Vejledning

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



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TV-rundtur

11

Professionel tilstand

Hvad du kan gøre

Når Professionel tilstand er aktiveret, har du adgang til et stort antal ekspertindstillinger, som giver avanceret betjening af TV'ets tilstand eller tilføjer yderligere funktioner.

Denne tilstand er beregnet til installationer af TV'er på steder som hoteller, krydstogtskibe, stadioner eller andre former for professionelle miljøer, hvor en sådan kontrol er påkrævet.

Hvis du bruger TV'et derhjemme, anbefales det at bruge det med Professionel tilstand deaktiveret.

Se Professionel-installationsvejledning for yderligere oplysninger.

っ

Opsætning

2

Læs om sikkerhed

Læs sikkerhedsanvisningerne, før du anvender TV'et.

22

TV-stander og vægmontering

TV-stander

Du finder anvisningerne til montering af TV-standeren i den medfølgende Lynhåndbog. Har du mistet denne vejledning, kan du downloade den

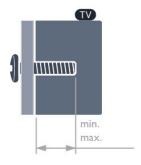
fra www.philips.com.

Brug produkttypenummeret på TV'et til at søge efter og downloade Lynhåndbogen.

Vægmontering

TV'et er også forberedt til et VESA-kompatibelt vægbeslag (sælges separat).

Brug følgende VESA-kode ved køb af vægbeslaget. . .



· 43HFL6114U

VESA MIS-F 200x200, M6 (min.: 8 mm, maks.:13 mm)

· 50HFL6114U

VESA MIS-F 300x200, M6 (min.: 8 mm, maks.:14 mm)

· 55HFL6114U

VESA MIS-F 300x200, M6 (min.: 8 mm, maks.:14 mm)

· 65HFL6114U

VESA MIS-F 400x200, M6 (min.: 11 mm, maks.:14 mm)

· 75HFL6114U

VESA MIS-F 600x400, M8 (min.: 18 mm, maks.:28 mm)

· 32HFL5114

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

· 43HFL5114/43HFL5114U

VESA MIS-F 200x200, M6 (min.: 12 mm, maks.:14 mm)

· 50HFL5114U

VESA MIS-F 200x200, M6 (min.: 12 mm, maks.:14 mm)

Forberedelse

Fjern først de fire plastskruehætter fra gevindbøsningerne bag på TV'et (kun på 5114 43"). Kontroller, at metalskruerne til montering af TV'et på det VESA-kompatible beslag går ca. 10 mm ind i gevindbøsningerne på TV'et.

Forsigtig

Vægmontering af TV'et kræver særlig ekspertise og bør kun udføres af kvalificerede fagfolk. Vægmonteringen til TV'et skal overholde sikkerhedskravene i forhold til TV'ets vægt. Læs også sikkerhedsforskrifterne, før du placerer TV'et. TP Vision Europe B.V. påtager sig intet ansvar for forkert montering eller montering, der resulterer i en ulykke eller personskade.

23

Tip om placering

- Placer TV'et et sted, hvor der ikke falder lys direkte på skærmen.
- Den ideelle synsafstand til TV'et er 3 gange skærmens diagonale længde. Når du sidder ned, bør dine øjne befinde sig ud for midten af skærmen.
- Hvis du vil vægmontere TV'et, skal det placeres højst 15 cm fra væggen.

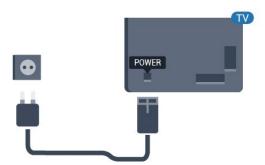


Bemærk:

Undgå, at TV'et kommer i kontakt med støvproducerende kilder, som f.eks. ovne. Det anbefales at fjerne støv regelmæssigt for at undgå, at der kommer støv ind i TV'et.

Strømkabel

- · Sæt strømkablet i stikket POWER bag på TV'et.
- Kontroller, at strømkablet er sat korrekt i stikket.
- Kontroller, at stikket i stikkontakten hele tiden er tilgængeligt.
- Når du tager ledningen ud, skal du altid holde i stikket, aldrig i ledningen.



2.5

Antennekabel

Tilslut antennestikket til Antennetilslutningen bag på TV'et, og kontrollér, at det sidder korrekt.

Du kan tilslutte din egen antenne eller et antennesignal fra en antenneforening. Brug et IEC koaksialt 75 Ohm RF-antennestik.

Brug denne antennetilslutning til DVB-T- og DVB-C-indgangssignaler.

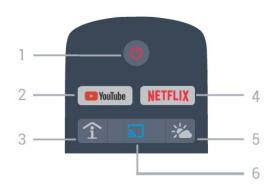


Fjernbetjening

3 1

Tastoversigt

Top



1 - 🖰 Standby / Til

Tænder TV'et, eller sætter det på standby.

2 - Youtube

Åbner Youtube.

3 - 1 SMART INFO (kun når Professionel tilstand er aktiveret)

Viser oplysninger fra hotellet.

4 - NETFLIX

Åbner Netflix-app'en direkte. Når TV'et er tændt eller i standby).

- Hvis du har et Netflix-abonnement, kan du se Netflix på dette TV. Dit TV skal have forbindelse til internettet.
- · Åbn Netflix, tryk på NETFLIX for at åbne Netflixappen. Du kan åbne Netflix med det samme fra et TV på standby.

www.netflix.com

5 - **½** Vejr (kun når Professionel tilstand er aktiveret)

Viser vejrudsigten for din placering.

6 - 🔊 Google Cast (kun når Professionel tilstand er aktiveret)

Spejler indholdet af skærmen på din mobile enhed på TV'et.

Mellem



1 - ★ SETTINGS

Åbner indstillingsmenuen.

2 - III TV GUIDE

Åbner en oversigt over aktuelle og planlagte Tvprogrammer for dine kanaler.

3 - ← BACK

- · Skifter tilbage til den forrige kanal, du valgte.
- · Vender tilbage til forrige menu.

4 - OPTIONS

Åbner eller lukker menuen med indstillinger.

5 - OK-tast

Bekræfter et valg eller en indstilling.

6 - Pile-/navigationstaster

Navigerer op ∧, ned ∨, mod venstre く eller højre >.

7 - 🗮 Kanal

Skifter til den næste eller forrige kanal på kanallisten.

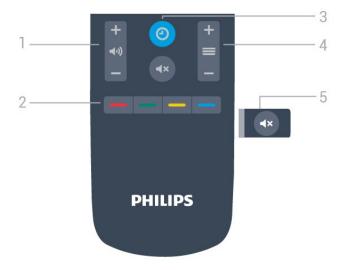
8 - 10 EXIT

Skifter tilbage til at se TV.

9 - \triangle HOME

Åbner startmenuen.

Nederst



1 - **4)** Lydstyrke

Regulerer lydstyrken.

2 - **— — Farvetaster** Direkte valg af indstillinger.

3 - O CLOCK

Viser uret.

4 - **■** Kanal

Skifter til den næste eller forrige kanal på kanallisten.

5 - **∢×** Lydløs

Slår lyden til eller fra.

3.2

IR-sensor

TV'et kan modtage kommandoer fra en fjernbetjening, som bruger IR (infrarød) til at sende kommandoer. Hvis du bruger denne type fjernbetjening, skal du altid pege med fjernbetjeningen på den infrarøde sensor på forsiden af TV'et.

▲ Advarsel

Undgå at stille genstande foran TV'ets infrarøde sensor, da det kan blokere det infrarøde signal.

3.3

Rengøring

Din fjernbetjening er behandlet med en belægning, der kan modstå ridser.

Rengør fjernbetjeningen med en blød, fugtig klud. Brug aldrig stoffer som sprit, kemikalier eller husholdningsprodukter på fjernbetjeningen.

Tænd/sluk

4.1

Tændt eller Standby

Kontroller, at TV'et er tilsluttet lysnettet. Tilslut det medfølgende strømkabel til AC-indgangsstikket på bagsiden af TV'et. Indikatorlampen i bunden af TV'et lyser.

Tænd

Tryk på $^{\circ}$ på fjernbetjeningen for at tænde for TV'et. Du kan også trykke på $^{\circ}$ / $^{\circ}$ Home. Du kan også trykke på den lille joystickknap nederst eller bag på TV'et for at tænde for TV'et, hvis du ikke kan finde fjernbetjeningen, eller dens batterier er løbet tør.

Skifte til standby

Du kan sætte TV'et på standby ved at trykke på opå fjernbetjeningen. Du kan også trykke på den lille joystickknap nederst eller bag på TV'et.

TV'et er stadig tilsluttet lysnettet i standbytilstand, men det bruger kun ganske lidt strøm.

Sluk helt for TV'et ved at tage strømstikket ud. Når du tager strømstikket ud, skal du altid trække i stikket, aldrig i ledningen. Sørg for, at du til enhver tid har nem adgang til strømstik, strømkabel og stikkontakt.

4.2

Knapper på TV

Hvis du har mistet fjernbetjeningen, eller dens batteri er fladt, kan du stadig betjene grundlæggende TVfunktioner.

Sådan åbner du grundmenuen...

- 1 Når TV'et er tændt, skal du trykke på joystickknappen nederst eller bag på TV'et for at åbne standardmenuen.
- 3 Tryk op eller ned for at regulere lydstyrken eller finde næste eller forrige kanal. Tryk op eller ned for at gennemgå listen over kilder, herunder valg af tuner.
- 4 Menuen forsvinder automatisk.

Hvis du vil sætte TV'et på standby, skal du vælge **o** og trykke på joystick-tasten nederst eller bag på TV'et.

Specifikationer

5.1

Miljø

Produktoplysninger

43HFL6114U

- · Energieffektivitetsklasse: A
- · Synlig skærmstørrelse: 108 cm / 43 tommer
- · Strømforbrug når tændt (W): 61 W
- · Årligt energiforbrug (kWh) *: 90 kWh
- Strømforbrug i standby (W) **: 0,3 W
- · Skærmopløsning (pixel): 3840 x 2160p

50HFL6114U

- · Energieffektivitetsklasse: A+
- · Synlig skærmstørrelse: 126 cm / 50 tommer
- · Strømforbrug når tændt (W): 68 W
- · Årligt energiforbrug (kWh) *: 100 kWh
- · Strømforbrug i standby (W) **: 0,3 W
- · Skærmopløsning (pixel): 3840 x 2160p

55HFL6114U

- · Energieffektivitetsklasse: A+
- · Synlig skærmstørrelse: 139 cm / 55 tommer
- · Strømforbrug når tændt (W): 83 W
- · Årligt energiforbrug (kWh) *: 122 kWh
- · Strømforbrug i standby (W) **: 0,3 W
- · Skærmopløsning (pixel): 3840 x 2160p

65HFL6114U

- · Energieffektivitetsklasse: A+
- · Synlig skærmstørrelse: 164 cm / 65 tommer
- · Strømforbrug når tændt (W): 104 W
- · Årligt energiforbrug (kWh) *: 152 kWh
- · Strømforbrug i standby (W) **: 0,3 W
- · Skærmopløsning (pixel): 3840 x 2160p

75HFL6114U

- · Energieffektivitetsklasse: A+
- · Synlig skærmstørrelse: 189 cm / 75 tommer
- · Strømforbrug når tændt (W): 113 W
- · Årligt energiforbrug (kWh) *: 165 kWh
- · Strømforbrug i standby (W) **: 0,3 W
- · Skærmopløsning (pixel): 3840 x 2160p

32HFL5114

- · Energieffektivitetsklasse: A+
- · Synlig skærmstørrelse: 80 cm / 32 tommer
- · Strømforbrug når tændt (W): 29 W
- · Årligt energiforbrug (kWh) *: 43 kWh
- · Strømforbrug i standby (W) **: 0,35 W
- · Skærmopløsning (pixel): 1920 x 1080p

43HFL5114

- $\cdot \ Energieffektivitetsklasse: A+$
- · Synlig skærmstørrelse: 108 cm / 43 tommer
- · Strømforbrug når tændt (W): 48 W

- · Årligt energiforbrug (kWh) *: 71 kWh
- · Strømforbrug i standby (W) **: 0,3 W
- · Skærmopløsning (pixel): 1920 x 1080p

43HFL5114U

- · Energieffektivitetsklasse: A
- · Synlig skærmstørrelse: 108 cm / 43 tommer
- · Strømforbrug når tændt (W): 59 W
- · Årligt energiforbrug (kWh) *: 87 kWh
- · Strømforbrug i standby (W) **: 0,3 W
- · Skærmopløsning (pixel): 3840 x 2160p

50HFL5114U

- · Energieffektivitetsklasse: A+
- · Synlig skærmstørrelse: 126 cm / 50 tommer
- · Strømforbrug når tændt (W): 70 W
- · Årligt energiforbrug (kWh) *: 103 kWh
- · Strømforbrug i standby (W) **: 0,3 W
- · Skærmopløsning (pixel): 3840 x 2160p
- * Energiforbrug i kWh pr. år er baseret på strømforbruget for et TV, der er tændt 4 timer om dagen i 365 dage. Det faktiske energiforbrug afhænger af, hvordan TV'et anvendes.
- ** Når TV'et er slukket med fjernbetjeningen, og ingen funktioner er aktive.

EPREL-registreringsnummer

43HFL6114U: 341921

50HFL6114U: 341992

55HFL6114U: 342447

65HFL6114U: 342465

75HFL6114U: 355587

32HFL5114: 341818

43HFL5114: 341833

43HFL5114U: 341835

50HFL5114U: 341991

Bortskaffelse

Bortskaffelse af udtjente produkter og batterier

Dit produkt er udviklet og fremstillet i materialer og komponenter af høj kvalitet, som kan genbruges.



Når et produkt er forsynet med dette symbol med en overkrydset affaldsspand på hjul, betyder det, at produktet er omfattet af EU-direktiv 2012/19/EU.



Forhør dig på den lokale genbrugsstation for elektriske og elektroniske produkter.

Dine gamle produkter skal bortskaffes i overensstemmelse med den lokale lovgivning og ikke sammen med almindeligt husholdningsaffald. Korrekt bortskaffelse af udtjente produkter er med til at forhindre negativ påvirkning af miljø og mennesker.

Dit produkt indeholder batterier, som er omfattet af EU-direktivet 2006/66/EC, og som ikke må bortskaffes sammen med almindeligt husholdningsaffald.



Undersøg lokale regulativer vedr. separat indsamling af batterier, eftersom korrekt bortskaffelse af batterier er med til at forhindre negativ påvirkning af miljø og mennesker.

5.2

Strøm

Produktspecifikationerne kan ændres uden varsel. Du kan finde flere oplysninger om produktet på www.philips.com/support

Strøm

- Strømstik: AC 220-240 V +/-10 %
- · Omgivende temperatur : 5°C til 35°C
- Strømbesparende funktioner : Eco-tilstand, Slukning af billede (ved radiolytning), Timer med automatisk slukning, Eco-indstillingsmenu.

Du kan finde oplysninger om strømforbrug i afsnittet **Produktoplysninger**.

5.3

Operativsystem

Android-operativsystem:

Android Pie 9

54

Modtagelse

- · Antenneindgang: 75 ohm koaksial (IEC75)
- · Tunerbånd: Hyperband, UHF, VHF
- · DVB: DVB-T2, DVB-C (kabel) QAM
- · Analog videoafspilning: SECAM, PAL
- Digital videoafspilning: MPEG2 SD/HD (ISO/IEC 13818-2), MPEG4 SD/HD (ISO/IEC 14496-10), HEVC*
- Digital lydafspilning (ISO/IEC 13818-3)
- · Indgangsfrekvensområde : 950 til 2150 MHz
- · Inputniveauområde : 25 til 65 dBm
- * Kun til DVB-T2

5.5

Skærmtype (6114U)

Diagonal skærmstørrelse

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

Skærmopløsning

· 3840 x 2160

5.6

Skærmtype (5114 / 5114U)

Diagonal skærmstørrelse

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

Skærmopløsning

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

5.7

Skærmens indgangsopløsning (6114U)

Videoformater

Opløsning - opdateringshastighed

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

Computer-formater

Opløsninger (blandt andet)

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

5.8

Skærmens indgangsopløsning(5114)

Videoformater

Opløsning - opdateringshastighed

- · 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

Computer-formater

Opløsninger (blandt andet)

- · 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

5.9

Skærmens indgangsopløsning (5114U)

Videoformater

Opløsning - opdateringshastighed

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

Computer-formater

Opløsninger (blandt andet)

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

5.10

Tilslutningsmuligheder (6114U)

TV'ets sider

- · Fælles interface-stik: CI+/CAM
- · USB 1 USB 3.0
- · Hovedtelefoner 3,5 mm stereo-mini-jackstik
- · HDMI 1-indgang ARC Ultra HD

I bunden af TV'et

LAN-netværk - RJ45

HDMI 2 indgang - ARC - Ultra HD

HDMI 3 indgang - ARC - Ultra HD

Antenne (75 ohm)

USB 2 - USB 2.0

12 V DC udgang

8 Ω Lydudgang DATA (RJ-48)

5.11

Tilslutningsmuligheder (5114)

TV'ets sider

- · Fælles interface-stik: CI+/CAM
- USB 1 USB 3.0
- · Hovedtelefoner 3,5 mm stereo-mini-jackstik
- · HDMI 1-indgang ARC FHD

I bunden af TV'et

- · LAN-netværk RJ45
- · HDMI 2 indgang ARC FHD
- · Antenne (75 ohm)
- · USB 2 USB 2.0
- · 12 V DC udgang
- ·8 **Q** Lydudgang
- · DATA (RJ-48)

Tilslutningsmuligheder (5114U)

TV'ets sider

- · Fælles interface-stik: CI+/CAM
- · USB 1 USB 3.0
- · Hovedtelefoner 3,5 mm stereo-mini-jackstik
- · HDMI 1 indgang ARC Ultra HD

I bunden af TV'et

- · LAN-netværk RJ45
- · HDMI 2 indgang ARC Ultra HD
- · Antenne (75 ohm)
- · USB 2 USB 2.0
- · 12 V DC udgang
- ·8 **Ω** Lydudgang
- · DATA (RJ-48)

5.13

Dimensioner og vægt (6114U)

43HFL6114U

· uden TV-fod:

Bredde 963,98 mm - Højde 569,28 mm - Dybde 74,5 mm - Vægt ± 9,44 kg

· med TV-fod:

Bredde 963,98 mm - Højde 594,09 mm - Dybde 190,1 mm - Vægt ± 11,48 kg

50HFL6114U

· uden TV-fod:

Bredde 1119,8 mm - Højde 650 mm - Dybde 77,7 mm

- Vægt \pm 13,74 kg
- · med TV-fod:

Bredde 1119,8 mm - Højde 681 mm - Dybde 240,1 mm

-Vægt ± 16,44 kg

55HFL6114U

· uden TV-fod:

Bredde 1233,6 mm - Højde 714 mm - Dybde 113,2 mm

- Vægt \pm 16,5 kg
- · med TV-fod:

Bredde 1233,6 mm - Højde 746,8 mm - Dybde 240 mm - Vægt ± 19,05 kg

65HFL6114U

· uden TV-fod:

Bredde 1459,28 mm - Højde 849,84 mm - Dybde 86,4 mm - Vægt ± 25,72 kg

· med TV-fod:

Bredde 1459,28 mm - Højde 872,5 mm - Dybde 267,11 mm - Vægt ± 29,7 kg

75HFL6114U

· uden TV-fod:

Bredde 1683,2 mm - Højde 965,9 mm - Dybde 93,7 mm - Vægt ± 33,5 kg

· med TV-fod:

Bredde 1683,2 mm - Højde 992,9 mm - Dybde 299,4

5.14

Dimensioner og vægt (5114 / 5114U)

32HFL5114

· uden TV-fod:

Bredde 731,8 mm - Højde 435,31 mm - Dybde 77,3 mm - Vægt ± 4,61 kg

med TV-fod:

Bredde 731,8 mm - Højde 494,14 mm - Dybde 179,31 mm - Vægt ± 4,68 kg

43HFL5114

· uden TV-fod:

Bredde 969,6 mm - Højde 565,6 mm - Dybde 80,5 mm - Vægt \pm 7,19 kg

· med TV-fod:

Bredde 969,6 mm - Højde 624,2 mm - Dybde 194 mm - Vægt ± 7,27 kg

43HFL5114U

· uden TV-fod:

Bredde 972,81 mm - Højde 567,85 mm -

Dybde 80,5 mm - Vægt ± 8,0 kg

· med TV-fod:

Bredde 972,81 mm - Højde 625,59 mm - Dybde 194,02 mm - Vægt ± 8,08 kg

50HFL5114U

· uden TV-fod:

Bredde 1127,64 mm - Højde 655,31 mm - Dybde 89,62 mm - Vægt ± 11,3 kg

· med TV-fod:

Bredde 1127,64 mm - Højde 711,95 mm - Dybde 214,5 mm - Vægt ± 11,5 kg

5.15

Lyd

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

Tilslut enheder

6

Tilslut enheder

Tilslutningsvejledning

Slut altid en enhed til TV'et med tilslutningen med den bedste tilgængelige kvalitet. Brug også kabler af god kvalitet, så du kan sikre en god overførsel af billede og lyd.

Når du tilslutter en enhed, genkender TV'et dens type og giver hver enhed et korrekt typenavn. Du kan ændre typenavnet efter behov. Hvis et korrekt typenavn er indstillet for en enhed, skifter TV'et automatisk over til de mest ideelle TV-indstillinger, når du skifter over til enheden i kildemenuen.

Antennestik

Har du en set-top-boks (en digital modtager) eller optager, skal du tilslutte antennekablerne, således at antennesignalet går gennem set-top-boksen og/eller optageren, før det når TV'et. På den måde kan antennen og set-top-boksen sende ekstra kanaler, som optageren kan optage.

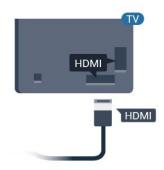
HDMI-porte

HDMI-kvalitet

En HDMI-forbindelse har den bedste billed- og lydkvalitet. Et HDMI-kabel kombinerer video- og lydsignaler. Brug et HDMI-kabel til TV-signal.

For at få den bedste signaloverførsel skal du bruge et højhastigheds-HDMI-kabel og ikke bruge et HDMI-kabel, der er længere end 5 m.





Kopibeskyttelse

HDMI-kabler understøtter HDCP (High-bandwidth Digital Content Protection). HDCP er et kopibeskyttelsessignal, der forhindrer kopiering af indhold fra en DVD eller Blu-ray-disk. Løsningen kaldes også DRM (Digital Rights Management).

HDMI ARC

Alle HDMI-tilslutningerne på TV'et har HDMI ARC (Audio Return Channel – lydreturkanal).

Hvis enheden, typisk et Home Theatre System (HTS), også har HDMI ARC-tilslutning, skal du slutte den til en af HDMI-tilslutningerne på TV'et. Med HDMI ARC-tilslutningen behøver du ikke at tilslutte det ekstra lydkabel, som sender TV-billedets lyd til HTS. HDMI ARC-tilslutningen kombinerer begge signaler.

Du kan bruge alle HDMI-tilslutningerne på TV'et til at tilslutte HTS, men ARC er kun tilgængelig for 1 enhed/tilslutning ad gangen.



HDMI CEC - EasyLink

En HDMI-forbindelse har den bedste billed- og lydkvalitet. Et HDMI-kabel kombinerer video- og lydsignaler. Brug et HDMI-kabel til High Definition (HD) TV-signaler. For at få den bedste signaloverførsel skal du bruge et højhastigheds-HDMI-kabel og ikke bruge et HDMI-kabel, der er længere end 5 m.

Ved at slutte HDMI CEC-kompatible enheder til TV'et kan du betjene det med TV-fjernbetjeningen.

EasyLink HDMI CEC skal være aktiveret på TV'et og den tilsluttede enhed.



Bemærk:

- EasyLink fungerer muligvis ikke sammen med enheder fra andre producenter.
- HDMI CEC-funktionaliteten har forskellige navne hos forskellige producenter. Eksempler: Anynet, Aquos Link, Bravia Theatre Sync, Kuro Link, Simplink og Viera Link. Ikke alle fabrikater er fuldt kompatible med EasyLink. Eksemplerne på HDMI CECvaremærker tilhører de respektive ejere.

EasyLink til eller fra

Du kan slå EasyLink til eller fra. TV'et leveres med EasyLink-indstillingerne slået til.

Sådan slås EasyLink helt fra...

Vælg Kilder > EasyLink, og tryk på OK.

Vælg EasyLink, og tryk på OK.

Vælg Fra, og tryk på OK.

Tryk om nødvendigt gentagne gange på ← BACK, for at lukke menuen.

Professionel tilstand aktiveret – Se installationsvejledningen.

EasyLink-fjernbetjening

Hvis du vil have enhederne til at kommunikere uden at betjene dem via fjernbetjeningen til TV'et, kan du slå EasyLink-fjernbetjeningen fra separat.

Gør følgende for at slå EasyLink-fjernbetjeningen til eller fra...

Professionel tilstand deaktiveret – Tryk på △ / △ Home. Tryk på ∨ (ned), vælg Indstillinger, og tryk på OK.

Vælg Kilder > EasyLink, og tryk på OK .

Vælg EasyLink-fjernbetjening , og tryk på OK

Vælg Til eller Fra, og tryk på OK.

Tryk om nødvendigt gentagne gange på ← BACK, for at lukke menuen.

Professionel tilstand aktiveret – Se installationsvejledningen.

62

CAM med smartkort - CI+

CI+

Dette TV er klar til CI+ Conditional Access.

Med CI+ kan du se premium-HD-programmer, f.eks. film og sport, som udbydes af digital-TV-udbydere i din region. Disse programmer er kodet af TV-operatøren og skal afkodes med et forudbetalt CI+-modul.

Udbydere af digital-TV leverer et CI+-modul (Conditional Access Module - CAM) og et medfølgende smartkort, når du abonnerer på deres premium-programmer. Disse programmer har et højt niveau af kopibeskyttelse.

Kontakt en udbyder af digital-TV for at få flere oplysninger om vilkår og betingelser.



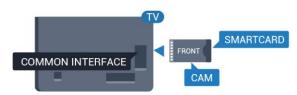
Smartkort

Udbydere af digital-TV leverer et CI+-modul (Conditional Access Module - CAM) og et medfølgende smartkort, når du abonnerer på deres premium-programmer.

Sæt smartkortet i CAM-modulet. Se vejledningen, du har modtaget fra udbyderen.

Sådan sættes CAM-modulet i TV'et...

- 1 Se CAM-kortet for at få oplysninger om den korrekte isætningsmetode. Ukorrekt isætning kan beskadige CAM-modulet og TV'et.
- 2 Når du ser bag på TV'et, og forsiden af CAMmodulet vender ind imod dig selv, skal du forsigtigt sætte det i stikket **COMMON INTERFACE**.
- 3 Skub CAM-modulet helt ind. Lad det sidde permanent i stikket.



Når du tænder for TV'et, kan det tage nogle få minutter, før CAM-modulet aktiveres. Hvis et CAMmodul indsættes, og abonnementet er betalt (abonnementsmetoderne kan variere), kan du se kodede kanaler, der understøttes af CAM-smartkortet.

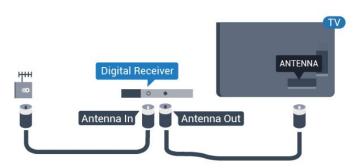
CAM-modul og smartkort er udelukkende til dit TV.

Hvis du tager CAM-modulet ud, vil du ikke længere kunne se kodede kanaler, der understøttes af CAM-modulet.

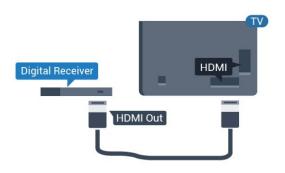
6.3

Modtager – set-top-boks

Brug 2 antennekabler til at slutte antennen til set-topboksen (en digital modtager) og TV'et.



Ud over antenneforbindelserne tilføjes et HDMI-kabel for tilslutning af set-top-boksen til TV'et.



6.4

Home Theatre System - HTS

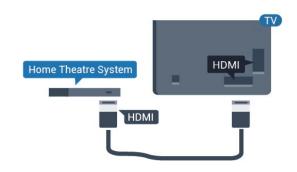
Opret forbindelse med HDMI ARC

Brug et HDMI-kabel for tilslutning af et Home Theatre System (HTS) til TV'et. Du kan tilslutte en Philips Soundbar eller et HTS med en indbygget diskafspiller.

HDMI ARC

Hvis dit Home Theatre System har en HDMI ARC-tilslutning, kan du tilslutte den via en vilkårlig HDMI-tilslutning på TV'et. Med HDMI ARC behøver du ikke tilslutte det ekstra lydkabel. HDMI ARC-tilslutningen kombinerer begge signaler.

Alle HDMI-tilslutninger på TV'et kan give ARC-signal (Audio Return Channel). Men når først du har tilsluttet dit Home Theatre System, kan TV'et kun sende ARC-signalet til denne HDMI-tilslutning.



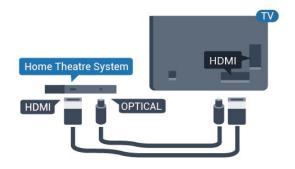
Audio- og videosynkronisering (synk)

Hvis lyden ikke passer til billedet på skærmen, kan du angive en forsinkelse på de fleste Home Theatre Systems med en diskafspiller, så lyd og billede kommer til at passe sammen.

Opret forbindelse med HDMI

Brug et HDMI-kabel for tilslutning af et Home Theatre System (HTS) til TV'et. Du kan tilslutte en Philips Soundbar eller et HTS med en indbygget diskafspiller.

Hvis Home Theatre System ikke har nogen HDMI ARCtilslutning, skal du tilføje et optisk lydkabel (Toslink) til at sende lyden fra TV-billedet til hjemmebiografsystemet.



Audio- og videosynkronisering (synk)

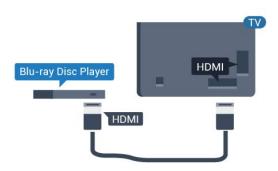
Hvis lyden ikke passer til billedet på skærmen, kan du angive en forsinkelse på de fleste Home Theatre Systems med en diskafspiller, så lyd og billede kommer til at passe sammen.

*Ikke alle TV understøtter optisk funktion (Toslink).

6.5

Blu-ray-afspiller

Brug et højhastigheds-HDMI-kabel til at tilslutte Bluray-afspilleren til TV'et.

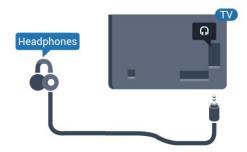


Hvis Blu-ray-afspilleren har EasyLink HDMI CEC, kan du betjene afspilleren med TV-fjernbetjeningen.

6.6

Øretelefoner

Du kan tilslutte et sæt hovedtelefoner til Ω -stikket bag på TV'et. Stikket er et 3,5 mm mini-jackstik. Du kan regulere hovedtelefonernes lydstyrke separat.

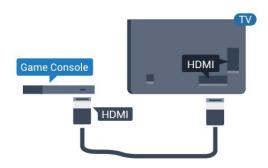


6.7

Spillekonsol

HDMI

Slut spilkonsollen til TV'et med et højhastigheds-HDMI-kabel for at opnå den bedste kvalitet.



6.8

USB-flash-drev

Du kan se fotos eller afspille musik og videoer fra et tilsluttet USB-flashdrev.

Indsæt et USB-flashdrev i en af USB-tilslutningerne på TV'et, mens TV'et er tændt.



TV'et registrerer flashdrevet og åbner en liste, der viser indholdet.

Hvis indholdslisten ikke vises automatisk ...

Professionel tilstand deaktiveret - Tryk

på 🖒 / 🖒 Home, vælg 🖫

Apps, vælg ► Kilder. Vælg USB, og tryk på OK.

Professionel tilstand aktiveret - Tryk

på △ / △ Home, vælg TV-kanaler 🕎 , vælg 👽 KILDER . Vælg USB, og tryk på OK.

Hvis du vil stoppe med at se USB-flashdrevets indhold, skal du trykke på も eller vælge en anden aktivitet.

Du kan når som helst frakoble USB-flashdrevet ved at trække det ud.

6.9

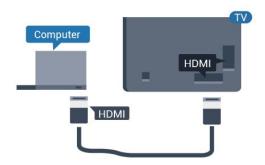
Computer

Connect

Du kan slutte computeren til TV'et og bruge TV'et som computerskærm.

Med HDMI

Brug et HDMI-kabel for at slutte computeren til TV'et.



Optimal indstilling

Hvis du tilslutter en computer, anbefales det at give den tilslutning, som computeren er tilsluttet, den korrekte enhedstypenavn i menuen Kilde. Hvis du skifter til **Computer** i menuen Kilde, indstilles TV'et automatisk til den optimale computerindstilling.

Sådan indstiller du TV'et til den optimale indstilling...

Vælg Billede, og tryk på > (højre) for at åbne menuen. Vælg Billedtype > Computer, og tryk på OK.

Vælg Til eller Fra, og tryk på OK.

Tryk om nødvendigt på \leftarrow gentagne gange for at lukke menuen.

Professionel tilstand

aktiveret – Tryk på 🖒 / 🖒 Home > •••

Mere > 🏚 Indstillinger > 👪 Billede. Tryk på OK.

Vælg Billedtype > Computer, og tryk på OK.

Vælg Til eller Fra, og tryk på OK.

Tryk om nødvendigt på \leftarrow gentagne gange for at lukke menuen.

(For oplysninger om professionel tilstand henvises til installationsvejledningen)

Videoer, fotos og musik

7 1

Fra en USB-forbindelse

Du kan se dine fotos eller afspille musik og videoer fra et tilsluttet USB-flashdrev eller en USB-harddisk.

Med TV'et tændt skal du sætte et USB-flashdrev eller en USB-harddisk i en af USB-tilslutningerne. TV'et registrerer enheden og viser dine mediefiler på en medieliste.

Gør følgende, hvis listen over filer ikke vises automatisk...

- 1 Tryk på **=** CHANNELS, og vælg **T** Kilder.
- 2 Vælg Mediebrowser, og tryk på OK.
- 3 Du kan gennemse dine filer i mappestrukturen, som du har organiseret på drevet.
- 4 Stop videoer, fotos og musik ved at trykke på 🔊.

7 2

Afspil dine videoer

Afspil videoer

Åbn mappe med videoer

- 1 Tryk på 🗮 CHANNELS, og vælg 🛂 Kilder.
- 2 Vælg Mediebrowser , vælg Videoer, og tryk på OK.

Tryk på 🗲

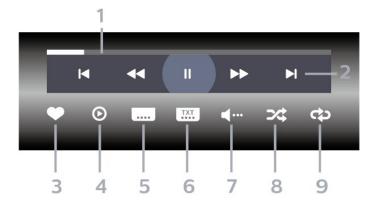
Afspil en video

- 1 Tryk på 🗮 CHANNELS, og vælg 🛂 Kilder.
- 2 Vælg Mediebrowser , vælg Videoer, og tryk på OK.
- 3 Vælg én af videoerne, hvorefter du kan trykke på — Afspil alle for at afspille alle filer i mappen, eller tryk på — Marker som Foretrukken for at føje den valgte video til favoritmenuen
- Favorit-programmer.

Hvis du vil sætte videoen på pause, skal du trykke på OK. Tryk på OK igen for at fortsætte.

Betjeningsbjælke

For at vise eller skjule betjeningsbjælken under afspilning af en video skal du trykke på **OK**.



- 1 Statuslinje
- 2 Betjeningsbjælke til afspilning
- **◄**: Gå til den forrige video i en mappe
- ▶: Gå til den næste video i en mappe
 - **◄**: Tilbage
 - ▶ : Hurtigt frem
 - II: Sæt afspilningen på pause
- 3 Marker som foretrukne
- 4 Afspil alle videoer
- 5 Undertekst: Slå undertekster til, fra eller til under lydløs.
- 6 Undertekstsprog: Vælg et undertekstsprog (ikke tilgængelig for professionel tilstand aktiveret).
- 7 Lydsprog: Vælg et lydsprog
- 8 Shuffle: Afspil dine filer i tilfældig rækkefølge
- 9 Gentag: Afspiller alle videoer i denne mappe én gang eller kontinuerligt

Videoindstillinger

Under videoafspilning skal du trykke på • OPTIONS, vælge Info og trykke på OK for at...

- Marker som Foretrukken Indstiller den valgte video som foretrukken.
- · Afspil alle Afspiller alle videofiler i denne mappe.
- Undertekster Hvis de er tilgængelige, kan du slå undertekster Til, Fra eller Til under lydløs.
- Lydsprog Hvis det er tilgængeligt, kan du vælge et lydsprog.
- · Shuffle Afspiller dine filer i tilfældig rækkefølge.
- Gentag Afspiller alle videoer i denne mappe én gang eller kontinuerligt.

7.3

Se dine fotos

Vis fotos

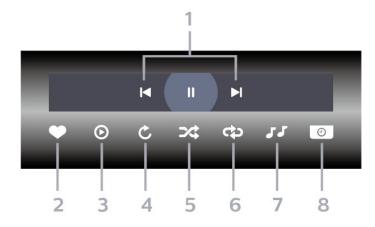
Åbn mappe med fotos

- 1 Tryk på 🗮 CHANNELS, og vælg 🛂 Kilder.
- 2 Vælg Mediebrowser, vælg ▼ Fotos, og tryk på OK.

Få vist et foto

- 1 Tryk på 🗮 CHANNELS, og vælg 🛂 Kilder.
- 2 Vælg Mediebrowser, vælg Fotos, og tryk på OK.
- 3 Vælg Fotos, og vælg ét af fotoene, hvorefter du kan trykke på Diasshow for at afspille alle filer i mappen, eller tryk på Marker som Foretrukken for at føje det valgte foto til favoritmenuen • Favorit-programmer.

Betjeningsbjælke



- 1 Betjeningsbjælke til afspilning
- **◄**: Gå til det forrige foto i en mappe
- ⊢ B: Gå til det næste foto i en mappe
- II: Sæt afspilningen af diasshow på pause
- 2 Marker som foretrukne
- 3 Start et diasshow
- 4 Roter fotoet
- 5 Shuffle: Afspil dine filer i tilfældig rækkefølge
- 6 Gentag: Afspiller alle fotos i denne mappe én gang eller kontinuerligt
- 7 Stop musikafspilningen i baggrunden (ikke tilgængelig ved Professionel tilstand aktiveret)
- 8 Angiver hastigheden for diasshowet

Fotoindstillinger

Under videoafspilning skal du trykke på • OPTIONS, vælge Info og trykke på OK for at ...

- Marker som foretrukne
- Start et diasshow
- · Roter fotoet
- · Shuffle: Afspil dine filer i tilfældig rækkefølge
- Gentag: Afspiller alle fotos i denne mappe én gang eller kontinuerligt
- · Stop musikafspilningen i baggrunden (ikke tilgængelig ved Professionel tilstand aktiveret)
- · Angiver hastigheden for diasshowet

7 4

Afspil din musik

Afspil musik

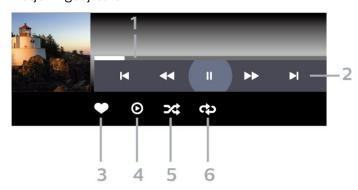
Åbn mappe med musik

- 1 Tryk på 🗮 CHANNELS, og vælg 🛂 Kilder.
- 2 Vælg Mediebrowser, vælg JJ Musik, og tryk på OK.

Afspil musik

- 1 Tryk på ■ CHANNELS, og vælg ■ Kilder.
- 2 Vælg Mediebrowser, vælg JJ Musik, og tryk på OK.
- 3 Du kan trykke på Marker favorit for at føje musikmappen til favoritmenuen
- Favorit-programmer.
- 4 Du kan hurtigt finde musik vha. klassificering Genrer, Kunstnere, Albums, Numre.

Betjeningsbjælke



- 1 Statuslinje
- 2 Betjeningsbjælke til afspilning
- **◄**: Gå til den forrige sang i en mappe
- ►: Gå til den næste sang i en mappe
 - **∢**: Tilbage
 - **▶**: Hurtigt frem
 - II: Sæt afspilningen på pause

- 3 Marker som foretrukne
- 4 Afspil al musik
- 5 Shuffle: Afspil dine filer i tilfældig rækkefølge
- 6 Gentag: Afspiller alle sange i denne mappe én gang eller kontinuerligt

Musikindstillinger

Under musikafspilning skal du trykke på 🄀 OPTIONS, vælge Info og trykke på OK for at ...

- · Marker som foretrukne
- · Afspil al musik
- · Shuffle: Afspil dine filer i tilfældig rækkefølge
- · Gentag: Afspiller alle sange i denne mappe én gang eller kontinuerligt

TV-guide

8 1

Brug af TV-guiden

Åbn TV-guiden

Tryk på **™ TV GUIDE** for at åbne TV-guiden. TV-guiden viser kanalerne på den valgte tuner.

Tryk på **™ TV GUIDE** igen for at lukke.

Første gang du åbner TV-guiden, scanner TV'et alle TV-kanalerne for programoplysninger. Dette kan tage flere minutter. TV-guidens data gemmes på TV'et.

Spil

9 1

Spil et spil

Fra en spilkonsol

Gør følgende for at starte et spil fra en spillekonsol...

Tænd for spilkonsollen.

Professionel tilstand deaktiveret – Tryk på

△ / △ Home, vælg • Apps. Vælg Kilder, og tryk på
OK.

Start spillet.

Tryk på ← BACK gentagne gange, eller tryk på ூ EXIT, eller stop appen med den dertil beregnede exit-/stopknap.

Tryk på farvetasten — Søgeord i Hjælp, og find Spillekonsol, tilslut.

Professionel tilstand aktiveret – Tryk på SOURCES, og vælg en spillekonsol eller navnet på tilslutningen.

Start spillet.

Tryk på ← BACK gentagne gange, eller tryk på ூ EXIT, eller stop appen med den dertil beregnede exit-/stopknap.

Tryk på farvetasten — Søgeord i Hjælp, og find Spillekonsol, tilslut.

Med Apps

Gør følgende for at starte et spil fra en Game Apps ...

Professionel tilstand deaktiveret − Tryk på △ / △ Home, vælg ➡ Apps, og vælg derefter Google Play-spil.

Log på din Google-konto, og start et spil.

Tryk på ← BACK gentagne gange, eller tryk på ூ EXIT, eller stop appen med den dertil beregnede exit-/stopknap.

Professionel tilstand aktiveret - Tryk på ☆ / △ Home. Vælg 🎮 Spil.

Log på din Google-konto, og start et spil.

Tryk på ← BACK gentagne gange, eller tryk på ூ EXIT, eller stop appen med den dertil beregnede exit-/stopknap.

<u>10</u>

Professionel menuapp

10.1

Om den professionelle menuapp

I den professionelle menu-app kan du starte alle aktiviteter, du kan udføre med TV'et.

Den venstre del af den professionelle menu-app er organiseret i rækker ...

- · Anbefalet 🕩
- TV-kanaler
- · Cast ₪
- · Apps 🚻
- · Spil 🞮
- · Mere •••

Den øverste højre del af den professionelle menuapp er organiseret i rækker ...

- · Administrer konto
- Meddelelser **■** (Dette er en valgfri funktion, der afhænger af hotellets interne indstillinger).
- Regning 🗉 (Dette er en valgfri funktion, der afhænger af hotellets interne indstillinger).
- ・Indstil alarm 👸
- · Vejr 🔏
- Menusprog
- · Aktuelt klokkeslæt

10.2

Åbn Professionel menu-app

Professionel tilstand deaktiveret - Se kapitlet "Android TV-startskærm".

Professionel tilstand aktiveret - Åbner Professionel menu-app og åbner et element...

- 1 Åbn den professionelle menu-app ved at trykke på Home \bigtriangleup / \bigtriangleup .
- 2 Vælg en aktivitet vha. piletasterne, og tryk på OK for at starte aktiviteten.
- 3 Tryk på ← for at lukke Professionel menu-app uden at ændre den aktuelle aktivitet.



Når du åbner Professionel menu-app, stopper programmet i baggrunden/afspilningen af indhold. Du skal vælge programmet eller indholdet fra Professionel menu-app for at genoptage.

10.3

Anbefalet

Åbner Professionel menu-app og åbner Anbefalet...

- 1 Åbn Professionel menu-app.
- 2 Vælg Anbefalet 🏚, og tryk på OK for at åbne eller startet den.
- 3 Vælg ■ Anbefalede TV-kanaler. Vælg en kanal på listen, og tryk på OK.
- 4 Vælg **III** Apps. Vælg en app på listen, og tryk på OK.

10.4

TV-kanaler

Kanallister

Om kanallister

Efter en kanalinstallation vises alle kanaler på kanallisten. Kanaler er vist med deres navn og logo, hvis disse oplysninger er tilgængelige.

Når der er valgt en kanalliste, skal du trykke på pilene ∧ (op) eller ∨ (ned) for at vælge en kanal og derefter trykke på OK for at se den valgte kanal. Du kan kun indstille kanalerne på listen ved hjælp af tasterne ≡ + eller ≡ −.

Radiostationer

Hvis der er digitale udsendelser tilgængelige, installeres de digitale radiostationer i forbindelse med installationen. Du kan skifte til en radiostation på samme måde, som du skifter til en TV-kanal.

Åbn en kanalliste

Sådan åbner du den aktuelle kanalliste...

- 1. Tryk på 🔊 for at skifte til TV.
- 2. Tryk på **E** CHANNELS for at åbne den aktuelle kanalliste. Vælg **E** Alle kanaler for at vise både TV-og radiokanaler. Vælg **T** for kun at vise TV-kanaler. Vælg **G** for kun at vise radiokanaler.
- 3. Tryk på ■ CHANNELS igen for at lukke kanallisten

Se kanaler

Stil ind på en kanal

Tryk på 🗑 for at se TV-kanaler. TV'et stiller ind på den kanal, du sidst har set.

Kanalskift

- Tryk på **≡ +** eller **≡ -** for at skifte kanaler.

Forrige kanal

- Tryk på ← BACK for at gå tilbage til den forrige kanal.

Kanalliste

Mens du ser en TV-kanal, skal du trykke på ≡ for at åbne kanallisterne.

Kanalindstillinger

Åbn Indstillinger

Mens du ser en kanal, kan du angive nogle indstillinger.

Afhængig af hvilken type kanal du ser (analog eller digital), eller afhængig af de TV-indstillinger du har angivet, vil nogle indstillinger være tilgængelige.

Sådan åbner du menuen Indstillinger...

- 1 Mens du ser en kanal, skal du trykke
- på OPTIONS.
- 2 Tryk på OPTIONS igen for at lukke.

10.5

TV-kanaler

Kanallister

Om kanallister

Efter en kanalinstallation vises alle kanaler på kanallisten. Kanaler er vist med deres navn og logo, hvis disse oplysninger er tilgængelige.

Når der er valgt en kanalliste, skal du trykke på pilene ∧ (op) eller ∨ (ned) for at vælge en kanal og derefter trykke på OK for at se den valgte kanal. Du kan kun indstille kanalerne på listen ved hjælp af tasterne ≡ + eller ≡ −.

Radiostationer

Hvis der er digitale udsendelser tilgængelige, installeres de digitale radiostationer i forbindelse med installationen. Du kan skifte til en radiostation på samme måde, som du skifter til en TV-kanal.

Åbn en kanalliste

Sådan åbner du den aktuelle kanalliste...

- 1. Tryk på 🔊 for at skifte til TV.
- 2. Tryk på CHANNELS for at åbne den aktuelle kanalliste. Vælg Alle kanaler for at vise både TV-og radiokanaler. Vælg ▼ for kun at vise TV-kanaler. Vælg ♠ for kun at vise radiokanaler.
- 3. Tryk på ≡ CHANNELS igen for at lukke kanallisten.

Se kanaler

Stil ind på en kanal

Tryk på 切 for at se TV-kanaler. TV'et stiller ind på den kanal, du sidst har set.

Kanalskift

Forrige kanal

- Tryk på ← BACK for at gå tilbage til den forrige kanal.

Kanalliste

Mens du ser en TV-kanal, skal du trykke på ≡ for at åbne kanallisterne.

Kanalindstillinger

Åbn Indstillinger

Mens du ser en kanal, kan du angive nogle indstillinger.

Afhængig af hvilken type kanal du ser (analog eller digital), eller afhængig af de TV-indstillinger du har angivet, vil nogle indstillinger være tilgængelige.

Sådan åbner du menuen Indstillinger...

1 - Mens du ser en kanal, skal du trykke

på • OPTIONS.

2 - Tryk på • OPTIONS igen for at lukke.

10.6

Google Cast

Det skal du bruge

Hvis en app på din mobile enhed har Google Cast, kan du sende app'en til dette TV. Find ikonet for Google Cast på mobil-appen. Du kan bruge din mobile enhed til at styre, hvad der kommer på TV'et. Google Cast virker på Android og iOS.

Din mobile enhed skal være tilsluttet det samme Wi-Fi-hjemmenetværk som TV'et.

Apps med Google Cast

Der kommer nye Google Cast apps hver dag. Du kan allerede prøve det med YouTube, Chrome, Netflix, Photowall... eller Big Web Quiz til Chromecast. Se også google.com/cast

Visse Google-Play produkter og -funktioner er ikke tilgængelige i alle lande.

Find flere oplysninger på support.google.com/androidtv

Send til dit TV

Sådan sender du en app til din TV-skærm...

Sådan åbner du Professionel menu-app og Cast...

- 1 Åbn Professionel menu-app.
- 3 Tilslut smartphone til TV via Wi-Fi Direct (Scan QR-koden, eller brug Wi-Fi SSID og adgangskoden). Åbn en app, som understøtter Google Cast.
- 4 Tryk på Google Cast-ikonet.
- 5 Vælg det TV, du ønsker at sende til.
- 6 Tryk på afspil på din smartphone eller tablet. Det valgte bør begynde afspilning på TV'et.

10.7

Spil

Sådan åbner du Professionel menu-app og Spil...

- 2 Vælg Spil 🞮 , og tryk på OK .

Optimal spilindstilling

I forbindelse med nogle spil, hvor hastighed og nøjagtighed er nødvendig, skal du indstille TV'et til den optimale **Spil**-indstilling, før du begynder at spille.

Hvis din spilkonsol tilføjes som en Spil-enhedstype i menuen Kilder (en liste over tilslutninger), indstilles TV'et automatisk til den ideelle indstilling for spil. Hvis spilkonsoltypen indstilles til Afspiller og bruges som en diskafspiller det meste af tiden, bibeholdes enhedstypen som Afspiller.

Sådan indstiller du TV'et til den optimale indstilling manuelt . . .

- 1- Vælg △ / △ Home > ••• Mere
- > ☆ Indstillinger > ➡ Billede > Billedtype.
- 2 Vælg Spil, og tryk på OK.
- 3 Tryk om nødvendigt på ← gentagne gange for at lukke menuen. Husk at sætte Spil- eller Computerindstillingen tilbage til Fra, når du ikke spiller spillet længere.

10.8

Mere

Sådan åbner du Professionel menu-app og Mere...

- 1 Åbn Professionel menu-app.
- 2 Vælg ••• Mere, og tryk på **OK** for at åbne eller starte den.
- 3 Vælg 🌣 Indstillinger.
- · Billede 😅:

Skift mellem de forudindstillede billedtyper. Der er ideelle typer til at se film eller fotos osv.

· Lyd **◄***:

Vælg mellem de forudindstillede lydtyper. Der er ideelle lydtyper til film, musik og spil.

· Billedformat 📧

Vælg et billedformat, der passer til skærmen.

Menusprog 록:

Vælg et sprog, og tryk på OK.

- 4 Vælg 🗲 Funktioner, og tryk på OK.
- · Indstil alarm 👸 :

Der kan indstilles en alarm på TV'et. TV'et kan tænde på et fastsat alarmtidspunkt. Alternativt kan du indstille alarmtidspunktet ved at trykke på knappen

- på fjernbetjeningen.
- · Sleep-timer ozzz :

Med bjælken kan du indstille tiden til op til 180 minutter i intervaller på 5 minutter. Hvis den er indstillet til 0 minutter, slås sleep-timeren fra. Du kan altid slukke for TV'et tidligere eller nulstille tiden under nedtællingen.

· Vejr 🔏:

Vis den observerede temperatur. Den indeholder 5 dages vejrudsigt for den aktuelle placering. Alternativt kan du indstille alarmtidspunktet ved at trykke på knappen * på fjernbetjeningen.

- 5 Vælg Personlig 🛔 og tryk på OK.
- Regning : Det gør det muligt for hotellets gæster at se hans/hendes hotelregning under hans/hendes ophold. (Kun i Professionel tilstand aktiveret).
- · Meddelelser **≅**:

Gæster skal underrettes, når nye meddelelser fra hotellet modtages på TV'et. (Kun i Professionel tilstand aktiveret).

• Meddelelsesdisplay 🛎 : Lav om på visning af meddelelser. (Kun i Professionel tilstand aktiveret).

· Administrer konto 🞳:

Samtidig med at du logger på Google-konto vha. mobiltelefon eller bærbar computer, skal du sørge for, at telefonen eller den bærbare computer er tilsluttet samme netværk som TV'et, og derefter indtaste koden, der vises på TV'et, for at gennemføre logonprocessen. Gæsterne kan også bruge Google-kontoens e-mailadresse og adgangskode til at logge på.

· Slet oversigt 🛅 :

Slet personlige oplysninger fra alle programmer (slettes også automatisk ved udtjekning, kun i Professionel tilstand aktiveret).

10.9

Mere

Sådan åbner du Professionel menu-app og Mere...

- 1 Åbn Professionel menu-app.
- 2 Vælg ••• Mere, og tryk på **OK** for at åbne eller starte den.
- 3 Vælg 🌣 Indstillinger.
- · Billede 😅:

Skift mellem de forudindstillede billedtyper. Der er ideelle typer til at se film eller fotos osv.

· Lyd **◄***:

Vælg mellem de forudindstillede lydtyper. Der er ideelle lydtyper til film, musik og spil.

· Billedformat 📧

Vælg et billedformat, der passer til skærmen.

Vælg et sprog, og tryk på OK.

- 4 Vælg 🖶 Funktioner, og tryk på OK.
- · Indstil alarm 🝎 :

Der kan indstilles en alarm på TV'et. TV'et kan tænde på et fastsat alarmtidspunkt. Alternativt kan du indstille alarmtidspunktet ved at trykke på knappen • på fjernbetjeningen.

· Sleep-timer o^{zz} :

Med bjælken kan du indstille tiden til op til 180 minutter i intervaller på 5 minutter. Hvis den er indstillet til 0 minutter, slås sleep-timeren fra. Du kan altid slukke for TV'et tidligere eller nulstille tiden under nedtællingen.

· Vejr ┶:

Vis den observerede temperatur. Den indeholder 5 dages vejrudsigt for den aktuelle placering. Alternativt kan du indstille alarmtidspunktet ved at trykke på knappen * på fjernbetjeningen.

• TV-guide:

Indstil TV'et til at modtage TV-guidedata fra udbyderen eller fra internettet.

· TalkBack ⊕:

TalkBack hjælper synshæmmede brugere med at interagere med og få glæde af dette TV ved at bruge talte ord til at fortælle brugeren, hvad der er på skærmen.

- 5 Vælg Personlig 🛔 og tryk på OK.
- Regning : Det gør det muligt for hotellets gæster at se hans/hendes hotelregning under hans/hendes ophold. (Kun i Professionel tilstand aktiveret).
- · Meddelelser **≌**:

Gæster skal underrettes, når nye meddelelser fra hotellet modtages på TV'et. (Kun i Professionel tilstand aktiveret).

· Meddelelsesdisplay 🖼 :

Lav om på visning af meddelelser. (Kun i Professionel tilstand aktiveret).

Administrer konto [♣]:

Samtidig med at du logger på Google-konto vha. mobiltelefon eller bærbar computer, skal du sørge for, at telefonen eller den bærbare computer er tilsluttet samme netværk som TV'et, og derefter indtaste koden, der vises på TV'et, for at gennemføre logonprocessen. Gæsterne kan også bruge Google-kontoens e-mailadresse og adgangskode til at logge på.

· Slet oversigt 🛅 :

Slet personlige oplysninger fra alle programmer (slettes også automatisk ved udtjekning, kun i Professionel tilstand aktiveret).

Professionelle indstillinger

Billedtype

Vælg en type

Tryk på ☆ / ♪ Home > ••• Mere > ✿ Indstillinger > •• Billede > Billedtype.

For nem billedjustering kan du vælge en foruddefineret billedtype.

- Personlig De billedpræferencer, du indstiller, første gang du tænder.
- · Livagtig Ideel til visning i dagslys
- · Naturlig Naturlige billedindstillinger
- Standard Den mest energibevidste indstilling Fabriksindstilling
- · Film Ideel til film
- · Spil Ideel til spil
- · Computer Ideel til tilslutning af computer

Billedformat

Vælg billedformat

Hvis billedet ikke udfylder hele skærmen, hvis der vises sorte bjælker i top og bund eller i begge sider, kan du indstille billedet, så det passer i fuldt skærmformat.

Sådan vælger du en af grundindstillingerne for udfyldning af skærmen...

Tryk på △ / △ Home > ••• Mere > ☆ Indstillinger > ᠍ Billedformat.

Følgende format kan være tilgængeligt, afhængigt af billedet på skærmen.

- Bredformat
- · Udfvld skærm
- · Tilpas til skærm
- Uskaleret

Lydtype

Vælg en type

Vælg △ / △ Home > ••• Mere > ☆ Indstillinger > ■ Lyd > Lydtype.

For nem justering af lyd kan du vælge en foruddefineret indstilling med lydtype.

- \cdot Personlig Dine egne personlige valg som angivet i Tilpas billede og lyd
- · Original Den mest neutrale lydindstilling
- · Film Ideel til film
- · Musik Ideel til afspilning af musik

- · Spil Ideel til spil
- · Nyheder Ideel til tale

Sprog

Skift sprog for TV-menu og meddelelser

Tryk på △ / △ Home > ••• Mere > ❖ Indstillinger > ቚ Menusprog.

Vælg et sprog, og tryk på OK.

Eco-indstillinger

Indstil Skærm fra for at spare på energiforbruget

Tryk på △ / △ Home > ••• Mere >

Funktioner > ••• Mere >

o²₁₂ Sleep-timer > Skærm fra.

Hvis du kun lytter til musik på TV'et, kan du slukke TV-skærmen.

Kun TV-skærmen slukker. Tryk på en vilkårlig knap på fjernbetjeningen for at tænde for skærmen igen.

Indstil TV'ets timer for slukning

Tryk på △ / △ Home > ••• Mere > ➡ Funktioner > Ō¹22 Sleep-timer > Sleep-timer.

Tryk på pilene ∧ (op) eller ∨ (ned) for at justere værdien. Værdien 0 (Fra) deaktiverer den automatiske slukning.

Vælg Timer for slukning, hvorefter TV'et slukker automatisk for at spare på strømmen.

- * TV'et slukker, hvis det modtager et TV-signal, og der ikke trykkes på en tast på fjernbetjeningen i 4 timer.
- * TV'et slukker, hvis det ikke modtager et TV-signal eller en kommando fra fjernbetjeningen i 10 minutter.
- * Hvis du bruger TV'et som skærm eller bruger en digital modtager til at se TV (en set-top-boks - STB) uden at bruge TV-fjernbetjeningen, skal du deaktivere denne automatiske slukning for at indstille værdien til O

10.11

Google-konto

Log på

For at få mest muligt ud af funktionerne i dit Philips Android TV kan du logge på Google med din Googlekonto.

Ved at logge på kan du spille dine yndlingsspil på telefon, tablet og TV. Du kan også få tilpassede video- og musikanbefalinger på din TV-startskærm samt få adgang til YouTube, Google Play og andre apps.

Brug din eksisterende Google-konto for at logge på Google på dit TV. En Google-konto består af en e-mailadresse og en adgangskode. Hvis du ikke har en Google-konto, kan du bruge din computer eller tablet til at oprette en (accounts.google.com). Hvis du ikke loggede på under den første TV-installation, kan du altid logge på senere.

Log på

Tryk på △ / △ > Åbn Professionel menu-app-skærmen.

Vælg Administrer konto i øverste højre del af Professionel menu-app, og tryk på OK. Brug tastaturet på skærmen til at indtast din e-mailadresse og din adgangskode, og tryk på den samme OK-tast for at logge på.

Android TVstartskærm

11.1

Om Android TVstartskærmen

For at drage fordel af dit Android TV skal du oprette forbindelse fra TV'et til internettet.

Ligesom på din Android-smartphone eller tablet er startskærmen midt på TV-skærmen. Fra startskærmen kan du beslutte, hvad du vil se, ved at gennemse underholdningsmuligheder fra app og direkte TV. Startskærmen har kanaler, så du kan se det fantastiske indhold fra dine foretrukne apps. Du kan også tilføje flere kanaler eller finde nye apps for at få mere indhold.

11 2

Åbn Android TVstartskærmen

Professionel tilstand aktiveret - Se installationsvejledningen.

Professionel tilstand deaktiveret - Åbner Android TV-startskærmen og åbner et element...

- 1 Tryk på Menu, og naviger til "Philips-samling", og tryk derefter på OK.
- 2 Vælg en aktivitet vha. piletasterne, og tryk på OK for at starte aktiviteten.
- 3 Tryk på ← for at lukke startmenuen uden at ændre den aktuelle aktivitet.



Når du åbner Android TV-startskærmen, stopper programmet i baggrunden/afspilningen af indhold. Du

skal vælge programmet eller indholdet på Android TV-startskærmen for at genoptage.

113

Android TV-indstillinger

Billede Billedindstillinger

Billedtype

Vælg en type

- Personlig De billedpræferencer, du indstiller, første gang du tænder.
- · Livagtig Ideel til visning i dagslys
- · Naturlig Naturlige billedindstillinger
- • Standard Den mest energibevidste indstilling Fabriksindstilling
- · Film Ideel til film
- · Spil Ideel til spil
- · Computer Ideel til tilslutning af computer

Farve, kontrast, skarphed, lysstyrke

Sådan justeres billedets farve

Tryk på pilene \wedge (op) eller \vee (ned) for at justere værdien for billedets farvemætning.

Sådan justeres billedets kontrast

Tryk på △ / △ Home > ❖ Indstillinger > Billede > Kontrast. Tryk på pilene ^ (op) eller ✔ (ned) for at justere værdien for billedets kontrast.

Du kan mindske kontrasten for at reducere strømforbruget.

Sådan justeres billedets skarphed

Juster lysstyrke

Tryk på △ / △ Home > ♣ Indstillinger > Billede > Lysstyrke.

Tryk på pilene ▲ (op) eller ✔ (ned) for at angive

niveauet for billedsignalets lysstyrke.

Bemærk: Hvis lysstyrken indstilles for langt væk fra referenceværdien (50), kan det medføre en lavere kontrast.

Avancerede billedindstillinger

Farveindstillinger

Avancerede farveindstillinger

Juster farveforbedring

Tryk på ☆ / ♠ Home > ♠ Indstillinger > Billede > Avanceret > Farve > Farveforbedring.

Vælg Maksimum, Middel eller Minimum for at indstille farveintensitetsniveauet og detaljerne i lyse farver.

Vælg den forudindstillede farvetemperatur Tryk på △ / △ Home > ❖ Indstillinger > Billede > Avanceret > Farve > Farvetemperatur.

Vælg Normal, Varm eller Kold for at indstille din foretrukne farvetemperatur.

Tilpas farvetemperatur

Tryk på △ / △ Home > ❖ Indstillinger > Billede > Avanceret

> Farve > Brugerdefineret farvetemperatur.

Vælg Brugerdefineret i menuen Farvetemperatur for selv at tilpasse en farvetemperatur. Tryk på pilene ∧ (op) eller ∨ (ned) for at justere værdien. HP er hvidt punkt, og SN er sort niveau. Du kan også vælge en af forudindstillingerne i denne menu.

Avancerede kontrastindstillinger

Kontrasttilstande

Tryk på ☆ / � Home > � Indstillinger > Billede > Avanceret >

Kontrast > Kontrasttilstand.

Vælg Normal, Optimeret til billede eller Optimeret til energibesparelser for at indstille TV'et til automatisk at reducere kontrasten for at opnå det bedste strømforbrug eller den bedste filmoplevelse, eller vælg Fra for at afslutte justeringen.

Dynamisk kontrast

Tryk på △ / △ Home > ❖ Indstillinger > Billede > Avanceret > Kontrast > Dynamisk kontrast.

Vælg Maksimum, Middel eller Minimum for at angive

det niveau, hvor TV'et automatisk forbedrer detaljerne i billedets mørke, mellemmørke og lyse områder.

Videokontrast, gamma

Videokontrast

Tryk på ☆ / � Home > � Indstillinger > Billede > Avanceret > Kontrast > Videokontrast.

Tryk på pilene ∧ (op) eller ∨ (ned) for at justere niveauet for videokontrast.

Gamma

Tryk på △ / △ Home > ✿ Indstillinger > Billede > Avanceret > Kontrast > Gamma.

Tryk på pilene ∧ (op) eller ∨ (ned) for at justere en ikke-lineær indstilling for billedets belysning og kontrast.

Avancerede skarphedsindstillinger

Ekstra høj opløsning

Tryk på ☆ / � Home > ✿ Indstillinger > Billede > Avanceret > Skarphed > Ultra-opløsning.

Vælg Til for at få en enestående skarphed i linjernes kanter og detaljer.

Skarpere billedkvalitet

Støjreduktion

Tryk på △ / △ Home > ☆ Indstillinger > Billede > Avanceret > Skarpere billedkvalitet > Støjreduktion.

Vælg Maksimum, Middel eller Minimum for at indstille niveauet for fjernelse af støj i videoindhold. Støj ses for det meste som små bevægelige prikker på billederne på skærmen.

MPEG artefakt-reduktion

Tryk på ☆ / ๋ Home > ✿ Indstillinger > Billede > Avanceret > Skarpere billedkvalitet > MPEG artefaktreduktion.

Vælg Maksimum, Middel eller Minimum for at få forskellige grader af udglatning af artefakter i digitalt videoindhold.

MPEG-artefakter ses mest som små blokke eller takkede kanter på billederne på skærmen.

Billedformat

Hvis billedet ikke udfylder hele skærmen, hvis der vises sorte bjælker i top og bund eller i begge sider, kan du indstille billedet, så det passer i fuldt skærmformat.

Sådan vælger du en af grundindstillingerne for udfyldning af skærmen...

- 1 Mens du ser en TV-kanal, skal du trykke på △ /
 △ Home > ♦ Indstillinger > Billede > Billedformat.
- 2 Vælg et format på listen, og tryk på OK.
- 3 Tryk om nødvendigt gentagne gange
- på ← BACK, for at lukke menuen.

Følgende format kan være tilgængeligt, afhængigt af billedet på skærmen . . .

- Bredformat
- · Udfyld skærm
- · Tilpas til skærm
- Uskaleret

Lyd

Lydtype

Vælg en type

Tryk på △ / △ Home > ♦ Indstillinger > Lyd > Lydtype.

For nem justering af lyd kan du vælge en foruddefineret indstilling med lydtype.

- · Personlig Dine egne personlige valg som angivet i Tilpas billede og lyd
- · Original Den mest neutrale lydindstilling
- · Film Ideel til film
- · Musik Ideel til afspilning af musik
- · Spil Ideel til spil
- · Nyheder Ideel til tale

Lydstyring

Vælg en enhed.

Tryk på △ / △ Home > ❖ Indstillinger > Lyd > Lydstyring.

Konfigurer lydudgangsenheder.

- TV-højttalere Indstil TV'et til at afspille lyden på TV eller på det tilsluttede lydsystem.
- · Hovedtelefoner/badeværelseshøjttalere Til/Fra.
- · Hovedtelefoner/badeværelseshøjttalere med fast lydstyrke - Ved aktivering er lydstyrken i hovedtelefonerne/badeværelseshøjttaleren baseret på aktiveringsindstillingerne.
- · Registrering af hovedtelefoner Til/Fra.

TV-placering

Tryk på ☆ / ♠ Home > ♠ Indstillinger > Lyd > TV-placering.

Vælg På en TV-stand eller På væggen for at opnå den bedste lydgengivelse i henhold til indstillingen.

Avanceret

Eco-indstillinger

Sleep-timer

Tryk på ☆ / ♠ Home > ♠ Indstillinger > Eco-indstillinger > Sleep-timer.

Indstil TV'et til automatisk at skifte til standby efter et forudindstillet tidsrum. Indstil klokkeslæt til nul for at deaktivere denne funktion.

Tryk på pilene ∧ (op) eller ∨ (ned) for at justere værdien. Værdien 0 (Fra) deaktiverer den automatiske slukning.

Vælg Timer for slukning, hvorefter TV'et slukker automatisk for at spare på strømmen.

- * TV'et slukker, hvis det modtager et TV-signal, og der ikke trykkes på en tast på fjernbetjeningen i 4 timer.
- * TV'et slukker, hvis det ikke modtager et TV-signal eller en kommando fra fjernbetjeningen i 10 minutter.
- * Hvis du bruger TV'et som skærm eller bruger en digital modtager til at se TV (en set-top-boks STB) uden at bruge TV-fjernbetjeningen, skal du deaktivere denne automatiske slukning for at indstille værdien til 0.

Skærm fra

Tryk på △ / △ Home > ♦ Indstillinger > Ecoindstillinger > Skærm fra.

Hvis du kun lytter til musik på TV'et, kan du slukke TV-skærmen.

Kun TV-skærmen slukker. Tryk på en vilkårlig knap på fjernbetjeningen for at tænde for skærmen igen.

Region og sprog

sprog

Tryk på ☆ / ♠ Home > ♠ Indstillinger > Region og sprog > Sprog.

Angiv indstillinger for område eller sprog.

• Android-system/Menusprog - Skift sprog for menuer og meddelelser.

- Primær lyd Angiv dit foretrukne valg af lydsprog i udsendelser.
- · Sekundær lyd Angiv dit næste valg af lydsprog i udsendelser.
- Primære undertekster Angiv dit foretrukne valg af undertekstsprog i udsendelser.
- · Sekundære undertekster Angiv dit næste valg af undertekstsprog i udsendelser.
- Primært tekst-TV Angiv dit første foretrukne valg af tekstsprog i udsendelser.
- Sekundært tekst-TV Angiv dit næste valg af tekstsprog i udsendelser.

Indstillinger for universaladgang

Tryk på △ / △ Home > ❖ Indstillinger > Tilgængelighed > Universaladgang.

Med Universaladgang slået til er TV'et forberedt til brug for døve, hørehæmmede, blinde eller svagtseende personer.

Aktivér indstillinger for universaladgang Tryk på △ / △ Home > ✿ Indstillinger > Tilgængelighed > Universaladgang > Til.

Universaladgang til hørehæmmede Tryk på △ / △ Home > ✿ Indstillinger > Tilgængelighed > Universaladgang

- > Hørehæmmet > Til.
- Visse digitale TV-kanaler udsender speciallyd og -undertekster, der er tilpasset hørehæmmede eller døve personer.
- Når den er aktiveret, skifter TV'et automatisk til den tilpassede lyd og de tilpassede undertekster, såfremt disse er tilgængelige.

Universaladgang for blinde og svagtseende Tryk på △ / △ Home > ❖ Indstillinger > Tilgængelighed > Universaladgang

> Lydbeskrivelse > Lydbeskrivelse > Til.

Digitale TV-kanaler kan udsende særlige lydkommentarer, der beskriver, hvad der sker på skærmen.

- **♦ Indstillinger** > Tilgængelighed > Universaladgang > Lydbeskrivelse > Kombineret lydstyrke, Lydeffekter, Tale.
- Vælg Kombineret lydstyrke for at kombinere lydstyrken for normal lyd med lydkommentarer. Tryk på pilene ∧ (op) eller ∨ (ned) for at justere værdien.
- · Slå lydeffekten Til for at få ekstra lydeffekter i lydkommentarer, såsom stereolyd eller nedtoning.
- · Vælg Tale for at angive talepræference, Beskrivende eller Undertekst.

Indholdsvurdering

Vurderingsniveau

Tryk på ☆ / ♪ Home> ❖ Indstillinger > Indholdsvurdering.

Hvis du vil forhindre børn i at se et program, der ikke passer til deres alder, kan du angive en aldersgrænse. Digitale kanaler har aldersbestemt deres programmer. Hvis aldersgrænsen for et program er lig med eller højere end den alder, du har angivet for dit barn, låses programmet. Visning af et låst program kræver, at koden indtastes først.

Sådan indstiller du en aldersgrænse Tryk på △ / △ Home> ☆ Indstillinger > Indholdsvurdering > Vurderingsniveau.

Vælg alder, og tryk på OK. Vælg Ingen for at deaktivere aldersgrænsen. I nogle lande skal du angive en aldersgrænse.

Indstil kode og Ændre kode

Tryk på △ / △ Home> ☆ Indstillinger > Indholdsvurdering.

Koden til børnesikring bruges til at låse kanaler eller programmer eller låse dem op.

Indstil ny kode, eller nulstil Ændre kode.

Tryk på △ / △ Home > ☆ Indstillinger > Indholdsvurdering > Ændre kode.

Bemærk:

Hvis du har glemt din PIN-kode, kan du omgå den nuværende kode ved at bruge **8888** og indtaste en ny kode.

11.4

Tilslut dit Android TV

Netværk og internet

Hjemmenetværk

For at få mest muligt ud af funktionerne i dit Philips Android TV skal dit TV være forbundet til internettet.

Opret forbindelse fra TV'et til et hjemmenetværk med en hurtig internetforbindelse. Du kan tilslutte dit TV trådløst eller kabelbaseret til din netværksrouter.

Opret forbindelse til netværk

Trådløs forbindelse

Det skal du bruge

For at tilslutte TV'et trådløst til internettet skal du bruge en Wi-Fi-router med forbindelse til internettet.

Brug en højhastighedsforbindelse (bredbånd) til internettet.



Opret forbindelse

Opret forbindelse - TRÅDLØS

- 1 I listen over registrerede netværk skal du vælge dit trådløse netværk. Hvis dit netværk ikke findes på listen, fordi netværksnavnet er skjult (du har slået routerens SSID-udsendelse fra), skal du vælge Tilføj nyt netværk for selv at indtaste netværksnavnet.
- 2 Alt afhængigt af routertypen skal du nu angive din krypteringsnøgle - WEP, WPA eller WPA2. Hvis du har angivet krypteringsnøglen for dette netværk før, kan du vælge OK for at oprette forbindelsen med det samme.
- 3 En meddelelse bekræfter, når forbindelsen er oprettet.

Opret forbindelse - WPS

Hvis din router har WPS, kan du oprette forbindelse til routeren direkte uden at scanne efter netværk. Hvis du har enheder i dit trådløse netværk, der bruger WEPsikkerhedskrypteringssystemet, kan du ikke anvende WPS.

- 1 Tryk på WPS-knappen på din router og vend tilbage til TV'et inden for 2 minutter.
- 2 Vælg Tilslut for at oprette forbindelsen.
- 3 En meddelelse bekræfter, når forbindelsen er oprettet.

Opret forbindelse - WPS MED PIN-KODE

Tryk på △ / △ Home > ♠ Indstillinger > ♠ Trådløs og netværk > Opret forbindelse til netværk > WPS MED PIN-KODE.

Hvis din router har WPS med en PIN-kode, kan du oprette forbindelse til routeren direkte uden at scanne efter netværk. Hvis du har enheder i dit trådløse netværk, der bruger WEP-sikkerhedskrypteringssystemet, kan du ikke anvende WPS.

- 1 Noter den 8-cifrede PIN-kode, der vises på skærmen, og indtast den i routerens software på din computer. Se i vejledningen til routeren, hvor du skal indtaste PIN-koden i routerens software.
- 2 Vælg Tilslut for at oprette forbindelsen.
- 3 En meddelelse bekræfter, når forbindelsen er oprettet.

Problemer

Trådløst netværk blev ikke fundet eller er forvrænget

- Mikrobølgeovne, DECT-telefoner eller andre Wi-Fi 802.11b/g/n/ac-enheder kan forstyrre et trådløst netværk.
- Kontroller, at firewalls i dit netværk tillader adgang for den trådløse TV-forbindelse.
- Hvis det trådløse netværk i dit hjem ikke fungerer korrekt, kan du prøve med en kablet netværksinstallation.

Internettet fungerer ikke

• Hvis forbindelsen til routeren er i orden, skal du kontrollere routerens forbindelse til internettet.

PC'en og internetforbindelsen er langsom

- Se brugervejledningen til den trådløse router for at få oplysninger om indendørs rækkevidde, overførselshastighed og andre faktorer, der påvirker signalkvaliteten.
- Brug en internetforbindelse med høj hastighed (bredbånd) til din router.

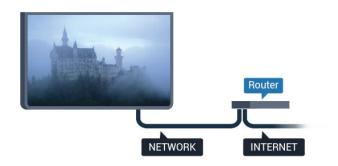
DHCP

• Hvis forbindelsen mislykkes, kan du kontrollere routerens DHCP-indstilling (Dynamic Host Configuration). DHCP skal være sat på Til.

Kablet forbindelse

Det skal du bruge

For at tilslutte TV'et til internettet skal du bruge en netværksrouter med forbindelse til internettet. Brug en højhastighedsforbindelse (bredbånd) til internettet.



Opret forbindelse

Opret forbindelse - KABELFORBUNDET

Tryk på ☆ / ♠ Home > ♠ Indstillinger > ♠ Trådløs og netværk > Opret forbindelse til netværk > KABELFORBUNDET.

- 1 Slut routeren til TV'et med et netværkskabel (Ethernet-kabel**).
- 2 Kontrollér, at routeren er tændt.
- 3 TV'et søger konstant efter en netværksforbindelsen.
- 4 En meddelelse bekræfter, når forbindelsen er oprettet.

Hvis forbindelsen mislykkes, kan du kontrollere routerens DHCP-indstilling. DHCP skal være sat på Til.

**For at opfylde EMC-regulativerne skal du bruge et afskærmet FTP Cat. 5E Ethernet-kabel.

Indstillinger

Vis netværksindstillinger

Tryk på ☆ / ☆ Home > ❖ Indstillinger > ❖ Trådløs og netværk > Indstillinger > Vis netværksindstillinger.

Du kan se alle aktuelle netværksindstillinger her. IPog MAC-adressen, signalstyrke, hastighed, krypteringsmetode osv.

Netværkskonfiguration - DHCP/statisk IP

Tryk på △ / △ Home > ♦ Indstillinger

- > 🗢 Trådløs og netværk > Indstillinger
- > Netværkskonfiguration > DHCP / statisk IP.

Vælg DHCP, eller du kan indstille dit netværk med statisk IP, hvis du er en avanceret bruger.

Netværkskonfiguration - konfiguration af statisk IP

Tryk på △ / △ Home > 🌣 Indstillinger

- > Trådløs og netværk > Indstillinger
- > Konfiguration af statisk IP.
- 1 Vælg Konfiguration af statisk IP, og konfigurer forbindelsen
- 2 Du kan angive nummeret på IP-

adresse, Netmaske, Port, DNS 1 eller DNS 2. Wake on LAN (WoL)

Deaktiver/aktiver Wake on LAN (WoL). Du vækker TV'et via en ekstern enhed på samme lokale netværk.

Wake on Wi-Fi (WoWLAN)

Deaktiver/aktiver Wake on Wi-Fi (WoWLAN). Du vækker TV'et via en ekstern enhed på samme trådløse netværk.

Netværkstype

Tryk på △ / △ Home > ❖ Indstillinger > ❖ Trådløs og netværk > Indstillinger > Netværkstype.

- Kabelforbundet Sådan opretter du forbindelse til et kabelbaseret netværk.
- Trådløs I listen over registrerede netværk skal du vælge dit trådløse netværk. Hvis dit netværk ikke findes på listen, fordi netværksnavnet er skjult (du har slået routerens SSID-udsendelse fra), skal du vælge Tilføj nyt netværk for selv at indtaste netværksnavnet.
- · WPS Hvis din router har WPS, kan du oprette forbindelse til routeren direkte uden at scanne efter netværk. Hvis du har enheder i dit trådløse netværk, der bruger WEP-sikkerhedskrypteringssystemet, kan du ikke anvende WPS.
- WPS med PIN-kode Hvis din router har WPS med en PIN-kode, kan du oprette forbindelse til routeren direkte uden at scanne efter netværk. Hvis du har enheder i dit trådløse netværk, der bruger WEPsikkerhedskrypteringssystemet, kan du ikke anvende WPS.

Google-konto

Log på

For at få mest muligt ud af funktionerne i dit Philips Android TV kan du logge på Google med din Googlekonto.

Ved at logge på kan du spille dine yndlingsspil på telefon, tablet og TV. Du kan også få tilpassede video- og musikanbefalinger på din TV-startskærm samt få adgang til YouTube, Google Play og andre apps.

Brug din eksisterende Google-konto for at logge på Google på dit TV. En Google-konto består af en e-mailadresse og en adgangskode. Hvis du ikke har en

Google-konto, kan du bruge din computer eller tablet til at oprette en (accounts.google.com). Du skal have en Google+ profil for at kunne spille spil med Google Play. Hvis du ikke loggede på under den første TV-installation, kan du altid logge på senere.

Log på

Tryk på △ Home > • Apps > Google Play.

Brug tastaturet på skærmen til at indtast din emailadresse og din adgangskode, og tryk på den samme **OK**-tast for at logge på.

Android-indstillinger

Du kan angive eller se flere Android-specifikke indstillinger og oplysninger. Du kan finde listen over de apps, der er installeret på dit TV, samt den nødvendige lagringsplads. Du kan angive det sprog, du gerne vil bruge sammen med stemmesøgning. Du kan konfigurere tastaturet på skærmen eller give dine apps tilladelse til at bruge din lokalitet. Udforsk de forskellige Android-indstillinger.

På <u>www.support.google.com/androidtv</u> kan du få flere oplysninger om disse indstillinger.

Gør følgende for at åbne disse indstillinger

Tryk på △ / △ Home > ♦ Indstillinger > Indstillinger > Android-indstillinger.

11 5

Kanaler

Kanallister

Om kanallister

Efter en kanalinstallation vises alle kanaler på kanallisten. Kanaler er vist med deres navn og logo, hvis disse oplysninger er tilgængelige.

Når der er valgt en kanalliste, skal du trykke på pilene ∧ (op) eller ∨ (ned) for at vælge en kanal og derefter trykke på OK for at se den valgte kanal. Du kan kun indstille kanalerne på listen ved hjælp af tasterne ≡ + eller ≡ −.

Radiostationer

Hvis der er digitale udsendelser tilgængelige, installeres de digitale radiostationer i forbindelse med installationen. Du kan skifte til en radiostation på samme måde, som du skifter til en TV-kanal.

Åbn en kanalliste

Sådan åbner du den aktuelle kanalliste...

- 1. Tryk på 🔊 for at skifte til TV.
- 2. Tryk på **=** for at åbne den aktuelle kanalliste.
- 3. Tryk på **=** igen for at lukke kanallisten.

Se kanaler

Stil ind på en kanal

Tryk på 切 for at se TV-kanaler. TV'et stiller ind på den kanal, du sidst har set.

Kanalskift

Forrige kanal

- Tryk på ← BACK for at gå tilbage til den forrige kanal.

Kanalliste

Mens du ser en TV-kanal, skal du trykke på ≡ for at åbne kanallisterne.

Kanalindstillinger

Åbn Indstillinger

Common Interface

Hvis du har installeret et CAM i et af de Fælles interfacestik, kan du se CAM og udbyderinformation eller udføre nogle CAM-relaterede indstillinger.

Sådan ser du CAM-oplysninger...

- 1 Stil ind på kanalen, og tryk på OPTIONS.
- 2 Vælg Fælles interface.
- 3 Vælg det relevante Fælles interfacestik, og tryk på > (højre).
- 4 Vælg TV-udbyder for CAM, og tryk på **OK**. Følgende skærmbilleder kommer frem fra TV-udbyderen.

Undertekster

Undertekstsprog

Foretrukne undertekstsprog

En digital udsendelse kan tilbyde flere undertekstsprog for et program. Du kan indstille et foretrukket primært og sekundært undertekstsprog. Hvis undertekster på et af disse sprog er tilgængelige, viser TV'et de undertekster, ud har valgt.

Sådan indstiller du et primært og sekundært undertekstsprog...

- 1 Tryk på ☆ / ✿ Home. Tryk på ✔ (ned), vælg Indstillinger, og tryk på OK.
- 2 Vælg Region og sprog > Sprog > Primære undertekster eller Sekundære undertekster.
- 3 Vælg det ønskede sprog, og tryk på OK.
- 4 Tryk på **<** (venstre) for at gå et trin tilbage, eller tryk på **←** BACK for at lukke menuen.

Vælg et undertekstsprog

Hvis ingen af de foretrukne undertekstsprog er tilgængelige, kan du muligvis vælge et andet undertekstsprog. Hvis intet undertekstsprog er tilgængeligt, kan du ikke vælge denne funktion.

Sådan vælger du et undertekstsprog, når ingen af dine foretrukne sprog er tilgængelige...

- 1 Tryk på OPTIONS.
- 2 Vælg **Undertekstsprog**, og vælg et af sprogene som undertekster midlertidigt.

Lydsprog

Foretrukne lydsprog

En digital udsendelse kan tilbyde flere lydsprog (sprog) til et program. Du kan angive et primært og sekundært lydsprog. Hvis et af disse lydsprog er tilgængelige, skifter TV'et til lydsproget.

Sådan indstiller du primært og sekundært lydsprog...

- 1 Tryk på △ / △ Home. Tryk på ✔ (ned), vælg indstillinger, og tryk på OK.
- 2 Vælg Region og sprog, og vælg Sprog > Primær lyd eller Sekundær lyd.
- 3 Vælg det ønskede sprog, og tryk på OK.
- 4 Tryk på **<** (venstre) for at gå et trin tilbage, eller tryk på ← BACK for at lukke menuen.

Vælg et lydsprog

Hvis ingen af de foretrukne lydsprog er tilgængelige, kan du muligvis vælge et andet lydsprog. Hvis ingen lydsprog er tilgængelige, kan du ikke vælge denne funktion.

Sådan vælger du et lydsprog, når ingen af dine foretrukne sprog er tilgængelige...

- 1 Tryk på OPTIONS.
- 2 Vælg Lydsprog, og vælg et af sprogene som lyd midlertidigt.

Kanalinfo

Vis kanaloplysninger

Henter oplysningerne om den valgte kanal...

- 1 Stil ind på kanalen.
- 2 Tryk på OPTIONS, vælg Kanalinfo, og tryk på OK.
- 3 Tryk på **OK** for at lukke denne skærm.

Mono/stereo

Du kan skifte lyden på en analog kanal til mono eller stereo.

Sådan skifter du til mono eller stereo...

- 1 Stil ind på en analog kanal.
- 2 Tryk på ◆ OPTIONS, vælg Mono/Stereo, og tryk på ➤ (højre).
- 3 Vælg Mono eller Stereo, og tryk på OK.
- 4 Tryk på **〈** (venstre) for at gå et trin tilbage, eller tryk på **←** BACK for at lukke menuen.

Programoplysninger

Vis programoplysninger

Sådan henter du oplysningerne om det valgte program...

- 1 Stil ind på kanalen.
- 2 Tryk på OPTIONS,

vælg Programoplysninger, og tryk på OK.

3 - Tryk på **OK** for at lukke denne skærm.

11.6

Kanalinstallation

Installer kanaler

Antenne-/kabelinstallation

Søg efter kanaler

Du kan geninstallere alle kanaler og lade alle andre TV-indstillinger urørte.

Hvis der er angivet en PIN-kode, skal du indtaste denne kode, før du kan geninstallere kanaler.

Sådan søger du efter kanaler...

- 1 Tryk på ☆ / △ Home > ☆ Indstillinger > Installer kanaler og tryk på OK.
- 2 Vælg RF-kanalinstallation, og tryk på OK.
- 3 Indtast din PIN-kode, hvis det er nødvendigt. Vælg Søg efter kanaler, og tryk på OK. Vælg Start, og tryk på OK.

Vælg distaltansk bedden på tallationsky topek pån den e (DVB-T) eller Kabel (DVB-C), og tryk på OK.

Vælg Næste, og tryk på OK.

Vælg den kanaltype, du vil have, Digitale og analoge kanaler eller Kun digitale kanaler, og tryk på OK. Vælg Næste, og tryk på OK.

Vælg Start, og tryk på OK for at opdatere de digitale kanaler. Dette kan tage nogle få minutter. Tryk på ⟨(venstre) for at gå et trin tilbage, eller tryk på ← BACK for at lukke menuen.

Automatisk kanalopdatering

Hvis du modtager digitale kanaler, kan du indstille TV'et til automatisk at opdatere disse kanaler.

Én gang om dagen, kl. 6:00 om morgenen, opdaterer TV'et kanalerne og gemmer nye kanaler. Nye kanaler gemmes i Kanallisten og markeres med en ★ . Kanaler uden signal fjernes. TV'et skal være på standby for automatisk at kunne opdatere kanaler. Du kan slå automatisk kanalopdatering fra.

Sådan slår du automatisk opdatering fra...

- 1 Tryk på △ / △ Home > ☆ Indstillinger > Installer kanaler, og tryk på OK.
- 2 Vælg RF-kanalinstallation, og tryk på OK.
- 3 Indtast din PIN-kode, hvis det er nødvendigt.
- 4 Vælg Automatisk kanalopdatering, og tryk på OK.
- 5 Vælg Fra, og tryk på OK.
- 6 Tryk på **∢** (venstre) for at gå et trin tilbage, eller tryk på **←** BACK for at lukke menuen.

Kanal, automatisk kanalopdatering

Når nye kanaler er fundet, eller hvis kanaler opdateres eller fjernes, vises en meddelelse, når TV'et tændes. For at undgå, at denne meddelelse vises efter hver kanalopdatering, kan du slå den fra.

Sådan slås meddelelsen fra...

- 1 Tryk på △ / △ Home > ☆ Indstillinger > Installer kanaler, og tryk på OK.
- 2 Vælg RF-kanalinstallation, og tryk på OK.
- 3 Indtast din PIN-kode, hvis det er nødvendigt.
- 4 Vælg Automatisk kanalopdatering, og tryk på OK.
- 5 Vælg Fra, og tryk på OK.
- 6 Tryk på **〈** (venstre) for at gå et trin tilbage, eller tryk på **←** BACK for at lukke menuen.

I visse lande udføres den automatiske kanalopdatering, mens du ser TV, eller når TV'et er på standby.

Digital: Manuel installation

Digitale TV-kanaler kan installeres manuelt en efter en.

Sådan installerer du digitale kanaler manuelt...

- 1 Tryk på △ / △ Home > ☆ Indstillinger > Installer kanaler, og tryk på OK.
- 2 Vælg RF-kanalinstallation, og tryk på OK.
- 3 Vælg Digital: Manuel installation, og tryk på OK.
- 4 Vælg Søg, og tryk på OK. Du kan selv indtaste en frekvens for at finde en kanal, eller du kan lade TV'et søge efter en kanal. Tryk på > (højre) for at vælge Søg, og tryk på OK for automatisk at søge efter en kanal. Den fundne kanal vises på skærmen, og hvis der er dårlig modtagelse, skal du trykke på Søg igen. Hvis du vil gemme kanalen, skal du vælge Udført og trykke på OK.

Analog: Manuel installation

Analoge TV-kanaler kan installeres manuelt en efter en

Sådan installerer du analoge kanaler manuelt.

- 1 Tryk på △ / △ Home > ☆ Indstillinger > Installer kanaler, og tryk på OK.
- 2 Vælg RF-kanalinstallation, og tryk på OK.
- 3 Vælg Analoge: Manuel installation, og tryk på OK.

· System

Konfigurer Tv-systemet ved at vælge System. Vælg dit land eller den del af verden, hvor du befinder dig nu, og tryk på OK.

· Søg efter

Du finder en kanal ved at vælge Søg efter kanal og trykke på OK. Du kan selv indtaste en frekvens for at finde en kanal, eller du kan lade TV'et søge efter en kanal. Tryk på > (højre) for at vælge Søg, og tryk på OK for automatisk at søge efter en kanal. Den fundne kanal vises på skærmen, og hvis der er dårlig modtagelse, skal du trykke på Søg igen. Hvis du vil gemme kanalen, skal du vælge Udført og trykke på OK.

· Gem

Du kan gemme kanalen på det aktuelle kanalnummer eller som et nyt kanalnummer.

Vælg Gem aktuel kanal eller Gem som ny kanal, og tryk på OK. Det nye kanalnummer vises kortvarigt.

Trinene kan gentages, indtil du har fundet alle tilgængelige, analoge TV-kanaler.

11 7

Internettet

Start internettet

Du kan surfe på internettet på dit fjernsyn. Du kan se alle internet-websites, men de fleste er ikke egnet til visning på en TV-skærm.

- · Visse tilføjelsesprogrammer (f.eks. til visning af sider eller videoer) er ikke til rådighed på dit TV.
- · Du kan ikke sende eller downloade filer.
- Internetsider vises én side ad gangen og på fuldskærm.

Gør følgende for at starte internetbrowseren...

- 1 Tryk på △ / △ HOME.
- 2 Rul ned, og vælg Apps > Internet , og tryk på OK.
- 3 Indtast en internetadresse, vælg ✓, og tryk på OK.
- 4 Luk internettet ved at trykke
- på ☆ / ♠ HOME eller 切.

Muligheder på internettet

Nogle ekstrafunktioner er tilgængelige til internettet.

- Gør følgende for at åbne ekstrafunktionerne...
- 1 Hav webstedet åbent, og tryk på OPTIONS.
 2 Vælg et af elementerne, og tryk på OK.
- Føj til hurtigopkald: Sådan indtaster du en ny internetadresse.
- · Føj til bogmærker: Tilføj siden som bogmærke
- · Sikkerhed på side: Sådan ser du sikkerhedsniveauet for den aktuelle side.
- Fanen Ny privat: Åbn fanen Ny privat, og få privat browsing
- Indstillinger: Indstillinger for zoom, tekststørrelse, tilgængelighedstilstand, vis altid menulinjen og slet (browser) oversigt
- Hjælp: Oplysninger om internetbrowser
- · Forlad internetbrowser: Luk internetbrowser

11.8

Smartphones og tablets

Philips TV Remote App

Den nye Philips TV Remote App på din smartphone eller tablet er din nye TV-ven.

Med TV Remote App har du kontrol over medierne omkring dig. Send fotos, musik eller video til din store TV-skærm. Søg efter det, du vil se, i TV-guiden, og se det på TV'et. Med TV Remote App kan du bruge din telefon som fjernbetjening, og TV'et kan tændes eller slukkes via telefonen.

Download Philips TV Remote App fra din foretrukne app-butik i dag.

Philips TV Remote App fås til iOS og Android og er gratis.

Google Cast

Det skal du bruge

Hvis en app på din mobile enhed har Google Cast, kan du sende app'en til dette TV. Find ikonet for Google Cast på mobil-appen. Du kan bruge din mobile enhed til at styre, hvad der kommer på TV'et. Google Cast virker på Android og iOS.

Din mobile enhed skal være tilsluttet det samme Wi-Fi-hjemmenetværk som TV'et.

Apps med Google Cast

Der kommer nye Google Cast apps hver dag. Du kan allerede prøve det med YouTube, Chrome, Netflix, Photowall... eller Big Web Quiz til Chromecast. Se også google.com/cast

Visse Google-Play produkter og -funktioner er ikke tilgængelige i alle lande.

Find flere oplysninger på support.google.com/androidtv

Send til dit TV

Sådan sender du en app til din TV-skærm...

1 - SmartPhone-tilslutning til TV via Wi-Fi Direct (Scan QR-koden, eller brug Wi-Fi SSID og adgangskoden)

Åbn en app, der understøtter Google Cast.

- 2 Tryk på Google Cast-ikonet.
- 3 Vælg det TV, du ønsker at sende til.
- 4 Tryk på afspil på din smartphone eller tablet. Det valgte bør begynde afspilning på TV'et.

AirPlay

For at tilføje AirPlay-funktionaliteten til dit Android TV, kan du downloade og installere én af de mange Android-apps, som gør dette. Du kan finde flere af disse apps i Google Play-butikken.

Software

Opdater software

Softwareversion

Sådan ser du den nuværende TV-softwareversion...

- 1 Tryk på △ / △, vælg Indstillinger ❖ og tryk på OK.
- 2 Vælg Opdater software > Aktuel firmware, og tryk på OK.
- 3 Versionen, frigivelsesnoterne og oprettelsesdatoen vises.
- 4 Tryk om nødvendigt på **(**venstre) gentagne gange for at lukke menuen.

Opdatering fra websted

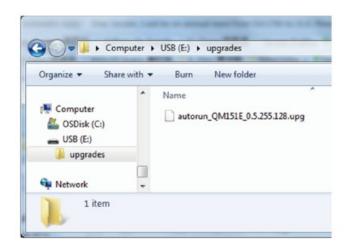
Du kan finde den aktuelle firmwareversion på TV'et i menuen Indstillinger under "Opdater software" > "Aktuel firmware".

Besøg www.philips.com/support regelmæssigt for at se efter nye firmwareopdateringer.

Følg instruktionerne nedenfor for at opdatere firmwaren på dit TV.

Download den nyeste software...

- 1 Start Internet Explorer.
- 2 Gå ind på Philips' supportside på http://www.philips.com/support.
- 3 Indtast modelnummeret. (Du kan finde dit modelnummer på en mærkat på bagsiden af TV'et).
- 4 Når du indtaster TV'ets produktside, skal du vælge Support.
- 5 Vælg "Software updates" (Softwareopdateringer), og klik på "Download file" (Download fil) for at downloade softwaren. (Softwaren er tilgængelig som en zip-fil).
- 6 Hvis softwareversionen er højere end den version, der er installeret på dit TV, skal du klikke på link til download af softwaren.
- 7 Accepter licensaftalen/Vilkår og betingelser, vælg "I agree" (Jeg accepterer), og derefter downloades zipfilen automatisk.
- 8 Udpak zip-filen til en mappe ved hjælp af et arkivværktøj.
- 9 Opret en mappe med navnet "opgraderinger" i hovedbiblioteket på dit USB-flashdrev.
- 10 Kopier den upg-fil, du udpakkede tidligere, ind i mappen med opgraderinger, som vist på billedet nedenfor.
- 11 Tag dit USB-flashdrev ud af computeren.



Opdater softwaren...

- 1 Tilslut dit USB-flashdrev (med softwareopdateringen) til USB-stikket på TV'et. Vent 30 sekunder, eller indtil USB-drevet genkendes af TV'et.
- 2 TV'et begynder at indlæse softwaren automatisk.
- 3 Når indlæsningen af softwaren er færdig, skal du trykke på "Start" for at aktivere opgraderingen af TV'et.

<u>1</u>2

Open sourcesoftware

12 1

Open Source-licens

Om Open Source-licens

VIGTIGT med hensyn til kildekoden for de dele af TVsoftwaren fra TP Vision Netherlands B.V., der henhører under open source-licenser.

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Open Source

Android (9.0.0)

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

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

linux kernel (4.9)

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

http://www.kernel.org/.This piece of software is made available under the terms and conditions of the GPL v2 license, which can be found below. Additionally, following exception applies: "NOTE! This copyright

does *not* cover user programs that use kernel services by normal system calls – this is merely considered normal use of the kernel, and does *not* fall under the heading of "derived work". Also note that the GPL below is copyrighted by the Free Software Foundation, but the instance of code that it refers to (the linux kernel) is copyrighted by me and others who actually wrote it. Also note that the only valid version of the GPL as far as the kernel is concerned is _this_ particular version of the license (ie v2, not v2.2 or v3.x or whatever), unless explicitly otherwise stated. Linus Torvalds"

mbed TLS (2.6.0)

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

aacenc (3.3.3)

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

alsa (1.0.24.1)

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

appweb (4.3.5)

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

atf (1.3)

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

bash (3.2.48)

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

bluetooth_mw (1.0)

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

bluetooth_tool (1.0)

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

boost (1.15.0)

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

busybox (1.15.3)

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

c-ares (1.12.0)

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

cJSON (1.7.7)

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

coreutils (6.9)

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

libcurl (7.59.0)

libcurl is a free and easy-to-use client-side URL transfer library, supporting DICT, FILE, FTP, FTPS, Gopher, HTTP, HTTPS, IMAP, IMAPS, LDAP, LDAPS, POP3, POP3S, RTMP, RTSP, SCP, SFTP, SMTP,

SMTPS, Telnet and TFTP. libcurl supports SSL certificates, HTTP POST, HTTP PUT, FTP uploading, HTTP form based upload, proxies, cookies, user+password authentication (Basic, Digest, NTLM, Negotiate, Kerberos), file transfer resume, http proxy tunneling and more!The original download site for this software is: http://curl.haxx.se/libcurl/COPYRIGHT AND PERMISSION NOTICECopyright (c) 1996 - 2010, Daniel Stenberg, daniel@haxx.se.All rights reserved. Permission to use, copy, modify, and distribute this software for any purpose with or without fee is hereby granted, provided that the above copyrightnotice and this permission notice appear in all copies. THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS ORIMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT OF THIRD PARTY RIGHTS. INNO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT. TORT OROTHERWISE. ARISING FROM, OUT OF OR IN CONNECTION WITH

dfb (1.5.3)

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advertising or otherwise to promote the sale, use or

other dealingsin this Software without prior written

authorization of the copyright holder.

IN THE SOFTWARE. Except as contained in this notice,

dibbler (1.0.1)

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

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

dosfstools (2.9)

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

e2fsprogs (1.41.14)

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

electric-fence (2.1.13)

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

encfs (1.3.2)

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

expat (2.1.0)

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

findutils (4.2.31)

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

freetype (2.7.1)

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

fuse (2.8.4)

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

fusion (8.7.0)

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

gawk (3.1.5)

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

gdisk (0.8.1)

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

glibc (2.18)

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

googletest (1.7.0)

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

grep (2.5.1a)

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

gzip (1.3.12)

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

harfbuzz (1.4.2)

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

icu (51.1)

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

inetutils (1.4.2)

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

iptables (1.4.15)

Iptables is a user space application program that allows a system administrator to configure the tables provided by the Linux kernel firewall (implemented as

different Netfilter modules) and the chains and rules it stores. Different kernel modules and programs are currently used for different protocols; iptables applies to IPv4The original download site for this software is :https://android.googlesource.com/ .This piece of software is made available under the terms and conditions of the GPL 2.0.

iputils (s20101006)

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

jansson (2.4)

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

jpeg (6b)

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

jsonrpc (2.0)

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

libdwarf

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

libelf (0.8.1.3)

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

libiconv (1.11.1)

GNU libiconv is a convertsion library. To convert betweeen a given text encoding and the users encoding, or to convert between internal string

representation (Unicode) and external stringrepresentation (a traditional encoding). The original download site for this software is: http://www.gnu.org/software/libiconv. This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

libnl (v3.2.29)

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

libusb (1.0.9)

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

libuv (libuv-v1.20.3)

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

libwebsockets (3.0)

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

libxml2 (2.7.8)

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

lighttpd (1.4.35)

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

liveMedia (2011.06.12)

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

lvm2 (2.02.89)

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

lz4 (1.8.1.2)

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

lzma (4.65)

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

mng (1.0.10)

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

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

module-init-tools (3.12)

Linux userspace module loading utilities. The original download site for this software is: https://modules.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/ .

grencode (3.4.2)

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

rlog (1.4)

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

rng-tools (5)

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

samba (3.0.37)

Samba is the standard Windows interoperability suite

of programs for Linux and Unix. The original download site for this software is : http://www.samba.org/ .This piece of software is

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

sawman (1.5.3)

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

sed (4.1.5)

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sqlite (3.8.4.3)

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sqlite3 (3.7.2)

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tar (1.17)

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thttpd (2.25b)

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ttxfont (1.0)

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uboot (2011.12)

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

udhcp (0.9.9-pre)

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

unicode (3.2)

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uriparser (0.7.7)

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util-linux-ng (2.18)

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

webp (0.2.1)

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

wget (1.10.2)

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wireless_tools (v29)

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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

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

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

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

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

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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

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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

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The precise terms and conditions for copying, distribution and

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

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

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straightforwardly into another language.

(Hereinafter, translation is

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

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

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

interface definition files, plus the scripts used to control compilation and installation of the library.

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

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

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

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

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

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

in the event an application does not supply such function or

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

its purpose remains meaningful.

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

a purpose that is entirely well-defined independent of the

application. Therefore, Subsection 2d requires that any

application-supplied function or table used by this function must

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

root function must still compute square roots.)

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

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

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

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

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

subsequent copies and derivative works made from that copy.

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

the Library into a program that is not a library.

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

portion or

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

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

it with the complete corresponding machinereadable source code, which

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

medium customarily used for software interchange.

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

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

source code from the same place satisfies the requirement to

distribute the source code, even though third parties are not

compelled to copy the source along with the object code.

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

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

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

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

therefore falls outside the scope of this License.

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

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

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

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

Section 6 states terms for distribution of such executables.

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

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

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

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

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

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

If such an object file uses only numerical parameters, data

structure layouts and accessors, and small macros and small inline

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

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

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

Library will still fall under Section 6.)

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

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

Any executables containing that work also fall under Section 6,

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

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

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

work containing portions of the Library, and distribute that work

under terms of your choice, provided that the terms permit

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

engineering for debugging such modifications.

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

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

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

during execution displays copyright notices, you must include the

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

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

a) Accompany the work with the complete corresponding

machine-readable source code for the Library including whatever

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

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with the Library, with the complete machinereadable "work that

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

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

executable containing the modified Library. (It is understood

that the user who changes the contents of

definitions files in the

Library will not necessarily be able to recompile the application

to use the modified definitions.)

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

least three years, to give the same user the materials

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

than the cost of performing this distribution.

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

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

specified materials from the same place.

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

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

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

Library" must include any data and utility programs needed for

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

the source code distributed need not include anything that is normally

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

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

which the executable runs, unless that component itself accompanies

the executable.

It may happen that this requirement contradicts the license

restrictions of other proprietary libraries that do not normally

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

executable that you

distribute.

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

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

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

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

the Library and of the other library facilities is otherwise

permitted, and provided that you do these two things:

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

based on the Library, uncombined with any other library

facilities. This must be distributed under the terms of the

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

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

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

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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

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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

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

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Although the Lesser General Public License is Less protective of the

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linked with the Library has the freedom and the wherewithal to run

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The precise terms and conditions for copying, distribution and

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

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

be combined with the library in order to run.

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

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

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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.

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and what the program that uses the Library does.

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

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

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

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

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

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

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

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

in the event an application does not supply such function or

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

its purpose remains meaningful.

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

a purpose that is entirely well-defined independent of the

application. Therefore, Subsection 2d requires that any

application-supplied function or table used by this function must

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

root function must still compute square roots.)

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

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

and can be reasonably considered independent and separate works in

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

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

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

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

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

exercise the right to control the distribution of derivative or

collective works based on the Library.

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

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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

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

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

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

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

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

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

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

subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of

the code of

the Library into a program that is not a library.

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

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

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

it with the complete corresponding machinereadable source code, which

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

medium customarily used for software interchange.

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

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

source code from the same place satisfies the requirement to

distribute the source code, even though third parties are not

compelled to copy the source along with the object code.

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

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

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

work, in isolation, is not a derivative work of the Library, and $% \left(1\right) =\left(1\right) \left(1\right) +\left(1\right) \left(1\right) \left(1\right) +\left(1\right) \left(1\right)$

therefore falls outside the scope of this License.

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

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

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

library". The executable is therefore covered by this License

Section 6 states terms for distribution of such executables.

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

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

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

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

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

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

If such an object file uses only numerical parameters, data

structure layouts and accessors, and small macros and small inline

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

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

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

Library will still fall under Section 6.)

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

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

Any executables containing that work also fall under Section 6.

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

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

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

work containing portions of the Library, and distribute that work

under terms of your choice, provided that the terms permit

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

engineering for debugging such modifications.

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

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

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

during execution displays copyright notices, you must include the

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

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

a) Accompany the work with the complete corresponding

machine-readable source code for the Library including whatever

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

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

with the Library, with the complete machinereadable "work that

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

user can modify the Library and then relink to

produce a modified

executable containing the modified Library. (It is understood

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

Library will not necessarily be able to recompile the application

to use the modified definitions.)

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

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

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

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

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

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

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

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

least three years, to give the same user the materials

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

than the cost of performing this distribution.

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

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

specified materials from the same place.

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

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

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

Library" must include any data and utility programs needed for

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

the materials to be distributed need not include anything that is

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

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

which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the

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

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permitted, and provided that you do these two things:

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facilities. This must be distributed under the terms of the

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

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

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

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Copyright FAQ

========

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

Bitstream is giving away these fonts, but wishes to ensure its

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

and sell them as is. It seems fair that if Bitstream can't make money

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

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

however.

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

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

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

See 1. above.

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

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

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

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

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

substitutions could still could have occurred during font

opening). You must include the Bitstream copyright. Additional

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

6. If I have improvements for Bitstream Vera, is it possible they might get

adopted in future versions?

Yes. The contract between the Gnome Foundation and Bitstream has provisions for working with Bitstream to ensure quality additions to

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

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

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

both Gnome and Jim Lyles, Vera's designer,

happy! To make sense to add

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

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

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

guide and aid for people interested in contributing to Vera.

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

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

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

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

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

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

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

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

selection and substitution; it has provisions for overriding font

names and subsituting alternatives. An example is provided by the

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

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

core server) has other mechanisms for font substitution.

Open Sans fonts

URL:

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

License for Open Sans Font Family

Apache License

Version 2.0,

January 2004

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libcurl

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

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libcurl - lib/krb5.c

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

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

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libcurl - lib/security.c

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

- /* This source code was modified by Martin Hedenfalk <mhe@stacken.kth.se> for
- * use in Curl. His latest changes were done 2000-09-18.

*

- * It has since been patched and modified a lot by Daniel Stenberg
- * <daniel@haxx.se> to make it better applied to curl conditions, and to make
- * it not use globals, pollute name space and more. This source code awaits a
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dynamic annotations

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

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

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

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The library to input, validate, and display addresses.

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

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

libsrtp

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

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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

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Section 6 states terms for distribution of such executables.

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

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

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

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

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

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

If such an object file uses only numerical parameters, data

structure layouts and accessors, and small macros and small inline

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

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

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

Library will still fall under Section 6.)

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

distribute the object code for the work under the

terms of Section 6.

Any executables containing that work also fall under Section 6.

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

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

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

work containing portions of the Library, and distribute that work

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during execution displays copyright notices, you must include the

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

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

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with the Library, with the complete machinereadable "work that

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

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

executable containing the modified Library. (It is understood

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

Library will not necessarily be able to recompile the application

to use the modified definitions.)

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

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

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

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

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

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

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

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

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libvpx

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libxslt

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libyuv

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linux-syscall-support

URL: http://code.google.com/p/linux-syscallsupport/

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LZ4 - Extremely fast compression URL: https://code.google.com/p/lz4/

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

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mesa

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

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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

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

will lead to faster development of free libraries.

The precise terms and conditions for copying, distribution and

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

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

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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.

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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

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

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

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

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

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

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

in the event an application does not supply such function or

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

its purpose remains meaningful.

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

a purpose that is entirely well-defined independent of the

application. Therefore, Subsection 2d requires that any

application-supplied function or table used by this function must

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

root function must still compute square roots.)

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

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

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

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

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

exercise the right to control the distribution of derivative or

collective works based on the Library.

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

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the scope of this License.

3. You may opt to apply the terms of the ordinary GNU General Public

License instead of this License to a given copy of the Library. To do

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

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

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

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

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

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

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

subsequent copies and derivative works made from that copy.

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

the Library into a program that is not a library.

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

portion or

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

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

it with the complete corresponding machinereadable source code, which

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

medium customarily used for software interchange.

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

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

source code from the same place satisfies the requirement to

distribute the source code, even though third parties are not

compelled to copy the source along with the object code.

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

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

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

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

therefore falls outside the scope of this License.

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

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

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

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

Section 6 states terms for distribution of such executables.

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

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

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

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

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

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

If such an object file uses only numerical parameters, data

structure layouts and accessors, and small macros and small inline

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

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

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

Library will still fall under Section 6.)

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

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

Any executables containing that work also fall under Section 6,

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

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

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

work containing portions of the Library, and distribute that work

under terms of your choice, provided that the terms permit

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

engineering for debugging such modifications.

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

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

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during execution displays copyright notices, you must include the

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

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

a) Accompany the work with the complete corresponding

machine-readable source code for the Library including whatever

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

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

with the Library, with the complete machinereadable "work that

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

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

executable containing the modified Library. (It is understood

that the user who changes the contents of

definitions files in the

Library will not necessarily be able to recompile the application

to use the modified definitions.)

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

least three years, to give the same user the materials

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

than the cost of performing this distribution.

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

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

specified materials from the same place.

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

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

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

Library" must include any data and utility programs needed for

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

the source code distributed need not include anything that is normally

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

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

which the executable runs, unless that component itself accompanies

the executable.

It may happen that this requirement contradicts the license

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the Library and of the other library facilities is otherwise

permitted, and provided that you do these two things:

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

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facilities. This must be distributed under the terms of the

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

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END OF TERMS AND CONDITIONS

Appendix: How to Apply These Terms to Your New Libraries

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To apply these terms, attach the following notices to the library. It is

safest to attach them to the start of each source file to most effectively

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<one line to give the library's name and a brief
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<signature of Ty Coon>, 1 April 1990 Ty Coon, President of Vice

That's all there is to it!

modp base64 decoder

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

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

*

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Moio

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

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mt19937ar

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

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

Coded by Takuji Nishimura and Makoto Matsumoto.

POSSIBILITY OF SUCH DAMAGE.

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

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Netscape Plugin Application Programming Interface (NPAPI)

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

Version: MPL 1.1/GPL 2.0/LGPL 2.1

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Protocol Buffers

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

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

qcms

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sfntlv

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

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

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usrsctp

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wavland

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x86inc

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zlib

URL: http://zlib.net/

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

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url parse

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

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PCRE test suite, located in test/mjsunit/third_party/regexp-pcre/regexppcre.js. This is based on the

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version of this file

Hjælp og support

13 '

Fejlfinding

Tænd og fjernbetjening

TV'et tænder ikke

- Tag strømkablet ud af stikkontakten. Vent et minut, og sæt det derefter i igen.
- Sørg for, at strømledningen sidder ordentligt i stikket.

Knirkende lyd ved tænd og sluk

Når du tænder, slukker eller sætter TV'et på standby, kan du høre en knirkende lyd fra TV-kabinettet. Den knirkende lyd forårsages af normal udvidelse og sammentrækning af TV'et, når det køler af og varmer op. Dette påvirker ikke ydeevnen.

TV'et reagerer ikke, når jeg anvender fjernbetjeningen.

TV'et bruger noget tid på at starte op. I det tidsrum reagerer TV'et ikke på fjernbetjeningen eller TV-betjeningsknapperne. Dette er normalt.
Hvis TV'et fortsætter med ikke at reagere på fjernbetjeningen, kan du kontrollere, om fjernbetjeningen virker ved hjælp af et mobiltelefonkamera. Sæt telefonen i kameratilstand og lad fjernbetjeningen pege mod kameraobjektivet. Hvis du trykker på en vilkårlig tast på fjernbetjeningen, og du ser den infrarøde LED flimre gennem kameraet, så virker fjernbetjeningen. TV'et skal efterses. Hvis du ikke ser en flimren, kan fjernbetjeningen være i stykker, eller dens batterier er afladet.
Denne metode til kontrol af fjernbetjeningen er ikke mulig med fjernbetjeninger, der er parret trådløst med TV'et

TV'et vender tilbage til standby, efter det har vist Philips-opstartsskærmbilledet

Når TV'et er på standby, vises et Philipsopstartsskærmbillede, og TV'et vender tilbage til standbytilstand. Dette er normalt. Når TV'et har været frakoblet strømmen og tilsluttes til strømforsyningen igen, vises opstartsskærmbilledet, næste gang TV'et startes op. Tryk på **o** på fjernbetjeningen eller på TV'et for at tænde TV'et fra standby.

Standby-lyset bliver ved med at blinke

Tag strømkablet ud af stikkontakten. Vent i 5 minutter, før du tilslutter strømkablet igen. Hvis TV'et bliver ved med at blinke, kontaktes Philips TV Consumer Care.

Kanaler

Der blev ikke fundet nogen digitale kanaler under installationen

Se de tekniske specifikationer for at sikre dig, at TV'et understøtter DVB-T eller DVB-C i dit land. Sørg for, at alle kabler er tilsluttet korrekt, samt at der er valgt det rigtige netværk.

Allerede installerede kanaler fremgår ikke af kanallisten

Sørg for, at den rigtige kanalliste er valgt.

Billede

Intet billede/forvrænget billede

- · Sørg for, at antennen er tilsluttet korrekt til TV'et.
- Sørg for, at den korrekte enhed er valgt som visningskilde.
- Sørg for, at den eksterne enhed eller kilde er korrekt tilsluttet.

Lyd, men intet billede

· Sørg for, at billedindstillingerne er korrekte.

Dårlig antennemodtagelse

- · Sørg for, at antennen er tilsluttet korrekt til TV'et.
- Højttalere, ikke-jordede lydenheder, neonlys, høje bygninger og andre store genstande kan have indvirkning på modtagekvaliteten. Prøv om muligt at forbedre modtagekvaliteten ved at ændre antenneretningen eller flytte enheder væk fra TV'et.
- · Hvis modtagelsen kun er dårlig for en enkelt kanal, kan du forsøge at finindstille den pågældende kanal.

Dårligt billede fra en enhed

- · Sørg for, at enheden er korrekt tilsluttet.
- · Sørg for, at billedindstillingerne er korrekte.

Billedet passer ikke til skærmen

Skift til et andet billedformat.

Billedpositionen er ikke korrekt

Billedsignaler fra nogle enheder passer ikke helt korrekt til skærmen. Kontroller den tilsluttede enheds signaludgang.

Computerbilledet er ikke stabilt

Sørg for, at pc'en kører med den understøttede opløsning og opdateringshastighed.

Lyd

Ingen lyd eller dårlig lydkvalitet

Hvis der ikke registreres noget lydsignal, deaktiverer TV'et automatisk lydgengivelsen – dette indikerer ikke nogen funktionsfejl.

- · Kontroller, at lydindstillingerne er indstillet korrekt.
- · Sørg for, at alle kabler er korrekt tilsluttet.
- Sørg for, at lyden ikke er slået fra eller indstillet til nul.
- Sørg for, at TV-lydudgangen er sluttet til lydindgangen på Home Theatre System. Der bør komme lyd fra HTS-højttalerne.
- Nogle enheder kræver muligvis, at du aktiverer HDMIlydudgangen manuelt. Hvis HDMI-lyden allerede er aktiveret, men du stadig ikke kan høre lyden, så prøv at ændre enhedens digitale lydformat til PCM (Pulse Code Modulation). Se anvisningerne i din enheds medfølgende dokumentation.

Tilslutninger

HDMI

- Vær opmærksom på, at understøttelse af HDCP (High-bandwidth Digital Content Protection) kan forsinke TV'ets gengivelse af indhold fra en HDMIenhed.
- Hvis TV'et ikke genkender HDMI-enheden, og der ikke vises noget billede, skal du skifte kilde fra en enhed til en anden og tilbage igen.
- Hvis der forekommer periodiske lydforstyrrelser, skal du sørge for at udgangsindstillingerne fra HDMIenheden er korrekte.
- Hvis du benytter en HDMI-til-DVI-adapter eller et HDMI-til-DVI-kabel, skal du sørge for, at der er tilsluttet et ekstra lydkabel til AUDIO IN (kun minijackstik), hvis dette er tilgængeligt.

EasyLink virker ikke

- Sørg for, at dine HDMI-enheder er HDMI-CECkompatible. EasyLink-funktioner virker kun på enheder, der er HDMI-CEC-kompatible.

Der vises intet lydstyrkeikon

- Dette er normalt, når en HDMI-CEC-lydenhed er tilsluttet.

Fotos, videoer og musik fra en USB-enhed vises ikke

- Sørg for, at USB-lagringsenheden er indstillet til kompatibel med masselagringsenhed som beskrevet i dokumentationen til lagringsenheden.
- Sørg for, at USB-lagringsenheden er kompatibel med TV'et.
- Sørg for, at lyd- og billedfilformater understøttes af TV'et

Hakkende afspilning af USB-filer

- USB-enhedens overførselsydeevne begrænser muligvis overførselshastigheden til TV'et, hvilket fører til dårlig afspilning.

Wi-Fi, internet og Bluetooth

Wi-Fi-netværk blev ikke fundet eller er forvrænget.

- Mikrobølgeovne, DECT-telefoner eller andre Wi-Fi 802.11b/g/n/ac-enheder kan forstyrre et trådløst netværk.
- Kontroller, at firewalls i dit netværk tillader adgang for den trådløse TV-forbindelse.
- Hvis det trådløse netværk i dit hjem ikke fungerer korrekt, kan du prøve med en kablet netværksinstallation.

Internettet fungerer ikke

• Hvis forbindelsen til routeren er i orden, skal du kontrollere routerens forbindelse til internettet.

PC'en og internetforbindelsen er langsom

- Se brugervejledningen til den trådløse router for at få oplysninger om indendørs rækkevidde, overførselshastighed og andre faktorer, der påvirker signalkvaliteten.
- Brug en internetforbindelse med høj hastighed (bredbånd) til din router.

DHCP

• Hvis forbindelsen mislykkes, kan du kontrollere routerens DHCP-indstilling (Dynamic Host Configuration). DHCP skal være sat på Til.

Bluetooth-forbindelsen blev afbrudt

• Steder med en stor mængde trådløs aktivitet lejligheder med mange trådløse routere - kan hæmme den trådløse forbindelse.

Netværk

Wi-Fi-netværk blev ikke fundet eller er forvrænget.

- Mikrobølgeovne, DECT-telefoner eller andre Wi-Fi 802.11b/g/n/ac-enheder kan forstyrre et trådløst netværk.
- Kontroller, at firewalls i dit netværk tillader adgang for den trådløse TV-forbindelse.
- Hvis det trådløse netværk i dit hjem ikke fungerer korrekt, kan du prøve med en kablet netværksinstallation.

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DHCP

• Hvis forbindelsen mislykkes, kan du kontrollere routerens DHCP-indstilling (Dynamic Host Configuration). DHCP skal være sat på Til.

13.2

Onlinehjælp

Du kan finde løsninger på problemer, der vedrører dit Philips TV, ved at åbne vores onlinesupport. Du kan vælge sprog og indtaste produktets modelnummer.

Gå til www.philips.com/support

På supportwebstedet kan du finde dit lands kontakttelefonnummer samt svar på ofte stillede spørgsmål. I nogle lande kan du chatte med en af vores medarbejdere og stille spørgsmål direkte eller via e-mail.

Du kan downloade ny TV-software eller brugervejledningen og læse den på computeren.

13.3

Support og reparation

Du kan få support eller få foretaget reparation ved at ringe til Kundeservice i dit land. Vores serviceteknikere sørger for en reparation, hvis det er nødvendigt.

Find telefonnummeret i den trykte dokumentation, der fulgte med TV'et.

Eller gå til vores websted <u>www.philips.com/support</u>, og vælg om nødvendigt dit land.

TV'ets modelnummer og serienummer

Du bliver muligvis bedt om at oplyse TV'ets modelnummer og serienummer. Find disse numre på pakkesedlen eller på typeetiketten på bagsiden eller i bunden af TV'et.

▲ Advarsel

Prøv ikke at reparere TV'et selv. Dette kan medføre alvorlig personskade, uoprettelige skader på TV'et og gøre garantien ugyldig.

Sikkerhed og pleje

14.1

Sikkerhed

Vigtigt!

Sørg for at læse og forstå alle sikkerhedsinstruktioner, før du bruger TV'et. Hvis der opstår skader, fordi instruktionerne ikke følges, bortfalder garantien.

Dette udstyr må ikke ændres uden producentens godkendelse.

Risiko for elektrisk stød eller brand

• Udsæt ikke TV'et for regn eller vand. Placer aldrig væskeholdige beholdere, såsom vaser, i nærheden af TV'et.

Hvis der spildes væsker på eller ned i TV'et, skal det straks tages ud af stikkontakten.

Kontakt Philips' kundeservice for at få TV'et undersøgt før brug.

- Udsæt ikke TV'et, fjernbetjeningen eller batterierne for ekstrem varme. Anbring dem aldrig i nærheden af brændende stearinlys, åben ild eller andre varmekilder, herunder direkte sollys.
- Indsæt aldrig genstande i ventilationsristene eller andre åbninger på TV'et.
- · Stil ikke tunge genstande oven på netledningen.
- Undgå belastning af strømstik. Løse strømstik kan forårsage lysbuer eller brand. Sørg for ikke at belaste netledningen, når du drejer TV-skærmen.
- Du kan tage strømmen fra TV'et ved at frakoble TV'ets strømstik. Ved frakobling af strømmen må du kun trække i strømstikket, ikke i ledningen. Sørg for, at du til enhver tid har nem adgang til strømstik, strømkabel og stikkontakt.

Risiko for personskade eller beskadigelse af TV'et

- Der skal to personer til at løfte og bære et TV, som vejer over 25 kilo.
- · Hvis du monterer TV'et på en fod, må du kun anvende den, der fulgte med TV'et. Fastgør foden sikkert på TV'et.

Anbring TV'et på en flad, plan overflade, der kan bære den vægten af TV'et med fod.

- Hvis du vil vægmontere TV'et, skal du sikre dig, at vægmonteringen er i stand til at bære TV'et. TP Vision er ikke ansvarlig for ukorrekte vægmonteringer, der medfører ulykker, kvæstelse eller skader.
- · Dele af dette produkt er fremstillet af glas. Vær

forsigtig for at undgå personskade og beskadigelse af produktet.

Risiko for beskadigelse af TV'et!

Før du slutter TV'et til strømmen, skal du sikre dig, at spændingen svarer til den værdi, der er trykt bagpå TV'et. Tilslut aldrig TV'et til stikkontakten, hvis spændingen er forskellig fra denne værdi.

Faremomenter i forbindelse med stabilitet

Et TV-apparat kan falde ned og forårsage alvorlig personskade eller dødsfald. Mange skader, især for børn, kan undgås ved at tage enkle forholdsregler som f.eks.:

- Sørg ALTID for, at TV'et ikke hænger ud over kanten af det understøttende møbel.
- ALTID at bruge kabinetter, stativer eller monteringsmetoder, som anbefales af producenten af TV-apparatet.
- ALTID at bruge møbler, der kan understøtte TVapparatet på en sikker måde.
- ALTID at lære børn om farerne ved at klatre op på møbler for at nå TV-apparatet eller dets betjeningsknapper.
- ALTID at føre ledninger og kabler, der er sluttet til dit TV, så der ikke er risiko for at snuble over dem, trække eller gribe fat i dem.
- · ALDRIG at placere et TV-apparat et ustabilt sted.
- · ALDRIG at placere TV-apparatet på høje møbler (f.eks. skabe eller bogreoler) uden at forankre både møblet og TV-apparatet, så det udgør en passende støtte.
- ALDRIG at placere TV-apparatet på et stykke klæde eller andre materialer, der kan være placeret mellem TV-apparatet og det understøttende møbel.
- ALDRIG at placere genstande, der kan friste børn til at klatre op, f.eks. legetøj og fjernbetjeninger, oven på TV-apparatet eller på møbler, hvor TV'et er placeret.

Hvis det nuværende TV-apparat skal gemmes og flyttes, skal ovenstående også tages i betragtning.

Risici ved batterier

- · Slug ikke batteriet. Fare for kemisk ætsning.
- Fjernbetjeningen kan indeholde et knapcellebatteri. Hvis knapcellebatteriet sluges, kan det forårsage alvorlige indre ætsninger på blot 2 timer og medføre dødsfald.
- Opbevar nye og brugte batterier uden for børns rækkevidde.
- Hvis batterirummet ikke lukker helt til, bør man ikke bruge produktet, og det bør opbevares uden for børns rækkevidde.
- · Hvis du har mistanke om, at batterier er blevet slugt

eller kommet ind i kroppen på anden vis, skal du straks kontakte lægen.

- Risiko for brand eller eksplosion, hvis batteriet udskiftes med en forkert type.
- Udskiftning af et batteri med en forkert type, der kan omgå en beskyttelsesforanstaltning (f.eks. i forbindelse med visse typer litiumbatterier).
- Bortskaffelse af et batteri i ild eller en varm ovn eller mekanisk knusning eller skæring af et batteri kan resultere i en eksplosion.
- Hvis et batteri efterlades i omgivelser med ekstremt høj temperatur kan det resultere i en eksplosion eller lækage af brandfarlig væske eller gas.
- Et batteri, der udsættes for ekstremt lavt lufttryk kan resultere i en eksplosion eller lækage af brandfarlig væske eller gas.

Risiko for overophedning

Installer ikke TV'et på et trangt sted. Sørg altid for, at der er mindst 10 cm rundt om TV'et til ventilation. Sørg for, at gardiner eller andre genstande ikke dækker ventilationsristene på TV'et.

Tordenvejr

Afbryd strømmen til TV'et og antennen før tordenvejr.

Rør aldrig ved nogen dele af TV'et, strømkablet eller antennekablet under tordenvejr.

Risiko for høreskade

Undgå at bruge øretelefoner eller hovedtelefoner ved høj lydstyrke eller i længere perioder.

Lave temperaturer

Hvis TV'et transporteres ved temperaturer under 5 °C, skal du pakke TV'et ud og vente, indtil TV'et når stuetemperatur, før du slutter det til stikkontakten.

Fugtighed

I sjældne tilfælde, afhængigt af temperatur og luftfugtighed, kan der forekomme en smule kondensering på den indvendige side af TV-glasset (på nogle modeller). Du kan undgå dette ved ikke at udsætte TV'et for direkte sollys, varme eller ekstrem luftfugtighed. Hvis der opstår kondensering, forsvinder den af sig selv, når TV'et har været tændt i et par timer

Kondensfugten skader ikke TV'et eller forårsager fejlfunktion.

14.2

Vedligeholdelse af skærmen

- Du må aldrig røre ved, skubbe til, gnide på eller slå til skærmen med nogen genstand.
- · Tag stikket ud af TV'et, før du rengør skærmen.
- Rengør TV'et og rammen med en blød, fugtig klud, og tør forsigtigt. Brug aldrig stoffer som sprit, kemikalier eller rengøringsmidler på TV'et.
- For at undgå deformationer og falmede farver skal du tørre vanddråber af så hurtigt som muligt.
- Undgå så vidt muligt statiske billeder. Statiske billeder er billeder, der vises på skærmen i lang tid ad gangen. Statiske billeder omfatter skærmmenuer, sorte bjælker, tidsvisninger m.v. Hvis du er nødt til at benytte statiske billeder, kan du reducere skærmens kontrast og lysstyrke for at forebygge skader på skærmen.

14.3

APPARATER TIL SUNDHEDSINSTITUTIONER

Hvis dette TV er beregnet til underholdningsformål på hospitaler, plejehjem, praktiserende læger eller lignende sundhedsinstitutioner, hvor installationen er begrænset til et ufarligt område, skal det monteres på væggen eller i loftet.

Det er ikke beregnet til brug i et område med kritisk pleje, hvor en patient behandles med en ekstern elektrisk leder, f.eks. en probe, et kateter,

eller en anden elektrode, der er forbundet til hjertet. Apparatet vil dog blive kontaktet af en patient under opholdet i et sundhedscenter.

14.4

Erklæring om strålingseksponering (kun for indbygget WiFi)

Dette udstyr overholder de CE-grænser for strålingseksponering, der er fastlagt for et ukontrolleret miljø. Dette udstyr skal installeres og betjenes med en minimumsafstand på 20 cm mellem køleren og kabinettet.

Frekvens, tilstand og den maksimale transmitterede effekt i EU er angivet nedenfor:

-2400-2483,5 MHz: < 20 dBm (EIRP) kun til 2,4 G produkter.

- -5150-5250 MHz: < 23 dBm (EIRP)
- -5250-5350 MHz: < 23 dBm (EIRP)
- -5470-5725 MHz: < 27 dBm (EIRP)
- -5725-5825 MHz: < 13,98 dBm (EIRP)

Vilkår for anvendelse

15

Brugsvilkår - TV

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Det skriftlige materiale, der fulgte med TV'et, og den manual, der findes i TV'ets hukommelse eller kan downloades fra

Philips-webstedet <u>www.philips.com/support</u>, anses for at være passende til den påtænkte brug af systemet.

Materialet i denne brugervejledning anses for at være passende til den påtænkte brug af systemet. Hvis produktet, eller dets enkeltmoduler eller procedurer, anvendes til andre formål end de heri angivne, skal der opnås godkendelse af deres gyldighed og egnethed. TP Vision garanterer, at selve materialet ikke er i strid med US-patenter. Ingen yderligere garanti er udtrykt eller underforstået. TP Vision kan hverken drages til ansvar for fejl i indholdet af dette dokument eller for problemer opstået på baggrund af indholdet i dette dokument. Fejl, der rapporteres til Philips, vil snarest muligt blive tilpasset og offentliggjort på Philips-supportwebstedet.

Garantivilkår - Risiko for personskade, beskadigelse af TV'et eller bortfald af garantien!

Forsøg aldrig selv at reparere TV'et. Brug kun TV'et og dets tilbehør som tilsigtet af producenten.

Advarselsskiltet på bagsiden af TV'et angiver risiko for elektrisk stød. Fjern aldrig TV-inddækningen. Kontakt altid Philips TV-kundeservice i forbindelse med service eller reparationer. Find telefonnummeret i den trykte dokumentation, der fulgte med TV'et. Eller gå til vores websted www.philips.com/support, og vælg dit land, hvis det er nødvendigt. Enhver aktivitet, der udtrykkeligt er forbudt i denne betjeningsvejledning, eller tilpasninger og monteringsvejledninger, der ikke anbefales eller er godkendt i henhold til denne

brugerveiledning, gør garantien ugyldig.

Pixelegenskaber

Dette LCD/LED-produkt har et højt antal farvepixler. Selv om det har en pixeleffektivitet på 99,999 % eller mere, kan der forekomme sorte prikker eller klare lyspunkter (røde, grønne eller blå) på skærmen. Dette er en konstruktionsmæssig egenskab ved skærmen (ligger inden for normale industristandarder) og er ikke en fejl.

CE-overensstemmelseserklæring Hermed erklærer TP Vision Europe B.V., at dette TV er i overensstemmelse med de væsentlige krav og andre relevante bestemmelser i direktiverne 2014/53/EU (RED), 2009/125/EF (miljøvenligt design) og 2011/65/EF (RoHS).

Overensstemmelse med EMF-standarderne TP Vision producerer og sælger mange forbrugerrelaterede produkter, som for ethvert andet elektronisk apparat generelt er i stand til at udsende og modtage elektromagnetiske signaler. Et af TP Visions overordnede forretningsprincipper er at tage alle nødvendige sundheds- og sikkerhedsforanstaltninger i forbindelse med vores produkter, så de på produktionstidspunktet overholder alle gældende lovkrav og ligger langt inden for de til enhver tid gældende standarder for elektromagnetiske felter (EMF).

TP Vision har forpligtet sig til at udvikle, producere og sende produkter på markedet, der ikke har sundhedsskadelige virkninger. TP Vision bekræfter, at dets produkter, så længe de håndteres korrekt i overensstemmelse med deres tiltænkte formål, kan anvendes sikkert i henhold til den videnskabelige dokumentation, der foreligger i dag. TP Vision spiller en aktiv rolle i udviklingen af internationale EMF- og sikkerhedsstandarder, der gør TP Vision i stand til at forudse yderligere udvikling inden for standardisering, som kan integreres i deres produkter på et tidligt stadie.

Ophavsrettigheder

16.1

HDMI

HDMI

Begreberne HDMI og HDMI High-Definition Multimedia Interface samt HDMI-logoet er registrerede varemærker tilhørende HDMI Licensing Administrator, Inc. i USA og andre lande.



16.2

Dolby Audio

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16.3

DTS-HD Premium Sound™

DTS-HD Premium Sound™

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16.4

Wi-Fi Alliance

Trådløst netværk

Wi-Fi CERTIFIED™-logoet er et registreret varemærke tilhørende Wi-Fi Alliance®



16.5

Kensington

Kensington

(Hvis relevant)

Kensington og Micro Saver er registrerede USvaremærker tilhørende ACCO World Corporation med udstedte registreringer og ansøgninger om registrering i andre dele af verden.



16.6

Andre varemærker

Alle andre registrerede og uregistrerede varemærker tilhører de respektive ejere.

Ansvarsfraskrivelse vedrørende tjenester og/eller software fra tredjeparter

Tjenester og/eller software fra tredjeparter kan ændres, ophæves eller opsiges uden varsel. TP Vision kan ikke tilskrives noget ansvar i sådanne tilfælde.

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