# Manual de usuario

19HFL5114W/12



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## Presentación del televisor

## <sup>1.1</sup> Modo profesional

1

## Lo que puede hacer

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

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

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

Consulte el manual de instalación profesional para obtener más información.

# Instalación

#### 2.1

## Instrucciones de seguridad



Lea las instrucciones de seguridad antes de utilizar el televisor.

## <sup>2.2</sup> Soporte del televisor y montaje en pared

## Soporte del televisor

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

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

## Montaje en pared

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



• 19HFL5114W VESA MIS-F 75x75, M4 (mín.: 8 mm, máx.: 10 mm)

#### Precaución

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

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

#### 2.3

## Sugerencias de colocación

• Coloque el televisor donde la luz no refleje directamente en la pantalla.

• La distancia ideal para ver la televisión es tres veces el tamaño diagonal de la pantalla. Mientras se está sentado, los ojos deberían quedar a la altura del centro de la pantalla.

#### Nota:

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

## <sup>2.4</sup> Cable de alimentación

- Enchufe el cable en el conector **POWER** de la parte posterior del televisor.
- Asegúrese de que el cable de alimentación esté bien insertado en el conector.

• Asegúrese de que el enchufe de la toma de alimentación de la pared permanece accesible en todo momento.

• Al desconectar el cable de alimentación, tire siempre del enchufe, nunca del cable.



## <sup>2.5</sup> Cable de antena

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

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

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

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## <sup>3</sup> Montaje en brazo

## <sup>3.1</sup> Asa

Puede consultar las instrucciones de montaje del asa en la guía de inicio rápido en <u>www.philips.com</u>.

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

## <sup>3.2</sup> Montaje en brazo

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

Para fijar el soporte con seguridad, utilice tornillos de la longitud indicada en la ilustración.



• 19HFL5114W - VESA MIS-F 75x75, M4

Se instala con barra de sujeción: (mínimo 14mm, máximo 16mm) Se instala sin barra de sujeción: (mínimo 8mm, máximo 10mm)

#### Precaución

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

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

#### Nota

Antes de montar el televisor en el brazo, retire los tornillos VESA del panel posterior.

#### Advertencia

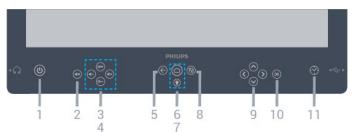
Siga todas las instrucciones suministradas con el soporte del televisor. TP Vision Europe B.V. no asume ninguna responsabilidad por el montaje inadecuado del televisor que provoque accidentes, lesiones o daños.

Para evitar que se produzcan daños en los cables y los conectores, deje al menos un espacio de 5,5 cm (2,2 pulgadas) desde la parte posterior del televisor.

Antes de montar el televisor en el brazo, busque la longitud correcta del tornillo. Para encontrar la longitud del tornillo, añada el grosor del soporte del brazo a la longitud del tornillo.

# <sup>4</sup> Botones del TV

Utilice el teclado frontal para controlar el funcionamiento en pantalla. El teclado consta de los siguientes botones:



1. Encendido: Para encender el televisor o volver al modo de espera.

2. Silenciar: Para silenciar el sonido o restaurarlo.

3. Canal CH+/-: Para cambiar al canal anterior o siguiente de la lista de canales.

4. Volumen **4+** : Para ajustar el nivel volumen.

5. Atrás: Para volver al canal seleccionado anteriormente. Para volver al menú anterior.

6. Inicio 🛆: Para abrir el menú de inicio.

7. Brillo: Para ajustar el brillo de la luz en la parte inferior del televisor.

8. Salir: Para seguir viendo la televisión.

9. Flechas/botones de desplazamiento: Para desplazarse hacia arriba ∧, abajo ∨, izquierda く o derecha >.

10. OK: Para confirmar una selección o ajuste.

11. Reloj: Para mostrar la hora actual. Para ajustar el reloj despertador.

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## Encendido y apagado

5.1

5

## Encendido o modo de espera

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



#### Activar

Pulse 🕐 en el televisor para encenderlo.

#### Cambio al modo de espera

Cambie el televisor al modo de espera cuando no lo utilice.

Para activar el modo de espera, pulse 🕚 en el televisor.

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

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

Utilice el adaptador de corriente que se incluye con el televisor. Marca: FSP Modelo: FSP065M-DHA (salida: 12 V de CC, 5,42 A máx.)

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## <sup>6</sup> Accesorios

## <sup>6.1</sup> Medio ambiente

## Ficha del producto

#### 19HFL5114W

- · Clase de eficiencia energética: A
- Tamaño de pantalla visible: 47 cm (19 pulgadas)
- Consumo de energía (W) en modo encendido: 15 W
- $\cdot$  Consumo anual de energía (kWh)\*: 22 kWh
- Consumo de energía (W) en modo de espera\*\*: 0,5 W
- Resolución de pantalla (píxeles): 1366 x 768p
- Corriente nominal: 12 V de CC, 24 W máx.

\*Consumo anual de energía en kWh, basado en el consumo de un televisor en funcionamiento 4 horas al día durante 365 días. El consumo real de energía dependerá del uso que se haga del televisor.

• Número de registro de EPREL: 341539

## Fin de la vida útil

## Cómo deshacerse del producto antiguo y de las pilas

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



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



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

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

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



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

## <sup>6.2</sup> Sistema operativo

Android OS:

Android Pie 9

## <sup>6.3</sup> Tipo de pantalla

Tamaño de pantalla diagonal • 47 cm (19 pulgadas) Resolución de la pantalla • 1366 x 768

1200 X 7

## <sup>6.4</sup> Resolución de entrada de la pantalla

#### Formatos de vídeo

Resolución: frecuencia de actualización

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

#### Formatos informáticos

Resoluciones (entre otras)

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

## 6.5 Conectividad

#### Parte posterior del televisor

- Entrada HDMI ARC Ultra HD
- Antena (75 ohmios)
- Red LAN: RJ45
- $\cdot$  8  $\, \Omega$  Salida de baño
- Conector de datos RJ-48

#### Parte lateral del televisor

- USB USB 2.0
- · Auriculares: miniconector estéreo de 3,5 mm

#### 6.6

## Dimensiones y pesos

#### 19HFL5114W

Sin soporte de TV:
Anchura: 468,8 mm - Altura: 326,4 mm - Profundidad:
38,9 mm - Peso: ± 3,35 kg
Con soporte de TV:
Anchura: 468,8 mm - Altura: 370,2 mm - Profundidad:
44,9 mm - Peso: ± 3,65 kg

## 6.7 Sonido

- Potencia de salida (RMS): 5 W (2,5 W x 2)
- $\cdot$  Dolby Audio
- $\cdot$  DTS HD

# Conexión de dispositivos

## 7.1 Conexión de dispositivos

## Guía de conectividad

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

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

## Puerto de la antena

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

## Puertos HDMI

#### Control de dispositivos

Para controlar un dispositivo conectado mediante HDMI y configurarlo con EasyLink, seleccione el dispositivo (o su actividad) en la lista de conexiones del televisor.

Modo profesional desactivado – Pulse 🏠 Inicio, seleccione 🍽 Aplicaciones,

seleccione SOURCES . Seleccione un dispositivo conectado a una conexión HDMI y pulse OK.

#### Modo profesional

#### Calidad HDMI

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

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



#### Protección contra copia

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

#### HDMI ARC

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

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

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



#### HDMI CEC: EasyLink

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

Conecte dispositivos compatibles con HDMI CEC a su televisor.

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

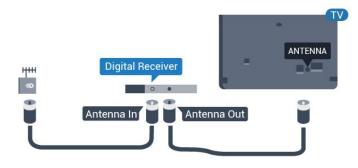




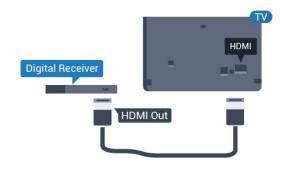
Modo profesional activado – Consulte el manual de instalación.

## <sup>7.2</sup> Receptor digital (STB)

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



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



#### Nota:

• EasyLink podría no funcionar con dispositivos de otras marcas.

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

#### Activación o desactivación de EasyLink

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

Para desactivar EasyLink completamente:

Modo profesional desactivado – Pulse

☆ / ☆ Inicio. Pulse ∨ (abajo), seleccione Ajustes y pulse OK.

Seleccione Fuentes > EasyLink y pulse OK .

Seleccione EasyLink y pulse OK.

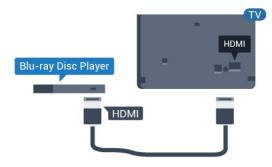
Seleccione Apagado y pulse OK.

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

#### 7.3

## Reproductor Blu-ray Disc

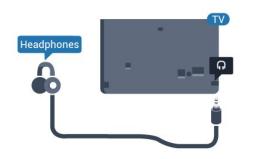
Utilice un cable HDMI de alta velocidad para conectar el reproductor Blu-ray Disc al televisor.



Si el reproductor Blu-ray Disc cuenta con EasyLink HDMI CEC.

## 7.4 Auriculares

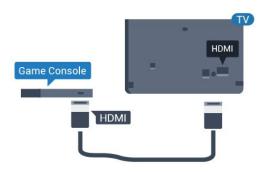
Puede conectar unos auriculares a la conexión î de la parte posterior del televisor. La conexión es un miniconector de 3,5 mm. Puede ajustar el volumen de los auriculares de forma independiente.



## 7.5 Consola de juegos

## HDMI

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



## 7.6 Unidad flash USB

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

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



El televisor detecta la unidad flash y abre una lista

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

Modo profesional desactivado – Pulse 🏠 / 🛆 Inicio , seleccione 🐞 Aplicaciones, seleccione 🗊 Fuentes. Seleccione USB y pulse OK.

Modo profesional activado – Pulse ☆ / △ Inicio, seleccione Canales de televisión ♥ , seleccione ♥ Fuentes . Seleccione USB y pulse OK.

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

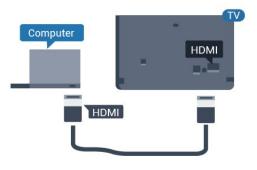
## <sup>7.7</sup> Ordenador

#### Conectar

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

#### Con HDMI

Utilice un cable HDMI para conectar el ordenador al televisor.



## Ajuste óptimo

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

Para configurar el ajuste óptimo del televisor:

Modo profesional desactivado – Pulse ☆ / ☆ Inicio. Pulse ∨ (abajo), seleccione Ajustes y pulse OK. Seleccione Imagen y pulse > (derecha) para acceder al menú. Seleccione Estilo de imagen > Ordenador y pulse OK.

Seleccione Encendido o Apagado y pulse OK.

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

Modo profesional activado – Pulse ☆ / ☎ Inicio > ••• Más > ✿ Ajustes > ➡ Imagen. Pulse OK.

Seleccione Estilo de imagen > Ordenador y pulse OK.

Seleccione Encendido o Apagado y pulse OK.

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

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

## ® Vídeos, fotos y música

#### 8.1

## Desde una conexión USB

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

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

Si la lista de archivos no aparece automáticamente:

1 - Pulse ☆ Inicio, seleccione Canales de televisión III

2 - Seleccione **■ USB** y pulse **OK**.

3 - Puede explorar los archivos de la estructura de carpetas que tenga organizada en la unidad.
4 - Para detener la reproducción de vídeos, fotos y música, pulse 10.

8.2

## Reproducción de vídeos

#### Reproducción de vídeos

Apertura de la carpeta de vídeos

1- Pulse ☆ / ☆ Inicio, seleccione Canales de televisión 👿

Para volver a la carpeta, pulse  $\leftarrow$ 

#### Reproducción de vídeos

1 - Pulse ☆ / ☆ Inicio, seleccione Canales de televisión III

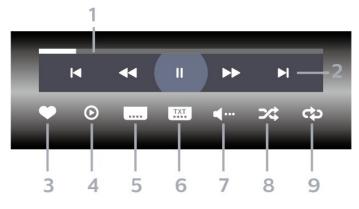
2 - Seleccione III Vídeos y pulse OK.

3 - Seleccione uno de los vídeos.

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

#### Barra de control

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



- 1 Barra de progreso
- 2 Barra de control de reproducción
- 🛏: Saltar al vídeo anterior de una carpeta
- - ▶: Avanzar rápido
  - II: Poner en pausa la reproducción
- 3 Marcar como favorito
- 4 Reproducir todos los vídeos

5 - Subtítulos: para activar o desactivar los subtítulos, o activarlos si no hay sonido.

6 - Idioma de subtítulos: seleccione un idioma para los subtítulos (no disponible con el modo profesional activado).

7 - Idioma de audio: seleccione un idioma de audio
8 - Aleatorio: reproduce los archivos en orden aleatorio.

9 - Repetir: reproduce todos los vídeos de la carpeta una sola vez o de forma continua.

#### 8.3

## Visualización de fotos

## Visualización de fotografías

Apertura de la carpeta de fotos

1- Pulse ☆ / ☆ Inicio, seleccione Canales de televisión III

2 - Seleccione ■ USB , seleccione 
Fotos y pulse OK.

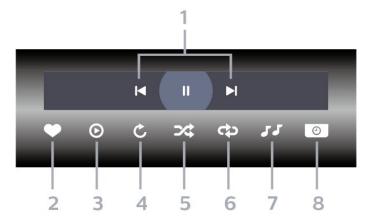
Visualización de fotografías

1 - Pulse  $\bigcirc$  /  $\bigcirc$  Inicio, seleccione Canales de televisión  $\blacksquare$ 

2 - Seleccione ■ USB , seleccione **I** Fotos y pulse OK.

3 - Seleccione Fotos y seleccione una de las fotos.

#### Barra de control



- 1 Barra de control de reproducción
- 🕨 : Saltar a la foto anterior de una carpeta
- 🕨: Saltar a la foto siguiente de una carpeta
- II: Poner en pausa la reproducción de la secuencia de diapositivas
- 2 Marcar como favorito
- 3 Iniciar una secuencia de diapositivas
- 4 Girar la foto

5 - Aleatorio: reproduce los archivos en orden aleatorio.

6 - Repetir: reproduce todas las fotos de la carpeta una sola vez o de forma continua.

7 - Detiene la reproducción de música en segundo plano (no disponible con el modo profesional activado)

8 - Ajusta la velocidad de la secuencia de diapositivas.

#### Visualización de fotos de 360 grados

Apertura de la carpeta de fotos de 360 grados

1 - Pulse  $\bigcirc$  /  $\bigcirc$  Inicio, seleccione Canales de televisión  $\blacksquare$ 

#### 2 - Seleccione Dispositivos USB y

pulse > (derecha) para seleccionar el dispositivo USB que necesite.

3 - Seleccione Fotos de 360 grados.

Visualización de una foto de 360 grados

1- Pulse ☆ / ☆ Inicio, seleccione Canales de televisión III

2 - Seleccione **— Dispositivos USB** y

pulse > (derecha) para seleccionar el dispositivo USB que necesite.

3 - Seleccione Fotos de 360 grados y seleccione una de las fotos.

#### Barra de control



- 1 Barra de control de reproducción
- I∎: Saltar a la foto anterior de una carpeta
- ▶: Saltar a la foto siguiente de una carpeta
- ◄: Rebobinar reproducción a velocidad 2x, 4x o 32x

►: Retroceder reproducción a velocidad 2x, 4x o 32x

II: Poner en pausa la reproducción

2 - Marcar como favorito

3 - Reproducir uno/reproducir todo: reproduce una o todas las fotos de esta carpeta.

4 - Modo manual/Modo auto.: cuando se inicie el reproductor de 360 grados, empezará a mostrar la foto seleccionada de izquierda a derecha (de 0 a 360 grados) en vista de 360 grados.

5 - Vista Little Planet: Pequeño planeta es una vista distinta y divertida de las fotos de 360 grados.

Cuando se inicia la vista Little Planet, la foto de 360 grados se representa en una vista en forma de esfera, como un planeta.

6 - Aleatorio: reproduce los archivos en orden aleatorio.

7 - Repetir: reproduce todas las fotos de la carpeta una sola vez o de forma continua.

8 - Detiene la reproducción de música en segundo plano.

8.4

## Reproducción de música

## Reproducción de música

#### Apertura de la carpeta de música

1 - Pulse 🗅 Inicio, seleccione Canales de televisión 🕎

2 - Seleccione 🖝 USB

Dispositivos, seleccione JJ Música y pulse OK.

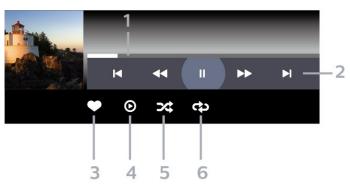
#### Reproducción de música

1 - Pulse △ Inicio, seleccione Canales de televisión 
2 - Seleccione ■ USB

Dispositivos, seleccione JJ Música y pulse OK.

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

#### Barra de control



- 1 Barra de progreso
- 2 Barra de control de reproducción
- 🕨: Saltar a la música anterior de una carpeta
- 🕨: Saltar al música siguiente de una carpeta
  - **∢**: Retroceder
  - ▶: Avanzar rápido
  - II: Poner en pausa la reproducción
- 3 Marcar como favorito
- 4 Reproducir toda la música
- 5 Aleatorio: reproduce los archivos en orden aleatorio.
- 6 Repetir: reproduce toda la música de la carpeta una sola vez o de forma continua.

# Juegos

9.1

## Para jugar a un juego:

#### Desde una consola de juegos

Para iniciar un juego desde una consola de juegos:

Encienda la consola de juegos.

Inicie el juego.

Pulse ← BACK varias veces, pulse ⑦ EXIT o detenga la aplicación con su botón para salir/detener específico.

Modo profesional activado – Pulse 🏠 / 🛆 Inicio, seleccione Canales de televisión 🕎 y seleccione una consola de juegos o el nombre de la conexión.

Inicie el juego.

Pulse ← BACK varias veces, pulse ⑦ EXIT o detenga la aplicación con su botón para salir/detener específico.

#### Por aplicaciones

Para iniciar un juego desde aplicaciones de juegos:

Modo profesional desactivado – Pulse 🏠 / 🛆 Inicio, seleccione 🍽 Aplicaciones y, a continuación, seleccione Google Play Juegos.

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

Pulse ← BACK varias veces, pulse ⑦ EXIT o detenga la aplicación con su botón para salir/detener específico.

Modo profesional activado – Pulse △ / △ Inicio. Seleccione 🛤 Juegos.

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

Pulse ← BACK varias veces, pulse <sup>1</sup> EXIT o detenga la aplicación con su botón para salir/detener específico.

## Aplicación de menú profesional

#### 10.1

10

## Acerca de la Aplicación de menú profesional

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

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

- Recomendados III
- Canales de televisión IV
- Cast 🔊
- Aplicaciones III
- Juegos 🛤
- Más •••

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

#### • Gestionar cuenta

• Mensajes 🗳 (Esta función opcional depende de los ajustes internos del hotel).

• Factura 🗐 (Esta función opcional depende de los ajustes internos del hotel).

- Ajustar alarma 👩
- Tiempo 🗯
- Idioma del menú 🛛 📭
- $\cdot$  Hora actual

#### 10.2

# Apertura de la Aplicación de menú profesional

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

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

1 - Abra la Aplicación de menú profesional pulsando Inicio 🛆.

2 - Seleccione una actividad utilizando los botones de flecha y pulse OK para iniciar la actividad.

3 - Para cerrar la Aplicación de menú profesional sin cambiar la actividad actual, pulse  $\leftarrow$ .



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

#### 10.3

## Canales de televisión

#### Visualización de canales

#### Sintonización de un canal

Para ver canales de televisión, pulse  $\mathfrak{D}$  . El televisor muestra el último canal visto.

#### Cambio de canal

- Para cambiar de canal, pulse CH +/-.

#### Canal anterior

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

## 10.4

## Juegos

Para abrir la Aplicación de menú profesional y abrir Juegos:

2 - Seleccione Juegos 🛛 🛤 y pulse OK.

#### Ajustes óptimos para jugar

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

Para configurar manualmente el ajuste óptimo del televisor. . .

- 1 Seleccione 🏠 / 🛆 Inicio > 🚥 Más
- > ✿ Ajustes > 🛋 Imagen > Estilo de imagen.
- 2 Seleccione Juego y pulse OK.

3 - Pulse ←, varias veces si fuera necesario, para cerrar el menú. No olvide cambiar de nuevo el ajuste Juego u ordenador a Apagado cuando termine de jugar.

## Ajustes profesionales

## Estilo de imagen

#### Selección de un estilo

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

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

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

#### Formato de imagen

#### Selección del formato de imagen

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

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

Pulse ☆ / △ Inicio > ••• Más > ☆ Ajustes > I Formato de imagen.

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

- Pantalla panorámica
- $\cdot$  Ocupar pantalla
- Ajustar a pantalla
- $\cdot$  Sin escala

## Estilo de sonido

#### Selección de un estilo

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

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

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

#### Idioma

Cambio del idioma del menú y los mensajes del televisor

Pulse ☆ / ☆ Inicio > ••• Más > ☆ Ajustes > ਯ Idioma del menú.

Seleccione su idioma y pulse OK.

#### Ajustes ecológicos

Establecimiento de pantalla apagada para ahorrar energía

Pulse ☆ / ☆ Inicio > ••• Más > ♥ Funciones > @<sup>3</sup> Temporizador de reposo > Pantalla apagada.

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

#### Ajuste del temporizador de apagado del televisor

Pulse ☆ / ☆ Inicio > •••• Más > ♥ Funciones > @<sup>3</sup><sup>2</sup> Temporizador de reposo > Temporizador de reposo.

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

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

Si usa el televisor como monitor o emplea un receptor digital (STB) para ver la televisión, debe desactivar el apagado automático, para establecer el valor en **O**.

## <sup>10.6</sup> Cuenta de Google

### Iniciar sesión

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

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

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

#### Iniciar sesión

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

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

## Pantalla de inicio de Android TV

#### 11.1

11

## Acerca de la pantalla de inicio de Android TV

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

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

### 11.2

## Apertura de la pantalla de inicio de Android TV

Modo profesional activado: consulte el manual de instalación.

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

1 - Pulse Menú, desplácese hasta "Colección de Philips" y, a continuación, pulse OK.

2 - Seleccione una actividad utilizando los botones de flecha y pulse OK para iniciar la actividad.

3 - Para cerrar el menú de inicio sin cambiar la actividad actual, pulse ←.



Al abrir la pantalla de inicio de Android TV, se

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

### 11.3

## Ajustes de Android TV

### Imagen

#### Ajustes de imagen

#### Estilo de imagen

#### Selección de un estilo

Pulse ☆ / △ > ✿Ajustes > Imagen > Estilo de imagen.

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

• Personal: las preferencias de imagen que estableció durante la primera puesta en marcha

- Vivo: ideal para la visualización con luz diurna
- Natural: ajuste de imagen natural
- 🖉 Estándar Ajuste con mayor ahorro energético
- Ajuste de fábrica
- Cine: ideal para ver películas
- Juego: ideal para videojuegos
- Ordenador: ideal para conectar al ordenador

#### Color, Contraste, Realce, Brillo

#### Ajuste del color de la imagen

Pulse ☆ / ☆ Inicio > ☆ Ajustes > Imagen > Color. Pulse las flechas ∧ (arriba) o ∨ (abajo) para ajustar el valor de saturación del color de la imagen.

#### Ajuste del contraste de la imagen

Pulse ☆ / ☆ Inicio > ☆ Ajustes > Imagen > Contraste. Pulse las flechas ∧ (arriba) o ∨ (abajo) para ajustar el valor del contraste de la imagen.

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

#### Ajuste del realce de la imagen

Pulse ☆ / ☆ Inicio > ☆ Ajustes > Imagen > relace. Pulse las flechas ∧ (arriba) o ∨ (abajo) para ajustar el valor de realce de la imagen.

#### Ajuste del brillo

Pulse ☆ / ☆ Inicio > ☆ Ajustes
> Imagen > Brillo.
Pulse las flechas ∧ (arriba) o ∨ (abajo) para ajustar el nivel de brillo de la señal de la imagen.

Nota: El ajuste del brillo a un valor muy alejado del valor de referencia (50) puede reducir el contraste.

Ajustes de imagen avanzados

Ajustes de color

Ajustes de color avanzados

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

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

Selección de la fase del color preestablecida Pulse ☆ / ✿ Inicio > ✿ Ajustes > Imagen > Avanzado > Color → Fase del color.

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

Personalización de la fase del color Pulse ☆ / ✿ Inicio > ✿ Ajustes >

Imagen > Avanzado > Color > Fase del color personalizada.

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

#### Ajustes de contraste avanzados

Modos de contraste

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

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

#### Contraste dinámico

Pulse ☆ / △ Inicio > ✿ Ajustes > Imagen > Avanzado > Contraste > Contraste dinámico.

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

Contraste de vídeo, Gamma

Contraste de vídeo Pulse ☆ / ☆ Inicio > ☆ Ajustes > Imagen > Avanzado > Contraste > Contraste de vídeo.

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

#### Gamma

Pulse 🏠 / 🛆 Inicio > 🏟 Ajustes >

Imagen > Avanzado > Contraste > Gamma.

Pulse las flechas  $\land$  (arriba) o  $\checkmark$  (abajo) para establecer un ajuste no lineal de luminancia y contraste de la imagen.

Ajustes avanzados de realce

Nitidez de imagen

Reducción de ruido

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

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

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

Reducción de distorsiones de MPEG

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

Seleccione Máximo, Medio o Mínimo para disfrutar de distintos grados de suavizado de las distorsiones en contenidos de vídeo digital. Las distorsiones de MPEG se perciben principalmente como pequeños bloques o bordes irregulares en las imágenes en pantalla.

#### Formato de imagen

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

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

1 - Mientras ve un canal de televisión, pulse △ /
 △ Inicio > ◆ Ajustes > Imagen > Formato de imagen.

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

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

- · Pantalla panorámica
- $\cdot$  Ocupar pantalla
- Ajustar a pantalla
- $\cdot$  Sin escala

#### Sonido

#### Estilo de sonido

#### Selección de un estilo

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

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

• Personal: se aplicarán los ajustes seleccionados en Personalizar imagen y sonido

- Original: ajuste de sonido más neutro
- Cine: ideal para ver películas
- Música: ideal para escuchar música
- Juego: ideal para videojuegos
- Noticias: ideal para el realce de la voz

#### Gestión del sonido

#### Seleccione un dispositivo.

Pulse ☆ / ☆ Inicio > ☆ Ajustes > Sonido > Gestión del sonido.

Configure los dispositivos de salida de audio.

• Altavoces del televisor: configure el televisor para que el sonido se reproduzca en el televisor o en el sistema de audio conectado.

- Auriculares/Altavoces para baño:
- Encendido/Apagado.

· Volumen fijo en auriculares/altavoz de cuarto de

baño: cuando esta función está habilitada, el nivel de volumen de los auriculares/altavoz de cuarto de baño se fijará en el ajuste de encendido.

Detección de auriculares: Encendido/Apagado.

#### Ubicación del TV

## Pulse △ / △ Inicio > ✿ Ajustes > Sonido > Ubicación del televisor.

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

#### Avanzado

#### Ajustes ecológicos

#### Temporizador

Pulse ☆ / ☆ Inicio > ☆ Ajustes > Ajustes ecológicos > Temporizador de reposo.

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

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

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

Si usa el televisor como monitor o emplea un receptor digital (STB) para ver la televisión, debe desactivar el apagado automático, para establecer el valor en **O**.

#### Pantalla apagada

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

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

#### Región e idioma

#### idiomas

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

Establezca la configuración de región o idioma.

- Sistema Android/idioma del menú: permite cambiar
- el idioma de los menús y los mensajes.
- Idioma de audio principal: seleccione su preferencia

principal para el idioma de audio de las emisiones.

• Idioma de audio secundario: seleccione su preferencia secundaria para el idioma de audio de las

emisiones. • Idioma de subtítulos principal: seleccione su preferencia principal para el idioma de los subtítulos de las emisiones.

• Idioma de subtítulos secundario: seleccione su preferencia secundaria para el idioma de los subtítulos de las emisiones.

• Idioma de teletexto principal: seleccione su preferencia principal para el idioma del teletexto de las emisiones.

• Idioma de teletexto secundario: seleccione su preferencia secundaria para el idioma del teletexto de las emisiones.

### Ajustes de Acceso universal

Pulse ☆ / ☆ Inicio > ☆ Ajustes > Accesibilidad > Acceso universal.

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

Activación de los ajustes de Acceso universal Pulse ☆ / ✿ Inicio > ✿ Ajustes > Accesibilidad > Acceso universal > Encendido.

Acceso universal para personas con deficiencias auditivas

Pulse ☆ / ☆ Inicio > ☆ Ajustes > Accesibilidad > Acceso universal > Deficiente

#### auditivo > Encendido.

• Algunos canales de televisión digitales emiten subtítulos y audio especiales adaptados para las personas con deficiencias auditivas.

 Con esta opción activada, el televisor activa automáticamente el audio y los subtítulos adaptados, si están disponibles.

Acceso universal para personas con deficiencias visuales

Pulse ☆ / ☆ Inicio > ☆ Ajustes > Accesibilidad > Acceso universal

> Audiodescripción > Audiodescripción >

#### Encendido.

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

Ajustes > Accesibilidad > Acceso universal > Audiodescripción > Volumen mezclado, Efectos de audio, Voz.

para ajustar el valor.

• Establezca Efectos de audio en Encendido para disfrutar de efectos de audio adicionales en el audio de los comentarios, como estéreo o atenuación de sonido.

• Seleccione Voz para ajustar la preferencia de voz, Descriptivo o Subtítulos.

## Clasificación de contenido

#### Nivel de clasificación

Pulse ☆ / △ Inicio> ✿ Ajustes > Clasificación de contenido.

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

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

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

#### Establecer código y Cambiar código

Pulse  $\bigcirc$  /  $\bigcirc$  Inicio>  $\diamondsuit$  Ajustes > Clasificación de contenido.

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

Establezca un código nuevo o restablezca el cambio de código.

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

Nota:

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

## Conexión del Android TV

### Red e Internet

#### Red doméstica

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

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

#### Conectar a la red

Conexión inalámbrica

#### Qué necesita

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

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



#### Establecimiento de la conexión

#### Establecimiento de la conexión: INALÁMBRICA

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

 1 - En la lista de redes encontradas, seleccione la suya. Si su red no aparece en la lista porque el nombre de red está oculto (ha desactivado la emisión de SSID del router), seleccione Añadir nueva red para introducir el nombre de la red.

2 - En función del tipo de router, introduzca la clave de cifrado: WEP, WPA o WPA2. Si ha introducido la clave de cifrado de esta red con anterioridad, puede seleccionar OK para establecer la conexión inmediatamente.

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

#### Establecimiento de la conexión: WPS

Pulse ☆ / ☆ Inicio > ☆ Ajustes > 중 Inalámbrico y redes > Conectar a la red > WPS.

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

1 - Vaya al router, pulse el botón WPS y vuelva al televisor antes de que transcurran 2 minutos.

2 - Seleccione Conectar para realizar la conexión.3 - Se mostrará un mensaje cuando la conexión se realice correctamente.

#### Establecimiento de la conexión: WPS CON CÓDIGO PIN

Pulse ☆ / ☆ Inicio > ☆ Ajustes > 중 Inalámbrico y redes > Conectar a la red > WPS CON CÓDIGO PIN.

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

1 - Anote el código PIN de 8 dígitos que se muestra en la pantalla e introdúzcalo en el software del router en el ordenador. Consulte el manual del router para saber dónde se debe introducir el código PIN en el software del router.

2 - Seleccione Conectar para realizar la conexión.
3 - Se mostrará un mensaje cuando la conexión se realice correctamente.

#### Problemas

## No se encuentra la red inalámbrica o ésta pierde calidad

• Los hornos microondas, los teléfonos DECT y otros dispositivos Wi-Fi 802.11b/g/n/ac cercanos pueden alterar la red inalámbrica.

• Asegúrese de que los firewalls de la red permitan al televisor acceder a la conexión inalámbrica.

• Si la red inalámbrica no funciona correctamente en su casa, pruebe con la instalación de la red con cable. Internet no funciona

#### Internet no funciona

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

#### El PC y la conexión a Internet son lentos

• Consulte en el manual de usuario de su router inalámbrico el alcance en interiores, la velocidad de transferencia y otros factores de la calidad de la señal.

• Utilice una conexión a Internet de alta velocidad

(banda ancha) para el router.

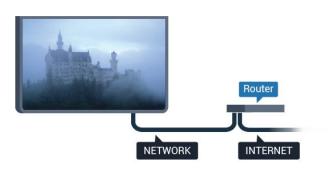
#### DHCP

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

#### Conexión con cable

#### Qué necesita

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



#### Establecimiento de la conexión

Establecimiento de la conexión: CON CABLE

Pulse 🏠 / 🛆 Inicio > 🌣 Ajustes

> Thalámbrico y redes > Conectar a la red > CON CABLE.

1 - Conecte el router al televisor mediante un cable de red (cable Ethernet).\*\*

2 - Compruebe que el router está encendido.

3 - El televisor busca constantemente la conexión de red.

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

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

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

#### Cuenta de Google

#### Iniciar sesión

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

Si inicia sesión, podrá disfrutar de sus juegos favoritos

en el teléfono, la tableta o el televisor. También obtendrá recomendaciones personalizadas de vídeos y música en la pantalla de inicio del televisor, además de acceso a YouTube, Google Play y otras aplicaciones.

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

#### Iniciar sesión

Pulse ☆ Inicio > ♥ Aplicaciones > Google Play.

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

#### Ajustes de Android

Puede ver o establecer información diferente o ajustes específicos de Android. Puede consultar la lista de aplicaciones instaladas en su televisor y el espacio de almacenamiento que necesitan. Con la búsqueda por voz, puede establecer el idioma que desee. Puede configurar el teclado en pantalla o permitir que las aplicaciones utilicen su ubicación. Explore los diferentes ajustes de Android. Puede visitar <u>www.support.google.com/androidty</u> para obtener más información sobre estos ajustes.

#### Para abrir estos ajustes

Pulse ☆ / ☆ Inicio > ☆ Ajustes > Ajustes > Ajustes > Ajustes de Android.

### 11.5 Canales

#### Visualización de canales

#### Sintonización de un canal

Para ver canales de televisión, pulse  $\mathfrak{D}$  . El televisor muestra el último canal visto.

#### Cambio de canal

- Para cambiar de canal, pulse CH+ o CH-.

#### Canal anterior

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

## Instalación de canales

#### Instalación de la conexión por antena/cable

#### Buscar canales

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

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

Para buscar canales:

1 - Pulse ☆ / ☆ Inicio > ☆ Ajustes > Instalar canales y pulse OK.

2 - Seleccione **RF Instalación de canales** y pulse **OK**.

3 - Introduzca el código PIN si es necesario.
Seleccione Buscar canales y pulse OK.
Seleccione Iniciar y pulse OK.
Seleccione el país en el que se encuentra en ese momento y pulse OK.
Seleccione Iniciar y pulse OK.
Seleccione el tipo de instalación que desee, Antena (DVB-T) o Cable (DVB-C) y pulse OK.

Seleccione Siguiente y pulse OK.

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

Seleccione Siguiente y pulse OK.

Seleccione Inicio y pulse OK para actualizar los canales digitales. Esto puede tardar unos minutos. Pulse < (izquierda) para retroceder un paso o ← BACK para cerrar el menú.

#### Actualización automática de canal

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

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

Para desactivar la actualización automática:

1 - Pulse ☆ / ☆ Inicio > ☆ Ajustes > Instalar canales y pulse OK.

2 - Seleccione **RF Instalación de canales** y pulse **OK**.

3 - Introduzca el código PIN si es necesario.

4 - Seleccione Actualización automática de canal y pulse OK.

- 5 Seleccione Apagado y pulse OK.
- 6 Pulse 🕻 (izquierda) para retroceder un paso
- o 🗲 BACK para cerrar el menú.

#### Mensaje de actualización de canales

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

Para desactivar el mensaje:

1 - Pulse ☆ / ☆ Inicio > ☆ Ajustes > Instalar canales y pulse OK.

2 - Seleccione **RF Instalación de canales** y pulse **OK**.

3 - Introduzca el código PIN si es necesario.

4 - Seleccione Actualización automática de canal y pulse OK.

5 - Seleccione Apagado y pulse OK.

- 6 Pulse 🕻 (izquierda) para retroceder un paso
- o 🗲 BACK para cerrar el menú.

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

#### Digital: Instalación manual

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

Para instalar canales digitales manualmente:

1 - Pulse ☆ / ☆ Inicio > ☆ Ajustes > Instalar canales y pulse OK.

2 - Seleccione **RF Instalación de canales** y pulse **OK**.

3 - Seleccione Digital: instalación manual y pulse OK.

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

#### Analógico: Instalación manual

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

Para instalar canales analógicos manualmente:

1 - Pulse ☆ / ☆ Inicio > ☆ Ajustes > Instalar canales y pulse OK.

2 - Seleccione **RF Instalación de canales** y pulse **OK**.

3 - Seleccione Analógico: instalación manual y pulse OK.

#### Sistema

Para configurar el sistema de televisión, seleccione Sistema.

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

#### • Buscar canal

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

#### • Guardar

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

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

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

## 11.7

## Internet

#### Inicio de Internet

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

• Algunos complementos (para ver páginas o vídeos, por ejemplo) no están disponibles en el televisor.

• No puede enviar o descargar archivos.

• Las páginas de Internet se muestran en una sola página y a pantalla completa.

Para iniciar el navegador de Internet:

1- Pulse 🏠 / 🛆 HOME.

2 - Desplácese hacia abajo,

seleccione **• Aplicaciones** > **(f)** Internet y pulse OK.

3 - Escriba una dirección de Internet, seleccione  $\checkmark$  y pulse OK.

4 - Para cerrar Internet,

pulse  $\triangle$  /  $\triangle$  HOME o  $\overline{\mathfrak{D}}$ .

11.8

## Software

#### Actualizar software

#### Versión software

Para ver la versión actual del software del televisor:

1 - Pulse ☆ / ✿, seleccione Ajustes ✿ y pulse OK.

2 - Seleccione Actualizar software > Firmware actual y pulse OK.

3 - Se mostrarán la versión, las notas de la versión y la fecha de creación.

4 - Pulse < (izquierda) varias veces si fuera necesario para cerrar el menú.

#### Actualización desde el sitio web

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

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

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

Descarga del software más reciente:

1 - Inicie Internet Explorer.

2 - Acceda al sitio de asistencia de Philips en la dirección http://www.philips.com/support.

3 - Introduzca el número de modelo. (Puede encontrar el número de modelo en la etiqueta de la parte posterior del televisor) )

4 - En la página de producto del televisor, seleccione Asistencia.

5 - Seleccione "Actualizaciones de software" y haga clic en "Descargar archivo" para descargar el software. (El software está disponible en un archivo .zip).

6 - Si la versión de software es superior a la versión instalada en su televisor, haga clic en el enlace de descarga del software.

7 - Acepte el acuerdo de licencia o los términos y condiciones. Para ello, seleccione "Acepto". A continuación, el archivo .zip se descargará automáticamente.

8 - Descomprima el archivo .zip en cualquier directorio utilizando una función de archivo.

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

11 - Desconecte la unidad flash USB del ordenador.

Organize 🔻 Share	with <b>•</b>	Burn New folder
	*	Name
Computer SDisk (C:) USB (E:)		autorun_QM151E_0.5.255.128.upg
🎉 upgrades		
Setwork		

Actualización del software:

1 - Conecte la unidad flash USB (que contiene la actualización de software) al conector USB del televisor. Espere 30 segundos o hasta que el televisor reconozca la unidad USB.

2 - Su televisor empezará a cargar la actualización del software automáticamente.

3 - Cuando la actualización haya terminado de cargarse, pulse "Iniciar" para activar la actualización del televisor.

## Software de código fuente abierto

#### 12.1

## Licencia de código fuente abierto

## Acerca de la licencia de código fuente abierto

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

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

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

## Open Source

#### Android (9.0.0)

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

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

linux kernel (4.9)

This tv contains the Linux Kernel. The original download site for this software is :

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

#### mbed TLS (2.6.0)

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

#### aacenc (3.3.3)

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

#### alsa (1.0.24.1)

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

#### appweb (4.3.5)

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

#### atf (1.3)

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

#### bash (3.2.48)

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

#### below.

#### bluetooth\_mw (1.0)

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

#### bluetooth\_stack (1.0)

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

#### bluetooth\_tool (1.0)

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

#### boost (1.15.0)

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

#### busybox (1.15.3)

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

#### c-ares (1.12.0)

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

#### cJSON (1.7.7)

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

#### coreutils (6.9)

below.

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

#### libcurl (7.59.0)

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

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

#### dfb (1.5.3)

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

#### dibbler (1.0.1)

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

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

#### dosfstools (2.9)

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

#### e2fsprogs (1.41.14)

The original download site for this software is : http://e2fsprogs.sourceforge.net .This piece of

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

#### electric-fence (2.1.13)

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

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

#### encfs (1.3.2)

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

#### expat (2.1.0)

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

#### findutils (4.2.31)

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

#### freetype (2.7.1)

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

#### fuse (2.8.4)

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

#### fusion (8.7.0)

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

#### gawk (3.1.5)

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

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

#### gdisk (0.8.1)

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

#### glibc (2.18)

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

#### googletest (1.7.0)

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

#### grep (2.5.1a)

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

#### gzip (1.3.12)

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

#### harfbuzz (1.4.2)

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

#### icu (51.1)

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

#### inetutils (1.4.2)

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

#### iptables (1.4.15)

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

#### iputils (s20101006)

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

#### jansson (2.4)

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

#### jpeg (6b)

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

#### jsonrpc (2.0)

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

#### libdwarf

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

#### libelf (0.8.1.3)

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

#### libiconv (1.11.1)

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

#### libnl (v3.2.29)

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

#### libusb (1.0.9)

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

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#### libwebsockets (3.0)

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

#### libxml2 (2.7.8)

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

#### lighttpd (1.4.35)

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

#### liveMedia (2011.06.12)

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

#### lvm2 (2.02.89)

The original download site for this software is :

ftp://sources.redhat.com/pub/lvm2/releases/ .This piece of software is made available under the terms and conditions of the GPL 2.0/LGPLv2.1 license, which can be found below.

#### lz4 (1.8.1.2)

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

#### lzma (4.65)

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

#### mng (1.0.10)

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

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

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

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

#### mtp (1.1.6)

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

#### ncurses (5.7)

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

#### net-tools (1.60)

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

#### nghttp2 (1.21.1)

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

#### ntfs-3g (2010.5.22)

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

#### ntfsprogs (2.0.0)

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

#### ogg (1.3.2)

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

#### openh264 (1.7.0)

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

#### openssh (6.3p1)

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

#### openssl (1.0.2g)

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

#### png (1.2.43)

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

#### popt (1.16)

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

#### procmem (2.0)

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

#### procps (3.2.8)

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

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

#### procrank (2.0)

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

#### psmisc (22.13)

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#### pugixml (1.8)

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

#### python (2.7.9)

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

#### qrencode (3.4.2)

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

#### rlog (1.4)

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

#### rng-tools (5)

The original download site for this software is : http://sourceforge.net/projects/gkernel/ .This piece

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

#### samba (3.0.37)

Samba is the standard Windows interoperability suite of programs for Linux and Unix. The original download site for this software is :

http://www.samba.org/ .This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

#### sawman (1.5.3)

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

#### sed (4.1.5)

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

#### simple-mtpfs (0.2)

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

#### sqlite (3.8.4.3)

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

#### sqlite3 (3.7.2)

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

#### tar (1.17)

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

#### thttpd (2.25b)

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

## below.

## toybox (0.4.0)

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

## ttxfont (1.0)

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

## uboot (2011.12)

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

## udhcp (0.9.9-pre)

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

## unicode (3.2)

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

## uriparser (0.7.7)

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## util-linux-ng (2.18)

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

## webp (0.2.1)

libwebp: a library for brower, that can improve the performance of downloaing image webp.txt's directory http://teams.mediatek.inc/dtv/SSD/SS3/Tas k%20Forces/Forms/AllItems.aspx?RootFolder=%2fdtv %2fSSD%2fSS3%2fTask%20Forces%2f3rd%20party%2 Olist%2fLicense\_Texts&FolderCTID=&View=%7b4DF37 793-E07B-481C-BBFC-CD139C18D384%7d .The original download site for this software is : http://code.google.com/p/webp/ .This piece of software is made available under the terms and conditions of the BSD license, which can be found below.

## wget (1.10.2)

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

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

# wireless\_tools (v29)

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

# wpa\_supplicant (v0.8(wext)/v2.3(cfg80211))

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

## xerces (3.1.1)

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

## zlib(1.2.3)

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

## Hue SDK (1.8.1)

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

# Opera Web Browser (SDK 4.8.0)

This TV contains Opera Browser Software. Third-party licenses

## WebKit

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

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

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

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

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

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

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

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

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

in the event an application does not supply such function or

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

its purpose remains meaningful.

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

a purpose that is entirely well-defined independent of the

application. Therefore, Subsection 2d requires that any

application-supplied function or table used by this function must

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

root function must still compute square roots.)

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

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

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

exercise the right to control the distribution of derivative or

collective works based on the Library.

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

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

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

This option is useful when you wish to copy part of

## the code of

the Library into a program that is not a library.

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

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

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

it with the complete corresponding machinereadable source code, which

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

medium customarily used for software interchange.

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

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

source code from the same place satisfies the requirement to

distribute the source code, even though third parties are not

compelled to copy the source along with the object code.

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

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

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

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

therefore falls outside the scope of this License.

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

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

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

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

Section 6 states terms for distribution of such executables.

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

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

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

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

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

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

If such an object file uses only numerical

parameters, data

structure layouts and accessors, and small macros and small inline

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

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

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

Library will still fall under Section 6.)

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

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

Any executables containing that work also fall under Section 6,

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

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

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

work containing portions of the Library, and distribute that work

under terms of your choice, provided that the terms permit

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

engineering for debugging such modifications.

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

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

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

during execution displays copyright notices, you must include the

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

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

of these things:

a) Accompany the work with the complete corresponding

machine-readable source code for the Library including whatever

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

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

with the Library, with the complete machinereadable "work that

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

user can modify the Library and then relink to

produce a modified

executable containing the modified Library. (It is understood

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

Library will not necessarily be able to recompile the application

to use the modified definitions.)

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

least three years, to give the same user the materials

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

than the cost of performing this distribution.

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

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

specified materials from the same place.

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

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

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

Library" must include any data and utility programs needed for

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

the source code distributed need not include anything that is normally

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

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

which the executable runs, unless that component itself accompanies

the executable.

It may happen that this requirement contradicts the license

restrictions of other proprietary libraries that do not normally

accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

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

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

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

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

the Library and of the other library facilities is otherwise

permitted, and provided that you do these two things:

a) Accompany the combined library with a copy of the same work

based on the Library, uncombined with any other library

facilities. This must be distributed under the terms of the

Sections above.

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

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

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

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

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

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

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

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

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

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

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refrain entirely from distribution of the Library.

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

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

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

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

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

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

integrity of the free software distribution system which is

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impose that choice.

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1999

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

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the version number 2.1.]

Preamble

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

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

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

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

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

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

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

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

with the library after making changes to the library and recompiling

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

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

we copyright the

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

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

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

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

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

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

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

effectively restrict the users of a free program by obtaining a

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

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General Public License, applies to certain designated libraries, and

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

this license for certain libraries in order to permit linking those

libraries into non-free programs.

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

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

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

General Public License therefore permits such linking only if the

entire combination fits its criteria of freedom. The Lesser General

Public License permits more lax criteria for linking other code with

the library.

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

does Less to protect the user's freedom than the

ordinary General

Public License. It also provides other free software developers Less

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

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

libraries. However, the Lesser license provides advantages in certain

special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library,

so that it becomes

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

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

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

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

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

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

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

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

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

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

system.

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

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

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program which contains a notice placed by the copyright holder or

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

Each licensee is addressed as "you".

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

prepared so as to be conveniently linked with application programs

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

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

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

Library" means either the Library or any derivative work under

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

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

straightforwardly into another language.

(Hereinafter, translation is

included without limitation in the term "modification".)

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

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

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

interface definition files, plus the scripts used to control compilation

and installation of the library.

Activities other than copying, distribution and modification are not

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

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

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

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

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

and what the program that uses the Library does.

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

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

you conspicuously and appropriately publish on each

copy an

appropriate copyright notice and disclaimer of warranty; keep intact

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

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

2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and

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

distribute such modifications or work under the terms of Section 1

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

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

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

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

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

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

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

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

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

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

in the event an application does not supply such function or

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

its purpose remains meaningful.

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

a purpose that is entirely well-defined independent of the

application. Therefore, Subsection 2d requires that any

application-supplied function or table used by this function must

be optional: if the application does not supply it,

## the square

root function must still compute square roots.)

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

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

and can be reasonably considered independent and separate works in

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

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

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

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

this License, whose permissions for other licensees extend to the

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

it.

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

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

exercise the right to control the distribution of derivative or

collective works based on the Library.

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

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

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

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

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

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

these notices.

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

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

subsequent copies and derivative works made from

that copy.

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

the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany

it with the complete corresponding machine-

readable source code, which must be distributed under the terms of Sections 1 and 2 above on a

medium customarily used for software interchange.

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

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

source code from the same place satisfies the requirement to

distribute the source code, even though third parties are not

compelled to copy the source along with the object code.

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

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

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

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

therefore falls outside the scope of this License.

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

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

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

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

Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be

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

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

If such an object file uses only numerical parameters, data

structure layouts and accessors, and small macros and small inline

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

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

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

Library will still fall under Section 6.)

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

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

Any executables containing that work also fall under Section 6,

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

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

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

work containing portions of the Library, and distribute that work

under terms of your choice, provided that the terms permit

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

engineering for debugging such modifications.

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

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

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

during execution displays copyright notices, you must include the

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

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

of these things:

a) Accompany the work with the complete corresponding

machine-readable source code for the Library including whatever

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

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

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

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

executable containing the modified Library. (It is understood

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

Library will not necessarily be able to recompile the application

to use the modified definitions.)

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

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

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

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

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

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

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

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

least three years, to give the same user the materials

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

than the cost of performing this distribution.

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

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

specified materials from the same place.

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

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

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

Library" must include any data and utility programs needed for

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

the materials to be distributed need not include anything that is

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

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

which the executable runs, unless that component itself accompanies

## the executable.

It may happen that this requirement contradicts the license

restrictions of other proprietary libraries that do not normally

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distribute.

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

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

the Library and of the other library facilities is otherwise

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facilities. This must be distributed under the terms of the

Sections above.

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

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

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

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

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other circumstances.

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

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

such claims; this section has the sole purpose of

## protecting the

integrity of the free software distribution system which is

implemented by public license practices. Many people have made

generous contributions to the wide range of software distributed

through that system in reliance on consistent application of that

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

to distribute software through any other system and a licensee cannot

impose that choice.

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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 subsituting alternatives. An example is provided by the

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

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

core server) has other mechanisms for font substitution.

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

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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

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\* \_\_\_\_

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open-vcdiff

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

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ansi2knr.c for full details.) However, since ansi2knr.c is not needed as part

of any program generated from the IJG code, this does not limit you more than the foregoing paragraphs do.

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

It is copyright by the Free Software Foundation but is freely distributable.

The same holds for its supporting scripts

(config.guess, config.sub,

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

by M.I.T. but is also freely distributable.

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

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

legally be used without obtaining one or more licenses. For this reason,

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

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

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

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

code.

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

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

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

"uncompressed GIFs". This technique does not use the LZW algorithm; the

resulting GIF files are larger than usual, but are readable by all standard GIF decoders.

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\_\_\_\_\_

jmorecfg.h contains modifications, which are distributed under the Netscape Public License.

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boxes and the like:

printf("%s", png\_get\_copyright(NULL));

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

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

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### that a free

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libvpx URL: http://www.webmproject.org

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That's all there is to it!

modp base64 decoder URL: https://github.com/client9/stringencoders

\* MODP\_B64 - High performance base64 encoder/decoder

- \* Version 1.3 -- 17-Mar-2006
- \* http://modp.com/release/base64

\*

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Mojo

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

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## mt19937ar

URL: http://www.math.sci.hiroshima-u.ac.jp/⊠mmat/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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PLY (Python Lex-Yacc) URL: http://www.dabeaz.com/ply/ply-3.4.tar.gz

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

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

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re2 - an efficient, principled regular expression library

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

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usrsctp

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; It also has various other useful features to simplify writing the kind of

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URL: http://zlib.net/

/\* zlib.h -- interface of the 'zlib' general purpose compression library version 1.2.4, March 14th, 2010

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URL: http://mxr.mozilla.org/comm-central/source/m ozilla/netwerk/base/src/nsURLParsers.cpp

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#### 12.2

# Announcements

You can receive an announcement on new TV software available for download or other software related issues.

To read these announcements...

1 - Press \$\overline{A}\$, select All Settings and press OK.
2 - Select Update

Software > Announcements, and press OK.

3 - If there is an announcement, you can read it or select one of the announcements available.

4 - Press < (left) repeatedly if necessary, to close the menu.

# <sup>13</sup> Ayuda y asistencia

## 13.1

# Solución de problemas

### Activar

#### El televisor no se enciende.

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

#### Suena un chirrido al encender o apagar el televisor

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

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

Cuando el televisor está en modo de espera, se muestra la pantalla de inicio de Philips y, a continuación, el televisor vuelve al modo de espera. Este es un comportamiento normal. Cuando el televisor se desconecta y se vuelve a conectar al suministro eléctrico, la pantalla de inicio se muestra en el siguiente inicio.

#### La luz del modo de espera no deja de parpadear

Desconecte el cable de alimentación de la toma de corriente. Espere cinco minutos antes de volver a conectarlo. Si vuelve a producirse el parpadeo, póngase en contacto con el servicio de atención al cliente de Philips.

### Imagen

#### No hay imagen o está distorsionada

• Compruebe que la antena está conectada correctamente al televisor.

• Asegúrese de que se ha seleccionado el dispositivo correcto como fuente.

• Compruebe que el dispositivo externo o fuente está conectado correctamente.

#### Hay sonido pero no imagen

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

#### La recepción de la antena es deficiente

Compruebe que la antena está conectada correctamente al televisor.

• Un volumen alto de los altavoces, dispositivos de audio sin toma de tierra, luces de neón, edificios altos

u objetos de gran tamaño; todos estos factores pueden afectar a la calidad de la recepción. Si es posible, intente mejorar la calidad de la recepción cambiando la dirección de la antena o alejando dispositivos del televisor.

• Si solo la recepción de un canal en particular es deficiente, ajuste la sintonía fina de ese canal.

#### Imagen deficiente de un dispositivo

• Asegúrese de que el dispositivo esté conectado correctamente.

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

La imagen no encaja en la pantalla

Cambie el formato de la imagen.

#### La posición de la imagen no es correcta

Las señales de imagen de algunos dispositivos podrían no encajar correctamente en la pantalla. Compruebe la salida de la señal del dispositivo conectado.

#### La imagen del ordenador no es estable

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

### Sonido

#### No hay sonido o es de baja calidad

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

- Compruebe que los ajustes de sonido son correctos.
- $\cdot$  Compruebe que todos los cables están bien
- conectados.
- Compruebe que el volumen no está silenciado o reducido al mínimo.

• Compruebe que la salida del audio del televisor está conectada a la entrada de audio del sistema de cine en casa.

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

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

## Conexiones

#### HDMI

- Tenga en cuenta que HDCP (protección de contenido digital de gran ancho de banda) puede retrasar el tiempo que un televisor tarda en mostrar contenido de un dispositivo HDMI.

- Si el televisor no reconoce el dispositivo HDMI y no muestra ninguna imagen, cambie la fuente de un dispositivo a otro y viceversa.

- Si se producen interrupciones del sonido intermitentes, compruebe que los ajustes de salida del dispositivo HDMI son correctos.

- Si utiliza un adaptador o un cable de HDMI a DVI, asegúrese de que hay conectado un cable de audio adicional a la entrada AUDIO IN (solo miniconector) si está disponible.

#### EasyLink no funciona

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

#### No se muestra el icono de volumen

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

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

- Compruebe que el dispositivo de almacenamiento USB se ha configurado como compatible con Mass Storage Class, según se describa en la

documentación del dispositivo de almacenamiento. - Asegúrese de que el dispositivo de almacenamiento USB es compatible con el televisor.

- Compruebe que el televisor admite los formatos de archivos de imagen y audio.

# Los archivos del dispositivo USB se reproducen de forma entrecortada

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

## Wi-Fi, Internet y Bluetooth

#### No se encuentra la red Wi-Fi o pierde calidad

• Los hornos microondas, los teléfonos DECT y otros dispositivos Wi-Fi 802.11b/g/n/ac cercanos pueden alterar la red inalámbrica.

• Asegúrese de que los firewalls de la red permitan al televisor acceder a la conexión inalámbrica.

• Si la red inalámbrica no funciona correctamente en su casa, pruebe con la instalación de la red con cable. Internet no funciona • Si la conexión al router es correcta, compruebe la conexión del router a Internet.

#### El PC y la conexión a Internet son lentos

• Consulte en el manual de usuario de su router inalámbrico el alcance en interiores, la velocidad de transferencia y otros factores de la calidad de la señal.

• Utilice una conexión a Internet de alta velocidad (banda ancha) para el router.

#### DHCP

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

#### Pérdida de conexión Bluetooth

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

### Red

#### No se encuentra la red Wi-Fi o pierde calidad

• Los hornos microondas, los teléfonos DECT y otros dispositivos Wi-Fi 802.11b/g/n/ac cercanos pueden alterar la red inalámbrica.

• Asegúrese de que los firewalls de la red permitan al televisor acceder a la conexión inalámbrica.

• Si la red inalámbrica no funciona correctamente en su casa, pruebe con la instalación de la red con cable.

#### Internet no funciona

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

#### El PC y la conexión a Internet son lentos

• Consulte en el manual de usuario de su router inalámbrico el alcance en interiores, la velocidad de transferencia y otros factores de la calidad de la señal.

• Utilice una conexión a Internet de alta velocidad (banda ancha) para el router.

#### DHCP

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

### 13.2

# Ayuda en línea

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

#### Visite www.philips.com/support.

En el sitio de asistencia encontrará el número de teléfono de su país para ponerse en contacto con

nosotros, así como respuestas a las preguntas más frecuentes. En algunos países puede chatear con uno de nuestros colaboradores y preguntarle directamente, o enviar la pregunta por correo electrónico.

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

# Asistencia y reparación

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

Encontrará el número de teléfono en la documentación impresa incluida con el televisor. También puede visitar nuestro sitio web <u>www.philips.com/TVsupport</u> y seleccionar su país si lo necesita.

#### Número de serie y número de modelo del televisor

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

#### Advertencia

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

# Información de precaución y seguridad

#### 14.1

# Seguridad

## Declaración de ESD

Durante la prueba, se producen alteraciones en la pantalla, pero se realiza la recuperación automática tras la prueba. El fabricante especifica esta pérdida permisiva de rendimiento y este fenómeno se incluirá como una declaración clara en el Manual del usuario para evitar malentendidos.

### Importante

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

No modifique nunca este equipo sin la autorización del fabricante.

# Riesgo de descarga eléctrica o incendio

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

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

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

• Nunca exponga el televisor a un calor excesivo. No coloque estos objetos cerca de velas encendidas, llamas sin protección u otras fuentes de calor, incluida la luz solar directa.

• Nunca inserte objetos en las ranuras de ventilación u otras aberturas del televisor.

• No coloque objetos pesados sobre el cable de alimentación.

• Evite ejercer fuerza en los enchufes. Los enchufes sueltos pueden generar arcos voltaicos o un incendio. Asegúrese de que el cable de alimentación no esté tirante cuando gire la pantalla del televisor. • Para desconectar el televisor de la corriente de alimentación, el conector de alimentación del dispositivo debe estar desconectado de la toma de corriente. Al desconectar el cable de alimentación, tire siempre de la clavija, nunca del cable. Asegúrese de poder acceder sin dificultad a la clavija de alimentación, al cable de alimentación y a la toma de corriente en todo momento.

# Riesgo de lesiones personales o de daños al televisor

• Si va a montar el televisor en la pared, asegúrese de que el soporte de pared puede soportar de manera segura el peso del televisor. TP Vision no asume ninguna responsabilidad por el montaje inadecuado del televisor en la pared que provoque accidentes, lesiones o daños.

• Algunas piezas de este producto están hechas de vidrio. Manéjelas con cuidado para evitar lesiones o daños.

#### Riesgo de daños del televisor

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

## Riesgos de estabilidad

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

Asegúrese SIEMPRE de que el televisor no sobresale del borde del mueble que lo sostiene.
Utilice SIEMPRE armarios, soportes o métodos de

montaje recomendados por el fabricante del televisor.

• Utilice SIEMPRE muebles que puedan soportar de forma segura el televisor.

• Eduque SIEMPRE a los niños sobre los peligros que conlleva subirse a un mueble para llegar al televisor o sus controles.

• Coloque SIEMPRE los cables conectados al televisor de forma que no se pueda tropezar en ellos, que no se pueda tirar de ellos y que no se puedan agarrar.

• No coloque NUNCA un televisor en un lugar inestable.

• No coloque NUNCA el televisor sobre un mueble alto (por ejemplo, armarios o estanterías) sin fijar tanto el mueble como el televisor a un soporte adecuado.

• No coloque NUNCA el televisor sobre un paño u otros materiales que puedan estar situados entre el televisor y el mueble.

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

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

### Riesgo de las pilas

No ingiera la pila. Peligro de quemaduras químicas.
El mando a distancia puede contener una pila de botón. Si se ingiere, puede provocar quemaduras internas graves en solo 2 horas y producir la muerte.

• Mantenga las pilas nuevas y usadas alejadas de los niños.

• Si el compartimento de las pilas no se cierra bien, deje de utilizar el producto y manténgalo alejado de los niños.

• Si piensa que las pilas pueden haber sido ingeridas o encontrarse en el interior de cualquier parte del cuerpo, consulte inmediatamente a un médico.

• Existe riesgo de incendio o explosión si las pilas se sustituyen por unas del tipo incorrecto.

• La sustitución de una pila por una de un tipo incorrecto puede deshabilitar una medida de seguridad (por ejemplo, en el caso de algunos tipos de pilas de litio).

• Eliminar una pila en el fuego o en un horno caliente, o aplastar o cortar una pila por medios mecánicos, son acciones que pueden producir una explosión.

• Dejar una pila en un entorno con temperaturas extremadamente altas puede provocar una explosión o la fuga de líquido o glas inflamable.

• Una pila sometida a una presión de aire extremadamente baja puede provocar una explosión o la fuga de líquido o gas inflamable.

## Riesgo de sobrecalentamiento

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

### Tormentas con aparato eléctrico

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

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

## Riesgo de daños auditivos

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

### Bajas temperaturas

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

## Humedad

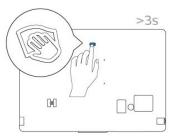
En raras ocasiones, según la temperatura y la humedad, puede producirse una cierta condensación dentro del cristal frontal del televisor (en algunos modelos). Para evitarlo, no exponga el televisor a la luz solar directa, ni al calor y la humedad extremos. Si se produce condensación, esta desaparecerá espontáneamente después de unas horas de funcionamiento del televisor.

La condensación no dañará el televisor ni afectará a su funcionamiento.

## <sup>14.2</sup> Cuidado de la pantalla

• No toque, presione, frote ni golpee nunca la pantalla con ningún objeto.

• Pulse el botón de limpieza en la parte trasera del televisor. Debe pulsarse durante 3 segundos para desactivar los controles frontales del televisor antes de limpiarlo.



- Limpie el televisor y el marco con un paño suave humedecido y frote suavemente. Nunca utilice sustancias como alcohol, productos químicos o detergentes domésticos en el televisor.
- Para evitar deformaciones y desvanecimiento del color, limpie las gotas de agua lo antes posible.
- Evite las imágenes estáticas en la medida de lo posible. Las imágenes estáticas son las que

permanecen en la pantalla durante mucho tiempo, por ejemplo, los menús de pantalla, las barras negras, las visualizaciones de la hora, etc. Si tiene que utilizar imágenes estáticas, reduzca el contraste y el brillo de la pantalla para evitar daños.

#### 14.3

# Declaración de exposición a la radiación (solo para Wi-Fi integrado)

Este equipo cumple con los límites de exposición a la radiación CE establecidos para un entorno no controlado. Este equipo debe instalarse y utilizarse con una distancia mínima de 20 cm entre el radiador y el cuerpo.

A continuación se indican la frecuencia, el modo y la potencia máxima transmitida en la UE:

-2400-2483,5 MHz: < 20 dBm (EIRP) solo para productos 2,4G

-5150-5250 MHz: < 23 dBm (EIRP)

-5250-5350 MHz: < 23 dBm (EIRP)

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

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

# Condiciones de uso

#### 15.1

15

# Condiciones de uso del televisor

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La documentación incluida con el televisor y el manual almacenado en la memoria del televisor o disponible para su descarga en el sitio web de Philips <u>www.philips.com/support</u> se consideran adecuados para el uso previsto del sistema.

El material de este manual se considera adecuado para el uso previsto del sistema. Si el producto, o sus módulos o procedimientos individuales, se utilizan con fines distintos a los que aquí se especifican, deberá obtenerse la confirmación de su validez e idoneidad. TP Vision garantiza que el material no infringe ninguna patente de EE. UU. No existe ninguna otra garantía expresa ni implícita. TP Vision no se hace responsable de los posibles errores del contenido de este documento ni de los problemas que pudieran surgir de dicho contenido. Los errores de los que Philips reciba notificación se adaptarán y publicarán en el sitio web de asistencia de Philips con la mayor rapidez posible.

Términos de la garantía – ¡Riesgo de lesiones, daños al televisor o anulación de la garantía! No intente reparar el televisor. Utilice el televisor y sus accesorios para el uso concebido por el fabricante. El signo de precaución impreso en la parte trasera del televisor indica riesgo de descarga eléctrica. No retire la carcasa del televisor. Póngase en contacto con el servicio de atención al cliente de Philips TV si necesita asistencia o una reparación. Encontrará el número de teléfono en la documentación impresa incluida con el televisor. También puede consultar nuestro sitio web <u>www.philips.com/support</u> y seleccionar su país si lo necesita. Cualquier operación prohibida expresamente en este manual, así como cualquier procedimiento de ajuste y ensamblaje no recomendado o autorizado en el mismo, anulará la garantía.

#### Características de los píxeles

Este televisor tiene un elevado número de píxeles de color. Aunque el porcentaje de píxeles activos es del 99,999 % o más, pueden aparecer puntos negros o puntos brillantes de luz (rojos, verdes o azules) constantemente en la pantalla. Se trata de una propiedad estructural de la pantalla (dentro de los estándares comunes del sector) y no es un fallo de funcionamiento.

#### Conformidad CE

Por la presente, TP Vision Europe B.V. declara que este televisor cumple los requisitos esenciales y demás directrices relevantes de las directivas 2014/53/UE (equipos de radio), 2009/125/CE (diseño ecológico) y 2011/65/CE (sustancias peligrosas).

#### Conformidad con EMF

TP Vision fabrica y vende gran número de productos dirigidos a consumidores que, como todo aparato electrónico, en general tienen la capacidad de emitir y recibir señales electromagnéticas. Uno de los principios empresariales fundamentales de TP Vision consiste en adoptar todas las medidas de seguridad necesarias en nuestros productos, con el fin de cumplir la legislación aplicable y respetar ampliamente la normativa sobre campos electromagnéticos (EMF) pertinente en el momento de fabricación de los productos.

TP Vision se compromete a desarrollar, producir y comercializar productos que no provoquen efectos adversos en la salud. TP Vision confirma que, siempre que sus productos se utilicen de forma adecuada y con el fin para el que fueron creados, son seguros de acuerdo con las evidencias científicas disponibles en la actualidad. TP Vision desempeña un papel activo en el desarrollo de estándares de seguridad y EMF internacionales, lo que permite a TP Vision la anticipación a nuevos estándares y su temprana integración en sus productos.

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# 16.1 HDMI

#### HDMI

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Los términos HDMI y HDMI High-Definition Multimedia Interface (interfaz multimedia de alta definición), y el logotipo de HDMI son marcas comerciales o marcas comerciales registradas de HDMI Licensing Administrator en Estados Unidos y otros países.



# <sup>16.2</sup> Dolby Audio

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# <sup>16.3</sup> Wi-Fi Alliance

#### Red, inalámbrica

El logotipo de Wi-Fi CERTIFIED™ es una marca comercial registrada de Wi-Fi Alliance®



# <sup>16.4</sup> Kensington

#### Kensington

(Si procede)

Kensington y MicroSaver son marcas comerciales estadounidenses de ACCO World Corporation con registros ya emitidos y solicitudes pendientes en otros países de todo el mundo.



## 16.5

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Los servicios y/o software ofrecidos por terceros podrían modificarse, suspenderse o terminarse sin previo aviso. TP Vision no asume ninguna responsabilidad en este tipo de situaciones.

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