

Benutzerhandbuch

19HFL5014W

PHILIPS

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TV-Tour

Profimodus

Anwendungsmöglichkeiten

Im Profimodus EIN haben Sie Zugriff auf eine Vielzahl von Experteneinstellungen, die eine erweiterte Steuerung des Zustands des Fernsehers ermöglichen oder zusätzliche Funktionen bieten.

Dieser Modus ist für die Installation von Fernsehern an Orten wie Hotels, Kreuzfahrtschiffen, Stadien oder anderen kommerziellen Bereichen vorgesehen, an denen eine solche Steuerung erforderlich ist.

Wenn Sie den Fernseher zu Hause verwenden, wird empfohlen, ihn im Profimodus AUS zu verwenden.

Weitere Informationen finden Sie im Professional Installationshandbuch.

Konfigurieren

2.1

Lesen der Sicherheitshinweise



Lesen Sie die Sicherheitshinweise, bevor Sie den Fernseher zum ersten Mal verwenden.

2.2

Standfuß und Wandmontage

Standfuß

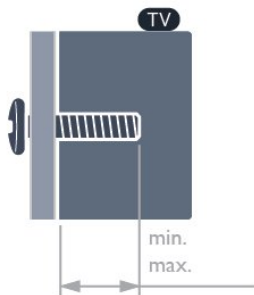
Die Montageanweisungen für den Standfuß finden Sie in der mitgelieferten Kurzanleitung. Falls diese Anleitung abhanden gekommen ist, können Sie sie unter www.philips.com herunterladen.

Geben Sie zum Herunterladen des Guide die Typennummer des Fernsehers in das Suchfeld ein.

Wandmontage

Ihr Gerät kann mit einer VESA-kompatiblen Wandhalterung verwendet werden (separat erhältlich).

Nutzen Sie den folgenden VESA-Code, um die Wandhalterung zu erwerben. . .



- 19HFL5014W
- VESA MIS-F 75x75, M4 (min.: 8 mm, max.: 10 mm)

Vorsicht

Die Wandmontage des Fernsehers erfordert Fachkenntnisse und sollte nur von qualifiziertem Personal durchgeführt werden. Bei der Wandmontage des Fernsehers sollten die dem Gewicht des Geräts entsprechenden Sicherheitsstandards beachtet werden. Lesen Sie zudem die Sicherheitshinweise, bevor Sie den Fernseher aufstellen.

TP Vision Europe B.V. übernimmt keine Haftung für eine unsachgemäße Montage oder aus der Montage resultierende Unfälle oder Verletzungen.

2.3

Tipps zum Aufstellen

- Stellen Sie den Fernseher so auf, dass kein direktes Licht auf den Bildschirm fällt.
- Der ideale Abstand zum Fernseher beträgt das Dreifache der Bildschirmdiagonale. Im Sitzen sollten Ihre Augen auf derselben Höhe sein wie die Mitte des Bildschirms.

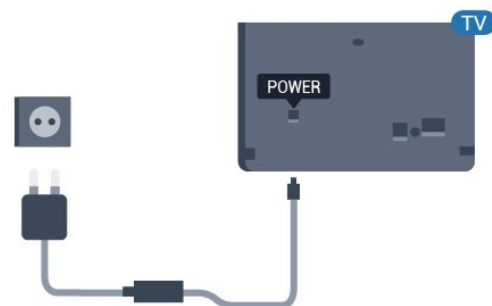
Hinweis:

Halten Sie den Fernseher von stauberzeugenden Quellen wie Öfen fern. Wir empfehlen, Staub regelmäßig zu entfernen, um zu vermeiden, dass dieser in den Fernseher eindringt.

2.4

Netzkabel

- Schließen Sie das Netzkabel an den Anschluss POWER auf der Rückseite des Fernsehers an.
- Stellen Sie sicher, dass das Netzkabel fest in den Anschluss gesteckt ist.
- Achten Sie darauf, dass der Netzstecker in der Steckdose jederzeit zugänglich ist.
- Um das Stromkabel vom Netzanschluss zu trennen, ziehen Sie niemals am Kabel, sondern immer am Stecker.

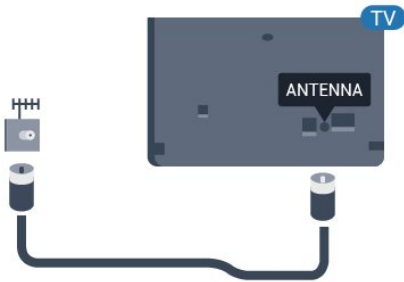


Antennenkabel

Stecken Sie den Antennenstecker fest in die **Antennenbuchse** auf der Rückseite des Fernsehers.

Sie können Ihre eigene Antenne anschließen oder eine Verbindung zu einem Antennensignal von einem Antennenverteilersystem herstellen. Verwenden Sie ein HF-Koaxialkabel (75 Ohm) mit IEC-Stecker.

Verwenden Sie diese Antennenverbindung für DVB-T- und DVB-C-Eingangssignale.



Armmontage

3.1

Griff

Anweisungen zur Montage des Griffs finden Sie in der Schnellstartanleitung unter www.philips.com.

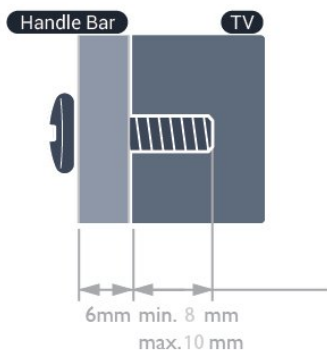
Geben Sie zum Herunterladen der Kurzanleitung die Typennummer des Fernsehers in das Suchfeld ein.

3.2

Armmontage

Ihr Gerät kann mit einer VESA-kompatiblen Armhalterung verwendet werden (separat erhältlich). Nutzen Sie den folgenden VESA-Code, um die Armhalterung zu erwerben. . .

Um die Halterung sicher anzubringen, verwenden Sie eine Schraube mit der in der Abbildung dargestellten Länge.



- 19HFL5014W - VESA MIS-F 75x75, M4
Mit Griffstange installiert: (mindestens 14mm, maximal 16mm)
Installiert ohne Griffstange: (mindestens 8mm, maximal 10mm)

Vorsicht

Die Montage des Fernsehers an einem Arm erfordert Fachkenntnisse und sollte nur von qualifiziertem Personal durchgeführt werden. Bei der Montage des Fernsehers an einem Arm sollten die dem Gewicht des Geräts entsprechenden Sicherheitsstandards beachtet werden. Lesen Sie zudem die Sicherheitshinweise, bevor Sie den Fernseher aufstellen.

TP Vision Europe B.V. übernimmt keine Haftung für eine unsachgemäße Montage oder aus der Montage resultierende Unfälle oder Verletzungen.

Hinweis

Entfernen Sie vor der Montage des Fernsehers am Arm die VESA-Schrauben an der Rückseite des

Geräts.

Warnung

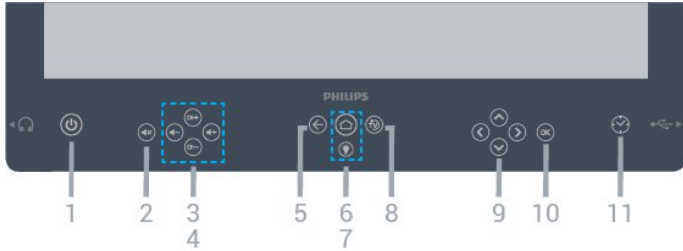
Befolgen Sie alle Anweisungen, die im Lieferumfang der TV-Halterung enthalten sind. TP Vision Europe B.V. übernimmt keine Haftung für unsachgemäße Montage oder daraus resultierende Unfälle, Schäden oder Verletzungen.

Lassen Sie etwa 5,5 cm Abstand zwischen der Rückseite des Fernsehers und der Wand, um Beschädigungen von Kabeln und Steckern zu vermeiden.

Bevor Sie den Fernseher am Arm montieren, suchen Sie die richtige Schraubenlänge. Um die Länge der Schraube zu ermitteln, addieren Sie die Stärke der Armhalterung zur Schraubenlänge.

Tasten am Fernseher

Verwenden Sie die vordere Tastatur, um die Bildschirmbedienung zu steuern. Das Tastenfeld besteht aus den folgenden Tasten:



1. Leistung: Einschalten des Fernsehers oder Umschalten in den Standby-Modus.
2. Stummschalten: Aus-/Einschalten des Tons.
3. Sender CH+/-: Wechseln zum vorherigen oder nächsten Sender in der Senderliste.
4. Lautstärke : Einstellen der Lautstärke.
5. Zurück: Umschalten zum zuletzt ausgewählten Sender. Zurück zum vorherigen Menü.
6. Home : Öffnen des Home-Menüs.
7. Helligkeit: Zum Einstellen der Helligkeit an der Unterseite des Fernsehers.
8. Verlassen: Umschalten zur Wiedergabe des Fernsehprogramms.
9. Pfeil-/Navigationstasten: Navigieren nach oben , nach unten , nach links oder nach rechts .
10. OK: Bestätigen einer Auswahl oder Einstellung.
11. Uhr: Zeigt die aktuelle Uhrzeit an. Einstellen des Weckers.

Ein- und Ausschalten

Einschalten oder Standby

Vergewissern Sie sich, dass der Fernseher an die Stromversorgung angeschlossen ist. Schließen Sie das im Lieferumfang enthaltene Netzkabel an den **AC-Eingang** auf der Rückseite des Fernsehers an.




Einschalten

Drücken Sie  am Fernseher, um ihn einzuschalten.

Umschalten in den Standby-Modus

Schalten Sie den Fernseher in den Standby-Modus, während Sie ihn nicht verwenden.

Drücken Sie zum Umschalten in den Standby-Modus  am Fernseher.

Im Standby-Modus ist der Fernseher weiterhin an die Stromversorgung angeschlossen, verbraucht jedoch nur sehr wenig Energie.

Um den Fernseher vollständig auszuschalten, ziehen Sie den Netzstecker heraus.

Ziehen Sie dazu niemals am Kabel, sondern immer am Stecker. Stellen Sie sicher, dass der Zugang zum Netzstecker, Netzkabel und zur Steckdose jederzeit frei ist.

Verwenden Sie das Netzteil, das mit Ihrem Fernseher geliefert wurde.

Marke: FSP

Modell: FSP065M-DHA (Ausgang: 12 VDC, max. 5,42 A)

Technische Daten

6.1

Umweltschutz

Produktdatenblatt

19HFL5014W

- Energieeffizienzklasse: A
- Größe des sichtbaren Bildschirms: 47 cm/19 inch
- Energieverbrauch im eingeschalteten Zustand (W): 18 W
- Jährlicher Energieverbrauch (kWh)*: 27 kWh
- Energieverbrauch Standby (W)**: 0,5 W
- Bildschirmauflösung (Pixel): 1366 x 768p
- Nennwerte: 12 V DC, Max. 24 W

* Energiebedarf in kWh/Jahr, basierend auf einem Betrieb des Fernsehers von 4 Stunden pro Tag, 365 Tage im Jahr. Der tatsächliche Wert ist abhängig von der Verwendung des Fernsehers.

Nutzungsende

Entsorgung von Altgeräten und Akkus

Ihr Gerät wurde unter Verwendung hochwertiger Materialien und Komponenten entwickelt und hergestellt, die recycelt und wiederverwendet werden können.



Befindet sich dieses Symbol (durchgestrichene Abfalltonne auf Rädern) auf dem Gerät, bedeutet dies, dass für dieses Gerät die Europäische Richtlinie 2012/19/EU gilt.



Informieren Sie sich über die örtlichen Bestimmungen zur getrennten Sammlung elektrischer und elektronischer Geräte.

Beachten Sie die geltenden regionalen Bestimmungen, und entsorgen Sie Altgeräte nicht mit dem normalen Hausmüll. Die korrekte Entsorgung des nicht mehr benötigten Produkts hilft, negative Auswirkungen auf Umwelt und Gesundheit zu vermeiden.

Ihr Produkt enthält Akkus, die der Europäischen

Richtlinie 2006/66/EG unterliegen. Diese dürfen nicht mit dem normalen Hausmüll entsorgt werden.



Informieren Sie sich über die getrennte Sammlung von Batterien in Ihrem Land. Die korrekte Entsorgung der Batterien hilft, negative Auswirkungen auf Umwelt und Gesundheit zu vermeiden.

6.2

Betriebssystem

Android OS:

Android Nougat 7

6.3

Displaytyp

Bildschirmdiagonale:

- 47 cm/19 inch

Bildschirmauflösung

- 1366 x 768

6.4

Bildschirmauflösung (Eingang)

Videoformate

Auflösung – Bildwiederholfrequenz

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

Computerformate

Auflösungen (u. a.)

- 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

6.5

Anschlüsse

TV-Rückseite

- HDMI-Eingang, ARC, Ultra HD
- Antenne (75 Ohm)
- Netzwerk-LAN: RJ45
- 8 Ω Ausgang für Badezimmer
- RJ-48-Datenanschluss

Seite des Fernsehers

- USB – USB 2.0
- Kopfhörer: 3,5 mm Stereo-Miniklinkenbuchse

6.6

Abmessungen und Gewichte

19HFL5014W

- Ohne TV-Standfuß:

Breite: 468,8 mm, Höhe: 326,4 mm, Tiefe: 38,9 mm,

Gewicht: \pm 3,35 kg

- Mit TV-Standfuß:

Breite: 468,8 mm, Höhe: 370,2 mm, Tiefe: 44,9 mm,

Gewicht: \pm 3,65 kg

6.7

Ton

- Ausgangsleistung (RMS): 5 W (2,5 W/*2)
- Dolby Audio
- DTS HD

Anschließen von Geräten

Anschließen von Geräten

Verbindungsleitfaden

Verwenden Sie zum Anschließen eines Geräts an den Fernseher immer den hochwertigsten Anschluss. Verwenden Sie außerdem qualitativ hochwertige Kabel, um eine gute Bild- und Tonübertragung sicherzustellen.

Wenn Sie ein Gerät anschließen, erkennt der Fernseher den entsprechenden Typ und ordnet dem Gerät die richtige Typenbezeichnung zu. Bei Bedarf können Sie den Typennamen ändern. Wenn eine richtige Typenbezeichnung für ein Gerät festgelegt wird, wechselt der Fernseher automatisch zu den idealen Fernsehereinstellungen, wenn Sie im Quellenmenü dieses Gerät auswählen.




Antennenanschluss




Wenn Sie über eine Set-Top-Box (einen Digitalreceiver) oder einen Recorder verfügen, schließen Sie die Kabel so an, dass das Antennensignal zunächst durch die Set-Top-Box bzw. den Recorder läuft, bevor es zum Fernseher gelangt. Dadurch können die Antenne und die Set-Top-Box zur Aufnahme mögliche zusätzliche Kanäle an den Recorder senden.

HDMI-Anschlüsse

Steuern von Geräten

Um ein über HDMI angeschlossenes Gerät zu steuern und EasyLink zu konfigurieren, wählen Sie das Gerät – oder dessen Aktivität – aus der Liste der Fernseheranschlüsse aus.

Profimodus AUS – Drücken Sie  Home, wählen Sie  Apps, und wählen Sie dann  SOURCES. Wählen Sie ein über HDMI angeschlossenes Gerät aus, und drücken Sie OK.

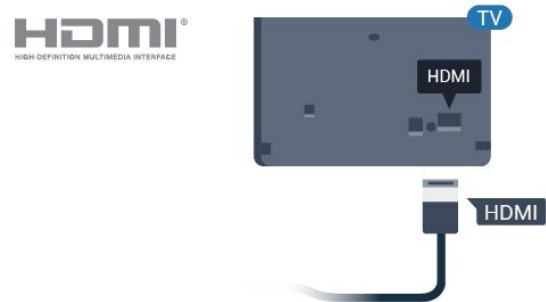
Profimodus EIN – Drücken Sie  Home, wählen Sie  TV-Sender, und wählen Sie dann  Quellen. Wählen Sie ein über HDMI

angeschlossenes Gerät aus, und drücken Sie OK.

HDMI-Qualität

Ein HDMI-Anschluss bietet die beste Bild- und Tonqualität. Ein einzelnes HDMI-Kabel kombiniert Video- und Audiosignale. Verwenden Sie ein HDMI-Kabel für das Fernsehsignal.

Verwenden Sie ein High Speed-HDMI-Kabel für optimale Signalqualitätsübertragung, und verwenden Sie kein HDMI-Kabel, das länger als 5 Meter ist.



Kopierschutz

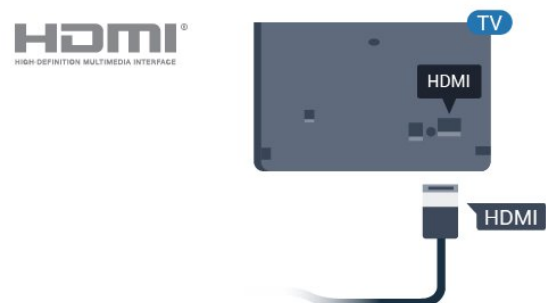
HDMI-Kabel unterstützen HDCP (High-Bandwidth Digital Content Protection). HDCP ist ein Kopierschutzsignal, das verhindert, dass Inhalte von einer DVD oder Blu-ray Disc kopiert werden. Es wird auch DRM (Digital Rights Management) genannt.

HDMI ARC

Alle HDMI-Anschlüsse am Fernseher verfügen über HDMI ARC (Audio Return Channel).

Wenn das Gerät, in der Regel ein Home Entertainment-System (HES), ebenfalls über einen HDMI ARC-Anschluss verfügt, schließen Sie es an einen HDMI-Anschluss an diesem Fernseher an. Durch die HDMI ARC-Verbindung benötigen Sie kein separates Audiokabel zur Übertragung des Tons an das HES. Über HDMI ARC werden sowohl Video- als auch Audiosignale übertragen.

Zum Anschluss des HES am Fernseher können Sie einen beliebigen HDMI-Anschluss verwenden, ARC steht jedoch für jeweils nur ein Gerät bzw. eine Verbindung zur Verfügung.

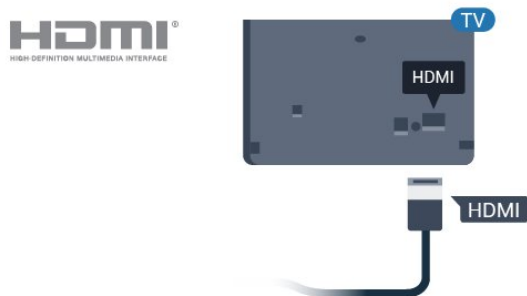


HDMI CEC – EasyLink

Ein HDMI-Anschluss bietet die beste Bild- und Tonqualität. Ein einzelnes HDMI-Kabel kombiniert Video- und Audiosignale. Verwenden Sie ein HDMI-Kabel für Fernsehsignale im HD-Format (High Definition). Verwenden Sie ein High Speed-HDMI-Kabel für optimale Signalqualitätsübertragung, und verwenden Sie kein HDMI-Kabel, das länger als 5 Meter ist.

Verbinden Sie HDMI CEC-kompatible Geräte mit Ihrem Fernseher.

Dazu muss EasyLink HDMI CEC auf dem Fernseher und dem angeschlossenen Gerät eingeschaltet sein.



Hinweis:

- EasyLink funktioniert unter Umständen nicht mit Geräten anderer Hersteller.
- Die HDMI-CEC-Funktionalität wird bei verschiedenen Marken unterschiedlich benannt. Einige Beispiele sind: Anynet, Aquos Link, Bravia Theatre Sync, Kuro Link, Simplink und Viera Link. Nicht alle Marken sind vollständig mit EasyLink kompatibel. Als Beispiel genannte HDMI-CEC-Marken sind Eigentum der jeweiligen Inhaber.

EasyLink Ein/Aus

Sie können EasyLink ein- oder ausschalten. Standardmäßig sind alle EasyLink-Einstellungen des Fernsehers aktiviert.

So schalten Sie EasyLink vollständig aus:

Profimodus AUS – Drücken Sie Home und dann (nach unten), und wählen Sie **Einstellungen** gefolgt von **OK**.

Wählen Sie **Quellen > EasyLink aus**, und drücken Sie **OK**.

Wählen Sie **EasyLink aus**, und drücken Sie **OK**.

Wählen Sie **Aus**, und drücken Sie die Taste **OK**.

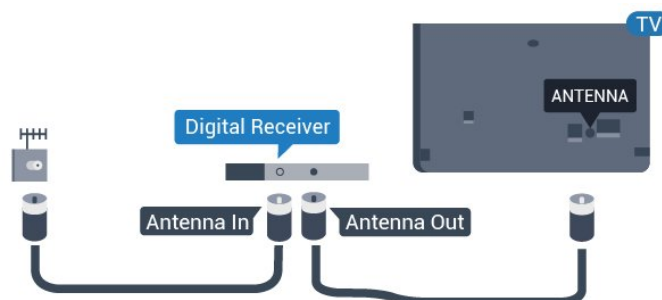
Drücken Sie gegebenenfalls mehrmals **BACK**, um das Menü zu beenden.

Profimodus EIN – Bitte lesen Sie im Installationshandbuch nach.

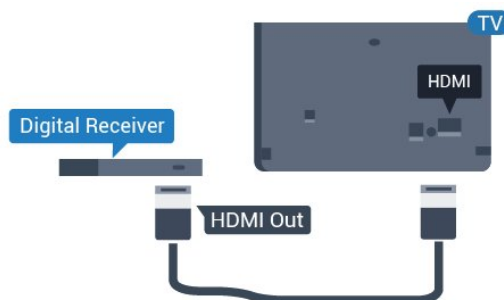
7.2

Receiver – Set-Top-Box

Schließen Sie die Antenne mit zwei Antennenkabeln an die Set-Top-Box (einen Digitalreceiver) und den Fernseher an.



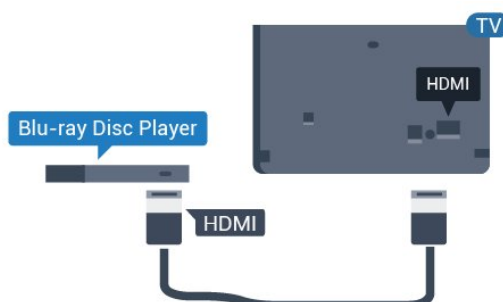
Zusätzlich zu den Antennenverbindungen benötigen Sie ein HDMI-Kabel zum Anschließen der Set-Top-Box an den Fernseher.



7.3

Blu-ray Disc-Player


Verbinden Sie den Blu-ray Disc-Player über ein High Speed-HDMI-Kabel mit dem Fernseher.

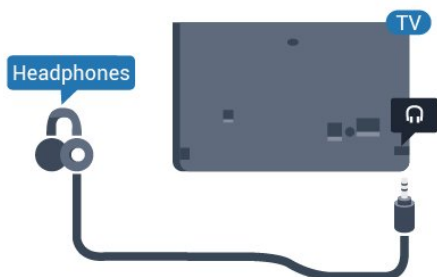


Wenn der Blu-ray Disc-Player über EasyLink HDMI-CEC verfügt.

7.4

Kopfhörer

Sie können Kopfhörer an der Rückseite des Fernsehers am Anschluss  anschließen. Dies ist ein Anschluss für einen 3,5 mm Miniklinkenstecker. Sie können die Lautstärke der Kopfhörer getrennt einstellen.

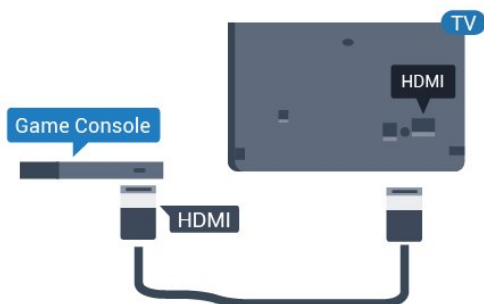


7.5

Spielekonsole

HDMI

Beste Qualität erzielen Sie, wenn Sie ein High Speed-HDMI-Kabel zum Anschließen der Spielkonsole an den Fernseher verwenden.



7.6

USB-Flashlaufwerk

Sie können Fotos, Musik oder Videos von einem angeschlossenen USB-Flashlaufwerk wiedergeben.

Stecken Sie ein USB-Flashlaufwerk in einen der USB-Anschlüsse des eingeschalteten Fernsehers.




Der Fernseher erkennt das Flashlaufwerk und öffnet eine Liste mit dessen Inhalten.

Wenn die Inhaltsliste nicht automatisch angezeigt wird...

Profimodus AUS – Drücken Sie  Home, und wählen Sie  Apps gefolgt von  Quellen. Wählen Sie USB aus, und drücken Sie OK.

Profimodus Ein – Drücken Sie  Home, und wählen Sie TV-Sender  gefolgt von  SOURCES. Wählen Sie USB aus, und drücken Sie OK.

Um die Wiedergabe der Inhalte auf dem USB-Flashlaufwerk zu beenden, drücken Sie , oder wählen Sie eine andere Aktivität aus.

Wenn Sie das USB-Flashlaufwerk vom Fernseher trennen möchten, können Sie es jederzeit herausziehen.

7.7

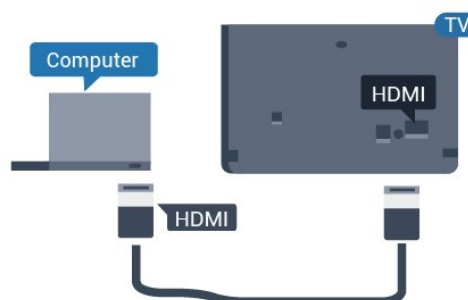
Computer

Verbinden

Sie können Ihren Computer an den Fernseher anschließen, und den Fernseher als Computerbildschirm verwenden.

Über HDMI



Verbinden Sie den Computer über ein HDMI-Kabel mit dem Fernseher.




Ideale Einstellung

Bei der Verbindung eines Computers sollten Sie dem Anschluss, an den der Computer angeschlossen ist, den richtigen Gerätetyp im Menü "Quelle" zuzuweisen. Wenn Sie im Menü Quelle zu **Computer** wechseln, wird der Fernseher automatisch auf die ideale Computer-Einstellung eingestellt.

So legen Sie auf dem Fernseher die ideale Einstellung fest:

Profimodus AUS – Drücken Sie  Home. Drücken Sie  (nach unten), wählen Sie **Einstellungen**, und drücken Sie **OK**.

Wählen Sie **Bild** aus, und drücken Sie  (rechts), um das Menü zu öffnen. Wählen Sie **Bildeinstellung** > **Computer** , und drücken Sie **OK**.


Wählen Sie **Ein** oder **Aus**, und drücken Sie **OK**.

Drücken Sie gegebenenfalls mehrmals , um das Menü zu schließen.

Profimodus EIN – Drücken Sie  Home >  Mehr >  **Einstellungen** >  **Bild**. Drücken Sie **OK**.

Wählen Sie **Bildeinstellung** > **Computer** , und drücken Sie **OK**.

Wählen Sie **Ein** oder **Aus**, und drücken Sie **OK**.

Drücken Sie gegebenenfalls mehrmals , um das Menü zu schließen.

(Informationen zum Profimodus finden Sie in der Installationsanleitung)

Videos, Fotos und Musik

Über eine USB-Verbindung

Sie können Ihre Fotos, Musik oder Videos von einem angeschlossenen USB-Flashlaufwerk oder eine USB-Festplatte wiedergeben.

Schließen Sie bei eingeschaltetem Fernseher ein USB-Flashlaufwerk oder eine USB-Festplatte an einen der USB-Anschlüsse an. Das Gerät wird vom Fernseher erkannt, und eine Liste Ihrer Mediendateien wird angezeigt.





Wenn die Liste der Dateien nicht automatisch angezeigt wird:

- 1 - Drücken Sie  Home, und wählen Sie **TV-Sender** .
- 2 - Wählen Sie , und drücken Sie **OK**.
- 3 - Sie können Ihre Dateien in der Ordnerstruktur auf dem Laufwerk durchsuchen.
- 4 - Zum Stoppen der Wiedergabe von Videos, Fotos und Musik drücken Sie .

Wiedergeben Ihrer Videos





Wiedergeben von Videos

Öffnen eines Videoordners

- 1 - Drücken Sie  Home, und wählen Sie **TV-Sender** .
- 2 - Wählen Sie  USB und , und drücken Sie **OK**.

Um zurück zum Ordner zu wechseln, drücken Sie .

Wiedergeben eines Videos






- 1 - Drücken Sie  Home, und wählen Sie **TV-Sender** .
- 2 - Wählen Sie , und , und drücken Sie **OK**.
- 3 - Wählen Sie eines der Videos aus.

Um das Video zu unterbrechen, drücken Sie **OK**. Drücken Sie **OK** erneut, um die Wiedergabe fortzusetzen.

Steuerleiste

Um die Steuerleiste ein- oder auszublenden, wenn ein Video abgespielt wird, drücken Sie **OK**.




- 1 - Fortschrittsanzeige
- 2 - Steuerleiste für die Wiedergabe
 - : Zum vorherigen Video in einem Ordner springen
 - : Zum nächsten Video in einem Ordner springen
 - : Rücklauf
 - : Schnellvorlauf
 - : Pausieren der Wiedergabe
- 3 - Als Favorit markieren
- 4 - Wiedergeben aller Videos
- 5 - Untertitel: Ein- oder Ausschalten der Untertitel und Aus- oder Einschalten der Untertitel bei einer Tonunterbrechung
- 6 - Untertitelsprache: Wählen Sie eine Untertitelsprache aus (nicht verfügbar für den Profimodus EIN).
- 7 - Audiosprache: Auswählen einer Audiosprache
- 8 - Zufallswiedergabe: Wiedergeben Ihrer Dateien in zufälliger Reihenfolge
- 9 - Wiederholen: Einmaliges oder wiederholtes Wiedergeben aller Videos in diesem Ordner





Anzeigen Ihrer Fotos

Anzeigen von Fotos

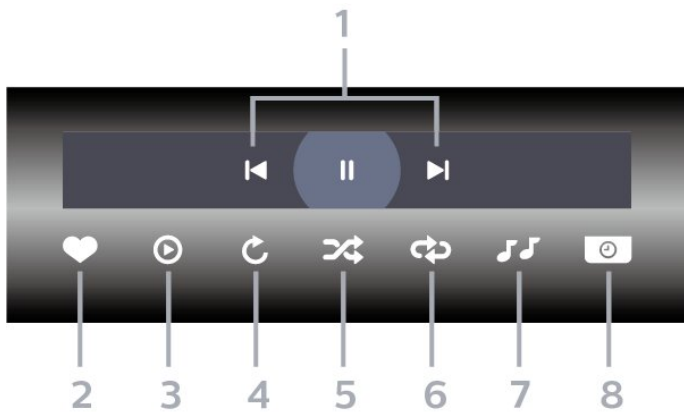
Öffnen eines Fotoordners

- 1 - Drücken Sie  Home, und wählen Sie **TV-Sender** .
- 2 - Wählen Sie , und , und drücken Sie **OK**.

Anzeigen von Fotos

- 1 - Drücken Sie  Home, und wählen Sie **TV-Sender** .
- 2 - Wählen Sie , und , und drücken Sie **OK**.
- 3 - Wählen Sie **Fotos** und wählen Sie eines der Fotos aus.

Steuerleiste



- 1 - Steuerleiste für die Wiedergabe
- ◀: Zum vorherigen Foto in einem Ordner springen
 - ▶: Zum nächsten Foto in einem Ordner springen
 - ||: Pausieren der Diashow-Wiedergabe

- 2 - Als Favorit markieren
- 3 - Starten einer Diashow
- 4 - Drehen des Fotos
- 5 - Zufallswiedergabe: Wiedergeben Ihrer Dateien in zufälliger Reihenfolge
- 6 - Wiederholen: Einmaliges oder wiederholtes Wiedergeben aller Fotos in diesem Ordner
- 7 - Beenden der Musikwiedergabe im Hintergrund (nicht verfügbar im Profimodus EIN)
- 8 - Bestimmen der Geschwindigkeit der Diashow

360-Grad-Fotos anzeigen

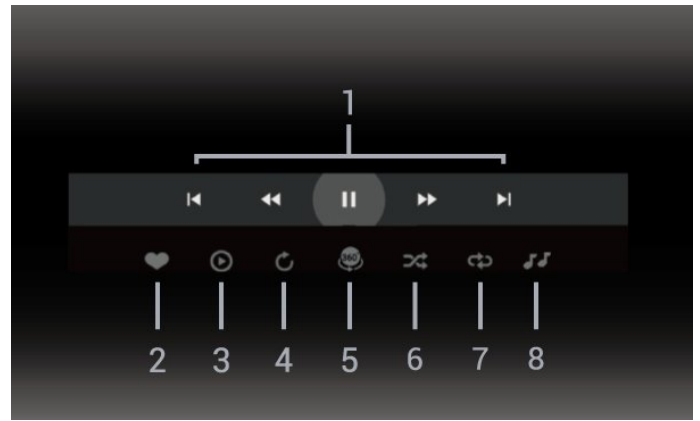
360-Grad-Fotoordner öffnen

- 1 - Drücken Sie Home, und wählen Sie **TV-Sender** .
- 2 - Wählen Sie USB-Geräte aus, und drücken Sie (rechts), um das gewünschte USB-Gerät auszuwählen.
- 3 - Wählen Sie 360-Grad-Fotos.

360-Grad-Foto anzeigen

- 1 - Drücken Sie Home, und wählen Sie **TV-Sender** .
- 2 - Wählen Sie USB-Geräte aus, und drücken Sie (rechts), um das gewünschte USB-Gerät auszuwählen.
- 3 - Wählen Sie 360-Grad-Fotos und wählen Sie eines der Fotos aus.

Steuerleiste



- 1 - Steuerleiste für die Wiedergabe
- ◀: Zum vorherigen Foto in einem Ordner springen
 - ▶: Zum nächsten Foto in einem Ordner springen
 - ◀◀: Zurückspulen mit 2-, 4-, 32-facher Geschwindigkeit
 - ▶▶: Vorspulen mit 2-, 4-, 32-facher Geschwindigkeit
 - ||: Pausieren der Wiedergabe

- 2 - Als Favorit markieren
- 3 - "Einen Titel wdg."/"Alle wdg.": Wiedergabe eines oder aller Fotos in diesem Ordner.
- 4 - Manueller Modus: Wenn der 360-Grad-Player gestartet wird, wird das ausgewählte 360-Grad-Foto in der 360-Grad-Ansicht von links nach rechts geschwenkt (0 bis 360 Grad).
- 5 - Little Planet-Ansicht: Little Planet bietet eine alternative und witzige Ansicht von 360-Grad-Fotos. In der Little Planet-Ansicht werden 360-Grad-Fotos in einer umwickelten Weise wie ein Planet dargestellt.
- 6 - Zufallswiedergabe: Wiedergabe Ihrer Dateien in zufälliger Reihenfolge.
- 7 - Wiederholen: Einmalige oder wiederholte Wiedergabe aller Fotos in diesem Ordner.
- 8 - Stoppen Sie die Wiedergabe der Hintergrundmusik.

8.4

Wiedergeben Ihrer Musik

Geben Sie Musik wieder

Musikordner öffnen

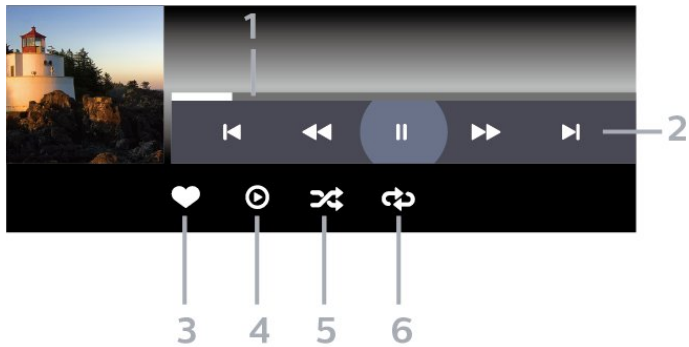
- 1 - Drücken Sie Home, und wählen Sie **TV-Sender** .
- 2 - Wählen Sie USB-Geräte und Musik und drücken Sie **OK**.

Musik wiedergeben

- 1 - Drücken Sie Home, und wählen Sie **TV-Sender** .
- 2 - Wählen Sie USB-Geräte und Musik und drücken Sie **OK**.

3 - Über die Klassifizierung können Sie Musiktitel ganz einfach finden: Genres, Künstler, Alben, Tracks.

Steuerleiste



1 - Fortschrittsanzeige

2 - Steuerleiste für die Wiedergabe

- ◀: Zum vorherigen Musiktitel in einem Ordner springen

- ▶: Zum nächsten Musiktitel in einem Ordner springen

◀◀: Rücklauf

▶▶: Schnellvorlauf

⏸: Pausieren der Wiedergabe

3 - Als Favorit markieren

4 - Wiedergeben aller Musiktitel

5 - Zufallswiedergabe: Wiedergeben Ihrer Dateien in zufälliger Reihenfolge

6 - Wiederholen: Einmaliges oder wiederholtes Wiedergeben aller Musiktitel in diesem Ordner



Spiele

Spiele



Von einer Spielkonsole



So starten Sie ein Spiel über eine Spielkonsole:

Schalten Sie die Spielkonsole ein.



Profimodus AUS – Drücken Sie  Home, und wählen Sie  Apps. Wählen Sie Quellen, und drücken Sie OK.

Starten Sie das Spiel.

Drücken Sie wiederholt  BACK oder drücken Sie  EXIT, oder beenden Sie die App mit der zugehörigen Schaltfläche zum Beenden/Stoppen.

Profimodus EIN – Drücken Sie  Home, wählen Sie TV-Sender , und wählen Sie eine Spielekonsole oder den Namen der Verbindung.

Starten Sie das Spiel.



Drücken Sie wiederholt  BACK oder drücken Sie  EXIT, oder beenden Sie die App mit der zugehörigen Schaltfläche zum Beenden/Stoppen.

Durch Apps

So starten Sie ein Spiel über eine Spiele-App:



Profimodus Aus – Drücken Sie  Home, und wählen Sie  Apps gefolgt von Google Play Games.

Melden Sie sich bei Ihrem Google-Konto an, und starten Sie ein Spiel.

Drücken Sie wiederholt  BACK, oder drücken Sie  EXIT, oder beenden Sie die App mit der zugehörigen Schaltfläche zum Beenden/Stoppen.

Profimodus EIN – Drücken Sie  Home. Wählen Sie  Spiele.

Melden Sie sich bei Ihrem Google-Konto an, und starten Sie ein Spiel.

Drücken Sie wiederholt  BACK, oder drücken Sie  EXIT, oder beenden Sie die App mit der zugehörigen Schaltfläche zum Beenden/Stoppen.

Professional-Menü-App






Info zur Professional-Menü-App

In der Professional-Menü-App können Sie alle Aktivitäten starten, die sich über den Fernseher ausführen lassen.

Der linke Teil der Professional-Menü-App ist in Zeilen organisiert...

- Empfohlen 
- Fernsehsender 
- Cast 
- Apps 
- Spiele 
- Mehr 

Der obere rechte Teil der Professional-Menü-App ist in Zeilen angeordnet.

- Konto verwalten
- Nachrichten  (Dies ist eine optionale Funktion, die von den internen Einstellungen des Hotels abhängig ist.)
- Rechnung  (Dies ist eine optionale Funktion, die von den internen Einstellungen des Hotels abhängig ist.)
- Einstellen des Alarms 
- Wetter 
- Menüsprache 
- Aktuelle Zeit


Professional-Menü-App öffnen

Profimodus AUS - Siehe Kapitel "Android TV-Startbildschirm".

Profimodus EIN - Zum Öffnen der Professional-Menü-App und Öffnen eines Elements...

1 - Öffnen Sie die Professional-Menü-App durch Drücken von Home .

2 - Wählen Sie mit den Pfeiltasten eine Aktivität aus, und drücken Sie OK, um die Aktivität zu starten.

3 - Um die Professional-Menü-App ohne Änderung der aktuellen Aktivität zu schließen, drücken Sie .




Wenn Sie die Professional-Menü-App öffnen, wird die im Hintergrund ausgeführte Anwendung/Inhaltswiedergabe angehalten. Wählen Sie zum Fortsetzen die Anwendung bzw. den Inhalt über die Professional-Menü-App aus.

Fernsehsender

Anzeigen von Sendern


Einschalten eines Senders

Um Fernsehsender anzuzeigen, drücken Sie . Der Fernseher schaltet automatisch auf den Sender, den Sie zuletzt gesehen haben.

Umschalten der Sender


- Um umzuschalten, drücken Sie CH +/-.

Vorheriger Sender

- Wenn Sie zurück zum zuvor wiedergegebenen Sender wechseln möchten, drücken Sie  BACK.

Spiele

So öffnen Sie die Professional-Menü-App und die Spiele...

1 - Drücken Sie  Home, um die Professional-Menü-App zu öffnen.

2 - Wählen Sie Spiele , und drücken Sie OK.

Ideale Spieleinstellung






Für einige Spiele, bei denen Geschwindigkeit und Präzision wichtig sind, können Sie den Fernseher vor Beginn des Spiels mit den idealen Einstellungen für Spiele einrichten.

Wenn Ihre Spielkonsole als Gerät des Typs **Spiel** im Quellenmenü (Liste aller Anschlüsse) hinzugefügt

wurde, werden am Fernseher automatisch die idealen Spieleinstellungen vorgenommen.

Wenn für die Spielkonsole der Typ **Player** festgelegt wurde und Sie sie die meiste Zeit als Disc-Player verwenden, sollten Sie die Einstellung **Player** nicht ändern.

So stellen Sie die idealen Einstellungen manuell auf dem Fernseher ein: . .


- 1 - Wählen Sie  Home >  Mehr >  Einstellungen >  Bild > Bildeinstellung.
- 2 - Wählen Sie **Spiel**, und drücken Sie die Taste OK.
- 3 - Drücken Sie gegebenenfalls mehrmals , um das Menü zu beenden. Achten Sie darauf, die Einstellung "Spiel" oder "Computer" wieder auf Aus zu setzen, wenn Sie mit dem Spielen fertig sind.

10.5


Professional Settings

Bildeinstellung

Auswählen einer Einstellung

Drücken Sie  Home >  Mehr >  Einstellungen >  Bild > Bildeinstellung.

Zur einfachen Anpassung des Bildes können Sie eine vordefinierte Bildeinstellung auswählen.

- **Persönlich** – Die Bildoptionen, die Sie beim ersten Öffnen ausgewählt haben
- **Lebhaft** – Ideal für die Wiedergabe bei Tageslicht
- **Natürlich** – Natürliche Bildeinstellungen
-  **Standard** – Die energieeffizienteste Einstellung – Werksvoreinstellung
- **Film** – Ideal für die Wiedergabe von Filmen
- **Spiel** – Ideal für Spiele
- **Computer** – Ideal für den Anschluss an den Computer

Bildformat

Bildformat wählen

Wenn das Bild nicht den gesamten Bildschirm ausfüllt, wenn schwarze Streifen oben oder unten oder an den Seiten angezeigt werden, können Sie das Bild so anpassen, dass der Bildschirm vollständig ausgefüllt wird.

So wählen Sie eine der Basiseinstellungen zum Ausfüllen des Bildschirms aus:

Drücken Sie  Home >  Mehr >  Einstellungen >  Bildformat.





Die folgenden Formate stehen je nach Bild auf dem Bildschirm zur Verfügung.

- • Breitbild

- Bildschirm ausfüllen
- Vollbild
- • Nicht skaliert

Toneinstellung

Auswählen einer Einstellung





Drücken Sie  Home >  Mehr >  Einstellungen >  Ton > Toneinstellung.

Zur einfachen Anpassung des Tons können Sie über "Toneinstellung" eine vordefinierte Einstellung auswählen.

- **Persönlich** – Ihre persönliche Auswahl, die Sie unter "Bild + Ton personalisieren" getroffen haben
- **Original** – Die neutralste Toneinstellung
- **Film** – Ideal für die Wiedergabe von Filmen
- **Musik** – Ideal für die Wiedergabe von Musik
- **Spiel** – Ideal für Spiele
- **Nachrichten** – Ideal für Nachrichten/Dokumentationen

Sprache





Ändern der Sprache des TV-Menüs und der Meldungen

Drücken Sie  Home >  Mehr >  Einstellungen >  Menüsprache.

Wählen Sie Ihre Sprache aus, und drücken Sie OK.





Energiespareinstellungen



Ausschalten des Bildschirms, um Energie zu sparen

Drücken Sie  Home >  Mehr >  Funktionen >  Sleep-Timer > Bild ausgeschaltet.

Wenn Sie auf Ihrem Fernseher nur Musik hören, können Sie den Fernsehbildschirm ausschalten. Nur der Fernsehbildschirm wird ausgeschaltet.

Einstellen des Ausschalt-Timers

Drücken Sie  Home >  Mehr >  Funktionen >  Sleep-Timer > Sleep-Timer.

Drücken Sie den Pfeil  (nach oben) oder  (nach unten), um den Wert anzupassen. Beim Wert 0 (Aus) wird das automatische Ausschalten deaktiviert.

Wenn Sie "Ausschalt-Timer" auswählen, schaltet sich der Fernseher automatisch aus, um Energie zu

sparen.

* Wenn Sie den Fernseher als Monitor nutzen oder zum Fernsehen einen Digitalreceiver verwenden (eine Set-Top-Box, STB), deaktivieren Sie das automatische Ausschalten, indem Sie den Wert auf 0 setzen.

10.6

Google-Konto


Anmelden

Um alle Funktionen Ihres Philips Android TV zu genießen, können Sie sich mit Ihrem Google-Konto bei Google anmelden.

Durch die Anmeldung können Sie Ihre Lieblingsspiele auf dem Telefon, Tablet und Fernseher spielen. Sie erhalten außerdem auf dem TV-Startbildschirm maßgeschneiderte Video- und Musikempfehlungen sowie Zugriff auf YouTube, Google Play und andere Apps.

Verwenden Sie Ihr bestehendes **Google-Konto**, um sich auf Ihrem Fernseher bei Google anzumelden. Ein Google-Konto besteht aus einer E-Mail-Adresse und einem Kennwort. Wenn Sie noch kein Google Konto haben, verwenden Sie Ihren Computer oder Ihr Tablet, um eines zu erstellen (accounts.google.com). Wenn Sie sich bei der Ersteinrichtung des Fernsehers nicht angemeldet haben, können Sie das jederzeit später nachholen.

Anmelden

Drücken Sie  > Öffnen Sie den Bildschirm der Professional-Menü-App.

Wählen Sie oben rechts im Bildschirm der Professional-Menü-App die Option "Konto verwalten" aus, und drücken Sie **OK**. Geben Sie über die Bildschirmtastatur Ihre E-Mail-Adresse und Ihr Passwort ein, und drücken Sie zum Anmelden dieselbe **OK**-Taste.

Android TV-Home-Bildschirm

Informationen zum Android TV-Home-Bildschirm

Um von allen Vorteilen, die Ihr Android-Fernseher bietet, profitieren zu können, ist eine Verbindung des Fernsehers mit dem Internet erforderlich.

Wie auf Ihrem Android-Smartphone oder -Tablet ist der Startbildschirm die Steuerzentrale des Fernsehers. Über den Startbildschirm können Sie entscheiden, was Sie sehen möchten, indem Sie Unterhaltungsmöglichkeiten in der App und im Live-TV durchsuchen. Ihre Startseite verfügt über Sender, mit denen Sie tolle Inhalte aus Ihren Lieblings-Apps entdecken können. Sie können auch weitere Kanäle hinzufügen oder neue Apps suchen, um noch mehr Inhalte zu nutzen.

Öffnen des Android TV-Home-Bildschirms

Profimodus EIN - siehe Installationshandbuch.

Profimodus AUS - So öffnen Sie den Android TV-Home-Bildschirm und öffnen ein Element...

1 - Drücken Sie die Taste Menü, navigieren Sie zu "Philips Collection", und drücken Sie dann OK.

2 - Wählen Sie mit den Pfeiltasten eine Aktivität aus, und drücken Sie OK, um die Aktivität zu starten.

3 - Um das die Home-Menü ohne Änderung der aktuellen Aktivität zu schließen, drücken Sie **←**.



Wenn Sie den Android TV-Home-Bildschirm öffnen, wird die im Hintergrund ausgeführte Anwendung/Inhaltswiedergabe angehalten. Wählen Sie zum Fortsetzen die Anwendung bzw. den Inhalt über den Android TV-Home-Bildschirm aus.

Android-TV-Einstellungen

Bild

Bildeinstellungen

Bildeinstellung

Auswählen einer Einstellung

Drücken Sie **⌂** > **⚙️** Einstellungen > Bild > Bildeinstellung.

Zur einfachen Anpassung des Bildes können Sie eine vordefinierte Bildeinstellung auswählen.

- **Persönlich** – Die Bildooptionen, die Sie beim ersten Öffnen ausgewählt haben
- **Lebhaft** – Ideal für die Wiedergabe bei Tageslicht
- **Natürlich** – Natürliche Bildeinstellungen
- **Standard** – Die energieeffizienteste Einstellung – Werksvoreinstellung
- **Film** – Ideal für die Wiedergabe von Filmen
- **Spiel** – Ideal für Spiele
- **Computer** – Ideal für den Anschluss an den Computer

Farbe, Kontrast, Schärfe, Helligkeit

Anpassen der Bildfarbe

Drücken Sie **⌂** Home > **⚙️** Einstellungen > Bild > Farbe.

Drücken Sie die Pfeiltasten **▲** (nach oben) oder **▼** (nach unten), um den Wert der Farbsättigung des Bilds anzupassen.

Anpassen des Bildkontrasts

Drücken Sie **⌂** Home > **⚙️** Einstellungen > Bild > Kontrast. Drücken Sie die Pfeiltasten **▲** (nach oben) oder **▼** (nach unten), um den Kontrastwert des Bilds anzupassen.

Wenn Sie den Kontrastwert verringern, wird weniger Energie verbraucht.

Anpassen der Bildschärfe



Drücken Sie **⌂** Home > **⚙️** Einstellungen > Bild > Schärfe.

Drücken Sie die Pfeiltasten **▲** (nach oben) oder **▼** (nach unten), um den Schärfewert des Bilds anzupassen.

Helligkeit einstellen

Drücken Sie  Home >  Einstellungen

> Bild > Helligkeit.

Drücken Sie den Pfeil  (nach oben) oder  (nach unten), um den Wert für die Helligkeit des Bildsignals anzupassen.



Hinweis: Wenn Sie die Helligkeit stark abweichend vom Referenzwert (50) einstellen, ergibt sich möglicherweise ein geringerer Kontrast.

Erweiterte Bildeinstellungen

Farbeinstellungen



Erweiterte Farbeinstellungen

Anpassen der Farboptimierung

Drücken Sie  Home >  Einstellungen > Bild > Erweitert > Farbe > Farboptimierung.



Wählen Sie **Maximum**, **Mittel** oder **Minimum** aus, um die Farbintensität und die Details mit leuchtenden Farben einzustellen.



Auswählen der voreingestellten Farbtemperatur

Drücken Sie  Home >  Einstellungen > Bild > Erweitert > Farbe > Farbtemperatur.

Wählen Sie **Normal**, **Warm** oder **Kühl** aus, um die Farbtemperatur nach Ihren Vorlieben festzulegen.



Anpassen der Farbtemperatur

Drücken Sie  Home >  Einstellungen > Bild > Erweitert > Farbe > Personalisierte Farbtemperatur.

Wählen Sie im Menü "Farbtemperatur" die Option "Personalisiert" aus, um selbst eine Farbtemperatur festzulegen. Drücken Sie den Pfeil  (nach oben) oder  (nach unten), um den Wert anzupassen. WP ist der Weißpunkt, BL ist der Schwarzwert. Sie können auch eine der Voreinstellungen in diesem Menü auswählen.



Erweiterte Kontrasteinstellungen

Kontrastmodi

Drücken Sie  Home >  Einstellungen > Bild > Erweitert > Kontrast > Kontrastmodus.

Wählen Sie **Normal**, **Optimiert für Bilder** oder **Optimiert für Energieeinsparung** aus, um den Fernseher so einzustellen, dass er automatisch den Kontrast reduziert und so am wenigsten Energie verbraucht bzw. das beste Bilderlebnis liefert, oder wählen Sie "Aus", um die Anpassung auszuschalten.



Dynamic Contrast



Drücken Sie  Home >  Einstellungen > Bild > Erweitert > Kontrast > Dynamischer Kontrast.

Wählen Sie "Maximum, Mittel oder Minimum aus, um den Wert festzulegen, bei dem der Fernseher automatisch Details in dunklen, mittelhellen und hellen Bereichen des Bildes optimiert.



Videokontrast, Gamma



Videokontrast

Drücken Sie  Home >  Einstellungen > Bild > Erweitert > Kontrast > Videokontrast.

Drücken Sie den Pfeil  (nach oben) oder  (nach unten), um den Wert für den Videokontrast anzupassen.

Gamma



Drücken Sie  Home >  Einstellungen > Bild > Erweitert > Kontrast > Gamma.

Drücken Sie den Pfeil  (nach oben) oder  (nach unten), um eine nicht lineare Einstellung für die Bildhelligkeit und den Kontrast festzulegen.

Verbesserte Schärfeeinstellungen

Scharfe Bilder



Rauschunterdrückung

Drücken Sie  Home >  Einstellungen > Bild > Erweitert > Scharfe Bilder > Rauschunterdrückung.

Wählen Sie **Maximum**, **Mittel** oder **Minimum** aus, um den Wert für die Rauschunterdrückung bei Videoinhalten festzulegen.

Rauschen zeigt sich meist als sich bewegende Punkte im angezeigten Bild.

MPEG-Artefaktunterdrückung

Drücken Sie  Home >  Einstellungen > Bild > Erweitert > Scharfe Bilder > MPEG-Artefaktreduzierung.

Wählen Sie **Maximum**, **Mittel** oder **Minimum** aus, um die Glättung von Artefakten in digitalen Videoinhalten entsprechend einzustellen.

MPEG-Artefakte zeigen sich meist als Klötzchen oder gezackte Ränder in den angezeigten Bildern.

Bildformat

Wenn das Bild nicht den gesamten Bildschirm ausfüllt, wenn schwarze Streifen oben oder unten oder an den Seiten angezeigt werden, können Sie das Bild so anpassen, dass der Bildschirm vollständig ausgefüllt wird.

So wählen Sie eine der Basiseinstellungen zum Ausfüllen des Bildschirms aus:

- 1 - Drücken Sie während der Wiedergabe eines Fernsehsenders Home > Einstellungen > Bild > Bildformat.
- 2 - Wählen Sie aus der Liste ein Format aus, und drücken Sie die Taste OK.
- 3 - Drücken Sie gegebenenfalls mehrmals BACK, um das Menü zu beenden.

Die folgenden Formate stehen je nach Bild auf dem Bildschirm zur Verfügung. . .

- • Breitbild
- Bildschirm ausfüllen
- Vollbild
- • Nicht skaliert

Ton

Toneinstellung

Auswählen einer Einstellung

Drücken Sie Home > Einstellungen > Ton > Toneinstellung.

Zur einfachen Anpassung des Tons können Sie über "Toneinstellung" eine vordefinierte Einstellung auswählen.

- Persönlich – Ihre persönliche Auswahl, die Sie unter "Bild + Ton personalisieren" getroffen haben
- Original – Die neutralste Toneinstellung
- Film – Ideal für die Wiedergabe von Filmen
- Musik – Ideal für die Wiedergabe von Musik
- Spiel – Ideal für Spiele
- Nachrichten – Ideal für Nachrichten/Dokumentationen

Soundmanagement

Wählen Sie ein Gerät.

Drücken Sie Home > Einstellungen > Ton > Soundmanagement.
Audio-Ausgabegeräte konfigurieren.

- TV-Lautsprecher – Stellen Sie den Fernseher so ein, dass der Ton über den Fernseher oder das

angeschlossene Audiosystem wiedergegeben wird.

- Kopfhörer-/Badezimmerlautsprecher – Ein/Aus.
- Feste Lautstärke für Kopfhörer/Badezimmerlautspr. – Ist diese Funktion aktiviert, wird der Lautstärkepegel des Kopfhörers/Badezimmerlautsprechers auf die Standardeinstellung fixiert.
- Kopfhörererkennung – Ein/Aus.

Aufstellungsort

Drücken Sie Home > Einstellungen > Ton > Aufstellungsort.

Wählen Sie Auf Standfuß oder An der Wand aus, um die optimale Tonwiedergabe entsprechend der Aufstellungsart zu erhalten.

Erweitert

Energiespareinstellungen

Sleeptimer

Drücken Sie Home > Einstellungen > Energiespareinstellungen > Sleep-Timer.

Stellen Sie den Fernseher so ein, dass er nach einer voreingestellten Zeit automatisch in den Standby-Modus wechselt. Um diese Funktion zu deaktivieren, stellen Sie die Zeit auf Null.

Drücken Sie den Pfeil (nach oben) oder (nach unten), um den Wert anzupassen. Beim Wert 0 (Aus) wird das automatische Ausschalten deaktiviert.

Wenn Sie "Ausschalt-Timer" auswählen, schaltet sich der Fernseher automatisch aus, um Energie zu sparen.

* Wenn Sie den Fernseher als Monitor nutzen oder zum Fernsehen einen Digitalreceiver verwenden (eine Set-Top-Box, STB), deaktivieren Sie das automatische Ausschalten, indem Sie den Wert auf 0 setzen.



Bild ausgeschaltet

Drücken Sie Home > Einstellungen > Energiespareinstellungen > Bild ausgeschaltet.

Wenn Sie auf Ihrem Fernseher nur Musik hören, können Sie den Fernsehbildschirm ausschalten. Nur der Fernsehbildschirm wird ausgeschaltet.

Region und Sprache

Sprachen

Drücken Sie  Home >  Einstellungen > Region und Sprache > Sprachen.

Nehmen Sie Regions- oder Spracheinstellungen vor.

- Androidsystem/Menüsprache – Ändern Sie die Sprache für Menüs und Meldungen.
- Bevorzugte Audiosprache – Legen Sie die bevorzugte Einstellung für die Audiosprache in Sendungen fest.
- Alternative Audiosprache – Legen Sie die nächste bevorzugte Einstellung für die Audiosprache in Sendungen fest.
- Bevorzugte Untertitelsprache – Legen Sie die höchste bevorzugte Einstellung für die Untertitelsprache in Sendungen fest.
- Alternative Untertitelsprache – Legen Sie die nächste bevorzugte Einstellung für die Untertitelsprache in Sendungen fest.
- Bevorzugte Videotextsprache – Legen Sie die erste bevorzugte Einstellung für die Videotextsprache in Sendungen fest.
- Alternative Videotextsprache – Legen Sie die nächste bevorzugte Einstellung für die Videotextsprache in Sendungen fest.

Einstellungen zu Seh- und Hörhilfen

Drücken Sie  >  Einstellungen > Seh -und Hörhilfen> Universalzugriff.

Wenn die Seh- und Hörhilfen aktiviert sind, eignet sich der Fernseher zur Verwendung durch Personen mit Seh- und Hörbeeinträchtigungen.

Einschalten der Seh- und Hörhilfen

Drücken Sie  >  Einstellungen > Seh -und Hörhilfen > Universalzugriff > Ein.



Seh- und Hörhilfen für hörbehinderte Menschen

Drücken Sie  >  Einstellungen > Seh -und Hörhilfen > Universalzugriff > Hörbehindert > Ein.


- Einige digitale Fernsehsender senden ein besonderes Audiosignal und Untertitel für hörbehinderte und taube Menschen.
- Wenn Hörhilfen eingeschaltet sind, wechselt der Fernseher automatisch in den Modus mit angepasstem Audiosignal und Untertiteln, sofern verfügbar.



Seh- und Hörhilfen für Menschen mit

Sehbeeinträchtigungen

Drücken Sie  >  Einstellungen > Seh -und Hörhilfen > Universalzugriff > Audiobeschreibung > Audiobeschreibung > Ein.



Digitale Fernsehsender können spezielle Audiokommentare übertragen, die das Geschehen auf dem Bildschirm beschreiben.

 Einstellungen > Seh- und Hörhilfen > Universal zugriff > Audiobeschreibung > Kombin. Lautst., Soundeffekte, Sprache.

- Wenn Sie Kombin. Lautst. auswählen, können Sie die Lautstärke des normalen Tons mit den Audiokommentaren kombinieren. Drücken Sie den Pfeil  (nach oben) or  (nach unten), um den Wert anzupassen.
- Wenn Sie die Soundeffekte einschalten, erhalten Sie zusätzliche Soundeffekte im Audiokommentar, wie Stereo oder Ausklingen.
- Wählen Sie Sprache, um die bevorzugte Spracheinstellung Beschreibend oder Untertitel auszuwählen.



Sendung themenabh. sperren

Einstufung

Drücken Sie  >  Einstellungen > Inhaltseinstufung.



Damit Kinder keine Sendungen sehen, die für ihr Alter ungeeignet sind, können Sie eine Altersfreigabe festsetzen. Digitale Sender haben eine Altersfreigabe in ihre Sendungen integriert. Wenn die Freigabe gleich oder höher als das eingegebene Alter Ihres Kindes ist, wird die entsprechende Sendung gesperrt. Um eine gesperrte Sendung wiederzugeben, müssen Sie zuerst den Code eingeben.

So setzen Sie eine Altersfreigabe fest

Drücken Sie  >  Einstellungen > Inhaltseinstufung > Einstufung.



Wählen Sie das Alter, und drücken Sie OK. Um die Altersfreigabe zu deaktivieren, wählen Sie als Alterseinstellung Keine aus. In einigen Ländern ist es jedoch vorgeschrieben, eine Altersfreigabe festzulegen.

Code festlegen und Code ändern

Drücken Sie  Home>  Einstellungen > Inhaltseinstufung.

Der Kindersicherungs-Code wird zum Sperren und Entsperren von Sendern und Sendungen verwendet.

Legen Sie einen neuen Code fest, oder ändern Sie den Code.

Drücken Sie  Home >  Einstellungen > Inhaltseinstufung > Code ändern.

Hinweis:

Wenn Sie Ihren PIN-Code vergessen haben, können Sie den aktuellen Code durch Eingabe von **8888** umgehen und einen neuen Code eingeben.

11.4

Anschließen Ihres Android TV

Netzwerk und Internet

Heimnetzwerk

Damit Sie alle Funktionen Ihres Philips Android TV genießen können, muss Ihr Fernseher mit dem Internet verbunden sein.

Verbinden Sie den Fernseher mit einer High-Speed-Internetverbindung mit einem Heimnetzwerk. Sie können den Fernseher kabellos oder per Netzwerkkabel mit Ihrem Netzwerkrouter verbinden.

Mit Netzwerk verbinden

Kabellose Verbindung

Was Sie benötigen

Zur kabellosen Verbindung des Fernsehers mit dem Internet benötigen Sie einen WiFi-Router mit Zugang zum Internet.

Verwenden Sie einen Router mit einer Hochgeschwindigkeits-Internetverbindung (Breitband).



Herstellen der Verbindung

Herstellen der Verbindung – KABELLOS

Drücken Sie Home > Einstellungen > Kabellos und Netzwerke > Mit Netzwerk verbinden > KABELLOS.

1 - Wählen Sie in der Liste der gefundenen Netzwerke Ihr kabelloses Netzwerk aus. Wenn Ihr Netzwerk nicht in der Liste angezeigt wird, weil der

Netzwerkname ausgeblendet ist (Sie haben die SSID-Übertragung des Routers deaktiviert), wählen Sie Neues Netzwerk hinzufügen aus, um den Netzwerknamen manuell einzugeben.

2 - Geben Sie abhängig vom Routermodell Ihren Verschlüsselungscode ein (WEP, WPA oder WPA2). Wenn Sie den Verschlüsselungscode für dieses Netzwerk bereits eingegeben haben, können Sie durch Auswahl von OK die Verbindung direkt herstellen.

3 - Sobald die Verbindung hergestellt wurde, wird eine Nachricht angezeigt.

Herstellen der Verbindung – WPS

Drücken Sie Home > Einstellungen > Kabellos und Netzwerke > Mit Netzwerk verbinden > WPS.

Wenn Ihr Router WPS unterstützt, können Sie ohne Netzwerksuche direkt eine Verbindung zum Router herstellen. Wenn Geräte in Ihrem WLAN-Netzwerk das WEP-Verschlüsselungssystem verwenden, ist die Verwendung von WPS nicht möglich.

1 - Gehen Sie zum Router, drücken Sie die WPS-Taste, und kehren Sie innerhalb von 2 Minuten zum Fernseher zurück.

2 - Wählen Sie zum Herstellen der Verbindung Verbinden.

3 - Sobald die Verbindung hergestellt wurde, wird eine Nachricht angezeigt.

Herstellen der Verbindung – WPS MIT PIN-CODE

Drücken Sie Home > Einstellungen > Kabellos und Netzwerke > Mit Netzwerk verbinden > WPS MIT PIN-CODE.

Wenn Ihr Router WPS mit PIN-Code unterstützt, können Sie ohne Netzwerksuche direkt eine Verbindung zum Router herstellen. Wenn Geräte in Ihrem WLAN-Netzwerk das WEP-Verschlüsselungssystem verwenden, ist die Verwendung von WPS nicht möglich.

1 - Notieren Sie sich den achtstelligen PIN-Code, der auf dem Bildschirm angezeigt wird, und geben Sie ihn in der Router-Software auf Ihrem PC ein. Im Handbuch zu Ihrem Router erfahren Sie, wo Sie den PIN-Code in der Router-Software eingeben müssen.

2 - Wählen Sie zum Herstellen der Verbindung Verbinden.

3 - Sobald die Verbindung hergestellt wurde, wird eine Nachricht angezeigt.

Probleme

Kabelloses Netzwerk wurde nicht gefunden oder ist gestört

- Mikrowellenherde, DECT-Telefone oder andere Geräte mit WiFi 802.11b/g/n/ac in der Nähe können möglicherweise Störungen im WLAN-Netzwerk verursachen.
- Stellen Sie sicher, dass Sie über die Firewalls im Netzwerk Zugriff auf die kabellose Verbindung mit dem Fernseher erlauben.
- Wenn das kabellose Netzwerk nicht ordnungsgemäß funktioniert, testen Sie die kabelgebundene Netzwerkinstallation.

Das Internet funktioniert nicht

- Prüfen Sie, falls die Verbindung zum Router ordnungsgemäß funktioniert, die Verbindung des Routers mit dem Internet.

Der PC und die Internetverbindung sind langsam

- Informieren Sie sich in der Bedienungsanleitung des kabellosen Routers über die Reichweite in Innenräumen, die Übertragungsraten und über die anderen Faktoren zur Signalqualität.
- Sie benötigen für den Router eine Hochgeschwindigkeitsverbindung (Breitband) zum Internet.

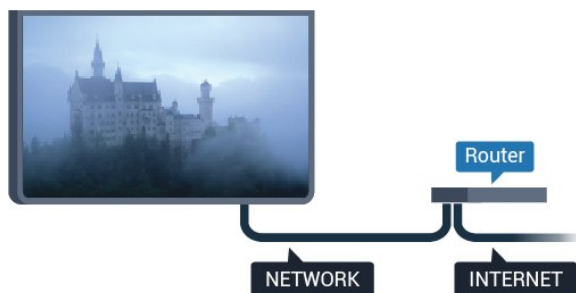
DHCP

- Wenn keine Verbindung hergestellt werden kann, überprüfen Sie die DHCP-Einstellung (Dynamic Host Configuration Protocol) des Routers. DHCP sollte aktiviert sein.

Kabelgebundene Verbindung

Was Sie benötigen

Zur Verbindung des Fernsehers mit dem Internet benötigen Sie einen Router mit Zugang zum Internet. Verwenden Sie einen Router mit einer Hochgeschwindigkeits-Internetverbindung (Breitband).



Herstellen der Verbindung

Herstellen der Verbindung – KABELGEBUNDEN

Drücken Sie Home > Einstellungen > Kabellos und Netzwerke > Mit Netzwerk verbinden > KABELGEBUNDEN.

- 1 - Verbinden Sie den Router über ein Netzwerkkabel (Ethernet-Kabel**) mit dem Fernseher.
- 2 - Prüfen Sie, ob der Router tatsächlich eingeschaltet ist.
- 3 - Der Fernseher sucht kontinuierlich nach der Netzwerkverbindung.
- 4 - Sobald die Verbindung hergestellt wurde, wird eine Nachricht angezeigt.

Wenn keine Verbindung hergestellt werden kann, überprüfen Sie die DHCP-Einstellung des Routers. DHCP sollte aktiviert sein.

**Verwenden Sie ein abgeschirmtes FTP-Cat. 5E-Ethernetkabel, um den EMC-Anforderungen zu entsprechen.

Google-Konto

Anmelden

Um alle Funktionen Ihres Philips Android TV zu genießen, können Sie sich mit Ihrem Google-Konto bei Google anmelden.

Durch die Anmeldung können Sie Ihre Lieblingsspiele auf dem Telefon, Tablet und Fernseher spielen. Sie erhalten außerdem auf dem TV-Startbildschirm maßgeschneiderte Video- und Musikempfehlungen sowie Zugriff auf YouTube, Google Play und andere Apps.

Verwenden Sie Ihr bestehendes **Google-Konto**, um sich auf Ihrem Fernseher bei Google anzumelden. Ein Google-Konto besteht aus einer E-Mail-Adresse und einem Kennwort. Wenn Sie noch kein Google-Konto haben, verwenden Sie Ihren Computer oder Ihr Tablet, um eines zu erstellen (accounts.google.com). Um Spiele mit Google Play zu spielen, benötigen Sie ein Google+-Profil. Wenn Sie sich bei der Ersteinrichtung des Fernsehers nicht angemeldet haben, können Sie das jederzeit später nachholen.

Anmelden



Drücken Sie Home > Apps > Google Play.

Geben Sie über die Bildschirmtastatur Ihre E-Mail-Adresse und Ihr Passwort ein, und drücken Sie zum Anmelden dieselbe OK-Taste.

Android-Einstellungen

Sie können verschiedene Android-spezifische Einstellungen oder Informationen einstellen bzw. anzeigen. Sie können die Liste mit Apps aufrufen, die auf Ihrem Fernseher installiert sind, und prüfen, wie viel Speicherplatz diese einnehmen. Sie können die Sprache einstellen, die Sie für die Sprachsuche verwenden möchten. Sie können die Bildschirmtastatur konfigurieren oder Apps erlauben, Ihren Standort zu verwenden. Erkunden Sie die verschiedenen Android-Einstellungen. Besuchen Sie www.support.google.com/androidtv, um weitere Informationen zu diesen Einstellungen zu erhalten.

So öffnen Sie diese Einstellungen


Drücken Sie  Home >  Einstellungen > Einstellungen > Android-Einstellungen.

11.5

Programme

Anzeigen von Sendern

Einschalten eines Senders

Um Fernsehsender anzuzeigen, drücken Sie . Der Fernseher schaltet automatisch auf den Sender, den Sie zuletzt gesehen haben.

Umschalten der Sender

- Um umzuschalten, drücken Sie CH+ oder CH-.

Vorheriger Sender

Wenn Sie zurück zum zuvor wiedergegebenen Sender wechseln möchten, drücken Sie  BACK.

11.6

Einstellung der Sender

Installieren von Sendern



Antennen-/Kabelinstallation

Sendersuche

Sie können alle Sender neu installieren und alle anderen Fernsehereinstellungen beibehalten.

Wenn ein PIN-Code festgelegt wurde, müssen Sie diesen Code vor dem erneuten Einstellen der Sender eingeben.

So suchen Sie nach Sendern...

- 1 - Drücken Sie  Home >  Einstellungen > Sender installieren, und drücken Sie **OK**.
- 2 - Wählen Sie **RF Senderinstallation** aus, und

drücken Sie **OK**.

3 - Geben Sie Ihren PIN-Code ein, falls erforderlich. Wählen Sie **Nach Sendern suchen** aus, und drücken Sie **OK**.

Wählen Sie **Start** aus, und drücken Sie **OK**.

Wählen Sie das Land aus, in dem Sie sich gerade befinden, und drücken Sie **OK**.

Wählen Sie **Start** aus, und drücken Sie **OK**.


Wählen Sie die gewünschte Installationsart aus, **Antenne (DVB-T)** oder **Kabel (DVB-C)**, und drücken Sie **OK**.

Wählen Sie **Weiter** aus, und drücken Sie **OK**.

Wählen Sie die gewünschte Senderart aus, **Digitale und analoge Sender** oder **Nur digitale Sender**, und drücken Sie **OK**.

Wählen Sie **Weiter** aus, und drücken Sie **OK**.


Wählen Sie **Start** aus, und drücken Sie **OK**, um die digitalen Sender zu aktualisieren. Dies kann einige Minuten in Anspruch nehmen.

Drücken Sie  (links), um einen Schritt



zurückzugehen, oder drücken Sie  BACK, um das Menü zu schließen.

Autom.Senderaktualisierung

Wenn Sie digitale Sender empfangen, können Sie den Fernseher so einstellen, dass diese Sender automatisch aktualisiert werden.

Täglich um 6 Uhr morgens aktualisiert der Fernseher die Sender und speichert neu hinzugekommene Sender. Neue Sender werden in der Senderliste gespeichert und mit einem  gekennzeichnet. Sender ohne Signal werden entfernt. Der Fernseher muss sich im Standby-Modus befinden, um Sender automatisch zu aktualisieren. Sie können die automatische Senderaktualisierung jedoch auch deaktivieren.

So deaktivieren Sie die automatische Aktualisierung:



1 - Drücken Sie  Home >  Einstellungen > Sender installieren und drücken Sie dann **OK**.

2 - Wählen Sie **RF Senderinstallation** aus, und drücken Sie **OK**.

3 - Geben Sie Ihren PIN-Code ein, falls erforderlich.

4 - Wählen Sie **Autom. Senderaktualisierung** aus, und drücken Sie **OK**.

5 - Legen Sie **Aus** fest, und drücken Sie **OK**.

6 - Drücken Sie  (links), um einen Schritt zurückzugehen, oder drücken Sie  BACK, um das Menü zu schließen.

Senderaktualisierungsnachricht

Wenn neue Sender gefunden oder vorhandene Sender aktualisiert oder entfernt werden, wird beim Einschalten des Fernsehers eine Nachricht eingeblendet. Wenn diese Nachricht nicht nach jeder

Senderaktualisierung angezeigt werden soll, können Sie sie deaktivieren.

So deaktivieren Sie die Nachricht:

- 1 - Drücken Sie Home > Einstellungen > Sender installieren und drücken Sie dann **OK**.
- 2 - Wählen Sie **RF Senderinstallation** aus, und drücken Sie **OK**.
- 3 - Geben Sie Ihren PIN-Code ein, falls erforderlich.
- 4 - Wählen Sie **Autom. Senderaktualisierung** aus, und drücken Sie **OK**.
- 5 - Legen Sie **Aus** fest, und drücken Sie **OK**.
- 6 - Drücken Sie (links), um einen Schritt zurückzugehen, oder drücken Sie BACK, um das Menü zu schließen.

In einigen Ländern erfolgt die automatische Senderaktualisierung während der Programmwiedergabe oder wenn sich der Fernseher im Standby-Modus befindet.

Digital: Manuelle Installation

Digitale Fernsendeder können nacheinander manuell installiert werden.

So installieren Sie digitale Sender manuell:

- 1 - Drücken Sie Home > Einstellungen > Sender installieren und drücken Sie dann **OK**.
- 2 - Wählen Sie **RF Senderinstallation** aus, und drücken Sie **OK**.
- 3 - Wählen Sie **Digital: Manuelle Installation** aus, und drücken Sie **OK**.
- 4 - Wählen Sie **Suchen** aus, und drücken Sie **OK**. Sie können selbst eine Frequenz eingeben, um einen Sender zu suchen, oder Sie lassen den Fernseher nach einem Sender suchen. Drücken Sie (rechts), um **Suchen** auszuwählen, und drücken Sie **OK**, um automatisch nach einem Sender zu suchen. Der gefundene Sender wird auf dem Bildschirm angezeigt. Wenn der Empfang schlecht ist, drücken Sie erneut **Suchen**. Wenn Sie den Sender speichern möchten, wählen Sie **Fertig** aus, und drücken Sie **OK**.

Analog: Manuelle Installation

Analoge Fernsendeder können nacheinander manuell eingestellt werden.

So installieren Sie analoge Sender manuell:

- 1 - Drücken Sie Home > Einstellungen > Sender installieren und drücken Sie dann **OK**.
- 2 - Wählen Sie **RF Senderinstallation** aus, und drücken Sie **OK**.
- 3 - Wählen Sie **Analog: Manuelle Installation** aus, und drücken Sie **OK**.

- **System**

Um das Fernsehsystem einzurichten, wählen Sie **System** aus.

Wählen Sie Ihr Land oder das Gebiet aus, in dem Sie sich derzeit befinden, und drücken Sie **OK**.

- **Sender suchen**

Um einen Sender zu suchen, wählen Sie **Sender suchen** aus, und drücken Sie **OK**. Sie können selbst eine Frequenz eingeben, um einen Sender zu suchen, oder Sie lassen den Fernseher nach einem Sender suchen. Drücken Sie (rechts), um **Suchen** auszuwählen, und drücken Sie **OK**, um automatisch nach einem Sender zu suchen. Der gefundene Sender wird auf dem Bildschirm angezeigt. Wenn der Empfang schlecht ist, drücken Sie erneut **Suchen**. Wenn Sie den Sender speichern möchten, wählen Sie **Fertig** aus, und drücken Sie **OK**.

- **Speichern**

Sie können den Sender unter der aktuellen Sendernummer oder mit einer neuen Sendernummer speichern.

Wählen Sie **Aktuellen Sender speichern** oder **Als neuen Sender speichern** aus, und drücken Sie **OK**. Die neue Sendernummer wird kurz angezeigt.

Sie können diese Schritte wiederholen, bis alle verfügbaren analogen Fernsendeder eingestellt sind.

11.7

Internet

Starten des Internets

Sie können auf Ihrem Fernseher im Internet surfen. Prinzipiell können Sie jede beliebige Internet-Website aufrufen, die meisten sind jedoch nicht auf das Bildschirmformat zugeschnitten.

- Einige Plug-ins (z. B. zur Anzeige von Seiten oder Videos) sind auf dem Fernseher nicht verfügbar.
- Sie können keine Dateien senden oder herunterladen.
- Internet-Seiten werden seitenweise und als Vollbild angezeigt.

So starten Sie den Internet-Browser:




- 1 - Drücken Sie HOME.
- 2 - Blättern Sie nach unten, wählen Sie Apps > Internet, und drücken Sie **OK**.
- 3 - Geben Sie eine Internetadresse ein, wählen Sie aus, und drücken Sie **OK**.
- 4 - Um das Internet zu schließen, drücken Sie HOME oder .

Software

Software aktualisieren

Softwareversion

So zeigen Sie die aktuelle Version der Fernsehersoftware an:

- 1 - Drücken Sie , wählen Sie **Einstellungen** , und drücken Sie **OK**.
- 2 - Wählen Sie **Software aktualisieren** > **Momentane Firmware**, und drücken Sie **OK**.
- 3 - Die Version, Versionshinweise und das Erstellungsdatum werden angezeigt.
- 4 - Drücken Sie gegebenenfalls mehrmals , um das Menü zu schließen.

Update von der Website

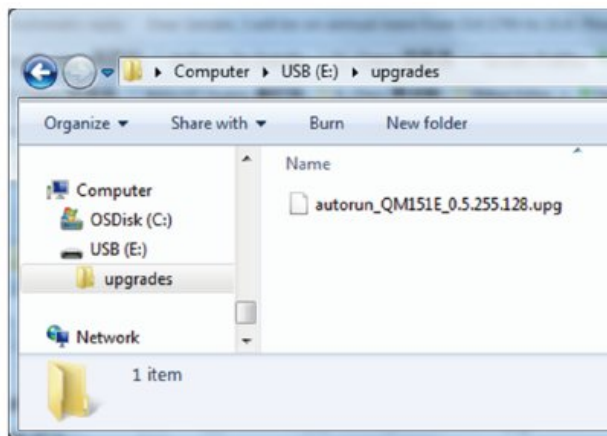
Die aktuelle Firmware-Version Ihres Fernsehers finden Sie im Einstellungsmenü unter "Software aktualisieren" > "Momentane Firmware".

Besuchen Sie regelmäßig www.philips.com/support, um neue Firmware-Updates zu erhalten.

Befolgen Sie die nachstehenden Anweisungen, um die Firmware Ihres Fernsehers zu aktualisieren.

Herunterladen der neuesten Software...

- 1 - Starten Sie den Internet Explorer.
- 2 - Rufen Sie die Philips Support-Website unter <http://www.philips.com/support> auf.
- 3 - Geben Sie die Modellnummer ein. (Die Modellnummer finden Sie auf dem Etikett auf der Rückseite des Fernsehers.)
- 4 - Rufen Sie die Produktseite Ihres Fernsehers und dort Support auf.
- 5 - Wählen Sie "Software-Aktualisierungen" aus, und klicken Sie auf "Datei herunterladen", um die Software herunterzuladen. (Die Software ist als ZIP-Datei verfügbar.)
- 6 - Wenn die Softwareversion höher ist als die auf Ihrem Fernseher installierte Version, klicken Sie auf den Link zum Herunterladen der Software.
- 7 - Akzeptieren Sie die Lizenzvereinbarung/Geschäftsbedingungen, wählen Sie "Ich stimme zu", und die ZIP-Datei wird automatisch heruntergeladen.
- 8 - Entpacken Sie die Zip-Datei mit einem Archivierungstool in einem beliebigen Verzeichnis.
- 9 - Erstellen Sie den Ordner "Upgrades" im Stammverzeichnis Ihres USB-Flashlaufwerks.
- 10 - Kopieren Sie die zuvor extrahierte upg-Datei in den erstellten Ordner "Upgrades" (wie auf der Abbildung unten dargestellt).
- 11 - Trennen Sie Ihr USB-Flash-Laufwerk vom Computer.



Software aktualisieren...

- 1 - Schließen Sie das USB-Flashlaufwerk (mit der Software-Aktualisierung) an den USB-Anschluss des Fernsehers an. Warten Sie 30 Sekunden (ggf. auch länger), bis der Fernseher das USB-Laufwerk erkennt.
- 2 - Der Fernseher lädt die Software automatisch.
- 3 - Nachdem der Fernseher die Software geladen hat, drücken Sie "Start", um das Upgrade zu aktivieren.

Open-Source-Software

Open-Source-Lizenz

Informationen zur Open-Source-Lizenz

README für den Quellcode der Teile der Fernsehersoftware von TP Vision Netherlands B.V., die unter Open-Source-Lizenzen fallen.

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Open Source

Android (7.1.1)

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

linux kernel (3.10.79)

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libcurl (7.50.1)

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

libfreetypeex (2.4.2)

FreeType is a software development library, available in source and binary forms, used to render text on to bitmaps and provides support for other font-related operations. The original download site for this software is

: <https://github.com/julienr/libfreetype-android>

Freetype License

libjpegex (8a)

This package contains C software to implement JPEG image encoding, decoding, and transcoding. This software is based in part on the work of the Independent JPEG Group.-----The

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libpngex (1.4.1)

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

<https://github.com/julienr/libpng-androidlibpng>
license

dvbsnoop (1.2)

dvbsnoop is a DVB / MPEG stream analyzer program. For generating CRC32 values required for composing PAT, PMT, EIT sections The original download site for this software is :

<https://github.com/a4tunado/dvbsnoop/blob/master/src/misc/crc32.cGPL> v2
<http://dvbsnoop.sourceforge.net/dvbsnoop.html>

gSoap (2.7.15)

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

restlet (2.3.0)

Restlet is a lightweight, comprehensive, open source REST framework for the Java platform. Restlet is suitable for both server and client Web applications. It supports major Internet transport, data format, and service description standards like HTTP and HTTPS, SMTP, XML, JSON, Atom, and WADL. The original download site for this software is

: <http://restlet.org> This piece of software is made available under the terms and conditions of the Apache License version 2.

FaceBook SDK (3.0.1)

This TV contains Facebook SDK. The Facebook SDK for Android is the easiest way to integrate your

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

ffmpeg (2.1.3)

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

gson (2.3)

This TV uses gson. Gson is a Java library that can be used to convert Java Objects into their JSON representation. It can also be used to convert a JSON string to an equivalent Java object. Gson can work with arbitrary Java objects including pre-existing objects that you do not have source-code of. The original download site for this software is : <https://code.google.com/p/google-gson/> . This piece of software is made available under the terms and conditions of the Apache License 2.0

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

libUpNp (1.2.1)

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

live555 (0.82)

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

dnsmasq

Dnsmasq is a lightweight, easy to configure DNS forwarder and DHCP server. The original download site for this software is

: <https://android.googlesource.com/platform/external/dnsmasq> This piece of software is made available under the terms and conditions of the GPL v2 license, which can be found below.

TomCrypt (1.1)

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

u-boot (2011-12)

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

AsyncHttpClient (1.4.9)

The original download site for this software is : <http://loopj.com/android-async-http/> This piece of software is made available under the terms and conditions of the APACHE LICENSE 2.0

httpClient-4.4.1.1 (4.4.1.1)

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

Jackson Parser (2.x)

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

audio a2dp (2.x)

Bluetooth stack. The original download site for this software is

:
<https://android.googlesource.com/platform/system/bt> This piece of software is made available under the terms and conditions of the APACHE LICENSE 2.0

libexif (0.6.21)

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

libexpat (2.1.0)

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

libFFTEm ()

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

libicui18n (49.1.1)

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

libiprouteutil (3.4.0)

iproute2 TCP/IP networking and traffic control. The original download site for this software is : <http://www.linuxfoundation.org/> This piece of software is made available under the terms and conditions of the GPL v2. which can be found below

libjpeg (3.4.0)

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

libmtp (1.0.1)

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

libmdnssd (320.10.80)

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

libnfc_ndef ()

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

libskia ()

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

libsonivox ()

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

libsqlite (3.9.2)

SQLite database. The original download site for this software is : <http://www.sqlite.org> This piece of software is made available under the terms and conditions of the Android APACHE License Version 2.

libttspeco ()

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

libtinyalsa ()

tinyalsa: a small library to interface with ALSA in the

Linux kernel. The original download site for this software is : No info. This piece of software is made available under the terms and conditions of the BSD.

wpa_supplicant (0.8)

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

libz (1.2.8)

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

iptables (1.4.20)

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

toolbox (1.2.8)

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

libssl (7b8b9c17db93ea5287575b437c77fb36eeb81b31)

BoringSSL The original download site for this software is : <https://boringssl.googlesource.com/boringssl/> This piece of software is made available under the terms and conditions of the BSD.

libOpenMAXAL (7b8b9c17db93ea5287575b437c77fb36eeb81b31)

OpenMAX AL is an application-level multimedia

playback and recording API for mobile embedded devicesThe original download site for this software is : <https://www.khronos.org/openmax/> License free

libOpenSLES (1.0)

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

libEGL libGLESv1_CM (3.1)

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

libffmpeg_av (2.1)

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

libcurlmheg (7.21.6)

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

boringsssl (af0e32cb84f0c9cc65b9233a3414d2562642b342)

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

libpng (1.6.22beta)

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

Hue SDK (1.8.1)

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

Opera Web Browser (SDK 4.8.0)

This TV contains Opera Browser Software.

Third-party licenses

WebKit

name License

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

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

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Version 2, June 1991

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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.

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

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

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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.

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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.

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If distribution of object code is made by offering

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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.

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Copyright FAQ

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

Bitstream is giving away these fonts, but wishes to ensure its competitors can't just drop the fonts as is into a font sale system and sell them as is. It seems fair that if Bitstream can't make money from the Bitstream Vera fonts, their

competitors should not be able to

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

however.

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

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

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

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

See 1. above.

3. Are derivative works allowed?

Yes!

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

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

5. Under what terms are derivative works allowed?

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

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

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) to handle font configuration,

selection and substitution; it has provisions for overriding font

names and substituting alternatives. An example is provided by the

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

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

core server) has other mechanisms for font substitution.

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libcurl

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

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libcurl - lib/krb5.c

URL:

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

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

*

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libcurl - lib/security.c

URL:

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

/* 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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David M. Gay's floating point routines

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

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dynamic annotations

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

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* Author: Kostya Serebryany
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Paul Hsieh's SuperFastHash

URL:

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google-glog's symbolization library

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

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

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

Crashpad

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dom-distiller-js

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November 12, 2015

libsrtip

URL: <https://github.com/cisco/libsrtip>

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

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

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modp base64 decoder

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

```
* MODP_B64 - High performance base64
encoder/decoder
* Version 1.3 -- 17-Mar-2006
* http://modp.com/release/base64
*
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```

Mojo

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

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```

mt19937ar

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

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

Coded by Takuji Nishimura and Makoto Matsumoto.

Before using, initialize the state by using `init_genrand(seed)`

or `init_by_array(init_key, key_length)`.

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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/sp/api/omxSP.h

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opus

URL: <http://git.xiph.org/?p=opus.git>

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OTS (OpenType Sanitizer)

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

PLY (Python Lex-Yacc)

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

PLY (Python Lex-Yacc)
Version 3.4

Protocol Buffers

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

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Quick Color Management System

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

qcms

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re2 - an efficient, principled regular expression
library

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

sfntly

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

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SMHasher

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

Snappy: A fast compressor/decompressor

URL: <http://google.github.io/snappy/>

sqlite

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tcmalloc

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

The USB ID Repository

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

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usrstcp

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

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Web Animations JS

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

WebRTC

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

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x86inc

URL:

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

```
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,  
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;* x86inc.asm  
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.*  
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```

```

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; It also has various other useful features to simplify
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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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Jean-loup Gailly
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```
*/
```

```

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

```

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- Strongtalk assembler, the basis of the files `assembler-arm-inl.h`, `assembler-arm.cc`, `assembler-arm.h`, `assembler-ia32-inl.h`, `assembler-ia32.cc`, `assembler-ia32.h`, `assembler-x64-inl.h`, `assembler-x64.cc`, `assembler-x64.h`, `assembler-mips-inl.h`, `assembler-mips.cc`, `assembler-mips.h`, `assembler.cc` and `assembler.h`. This code is copyrighted by Sun Microsystems Inc. and released under a 3-clause BSD license.

- Valgrind client API header, located at `third_party/valgrind/valgrind.h`

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Hilfe und Support

13.1

Fehlerbehebung

Einschalten

Der Fernseher lässt sich nicht einschalten.

- Trennen Sie das Stromkabel vom Netzanschluss. Warten Sie eine Minute, und schließen Sie das Stromkabel wieder an.
- Prüfen Sie, ob das Stromkabel sicher angeschlossen ist.

Es ertönt ein Knackgeräusch beim Ein- oder

Ausschalten.

Beim Ein-/Ausschalten des Fernsehers oder beim Schalten in den Standby-Modus hören Sie ein Knackgeräusch im Gehäuse. Die Knackgeräusche sind normal und entstehen, wenn sich der Fernseher beim Aufwärmen oder Abkühlen dehnt. Dies hat keinen Einfluss auf die Leistung des Geräts.

Nach der Anzeige des Philips Startbildschirms wechselt der Fernseher wieder in den Standby-Modus.

Wenn sich der Fernseher im Standby-Modus befindet, wird ein Philips Startbildschirm angezeigt, und der Fernseher kehrt anschließend in den Standby-Modus zurück. Das ist normal. Wenn der Fernseher von der Stromversorgung getrennt und dann wieder angeschlossen wird, wird beim nächsten Einschalten des Geräts der Startbildschirm angezeigt.

Die Standby-Anzeige blinkt dauerhaft.

Trennen Sie das Stromkabel vom Netzanschluss. Warten Sie fünf Minuten, bevor Sie das Netzkabel wieder anschließen. Kontaktieren Sie das Philips Kundendienstzentrum, falls das Blinken erneut auftritt.

Bild

Kein Bild/verzerrtes Bild.

- Prüfen Sie, ob die Antenne korrekt mit dem Fernseher verbunden ist.
- Prüfen Sie, ob das korrekte Gerät als Quelle für die Anzeige ausgewählt wurde.
- Prüfen Sie, ob das externe Gerät bzw. die externe Quelle korrekt angeschlossen ist.

Ton, aber kein Bild.

- Prüfen Sie, ob die Bildeinstellungen korrekt sind.

Schlechter Antennenempfang.

- Prüfen Sie, ob die Antenne korrekt mit dem

Fernseher verbunden ist.

- Lautsprecher, nicht geerdete Audiogeräte, Neonlicht, hohe Gebäude und andere große Objekte können die Empfangsqualität beeinträchtigen. Versuchen Sie, die Bildqualität zu verbessern, indem Sie die Ausrichtung der Antenne ändern oder den Abstand zu anderen Geräten vergrößern.

- Falls die Empfangsqualität nur bei einem Sender schlecht ist, nehmen Sie für diesen Sender eine Feinabstimmung vor.

Schlechtes Bild über ein Gerät.

- Stellen Sie sicher, dass das Gerät ordnungsgemäß angeschlossen ist.
- Prüfen Sie, ob die Bildeinstellungen korrekt sind.

Das Bild passt nicht auf den Bildschirm.

Wechseln Sie zu einem anderen Bildformat.

Die Position des Bilds ist nicht korrekt.

Die Bildsignale mancher Geräte passen u. U. nicht richtig auf den Bildschirm. Überprüfen Sie den Signalausgang des angeschlossenen Geräts.

Das Computerbild ist nicht stabil.

Prüfen Sie, ob Ihr PC die unterstützte Auflösung und die Wiederholrate verwendet.

Ton

Kein Ton oder schlechte Tonqualität.

Falls kein Audiosignal erkannt wird, schaltet der Fernseher den Ton automatisch aus.

- Prüfen Sie, ob die Toneinstellungen korrekt sind.
- Prüfen Sie, ob alle Kabel korrekt angeschlossen sind.
- Prüfen Sie, ob die Lautstärke stummgeschaltet oder auf Null eingestellt ist.
- Prüfen Sie, ob der Audioausgang des Fernsehers mit dem Audioeingang am Home Entertainment-System verbunden ist.

Sie sollten Ton aus den HTS-Lautsprechern hören.

- Bei einigen Geräten müssen Sie die HDMI-Audioausgabe möglicherweise manuell aktivieren. Falls HDMI-Audio bereits aktiviert wurde, Sie aber immer noch kein Audiosignal hören, versuchen Sie, das digitale Audioformat des Geräts zu PCM (Pulse Code Modulation) zu ändern. Anweisungen hierzu finden Sie in der Dokumentation Ihres Geräts.

Anschlüsse

HDMI

- Bitte beachten Sie, dass es bei HDCP-Unterstützung zu Verzögerungen bei der Anzeige von Inhalten von HDMI-Geräten über den Fernseher kommen kann.
- Falls der Fernseher das HDMI-Gerät nicht erkennt

und kein Bild angezeigt wird, schalten Sie erst auf ein anderes Gerät und anschließend wieder auf das ursprüngliche Gerät um.

- Wenn Tonunterbrechungen auftreten, prüfen Sie, ob die Ausgabeeinstellungen des HDMI-Geräts korrekt sind.

- Wenn Sie einen HDMI-auf-DVI-Adapter oder ein HDMI-auf-DVI-Kabel verwenden, muss ein zusätzliches Audiokabel an AUDIO IN (nur Minibuchse) angeschlossen sein.

EasyLink funktioniert nicht.

- Prüfen Sie, ob Ihre HDMI-Geräte HDMI-CEC-kompatibel sind. Die EasyLink-Funktionen können nur mit HDMI-CEC-kompatiblen Geräten verwendet werden.

Es wird kein Lautstärkesymbol angezeigt.

- Wenn ein HDMI-CEC-Audiogerät angeschlossen ist, ist dieses Verhalten normal.

Fotos, Videos und Musik von einem USB-Gerät werden nicht angezeigt.

- Stellen Sie das USB-Speichergerät wie in der Bedienungsanleitung beschrieben so ein, dass es mit der Klasse der Massenspeicher kompatibel ist.

- Prüfen Sie, ob das USB-Speichergerät mit Ihrem Fernseher kompatibel ist.

- Prüfen Sie, ob die Audio- und Bilddateiformate von Ihrem Fernseher unterstützt werden.

USB-Dateien werden abgehackt wiedergegeben.

- Die Übertragungsleistung des USB-Speichergeräts kann die Datenübertragungsrate zum Fernseher einschränken, was eine schlechte Wiedergabequalität zur Folge hat.

WiFi, Internet und Bluetooth

WiFi-Netzwerk wurde nicht gefunden oder ist gestört

• Mikrowellenherde, DECT-Telefone oder andere Geräte mit WiFi 802.11b/g/n/ac in der Nähe können möglicherweise Störungen im WLAN-Netzwerk verursachen.

• Stellen Sie sicher, dass Sie über die Firewalls im Netzwerk Zugriff auf die kabellose Verbindung mit dem Fernseher erlauben.

• Wenn das kabellose Netzwerk nicht ordnungsgemäß funktioniert, testen Sie die kabelgebundene Netzwerkinstallation.

Das Internet funktioniert nicht

• Prüfen Sie, falls die Verbindung zum Router ordnungsgemäß funktioniert, die Verbindung des Routers mit dem Internet.

Der PC und die Internetverbindung sind langsam

• Informieren Sie sich in der Bedienungsanleitung des kabellosen Routers über die Reichweite in

Innenräumen, die Übertragungsrate und über die anderen Faktoren zur Signalqualität.

• Sie benötigen für den Router eine Hochgeschwindigkeitsverbindung (Breitband) zum Internet.

DHCP

• Wenn keine Verbindung hergestellt werden kann, überprüfen Sie die DHCP-Einstellung (Dynamic Host Configuration Protocol) des Routers. DHCP sollte aktiviert sein.

Bluetooth-Verbindung unterbrochen

• Orte mit hoher kabelloser Aktivität – Wohnungen mit vielen kabellosen Routern – können die kabellose Verbindung beeinträchtigen.

Netzwerk

WiFi-Netzwerk wurde nicht gefunden oder ist gestört

• Mikrowellenherde, DECT-Telefone oder andere Geräte mit WiFi 802.11b/g/n/ac in der Nähe können möglicherweise Störungen im WLAN-Netzwerk verursachen.

• Stellen Sie sicher, dass Sie über die Firewalls im Netzwerk Zugriff auf die kabellose Verbindung mit dem Fernseher erlauben.

• Wenn das kabellose Netzwerk nicht ordnungsgemäß funktioniert, testen Sie die kabelgebundene Netzwerkinstallation.

Das Internet funktioniert nicht

• Prüfen Sie, falls die Verbindung zum Router ordnungsgemäß funktioniert, die Verbindung des Routers mit dem Internet.

Der PC und die Internetverbindung sind langsam

• Informieren Sie sich in der Bedienungsanleitung des kabellosen Routers über die Reichweite in Innenräumen, die Übertragungsrate und über die anderen Faktoren zur Signalqualität.

• Sie benötigen für den Router eine Hochgeschwindigkeitsverbindung (Breitband) zum Internet.

DHCP

• Wenn keine Verbindung hergestellt werden kann, überprüfen Sie die DHCP-Einstellung (Dynamic Host Configuration Protocol) des Routers. DHCP sollte aktiviert sein.

13.2

Online-Hilfe

Um Probleme mit Ihrem Fernseher von Philips zu lösen, können Sie sich an unseren Online-Support wenden. Sie können Ihre Sprache auswählen und Ihre Produkt-/Modellnummer eingeben.

Besuchen Sie www.philips.com/support.

Auf der Support-Website finden Sie nicht nur Antworten auf häufig gestellte Fragen (FAQs), sondern auch die für Ihr Land relevante Telefonnummer, über die Sie uns kontaktieren können. In einigen Ländern können Sie sich mit Fragen direkt per Chat an einen unserer Partner wenden oder eine E-Mail schreiben.

Sie können neue Fernsehersoftware oder die Anleitung herunterladen und diese auf dem Computer lesen.

13.3

Support und Reparatur

Support und Reparaturen erhalten Sie unter der Hotline des Service-Centers in Ihrem Land. Unsere Servicetechniker kümmern sich um eine Reparatur, falls erforderlich.

Die Telefonnummer finden Sie in der gedruckten Dokumentation, die Sie gemeinsam mit dem Fernseher erhalten haben.

Besuchen Sie alternativ unsere Website unter www.philips.com/support, und wählen Sie bei Bedarf Ihr Land aus.

TV-Modellnummer und Seriennummer

Sie werden eventuell nach der Modell-/Seriennummer Ihres Geräts gefragt. Diese Nummern finden Sie auf dem Verpackungsetikett oder auf dem Typenschild an der Unter- oder Rückseite des Fernsehers.

⚠ Warnung

Versuchen Sie nicht, den Fernseher selbst zu reparieren. Dies kann zu schweren Verletzungen, irreparablen Schäden an Ihrem Fernseher oder dem Verfall Ihrer Garantie führen.

Sicherheit und Sorgfalt

Sicherheit

Stellungnahme zur ESD-Deklaration

Während des Tests treten Flimmerstörungen auf dem Bildschirm auf, aber nach dem Test wird die automatische Wiederherstellung durchgeführt. Dieser zulässige Leistungsverlust wird vom Hersteller angegeben, und dieses Phänomen wird als klare Aussage im Benutzerhandbuch beschrieben, um Missverständnisse zu vermeiden.

Wichtig!

Lesen Sie alle Sicherheitsanweisungen gründlich durch, bevor Sie den Fernseher verwenden. Für Schäden, die durch Nichtbeachtung der Anweisungen verursacht wurden, haben Sie keinen Garantieanspruch.

Keine Änderung dieses Geräts ohne Genehmigung des Herstellers.

Risiko von Stromschlägen und Brandgefahr

- Setzen Sie den Fernseher niemals Regen oder Wasser aus. Platzieren Sie niemals Behälter mit Flüssigkeiten, wie z. B. Vasen, in der Nähe des Fernsehers. Wenn der Fernseher außen oder innen mit Flüssigkeit in Kontakt kommt, trennen Sie den Fernseher sofort vom Stromnetz. Kontaktieren Sie das Philips Service-Center, um den Fernseher vor der erneuten Nutzung überprüfen zu lassen.
- Setzen Sie den Fernseher niemals übermäßiger Hitze aus. Platzieren Sie sie nie in der Nähe von brennenden Kerzen, offenem Feuer oder anderen Wärmequellen. Dies schließt auch direkte Sonneneinstrahlung ein.
- Führen Sie keine Gegenstände in die Lüftungsschlitze oder andere Öffnungen des Fernsehers ein.
- Stellen Sie niemals schwere Objekte auf das Netzkabel.
- Stellen Sie sicher, dass der Netzstecker keinen mechanischen Belastungen ausgesetzt wird. Lockere

Netzstecker können Funkenüberschlag oder Feuer verursachen. Stellen Sie sicher, dass keine Zuglast auf das Netzkabel ausgeübt wird, wenn der Bildschirm gedreht wird.

- Um den Fernseher von der Stromversorgung zu trennen, muss der Netzstecker aus der Steckdose gezogen werden. Ziehen Sie dazu niemals am Kabel, sondern immer am Stecker. Stellen Sie sicher, dass der Zugang zum Netzstecker, Netzkabel und zur Steckdose jederzeit frei ist.

Verletzungsgefahr oder Beschädigungsgefahr für den Fernseher

- Stellen Sie bei einer Wandmontage sicher, dass die Wandhalterung für das Gewicht des Fernsehers geeignet ist. TP Vision übernimmt keine Haftung für unsachgemäße Wandmontage oder daraus resultierende Unfälle oder Verletzungen.
- Teile dieses Produkts sind aus Glas. Seien Sie vorsichtig, um Verletzungen oder Beschädigungen zu vermeiden.

Gefahr der Beschädigung des Fernsehers

Bevor Sie den Fernseher mit dem Stromnetz verbinden, sollten Sie sicherstellen, dass die Stromspannung dem auf der Rückseite des Geräts angegebenen Wert entspricht. Schließen Sie den Fernseher nicht an die Steckdose an, wenn die Spannung einen anderen Wert aufweist.

Verletzungsgefahr für Kinder

Befolgen Sie diese Sicherheitshinweise, damit der Fernseher nicht kippen kann und Kinder verletzen könnte.

- Stellen Sie den Fernseher nie auf eine Fläche, die mit einem Tuch oder einem anderen Material bedeckt ist, das weggezogen werden kann.
- Stellen Sie sicher, dass kein Teil des Fernsehers über die Ränder der Oberfläche hinausragt.
- Stellen Sie den Fernseher nie auf hohe Möbelstücke (z. B. ein Bücherregal), ohne sowohl das Möbelstück als auch den Fernseher an der Wand oder durch geeignete Hilfsmittel zu sichern.
- Weisen Sie Kinder auf die Gefahren des Kletterns auf Möbelstücke hin, um den Fernseher zu erreichen.

Risiko der Überhitzung

Platzieren Sie den Fernseher nie in einem geschlossenen Bereich. Der Fernseher benötigt einen Lüftungsabstand von mindestens 10 cm um das Gerät herum. Stellen Sie sicher, dass Vorhänge und andere Gegenstände die Lüftungsschlitze des Fernsehers nicht abdecken.

Gewitter

Trennen Sie den Fernseher vor Gewittern vom Netz- und Antennenanschluss.
Berühren Sie den Fernseher, das Netzkabel oder das Antennenkabel während eines Gewitters nicht.

Gefahr von Hörschäden

Vermeiden Sie den Einsatz von Ohrhörern oder Kopfhörern bei hohen Lautstärken bzw. über einen längeren Zeitraum.

Niedrige Temperaturen

Wenn der Fernseher bei Temperaturen unter 5 °C transportiert wird, packen Sie den Fernseher aus, und warten Sie, bis er Zimmertemperatur erreicht hat, bevor Sie ihn mit dem Netzanschluss verbinden.

Luftfeuchtigkeit

In seltenen Fällen kann es je nach Temperatur und Luftfeuchtigkeit zu einer geringfügigen Kondensation an der Innenseite der Glasfront Ihres Fernsehers (bei einigen Modellen) kommen. Um dies zu vermeiden, setzen Sie den Fernseher weder direktem Sonnenlicht noch Hitze oder extremer Feuchtigkeit aus. Tritt dennoch eine Kondensation auf, geht sie von selbst zurück, wenn Sie den Fernseher einige Stunden verwenden.

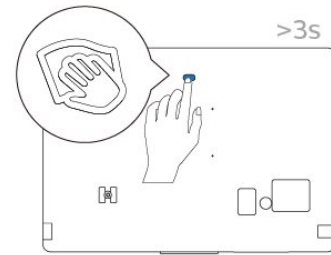
Die Kondensationsfeuchtigkeit führt nicht zu Beschädigungen oder Fehlfunktionen des Fernsehers.

14.2

Bildschirmpflege

- Berühren Sie den Bildschirm nicht mit Gegenständen, drücken oder streifen Sie nicht mit Gegenständen über den Bildschirm.
- Drücken Sie die Reinigungstaste an der Rückseite des Fernsehers. Sie muss 3 Sekunden lang gedrückt werden, um die Bedienelemente an der Vorderseite

des Fernsehers vor der Reinigung zu deaktivieren.



- Reinigen Sie den Fernseher und den Rahmen vorsichtig mit einem weichen feuchten Tuch. Verwenden Sie keine Substanzen wie Alkohol, Chemikalien oder Haushaltsreiniger.
- Um Verformungen und Farbausbleichungen zu vermeiden, müssen Wassertropfen so rasch wie möglich abgewischt werden.
- Vermeiden Sie nach Möglichkeit die Wiedergabe von Standbildern. Standbilder sind Bilder, die über einen längeren Zeitraum auf dem Bildschirm verbleiben. Dazu gehören beispielsweise Bildschirmmenüs, schwarze Balken und Zeitanzeigen. Wenn Sie Standbilder wiedergeben möchten, verringern Sie den Kontrast und die Helligkeit des Bildschirms, um ihn vor Beschädigungen zu schützen.

14.3

Erklärung zur Strahlenbelastung

Dieses Gerät entspricht den CE-Grenzwerten für die Strahlenbelastung in einer unkontrollierten Umgebung. Dieses Gerät sollte mit einem Mindestabstand von 20 cm zwischen der Strahlungsquelle und Körpern installiert und betrieben werden.

Die Frequenz, der Modus und die maximale Sendeleistung in der EU sind im Folgenden aufgeführt:

- 2.400 bis 2.483,5 MHz: < 20 dBm (EIRP)
- 5150 bis 5250 MHz: < 23 dBm (EIRP)
- 5250 bis 5350 MHz: < 23 dBm (EIRP)
- 5470 bis 5725 MHz: < 27 dBm (EIRP)
- 5725 bis 5825 MHz: < 13,98 dBm (EIRP)

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Nutzungsbedingungen – Fernseher

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