizacja dźwięku i obrazu

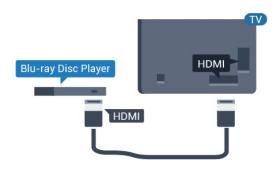
Jeśli dźwięk nie pasuje do obrazu wyświetlanego na ekranie, w większości zestawów kina domowego można ustawić opóźnienie, aby dopasować dźwięk i obraz.

\*Nie wszystkie telewizory obsługują połączenie optyczne (Toslink).

6.5

### Odtwarzacz płyt Blu-ray

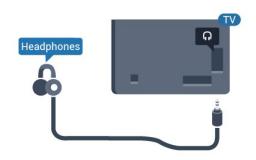
Podłącz odtwarzacz płyt Blu-ray do telewizora za pomocą przewodu HDMI High Speed.



Jeśli odtwarzacz płyt Blu-ray obsługuje funkcję EasyLink HDMI CEC, możliwa jest jego obsługa za pomocą pilota zdalnego sterowania telewizora. 66

### Słuchawki

Możesz podłączyć słuchawki do złącza  $\widehat{\ \ }$  z boku telewizora. Złącze to jest gniazdem typu mini-jack 3,5 mm. Istnieje możliwość osobnej regulacji głośności słuchawek.

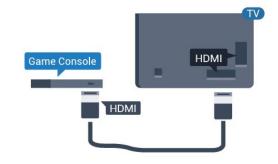


6.7

### Konsola do gier

### **HDMI**

Aby uzyskać najlepszą jakość, podłącz konsolę do gier do telewizora za pomocą przewodu HDMI High Speed.



6.8

### Pamięć flash USB

Możliwe jest przeglądanie zdjęć lub odtwarzanie muzyki i filmów z podłączonej pamięci flash USB.

Podłącz pamięć flash USB do jednego ze złączy USB w telewizorze, gdy telewizor jest włączony.



Telewizor wykryje pamięć flash i wyświetli jej zawartość w formie listy. Jeśli lista zawartości nie pojawia się automatycznie...

Tryb profesjonalny WYŁ. – Naciśnij przycisk ☆ / △ Dom, wybierz aplikacje, wybierz Źródła. Wybierz USB i naciśnij przycisk OK.

Tryb profesjonalny WŁ. – Naciśnij przycisk △ / △ Dom, wybierz Kanały telewizyjne ▼ , wybierz ▼ ŹRÓDŁA . Wybierz opcję USB i naciśnij przycisk OK.

Aby przerwać oglądanie zawartości pamięci flash USB, naciśnij przycisk も lub wybierz inną czynność.

Pamięć flash USB możesz odłączyć w dowolnym momencie.

6.9

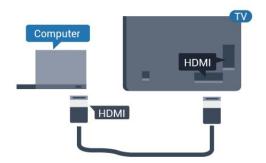
### Komputer

### Podłaczanie

Możesz podłączyć telewizor do komputera, aby pełnił funkcję monitora komputerowego.

### Połączenie HDMI

Podłącz urządzenie do telewizora za pomocą przewodu HDMI.



### Optymalne ustawienie

Po podłączeniu komputera zalecamy określenie właściwego typu urządzenia w menu Źródło. Jeśli wybierzesz opcję Komputer w menu Źródło, telewizor automatycznie wybierze optymalne ustawienia obrazu.

Aby określić optymalne ustawienie telewizora...

Tryb profesjonalny WYŁ. – Naciśnij przycisk △ / △ Dom. Naciśnij przycisk ✔ (w dół), wybierz opcję Ustawienia i naciśnij przycisk OK.

Wybierz opcję Obraz i naciśnij przycisk > (w prawo), aby przejść do menu. Wybierz opcję Styl

obrazu > Komputer i naciśnij przycisk OK.

Wybierz opcję Włącz lub Wyłącz i naciśnij przycisk OK.

Naciśnij przycisk  $\leftarrow$ , w razie potrzeby wielokrotnie, aby zamknąć menu.

Tryb profesjonalny WŁ. – Naciśnij przycisk ☆ / ✿ Dom > ••• Więcej > � Ustawienia > ■ Obraz. Naciśnij przycisk OK.

Wybierz opcję Styl obrazu > Komputer i naciśnij przycisk OK.

Wybierz opcję Włącz lub Wyłącz i naciśnij przycisk OK.

Naciśnij przycisk ←, w razie potrzeby wielokrotnie, aby zamknąć menu.

(Informacje na temat trybu profesjonalnego znajdują się w instrukcji instalacji)

## Filmy, zdjęcia i muzyka

71

### Z połączenia USB

Można przeglądać zdjęcia lub odtwarzać muzykę i filmy z podłączone pamięci flash USB lub dysku twardego USB.

Gdy telewizor jest włączony, podłącz urządzenie USB do jednego ze złączy USB. Telewizor wykryje urządzenie i wyświetli listę znajdujących się w nim plików multimedialnych.

Jeśli lista plików nie pojawi się automatycznie...

- 1 Naciśnij przycisk ■ CHANNELS, wybierz opcję
   ★ Źródła.
- 2 Wybierz opcję **T** Przeglądarka multimediów i naciśnij przycisk **OK**.
- 3 Możesz przeglądać pliki w ramach struktury folderów na dysku.
- 4 Aby zatrzymać odtwarzanie filmów lub muzyki albo przeglądanie zdjęć, naciśnij przycisk 🕏 .

72

### Odtwarzanie filmów

### Odtwarzanie filmów

### Otwieranie folderu wideo

- 1 Naciśnij przycisk **≡** CHANNELS i wybierz opcję **₹** Źródła.
- 2 Wybierz przycisk Przeglądarka multimediów, wybierz opcję Filmy i naciśnij przycisk OK.

Aby powrócić do folderu, naciśnij przycisk  $\leftarrow$ .

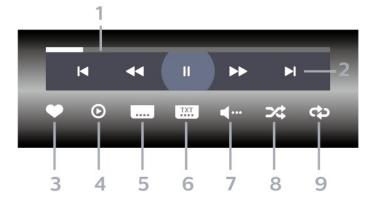
### Odtwarzanie filmu

- 1 Naciśnij przycisk **≡** CHANNELS, wybierz opcję **₹** Źródła.
- 2 Wybierz przycisk Przeglądarka multimediów, wybierz opcję Filmy i naciśnij przycisk OK.
- 3 Wybierz jeden z filmów i naciśnij przycisk Odtwórz wszystko, aby odtworzyć całą zwartość folderu, lub naciśnij Zaznacz jako ulubione, aby dodać wybrany film do menu ♥ Ulubione.

Aby wstrzymać odtwarzanie filmu, naciśnij przycisk OK. Ponownie naciśnij przycisk OK, aby kontynuować.

Pasek sterowania

Aby wyświetlić lub ukryć pasek sterowania podczas odtwarzania filmu, naciśnij przycisk **OK**.



- 1 Pasek postępu
- 2 Pasek sterowania odtwarzaniem
- **◄**: Przejście do poprzedniego filmu w folderze
- ►: Przejście do następnego filmu w folderze
  - ◄: Przewijanie do tyłu
  - >>: Szybkie przewijanie do przodu
  - II: Wstrzymanie odtwarzania
- 3 Zaznaczanie jako ulubione
- 4 Odtwarzanie wszystkich plików wideo
- 5 Napisy włączanie lub wyłączanie napisów albo włączanie ich, gdy dźwięk jest wyciszony.
- 6 Język napisów: wybór języka napisów (niedostępne, gdy włączony jest Tryb profesjonalny)
- 7 Język dźwięku wybór języka ścieżki dźwiękowej
- 8 Losowo odtwarzanie plików w kolejności losowej
- 9 Powtórz jednokrotne odtworzenie wszystkich plików filmów w danym folderze lub ich odtwarzanie ciągłe

### Opcje dotyczące filmów

Podczas odtwarzania filmu naciśnij przycisk • OPTIONS, wybierz opcję Informacje i naciśnij przycisk OK, aby...

- $\cdot$  Zaznacz jako ulubione dodaje wybrany film do ulubionych.
- Odtwórz wszystko odtworzenie wszystkich plików filmów w danym folderze.
- Napisy jeżeli napisy są dostępne, możesz dla nich wybrać ustawienie Wł., Wył. albo Włącz., gdy wyciszony.
- Język dźwięku wybór wersji językowej audio, o ile jest dostępna.
- Losowo odtwarzanie plików w kolejności losowej.
- **Powtórz** jednokrotne lub wielokrotne odtwarzanie wszystkich filmów w danym folderze.

### Oglądanie zdjęć

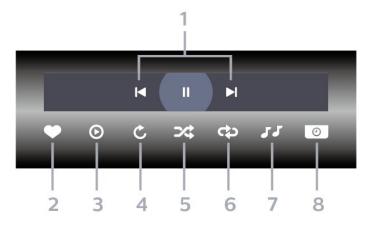
### Oglądanie zdjęć

Otwieranie folderu ze zdjęciami

#### Wyświetlanie zdjęć

- 3 Wybierz opcję **Zdjęcia**, następnie zaznacz jedno z nich. Możesz nacisnąć przycisk **Pokaz slajdów**, aby odtworzyć całą zwartość folderu. Przycisk
- Zaznacz jako ulubione dodaje wybrane zdjęcie do menu ♥ Ulubione.

#### Pasek sterowania



- 1 Pasek sterowania odtwarzaniem
- ⋈: Przejście do poprzedniego zdjęcia w folderze
- ⊢ Przejście do następnego zdjęcia w folderze
   II: Wstrzymanie odtwarzania pokazu slajdów
- 2 Zaznaczanie jako ulubione
- 3 Uruchomienie pokazu slajdów
- 4 Obracanie zdjęcia
- 5 Losowo odtwarzanie plików w kolejności losowei
- 6 Powtórz jednokrotne odtworzenie wszystkich plików zdjęć w danym folderze lub ich odtwarzanie ciągłe
- 7 Zatrzymanie muzyki odtwarzanej w tle (niedostępne, gdy włączony jest Tryb profesjonalny)

8 - Umożliwia ustawienie szybkości wyświetlania pokazu slajdów

### Opcje dotyczące zdjęć

Podczas odtwarzania filmu naciśnij przycisk • OPTIONS, wybierz opcję Informacje i naciśnij przycisk OK, aby...

- · Zaznaczanie jako ulubione
- · Uruchomienie pokazu slajdów
- · Obracanie zdjęcia
- · Losowo odtwarzanie plików w kolejności losowej
- Powtórz jednokrotne odtworzenie wszystkich plików zdjęć w danym folderze lub ich odtwarzanie ciagłe
- Zatrzymanie muzyki odtwarzanej w tle (niedostępne, gdy włączony jest Tryb profesjonalny)
- Umożliwia ustawienie szybkości wyświetlania pokazu slajdów

7 1

### Odtwarzanie muzyki

### Odtwarzanie muzyki

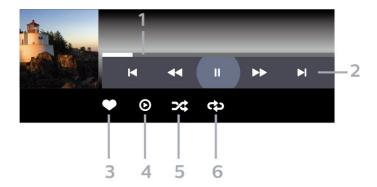
Otwieranie folderu z muzyką

- 2 Wybierz przycisk **Przeglądarka** multimediów, wybierz opcje **JJ** Muzyka i naciśnij przycisk **OK**.

#### Odtwarzaj muzykę

- 2 Wybierz przycisk **Przeglądarka** multimediów, wybierz opcję **JJ** Muzyka i naciśnij przycisk **OK**.
- 3 Możesz nacisnąć przycisk  **Zaznacz ulubione**, aby dodać folder z muzyka do menu **♥ Ulubione**.
- 4 Możesz szybko wyszukać utwór, korzystając z systemu podziału na **gatunki**, **wykonawców**, **albumy** lub **utwory**.

#### Pasek sterowania



- 1 Pasek postępu
- 2 Pasek sterowania odtwarzaniem
- **◄**: Przejście do poprzedniego utworu w folderze
- ▶: Przejście do następnego utworu w folderze
  - ◄: Przewijanie do tyłu
  - ▶ : Szybkie przewijanie do przodu
  - II: Wstrzymanie odtwarzania
- 3 Zaznaczanie jako ulubione
- 4 Odtwarzanie całej muzyki
- 5 Losowo odtwarzanie plików w kolejności losowej
- 6 Powtórz jednokrotne odtworzenie wszystkich utworów w danym folderze lub ich odtwarzanie ciągłe

### Opcje dotyczące muzyki

Podczas odtwarzania muzyki naciśnij przycisk • OPTIONS, wybierz opcję Informacje i naciśnij przycisk OK, aby...

- · Zaznaczanie jako ulubione
- · Odtwarzanie całej muzyki
- · Losowo odtwarzanie plików w kolejności losowej
- Powtórz jednokrotne odtworzenie wszystkich utworów w danym folderze lub ich odtwarzanie ciągłe

8

# Przewodnik telewizyjny

8.1

# Korzystanie z przewodnika telewizyjnego

# Otwieranie przewodnika telewizyjnego

Aby otworzyć przewodnik telewizyjny, naciśnij przycisk **III** TV GUIDE . Przewodnik telewizyjny zawiera kanały wybranego tunera.

Ponownie naciśnij przycisk **≡ TV GUIDE** , aby zamknąć przewodnik.

Przy pierwszym otwarciu przewodnika telewizyjnego telewizor przeszukuje wszystkie kanały telewizyjne pod kątem informacji do przewodnika. Może to zająć kilka minut. Dane przewodnika telewizyjnego są zapisywane w telewizorze.

a

## Gry

9.

### Granie w gry

### Z konsoli do gier

Aby rozpocząć grę z poziomu konsoli...

Włącz konsolę do gier.

Uruchom grę.

Kilkakrotnie naciśnij przycisk ← BACK lub naciśnij raz przycisk ூ EXIT albo zatrzymaj aplikację, korzystając z przypisanego do niej przycisku.

Aby uzyskać więcej informacji na temat podłączania konsoli do gier, w menu Pomoc naciśnij kolorowy przycisk — Słowa kluczowe i wyszukaj frazę Konsola do gier, podłączanie.

Tryb profesjonalny WŁ. −Naciśnij przycisk SOURCES i wybierz konsolę do gier lub nazwę połączenia.

Uruchom grę.

Kilkakrotnie naciśnij przycisk ← BACK lub naciśnij raz przycisk ூ EXIT albo zatrzymaj aplikację, korzystając z przypisanego do niej przycisku.

Aby uzyskać więcej informacji na temat podłączania konsoli do gier, w menu Pomoc naciśnij kolorowy przycisk — Słowa kluczowe i wyszukaj frazę Konsola do gier, podłączanie.

### Przez aplikacje

Aby rozpocząć grę z poziomu aplikacji gier...

Tryb profesjonalny WYŁ. – Naciśnij przycisk ☆ / ✿ Dom, wybierz ➡ Aplikacje, a następnie wybierz opcję Google Play Games.

Zaloguj się na konto Google i uruchom grę.

Kilkakrotnie naciśnij przycisk ← BACK lub naciśnij raz przycisk ᠌ EXIT albo zatrzymaj aplikację, korzystając z przypisanego do niej przycisku.

Tryb profesjonalny WŁ. – Naciśnij przycisk △ / △ Dom. Wybierz opcję 🞮 Gry.

Zaloguj się na konto Google i uruchom grę.

# Aplikacja Menu profesjonalne

10 1

### Aplikacja Menu profesjonalne — informacje

W aplikacji Menu profesjonalne można uruchomić każdą czynność, jaką można wykonywać w telewizorze.

Po lewej stronie aplikacji Menu profesjonalne znajdują się rzędy...

- · Polecane 🕩
- · Kanały telewizyjne
- · Przesyłanie ₪
- · Aplikacje **!!!**
- · Gry 🞮
- · Więcej •••

W górnej części aplikacji Menu profesjonalne znajdują się rzędy...

- · Zarządzaj kontem
- Wiadomości 💌 (Jest to funkcja opcjonalna, która zależy od wewnętrznych ustawień hotelu).
- Rachunek 🔳 (Jest to funkcja opcjonalna, która zależy od wewnętrznych ustawień hotelu).
- · Ustaw alarm 🔞
- · Pogoda 🔏
- · Język menu 🔼
- Aktualny czas

10.2

# Otwórz aplikację Menu profesjonalne

Tryb profesjonalny WYŁ. — więcej informacji można znaleźć w rozdziale "Ekran główny telewizora z systemem Android".

Tryb profesjonalny WŁ. — by otworzyć aplikację Menu profesjonalne i otworzyć pozycję...

- 1 Otwórz aplikację Menu profesjonalne przez naciśnięcie przycisku Dom △ / △.
- 2 Wybierz czynność za pomocą przycisków strzałek i naciśnij przycisk **OK**, aby ją rozpocząć.
- 3 Aby zamknąć aplikację Menu profesjonalne bez zmiany bieżącej czynności, naciśnij przycisk ←.



Po otwarciu aplikacji Menu profesjonalne aplikacja działająca w tle / odtwarzanie treści zostanie zatrzymane. Należy wybrać aplikację lub treść z aplikacji Menu profesjonalne, aby ją wznowić.

10.3

### Polecane

Otwórz aplikację Menu profesjonalne i otwórz Polecane...

- 1 Otwórz aplikację Menu profesjonalne.
- 2 Wybierz pozycję Polecane 

  i i naciśnij przycisk OK, aby ją otworzyć lub uruchomić.
- 3 Wybierz opcję Polecane kanały telewizyjne. Wybierz kanał z listy i naciśnij przycisk OK.
- 4 Wybierz opcję **Ⅲ** Aplikacje. Wybierz aplikację z listy i naciśnij przycisk OK.

10.4

### Kanały telewizyjne

### Listy kanałów

### Informacje o listach kanałów

Wszystkie dostrojone kanały pojawią się na liście. Kanały są wyświetlane z nazwą i logo, o ile ta informacja jest dostępna.

Po wybraniu listy kanałów naciśnij strzałkę ∧ (w górę) lub ∨ (w dół), aby wybrać kanał, a następnie naciśnij przycisk OK, aby oglądać wybrany kanał. Kanały z tej listy można ustawić tylko przy użyciu przycisków ≡ + lub ≡ −.

### Stacje radiowe

Jeśli na danym obszarze są dostępne cyfrowe stacje

radiowe, zostaną one zainstalowane podczas procesu instalacji. Kanały radiowe przełącza się w taki sam sposób jak kanały telewizyjne.

### Otwieranie listy kanałów

Aby otworzyć bieżącą listę kanałów...

- 1. Naciśnij przycisk も , aby przełączyć się na telewizor.
- 2. Naciśnij przycisk **CHANNELS**, aby otworzyć bieżącą listę kanałów. Wybierz opcję **W**szystkie kanały, aby wyświetlić zarówno kanały telewizyjne, jak i radiowe. Wybierz opcję **M**, aby wyświetlić tylko kanały telewizyjne. Wybierz opcję **A**, aby wyświetlić tylko kanały radiowe.
- 3. Ponownie naciśnij przycisk **≡** CHANNELS, aby zamknąć listę kanałów.

### Oglądanie kanałów

#### Ustawianie kanału

Aby oglądać kanały telewizyjne, naciśnij przycisk  $\mathfrak{D}$ . Telewizor dostroi ostatni oglądany kanał telewizyjny.

### Przełączanie kanałów

Aby przełączać kanały, naciśnij
przycisk ≡ + lub ≡ -.

#### Poprzedni kanał

Aby powrócić do poprzedniego kanału, naciśnij przycisk BACK.

#### Lista kanałów

Podczas oglądania kanału telewizyjnego naciśnij przycisk **=**, aby otworzyć listę kanałów.

### Opcje dotyczące kanału

### Otwieranie opcji

Podczas oglądania kanału możesz skonfigurować dotyczące go opcje.

Dostępne opcje są zależne od typu kanału (analogowy lub cyfrowy) oraz od wybranych ustawień telewizora.

Aby otworzyć menu opcji...

- 1 Podczas oglądania kanału naciśnij przycisk **OPTIONS**.
- 2 Naciśnij przycisk OPTIONS ponownie, aby je zamknąć.

10.5

### Kanały telewizyjne

### Listy kanałów

#### Informacje o listach kanałów

Wszystkie dostrojone kanały pojawią się na liście. Kanały są wyświetlane z nazwą i logo, o ile ta informacja jest dostępna.

#### Stacje radiowe

Jeśli na danym obszarze są dostępne cyfrowe stacje radiowe, zostaną one zainstalowane podczas procesu instalacji. Kanały radiowe przełącza się w taki sam sposób jak kanały telewizyjne.

### Otwieranie listy kanałów

Aby otworzyć bieżącą listę kanałów...

- 1. Naciśnij przycisk 🗓, aby przełączyć się na telewizor.
- 2. Naciśnij przycisk ≡ CHANNELS, aby otworzyć bieżącą listę kanałów. Wybierz opcję ≡ Wszystkie kanały, aby wyświetlić kanały telewizyjne i radiowe. Wybierz opcję ▼, aby wyświetlić tylko kanały telewizyjne. Wybierz opcję ¬ , aby wyświetlić tylko kanały radiowe.
- 3. Ponownie naciśnij przycisk **≡** CHANNELS, aby zamknąć listę kanałów.

### Oglądanie kanałów

### Ustawianie kanału

Aby oglądać kanały telewizyjne, naciśnij przycisk  $\mathfrak{D}$ . Telewizor dostroi ostatni oglądany kanał telewizyjny.

#### Przełaczanie kanałów

Aby przełączać kanały, naciśnij
przycisk ≡ + lub ≡ -.

### Poprzedni kanał

Aby powrócić do poprzedniego kanału, naciśnij przycisk 🗲 BACK.

#### Lista kanałów

Podczas oglądania kanału telewizyjnego naciśnij przycisk = , aby otworzyć listę kanałów.

### Opcje dotyczące kanału

### Otwieranie opcji

Podczas oglądania kanału możesz skonfigurować dotyczące go opcje.

Dostępne opcje są zależne od typu kanału (analogowy lub cyfrowy) oraz od wybranych ustawień telewizora.

Aby otworzyć menu opcji...

- 1 Podczas oglądania kanału naciśnij przycisk **• OPTIONS**.
- 2 Naciśnij przycisk OPTIONS ponownie, aby je zamknać.

10.6

### Google Cast

### Co jest potrzebne

Jeżeli aplikacja w telefonie korzysta z trybu Google Cast, możesz wyświetlić jej zawartość w telewizorze. Poszukaj ikony trybu Google Cast na ekranie aplikacji mobilnej. Możesz korzystać z urządzenia mobilnego do sterowania funkcjami telewizora. Tryb Google Cast działa na urządzeniach z systemem operacyjnym Android lub iOS.

Urządzenie mobilne musi być podłączone do tej samej sieci Wi-Fi co telewizor.

### Aplikacje z funkcją Google Cast

Każdego dnia pojawiają się nowe aplikacje z funkcją Google Cast. Już dziś możesz wypróbować tę funkcję z aplikacją YouTube, Chrome, Netflix, Photowall lub Big Web Quiz for Chromecast. Dalsze informacje znajdziesz na stronie google.com/cast

Niektóre produkty z serwisu Google Play są dostępne tylko w wybranych krajach.

Szczegółowe informacje znajdziesz na stronie internetowej support.google.com/androidtv

### Przesyłanie obrazu na telewizor

Aby przesyłać obraz z aplikacji na telewizor...

Aby otworzyć aplikację Menu profesjonalne i funkcję Cast...

- 1 Otwórz aplikację Menu profesjonalne.
- 2 Wybierz pozycję **Cast ⋒** i naciśnij przycisk **OK**, aby ją otworzyć lub uruchomić.

- 3 Podłącz smartfon do telewizora za pośrednictwem Wi-Fi Direct (zeskanuj kod QR lub użyj identyfikatora SSID sieci Wi-Fi i hasła). Otwórz aplikację, która obsługuje Google Cast.
- 4 Dotknij ikony trybu Google Cast.
- 5 Wybierz docelowy telewizor.
- 6 Naciśnij przycisk odtwarzania w smartfonie lub tablecie. Obraz powinien pojawić się na ekranie.

10.7

### Gry

Aby otworzyć aplikację Menu profesjonalne i Gry...

1- Naciśnij przycisk  $\ \ \, \bigtriangleup \ /\ \ \, \bigtriangleup$  Dom, aby otworzyć menu profesjonalne aplikacji.

2 — Wybierz Gry 🛛 i naciśnij OK .

### Ustawienia idealne do gier

W przypadku niektórych gier wymagających szybkości i precyzji przed rozpoczęciem grania ustaw telewizor na najlepsze ustawienie **Gra**. Jeśli konsola do gier została dodana jako urządzenie typu **Gra** w menu Źródła (na liście połączeń), telewizor jest automatycznie przełączany na najlepsze ustawienie do grania.

Jeśli konsola została ustawiona jako urządzenie typu **Odtwarzacz** i przez większość czasu jest używana jako odtwarzacz płyt, pozostaw ustawienie **Odtwarzacz**.

Aby ręcznie określić idealne ustawienie telewizora. . .

- 1 Wybierz ☐ / ☐ Dom > ••• Więcej
- > 🌣 Ustawienia > 😅 Obraz > Styl obrazu.
- 2 Wybierz opcję Gra i naciśnij przycisk OK.
- 3 Naciśnij przycisk **(**kilkakrotnie, jeśli to konieczne), aby zamknąć menu. Gdy skończysz grać, pamiętaj, aby wyłączyć ustawienia Gra lub Komputer.

10.8

### Więcej

Aby otworzyć aplikację Menu profesjonalne i pozycję Więcej...

- 1 Otwórz aplikację Menu profesjonalne.
- 2 Wybierz pozycję ••• Więcej i naciśnij przycisk **OK**, aby ją otworzyć lub uruchomić.
- 3 Wybierz opcję 🌣 Ustawienia.

#### · Obraz **≅**:

Wybierz jeden ze wstępnie zaprogramowanych stylów obrazu. Dostępne są style przeznaczone do oglądania filmów, zdjęć itp.

· Dźwięk **∢**∵ :

Wybierz jeden ze wstępnie zaprogramowanych

stylów dźwięku. Dostępne są style przeznaczone do oglądania filmów, słuchania muzyki lub grania.

· Format obrazu

Wybierz format obrazu dopasowany do rozmiaru ekranu.

· Język menu 📭 :

Wybierz język i naciśnij przycisk OK.

4 — Wybierz opcję **▼** Funkcje i naciśnij przycisk OK.

・Ustaw alarm **\*** :

W telewizorze można ustawić alarm. Telewizor można uruchomić o ustawionej godzinie alarmu. Czas alarmu można też ustawić przez naciśnięcie przycisku ② na pilocie zdalnego sterowania.

· Wyłącznik czasowy 💇 :

Za pomocą suwaka można ustawić czas maksymalnie do 180 minut w odstępach 5-minutowych. Ustawienie 0 minut oznacza, że wyłącznik czasowy jest nieaktywny. Zawsze można wyłączyć telewizor wcześniej lub ponownie ustawić czas w trakcie odliczania.

· Pogoda 🔏 :

Wyświetla aktualną temperaturę i podaje 5-dniową prognozę dla aktualnej lokalizacji. Czas alarmu można też ustawić przez naciśnięcie przycisku \* na pilocie zdalnego sterowania.

5 — Wybierz opcję Osobisty ▲ i naciśnij przycisk OK.

- Rachunek 🗉 : Umożliwia gościom hotelowym wyświetlanie rachunku za hotel. (Tylko, gdy włączony jest Tryb profesjonalny).
- · Wiadomości 🕥 :

Goście zostaną poinformowani o odebraniu przez telewizor nowych wiadomości z hotelu. (Tylko, gdy włączony jest Tryb profesjonalny).

· Wyświetlanie wiadomości 🛎 :

Zmień sposób wyświetlania powiadomień o wiadomościach. (Tylko, gdy włączony jest Tryb profesjonalny).

· Zarządzaj kontem 🞳 :

Podczas logowania do konta Google za pomocą telefonu lub laptopa, upewnij się, że telefon lub laptop jest połączony z tą samą siecią co telewizor, następnie wprowadź kod wyświetlany na ekranie telewizora, aby dokończyć proces logowania. Aby zalogować się, goście mogą również używać adresu e-mail konta Google i hasła do niego.

· Wyczyść historię 🛅 :

Usuń osobiste poświadczenia ze wszystkich aplikacji (są one usuwane również po automatycznym wylogowaniu, tylko w opcji Tryb profesjonalny WŁ.)

10 9

### Więcej

Aby otworzyć aplikację Menu profesjonalne i pozycję Więcej...

- 1 Otwórz aplikację Menu profesjonalne.
- 2 Wybierz pozycję ••• Więcej i naciśnij przycisk **OK**, aby ją otworzyć lub uruchomić.
- 3 Wybierz opcję 🌣 Ustawienia.

#### · Obraz **≅**:

Wybierz jeden ze wstępnie zaprogramowanych stylów obrazu. Dostępne są style przeznaczone do oglądania filmów, zdjęć itp.

· Dźwięk **◄** :

Wybierz jeden ze wstępnie zaprogramowanych stylów dźwięku. Dostępne są style przeznaczone do oglądania filmów, słuchania muzyki lub grania.

· Format obrazu 🖪

Wybierz format obrazu dopasowany do rozmiaru ekranu.

· Język menu 📭 :

Wybierz język i naciśnij przycisk OK.

- 4 Wybierz opcję 

  Funkcje i naciśnij przycisk OK.
- · Ustaw alarm 👸 :

W telewizorze można ustawić alarm. Telewizor można uruchomić o ustawionej godzinie alarmu. Czas alarmu można też ustawić przez naciśnięcie przycisku ② na pilocie zdalnego sterowania.

· Wyłącznik czasowy ozzz :

Za pomocą suwaka można ustawić czas maksymalnie do 180 minut w odstępach 5-minutowych. Ustawienie 0 minut oznacza, że wyłącznik czasowy jest nieaktywny. Zawsze można wyłączyć telewizor wcześniej lub ponownie ustawić czas w trakcie odliczania.

· Pogoda 🔏 :

Wyświetla aktualną temperaturę i podaje 5-dniową prognozę dla aktualnej lokalizacji. Czas alarmu można też ustawić przez naciśnięcie przycisku 🄏 na pilocie zdalnego sterowania.

- Przewodnik telewizyjny:
  Ustaw telewizor w celu odbierania danych
  przewodnika telewizyjnego od nadawcy lub z
  Internetu.

Funkcja TalkBack ułatwia osobom z wadami wzroku interakcje z telewizorem, wykorzystując syntezator mowy, który opisuje wydarzenia przedstawiane na ekranie.

- 5 Wybierz opcję Osobisty ▲ i naciśnij przycisk OK.
- Rachunek 🗟 : Umożliwia gościom hotelowym wyświetlanie rachunku za hotel. (Tylko, gdy włączony jest Tryb profesjonalny).

· Wiadomości 💌 :

Goście zostaną poinformowani o odebraniu przez telewizor nowych wiadomości z hotelu. (Tylko, gdy włączony jest Tryb profesjonalny).

· Wyświetlanie wiadomości 🛎 :

Zmień sposób wyświetlania powiadomień o wiadomościach. (Tylko, gdy włączony jest Tryb profesjonalny).

· Zarządzaj kontem 🞳 :

Podczas logowania do konta Google za pomocą telefonu lub laptopa, upewnij się, że telefon lub laptop jest połączony z tą samą siecią co telewizor, następnie wprowadź kod wyświetlany na ekranie telewizora, aby dokończyć proces logowania. Aby zalogować się, goście mogą również używać adresu e-mail konta Google i hasła do niego.

· Wyczyść historię 🛅 :

Usuń osobiste poświadczenia ze wszystkich aplikacji (są one usuwane również po automatycznym wylogowaniu, tylko w opcji Tryb profesjonalny WŁ.)

10.10

### Ustawienia profesjonalne

### Styl obrazu

### Wybieranie stylu

Naciśnij przycisk ☆ / ☆ Dom > ••• Więcej > ☆ Ustawienia > ❖ Obraz > Styl obrazu.

W celu łatwego dostosowania ustawień obrazu można wybrać jeden z gotowych stylów obrazu.

- Osobisty preferencje obrazu ustawione po pierwszym włączeniu
- · Jaskrawy idealne do oglądania przy świetle dziennym
- · Naturalny naturalne ustawienia kolorów
- J Standard najbardziej energooszczędne ustawienie (ustawienie fabryczne)
- · Film idealne do oglądania filmów
- · Gra idealne do gier
- · Komputer idealne do podłączenia komputera

### Format obrazu

### Wybierz format obrazu

Jeśli obraz nie wypełnia całego ekranu albo widoczne są czarne pasy u góry i u dołu ekranu lub po bokach, możesz dostosować obraz tak, aby całkowicie wypełniał ekran.

Aby wybrać jedno z podstawowych ustawień w celu wypełnienia ekranu...

Naciśnij przycisk ☆ / ♪ Dom > ••• Więcej > ☆ Ustawienia > ■ Format obrazu.

Dostępne są następujące opcje formatów wyświetlanego obrazu.

- Panoramiczny
- · Wypełnij ekran
- · Dopasowanie do ekranu
- Nieskalowany

### Styl dźwięku

### Wybieranie stylu

Naciśnij przycisk ☆ / ♪ Dom > ••• Więcej > ☆ Ustawienia > ■ Dźwięk > Styl dźwięku.

W celu łatwego dostosowania ustawień dźwięku można wybrać wstępnie zaprogramowane ustawienia stylu dźwięku.

- Osobisty ustawienia wybrane w ramach opcji "Personalizuj obraz i dźwięk"
- Oryginalny najbardziej neutralne ustawienie dźwięku
- · Film idealne do oglądania filmów
- · Muzyka idealne do słuchania muzyki
- · Gra idealne do gier
- · Wiadomości idealne do odtwarzania mowy

### Język

Zmiana języka menu i komunikatów telewizora

Naciśnij przycisk ☆ / ♪ Dom > ••• Więcej > ❖ Ustawienia > 록 Język menu.

Wybierz język i naciśnij przycisk OK.

### Sprawdzanie zużycia energii

Wyłączanie ekranu w celu ograniczenia zużycia energii

Naciśnij przycisk △ / △ Dom > ••• Więcej > ➡
Funkcje > ••• Wyłącz ekran.

Podczas słuchania muzyki możesz wyłączyć ekran telewizora.

Tylko ekran telewizora zostanie wyłączony. Aby ponownie włączyć ekran, naciśnij dowolny przycisk na pilocie zdalnego sterowania.

Konfiguracja wyłącznika czasowego telewizora

Naciśnij przycisk ☆ / ♪ Dom > ••• Więcej > ➡ Funkcje > ••• Zegar funkcji uśpienia > Zegar funkcji uśpienia.

Naciśnij strzałkę ∧ (w górę) lub ∨ (w dół), aby zmienić wartość. Wartość 0 (Wyłącz) powoduje dezaktywację opcji automatycznego wyłączania.

Wybierz opcję Wyłącznik czasowy, aby telewizor wyłączył się automatycznie w celu oszczędzania energii.

- \* Jeżeli telewizor będzie odbierać sygnał telewizyjny, ale w ciągu 4 godzin nie zostanie naciśnięty żaden przycisk na pilocie, telewizor się wyłączy.
- \* Telewizor wyłączy się, jeżeli nie będzie odbierać żadnego sygnału wejściowego ani poleceń pilota przez 10 minut.
- \* Jeśli wykorzystujesz telewizor jako monitor komputerowy lub jeśli korzystasz z odbiornika cyfrowego (dekodera) do oglądania telewizji i nie używasz pilota do telewizora, wyłącz opcję automatycznego wyłączania przez wybranie wartości **0**.

10 11

### Konto Google

### Zaloguj się

Aby w pełni wykorzystać możliwości telewizora Philips Android TV, zaloguj się do konta Google.

Dzięki temu będziesz mieć do dyspozycji ulubione gry w każdym urządzeniu: telefonie, tablecie i telewizorze. Ponadto będziesz otrzymywać osobiste rekomendacje odnośnie filmów i muzyki na ekranie głównym telewizora. Konto Google to także własne ustawienia w aplikacjach YouTube, Google Play i innych.

Użyj posiadanego Konta Google, aby zalogować się do niego w telewizorze. Potrzebne będą adres e-mail oraz hasło do konta Google. Jeżeli nie masz konta Google, użyj komputera lub tabletu, aby je założyć (skorzystaj z adresu accounts.google.com). Jeżeli nie zalogujesz się do konta podczas wstępnej konfiguracji telewizora, możesz mógł/mogła to zrobić później.

#### Zaloguj się

Naciśnij przycisk  $\bigcirc$  /  $\bigcirc$  > Otwórz ekran aplikacji Menu profesjonalne.

Wybierz pozycję Zarządzaj kontem w prawej górnej części ekranu aplikacji Menu profesjonalne i wybierz przycisk **OK**. Za pomocą klawiatury ekranowej wpisz adres e-mail oraz hasło i naciśnij przycisk **OK**, aby zalogować się.

11

# Ekran główny telewizora z systemem Android

11.

### Ekran główny telewizora z systemem Android informacje

Aby wykorzystać możliwości telewizora z systemem Android, podłącz telewizor do Internetu.

Podobnie jak w przypadku smartfona lub tabletu z systemem Android ekran główny stanowi centrum telewizora. Na ekranie głównym możesz zdecydować, co chcesz obejrzeć, przeglądając opcje rozrywki z aplikacji i telewizji na żywo. Na ekranie głównym są dostępne kanały, które pozwolą ci odkryć wspaniałe treści z ulubionych aplikacji. Możesz także dodać dodatkowe kanały lub znaleźć nowe aplikacje, aby mieć dostęp do jeszcze większej ilości treści.

11 2

### Otwieranie ekranu głównego telewizora z systemem Android

Tryb profesjonalny WŁ. — informacje na ten temat znajdują się w instrukcji instalacji.

Tryb profesjonalny WYŁ. — aby otworzyć ekran główny telewizora z systemem Android i otworzyć pozycję...

- 1 Naciśnij przycisk Menu i przejdź do "Kolekcji Philips" (Philips Collection), następnie naciśnij przycisk OK.
- 2 Wybierz czynność za pomocą przycisków strzałek i naciśnij przycisk **OK**, aby ją rozpocząć.
- 3 Aby zamknąć menu główne bez zmiany bieżącej czynności, naciśnij przycisk ←.



Po otwarciu ekranu głównego telewizora z systemem Android aplikacja działająca w tle / odtwarzanie treści zostanie zatrzymane. Należy wybrać aplikację lub treść z ekranu głównego telewizora z systemem Android, aby ją wznowić.

11.3

### Ustawienia telewizora z systemem Android

### Obraz

Ustawienia obrazu

Styl obrazu

### Wybieranie stylu

Naciśnij przycisk ☆ / △ > ❖ Ustawienia > Obraz > Styl obrazu.

W celu łatwego dostosowania ustawień obrazu można wybrać jeden z gotowych stylów obrazu.

- Osobisty preferencje obrazu ustawione po pierwszym włączeniu
- · Jaskrawy idealne do oglądania przy świetle dziennym
- · Naturalny naturalne ustawienia kolorów
- Standard najbardziej energooszczędne ustawienie (ustawienie fabryczne)
- · Film idealne do oglądania filmów
- · Gra idealne do gier
- · Komputer idealne do podłączenia komputera

Kolor, kontrast, ostrość, jasność

### Dostosowywanie koloru

Naciśnij przycisk strzałek  $\wedge$  (w górę) lub  $\vee$  (w dół), aby dostosować wartość nasycenia kolorów obrazu.

### Dostosowywanie kontrastu

Można zmniejszyć kontrast, aby zmniejszyć zużycie energii.

### Dostosowywanie ostrości

Naciśnij przycisk ☆ / ✿ Dom > ❖ Ustawienia > Obraz > Ostrość.
Naciśnij strzałkę ∧ (w górę) lub ✔ (w dół), aby dostosować wartość ostrości obrazu.

#### Regulacja jasności

Naciśnij przycisk ☆ / ♪ Dom > ❖ Ustawienia > Obraz > Jasność.

Naciśnij strzałkę ∧ (w górę) lub ∨ (w dół), aby ustawić poziom jasności dla sygnału wizyjnego.

**Uwaga**: Ustawienie jasności różniącej się znacznie od wartości referencyjnej (50) może skutkować mniejszym kontrastem.

#### Zaawansowane ustawienia obrazu

#### Ustawienia kolorów

### Zaawansowane ustawienia koloru

Dostosowywanie wzmocnienia kolorów
Naciśnij przycisk ☆ / ✿ Dom > � Ustawienia >
Obraz > Zaawansowane > Kolor > Wzmocnienie
kolorów.

Wybierz opcję Maksimum, Średnio lub Minimum, aby ustawić intensywność kolorów i poziom szczegółowości w przypadku jasnych kolorów.

Wybierz opcję **Normalny**, **Ciepły** lub **Zimny**, aby ustawić temperaturę barwową według własnych preferencji.

Dostosowywanie temperatury barwowej Naciśnij przycisk ☆ / ✿ Dom > ✿ Ustawienia > Obraz > Zaawa nsowane > Kolor > Niestandardowa temperatura barwowa.

Wybierz opcję Niestandardowe w menu Temperatura barwowa, aby samodzielnie dostosować temperaturę barwową. Naciśnij strzałkę ∧ (w górę) lub ∨ (w dół), aby zmienić wartość. WP oznacza punkt bieli, a BL poziom czerni. Można również wybrać z tego menu jedno z ustawień zaprogramowanych.

#### Zaawansowane ustawienia kontrastu

### Tryby kontrastu

Naciśnij przycisk ☆ / ๋ Dom > ❖ Ustawienia > Obraz > Zaawansowane > Kontrast > Tryb kontrastu.

Wybierz opcję Normalny, Zoptymalizowany dla obrazu lub Zoptymalizowano pod kątem oszczędności energii, aby telewizor zmniejszał kontrast w celu oszczędzania energii lub zapewnienia najlepszego obrazu. Można też wybrać opcję Wył., aby wyłączyć tryb dostosowywania.

### Kontrast dynamiczny

Naciśnij przycisk ☆ / ๋ Dom > ๋ Ustawienia > Obraz > Zaawansowane > Kontrast > Kontrast dynamiczny.

Wybierz opcję Maksimum, Średnio lub Minimum, aby ustawić poziom, od którego ma się rozpoczynać automatyczne poprawianie szczegółów w ciemnych, średnich i jasnych partiach obrazu.

#### Kontrast obrazu, Gamma

#### Kontrast wideo

Naciśnij przycisk ☆ / ๋ Dom > ✿ Ustawienia > Obraz > Zaawansowane > Kontrast > Kontrast obrazu.

Naciśnij strzałkę ∧ (w górę) lub ∨ (w dół), aby dostosować poziom kontrastu obrazu.

#### Gamma

Naciśnij przycisk ☆ / ✿ Dom > � Ustawienia> Obraz > Zaawansowane > Kontrast > Gamma.

Naciśnij strzałkę ∧ (w górę) lub ∨ (w dół), aby wybrać nieliniowe ustawienie jasności i kontrastu obrazu.

### Zaawansowane ustawienia ostrości

### Ultra Resolution

Naciśnij przycisk △ / △ Dom > ☆ Ustawienia > Obraz > Zaawansowane > Ostrość > Ultra Resolution.

Opcja Wł. pozwala włączyć doskonałą ostrość

krawędzi linii oraz szczegółów	٧.
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### Czyszczenie obrazu

### Redukcja szumów

Naciśnij przycisk ☆ / ๋ Dom > ✿ Ustawienia > Obraz > Zaawansowane > Czyszczenie obrazu > Redukcja szumów.

Wybierz opcję Maksimum, Średnio lub Minimum, aby ustawić poziom redukcji szumów z materiałów wideo.

Szumy to zwykle małe poruszające się kropki widoczne na obrazie.

### Redukcja zniekształceń MPEG

Naciśnij przycisk ☆ / ๋ Dom > ✿ Ustawienia > Obraz > Zaawansowane > Czyszczenie obrazu > Redukcja zniekształceń MPEG.

Wybierz opcję Maksimum, Średnio lub Minimum, aby ustawić różne poziomy redukcji zniekształceń w cyfrowych materiałach wideo.

Zniekształcenia MPEG są na wyświetlanym na ekranie obrazie najczęściej widoczne jako niewielkie kwadraty lub poszarpane krawędzie.

### Format obrazu

Jeśli obraz nie wypełnia całego ekranu albo widoczne są czarne pasy u góry i u dołu ekranu lub po bokach, możesz dostosować obraz tak, aby całkowicie wypełniał ekran.

Aby wybrać jedno z podstawowych ustawień w celu wypełnienia ekranu...

- 1 Podczas oglądania kanału telewizyjnego naciśnij kolejno ☆ / ☆ Dom > ❖ Ustawienia > Obraz > Format obrazu.
- 2 Wybierz format z listy i naciśnij przycisk OK.
- 3 Naciśnij przycisk **←** BACK (w razie potrzeby wielokrotnie), aby zamknąć menu.

Dostępne są następujące opcje formatów wyświetlanego obrazu. . .

- $\cdot \ \mathsf{Panoramiczny}$
- · Wypełnij ekran
- · Dopasowanie do ekranu
- Nieskalowany

### Dźwięk

### Styl dźwięku

### Wybieranie stylu

Naciśnij przycisk ☆ / △ Dom > ❖ Ustawienia > Dźwięk > Styl dźwięku.

W celu łatwego dostosowania ustawień dźwięku można wybrać wstępnie zaprogramowane ustawienia stylu dźwięku.

- · Osobisty ustawienia wybrane w ramach opcji "Personalizuj obraz i dźwięk"
- Oryginalny najbardziej neutralne ustawienie dźwięku
- · Film idealne do oglądania filmów
- · Muzyka idealne do słuchania muzyki
- · Gra idealne do gier
- · Wiadomości idealne do odtwarzania mowy

### Zarządzanie dźwiękiem

### Wybierz urządzenie.

Naciśnij przycisk ☆ / ✿ Dom > ❖ Ustawienia > Dźwięk > Zarządzanie dźwiękiem. Skonfiguruj urządzenia wyjściowe audio

- Głośniki telewizora skonfiguruj telewizor, aby odtwarzał dźwięk w telewizorze lub w podłączonym zestawie audio.
- · Słuchawki/głośniki łazienkowe wł./wył.
- Stała głośność słuchawek / głośnika łazienkowego
   po uruchomieniu poziom głośności słuchawek/głośnika łazienkowego zostanie dostosowany do poziomu Ustawień po włączeniu.
- · Wykrywanie słuchawek wł./wył.

### Umieszczenie telewizora

Naciśnij przycisk ☆ / ✿ Dom > � Ustawienia > Dźwięk > Umieszczenie telewizora.

Wybierz opcję Na stojaku TV lub Na ścianie, aby w zależności od ustawienia zapewnić najlepszą jakość odtwarzania dźwięku.

#### Zaawansowana technologia

### Sprawdzanie zużycia energii

### Wyłącznik czasowy

Naciśnij przycisk ☆ / ✿ Dom > ✿ Ustawienia > Ustawienia ekologiczne > Zegar funkcji uśpienia.

Można ustawić telewizor, aby po określonym czasie automatycznie przełączył się w tryb gotowości. Aby

wyłączyć tę funkcję, należy ustawić czas na zero.

Naciśnij strzałkę ∧ (w górę) lub ∨ (w dół), aby zmienić wartość. Wartość 0 (Wyłącz) powoduje dezaktywację opcji automatycznego wyłączania.

Wybierz opcję Wyłącznik czasowy, aby telewizor wyłączył się automatycznie w celu oszczędzania energii.

- \* Jeżeli telewizor będzie odbierać sygnał telewizyjny, ale w ciągu 4 godzin nie zostanie naciśnięty żaden przycisk na pilocie, telewizor się wyłączy.
- \* Telewizor wyłączy się, jeśli nie będzie odbierać żadnego sygnału wejściowego ani poleceń pilota przez 10 minut.
- \* Jeśli wykorzystujesz telewizor jako monitor komputerowy lub jeśli korzystasz z odbiornika cyfrowego (dekodera) do oglądania telewizji i nie używasz pilota do telewizora, wyłącz opcję automatycznego wyłączania przez wybranie wartości **0**.

#### Wyłączanie ekranu

Naciśnij przycisk ☆ / ♪ Dom > ❖ Ustawienia > Ustawienia ekologiczne > Wyłącz ekran.

Podczas słuchania muzyki możesz wyłączyć ekran telewizora.

Tylko ekran telewizora zostanie wyłączony. Aby ponownie włączyć ekran, naciśnij dowolny przycisk na pilocie zdalnego sterowania.

### Region i język

języki

Ustawianie regionu lub ustawień języka.

- System Android / Język menu zmiana języka menu i wiadomości.
- Główny dźwięk ustawianie preferencji dotyczących głównego języka dźwięku w oglądanych programach.
- Dodatkowy dźwięk ustawianie preferencji dotyczących dodatkowego języka dźwięku w oglądanych programach.
- Główne napisy ustawianie preferencji dotyczących głównego języka napisów w oglądanych programach.
- Dodatkowe napisy ustawianie preferencji dotyczących dodatkowego języka napisów w oglądanych programach.
- Główna telegazeta ustawianie preferencji dotyczących głównego języka telegazety w oglądanych programach.

• Dodatkowa telegazeta — ustawianie preferencji dotyczących dodatkowego języka telegazety w oglądanych programach.

### Ustawienia uniwersalnego dostępu

Naciśnij przycisk ☆ / ✿ Dom > ❖ Ustawienia > Dostępność > Uniwersalny dostęp.

Po włączeniu funkcji Uniwersalny dostęp telewizor może być używany przez osoby niesłyszące, niedosłyszące, niewidome lub niedowidzące.

Włączanie ustawień uniwersalnego dostępu Naciśnij przycisk ☆ / ♠ Dom > ♠ Ustawienia > Dostępność > Uniwersalny dostęp > Wł.

dostep > Słabosłyszacy > Wł.

- W przypadku niektórych cyfrowych kanałów telewizyjnych nadawana jest specjalna ścieżka dźwiękowa i emitowane są napisy dostosowane dla osób niesłyszących lub niedosłyszących.
- Kiedy funkcja ta jest włączona, telewizor przełącza się automatycznie na ścieżkę dźwiękową i napisy dla osób niedosłyszących, gdy tylko są one dostępne.
   Uniwersalny dostęp dla osób niewidomych i niedowidzących

Naciśnij przycisk ☆ / ๋ Dom > ❖ Ustawienia > Dostępność > Uniwersalny dostęp > Audiodeskrypcja > Audiodeskrypcja > Wł

Cyfrowe kanały telewizyjne mogą przesyłać specjalny komentarz dźwiękowy opisujący to, co dzieje się na ekranie.

- **♦ Ustawienia** > Dostępność > Uniwersalny dostęp > Audiodeskrypcja > Różna głośność, Efekty audio, Mowa.
- Możliwe jest połączenie głośności normalnej ścieżki dźwiękowej z komentarzem dźwiękowym. Naciśnij strzałkę (w górę) lub (w dół), aby zmienić wartość.
- Wybierz dla opcji Efekty audio ustawienie Wł., aby komentarze dźwiękowe zawierały dodatkowe efekty, takie jak dźwięk stereo lub stopniowo cichnący dźwięk.
- · Wybierz opcję Mowa, aby ustawić preferowany tryb mowy: Opisowy lub Napisy.

### Klasyfikacja zawartości

Klasyfikacja wiekowa

Naciśnij przycisk ☆ / △ Dom > ☆ Ustawienia > Klasyfikacja zawartości.

Aby uniemożliwić dzieciom oglądanie programów nieprzeznaczonych dla widzów w ich wieku, można ustawić klasyfikację wiekową. Kanały cyfrowe mogą mieć klasyfikację wiekową. Kiedy klasyfikacja wiekowa programu jest równa lub wyższa niż wiek ustawiony dla dziecka, program zostanie zablokowany. W celu obejrzenia zablokowanego programu trzeba najpierw podać kod.

Ustawianie klasyfikacji wiekowej Naciśnij przycisk ☆ / ✿ Dom > ✿ Ustawienia > Klasyfikacja zawartości > Klasyfikacja wiekowa.

Wybierz wiek i naciśnij przycisk OK. Aby wyłączyć klasyfikację wiekową, wybierz opcję Brak. W niektórych krajach ustawienie klasyfikacji wiekowej jest wymagane.

szybkiego łącza internetowego. Telewizor można podłączyć do routera sieciowego bezprzewodowo lub przewodowo.

#### Połącz z siecia

#### Połączenie bezprzewodowe

#### Co jest potrzebne

Aby podłączyć telewizor bezprzewodowo do Internetu, wymagany jest router bezprzewodowy z połączeniem internetowym.

Użyj szybkiego (szerokopasmowego) połączenia internetowego.



### Ustaw kod / Zmień kod

Naciśnij przycisk ☆ / ✿ Dom > ✿ Ustawienia > Klasyfikacja zawartości.

Kod blokady funkcji służy do blokowania i odblokowywania kanałów lub programów.

Ustawianie nowego kodu, resetowanie i zmiana kodu

Naciśnij przycisk ☆ / △ Dom > ☆ Ustawienia > Klasyfikacja zawartości > Zmień kod.

#### Uwaga:

Jeśli nie pamiętasz kodu PIN, możesz zastąpić aktualny kod. Wpisz kod 8888 i podaj nowy kod.

11.4

### Podłączanie telewizora Android TV

### Sieć i Internet

#### Sieć domowa

Aby wykorzystać pełnię możliwości telewizora Philips Android TV, należy go podłączyć do Internetu.

Połącz telewizor z siecią domową za pomocą

### Nawiązywanie połączenia

Nawiązywanie połączenia – bezprzewodowo

Naciśnij przycisk △ / △ Dom > ❖ Ustawienia > ❖ Połączenie bezprzewodowe i sieciowe > Połącz z siecią > Bezprzewodowo.

- 1 Na liście znalezionych sieci wybierz swoją sieć bezprzewodową. Jeśli sieć nie znajduje się na liście, ponieważ jej nazwa jest ukryta (w routerze wyłączono rozgłaszanie nazwy SSID), wybierz opcję Dodaj nową sieć, aby wprowadzić nazwę sieci.
- 2 Wprowadź klucz szyfrowania (WEP, WPA lub WPA2) w zależności od typu routera. Jeśli wcześniej wprowadzono już klucz szyfrowania dla tej sieci, możesz kliknąć przycisk OK, aby natychmiast nawiązać połączenie.
- 3 Po pomyślnym nawiązaniu połączenia zostanie wyświetlony komunikat.

### Nawiązywanie połączenia – WPS

Naciśnij przycisk ☆ / ✿ Dom > ✿ Ustawienia > � Połączenie bezprzewodowe i sieciowe > Połącz z siecią > WPS.

Jeśli router ma funkcję WPS, możesz połączyć się z nim bezpośrednio. W przypadku, gdy w sieci bezprzewodowej znajdują się urządzenia używające systemu szyfrowania WEP, nie można użyć funkcji WPS.

- 1 Podejdź do routera, naciśnij przycisk WPS i wróć do telewizora w ciągu 2 minut.
- 2 Wybierz opcję Podłącz, aby nawiązać połaczenie.
- 3 Po pomyślnym nawiązaniu połączenia zostanie wyświetlony komunikat.

### Nawiązywanie połączenia — WPS z kodem PIN

Naciśnij ☆ / ♠ Dom > ♠ Ustawienia > ♠ Połączenie bezprzewodowe i sieciowe > Połącz z siecią > WPS z kodem PIN.

Jeśli router obsługuje funkcję WPS z kodem PIN, możesz połączyć się z nim bezpośrednio. W przypadku, gdy w sieci bezprzewodowej znajdują się urządzenia używające systemu szyfrowania WEP, nie można użyć funkcji WPS.

- 1 Zapisz wyświetlony ośmiocyfrowy kod PIN i wprowadź go w oprogramowaniu routera na komputerze. Aby dowiedzieć się, w którym miejscu należy wprowadzić kod PIN w oprogramowaniu routera, zapoznaj się z instrukcją obsługi routera.
- 2 Wybierz opcję Podłącz, aby nawiązać połączenie.
- 3 Po pomyślnym nawiązaniu połączenia zostanie wyświetlony komunikat.

#### **Problemy**

## Nie znaleziono sieci bezprzewodowej lub występują zakłócenia sieci

- Kuchenki mikrofalowe, telefony DECT i inne znajdujące się w pobliżu urządzenia Wi-Fi 802.11b/g/n/ac mogą powodować zakłócenia sieci bezprzewodowej.
- · Upewnij się, że zapory firewall w sieci pozwalają na dostęp do połączenia bezprzewodowego telewizora.
- Jeśli sieć bezprzewodowa nie działa w domu właściwie, spróbuj zainstalować sieć przewodową.

#### Nie działa Internet

· Jeśli połączenie z routerem jest prawidłowe, sprawdź połączenie z Internetem.

## Połączenie z komputerem i Internetem jest powolne

- · Sprawdź w instrukcji obsługi bezprzewodowego routera jego zasięg wewnątrz pomieszczeń, szybkość przesyłania i inne czynniki związane z jakością sygnału.
- Router wymaga szybkiego (szerokopasmowego) połączenia z Internetem.

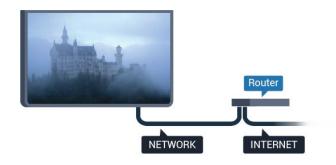
#### **DHCP**

 Jeśli nawiązanie połączenia nie jest możliwe, sprawdź ustawienie DHCP (Dynamic Host Configuration Protocol) w routerze. Ustawienie DHCP powinno być włączone.

#### Połączenie przewodowe

### Co jest potrzebne

Aby podłączyć telewizor do Internetu, wymagany jest router sieciowy z połączeniem internetowym. Użyj szybkiego (szerokopasmowego) połączenia internetowego.



### Nawiązywanie połączenia

### Nawiązywanie połączenia – przewodowo

Naciśnij przycisk ☆ / ✿ Dom > � Ustawienia > � Połączenie bezprzewodowe i sieciowe > Połącz z siecią > WIRED.

- 1 Podłącz router do telewizora za pomocą kabla sieciowego (kabla sieci Ethernet\*\*).
- 2 Upewnij się, że router jest włączony.
- 3 Telewizor natychmiast wyszuka połączenie sieciowe.
- 4 Po pomyślnym nawiązaniu połączenia zostanie wyświetlony komunikat.

Jeśli nawiązanie połączenia nie jest możliwe, sprawdź ustawienie DHCP w routerze. Ustawienie DHCP powinno być włączone.

\*\* Aby zapewnić zgodność połączenia z przepisami EMC, skorzystaj z ekranowanego kabla FTP Ethernet kat. Przewód Ethernet 5E.

### Ustawienia

### Wyświetl ustawienia sieci

Naciśnij przycisk ☆ / △ Dom > ❖ Ustawienia > ❖ Połączenie bezprzewodowe i sieciowe > Ustawienia > Wyświetl ustawienia sieci.

W tym miejscu są wyświetlane wszystkie bieżące ustawienia sieci: adresy IP i MAC, siła sygnału, szybkość, metoda szyfrowania itp.

### Konfiguracja sieci — DHCP / Statyczny adres IP

Wybierz DHCP lub, jeśli jesteś zaawansowanym użytkownikiem, możesz skonfigurować swoją sieć ze statycznym adresem IP.

Konfiguracja sieci — konfiguracja statycznego adresu IP

Naciśnij przycisk ☆ / ✿ Dom > � Ustawienia > � Połączenie bezprzewodowe i sieciowe > Ustawienia > Konfiguracja statycznego adresu IP.

- 1 Wybierz opcję Konfiguracja statycznego adresu IP i skonfiguruj połaczenie.
- 2 Możesz skonfigurować ustawienia takie, jak Adres IP, Maska sieci, Brama, DNS 1 i DNS 2.

### Wake on LAN (WoL)

Naciśnij przycisk ☆ / ๋ Dom > ❖ Ustawienia > ❖ Połączenie bezprzewodowe i sieciowe > Ustawienia > Wake on LAN (WoL).

Wyłącz/włącz funkcję Wake on LAN (WoL). Można wybudzać telewizor za pomocą zewnętrznego urządzenia w tej samej sieci LAN.

### Wake on Wi-Fi (WoWLAN)

Wyłącz/włącz funkcję Wake on Wi-Fi (WoWLAN). Można wybudzać telewizor za pomocą zewnętrznego urządzenia w tej samej sieci Wi-Fi.

### Typ sieci

Naciśnij przycisk ☆ / ✿ Dom > ❖ Ustawienia > ❖ Połączenie bezprzewodowe i sieciowe > Ustawienia > Typ sieci.

- · Połączenie przewodowe łączenie się za pomocą połączenia przewodowego.
- Połączenie bezprzewodowe na liście znalezionych sieci wybierz swoją sieć bezprzewodową. Jeśli sieć nie znajduje się na liście, ponieważ jej nazwa jest ukryta (w routerze wyłączono rozgłaszanie nazwy SSID), wybierz opcję Dodaj nową sieć, aby wprowadzić nazwę sieci.
- WPS jeśli router ma funkcję WPS, możesz połączyć się z nim bezpośrednio. W przypadku, gdy w sieci bezprzewodowej znajdują się urządzenia używające systemu szyfrowania WEP, nie można użyć funkcji WPS.
- WPS z kodem PIN jeśli router obsługuje funkcję WPS z kodem PIN, możesz połączyć się z nim bezpośrednio. W przypadku, gdy w sieci bezprzewodowej znajdują się urządzenia używające systemu szyfrowania WEP, nie można użyć funkcji WPS.

### Konto Google

### Zaloguj się

Aby w pełni wykorzystać możliwości telewizora Philips Android TV, zaloguj się do konta Google.

Dzięki temu będziesz mieć do dyspozycji ulubione gry w każdym urządzeniu: telefonie, tablecie i telewizorze. Ponadto będziesz otrzymywać osobiste rekomendacje odnośnie filmów i muzyki na ekranie głównym telewizora. Konto Google to także własne ustawienia w aplikacjach YouTube, Google Play i innych.

Użyj posiadanego Konta Google, aby zalogować się do niego w telewizorze. Potrzebne będą adres e-mail oraz hasło do konta Google. Jeżeli nie masz konta Google, użyj komputera lub tabletu, aby je założyć (skorzystaj z adresu accounts.google.com). Do grania w gry ze sklepu Google Play potrzebujesz profilu Google+. Jeżeli nie zalogujesz się do konta podczas wstępnej konfiguracji telewizora, możesz mógł/mogła to zrobić później.

### Zaloguj się

Naciśnij 🗅 Dom > 🖦 Aplikacje > Google Play.

Za pomocą klawiatury ekranowej wpisz adres e-mail oraz hasło i naciśnij przycisk **OK**, aby zalogować się.

### Ustawienia systemu Android

Możesz wyświetlać i zmieniać dane lub ustawienia właściwe tylko dla systemu Android. Tutaj znajdziesz listę aplikacji zainstalowanych w telewizorze oraz informacje o zajmowanej przez nie ilości miejsca. Możesz zmienić język wyszukiwania głosowego. Możesz dokonać konfiguracji klawiatury ekranowej lub zezwolić aplikacjom na odczyt Twojej lokalizacji. Możesz też przeglądać różnego rodzaju ustawienia systemu Android. Na stronie internetowej www.support.google.com/androidty znajdziesz dalsze informacje o tych ustawieniach.

### Aby otworzyć menu tych ustawień

Naciśnij przycisk △ / △ Dom > ❖ Ustawienia > Ustawienia > Ustawienia systemu Android.

11.5

### Kanały

### Listy kanałów

### Informacje o listach kanałów

Wszystkie dostrojone kanały pojawią się na liście. Kanały są wyświetlane z nazwą i logo, o ile ta informacja jest dostępna.

Po wybraniu listy kanałów naciśnij strzałkę ∧ (w górę) lub ∨ (w dół), aby wybrać kanał, a następnie naciśnij przycisk OK, aby oglądać wybrany kanał. Kanały z tej listy można ustawić tylko przy użyciu przycisków ≡ + lub ≡ −.

### Stacje radiowe

Jeśli na danym obszarze są dostępne cyfrowe stacje radiowe, zostaną one zainstalowane podczas procesu instalacji. Kanały radiowe przełącza się w taki sam sposób jak kanały telewizyjne.

### Otwieranie listy kanałów

Aby otworzyć bieżącą listę kanałów...

- 1. Naciśnij przycisk  $\,\,\,\,\,\,\,\,\,\,\,\,\,\,\,\,\,\,\,$  aby przełączyć się na telewizor.
- 2. Naciśnij przycisk **≡** , aby wyświetlić bieżącą listę kanałów.
- 3. Naciśnij przycisk **≡** ponownie, aby zamknąć listę kanałów.

### Oglądanie kanałów

### Ustawianie kanału

Aby oglądać kanały telewizyjne, naciśnij przycisk **5**. Telewizor dostroi ostatni oglądany kanał telewizyjny.

#### Przełączanie kanałów

Aby przełączać kanały, naciśnij
przycisk ≡ + lub ≡ -.

#### Poprzedni kanał

Aby powrócić do poprzedniego kanału, naciśnij przycisk 🗲 BACK.

### Lista kanałów

Podczas oglądania kanału telewizyjnego naciśnij przycisk = , aby otworzyć listę kanałów.

### Opcje dotyczące kanału

#### Otwieranie opcji

#### Moduł CI

Jeśli w jednym z gniazd Common Interface zainstalowano moduł CAM, możliwe jest wyświetlenie informacji o module CAM i operatorze oraz wprowadzenie pewnych ustawień związanych z modułem CAM.

Aby wyświetlić informacje o module CAM...

- 1 Aby ustawić kanał, naciśnij przycisk OPTIONS.
- 2 Wybierz Moduł CI.
- 3 Wybierz odpowiednie gniazdo typu Common Interface i naciśnij przycisk > (w prawo).
- 4 Wybierz operatora telewizyjnego, który dostarczył moduł CAM, i naciśnij przycisk **OK**. Kolejne ekrany pochodzą od operatora telewizyjnego.

### Napisy dialogowe

### Język napisów

### Preferowane języki napisów

W przypadku cyfrowego sygnału telewizyjnego często dostępnych jest kilka wersji językowych napisów do programu. Można ustawić preferowany główny oraz dodatkowy język napisów. Jeśli dostępne są napisy w jednym z tych języków, wybrane napisy zostaną wyświetlone przez telewizor.

Aby ustawić główny i dodatkowy język napisów...

- 1 Naciśnij przycisk ☆ / ๋ Dom. Naciśnij przycisk ✔ (w dół), wybierz opcję Ustawienia i naciśnij przycisk OK.
- 2 Wybierz opcję Region i język > Języki > Główne napisy lub Dodatkowe napisy.
- 3 Wybierz żądany język i naciśnij przycisk **OK**.
- 4 Naciśnij przycisk **(**w lewo), aby cofnąć się o jedną czynność. Przycisk **(**BACK pozwala zamknąć menu.

### Wybór języka napisów

Jeśli żadne preferowane języki napisów nie są dostępne, można wybrać inny dostępny język. W przypadku, gdy nie jest dostępny żaden język napisów, nie można wybrać tej opcji.

Aby wybrać język napisów, kiedy żaden preferowany język nie jest dostępny...

- 1 Naciśnij przycisk OPTIONS.
- 2 Wybierz opcję **Język napisów** i wskaż jeden z języków jako tymczasowy.

#### Język dźwięku

#### Preferowana ścieżka dźwiękowa

W przypadku cyfrowego sygnału telewizyjnego często dostępnych jest kilka wersji językowych ścieżki dźwiękowej (języków mówionych) do programu. Można ustawić preferowany główny oraz dodatkowy język ścieżki dźwiękowej. Jeśli dostępny jest dźwięk w jednym z tych języków, zostanie ustawiony przez telewizor.

Aby ustawić główny i dodatkowy język ścieżki dźwiękowej...

- 1 Naciśnij przycisk ☆ / ✿ Dom. Naciśnij przycisk ✔ (w dół), wybierz Ustawienia, a następnie naciśnij przycisk OK.
- 2 Wybierz opcję Region i język, Języki > Główny dźwięk lub Dodatkowy dźwięk.
- 3 Wybierz żądany język i naciśnij przycisk OK.
- 4 Naciśnij przycisk **(** (w lewo), aby cofnąć się o jedną czynność. Przycisk **(** BACK pozwala zamknąć menu.

#### Wybór ścieżki dźwiękowej

Jeśli żadne preferowane języki ścieżki dźwiękowej nie są dostępne, można wybrać inny dostępny język. W przypadku, gdy nie jest dostępny żaden język ścieżki dźwiękowej, nie można wybrać tej opcji.

Aby wybrać język ścieżki dźwiękowej, kiedy nie jest dostępny żaden preferowany język...

- 1 Naciśnij przycisk OPTIONS.
- 2 Wybierz opcję **Język dźwięku** i wskaż jeden z języków jako tymczasowy.

#### Informacje o kanale

#### Wyświetlanie szczegółów kanału

Aby wyświetlić szczegóły wybranego kanału...

- 1 Ustaw kanał.
- 2 Naciśnij przycisk OPTIONS, wybierz opcję Informacje o kanale i naciśnij przycisk OK.
- 3 Aby zamknąć ten ekran, naciśnij przycisk 🛭 OK.

#### Mono / Stereo

W przypadku kanału analogowego istnieje możliwość przełączenia dźwięku na monofoniczny lub stereofoniczny.

Aby przełączyć dźwięk na monofoniczny lub stereofoniczny...

1 - Ustaw kanał analogowy.

- 2 Naciśnij przycisk OPTIONS, wybierz opcję Mono/stereo i naciśnij przycisk (w prawo).
- 3 Wybierz opcję **Mono** lub **Stereo** i naciśnij przycisk **OK**.
- 4 Naciśnij przycisk **(**w lewo), aby cofnąć się o jedną czynność. Przycisk **(**BACK pozwala zamknąć menu.

#### Informacje o programie

#### Wyświetlanie szczegółów programu

Aby wyświetlić szczegóły wybranego programu...

- 1 Ustaw kanał.
- 2 Naciśnij przycisk OPTIONS, wybierz opcję Informacje o programie i naciśnij przycisk OK.
- 3 Aby zamknąć ten ekran, naciśnij przycisk 🛭 OK.

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# Instalacja kanałów

#### Strojenie kanałów

#### Instalacja naziemnych/kablowych

#### Wyszukaj kanały

Można ponownie zainstalować wszystkie kanały, pozostawiając wszystkie inne ustawienia telewizora bez zmian.

Jeżeli został ustawiony kod PIN, trzeba go wprowadzić przed ponowną instalacją kanałów.

Wyszukiwanie kanałów...

- 1 Naciśnij przycisk △ / △ Dom > ☆ Ustawienia > Zainstaluj kanały i naciśnij przycisk OK.
- 2 Wybierz opcję **RF Instalacja kanałów** i naciśnij przycisk **OK**.
- 3 W razie potrzeby wpisz kod PIN. Wybierz opcję **Wyszukaj kanały** i naciśnij przycisk **OK**.

Wybierz opcję Rozpocznij i naciśnij przycisk OK. Wybierz swój kraj i naciśnij przycisk OK.

Wybierz opcję Rozpocznij i naciśnij przycisk OK.
Wybierz typ instalacji: Antena (DVB-T) lub Kabel
(DVB-C) i zatwierdź wybór przyciskiem OK.
Wybierz opcję Następny i naciśnij przycisk OK.
Wybierz typ kanałów: Kanały cyfrowe i
analogowe lub Tylko kanały cyfrowe i zatwierdź
wybór przyciskiem OK.

Wybierz opcję Następny i naciśnij przycisk OK. Wybierz opcję Uruchom i naciśnij przycisk OK, aby zaktualizować kanały cyfrowe. Może to potrwać kilka

Naciśnij przycisk **(**w lewo), aby cofnąć się o jedną czynność. Przycisk **(**BACK pozwala zamknąć

#### Automatyczna aktualizacja kanałów

Jeśli odbierane są kanały cyfrowe, można skonfigurować telewizor tak, aby je automatycznie aktualizował.

Raz dziennie, o godzinie 6:00, telewizor przeprowadza aktualizację kanałów i zapisuje nowe kanały. Nowe kanały są zapisywane na liście kanałów, a także oznaczane symbolem \*. Kanały bez sygnału zostają usunięte. Telewizor musi działać w trybie gotowości, aby możliwe było przeprowadzenie automatycznej aktualizacji kanałów. Funkcję automatycznej aktualizacji kanałów można w razie potrzeby wyłączyć.

Aby wyłączyć funkcję automatycznej aktualizacji kanałów...

- 2 Wybierz opcję **RF Instalacja kanałów** i naciśnij przycisk **OK**.
- 3 W razie potrzeby wpisz kod PIN.
- 4 Wybierz opcję Automatyczna aktualizacja kanałów i naciśnij przycisk OK
- 5 Wybierz opcję Wyłącz i naciśnij przycisk OK.
- 6 Naciśnij przycisk **<** (w lewo), aby cofnąć się o jedną czynność. Przycisk **←** BACK pozwala zamknąć menu.

#### Kanał, automatyczna aktualizacja kanałów

W przypadku dodania nowych bądź zaktualizowania/usunięcia istniejących kanałów po uruchomieniu telewizora wyświetlany jest komunikat. Można wyłączyć ten komunikat, aby nie był wyświetlany przy każdej aktualizacji kanałów.

Aby wyłączyć komunikat...

- 1 Naciśnij przycisk △ / △ Dom > ☆ Ustawienia > Zainstaluj kanały i naciśnij przycisk OK.
- 2 Wybierz opcję **RF Instalacja kanałów** i naciśnij przycisk **OK**.
- 3 W razie potrzeby wpisz kod PIN.
- 4 Wybierz opcję Automatyczna aktualizacja kanałów i naciśnij przycisk OK
- 5 Wybierz opcję Wyłącz i naciśnij przycisk OK.
- 6 Naciśnij przycisk **<** (w lewo), aby cofnąć się o jedną czynność. Przycisk **←** BACK pozwala zamknąć menu.

W niektórych krajach funkcja automatycznej aktualizacji kanałów jest uruchamiana podczas oglądania telewizji lub w dowolnym momencie, kiedy telewizor działa w trybie gotowości.

#### Cyfrowa: Instalacja ręczna

Cyfrowe kanały telewizyjne można zainstalować ręcznie kanał po kanale.

Aby ręcznie zainstalować kanały cyfrowe...

- 2 Wybierz opcję **RF Instalacja kanałów** i naciśnij przycisk **OK**.
- 3 Wybierz opcję **Tryb cyfrowy**: **instalacja ręczna** i naciśnij przycisk **OK**.
- 4 Wybierz opcję Szukaj i naciśnij przycisk OK . Możesz samodzielnie podać częstotliwość, aby wyszukać dany kanał, lub włączyć wyszukiwanie automatyczne. Naciśnij przycisk > (w prawo), aby wybrać opcję Szukaj. Użyj przycisku OK, aby włączyć automatyczne wyszukiwanie kanałów. Jeżeli wyświetlany na ekranie kanał ma słabą jakość sygnału, ponownie użyj opcji Szukaj. Aby zapisać kanał, wybierz opcję Gotowe i naciśnij przycisk OK.

#### Analogowa: Instalacja ręczna

Analogowe kanały telewizyjne można zainstalować ręcznie kanał po kanale.

Aby ręcznie zainstalować kanały analogowe...

- 1 Naciśnij przycisk ☆ / ✿ Dom > ❖ Ustawienia > Zainstaluj kanały i naciśnij przycisk OK.
- 2 Wybierz opcję **RF Instalacja kanałów** i naciśnij przycisk **OK**.
- 3 Wybierz opcję Analogowy: instalacja ręczna i naciśnij przycisk OK.

#### · System

Aby skonfigurować system TV, wybierz opcję **System**. Wybierz swój kraj lub część świata, w której aktualnie przebywasz, i naciśnij przycisk **OK**.

#### · Znajdź kanał

Aby znaleźć kanał, wybierz opcję Znajdź kanał i naciśnij przycisk OK. Możesz samodzielnie podać częstotliwość, aby wyszukać dany kanał, lub włączyć wyszukiwanie automatyczne. Naciśnij przycisk > (w prawo), aby wybrać opcję Szukaj. Użyj przycisku OK, aby włączyć automatyczne wyszukiwanie kanałów. Jeżeli wyświetlany na ekranie kanał ma słabą jakość sygnału, ponownie użyj opcji Szukaj. Aby zapisać kanał, wybierz opcję Gotowe i naciśnij przycisk OK.

#### · Zapamiętaj

Dostrojony kanał można zapisać pod bieżącym numerem kanału lub jako nowy kanał pod nowym numerem.

Wybierz opcję Zapisz bieżący kanał lub Zapisz jako nowy kanał i naciśnij przycisk OK. Przez moment na ekranie będzie widoczny numer nowego kanału.

Możesz wykonywać te czynności do momentu

dostrojenia wszystkich dostępnych analogowych kanałów telewizyjnych.

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# Internet

#### Korzystanie z Internetu

Możesz przeglądać Internet na telewizorze. W telewizorze możesz wyświetlić każdą stronę internetową, ale większość z nich nie jest dostosowana do wyświetlania na takim ekranie.

- · Niektóre wtyczki (np. umożliwiające wyświetlanie stron lub filmów) nie są dostępne w telewizorze.
- · Nie ma możliwości pobierania ani wysyłania plików.
- Strony internetowe są wyświetlane pojedynczo i w trybie pełnoekranowym.

Aby uruchomić przeglądarkę...

- 1 Naciśnij przycisk 🖒 / 🛆 HOME.
- 2 Przejdź w dół i wybierz menu • Aplikacje > Internet . Zatwierdź wybór przyciskiem OK.
- 3 Wpisz adres internetowy, wybierz opcję ✓ i naciśnij przycisk **OK**.
- 4 Aby zamknąć przeglądarkę, naciśnij przycisk 🌣 / 🛆 HOME lub も.

# Opcje internetowe

Połączenie z Internetem pozwala korzystać z dodatkowych opcji.

Aby otworzyć dodatki...

- 1 Po otwarciu strony internetowej naciśnij przycisk OPTIONS.
- 2 Wybierz żądaną pozycję i naciśnij przycisk OK.
- Dodaj do szybkiego wybierania: Wpisywanie nowego adresu internetowego.
- · Dodaj do zakładek: Dodawanie strony jako zakładki
- · Zabezpieczenie strony: Poziom zabezpieczeń wyświetlanej strony.
- · Nowa prywatna karta: Otwieranie nowej prywatnej karty i przeglądanie strony w trybie prywatności
- Ustawienia: Ustawienia dla powiększenia, wielkość tekstu, tryb dostępności, stałe wyświetlanie paska menu i czyszczenie historii (przeglądania)
- · Pomoc: Informacje o przeglądarce internetowej
- Wyjście z przeglądarki internetowej: Zamknięcie przeglądarki internetowej

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# Smartfony i tablety

#### Aplikacja Philips TV Remote App

Nowa aplikacja Philips TV Remote App na smartfony i tablety szybko stanie się Twoim niezastąpionym pomocnikiem.

Korzystając z aplikacji TV Remote App, zapanujesz nad multimediami wokół siebie. Przesyłaj zdjęcia, muzykę lub filmy na ekran telewizora. Wyszukaj w przewodniku telewizyjnym program, który chcesz obejrzeć, a następnie włącz go na ekranie telewizora. Dzięki aplikacji TV Remote App możesz używać telefonu jak pilota zdalnego sterowania: za jego pomocą możesz włączać i wyłączać telewizor.

Pobierz aplikację Philips TV Remote App ze swojego ulubionego sklepu z aplikacjami.

Aplikacja Philips TV Remote App jest dostępna za darmo dla systemów iOS i Android.

# Google Cast

#### Co jest potrzebne

Jeżeli aplikacja w telefonie korzysta z trybu Google Cast, możesz wyświetlić jej zawartość w telewizorze. Poszukaj ikony trybu Google Cast na ekranie aplikacji mobilnej. Możesz korzystać z urządzenia mobilnego do sterowania funkcjami telewizora. Tryb Google Cast działa na urządzeniach z systemem operacyjnym Android lub iOS.

Urządzenie mobilne musi być podłączone do tej samej sieci Wi-Fi co telewizor.

#### Aplikacje z funkcją Google Cast

Każdego dnia pojawiają się nowe aplikacje z funkcją Google Cast. Już dziś możesz wypróbować tę funkcję z aplikacją YouTube, Chrome, Netflix, Photowall lub Big Web Quiz for Chromecast. Dalsze informacje znajdziesz na stronie google.com/cast

Niektóre produkty z serwisu Google Play są dostępne tylko w wybranych krajach.

Szczegółowe informacje znajdziesz na stronie internetowej support.google.com/androidtv

#### Przesyłanie obrazu na telewizor

Aby przesyłać obraz z aplikacji na telewizor...

1 - Podłącz smartfon do telewizora za pośrednictwem Wi-Fi Direct (zeskanuj kod QR lub użyj identyfikatora SSID sieci Wi-Fi i hasła) Otwórz aplikację, która obsługuje Google Cast.

- 2 Dotknij ikony trybu Google Cast.
- 3 Wybierz docelowy telewizor.
- 4 Naciśnij przycisk odtwarzania w smartfonie lub tablecie. Obraz powinien pojawić się na ekranie.

### Funkcja AirPlay

Aby dodać funkcję AirPlay do telewizora Android TV, możesz pobrać i zainstalować jedną z aplikacji, która oferuje ten tryb transmisji. Znajdziesz je w sklepie Google Play Store.

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# Oprogramowanie

#### Aktualizuj oprogramowanie

#### Wersja oprogramowania

Aby wyświetlić bieżącą wersję oprogramowania telewizora...

- 2 Wybierz opcję Aktualizuj oprogramowanie > Aktualne oprogramowanie i naciśnij przycisk OK.
- 3 Na ekranie pojawią się: numer wersji, informacje oraz data utworzenia.
- 4 Naciśnij przycisk **(** (w lewo) (w razie potrzeby wielokrotnie), aby zamknąć menu.

#### Aktualizacja za pośrednictwem strony internetowej

Aktualną wersję oprogramowania sprzętowego telewizora można znaleźć w menu ustawień, wybierając kolejno opcje "Aktualizuj oprogramowanie" > "Aktualne oprogramowanie".

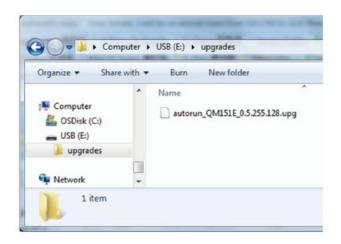
Należy regularnie sprawdzać dostępność aktualizacji oprogramowania sprzętowego na stronie www.philips.com/support.

Postępuj zgodnie z poniższymi instrukcjami, aby zaktualizować oprogramowanie sprzętowe telewizora.

Pobieranie najnowszego oprogramowania...

- 1 Uruchom przeglądarkę Internet Explorer.
- 2 Przejdź do strony pomocy technicznej firmy Philips pod adresem http://www.philips.com/support.
- 3 Podaj numer modelu. (Numer modelu można znaleźć na nalepce z tyłu telewizora. )
- 4 Po otwarciu strony produktu telewizora wybierz opcję Pomoc.
- 5 Wybierz "Aktualizacja oprogramowania" i kliknij "Pobierz plik", aby pobrać oprogramowanie. (Oprogramowanie jest dostępne w pliku ZIP).

- 6 Jeśli wersja oprogramowania jest nowsza niż wersja zainstalowana w telewizorze, kliknij łącze pobierania oprogramowania.
- 7 Zaakceptuj umowę licencyjną lub Warunki użytkowania, wybierając "Zgadzam się", po czym plik ZIP zostanie automatycznie pobrany.
- 8 Rozpakuj plik ZIP do dowolnej lokalizacji, korzystając z narzędzia do archiwizacji.
- 9 Utwórz folder o nazwie "upgrades" w katalogu głównym dysku flash USB.
- 10 Skopiuj rozpakowany wcześniej plik UPG do folderu "upgrades", jak pokazano na poniższej ilustracji.
- 11 Odłącz pamięć flash USB od komputera.



Aktualizacja oprogramowania...

- 1 Podłącz pamięć flash USB (z aktualizacją oprogramowania) do złącza USB telewizora. Poczekaj 30 sekund, aż telewizor rozpozna dysk USB.
- 2 Telewizor zacznie automatycznie ładować oprogramowanie.
- 3 Po zakończeniu ładowania oprogramowania naciśnij "Start", aby rozpocząć aktualizację telewizora.

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# Oprogramowanie o otwartym kodzie źródłowym

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# Licencja Open Source

# Informacje na temat licencji Open Source

Plik README dla kodu źródłowego części oprogramowania telewizora firmy TP Vision Netherlands B.V., które podlegają licencjom Open Source.

W tym dokumencie opisano dystrybucję kodu źródłowego używanego w telewizorze firmy TP Vision Netherlands B.V., który podlega licencji GNU General Public License (GPL), licencji GNU Lesser General Public License (LGPL) bądź dowolnej innej licencji Open Source. Instrukcje dotyczące sposobu uzyskania kopii tego oprogramowania można znaleźć w sekcji Wskazówki dotyczące użycia.

FIRMA TP Vision Netherlands B.V. NIE DAJE ŻADNYCH GWARANCJI, WYRAŹNYCH ANI DOROZUMIANYCH, W ZAKRESIE PRZYDATNOŚCI HANDLOWEJ NINIEJSZEGO OPROGRAMOWANIA ANI JEGO PRZYDATNOŚCI DO OKREŚLONEGO CELU. Firma TP Vision Netherlands B.V. nie zapewnia wsparcia dla tego oprogramowania. Powyższe zastrzeżenie nie wpływa na gwarancje ani prawa ustawowe dotyczące zakupionych produktów firmy TP Vision Netherlands B.V. Dotyczy wyłącznie udostępnionego kodu źródłowego.

# **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/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.

#### 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

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#### 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.

#### 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, 2113-01 tar gz. This piece of software is made.

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.

#### iansson (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)

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

#### 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.wiki.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 BSD license, which can be found below.

#### 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 made available under the terms and conditions of the GPL 2.0 license, which can be found below.

#### sawman (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 LGPLv2 license, which can be found below.

#### sed (4.1.5)

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

#### 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.

#### salite3 (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)

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

#### thttpd (2.25b)

The original download site for this software is: http://acme.com/software/thttpd/.This piece of

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#### 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/Tas k%20Forces/Forms/AllItems.aspx?RootFolder=%2fdtv

%2fSSD%2fSS3%2fTask%20Forces%2f3rd%20party%2 Olist%2fLicense\_Texts&FolderCTID=&View=%7b4DF37 793-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/ (WebKit doesn't distribute an explicit license. This LICENSE is derived from license text in the source.)

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Because of this blurred distinction, using the ordinary General

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General Public License rather than by this special one.

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contains a notice placed by the copyright holder or other authorized

party saying it may be distributed under the terms of this Library

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

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

distribute the Library is void, and will automatically terminate your

rights under this License. However, parties who have received copies,

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

terminated so long as such parties remain in full compliance.

9. You are not required to accept this License, since you have not

signed it. However, nothing else grants you permission to modify or

distribute the Library or its derivative works. These actions are

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

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

Library), you indicate your acceptance of this License to do so, and

all its terms and conditions for copying, distributing or modifying

the Library or works based on it.

10. Each time you redistribute the Library (or any work based on the

Library), the recipient automatically receives a license from the

original licensor to copy, distribute, link with or modify

the Library

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

restrictions on the recipients' exercise of the rights granted herein.

You are not responsible for enforcing compliance by third parties 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

license would not permit royalty-free redistribution of the Library by

all those who receive copies directly or indirectly through you, then

the only way you could satisfy both it and this License would be to

refrain entirely from distribution of the Library.

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

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

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

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

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

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

integrity of the free software distribution system which is

implemented by public license practices. Many people have made

generous contributions to the wide range of software distributed

through that system in reliance on consistent application of that

system; it is up to the author/donor to decide if he or she is willing

to distribute software through any other system and a licensee cannot  $% \left( 1\right) =\left( 1\right) \left( 1\right) +\left( 1\right) \left( 1\right) \left( 1\right) +\left( 1\right) \left( 1\right) \left($ 

impose that choice.

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

be a consequence of the rest of this License.

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

certain countries either by patents or by copyrighted interfaces, the

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

an explicit geographical distribution limitation excluding those countries,

so that distribution is permitted only in or among countries not thus

excluded. In such case, this License incorporates the limitation as if

written in the body of this License.

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

versions of the Library General Public License from time to time.

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

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

Each version is given a distinguishing version number. If the Library

specifies a version number of this License which applies to it and

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14. If you wish to incorporate parts of the Library into other free

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Software Foundation; we sometimes make exceptions for this. Our

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of all derivatives of our free software and of promoting the sharing

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Version 2.1, February

1999

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of this license document, but changing it is not allowed.

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

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

the version number 2.1.]

#### Preamble

The licenses for most software are designed to take away your

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

Licenses are intended to guarantee your freedom to share and change

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

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

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

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

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

this license or the ordinary General Public License is the better

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

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

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

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

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

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

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

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

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

rights. These restrictions translate to certain responsibilities for

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

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

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

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

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

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

with the library after making changes to the library and recompiling

it. And you must show them these terms so they

know their rights.

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

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

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

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

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

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

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

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

introduced by others.

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

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

effectively restrict the users of a free program by obtaining a

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

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

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

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

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

General Public License, applies to certain designated libraries, and

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

this license for certain libraries in order to permit linking those

libraries into non-free programs.

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

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

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

General Public License therefore permits such linking only if the

entire combination fits its criteria of freedom. The Lesser General

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

We call this license the "Lesser" General Public License because it

does Less to protect the user's freedom than the ordinary General

Public License. It also provides other free software developers Less

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Although the Lesser General Public License is Less protective of the

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

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

that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and

modification follow. Pay close attention to the difference between a

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

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

be combined with the library in order to run.

**GNU LESSER GENERAL** 

# PUBLIC LICENSE TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. This License Agreement applies to any software library or other

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other authorized party saying it may be distributed under the terms of

this Lesser General Public License (also called "this License").

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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

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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  $% \left( 1\right) =\left( 1\right) \left( 1\right) +\left( 1\right) \left( 1\right) \left( 1\right) +\left( 1\right) \left( 1\right) \left($ 

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 combine or

link a "work that uses the Library" with the Library to produce a

work containing portions of the Library, and distribute that work

under terms of your choice, provided that the terms permit

modification of the work for the customer's own use and reverse

engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the

Library is used in it and that the Library and its use are covered by

this License. You must supply a copy of this License. If the work

during execution displays copyright notices, you must include the

copyright notice for the Library among them, as well as a reference

directing the user to the copy of this License. Also, you must do one of these things:

a) Accompany the work with the complete corresponding

machine-readable source code for the Library including whatever

changes were used in the work (which must be distributed under

Sections 1 and 2 above); and, if the work is an executable linked

with the Library, with the complete machine-readable "work that

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

user can modify the Library and then relink to produce a modified

executable containing the modified Library. (It is understood

that the user who changes the contents of definitions files in the

Library will not necessarily be able to recompile the application

to use the modified definitions.)

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

Library. A suitable mechanism is one that (1) uses at run time a

copy of the library already present on the user's computer system,

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

will operate properly with a modified version of the library, if

the user installs one, as long as the modified version is

interface-compatible with the version that the work was made with.

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

least three years, to give the same user the materials

specified in Subsection 6a, above, for a charge no more

than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy

from a designated place, offer equivalent access to copy the above

specified materials from the same place.

e) Verify that the user has already received a copy of these

materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the

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reproducing the executable from it. However, as a special exception,

the materials to be distributed need not include anything that is

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

components (compiler, kernel, and so on) of the operating system on

which the executable runs, unless that component itself accompanies

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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.

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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

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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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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

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libcurl

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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

JIU

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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
- \* <daniel@haxx.se> to make it better applied to curl conditions, and to make
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David M. Gay's floating point routines URL: http://www.netlib.org/fp/

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dynamic annotations

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

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http://www.azillionmonkeys.com/ged/hash.html

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google-glog's symbolization library URL: https://github.com/google/glog

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open-vcdiff

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

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Brotli

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-js

URL: https://github.com/chromium/dom-distiller

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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,

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

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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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with the Library, with the complete machinereadable "work that

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that the user who changes the contents of definitions files in the

Library will not necessarily be able to recompile the application

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

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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

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libvpx

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WebP image encoder/decoder
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libxslt

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libyuv

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linux-syscall-support

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

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

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

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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

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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

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to use the modified definitions.)

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

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c) If distribution of the work is made by offering access to copy

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d) Verify that the user has already received a copy of these

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For an executable, the required form of the "work that uses the

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reproducing the executable from it. However, as a special exception,

the source code distributed need not include anything that is normally

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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

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

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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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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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#### x86inc

URL: http://git.videolan.org/?p=x264.git;a=blob;f=com mon/x86/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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# Pomoc i wsparcie techniczne

13

### Rozwiązywanie problemów

### Włączanie i pilot zdalnego sterowania

### Nie można włączyć telewizora

- Odłącz przewód zasilający od gniazdka elektrycznego. Odczekaj minutę i podłącz go ponownie.
- Sprawdź, czy przewód zasilający jest prawidłowo podłączony.

### Trzaski przy włączaniu lub wyłączaniu

Po włączeniu/wyłączeniu/przełączeniu telewizora w tryb gotowości z jego obudowy słychać trzaski. Te dźwięki powstają wskutek normalnego rozszerzania się i kurczenia materiału obudowy telewizora przy nagrzewaniu się i stygnięciu. Nie ma to wpływu na działanie telewizora.

# Telewizor nie reaguje na naciśnięcia przycisków pilota

Do uruchomienia telewizora potrzeba nieco czasu. W trakcie procesu uruchamiania telewizor nie reaguje na polecenia z pilota ani elementów sterujących telewizora. To zjawisko jest normalne.

Jeśli telewizor w dalszym ciągu nie reaguje na sygnały z pilota, można użyć aparatu w telefonie komórkowym, aby sprawdzić działanie pilota. Włącz tryb aparatu w telefonie i skieruj pilota na obiektyw aparatu. Jeśli po naciśnięciu dowolnego przycisku pilota na ekranie telefonu będzie widoczne migotanie diody LED podczerwieni, pilot działa. Konieczne jest wówczas sprawdzenie telewizora.

Jeśli migotanie nie jest widoczne, pilot może być uszkodzony lub rozładowały się jego baterie. Ta metoda sprawdzania pilota nie działa w przypadku pilotów, które zostały sparowane bezprzewodowo z telewizorem.

### Telewizor powraca do trybu gotowości po wyświetleniu ekranu powitalnego Philips

Gdy telewizor działa w trybie gotowości, pojawia się ekran powitalny Philips, po czym telewizor powraca do trybu gotowości. To zjawisko jest normalne. Po odłączeniu i ponownym podłączeniu zasilania telewizora wyświetlany jest ekran powitalny, gdy telewizor zostanie włączony następnym razem. Aby włączyć telewizor działający w trybie gotowości, naciśnij przycisk **o** na pilocie lub telewizorze.

Kontrolka trybu gotowości telewizora stale miga

Odłącz przewód zasilający od gniazdka elektrycznego. Odczekaj 5 minut i podłącz go ponownie. Jeśli kontrolka będzie nadal migać, skontaktuj się z działem obsługi klienta firmy Philips.

### Kanały

# Podczas instalacji nie są znajdowane żadne kanały cyfrowe

Zapoznaj się z danymi technicznymi, aby upewnić się, że telewizor obsługuje kanały DVB-T lub DVB-C w danym kraju.

Upewnij się, że wszystkie przewody są prawidłowo podłączone, a także że wybrano odpowiednią sieć.

# Zainstalowane wcześniej kanały nie pojawiają się na liście kanałów

Sprawdź, czy wybrana jest właściwa lista kanałów.

### Obraz

### Brak obrazu/zniekształcony obraz

- Sprawdź, czy antena jest poprawnie podłączona do telewizora
- · Sprawdź, czy wybrano odpowiednie urządzenie jako źródło sygnału wideo.
- · Sprawdź, czy urządzenie zewnętrzne lub źródło jest prawidłowo podłączone.

### Słychać dźwięk, ale nie ma obrazu

· Upewnij się, że ustawienia obrazu są prawidłowe.

### Słaby odbiór sygnału antenowego

- · Sprawdź, czy antena jest poprawnie podłączona do telewizora.
- Na jakość obrazu mogą mieć wpływ głośniki, nieuziemione urządzenia audio, światła neonowe, wysokie budynki lub inne duże obiekty. Jeśli to możliwe, spróbuj polepszyć jakość odbioru, zmieniając kierunek anteny lub umieszczając urządzenia z dala od telewizora.
- Jeśli odbiór jest słabej jakości tylko na określonym kanale, spróbuj dostroić ten kanał.

### Obraz z urządzenia jest słabej jakości

- · Sprawdź, czy urządzenie jest prawidłowo podłaczone.
- · Upewnij się, że ustawienia obrazu są prawidłowe.

### Obraz nie jest dopasowany do rozmiarów ekranu

Zmień format obrazu.

### Nieprawidłowe położenie obrazu

Sygnały wideo z niektórych urządzeń są nieprawidłowo wyświetlane na ekranie. Sprawdź wyjście sygnału urządzenia.

### Obraz z komputera jest niestabilny

Upewnij się, że komputer używa obsługiwanej

### Dźwięk

### Brak dźwięku lub jego niska jakość

Jeśli sygnał dźwięku nie zostanie wykryty, telewizor samoczynnie wyłączy dźwięk. Nie oznacza to usterki.

- · Upewnij się, że ustawienia dźwięku są prawidłowe.
- · Sprawdź, czy wszystkie przewody są prawidłowo podłaczone.
- Upewnij się, że dźwięk nie jest wyciszony lub ustawiony na zero.
- Upewnij się, że wyjście audio telewizora jest podłączone do wejścia audio zestawu kina domowego.

Dźwięk powinien być odtwarzany przez głośniki zestawu kina domowego.

 Niektóre urządzenia mogą wymagać ręcznego włączenia wyjścia audio HDMI. Jeśli dźwięk HDMI został włączony, ale mimo to go nie słychać, spróbuj zmienić cyfrowy format audio urządzenia na PCM (Pulse Code Modulation). Instrukcje można znaleźć w instrukcji dołączonej do urządzenia.

### Złącza

### **HDMI**

- Należy pamiętać, że obsługa funkcji HDCP (Highbandwidth Digital Content Protection) może wydłużyć czas potrzebny na wyświetlenie przez telewizor treści z urządzenia HDMI.
- Jeśli telewizor nie rozpoznaje urządzenia HDMI, a na ekranie nie pojawia się obraz, przełącz źródło na inne urządzenie, a następnie ponownie włącz poprzednie.
- W przypadku przerw w odtwarzaniu dźwięku upewnij się, że ustawienia wyjścia urządzenia HDMI są prawidłowe.
- Jeśli wykorzystywany jest adapter HDMI–DVI lub przewód HDMI–DVI, należy sprawdzić, czy do wejścia AUDIO IN (tylko gniazdo typu mini-jack) jest podłączony dodatkowy przewód audio.

### Nie działa funkcja EasyLink

 Sprawdź, czy urządzenia HDMI są zgodne ze standardem HDMI-CEC. Funkcje EasyLink działają tylko z urządzeniami, które są zgodne ze standardem HDMI-CEC.

### Nie jest wyświetlana ikona głośności

- To zjawisko jest normalne, jeśli podłączono urządzenie zgodne ze standardem HDMI-CEC.

### Nie są wyświetlane zdjęcia, filmy i pliki muzyczne z urządzenia USB

- Upewnij się, że urządzenie USB zostało

- skonfigurowane jako zgodne z klasą urządzeń pamięci masowej według opisu w dokumentacji urządzenia.
- Sprawdź, czy urządzenie USB jest zgodne z telewizorem.
- Sprawdź, czy formaty plików audio i zdjęć są obsługiwane przez telewizor.

### Przerywane odtwarzane plików z urządzenia USB

 Niska klasa urządzenia USB może ograniczać szybkość przesyłania danych do telewizora, co powoduje problemy z odtwarzaniem.

### Sieć Wi-Fi, Internet i łączność Bluetooth

### Nie znaleziono sieci Wi-Fi lub występują zakłócenia

- · Kuchenki mikrofalowe, telefony DECT i inne znajdujące się w pobliżu urządzenia Wi-Fi 802.11b/g/n/ac mogą powodować zakłócenia sieci bezprzewodowej.
- · Upewnij się, że zapory firewall w sieci pozwalają na dostęp do połączenia bezprzewodowego telewizora.
- Jeśli sieć bezprzewodowa nie działa w domu właściwie, spróbuj zainstalować sieć przewodową.

### Nie działa Internet

• Jeśli połączenie z routerem jest prawidłowe, sprawdź połączenie z Internetem.

# Połączenie z komputerem i Internetem jest powolne

- Sprawdź w instrukcji obsługi bezprzewodowego routera jego zasięg wewnątrz pomieszczeń, szybkość przesyłania i inne czynniki związane z jakością sygnału.
- · Router wymaga szybkiego (szerokopasmowego) połączenia z Internetem.

### **DHCP**

 Jeśli nawiązanie połączenia nie jest możliwe, sprawdź ustawienie DHCP (Dynamic Host Configuration Protocol) w routerze. Ustawienie DHCP powinno być włączone.

### Utrata połaczenia Bluetooth

 Miejsca o wysokiej aktywności sieci bezprzewodowych, takie jak mieszkania z dużą liczbą routerów bezprzewodowych, mogą zakłócać połączenie bezprzewodowe.

### Sieć

### Nie znaleziono sieci Wi-Fi lub występują zakłócenia

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### Pomoc w Internecie

Aby rozwiązać problem związany z telewizorem marki Philips, możesz skorzystać z naszej pomocy technicznej w Internecie. Należy w tym celu wybrać język i wprowadzić numer modelu produktu.

Odwiedź stronę www.philips.com/support.

Na stronie pomocy technicznej możesz znaleźć numer telefonu kontaktowego w swoim kraju, a także odpowiedzi na często zadawane pytania. W niektórych krajach można porozmawiać na czacie z jednym z naszych współpracowników i zadać mu pytania bezpośrednio lub za pomocą poczty elektronicznej.

Ze strony internetowej można pobrać nowe oprogramowanie do telewizora oraz instrukcję obsługi do przeglądania w komputerze.

13.3

### Naprawa i pomoc techniczna

W razie potrzeby możesz skontaktować się telefonicznie z działem obsługi klienta w swoim kraju. W razie potrzeby nasi specjaliści zajmą się naprawą urządzenia.

Numer telefonu znajduje się w drukowanej dokumentacji dołączonej do telewizora. W razie potrzeby można też odwiedzić naszą stronę internetową www.philips.com/support i wybrać odpowiedni kraj.

### Numer modelu i numer seryjny telewizora

Konieczne może być podanie numeru modelu oraz numeru seryjnego telewizora. Numery te można znaleźć na etykiecie opakowania oraz z tyłu lub na spodzie urządzenia.

### ▲ Ostrzeżenie

Nie wolno samodzielnie naprawiać telewizora. Może to spowodować poważne obrażenia, nieodwracalne uszkodzenie telewizora oraz utratę gwarancji.

# Bezpieczeństwo i konserwacja

14 1

### Bezpieczeństwo

### Ważne

Przed rozpoczęciem korzystania z telewizora przeczytaj wszystkie instrukcje dotyczące bezpieczeństwa i upewnij się, że je rozumiesz. Jeśli uszkodzenia zostały spowodowane przez postępowanie niezgodne z instrukcjami, gwarancja traci ważność.

Nie wolno modyfikować tego urządzenia bez zgody producenta.

### Niebezpieczeństwo pożaru lub porażenia prądem

- Zawsze chroń telewizor przed deszczem lub wodą. Nie stawiaj w pobliżu telewizora przedmiotów wypełnionych cieczą (np. wazonów).
  W przypadku rozlania cieczy na telewizor lub dostania się cieczy do jego wnętrza natychmiast odłącz telewizor od źródła zasilania.
  Aby sprawdzić telewizor przed użyciem, skontaktuj się z działem obsługi klienta firmy Philips.
- Zawsze chroń telewizor, pilota i baterie przed nadmiernym ciepłem. Nigdy nie umieszczaj ich w pobliżu zapalonych świec, otwartego ognia lub innych źródeł ciepła. Nie wystawiaj urządzenia na bezpośrednie działanie promieni słonecznych.
- Nigdy nie należy wkładać przedmiotów do otworów wentylacyjnych oraz innych otworów w telewizorze.
- Nigdy nie stawiaj ciężkich przedmiotów na przewodzie zasilającym.
- Unikaj wywierania nacisku na wtyczki przewodu zasilającego. Luźne wtyczki mogą spowodować iskrzenie lub pożar. Upewnij się, że przewód zasilający nie jest za bardzo naciągnięty podczas obracania ekranu telewizora.
- · Aby odłączyć telewizor od sieci elektrycznej, należy odłączyć wtyczkę przewodu zasilającego telewizora. Podczas odłączania przewodu zasilającego należy zawsze ciągnąć za wtyczkę, a nie za przewód. Zawsze powinno być możliwe uzyskanie pełnego dostępu do przewodu zasilającego, wtyczki przewodu oraz gniazdka elektrycznego.

# Niebezpieczeństwo obrażeń ciała lub uszkodzenia telewizora

- Do podnoszenia i przenoszenia telewizora, który waży więcej niż 25 kilogramów, potrzebne są dwie osoby.
- Do zamontowania telewizora na podstawie używaj wyłącznie podstawy dołączonej do zestawu. Przymocuj starannie podstawę do telewizora. Ustaw telewizor na płaskiej i równej powierzchni, zdolnej utrzymać ciężar telewizora i podstawy.
- W przypadku zamontowania telewizora na ścianie upewnij się, że konstrukcja bezpiecznie utrzyma ciężar telewizora. Firma TP Vision nie bierze na siebie żadnej odpowiedzialności za niewłaściwy montaż na ścianie będący przyczyną wypadku lub obrażeń.
- Niektóre elementy urządzenia mogą być wykonane ze szkła. Należy się z nimi obchodzić ostrożnie, aby uniknąć obrażeń ciała lub uszkodzenia telewizora.

### Niebezpieczeństwo uszkodzenia telewizora!

Przed podłączeniem telewizora do źródła zasilania sprawdź, czy napięcie odpowiada wartości wydrukowanej z tyłu urządzenia. Nie podłączaj telewizora do gniazdka elektrycznego, jeżeli napięcie jest inne.

### Zagrożenia związane ze stabilnością

Telewizor może spaść, powodując poważne obrażenia ciała lub śmierć. Wielu urazów, zwłaszcza w przypadku dzieci, można uniknąć, stosując proste środki ostrożności, takie jak:

- · Należy ZAWSZE upewnić się, że telewizor nie wystaje poza krawędź mebla, na którym stoi.
- ZAWSZE należy używać szafek, stojaków lub metod montażu zalecanych przez producenta telewizora.
- ZAWSZE należy używać mebli, które są w stanie bezpiecznie utrzymać telewizor.
- ZAWSZE należy informować dzieci o niebezpieczeństwie wynikającym ze wspinania się na meble, aby dosięgnąć telewizora lub jego elementów sterujących.
- ZAWSZE należy poprowadzić przewody i kable podłączone do telewizora w taki sposób, aby uniemożliwić potknięcie się o nie, pociągnięcie lub złapanie ich.
- NIGDY nie należy umieszczać telewizora w niestabilnym miejscu.
- NIGDY nie należy umieszczać telewizora na wysokich meblach (np. szafkach lub regałach) bez przymocowania zarówno mebli, jak i telewizora do odpowiedniej podstawy.
- NIGDY nie należy umieszczać telewizora na tkaninach ani innych materiałach umieszczonych pomiędzy telewizorem a meblem, na którym stoi.
- · NIGDY nie należy umieszczać przedmiotów, które

mogłyby zachęcić dzieci do wspinania się – takich jak zabawki czy piloty – na górze telewizora lub mebli, na których znajduje się telewizor.

Jeśli istniejący telewizor ma zostać przeniesiony, należy podjąć takie same działania, jak opisano powyżej.

### Ryzyko związane z bateriami

- Nie połykaj baterii. Istnieje ryzyko poparzenia chemicznego.
- Pilot może zawierać baterię pastylkową. Jeśli zostanie ona połknięta, w ciągu 2 godzin może spowodować poważne oparzenia wewnętrzne i doprowadzić do śmierci.
- Przechowuj nowe i zużyte baterie poza zasięgiem dzieci.
- Jeśli nie można bezpiecznie zamknąć komory baterii, przestań używać produktu i przechowuj go poza zasięgiem dzieci.
- Jeśli sądzisz, że baterie mogły zostać połknięte lub w inny sposób znalazły się w organizmie, natychmiast zgłoś się do lekarza.
- · Wymiana baterii na baterię niewłaściwego typu grozi pożarem lub wybuchem
- Wymiana baterii na baterię niewłaściwego typu, która może zniwelować zabezpieczenie (np. w przypadku niektórych typów baterii litowych).
- Wyrzucenie baterii do ognia lub gorącego piekarnika albo mechaniczne zgniecenie lub przecięcie baterii, które może doprowadzić do wybuchu.
- Pozostawienie baterii w środowisku o bardzo wysokiej temperaturze, które może doprowadzić do wybuchu lub wycieku łatwopalnego płynu lub gazu.
- Poddanie baterii działaniu bardzo niskiego ciśnienia powietrza, które może doprowadzić do wybuchu lub wycieku łatwopalnej cieczy lub gazu.

### Ryzyko przegrzania

Nie umieszczaj telewizora w ciasnej przestrzeni. W celu zapewnienia odpowiedniej wentylacji zachowaj odstęp o szerokości co najmniej 10 cm z każdej strony telewizora. Upewnij się, że zasłony i inne przedmioty nie będą zakrywać otworów wentylacyjnych telewizora.

### Podczas burzy

W przypadku zbliżającej się burzy odłącz telewizor od zasilania oraz anteny.

W trakcie burzy nie dotykaj żadnej części telewizora, przewodu zasilającego ani antenowego.

# Niebezpieczeństwo uszkodzenia słuchu

Unikaj korzystania przez dłuższy czas ze słuchawek przy dużych poziomach głośności.

### Niska temperatura

W przypadku transportu w temperaturze otoczenia poniżej 5°C, przed podłączeniem telewizora do źródła zasilania rozpakuj go i poczekaj, aż osiągnie temperaturę pokojową.

### Wilgotność

W rzadkich przypadkach, w zależności od panującej temperatury i wilgotności, wewnątrz szklanego frontu telewizora mogą skraplać się niewielkie ilości wody (w przypadku niektórych modeli). Aby temu zapobiec, nie należy stawiać telewizora w miejscach narażonych na bezpośrednie działanie promieni słonecznych, wysokich temperatur i dużej wilgoci. Jeśli dojdzie już do skroplenia, zniknie ono samoistnie w czasie kilku godzin działania telewizora. Skropliny nie spowodują uszkodzenia ani usterek telewizora.

14.2

# Pielęgnacja ekranu

- Nie dotykaj, nie naciskaj, nie trzyj ani nie uderzaj ekranu jakimikolwiek przedmiotami.
- Przed czyszczeniem odłącz telewizor od sieci elektrycznej.
- Czyść telewizor i ramę miękką, wilgotną ściereczką. Do czyszczenia telewizora lub pilota nie używaj substancji takich, jak alkohol, środki chemiczne czy inne domowe środki czyszczące.
- · Aby uniknąć zniekształcenia obrazu oraz płowienia kolorów, niezwłocznie usuwaj krople wody z ekranu.
- Unikaj wyświetlania nieruchomych obrazów, na ile to możliwe. Nieruchome obrazy to te, które są wyświetlane na ekranie przez długi czas. Nieruchome obrazy to menu ekranowe, czarne pasy, informacje o czasie itp. Jeśli nie możesz uniknąć ich wyświetlania, zmniejsz kontrast i jasność obrazu, aby zapobiec uszkodzeniu ekranu.

## URZĄDZENIE DLA OBIEKTÓW OPIEKI ZDROWOTNEJ

Jeśli ten telewizor jest przeznaczony do celów rozrywkowych w szpitalach, domach opieki, ośrodkach opieki medycznej lub podobnych placówkach służby zdrowia, w których instalacja jest ograniczona do obszarów niezagrożonych, należy go zamontować na ścianie lub suficie.

Nie jest on przeznaczony do stosowania w obszarze intensywnej opieki medycznej, w którym pacjent jest leczony zewnętrznym przewodem elektrycznym, takim jak sonda, cewnik,

lub inna elektroda podłączona do serca; jednakże w trakcie pobytu w placówce opieki zdrowotnej pacjent wejdzie w kontakt z urządzeniem.

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# Oświadczenie dotyczące ekspozycji na promieniowanie (tylko w przypadku wbudowanej sieci Wi-Fi)

Niniejsze urządzenie jest zgodne z limitami promieniowania CE obowiązującymi w środowisku niekontrolowanym. Urządzenie powinno być zainstalowane i użytkowane w minimalnej odległości 20 cm między źródłem promieniowania a człowiekiem.

Częstotliwość, tryb i maksymalna moc nadawana w UE są wymienione poniżej:

od 2400 do 2483,5 MHz < 20 dBm (EIRP); wyłącznie dla urządzeń 2,4 GHz.

od 5150 do 5250 MHz < 23 dBm (EIRP)

od 5250 do 5350 MHz < 23 dBm (EIRP)

od 5470 do 5725 MHz < 27 dBm (EIRP)

od 5725 do 5825 MHz < 13,98 dBm (EIRP)

# Zasady korzystania

15.

# Zasady korzystania — telewizor

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Ten produkt został wprowadzony na rynek przez firmę TP Vision Europe B.V. lub jedną z jej spółek zależnych, dalej nazywaną firmą TP Vision, będącą producentem produktu. Firma TP Vision jest gwarantem dla telewizora, do którego dołączono tę broszurę. Philips i emblemat z tarczą Philips są zastrzeżonymi znakami towarowymi firmy Koninklijke Philips N.V.

Dane techniczne mogą ulec zmianie bez powiadomienia. Znaki towarowe są własnością firmy Koninklijke Philips Electronics N.V. lub odpowiednich firm. Firma TP Vision zastrzega sobie prawo do modyfikowania produktów bez konieczności dostosowywania do zmian wcześniejszych partii dostaw.

Pisemne materiały dołączone do telewizora oraz instrukcja obsługi zapisana w pamięci telewizora lub pobrana z witryny internetowej firmy Philips www.philips.com/support są opracowane pod kątem zestawu używanego zgodnie z przeznaczeniem.

Materiały zawarte w niniejszej instrukcji są opracowane pod kątem zestawu używanego zgodnie z przeznaczeniem. Jeśli produkt lub jego poszczególne moduły są używane do innych celów niż określa to niniejsza instrukcja, należy uzyskać potwierdzenie prawidłowego i odpowiedniego zastosowania. Firma TP Vision gwarantuje, że zawartość materiałów nie narusza żadnych patentów zarejestrowanych w Stanach Zjednoczonych. Firma nie udziela żadnych dodatkowych gwarancji ani w sposób wyraźny, ani dorozumiany. Firma TP Vision nie może zostać pociągnięta do odpowiedzialności za jakiekolwiek błędy w zawartości tego dokumentu ani za wszelkie problemy wynikające z tej zawartości. Błędy zgłoszone firmie Philips zostaną poprawione i opublikowane w witrynie pomocy technicznej firmy Philips w najkrótszym możliwym terminie.

Warunki gwarancji — niebezpieczeństwo obrażeń ciała, uszkodzenia telewizora lub unieważnienia gwarancji!

Nigdy nie naprawiać samodzielnie telewizora. Należy używać telewizora i akcesoriów wyłącznie w sposób określony przez producenta. Symbol ostrzeżenia umieszczony z tyłu telewizora oznacza niebezpieczeństwo porażenia prądem. Nigdy nie

zdejmować osłony telewizora. W celu przeprowadzenia serwisu lub naprawy zawsze należy skontaktować się z działem obsługi klienta firmy Philips. Numer telefonu znajduje się w drukowanej dokumentacji dołączonej do telewizora. W razie potrzeby można też odwiedzić naszą stronę internetową www.philips.com/support i wybrać odpowiedni kraj. Wszelkie wyraźnie zabronione w instrukcji czynności, wszelkie niezalecane lub niezatwierdzone regulacje lub procedury montażu powodują utratę gwarancji.

### Charakterystyka pikseli

Niniejszy produkt jest wykonany w technologii z wykorzystaniem dużej liczby kolorowych pikseli. Mimo iż jego współczynnik efektywnych pikseli wynosi co najmniej 99,999%, na ekranie mogą być stale wyświetlane czarne kropki lub jasne plamki światła (czerwone, zielone lub niebieskie). Jest to strukturalna cecha wyświetlacza (w ramach powszechnie obowiązujących standardów przemysłowych), która nie jest uznawana za usterkę.

Zgodność ze standardami CE Firma TP Vision Europe B.V. niniejszym oświadcza, że ten telewizor jest zgodny z podstawowymi wymaganiami i innymi powiązanymi warunkami dyrektyw 2014/53/UE (ws. urządzeń radiowych), 2009/125/WE (ws. Ekoprojektu) i 2011/65/WE (ws. RoHS).

Zgodność ze standardami EMF
Firma TP Vision wytwarza i sprzedaje wiele
produktów przeznaczonych dla klientów
detalicznych, które — jak wszystkie urządzenia
elektroniczne — mogą emitować oraz odbierać
sygnały elektromagnetyczne. Jedną z
najważniejszych zasad biznesowych firmy TP Vision
jest podejmowanie wszelkich koniecznych działań
zapewniających bezpieczne i nieszkodliwe dla
zdrowia korzystanie z jej produktów. Obejmuje to
spełnienie wszystkich obowiązujących przepisów
prawnych oraz standardów dotyczących emisji fal
elektromagnetycznych (EMF) już na etapie produkcji.

Firma TP Vision jest czynnie zaangażowana w opracowywanie, wytwarzanie i sprzedawanie produktów, które nie mają niekorzystnego wpływu na zdrowie. Firma TP Vision zaświadcza, iż zgodnie z posiadaną obecnie wiedzą naukową wytwarzane przez nas produkty są bezpieczne, jeżeli są używane zgodnie z ich przeznaczeniem. Firma TP Vision aktywnie uczestniczy także w doskonaleniu międzynarodowych standardów EMF i przepisów bezpieczeństwa, co umożliwia jej przewidywanie kierunków rozwoju standaryzacji i szybkie dostosowywanie produktów do nowych przepisów.

# Prawa autorskie

16.1

### **HDMI**

### **HDMI**

Terminy HDMI, HDMI High-Definition Multimedia Interface oraz logo HDMI są znakami towarowymi lub zastrzeżonymi znakami towarowymi firmy HDMI Licensing Administrator, Inc. w Stanach Zjednoczonych i innych krajach.



16.2

# **Dolby Audio**

Wyprodukowano na licencji firmy Dolby Laboratories. Nazwy i logotypy Dolby, Dolby Audio oraz symbol podwójnej litery D są znakami towarowymi firmy Dolby Laboratories. Poufne, nieopublikowane materiały. Copyright 1992–2020 Dolby Laboratories. Wszelkie prawa zastrzeżone.



16.3

### DTS-HD Premium Sound™

### DTS-HD Premium Sound™

Aby uzyskać informacje o patentach firmy DTS, odwiedź stronę http://patents.dts.com.
Wyprodukowano na licencji firmy DTS Licensing Limited. DTS, symbol graficzny oraz DTS i symbol graficzny łącznie, DTS-HD oraz logo DTS-HD są zastrzeżonymi znakami towarowymi i/ lub znakami towarowymi firmy DTS, Inc. w Stanach Zjednoczonych i/lub innych krajach. © DTS, Inc. Wszelkie prawa zastrzeżone.



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### Wi-Fi Alliance

Wi-Fi

Logo Wi-Fi CERTIFIED™ jest zastrzeżonym znakiem towarowym organizacji Wi-Fi Alliance®



16.5

### Kensington

### Kensington

(jeśli dotyczy)

Kensington i MicroSaver są zastrzeżonymi w Stanach Zjednoczonych znakami towarowymi firmy ACCO World Corporation z wydanymi patentami i zgłoszonymi wnioskami patentowymi w innych krajach z całego świata.



16.6

### Inne znaki towarowe

Wszystkie inne zastrzeżone i niezastrzeżone znaki towarowe są własnością odpowiednich firm.

# Oświadczenie o zrzeczeniu się odpowiedzialności w odniesieniu do usług i/lub oprogramowania stron trzecich

Usługi i/lub oprogramowanie oferowane przez strony trzecie mogą zostać zmienione, zawieszone lub wycofane bez uprzedniego powiadomienia. Firma TP Vision nie ponosi odpowiedzialności za tego rodzaju sytuacje.

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