

# Brukerhåndbok

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

**PHILIPS**

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# TV-omvisning

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## Profesjonell modus

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### Hva du kan gjøre

Når Profesjonell modus er satt til ON, har du tilgang til en rekke ekspertinnstillinger som gir deg avansert kontroll over TV-ens tilstand eller for å legge til flere funksjoner.

Denne modusen er tiltenkt installasjoner av TV-er på for eksempel hoteller, cruiseskip, stadioner eller andre typer forretningsområder der slik kontroll kreves.

Hvis du bruker TV-en hjemme, anbefales det at Profesjonell modus er satt til OFF.

Se installasjonshåndboken for profesjonell modus for mer informasjon.

# Oppsett

## 2.1

### Les om sikkerhet

Les sikkerhetsinstruksjonene før du tar i bruk TV-en.

## 2.2

### TV-stativ og veggmontering

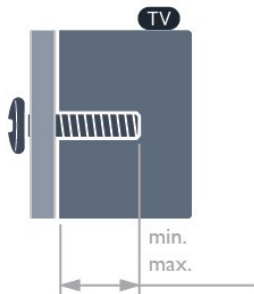
#### TV-stativ

Du finner monteringsinstruksjonene for TV-stativet i hurtigveiledningen som fulgte med fjernsynet. Hvis du har mistet denne veiledningen, kan du laste den ned fra [www.philips.com](http://www.philips.com).

Bruk produkttypenummeret på TV-en til å søke etter den riktige hurtigveiledningen du vil laste ned.

#### Veggmontering

TV-en er klargjort for en VESA-kompatibel veggmonteringsbrakett (selges separat).  
Bruk følgende VESA-kode når du kjøper veggfeste: . .



- 43HFL6114U  
VESA MIS-F 200x200, M6 (min.: 8 mm, maks.:13 mm)
- 50HFL6114U  
VESA MIS-F 300x200, M6 (min.: 8 mm, maks.:14 mm)
- 55HFL6114U  
VESA MIS-F 300x200, M6 (min.: 8 mm, maks.:14 mm)
- 65HFL6114U  
VESA MIS-F 400x200, M6 (min.: 11 mm, maks.:14 mm)
- 75HFL6114U  
VESA MIS-F 600x400, M8 (min.: 18 mm, maks.:28 mm)

- 32HFL5114

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

- 43HFL5114/43HFL5114U  
VESA MIS-F 200x200, M6 (min.: 12 mm, maks.:14 mm)
- 50HFL5114U  
VESA MIS-F 200x200, M6 (min.: 12 mm, maks.:14 mm)

#### Forberedelse

Først tar du de fire skruhetene i plast ut av de gjengede bøsningene på baksiden av TV-en (kun for 5114 43").

Sørg for at metallskruene som brukes til å montere TV-en på den VESA-kompatible braketten, føres ca. 10 mm inn i de gjengede bøsningene til TV-en.

#### Forsiktig

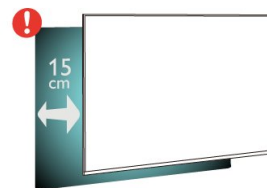
Det kreves spesielle ferdigheter å montere TV-en på vegg. Dette bør kun gjøres av kvalifisert personell. Veggmontering av TV-en må overholde sikkerhetsstandardene i henhold til vekten på TV-en. Les også sikkerhetsinformasjonen nøye før du plasserer TV-en.

TP Vision Europe B.V. påtar seg ikke ansvar for feilmontering eller montering som fører til ulykker eller skader.

## 2.3

### Tips om plassering

- Plasser TV-en slik at det ikke kommer lys rett på skjermen.
- Den ideelle avstanden for å se på TV er tre ganger den diagonale skjermstørrelsen. Når du sitter, bør øynene dine være på høyde med midten av skjermen.
- Når TV-en veggmonteres, må du plassere TV-en opptil 15 cm ut fra vegg.

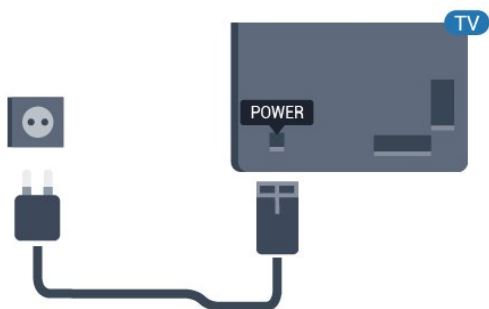


#### Merk:

Hold TV-en unna støvproduserende kilder som ovner. Det anbefales å rengjøre støv regelmessig for å unngå å få støv inn i TV-en.

## Strømkabel

- Plugg strømkabelen i **POWER**-kontakten bak på TV-en.
- Sørg for at strømkabelen sitter godt fast i kontakten.
- Sørg for at støpselet i vegguttaket alltid er tilgjengelig.
- Når du kobler fra strømkabelen, må du alltid dra i støpselet, aldri i kabelen.

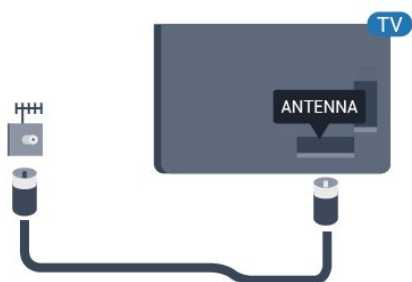


## Antennekabel

Plugg antennestøpselet godt fast i antenneuttaket bak på TV-en.

Du kan koble til din egen antenne eller et antennesignal fra et antennedistribusjonssystem. Bruk en koaksial IEC RF-antennekontakt på 75 ohm.

Bruk denne antennekontakten til DVB-T- og DVB-C-inngangssignaler.

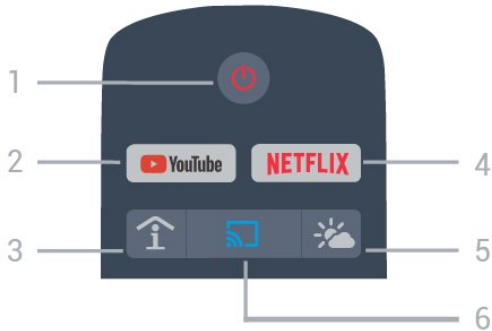


# Fjernkontroll

## 3.1

### Oversikt over knapper

topp



- 1 – Standby / På  
Slår TV-en på eller tilbake i standby-modus.
- 2 – Youtube  
Åpner Youtube.
- 3 – SMART INFO (bare når Profesjonell modus er ON.)  
Viser informasjon fra hotellet.
- 4 – NETFLIX  
Åpner Netflix-appen. Med TV-en slått på eller fra standby.)
- Hvis du har Netflix-abonnement, kan du bruke Netflix på denne TV-en. Fjernsynet må være koblet til Internett.
  - Når du skal åpne Netflix, trykker du på **NETFLIX** for å åpne Netflix-appen. Du kan åpne Netflix umiddelbart fra en TV i standby.
- [www.netflix.com](http://www.netflix.com)

- 5 – Vær (bare når Profesjonell modus er ON )  
Viser værmelding på stedet du befinner deg.
- 6 – Google Cast (bare når Profesjonell modus er ON )  
Gjenspeiler innholdet på mobilenhetsskjermen på TV-en.

Midten



- 1 – SETTINGS  
Åpner innstillingsmenyen.
- 2 – TV GUIDE  
Åpner en liste over gjeldende og oppsatte TV-programmer på kanalene.
- 3 – BACK  
• Går tilbake til forrige valgte kanal.  
• Går tilbake til forrige meny.
- 4 – OPTIONS  
Åpner eller lukker alternativmenyen.
- 5 – OK-tast  
Bekrefter et valg eller en innstilling.
- 6 – Pil- / navigasjons-taster  
Navigerer opp , ned , til venstre eller til høyre .
- 7 – Kanal  
Bytter til neste eller forrige kanal i kanallisten.
- 8 – EXIT  
Bytter tilbake til å se på TV.
- 9 – HOME  
Åpne menyen Hjem.

Bunn



1 -  Volum

Justerer lydstyrken.

2 -     Fargetaster

Direkte valg av alternativer.

3 -  CLOCK

Viser klokka.

4 -  Kanal

Bytter til neste eller forrige kanal i kanallisten.

5 -  Demp

Demper eller gjenoppretter lyden.

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3.2

## IR-sensor

TV-en kan motta kommandoer fra en fjernkontroll som bruker IR (infrarødt) til å sende kommandoer. Hvis du bruker en slik fjernkontroll, må du alltid påse at du retter fjernkontrollen mot den infrarøde sensoren på forsiden av TV-en.

### Advarsel

Ikke plasser gjenstander foran den infrarøde sensoren til TV-en. Dette kan sperre for det infrarøde signalet.

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3.3

## Rengjøring

Fjernkontrollen er behandlet med et ripesikkert belegg.

Rengjør fjernkontrollen med en myk, fuktig klut. Bruk aldri stoffer som alkohol, kjemikalier eller rengjøringsmidler på fjernkontrollen.

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# Slå på og av




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## 4.1


### På eller Standby

Kontroller at TV-en er koblet til nettstrømmen. Koble til den medfølgende strømkabelen i AC-inngangen på baksiden av TV-en. Indikatorlampen nederst på TV-en lyser.

#### Slå på

Slå på TV-en ved å trykke på  på fjernkontrollen. Du kan eventuelt trykke på  /  Home. Hvis du har mistet fjernkontrollen eller den er tom for batteri, kan du også trykke på den lille joystick-tasten på baksiden eller undersiden av TV-en for å slå på TV-en.

#### Gå til standby

Hvis du vil sette TV-en i standby, trykker du på  på fjernkontrollen. Du kan også trykke på den lille joystick-tasten på baksiden eller undersiden av TV-en.

TV-en er fremdeles koblet til nettstrømmen i standby-modus, men forbruker svært lite strøm.

Hvis du vil slå TV-en helt av, kobler du fra strømkabelen.

Når du kobler fra strømledningen, skal du alltid dra i støpselet, aldri i ledningen. Påse at du har full tilgang til støpselet, strømledningen og stikkontakten hele tiden.

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## 4.2

### Knapper på fjernsynet

Hvis du har mistet fjernkontrollen eller den er tom for batteri, kan du fremdeles utføre grunnleggende handlinger på TV-en.


Slik åpner du den grunnleggende menyen

1 - Med TV-en slått på trykker du på joystick-tasten på baksiden eller undersiden av TV-en for å åpne den grunnleggende menyen.

2 - Trykk på venstre eller høyre for å velge  Volum,  Kanal eller  Kilder.

3 - Trykk opp eller ned for å justere volumet eller gå til neste eller forrige kanal. Trykk opp eller ned for å gå gjennom listen med kilder, inkludert valg av tuner.

4 - Menyen forsvinner automatisk.

Hvis du vil sette TV-en i standby, velger du  og trykker på joystick-tasten på baksiden eller undersiden av TV-en.



# Beskrivelser

## 5.1

### Miljøet

#### Produktkort

##### 43HFL6114U

- Energieffektivitetsklasse: A
- Synlig skjermstørrelse: 108 cm / 43 tommer
- Strømforbruk i på-modus (W): 61 W
- Årlig energiforbruk (kWh)\*: 90 kWh
- Strømforbruk i standbymodus (W)\*\*: 0,3 W
- Skjermoppløsning (piksler): 3840 x 2160p

##### 50HFL6114U

- Energieffektivitetsklasse: A+
- Synlig skjermstørrelse: 126 cm / 50 tommer
- Strømforbruk i på-modus (W): 68 W
- Årlig energiforbruk (kWh)\*: 100 kWh
- Strømforbruk i standbymodus (W)\*\*: 0,3 W
- Skjermoppløsning (piksler): 3840 x 2160p

##### 55HFL6114U

- Energieffektivitetsklasse: A+
- Synlig skjermstørrelse: 139 cm / 55 tommer
- Strømforbruk i på-modus (W): 83 W
- Årlig energiforbruk (kWh)\*: 122 kWh
- Strømforbruk i standbymodus (W)\*\*: 0,3 W
- Skjermoppløsning (piksler): 3840 x 2160p

##### 65HFL6114U

- Energieffektivitetsklasse: A+
- Synlig skjermstørrelse: 164 cm / 65 tommer
- Strømforbruk i på-modus (W): 104 W
- Årlig energiforbruk (kWh)\*: 152 kWh
- Strømforbruk i standbymodus (W)\*\*: 0,3 W
- Skjermoppløsning (piksler): 3840 x 2160p

##### 75HFL6114U

- Energieffektivitetsklasse: A+
- Synlig skjermstørrelse: 189 cm / 75 tommer
- Strømforbruk i på-modus (W): 113 W
- Årlig energiforbruk (kWh)\*: 165 kWh
- Strømforbruk i standbymodus (W)\*\*: 0,3 W
- Skjermoppløsning (piksler): 3840 x 2160p

##### 32HFL5114

- Energieffektivitetsklasse: A+
- Synlig skjermstørrelse: 80 cm / 32 tommer
- Strømforbruk i på-modus (W): 29 W
- Årlig energiforbruk (kWh)\*: 43 kWh
- Strømforbruk i standbymodus (W)\*\*: 0,35 W
- Skjermoppløsning (piksler): 1920 x 1080p

##### 43HFL5114

- Energieffektivitetsklasse: A+
- Synlig skjermstørrelse: 108 cm / 43 tommer
- Strømforbruk i på-modus (W): 48 W

- Årlig energiforbruk (kWh)\*: 71 kWh
- Strømforbruk i standbymodus (W)\*\*: 0,3 W
- Skjermoppløsning (piksler): 1920 x 1080p

##### 43HFL5114U

- Energieffektivitetsklasse: A
- Synlig skjermstørrelse: 108 cm / 43 tommer
- Strømforbruk i på-modus (W): 59 W
- Årlig energiforbruk (kWh)\*: 87 kWh
- Strømforbruk i standbymodus (W)\*\*: 0,3 W
- Skjermoppløsning (piksler): 3840 x 2160p

##### 50HFL5114U

- Energieffektivitetsklasse: A+
- Synlig skjermstørrelse: 126 cm / 50 tommer
- Strømforbruk i på-modus (W): 70 W
- Årlig energiforbruk (kWh)\*: 103 kWh
- Strømforbruk i standbymodus (W)\*\*: 0,3 W
- Skjermoppløsning (piksler): 3840 x 2160p

\*Energiforbruk i kWh per år er basert på strømforbruket til TV-er som står på fire timer per dag i 365 dager. Det virkelige energiforbruket avhenger av hvordan TV-en brukes.

\*\*Når TV-en slås av med fjernkontrollen, og ingen funksjoner er aktive.

#### EPREL-registreringsnummer

43HFL6114U: 341921

50HFL6114U: 341992

55HFL6114U: 342447

65HFL6114U: 342465

75HFL6114U: 355587

32HFL5114: 341818

43HFL5114: 341833

43HFL5114U: 341835

50HFL5114U: 341991

## Endt bruk

### Avhende det gamle produktet og batterier

Produktet er utformet og produsert med materialer og komponenter av svært høy kvalitet som kan resirkuleres og gjenbrukes.



Når et produkt er merket med søppelbøtten med kryss over, betyr det at produktet dekkes av det



Vær oppmerksom på reglene for det lokale separate innsamlingssystemet for elektriske og elektroniske produkter.

Følg de lokale reglene, og ikke kast gamle produkter sammen med det vanlige husholdningsavfallet. Riktig kassering av det gamle produktet bidrar til å forhindre potensielle negative konsekvenser for miljøet og menneskers helse.

Produktet inneholder batterier som omfattes av EU-direktiv 2006/66/EF, og som ikke kan kastes sammen med vanlig husholdningsavfall.



Vær oppmerksom på lokale regler for separat innsamling av batterier. Hvis du kasserer batterier riktig, bidrar du til å forhindre potensielle negative konsekvenser for helse og miljø.

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## 5.2

### Drift

Produktspesifikasjonene kan endres uten varsel. Hvis du vil ha mer detaljerte spesifikasjoner for produktet, kan du gå til [www.philips.com/support](http://www.philips.com/support)

#### Drift

- Nettspenning: AC 220–240 V +/- 10 %
- Omgivelsestemperatur: 5 til 35 °C
- Strømsparingsfunksjoner: Øko-modus, bildeutkobling (for radio), automatisk timer for å slå av, meny for øko-innstillinger.

Hvis du vil ha informasjon om strømforbruket, kan du se avsnittet **Produktkort**.

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## 5.3

### Operativsystem

Android OS:

Android Pie 9

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## 5.4

### Mottak

- Antenneinngang: 75 ohm koaksial (IEC75)
- Tunerbånd: Hyperband, UHF, VHF
- DVB: DVB-T2, DVB-C (kabel) QAM
- Analog videoavspilling: SECAM, PAL
- Digital videoavspilling: MPEG2 SD/HD (ISO/IEC 13818-2), MPEG4 SD/HD (ISO/IEC 14496-10), HEVC\*
- Digital lydavspilling (ISO/IEC 13818-3)
- Frekvensområde for inndata: 950 til 2150 MHz
- Inngangsnivå: 25 til 65 dBm

\* Kun for DVB-T2

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## 5.5

### Skjermtype (6114U)

#### Diagonal skjermstørrelse

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

#### Skjermoppløsning

- 3840 x 2160

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## 5.6

### Skjermtype (5114/5114U)

#### Diagonal skjermstørrelse

- 80 cm / 32 tommer
- 108 cm / 43 tommer
- 126 cm / 50 tommer

#### Skjermoppløsning

- 1920 x 1080 (5114)
- 3840 x 2160 (5114U)

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## 5.7

### Inndataoppløsning for skjerm (6114U)

#### Videoformater

Oppløsning – oppdateringshastighet

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

## Datamaskinformater

### Oppløsninger (blant annet)

- 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

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5.8

## Inndataoppløsning for skjerm (5114)

### Videoformater

#### Oppløsning – oppdateringshastighet

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

### Datamaskinformater

#### Oppløsninger (blant annet)

- 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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5.9

## Inndataoppløsning for skjerm (5114U)

### Videoformater

#### Oppløsning – oppdateringshastighet

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

### Datamaskinformater

### Oppløsninger (blant annet)

- 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

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5.10

## Tilkobling (6114U)

### På siden av TV-en

- Felles grensesnittspor: CI+/CAM
- USB 1 – USB 3.0
- Hodetelefoner – stereo minijack 3,5 mm
- HDMI 1-inngang – ARC – Ultra HD

### TV-ens underside

- LAN-nettverk – RJ45
- HDMI 2-inngang – ARC – Ultra HD
- HDMI 3-inngang – ARC – Ultra HD
- Antenne (75 ohm)
- USB 2 – USB 2.0
- 12 V likestrømsutgang
- 8 **Ω** Audio out
- DATA(RJ-48)

---

5.11

## Tilkobling (5114)

### På siden av TV-en

- Felles grensesnittspor: CI+/CAM
- USB 1 – USB 3.0
- Hodetelefoner – stereo minijack 3,5 mm
- HDMI 1-inngang – ARC – FHD

### TV-ens underside

- LAN-nettverk – RJ45
- HDMI 2-inngang – ARC – FHD
- Antenne (75 ohm)
- USB 2 – USB 2.0
- 12 V likestrømsutgang
- 8 **Ω** Audio out
- DATA(RJ-48)

---

5.12

## Tilkobling (5114U)

### På siden av TV-en

- Felles grensesnittspor: CI+/CAM
- USB 1 – USB 3.0
- Hodetelefoner – stereo minijack 3,5 mm
- HDMI 1-inngang – ARC – Ultra HD

#### TV-ens underside

- LAN-nettverk – RJ45
- HDMI 2-inngang – ARC – Ultra HD
- Antenne (75 ohm)
- USB 2 – USB 2.0
- 12 V likestrømsutgang
- 8  $\Omega$  Audio out
- DATA(RJ-48)

---

5.13

## Mål og vekt (6114U)

### 43HFL6114U

- uten TV-stativ:

Bredde: 963,98 mm – høyde: 569,28 mm – dybde: 74,5 mm – vekt:  $\pm 9,44$  kg

- med TV-stativ:

Bredde: 963,98 mm – høyde: 594,09 mm – dybde: 190,1 mm – vekt:  $\pm 11,48$  kg

### 50HFL6114U

- uten TV-stativ:

Bredde: 1119,8 mm – høyde: 650 mm – dybde: 77,7 mm – vekt:  $\pm 13,74$  kg

- med TV-stativ:

Bredde: 1119,8 mm – høyde: 681 mm – dybde: 240,1 mm – vekt:  $\pm 16,44$  kg

### 55HFL6114U

- uten TV-stativ:

Bredde 1233,6 mm – høyde 714 mm – dybde 113,2 mm – vekt  $\pm 16,5$  kg

- med TV-stativ:

Bredde: 1233,6 mm – høyde: 746,8 mm – dybde: 240 mm – vekt:  $\pm 19,05$  kg

### 65HFL6114U

- uten TV-stativ:

Bredde 1459,28 mm – høyde 849,84 mm – dybde 86,4 mm – vekt  $\pm 25,72$  kg

- med TV-stativ:

Bredde: 1459,28 mm – høyde: 872,5 mm – dybde: 267,11 mm – vekt:  $\pm 29,7$  kg

### 75HFL6114U

- uten TV-stativ:

Bredde 1683,2 mm – høyde 965,9 mm – dybde 93,7 mm – vekt  $\pm 33,5$  kg

- med TV-stativ:

Bredde: 1683,2 mm – høyde: 992,9 mm – dybde: 299,4 mm – vekt:  $\pm 34$  kg

- med TV-stativ:

Bredde 731,8 mm – høyde 494,14 mm – dybde 179,31 mm – vekt  $\pm 4,68$  kg

### 43HFL5114

- uten TV-stativ:

Bredde 969,6 mm – høyde 565,6 mm – dybde 80,5 mm – vekt  $\pm 7,19$  kg

- med TV-stativ:

Bredde 969,6 mm – høyde 624,2 mm – dybde 194 mm – vekt  $\pm 7,27$  kg

### 43HFL5114U

- uten TV-stativ:

Bredde 972,81 mm – høyde 567,85 mm – dybde 80,5 mm – vekt  $\pm 8,0$  kg

- med TV-stativ:

Bredde 972,81 mm – høyde 625,59 mm – dybde 194,02 mm – vekt  $\pm 8,08$  kg

### 50HFL5114U

- uten TV-stativ:

Bredde 1127,64 mm – høyde 655,31 mm – dybde 89,62 mm – vekt  $\pm 11,3$  kg

- med TV-stativ:

Bredde 1127,64 mm – høyde 711,95 mm – dybde 214,5 mm – vekt  $\pm 11,5$  kg

---

5.15

## Lyd

- Utgangseffekt (RMS): 20 W (32": 16 W)
- Dolby Audio
- DTS HD

---

5.14

## Mål og vekt (5114/5114U)

### 32HFL5114

- uten TV-stativ:

Bredde 731,8 mm – høyde 435,31 mm – dybde 77,3 mm – vekt  $\pm 4,61$  kg

# Tilkoblede enheter

## 6.1

### Tilkoblede enheter

#### Tilkoblingsveiledning

Koble alltid en enhet til fjernsynet med tilkoblingen av høyest kvalitet som er tilgjengelig. I tillegg må du bruke kabler av god kvalitet for å sikre god overføring av bilde og lyd.

Når du kobler en ny enhet til TV-en, gjenkjenner den typen og gir hver enhet et riktig typenavn. Du kan endre typenavnet om du ønsker det. Hvis det er angitt korrekt typenavn for en enhet, vil TV-en automatisk bytte til den ideelle TV-innstillingen når du bytter til enheten i Kilde-menyen.

#### Antenneport

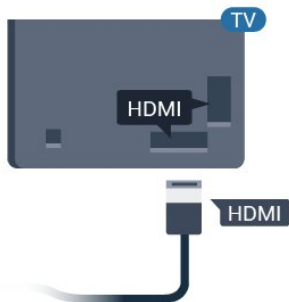
Hvis du har en dekoder (en digital mottaker) eller opptaker, kobler du antennekablene slik at de sender antennesignalet gjennom dekoderen og/eller opptakeren først før det kommer inn i fjernsynet. På denne måten kan antennen og dekoderen sende mulige tilleggskanaler til opptakeren for opptak.

#### HDMI-porter

##### HDMI-kvalitet

En HDMI-tilkobling har den beste bilde- og lyd kvaliteten. En HDMI-kabel kombinerer video- og lydsignaler. Bruk en HDMI-kabel for TV-signaler.

For å få best mulig kvalitet på signaloverføringen bør du bruke en høyhastighets HDMI-kabel, og ikke bruke en HDMI-kabel som er lengre enn 5 m.



##### Kopibeskyttelse

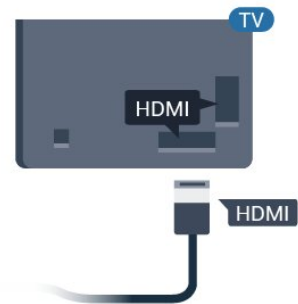
HDMI-kabler støtter HDCP (High-bandwidth Digital Content Protection). HDCP er et kopibeskyttelsessignal som hindrer kopiering av innhold fra en DVD- eller Blu-ray-plate. Omtales også som DRM (Digital Rights Management).

#### HDMI ARC

Alle HDMI-inngangene på TV-en har HDMI ARC (Audio Return Channel).

Hvis enheten, vanligvis et hjemmekinoanlegg (HTS), også har HDMI ARC-tilkoblingen, kobler du den til en av HDMI-tilkoblingene på denne TV-en. Med HDMI ARC-tilkoblingen trenger du ikke å koble til den ekstra lydkabelen som sender lyden fra TV-bildet til HTS. HDMI ARC-tilkoblingen kombinerer begge signalene.

Du kan også bruke en HDMI-tilkobling på denne TV-en til å koble til HTS, men ARC er tilgjengelig bare for 1 enhet/tilkobling om gangen.

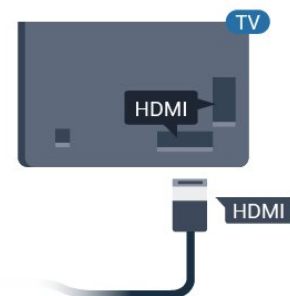


#### HDMI CEC – EasyLink

En HDMI-tilkobling har den beste bilde- og lyd kvaliteten. En HDMI-kabel kombinerer video- og lydsignaler. Bruk en HDMI-kabel for HDTV-signaler (High Definition TV). For å få best mulig kvalitet på signaloverføringen bør du bruke en høyhastighets HDMI-kabel, og ikke bruke en HDMI-kabel som er lengre enn 5 m.

Koble HDMI CEC-kompatible enheter til TV-en din. Du kan betjene dem uten TV-fjernkontrollen.

EasyLink HDMI CEC må slås på på TV-en og den tilkoblede enheten.






#### Merk:

- EasyLink fungerer kanskje ikke med enheter fra andre merker.
- HDMI CEC-funksjonene har forskjellige navn hos forskjellige produsenter. Her er noen eksempler: Anynet, Aquos Link, Bravia Theatre Sync, Kuro Link, Simplink og Viera Link. Ikke alle merker er fullstendig kompatible med EasyLink. Eksemplene på HDMI CEC-merkenavn tilhører de respektive eierne.

#### EasyLink på eller av

Du kan slå EasyLink på eller av. TV-en leveres med EasyLink-innstillingene slått på.


Slik slår du EasyLink helt av ...

Profesjonell modus OFF – Trykk på  /  Hjem. Trykk på , velg **Innstillinger**, og trykk på **OK**.

Velg **Kilder** > **EasyLink**, og trykk på **OK**.

Velg **EasyLink** og trykk på **OK**.

Velg **AV**, og trykk på **OK**.




Trykk om nødvendig på  **BACK** gjentatte ganger for å lukke menyen.

Profesjonell modus ON – Se installasjonshåndboken.

#### EasyLink-fjernkontroll

Hvis du vil at enheter skal kommunisere, men ikke vil betjene dem med fjernkontrollen til TV-en, kan du slå av EasyLink-fjernkontrollen for seg.


Slik slår du EasyLink-fjernkontrollen på eller av ...

Profesjonell modus OFF – Trykk på  /  Hjem. Trykk på , velg **Innstillinger** og trykk på **OK**.

Velg **Kilder** > **EasyLink**, og trykk på **OK**.

Velg **EasyLink-fjernkontroll**, og trykk på **OK**.

Velg **På** eller **Av**, og trykk på **OK**.

Trykk om nødvendig på  **BACK** gjentatte ganger for å lukke menyen.

Profesjonell modus ON – Se installasjonshåndboken.

## CAM med smartkort – CI+

### CI+

Denne TV-en kan håndtere **betinget** tilgang for CI+.

Med CI+ kan du se programmer i beste HD, f.eks. Disse programmene krypteres av TV-kringkasteren og låses opp med en forhåndsbetalt CI+-modul. Digital-TV-operatører tilbyr en CI+-modul (Conditional Access Module – CAM) og et medfølgende smartkort når du abonnerer på toppprogrammene deres. Digital-TV-operatører tilbyr en CI+-modul (Conditional Access Module – CAM) og et medfølgende smartkort når du abonnerer på toppprogrammene deres.

Disse programmene har et høyt kopibeskyttelsesnivå.



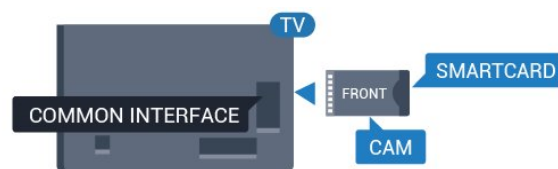
### Smartkort

Ett smartkort

Digital-TV-operatører tilbyr en CI+-modul (Conditional Access Module – CAM) og et medfølgende smartkort når du abonnerer på toppprogrammene deres. Se instruksjonene du fikk av operatøren.

Slik setter du inn CAM-modulen i TV-en

- 1 – Se på CAM-modulen for å finne ut hvordan den skal settes inn. Du kan ødelegge CAM-modulen og TV-en hvis du setter den inn feil.
- 2 – Stå vendt mot baksiden av TV-en med forsiden av CAM-modulen mot deg, og sett CAM-modulen forsiktig inn i sporet **COMMON INTERFACE**.
- 3 – Skyv CAM-modulen så langt inn som mulig. La den stå i sporet permanent.



Når du slår på TV-en, kan det ta noen minutter før CAM-modulen aktiveres. Hvis det er satt inn en CAM-modul og abonnementet er betalt (abonnementene kan variere), kan du se på de krypterte kanalene som støttes av CAM-smartkortet.

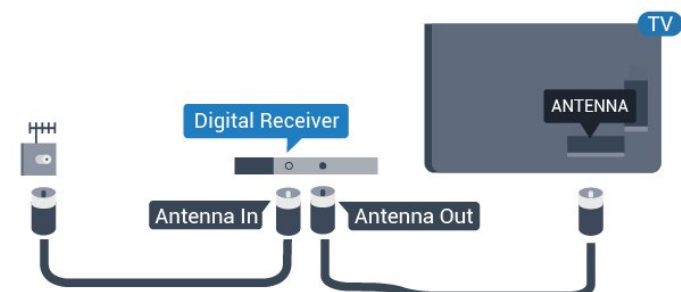
CAM-modulen og smartkortet er utelukkende til din TV. Hvis du tar ut CAM-modulen, kan du ikke lenger

se på de krypterte kanalene som støttes av CAM-modulen.

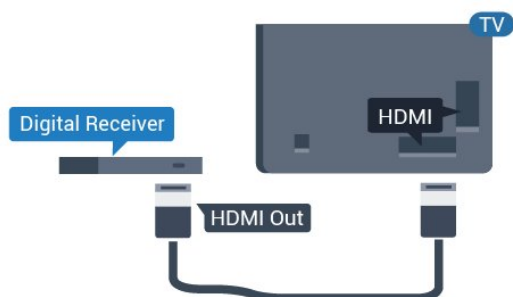
6.3

## Mottaker – dekode

Bruk to antennekabler til å koble antennen til dekode



Plugg i en HDMI-kabel ved siden av anten



6.4

## Hjemmekinosystem – HTS

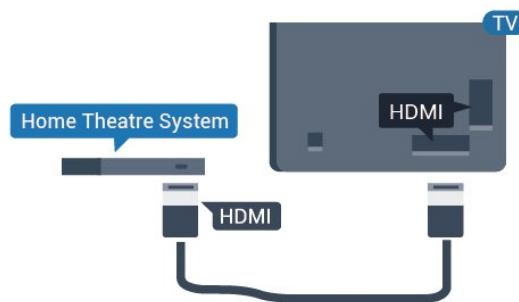
### Koble til med HDMI ARC

Bruk en HDMI-kabel til å koble et hjemmekinoanlegg (HTS) til TV-en. Du kan koble til Philips Soundbar eller HTS med en innebygd disc-spiller.

#### HDMI ARC

Hvis hjemmekinosystemet har en HDMI ARC-tilkobling, kan du bruke hvilken som helst HDMI-tilkobling på TV-en til å koble til. Det er ikke nødvendig å koble til den ekstra lydkabelen med HDMI ARC. HDMI ARC-tilkoblingen kombinerer begge signalene.

Alle HDMI-tilkoblinger på TV-en kan gi signal for Audio Return Channel (ARC). Men straks du har koblet til hjemmekinoanlegget, kan TV-en kun sende ARC-signalet til denne HDMI-tilkoblingen.



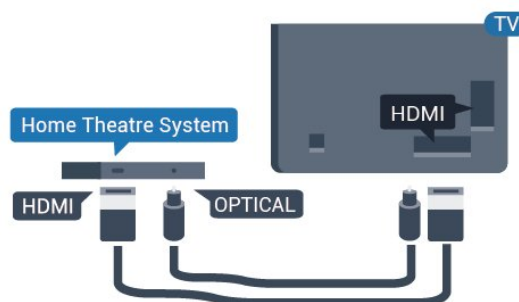
#### Lyd- og videosynkronisering

Hvis lyden ikke stemmer med bildet på skjermen, kan de fleste hjemmekinosystemer med en platespiller stilles inn med en forsinkelse slik at lyden og bildet stemmer overens.

### Koble til med HDMI

Bruk en HDMI-kabel til å koble et hjemmekinoanlegg (HTS) til TV-en. Du kan koble til Philips Soundbar eller HTS med en innebygd disc-spiller.

Hvis hjemmekinosystemet ikke har HDMI ARC-tilkobling, kan du bruke en optisk lydkabel (Toslink) til å sende lyd fra fjernsynsbildet til hjemmekinosystemet.



#### Lyd- og videosynkronisering

Hvis lyden ikke stemmer med bildet på skjermen, kan de fleste hjemmekinosystemer med en platespiller stilles inn med en forsinkelse slik at lyden og bildet stemmer overens.

\*Ikke alle TV-er støtter optisk (Toslink) funksjon.

6.5

## Blu-ray-platespiller

Bruk en høyhastighets HDMI-kabel til å koble Blu-ray-platespilleren til TV-en.



## USB-flashstasjon

Du kan vise bilder eller spille av musikk og videoer fra en USB-minneenhet.

Koble en USB-flash-stasjon til en av USB-inngangene på TV-en mens TV-en er på.



TV-en registrerer minnepinnen og åpner en liste som viser innholdet.

Hvis innholdslisten ikke vises automatisk...

Profesjonell modus OFF – Trykk på / Hjem, velg Apper, velg Kilder. Velg USB og trykk på OK.

Profesjonell modus On – Trykk på / Hjem, velg TV-kanaler , velg SOURCES . Velg USB og trykk på OK.

Hvis du er ferdig med å se på innholdet på minnepinnen, trykker du på eller velger en annen aktivitet.

Hvis du vil koble fra minnepinnen, kan du trekke den ut når som helst.

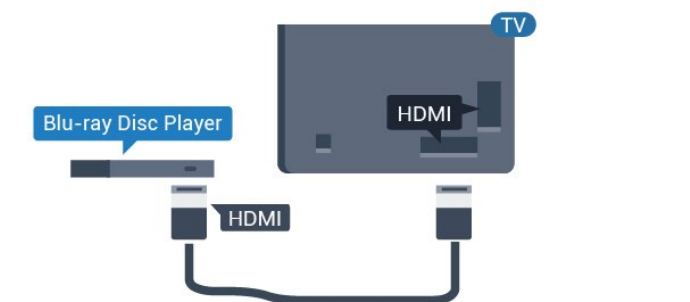
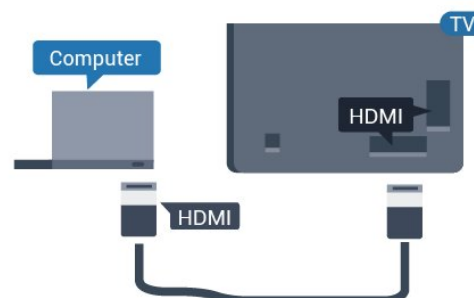
## Datamaskin

### Koble til

Du kan koble datamaskinen til TV-en og bruke TV-en som PC-skjerm.

#### Med HDMI

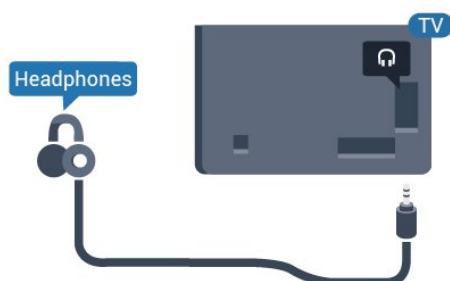
Bruk en HDMI-kabel for å koble datamaskinen til TV-en.



Hvis Blu-ray-platespilleren har EasyLink HDMI CEC, kan du betjene spilleren med fjernkontrollen til TV-en.

## Hodetelefoner

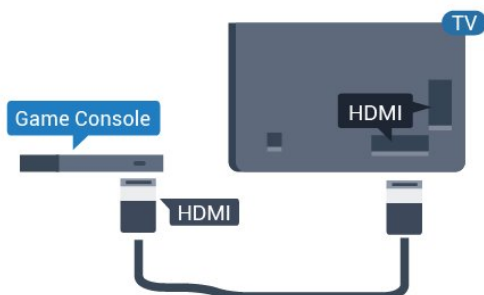
Du kan koble hodetelefoner til -inngangen på baksiden av TV-en. Kontakten er en 3,5 mm minijack. Volumet på hodetelefonene kan justeres separat.



## Spillkonsoll

### HDMI

Best kvalitet oppnås ved å koble spillkonsollen til TV-en med en høyhastighets HDMI-kabel.









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## Ideell innstilling

Hvis du kobler til en datamaskin, anbefaler vi at du gir tilkoblingen til datamaskinen riktig enhetstypenavn i kildemenyen. Hvis du deretter bytter til **Datamaskin** på Kilde-menyen, settes TV-en automatisk til den ideelle innstillingen Datamaskin.






Slik setter du TV-en til den ideelle innstillingen:

Profesjonell modus OFF – Trykk på  /  Hjem. Trykk på , velg **Innstillinger** og trykk på **OK**.

Velg **Bilde**, og trykk på  (høyre) for å åpne menyen. Velg **Bildestil** > **Datamaskin** og trykk på **OK**.


Velg **På** eller **Av**, og trykk på **OK**.

Trykk på , om nødvendig gjentatte ganger, for å lukke menyen.

Profesjonell modus ON – Trykk på  /  Hjem >  Mer >  **Innstillinger** >  **Bilde**. Trykk på **OK**.

Velg **Bildestil** > **Datamaskin** og trykk på **OK**.

Velg **På** eller **Av**, og trykk på **OK**.

Trykk på , om nødvendig gjentatte ganger, for å lukke menyen.

(Les mer om profesjonell modus i installasjonshåndboken.)

# Videoer, bilder og musikk

## 7.1

### Fra en USB-tilkobling

Du kan vise bilder eller spille av musikk og videoer fra en USB-minnepinne eller USB-harddisk.

Med TV-en slått på kobler du til en USB-flashstasjon eller en USB-harddisk til en av USB-tilkoblingene. TV-en oppdager enheten og viser en liste over mediefilene dine.

Hvis listen over filer ikke åpnes automatisk:

- 1 - Trykk på CHANNELS, velg Kilder.
- 2 - Velg Medieleser og trykk på OK.
- 3 - Du kan bla i filene i mappestrukturen du har opprettet på harddisken.
- 4 - Trykk på hvis du vil stoppe avspillingen av videoer, bilder og musikk.

## 7.2

### Spill av videoene dine

#### Spill av videoer

Åpne videomappen

- 1 - Trykk på CHANNELS, velg Kilder.
- 2 - Velg Medieleser , velg Videoer og trykk på OK.

Hvis du vil gå tilbake til mappen, trykker du på .

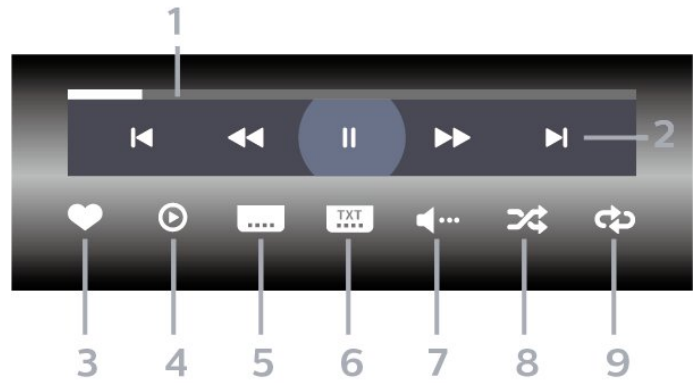
Spill av en video

- 1 - Trykk på CHANNELS, velg Kilder.
- 2 - Velg Medieleser , velg Videoer og trykk på OK.
- 3 - Velg en av videoene. Du kan trykke på Spill av alle for å spille av alle filer i mappen, eller trykker på Merk som favoritt for å legge til den valgte videoen på Favoritter-menyen - Favoritter.

Hvis du vil sette videoen på pause, trykker du på OK. Trykk på OK en gang til for å fortsette.

#### Kontrollinje

Trykk på OK for å vise eller skjule kontrollinjen når en video spilles av.



- 1 - Fremdriftsindikator
- 2 - Avspillingskontrollinje
  - ◀: Gå til forrige video i en mappe
  - ▶: Gå til neste video i en mappe
  - ◀◀: Spol tilbake
  - ▶▶: Spol fremover
  - ⏸: Setter avspillingen på pause
- 3 - Merk som favoritter
- 4 - Spill av alle videoene dine
- 5 - Teksting: slår teksting på, av eller på ved lydutkobling.
- 6 - Tekstespråk: Velg et tekstespråk (ikke tilgjengelig når Profesjonell modus er ON.)
- 7 - Lydspråk: velger et lydspråk
- 8 - Shuffle: spiller av filene i tilfeldig rekkefølge
- 9 - Gjenta: spiller av alle videoer i denne mappen én gang eller kontinuerlig

### Videoalternativer

Under videoavspillingen trykker du på OPTIONS, velger Info og trykker på OK for å ...

- Merk som favoritt – angi den valgte videoen som favoritt.
- Spill av alle – spille av alle videofiler i denne mappen.
- Teksting – hvis det er tilgjengelig, kan du slå teksting På, Av eller På ved lydutkobling.
- Lydspråk – hvis dette er tilgjengelig, kan du velge et lydspråk.
- Shuffle – spill av filene i tilfeldig rekkefølge.
- Gjenta – spiller av alle videoer i denne mappen én gang eller kontinuerlig.

## Vis bildene dine

### Vis bilder

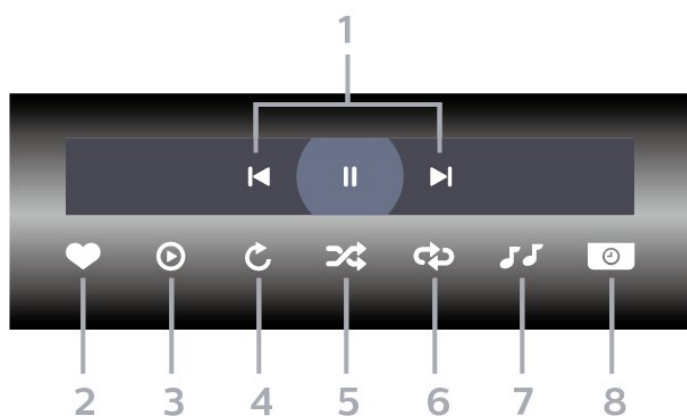
#### Åpne bildemappen

- 1 - Trykk på CHANNELS, velg Kilder.
- 2 - Velg Medieleser, velg Bilder og trykk på OK.

#### Vis et bilde

- 1 - Trykk på CHANNELS, velg Kilder.
- 2 - Velg Medieleser, velg Bilder og trykk på OK.
- 3 - Velg Bilder og velg et av bildene. Du kan trykke på Lysbildefremvisning for å spille av alle filene i mappen, eller du kan trykke på Merk favoritt for å legge til det valgte bildet på Favoritter-menyen - Favoritter.

#### Kontrolllinje



- 1 - Avspillingskontrolllinje
  - ◀: Gå til det forrige bildet i en mappe
  - ▶: Gå til det neste bildet i en mappe
  - ⏏: Setter lysbildefremvisningen på pause

- 2 - Merk som favoritter
- 3 - Start en lysbildefremvisning
- 4 - Roter bildet
- 5 - Shuffle: spiller av filene i tilfeldig rekkefølge
- 6 - Gjenta: viser alle bildene i denne mappen én gang eller kontinuerlig
- 7 - Stopp musikken som spiller i bakgrunnen (ikke tilgjengelig når Profesjonell modus er ON)
- 8 - Angir hastigheten på lysbildefremvisningen

## Bildealternativer

Under videoavspillingen trykker du på OPTIONS, velger Info og trykker på OK for å ...

- Merk som favoritter
- Start en lysbildefremvisning
- Roter bildet
- Shuffle: spiller av filene i tilfeldig rekkefølge
- Gjenta: viser alle bildene i denne mappen én gang eller kontinuerlig
- Stopp musikken som spiller i bakgrunnen (ikke tilgjengelig når Profesjonell modus er ON)
- Angir hastigheten på lysbildefremvisningen

## Spill av musikken din

### Spill musikk

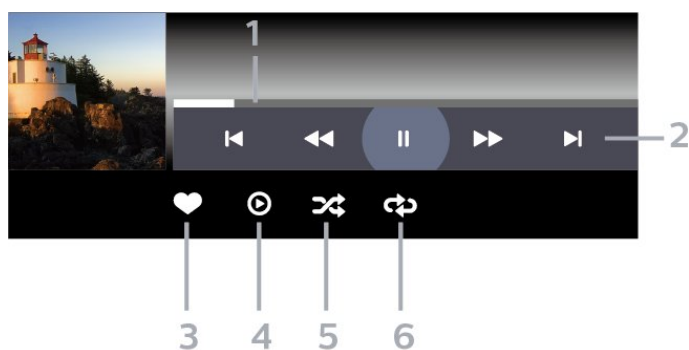
#### Åpne Musikk-mappen

- 1 - Trykk på CHANNELS, velg Kilder.
- 2 - Velg Medieleser, velg Musikk og trykk på OK.

#### Spill musikk

- 1 - Trykk på CHANNELS, velg Kilder.
- 2 - Velg Medieleser, velg Musikk og trykk på OK.
- 3 - Du kan trykke på Merk favoritt for å legge til Musikk-mappen på Favoritter-menyen - Favoritter.
- 4 - Du kan raskt finne musikk ved hjelp av klassifisering - Sjangre, Artister, Album, Spor.

#### Kontrolllinje



- 1 - Fremdriftsindikator
- 2 - Avspillingskontrolllinje
  - ◀: Gå til forrige musikkspor i en mappe
  - ▶: Gå til neste musikkspor i en mappe
  - ◀◀: Spol tilbake
  - ▶▶: Spol fremover
  - ⏏: Setter avspillingen på pause

- 3 - Merk som favoritter
- 4 - Spill av all musikken din
- 5 - Shuffle: spiller av filene i tilfeldig rekkefølge
- 6 - Gjenta: spiller av all musikken i denne mappen én gang eller kontinuerlig

---

## Musikkalternativer

Under avspillingen av musikken trykker du på **+** OPTIONS, velger **Info** og trykker på OK for å ...

- Merk som favoritter
- Spill av all musikken din
- Shuffle: spiller av filene i tilfeldig rekkefølge
- Gjenta: spiller av all musikken i denne mappen én gang eller kontinuerlig

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# Fjernsynsguide

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## Bruke TV-guiden

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### Åpne TV-guiden

Hvis du vil åpne TV-guiden, trykker du på  **TV GUIDE**. Fjernsynsguiden viser kanalene til den valgte tuner.

Trykk på  **TV GUIDE** igjen for å lukke.

Første gang du åpner TV-guiden, skanner TV-en alle TV-kanaler etter programinformasjon. Dette kan ta flere minutter. Fjernsynsguideinformasjon lagres i TV-en.

---

# Spill

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9.1

## Spill et spill

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### Fra en spillkonsoll


Slik starter du et spill fra en spillkonsoll ...

Slå på spillkonsollen.

Profesjonell modus OFF – Trykk på  /  Hjem, velg  Apper. Velg Kilder og trykk på OK.



Start spillet.


Trykk på  BACK gjentatte ganger, trykk på  EXIT eller stopp appen med dens egen Avslutt-/Stopp-knapp.

Hvis du trenger mer informasjon om hvordan du kobler til en spillkonsoll, kan du gå til **Hjelp**, trykke på fargetasten  **Nøkkelord** og søke opp **Spillkonsoll**, koble til.

Profesjonell modus ON – Trykk på  SOURCES og velg en spillkonsoll eller navnet på tilkoblingen.

Start spillet.



Trykk på  BACK gjentatte ganger, trykk på  EXIT eller stopp appen med dens egen Avslutt-/Stopp-knapp.

Hvis du trenger mer informasjon om hvordan du kobler til en spillkonsoll, kan du gå til **Hjelp**, trykke på fargetasten  **Nøkkelord** og søke opp **Spillkonsoll**, koble til.



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### Etter apper

Slik starter du et spill fra Spillapper ...

Profesjonell modus Off – Trykk på  /  Hjem, velg  Apper, og velg deretter Google Play-spill.

Logg deg på Google-kontoen din og start et spill.

Trykk på  BACK gjentatte ganger, trykk på  EXIT eller stopp appen med dens Avslutt-/Stopp-knapp.

Profesjonell modus ON – Trykk på  /  Hjem. Velg  Spill.

Logg deg på Google-kontoen din og start et spill.

Trykk på  BACK gjentatte ganger, trykk på  EXIT eller stopp appen med dens

# Profesjonell meny-app

## 10.1

## Om Profesjonell meny-appen

Fra Profesjonell meny-appen kan du starte en hvilken som helst aktivitet du kan gjøre på TV-en.

Venstre del av Profesjonell meny-appen er ordnet i rader ...

- Anbefales 
- TV-kanaler 
- Cast 
- Apper 
- Spill 
- Mer 

Øvre del til høyre Profesjonell meny-appen er ordnet i rader ...


- Administrer kontoen
- Meldinger  (Dette er en valgfri funksjon som avhenger av hotellets interne innstillinger.)
- Regning  (Dette er en valgfri funksjon som avhenger av hotellets interne innstillinger.)
- Still inn alarm 
- Vær 
- Menyspråk 
- Gjeldende klokkeslett

## 10.2

## Åpne Profesjonell meny-appen

Profesjonell modus OFF – se kapittelet Startskjerm på Android-TV.

Profesjonell modus ON – hvis du vil åpne Profesjonell meny-appen og åpne et element ...

1 – Åpne Profesjonell meny-appen ved å trykke på Hjem  / .

2 – Velg en aktivitet ved hjelp av piltastene, og trykk på OK for å starte aktiviteten.

3 – Hvis du vil lukke Profesjonell meny-appen uten å endre den gjeldende aktiviteten, trykker du på .



Når du åpner Profesjonell meny-appen, stopper avspillingen av bakgrunnsappen/-innholdet. Du må velge appen eller innholdet fra Profesjonell meny-appen for å fortsette.

## 10.3

## Anbefalt

Hvis du vil åpne Profesjonell meny-appen og åpne Anbefales ...

1 – Åpne Profesjonell meny-appen.

2 – Velg **Anbefales**  og trykk på OK for å åpne eller starte den.

3 – Velg  Anbefalte TV-kanaler. Velg en kanal fra listen og trykk på OK.

4 – Velg  Apper. Velg en app fra listen og trykk på OK.





## 10.4

## Fjernsynskanaler

### Kanallister

#### Om kanallister

Etter kanalinstallasjonen vises alle kanalene i kanallisten. Kanalene vises sammen med navnet og logoen hvis denne informasjonen er tilgjengelig.

Når du har valgt en kanalliste, trykker du på pilene  (opp) eller  (ned) for å velge en kanal og deretter på OK for å se på den valgte kanalen. Du kan bare gå til kanalene i listen når du bruker tastene  + eller  -.

#### Radiostasjoner







Hvis digital kringkasting er tilgjengelig, blir digitale radiostasjoner installert under installasjonen. Bytt til

en radiokanal på samme måte som du bytter til en TV-kanal.

---

## Åpne en kanalliste


Slik åpner du den gjeldende kanallisten

1. Trykk på  for å bytte til TV.
2. Trykk på  CHANNELS for å åpne den gjeldende kanallisten. Velg  Alle kanaler for å vise både TV- og radiokanaler. Velg  for å vise bare TV-kanaler. Velg  for å vise bare radiokanaler.
3. Trykk på  CHANNELS en gang til for å lukke kanallisten.

---

## Se på kanaler


### Gå til en kanal

Hvis du vil begynne å se på TV-kanaler, trykker du på . TV-en går til TV-kanalen du så på sist.

### Bytt kanaler

– Hvis du vil bytte kanaler, trykker du på  + eller  -.

### Forrige kanal

– Hvis du vil bytte tilbake til forrige kanal, trykker du på  BACK.

### Kanalliste

Mens du ser på en TV-kanal, trykker du på  for å åpne kanallisten.

---



## Kanalalternativer

### Åpne alternativene

Mens du ser på en kanal, kan du stille inn enkelte alternativer.

Avhengig av hvilken type kanal du ser på (analog eller digital), eller avhengig av TV-innstillingene du har angitt, er enkelte alternativer tilgjengelige.

Slik åpner du menyen Alternativer

- 1 – Mens du ser på en kanal, trykker du på  OPTIONS.
- 2 – Trykk på  OPTIONS igjen for å lukke.

10.5





## Fjernsynskanaler

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## Kanallister

### Om kanallister

Etter kanalinstallasjonen vises alle kanalene i kanallisten. Kanalene vises sammen med navnet og logoen hvis denne informasjonen er tilgjengelig.

Når du har valgt en kanalliste, trykker du på pilene  (opp) eller  (ned) for å velge en kanal og deretter på OK for å se på den valgte kanalen. Du kan bare gå til kanalene i listen når du bruker tastene  + eller  -.







### Radiostasjoner

Hvis digital kringkasting er tilgjengelig, blir digitale radiostasjoner installert under installasjonen. Bytt til en radiokanal på samme måte som du bytter til en TV-kanal.

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## Åpne en kanalliste


Slik åpner du den gjeldende kanallisten

1. Trykk på  for å bytte til TV.
2. Trykk på  CHANNELS for å åpne den gjeldende kanallisten. Velg  Alle kanaler for å vise både TV- og radiokanaler. Velg  for å vise bare TV-kanaler. Velg  for å vise bare radiokanaler.
3. Trykk på  CHANNELS en gang til for å lukke kanallisten.

---

## Se på kanaler


### Gå til en kanal

Hvis du vil begynne å se på TV-kanaler, trykker du på . TV-en går til TV-kanalen du så på sist.


### Bytt kanaler

– Hvis du vil bytte kanal, trykker du på  + eller  -.

### Forrige kanal

– Hvis du vil bytte tilbake til forrige kanal, trykker du på  BACK.

### Kanalliste

Mens du ser på en TV-kanal, trykker du på  for å åpne kanallisten.



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## Kanalalternativer

---

### Åpne alternativene

Mens du ser på en kanal, kan du stille inn enkelte alternativer.

Avhengig av hvilken type kanal du ser på (analog eller digital), eller avhengig av TV-innstillingene du har angitt, er enkelte alternativer tilgjengelige.

Slik åpner du menyen Alternativer

- 1 - Mens du ser på en kanal, trykker du på **+** **OPTIONS**.
- 2 - Trykk på **+** **OPTIONS** igjen for å lukke.

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10.6

## Google Cast

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### Det du trenger

Hvis en app på den mobile enheten din har Google Cast, kan du kringkaste appen på denne TV-en. Se etter Google Cast-ikonet i mobilappen. Du kan bruke den mobile enheten din til å styre hva som skal vises på TV-en. Google Cast fungerer på Android og iOS.

Den mobile enheten din må være tilkoblet samme trådløse hjemmenettverk som TV-en.

### Apper med Google Cast

Det kommer daglig nye Google Cast-apper på markedet. Du kan prøve det allerede nå med YouTube, Chrome, Netflix, Photowall eller Big Web Quiz for Chromecast. Se også [google.com/cast](https://google.com/cast)

Noen produkter og funksjoner fra Google Play er ikke tilgjengelige i alle land.


Du finner mer informasjon på [support.google.com/androidtv](https://support.google.com/androidtv)

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## Kringkast til TV-en

Slik kringkaster du en app til TV-skjermen ...

Hvis du vil åpne Profesjonell meny-appen og åpne Cast ...

- 1 - Åpne Profesjonell meny-appen.
- 2 - Velg **Cast**  og trykk på **OK** for å åpne eller starte det.
- 3 - Koble smarttelefonen til TV-en ved hjelp av Wi-Fi Direct (skann QR-koden eller bruk WiFi SSID og passordet). Åpne en app som støtter Google Cast.
- 4 - Trykk på Google Cast-ikonet.
- 5 - Velg TV-en du vil kringkaste til.
- 6 - Trykk på Spill av-knappen på smarttelefonen eller nettbrettet. Det du har valgt, skal nå begynne å

spilles av på TV-en.

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10.7

## Spill

Hvis du vil åpne Profesjonell meny-appen og åpne Spill ...

1 - Trykk på  /  Hjem for å åpne den profesjonelle menyappen.

2 - Velg **Spill**  og trykk på **OK**.





### Ideell innstilling for spill

For spill der hastighet og presisjon kreves, må du velge innstillingen **Spill** på TV-en før du starter å spille.


Hvis spillkonsollen er lagt til som en enhet med typen **Spill** på menyen Kilder (listen over tilkoblinger), stilles TV-en inn på de ideelle innstillingene for spill automatisk.

Hvis **Spiller** er angitt som typen for spillkonsollen og den brukes som en platespiller mesteparten av tiden, lar du enhetstypen være **Spiller**.

Slik setter du TV-en til den ideelle innstillingen manuelt: . .

1 - Velg  /  Hjem >... Mer >  Innstillinger >  Bilde > Bildestil.

2 - Velg **Spill** og trykk på **OK**.

3 - Trykk på , om nødvendig gjentatte ganger, for å lukke menyen. Husk å sette innstillingen for Spill eller datamaskin tilbake til Av når du avslutter spillingen.

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10.8

## Mer

Hvis du vil åpne Profesjonell meny-appen og åpne Mer ...


1 - Åpne Profesjonell meny-appen.

2 - Velg **...** Mer og trykk på **OK** for å åpne eller starte det.

3 - Velg  Innstillinger.

• Bilde  :

Bytt mellom de forhåndsinnstilte bildestilene. Det finnes ideelle stiler for å se filmer eller bilder osv.

• Lyd  :

Bytt mellom de forhåndsinnstilte lydstilene. Det er perfekte stiler for å se på film, lytte til musikk eller spille spill.

• Bildeformat  :


Velg et bildeformat som passer til skjermen.


• Menyspråk  :

Velg språk og trykk på OK.

4 – Velg  Funksjoner og trykk på OK.

• Still inn alarm  :


En alarm kan stilles inn på TV-en. TV-en kan vekkes på et innstilt alarmklokkeslett. Alarmklokkeslettet kan alternativt stilles inn ved å trykke på knappen  på fjernkontrollen.


• Tidsinnst. avslåing  :


Med glidebryteren kan du stille inn tiden opptil 180 minutter i trinn på 5 minutter. Hvis den er satt til 0 minutter, er Tidsinnst. av slått av. Du kan alltid slå av TVen tidligere eller stille inn tiden på nytt, under nedtellingen.

• Vær  :

Viser den registrerte temperaturen, og visningen inneholder 5 dager med værvarsel for det aktuelle stedet. Alarmklokkeslettet kan alternativt stilles inn ved å trykke på knappen  på fjernkontrollen.

5 – Velg Personlig  og trykk på OK.

• Regning  : Tillater at hotellgjesten viser sin hotellregning under oppholdet. (bare når Profesjonell modus er ON.)

• Meldinger  :

Gjester må varsles når nye meldinger fra hotellet vises på TV-en. (bare når Profesjonell modus er ON.)

• Meldingsvisning  :

Endre måten meldingsvarslinger vises på. (bare når Profesjonell modus er ON.)

• Administrere konto  :

Under påloggingen til Google-kontoen ved hjelp av telefon eller bærbar datamaskin må du sørge for at telefonen eller datamaskinen er koblet til det samme nettverket som TV-en, og deretter må du oppgi koden som vises på TV-en, for å fullføre påloggingsprosessen. Gjester kan også bruke e-postadresse og passord til å logge seg på Google-kontoen.

• Fjern historikk  :

Fjern personlige opplysninger fra alle apper (fjernes også automatisk ved utsjekking, men bare når Profesjonell modus er ON.)



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10.9

## Mer

Hvis du vil åpne Profesjonell meny-appen og åpne Mer ...

1 – Åpne Profesjonell meny-appen.

2 – Velg  Mer og trykk på  OK for å åpne eller starte det.

3 – Velg  Innstillinger.

• Bilde  :

Bytt mellom de forhåndsinnstilte bildestilene. Det finnes ideelle stiler for å se filmer eller bilder osv.

• Lyd  :

Bytt mellom de forhåndsinnstilte lydstilene. Det er perfekte stiler for å se på film, lytte til musikk eller spille spill.

• Bildeformat  :


Velg et bildeformat som passer til skjermen.


• Menyspråk  :

Velg språk og trykk på OK.

4 – Velg  Funksjoner og trykk på OK.

• Still inn alarm  :

En alarm kan stilles inn på TV-en. TV-en kan vekkes på et innstilt alarmklokkeslett. Alarmklokkeslettet kan alternativt stilles inn ved å trykke på knappen  på fjernkontrollen.

• Tidsinnst. avslåing  :

Med glidebryteren kan du stille inn tiden opptil 180 minutter i trinn på 5 minutter. Hvis den er satt til 0 minutter, er Tidsinnst. av slått av. Du kan alltid slå av TVen tidligere eller stille inn tiden på nytt, under nedtellingen.

• Vær  :


Viser den registrerte temperaturen, og visningen inneholder 5 dager med værvarsel for det aktuelle stedet. Alarmklokkeslettet kan alternativt stilles inn ved å trykke på knappen  på fjernkontrollen.


• TV-guide:


Still inn TV-en slik at den mottar TV-guideinformasjon fra kringkasteren eller fra Internett.

• TalkBack  :

TalkBack bidrar til at synssvekkede kan bruke denne TV-en ved hjelp av tale for å få beskjed om hva som vises på skjermen.

5 – Velg Personlig  og trykk på OK.

• Regning  : Tillater at hotellgjesten viser sin hotellregning under oppholdet. (bare når Profesjonell modus er ON.)

• Meldinger  :

Gjester må varsles når nye meldinger fra hotellet vises på TV-en. (bare når Profesjonell modus er ON.)

• Meldingsvisning  :

Endre måten meldingsvarslinger vises på. (bare når Profesjonell modus er ON.)

• Administrere konto  :

Under påloggingen til Google-kontoen ved hjelp av telefon eller bærbar datamaskin må du sørge for at telefonen eller datamaskinen er koblet til det samme nettverket som TV-en, og deretter må du oppgi koden som vises på TV-en, for å fullføre påloggingsprosessen. Gjester kan også bruke e-postadresse og passord til å logge seg på Google-kontoen.






• Fjern historikk  :

Fjern personlige opplysninger fra alle apper (fjernes også automatisk ved utsjekking, men bare når Profesjonell modus er ON.)


# Profesjonelle innstillinger

## Bildestil

### Velg en stil

Trykk på  /  Hjem >  Mer >  Innstillinger >  Bilde > Bildestil.

For å justere bildet på en enkel måte kan du velge en forhåndsdefinert bildestil.






- Idealinnstilling – bildeinnstillingene du angir ved første oppsett.
- Livlig – ideelt for TV-titting i dagslys
- Naturlig – naturlige bildeinnstillinger
-  Standard – den mest energibesparende innstillingen – fabrikkinnstilling
- Film – ideelt for å se på film
- Spill – ideelt for å spille spill
- Datamaskin – ideelt for å koble til en datamaskin

## Bildeformat

### Velg bildeformat

Hvis bildet ikke fyller hele skjermen og svarte rammer vises øverst eller nederst eller på begge sider, kan du justere bildet slik at det fyller hele skjermen.

Slik velger du en av de grunnleggende innstillingene for å fylle hele skjermen






Trykk på  /  Hjem >  Mer >  Innstillinger >  Bildeformat.

Følgende format kan bli tilgjengelig, avhengig av bildet på skjermen.

- Bredskjerm
- Fyll skjermen
- Tilpass til skjerm
- Uskalert

## Lydstil

### Velg en stil






Trykk på  /  Hjem >  Mer >  Innstillinger >  Lyd > Lydstil.

Du kan enkelt justere lyden ved å velge en forhåndsdefinert innstilling med lydstil.

- Personlig – dine personlige valg som du angav i Tilpass bilde og lyd
- Original – den mest nøytrale lydinnstillingen
- Film – ideelt for å se på film
- Musikk – ideelt for å lytte til musikk
- Spill – ideelt for å spille spill

## Språk






Endre språk på TV-menyen og -meldingene

Trykk på  /  Hjem >  Mer >  Innstillinger >  Menyspråk.

Velg menyspråk og trykk på  OK.

## Øko-innstillinger






### Slå av skjermen for å spare på strømforbruket



Trykk på  /  Hjem >  Mer >  Funksjoner >  Tidsinnst. avslåing > Skjerm av.

Hvis du bare hører på musikk på TV-en, kan du slå av TV-skjermen.

Bare TV-skjermen slås av. Hvis du vil slå på skjermen igjen, trykker du på en hvilken som helst knapp på fjernkontrollen.

### Stille inn timer for å slå av

Trykk på  /  Hjem >  Mer >  Funksjoner >  Tidsinnst. avslåing > Tidsinnst. avslåing.

Trykk på pilene  (opp) eller  (ned) for å justere verdien. Verdien 0 (Av) deaktiverer funksjonen Slå av automatisk.

Velg Timer for å slå av. TV-en slår seg automatisk av for å spare strøm.

\* Hvis TV-en mottar et TV-signal, men du ikke trykker på noen knapp på fjernkontrollen i løpet av fire timer, slås TV-en av automatisk.

\* Hvis TV-en ikke mottar et TV-signal og heller ikke en kommando fra fjernkontrollen i løpet av 10 minutter, vil den slå seg av.

\* Hvis du bruker TV-en som en skjerm, eller hvis du bruker en digital mottaker for å se på TV (en set-top-boks – STB) og ikke bruker fjernkontrollen til TV-en, bør du deaktivere funksjonen Slå av automatisk og stille inn verdien til 0.

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## Google-konto

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### Logg på

For at du skal kunne benytte alle funksjonene på din Phillips Android-TV, kan du logge inn på Google med Google-kontoen din.

Ved å logge inn vil du kunne spille favorittspillene dine på både telefon, nettbrett og TV. Du kan også få tilpassede video- og musikk anbefalinger på TV-ens startskjerm samt tilgang til YouTube, Google Play og andre apper.

Bruk din eksisterende **Google-konto** til å logge inn på Google på TV-en. En Google-konto består av en e-postadresse og et passord. Hvis du ikke har noen Google-konto ennå, kan du bruke datamaskinen eller nettbrettet til å opprette en ([accounts.google.com](https://accounts.google.com)). Hvis du ikke logget inn under den første TV-installasjonen, kan du alltid logge inn senere.

### Logg på

Trykk på  /  > Skjermen Åpne Profesjonell meny-appen.

Velg Administrer konto øverst til høyre på skjermen Åpne Profesjonell meny-appen, og trykk på **OK**. Bruk skjermtastaturet til å angi e-postadresse og passord, og trykk på **OK** for å logge deg på.

# Startskjerm på Android-TV

## 11.1

## Om startskjermen på Android-TV

Koble TV-en til Internett for å dra nytte av fordelene ved Android.

Startskjermen er midt på TV-en slik den er på Android-smarttelefonen din eller -nettbrettet ditt. Fra startskjermen kan du bestemme deg for hva du vil se på ved å bla gjennom underholdningsalternativene fra app og TV i sanntid. Hjem har kanaler som gjør at du kan oppdage flott innhold fra favorittappene dine. Du kan også legge til flere kanaler eller finne nye programmer for å få mer innhold.

## 11.2

## Åpne startskjermen på Android-TV

Profesjonell modus ON – se installasjonshåndboken.

Profesjonell modus OFF – hvis du vil åpne startskjermen på Android-TV og åpne et element ...

1 – Trykk på Meny og gå til Philips-samling, og trykk deretter på OK.

2 – Velg en aktivitet ved hjelp av piltastene, og trykk på **OK** for å starte aktiviteten.

3 – Hvis du vil lukke menyen Hjem uten å endre gjeldende aktivitet, trykker du på **←**.



Når du åpner startskjermen på Android-TV, stopper avspillingen av bakgrunnsappen/-innholdet. Du må velge appen eller innholdet fra startskjermen på

Android-TV for å fortsette.

## 11.3

## Innstillinger for Android-TV

### Bilde

#### Bildeinnstillinger

#### Bildestil

#### Velg en stil

Trykk på **🏠 / 🏠 > ⚙️ Innstillinger > Bilde > Bildestil**.

For å justere bildet på en enkel måte kan du velge en forhåndsdefinert bildestil.

- Idealinnstilling – bildeinnstillingene du angir ved første oppsett.
- Livlig – ideelt for TV-titting i dagslys
- Naturlig – naturlige bildeinnstillinger
- **🔪 Standard** – den mest energibesparende innstillingen – fabrikkinnstilling
- Film – ideelt for å se på film
- Spill – ideelt for å spille spill
- Datamaskin – ideelt for å koble til en datamaskin

#### Farge, kontrast, skarphet, lysstyrke

#### Justere farge

Trykk på **🏠 / 🏠 Hjem > ⚙️ Innstillinger > Bilde > Farge**.

Trykk på pilene **▲** (opp) eller **▼** (ned) for å justere bildets fargemetningsverdi.

#### Justere kontrast

Trykk på **🏠 / 🏠 Hjem > ⚙️ Innstillinger > Bilde > Kontrast**. Trykk på pilene **▲** (opp) eller **▼** (ned) for å justere bildets kontrastverdi.

Du kan redusere kontrastverdien for å spare på strøm.

#### Justere skarphet

Trykk på **🏠 / 🏠 Hjem > ⚙️ Innstillinger > Bilde > Skarphet**.

Trykk på pilene **▲** (opp) eller **▼** (ned) for å justere bildets skarphetsverdi.

#### Justere lysstyrke

Trykk på **🏠 / 🏠 Hjem > ⚙️ Innstillinger > Bilde > Skarphet**.

Trykk på pilene **▲** (opp) eller **▼** (ned) for å justere lysstyrken.

**Merk:** Hvis du stiller inn lysstyrken mye lavere enn

referanseverdien (50), kan dette føre til lavere kontrast.

---

## Avanserte bildeinnstillinger




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### Fargeinnstillinger

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#### Avanserte fargeinnstillinger

Justere fargeforbedringen

Trykk på  /  Hjem >  Innstillinger >

Bilde > Avansert > Farge > Fargeforbedring.

Velg **Maksimum**, **Middels**, eller **Minimum** for å stille inn nivået på fargeintensiteten og detaljene i sterke farger.




Velge forhåndsdefinert fargetemperatur

Trykk på  /  Hjem >  Innstillinger >



Bilde > Avansert > Farge > Fargetemperatur.

Velg **Vanlig**, **Varm**, eller **Kjølig** for å stille inn fargetemperaturen slik du ønsker den.

Egendefinert fargetemperatur

Trykk på  /  Hjem >  Innstillinger >

Bilde > Avansert > Farge > Egendefinert fargetemperatur.

Velg Egendefinert i fargetemperaturmenyen hvis du ønsker å definere din egen fargetemperatur. Trykk på pilene  (opp) eller  (ned) for å justere verdien. WP er hvitpunkt, og BL er svartnivå. Du kan også velge én av forhåndsinnstillingene på menyen.

---

## Avanserte kontrastinnstillinger

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### Kontrastmoduser

Trykk på  /  Hjem >  Innstillinger >

Bilde > Avansert > Kontrast > Kontrastmodus.

Velg **Vanlig**, **Optimert for bilde** eller **Optimert for energisparing** for å stille inn TV-en til automatisk å redusere kontrasten, for best energiforbruk eller for best bildeopplevelse, eller velg **Av** for å skru av justeringen.

---

### Dynamisk kontrast

Trykk på  /  Hjem >  Innstillinger >

Bilde > Avansert > Kontrast > Dynamisk kontrast.

Velg **Maksimum**, **Middels** eller **Minimum** for å angi hvilket nivå TV-en automatisk skal forbedre detaljene ved i mørke, middels lyse og lyse områder i bildet.



---

## Videokontrast, gamma

### Videokontrast

Trykk på  /  Hjem >  Innstillinger >



Bilde > Avansert > Kontrast > Videokontrast.

Trykk på pilene  (opp) eller  (ned) for å justere videokontrasten.

### Kontrast, Gamma

Trykk på  /  Hjem >  Innstillinger >

Bilde > Avansert > Kontrast > Gamma.




Trykk på pilene  (opp) eller  (ned) for å angi en ikke-lineær innstilling for lystetthet og kontrast i bildet.

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## Avanserte skarphetsinnstillinger

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### Ultra Resolution

Trykk på  /  Hjem >  Innstillinger > Bilde >

Avansert > Skarphet > Ultra-oppløsning.




Velg **På** for å få overlegen skarphet i linjekanter og detaljer.

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## Bilderens

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### Støyreduksjon

Trykk på  /  Hjem >  Innstillinger > Bilde > Avansert > Bilderens > Støyreduksjon.

Velg **Maksimum**, **Middels**, eller **Minimum** for å stille inn nivået på støyreduksjon i videoinnhold. Støy vises som regel som små prikker som beveger seg på skjermbildet.

---

### MPEG-artefaktreduksjon

Trykk på  /  Hjem >  Innstillinger > Bilde > Avansert > Bilderens > MPEG-artefaktreduksjon.





Velg **Maksimum**, **Middels**, eller **Minimum** for å få forskjellige grader av utjevningsartefakter i digitalt videoinnhold. MPEG-artefakter vises oftest som små blokker eller ujevne kanter i skjermbildet.

---

## Bildeformat

Hvis bildet ikke fyller hele skjermen og svarte rammer vises øverst eller nederst eller på begge sider, kan du justere bildet slik at det fyller hele skjermen.

Slik velger du en av de grunnleggende innstillingene for å fylle hele skjermen

- 1 – Mens du ser på en TV-kanal, trykker du på  /  Hjem >  Innstillinger > Bilde > Bildeformat.
- 2 – Velg et format fra listen, og trykk på OK.
- 3 – Trykk om nødvendig på  BACK gjentatte ganger for å lukke menyen.

Følgende format kan bli tilgjengelig, avhengig av bildet på skjermen: . .




- Bredskjerm
- Fyll skjermen
- Tilpass til skjerm
- Uskalert

---

## Lyd

### Lydstil

#### Velg en stil

Trykk på  /  Hjem >  Innstillinger > Lyd > Lydstil.




Du kan enkelt justere lyden ved å velge en forhåndsdefinert innstilling med lydstil.

- Personlig – dine personlige valg som du angav i Tilpass bilde og lyd
- Original – den mest nøytrale lydinnstillingen
- Film – ideelt for å se på film
- Musikk – ideelt for å lytte til musikk
- Spill – ideelt for å spille spill
- Nyheter – ideelt for tale

---

### Lydbehandling




#### Velg en enhet.

Trykk på  /  Hjem >  Innstillinger > Lyd > Lydbehandling.  
Konfigurer lydenhetene.

- TV-høytalere – still inn TV-en til å spille av lyden på TV-en eller på det tilkoblede lydanlegget.
- Høytalere for hodetelefoner /badeværelse – Av/På.
- Fast høytalervolum for hodetelefoner/badeværelse – når volumnivået er aktivert for høytaleren for hodetelefoner/badeværelse, kan det stilles inn med bryteren under Innstillinger.
- Hodetelefonregistrering – På/AV.

---

## TV-plassering

Trykk på  /  Hjem >  Innstillinger > Lyd > TV-ens plassering.

Velg På et fjernsynsbord eller På veggen for å få best mulig lydgjengivelse i forhold til innstillingen.




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## Avansert



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## Øko-innstillinger

### Sleep Timer

Trykk på  /  Hjem >  Innstillinger > Øko-innstillinger > Tidsinnst. avslåing.

Still inn TV-til til å bytte til Standby-modus automatisk etter en angitt periode. Hvis du vil deaktivere denne funksjonen, stiller du inn perioden til null.

Trykk på pilene  (opp) eller  (ned) for å justere verdien. Verdien 0 (Av) deaktiverer funksjonen Slå av automatisk.

Velg Timer for å slå av. TV-en slår seg automatisk av for å spare strøm.




\* Hvis TV-en mottar et TV-signal, men du ikke trykker på noen knapp på fjernkontrollen i løpet av fire timer, slås TV-en av automatisk.

\* Hvis TV-en ikke mottar et TV-signal og heller ikke en kommando fra fjernkontrollen i løpet av 10 minutter, vil den slå seg av.

\* Hvis du bruker TV-en som en skjerm, eller hvis du bruker en digital mottaker for å se på TV (en set-top-boks – STB) og ikke bruker fjernkontrollen til TV-en, bør du deaktivere funksjonen Slå av automatisk og stille inn verdien til 0.

---

### Skjerm av

Trykk på  /  Hjem >  Innstillinger > Øko-innstillinger > Skjerm av.

Hvis du bare hører på musikk på TV-en, kan du slå av TV-skjermen.




Bare TV-skjermen slås av. Hvis du vil slå på skjermen igjen, trykker du på en hvilken som helst knapp på fjernkontrollen.

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## Region og språk

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### språk




Trykk på  /  Hjem >  Innstillinger > Region og språk > Språk.

Angi innstillinger for region eller språk.

- Android-system / Menyspråk – endre språket for menyer og meldinger.
- Primærlyd – still inn høyeste preferanse for lydsspråk i sendinger.
- Sekundærlyd – still inn neste preferanse for lydsspråk i sendinger.
- Primærteksting – still inn høyeste preferanse for språk for teksting i sendinger.
- Sekundærteksting – still inn neste preferanse for språk for teksting i sendinger.
- Primærtekst – still inn neste preferanse for tekstspråk i sendinger.
- Sekundærtekst – still inn neste preferanse for tekstspråk i sendinger.

---

## Innstillinger for universell tilgang




Trykk på  /  Hjem >  Innstillinger > Tilgjengelighet > Universell tilgang.

Når Universell tilgang er slått på, er TV-en tilpasset bruk av personer som er døve, tunghørte, blinde eller synshemmede.

Slå på innstillinger for universell tilgang




Trykk på  /  Hjem >  Innstillinger > Tilgjengelighet > Universell tilgang > På.

Universell tilgang for hørselshemmede


Trykk på  /  Hjem >  Innstillinger > Tilgjengelighet > Universell tilgang > Svekket hørsel > På.

- Noen digitale TV-kanaler sender spesiallyd og teksting som er tilpasset tunghørte og døve.
- Når denne er slått på, bytter TV-en automatisk til tilpasset lyd og teksting hvis det er tilgjengelig.



Universell tilgang for blinde eller synshemmede

Trykk på  /  Hjem >  Innstillinger > Tilgjengelighet > Universell tilgang > Lydbeskrivelse > Lydbeskrivelse > På.

Digitale fjernsynskanaler kan kringkaste spesielle lydkommentarer som beskriver det som skjer på skjermen.

 Innstillinger > Tilgjengelighet > Universell tilgang > Lydbeskrivelse > Blandet volum, Lydeffekter, Tale.

- Hvis du velger Blandet volum, kan du blande

volumet på den vanlige lyden med lydcommentaren. Trykk på pilene  (opp) eller  (ned) for å justere verdien.




- Slå Lydeffekter på for å få ekstra lydeffekter i lydcommentaren, for eksempel stereo eller lyd som toner ut.
- Velg Tale for å stille inn talepreferanser, Beskrivende eller Teksting.

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## Innholdsvurdering




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### Graderingsnivå

Trykk på  /  Hjem >  Innstillinger > Innholdsgradering.

Hvis du vil hindre barn i å se på programmer som ikke er egnet for deres alder, kan du angi en aldersgrense. Det kan være angitt en aldersgrense for programmer på digitale kanaler. Når aldersgrensen for et program er lik eller høyere enn alderen du har angitt som aldersgrense for barnet ditt, blir programmet låst. Hvis du vil se på et program som er låst, må du først angi koden.




Slik angir du en aldersgrense

Trykk på  /  Hjem >  Innstillinger > Innholdsgradering > Graderingsnivå.

Velg alderen og trykk på OK. Hvis du vil slå av aldersgraderingen, velger du Ingen. I enkelte land er det imidlertid obligatorisk å angi en aldersgrense.




---

### Angi kode og Endring av kode

Trykk på  /  Hjem >  Innstillinger > Innholdsgradering.

PIN-koden for barnesikringen brukes til å låse eller låse opp kanaler eller programmer.

Angi ny kode eller tilbakestill endring av kode.

Trykk på  /  Hjem >  Innstillinger > Innholdsgradering > Endre kode.

Merk:

Hvis du glemmer PIN-koden, kan du overstyre den gjeldende koden ved å bruke 8888 og angi en ny kode.



# Koble til Android-TV-en

## Nettverk og Internett

### Hjemmenettverk

For at du skal kunne benytte alle funksjonene på din Phillips Android-TV, må TV-en være tilkoblet Internett.

Koble TV-en til et hjemmenettverk med en høyhastighets Internett-tilkobling. Du kan opprette en trådløs eller kablet forbindelse mellom TV-en og nettverksruter.

### Koble til nettverk

### Trådløs tilkobling

#### Det du trenger

Hvis du vil koble TV-en trådløst til Internett, trenger du en Wi-Fi-ruter som er koblet til Internett.

Bruk en høyhastighetstilkobling til Internett (bredbånd).



### Opprette tilkoblingen

#### Opprett tilkoblingen – WIRELESS

Trykk på / Hjem > Innstillinger > Trådløs og nettverk > Koble til nettverk > WIRELESS.

- 1 - Velg det trådløse nettverket ditt fra listen over oppdagede nettverk. Hvis nettverket ditt ikke vises på listen fordi nettverksnavnet er skjult (du har slått av ruterens SSID-kringkasting), velger du Legg til nytt nettverk for å angi nettverksnavnet selv.
- 2 - Avhengig av typen ruter angir du krypteringsnøkkelen (WEP, WPA eller WPA2). Hvis du har angitt krypteringsnøkkelen for dette nettverket tidligere, kan du velge OK for å opprette tilkoblingen umiddelbart.
- 3 - Det vises en melding når tilkoblingen er opprettet.

### Opprette tilkobling – WPS

Trykk på / Hjem > Innstillinger > Trådløs og nettverk > Koble til nettverk > WPS.

Hvis ruterens har WPS, kan du koble direkte til ruterens uten å søke etter nettverk. Hvis du har enheter i det trådløse nettverket som bruker WEP-systemet for sikkerhetskryptering, kan du ikke bruke WPS.

- 1 - Gå til ruterens, trykk på WPS-knappen, og gå tilbake til TV-en innen to minutter.
- 2 - Velg Koble til for å opprette tilkoblingen.
- 3 - Det vises en melding når tilkoblingen er opprettet.

#### Opprett tilkoblingen – WPS med PIN-kode

Trykk på / Hjem > Innstillinger > Trådløs og nettverk > Koble til nettverk > WPS med PIN-kode.

Hvis ruterens har WPS-PIN-kode, kan du koble direkte til ruterens uten å søke etter nettverk. Hvis du har enheter i det trådløse nettverket som bruker WEP-systemet for sikkerhetskryptering, kan du ikke bruke WPS.

- 1 - Skriv ned den 8-sifrede PIN-koden som vises, og angi den i ruterprogramvaren på PCen. I ruterhåndboken finner du informasjon om hvor du skal angi PIN-koden i ruterprogramvaren.
- 2 - Velg Koble til for å opprette tilkoblingen.
- 3 - Det vises en melding når tilkoblingen er opprettet.

### Problemer

#### Trådløst nettverk blir ikke funnet eller har forstyrrelser

- Mikrobølgeovner, DECT-telefoner eller andre Wi-Fi 802,11b/g/n/ac-enheter i nærheten kan forstyrre det trådløse nettverket.
- Sørg for at brannmurene i nettverket tillater tilgang til den trådløse TV-tilkoblingen.
- Hvis det trådløse nettverket ikke fungerer riktig hjemme hos deg, kan du prøve med trådbundet nettverksinstallasjon.

#### Internett fungerer ikke

- Hvis tilkoblingen til ruterens er i orden, bør du kontrollere ruterens Internett-tilkobling.

#### PC-en og Internett-tilkoblingen er trege

- Se i brukerhåndboken for den trådløse ruterens for å få informasjon om innendørs rekkevidde, overføringshastighet og andre faktorer for signalkvalitet.
- Du må ha en høyhastighetstilkobling til Internett (bredbånd) for denne ruterens.

#### DHCP

- Hvis tilkoblingen mislykkes, kan du kontrollere DHCP-

innstillingen (Dynamic Host Configuration Protocol) for ruterer. DHCP må slås på.

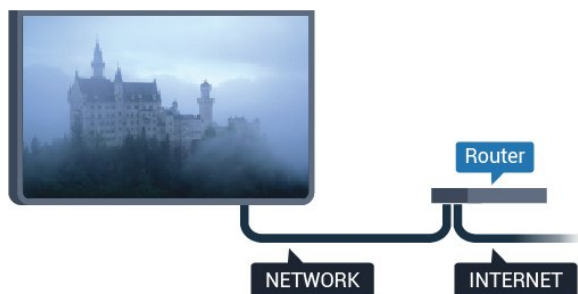
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## Kablet tilkobling

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### Det du trenger

Hvis du vil koble TV-en til Internett, trenger du en nettverksruter med Internett-tilkobling. Bruk en høyhastighetstilkobling til Internett (bredbånd).



---

## Opprette tilkoblingen

### Opprett tilkoblingen – WPS

Trykk på / Hjem > Innstillinger > Trådløs og nettverk > Koble til nettverk > WIRED.

- 1 - Koble ruterer til fjernsynet med en nettverkskabel (Ethernet-kabel\*\*).
- 2 - Kontroller at ruterer er slått på.
- 3 - TV-en søker konstant etter nettverkstilkoblingen.
- 4 - Det vises en melding når tilkoblingen er opprettet.

Hvis tilkoblingen mislykkes, kan du kontrollere DHCP-innstillingen for ruterer. DHCP må slås på.

\*\*Bruk en skjermet FTP Cat. 5E-Ethernet-kabel for å overholde EMC-forskriftene.

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## Innstillinger

### Vis nettverksinnstillinger

Trykk på / Hjem > Innstillinger > Trådløs og nettverk > Innstillinger > Vis nettverksinnstillinger.

Her kan du se alle gjeldende nettverksinnstillinger. IP- og MAC-adresse, signalstyrke, hastighet, krypteringsmetode osv.

### Nettverkskonfigurasjon – DHCP / statisk IP

Trykk på / Hjem > Innstillinger > Trådløs og nettverk > Innstillinger > Nettkonfigurasjon > DHCP / Statisk IP.

Velg DHCP. Hvis du er avansert bruker, kan du alternativt konfigurere nettverket med statisk IP-adressering.

### Nettverkskonfigurasjon – statisk IP-konfigurasjon

Trykk på / Hjem > Innstillinger > Trådløs og nettverk > Innstillinger > Statisk IP-konfigurasjon.

- 1 - Velg Statisk IP-konfigurasjon, og konfigurer tilkoblingen.
- 2 - Du kan angi nummeret for IP-adresse, Nettmaske, Inngang, DNS 1 og DNS 2.

### Wake on LAN (WoL)

Trykk på / Hjem > Innstillinger > Trådløs og nettverk > Innstillinger > Wake on LAN (WoL).

Aktiver/deaktiver Wake on LAN (WoL). Du kan aktivere TV-en ved hjelp av en ekstern enhet på samme LAN.

### Wake on Wi-Fi (WoWLAN)

Trykk på / Hjem > Innstillinger > Trådløs og nettverk > Innstillinger > Wake on Wi-Fi (WoWLAN).

Aktiver/deaktiver Wake on Wi-Fi (WoWLAN). Du kan aktivere TV-en ved hjelp av en ekstern enhet på samme Wi-Fi.

### Nettverkstype

Trykk på / Hjem > Innstillinger > Trådløs og nettverk > Innstillinger > Nettkonfigurasjon > Nettkonfigurasjonstype.

- Kablet – Tilkobling til et kablet nettverk.
- Trådløst – Velg det trådløse nettverket ditt fra listen over oppdagede nettverk. Hvis nettverket ditt ikke vises i listen fordi nettverksnavnet er skjult (du har slått av ruterens SSID-kringkasting), velger du Legg til nytt nettverk for å angi nettverksnavnet selv.
- WPS – Hvis ruterer har WPS, kan du koble deg direkte til ruterer uten å søke etter nettverk. Hvis du har enheter i det trådløse nettverket som bruker WEP-systemet for sikkerhetskryptering, kan du ikke bruke WPS.
- WPS med PIN-kode – Hvis ruterer har WPS med en PIN-kode, kan du koble deg direkte til ruterer uten å søke etter nettverk. Hvis du har enheter i det trådløse nettverket som bruker WEP-systemet for sikkerhetskryptering, kan du ikke bruke WPS.

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## Google-konto

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### Logg på

For at du skal kunne benytte alle funksjonene på din Phillips Android-TV, kan du logge inn på Google med Google-kontoen din.

Ved å logge inn vil du kunne spille favorittspillene dine på både telefon, nettbrett og TV. Du kan også få tilpassede video- og musikk anbefalinger på TV-ens startskjerm samt tilgang til YouTube, Google Play og andre apper.

Bruk din eksisterende Google-konto til å logge inn på Google på TV-en. En Google-konto består av en e-postadresse og et passord. Hvis du ikke har noen Google-konto ennå, kan du bruke datamaskinen eller nettbrettet til å opprette en (accounts.google.com). Hvis du vil spille spill med Google Play, må du ha en profil på Google+. Hvis du ikke logget inn under den første TV-installasjonen, kan du alltid logge inn senere.

### Logg på

Trykk på  Hjem >  Apper > Google Play.




Bruk skjermtastaturet til å angi e-postadresse og passord, og trykk på OK for å logge deg på.

---

### Android-innstillinger

Du kan angi eller vise flere Android-spesifikke innstillinger eller opplysninger. Du finner listen over apper som er installert på TV-en, og hvor mye lagringsplass de trenger. Du kan velge språk med talesøk. Du kan konfigurere skjermtastaturet eller tillate apper å bruke posisjonen din. Utforsk de ulike Android-innstillingene. Du kan gå til [www.support.google.com/androidtv](http://www.support.google.com/androidtv) for å få mer informasjon om disse innstillingene.

#### Slik åpner du disse innstillingene

Trykk på  /  Hjem >  Innstillinger > Innstillinger > Android-innstillinger.

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11.5

## Kanaler

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### Kanallister

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#### Om kanallister

Etter kanalinstallasjonen vises alle kanalene i kanallisten. Kanalene vises sammen med navnet og logoen hvis denne informasjonen er tilgjengelig.

Når du har valgt en kanalliste, trykker du på pilene

▲ (opp) eller ▼ (ned) for å velge en kanal og deretter på OK for å se på den valgte kanalen. Du kan bare gå til kanalene i listen når du bruker tastene  + eller  -.




### Radiostasjoner

Hvis digital kringkasting er tilgjengelig, blir digitale radiostasjoner installert under installasjonen. Bytt til en radiokanal på samme måte som du bytter til en TV-kanal.

---

### Åpne en kanalliste

Slik åpner du den gjeldende kanallisten


1. Trykk på  for å bytte til TV.
2. Trykk på  for å åpne den gjeldende kanallisten.
3. Trykk på  igjen for å lukke kanallisten.

---

## Se på kanaler

---


### Gå til en kanal

Hvis du vil begynne å se på TV-kanaler, trykker du på . TV-en går til TV-kanalen du så på sist.

### Bytt kanaler

– Hvis du vil bytte kanal, trykker du på  + eller  -.

### Forrige kanal

– Hvis du vil bytte tilbake til forrige kanal, trykker du på  BACK.

### Kanalliste

Mens du ser på en TV-kanal, trykker du på  for å åpne kanallisten.

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### Kanalalternativer


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#### Åpne alternativene

#### Vanlig grensesnitt

Hvis du har installert en CAM-modul i en av de vanlige grensesnittsporene, kan du vise CAM-modulen og operatørinformasjonen eller gjøre CAM-relaterte innstillinger.

Slik viser du CAM-informasjon

- 1 – Gå til kanalen og trykk på  OPTIONS.
- 2 – Velg **Vanlig grensesnitt**.
- 3 – Velg det aktuelle sporet for vanlig grensesnitt, og

trykk på ➤ (høyre).

4 – Velg TV-operatøren for CAM-modulen, og trykk på **OK**. Skjermbildene som følger, kommer fra TV-operatøren.

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## Teksting

---



### Tekstspråk

---



#### Foretrukne tekstspråk

Digitale sendinger kan tilby en rekke tekstspråk for et program. Du kan angi et foretrukket primær- og sekundærtekstspråk. Hvis teksting på ett av disse språkene er tilgjengelig, viser TV-en teksten du valgte.

Slik angir du primær- og sekundærtekstspråk

1 – Trykk på  /  Hjem. Trykk på  (ned), velg **Innstillinger** og trykk på **OK**.  
2 – Velg Region og språk > Språk > Primærteksting eller Sekundærteksting.

3 – Velg ønsket språk, og trykk på **OK**.

4 – Trykk på  (venstre) for å gå ett trinn tilbake, eller trykk på  **BACK** for å lukke menyen.

---

### Velg et tekstspråk

Hvis ingen av de foretrukne tekstspråkene er tilgjengelige, kan du velge et annet tekstspråk som er tilgjengelig. Hvis ingen tekstspråk er tilgjengelige, kan du ikke velge dette alternativet.

Slik velger du et tekstspråk når ingen av dine foretrukne språk er tilgjengelige

1 – Trykk på  **OPTIONS**.

2 – Velg **Tekstspråk**, og velg et av språkene som teksting midlertidig.

---




## Lydspråk

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### Foretrukket lydspråk

Digitale sendinger kan tilby en rekke lydspråk (talte språk) for et program. Du kan angi et foretrukket primær- og sekundærlydspråk. Hvis lyd på ett av disse språkene er tilgjengelig, bytter TV-en til lydspråket.

Slik angir du primær- og sekundærlydspråk ...

1 – Trykk på  /  Hjem. Trykk på  (ned), velg **Innstillinger**, og trykk på **OK**.  
2 – Velg Region og språk og velg Språk > Primærlyd eller Sekundærlyd.

3 – Velg ønsket språk, og trykk på **OK**.

4 – Trykk på  (venstre) for å gå ett trinn tilbake,

eller trykk på  **BACK** for å lukke menyen.

---

## Velg et lydspråk

Hvis ingen av de foretrukne lydspråkene er tilgjengelige, kan du velge et annet lydspråk som er tilgjengelig. Hvis ingen lydspråk er tilgjengelige, kan du ikke velge dette alternativet.

Slik velger du et lydspråk når ingen av dine foretrukne språk er tilgjengelige

1 – Trykk på  **OPTIONS**.

2 – Velg **Lydspråk**, og velg et av språkene som lyd midlertidig.

---

## Kanalinformasjon

### Vis kanaldetaljer

Slik henter du frem detaljene for den valgte kanalen ...

1 – Gå til kanalen.

2 – Trykk på  **OPTIONS**, velg

**Kanalinformasjon** og trykk på **OK**.

3 – For å lukke denne skjermen trykker du på **OK**.

---

## Mono/stereo

Du kan bytte til mono- eller stereolyd for en analog kanal.

Slik bytter du til mono- eller stereolyd

1 – Gå til en analog kanal.

2 – Trykk på  **OPTIONS**, velg **Mono/Stereo** og trykk på ➤ (høyre).

3 – Velg **Mono** eller **Stereo**, og trykk på **OK**.

4 – Trykk på  (venstre) for å gå ett trinn tilbake, eller trykk på  **BACK** for å lukke menyen.

---

## Programinformasjon

### Vise programdetaljer

Slik henter du frem detaljene for det valgte programmet

1 – Gå til kanalen.

2 – Trykk på  **OPTIONS**,

velg **Programinformasjon** og trykk på **OK**.

3 – For å lukke denne skjermen trykker du på **OK**.

# Kanalinstallasjon

## Installere kanaler






### Antenne-/kabelinstallasjon

#### Søk etter kanaler

Du kan installere alle kanaler på nytt uten å endre noen andre innstillinger på TV-en.


Hvis en PIN-kode er angitt, må du angi denne koden før du kan installere kanaler på nytt.

Slik søker du etter kanaler ...






- 1 - Trykk på  /  Hjem >  Innstillinger > Installer kanaler, og trykk på OK.
- 2 - Velg RF-kanalinstallasjon og trykk på OK.
- 3 - Oppgi om nødvendig PIN-koden.  
Velg Automatisk kanalsøk, og trykk på OK.  
Velg Start, og trykk på OK.  
Velg landet du befinner deg i, og trykk på OK.  
Velg Start, og trykk på OK.  
Velg ønsket installasjonstype, Antenne (DVB-T) eller Kabel (DVB-C), og trykk på OK.  
Velg Neste, og trykk på OK.  
Velg ønsket kanaltype, Digitale og analoge kanaler eller Bare digitale kanaler, og trykk på OK.  
Velg Neste, og trykk på OK.  
Velg Start, og trykk på OK for å oppdatere de digitale kanalene. Dette kan ta noen minutter.  
Trykk på  (venstre) for å gå ett trinn tilbake, eller trykk på  BACK for å lukke menyen.

#### Automatisk kanaloppdatering

Hvis du mottar digitale kanaler, kan du stille inn TV-en slik at den automatisk oppdaterer disse kanalene.

Klokka 6.00 hver dag oppdaterer TV-en kanalene og lagrer nye kanaler. Nye kanaler lagres i kanallisten og merkes med en . Kanaler uten et signal fjernes. TV-en må være i standby for at kanalene skal oppdateres automatisk. Du kan slå av automatisk kanaloppdatering.






Slik slår du av den automatiske oppdateringen

- 1 - Trykk på  /  Hjem >  Innstillinger > Installer kanaler, og trykk på OK.
- 2 - Velg RF-kanalinstallasjon og trykk på OK.
- 3 - Oppgi om nødvendig PIN-koden.
- 4 - Velg Automatisk kanaloppdatering og trykk på OK
- 5 - Velg Av, og trykk på OK.
- 6 - Trykk på  (venstre) for å gå ett trinn tilbake, eller trykk på  BACK for å lukke menyen.

### Kanal, automatisk kanaloppdatering

Når nye kanaler blir funnet eller kanaler oppdateres eller fjernes, vises det en melding når TV-en starter opp. Hvis du ikke vil at denne meldingen skal vises etter hver oppdatering, kan du slå den av.

Slik slår du av meldingen





- 1 - Trykk på  /  Hjem >  Innstillinger > Installer kanaler, og trykk på OK.
- 2 - Velg RF-kanalinstallasjon og trykk på OK.
- 3 - Oppgi om nødvendig PIN-koden.
- 4 - Velg Automatisk kanaloppdatering og trykk på OK
- 5 - Velg Av, og trykk på OK.
- 6 - Trykk på  (venstre) for å gå ett trinn tilbake, eller trykk på  BACK for å lukke menyen.

I visse land skjer automatisk kanaloppdatering mens du ser på TV, eller når som helst mens TV-en står i standby.

### Digital: Manuell installasjon

Digitale TV-kanaler kan søkes inn manuelt én etter én.




Slik installerer du digitale kanaler manuelt ...

- 1 - Trykk på  /  Hjem >  Innstillinger > Installer kanaler, og trykk på OK.
- 2 - Velg RF-kanalinstallasjon og trykk på OK.
- 3 - Velg Digital: Manuell installasjon, og trykk på OK.
- 4 - Velg Søk, og trykk på OK. Du kan velge en frekvens selv for å finne en kanal eller la TV-en søke etter en kanal. Trykk på  (høyre) for å velge Søk, og trykk på OK for å søke etter en kanal automatisk. Kanalen som ble funnet, vises på skjermen. Hvis mottaket er dårlig, kan du trykke på Søk igjen. Hvis du vil lagre kanalen, velger du Utført og trykker på OK.

### Analog: Manuell installasjon

Analoge TV-kanaler kan søkes inn manuelt én etter én.

Slik installerer du analoge kanaler manuelt

- 1 - Trykk på  /  Hjem >  Innstillinger > Installer kanaler, og trykk på OK.
- 2 - Velg RF-kanalinstallasjon og trykk på OK.
- 3 - Velg Analog: Manuell installasjon, og trykk på OK.

#### • System

Hvis du vil konfigurere TV-systemet, velger du System.

Velg landet eller den delen av verden du befinner deg i, og trykk på OK.

#### • Søk etter kanal

For å finne en kanal, velger du **Søk etter kanal** og trykker på **OK**. Du kan velge en frekvens selv for å finne en kanal eller la TV-en søke etter en kanal. Trykk på **➤** (høyre) for å velge **Søk**, og trykk på **OK** for å søke etter en kanal automatisk. Kanalen som ble funnet, vises på skjermen. Hvis mottaket er dårlig, kan du trykke på **Søk** igjen. Hvis du vil lagre kanalen, velger du **Utført** og trykker på **OK**.

#### •Lagre

Du kan lagre kanalen på det aktuelle kanalnummeret eller som et nytt kanalnummer.

Velg **Lagre gjeldende kanal** eller **Lagre som ny kanal**, og trykk på **OK**. Det nye kanalnummeret vises kort.

Du kan gjenta disse trinnene til du har funnet alle tilgjengelige analoge TV-kanaler.

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11.7

## Internett









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### Starte Internett

Du kan bruke TV-en til å surfe på Internett. Du kan se et hvilket som helst nettsted, men de fleste er ikke klargjort for visning på en TV-skjerm.

- Enkelte programtillegg (for eksempel for å vise sider eller videoer) er ikke tilgjengelig på TV-en din.
- Du kan ikke sende eller laste ned filer.
- Internett-sider vises én side om gangen og i fullskjerm.

Slik starter du nettleseren ...


- 1 - Trykk på  /  **HOME**.
- 2 - Blad ned og velg  **Apper** >  **Internett** og trykk på **OK**.
- 3 - Skriv inn en Internett-adresse, velg , og trykk på **OK**.
- 4 - Hvis du vil lukke Internett, trykker du på  /  **HOME** eller .

---

### Alternativer for Internett

Noen tilleggsfunksjoner er tilgjengelige for Internett.

Slik åpner du tilleggsfunksjonene ...

- 1 - Gå til nettstedet og trykk på  **OPTIONS**.
  - 2 - Velg et element, og trykk på **OK**.
- Legg til i hurtigoppringing: Hvis du vil angi en ny Internett-adresse.
  - Legg til i bokmerker: Legg til siden som et bokmerke
  - Sidesikkerhet: Hvis du vil vise sikkerhetsnivået til siden som er åpen.
  - Ny privat fane: Åpne en ny privat fane for å få privat surfing

- Innstillinger: Innstillinger for zoom, tekststørrelse, tilgjengelighetsmodus, alltid vis menylinjen og slett historikk (surfing)
- Hjelp: Nettleserinformasjon
- Gå ut av nettleseren: Lukk nettleseren

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11.8

## Smarttelefoner og nettbrett

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### App for TV-fjernopptak fra Philips

Den nye **Philips TV Remote App** på smarttelefonen eller nettbrettet ditt er den nye TV-kompisen din.

Med TV Remote App kan du kontrollere mediefilene dine. Send bilder, musikk eller videoer til den store TV-skjermen. Søk opp det du ønsker å se på, i fjernsynsguiden, og se det på TV-en. Med TV Remote App kan du bruke telefonen som fjernkontroll, og da kan TV-en slås på eller av via telefonen.

Last ned Philips TV Remote App fra appbutikken din i dag.

Philips TV Remote App er gratis, og finnes for både iOS og Android.

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### Google Cast

#### Det du trenger

Hvis en app på den mobile enheten din har Google Cast, kan du kringkaste appen på denne TV-en. Se etter Google Cast-ikonet i mobilappen. Du kan bruke den mobile enheten din til å styre hva som skal vises på TV-en. Google Cast fungerer på Android og iOS.

Den mobile enheten din må være tilkoblet samme trådløse hjemmenettverk som TV-en.

#### Apper med Google Cast

Det kommer daglig nye Google Cast-apper på markedet. Du kan prøve det allerede nå med YouTube, Chrome, Netflix, Photowall eller Big Web Quiz for Chromecast. Se også [google.com/cast](https://google.com/cast)

Noen produkter og funksjoner fra Google Play er ikke tilgjengelige i alle land.

Du finner mer informasjon på [support.google.com/androidtv](https://support.google.com/androidtv)

---

#### Kringkast til TV-en

Slik kringkaster du en app til TV-skjermen ...

- 1 - Tilkobling av smarttelefon til TV ved hjelp av Wi-Fi Direct (skann QR-koden, eller bruk WiFi SSID og passordet)

- Åpne en app som støtter Google Cast.
- 2 - Trykk på Google Cast-ikonet.
  - 3 - Velg TV-en du vil kringkaste til.
  - 4 - Trykk på Spill av-knappen på smarttelefonen eller nettbrettet. Det du har valgt, skal nå begynne å spilles av på TV-en.

---

## AirPlay

Hvis du vil legge til AirPlay-funksjonalitet på Android-TV-en, kan du laste ned og installere en av flere Android-apper som gjør nettopp dette. Du finner flere av disse appene i Google Play-butikken.

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11.9





## Programvare

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### Oppdater programvare

#### Programvareversjon

Slik viser du den gjeldende programvareversjonen for TV-en

- 1 - Trykk på  / , velg **Innstillinger**  og trykk på **OK**.
- 2 - Velg **Oppdater programvare** > **Gjeldende fastvare** og trykk på **OK**.
- 3 - Du vil nå se versjon, produktmerknader og opprettelsesdato.
- 4 - Trykk om nødvendig på  (venstre) gjentatte ganger for å lukke menyen.

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#### Oppdater fra nettsted

Du kan finne den gjeldende fastvareversjonen for TV-en på Innstillinger-menyen under Oppdater programvare > Gjeldende programvare.

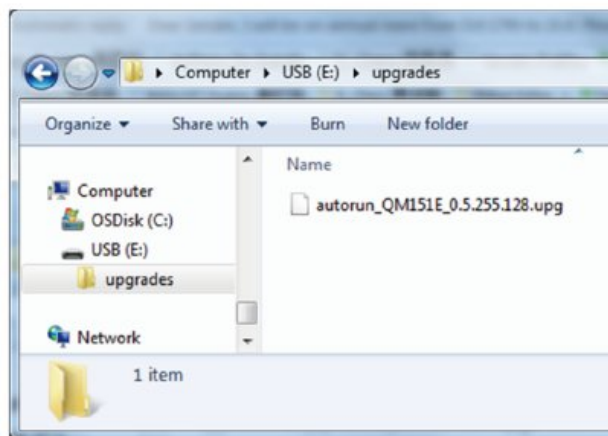
Sjekk [www.philips.com/support](http://www.philips.com/support) regelmessig for nye fastvareoppdateringer.

Følg instruksjonene nedenfor for å oppdatere fastvaren for TV-en.

Last ned den nyeste programvaren ...

- 1 - Start Internet Explorer.
- 2 - Gå til Philips' nettside for kundestøtte på <http://www.philips.com/support>.
- 3 - Skriv inn modellnummeret. (Du finner modellnummeret på etiketten på baksiden på TV-en.)
- 4 - Når du går til TV-ens produktside, velger du Kundestøtte.
- 5 - Velg Programvareoppdateringer, og klikk på Last ned fil for å laste ned programvaren. (Programvaren er tilgjengelig som en ZIP-fil.)
- 6 - Hvis programvareversjonen er høyere enn

- versjonen som er installert på TV-en, klikker du på koblingen for nedlasting av programvare.
- 7 - Godta lisensavtalen/vilkårene for bruk, velg Jeg godtar, og dermed blir ZIP-filen lastet ned automatisk.
  - 8 - Pakk ut ZIP-filen til en mappe ved hjelp av et arkiveringsverktøy.
  - 9 - Opprett mappen Oppgraderinger i hovedmappetreteet på minnepinnen.
  - 10 - Kopier UPG-filen du har pakket ut tidligere, til mappen Oppgraderinger, som illustrert på bildet nedenfor.
  - 11 - Koble minnepinnen fra datamaskinen.



Oppdater programvaren ...

- 1 - Koble minnepinnen (som inneholder programvareoppdateringen) til USB-kontakten på TV-en. Vent 30 sekunder eller til USB-kontakten gjenkjennes av TV-en.
- 2 - TV-en starter nedlasting av programvaren automatisk.
- 3 - Når nedlastingen av programvaren er fullført, trykker du på Start for å aktivere oppgraderingen av TV-en.

# Programvare med åpen kildekode

## Lisens på åpen kildekode

### Om åpen kildekode-lisensen

README-fil for kildekoden for de delene av TV-programvaren fra TP Vision Netherlands B.V. som faller under lisenser for åpen kildekode.

Dette er et dokument som beskriver distribusjonen av kildekoden som brukes på TV-en fra TP Vision Netherlands B.V., og som faller inn under GNU General Public License (GPL), GNU Lesser General Public License (LGPL) eller alle andre lisenser for åpen kildekode. Instruksjoner for å anskaffe kopier av denne programvaren finner du i bruksanvisningen.

TP Vision Netherlands B.V. GIR IKKE NOEN GARANTIER, ENTEN UTTRYKT ELLER IMPLISITT, OG DETTE INKLUDERER GARANTIER OM SALGBARHET ELLER EGNETHET FOR ET BESTEMT FORMÅL, FOR DENNE PROGRAMVAREN. TP Vision Netherlands B.V. yter ikke støtte for denne programvaren. Det foregående påvirker ikke garantiene dine eller de lovbestemte rettighetene dine i forbindelse med produkter du har kjøpt fra TP Vision Netherlands B.V. Det gjelder kun for denne kildekoden som er gjort tilgjengelig for deg.

### 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 official 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/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.

#### 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://sourceforge.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](mailto:daniel@haxx.se).All rights reserved.Permission to use, copy, modify, and distribute this software for any purposewith or without fee is hereby granted, provided that the above copyrightnotice and this permission notice appear in all copies.THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT OF THIRD PARTY RIGHTS. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.Except as contained in this notice, the name of a copyright holder shall not be used in advertising or otherwise to promote the sale, use or other dealings in this Software without prior written authorization of the copyright holder.

#### 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](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 IPv4. 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 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 conversion library. To convert between a given text encoding and the users

encoding, or to convert between internal string representation (Unicode) and external string representation (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/~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/](http://lz4.github.io/lz4/) .This piece of software is made available under the terms and conditions of the BSD license, which can be found below.

#### lzma (4.65)

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

#### mng (1.0.10)

Libmng -THE reference library for reading, displaying, writing and examining Multiple-Image Network Graphics.MNG is the animation extension to the popular PNG image-format. The original download site for this software is : <http://sourceforge.net/projects/libmng/files/> .This piece of software is made available under the terms and conditions of the BSD license, which can be found below.

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

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

#### mtp (1.1.6)

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

#### ncurses (5.7)

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

#### net-tools (1.60)

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

#### nghttp2 (1.21.1)

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

#### ntfs-3g (2010.5.22)

[ntfs-3g-1.5012.tgz/ntfs-3g-1.5012/libntfs-3g/attrib.c](http://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](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](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)

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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/> .

qrencode (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.tar.bz2](http://www.landley.net/toybox/downloads/toybox-0.4.0.tar.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](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 kernel 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.sourceforge.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 random 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 browser, that can improve the performance of downloading image webp.txt's directory [http://teams.mediatek.inc/dtv/SSD/SS3/Task%20Forces/Forms/AllItems.aspx?RootFolder=%2fdtv%2fSSD%2fSS3%2fTask%20Forces%2f3rd%20party%20list%2fLicense\\_Texts&FolderCTID=&View=%7b4DF37793-E07B-481C-BBFC-CD139C18D384%7d](http://teams.mediatek.inc/dtv/SSD/SS3/Task%20Forces/Forms/AllItems.aspx?RootFolder=%2fdtv%2fSSD%2fSS3%2fTask%20Forces%2f3rd%20party%20list%2fLicense_Texts&FolderCTID=&View=%7b4DF37793-E07B-481C-BBFC-CD139C18D384%7d) .The original download site for this software is :  
<http://code.google.com/p/webp/> .This piece of software is made available under the terms and

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

#### wget (1.10.2)

Check network 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/Tools.html](http://www.hpl.hp.com/personal/Jean_Tourrilhes/Linux/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.

#### 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/](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 name. The original download site for this software is : <https://developers.meethue.com/documentation/java-multi-platform-and-android-sdk>

#### Opera Web Browser (SDK 4.8.0)

This TV contains Opera Browser Software.  
Third-party licenses

#### WebKit

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

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allowed.

[This is the first released version of the library GPL. It  
is  
numbered 2 because it goes with version 2 of the  
ordinary GPL.]

## Preamble

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

This license, the Library General Public License,  
applies to some  
specially designated Free Software Foundation  
software, and to any  
other libraries whose authors decide to use it. You  
can use it for  
your libraries, too.

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

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

For example, if you distribute copies of the library,  
whether gratis  
or for a fee, you must give the recipients all the rights  
that we gave  
you. You must make sure that they, too, receive or

can get the source  
code. If you link a program with the library, you must  
provide  
complete object files to the recipients so that they  
can relink them  
with the library, after making changes to the library  
and recompiling  
it. And you must show them these terms so they  
know their rights.

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

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

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

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

The reason we have a separate public license for  
some libraries is that  
they blur the distinction we usually make between  
modifying or adding to a  
program and simply using it. Linking a program with  
a library, without  
changing the library, is in some sense simply using the



library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

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

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

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

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

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0. This License Agreement applies to any software library which contains a notice placed by the copyright holder or other authorized

party saying it may be distributed under the terms of this Library General Public License (also called "this License"). Each licensee is addressed as "you".

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

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

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

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

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

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

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

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

a) The modified work must itself be a software library.

b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a

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

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

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

3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices.

Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy.

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

the Library into a program that is not a library.

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

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

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

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

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

If such an object file uses only numerical

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

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

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

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

a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified

executable containing the modified Library. (It is understood

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

Library will not necessarily be able to recompile the application to use the modified definitions.)

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

least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

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

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

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

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

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

work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

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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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Version 2.1, February  
1999

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Preamble

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

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

we copyright the library, and (2) we offer you this license, which gives you legal permission to copy, distribute and/or modify the library.

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

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

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

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

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

ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

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

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

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

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

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a) The modified work must itself be a software library.

b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it,



the square  
root function must still compute square roots.)

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

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that copy.

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

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

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

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

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

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

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

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

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

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

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a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that

uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

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#### Copyright FAQ =====

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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 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](http://www.fontconfig.org)) to handle font configuration, selection and substitution; it has provisions for overriding font names and substituting alternatives. An example is provided by the supplied local.conf file, which chooses the family Bitstream Vera for "sans", "serif" and "monospace". Other software (e.g., the XFree86 core server) has other mechanisms for font substitution.

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libcurl

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

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

\*

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libcurl – lib/security.c

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

/\* This source code was modified by Martin Hedenfalk <mhe@stacken.kth.se> for

\* use in Curl. His latest changes were done 2000-09-18.

\*

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

\* <daniel@haxx.se> to make it better applied to curl conditions, and to make

\* it not use globals, pollute name space and more.

This source code awaits a

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dynamic annotations  
URL: <http://code.google.com/p/data-race-test/wiki/DynamicAnnotations>

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Brotli

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

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printf("%s", png_get_copyright(NULL));
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Glenn Randers-Pehrson  
glennrp at users.sourceforge.net  
November 12, 2015

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libvpx

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WebP image encoder/decoder

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libxml

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linux-syscall-support

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LZ4 Library

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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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Mojo

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mt19937ar  
 URL: <http://www.math.sci.hiroshima-u.ac.jp/~m-mat/MT/MT2002/emt19937ar.html>

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

Coded by Takuji Nishimura and Makoto  
 Matsumoto.

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

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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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- \* dl/api/omxtypes.h
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opus

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Protocol Buffers  
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re2 - an efficient, principled regular expression library

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

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sfntly

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

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; abstraction between different calling conventions (x86\_32, win64, linux64).  
; It also has various other useful features to simplify writing the kind of  
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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: <http://mxr.mozilla.org/comm-central/source/mozilla/network/base/src/nsURLParsers.cpp>

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--- end of FTL.TXT ---

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# Hjelp og støtte

13.1

## Feilsøking

### Slå på og fjernkontroll

TV-en slå seg ikke på

- Koble strømkabelen fra stikkontakten. Vent i ett minutt, og sett den inn igjen.
- Kontroller at strømkabelen er godt festet.


**Knirkelyder ved oppstart eller avslåing**

Du kan høre en knirkelyd fra TV-chassiset når du slår TV-en på eller av eller setter den i standby. Knirkelyden skyldes normale utvidelser og sammentrekninger i TV-en mens den kjøler seg ned eller varmes opp. Dette vil ikke påvirke ytelsen.

**Fjernsynet reagerer ikke på fjernkontrollen**

Fjernsynet trenger tid til å slå seg på. I løpet av denne tiden vil ikke fjernsynet reagere på fjernkontrollen eller fjernsynskontrollene. Dette er helt normalt. Hvis TV-en heller ikke reagerer på fjernkontrollen en god stund etter at den er slått på, kan du sjekke om fjernkontrollen virker, ved å bruke kameraet på mobiltelefonen din. Sett telefonen i kameramodus, og rett fjernkontrollen mot kameralinsen. Hvis du trykker på en tast på fjernkontrollen og ser flimring fra den infrarøde lysdioden (LED) gjennom kameraet, virker fjernkontrollen. Da må du få noen til å undersøke TV-en. Hvis du ikke ser noe flimring, kan det være at fjernkontrollen er ødelagt, eller at batteriene er flate. Denne metoden for å sjekke fjernkontrollen er ikke mulig med fjernkontroller som er trådløst paret med TV-en.

**Fjernsynet går tilbake til standby etter å ha vist startbildet med Philips-logoen**

Når TV-en står i standby, vises det et startbilde med en Philips-logo, og deretter går TV-en tilbake til Standby-modus. Dette er helt normalt. Når TV-en kobles fra og deretter til strømkilden igjen, vil startbildet vises ved neste oppstart. Hvis du vil slå på TV-en mens den er i standby, trykker du på  på fjernkontrollen eller på TV-en.

**Standby-lyset fortsetter å blinke**

Koble strømkabelen fra stikkontakten. Vent i fem minutter før du setter den inn igjen. Hvis blinkingen starter på nytt, kontakter du Philips' forbrukerstøtte for TV-er.

## Kanaler

Det ble ikke funnet noen digitale kanaler under installasjonen

Se den tekniske spesifikasjonen for å forsikre deg om at fjernsynet støtter DVB-T eller DVB-C i ditt land. Se til at alle kablene er skikkelig festet, og at riktig nettverk er valgt.

**Tidligere installerte kanaler finnes ikke i kanallisten**

Sørg for å velge riktig kanalliste.

## Bilde

**Intet bilde / forvrengt bilde**

- Sørg for at antennen er skikkelig koblet til TV-en.
- Sjekk at rett enhet er valgt som skjermkilde.
- Sørg for at den eksterne enheten eller kilden er skikkelig tilkoblet.

**Lyd, men intet bilde**

- Sjekk at bildeinnstillingene er korrekte.

**Dårlig antennemottak**

- Sørg for at antennen er skikkelig koblet til TV-en.
- Høytalere, lydenheter uten jording, neonlys, høye bygninger og andre store objekter kan påvirke mottaksforholdene. Prøv om mulig å forbedre mottaks kvaliteten ved å endre antennens retning eller plassere elektroniske enheter lenger bort fra TV-en.
- Hvis mottaket for en enkeltkanal er dårlig, kan du finjustere kanalen.

**Dårlig bilde fra en enhet**

- Kontroller at enheten er ordentlig tilkoblet.
- Sjekk at bildeinnstillingene er korrekte.

**Bildet passer ikke til skjermen**

Velg et annet bildeformat.

**Bildeposisjonen er feil**

Bildesignalene fra enkelte enheter passer ikke ordentlig til skjermen. Kontroller signalet fra den tilkoblede enheten.

**Bildet fra datamaskinen er ustabilt**

Kontroller at PC-en bruker den støttede oppløsningen og oppdaterings hastigheten.

## Lyd

**Ingen lyd eller dårlig lyd kvalitet**

Hvis det ikke fanges opp noe lydsignal, vil fjernsynet automatisk slå av lydutgangen – det betyr ikke at noe er galt.

- Sjekk at lydinnstillingene er riktig innstilt.
- Sørg for at alle kablene er ordentlig tilkoblet.

- Sjekk at lyden ikke er dempet eller satt til null.
- Sørg for at TV-lydutgangen er koblet til lydinngangen på hjemmekinosystemet. Du skal kunne høre lyd fra HTS-høytalerne.
- Noen enheter krever at du aktiverer HDMI-lydutgangen manuelt. Hvis HDMI-lyd allerede er aktivert, men du likevel ikke hører noen lyd, kan du prøve å endre enhetens digitale lydformat til PCM (Pulse Code Modulation). Sjekk dokumentasjonen som fulgte med enheten, hvis du vil ha flere instruksjoner.

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## Tilkoblinger

### HDMI

- Merk at støtte for HDCP (High-bandwidth Digital Content Protection) kan forlenge tiden det tar for en TV å vise innhold fra en HDMI-enhet.
- Hvis TV-en ikke gjenkjenner HDMI-enheten, og det ikke vises noe bilde, kan du bytte kilde fra én enhet til en annen og tilbake igjen.
- Hvis det forekommer uregelmessige lydforstyrrelser, må du kontrollere at riktige utgangsinstillinger på HDMI-enheten er valgt.
- Hvis du bruker en HDMI-til-DVI-adapter eller HDMI-til-DVI-kabel, må du sørge for at det er satt inn en ekstra lydkabel i AUDIO IN (bare minijack), hvis dette er tilgjengelig.

### EasyLink fungerer ikke

- Sjekk at HDMI-enhetene dine er kompatible med HDMI-CEC. EasyLink-funksjoner vil bare virke på enheter som er kompatible med HDMI-CEC.

### Det vises ikke noe volumikon

- Dette er normalt når det er koblet til en HDMI-CEC-lydenhet.

### Bilder, videoer og musikk fra en USB-enhet vises ikke

- Kontroller at USB-lagringsenheten er angitt som kompatibel for masselagringsklassen, som beskrevet i lagringsenhetens dokumentasjon.
- Sørg for at USB-lagringsenheten er kompatibel med TV-en.
- Kontroller at lyd- og bildefilformatene støttes av TV-en.

### Ujevn avspilling av USB-filer

- USB-lagringsenhetens overføringskvalitet kan begrense dataoverføringshastigheten til TV-en, noe som gir dårlig avspillingskvalitet.

---

## Wi-Fi, Internett og Bluetooth

### Wi-Fi-nettverk blir ikke funnet eller har forstyrrelser

- Mikrobølgeovner, DECT-telefoner eller andre Wi-Fi 802,11b/g/n/ac-enheter i nærheten kan forstyrre det trådløse nettverket.
- Sørg for at brannmurene i nettverket tillater tilgang til den trådløse TV-tilkoblingen.
- Hvis det trådløse nettverket ikke fungerer riktig hjemme hos deg, kan du prøve med trådbundet nettverksinstallasjon.

### Internett fungerer ikke

- Hvis tilkoblingen til ruterens er i orden, bør du kontrollere ruterens Internett-tilkobling.

### PC-en og Internett-tilkoblingen er trege

- Se i brukerhåndboken for den trådløse ruterens for å få informasjon om innendørs rekkevidde, overføringshastighet og andre faktorer for signalkvalitet.
- Du må ha en høyhastighetstilkobling til Internett (bredbånd) for denne ruterens.

### DHCP

- Hvis tilkoblingen mislykkes, kan du kontrollere DHCP-innstillingen (Dynamic Host Configuration Protocol) for ruterens. DHCP må slås på.

### Tapt Bluetooth-forbindelse

- Steder med mye trådløs aktivitet – for eksempel leiligheter med mange trådløse rutere – kan forstyrre den trådløse tilkoblingen.

---

## Nettverk

### Wi-Fi-nettverk blir ikke funnet eller har forstyrrelser

- Mikrobølgeovner, DECT-telefoner eller andre Wi-Fi 802,11b/g/n/ac-enheter i nærheten kan forstyrre det trådløse nettverket.
- Sørg for at brannmurene i nettverket tillater tilgang til den trådløse TV-tilkoblingen.
- Hvis det trådløse nettverket ikke fungerer riktig hjemme hos deg, kan du prøve med trådbundet nettverksinstallasjon.

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- Se i brukerhåndboken for den trådløse ruterens for å få informasjon om innendørs rekkevidde, overføringshastighet og andre faktorer for signalkvalitet.
- Du må ha en høyhastighetstilkobling til Internett (bredbånd) for denne ruterens.

### DHCP

- Hvis tilkoblingen mislykkes, kan du kontrollere DHCP-innstillingen (Dynamic Host Configuration Protocol) for ruterens. DHCP må slås på.

## Nettbasert hjelp

Du kan kontakte vår nettbaserte støtteside hvis du trenger hjelp til å løse problemer relatert til en TV fra Philips. Du kan velge språk og angi produktets modellnummer.

Gå til [www.philips.com/support](http://www.philips.com/support)

På støtteområdet finner du kontakttelefonnummeret for landet ditt samt svar på vanlige spørsmål (FAQ). I enkelte land kan du nettpåtale med en av våre samarbeidspartnere og stille spørsmål direkte til dem eller via e-post.

Du kan laste ned ny TV-programvare, eller håndboken for å lese den på datamaskinen.

## Støtte og reparasjon

Du kan få brukerstøtte og reparasjoner ved å ringe forbrukerstøtten der du bor. Serviceteknikerne utfører reparasjoner ved behov.

Du finner telefonnummeret i den trykte dokumentasjonen som fulgte med TV-en. Eventuelt kan gå til nettstedet vårt ( [www.philips.com/TVsupport](http://www.philips.com/TVsupport)) og velge riktig land etter behov.

### Modell- og serienummer på fjernsynet

Du kan bli spurt om å angi TV-ens modell- og serienummer. Du finner disse numrene på etiketten på emballasjen eller på typeetiketten på baksiden eller nederst på TV-en.

### Advarsel

Du må ikke prøve å reparere TV-en selv. Det kan føre til alvorlig personskade, uopprettelig skade på TV-en eller oppheve garantien din.

# Sikkerhet og vedlikehold

## 14.1

### Sikkerhet

#### Viktig

Les gjennom alle sikkerhetsinstruksjonene før du bruker TV-en, og sørg for at du forstår dem. Garantien er ugyldig hvis en skade skyldes at instruksjonene ikke er fulgt.

Ikke endre dette utstyret uten godkjenning fra produsenten.

#### Fare for elektrisk støt eller brann

- Ikke utsett TV-en for regn og vann. Plasser aldri beholdere med væske, for eksempel blomstervaser, nær TV-en.
- Hvis du søler væske på TV-en, må du øyeblikkelig koble TV-en fra strømuttaket.
- Kontakt Philips' forbrukerstøtte for å kontrollere TV-en før bruk.
- Ikke utsett TV-en, fjernkontrollen eller batteriene for sterk varme. Ikke plasser dem nær stearinlys, åpne flammer eller andre varmekilder, inkludert direkte sollys.
- Plasser aldri gjenstander i ventilasjonsåpningene eller andre åpninger i TV-en.
- Plasser aldri tunge gjenstander oppå strømledningen.
- Unngå at det brukes kraft på støpslene. Løse støpsler kan føre til lysbuedannelse eller brann. Kontroller at strømledningen ikke utsettes for belastning når du dreier på TV-skjermen.
- Hvis du vil koble TV-en fra nettspenningen, må støpselet til TV-en være frakoblet. Når du kobler fra strømledningen, skal du alltid dra i støpselet, aldri i ledningen. Påse at du har full tilgang til støpselet, strømledningen og stikkontakten hele tiden.

#### Fare for personskade eller skade på TV-en

- Det kreves to personer for å løfte og bære en TV som veier mer enn 25 kilo.
- Hvis du skal montere TV-en på et stativ, må du kun bruke stativet som følger med. Fest stativet godt til TV-en.
- Plasser TV-en på et flatt og jevnt underlag som tåler

vekten av TV-en og stativet.

- Ved veggmontering må du forsikre deg om at veggfestet tåler vekten til TV-en. TP Vision påtar seg ikke noe ansvar for feil veggmontering som fører til ulykker eller skader.
- Deler av dette produktet er laget av glass. Håndteres med forsiktighet for å unngå personskader eller andre skader.

Fare for skade på fjernsynet!

Før du kobler TV-en til strømuttaket, må du kontrollere at spenningen samsvarer med verdien som er angitt på baksiden av TV-en. Koble aldri TV-en til strømuttaket hvis spenningen ikke samsvarer.

#### Stabilitetsfarer

Et TV-apparat kan falle ned og forårsake alvorlig personskade eller død. Mange skader, spesielt hos barn, kan unngås ved å ta enkle forholdsregler som:

- Pass ALLTID på at TV-apparatet ikke stikker ut over kanten til møbelet det er plassert på.
- Bruk ALLTID kabinetter eller stativer eller monteringsmetoder som anbefales av produsenten av TV-apparatet.
- Bruk ALLTID møbler som trygt kan støtte TV-apparatet.
- ALLTID fortell barna om farene ved å klatre på møbler for å nå TV-en eller fjernkontrollen.
- Legg ALLTID ledninger og kabler som er koblet til TV-en, slik at ingen snubler, griper eller trekker i de.
- ALDRI plasser et TV-apparat på et ustabilt underlag.
- ALDRI plasser TV-en på et høyt møbel (for eksempel en bokhylle eller et skap) uten å feste både møbelet og TV-en til veggen eller annen støtte.
- Plasser ALDRI TV-apparatet på et stoff eller andre materialer som kan være mellom TV-apparatet og møbelet som støtter TV-en.
- ALDRI plasser gjenstander som kan friste barn til å klatre, for eksempel leker og fjernkontroller, på toppen av TV-en eller møbelet der TV-en er plassert.

Hvis det eksisterende TV-apparatet skal oppbevares og flyttes, skal du bruke de samme hensynene som ovenfor.

#### Batteririsiko

- Ikke svelg batteriet. Fare for kjemisk forbrenning.
- Fjernkontrollen kan inneholde et knappcellebatteri. Hvis knappcellebatteriet svelges, kan det forårsake alvorlige interne brannsåre i løpet av bare to timer og føre til døden.
- Oppbevar nye og brukte batterier utilgjengelig for barn.
- Hvis batterirommet ikke er sikkert lukket, må du slutte å bruke produktet og oppbevare det utilgjengelig for barn.

- Hvis du har mistanke om at batteriene har blitt svelget eller ligger inne i kroppen, må du kontakte lege umiddelbart.
- Det finnes en risiko for brann eller eksplosjon hvis batteriet byttes ut med feil type batteri.
- Hvis du bytter ut et batteri med feil type batteri, kan det påvirke et sikkerhetstiltak (hvis det er for eksempel snakk om litiumbatterityper).
- Hvis du kaster et batteri i et bål eller en varm ovn eller kutter eller mekanisk knuser et batteri, kan det føre til en eksplosjon.
- Hvis du etterlater et batteri i et miljø med ekstremt høy temperatur, kan det føre til en eksplosjon eller lekkasje av brannfarlig væske eller gass.
- Et batteri som utsettes for ekstremt lavt lufttrykk, kan føre til en eksplosjon eller lekkasje av brennbar væske eller gass.

---

## Fare for overoppheting

Ikke monter TV-en på et trangt sted. La det være minst 10 cm eller 4 tommer på alle sider av TV-en av ventileringsårsaker. Kontroller at gardiner eller annet ikke dekker ventilasjonsåpningene på TV-en.

---

## Tordenvær

Koble fjernsynet fra stikkontakten og antennen ved tordenvær.  
Rør aldri TV-en, strømledningen eller antenneledningen ved tordenvær.

---

## Fare for hørselsskade

Unngå bruk av hodetelefoner med høy lyd eller over lengre tid.

---

## Lave temperaturer

Hvis fjernsynet har vært transportert i temperaturer under 5 °C, må du pakke det ut og vente til det når romtemperatur, før det kobles til stikkontakten.

---

## Fuktighet

I sjeldne tilfeller, avhengig av temperatur og fuktighet, kan det oppstå noe kondens på innsiden av TV-ens frontglass (på enkelte modeller). Hvis du vil unngå dette, må du ikke utsette TV-en for direkte sollys, varme eller ekstrem fuktighet. Hvis det oppstår kondens, vil den forsvinne når TV-en har vært på i noen timer.  
Kondensen skader ikke TV-en og forårsaker ikke feil.

---

14.2

## Vedlikehold av skjermen

- Du må aldri la gjenstander komme i kontakt med skjermen på noen måte.
- Koble fra TV-en før rengjøring.
- Rengjør og tørk forsiktig av TV-en og rammen med en myk, fuktig klut. Bruk aldri stoffer som alkohol, kjemikalier eller rengjøringsmidler på TV-en.
- Tørk av vanndråper så raskt som mulig, slik at det ikke oppstår misdannelser eller at fargene falmer.
- Unngå stillestående bilder hvis du kan. Stillestående bilder er bilder som vises på skjermen over lengre tid. Stillestående bilder kan for eksempel være skjermmenyer, svarte rammer, tidsangivelser osv. Hvis du må bruke stillestående bilder, bør du redusere skjermkontrasten og skarpheten for å unngå skade på skjermen.

---

14.3

## APPARAT FOR HELSESENTER

Hvis denne TV-en skal brukes til underholdning på et sykehus, sykehjem eller et lignende medisinsk behandlingssenter der monteringssteder er begrenset, må den installeres på veggen eller i taket.

Det er ikke ment for bruk i et intensivbehandlingsrom der en pasient behandles med en ekstern elektrisk leder for eksempel en probe, et kateter,

eller en annen elektrode som er koblet til hjertet. Apparatet blir imidlertid kontaktet av en pasient under vedkommendes opphold på et helsesenter.

---

14.4

## Erklæring om strålingseksponering (kun for innebygd Wi-Fi)

Dette utstyret er i samsvar med CE-grensene for strålingseksponering som er fastsatt for ukontrollerte miljøer. Dette utstyret skal monteres og brukes med en minimumsavstand på 20 cm mellom radiatoren og kroppen.

Frekvens, modus og maksimal overført kraft i EU er oppført nedenfor:

–2400–2483,5 MHz: < 20 dBm (EIRP) kun for 2.4G-produkter.

–5150–5250MHz: < 23 dBm (EIRP)

–5250–5350MHz: < 23 dBm (EIRP)

-5470-5725MHz: < 27 dBm (EIRP)

-5725-5825MHz: < 13,98 dBm (EIRP)



# Vilkår for bruk

## 15.1

### Vilkår for bruk – TV

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Dette produktet ble lansert på markedet av TP Vision Europe B.V. eller et av dets datterselskaper, heretter kalt TP Vision, som er produsent av produktet. TP Vision er garantist for TV-en som dette heftet ble pakket sammen med. Philips og Philips' skjoldmerke er registrerte varemerker som tilhører Koninklijke Philips N.V.

Spesifikasjonene kan endres uten varsel.

Varemerkene tilhører Koninklijke Philips Electronics N.V. eller deres respektive eiere. TP Vision forbeholder seg retten til å endre produktene når som helst uten å være forpliktet til å justere tidligere leveringer på tilsvarende måte.

Det skriftlige materialet som er pakket sammen med TV-en, og håndboken som er lagret i TV-ens minne eller lastet ned fra Philips'

nettsted [www.philips.com/support](http://www.philips.com/support), regnes for å være dekkende for den tiltenkte bruken av systemet.

Materialet i denne håndboken anses å være dekkende for den tiltenkte bruken av systemet. Hvis produktet eller individuelle produktmoduler eller prosedyrer skal brukes til andre formål enn det som spesifiseres her, må det innhentes bekreftelse på at slik bruk er gyldig og egnet. TP Vision garanterer at materialet i seg selv ikke utgjør en krenkelse av noen patenter i USA. Det gis ingen andre uttrykkelige eller underforståtte garantier. TP Vision kan verken holdes ansvarlig for eventuelle feil i innholdet i dette dokumentet eller for problemer som måtte oppstå som følge av innholdet i dette dokumentet. Feil som rapporteres til Philips, vil bli rettet og publisert på Philips' nettsted for brukerstøtte så snart som mulig.

Garantivilkår, fare for personskade, skader på TV-en eller oppheving av garantien.

Du må aldri prøve å reparere TV-en selv. TV-en og tilbehøret må bare brukes slik produsenten har tiltenkt. Forsiktighetssymbolet bak på TV-en indikerer at det er fare for elektrisk støt. Du må aldri fjerne dekselet til TV-en. Ta alltid kontakt med Philips' kundestøtte for å få utført service eller reparasjoner. Du finner telefonnummeret i den trykte dokumentasjonen som fulgte med TV-en. Eventuelt kan du gå til nettstedet vårt ( [www.philips.com/support](http://www.philips.com/support)) og velge riktig land etter behov. Handlinger som uttrykkelig er forbudt i denne håndboken, eller justeringer og monteringsprosedyrer som ikke anbefales eller godkjennes i denne håndboken, gjør garantien ugyldig.

#### Pikselegenskaper

Dette LCD/LED-produktet har et høyt antall fargepikslar. Selv om det har et effektivt antall pikslar på 99,999 % eller mer, kan det hende at svarte prikker eller lyssterke prikker (røde, grønne eller blå) vises konstant på skjermen. Dette er en del av de strukturelle egenskapene til skjermen (innenfor vanlige bransjestandarder), og det er ikke en funksjonsfeil.

#### CE-samsvar

TP Vision Europe B.V. erklærer med dette at denne TV-en overholder viktige krav og andre relevante bestemmelser i direktivene 2014/53/EU (RED), 2009/125/EF (økodesign) og 2011/65/EF (RoHS).

Samsvar med regler for elektromagnetiske felter TP Vision produserer og selger mange produkter rettet mot forbrukere, som i likhet med andre elektroniske apparater kan sende ut og motta elektromagnetiske signaler. Et av TP Visions ledende forretningsprinsipper er å implementere alle nødvendige helse- og sikkerhetstiltak for produktene, overholde alle gjeldende lovfestede krav og holde seg godt innenfor de standardene for elektromagnetiske felter som gjelder på det tidspunktet produktene blir produsert.

TP Vision legger stor vekt på å utvikle, produsere og selge produkter som ikke har noen helseskadelige virkninger. TP Vision bekrefter at hvis produktene behandles riktig i henhold til tiltenkt bruk, så er de trygge å bruke i henhold til dagens vitenskapelige informasjon. TP Vision spiller en aktiv rolle i utviklingen av internasjonale standarder for sikkerhet og elektromagnetiske felter, noe som setter TP Vision i stand til å forutse den videre utviklingen innen standardisering, slik at de kan integreres tidlig i produktene.

# Opphavsrett

## 16.1

### HDMI

#### HDMI

Uttrykkene HDMI, High-Definition Multimedia Interface og HDMI-logoen er varemerker eller registrerte varemerker tilhørende HDMI Licensing Administrator, Inc. i USA og andre land.



## 16.2

### Dolby Audio

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## 16.3

### DTS Premium Sound™

#### DTS Premium Sound™

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## 16.4

### Wi-Fi Alliance

#### Wi-Fi

Wi-Fi CERTIFIED™-logoen er et registrert varemerke for Wi-Fi Alliance®



## 16.5

### Kensington

#### Kensington

(Hvis aktuelt)

Kensington og MicroSaver er registrerte varemerker i USA for ACCO World Corporation, og det foreligger utstedte registreringer og søknader om registrering i andre land over hele verden.



## 16.6

### Andre varemerker

Alle andre registrerte og uregistrerte varemerker tilhører sine respektive eiere.

# Ansvarsfraskrivelse angående tjenester eller programvare som tilbys av tredjeparter

Tjenester eller programvare som tilbys av tredjeparter, kan bli endret, opphevet eller avsluttet uten varsel. TP Vision påtar seg ikke noe ansvar i slike situasjoner.

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031 6300042

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**Slovenia**  
0800 80 255

**Spain/España**  
915 909 335

**Sweden/Sverige**  
08 6320 016

**Switzerland/Schweiz/Suisse**  
223 102 116

**Turkey/Türkiye**  
0 850 222 44 66

**Ukraine/Україна**  
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**United Kingdom**  
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