

Instrukcja obsługi

19HFL5114W/12

PHILIPS

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Przegląd telewizora

Tryb profesjonalny

Co można zrobić

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

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

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

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

Instalacja

2.1

Przeczytaj wskazówki dotyczące bezpieczeństwa



Przed rozpoczęciem korzystania z telewizora przeczytaj wskazówki dotyczące bezpieczeństwa.

2.2

Montaż telewizora na podstawie lub na ścianie

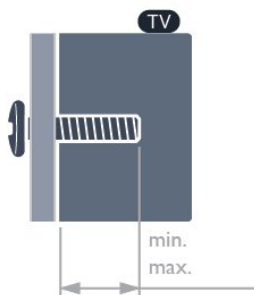
Podstawa telewizora

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

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

Montaż naścienny

Telewizor jest także przystosowany do zamocowania na wsporniku do montażu naściennego zgodnego ze standardem VESA (do nabycia osobno). Skorzystaj z kodu VESA znajdującego się poniżej w celu zakupu wspornika do montażu naściennego. . .



• 19HFL5114W

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

Uwaga

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

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

2.3

Wskazówki dotyczące wyboru miejsca

- Ustaw telewizor w pozycji, w której światło nie pada bezpośrednio na ekran.
- Idealna odległość do oglądania telewizji to trzykrotność przekątnej ekranu telewizora. W pozycji siedzącej oczy powinny znajdować się na wysokości środka ekranu telewizora.

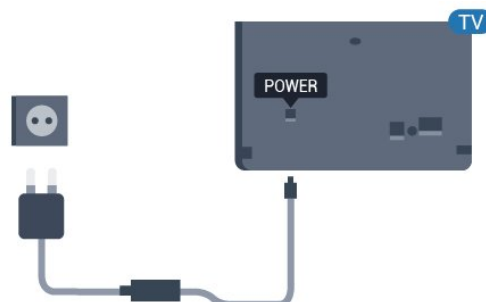
Uwaga:

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

2.4

Przewód zasilający

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

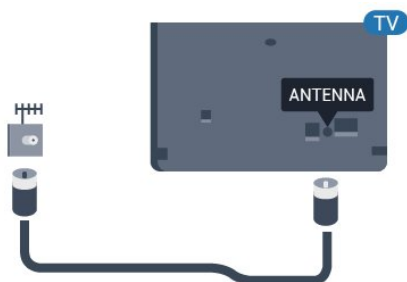


Przewód antenowy

Włóż dokładnie wtyczkę antenową do gniazda **Antenna** z tyłu telewizora.

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

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



Montowanie wspornika

3.1

Uchwyt

Instrukcje dotyczące montażu uchwytu można znaleźć w Skróconej instrukcji obsługi na stronie www.philips.com.

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

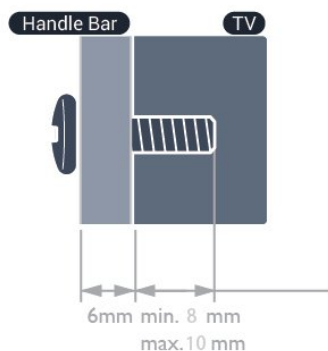
3.2

Montowanie wspornika

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

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

Aby bezpiecznie przymocować wspornik, użyj śrub o długości przedstawionej na rysunku.



• 19HFL5114W – VESA MIS-F 75x75, M4

Instalacja z uchwytem: (min. 14mm, maks. 16mm)

Instalacja bez uchwytu: (min. 8mm, maks. 10mm)

Uwaga

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

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

Uwaga

Przed zamontowaniem telewizora na wsporniku należy wyjąć wkręty VESA z panelu tylnego telewizora.

Ostrzeżenie

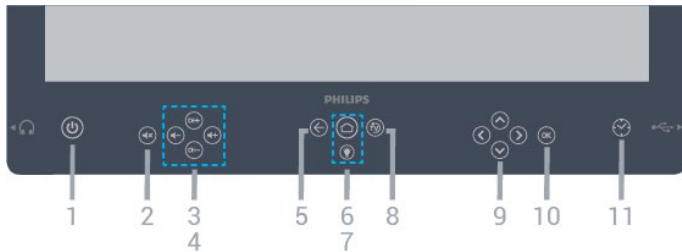
Należy przestrzegać wszystkich instrukcji dołączonych do wspornika na telewizor. Firma TP Vision Europe B.V. nie bierze na siebie żadnej odpowiedzialności za niewłaściwy montaż telewizora będący przyczyną wypadku lub obrażeń.

Aby zapobiec uszkodzeniu przewodów i złączy, za telewizorem należy zostawić co najmniej 5,5 cm wolnego miejsca.

Przed zamontowaniem telewizora na wsporniku należy dobrać odpowiednią długość śruby. Aby ustalić długość śruby, do długości śruby należy dodać grubość mocowania wspornika.

Przyciski na telewizorze

Użyj przedniej klawiatury, aby sterować operacjami na ekranie. Klawiatura składa się na następujących przycisków:



1. Zasilanie: Włączanie telewizora i przełączanie go w tryb gotowości.
2. Wyciszenie: Wyciszenie lub włączenie dźwięku.
3. Kanał CH+/-: Przejście do następnego lub poprzedniego kanału na liście kanałów.
4. Głośność : Regulacja głośności.
5. Powrót: Powrót do ostatniego wybranego kanału. Powrót do poprzedniego menu.
6. Dom : Otwieranie menu głównego.
7. Jasność. Regulacja jasności światła na dole telewizora.
8. Zamykanie: Powrót do oglądania telewizji.
9. Przyciski strzałek / nawigacyjne: Poruszanie się w górę , w dół , w lewo lub w prawo .
10. OK: Potwierdzenie wyboru lub ustawienia.
11. Zegar: Wyświetlanie aktualnego czasu. Ustawianie budzika.

Włączanie i wyłączanie

5.1

Włączanie lub przełączanie w tryb gotowości

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




Włączanie

Naciśnij przycisk  na telewizorze, aby go włączyć.

Przełączanie w tryb gotowości

Przełącz telewizor w tryb gotowości, gdy nie jest używany.

Aby przełączyć telewizor w tryb gotowości, naciśnij przycisk  na telewizorze.

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

Aby całkowicie wyłączyć telewizor, odłącz wtyczkę zasilania.

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

Używaj zasilacza dostarczonego wraz z telewizorem.

Marka: FSP

Model: FSP065M-DHA (Wyjście: 12 V DC, 5,42 A maks.)

Dane techniczne

6.1

Ochrona środowiska

Informacje o produkcie

19HFL5114W

- Klasa wydajności energetycznej: A
- Widoczna przekątna ekranu: 47 cm / 19 cali
- Zużycie energii w trybie włączenia (W): 15 W
- Roczne zużycie energii (kWh)*: 22 kWh
- Zużycie energii w trybie gotowości (W)**: 0,5 W
- Rozdzielczość obrazu (piksele): 1366 x 768p
- Prąd znamionowy: 12 V DC, maks. 24 W

* Zużycie energii wyrażane w kWh na rok, w oparciu o pobór mocy telewizora działającego 4 godziny dziennie przez 365 dni. Rzeczywiste zużycie energii zależy od sposobu użytkowania telewizora.

- Numer rejestracyjny EPREL: 341539

Utylizacja

Utylizacja starych produktów i baterii

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



Jeśli produkt jest opatrzony symbolem przekreślonego pojemnika na odpady, oznacza to, iż podlega postanowieniom dyrektywy europejskiej 2012/19/UE.



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

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

Produkt zawiera baterie opisane w treści dyrektywy

2006/66/WE, których nie można zutylizować z pozostałymi odpadami domowymi.



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

6.2

System operacyjny

System Android:

Android Pie 9

6.3

Typ wyświetlacza

Długość przekątnej ekranu

- 47 cm / 19 cali

Rozdzielczość wyświetlacza

- 1366 x 768

6.4

Rozdzielczość wejściowa wyświetlacza

Formaty wideo

Rozdzielczość – częstotliwość odświeżania

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

Formaty komputerowe

Rozdzielczości (wybrane)

- 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

Możliwości połączeń

Tył telewizora

- Wejście HDMI — ARC — Ultra HD
- Antena (75 omów)
- Sieć LAN: RJ45
- Wyjście głośnika łazienkowego (8 Ω)
- Gniazdo danych RJ-48

Bok telewizora

- USB — USB 2.0
- Słuchawki — gniazdo stereo typu mini-jack, 3,5 mm

Wymiary i waga

19HFL5114W

- bez podstawy:

szerokość 468,8 mm — wysokość 326,4 mm —

głębokość 38,9 mm — waga $\pm 3,35$ kg

- z podstawą:

szerokość 468,8 mm — wysokość 370,2 mm —

głębokość 44,9 mm — waga $\pm 3,65$ kg

Dźwięk

- Moc wyjściowa (RMS): 5 W (2x2,5 W)
- Dolby Audio
- DTS HD

Podłączanie urządzeń

7.1

Podłączanie urządzeń

Poradnik połączeń

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

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

Port antenowy

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

Porty HDMI

Sterowanie urządzeniami

Aby obsługiwać urządzenie podłączone do gniazda HDMI i skonfigurowane z użyciem funkcji EasyLink, wybierz urządzenie — lub związaną z nim czynność — na liście połączeń telewizora.

Tryb profesjonalny WYŁ. — Naciśnij przycisk Dom, wybierz aplikacje, wybierz SOURCES. Wybierz urządzenie podłączone przy użyciu przewodu HDMI i naciśnij przycisk OK.

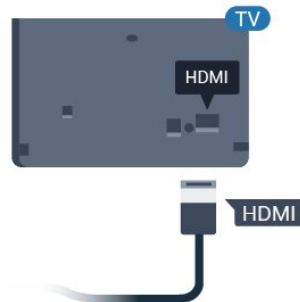
Tryb profesjonalny WYŁ. — Naciśnij przycisk Dom, wybierz Kanały telewizyjne, wybierz Źródła. Wybierz urządzenie podłączone przy użyciu przewodu HDMI i

naciśnij przycisk OK.

Jakość połączenia HDMI

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

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



Zabezpieczenie przed kopiowaniem

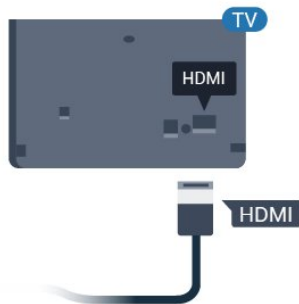
Przewody HDMI obsługują standard HDCP (High-bandwidth Digital Content Protection). Standard HDCP to sygnał zabezpieczenia przed kopiowaniem zawartości z płyt DVD i Blu-ray. Jest znany także pod nazwą DRM (Digital Rights Management — cyfrowy system zarządzania prawami autorskimi).

HDMI ARC

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

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

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

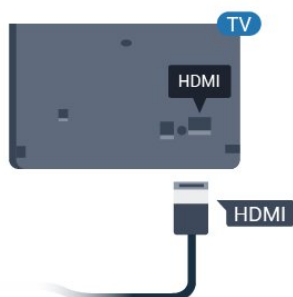


HDMI CEC — EasyLink

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

Podłącz do telewizora urządzenia zgodne ze standardem HDMI-CEC.

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



Uwaga:

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

Włączanie/wyłączanie funkcji EasyLink

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

Aby wyłączyć całkowicie funkcję EasyLink...

Tryb profesjonalny WYŁ. — Naciśnij przycisk / Dom. Naciśnij przycisk , wybierz **Ustawienia** i naciśnij przycisk OK.

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

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

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

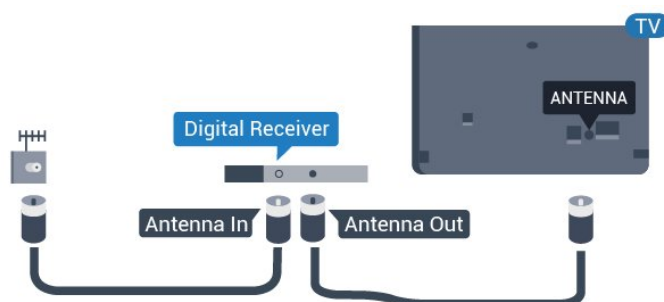
Naciśnij przycisk BACK (w razie potrzeby wielokrotnie), aby zamknąć menu.

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

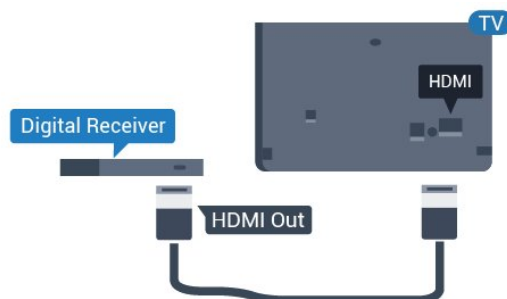
7.2

Odbiornik — dekodery

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

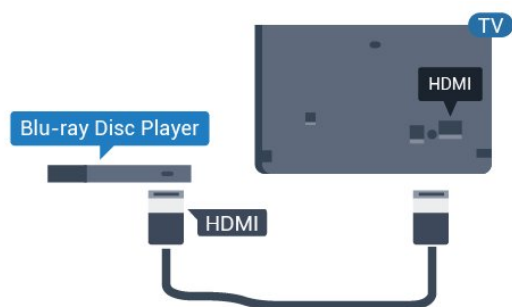


Następnie podłącz przewód HDMI, aby połączyć dekodery z telewizorem.




Odtwarzacz płyt Blu-ray

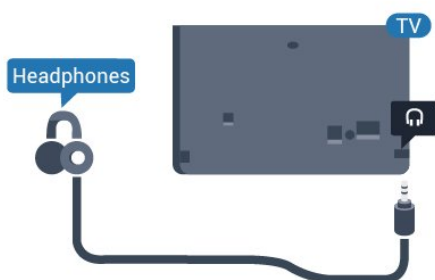
Podłącz odtwarzacz płyt Blu-ray do telewizora za pomocą przewodu HDMI High Speed.



Jeśli odtwarzacz płyt Blu-ray obsługuje funkcję EasyLink HDMI CEC.

Słuchawki

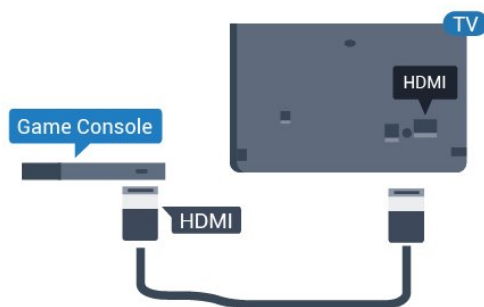
Możesz podłączyć słuchawki do złącza  z boku telewizora. Złącze to jest gniazdem typu mini-jack 3,5 mm. Istnieje możliwość osobnej regulacji głośności słuchawek.



Konsola do gier

HDMI

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



Pamięć flash USB





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





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




Telewizor wykryje pamięć flash i wyświetli jej zawartość w formie listy.

Jeśli lista zawartości nie pojawia się automatycznie...

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

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

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

Pamięć flash USB możesz odłączyć w dowolnym momencie.

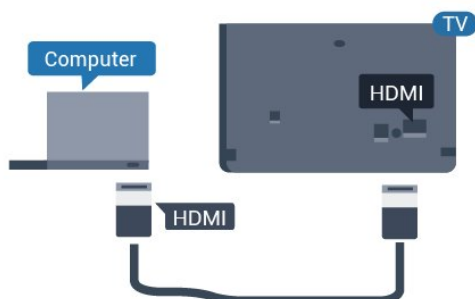
Komputer

Podłączanie

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

Połączenie HDMI




Podłącz urządzenie do telewizora za pomocą przewodu HDMI.




Optymalne ustawienie

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






Aby określić optymalne ustawienie telewizora...

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

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

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

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

Tryb profesjonalny WŁ. – Naciśnij przycisk  /  Dom >  Więcej >  Ustawienia >  Obraz. Naciśnij przycisk **OK**.

Wybierz opcję **Styl obrazu** > **Komputer** i naciśnij przycisk **OK**.

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

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

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

Filmy, zdjęcia i muzyka

8.1

Z połączenia USB

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

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

Jeśli lista plików nie pojawi się automatycznie...

- 1 - Wybierz opcję Dom i wybierz **Kanały telewizyjne** .
- 2 - Wybierz opcję USB i naciśnij przycisk **OK**.
- 3 - Możesz przeglądać pliki w ramach struktury folderów na dysku.
- 4 - Aby zatrzymać odtwarzanie filmów lub muzyki albo przeglądanie zdjęć, naciśnij przycisk .

8.2

Odtwarzanie filmów

Odtwarzanie filmów

Otwieranie folderu wideo

- 1 - Naciśnij przycisk / Dom, wybierz **Kanały telewizyjne** .
- 2 - Wybierz opcję USB, wybierz Filmy i naciśnij przycisk **OK**.

Aby powrócić do folderu, naciśnij przycisk .

Odtwarzanie filmu

- 1 - Naciśnij przycisk / Dom, wybierz **Kanały telewizyjne** .
- 2 - Wybierz opcję USB, Filmy i naciśnij przycisk **OK**.
- 3 - Wybierz film.

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

Pasek sterowania

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



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

8.3

Oglądanie zdjęć

Oglądanie zdjęć

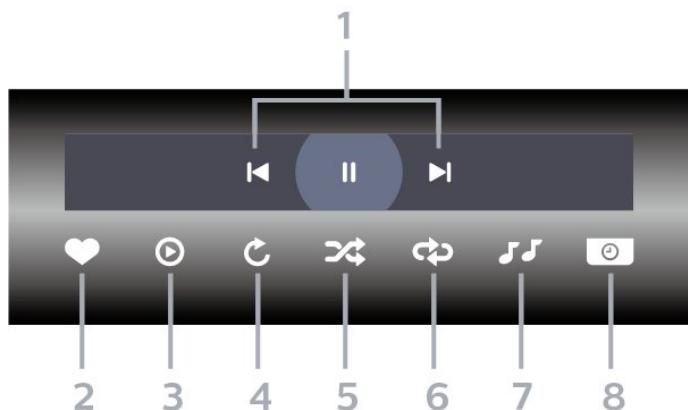
Otwieranie folderu ze zdjęciami

- 1 - Naciśnij przycisk / Dom, wybierz **Kanały telewizyjne** .
- 2 - Wybierz opcję USB, Zdjęcia i naciśnij przycisk **OK**.

Wyświetlanie zdjęć

- 1 - Naciśnij przycisk / Dom, wybierz **Kanały telewizyjne** .
- 2 - Wybierz opcję USB, Zdjęcia i naciśnij przycisk **OK**.
- 3 - Wybierz opcję **Zdjęcia**, a następnie wybierz zdjęcie.

Pasek sterowania



- 1 - Pasek sterowania odtwarzaniem
- ◀: Przejście do poprzedniego zdjęcia w folderze
 - ▶: Przejście do następnego zdjęcia w folderze
 - ⏏: Wstrzymanie odtwarzania pokazu slajdów

- 2 - Zaznaczanie jako ulubione
- 3 - Uruchomienie pokazu slajdów
- 4 - Obracanie zdjęcia
- 5 - Losowo — odtwarzanie plików w kolejności losowej
- 6 - Powtórz — jednokrotne odtworzenie wszystkich plików zdjęć w danym folderze lub ich odtwarzanie ciągle
- 7 - Zatrzymanie muzyki odtwarzanej w tle (nieдоступne, gdy włączony jest Tryb profesjonalny)
- 8 - Umożliwia ustawienie szybkości wyświetlania pokazu slajdów

Oglądanie zdjęć 360 stopni

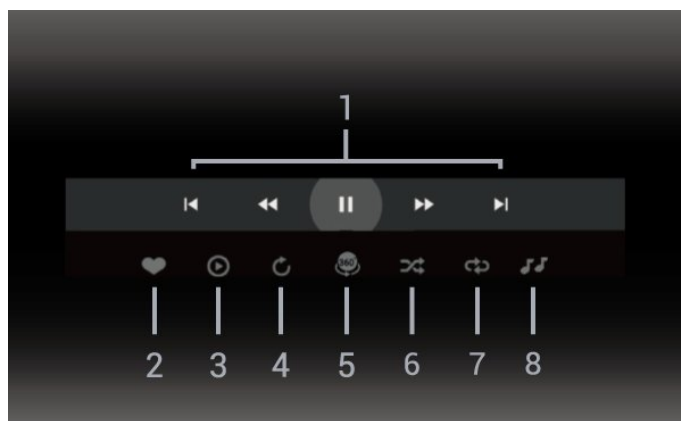
Otwieranie folderu ze zdjęciami 360 stopni

- 1 - Naciśnij przycisk / Dom, wybierz Kanały telewizyjne
- 2 - Wybierz opcję Urządzenia USB i naciśnij przycisk (w prawo), aby wybrać urządzenie USB.
- 3 - Wybierz opcję Zdjęcia 360 stopni.

Oglądanie zdjęcia 360 stopni

- 1 - Naciśnij przycisk / Dom, wybierz Kanały telewizyjne
- 2 - Wybierz opcję Urządzenia USB i naciśnij przycisk (w prawo), aby wybrać urządzenie USB.
- 3 - Wybierz opcję Zdjęcia 360 stopni, a następnie wybierz zdjęcie.

Pasek sterowania



- 1 - Pasek sterowania odtwarzaniem
- ◀: Przejście do poprzedniego zdjęcia w folderze
 - ▶: Przejście do następnego zdjęcia w folderze
 - ◀◀: Odtwarzanie do tyłu przy prędkości 2x, 4x, 32x
 - ▶▶: Odtwarzanie przy prędkości 2x, 4x, 32x
 - ⏏: Wstrzymanie odtwarzania

- 2 - Zaznaczanie jako ulubione
- 3 - Odtwórz jedno/Odtwórz wszystkie: odtwarzanie jednego zdjęcia lub wszystkich zdjęć w danym folderze.
- 4 - Tryb ręczny/tryb automatyczny: po uruchomieniu odtwarzacz 360 stopni będzie automatycznie przesuwiał wybrane zdjęcia 360 stopni z lewej strony ekranu w prawo (od 0 do 360 stopni) w widoku 360 stopni.
- 5 - Widok Little Planet: Widok Little Planet to alternatywny i zabawny sposób wyświetlania zdjęć 360 stopni. Po włączeniu tego widoku zdjęcie 360 stopni zostanie wyświetlone w panoramicznym widoku przypominającym planetę.
- 6 - Losowo — odtwarzanie plików w kolejności losowej.
- 7 - Powtórz — jednokrotne odtworzenie wszystkich plików zdjęć w danym folderze lub ich odtwarzanie ciągle.
- 8 - Zatrzymanie muzyki odtwarzanej w tle.

8.4

Odtwarzanie muzyki

Odtwarzanie muzyki

Otwieranie folderu z muzyką

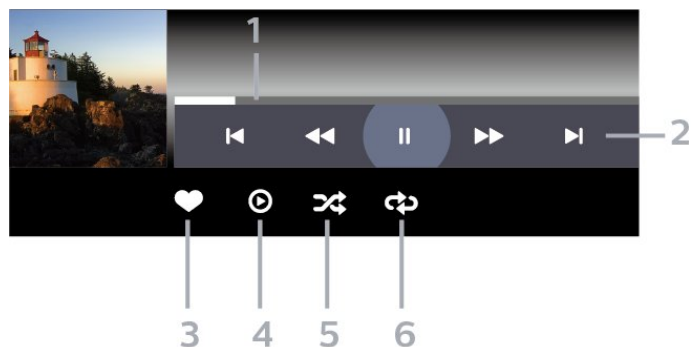
- 1 - Wybierz opcję Dom i wybierz Kanały telewizyjne
- 2 - Wybierz opcję Urządzenia USB, wybierz Muzyka i naciśnij przycisk OK.

Odtwarzaj muzykę

- 1 - Wybierz opcję Dom i wybierz Kanały telewizyjne
- 2 - Wybierz opcję Urządzenia USB, wybierz Muzyka i naciśnij przycisk OK.

3 - Możesz szybko wyszukać utwór, korzystając z systemu podziału na gatunki, wykonawców, albumy lub utwory.

Pasek sterowania



1 - Pasek postępu

2 - Pasek sterowania odtwarzaniem

– ⏮: Przejście do poprzedniego utworu w folderze

– ⏭: Przejście do następnego utworu w folderze

◀◀: Przewijanie do tyłu

▶▶: Szybkie przewijanie do przodu

⏸: Wstrzymanie odtwarzania

3 - Zaznaczanie jako ulubione

4 - Odtwarzanie całej muzyki

5 - Losowo — odtwarzanie plików w kolejności losowej

6 - Powtór — jednokrotne odtworzenie wszystkich utworów w danym folderze lub ich odtwarzanie ciągłe

Gry




9.1

Granie w gry



Z konsoli do gier




Aby rozpocząć grę z poziomu konsoli...

Włącz konsolę do gier.



Tryb profesjonalny WYŁ. – Naciśnij przycisk  /  Dom, wybierz  Aplikacje. Wybierz opcję Źródła i naciśnij przycisk OK.

Uruchom grę.

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




Tryb profesjonalny WŁ. – Naciśnij przycisk  /  Dom, wybierz **Kanały telewizyjne**  i wybierz konsolę do gier lub nazwę połączenia.

Uruchom grę.



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




Przez aplikacje

Aby rozpocząć grę z poziomu aplikacji gier...



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

Zaloguj się na konto Google i uruchom grę.

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

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

Zaloguj się na konto Google i uruchom grę.

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







Aplikacja Menu profesjonalne

10.1






Aplikacja Menu profesjonalne — informacje

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

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

- Polecane 
- Kanały telewizyjne 
- Przesyłanie 
- Aplikacje 
- Gry 
- Więcej 

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

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

10.2

Otwórz aplikację Menu profesjonalne

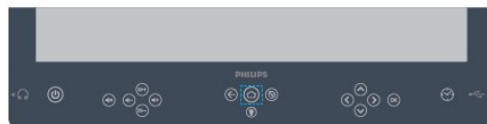
Tryb profesjonalny WYŁ. — więcej informacji można znaleźć w rozdziale „Ekran główny telewizora z systemem Android”.

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

1 — Otwórz aplikację Menu profesjonalne przez naciśnięcie przycisku Dom .

2 — Wybierz czynność za pomocą przycisków strzałek i naciśnij przycisk OK, aby ją rozpocząć.

3 — Aby zamknąć aplikację Menu profesjonalne bez zmiany bieżącej czynności, naciśnij przycisk .




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

10.3

Kanały telewizyjne

Oglądanie kanałów


Ustawianie kanału

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

Przełączanie kanałów

— Aby przełączać kanały, naciśnij przycisk CH +/-.

Poprzedni kanał

— Aby powrócić do poprzedniego kanału, naciśnij przycisk  BACK.

10.4

Gry

Aby otworzyć aplikację Menu profesjonalne i Gry...

1 — Naciśnij przycisk  /  Dom, aby otworzyć menu profesjonalne aplikacji.

2 — Wybierz Gry  i naciśnij OK.

Ustawienia idealne do gier

W przypadku niektórych gier wymagających szybkości i precyzji przed rozpoczęciem grania ustaw telewizor na najlepsze ustawienie **Gra**.

Jeśli konsola do gier została dodana jako urządzenie typu **Gra** w menu Źródła (na liście połączeń), telewizor jest automatycznie przełączany na najlepsze ustawienie do grania.

Jeśli konsola została ustawiona jako urządzenie typu

Odtwarzacz i przez większość czasu jest używana jako odtwarzacz płyt, pozostaw ustawienie Odtwarzacz.

Aby ręcznie określić idealne ustawienie telewizora. . .

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

10.5

Ustawienia profesjonalne

Styl obrazu

Wybieranie stylu

Naciśnij przycisk / Dom > Więcej > Ustawienia > Obraz > Styl obrazu.

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

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

Format obrazu

Wybierz format obrazu

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

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

Naciśnij przycisk / Dom > Więcej > Ustawienia > Format obrazu.

Dostępne są następujące opcje formatów wyświetlanego obrazu.

- Panoramiczny
- Wypełnij ekran
- Dopasowanie do ekranu
- Nieskalowany

Styl dźwięku

Wybieranie stylu

Naciśnij przycisk / Dom > Więcej > Ustawienia > Dźwięk > Styl dźwięku.

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

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

Język

Zmiana języka menu i komunikatów telewizora

Naciśnij przycisk / Dom > Więcej > Ustawienia > Język menu.

Wybierz język i naciśnij przycisk OK.

Sprawdzanie zużycia energii

Wyłączanie ekranu w celu ograniczenia zużycia energii

Naciśnij przycisk / Dom > Więcej > Funkcje > Zegar funkcji uśpienia > Wyłącz ekran.

Podczas słuchania muzyki możesz wyłączyć ekran telewizora.

Tylko ekran telewizora zostanie wyłączony.

Konfiguracja wyłącznika czasowego telewizora

Naciśnij przycisk / Dom > Więcej > Funkcje > Zegar funkcji uśpienia > Zegar funkcji uśpienia.

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

Wybierz opcję Wyłącznik czasowy, aby telewizor wyłączył się automatycznie, aby oszczędzać energię.

* Jeżeli wykorzystujesz telewizor jako monitor komputerowy lub korzystasz z odbiornika cyfrowego (dekodera) do oglądania telewizji, wyłącz opcję automatycznego wyłączania przez wybranie wartości 0.

Konto Google



Zaloguj się

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

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

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

Zaloguj się

Naciśnij przycisk  /  > Otwórz ekran aplikacji Menu profesjonalne.

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

Ekran główny telewizora z systemem Android

11.1

Ekran główny telewizora z systemem Android — informacje

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

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

11.2

Otwieranie ekranu głównego telewizora z systemem Android

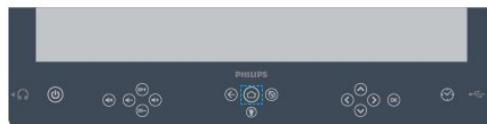
Tryb profesjonalny WŁ. — informacje na ten temat znajdują się w instrukcji instalacji.

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

1 — Naciśnij przycisk Menu i przejdź do „Kolekcji Philips” (Philips Collection), następnie naciśnij przycisk OK.

2 — Wybierz czynność za pomocą przycisków strzałek i naciśnij przycisk OK, aby ją rozpocząć.

3 — Aby zamknąć menu główne bez zmiany bieżącej czynności, naciśnij przycisk ←.



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

11.3

Ustawienia telewizora z systemem Android

Obraz

Ustawienia obrazu

Styl obrazu

Wybieranie stylu

Naciśnij przycisk / > Ustawienia > Obraz > Styl obrazu.

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

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






Kolor, kontrast, ostrość, jasność

Dostosowywanie koloru

Naciśnij ponownie / Dom > Ustawienia > Obraz > Kolor.

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

Dostosowywanie kontrastu

Naciśnij przycisk  /  Dom >  Ustawienia > Obraz > Kontrast. Naciśnij przycisk strzałek  (w górę) lub  (w dół), aby dostosować wartość kontrastu obrazu.

Można zmniejszyć kontrast, aby zmniejszyć zużycie energii.

Dostosowywanie ostrości

Naciśnij przycisk  /  Dom >  Ustawienia > Obraz > Ostrość.

Naciśnij strzałkę  (w górę) lub  (w dół), aby dostosować wartość ostrości obrazu.

Regulacja jasności

Naciśnij przycisk  /  Dom >  Ustawienia > Obraz > Jasność.

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




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

Zaawansowane ustawienia obrazu

Ustawienia kolorów




Zaawansowane ustawienia koloru

Dostosowywanie wzmocnienia kolorów

Naciśnij przycisk  /  Dom >  Ustawienia > Obraz > Zaawansowane > Kolor > Wzmocnienie kolorów.




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



Wybieranie zaprogramowanej temperatury kolorów

Naciśnij przycisk  /  Dom >  Ustawienia > Obraz > Zaawansowane > Kolor > Temperatura barwowa.

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

Dostosowywanie temperatury barwowej




Naciśnij przycisk  /  Dom >  Ustawienia > Obraz > Zaawansowane > Kolor > Niestandardowa temperatura barwowa.

Wybierz opcję Niestandardowe w menu Temperatura barwowa, aby samodzielnie dostosować temperaturę barwową. Naciśnij strzałkę  (w górę) lub  (w dół), aby zmienić

wartość. WP oznacza punkt bieli, a BL poziom czerni. Można również wybrać z tego menu jedno z ustawień zaprogramowanych.




Zaawansowane ustawienia kontrastu

Tryby kontrastu

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

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




Kontrast dynamiczny



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

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


Kontrast obrazu, Gamma



Kontrast wideo

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

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

Gamma




Naciśnij przycisk  /  Dom >  Ustawienia > Obraz > Zaawansowane > Kontrast > Gamma.

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

Zaawansowane ustawienia ostrości

Czyszczenie obrazu




Redukcja szumów

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

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

Szumy to zwykle małe poruszające się kropki widoczne na obrazie.

Redukcja zniekształceń MPEG

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




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

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


Format obrazu

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

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

1 - Podczas oglądania kanału telewizyjnego naciśnij kolejno  /  Dom >  Ustawienia > Obraz > Format obrazu.

2 - Wybierz format z listy i naciśnij przycisk OK.

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

Dostępne są następujące opcje formatów wyświetlanego obrazu. . .

- Panoramiczny
- Wypełnij ekran
- Dopasowanie do ekranu
- Nieskalowany

Dźwięk

Styl dźwięku

Wybieranie stylu

Naciśnij przycisk  /  Dom >  Ustawienia > Dźwięk > Styl dźwięku.

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

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

Zarządzanie dźwiękiem

Wybierz urządzenie.

Naciśnij przycisk  /  Dom >  Ustawienia > Dźwięk > Zarządzanie dźwiękiem.

Skonfiguruj urządzenia wyjściowe audio

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

Umieszczenie telewizora

Naciśnij przycisk  /  Dom >  Ustawienia > Dźwięk > Umieszczenie telewizora.

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

Zaawansowana technologia

Sprawdzanie zużycia energii

Wyłącznik czasowy

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

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


wyłączyć tę funkcję, należy ustawić czas na zero.

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

Wybierz opcję Wyłącznik czasowy, aby telewizor wyłączył się automatycznie, aby oszczędzać energię.

* Jeżeli wykorzystujesz telewizor jako monitor komputerowy lub korzystasz z odbiornika cyfrowego (dekodera) do oglądania telewizji, wyłącz opcję automatycznego wyłączania przez wybranie wartości 0.

Wyłączanie ekranu

Naciśnij przycisk  /  Dom >  Ustawienia > Ustawienia ekologiczne > Wyłącz ekran.

Podczas słuchania muzyki możesz wyłączyć ekran telewizora.

Tylko ekran telewizora zostanie wyłączony.

Region i język

języki

Naciśnij przycisk  /  Dom >  Ustawienia > Region i język > Języki.

Ustawianie regionu lub ustawień języka.

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

Ustawienia uniwersalnego dostępu

Naciśnij przycisk  /  Dom >  Ustawienia > Dostępność > Uniwersalny dostęp.

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

Włączanie ustawień uniwersalnego dostępu

Naciśnij przycisk  /  Dom >  Ustawienia > Dostępność > Uniwersalny dostęp > Wł.




Uniwersalny dostęp dla osób słabosłyszących

Naciśnij przycisk  /  Dom >  Ustawienia > Dostępność > Uniwersalny


dostęp > Słabosłyszący > Wł.

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

Uniwersalny dostęp dla osób niewidomych i niedowidzących

Naciśnij przycisk  /  Dom >  Ustawienia > Dostępność > Uniwersalny dostęp > Audiodeskrypcja > Audiodeskrypcja > Wł.

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

 Ustawienia > Dostępność > Uniwersalny dostęp > Audiodeskrypcja > Różna głośność, Efekty audio, Mowa.

- Możliwe jest połączenie głośności normalnej ścieżki dźwiękowej z komentarzem dźwiękowym. Naciśnij strzałkę ▲ (w górę) lub ▼ (w dół), aby zmienić wartość.
- Wybierz dla opcji Efekty audio ustawienie Wł., aby komentarze dźwiękowe zawierały dodatkowe efekty, takie jak dźwięk stereo lub stopniowo cichnący dźwięk.
- Wybierz opcję Mowa, aby ustawić preferowany tryb mowy: Opisowy lub Napisy.

Klasyfikacja zawartości

Klasyfikacja wiekowa

Naciśnij przycisk  /  Dom >  Ustawienia > Klasyfikacja zawartości.

Aby uniemożliwić dzieciom oglądanie programów nieprzeznaczonych dla widzów w ich wieku, można

ustawić klasyfikację wiekową. Kanały cyfrowe mogą mieć klasyfikację wiekową. Kiedy klasyfikacja wiekowa programu jest równa lub wyższa niż wiek ustawiony dla dziecka, program zostanie zablokowany. W celu obejścia zablokowanego programu trzeba najpierw podać kod.

Ustawianie klasyfikacji wiekowej

Naciśnij przycisk  /  Dom >  Ustawienia > Klasyfikacja zawartości > Klasyfikacja wiekowa.

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

Ustaw kod / Zmień kod

Naciśnij przycisk  /  Dom >  Ustawienia > Klasyfikacja zawartości.

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

Ustawianie nowego kodu, resetowanie i zmiana kodu

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

Uwaga:

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

11.4

Podłączanie telewizora Android TV

Sieć i Internet

Sieć domowa

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

Połącz telewizor z siecią domową za pomocą szybkiego łącza internetowego. Telewizor można podłączyć do routera sieciowego bezprzewodowo lub przewodowo.

Połącz z siecią

Połączenie bezprzewodowe

Co jest potrzebne





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

Użyj szybkiego (szerokopasmowego) połączenia internetowego.



Nawiązywanie połączenia

Nawiązywanie połączenia — bezprzewodowo





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

1 – Na liście znalezionych sieci wybierz swoją sieć bezprzewodową. Jeśli sieć nie znajduje się na liście, ponieważ jej nazwa jest ukryta (w routerze wyłączono rozgłaszanie nazwy SSID), wybierz opcję Dodaj nową sieć, aby wprowadzić nazwę sieci.

2 – Wprowadź klucz szyfrowania (WEP, WPA lub WPA2) w zależności od typu routera. Jeśli wcześniej wprowadzono już klucz szyfrowania dla tej sieci, możesz kliknąć przycisk OK, aby natychmiast nawiązać połączenie.

3 – Po pomyślnym nawiązaniu połączenia zostanie wyświetlony komunikat.

Nawiązywanie połączenia — WPS

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

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





1 – Podejdź do routera, naciśnij przycisk WPS i wróć do telewizora w ciągu 2 minut.

2 – Wybierz opcję Podłącz, aby nawiązać połączenie.

3 – Po pomyślnym nawiązaniu połączenia zostanie

wyświetlony komunikat.

Nawiązywanie połączenia — WPS z kodem PIN

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

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

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

Problemy

Nie znaleziono sieci bezprzewodowej lub występują zakłócenia sieci

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

Nie działa Internet

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

Połączenie z komputerem i Internetem jest powolne

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

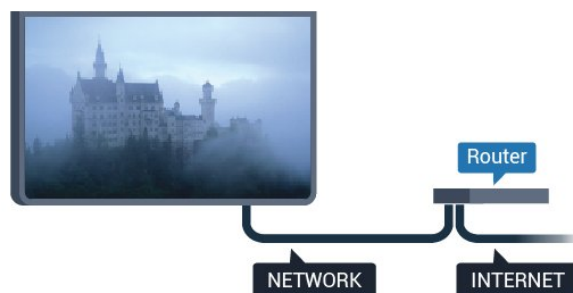
DHCP

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

Połączenie przewodowe





Co jest potrzebne

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



Nawiązywanie połączenia

Nawiązywanie połączenia — przewodowo

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

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

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

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

Konto Google

Zaloguj się

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

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

Użyj posiadanego **Konta Google**, aby zalogować się do niego w telewizorze. Potrzebne będą adres e-mail

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

Zaloguj się

Naciśnij  Dom >  Aplikacje > Google Play.



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

Ustawienia systemu Android

Możesz wyświetlać i zmieniać dane lub ustawienia właściwe tylko dla systemu Android. Tutaj znajdziesz listę aplikacji zainstalowanych w telewizorze oraz informacje o zajmowanej przez nie ilości miejsca.

Możesz zmienić język wyszukiwania głosowego. Możesz dokonać konfiguracji klawiatury ekranowej lub zezwolić aplikacjom na odczyt Twojej lokalizacji. Możesz też przeglądać różnego rodzaju ustawienia systemu Android. Na stronie internetowej www.support.google.com/androidtv znajdziesz dalsze informacje o tych ustawieniach.

Aby otworzyć menu tych ustawień


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

11.5

Kanały

Oglądanie kanałów


Ustawianie kanału

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

Przełączanie kanałów

— Aby przełączać kanały, naciśnij przycisk CH+ lub CH-.

Poprzedni kanał

Aby powrócić do poprzedniego kanału, naciśnij przycisk  **BACK**.

11.6

Instalacja kanałów

Strojenie kanałów

Instalacja naziemnych/kablowych

Wyszukaj kanały

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

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

Wyszukiwanie kanałów...

1 – Naciśnij przycisk  /  Dom >  Ustawienia > Zainstaluj kanały i naciśnij przycisk **OK**.

2 – Wybierz opcję **RF Instalacja kanałów** i naciśnij przycisk **OK**.

3 – W razie potrzeby wpisz kod PIN.

Wybierz opcję **Wyszukaj kanały** i naciśnij przycisk **OK**.

Wybierz opcję **Rozpocznij** i naciśnij przycisk **OK**.

Wybierz swój kraj i naciśnij przycisk **OK**.

Wybierz opcję **Rozpocznij** i naciśnij przycisk **OK**.



Wybierz typ instalacji: **Antena (DVB-T)** lub **Kabel (DVB-C)** i zatwierdź wybór przyciskiem **OK**.

Wybierz opcję **Następny** i naciśnij przycisk **OK**.

Wybierz typ kanałów: **Kanały cyfrowe i analogowe** lub **Tylko kanały cyfrowe** i zatwierdź wybór przyciskiem **OK**.


Wybierz opcję **Następny** i naciśnij przycisk **OK**.

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






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

Automatyczna aktualizacja kanałów

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

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






Aby wyłączyć funkcję automatycznej aktualizacji kanałów...

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

Kanał, automatyczna aktualizacja kanałów

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

Aby wyłączyć komunikat...





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

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

Cyfrowa: Instalacja ręczna

Cyfrowe kanały telewizyjne można zainstalować ręcznie kanał po kanale.




Aby ręcznie zainstalować kanały cyfrowe...

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

Analogowa: Instalacja ręczna

Analogowe kanały telewizyjne można zainstalować ręcznie kanał po kanale.


Aby ręcznie zainstalować kanały analogowe...

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

• System

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

• Znajdź kanał

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

• Zapamiętaj

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

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

Możesz wykonywać te czynności do momentu dostrojenia wszystkich dostępnych analogowych kanałów telewizyjnych.

11.7



Internet

Korzystanie z Internetu

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

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

Aby uruchomić przeglądarkę...

- 1 - Naciśnij przycisk  /  HOME.
- 2 - Przejdź w dół i wybierz

menu **Aplikacje** > **Internet** . Zatwierdź wybór przyciskiem **OK**.

3 - Wpisz adres internetowy, wybierz opcję **✓** i naciśnij przycisk **OK**.

4 - Aby zamknąć przeglądarkę, naciśnij przycisk **HOME** lub **FN**.

11.8

Oprogramowanie

Aktualizuj oprogramowanie

Wersja oprogramowania

Aby wyświetlić bieżącą wersję oprogramowania telewizora...

1 - Naciśnij przycisk **HOME** / **FN**,

wybierz **Ustawienia** **OK** i naciśnij przycisk **OK**.

2 - Wybierz opcję **Aktualizuj oprogramowanie** > **Aktualne oprogramowanie** i naciśnij przycisk **OK**.

3 - Na ekranie pojawią się: numer wersji, informacje oraz data utworzenia.

4 - Naciśnij przycisk **◀** (w lewo) (w razie potrzeby wielokrotnie), aby zamknąć menu.

Aktualizacja za pośrednictwem strony internetowej

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

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

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

Pobieranie najnowszego oprogramowania...

1 - Uruchom przeglądarkę Internet Explorer.

2 - Przejdź do strony pomocy technicznej firmy Philips pod adresem <http://www.philips.com/support>.

3 - Podaj numer modelu. (Numer modelu można znaleźć na nalepce z tyłu telewizora.)

4 - Po otwarciu strony produktu telewizora wybierz opcję **Pomoc**.

5 - Wybierz „Aktualizacja oprogramowania” i kliknij „Pobierz plik”, aby pobrać oprogramowanie. (Oprogramowanie jest dostępne w pliku ZIP).

6 - Jeśli wersja oprogramowania jest nowsza niż wersja zainstalowana w telewizorze, kliknij łącze pobierania oprogramowania.

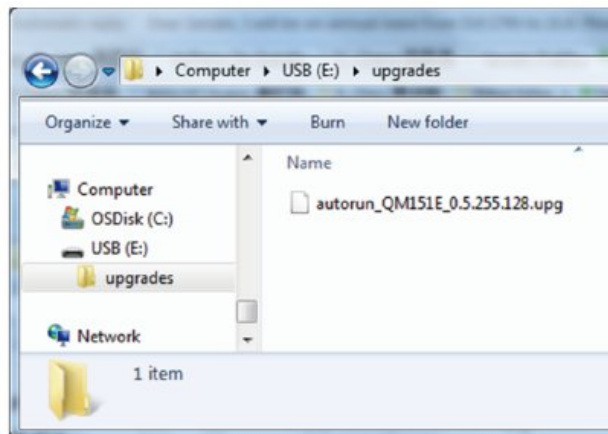
7 - Zaakceptuj umowę licencyjną lub Warunki użytkowania, wybierając „Zgadzam się”, po czym plik ZIP zostanie automatycznie pobrany.

8 - Rozpakuj plik ZIP do dowolnej lokalizacji, korzystając z narzędzia do archiwizacji.

9 - Utwórz folder o nazwie „upgrades” w katalogu głównym dysku flash USB.

10 - Skopiuj rozpakowany wcześniej plik UPG do folderu „upgrades”, jak pokazano na poniższej ilustracji.

11 - Odłącz pamięć flash USB od komputera.



Aktualizacja oprogramowania...

1 - Podłącz pamięć flash USB (z aktualizacją oprogramowania) do złącza USB telewizora. Poczekaj 30 sekund, aż telewizor rozpozna dysk USB.

2 - Telewizor zacznie automatycznie ładować oprogramowanie.

3 - Po zakończeniu ładowania oprogramowania naciśnij „Start”, aby rozpocząć aktualizację telewizora.

Oprogramowanie o otwartym kodzie źródłowym

Licencja Open Source

Informacje na temat licencji Open Source

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

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

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

Open Source

Android (9.0.0)

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

linux kernel (4.9)

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

mbed TLS (2.6.0)

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

aacenc (3.3.3)

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

alsa (1.0.24.1)

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

appweb (4.3.5)

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

atf (1.3)

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

bash (3.2.48)

The shell, or command language interpreter. The original download site for this software is : <http://www.gnu.org/software/bash/>. This piece of software is made available under the terms and

conditions of the GPL 2.0 license, which can be found below.

bluetooth_mw (1.0)

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

bluetooth_stack (1.0)

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

bluetooth_tool (1.0)

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

boost (1.15.0)

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

busybox (1.15.3)

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

c-ares (1.12.0)

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

cJSON (1.7.7)

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

coreutils (6.9)

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

below.

libcurl (7.59.0)

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

dfb (1.5.3)

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

dibbler (1.0.1)

Dibbler is for implement dhcpv6 client. The original download site for this software is : <http://klub.com.pl/dhcpv6/> .This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

dosfstools (2.9)

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

e2fsprogs (1.41.14)

The original download site for this software is : <http://e2fsprogs.sourceforge.net> .This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

electric-fence (2.1.13)

Used for memory corruption detection. The original download site for this software is : http://perens.com/FreeSoftware/ElectricFence/electric-fence_2.1.13-0.1.tar.gz .This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

encfs (1.3.2)

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

expat (2.1.0)

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

findutils (4.2.31)

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

freetype (2.7.1)

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

fuse (2.8.4)

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

fusion (8.7.0)

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

gawk (3.1.5)

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

gdisk (0.8.1)

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

glibc (2.18)

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

googletest (1.7.0)

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

grep (2.5.1a)

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

gzip (1.3.12)

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

harfbuzz (1.4.2)

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

icu (51.1)

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

inetutils (1.4.2)

The original download site for this software is : <http://www.gnu.org/software/inetutils/> .This piece of software is made available under the terms and

conditions of the GPL 2.0 license, which can be found below.

iptables (1.4.15)

Iptables is a user space application program that allows a system administrator to configure the tables provided by the Linux kernel firewall (implemented as different Netfilter modules) and the chains and rules it stores. Different kernel modules and programs are currently used for different protocols; iptables applies to IPv4. The original download site for this software is : <https://android.googlesource.com/> . This piece of software is made available under the terms and conditions of the GPL 2.0.

iputils (s20101006)

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

jansson (2.4)

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

jpeg (6b)

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

jsonrpc (2.0)

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

libdwarf

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

libelf (0.8.1.3)

The original download site for this software is : <http://www.mr511.de/software/> . This piece of software is made available under the terms and

conditions of the LGPL v2 license, which can be found below.

libiconv (1.11.1)

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

libnl (v3.2.29)

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

libusb (1.0.9)

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

libuv (libuv-v1.20.3)

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

libwebsockets (3.0)

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

libxml2 (2.7.8)

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

lighttpd (1.4.35)

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

liveMedia (2011.06.12)

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

lvm2 (2.02.89)

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

lz4 (1.8.1.2)

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

lzma (4.65)

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

mng (1.0.10)

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

module-init-tools (3.12)

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

mtp (1.1.6)

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

ncurses (5.7)

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

net-tools (1.60)

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

nghttp2 (1.21.1)

nghttp2 is an implementation of Hypertext Transfer

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

ntfs-3g (2010.5.22)

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

ntfsprogs (2.0.0)

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

ogg (1.3.2)

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

openh264 (1.7.0)

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

openssh (6.3p1)

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

openssl (1.0.2g)

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

png (1.2.43)

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

found below.

popt (1.16)

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

procmem (2.0)

The original download site for this software is : https://github.com/babuneelam/procmem_linux_x86_port .This piece of software is made available under the terms and conditions of the Apple Public Source License.

procps (3.2.8)

Command for watch system process. The original download site for this software is : <http://procps.sourceforge.net/index.html> .This piece of software is made available under the terms and conditions of the LGPLv2 license, which can be found below.

procrank (2.0)

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

psmisc (22.13)

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

pugixml (1.8)

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

python (2.7.9)

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

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)

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sed (4.1.5)

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simple-mtpfs (0.2)

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

sqlite (3.8.4.3)

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

sqlite3 (3.7.2)

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

tar (1.17)

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thttpd (2.25b)

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

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toybox (0.4.0)

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

ttxfont (1.0)

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

uboot (2011.12)

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

udhcp (0.9.9-pre)

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

unicode (3.2)

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

uriparser (0.7.7)

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

util-linux-ng (2.18)

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

webp (0.2.1)

libwebp: a library for browser, that can improve the performance of downloading image webp.txt's directory <http://teams.mediatek.inc/dtv/SSD/SS3/Tas> [k%20Forces/Forms/AllItems.aspx?RootFolder=%2fdtv](http://teams.mediatek.inc/dtv/SSD/SS3/Tas/k%20Forces/Forms/AllItems.aspx?RootFolder=%2fdtv)

<http://code.google.com/p/webp/> .This piece of software is made available under the terms and conditions of the BSD license, which can be found below.

wget (1.10.2)

Check network for http/https .The original download site for this software is : <http://ftp.gnu.org/gnu/wget/wget-1.10.2.tar.gz> .This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

wireless_tools (v29)

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

wpa_supplicant (v0.8(wext)/v2.3(cfg80211))

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

xerces (3.1.1)

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

zlib(1.2.3)

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

Hue SDK (1.8.1)

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

Opera Web Browser (SDK 4.8.0)

This TV contains Opera Browser Software.
Third-party licenses

WebKit

name License

WebKit

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

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is
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library. If the library is modified by someone else
and passed on, we
want its recipients to know that what they have is not
the original
version, so that any problems introduced by others
will not reflect on
the original authors' reputations.

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

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

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

they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

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

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

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

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

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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.

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

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

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

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

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

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

the square root function must still compute square roots.)

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

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

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

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

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that copy.

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

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

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

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

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

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

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

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

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

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

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

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

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

b) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

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

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

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

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

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with

other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

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Version 2.1, February
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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 restrictive license from a patent holder. Therefore, we insist that any patent license obtained for a version of the library must be consistent with the full freedom of use specified in this license.

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

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

We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

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

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

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

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

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

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that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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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.

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

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

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a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under

Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

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

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.

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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?

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

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

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

/* This source code was modified by Martin Hedenfalk <mhe@stacken.kth.se> for
* use in Curl. His latest changes were done 2000-09-18.
*
* It has since been patched and modified a lot by Daniel Stenberg
* <daniel@haxx.se> to make it better applied to curl conditions, and to make
* it not use globals, pollute name space and more. This source code awaits a
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Google Cache Invalidation API

URL: https://chromium.googlesource.com/chromium/src/+/_master/third_party/cacheinvalidation/README.chromium

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dom-distiller-js
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libjingle

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libjpeg

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```
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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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libvpx

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WebP image encoder/decoder

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libxslt
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libyuv
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linux-syscall-support

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

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LZ4 - Extremely fast compression

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LZ4 Library

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That's all there is to it!

modp base64 decoder

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

* MODP_B64 - High performance base64
encoder/decoder

* Version 1.3 -- 17-Mar-2006

* <http://modp.com/release/base64>

*

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Mojo

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

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

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

Coded by Takuji Nishimura and Makoto
 Matsumoto.

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

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Netscape Plugin Application Programming Interface
 (NPAPI)

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

Version: MPL 1.1/GPL 2.0/LGPL 2.1

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OpenMAX DL

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

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

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opus

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

qcms
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re2 - an efficient, principled regular expression library
URL: <https://github.com/google/re2>

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Snappy: A fast compressor/decompressor

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x86inc

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

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```

; This is a header file for the x264ASM assembly language, which uses
; NASM/YASM syntax combined with a large number of macros to provide easy

; abstraction between different calling conventions (x86_32, win64, linux64).
; It also has various other useful features to simplify writing the kind of
; DSP functions that are most often used in x264.

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zlib
URL: <http://zlib.net/>

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

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

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
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12.2

Komunikaty

Istnieje możliwość otrzymywania komunikatów dotyczących udostępnionego do pobrania nowego oprogramowania dla telewizora oraz innych kwestii związanych z oprogramowaniem.

Aby odczytać te komunikaty...

- 1 - Naciśnij przycisk , wybierz opcję **Wszystkie ustawienia** i naciśnij przycisk **OK**.
- 2 - Wybierz kolejno **Aktualizuj oprogramowanie > Komunikaty** i naciśnij przycisk **OK**.
- 3 - Jeżeli na ekranie pojawi się komunikat, możesz go odczytać lub wybrać inny dostępny.
- 4 - Naciśnij przycisk  (w lewo) (w razie potrzeby wielokrotnie), aby zamknąć menu.

Pomoc i wsparcie techniczne

Rozwiązywanie problemów

Włączanie

Nie można włączyć telewizora

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

Trzaski przy włączaniu lub wyłączaniu

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

Telewizor powraca do trybu gotowości po wyświetleniu ekranu powitalnego Philips

Gdy telewizor działa w trybie gotowości, pojawia się ekran powitalny Philips, po czym telewizor powraca do trybu gotowości. To zjawisko jest normalne. Po odłączeniu i ponownym podłączeniu zasilania telewizora wyświetlany jest ekran powitalny, gdy telewizor zostanie włączony następnym razem.

Kontrolka trybu gotowości telewizora stale miga

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

Obraz

Brak obrazu/zniekształcony obraz

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

Słychać dźwięk, ale nie ma obrazu

- Upewnij się, że ustawienia obrazu są prawidłowe.

Słaby odbiór sygnału antenowego

- Sprawdź, czy antena jest poprawnie podłączona do telewizora.
- Na jakość obrazu mogą mieć wpływ głośniki,

nieuziemione urządzenia audio, światła neonowe, wysokie budynki lub inne duże obiekty. Jeśli to możliwe, spróbuj polepszyć jakość odbioru, zmieniając kierunek anteny lub umieszczając urządzenia z dala od telewizora.

- Jeśli odbiór jest słabej jakości tylko na określonym kanale, spróbuj dostroić ten kanał.

Obraz z urządzenia jest słabej jakości

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

Obraz nie jest dopasowany do rozmiarów ekranu

Zmień format obrazu.

Nieprawidłowe położenie obrazu

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

Obraz z komputera jest niestabilny

Upewnij się, że komputer używa obsługiwanej rozdzielczości i częstotliwości odświeżania.

Dźwięk

Brak dźwięku lub jego niska jakość

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

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

Dźwięk powinien być odtwarzany przez głośniki zestawu kina domowego.

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

Złącza

HDMI

- Należy pamiętać, że obsługa funkcji HDCP (High-bandwidth Digital Content Protection) może wydłużyć czas potrzebny na wyświetlenie przez telewizor treści z urządzenia HDMI.
- Jeśli telewizor nie rozpoznaje urządzenia HDMI, a na ekranie nie pojawia się obraz, przełącz źródło na

inne urządzenie, a następnie ponownie włącz poprzednie.

- W przypadku przerw w odtwarzaniu dźwięku upewnij się, że ustawienia wyjścia urządzenia HDMI są prawidłowe.
- Jeśli wykorzystywany jest adapter HDMI–DVI lub przewód HDMI–DVI, należy sprawdzić, czy do wejścia AUDIO IN (tylko gniazdo typu mini-jack) jest podłączony dodatkowy przewód audio.

Nie działa funkcja EasyLink

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

Nie jest wyświetlana ikona głośności

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

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

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

Przerywane odtwarzane plików z urządzenia USB

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

Sieć Wi-Fi, Internet i łączność Bluetooth

Nie znaleziono sieci Wi-Fi lub występują zakłócenia

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

Nie działa Internet

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

Połączenie z komputerem i Internetem jest powolne

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

połączenia z Internetem.

DHCP

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

Utrata połączenia Bluetooth

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

Sieć

Nie znaleziono sieci Wi-Fi lub występują zakłócenia

- Kuchenki mikrofalowe, telefony DECT i inne znajdujące się w pobliżu urządzenia Wi-Fi 802.11b/g/n/ac mogą powodować zakłócenia sieci bezprzewodowej.
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- Jeśli sieć bezprzewodowa nie działa w domu właściwie, spróbuj zainstalować sieć przewodową.

Nie działa Internet

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

Połączenie z komputerem i Internetem jest powolne

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

DHCP

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

13.2

Pomoc w Internecie

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

Odwiedź stronę www.philips.com/support.

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

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

13.3

Naprawa i pomoc techniczna

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

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

Numer modelu i numer seryjny telewizora

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

Ostrzeżenie

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

Bezpieczeństwo i konserwacja

14.1

Bezpieczeństwo

Oświadczenie dotyczące dyrektywy w sprawie usług energetycznych (DUE)

Podczas testu na ekranie występuje migotanie, ale po jego zakończeniu migotanie ustępuje. Ta dopuszczalna utrata wydajności jest wskazywana przez producenta, a zjawisko to zostanie wyraźnie przedstawione w instrukcji obsługi, aby uniknąć nieporozumień.

Ważne

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

Nie wolno modyfikować tego urządzenia bez zgody producenta.

Niebezpieczeństwo pożaru lub porażenia prądem

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

obracania ekranu telewizora.

- Aby odłączyć telewizor od sieci elektrycznej, należy odłączyć wtyczkę przewodu zasilającego telewizora. Podczas odłączania przewodu zasilającego należy zawsze ciągnąć za wtyczkę, a nie za przewód. Zawsze powinno być możliwe uzyskanie pełnego dostępu do przewodu zasilającego, wtyczki przewodu oraz gniazdka elektrycznego.

Niebezpieczeństwo obrażeń ciała lub uszkodzenia telewizora

- W przypadku zamontowania telewizora na ścianie upewnij się, że konstrukcja bezpiecznie utrzyma ciężar telewizora. Firma TP Vision nie bierze na siebie żadnej odpowiedzialności za niewłaściwy montaż na ścianie będący przyczyną wypadku lub obrażeń.
- Niektóre elementy urządzenia mogą być wykonane ze szkła. Należy się z nimi obchodzić ostrożnie, aby uniknąć obrażeń ciała lub uszkodzenia telewizora.

Niebezpieczeństwo uszkodzenia telewizora!

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

Zagrożenia związane ze stabilnością

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

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

• NIGDY nie należy umieszczać przedmiotów, które mogłyby zachęcić dzieci do wspinania się – takich jak zabawki czy piloty – na górze telewizora lub mebli, na których znajduje się telewizor.

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

Ryzyko związane z bateriami

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

Ryzyko przegrzania

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

Podczas burzy

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

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

Niebezpieczeństwo uszkodzenia słuchu

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

Niska temperatura

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

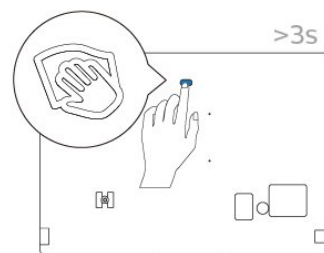
Wilgotność

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

14.2

Pielęgnacja ekranu

- Nie dotykaj, nie naciskaj, nie trzymaj ani nie uderzaj ekranu jakimikolwiek przedmiotami.
- Naciśnij przycisk czyszczenia z tyłu telewizora. Przed czyszczeniem należy nacisnąć i przytrzymać przycisk przez 3 sekundy, aby wyłączyć przednie elementy sterujące telewizora.



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

14.3

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

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

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

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

od 5150 do 5250 MHz < 23 dBm (EIRP)

od 5250 do 5350 MHz < 23 dBm (EIRP)

od 5470 do 5725 MHz < 27 dBm (EIRP)

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

Zasady korzystania

15.1

Zasady korzystania — telewizor

2020 © TP Vision Europe B.V. Wszelkie prawa zastrzeżone.

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

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

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

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

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

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

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

Charakterystyka pikseli

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

Zgodność ze standardami CE

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

Zgodność ze standardami EMF

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

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

Prawa autorskie

16.1

HDMI

HDMI

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



16.2

Dolby Audio

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



16.3

Wi-Fi Alliance

Wi-Fi

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



Kensington

Kensington

(jeśli dotyczy)

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



16.5

Inne znaki towarowe

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

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

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

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02 4528 7030

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800 03 448

Lithuania/Lietuva
880 030 049

Luxembourg/Luxemburg
26 84 3000

Montenegro
+ 382 20 240 644

Netherlands/Nederlands
010 4289533

Norway/Norge
22 70 82 50

Poland/Polska
022 203 0327

Portugal
0800 780 902

Romania/România
03 727 66905
031 6300042

Russia/Россия
8 (800) 220 0004

Serbia/Srbija
+ 381 11 40 30 100

Slovakia/Slovensko
0800 0045 51

Slovenia
0800 80 255

Spain/España
915 909 335

Sweden/Sverige
08 6320 016

Switzerland/Schweiz/Suisse
223 102 116

Turkey/Türkiye
0 850 222 44 66

Ukraine/Україна
0 800 500 480

United Kingdom
020 7949 0069

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