Manual de usuario

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



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Presentación del televisor

11

Modo profesional

Lo que puede hacer

Con el modo profesional activado, puede acceder a un gran número de ajustes avanzados que permiten un control avanzado del estado del televisor o añadir funciones adicionales.

Este modo está diseñado para instalaciones de televisores en espacios como hoteles, cruceros, estadios o cualquier otra zona empresarial en la que se requiera dicho control.

Si utiliza el televisor en casa, se recomienda hacerlo con el modo profesional desactivado.

Consulte el manual de instalación profesional para obtener más información.

っ

Instalación

η.

Instrucciones de seguridad

Lea las instrucciones de seguridad antes de utilizar el televisor.

2.2

Soporte del televisor y montaje en pared

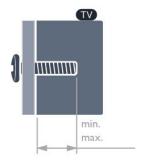
Soporte del televisor

Puede consultar las instrucciones de montaje del soporte del televisor en la guía de inicio rápido que incluye el televisor. Si ha perdido la guía, puede descargarla en www.philips.com.

Utilice el número de producto del televisor para buscar la **guía de inicio rápido** correspondiente y descargarla.

Montaje en pared

El televisor también admite un soporte de montaje en pared compatible con VESA (se vende por separado). Utilice el siguiente código VESA cuando compre el soporte de montaje en pared. . .



· 43HFL6114U

VESA MIS-F 200x200, M6 (mín.: 8 mm, máx.: 13 mm)

· 50HFL6114U

VESA MIS-F 300x200, M6 (mín.: 8 mm, máx.: 14 mm)

· 55HFL6114U

VESA MIS-F 300x200, M6 (mín.: 8 mm, máx.: 14 mm)

· 65HFL6114U

VESA MIS-F 400x200, M6 (mín.: 11 mm, máx.: 14 mm)

· 75HFL6114U

VESA MIS-F 600x400, M8 (mín.: 18 mm, máx.: 28 mm)

· 32HFL5114

VESA MIS-F 100x100, M6 (mín.: 10 mm, máx.: 12 mm)

· 43HFL5114/43HFL5114U

VESA MIS-F 200x200, M6 (mín.: 12 mm, máx.: 14 mm)

· 50HFL5114U

VESA MIS-F 200x200, M6 (mín.: 12 mm, máx.: 14 mm)

Preparación

En primer lugar, retire las cuatro tapas de plástico de los casquillos roscados para tornillos de la parte posterior del televisor (solo para 5114 de 43"). Asegúrese de insertar los tornillos de metal aproximadamente 10 mm en los casquillos roscados para montar el televisor en el soporte compatible con VESA.

Precaución

El montaje en pared requiere conocimientos técnicos y solo puede llevarlo a cabo el personal cualificado. Además, el montaje en pared debe cumplir los requisitos de seguridad correspondientes al peso del televisor. Antes de colocarlo, lea también las precauciones de seguridad.

TP Vision Europe B.V. no asume ninguna responsabilidad por el montaje inadecuado del televisor ni por cualquier montaje que provoque accidentes o lesiones.

2 3

Sugerencias de colocación

- · Coloque el televisor donde la luz no refleje directamente en la pantalla.
- La distancia ideal para ver la televisión es tres veces el tamaño diagonal de la pantalla. Mientras se está sentado, los ojos deberían quedar a la altura del centro de la pantalla.
- Si va a realizar un montaje en pared, coloque el televisor a una distancia máxima de 15 cm de la pared.



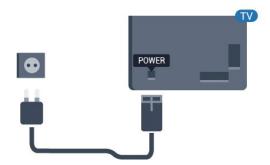
Nota:

Mantenga el televisor alejado de fuentes de polvo, como los hornillos de la cocina. Se recomienda limpiar el polvo con regularidad para evitar que este se introduzca en el televisor.

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Cable de alimentación

- Enchufe el cable en el conector POWER de la parte posterior del televisor.
- · Asegúrese de que el cable de alimentación esté bien insertado en el conector.
- · Asegúrese de que el enchufe de la toma de alimentación de la pared permanece accesible en todo momento.
- · Al desconectar el cable de alimentación, tire siempre del enchufe, nunca del cable.



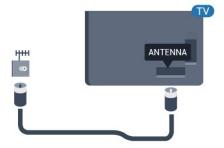
2.5

Cable de antena

Inserte el conector de la antena con firmeza en la toma de la **antena** de la parte posterior del televisor.

Puede conectar su propia antena o conectar una señal de antena de un sistema de distribución de antena. Utilice un conector de antena RF coaxial IEC de 75 ohmios.

Utilice esta conexión de antena para las señales de entrada de TDT y TDC.

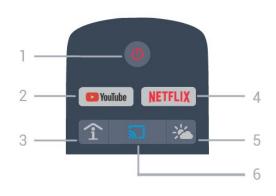


Mando a distancia

3 1

Descripción de los botones

Parte superior



1 - O En espera / Encendido

Para encender el televisor o volver al modo de espera.

2 - YouTube

Para abrir YouTube.

3 - 1 SMART INFO (solo con modo profesional activado)

Para mostrar la información proporcionada por el hotel.

4 NETFLIX

Para abrir la aplicación de Netflix directamente. Con el televisor encendido o desde el modo de espera).

- Si tiene una suscripción a Netflix, puede disfrutar de Netflix en este televisor. El televisor deberá estar conectado a Internet.
- Para abrir Netflix, pulse NETFLIX para abrir la aplicación Netflix. Puede abrir Netflix inmediatamente desde un televisor en modo de espera.
 www.netflix.com

5 - **%** Información meteorológica (solo con modo profesional activado)

Para mostrar la información meteorológica de su ubicación.

6 - 🔊 Google Cast (solo con modo profesional activado)

Para que aparezca el contenido de la pantalla del dispositivo móvil en el televisor.

Parte central



1- ☆ AJUSTES

Para abrir el menú de configuración rápida.

2 - III TV GUIDE

Para abrir una lista de los programas de televisión actuales y programados de sus canales.

3 - **←** BACK

- · Para volver al canal seleccionado anteriormente.
- · Para volver al menú anterior.

4 - OPTIONS

Para abrir o cerrar el menú de opciones.

5 - Botón OK

Para confirmar una selección o ajuste.

6 - Flechas/botones de desplazamiento

Para desplazarse hacia arriba ∧, abajo ∨, izquierda ⟨ o derecha ⟩.

7 - **Canal**

Para cambiar al canal anterior o siguiente de la lista de canales.

8 - 1 EXIT

Para seguir viendo la televisión.

9 - 🗅 HOME

Para abrir el menú de inicio.

Parte inferior



1 - **◄•)** Volumen

Para ajustar el nivel de volumen.

2 - **— — — Botones de colores** Selección directa de las opciones.

3 - O CLOCK

Para mostrar el reloj.

4. **≡** Canal

Para cambiar al canal anterior o siguiente de la lista de canales.

5 - **∢×** Silenciar

Para silenciar el sonido o restaurarlo.

3.2

Sensor IR

El televisor puede recibir comandos de un mando a distancia que utilice IR (infrarrojos) para enviar los comandos. Si utiliza un mando a distancia de este tipo, asegúrese siempre de apuntar con el mando a distancia al sensor de infrarrojos de la parte frontal del televisor.

▲ Advertencia

No coloque ningún objeto delante del sensor de infrarrojos del televisor, ya que ello podría bloquear la señal de infrarrojos.

3.3

Limpieza

El mando a distancia cuenta con un revestimiento resistente a los arañazos.

Para limpiar el mando a distancia, utilice un paño suave humedecido. Nunca utilice sustancias como alcohol, productos químicos o detergentes domésticos en el mando a distancia.

Encendido y apagado

41

Encendido o modo de espera

Asegúrese de que el televisor esté conectado a la toma de alimentación de CA. Conecte el cable de alimentación proporcionado al conector de la **toma de CA** situado en la parte posterior del televisor. Se encenderá el piloto indicador en la parte posterior del televisor.

Activar

Pulse • en el mando a distancia para encender el televisor. También puede pulsar • / • HOME. También puede pulsar el pequeño botón del joystick en la parte posterior o inferior del televisor para encenderlo en caso de no disponer de mando a distancia o de que se hayan agotado las pilas.

Cambio al modo de espera

Para activar el modo de espera en el televisor, pulse • en el mando a distancia. También puede pulsar el pequeño botón con el símbolo de joystick en la parte posterior o inferior del televisor.

En el modo de espera, el televisor sigue conectado a la red eléctrica pero consume muy poca energía.

Para apagar el televisor completamente, desenchufe el cable de alimentación de la toma de corriente. Cuando desenchufe el cable de alimentación, tire siempre de la clavija, nunca del cable. Asegúrese de poder acceder sin dificultad a la clavija de alimentación, al cable de alimentación y a la toma de corriente en todo momento.

12

Botones del TV

Si ha perdido el mando a distancia o se han agotado las pilas, todavía puede realizar algunas operaciones básicas en el televisor.

Para abrir el menú básico:

- 1 Con el televisor encendido, pulse el botón con el símbolo de joystick en la parte posterior o inferior del televisor para ver el menú básico.
- 2 Pulse izquierda o derecha para seleccionar **◄•)** Volumen, **≡** Canal o **►** Fuentes.
- 3 Pulse arriba o abajo para ajustar el volumen o sintonizar el canal siguiente o anterior. Pulse arriba o abajo para desplazarse por la lista de fuentes, incluida la selección del sintonizador.

4 - El menú desaparecerá automáticamente.

Para activar el modo de espera del televisor, seleccione **o** y pulse el botón joystick de la parte posterior o inferior del televisor.

Accesorios

5.1

Medio ambiente

Ficha del producto

43HFL6114U

- · Clase de eficiencia energética: A
- · Tamaño de pantalla visible: 108 cm/43 pulgadas
- · Consumo de energía (W) en modo encendido: 61 W
- · Consumo anual de energía (kWh)*: 90 kWh
- Consumo de energía (W) en modo de espera**: 0,3 W
- Resolución de pantalla (píxeles): 3840 x 2160p 50HFL6114U
- · Clase de eficiencia energética: A+
- · Tamaño de pantalla visible: 126 cm/50 pulgadas
- · Consumo de energía (W) en modo encendido: 68 W
- · Consumo anual de energía (kWh)*: 100 kWh
- · Consumo de energía (W) en modo de espera**: 0,3 W
- Resolución de pantalla (píxeles): 3840 x 2160p 55HFL6114U
- · Clase de eficiencia energética: A+
- · Tamaño de pantalla visible: 139 cm/55 pulgadas
- · Consumo de energía (W) en modo encendido: 83 W
- · Consumo anual de energía (kWh)*: 122 kWh
- Consumo de energía (W) en modo de espera**: 0,3
 W
- Resolución de pantalla (píxeles): 3840 x 2160p

65HFL6114U

- · Clase de eficiencia energética: A+
- · Tamaño de pantalla visible: 164 cm/65 pulgadas
- · Consumo de energía (W) en modo encendido: 104 W
- · Consumo anual de energía (kWh)*: 152 kWh
- · Consumo de energía (W) en modo de espera**: 0,3 w
- · Resolución de pantalla (píxeles): 3840 x 2160p

75HFL6114U

- · Clase de eficiencia energética: A+
- · Tamaño de pantalla visible: 189 cm/75 pulgadas
- · Consumo de energía (W) en modo encendido: 113 W
- · Consumo anual de energía (kWh)*: 165 kWh
- · Consumo de energía (W) en modo de espera**: 0,3 W
- · Resolución de pantalla (píxeles): 3840 x 2160p

32HFL5114

· Clase de eficiencia energética: A+

- · Tamaño de pantalla visible: 80 cm/32 pulgadas
- · Consumo de energía (W) en modo encendido: 29 W
- · Consumo anual de energía (kWh)*: 43 kWh
- · Consumo de energía (W) en modo de espera**: 0,35 W
- · Resolución de pantalla (píxeles): 1920 x 1080 p

43HFL5114

- · Clase de eficiencia energética: A+
- · Tamaño de pantalla visible: 108 cm/43 pulgadas
- · Consumo de energía (W) en modo encendido: 48 W
- · Consumo anual de energía (kWh)*: 71 kWh
- · Consumo de energía (W) en modo de espera**: 0,3 W
- · Resolución de pantalla (píxeles): 1920 x 1080 p

43HFL5114U

- · Clase de eficiencia energética: A
- · Tamaño de pantalla visible: 108 cm/43 pulgadas
- Consumo de energía (W) en modo encendido:
 59 W
- · Consumo anual de energía (kWh)*: 87 kWh
- · Consumo de energía (W) en modo de espera**: 0,3 W
- · Resolución de pantalla (píxeles): 3840 x 2160p

50HFL5114U

- · Clase de eficiencia energética: A+
- · Tamaño de pantalla visible: 126 cm/50 pulgadas
- · Consumo de energía (W) en modo encendido: 70 W
- · Consumo anual de energía (kWh)*: 103 kWh
- · Consumo de energía (W) en modo de espera**: 0,3 W
- · Resolución de pantalla (píxeles): 3840 x 2160p
- *Consumo anual de energía en kWh, basado en el consumo de un televisor en funcionamiento 4 horas al día durante 365 días. El consumo real de energía dependerá del uso que se haga del televisor.
- **Cuando se apaga el televisor con el mando a distancia y no hay ninguna función activa.

Número de registro de EPREL

43HFL6114U: 341921

50HFL6114U: 341992

55HFL6114U: 342447

65HFL6114U: 342465

75HFL6114U: 355587

32HFL5114: 341818

43HFL5114: 341833

43HFL5114U: 341835

50HFL5114U: 341991

Fin de la vida útil

Cómo deshacerse del producto antiguo y de las pilas

Este producto se ha diseñado y fabricado con materiales y componentes de alta calidad, que se pueden reciclar y volver a utilizar.



Cuando aparece este símbolo de cubo de basura tachado en un producto, significa que cumple la directiva europea 2012/19/UE.



Infórmese acerca del sistema de reciclaje de productos eléctricos y electrónicos de su localidad.

Cumpla la legislación local y no deseche los productos usados con la basura normal del hogar. El desecho correcto del producto usado ayuda a evitar consecuencias potencialmente negativas para el medio ambiente y la salud humana.

El producto contiene pilas cubiertas por la directiva europea 2006/66/CE, que no se pueden eliminar con la basura doméstica normal.



Infórmese sobre la legislación local sobre la recogida de pilas. La eliminación correcta ayuda a evitar consecuencias negativas para el medio ambiente y la salud humana.

5.2

Potencia

Las especificaciones del producto están sujetas a cambios sin previo aviso. Para obtener más información acerca de las especificaciones de este producto, visite www.philips.com/support.

Potencia

- · Red eléctrica: CA 220-240 V +/-10 %
- · Temperatura ambiente: De 5 °C a 35 °C
- Funciones de ahorro de energía: Modo Eco, silenciar pantalla (para radio), temporizador de apagado automático, menú de ajustes ecológicos.

Para obtener más información sobre el consumo de energía, consulte el capítulo **Ficha del producto**.

5.3

Sistema operativo

Android OS:

Android Pie 9

5.4

Recepción

- · Entrada de antena: coaxial de 75 ohmios (IEC75)
- · Bandas de sintonización: Hyperband, UHF, VHF
- · DVB: DVB-T2, DVB-C (cable) QAM
- · Reproducción de vídeo analógico: SECAM, PAL
- Reproducción de vídeo digital: MPEG2 SD/HD (ISO/IEC 13818-2), MPEG4 SD/HD (ISO/IEC 14496-10), HEVC*
- · Reproducción de audio digital (ISO/IEC 13818-3)
- · Intervalo de frecuencias de entrada: de 950 a 2150 MHz
- · Intervalo de niveles de entrada: de 25 a 65 dBm
- * Solo para DVB-T2

5.5

Tipo de pantalla (6114U)

Tamaño de pantalla diagonal

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

Resolución de la pantalla

· 3840 x 2160

5.6

Tipo de pantalla (5114/5114U)

Tamaño de pantalla diagonal

- · 80 cm/32 pulgadas
- · 108 cm/43 pulgadas
- · 126 cm/50 pulgadas

Resolución de la pantalla 1920 x 1080 (5114) 3840 x 2160 (5114U)

Resolución de entrada de la pantalla (6114U)

Formatos de vídeo

Resolución: frecuencia de actualización

- · 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

Formatos informáticos

Resoluciones (entre otras)

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

5.8

Resolución de entrada de la pantalla (5114)

Formatos de vídeo

Resolución: frecuencia de actualización

- · 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

Formatos informáticos

Resoluciones (entre otras)

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

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Resolución de entrada de la pantalla (5114U)

Formatos de vídeo

Resolución: frecuencia de actualización

- · 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

Formatos informáticos

Resoluciones (entre otras)

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

5.10

Conectividad (6114U)

Parte lateral del televisor

- · Ranura de interfaz común: CI+/CAM
- USB 1: USB 3.0
- · Auriculares: miniconector estéreo de 3,5 mm
- · Entrada HDMI 1 ARC Ultra HD

Parte inferior del televisor

Red LAN: RJ45

Entrada HDMI 2 - ARC - Ultra HD

Entrada HDMI 3 - ARC - Ultra HD

Antena (75 ohmios)

USB 2: USB 2.0

Salida de 12 V de CC

8 Ω Salida de audio

DATA(RJ-48)

5.11

Conectividad (5114)

Parte lateral del televisor

- · Ranura de interfaz común: CI+/CAM
- USB 1: USB 3.0
- · Auriculares: miniconector estéreo de 3,5 mm
- · Entrada HDMI 1 ARC FHD

Parte inferior del televisor

- Red LAN: RJ45
- · Entrada HDMI 2 en- ARC FHD
- · Antena (75 ohmios)
- · USB 2: USB 2.0
- · Salida de 12 V de CC
- \cdot 8 Ω Salida de audio
- · DATA(RJ-48)

5.12

Conectividad (5114U)

Parte lateral del televisor

- · Ranura de interfaz común: CI+/CAM
- USB 1: USB 3.0
- · Auriculares: miniconector estéreo de 3,5 mm
- · Entrada HDMI 1 ARC Ultra HD

Parte inferior del televisor

- · Red LAN: RJ45
- · Entrada HDMI 2 ARC Ultra HD
- · Antena (75 ohmios)
- · USB 2: USB 2.0
- · Salida de 12 V de CC
- \cdot 8 Ω Salida de audio
- · DATA(RJ-48)

5.13

Dimensiones y pesos (6114U)

43HFL6114U

Sin soporte de TV:

Anchura: 963,98 mm - Altura: 569,28 mm - Profundidad: 74,5 mm - Peso: ± 9,44 kg

· Con soporte de TV:

Anchura: 963,98 mm - Altura: 594,09 mm - Profundidad: 190,1 mm - Peso: ± 11,48 kg

50HFL6114U

· Sin soporte de TV:

Anchura: 1119,8 mm - Altura: 650 mm - Profundidad:

77,7 mm - Peso: ± 13,74 kg

· Con soporte de TV:

Anchura: 1119,8 mm - Altura: 681 mm - Profundidad:

240,1 mm - Peso: ± 16,44 kg

55HFL6114U

· Sin soporte de TV:

Anchura: 1233,6 mm - Altura: 714 mm - Profundidad:

113,2 mm - Peso: ± 16,5 kg

· Con soporte de TV:

Anchura: 1233,6 mm - Altura: 746,8 mm - Profundidad: 240 mm - Peso: ± 19,05 kg

65HFL6114U

· Sin soporte de TV:

Anchura: 1459,28 mm - Altura: 849,84 mm - Profundidad: 86,4 mm - Peso: ± 25,72 kg

· Con soporte de TV:

Anchura: 1459,28 mm - Altura: 872,5 mm - Profundidad: 267,11 mm - Peso: ± 29,7 kg

75HFL6114U

· Sin soporte de TV:

Anchura: 1683,2 mm - Altura: 965,9 mm - Profundidad: 93,7 mm - Peso: ± 33,5 kg

· Con soporte de TV:

Anchura: 1683,2 mm - Altura: 992,9 mm - Profundidad: 299,4 mm - Peso: ± 34 kg

5.14

Dimensiones y pesos (5114/5114U)

32HFL5114

· Sin soporte de TV:

Anchura: 731,8 mm - Altura: 435,31 mm - Profundidad: 77,3 mm - Peso: ± 4,61 kg

· Con soporte de TV:

Anchura: 731,8 mm - Altura: 494,14 mm - Profundidad: 179,31 mm - Peso: ± 4,68 kg

43HFL5114

· Sin soporte de TV:

Anchura: 969,6 mm - Altura: 565,6 mm - Profundidad: 80,5 mm - Peso: ± 7,19 kg

· Con soporte de TV:

Anchura: 969,6 mm - Altura: 624,2 mm - Profundidad: 194 mm - Peso: ± 7,27 kg

43HFL5114U

· Sin soporte de TV:

Anchura: 972,81 mm - Altura: 567,85 mm - Profundidad: 80,5 mm - Peso: ± 8,0 kg

· Con soporte de TV:

Anchura: 972,81 mm - Altura: 625,59 mm - Profundidad: 194,02 mm - Peso: ± 8,08 kg

50HFL5114U

· Sin soporte de TV:

Anchura: 1127,64 mm - Altura: 655,31 mm - Profundidad: 89,62 mm - Peso: ± 11,3 kg

· Con soporte de TV:

Anchura: 1127,64 mm - Altura: 711,95 mm - Profundidad: 214,5 mm - Peso: ± 11,5 kg

5.15

Sonido

- · Potencia de salida (RMS): 20 W (32": 16 W)
- · Dolby Audio
- · DTS HD

Conexión de dispositivos

61

Conexión de dispositivos

Guía de conectividad

Conecte los dispositivos al televisor siempre con la conexión de mayor calidad posible. Además, utilice cables de alta calidad para garantizar una buena transferencia de imagen y sonido.

Cuando se conecta un dispositivo, el televisor reconoce su tipo y le otorga un nombre de tipo correcto. Puede cambiar el nombre del tipo si lo desea. Si se ha establecido un nombre de tipo correcto para un dispositivo, el televisor cambia automáticamente a la configuración idónea del televisor cuando se cambia a ese dispositivo en el menú Fuentes.

Puerto de la antena

Si dispone de un receptor o grabador digital, conecte los cables de antena para transmitir la señal de antena a través del receptor o grabador en primer lugar antes de que llegue al televisor. De esta forma, la antena y el receptor digital podrán enviar los posibles canales adicionales para que se graben en el grabador.

Puertos HDMI

Calidad HDMI

La conexión HDMI ofrece la mejor calidad de imagen y sonido. Un cable HDMI combina señales de vídeo y audio. Utilice un cable HDMI para señales de televisión.

Para una calidad óptima de la transferencia de la señal, emplee un cable HDMI de alta velocidad y no use un cable HDMI de más de 5 m de largo.





Protección contra copia

Los cables HDMI admiten la protección de contenido digital de banda ancha (HDCP). HDCP es una señal de protección contra copia que impide copiar contenidos de DVD o Blu-ray Disc. Esta tecnología también es conocida como gestión de derechos digitales (DRM, del inglés Digital Rights Management).

HDMI ARC

Todas las conexiones HDMI del televisor tienen HDMI ARC (canal de retorno de audio).

Si el dispositivo, normalmente un sistema de cine en casa (HTS), también dispone de conexión HDMI ARC, conéctelo a cualquiera de las conexiones HDMI del televisor. Con la conexión HDMI ARC, no es necesario conectar un cable de audio adicional para que envíe el sonido de la imagen del televisor al sistema de cine en casa. La conexión HDMI ARC combina ambas señales

Puede utilizar cualquier conexión HDMI del televisor para conectar el sistema de cine en casa, pero el ARC solo está disponible para un dispositivo o una conexión al mismo tiempo.





HDMI CEC: EasyLink

La conexión HDMI ofrece la mejor calidad de imagen y sonido. Un cable HDMI combina señales de vídeo y audio. Utilice un cable HDMI para señales de televisión de alta definición (HD). Para una calidad óptima de la transferencia de la señal, emplee un cable HDMI de alta velocidad y no use un cable HDMI de más de 5 m de largo.

Puede conectar dispositivos compatibles con HDMI-CEC al televisor y controlarlos con el mando a distancia de este.

Debe activar EasyLink HDMI-CEC en el televisor y el dispositivo conectado.



Nota:

- EasyLink podría no funcionar con dispositivos de otras marcas.
- La funcionalidad HDMI-CEC posee diferentes nombres en función de la marca. Algunos ejemplos son: Anynet, Aquos Link, Bravia Theatre Sync, Kuro Link, Simplink y Viera Link. No todas las marcas son totalmente compatibles con EasyLink. Los nombres de marcas de HDMI CEC de ejemplo son propiedad de sus respectivos propietarios.

Activación o desactivación de EasyLink

Puede activar o desactivar EasyLink. El televisor viene con los ajustes de EasyLink activados.

Para desactivar EasyLink completamente:

Modo profesional desactivado → Pulse ☆ / ☎ Inicio. Pulse ✔ (abajo), seleccione Ajustes y pulse OK.

Seleccione Fuentes > EasyLink y pulse OK.

Seleccione EasyLink y pulse OK.

Seleccione Apagado y pulse OK.

Modo profesional activado — Consulte el manual de instalación.

Mando a distancia de EasyLink

Si desea que los dispositivos se comuniquen, pero no quiere controlarlos con el mando a distancia del televisor, puede desactivar el mando a distancia de EasyLink por separado.

Para activar o desactivar el mando a distancia de EasyLink:

Modo profesional desactivado − Pulse ☆ / △ Inicio. Pulse ✔ (abajo), seleccione Ajustes y pulse OK.

Seleccione Fuentes > EasyLink y pulse OK .

Seleccione Mando a distancia de EasyLink y pulse OK .

Seleccione Encendido o Apagado y pulse OK.

Modo profesional activado — Consulte el manual de instalación.

6

CAM con tarjeta inteligente: CI+

CI+

Este televisor admite el acceso **condicional** mediante CI+.

Con CI+ puede ver programas de alta definición premium, como películas y deportes, ofrecidos por emisoras de televisión digital de su región. Están codificados por el proveedor de televisión y se descodifican con un módulo CI+ de prepago. Los proveedores de televisión digital ofrecen un módulo CI+ (módulo de acceso condicional, CAM) junto con una tarjeta inteligente, con la suscripción a los canales premium. Estos programas tienen un alto nivel de protección contra copia.

Póngase en contacto con un proveedor de televisión digital para obtener más información sobre los términos y condiciones.



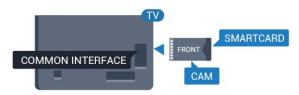
Tarjeta inteligente

Los proveedores de televisión digital ofrecen un módulo CI+ (módulo de acceso condicional, CAM) junto con una tarjeta inteligente, con la suscripción a los canales premium.

Inserte la tarjeta inteligente en el módulo CAM. Consulte las instrucciones que recibió del proveedor.

Para insertar el CAM en el televisor:

- 1 Fíjese en el CAM para realizar la inserción en la dirección correcta. Si la inserción fuese incorrecta, se podría dañar el CAM y el televisor.
- 2 Colóquese frente a la parte posterior del televisor y, con la parte delantera del CAM hacia usted, inserte con suavidad el CAM en la ranura COMMON INTERFACE.
- 3 Presione el CAM tanto como sea posible. Déjelo dentro de la ranura de forma permanente.



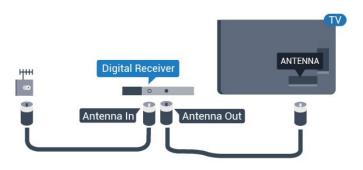
Al encender el televisor, el CAM puede tardar unos minutos en activarse. Si inserta un CAM y ha pagado las cuotas de suscripción (los métodos de suscripción pueden variar), podrá ver los canales codificados admitidos por la tarjeta inteligente y el módulo CAM.

El CAM y la tarjeta inteligente son exclusivos para el televisor. Si se quita el CAM, no será posible ver los canales codificados admitidos por el CAM.

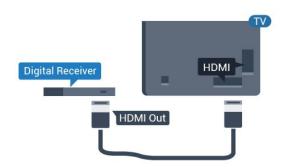
6.3

Receptor digital (STB)

Utilice dos cables de antena para conectar la antena del receptor por cable (receptor digital) y el televisor.



Junto al conector de la antena, añada un cable HDMI para conectar el receptor digital al televisor.



64

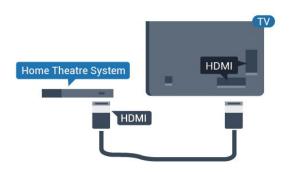
Sistema de cine en casa (HTS)

Conectar con HDMI ARC

Utilice un cable HDMI para conectar un sistema de cine en casa (HTS) al televisor. Puede conectar un SoundBar de Philips al HTS con un reproductor de discos integrado.

HDMI ARC

Si su sistema de cine en casa tiene una conexión HDMI ARC, podrá utilizar cualquier entrada de HDMI del televisor para conectarlo. Con HDMI ARC no es necesario conectar un cable de audio adicional. La conexión HDMI ARC combina ambas señales. Todas las conexiones HDMI del televisor tienen señal ARC (Audio Return Channel). No obstante, una vez que conecte el sistema de cine en casa, el televisor solo puede enviar la señal ARC a esta conexión HDMI.



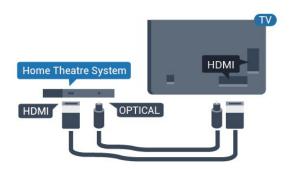
Sincronización de audio y vídeo (sinc.)

Si el sonido no coincide con la imagen que se muestra en pantalla, en la mayoría de los sistemas de cine en casa con reproductor de discos es posible configurar un retardo para sincronizar el sonido con el vídeo.

Conectar con HDMI

Utilice un cable HDMI para conectar un sistema de cine en casa (HTS) al televisor. Puede conectar un SoundBar de Philips al HTS con un reproductor de discos integrado.

Si el sistema de cine en casa no dispone de conexión HDMI ARC, añada un cable óptico de audio (Toslink) para enviar el sonido de la imagen del televisor al sistema de cine en casa.



Sincronización de audio y vídeo (sinc.)

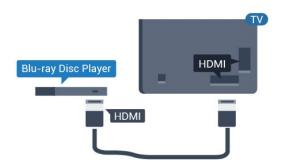
Si el sonido no coincide con la imagen que se muestra en pantalla, en la mayoría de los sistemas de cine en casa con reproductor de discos es posible configurar un retardo para sincronizar el sonido con el vídeo.

*No todos los televisores admiten la función óptica (Toslink).

6.5

Reproductor Blu-ray Disc

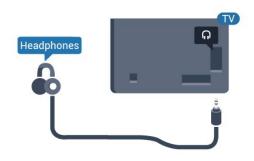
Utilice un cable HDMI de alta velocidad para conectar el reproductor Blu-ray Disc al televisor.



Si el reproductor de Blu-ray Disc dispone de EasyLink HDMI CEC, puede controlar el reproductor con el mando a distancia del televisor. 66

Auriculares

Puede conectar unos auriculares a la conexión \bigcap de la parte posterior del televisor. La conexión es un miniconector de 3,5 mm. Puede ajustar el volumen de los auriculares de forma independiente.

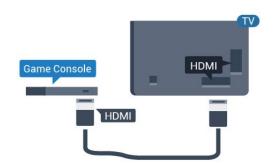


6

Consola de juegos

HDMI

Para disfrutar de una calidad óptima, conecte la consola de juegos al televisor mediante un cable HDMI de alta velocidad.



6.8

Unidad flash USB

Puede ver fotos o reproducir vídeos y música desde una unidad flash USB conectada.

Inserte una unidad flash USB en una de las conexiones USB del televisor mientras está encendido.



El televisor detecta la unidad flash y abre una lista

que muestra su contenido. Si la lista de contenidos no aparece automáticamente:

Modo profesional

desactivado - Pulse 🖒 / 🗅 Inicio

, seleccione 😬

Aplicaciones, seleccione **₹ Fuentes**. Seleccione USB y pulse **OK**.

Modo profesional activado — Pulse ☆ / △ Inicio, seleccione Canales de televisión

seleccione Fuentes . Seleccione USB y pulse OK.

Para dejar de ver el contenido de la unidad flash USB, pulse 🔊 o seleccione otra actividad.
Para desconectar la unidad flash USB, puede extraerla en cualquier momento.

6.9

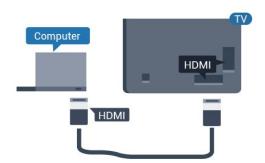
Ordenador

Conectar

Puede conectar el ordenador al televisor y utilizar el televisor como monitor de PC.

Con HDMI

Utilice un cable HDMI para conectar el ordenador al televisor.



Ajuste óptimo

Si conecta un ordenador, le recomendamos que asigne el nombre de tipo de dispositivo correcto a la conexión en la que va a conectar el ordenador en el Menú de fuentes. Si cambia a **Ordenador** en el Menú de fuentes, el televisor se establecerá en el ajuste óptimo para ordenador automáticamente.

Para configurar el ajuste óptimo del televisor:

Modo profesional desactivado → Pulse △ / △ Inicio. Pulse ✔ (abajo), seleccione Ajustes y pulse OK.

Seleccione Imagen y pulse > (derecha) para acceder al menú. Seleccione Estilo de imagen > Ordenador y pulse OK.

Seleccione Encendido o Apagado y pulse OK.

Pulse ←, varias veces si fuera necesario, para cerrar el menú.

Modo profesional activado − Pulse △ / △ Inicio > ••• Más > ❖ Ajustes > •• Imagen. Pulse OK.

Seleccione Estilo de imagen > Ordenador y pulse OK.

Seleccione Encendido o Apagado y pulse OK.

Pulse \leftarrow , varias veces si fuera necesario, para cerrar el menú.

(Para obtener información sobre el modo profesional, consulte el manual de instalación).

Vídeos, fotos y música

7.1

Desde una conexión USB

Puede ver fotos o reproducir vídeos y música desde una unidad flash USB o unidad de disco duro USB conectada.

Con el televisor encendido, conecte una unidad flash USB o un disco duro USB a una de las conexiones USB. El televisor detecta el dispositivo y muestra una lista de los archivos multimedia.

Si la lista de archivos no aparece automáticamente:

- 1 Pulse ■ CHANNELS, seleccione ■ Fuentes.
- 2 Seleccione Medios digitales y pulse OK.
- 3 Puede explorar los archivos de la estructura de carpetas que tenga organizada en la unidad.
- 4 Para detener la reproducción de vídeos, fotos y música, pulse 🕏 .

7.2

Reproducción de vídeos

Reproducción de vídeos

Apertura de la carpeta de vídeos

- 1 Pulse **E** CHANNELS, seleccione **F** Fuentes.
- 2 Seleccione

 Medios digitales, seleccione
- Vídeos y pulse OK.

Para volver a la carpeta, pulse \leftarrow

Reproducción de vídeos

- 2 Seleccione
 Medios digitales,

seleccione Wideos y pulse OK.

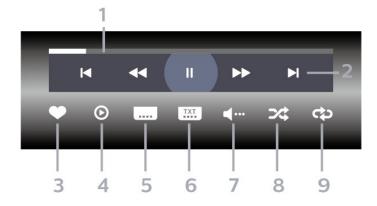
3 - Seleccione un vídeo. Puede

pulsar — Reproducir todo para reproducir todos los archivos de la carpeta o pulsar — Marcar como favorito para añadir el vídeo seleccionado al menú de favoritos: • Favoritos.

Para realizar una pausa en el vídeo, pulse OK. Pulse OK de nuevo para continuar.

Barra de control

Para mostrar u ocultar la barra de control mientras se reproduce un vídeo, pulse **OK**.



- 1 Barra de progreso
- 2 Barra de control de reproducción
- **⋈**: Saltar al vídeo anterior de una carpeta
- ►: Saltar al vídeo siguiente de una carpeta
 - **∢**: Retroceder
 - **▶**: Avanzar rápido
 - II: Poner en pausa la reproducción
- 3 Marcar como favorito
- 4 Reproducir todos los vídeos
- 5 Subtítulos: para activar o desactivar los subtítulos, o activarlos si no hay sonido.
- 6 Idioma de subtítulos: seleccione un idioma para los subtítulos (no disponible con el modo profesional activado).
- 7 Idioma de audio: seleccione un idioma de audio
- 8 Aleatorio: reproduce los archivos en orden aleatorio.
- 9 Repetir: reproduce todos los vídeos de la carpeta una sola vez o de forma continua.

Opciones de vídeo

Durante la reproducción de vídeo, pulse • OPTIONS, seleccione Info y pulse OK para:

- Marcar como favorito: el vídeo seleccionado se establece como favorito.
- Reproducir todo: reproduce todos los archivos de la carpeta.
- Subtítulos: si están disponibles, puede ajustar los subtítulos en Encendido, Apagado o Encendido si no hay sonido.
- Idioma de audio: si está disponible, seleccione un idioma de audio.
- · Aleatorio: muestra los archivos en orden aleatorio.
- Repetir: reproduce todos los vídeos de la carpeta una sola vez o de forma continua.

Visualización de fotos

Visualización de fotografías

Apertura de la carpeta de fotos

- 1 Pulse **E** CHANNELS, seleccione **F** Fuentes.
- 2 Seleccione
 Medios

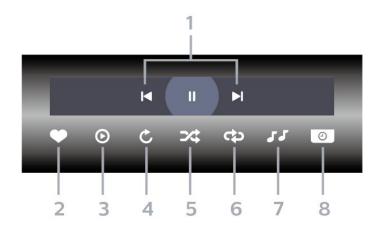
digitales, seleccione Fotos y pulse OK.

Visualización de fotografías

- 1 Pulse **=** CHANNELS, seleccione **\(\bigsigma \)** Fuentes.
- 2 Seleccione Medios

digitales, seleccione Fotos y pulse OK.

Barra de control



- 1 Barra de control de reproducción
- **⋈**: Saltar a la foto anterior de una carpeta
- ▶: Saltar a la foto siguiente de una carpeta

II: Poner en pausa la reproducción de la secuencia de diapositivas

- 2 Marcar como favorito
- 3 Iniciar una secuencia de diapositivas
- 4 Girar la foto
- 5 Aleatorio: reproduce los archivos en orden aleatorio.
- 6 Repetir: reproduce todas las fotos de la carpeta una sola vez o de forma continua.
- 7 Detiene la reproducción de música en segundo plano (no disponible con el modo profesional activado)
- 8 Ajusta la velocidad de la secuencia de diapositivas.

Opciones de fotografía

Durante la reproducción de vídeo, pulse • OPTIONS, seleccione Info y pulse OK para:

- · Marcar como favorito
- · Iniciar una secuencia de diapositivas
- · Girar la foto
- Aleatorio: reproduce los archivos en orden aleatorio.
- Repetir: reproduce todas las fotos de la carpeta una sola vez o de forma continua.
- Detiene la reproducción de música en segundo plano (no disponible con el modo profesional activado)
- · Ajusta la velocidad de la secuencia de diapositivas.

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Reproducción de música

Reproducción de música

Apertura de la carpeta de música

1 - Pulse **=** CHANNELS, seleccione **T** Fuentes.

2 - Seleccione

Medios

digitales, seleccione JJ Música y pulse OK.

Reproducción de música

1 - Pulse **=** CHANNELS, seleccione **T** Fuentes.

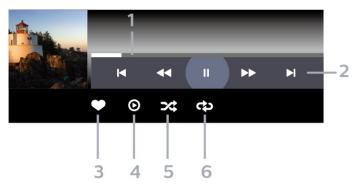
2 - Seleccione ■ Medios

digitales, seleccione JJ Música y pulse OK.

3 - Puede pulsar **— Marcar como favorito** para añadir la carpeta de música al menú de favoritos: **● Favoritos**.

4 - Puede buscar rápidamente música mediante la clasificación: Géneros, Artistas, Álbumes y Pistas.

Barra de control



- 1 Barra de progreso
- 2 Barra de control de reproducción
- ►: Saltar a la música anterior de una carpeta
- ►: Saltar al música siguiente de una carpeta
 - **◄**: Retroceder

- ▶ : Avanzar rápido
- II: Poner en pausa la reproducción
- 3 Marcar como favorito
- 4 Reproducir toda la música
- 5 Aleatorio: reproduce los archivos en orden aleatorio
- 6 Repetir: reproduce toda la música de la carpeta una sola vez o de forma continua.

Opciones de música

Durante la reproducción de música, pulse • OPTIONS, seleccione Info y pulse OK para:

- · Marcar como favorito
- · Reproducir toda la música
- Aleatorio: reproduce los archivos en orden aleatorio.
- · Repetir: reproduce toda la música de la carpeta una sola vez o de forma continua.

Guía de TV

8 1

Uso de la guía de televisión

Para acceder a la guía de televisión:

Para abrir la guía de televisión, pulse **EXE** TV GUIDE . La guía de TV muestra los canales del sintonizador seleccionado.

Vuelva a pulsar **™ TV GUIDE** para cerrarla.

La primera vez que abra la guía de televisión, el televisor buscará en todos los canales de televisión información sobre los programas. Este proceso puede llevar unos minutos. Los datos de la guía de TV se almacenan en el televisor.

a

Juegos

9.

Para jugar a un juego:

Desde una consola de juegos

Para iniciar un juego desde una consola de juegos:

Encienda la consola de juegos.

Inicie el juego.

Para obtener más información sobre la conexión de una consola de juegos, en Ayuda, pulse — Palabras clave y busque Consola de juegos, conectar.

Modo profesional activado — Pulse ➡ SOURCES y seleccione una consola de juegos o el nombre de la conexión.

Inicie el juego.

Pulse \leftarrow BACK varias veces, pulse $\stackrel{\bullet}{\odot}$ EXIT o detenga la aplicación con su botón para salir/detener específico.

Para obtener más información sobre la conexión de una consola de juegos, en Ayuda, pulse — Palabras clave y busque Consola de

Por aplicaciones

juegos, conectar.

Para iniciar un juego desde aplicaciones de juegos:

Modo profesional desactivado → Pulse △ / △ Inicio, seleccione → Aplicaciones y, a continuación, seleccione Google Play Juegos.

Inicie sesión en su cuenta de Google e inicie un juego.

Inicie sesión en su cuenta de Google e inicie un juego.

Aplicación de menú profesional

10.1

Acerca de la Aplicación de menú profesional

En la Aplicación de menú profesional, puede iniciar cualquier actividad que pueda hacer con el televisor.

La parte izquierda de la Aplicación de menú profesional está organizada en filas:

- · Recomendados 🕩
- · Canales de televisión
- · Cast ₪
- · Aplicaciones **#**
- · Juegos 🞮
- · Más •••

La parte superior derecha de la Aplicación de menú profesional está organizada en filas:

- · Gestionar cuenta
- Mensajes (Esta función opcional depende de los ajustes internos del hotel).
- Factura 🔳 (Esta función opcional depende de los ajustes internos del hotel).
- ・Ajustar alarma 👸
- · Tiempo 🔏
- · Idioma del menú 👨
- · Hora actual

10.2

Apertura de la Aplicación de menú profesional

Modo profesional desactivado: consulte el capítulo "Pantalla de inicio de Android TV".

Modo profesional activado: para abrir la Aplicación de menú profesional y abrir un elemento:

- 1 Abra la Aplicación de menú profesional pulsando Inicio △ / △.
- 2 Seleccione una actividad utilizando los botones de flecha y pulse OK para iniciar la actividad.
- 3 Para cerrar la Aplicación de menú profesional sin cambiar la actividad actual, pulse \leftarrow .



Al abrir la Aplicación de menú profesional, se detendrá cualquier aplicación o contenido que se reproduzca en segundo plano. Debe seleccionar la aplicación o el contenido en la Aplicación de menú profesional para reanudarlo.

10.3

Recomendados

Para abrir la Aplicación de menú profesional y abrir Recomendados:

- 1 Abra la Aplicación de menú profesional.
- 2 Seleccione Recomendados i y pulse OK para abrirla o iniciarla.
- 4 Seleccione **#** Aplicaciones. Seleccione una aplicación de la lista y pulse OK.

10 4

Canales de televisión

Listas de canales

Acerca de las listas de canales

Tras la instalación de canales, estos aparecen en la lista de canales. Los canales se muestran con su nombre y logotipo cuando dicha información está disponible.

Con una lista de canales seleccionada, pulse las flechas ∧ (arriba) o ∨ (abajo) para seleccionar un canal y, a continuación, pulse OK para ver el canal seleccionado. Solo se sintonizan los canales de esa lista al usar los botones ≡ + o ≡ −.

Emisoras de radio

Si está disponible la emisión digital, las emisoras digitales de radio se instalarán también durante la instalación. El procedimiento para cambiar de emisora de radio es idéntico al utilizado para cambiar de canal de televisión.

Abrir una lista de canales

Para abrir la lista de canales actual:

- 1. Pulse 🗓 para cambiar a televisión.
- 2. Pulse CHANNELS para abrir la lista de canales actuales. Seleccione Todos los canales para mostrar los canales tanto de televisión como de radio. Seleccione ▼ para mostrar solo los canales de televisión. Seleccione ➡ para mostrar solo las emisoras de radio.
- 3. Pulse

 CHANNELS de nuevo para cerrar la lista de canales.

Visualización de canales

Sintonización de un canal

Para ver canales de televisión, pulse 🗓 . El televisor muestra el último canal visto.

Cambio de canal

- Para cambiar de canal, pulse \equiv + o \equiv -.

Canal anterior

- Para volver al canal que estaba viendo antes, pulse ← BACK.

Lista de canales

Mientras ve un canal de televisión, pulse **=** para abrir las listas de canales.

Opciones de canal

Apertura de Opciones

Mientras ve un canal, puede configurar algunas opciones.

Dependiendo del tipo de canal que esté viendo (analógico o digital) o en función de los ajustes del televisor, puede haber opciones disponibles.

Para abrir el menú de opciones:

- 1 Mientras ve un canal, pulse OPTIONS.
- 2 Vuelva a pulsar OPTIONS para cerrar.

10.5

Canales de televisión

Listas de canales

Acerca de las listas de canales

Tras la instalación de canales, estos aparecen en la lista de canales. Los canales se muestran con su nombre y logotipo cuando dicha información está disponible.

Con una lista de canales seleccionada, pulse las flechas ∧ (arriba) o ∨ (abajo) para seleccionar un canal y, a continuación, pulse OK para ver el canal seleccionado. Solo se sintonizan los canales de esa lista al usar los botones ≡ + o ≡ −.

Emisoras de radio

Si está disponible la emisión digital, las emisoras digitales de radio se instalarán también durante la instalación. El procedimiento para cambiar de emisora de radio es idéntico al utilizado para cambiar de canal de televisión.

Abrir una lista de canales

Para abrir la lista de canales actual:

- 1. Pulse 🔊 para cambiar a televisión.
- 2. Pulse ≡ CHANNELS para abrir la lista de canales actuales. Seleccione ≡ Todos los canales para mostrar los canales tanto de televisión como de radio. Seleccione □ para mostrar solo los canales de televisión. Seleccione □ para mostrar solo las emisoras de radio.
- 3. Pulse **CHANNELS** de nuevo para cerrar la lista de canales.

Visualización de canales

Sintonización de un canal

Para ver canales de televisión, pulse 🗓 . El televisor muestra el último canal visto.

Cambio de canal

- Para cambiar de canal, pulse **≡ +** o **≡ -**.

Canal anterior

Para volver al canal que estaba viendo antes, pulse \leftarrow BACK.

Lista de canales

Mientras ve un canal de televisión, pulse **=** para abrir la lista de canales.

Opciones de canal

Apertura de Opciones

Mientras ve un canal, puede configurar algunas opciones.

Dependiendo del tipo de canal que esté viendo (analógico o digital) o en función de los ajustes del televisor, puede haber opciones disponibles.

Para abrir el menú de opciones:

- 1 Mientras ve un canal, pulse OPTIONS.
- 2 Vuelva a pulsar OPTIONS para cerrar.

10.6

Google Cast

Qué necesita

Si la aplicación de su dispositivo móvil dispone de Google Cast, puede emitir la aplicación en este televisor. En la aplicación móvil, busque el icono de Google Cast. Puede utilizar su dispositivo móvil para controlar lo que ve en el televisor. Google Cast funciona en Android e iOS.

El dispositivo móvil debe estar conectado a la misma red Wi-Fi doméstica que el televisor.

Aplicaciones con Google Cast

Cada día aparecen nuevas aplicaciones con Google Cast disponibles. Ya puede probar esta opción con YouTube, Chrome, Netflix, Photowall o Big Web Quiz para Chromecast. Consulte también google.com/cast.

Algunos productos y funciones de Google Play no están disponibles en todos los países.

Encontrará más información en support.google.com/androidtv.

Transmisión a su televisor

Para emitir una aplicación en la pantalla de su televisor:

Para abrir la Aplicación de menú profesional y abrir Cast:

- 1 Abra la Aplicación de menú profesional.
- 3 Conecte el smartphone al televisor mediante Wi-Fi Direct (escanee el código QR o utilice el SSID y la contraseña de Wi-Fi). Abra una aplicación compatible con Google Cast.
- 4 Toque el icono de Google Cast.

- 5 Seleccione el televisor en el que desea emitirla.
- 6 Pulse el botón de reproducción en su smartphone o tableta. Lo que seleccione se debería reproducir en el televisor.

10.7

Juegos

Para abrir la Aplicación de menú profesional y abrir Juegos:

- 2 Seleccione Juegos 🎮 y pulse OK.

Ajustes óptimos para jugar

En algunos juegos en los que se requiere velocidad y precisión, establezca el televisor en el ajuste de Juego ideal antes de comenzar a jugar.
Si la consola de juegos se ha agregado con el tipo de dispositivo Juego en el menú de fuentes (lista de conexiones), el televisor se ajusta automáticamente con la configuración óptima para juegos.
Si el tipo de consola de juegos se establece como Reproductor y se utiliza como un reproductor de discos la mayor parte del tiempo, deje el tipo de dispositivo como Reproductor.

Para configurar manualmente el ajuste óptimo del televisor. . .

- 1 Seleccione △ / △ Inicio > ••• Más
- > 🌣 Ajustes > 醛 Imagen > Estilo de imagen.
- 2 Seleccione Juego y pulse OK.
- 3 Pulse 🗲, varias veces si fuera necesario, para cerrar el menú. No olvide cambiar de nuevo el ajuste Juego u ordenador a Apagado cuando termine de jugar.

10.8

Más

Para abrir la Aplicación de menú profesional y abrir Más:

- 1 Abra la Aplicación de menú profesional.
- 2 Seleccione ••• Más y pulse OK para abrirla o iniciarla.
- 3 Seleccione 🌣 Ajustes.

· Imagen 😅:

Cambie entre los ajustes predeterminados de estilo de imagen. Hay estilos idóneos para cada actividad, como para ver películas o fotos, etc.

· Sonido **◄*** :

Cambie entre los ajustes predeterminados de estilo de sonido. Hay estilos idóneos para ver películas,

escuchar música o jugar.

· Formato de imagen 🖃:

Seleccione un formato de imagen que se ajuste a la pantalla.

· Idioma del menú 👨:

Seleccione el idioma y pulse OK.

- 4 Seleccione Funciones y pulse OK.
- · Ajustar alarma 👩 :

Se puede establecer una alarma en el televisor. El televisor puede activarse con una hora de alarma definida. Además, puede establecer la hora de la alarma pulsando el botón ② del mando a distancia.

· Temporizador de reposo O¹zz:

Con ayuda de la barra deslizante, puede ajustar el tiempo hasta 180 minutos en incrementos de 5 minutos. Si se establece en 0 minutos, el temporizador de apagado se apaga. Siempre puede apagar el televisor antes o restablecer el tiempo durante la cuenta atrás.

· Tiempo 🔏:

Muestra la temperatura observada; contiene 5 días de previsión meteorológica para la ubicación actual. Además, puede establecer la hora de la alarma pulsando el botón 🄞 del mando a distancia.

- 5 Seleccione Personal 🛔 y pulse OK.
- Factura : Permite al huésped del hotel ver la factura de su hotel durante su estancia. (Solo con modo profesional activado).

Se notifica a los huéspedes la entrada de nuevos mensajes del hotel en el televisor. (Solo con modo profesional activado).

• Visualización de mensajes :: Cambie la forma en la que se muestran las notificaciones de mensajes. (Solo con modo profesional activado).

Al iniciar sesión en la cuenta de Google con el teléfono o el portátil, asegúrese de que el teléfono o el portátil esté conectado a la misma red que el televisor y, a continuación, introduzca el código que aparece en el televisor para completar el proceso de inicio de sesión. El huésped puede utilizar la dirección de correo electrónico y la contraseña de la cuenta de Google para iniciar sesión.

• Borrar historial 🛅 :

Borrar credenciales de todas las aplicaciones (también se borran automáticamente cuando finaliza su estancia, solo con modo profesional activado).

10.9

Más

Para abrir la Aplicación de menú profesional y abrir Más:

- 1 Abra la Aplicación de menú profesional.
- 2 Seleccione ••• Más y pulse OK para abrirla o iniciarla.
- 3 Seleccione 🌣 Ajustes.

· Imagen **ヹ**:

Cambie entre los ajustes predeterminados de estilo de imagen. Hay estilos idóneos para cada actividad, como para ver películas o fotos, etc.

· Sonido **◄**∷:

Cambie entre los ajustes predeterminados de estilo de sonido. Hay estilos idóneos para ver películas, escuchar música o jugar.

- Formato de imagen **:** Seleccione un formato de imagen que se ajuste a la pantalla.
- · Idioma del menú **5**: Seleccione el idioma y pulse OK.
- 4 Seleccione Funciones y pulse OK.
- Ajustar alarma 👸 :

Se puede establecer una alarma en el televisor. El televisor puede activarse con una hora de alarma definida. Además, puede establecer la hora de la alarma pulsando el botón ② del mando a distancia.

· Temporizador de reposo o^{zz}z:

Con ayuda de la barra deslizante, puede ajustar el tiempo hasta 180 minutos en incrementos de 5 minutos. Si se establece en 0 minutos, el temporizador de apagado se apaga. Siempre puede apagar el televisor antes o restablecer el tiempo durante la cuenta atrás.

· Tiempo 🔏:

Muestra la temperatura observada; contiene 5 días de previsión meteorológica para la ubicación actual. Además, puede establecer la hora de la alarma pulsando el botón ** del mando a distancia.

· Guía de televisión:

Ajuste el televisor para que reciba información de la guía de TV desde la emisora o Internet.

· TalkBack ● :

TalkBack ayuda a los usuarios con deficiencias visuales a interactuar y disfrutar de este televisor utilizando palabras habladas para informarle de lo que hay en pantalla.

- 5 Seleccione Personal 🛔 y pulse OK.
- Factura : Permite al huésped del hotel ver la factura de su hotel durante su estancia. (Solo con modo profesional activado).
- · Mensajes **≤**:

Se notifica a los huéspedes la entrada de nuevos

mensajes del hotel en el televisor. (Solo con modo profesional activado).

- Visualización de mensajes :: Cambie la forma en la que se muestran las notificaciones de mensajes. (Solo con modo profesional activado).
- Gestionar cuenta ♣⁺:

Al iniciar sesión en la cuenta de Google con el teléfono o el portátil, asegúrese de que el teléfono o el portátil esté conectado a la misma red que el televisor y, a continuación, introduzca el código que aparece en el televisor para completar el proceso de inicio de sesión. El huésped puede utilizar la dirección de correo electrónico y la contraseña de la cuenta de Google para iniciar sesión.

• Borrar historial 🛅 :

Borrar credenciales de todas las aplicaciones (también se borran automáticamente cuando finaliza su estancia, solo con modo profesional activado).

10.10

Ajustes profesionales

Estilo de imagen

Selección de un estilo

Pulse △ / △ Inicio > ••• Más > ☆ Ajustes > ••• Imagen > Estilo de imagen.

Para ajustar la imagen fácilmente, puede seleccionar un estilo de imagen preestablecido.

- · Personal: las preferencias de imagen que estableció durante la primera puesta en marcha
- · Vivo: ideal para la visualización con luz diurna
- · Natural: ajuste de imagen natural
- 🖊 Estándar Ajuste con mayor ahorro energético
- Ajuste de fábrica
- · Cine: ideal para ver películas
- Juego: ideal para videojuegos
- · Ordenador: ideal para conectar al ordenador

Formato de imagen

Selección del formato de imagen

Si la imagen no llena toda la pantalla o se muestran barras negras en la parte superior o inferior, o a ambos lados, se puede ajustar la imagen para que ocupe toda la pantalla.

Para seleccionar uno de los ajustes básicos para llenar la pantalla:

Pulse ☆ / ♪ Inicio > ••• Más > ☆ Ajustes > ■ Formato de imagen.

Las siguientes opciones de formato pueden estar disponibles en función de la imagen en pantalla.

- · Pantalla panorámica
- · Ocupar pantalla
- · Ajustar a pantalla
- · Sin escala

Estilo de sonido

Selección de un estilo

Pulse ☆ / ♠ Inicio > ••• Más > ♠ Ajustes > ■ Sonido > Estilo de sonido.

Para ajustar el sonido fácilmente, puede seleccionar un ajuste preestablecido con Estilo de sonido.

- · Personal: se aplicarán los ajustes seleccionados en Personalizar imagen y sonido
- · Original: ajuste de sonido más neutro
- · Cine: ideal para ver películas
- · Música: ideal para escuchar música
- · Juego: ideal para videojuegos
- · Noticias: ideal para el realce de la voz

Idioma

Cambio del idioma del menú y los mensajes del televisor

Pulse △ / △ Inicio > ••• Más > ♦ Ajustes > ••• Idioma del menú.

Seleccione su idioma y pulse OK.

Ajustes ecológicos

Establecimiento de pantalla apagada para ahorrar energía

Pulse ☆ / ๋ Inicio > ••• Más > ➡
Funciones > o^x Temporizador de reposo > Pantalla apagada.

Si solo desea escuchar música, puede apagar la pantalla del televisor.

Solo se apagará la pantalla del televisor. Para volver a activar la pantalla, pulse cualquier botón del mando a distancia.

Ajuste del temporizador de apagado del televisor

Pulse ☐ / ☐ Inicio > ••• Más > ■ Funciones > o¹/₂ Temporizador de reposo > Temporizador de reposo.

Pulse las flechas ∧ (arriba) o ∨ (abajo) para ajustar el valor. El valor 0 (apagado) desactiva la desconexión automática.

Seleccione Temporizador de apagado y el televisor se apagará automáticamente para ahorrar energía.

- * El televisor se apaga si recibe una señal de televisión pero no pulsa un botón del mando a distancia durante un periodo de cuatro horas.
- * El televisor se apaga si no recibe una señal de televisión ni un comando del mando a distancia durante 10 minutos.
- *Si usa el televisor como monitor o emplea un receptor digital (STB) para ver la televisión y no utiliza el mando a distancia del televisor, debe desactivar el apagado automático, para establecer el valor en 0.

10 11

Cuenta de Google

Iniciar sesión

Para disfrutar de todas las funciones de su Android TV de Philips, puede iniciar sesión en Google con su cuenta de Google.

Si inicia sesión, podrá disfrutar de sus juegos favoritos en el teléfono, la tableta o el televisor. También obtendrá recomendaciones personalizadas de vídeos y música en la pantalla de inicio del televisor, además de acceso a YouTube, Google Play y otras aplicaciones.

Utilice su cuenta de Google para iniciar sesión en Google en el televisor. Una cuenta de Google se compone de una dirección de correo electrónico y una contraseña. Si aún no tiene una cuenta de Google, utilice su ordenador o tableta para crear una (accounts.google.com). Si no inició sesión durante la instalación inicial del televisor, puede hacerlo más adelante en cualquier momento.

Iniciar sesión

Pulse \bigcirc / \bigcirc > Abra la pantalla Aplicación de menú profesional.

Seleccione Gestionar cuenta en la parte superior derecha de la pantalla Aplicación de menú profesional y pulse OK. Con el teclado en pantalla, introduzca su dirección de correo electrónico y contraseña y pulse el botón OK para iniciar sesión.

Pantalla de inicio de Android TV

11 1

Acerca de la pantalla de inicio de Android TV

Para disfrutar de todas las ventajas de Android TV, conecte el televisor a Internet.

Al igual que en un smartphone o tableta Android, la pantalla de inicio es el corazón de su televisor. En la pantalla de inicio puede decidir lo que quiere ver y explorar opciones de entretenimiento desde una aplicación o una emisión de televisión en directo. La pantalla de inicio tiene canales para que descubra contenido interesante de sus aplicaciones favoritas. También puede añadir más canales o buscar nuevas aplicaciones para disfrutar de más contenido.

11.2

Apertura de la pantalla de inicio de Android TV

Modo profesional activado: consulte el manual de instalación.

Modo profesional desactivado: para abrir la pantalla de inicio de Android TV y abrir un elemento:

- 1 Pulse Menú, desplácese hasta "Colección de Philips" y, a continuación, pulse OK.
- 2 Seleccione una actividad utilizando los botones de flecha y pulse OK para iniciar la actividad.
- 3 Para cerrar el menú de inicio sin cambiar la actividad actual, pulse \leftarrow .



Al abrir la pantalla de inicio de Android TV, se

detendrá cualquier aplicación o contenido que se reproduzca en segundo plano. Debe seleccionar la aplicación o el contenido en la pantalla de inicio de Android TV para reanudarlo.

11.3

Ajustes de Android TV

Imagen

Ajustes de imagen

Estilo de imagen

Selección de un estilo

Para ajustar la imagen fácilmente, puede seleccionar un estilo de imagen preestablecido.

- · Personal: las preferencias de imagen que estableció durante la primera puesta en marcha
- · Vivo: ideal para la visualización con luz diurna
- · Natural: ajuste de imagen natural
- **I** Estándar Ajuste con mayor ahorro energético
- Ajuste de fábrica
- · Cine: ideal para ver películas
- · Juego: ideal para videojuegos
- · Ordenador: ideal para conectar al ordenador

Color, Contraste, Realce, Brillo

Ajuste del color de la imagen

Pulse \bigcirc / \bigcirc Inicio > \diamondsuit Ajustes > Imagen > Color.

Pulse las flechas ∧ (arriba) o ∨ (abajo) para ajustar el valor de saturación del color de la imagen.

Ajuste del contraste de la imagen

Puede disminuir el valor de contraste para reducir el consumo de energía.

Ajuste del realce de la imagen

Ajuste del brillo

Pulse ☆ / ♠ Inicio > ♠ Ajustes > Imagen > Brillo. Pulse las flechas ♠ (arriba) o ❤ (abajo) para ajustar el nivel de brillo de la señal de la imagen.
Nota: El ajuste del brillo a un valor muy alejado del valor de referencia (50) puede reducir el contraste.
Δiustes de imagen avanzados

Ajustes de color

Ajustes de color avanzados

Ajuste de la mejora del color Pulse ☐ / ☐ Inicio > ♠ Ajustes > Imagen > Avanzado > Color > Mejora del color.

Seleccione Máximo, Media oMínimo para ajustar el nivel de intensidad del color y los detalles de los colores claros.

Selección de la fase del color preestablecida Pulse ☐ / ☐ Inicio > ♣ Ajustes > Imagen > Avanzado > Color > Fase del color.

Seleccione Normal, Cálido o Frío para ajustar la fase del color que prefiera.

Personalización de la fase del color Pulse ☐ / ☐ Inicio > ♣ Ajustes > Imagen > Avanzado > Color > Fase del color personalizada.

Seleccione Personalizado en el menú Fase del color para personalizar la fase del color. Pulse las flechas ∧ (arriba) o ∨ (abajo) para ajustar el valor. WP es punto blanco y BL es nivel negro. También puede seleccionar uno de los ajustes preestablecidos de este menú.

Ajustes de contraste avanzados

Modos de contraste

Pulse △ / △ Inicio > ❖ Ajustes > Contraste > Modo de Imagen > Avanzado > contraste.

Seleccione Normal, Optimización de imagen u Optimizado para ahorrar energía para permitir que el televisor reduzca automáticamente el contraste, optimizar el consumo de energía o mejorar la experiencia de imagen, o bien seleccione Apagado para desactivar el ajuste.

Contraste dinámico

Pulse ☐ / ☐ Inicio > ♣ Ajustes > Imagen > Avanzado > Contraste > Contraste dinámico.

Seleccione Máximo, Media o Mínimo para definir el nivel al que el televisor realza automáticamente los detalles de las zonas oscuras, intermedias y claras de la imagen.

Contraste de vídeo, Gamma

Contraste de vídeo Pulse △ / △ Inicio > ❖ Ajustes > Imagen > Avanzado > Contraste > Contraste de vídeo.

Pulse las flechas ∧ (arriba) o ∨ (abajo) para ajustar el nivel de contraste de vídeo.

Gamma

Pulse ☐ / ☐ Inicio > ☐ Ajustes > Imagen > Avanzado > Contraste > Gamma.

Pulse las flechas ∧ (arriba) o ∨ (abajo) para establecer un ajuste no lineal de luminancia y contraste de la imagen.

Ajustes avanzados de realce

Ultra Resolution

Pulse △ / △ Inicio > ☆ Ajustes > Imagen > Avanzado > Realce > Resolución Ultra.

Seleccione Encendido para disfrutar de un realce superior en los bordes de las líneas y los detalles.

Nitidez de imagen

Reducción de ruido

Pulse △ / △ Inicio > ☆ Ajustes > Imagen > Avanzado > Nitidez de imagen > Reducción del ruido.

Seleccione Máximo, Medio o Mínimo para ajustar el nivel de eliminación de ruido en contenidos de vídeo.

El ruido se percibe principalmente como pequeños puntos que se mueven a través de la imagen en pantalla.

Reducción de distorsiones de MPEG

Pulse ☆ / ๋ Inicio > ✿ Ajustes > Imagen > Avanzado > Nitidez de imagen > Reducción de distorsiones de MPEG.

Seleccione Máximo, Medio o Mínimo para disfrutar de distintos grados de suavizado de las distorsiones en contenidos de vídeo digital.

Las distorsiones de MPEG se perciben principalmente como pequeños bloques o bordes irregulares en las imágenes en pantalla.

Formato de imagen

Si la imagen no llena toda la pantalla o se muestran barras negras en la parte superior o inferior, o a ambos lados, se puede ajustar la imagen para que ocupe toda la pantalla.

Para seleccionar uno de los ajustes básicos para llenar la pantalla:

- 2 Seleccione un formato de la lista y pulse OK.
- 3 Pulse **\(\) BACK** varias veces si fuera necesario para cerrar el menú.

Las siguientes opciones de formato pueden estar disponibles en función de la imagen en pantalla: . .

- · Pantalla panorámica
- · Ocupar pantalla
- · Ajustar a pantalla
- · Sin escala

Sonido

Estilo de sonido

Selección de un estilo

Pulse ☐ / ☐ Inicio > ☐ Ajustes > Sonido > Estilo de sonido.

Para ajustar el sonido fácilmente, puede seleccionar un ajuste preestablecido con Estilo de sonido.

- · Personal: se aplicarán los ajustes seleccionados en Personalizar imagen y sonido
- · Original: ajuste de sonido más neutro
- · Cine: ideal para ver películas
- · Música: ideal para escuchar música
- · Juego: ideal para videojuegos
- · Noticias: ideal para el realce de la voz

Gestión del sonido

Seleccione un dispositivo.

Pulse △ / △ Inicio > ❖ Ajustes > Sonido > Gestión del sonido.

Configure los dispositivos de salida de audio.

- Altavoces del televisor: configure el televisor para que el sonido se reproduzca en el televisor o en el sistema de audio conectado.
- · Auriculares/Altavoces para baño: Encendido/Apagado.
- Volumen fijo en auriculares/altavoz de cuarto de baño: cuando esta función está habilitada, el nivel de volumen de los auriculares/altavoz de cuarto de baño se fijará en el ajuste de encendido.
- · Detección de auriculares: Encendido/Apagado.

Ubicación del TV

Pulse △ / △ Inicio > ❖ Ajustes > Sonido > Ubicación del televisor.

Seleccione En un soporte de TV o En la pared para optimizar la reproducción de sonido en función del entorno.

Avanzado

Ajustes ecológicos

Temporizador

Configure el televisor de forma que cambie al modo en espera tras un tiempo predefinido. Para desactivar esta función, establezca el tiempo en cero.

Pulse las flechas ∧ (arriba) o ∨ (abajo) para ajustar el valor. El valor 0 (apagado) desactiva la desconexión automática.

Seleccione Temporizador de apagado y el televisor se apagará automáticamente para ahorrar energía.

- * El televisor se apaga si recibe una señal de televisión pero no pulsa un botón del mando a distancia durante un periodo de cuatro horas.
- * El televisor se apaga si no recibe una señal de televisión ni un comando del mando a distancia durante 10 minutos.
- *Si usa el televisor como monitor o emplea un receptor digital (STB) para ver la televisión y no utiliza el mando a distancia del televisor, debe desactivar el apagado automático, para establecer el valor en 0.

Pantalla apagada

Pulse ☆ / ♠ Inicio > ♠ Ajustes > Ajustes ecológicos > Pantalla apagada.

Si solo desea escuchar música, puede apagar la pantalla del televisor.

Solo se apagará la pantalla del televisor. Para volver a activar la pantalla, pulse cualquier botón del mando a distancia.

Región e idioma

idiomas

Pulse ☆ / � Inicio > � Ajustes > Región e idioma > Idiomas.

Establezca la configuración de región o idioma.

- Sistema Android/idioma del menú: permite cambiar el idioma de los menús y los mensajes.
- · Idioma de audio principal: seleccione su preferencia principal para el idioma de audio de las emisiones.
- Idioma de audio secundario: seleccione su preferencia secundaria para el idioma de audio de las emisiones.
- · Idioma de subtítulos principal: seleccione su preferencia principal para el idioma de los subtítulos de las emisiones.
- Idioma de subtítulos secundario: seleccione su preferencia secundaria para el idioma de los subtítulos de las emisiones.
- Idioma de teletexto principal: seleccione su preferencia principal para el idioma del teletexto de las emisiones.
- Idioma de teletexto secundario: seleccione su preferencia secundaria para el idioma del teletexto de las emisiones.

Ajustes de Acceso universal

Con la opción Acceso universal activada, el televisor está preparado para que lo utilicen personas con deficiencias auditivas o visuales.

Acceso universal para personas con deficiencias auditivas

- · Algunos canales de televisión digitales emiten subtítulos y audio especiales adaptados para las personas con deficiencias auditivas.
- Con esta opción activada, el televisor activa automáticamente el audio y los subtítulos adaptados, si están disponibles.

Acceso universal para personas con deficiencias visuales

> Audiodescripción > Audiodescripción > Encendido.

Los canales de televisión digital pueden emitir comentarios de audio especiales que describen lo que se muestra en la pantalla.

- **♦** Ajustes > Accesibilidad > Acceso universal > Audiodescripción > Volumen mezclado, Efectos de audio, Voz.
- Si selecciona Volumen mezclado, puede mezclar el volumen del audio normal con los comentarios de audio. Pulse las flechas ∧ (arriba) o ∨ (abajo) para ajustar el valor.
- Establezca Efectos de audio en Encendido para disfrutar de efectos de audio adicionales en el audio de los comentarios, como estéreo o atenuación de sonido
- · Seleccione Voz para ajustar la preferencia de voz, Descriptivo o Subtítulos.

Clasificación de contenido

Nivel de clasificación

Pulse △ / △ Inicio> ❖ Ajustes > Clasificación de contenido.

Para impedir que los niños vean un programa inadecuado para su edad, puede establecer una clasificación por edades. Los canales digitales pueden tener sus programas clasificados por edades. Cuando la calificación por edades de un programa es igual o superior a la edad que ha configurado como clasificación por edades para su hijo, el programa se bloquea. Para ver un programa bloqueado, primero debe introducir el código.

Para establecer una clasificación por edades Pulse ☆ / ♠ Inicio> ♠ Ajustes > Clasificación de contenido > Nivel de clasificación.

Seleccione la edad y pulse OK. Para desactivar la calificación por edades, seleccione Ninguno. No obstante, en algunos países se debe establecer una clasificación por edades.

Establecer código y Cambiar código

Pulse ☐ / ☐ Inicio> ☐ Ajustes > Clasificación de contenido.

El código de bloqueo infantil se utiliza para bloquear o desbloquear canales o programas.

Establezca un código nuevo o restablezca el cambio de código.

Pulse ☐ / ☐ Inicio > ☐ Ajustes > Clasificación de contenido > Cambiar código.

Nota:

Si ha olvidado el código PIN, puede anular el código actual con 8888 e introducir un nuevo código.

11.4

Conexión del Android TV

Red e Internet

Red doméstica

Para disfrutar de todas las funciones de su Android TV de Philips, primero debe conectar el televisor a Internet.

Conecte el televisor a una red doméstica mediante una conexión a Internet de alta velocidad. Puede conectar el televisor de forma inalámbrica o por cable al router de red.

Conectar a la red

Conexión inalámbrica

Qué necesita

Para conectar el televisor a Internet de forma inalámbrica, se necesita un router Wi-Fi con conexión a Internet.

Utilice una conexión a Internet de alta velocidad (banda ancha).



Establecimiento de la conexión

Establecimiento de la conexión: INALÁMBRICA

Pulse ☐ / ☐ Inicio > ☐ Ajustes > ☐ Inalámbrico y redes > Conectar a la red > INALÁMBRICA.

- 1 En la lista de redes encontradas, seleccione la suya. Si su red no aparece en la lista porque el nombre de red está oculto (ha desactivado la emisión de SSID del router), seleccione Añadir nueva red para introducir el nombre de la red.
- 2 En función del tipo de router, introduzca la clave de cifrado: WEP, WPA o WPA2. Si ha introducido la clave de cifrado de esta red con anterioridad, puede seleccionar OK para establecer la conexión inmediatamente.
- 3 Se mostrará un mensaje cuando la conexión se realice correctamente.

Establecimiento de la conexión: WPS

Si el router tiene WPS, puede conectarse directamente al router sin búsqueda de redes. Si hay dispositivos en la red inalámbrica que utilizan el sistema de cifrado de seguridad WEP, no puede utilizar WPS.

- 1 Vaya al router, pulse el botón WPS y vuelva al televisor antes de que transcurran 2 minutos.
- 2 Seleccione Conectar para realizar la conexión.
- 3 Se mostrará un mensaje cuando la conexión se realice correctamente.

Establecimiento de la conexión: WPS CON CÓDIGO PIN

Si el router tiene WPS con código PIN, puede conectarse directamente al router sin búsqueda de redes. Si hay dispositivos en la red inalámbrica que utilizan el sistema de cifrado de seguridad WEP, no puede utilizar WPS.

- 1 Anote el código PIN de 8 dígitos que se muestra en la pantalla e introdúzcalo en el software del router en el ordenador. Consulte el manual del router para saber dónde se debe introducir el código PIN en el software del router.
- 2 Seleccione Conectar para realizar la conexión.
- 3 Se mostrará un mensaje cuando la conexión se realice correctamente.

Problemas

No se encuentra la red inalámbrica o ésta pierde calidad

- Los hornos microondas, los teléfonos DECT y otros dispositivos Wi-Fi 802.11b/g/n/ac cercanos pueden alterar la red inalámbrica.
- · Asegúrese de que los firewalls de la red permitan al televisor acceder a la conexión inalámbrica.
- Si la red inalámbrica no funciona correctamente en su casa, pruebe con la instalación de la red con cable.

Internet no funciona

• Si la conexión al router es correcta, compruebe la conexión del router a Internet.

El PC y la conexión a Internet son lentos

- Consulte en el manual de usuario de su router inalámbrico el alcance en interiores, la velocidad de transferencia y otros factores de la calidad de la señal.
- Utilice una conexión a Internet de alta velocidad (banda ancha) para el router.

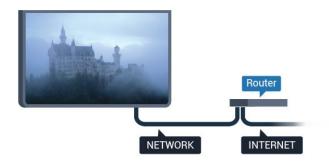
DHCP

• Si falla la conexión, compruebe que el ajuste de DHCP (Protocolo de configuración dinámica de host) del router está activado. DHCP siempre debería estar activado.

Conexión con cable

Qué necesita

Para conectar el televisor a Internet, se necesita un router de red con una conexión a Internet. Utilice una conexión a Internet de alta velocidad (banda ancha).



Establecimiento de la conexión

Establecimiento de la conexión: CON CABLE

- 1 Conecte el router al televisor mediante un cable de red (cable Ethernet).**
- 2 Compruebe que el router está encendido.
- 3 El televisor busca constantemente la conexión de

red.

4 - Se mostrará un mensaje cuando la conexión se realice correctamente.

Si falla la conexión, compruebe que el ajuste DHCP del router está activado. DHCP siempre debería estar activado.

** Para cumplir con la normativa sobre compatibilidad electromagnética (EMC), utilice un cable Ethernet CAT FTP blindado. Cable Ethernet 5E.

Ajustes

Ver ajustes de red

Aquí puede ver todos los ajustes de red actuales. La dirección IP y MAC, la intensidad de la señal, la velocidad, el método de codificación etc.

Configuración de red: DHCP/IP estática

Seleccione DHCP o, si es un usuario avanzado, puede configurar la red con una dirección IP estática.

Configuración de red: Configuración IP estática

- 1 Seleccione Configuración IP estática y configure la conexión.
- 2 Puede establecer los números de Dirección
 IP, Máscara de red, Puerta de Enlace, DNS 1 o DNS
 2.

Activar con LAN (WoL)

Pulse ☆ / ♪ Inicio > ❖ Ajustes > ❖Inalámbrico y redes > Ajustes > Activar con LAN (WoL).

Active/desactive la activación con LAN (WoL). Puede activar el televisor mediante un dispositivo externo que esté en la misma LAN.

Activar con Wi-Fi (WoWLAN)

Active/desactive la activación con Wi-Fi (WoWLAN). Puede activar el televisor mediante un dispositivo externo que esté en la misma red Wi-Fi.

Tipo de red

Pulse △ / △ Inicio > ❖ Ajustes > ❖ Inalámbrico y redes > Ajustes > Tipo de red.

· Con cable: conexión a una red con cable.

- Inalámbrica: en la lista de redes encontradas, seleccione la suya. Si su red no aparece en la lista porque el nombre de red está oculto (ha desactivado la emisión de SSID del router), seleccione Añadir nueva red para introducir el nombre de la red.
- WPS: si el router tiene WPS, puede conectarse directamente al router sin búsqueda de redes. Si hay dispositivos en la red inalámbrica que utilizan el sistema de cifrado de seguridad WEP, no puede utilizar WPS.
- WPS con código PIN: si el router tiene WPS con código PIN, puede conectarse directamente al router sin búsqueda de redes. Si hay dispositivos en la red inalámbrica que utilizan el sistema de cifrado de seguridad WEP, no puede utilizar WPS.

Cuenta de Google

Iniciar sesión

Para disfrutar de todas las funciones de su Android TV de Philips, puede iniciar sesión en Google con su cuenta de Google.

Si inicia sesión, podrá disfrutar de sus juegos favoritos en el teléfono, la tableta o el televisor. También obtendrá recomendaciones personalizadas de vídeos y música en la pantalla de inicio del televisor, además de acceso a YouTube, Google Play y otras aplicaciones.

Utilice su cuenta de Google para iniciar sesión en Google en el televisor. Una cuenta de Google se compone de una dirección de correo electrónico y una contraseña. Si aún no tiene una cuenta de Google, utilice su ordenador o tableta para crear una (accounts.google.com). Para disfrutar de los juegos de Google Play, se necesita un perfil de Google+. Si no inició sesión durante la instalación inicial del televisor, puede hacerlo más adelante en cualquier momento.

Iniciar sesión

Pulse △ Inicio > ♣ Aplicaciones > Google Play.

Con el teclado en pantalla, introduzca su dirección de correo electrónico y contraseña y pulse el botón **OK** para iniciar sesión.

Ajustes de Android

Puede ver o establecer información diferente o ajustes específicos de Android. Puede consultar la lista de aplicaciones instaladas en su televisor y el espacio de almacenamiento que necesitan. Con la búsqueda por voz, puede establecer el idioma que desee. Puede configurar el teclado en pantalla o permitir que las aplicaciones utilicen su ubicación.

Explore los diferentes ajustes de Android. Puede visitar <u>www.support.google.com/androidtv</u> para obtener más información sobre estos ajustes.

Para abrir estos ajustes

11.5

Canales

Listas de canales

Acerca de las listas de canales

Tras la instalación de canales, estos aparecen en la lista de canales. Los canales se muestran con su nombre y logotipo cuando dicha información está disponible.

Con una lista de canales seleccionada, pulse las flechas ∧ (arriba) o ∨ (abajo) para seleccionar un canal y, a continuación, pulse OK para ver el canal seleccionado. Solo se sintonizan los canales de esa lista al usar los botones ≡ + o ≡ −.

Emisoras de radio

Si está disponible la emisión digital, las emisoras digitales de radio se instalarán también durante la instalación. El procedimiento para cambiar de emisora de radio es idéntico al utilizado para cambiar de canal de televisión.

Abrir una lista de canales

Para abrir la lista de canales actual:

- 1. Pulse 🕏 para cambiar a televisión.
- 2. Pulse para abrir la lista de canales actual.
- 3. Pulse **=** otra vez para cerrar la lista de canales.

Visualización de canales

Sintonización de un canal

Para ver canales de televisión, pulse 🗓 . El televisor muestra el último canal visto.

Cambio de canal

- Para cambiar de canal, pulse **≡ +** o **≡ -**.

Canal anterior

Para volver al canal que estaba viendo antes, pulse ← BACK.

Lista de canales

Mientras ve un canal de televisión, pulse **=** para abrir la lista de canales.

Opciones de canal

Apertura de Opciones

Interfaz común

Si ha instalado un CAM en una de las ranuras de interfaz común, puede ver información del CAM y del proveedor o hacer ajustes relacionados con el CAM.

Para ver la información del CAM:

- 1 Sintonice el canal y pulse OPTIONS.
- 2 Seleccione Interfaz común.
- 3 Seleccione la ranura de interfaz común correcta y pulse **>** (derecha).
- 4 Seleccione el proveedor de televisión del CAM y pulse **OK**. Las siguientes pantallas proceden del proveedor de televisión.

Subtítulos

Idioma de subtítulos

Idiomas de subtítulos preferidos

Una emisión digital puede ofrecer varios idiomas de subtítulos para un programa. Puede ajustar los idiomas principal y secundario que prefiera para los subtítulos. Si hay disponibles subtítulos en uno de esos idiomas. el televisor los mostrará.

Para ajustar los idiomas de subtítulos principal y secundario:

- 1 Pulse ☆ / ✿ Inicio. Pulse ✔ (abajo), seleccione Ajustes y pulse OK.
- 2 Seleccione Región e idioma > Idiomas > Idioma de subtítulos principal o Idioma de subtítulos secundario.
- 3 Seleccione el idioma que necesite y pulse OK.
- 4 Pulse **〈** (izquierda) para retroceder un paso o pulse **←** BACK para cerrar el menú.

Seleccionar un idioma de subtítulos

Si no hay disponible ninguno de los idiomas preferidos para los subtítulos, puede seleccionar otro idioma que esté disponible. Si no hay idiomas de subtítulos disponibles, no puede seleccionar esta opción.

Para seleccionar un idioma de subtítulos si ninguno de los idiomas preferidos está disponible:

- 1 Pulse OPTIONS.
- 2 Seleccione Idioma de subtítulos y, a continuación, uno de los idiomas para usar en los subtítulos temporalmente.

Idioma de audio

Idioma de audio preferido

Una emisión digital puede ofrecer varios idiomas de audio para un programa. Puede ajustar idiomas de audio principal y secundario. Si el audio está disponible en uno de estos idiomas, el televisor cambiará a ese idioma.

Para ajustar los idiomas de audio principal y secundario:

- 1 Pulse ☆ / ✿ Inicio. Pulse ✔ (abajo), seleccione Ajustes y pulse OK.
- 2 Seleccione Región e idioma y seleccione Idiomas > Idioma de audio principal o Idioma de audio secundario.
- 3 Seleccione el idioma que necesite y pulse OK.
- 4 Pulse **〈** (izquierda) para retroceder un paso o pulse **←** BACK para cerrar el menú.

Selección de un idioma de audio

Si no hay disponible ninguno de los idiomas de audio preferidos, puede seleccionar otro idioma que esté disponible. Si no hay idiomas de audio disponibles, no puede seleccionar esta opción.

Para seleccionar un idioma de audio si ninguno de los idiomas preferidos está disponible:

- 1 Pulse OPTIONS.
- 2 Seleccione Idioma de audio y, a continuación, uno de los idiomas de audio para usarlo temporalmente.

Información del canal

Visualización de la información del canal

Para consultar la información del canal seleccionado:

- 1 Sintonice el canal.
- 2 Pulse OPTIONS, seleccione Información del canal y pulse OK.
- 3 Para cerrar esta pantalla, pulse OK.

Mono/estéreo

Puede cambiar el sonido de un canal analógico a mono o estéreo.

Para cambiar a mono o estéreo:

- 1 Sintonice un canal analógico.
- 2 Pulse OPTIONS, seleccione Mono/estéreo y pulse > (derecha).
- 3 Seleccione Mono o Estéreo y pulse OK.

Información del programa

Visualización de la información del programa

Para consultar la información del programa seleccionado:

- 1 Sintonice el canal.
- 2 Pulse OPTIONS, seleccione Información del programa y pulse OK.
- 3 Para cerrar esta pantalla, pulse **OK**.

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Instalación de canales

Instalación de canales

Instalación de la conexión por antena/cable

Buscar canales

Puede volver a instalar todos los canales y dejar el resto de ajustes del televisor sin tocar.

Si se ha establecido un código PIN, deberá introducir dicho código para poder reinstalar los canales.

Para buscar canales:

- 1 Pulse △ / △ Inicio > ❖ Ajustes > Instalar canales y pulse OK.
- 2 Seleccione **RF Instalación de canales** y pulse **OK**.
- 3 Introduzca el código PIN si es necesario. Seleccione **Buscar canales** y pulse **OK**.

Seleccione Iniciar y pulse OK.

Seleccione el país en el que se encuentra en ese momento y pulse OK.

Seleccione Iniciar y pulse OK.

Seleccione el tipo de instalación que desee, Antena

(DVB-T) o Cable (DVB-C) y pulse OK.

Seleccione Siguiente y pulse OK.

Seleccione el tipo de canales que desee, Canales digitales y analógicos o Solo canales digitales y pulse OK.

Seleccione Siguiente y pulse OK.

Seleccione Inicio y pulse OK para actualizar los canales digitales. Esto puede tardar unos minutos. Pulse (izquierda) para retroceder un paso

o \leftarrow BACK para cerrar el menú.

Actualización automática de canal

Si recibe canales digitales, puede ajustar el televisor para que actualice automáticamente la lista con los canales nuevos.

Una vez al día, a las seis de la mañana, el televisor actualiza los canales y guarda los nuevos. Los nuevos canales se almacenan en la lista de canales y se marcan con el símbolo *. Los canales sin señal se eliminan. El televisor debe estar en modo de espera para llevar a cabo la actualización automática de canales. Puede desactivar la actualización automática de canales.

Para desactivar la actualización automática:

- 2 Seleccione RF Instalación de canales y pulse OK.
- 3 Introduzca el código PIN si es necesario.
- 4 Seleccione Actualización automática de canal y pulse OK.
- 5 Seleccione Apagado y pulse OK.
- 6 Pulse **<** (izquierda) para retroceder un paso
- o \leftarrow BACK para cerrar el menú.

Mensaje de actualización de canales

Si se han encontrado nuevos canales o se han actualizado o eliminado canales, aparecerá un mensaje al encender el televisor. Si no desea ver este mensaje tras cada actualización de canales, puede desactivarlo.

Para desactivar el mensaje:

- 1 Pulse △ / △ Inicio > ☆ Ajustes > Instalar canales y pulse OK.
- 2 Seleccione **RF Instalación de canales** y pulse **OK**.
- 3 Introduzca el código PIN si es necesario.
- 4 Seleccione Actualización automática de canal y pulse OK.
- 5 Seleccione Apagado y pulse OK.
- 6 Pulse **〈** (izquierda) para retroceder un paso
- o \leftarrow BACK para cerrar el menú.

En algunos países, la actualización automática de canales se realiza mientras se ve la televisión o en cualquier momento, cuando el televisor está en modo de espera.

Digital: Instalación manual

Los canales de televisión digitales se pueden instalar uno a uno manualmente.

Para instalar canales digitales manualmente:

1 - Pulse △ / △ Inicio > ☆ Ajustes > Instalar

canales y pulse OK.

- 2 Seleccione RF Instalación de canales y pulse OK
- 3 Seleccione Digital: instalación manual y pulse OK.
- 4 Seleccione Buscar y pulse OK. Puede introducir una frecuencia manualmente para buscar un canal o dejar que el televisor lo busque. Pulse > (derecha) para seleccionar Buscar y pulse OK para buscar un canal automáticamente. El canal encontrado se muestra en la pantalla. Si la recepción es deficiente, pulse Buscar de nuevo. Si desea memorizar el canal, seleccione Hecho y pulse OK.

Analógico: Instalación manual

Los canales de televisión analógicos se pueden instalar uno a uno manualmente.

Para instalar canales analógicos manualmente:

- 2 Seleccione RF Instalación de canales y pulse OK.
- 3 Seleccione Analógico: instalación manual y pulse OK.

· Sistema

Para configurar el sistema de televisión, seleccione Sistema.

Seleccione el país o región donde se encuentra y pulse **OK**.

· Buscar canal

Para buscar un canal, seleccione Buscar canal y pulse OK. Puede introducir una frecuencia manualmente para buscar un canal o dejar que el televisor lo busque. Pulse > (derecha) para seleccionar Buscar y pulse OK para buscar un canal automáticamente. El canal encontrado se muestra en la pantalla. Si la recepción es deficiente, pulse Buscar de nuevo. Si desea memorizar el canal, seleccione Hecho y pulse OK.

· Guardar

Puede guardar el canal en el número de canal actual o en uno nuevo.

Seleccione Guardar canal actual o Guardar como canal nuevo y pulse OK. El nuevo número de canal se muestra brevemente.

Puede repetir estos pasos hasta encontrar todos los canales de televisión analógicos disponibles.

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Internet

Inicio de Internet

Puede navegar por Internet en el televisor. Puede ver cualquier sitio web de Internet, aunque la mayoría de ellos no están preparados para la pantalla del televisor.

- · Algunos complementos (para ver páginas o vídeos, por ejemplo) no están disponibles en el televisor.
- · No puede enviar o descargar archivos.
- · Las páginas de Internet se muestran en una sola página y a pantalla completa.

Para iniciar el navegador de Internet:

- 1- Pulse 🖒 / 🛆 HOME.
- 2 Desplácese hacia abajo, seleccione **Aplicaciones** > **Internet** y pulse **OK**.
- 3 Escriba una dirección de Internet, seleccione ✓ y pulse OK.
- 4 Para cerrar Internet, pulse △ / **△** HOME o **ⓑ**.

Opciones de Internet

Hay algunos extras disponibles para Internet.

Para abrir los extras:

- 1 Con el sitio web abierto, pulse OPTIONS.
- 2 Seleccione uno de los elementos y pulse OK.
- · Añadir a marcación rápida: Para introducir una nueva dirección de Internet.
- Añadir a favoritos: Para añadir la página como favorita.
- · Seguridad de la página: Para ver el nivel de seguridad de la página actual.
- · Nueva pestaña privada: Para abrir una nueva pestaña y navegar en privado.
- Ajustes: Para ajustar el zoom, el tamaño del texto, el modo de accesibilidad, mostrar siempre la barra de menús y borrar el historial (navegación).
- · Ayuda: Para obtener información del navegador de Internet.
- Salir del navegador de Internet: Para cerrar el navegador de Internet.

11.8

Smartphones y tabletas

Aplicación Philips TV Remote App

La nueva aplicación Philips TV Remote App para su smartphone o tableta será su gran aliado.

Con la aplicación TV Remote App, podrá controlar todas sus actividades multimedia. Envíe fotos, música o vídeos a la gran pantalla de su televisor. Busque lo que quiere ver en la guía de TV y visualícelo en su televisor. La aplicación TV Remote App le permite utilizar el teléfono como mando a distancia, pero no podrá encender y apagar el televisor con el teléfono.

Descargue Philips TV Remote App hoy mismo de la tienda de aplicaciones.

La aplicación Philips TV Remote App está disponible para iOS y Android de forma gratuita.

Google Cast

Qué necesita

Si la aplicación de su dispositivo móvil dispone de Google Cast, puede emitir la aplicación en este televisor. En la aplicación móvil, busque el icono de Google Cast. Puede utilizar su dispositivo móvil para controlar lo que ve en el televisor. Google Cast funciona en Android e iOS.

El dispositivo móvil debe estar conectado a la misma red Wi-Fi doméstica que el televisor.

Aplicaciones con Google Cast

Cada día aparecen nuevas aplicaciones con Google Cast disponibles. Ya puede probar esta opción con YouTube, Chrome, Netflix, Photowall o Big Web Quiz para Chromecast. Consulte también google.com/cast.

Algunos productos y funciones de Google Play no están disponibles en todos los países.

Encontrará más información en support.google.com/androidtv.

Transmisión a su televisor

Para emitir una aplicación en la pantalla de su televisor:

1 - Conecte el smartphone al televisor mediante Wi-Fi Direct (escanee el código QR o utilice el SSID y la contraseña de Wi-Fi)

Abra una aplicación compatible con Google Cast.

- 2 Toque el icono de Google Cast.
- 3 Seleccione el televisor en el que desea emitirla.
- 4 Pulse el botón de reproducción en su smartphone o tableta. Lo que seleccione se debería reproducir en el televisor.

AirPlay

Para añadir la función AirPlay a su Android TV, puede descargar e instalar alguna de las distintas aplicaciones Android que sirven para eso. Encontrará varias de estas aplicaciones en Google Play Store.

11 9

Software

Actualizar software

Versión software

Para ver la versión actual del software del televisor:

- 1- Pulse △ / △, seleccione Ajustes ❖ y pulse OK.
- 2 Seleccione Actualizar software > Firmware actual y pulse OK.
- 3 Se mostrarán la versión, las notas de la versión y la fecha de creación.
- 4 Pulse **(**izquierda) varias veces si fuera necesario para cerrar el menú.

Actualización desde el sitio web

Puede encontrar la versión actual del firmware del televisor en el menú de ajustes en "Actualizar software" > "Firmware actual".

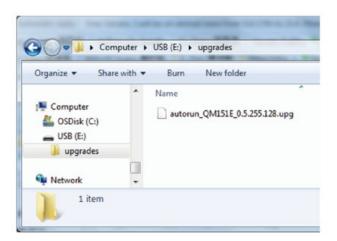
Visite con regularidad www.philips.com/support para buscar nuevas actualizaciones de firmware.

Siga las instrucciones que aparecen a continuación para actualizar el firmware del televisor.

Descarga del software más reciente:

- 1 Inicie Internet Explorer.
- 2 Acceda al sitio de asistencia de Philips en la dirección http://www.philips.com/support.
- 3 Introduzca el número de modelo. (Puede encontrar el número de modelo en la etiqueta de la parte posterior del televisor))
- 4 En la página de producto del televisor, seleccione Asistencia.
- 5 Seleccione "Actualizaciones de software" y haga clic en "Descargar archivo" para descargar el software. (El software está disponible en un archivo .zip).
- 6 Si la versión de software es superior a la versión instalada en su televisor, haga clic en el enlace de descarga del software.
- 7 Acepte el acuerdo de licencia o los términos y condiciones. Para ello, seleccione "Acepto". A continuación, el archivo .zip se descargará automáticamente.
- 8 Descomprima el archivo .zip en cualquier directorio utilizando una función de archivo.

- 9 Cree una carpeta de actualizaciones con el nombre "upgrades" en el directorio principal de su unidad flash USB.
- 10 Copie el archivo .upg que ha extraído previamente en la carpeta de actualizaciones, tal y como se indica en la siguiente imagen.
- 11 Desconecte la unidad flash USB del ordenador.



Actualización del software:

- 1 Conecte la unidad flash USB (que contiene la actualización de software) al conector USB del televisor. Espere 30 segundos o hasta que el televisor reconozca la unidad USB.
- 2 Su televisor empezará a cargar la actualización del software automáticamente.
- 3 Cuando la actualización haya terminado de cargarse, pulse "Iniciar" para activar la actualización del televisor.

<u>1</u>2

Software de código fuente abierto

12 1

Licencia de código fuente abierto

Acerca de la licencia de código fuente abierto

Archivo LÉAME sobre el código fuente de las partes del software del televisor de TP Vision Netherlands B.V. que se enmarcan bajo licencias de código abierto.

Este documento describe la distribución del código fuente utilizado en el televisor de TP Vision Netherlands B.V., que se rige por la Licencia Pública General de GNU (GPL), la Licencia Pública General Reducida de GNU (LGPL), o cualquier otra licencia de código abierto. Para saber cómo obtener copias del software, consulte las Instrucciones de uso.

TP Vision Netherlands B.V. NO OFRECE NINGUNA GARANTÍA, NI EXPLÍCITA NI IMPLÍCITA, INCLUIDAS LAS GARANTÍAS DE COMERCIABILIDAD O IDONEIDAD PARA UN FIN DETERMINADO, EN LO QUE RESPECTA A ESTE SOFTWARE. TP Vision Netherlands B.V. no ofrece soporte para este software. Lo anteriormente mencionado no afecta a sus garantías o derechos legales relativos a productos de TP Vision Netherlands B.V. que haya adquirido. Únicamente se aplica al código fuente puesto a su disposición.

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/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 stack (1.0)

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

bluetooth tool (1.0)

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

boost (1.15.0)

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

busybox (1.15.3)

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

c-ares (1.12.0)

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

cJSON (1.7.7)

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

coreutils (6.9)

Command like cp dd cat chroot. The original download site for this software is :

http://www.gnu.org/software/coreutils/ .This piece of software is made available under the terms and conditions of the MIT license, which can be found below.

libcurl (7.59.0)

libcurl is a free and easy-to-use client-side URL transfer library, supporting DICT, FILE, FTP, FTPS, Gopher, HTTP, HTTPS, IMAP, IMAPS, LDAP, LDAPS, POP3, POP3S, RTMP, RTSP, SCP, SFTP, SMTP, SMTPS, Telnet and TFTP. libcurl supports SSL certificates, HTTP POST, HTTP PUT, FTP uploading, HTTP form based upload, proxies, cookies, user+password authentication (Basic, Digest, NTLM, Negotiate, Kerberos), file transfer resume, http proxy tunneling and more!The original download site for this software is: http://curl.haxx.se/libcurl/COPYRIGHT AND PERMISSION NOTICECopyright (c) 1996 - 2010, Daniel Stenberg, daniel@haxx.se.All rights reserved. Permission to use, copy, modify, and distribute this software for any purpose with or without fee is hereby granted, provided that the above copyrightnotice and this permission notice appear in all copies. THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS ORIMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF

MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT OF THIRD PARTY RIGHTS. INNO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OROTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USEOR OTHER DEALINGS IN THE SOFTWARE. Except as contained in this notice, the name of a copyright holder shall notbe used in advertising or otherwise to promote the sale, use or other dealings in this Software without prior written authorization of the copyright holder.

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

encfs (1.3.2)

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

expat (2.1.0)

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

findutils (4.2.31)

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

freetype (2.7.1)

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

fuse (2.8.4)

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

fusion (8.7.0)

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

gawk (3.1.5)

The original download site for this software is : http://www.gnu.org/software/gawk/ .This piece of

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

gdisk (0.8.1)

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

glibc (2.18)

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

googletest (1.7.0)

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

grep (2.5.1a)

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

gzip (1.3.12)

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

harfbuzz (1.4.2)

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

icu (51.1)

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

inetutils (1.4.2)

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

iptables (1.4.15)

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

iputils (s20101006)

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

jansson (2.4)

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

jpeg (6b)

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

jsonrpc (2.0)

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

libdwarf

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

libelf (0.8.1.3)

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

libiconv (1.11.1)

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

libnl (v3.2.29)

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

libusb (1.0.9)

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

libuv (libuv-v1.20.3)

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

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.wi ki.kernel.org/index.php/Main_Page. This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

mtp (1.1.6)

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

ncurses (5.7)

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

net-tools (1.60)

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

nghttp2 (1.21.1)

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

ntfs-3g (2010.5.22)

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

ntfsprogs (2.0.0)

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

ogg (1.3.2)

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

openh264 (1.7.0)

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

sqlite3 (3.7.2)

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

tar (1.17)

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 software is made available under the terms and conditions of the BSD license, which can be found

below.

toybox (0.4.0)

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

ttxfont (1.0)

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

uboot (2011.12)

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

udhcp (0.9.9-pre)

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

unicode (3.2)

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

uriparser (0.7.7)

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

util-linux-ng (2.18)

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

webp (0.2.1)

libwebp: a library for brower, that can improve the performance of downloaing image webp.txt's directory http://teams.mediatek.inc/dtv/SSD/SS3/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/

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[This is the first released version of the library GPL. It is

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Finally, any free program is threatened constantly by software

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software will individually obtain patent licenses, thus in effect

transforming the program into proprietary software. To prevent this,

we have made it clear that any patent must be licensed for everyone's

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

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license, the GNU Library General Public License, applies to certain

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one; be sure to read it in full, and don't assume that anything in it is

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The reason we have a separate public license for some libraries is that

they blur the distinction we usually make between modifying or adding to a

program and simply using it. Linking a program with

a library, without

changing the library, is in some sense simply using the library, and is

analogous to running a utility program or application program. However, in

a textual and legal sense, the linked executable is a combined work, a

derivative of the original library, and the ordinary General Public License treats it as such.

Because of this blurred distinction, using the ordinary General

Public License for libraries did not effectively promote software

sharing, because most developers did not use the libraries. We

concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the

users of those programs of all benefit from the free status of the

libraries themselves. This Library General Public License is intended to

permit developers of non-free programs to use free libraries, while

preserving your freedom as a user of such programs to change the free

libraries that are incorporated in them. (We have not seen how to achieve

this as regards changes in header files, but we have achieved it as regards

changes in the actual functions of the Library.) The hope is that this

will lead to faster development of free libraries.

The precise terms and conditions for copying, distribution and

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

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

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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

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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

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- 2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:
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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.)

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

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

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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

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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

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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

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where to find the accompanying uncombined form of the same work.

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1999

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

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

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

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

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

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

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

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

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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

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Although the Lesser General Public License is Less protective of the

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The precise terms and conditions for copying, distribution and

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

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

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

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

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- b) You must cause the files modified to carry prominent notices

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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.)

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

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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.

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

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

it with the complete corresponding machinereadable source code, which

must be distributed under the terms of Sections 1 and 2 above on a

medium customarily used for software interchange.

If distribution of object code is made by offering access to copy

from a designated place, then offering equivalent access to copy the

source code from the same place satisfies the requirement to

distribute the source code, even though third parties are not

compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the

Library, but is designed to work with the Library by being compiled or

linked with it, is called a "work that uses the Library". Such a

work, in isolation, is not a derivative work of the Library, and

therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library

creates an executable that is a derivative of the Library (because it

contains portions of the Library), rather than a "work that uses the

library". The executable is therefore covered by this License.

Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file

that is part of the Library, the object code for the work may be a

derivative work of the Library even though the source code is not.

Whether this is true is especially significant if the work can be

linked without the Library, or if the work is itself a library. The

threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data

structure layouts and accessors, and small macros and small inline

functions (ten lines or less in length), then the use of the object

file is unrestricted, regardless of whether it is legally a derivative

work. (Executables containing this object code plus portions of the

Library will still fall under Section 6.)

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

distribute the object code for the work under the terms of Section 6.

Any executables containing that work also fall under Section 6.

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

6. As an exception to the Sections above, you may also combine or

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

work containing portions of the Library, and distribute that work

under terms of your choice, provided that the terms permit

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

engineering for debugging such modifications.

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

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

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

during execution displays copyright notices, you must include the

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

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

a) Accompany the work with the complete corresponding

machine-readable source code for the Library including whatever

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

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

with the Library, with the complete machinereadable "work that uses the Library", as object code and/or source code, so that the

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

executable containing the modified Library. (It is understood

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

Library will not necessarily be able to recompile the application

to use the modified definitions.)

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

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

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

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

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

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

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

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

least three years, to give the same user the materials

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

than the cost of performing this distribution.

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

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

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e) 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

Library" must include any data and utility programs needed for

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

the materials to be distributed need not include anything that is

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

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

which the executable runs, unless that component itself accompanies

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It may happen that this requirement contradicts the license

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rsawrapr.c

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Copyright FAQ

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

Bitstream is giving away these fonts, but

wishes to ensure its

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

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

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

however.

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

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

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

See 1. above.

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

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

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

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

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

substitutions could still could have occurred during font

opening). You must include the Bitstream copyright. Additional

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

6. If I have improvements for Bitstream Vera, is it possible they might get $% \left(1\right) =\left(1\right) \left(1\right) +\left(1\right) \left(1\right) \left(1\right) +\left(1\right) \left(1\right) \left(1\right) \left(1\right) +\left(1\right) \left(1\right) \left(1\right) \left(1\right) \left(1\right) +\left(1\right) \left(1\right) \left$

adopted in future versions?

Yes. The contract between the Gnome Foundation and Bitstream has

provisions for working with Bitstream to ensure quality additions to

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

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

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

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

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

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

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

guide and aid for people interested in contributing to Vera.

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

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

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

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

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

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

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

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

selection and substitution; it has provisions for overriding font

names and subsituting alternatives. An example is provided by the

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

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

core server) has other mechanisms for font substitution.

Open Sans fonts

URL:

http://www.google.com/fonts/specimen/Open+Sans

License for Open Sans Font Family

.

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Version 2.0,

January 2004

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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

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libcurl - lib/security.c

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

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

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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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LevelDB: A Fast Persistent Key-Value Store URL: https://github.com/google/leveldb.git

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The library to input, validate, and display addresses.

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

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libjingle

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libsrtp

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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

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

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

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(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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(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

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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

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- 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,

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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

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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

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

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

subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of the code of

the Library into a program that is not a library.

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

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

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

it with the complete corresponding machinereadable source code, which

must be distributed under the terms of Sections 1 and 2 above on a

medium customarily used for software interchange.

If distribution of object code is made by offering access to copy

from a designated place, then offering equivalent access to copy the

source code from the same place satisfies the requirement to

distribute the source code, even though third parties are not

compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the

Library, but is designed to work with the Library by being compiled or

linked with it, is called a "work that uses the Library". Such a

work, in isolation, is not a derivative work of the Library, and

therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library

creates an executable that is a derivative of the Library (because it

contains portions of the Library), rather than a "work that uses the

library". The executable is therefore covered by this License.

Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file

that is part of the Library, the object code for the work may be a

derivative work of the Library even though the source code is not.

Whether this is true is especially significant if the work can be

linked without the Library, or if the work is itself a library. The

threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data

structure layouts and accessors, and small macros and small inline

functions (ten lines or less in length), then the use of the object

file is unrestricted, regardless of whether it is legally a derivative

work. (Executables containing this object code plus portions of the $\,$

Library will still fall under Section 6.)

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

distribute the object code for the work under the

terms of Section 6.

Any executables containing that work also fall under Section 6

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

6. As an exception to the Sections above, you may also combine or

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

work containing portions of the Library, and distribute that work

under terms of your choice, provided that the terms permit

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

engineering for debugging such modifications.

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

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

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

during execution displays copyright notices, you must include the

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

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

a) Accompany the work with the complete corresponding

machine-readable source code for the Library including whatever

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

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

with the Library, with the complete machinereadable "work that

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

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

executable containing the modified Library. (It is understood

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

Library will not necessarily be able to recompile the application

to use the modified definitions.)

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

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

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

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

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

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

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

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

least three years, to give the same user the materials

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

than the cost of performing this distribution.

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

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

specified materials from the same place.

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

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

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

Library" must include any data and utility programs needed for

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

the materials to be distributed need not include anything that is

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

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

which the executable runs, unless that component itself accompanies

the executable.

It may happen that this requirement contradicts the license

restrictions of other proprietary libraries that do not normally

accompany the operating system. Such a contradiction means you cannot

use both them and the Library together in an executable that you

distribute.

7. You may place library facilities that are a work based on the

Library side-by-side in a single library together with other library

facilities not covered by this License, and distribute such a combined

library, provided that the separate distribution of the work based on

the Library and of the other library facilities is otherwise

permitted, and provided that you do these two things:

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facilities. This must be distributed under the terms of the

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That's all there is to it!

libvpx

URL: http://www.webmproject.org

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libxml

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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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URL: http://www.7-zip.org/sdk.html

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mesa

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

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Our method of protecting your rights has two steps: (1) copyright

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

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the same as in the ordinary license.

The reason we have a separate public license for some libraries is that

they blur the distinction we usually make between modifying or adding to a

program and simply using it. Linking a program with a library, without

changing the library, is in some sense simply using the library, and is

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program. However, in

a textual and legal sense, the linked executable is a combined work, a

derivative of the original library, and the ordinary General Public License

treats it as such.

Because of this blurred distinction, using the ordinary General

Public License for libraries did not effectively promote software

sharing, because most developers did not use the libraries. We

concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the

users of those programs of all benefit from the free status of the

libraries themselves. This Library General Public License is intended to

permit developers of non-free programs to use free libraries, while

preserving your freedom as a user of such programs to change the free

libraries that are incorporated in them. (We have not seen how to achieve

this as regards changes in header files, but we have achieved it as regards

changes in the actual functions of the Library.) The hope is that this

will lead to faster development of free libraries.

The precise terms and conditions for copying, distribution and

modification follow. Pay close attention to the difference between a

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

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Note that it is possible for a library to be covered by the ordinary

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(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

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

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

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

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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.)

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

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

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

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This option is useful when you wish to copy part of the code of

the Library into a program that is not a library.

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

portion or

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

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

it with the complete corresponding 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

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engineering for debugging such modifications.

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

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

during execution displays copyright notices, you must include the

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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

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

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b) Give prominent notice with the combined library of the fact

that part of it is a work based on the Library, and explaining

where to find the accompanying uncombined form of the same work.

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END OF TERMS AND CONDITIONS

Appendix: How to Apply These Terms to Your New Libraries

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under the terms of the ordinary General Public License).

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<one line to give the library's name and a brief
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library 'Frob' (a library for tweaking knobs) written by James Random Hacker.

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That's all there is to it!

modp base64 decoder

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

- * MODP B64 High performance base64 encoder/decoder
- * Version 1.3 -- 17-Mar-2006
- * http://modp.com/release/base64

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Moio

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

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mt19937ar

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

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

Coded by Takuji Nishimura and Makoto Matsumoto.

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POSSIBILITY OF SUCH DAMAGE.

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

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Netscape Plugin Application Programming Interface (NPAPI)

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

Version: MPL 1.1/GPL 2.0/LGPL 2.1

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OpenMAX DL

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

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The following files:

- * dl/api/omxtypes.h
- * dl/sp/api/omxSP.h

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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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Snappy: A fast compressor/decompressor URL: http://google.github.io/snappy/

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usrsctp

URL: http://github.com/sctplab/usrsctp

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Web Animations JS

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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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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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Ayuda y asistencia

13

Solución de problemas

Encendido y mando a distancia

El televisor no se enciende.

- Desconecte el cable de alimentación de la toma de corriente. Espere un minuto y vuelva a conectarlo.
- · Asegúrese de que el cable de alimentación está bien conectado.

Suena un chirrido al encender o apagar el televisor

Cuando enciende, apaga o pone en modo de espera el televisor, se oír un chirrido procedente de la carcasa del televisor. Este sonido se debe a la expansión y contracción normales del televisor al calentarse o enfriarse y no afecta a su rendimiento.

El televisor no responde al mando a distancia

El televisor tarda unos segundos en iniciarse. Durante este tiempo, no responde al mando a distancia ni a los controles del televisor. Este es un comportamiento normal.

Si el televisor sigue sin responder al mando a distancia, puede comprobar si el mando a distancia funciona utilizando la cámara de un teléfono móvil. Ponga el teléfono en el modo de cámara y enfoque el mando a distancia hacia la lente de la cámara. Si pulsa cualquier botón del mando a distancia y observa el parpadeo del LED infrarrojo a través de la cámara, significa que el mando a distancia funciona; Será preciso revisar el televisor.

Si no observa el parpadeo, es posible que el mando a distancia esté estropeado o que se hayan agotado las pilas.

Este método de comprobación del mando a distancia no es posible con mandos emparejados de forma inalámbrica con el televisor.

El televisor vuelve al modo de espera tras mostrar la pantalla de inicio de Philips

Cuando el televisor está en modo de espera, se muestra la pantalla de inicio de Philips y, a continuación, el televisor vuelve al modo de espera. Este es un comportamiento normal. Cuando el televisor se desconecta y se vuelve a conectar al suministro eléctrico, la pantalla de inicio se muestra en el siguiente inicio. Para encender el televisor desde el modo de espera, pulse $\mathbf{0}$ en el mando a distancia o el televisor

La luz del modo de espera no deja de parpadear

Desconecte el cable de alimentación de la toma de corriente. Espere cinco minutos antes de volver a

conectarlo. Si vuelve a producirse el parpadeo, póngase en contacto con el servicio de atención al cliente de Philips.

Canales

No se ha encontrado ningún canal digital durante la instalación

Consulte las especificaciones técnicas para asegurarse de que el televisor es compatible con TDT o TDC en su país.

Compruebe que todos los cables están correctamente conectados y que se ha seleccionado la red adecuada.

Los canales instalados previamente no aparecen en la lista de canales

Compruebe que ha seleccionado la lista de canales correcta.

Imagen

No hay imagen o está distorsionada

- · Compruebe que la antena está conectada correctamente al televisor.
- · Asegúrese de que se ha seleccionado el dispositivo correcto como fuente.
- Compruebe que el dispositivo externo o fuente está conectado correctamente.

Hay sonido pero no imagen

· Asegúrese de que los ajustes de imagen son los correctos.

La recepción de la antena es deficiente

- · Compruebe que la antena está conectada correctamente al televisor.
- Un volumen alto de los altavoces, dispositivos de audio sin toma de tierra, luces de neón, edificios altos u objetos de gran tamaño; todos estos factores pueden afectar a la calidad de la recepción. Si es posible, intente mejorar la calidad de la recepción cambiando la dirección de la antena o alejando dispositivos del televisor.
- · Si solo la recepción de un canal en particular es deficiente, ajuste la sintonía fina de ese canal.

Imagen deficiente de un dispositivo

- · Asegúrese de que el dispositivo esté conectado correctamente.
- Asegúrese de que los ajustes de imagen son los correctos.

La imagen no encaja en la pantalla

Cambie el formato de la imagen.

La posición de la imagen no es correcta

Las señales de imagen de algunos dispositivos podrían no encajar correctamente en la pantalla.

Compruebe la salida de la señal del dispositivo conectado.

La imagen del ordenador no es estable

Compruebe que la velocidad de actualización y la resolución que utiliza el ordenador son compatibles.

Sonido

No hay sonido o es de baja calidad

Si no detecta una señal de audio, el televisor desactiva automáticamente la salida de audio, pero ello no indica que haya un problema.

- · Compruebe que los ajustes de sonido son correctos.
- · Compruebe que todos los cables están bien conectados.
- · Compruebe que el volumen no está silenciado o reducido al mínimo.
- Compruebe que la salida del audio del televisor está conectada a la entrada de audio del sistema de cine en casa.

El sonido debería oírse a través de los altavoces del sistema de cine en casa.

• Es posible que algunos dispositivos requieran la activación manual de la salida de audio HDMI. Si ya está activado el audio HDMI pero sigue sin oír el sonido, pruebe a cambiar el formato de audio digital del dispositivo a PCM (modulación por impulsos codificados). Consulte las instrucciones en la documentación incluida con el dispositivo.

Conexiones

HDMI

- Tenga en cuenta que HDCP (protección de contenido digital de gran ancho de banda) puede retrasar el tiempo que un televisor tarda en mostrar contenido de un dispositivo HDMI.
- Si el televisor no reconoce el dispositivo HDMI y no muestra ninguna imagen, cambie la fuente de un dispositivo a otro y viceversa.
- Si se producen interrupciones del sonido intermitentes, compruebe que los ajustes de salida del dispositivo HDMI son correctos.
- Si utiliza un adaptador o un cable de HDMI a DVI, asegúrese de que hay conectado un cable de audio adicional a la entrada AUDIO IN (solo miniconector) si está disponible.

EasyLink no funciona

 Asegúrese de que los dispositivos HDMI son compatibles con HDMI-CEC. Las funciones de EasyLink solo funcionan con dispositivos compatibles con HDMI-CEC.

No se muestra el icono de volumen

- Este comportamiento es normal cuando se conecta un dispositivo de audio HDMI-CEC.

No se reproducen las fotos, los vídeos ni la música de un dispositivo USB

- Compruebe que el dispositivo de almacenamiento USB se ha configurado como compatible con Mass Storage Class, según se describa en la documentación del dispositivo de almacenamiento.
- Asegúrese de que el dispositivo de almacenamiento USB es compatible con el televisor.
- Compruebe que el televisor admite los formatos de archivos de imagen y audio.

Los archivos del dispositivo USB se reproducen de forma entrecortada

- La capacidad de transferencia del dispositivo de almacenamiento USB puede limitar la velocidad de transferencia de datos al televisor, lo que da lugar a una reproducción deficiente.

Wi-Fi, Internet y Bluetooth

No se encuentra la red Wi-Fi o pierde calidad

- Los hornos microondas, los teléfonos DECT y otros dispositivos Wi-Fi 802.11b/g/n/ac cercanos pueden alterar la red inalámbrica.
- · Asegúrese de que los firewalls de la red permitan al televisor acceder a la conexión inalámbrica.
- Si la red inalámbrica no funciona correctamente en su casa, pruebe con la instalación de la red con cable.

Internet no funciona

• Si la conexión al router es correcta, compruebe la conexión del router a Internet.

El PC y la conexión a Internet son lentos

- Consulte en el manual de usuario de su router inalámbrico el alcance en interiores, la velocidad de transferencia y otros factores de la calidad de la señal.
- Utilice una conexión a Internet de alta velocidad (banda ancha) para el router.

DHCF

· Si falla la conexión, compruebe que el ajuste de DHCP (Protocolo de configuración dinámica de host) del router está activado. DHCP siempre debería estar activado.

Pérdida de conexión Bluetooth

• Los lugares con gran actividad inalámbrica (apartamentos con muchos routers inalámbricos) pueden dificultar la conexión inalámbrica.

Red

No se encuentra la red Wi-Fi o pierde calidad

- Los hornos microondas, los teléfonos DECT y otros dispositivos Wi-Fi 802.11b/g/n/ac cercanos pueden alterar la red inalámbrica.
- · Asegúrese de que los firewalls de la red permitan al televisor acceder a la conexión inalámbrica.
- Si la red inalámbrica no funciona correctamente en su casa, pruebe con la instalación de la red con cable.

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13 2

Ayuda en línea

Nuestro servicio de asistencia en línea le permite resolver cualquier problema relacionado con su televisor Philips. Puede seleccionar el idioma e introducir el número de modelo del producto.

Visite www.philips.com/support.

En el sitio de asistencia encontrará el número de teléfono de su país para ponerse en contacto con nosotros, así como respuestas a las preguntas más frecuentes. En algunos países puede chatear con uno de nuestros colaboradores y preguntarle directamente, o enviar la pregunta por correo electrónico.

También puede descargar el manual en línea o actualizaciones para el software del televisor en el ordenador.

13 3

Asistencia y reparación

Si necesita asistencia o una reparación, puede llamar al servicio de atención al consumidor de su país. Nuestros ingenieros de servicio se encargarán de las reparaciones, si es necesario.

Encontrará el número de teléfono en la documentación impresa incluida con el televisor.

También puede visitar nuestro sitio web <u>www.philips.com/TVsupport</u> y seleccionar su país si lo necesita.

Número de serie y número de modelo del televisor

Es posible que se le solicite el número de modelo y el número de serie del televisor. Podrá encontrar dichos números en la etiqueta de la caja o en la etiqueta de identificación situada en la parte posterior o inferior del televisor.

▲ Advertencia

No intente reparar el televisor por sí mismo, pues podría causar lesiones personales, daños irreparables en el televisor o la anulación de la garantía. <u>14</u>

Información de precaución y seguridad

14 1

Seguridad

Importante

Asegúrese de leer y comprender todas las instrucciones de seguridad antes de utilizar el televisor. Si se producen daños debido al seguimiento incorrecto de las instrucciones, la garantía no tendrá validez.

No modifique nunca este equipo sin la autorización del fabricante.

Riesgo de descarga eléctrica o incendio

• Nunca exponga el televisor al agua o la lluvia ni coloque contenedores de líquidos, como jarrones, cerca de él.

En caso de que algún líquido salpique el televisor, desconéctelo de la toma de corriente inmediatamente.

Póngase en contacto con el servicio de atención al consumidor de Philips para que se compruebe el televisor antes de su uso.

- No exponga el televisor, el mando a distancia ni las pilas a un calor excesivo. No coloque estos objetos cerca de velas encendidas, llamas sin protección u otras fuentes de calor, incluida la luz solar directa.
- Nunca inserte objetos en las ranuras de ventilación u otras aberturas del televisor.
- · No coloque objetos pesados sobre el cable de alimentación.
- Evite ejercer fuerza en los enchufes. Los enchufes sueltos pueden generar arcos voltaicos o un incendio. Asegúrese de que el cable de alimentación no esté tirante cuando gire la pantalla del televisor.
- Para desconectar el televisor de la corriente de alimentación, el conector de alimentación del dispositivo debe estar desconectado de la toma de corriente. Al desconectar el cable de alimentación, tire siempre de la clavija, nunca del cable. Asegúrese de poder acceder sin dificultad a la clavija de alimentación, al cable de alimentación y a la toma de corriente en todo momento.

Riesgo de lesiones personales o de daños al televisor

- Se necesitan dos personas para levantar y transportar un televisor que pesa más de 25 kilos.
- Si monta el televisor en un soporte, utilice únicamente el soporte suministrado y ajústelo firmemente al televisor.

Coloque el televisor sobre una superficie lisa y nivelada que aguante el peso del televisor y el soporte.

- Si va a montar el televisor en la pared, asegúrese de que el soporte de pared puede soportar de manera segura el peso del televisor. TP Vision no asume ninguna responsabilidad por el montaje inadecuado del televisor en la pared que provoque accidentes, lesiones o daños.
- · Algunas piezas de este producto están hechas de vidrio. Manéjelas con cuidado para evitar lesiones o daños.

Riesgo de daños del televisor

Antes de conectar el televisor a la toma de alimentación, asegúrese de que el voltaje de alimentación se corresponda con el valor impreso en la parte posterior del producto. No conecte nunca el televisor a la toma de alimentación si el voltaje es distinto.

Riesgos de estabilidad

Un televisor puede caerse, y provocar lesiones personales graves o incluso la muerte. Muchas lesiones, especialmente en niños, se pueden evitar tomando precauciones sencillas como las siguientes:

- · Asegúrese SIEMPRE de que el televisor no sobresale del borde del mueble que lo sostiene.
- Utilice SIEMPRE armarios, soportes o métodos de montaje recomendados por el fabricante del televisor.
- Utilice SIEMPRE muebles que puedan soportar de forma segura el televisor.
- Eduque SIEMPRE a los niños sobre los peligros que conlleva subirse a un mueble para llegar al televisor o sus controles.
- Coloque SIEMPRE los cables conectados al televisor de forma que no se pueda tropezar en ellos, que no se pueda tirar de ellos y que no se puedan agarrar.
- No coloque NUNCA un televisor en un lugar inestable.
- No coloque NUNCA el televisor sobre un mueble alto (por ejemplo, armarios o estanterías) sin fijar tanto el mueble como el televisor a un soporte adecuado.
- No coloque NUNCA el televisor sobre un paño u otros materiales que puedan estar situados entre el televisor y el mueble.

• No coloque NUNCA objetos que puedan incitar a los niños a subirse, como juguetes o mandos a distancia, en la parte superior del televisor o del mueble en el que esté situado el televisor.

Si se va a conservar y reubicar el televisor actual, se deben aplicar las mismas precauciones indicadas anteriormente.

Riesgo de las pilas

- · No ingiera la pila. Peligro de quemaduras químicas.
- El mando a distancia puede contener una pila de botón. Si se ingiere, puede provocar quemaduras internas graves en solo 2 horas y producir la muerte.
- Mantenga las pilas nuevas y usadas alejadas de los niños.
- Si el compartimento de las pilas no se cierra bien, deje de utilizar el producto y manténgalo alejado de los niños
- Si piensa que las pilas pueden haber sido ingeridas o encontrarse en el interior de cualquier parte del cuerpo, consulte inmediatamente a un médico.
- Existe riesgo de incendio o explosión si las pilas se sustituyen por unas del tipo incorrecto.
- La sustitución de una pila por una de un tipo incorrecto puede deshabilitar una medida de seguridad (por ejemplo, en el caso de algunos tipos de pilas de litio).
- Eliminar una pila en el fuego o en un horno caliente, o aplastar o cortar una pila por medios mecánicos, son acciones que pueden producir una explosión.
- Dejar una pila en un entorno con temperaturas extremadamente altas puede provocar una explosión o la fuga de líquido o glas inflamable.
- Una pila sometida a una presión de aire extremadamente baja puede provocar una explosión o la fuga de líquido o gas inflamable.

Riesgo de sobrecalentamiento

Nunca instale el producto en un espacio reducido. Deje siempre un espacio de al menos 10 cm en torno al televisor para permitir su ventilación. Asegúrese de que las ranuras de ventilación del televisor nunca estén cubiertas por cortinas u otros objetos.

Tormentas con aparato eléctrico

Desconecte el televisor de la toma de corriente y de la antena antes de una tormenta con aparato eléctrico.

Durante una tormenta con aparato eléctrico, no toque ninguna parte del televisor, el cable de alimentación o el cable de la antena.

Riesgo de daños auditivos

Procure no usar los auriculares o cascos con un volumen alto o durante un periodo de tiempo prolongado.

Bajas temperaturas

Si el televisor se transporta a temperaturas inferiores a los 5 °C, desembale el televisor y espere a que la temperatura del aparato alcance la temperatura ambiente antes de conectar el televisor a la toma de alimentación.

Humedad

En raras ocasiones, según la temperatura y la humedad, puede producirse una cierta condensación dentro del cristal frontal del televisor (en algunos modelos). Para evitarlo, no exponga el televisor a la luz solar directa, ni al calor y la humedad extremos. Si se produce condensación, esta desaparecerá espontáneamente después de unas horas de funcionamiento del televisor.

La condensación no dañará el televisor ni afectará a su funcionamiento.

14.2

Cuidado de la pantalla

- No toque, presione, frote ni golpee nunca la pantalla con ningún objeto.
- · Desenchufe el televisor antes de limpiarlo.
- Limpie el televisor y el marco con un paño suave humedecido y frote suavemente. Nunca utilice sustancias como alcohol, productos químicos o detergentes domésticos en el televisor.
- Para evitar deformaciones y desvanecimiento del color, limpie las gotas de agua lo antes posible.
- Evite las imágenes estáticas en la medida de lo posible. Las imágenes estáticas son las que permanecen en la pantalla durante mucho tiempo, por ejemplo, los menús de pantalla, las barras negras, las visualizaciones de la hora, etc. Si tiene que utilizar imágenes estáticas, reduzca el contraste y el brillo de la pantalla para evitar daños.

APARATOS DE INSTALACIONES SANITARIAS

Si este televisor está destinado al entretenimiento para uso en un hospital, una residencia, un centro de atención médica o una instalación sanitaria similar en la que la instalación está limitada a una zona no peligrosa, se debe instalar montado en la pared o el techo.

No se ha diseñado para su uso en una zona de cuidados intensivos en la que se está tratando a un paciente con un conductor eléctrico externalizado, como una sonda, un catéter

u otro electrodo conectado al corazón; sin embargo, el paciente contactará con el aparato durante su estancia en un centro sanitario.

14 4

Declaración de exposición a la radiación (solo para Wi-Fi integrado)

Este equipo cumple con los límites de exposición a la radiación CE establecidos para un entorno no controlado. Este equipo debe instalarse y utilizarse con una distancia mínima de 20 cm entre el radiador y el cuerpo.

A continuación se indican la frecuencia, el modo y la potencia máxima transmitida en la UE:

- -2400-2483,5 MHz: < 20 dBm (EIRP) solo para productos 2,4G
- -5150-5250 MHz: < 23 dBm (EIRP)
- -5250-5350 MHz: < 23 dBm (EIRP)
- -5470-5725 MHz: < 27 dBm (EIRP)
- -5725-5825 MHz: < 13,98 dBm (EIRP)

Condiciones de uso

15

Condiciones de uso del televisor

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Este producto lo comercializa TP Vision Europe B. V. o una de sus filiales, en lo sucesivo, TP Vision, que es el fabricante del producto. TP Vision es el garante con respecto al televisor junto al que se suministra esta documentación. Philips y el emblema del escudo de Philips son marcas comerciales registradas de Koninklijke Philips N.V.

Las especificaciones están sujetas a cambios sin aviso previo. Las marcas comerciales son propiedad de Koninklijke Philips N.V. o de sus respectivos propietarios. TP Vision se reserva el derecho de cambiar los productos en cualquier momento sin obligación de ajustar los productos anteriores en consecuencia.

La documentación incluida con el televisor y el manual almacenado en la memoria del televisor o disponible para su descarga en el sitio web de Philips www.philips.com/support se consideran adecuados para el uso previsto del sistema.

El material de este manual se considera adecuado para el uso previsto del sistema. Si el producto, o sus módulos o procedimientos individuales, se utilizan con fines distintos a los que aquí se especifican, deberá obtenerse la confirmación de su validez e idoneidad. TP Vision garantiza que el material no infringe ninguna patente de EE. UU. No existe ninguna otra garantía expresa ni implícita. TP Vision no se hace responsable de los posibles errores del contenido de este documento ni de los problemas que pudieran surgir de dicho contenido. Los errores de los que Philips reciba notificación se adaptarán y publicarán en el sitio web de asistencia de Philips con la mayor rapidez posible.

Términos de la garantía - ¡Riesgo de lesiones, daños al televisor o anulación de la garantía!

No intente reparar el televisor. Utilice el televisor y sus accesorios para el uso concebido por el fabricante. El signo de precaución impreso en la parte trasera del televisor indica riesgo de descarga eléctrica. No retire la carcasa del televisor. Póngase en contacto con el servicio de atención al cliente de Philips TV si necesita asistencia o una reparación. Encontrará el número de teléfono en la documentación impresa incluida con el televisor. También puede consultar nuestro sitio web www.philips.com/support y seleccionar su país si lo necesita. Cualquier operación

prohibida expresamente en este manual, así como cualquier procedimiento de ajuste y ensamblaje no recomendado o autorizado en el mismo, anulará la garantía.

Características de los píxeles

Este televisor tiene un elevado número de píxeles de color. Aunque el porcentaje de píxeles activos es del 99,999 % o más, pueden aparecer puntos negros o puntos brillantes de luz (rojos, verdes o azules) constantemente en la pantalla. Se trata de una propiedad estructural de la pantalla (dentro de los estándares comunes del sector) y no es un fallo de funcionamiento.

Conformidad CE

Por la presente, TP Vision Europe B.V. declara que este televisor cumple los requisitos esenciales y demás directrices relevantes de las directivas 2014/53/UE (equipos de radio), 2009/125/CE (diseño ecológico) y 2011/65/CE (sustancias peligrosas).

Conformidad con EMF

TP Vision fabrica y vende gran número de productos dirigidos a consumidores que, como todo aparato electrónico, en general tienen la capacidad de emitir y recibir señales electromagnéticas. Uno de los principios empresariales fundamentales de TP Vision consiste en adoptar todas las medidas de seguridad necesarias en nuestros productos, con el fin de cumplir la legislación aplicable y respetar ampliamente la normativa sobre campos electromagnéticos (EMF) pertinente en el momento de fabricación de los productos.

TP Vision se compromete a desarrollar, producir y comercializar productos que no provoquen efectos adversos en la salud. TP Vision confirma que, siempre que sus productos se utilicen de forma adecuada y con el fin para el que fueron creados, son seguros de acuerdo con las evidencias científicas disponibles en la actualidad. TP Vision desempeña un papel activo en el desarrollo de estándares de seguridad y EMF internacionales, lo que permite a TP Vision la anticipación a nuevos estándares y su temprana integración en sus productos.

Derechos de autor

16.1

HDMI

HDMI

Los términos HDMI y HDMI High-Definition Multimedia Interface (interfaz multimedia de alta definición), y el logotipo de HDMI son marcas comerciales o marcas comerciales registradas de HDMI Licensing Administrator en Estados Unidos y otros países.



16.2

Dolby Audio

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16.3

DTS-HD Premium Sound ™

DTS-HD Premium Sound ™

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16 4

Wi-Fi Alliance

Red, inalámbrica

El logotipo de Wi-Fi CERTIFIED™ es una marca comercial registrada de Wi-Fi Alliance®



16.5

Kensington

Kensington

(Si procede)

Kensington y MicroSaver son marcas comerciales estadounidenses de ACCO World Corporation con registros ya emitidos y solicitudes pendientes en otros países de todo el mundo.



16.6

Otras marcas comerciales

El resto de las marcas comerciales registradas o no registradas son propiedad de sus respectivos propietarios.

Descargo de responsabilidad con respecto a los servicios y/o software ofrecidos por terceros

Los servicios y/o software ofrecidos por terceros podrían modificarse, suspenderse o terminarse sin previo aviso. TP Vision no asume ninguna responsabilidad en este tipo de situaciones.

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