Mode d'emploi

19HFL5114W/12



Contenu

12.1 Licence open source

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Visite guidée du téléviseur

11

Mode professionnel

Fonctionnalités

Lorsque le mode professionnel est activé, vous pouvez accéder à un grand nombre de paramètres experts offrant un contrôle avancé de l'état du téléviseur ou permettant d'ajouter des fonctions supplémentaires.

Ce mode est destiné aux installations de téléviseurs dans des lieux comme les hôtels, les bateaux de croisière, les stades ou tout autre secteur d'activité exigeant un tel niveau de contrôle.

Si vous utilisez le téléviseur chez vous, il est recommandé de l'utiliser sans activer le mode professionnel.

Veuillez consulter le manuel d'installation professionnel pour plus d'informations.

Installation

2

À propos de la sécurité



Lisez les instructions de sécurité avant d'utiliser le téléviseur.

2.2

Support TV et fixation murale

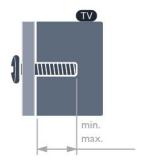
Support TV

Vous trouverez les instructions de montage du support TV dans le guide de démarrage rapide fourni avec le téléviseur. En cas de perte de ce guide, vous pouvez le télécharger sur le site www.philips.com.

Munissez-vous de la référence de votre téléviseur pour rechercher et télécharger le **Guide de démarrage rapide** correspondant.

Fixation murale

Votre téléviseur peut s'adapter sur un support mural conforme à la norme VESA (non fourni). Utilisez le code VESA suivant lors de l'achat du support mural. . .



• 19HFL5114W VESA MIS-F 75 x 75, M4 (min. : 8 mm, max. : 10 mm)

Attention

La fixation au mur du téléviseur exige des compétences spéciales et ne doit être effectuée que par du personnel qualifié. La fixation murale du téléviseur doit respecter certaines normes de sécurité liées au poids du téléviseur. Avant de choisir l'emplacement de votre téléviseur, lisez également les consignes de sécurité.

TP Vision Europe B.V. décline toute responsabilité en cas de montage inadéquat, d'accident ou de blessures lors du montage.

2.3

Conseils de placement

- · Positionnez le téléviseur de sorte qu'il ne soit pas exposé aux rayons directs du soleil.
- Pour obtenir la distance de visualisation idéale, multipliez la diagonale de l'écran par 3. Lorsque vous êtes assis, vos yeux doivent être à la hauteur du centre de l'écran.

Remarque:

Veuillez éloigner le téléviseur des sources de poussière, telles que les poêles à combustion. Nous vous conseillons de nettoyer la poussière régulièrement pour éviter qu'elle ne pénètre dans le téléviseur.

2.4

Cordon d'alimentation

- Branchez le cordon d'alimentation sur la prise POWER située à l'arrière du téléviseur.
- · Assurez-vous que le câble d'alimentation est connecté fermement à la prise.
- Veillez à ce que la fiche du cordon d'alimentation insérée dans la prise secteur soit accessible en permanence.
- Lorsque vous débranchez le cordon d'alimentation, tirez toujours sur la fiche, et non sur le câble.



Câble d'antenne

Insérez fermement la prise de l'antenne dans la prise **Antenna** située à l'arrière du téléviseur.

Vous pouvez connecter votre propre antenne ou un signal d'antenne d'un système de distribution d'antenne. Utilisez un câble coaxial IEC de 75 ohms avec connecteur d'antenne RF.

Utilisez cette connexion d'antenne pour les signaux d'entrée DVB-T et DVB-C.



Bras de fixation

3.

Poignée

Vous trouverez les instructions de montage de la poignée dans le guide de démarrage rapide disponible sur www.philips.com.

Munissez-vous de la référence de votre téléviseur pour rechercher et télécharger le guide de démarrage rapide correspondant.

3.2

Bras de fixation

Votre téléviseur peut également s'adapter sur un support mural conforme à la norme VESA (non fourni).

Utilisez le code VESA suivant lors de l'achat du bras de fixation. . .

Pour fixer solidement le support, utilisez la longueur de vis indiquée sur l'illustration.



• 19HFL5114W – VESA MIS-F 75 x 75, M4

Avec poignée : (minimum 14mm, maximum 16mm) Sans poignée : (minimum 8mm, maximum 10mm)

Attention

Le montage du téléviseur sur un bras de fixation nécessite des compétences spéciales et ne doit être effectué que par du personnel qualifié. Le montage du téléviseur sur un bras de fixation doit respecter certaines normes de sécurité liées au poids du téléviseur. Avant de choisir l'emplacement de votre téléviseur, lisez également les consignes de sécurité. TP Vision Europe B.V. décline toute responsabilité en cas de montage inadéquat, d'accident ou de blessures lors du montage.

Remarque

Avant de monter le téléviseur sur le bras de fixation, retirez les vis VESA situées sur le panneau arrière.

Avertissement

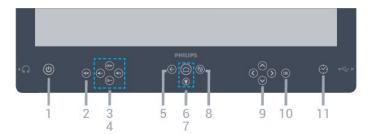
Veuillez suivre toutes les instructions fournies avec le support du téléviseur. TP Vision Europe B.V. décline toute responsabilité en cas de montage inadéquat du téléviseur entraînant un accident, des blessures ou des dommages.

Pour éviter d'endommager les câbles et les connecteurs, laissez un espace d'au moins 5,5 cm (2,2") à l'arrière du téléviseur.

Avant de monter le téléviseur sur le bras de fixation, trouvez la bonne longueur de vis. Pour ce faire, additionnez l'épaisseur du bras de fixation à la longueur de la vis.

Boutons du téléviseur

Utilisez le clavier avant pour contrôler le fonctionnement de l'écran. Le clavier comprend les touches suivantes :



- 1. Alimentation : Permet d'allumer le téléviseur ou de repasser en mode veille.
- 2. Désactiver le son : Permet de couper ou de rétablir le son.
- 3. Chaîne CH+/- : Permet de passer à la chaîne suivante ou précédente dans la liste des chaînes.
- 4. Volume **+** : Permet de régler le niveau sonore.
- 5. Retour : Permet de revenir à la chaîne précédente. Pour retourner au menu précédent.
- 6. Accueil 🗅 : Permet d'ouvrir le menu Accueil.
- 7. Luminosité : Permet de régler l'intensité de la lumière au bas du téléviseur.
- 8. Quitter : Permet de revenir au mode normal de télévision.
- 9. Flèches / Touches de navigation : Permettent de naviguer vers le haut ∧, vers le bas ∨, vers la gauche く ou vers la droite >.
- 10. OK : Permet de confirmer une sélection ou un paramètre.
- 11. Horloge : Permet d'afficher l'heure actuelle. Permet de régler le réveil.

Mise sous tension et hors tension

5.1

Marche ou veille

Vérifiez que le téléviseur est branché sur le secteur. Branchez le cordon d'alimentation fourni sur le connecteur **AC** in situé à l'arrière du téléviseur.



Mise en marche

Appuyez sur la touche 🐧 du téléviseur pour l'allumer.

Activation du mode de veille

Veuillez mettre le téléviseur en mode veille lorsque vous ne l'utilisez pas.

Pour mettre le téléviseur en veille, appuyez sur la touche 👲 du téléviseur.

En mode veille, le téléviseur est toujours raccordé au secteur, mais consomme très peu d'électricité.

Pour mettre le téléviseur totalement hors tension, débranchez la fiche d'alimentation.

Lorsque vous débranchez la fiche d'alimentation, tirez toujours sur la fiche, pas sur le câble. Assurez-vous de disposer à tout moment d'un accès dégagé à la fiche électrique, au cordon d'alimentation et à la prise secteur

Veuillez utiliser l'adaptateur secteur fourni avec votre téléviseur.

Marque: FSP

Modèle: FSP065M-DHA (sortie: 12 V CC, 5,42 A

max.)

Spécificités

6.1

Environnement

Fiche produit

19HFL5114W

- · Classe de performance énergétique : A
- · Taille visible de l'écran : 47 cm / 19 po
- · Consommation électrique en mode marche (W) : 15 W
- Consommation d'énergie annuelle (kWh) * :
 22 kWh
- · Consommation en veille (W) ** : 0,5 W
- · Résolution d'écran (Pixels) : 1366 x 768p
- · Puissance: 12 V CC, 24 W max.
- * Consommation d'énergie en kWh par an, basée sur la consommation électrique du téléviseur fonctionnant 4 heures par jour et 365 jours par an. La consommation d'énergie réelle dépend de la manière dont le téléviseur est utilisé.
- · Numéro d'enregistrement EPREL : 341539

Fin de vie

Mise au rebut du produit et des piles usagés

Votre produit a été conçu et fabriqué à partir de matériaux et composants de haute qualité, recyclables et réutilisables.



Le symbole de la poubelle barrée sur un produit indique que ce dernier est conforme à la directive européenne 2012/19/UE.



Informez-vous auprès des instances locales sur le système de collecte des produits électriques et électroniques en fin de vie.

Veillez à respecter la réglementation en vigueur et ne mettez pas vos anciens produits au rebut avec vos déchets ménagers. La mise au rebut citoyenne de votre ancien produit permet de protéger l'environnement et la santé.

Cet appareil contient des piles relevant de la directive

européenne 2006/66/CE, qui ne peuvent être jetées avec les ordures ménagères.



Informez-vous auprès des instances locales sur le système de collecte des piles car la mise au rebut citoyenne permet de protéger l'environnement et la santé.

6.2

Système d'exploitation

Système d'exploitation Android :

Android Pie 9

6.3

Type d'affichage

Diagonale de l'écran

· 47 cm / 19 po

Résolution d'affichage

· 1366 x 768

6.4

Résolution d'affichage :

Formats vidéo

Résolution - Fréquence de rafraîchissement

- · 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

Formats informatiques

Résolutions (entre autres)

- · 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

Connectivité

Retour TV

- · Entrée HDMI ARC Ultra HD
- · Antenne (75 ohm)
- · Réseau LAN RJ45
- \cdot 8 Ω Sortie salle de bains
- · Connecteur de données RJ-48

Téléviseur (côté)

- USB USB 2.0
- · Casques Mini-jack stéréo 3,5 mm

6.6

Dimensions et poids

19HFL5114W

sans support de téléviseur :
Largeur 468,8 mm - Hauteur 326,4 mm Profondeur 38,9 mm - Poids ± 3,35 kg
avec support de téléviseur :
Largeur 468,8 mm - Hauteur 370,2 mm -

Profondeur 44,9 mm - Poids ± 3,65 kg

6.7

Son

- Puissance de sortie (RMS): 5 W (2,5 W*2)
- · Dolby Audio
- · DTS HD

appuyez sur OK.

Connexion de périphériques

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Connexion de périphériques

Guide de connectivité

Connectez toujours un périphérique au téléviseur avec la meilleure qualité de connexion disponible. Utilisez également des câbles de bonne qualité afin de garantir un bon transfert des images et du son.

Lorsque vous connectez un appareil, le téléviseur reconnaît son type et lui attribue un nom approprié. Vous pouvez modifier le nom si vous le souhaitez. Si un nom approprié a été défini pour un appareil, le téléviseur applique automatiquement les paramètres TV adaptés lorsque vous basculez sur cet appareil dans le menu Sources.

Port antenne

Si vous possédez un décodeur (récepteur numérique) ou un enregistreur, connectez les câbles d'antenne de manière à ce que le signal d'antenne passe par le décodeur et/ou l'enregistreur avant d'atteindre le téléviseur. De cette façon, l'antenne et le décodeur peuvent envoyer les éventuelles chaînes supplémentaires vers l'enregistreur pour enregistrement.

Ports HDMI

Commande des périphériques

Pour commander un périphérique connecté via HDMI et configuré avec EasyLink, sélectionnez le périphérique, ou son activité, dans la liste des connexions TV.

Mode professionnel activé - Appuyez sur △ Accueil, sélectionnez ▼ Chaînes TV, sélectionnez ▼ Sources. Sélectionnez un périphérique connecté via une prise HDMI et

Qualité HDMI

La connexion HDMI offre une qualité d'image et de son optimale. Le câble HDMI combine les signaux vidéo et audio. Utilisez un câble HDMI pour les signaux du téléviseur.

Pour un transfert optimal des signaux, utilisez un câble HDMI haute vitesse de moins de 5 m.



Protection contre la copie

Les câbles HDMI prennent en charge la norme HDCP (High-Bandwidth Digital Contents Protection). La HDCP est un signal de protection contre la copie empêchant la copie des contenus de DVD ou disques Blu-ray. Elle est également appelée DRM (Digital Rights Management).

HDMI ARC

Toutes les prises HDMI du téléviseur sont dotées de la fonctionnalité HDMI ARC (Audio Return Channel).

Si le périphérique, généralement un système Home Cinéma, est également pourvu d'une prise HDMI ARC, connectez-le à l'une des prises HDMI de ce téléviseur. Avec la connexion HDMI ARC, vous n'avez pas besoin de connecter de câble audio supplémentaire pour la transmission du son accompagnant l'image TV vers le Home Cinéma. La connexion HDMI ARC combine les deux signaux.

Vous pouvez utiliser n'importe quelle prise HDMI de ce téléviseur pour connecter le Home Cinéma, mais l'ARC est disponible uniquement pour 1 périphérique/connexion à la fois.



HDMI CEC - EasyLink

La connexion HDMI offre une qualité d'image et de son optimale. Le câble HDMI combine les signaux vidéo et audio. Utilisez un câble HDMI pour les signaux TV haute définition (HD). Pour un transfert optimal des signaux, utilisez un câble HDMI haute vitesse de moins de 5 m.

Connectez des périphériques compatibles HDMI CEC à votre téléviseur.

L'option EasyLink HDMI CEC doit être activée sur le téléviseur et le périphérique connecté.



Remarque:

- · Il se peut qu'EasyLink ne fonctionne pas avec les périphériques d'autres marques.
- Le nom donné à la fonctionnalité HDMI CEC peut varier en fonction de la marque : En voici quelques exemples : Anynet, Aquos Link, Bravia Theatre Sync, Kuro Link, Simplink et Viera Link. Toutes les marques ne sont pas pleinement compatibles avec EasyLink. Les marques HDMI CEC données en exemple sont la propriété de leur détenteur respectif.

Activation/désactivation d'EasyLink

Vous pouvez activer ou désactiver EasyLink. Les paramètres EasyLink sont activés par défaut sur votre téléviseur.

Pour désactiver entièrement EasyLink...

Mode professionnel désactivé - Appuyez sur △ / △ Accueil. Appuyez sur ∨ (bas), sélectionnez Réglages et appuyez sur OK.

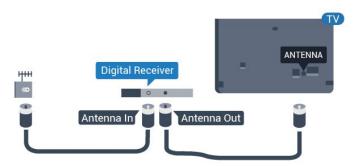
Sélectionnez **Sources** > **EasyLink**, puis appuyez sur **OK**.

Sélectionnez EasyLink, puis appuyez sur OK. Sélectionnez Arrêt, puis appuyez sur OK. Mode professionnel activé - Reportez-vous au manuel d'installation.

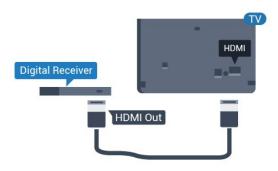
7.2

Récepteur - Décodeur

Utilisez 2 câbles d'antenne pour connecter l'antenne au décodeur (récepteur numérique) et au téléviseur.



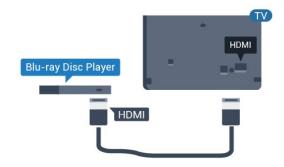
Parallèlement aux connexions d'antenne, ajoutez un câble HDMI pour connecter le décodeur au téléviseur.



7.3

Lecteur de disques Blu-ray

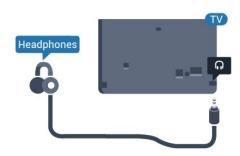
Utilisez un câble HDMI haute vitesse pour connecter le lecteur de disques Blu-ray au téléviseur.



Si le lecteur de disques Blu-ray est doté d'EasyLink HDMI CEC.

Casque

Vous pouvez connecter un casque à la prise \bigcap située à l'arrière du téléviseur. Il s'agit d'une prise mini-jack 3,5 mm. Vous pouvez régler le volume du casque séparément.

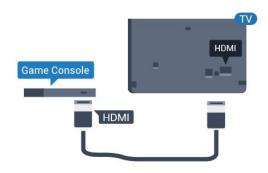


7.5

Console de jeux

HDMI

Pour une qualité optimale, connectez la console de jeux au téléviseur à l'aide d'un câble HDMI haute vitesse.



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Clé USB

Vous pouvez afficher des photos, écouter de la musique ou regarder des vidéos enregistrées sur une clé USB.

Insérez une clé USB dans l'un des ports USB du téléviseur lorsque celui-ci est allumé.



Le téléviseur détecte la clé et ouvre une fenêtre avec la liste de son contenu. Si la liste du contenu ne s'affiche pas automatiquement...

Mode professionnel désactivé - Appuyez sur △ / △ Accueil, sélectionnez Happlications, sélectionne z Sources. Sélectionnez USB, puis appuyez

Mode professionnel activé - Appuyez sur △ / △ Accueil, sélectionnez Chaînes TV ▼ , sélectionnez USB et appuyez sur OK.

Pour quitter l'affichage du contenu de la clé USB, appuyez sur 🔊 ou sélectionnez une autre activité. Vous pouvez retirer la clé USB à tout moment pour la déconnecter.

7.7

sur **OK**.

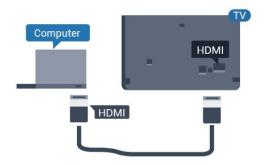
Ordinateur

Connexion

Vous pouvez connecter votre ordinateur au téléviseur et utiliser le téléviseur comme écran d'ordinateur.

Avec HDMI

Reliez l'ordinateur au téléviseur à l'aide d'un câble HDMI



Réglage idéal

Si vous connectez un ordinateur, nous vous conseillons de donner à la connexion sur laquelle l'ordinateur est connecté le nom correct du type de périphérique dans le menu Source. Si vous basculez vers **Ordinateur** dans le menu Source, le téléviseur est automatiquement paramétré sur le réglage Ordinateur idéal.

Pour configurer le meilleur réglage sur le téléviseur...

Mode professionnel désactivé - Appuyez sur △ / △ Accueil. Appuyez sur ∨ (bas), sélectionnez Réglages et appuyez sur OK.

Sélectionnez Image, puis appuyez sur > (droit) pour accéder au menu. Sélectionnez Style d'image > Ordinateur et appuyez sur OK.

Sélectionnez Marche ou Arrêt, puis appuyez sur OK.

Appuyez sur \leftarrow , à plusieurs reprises si nécessaire, pour fermer le menu.

Mode professionnel activé - Appuyez sur ☆ / ♠ Accueil > ••• Plus > ♠ Réglages > ••• Image. Appuyez sur OK.

Sélectionnez Style d'image > Ordinateur et appuyez sur OK.

Sélectionnez Marche ou Arrêt, puis appuyez sur OK.

Appuyez sur \leftarrow , à plusieurs reprises si nécessaire, pour fermer le menu.

(Pour obtenir des informations sur le mode professionnel, reportez-vous au manuel d'installation)

Vidéos, photos et musique

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À partir d'une prise USB

Vous pouvez afficher des photos, écouter de la musique ou regarder des vidéos enregistrées sur une clé USB ou un disque dur USB.

Lorsque le téléviseur est allumé, insérez une clé USB ou un disque dur USB dans l'un des ports USB. Le téléviseur détecte le périphérique et répertorie les fichiers multimédias.

Si la liste de fichiers n'apparaît pas automatiquement...

- 2 Sélectionnez USB et appuyez sur OK.
- 3 Vous pouvez parcourir vos fichiers dans la structure de dossiers que vous avez organisée sur le lecteur.
- 4 Pour arrêter de lire des vidéos, des photos ou de la musique, appuyez sur 🔞.

8.2

Lire vos vidéos

Lire des vidéos

Ouverture d'un dossier vidéo

1 - Appuyez sur △ / △ Accueil, sélectionnez Chaînes TV ▼

2 - Sélectionnez USB, sélectionnez Vidéos, puis appuyez sur OK.

Pour revenir au dossier, appuyez sur ←

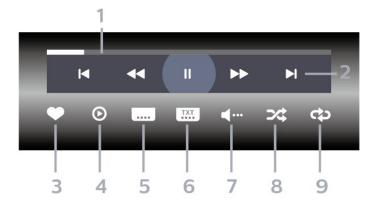
Lire une vidéo

- 2 Sélectionnez USB, sélectionnez Vidéos, puis appuyez sur OK.
- 3 Sélectionnez l'une des vidéos.

Pour suspendre la lecture de la vidéo, appuyez sur OK. Appuyez à nouveau sur OK pour continuer.

Barre de commande

Pour afficher ou masquer la barre de commande lors de la lecture d'une vidéo, appuyez sur la touche **OK**.



- 1 Barre de progression
- 2 Barre de commande de lecture
- **◄** : Passer à la vidéo précédente dans un dossier
- ▶: Passer à la vidéo suivante dans un dossier
 - ∢ : Rembobiner
 - **▶** : Avance rapide
 - II : mettre la lecture en pause
- 3 Marquer comme favoris
- 4 Lire toutes les vidéos
- 5 Sous-titre : activer ou désactiver les sous-titres ou les activer sans son
- 6 Langue des sous-titres : sélectionner une langue de sous-titrage (non disponible lorsque le mode professionnel est activé)
- 7 Langue audio : sélectionner une langue audio
- 8 Aléatoire : lire vos fichiers dans un ordre aléatoire
- 9 Répéter : lire toutes les vidéos de ce dossier une seule fois ou en continu

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Visionner vos photos

Afficher des photos

Ouverture d'un dossier photo

1 - Appuyez sur △ / △ Accueil, sélectionnez Chaînes TV ▼

2

- Sélectionnez USB,

sélectionnez Photos et appuyez sur OK.

Afficher une photo

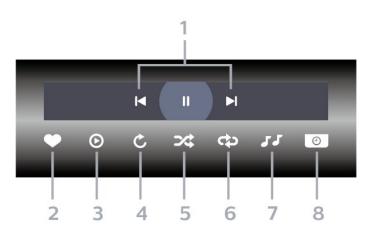
1 - Appuyez sur △ / △ Accueil, sélectionnez Chaînes TV 👿

- Sélectionnez **■ USB**,

sélectionnez Photos et appuyez sur OK.

3 - Sélectionnez **Photos**, puis l'une des photos.

Barre de commande



- 1 Barre de commande de lecture
- **◄** : Passer à la photo précédente dans un dossier
- N: Passer à la photo suivante dans un dossier
 - II: mettre le diaporama en pause
- 2 Marquer comme favoris
- 3 Démarrer un diaporama
- 4 Faire pivoter la photo
- 5 Aléatoire : lire vos fichiers dans un ordre aléatoire
- 6 Répéter : lire toutes les photos de ce dossier une seule fois ou en continu
- 7 Arrêter la lecture de la musique en arrière-plan (non disponible lorsque le mode professionnel est activé)
- 8 Définir la vitesse du diaporama

Afficher Photos 360

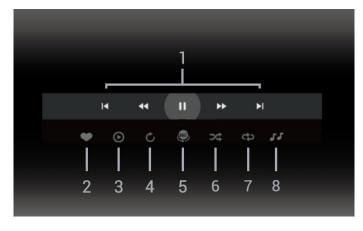
Ouvrir le dossier Photos 360

- 1 Appuyez sur △ / △ Accueil, sélectionnez Chaînes TV ▼
- 2 Sélectionnez **Périphériques USB** et appuyez sur **>** (droite) pour sélectionner le périphérique USB voulu.
- 3 Sélectionnez Photos 360.

Afficher une photo 360

- 1 Appuyez sur △ / △ Accueil, sélectionnez Chaînes TV ▼
- 2 Sélectionnez **Périphériques USB** et appuyez sur **>** (droite) pour sélectionner le périphérique USB voulu.
- 3 Sélectionnez Photos 360, puis l'une des photos.

Barre de commande



- 1 Barre de commande de lecture
- **◄** : Passer à la photo précédente dans un dossier
- ▶ : Passer à la photo suivante dans un dossier
 - ← : Revenir en arrière à une vitesse de 2x, 4x, 32x
 - ▶ : Revenir en arrière à une vitesse de 2x, 4x, 32x
 - II : mettre la lecture en pause
- 2 Marquer comme favoris
- 3 Lire un fichier / Lire tout : permet de lire une photo ou toutes les photos de ce dossier.
- 4 Mode manuel / Mode auto : lorsque le lecteur 360 démarre, il sélectionne automatiquement la photo 360 de gauche à droite (0 à 360 degrés) dans l'affichage à 360°.
- 5 Affichage Little Planet : Little Planet est un affichage alternatif et amusant de photo à 360°. Lorsque l'affichage Little Planet démarre, la photo à 360° sera affichée en une vue arrondie comme une planète.
- 6 Aléatoire : permet de lire vos fichiers dans un ordre aléatoire.
- 7 Répéter : permet de lire toutes les photos de ce dossier une seule fois ou en continu.
- 8 Arrêter la musique en fond sonore.

8 /

Lire votre musique

Lecture de musique

Ouverture d'un dossier musical

2 - Sélectionnez Périphériques
USB, sélectionnez Musique et appuyez sur OK.

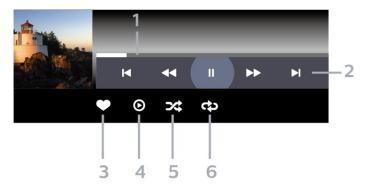
Lecture de musique

- 2 Sélectionnez

 Périphériques

USB, sélectionnez JJ Musique et appuyez sur OK. 3 - Grâce à la fonction de classification Genres, Artistes, Albums, Pistes, vous pouvez trouver rapidement un fichier de musique.

Barre de commande



- 1 Barre de progression
- 2 Barre de commande de lecture
- **◄**: Passer au morceau précédent dans un dossier
- ▶ : Passer au morceau suivant dans un dossier
 - ∢ : Rembobiner
 - >> : Avance rapide
 - II : mettre la lecture en pause
- 3 Marquer comme favoris
- 4 Lire tous les morceaux
- 5 Aléatoire : lire vos fichiers dans un ordre aléatoire
- 6 Répéter : lire tous les morceaux de ce dossier une seule fois ou en continu

a

Jeux

9 1

Jouer à un jeu

À partir d'une console de jeux

Pour lancer un jeu sur une console de jeux...

Allumez la console de jeux.

Mode professionnel désactivé - Appuyez sur △ / △ Accueil, sélectionnez • Applications.
Sélectionnez Sources et appuyez sur OK.

Démarrez le jeu.

Mode professionnel activé - Appuyez sur △ / △ Accueil, sélectionnez Chaînes TV ▼ et sélectionnez une console de jeux ou le nom de la connexion.

Démarrez le jeu.

Par applications

Pour lancer un jeu à partir des applications de jeux...

Connectez-vous à votre compte Google et lancez un jeu.

Appuyez sur ← BACK à plusieurs reprises, appuyez sur ூ EXIT ou arrêtez l'application à l'aide de sa propre touche sortie/arrêt.

Mode professionnel activé - Appuyez sur △ / △ Accueil. Sélectionnez 🞮 Jeux.

Connectez-vous à votre compte Google et lancez un jeu.

Appuyez sur ← BACK à plusieurs reprises, appuyez sur ூ EXIT ou arrêtez l'application à l'aide de sa propre touche sortie/arrêt.

Application Menu professionnel

10.1

À propos de l'application Menu professionnel

Depuis l'application Menu professionnel, vous pouvez démarrer toute activité pouvant être réalisée avec le téléviseur.

La partie gauche de l'application Menu professionnel est organisée sous forme de rangées...

- · Recommandé 🕩
- · Chaînes TV w
- · Cast ₷
- Applications ##
- · Jeux 🞮
- · Plus •••

La partie supérieure droite de l'application Menu professionnel est organisée sous forme de rangées...

- · Gérer le compte
- Facture 🔳 (Fonction facultative dépendant des paramètres internes de l'hôtel.)
- ・Réglage de l'alarme 👩
- · Météo 🔏
- · Langue menu 👨
- · Heure actuelle

10.2

Ouvrir l'application Menu professionnel

Mode professionnel désactivé : reportez-vous au chapitre « Écran d'accueil Android TV ».

Mode professionnel activé : pour ouvrir l'application Menu professionnel et ouvrir un élément...

- 1 Ouvrez l'application Menu professionnel en appuyant sur Accueil △.
- 2 Sélectionnez une activité à l'aide des touches de direction et appuyez sur OK pour la démarrer.
- 3 Pour fermer l'application Menu professionnel sans modifier l'activité en cours, appuyez à nouveau sur ←.



Lors de l'ouverture de l'application Menu professionnel, la lecture du contenu/l'application en arrière-plan s'arrête. Pour reprendre, vous devez sélectionner l'application ou le contenu dans l'application Menu professionnel.

10.3

Chaînes TV

Regarder des chaînes

Pour sélectionner une chaîne

Pour commencer à regarder la télévision, appuyez sur 📆. Le téléviseur diffuse la dernière chaîne regardée.

Changer de chaîne

- Pour changer de chaîne, appuyez sur CH +/-.

Chaîne précédente

- Pour revenir à la dernière chaîne sélectionnée, appuyez sur ← BACK.

10.4

Jeux

Pour ouvrir l'application Menu professionnel et l'option Jeux...

- 2 Sélectionnez Jeux 😝 et appuyez sur OK.

Paramètre idéal de jeu

Pour certains jeux exigeant vitesse et précision, réglez le téléviseur sur le paramètre **Jeu** idéal avant de commencer à jouer.

Si votre console de jeux a été ajoutée en tant que type de périphérique Jeu dans le menu Sources (liste des connexions), le téléviseur bascule automatiquement sur le meilleur réglage Jeu. Si le type de votre console de jeux est défini sur **Lecteur** et que celui-ci est généralement utilisé comme un lecteur de disques, laissez le paramètre **Lecteur**.

Pour configurer manuellement le meilleur réglage sur le téléviseur. . .

- 1 Sélectionnez △ / △ Accueil > ••• Plus
- > ☆ Réglages > 💣 Image > Style d'image.
- 2 Sélectionnez Jeu, puis appuyez sur OK.
- 3 Appuyez sur ←, à plusieurs reprises si nécessaire, pour fermer le menu. N'oubliez pas de rétablir le réglage Jeu ou Ordinateur sur Désactivé lorsque vous avez terminé de jouer.

10.5

Paramètres professionnels

Style d'image

Sélectionner un style

Appuyez sur △ / △ Accueil > ••• Plus > ☆ Réglages > ••• Image > Style d'image.

Pour une adaptation de l'image en toute simplicité, vous pouvez sélectionner un style d'image prédéfini.

- Personnel : les préférences d'image que vous définissez au cours de la première configuration.
- Intense : réglage pour un environnement de lumière du jour
- · Naturel : réglage pour des images naturelles
- Standard : réglage le plus économe en énergie (réglage d'usine)
- · Film : réglage conçu pour regarder des films
- · Jeu : réglage idéal pour jouer
- · Ordinateur : réglage idéal pour raccorder un ordinateur

Format d'image

Sélectionner un format d'image

Si l'image ne remplit pas la totalité de l'écran, si des bandes noires s'affichent en haut ou bas ou sur les deux côtés, vous pouvez régler l'image de manière à ce qu'elle remplisse complètement l'écran.

Pour sélectionner l'un des réglages de base pour remplir l'écran...

Appuyez sur △ / △ Accueil > ••• Plus > ☆ Réglages > ■ Format d'image.

Le format suivant peut être disponible en fonction de l'image à l'écran.

- · Plein écran 16/9
- · Plein écran

- · Adapté à l'écran
- · Non mis à l'échelle

Style de son

Sélectionner un style

Pour une adaptation aisée du son, vous pouvez sélectionner un réglage prédéfini avec la fonction de style de son.

- Personnel : les choix personnels que vous avez faits dans l'option Personnaliser l'image et le son
- · Original : réglage de son le plus neutre
- Film : réglage conçu pour regarder des films
- · Musique : réglage idéal pour écouter de la musique
- · Jeu : réglage idéal pour les jeux
- · Actualités : réglage idéal pour la parole

Langue

Changer la langue des menus et messages du téléviseur

Appuyez sur △ / △ Accueil > ••• Plus > ❖ Réglages > 록 Langue menu.

Sélectionnez la langue et appuyez sur OK.

Paramètres écologiques

Désactiver l'écran pour réduire la consommation d'énergie

Si vous écoutez simplement de la musique, vous pouvez désactiver l'écran du téléviseur. Seul l'écran du téléviseur s'éteindra.

Régler le temporisateur d'arrêt du téléviseur

Appuyez sur les flèches ∧ (haut) ou ∨ (bas) pour régler la valeur. La valeur 0 (désactivé) désactive l'arrêt automatique.

Sélectionnez Temporisateur d'arrêt pour que le téléviseur s'éteigne automatiquement afin

d'économiser l'énergie.

* Si vous utilisez le téléviseur comme moniteur ou si vous utilisez un récepteur numérique pour regarder la télévision (décodeur), désactivez l'arrêt automatique en réglant la valeur sur 0.

10.6

Compte Google

Se connecter

Pour bénéficier de toutes les fonctionnalités de votre téléviseur Philips Android TV, vous pouvez vous connecter à Google à l'aide de votre Compte Google.

En vous identifiant, vous pourrez jouer à vos jeux préférés sur votre téléphone, votre tablette et votre téléviseur. Vous bénéficierez également de conseils personnalisés en matière de vidéo et de musique sur l'écran d'accueil de votre téléviseur, ainsi que d'un accès à YouTube, Google Play et autres applications.

Utilisez votre Compte Google pour vous connecter à Google sur votre téléviseur. Un Compte Google se compose d'une adresse de messagerie et d'un mot de passe. Si vous ne possédez pas encore de Compte Google, utilisez votre ordinateur ou votre tablette pour en créer un (accounts.google.com). Si vous ne vous êtes pas connecté lors de la première installation du téléviseur, vous pouvez le faire plus tard.

Se connecter

Appuyez sur △ / △ > Ouvrir l'écran de l'application Menu professionnel.

Sélectionnez l'option Gérer le compte située dans la partie supérieure droite de l'écran de l'application Menu professionnel et appuyez sur OK. À l'aide du clavier virtuel, saisissez votre adresse e-mail et votre mot de passe, puis appuyez sur la même touche OK pour vous connecter.

Écran d'accueil Android TV

11 1

À propos de l'écran d'accueil Android TV

Pour profiter de tous les avantages de votre téléviseur Android, connectez le téléviseur à Internet.

Comme sur votre smartphone ou tablette Android, l'écran d'accueil est le centre de votre téléviseur. Depuis l'écran d'accueil, vous pouvez choisir ce que vous voulez regarder en parcourant les options de divertissement de l'application et de Live TV. Votre page d'accueil comprend des chaînes grâce auxquelles vous pouvez découvrir le contenu extraordinaire de vos applications préférées. Vous pouvez également ajouter des chaînes supplémentaires ou trouver de nouvelles applications pour obtenir plus de contenus.

11.2

Ouvrir l'écran d'accueil Android TV

Mode professionnel activé : reportez-vous au manuel d'installation.

Mode professionnel désactivé : permet d'ouvrir l'écran d'accueil Android TV et d'ouvrir un élément...

- 1 Appuyez sur Menu, accédez à Collection Philips, puis appuyez OK.
- 2 Sélectionnez une activité à l'aide des touches de direction et appuyez sur OK pour la démarrer.
- 3 Pour fermer le menu Accueil sans modifier l'activité en cours, appuyez à nouveau sur ←.



Lors de l'ouverture de l'écran d'accueil Android TV, la lecture du contenu/l'application en arrière-plan s'arrête. Pour reprendre, vous devez sélectionner l'application ou le contenu depuis l'écran d'accueil Android TV.

11.3

Paramètres Android TV

Image Réglages de l'image

Style d'image

Sélectionner un style

Appuyez sur △ / △ > 🌣 Réglages

> Image > Style d'image.

Pour une adaptation de l'image en toute simplicité, vous pouvez sélectionner un style d'image prédéfini.

- Personnel : les préférences d'image que vous définissez au cours de la première configuration.
- · Intense : réglage pour un environnement de lumière du jour
- · Naturel : réglage pour des images naturelles
- Standard : réglage le plus économe en énergie (réglage d'usine)
- · Film : réglage conçu pour regarder des films
- · Jeu : réglage idéal pour jouer
- · Ordinateur : réglage idéal pour raccorder un ordinateur

Couleur, Contraste, Définition, Luminosité

Régler les couleurs

Appuyez sur △ / △ Accueil > ❖ Réglages > Image > Couleur.

Appuyez sur les flèches ∧ (haut) ou ∨ (bas) pour régler la valeur de saturation des couleurs de l'image.

Régler le contraste

Vous pouvez diminuer la valeur de contraste pour réduire la consommation d'énergie.

Régler la netteté

 régler la valeur de définition de l'image. optimiser l'image), ou sélectionnez Arrêt pour désactiver le réglage automatique. Réglage de la luminosité Appuyez sur △ / △ Accueil > ❖ Réglages > Image > Luminosité. Contraste dynamique Appuyez sur les flèches ∧ (haut) ou ∨ (bas) pour Appuyez sur △ / △ Accueil > 🌣 Réglages > régler le niveau de luminosité du signal vidéo. Image > Avancé > Contraste > Contraste Remarque : Un réglage de la luminosité trop éloigné dynamique. de la valeur de référence (50) risque d'entraîner une diminution du contraste. Sélectionnez Maximum, Moyenne ou Minimum pour définir le niveau d'amélioration automatique par le téléviseur des détails pour les zones sombres, moyennes et claires de l'image. Paramètres d'image avancés Paramètres de couleur Contraste vidéo, Gamma Paramètres de couleur avancés Contraste vidéo Régler l'amélioration des couleurs Appuyez sur △ / △ Accueil > ♦ Réglages > Appuyez sur △ / △ Accueil > ❖ Réglages > Image > Avancé > Contraste > Contraste vidéo. Image > Avancé > Couleur > Amélioration des couleurs. Appuyez sur les flèches ∧ (haut) ou ∨ (bas) pour Sélectionnez Maximum, Moyenne régler la valeur de contraste vidéo. ou Minimum pour régler le niveau d'intensité des couleurs et de détail des couleurs vives. Gamma Sélectionner la température de couleur prédéfinie Appuyez sur △ / △ Accueil > ♦ Réglages > Appuyez sur △ / △ Accueil > ☆ Réglages > Image > Avancé > Contraste > Gamma. Image > Avancé > Couleur > Température de couleur. Appuyez sur les flèches ∧ (haut) ou ∨ (bas) pour régler un paramètre non linéaire pour la luminance et Sélectionnez Normal, Chaud ou Froid pour régler le contraste de l'image. la température de couleur.

Personnaliser la température de couleur Appuyez sur △ / △ Accueil > ❖ Réglages > Image > Avancé > Couleur > Température de couleur personnalisée.

Sélectionnez Réglages personnalisés dans le menu Température de couleur pour personnaliser la température de couleur. Appuyez sur les flèches ∧ (haut) ou ∨ (bas) pour régler la valeur. WP est le point blanc et BL est le niveau des noirs. Vous pouvez aussi sélectionner l'une des présélections de ce menu.

Réglages de contraste avancés

Modes de contraste

Appuyez sur △ / △ Accueil > ♦ Réglages > Image > Avancé > Contraste > Mode de contraste.

Sélectionnez Normal, Optimisé pour l'image ou Optimisé pour des économies d'énergie pour que le téléviseur réduise automatiquement le contraste (soit pour optimiser la consommation d'énergie, soit pour

Réglages de définition avancés

Nettoyage d'image

Réduction du bruit

Appuyez sur △ / △ Accueil > ☆ Réglages > Image > Avancé > Nettoyage d'image > Réduction du bruit.

Sélectionnez Maximum, Medium ou Minimum pour régler le niveau de bruit du contenu vidéo. Le bruit se manifeste principalement sous la forme de petits points dans l'image affichée.

Réduction artefact MPEG

Appuyez sur △ / △ Accueil > ☆ Réglages > Image > Avancé > Nettoyage d'image > Réduction artefact MPEG.

Sélectionnez Maximum, Medium ou Minimum pour obtenir divers degrés de fluidité des artefacts dans le contenu vidéo numérique.

Les artefacts MPEG sont principalement visibles sous la forme de petits blocs ou de bords dentelés dans les images affichées.

Format d'image

Si l'image ne remplit pas la totalité de l'écran, si des bandes noires s'affichent en haut ou bas ou sur les deux côtés, vous pouvez régler l'image de manière à ce qu'elle remplisse complètement l'écran.

Pour sélectionner l'un des réglages de base pour remplir l'écran...

- 1 Pendant que vous regardez la télévision, appuyez sur △ / △ Accueil > ❖ Réglages > Image > Format d'image.
- 2 Sélectionnez un format dans la liste, puis appuyez sur **OK**.
- 3 Appuyez sur \leftarrow BACK à plusieurs reprises si nécessaire pour fermer le menu.

Le format suivant peut être disponible en fonction de l'image à l'écran. . .

- · Plein écran 16/9
- · Plein écran
- · Adapté à l'écran
- · Non mis à l'échelle

Son

Style de son

Sélectionner un style

Appuyez sur ☆ / � Accueil > � Réglages > Son > Style de son.

Pour une adaptation aisée du son, vous pouvez sélectionner un réglage prédéfini avec la fonction de style de son.

- Personnel : les choix personnels que vous avez faits dans l'option Personnaliser l'image et le son
- · Original : réglage de son le plus neutre
- · Film : réglage conçu pour regarder des films
- · Musique : réglage idéal pour écouter de la musique
- · Jeu : réglage idéal pour les jeux
- · Actualités : réglage idéal pour la parole

Gestion du Son

Sélectionnez un appareil.

Appuyez sur △ / △ Accueil > ❖ Réglages > Son > Gestion du son.
Configurez les dispositifs de sortie audio.

• Haut-parleurs TV : permet de configurer le téléviseur pour diffuser le son sur le téléviseur ou sur la chaîne hi-fi connectée.

- Casque/haut-parleurs de salle de bains : Marche/Arrêt.
- Volume fixe du casque/haut-parleur salle de bain : si l'option est activée, le volume du casque/haut-parleur de salle de bain est défini sur les paramètres de mise en marche.
- · Détection d'un casque : Marche/Arrêt.

Installation du téléviseur

Appuyez sur △ / △ Accueil > ❖ Réglages > Son > Installation du téléviseur.

Sélectionnez Sur un support TV ou Sur le mur pour optimiser le son en fonction du réglage.

Avancé

Paramètres écologiques

Mise en veille programmable

Appuyez sur △ / △ Accueil > ❖ Réglages > Paramètres écologiques > Arrêt programmé.

Configurez le téléviseur pour passer automatiquement en mode veille après une heure prédéfinie. Pour désactiver cette fonctionnalité, définissez la durée sur zéro.

Appuyez sur les flèches ∧ (haut) ou ∨ (bas) pour régler la valeur. La valeur 0 (désactivé) désactive l'arrêt automatique.

Sélectionnez Temporisateur d'arrêt pour que le téléviseur s'éteigne automatiquement afin d'économiser l'énergie.

* Si vous utilisez le téléviseur comme moniteur ou si vous utilisez un récepteur numérique pour regarder la télévision (décodeur), désactivez l'arrêt automatique en réglant la valeur sur 0.

Désactivation de l'écran

Appuyez sur △ / △ Accueil > ❖ Réglages > Paramètres écologiques > Désactivation de l'écran.

Si vous écoutez simplement de la musique, vous pouvez désactiver l'écran du téléviseur. Seul l'écran du téléviseur s'éteindra.

Région et langues

langues

Appuyez sur △ / △ Accueil > ❖ Réglages > Région et langues > Langues.

Sélectionnez les paramètres de région ou de langue.

- Système Android/Langue menu : permet de modifier la langue des menus et des messages.
- · Langue audio préférée : permet de définir votre première langue audio pour les programmes.
- Audio secondaire : permet de définir votre seconde langue audio pour les programmes.
- Langue sous-titres préférée : permet de définir votre première langue de sous-titre pour les programmes.
- Langue sous-titres alternative : permet de définir votre seconde langue de sous-titre pour les programmes.
- Langue télétexte préférée : permet de définir votre première langue de texte pour les programmes.
- · Langue télétexte alternative : permet de définir votre seconde langue de texte pour les programmes.

Paramètres d'accès universel

Appuyez sur △ / △ Accueil > ❖ Réglages > Accessibilité > Accès universel.

Lorsque la fonction Accès universel est activée, le téléviseur est prêt à être utilisé par des personnes sourdes, malentendantes, aveugles ou malvoyantes.

Activer les paramètres d'accès universel Appuyez sur ☆ / △ Accueil > ❖ Réglages > Accessibilité > Accès universel > Marche.

Accès universel pour les personnes malentendantes

Appuyez sur ☆ / ♠ Accueil > ♠ Réglages

- > Accessibilité > Accès universel
- > Malentendants > Marche.
- Certaines chaînes de télévision numériques diffusent des bandes-son et des sous-titres adaptés aux sourds et malentendants.
- Lorsque cette option est activée, le téléviseur bascule automatiquement sur la bande-son et les sous-titres adaptés, s'ils sont disponibles.

Accès universel pour les personnes aveugles et malvoyantes

Les chaînes TV numériques peuvent diffuser un commentaire audio spécial décrivant ce qui se passe

à l'écran.

- ♠ Réglages > Accessibilité > Accès universel > Description audio > Volume mixte, Effets audio, Qualité vocale.
- Sélectionnez Volume mixte pour mélanger le volume du son normal à celui du commentaire audio. Appuyez sur les flèches ∧ (haut) ou ∨ (bas) pour régler la valeur.
- · Activez les Effets audio pour des effets audio supplémentaires dans les commentaires, par exemple le son stéréo ou l'atténuation du son.
- · Sélectionnez Qualité vocale pour sélectionner la préférence, Descriptif ou Sous-titres.

Niveau de contenu

Niveau de contrôle parental

Appuyez sur ☆ / △ Accueil > ☆ Réglages > Niveau de contenu.

Afin d'empêcher les enfants de regarder un programme qui ne convient pas à leur âge, vous pouvez définir un niveau d'âge. Certains programmes des chaînes numériques peuvent être associés à une tranche d'âge spécifique. Lorsque le niveau d'âge indiqué pour un programme est supérieur ou égal à celui que vous avez défini pour votre enfant, le programme est verrouillé. Pour pouvoir regarder un programme verrouillé, vous devez préalablement saisir le code de verrouillage.

Pour définir un niveau d'âge Appuyez sur △ / △ Accueil > ☆ Réglages > Niveau de contenu > Niveau de contrôle parental.

Sélectionnez l'âge et appuyez sur OK. Pour désactiver le niveau d'âge, sélectionnez Aucun. Toutefois, dans certains pays, vous devez obligatoirement définir un niveau d'âge.

Introduisez code / Modifiez le code

Appuyez sur △ / △ Accueil > ☆ Réglages > Niveau de contenu.

Le verrouillage est utilisé pour verrouiller ou déverrouiller des chaînes ou des programmes.

Définir un nouveau code ou annuler le changement de code.

Appuyez sur △ / △ Accueil > ☆ Réglages > Niveau de contenu > Modifier le code.

Remarque:

Si vous avez oublié votre code PIN, vous pouvez saisir 8888 et en introduire un nouveau.

11 4

Connexion de votre téléviseur Android

Réseau et Internet

Réseau domestique

Votre téléviseur Philips Android TV doit être connecté à Internet pour vous permettre de profiter de toutes ses fonctionnalités.

Connectez le téléviseur à un réseau domestique disposant d'une connexion Internet haut débit. Vous pouvez connecter votre téléviseur sans fil ou câblé à votre routeur réseau.

Connexion au réseau

Connexion sans fil

Ce dont vous avez besoin

Pour connecter le téléviseur à Internet, via une connexion sans fil, vous avez besoin d'un routeur Wi-Fi avec une connexion Internet.

Utilisez une connexion Internet haut débit (large bande).



Connexion

Établir la connexion - SANS FIL

Appuyez sur △ / △ Accueil > ❖ Réglages > ❖ Sans fil et réseaux > Connexion au réseau > SANS FIL.

1 - Dans la liste des réseaux trouvés, sélectionnez votre réseau sans fil. Si votre réseau ne figure pas dans la liste parce que le nom de réseau est masqué (vous avez désactivé la diffusion SSID du routeur), sélectionnez Ajouter nouveau réseau pour entrer

vous-même le nom de réseau.

- 2 Selon le type de routeur, saisissez votre clé de chiffrement : WEP, WPA ou WPA2. Si vous aviez déjà introduit la clé de chiffrement pour ce réseau, vous pouvez sélectionner OK pour établir la connexion immédiatement.
- 3 Un message s'affiche lorsque la connexion est établie.

Établir la connexion - WPS

Si votre routeur est équipé de la fonctionnalité WPS, vous pouvez vous connecter directement au routeur sans passer par la recherche de réseaux. Si des périphériques de votre réseau sans fil utilisent le système de chiffrement de sécurité WEP, vous ne pourrez pas utiliser WPS.

- 1 Accédez au routeur, appuyez sur le bouton WPS et revenez au téléviseur dans les deux minutes.
- 2 Sélectionnez Connexion pour établir la connexion.
- 3 Un message s'affiche lorsque la connexion est établie.

Établir la connexion - WPS avec code PIN

Si votre routeur est équipé de la fonctionnalité WPS avec un code PIN, vous pouvez vous connecter directement au routeur sans passer par la recherche de réseaux. Si des périphériques de votre réseau sans fil utilisent le système de chiffrement de sécurité WEP, vous ne pourrez pas utiliser WPS.

- 1 Notez le code PIN à 8 chiffres qui s'affiche et saisissez-le dans le logiciel du routeur sur votre PC. Consultez le manuel du routeur pour savoir où entrer le code PIN dans le logiciel du routeur.
- 2 Sélectionnez Connexion pour établir la connexion.
- 3 Un message s'affiche lorsque la connexion est établie.

Problèmes

Réseau sans fil introuvable ou perturbé

- · Les fours à micro-ondes, les téléphones DECT ou autres appareils Wi-Fi 802.11b/g/n/ac à proximité peuvent perturber le réseau sans fil.
- · Assurez-vous que les pare-feux de votre réseau autorisent l'accès à la connexion sans fil du téléviseur.
- · Si le réseau sans fil ne fonctionne pas correctement

dans votre maison, essayez l'installation câblée du réseau.

Internet ne fonctionne pas

• Si la connexion au routeur fonctionne, vérifiez la connexion du routeur à Internet.

Le PC et la connexion Internet sont lents

- Recherchez la portée du routeur en intérieur, son débit et d'autres éléments affectant la qualité du signal dans le mode d'emploi de votre routeur sans fil.
- Une connexion Internet haut débit (large bande) est nécessaire pour le routeur.

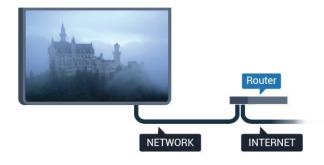
DHCP

• Si la connexion échoue, vous pouvez vérifier le paramètre DHCP du routeur. Ce paramètre doit être réglé sur Marche.

Connexion filaire

Ce dont vous avez besoin

Pour connecter le téléviseur à Internet, vous avez besoin d'un routeur réseau avec une connexion à Internet. Utilisez une connexion Internet haut débit (large bande).



Connexion

Établir la connexion – RÉSEAU CÂBLÉ

- 1 Connectez le routeur au téléviseur à l'aide d'un câble réseau (câble Ethernet**).
- 2 Assurez-vous que le routeur est allumé.
- 3 Le téléviseur recherche constamment la connexion réseau.
- 4 Un message s'affiche lorsque la connexion est établie

Si la connexion échoue, vous pouvez vérifier le paramètre DHCP du routeur. Ce paramètre doit être réglé sur Marche.

** Pour répondre aux normes CEM, utilisez un câble Ethernet blindé FTP Cat. 5E.

Compte Google

Se connecter

Pour bénéficier de toutes les fonctionnalités de votre téléviseur Philips Android TV, vous pouvez vous connecter à Google à l'aide de votre Compte Google.

En vous identifiant, vous pourrez jouer à vos jeux préférés sur votre téléphone, votre tablette et votre téléviseur. Vous bénéficierez également de conseils personnalisés en matière de vidéo et de musique sur l'écran d'accueil de votre téléviseur, ainsi que d'un accès à YouTube, Google Play et autres applications.

Utilisez votre Compte Google pour vous connecter à Google sur votre téléviseur. Un Compte Google se compose d'une adresse de messagerie et d'un mot de passe. Si vous ne possédez pas encore de Compte Google, utilisez votre ordinateur ou votre tablette pour en créer un (accounts.google.com). Pour jouer à des jeux vidéo à l'aide de Google Play, vous devez disposer d'un profil Google+. Si vous ne vous êtes pas connecté lors de la première installation du téléviseur, vous pouvez le faire plus tard.

Se connecter

Appuyez sur △ Accueil > ► Applications > Google Play.

À l'aide du clavier virtuel, saisissez votre adresse email et votre mot de passe, puis appuyez sur la même touche **OK** pour vous connecter.

Paramètres Android

Vous pouvez régler ou visualiser plusieurs paramètres ou informations Android spécifiques. Vous pouvez trouver la liste des applications installées sur votre téléviseur ainsi que l'espace de stockage qu'elles nécessitent. Vous pouvez régler la langue que vous souhaitez utiliser pour vos recherches vocales. Vous pouvez configurer le clavier virtuel ou permettre aux applications d'utiliser vos données d'emplacement. Explorez les différents paramètres Android. Vous pouvez vous rendre

sur <u>www.support.google.com/androidtv</u> pour plus de renseignements sur ces paramètres.

Pour ouvrir ces paramètres

Appuyez sur △ / △ Accueil > ❖ Réglages > Réglages > Paramètres Android.

Chaînes

Regarder des chaînes

Pour sélectionner une chaîne

Pour commencer à regarder la télévision, appuyez sur 🔊. Le téléviseur diffuse la dernière chaîne regardée.

Changer de chaîne

- Pour changer de chaîne, appuyez sur CH+ ou CH-.

Chaîne précédente

- Pour revenir à la dernière chaîne sélectionnée, appuyez sur ← BACK.

11.6

Installation des chaînes

Installation des chaînes

Installation antenne/câble

Recherche de chaînes

Vous pouvez réinstaller toutes les chaînes et laisser inchangés tous les autres paramètres TV.

Si un code PIN est défini, vous devrez le saisir avant de pouvoir réinstaller les chaînes.

Pour rechercher des chaînes...

- 1 Appuyez sur △ / △ Accueil > ☆ Réglages >
 Installation des chaînes, puis appuyez sur OK.
- 2 Sélectionnez RF Installation des chaînes et appuyez sur OK.
- 3 Saisissez votre code PIN si nécessaire. Sélectionnez **Rechercher chaînes** et appuyez sur **OK**.

Sélectionnez Démarrer, puis appuyez sur OK. Sélectionnez votre pays et appuyez sur OK. Sélectionnez Démarrer, puis appuyez sur OK. Sélectionnez le type d'installation que vous désirez, Antenne (DVB-T) ou Câble (DVB-C), puis appuyez sur OK.

Sélectionnez Suivant, puis appuyez sur OK. Sélectionnez le type de chaînes que vous désirez, Chaînes numériques et analogues ou Chaînes numériques uniquement, puis appuyez sur OK. Sélectionnez Suivant, puis appuyez sur OK. Sélectionnez Démarrer et appuyez sur OK pour mettre à jour les chaînes numériques. Cela peut prendre quelques minutes.

Appuyez sur **〈** (gauche) pour retourner à l'étape précédente ou appuyez sur **←** BACK pour fermer le

menu.

Mise à jour automatique des chaînes

Si vous recevez des chaînes numériques, vous pouvez configurer le téléviseur pour qu'il mette à jour automatiquement ces chaînes.

Une fois par jour, à 6 heures, le téléviseur met à jour les chaînes et enregistre les nouvelles chaînes. Les nouvelles chaînes sont enregistrées dans la liste des chaînes et identifiées par l'icône ★. Les chaînes sans signal sont supprimées. Le téléviseur doit être en mode veille pour mettre à jour les chaînes automatiquement. Vous pouvez désactiver la mise à jour automatique des chaînes.

Pour désactiver la mise à jour automatique...

- 1 Appuyez sur △ / △ Accueil > ☆ Réglages > Installation des chaînes, puis appuyez sur OK.
- 2 Sélectionnez RF Installation des chaînes et appuyez sur OK.
- 3 Saisissez votre code PIN si nécessaire.
- 4 Sélectionnez Mise à jour automatique des chaînes et appuyez sur OK.
- 5 Sélectionnez Arrêt et appuyez sur OK.
- 6 Appuyez sur **〈** (gauche) pour retourner à l'étape précédente ou appuyez sur **←** BACK pour fermer le menu.

Message de mise à jour de chaînes

Si de nouvelles chaînes sont détectées ou si des chaînes sont mise à jour ou supprimées, un message s'affiche sur le téléviseur au démarrage. Pour éviter que ce message s'affiche après chaque mise à jour des chaînes, vous pouvez le désactiver.

Pour désactiver le message...

- 1 Appuyez sur △ / △ Accueil > ☆ Réglages > Installation des chaînes, puis appuyez sur OK.
- 2 Sélectionnez RF Installation des chaînes et appuyez sur OK.
- 3 Saisissez votre code PIN si nécessaire.
- 4 Sélectionnez Mise à jour automatique des chaînes et appuyez sur OK.
- 5 Sélectionnez Arrêt et appuyez sur OK.
- 6 Appuyez sur **〈** (gauche) pour retourner à l'étape précédente ou appuyez sur **←** BACK pour fermer le menu.

Dans certains pays, la mise à jour automatique des chaînes s'effectue lorsque vous regardez la télévision ou lorsque le téléviseur est en mode veille.

Numérique : Installation manuelle

Les chaînes TV numériques peuvent être installées une à une manuellement.

Pour installer des chaînes numériques manuellement...

- 1 Appuyez sur △ / △ Accueil > ☆ Réglages > Installation des chaînes, puis appuyez sur OK.
- 2 Sélectionnez RF Installation des chaînes et appuyez sur OK.
- 3 Sélectionnez Numérique : Installation manuelle , puis appuyez sur OK.
- 4 Sélectionnez Recherche et appuyez sur OK. Vous pouvez saisir vous-même une fréquence pour trouver une chaîne ou laisser à votre téléviseur le soin de trouver une chaîne. Appuyez sur ➤ (droite) pour sélectionner Rechercher et appuyez sur OK pour rechercher une chaîne automatiquement. La chaîne trouvée s'affiche à l'écran. Si la réception est mauvaise, réappuyez sur Rechercher. Pour enregistrer la chaîne trouvée, sélectionnez Terminé et appuyez sur OK.

Analogique : Installation manuelle

Les chaînes TV analogiques peuvent être installées une à une manuellement.

Pour installer des chaînes analogiques manuellement...

- 1 Appuyez sur △ / △ Accueil > ☆ Réglages > Installation des chaînes, puis appuyez sur OK.
- 2 Sélectionnez RF Installation des chaînes et appuyez sur OK.
- 3 Sélectionnez Analogue : Installation manuelle , puis appuyez sur OK.

· Système

Pour configurer le système du téléviseur, sélectionnez **Système**.

Sélectionnez le pays ou la région où vous vous trouvez actuellement et appuyez sur **OK**.

· Rechercher chaîne

Pour trouver une chaîne, sélectionnez Rechercher chaîne, puis appuyez sur OK. Vous pouvez saisir vous-même une fréquence pour trouver une chaîne ou laisser à votre téléviseur le soin de trouver une chaîne. Appuyez sur (droite) pour sélectionner Rechercher et appuyez sur OK pour rechercher une chaîne automatiquement. La chaîne trouvée s'affiche à l'écran. Si la réception est mauvaise, réappuyez sur Rechercher. Pour enregistrer la chaîne trouvée, sélectionnez Terminé et appuyez sur OK.

Mémoriser

Vous pouvez mémoriser la chaîne sur le numéro de chaîne en cours ou comme nouveau numéro de chaîne.

Sélectionnez Mémoriser chaîne actuelle ou Mémoriser comme nouvelle chaîne et appuyez sur OK. Le nouveau numéro de chaîne s'affiche brièvement

Vous pouvez répéter cette procédure jusqu'à ce que vous ayez installé toutes les chaînes TV analogiques disponibles.

11.7

Internet

Démarrer Internet

Vous pouvez naviguer sur Internet sur votre téléviseur. Vous pouvez afficher n'importe quel site Web Internet, mais la plupart d'entre eux ne sont pas adaptés à un écran de téléviseur.

- · Certains plug-ins (par ex., pour afficher des pages ou des vidéos) ne sont pas disponibles sur votre téléviseur.
- · Vous ne pouvez pas envoyer ni télécharger de fichiers.
- · Les pages Internet s'affichent une par une en plein écran.

Pour démarrer le navigateur Internet...

- 1 Appuyez sur △ / △ HOME.
- 2 Faites défiler et

sélectionnez • Applications > (internet et appuyez sur OK.

3 - Saisissez une adresse Internet et sélectionnez ✓, appuyez sur OK.

4 - Pour refermer Internet, appuyez

sur △ / △ HOME ou 📆.

11.8

Logiciels

Mise à jour du logiciel

Version logiciel

Pour vérifier la version du logiciel actuel du téléviseur...

- 1 Appuyez sur △ / △, sélectionnez **Réglages ☆** et appuyez sur **OK**.
- 2 Sélectionnez Mise à jour du logiciel > Firmware actuel et appuyez sur OK.
- 3 La version, les instructions d'installation et la date de création s'affichent.
- 4 Appuyez sur **〈** (gauche) à plusieurs reprises si nécessaire pour fermer le menu.

Mise à jour à partir du site Web

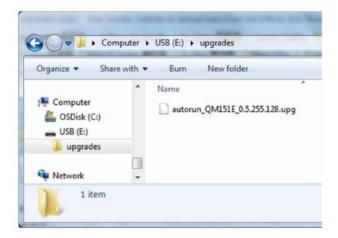
Vous trouverez la version actuelle du micrologiciel de votre téléviseur dans le menu des paramètres, sous « Mise à jour du logiciel » > « Firmware actuel ».

Consultez régulièrement le site www.philips.com/support pour obtenir de nouvelles mises à jour du micrologiciel.

Suivez les instructions ci-dessous pour mettre à jour le micrologiciel de votre téléviseur.

Télécharger le dernier logiciel du téléviseur...

- 1 Lancez Internet Explorer.
- 2 Accédez au site d'assistance Philips, à l'adresse http://www.philips.com/support.
- 3 Indiquez la référence du modèle. (Vous trouverez la référence du modèle sur l'étiquette apposée à l'arrière du téléviseur.)
- 4 Une fois sur la page produit de votre téléviseur, sélectionnez Support.
- 5 Sélectionnez « Mises à jour logicielles », puis cliquez sur « Télécharger le fichier » pour télécharger le logiciel. (Le logiciel est disponible sous forme de fichier zip.)
- 6 Si la version du logiciel est supérieure à la version installée sur votre téléviseur, cliquez sur le lien de téléchargement du logiciel.
- 7 Acceptez le contrat de licence/les conditions générales en sélectionnant « J'accepte ». Le fichier zip est alors téléchargé automatiquement.
- 8 Décompressez le fichier zip dans n'importe quel répertoire à l'aide d'un utilitaire d'archivage.
- 9 Créez un dossier nommé « Mises à jour » dans le répertoire principal de votre clé USB.
- 10 Copiez le fichier .upg précédemment extrait dans le dossier Mises à jour, comme indiqué sur l'image ci-dessous.
- 11 Déconnectez la clé USB de l'ordinateur.



Mise à jour du logiciel...

1 - Connectez votre clé USB (contenant la mise à jour du logiciel) au port USB du téléviseur. Patientez
30 secondes ou jusqu'à ce que la clé USB soit

reconnue par le téléviseur.

- 2 Votre téléviseur commence à charger automatiquement le logiciel.
- 3 Une fois le chargement du logiciel effectué, appuyez sur « Démarrer » pour activer la mise à jour du téléviseur.

Logiciel libre

12

Licence open source

À propos de la licence Open Source

Fichier Lisez-moi pour le code source des pièces du logiciel du téléviseur TP Vision Netherlands B.V. assujetties à des licences open source.

Ce document régit la distribution du code source utilisé sur le téléviseur TP Vision Netherlands B.V. assujetti à la Licence Publique Générale GNU (GPL), à la Licence Publique Générale GNU Limitée (LGPL), ou à toute autre licence open source. Pour des instructions sur l'obtention de copies de ce logiciel, reportez-vous au mode d'emploi.

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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 THE SOFTWARE OR THE USEOR OTHER DEALINGS

dfb (1.5.3)

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

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authorization of the copyright holder.

dibbler (1.0.1)

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)

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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)

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liveMedia (2011.06.12)

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

lvm2 (2.02.89)

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

lz4 (1.8.1.2)

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

lzma (4.65)

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

mng (1.0.10)

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

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

module-init-tools (3.12)

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

mtp (1.1.6)

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

ncurses (5.7)

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

net-tools (1.60)

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

nghttp2 (1.21.1)

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

ntfs-3g (2010.5.22)

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

ntfsprogs (2.0.0)

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

ogg (1.3.2)

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

openh264 (1.7.0)

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

openssh (6.3p1)

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

openssl (1.0.2g)

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

png (1.2.43)

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

popt (1.16)

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

procmem (2.0)

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

procps (3.2.8)

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

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

procrank (2.0)

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

psmisc (22.13)

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

pugixml (1.8)

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

python (2.7.9)

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

qrencode (3.4.2)

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

rlog (1.4)

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

rng-tools (5)

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

samba (3.0.37)

Samba is the standard Windows interoperability suite

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

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sawman (1.5.3)

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sed (4.1.5)

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

simple-mtpfs (0.2)

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

sqlite (3.8.4.3)

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

sqlite3 (3.7.2)

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

tar (1.17)

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

thttpd (2.25b)

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

toybox (0.4.0)

The original download site for this software is: http://www.landley.net/toybox/downloads/toybox-0.4.0.tar.bz2. This piece of software is made available under

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ttxfont (1.0)

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

uboot (2011.12)

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

udhcp (0.9.9-pre)

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

unicode (3.2)

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

uriparser (0.7.7)

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util-linux-ng (2.18)

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

webp (0.2.1)

libwebp: a library for brower, that can improve the performance of downloaing image webp.txt's directory http://teams.mediatek.inc/dtv/SSD/SS3/Task%20Forces/Forms/AllItems.aspx?RootFolder=%2fdtv%2fSSD%2fSS3%2fTask%20Forces%2f3rd%20party%20list%2fLicense_Texts&FolderCTID=&View=%7b4DF37793-E07B-481C-BBFC-CD139C18D384%7d.The original download site for this software is: http://code.google.com/p/webp/.This piece of software is made available under the terms and conditions of the BSD license, which can be found below.

wget (1.10.2)

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

wireless_tools (v29)

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

wpa_supplicant (v0.8(wext)/v2.3(cfg80211)) Library used by legacy HAL to talk to wpa_supplicant daemon. The original download site for this software is: https://w1.fi/wpa_supplicant/. This piece of software is made available under the terms and conditions of the LGPLv2.1 license, which can be found below.

xerces (3.1.1)

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

zlib(1.2.3)

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

Hue SDK (1.8.1)

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

Opera Web Browser (SDK 4.8.0) This TV contains Opera Browser Software. Third-party licenses

WebKit

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

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interface definition files, plus the scripts used to control compilation

and installation of the library.

Activities other than copying, distribution and modification are not

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

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

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

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

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

and what the program that uses the Library does.

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

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

you conspicuously and appropriately publish on each copy an

appropriate copyright notice and disclaimer of warranty; keep intact

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

warranty; and distribute a copy of this License along with the

Library.

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

and you may at your option offer warranty protectior in exchange for a fee.

- 2. You may modify your copy or copies of the Library or any portion
- of it, thus forming a work based on the Library, and copy and
- distribute such modifications or work under the terms of Section 1
- above, provided that you also meet all of these conditions:
- a) The modified work must itself be a software library.
- b) You must cause the files modified to carry prominent notices

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

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

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

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

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

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

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

in the event an application does not supply such function or

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

its purpose remains meaningful.

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

a purpose that is entirely well-defined independent of the

application. Therefore, Subsection 2d requires that any

application-supplied function or table used by this function must

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

root function must still compute square roots.)

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

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

and can be reasonably considered independent and separate works in

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

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

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

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

this License, whose permissions for other licensees extend to the

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

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

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

exercise the right to control the distribution of derivative or

collective works based on the Library.

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

with the Library (or with a work based on the Library) on a volume of

a storage or distribution medium does not bring the other work under

the scope of this License.

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

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

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

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

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

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

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

these notices.

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

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

subsequent copies and derivative works made from that copy.

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

the Library into a program that is not a library.

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

portion or

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

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

it with the complete corresponding machinereadable source code, which

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

medium customarily used for software interchange.

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

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

source code from the same place satisfies the requirement to

distribute the source code, even though third parties are not

compelled to copy the source along with the object code.

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

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

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

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

therefore falls outside the scope of this License.

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

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

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

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

Section 6 states terms for distribution of such executables.

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

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

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

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

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

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

If such an object file uses only numerical parameters, data

structure layouts and accessors, and small macros and small inline

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

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

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

Library will still fall under Section 6.)

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

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

Any executables containing that work also fall under Section 6,

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

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

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

work containing portions of the Library, and distribute that work

under terms of your choice, provided that the terms permit

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

engineering for debugging such modifications.

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

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

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

during execution displays copyright notices, you must include the

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

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

a) Accompany the work with the complete corresponding

machine-readable source code for the Library including whatever

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

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

with the Library, with the complete machinereadable "work that

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

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

executable containing the modified Library. (It is understood

that the user who changes the contents of

definitions files in the

Library will not necessarily be able to recompile the application

to use the modified definitions.)

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

least three years, to give the same user the materials

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

than the cost of performing this distribution.

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

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

specified materials from the same place.

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

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

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

Library" must include any data and utility programs needed for

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

the source code distributed need not include anything that is normally

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

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

which the executable runs, unless that component itself accompanies

the executable.

It may happen that this requirement contradicts the license

restrictions of other proprietary libraries that do not normally

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

executable that you

distribute.

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

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

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

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

the Library and of the other library facilities is otherwise

permitted, and provided that you do these two things:

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

based on the Library, uncombined with any other

facilities. This must be distributed under the terms of the

Sections above.

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

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

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

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

the Library except as expressly provided under this License. Any

attempt otherwise to copy, modify, sublicense, link with. or

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restrictions on the recipients' exercise of the rights granted herein.

You are not responsible for enforcing compliance by third parties to

this License.

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

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

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

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

excuse you from the conditions of this License. If you cannot

distribute so as to satisfy simultaneously your obligations under this

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

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

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the only way you could satisfy both it and this License would be to

refrain entirely from distribution of the Library.

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

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

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

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

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integrity of the free software distribution system which is

implemented by public license practices. Many people have made

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through that system in reliance on consistent application of that

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to distribute software through any other system and a licensee cannot

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This section is intended to make thoroughly clear what is believed to

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original copyright holder who places the Library under this License may add

an explicit geographical distribution limitation excluding those countries,

so that distribution is permitted only in or among countries not thus

excluded. In such case, this License incorporates the limitation as if $% \left(1\right) =\left(1\right) \left(1\right) \left($

written in the body of this License.

13. The Free Software Foundation may publish revised and/or new

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but may differ in detail to address new problems or concerns.

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GNU LESSER GENERAL PUBLIC LICENSE

Version 2.1, February

1999

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

as the successor of the GNU Library Public License, version 2, hence

the version number 2.1.]

Preamble

The licenses for most software are designed to take away your

freedom to share and change it. By contrast, the GNU General Public

Licenses are intended to guarantee your freedom to share and change

free software--to make sure the software is free for all its users

This license, the Lesser General Public License, applies to some

specially designated software packages--typically libraries--of the

Free Software Foundation and other authors who decide to use it. You

can use it too, but we suggest you first think carefully about whether

this license or the ordinary General Public License is the better

strategy to use in any particular case, based on the explanations below.

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

not price. Our General Public Licenses are designed to make sure that

you have the freedom to distribute copies of free software (and charge

for this service if you wish); that you receive source code or can get

it if you want it; that you can change the software and use pieces of

it in new free programs; and that you are informed that you can do these things.

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

distributors to deny you these rights or to ask you to surrender these

rights. These restrictions translate to certain responsibilities for

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

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

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

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

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

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

with the library after making changes to the library and recompiling

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

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

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

permission to copy, distribute and/or modify the library.

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

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

modified by someone else and passed on, the recipients should know

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

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

introduced by others.

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

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

effectively restrict the users of a free program by obtaining a

restrictive license from a patent holder. Therefore, we insist that

any patent license obtained for a version of the library must be

consistent with the full freedom of use specified in this license.

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

ordinary GNU General Public License. This license, the GNU Lesser

General Public License, applies to certain designated libraries, and

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

this license for certain libraries in order to permit linking those

libraries into non-free programs.

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

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

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

General Public License therefore permits such linking only if the

entire combination fits its criteria of freedom. The Lesser General

Public License permits more lax criteria for linking other code with the library.

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

does Less to protect the user's freedom than the ordinary General

Public License. It also provides other free software developers Less

of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public

License for many libraries. However, the Lesser license provides advantages in certain

special circumstances.

For example, on rare occasions, there may be a special need to

encourage the widest possible use of a certain library, so that it becomes

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

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

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

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

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

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

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

free software. For example, permission to use the $\mbox{GNU C Library in}$

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

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

Although the Lesser General Public License is Less protective of the

users' freedom, it does ensure that the user of a program that is

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

that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and

modification follow. Pay close attention to the difference between a

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

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

be combined with the library in order to run.

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TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

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program which contains a notice placed by the copyright holder or

other authorized party saying it may be distributed under the terms of

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

Each licensee is addressed as "you".

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

prepared so as to be conveniently linked with application programs

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

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

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

Library" means either the Library or any derivative work under

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

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

straightforwardly into another language.

(Hereinafter, translation is

included without limitation in the term "modification".)

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

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

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

interface definition files, plus the scripts used to control compilation

and installation of the library.

Activities other than copying, distribution and modification are not

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

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

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

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

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

and what the program that uses the Library does.

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

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

you conspicuously and appropriately publish on each copy an

appropriate copyright notice and disclaimer of

warranty; keep intact

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

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

You may charge a fee for the physical act of transferring a copy,

and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Library or any portion

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

distribute such modifications or work under the terms of Section 1

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

- a) The modified work must itself be a software library.
- b) You must cause the files modified to carry prominent notices

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

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

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

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

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

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

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

in the event an application does not supply such function or

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

its purpose remains meaningful.

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

a purpose that is entirely well-defined independent of the

application. Therefore, Subsection 2d requires that any

application-supplied function or table used by this function must

be optional: if the application does not supply it, the square $% \left(1\right) =\left(1\right) \left(1$

root function must still compute square roots.)

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

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

and can be reasonably considered independent and separate works in

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

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

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

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

this License, whose permissions for other licensees extend to the

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

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

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

exercise the right to control the distribution of derivative or

collective works based on the Library.

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

with the Library (or with a work based on the Library) on a volume of

a storage or distribution medium does not bring the other work under

the scope of this License.

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

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

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

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

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

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

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

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

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

subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of

the code of

the Library into a program that is not a library.

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

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

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

it with the complete corresponding machinereadable source code, which

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

medium customarily used for software interchange.

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

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

source code from the same place satisfies the requirement to

distribute the source code, even though third parties are not

compelled to copy the source along with the object code.

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

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

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

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

therefore falls outside the scope of this License.

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

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

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

library". The executable is therefore covered by this License

Section 6 states terms for distribution of such executables.

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

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

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

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

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

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

If such an object file uses only numerical parameters, data

structure layouts and accessors, and small macros and small inline

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

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

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

Library will still fall under Section 6.)

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

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

Any executables containing that work also fall under Section 6.

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

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

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

work containing portions of the Library, and distribute that work

under terms of your choice, provided that the terms permit

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

engineering for debugging such modifications.

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

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

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

during execution displays copyright notices, you must include the

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

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

a) Accompany the work with the complete corresponding

machine-readable source code for the Library including whatever

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

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

with the Library, with the complete machinereadable "work that

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

user can modify the Library and then relink to

produce a modified

executable containing the modified Library. (It is understood

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

Library will not necessarily be able to recompile the application

to use the modified definitions.)

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

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

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

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

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

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

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

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

least three years, to give the same user the materials

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

than the cost of performing this distribution.

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

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

specified materials from the same place.

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

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

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

Library" must include any data and utility programs needed for

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

the materials to be distributed need not include anything that is

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

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

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

It may happen that this requirement contradicts the

license

restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an

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

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

the Library and of the other library facilities is otherwise

permitted, and provided that you do these two things:

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

based on the Library, uncombined with any other library

facilities. This must be distributed under the terms of the

Sections above.

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

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

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

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

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Copyright FAQ

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

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

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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,

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

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

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

See 1. above.

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

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

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

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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.

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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
- * rewrite to work around the paragraph 2 in the BSD licenses as explained
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google-glog's symbolization library URL: https://github.com/google/glog

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Brotli

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

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Google Cache Invalidation API

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

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dom-distiller-js

URL: https://github.com/chromium/dom-distiller

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

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

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

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

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

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

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

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

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

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

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

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A "png_get_copyright" function is available, for convenient use in "about"

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printf("%s", png_get_copyright(NULL));

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

libsrtp

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

/

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

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

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

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That's all there is to it!

modp base64 decoder

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

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

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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.

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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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opus

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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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x86inc

URL: http://git.videolan.org/?p=x264.git;a=blob;f=com mon/x86/x86inc.asm

*********** * x86inc.asm ***********

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. ********

; This is a header file for the x264ASM assembly language, which uses

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

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- ; to x264-devel@videolan.org.

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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Original Code. You should
use the text of this Exhibit A rather than the text
found in the
Original Code Source Code for Your
Modifications.]

12 2

Announcements

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

To read these announcements...

- 1 Press 🔅, select All Settings and press OK.
- 2 Select Update

Software > Announcements, and press OK.

- 3 If there is an announcement, you can read it or select one of the announcements available.
- 4 Press **〈** (left) repeatedly if necessary, to close the menu.

Aide et assistance

<u>13.1</u>

Dépannage

Mise sous tension

Le téléviseur ne s'allume pas.

- Débranchez le câble d'alimentation de la prise secteur. Attendez une minute, puis rebranchez-le.
- · Vérifiez si le câble d'alimentation est branché correctement.

Grincement au démarrage ou à l'extinction

Lorsque vous allumez le téléviseur, que vous l'éteignez ou que vous le mettez en veille, vous entendez un grincement provenant du châssis du téléviseur. Ce bruit est dû à l'expansion et à la contraction normales du téléviseur lorsqu'il chauffe ou refroidit. Ce phénomène n'affecte pas ses performances.

Le téléviseur repasse en mode veille après avoir affiché l'écran de démarrage Philips

Lorsque le téléviseur est en veille, un écran de démarrage Philips s'affiche, puis le téléviseur repasse en mode veille. Ce phénomène est normal. Si le téléviseur est débranché, puis rebranché sur l'alimentation, l'écran de démarrage s'affiche lors du démarrage suivant.

Le voyant de veille clignote en permanence

Débranchez le câble d'alimentation de la prise secteur. Attendez 5 minutes avant de rebrancher le câble d'alimentation. Si le clignotement reprend, contactez le Service Consommateurs Philips en charge des téléviseurs.

Image

Aucune image/image déformée

- · Vérifiez si l'antenne est connectée correctement au téléviseur.
- · Vérifiez si le périphérique adéquat est sélectionné comme source d'affichage.
- · Vérifiez si le périphérique ou la source externe est connecté correctement.

Présence de son, mais absence d'image

· Vérifiez si les réglages de l'image sont définis correctement.

Mauvaise qualité de la réception d'antenne

- · Vérifiez si l'antenne est connectée correctement au téléviseur.
- · Les haut-parleurs, les périphériques audio non reliés

à la terre, les lampes au néon, les bâtiments élevés et d'autres objets de grandes dimensions peuvent avoir une incidence sur la qualité de la réception. Dans la mesure du possible, essayez d'améliorer la qualité de réception en modifiant l'orientation de l'antenne ou en éloignant les périphériques du téléviseur.

• Si la mauvaise réception ne concerne qu'une seule chaîne, affinez le réglage de cette chaîne.

Image de mauvaise qualité issue d'un périphérique

- Vérifiez si le périphérique est connecté correctement.
- Vérifiez si les réglages de l'image sont définis correctement.

L'image n'est pas adaptée à l'écran

Utilisez un autre format d'image.

La position de l'image est incorrecte

Il est possible que des signaux d'image provenant de certains périphériques ne s'adaptent pas correctement à l'écran. Vérifiez la sortie des signaux du périphérique connecté.

L'image diffusée par l'ordinateur n'est pas stable

Vérifiez si l'ordinateur utilise la résolution et la fréquence de rafraîchissement prises en charge.

Son

Absence de son ou son de mauvaise qualité

Si aucun signal audio n'est détecté, le téléviseur désactive automatiquement la sortie audio. Cela n'est pas le signe d'un dysfonctionnement.

- · Vérifiez si les réglages du son sont correctement définis.
- · Vérifiez si tous les câbles sont connectés correctement.
- · Vérifiez si le volume n'est pas réglé sur Muet ni défini sur zéro.
- Vérifiez si la sortie audio du téléviseur est connectée à l'entrée audio du système Home Cinéma.
 Le son doit être diffusé à partir des haut-parleurs HTS.
- Il est possible que certains périphériques nécessitent l'activation manuelle de la sortie audio HDMI. Si la sortie audio HDMI est déjà activée, mais qu'aucun signal audio n'est diffusé, essayez de définir le format audio numérique du périphérique sur PCM (Pulse Code Modulation). Reportez-vous à la documentation fournie avec le périphérique pour prendre connaissance des instructions.

Connexions

HDMI

- La prise en charge HDCP (High-bandwidth Digital Content Protection) peut allonger le délai d'affichage du contenu d'un périphérique HDMI sur le téléviseur.
- Si le téléviseur ne reconnaît pas le périphérique HDMI et que l'écran n'affiche aucune image, essayez de faire basculer la source d'un périphérique à l'autre, puis de revenir au périphérique HDMI.
- Si le son est parfois déformé, vérifiez que les réglages de sortie du périphérique HDMI sont corrects.
- Si vous utilisez un adaptateur HDMI vers DVI ou un câble HDMI vers DVI, veillez à connecter un câble audio supplémentaire à la prise AUDIO IN (prise minijack uniquement).

EasyLink ne fonctionne pas

 - Vérifiez que vos périphériques HDMI sont compatibles HDMI-CEC. Les fonctionnalités EasyLink ne sont opérationnelles qu'avec des périphériques compatibles HDMI-CEC.

Aucune icône de volume ne s'affiche

- Ce phénomène est normal lorsqu'un périphérique audio HDMI-CEC est connecté.

Les photos, vidéos et musiques d'un périphérique USB ne s'affichent pas

- Vérifiez que le périphérique de stockage USB est défini de sorte qu'il soit compatible avec la classe Périphérique de stockage de masse comme indiqué dans la documentation du périphérique.
- Vérifiez que le périphérique de stockage USB est compatible avec le téléviseur.
- Vérifiez que les formats de fichier audio et image sont pris en charge par le téléviseur.

Lecture instable de fichiers USB

- Les performances de transfert du périphérique de stockage USB peuvent limiter le taux de transfert de données vers le téléviseur, provoquant une mauvaise qualité de lecture.

Wi-Fi, Internet et Bluetooth

Réseau Wi-Fi introuvable ou perturbé

- Les fours à micro-ondes, les téléphones DECT ou autres appareils Wi-Fi 802.11b/g/n/ac à proximité peuvent perturber le réseau sans fil.
- · Assurez-vous que les pare-feux de votre réseau autorisent l'accès à la connexion sans fil du téléviseur.
- Si le réseau sans fil ne fonctionne pas correctement dans votre maison, essayez l'installation câblée du réseau.

Internet ne fonctionne pas

• Si la connexion au routeur fonctionne, vérifiez la connexion du routeur à Internet.

Le PC et la connexion Internet sont lents

- Recherchez la portée du routeur en intérieur, son débit et d'autres éléments affectant la qualité du signal dans le mode d'emploi de votre routeur sans fil.
- Une connexion Internet haut débit (large bande) est nécessaire pour le routeur.

DHCP

• Si la connexion échoue, vous pouvez vérifier le paramètre DHCP du routeur. Ce paramètre doit être réglé sur Marche.

Connexion Bluetooth perdue

· Les endroits enregistrant une forte quantité d'activités sans fil (appartements avec beaucoup de routeurs sans fil) peuvent entraver la connexion sans fil

Réseau

Réseau Wi-Fi introuvable ou perturbé

- Les fours à micro-ondes, les téléphones DECT ou autres appareils Wi-Fi 802.11b/g/n/ac à proximité peuvent perturber le réseau sans fil.
- · Assurez-vous que les pare-feux de votre réseau autorisent l'accès à la connexion sans fil du téléviseur.
- Si le réseau sans fil ne fonctionne pas correctement dans votre maison, essayez l'installation câblée du réseau.

Internet ne fonctionne pas

• Si la connexion au routeur fonctionne, vérifiez la connexion du routeur à Internet.

Le PC et la connexion Internet sont lents

- Recherchez la portée du routeur en intérieur, son débit et d'autres éléments affectant la qualité du signal dans le mode d'emploi de votre routeur sans fil.
- Une connexion Internet haut débit (large bande) est nécessaire pour le routeur.

DHCP

• Si la connexion échoue, vous pouvez vérifier le paramètre DHCP du routeur. Ce paramètre doit être réglé sur Marche.

13.2

Aide en ligne

Pour résoudre tout problème relatif à un téléviseur Philips, vous pouvez consulter notre assistance en ligne. Vous pourrez sélectionner votre langue et indiquer le numéro de référence du modèle.

Rendez-vous sur le site Web www.philips.com/support

Sur le site d'assistance, vous trouverez le numéro de téléphone de nos services dans votre pays, ainsi que les réponses aux questions les plus fréquemment posées (FAQ). Dans certains pays, vous pouvez discuter avec l'un de nos collaborateurs et lui poser directement votre question ou envoyer une question par mail.

Vous pouvez télécharger le nouveau logiciel du téléviseur ou le manuel afin de le consulter sur votre ordinateur.

13.3

Assistance et réparation

Si vous avez besoin d'une assistance ou d'une réparation, vous pouvez appeler le Service Consommateurs de votre pays. Nos ingénieurs se chargeront des réparations, si nécessaire.

Recherchez le numéro de téléphone dans la documentation imprimée fournie avec le téléviseur. Vous pouvez également accéder à notre site Web www.philips.com/TVsupport et sélectionner votre pays, si nécessaire.

Numéro de modèle et numéro de série du téléviseur

Il est possible que l'on vous demande d'indiquer le numéro de référence du modèle et le numéro de série de votre téléviseur. Vous les trouverez sur l'étiquette de l'emballage ou sur l'étiquette située au dos ou en dessous du téléviseur.

A Avertissement

N'essayez pas de réparer le téléviseur vous-même. Vous pourriez vous blesser grièvement, causer des dommages irréparables ou entraîner l'annulation de la garantie de votre téléviseur.

Sécurité et entretien

<u>----</u> 14.1

Sécurité

Déclaration ESD

Un scintillement parasite a été observé sur l'écran pendant le test, mais celui-ci a disparu automatiquement après le test. Cette perte de performance permissive est spécifiée par le fabricant. Ce phénomène sera mis en évidence dans le Manuel de l'utilisateur afin d'éviter tout malentendu.

Important

Assurez-vous d'avoir bien lu et compris toutes les instructions de sécurité avant d'utiliser le téléviseur. Si l'appareil est endommagé suite au non-respect des instructions, la garantie ne s'applique pas.

Ne modifiez pas cet équipement sans l'autorisation du fabricant.

Risque d'électrocution ou d'incendie

- N'exposez jamais le téléviseur à la pluie ni à l'eau. Ne placez jamais de récipients contenant du liquide, tels que des vases, à proximité du téléviseur. En cas de renversement de liquide sur ou dans le téléviseur, débranchez immédiatement l'appareil. Contactez le Service Consommateurs Philips en charge des téléviseurs afin de faire vérifier le téléviseur avant son utilisation.
- N'exposez jamais le téléviseur à une chaleur excessive. Ne placez jamais le téléviseur, la télécommande ou les piles près d'une bougie allumée, de flammes ou d'une autre source de chaleur, y compris les rayons directs du soleil.
- N'insérez jamais d'objet dans les orifices de ventilation ou dans un autre orifice du téléviseur.
- Ne placez jamais d'objets lourds sur le cordon d'alimentation.
- N'exercez pas de force excessive sur les fiches électriques. Des fiches électriques mal insérées peuvent provoquer la formation d'un arc électrique ou un incendie. Lorsque vous faites pivoter l'écran du téléviseur, veillez à ce que le cordon d'alimentation ne se tende pas.
- Pour débrancher le téléviseur de l'alimentation secteur, il faut débrancher la fiche électrique du téléviseur. Lorsque vous le débranchez, tirez toujours sur la fiche électrique, et non sur le cordon. Assurezvous de disposer à tout moment d'un accès dégagé à

la fiche électrique, au cordon d'alimentation et à la prise secteur.

Risque de blessures ou d'endommagement du téléviseur

- En cas de montage mural, veillez à ce que celui-ci soit suffisamment solide pour supporter le poids du téléviseur. TP Vision ne peut en aucun cas être tenu responsable d'un montage mural incorrect à l'origine d'un accident, de blessures ou de dégâts matériels.
- Certains composants sont fabriqués en verre. Veillez à les manipuler avec précaution pour éviter toute blessure ou tout dommage.

Risque d'endommagement du téléviseur!

Avant de brancher le téléviseur sur la prise secteur, assurez-vous que la tension électrique correspond à la valeur figurant à l'arrière du téléviseur. Ne branchez jamais le téléviseur sur la prise secteur en cas de différence de tensions.

Dangers liés à la stabilité

Un téléviseur peut tomber et provoquer des blessures graves, voire mortelles. Quelques précautions simples peuvent permettre d'éviter de nombreuses blessures, en particulier aux enfants. Par exemple :

- Assurez-vous TOUJOURS que le téléviseur ne surplombe pas le bord du meuble sur lequel il se trouve.
- TOUJOURS utiliser des meubles, des supports ou des méthodes de montage recommandées par le fabricant du téléviseur.
- TOUJOURS utiliser un meuble pouvant supporter le téléviseur en toute sécurité.
- TOUJOURS avertir les enfants des dangers auxquels ils s'exposeraient en grimpant sur un meuble pour atteindre le téléviseur ou ses commandes.
- TOUJOURS guider les câbles et cordons connectés à votre téléviseur de façon à éviter qu'on ne trébuche dessus, tire dessus ou les empoigne.
- Ne JAMAIS placer un téléviseur à un endroit instable.
- Ne JAMAIS installer le téléviseur sur un meuble haut (par ex. un placard ou une bibliothèque) sans fixer à la fois le meuble et le téléviseur sur un support adéquat.
- Ne JAMAIS placer le téléviseur sur un tissu ou tout autre matériau pouvant se trouver entre le téléviseur et le meuble de support.
- Ne JAMAIS placer d'objets qui pourraient inciter les enfants à grimper, tels que des jouets et des télécommandes, sur le téléviseur ou le meuble sur lequel le téléviseur est installé.

Si le téléviseur existant doit être conservé et déplacé,

il convient d'appliquer les mêmes considérations que ci-dessus.

Risques liés aux piles

- · N'avalez pas les piles. Risque de brûlure chimique.
- La télécommande peut contenir une pile bouton. Si la pile bouton est ingérée, elle peut causer de graves brûlures internes en 2 heures seulement et peut entraîner la mort.
- Tenez les piles neuves et usagées hors de portée des enfants.
- Si le compartiment à piles ne se ferme pas de manière sécurisée, cessez d'utiliser le produit et tenezle à l'écart des enfants.
- Si vous pensez qu'une pile a été avalée ou placée dans une partie du corps, consultez immédiatement un médecin.
- Risque d'incendie ou d'explosion si les piles sont remplacées par un type de piles inapproprié.
- Remplacer une pile par un modèle non adapté peut faire échouer les mesures de protection (par exemple, dans le cas de certains types de piles au lithium).
- Mettre une pile au feu ou dans un four chaud, broyer ou couper une pile peut entraîner une explosion.
- Laisser une pile dans un environnement à température extrêmement élevée peut entraîner une explosion ou une fuite de liquide ou de gaz inflammable.
- Une pile soumise à une pression d'air extrêmement faible peut entraîner une explosion ou une fuite de liquide ou de gaz inflammable.

Risque de surchauffe

N'installez jamais le téléviseur dans un espace confiné. Laissez toujours un espace d'au moins 10 cm autour du téléviseur pour assurer une bonne ventilation. Veillez à ce que les fentes de ventilation du téléviseur ne soient jamais obstruées par des rideaux ou d'autres objets.

Orages

Débranchez le téléviseur de la prise secteur et de l'antenne avant un orage.

Par temps orageux, évitez de toucher le téléviseur, le cordon d'alimentation ou le câble d'antenne.

Risque de dommages auditifs

Évitez d'utiliser des écouteurs ou des casques à volume élevé ou de façon prolongée.

Basses températures

Si le téléviseur est exposé lors du transport à des températures inférieures à 5 °C, déballez-le et attendez qu'il atteigne la température ambiante de la pièce avant de le brancher.

Humidité

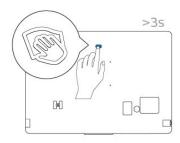
Il peut arriver, en de rares occasions, que des gouttelettes de condensation se forment sur la surface intérieure de l'écran du téléviseur (sur certains modèles) selon la température et l'humidité. Pour empêcher ce phénomène, n'exposez pas l'appareil à la lumière directe du soleil, à toute source de chaleur ou à l'humidité. Si des gouttelettes de condensation apparaissent, elles disparaîtront après quelques heures d'utilisation du téléviseur.

L'humidité issue de la condensation n'endommage pas le téléviseur, pas plus qu'elle n'entraîne son dysfonctionnement.

14.2

Entretien de l'écran

- Évitez de toucher, pousser, frotter et cogner l'écran avec quelque objet que ce soit.
- · Appuyez sur le bouton de nettoyage à l'arrière du téléviseur. Vous devez appuyer sur ce bouton pendant 3 secondes pour désactiver les commandes avant du téléviseur avant de procéder au nettoyage.



- Nettoyez le téléviseur et son cadre avec un chiffon doux et humide, et essuyez délicatement. N'utilisez jamais de substances telles que de l'alcool, des produits chimiques ou des produits d'entretien ménager sur le téléviseur.
- Pour éviter toute déformation et décoloration, essuyez les gouttes d'eau le plus vite possible.
- · Évitez autant que possible les images statiques. Les

images statiques sont des images affichées à l'écran pendant une période prolongée. Les menus à l'écran, les bandes noires, l'affichage de l'heure, etc. créent des images statiques. Si ces dernières sont inévitables, réduisez le contraste et la luminosité de l'écran pour éviter de l'endommager.

14.3

Déclaration relative à l'exposition aux rayonnements (Wi-Fi intégré uniquement)

Cet équipement est conforme aux limites d'exposition aux rayonnements CE définies pour un environnement non contrôlé. Cet équipement doit être installé et utilisé à une distance minimale de 20 cm entre le radiateur et le corps.

La fréquence, le mode et la puissance maximale transmise pour l'Union européenne sont répertoriés cidessous :

- -2 400-2 483,5 MHz : < 20 dBm (EIRP) pour produit 2,4G uniquement.
- -5 150-5 250 MHz : < 23 dBm (EIRP)
- -5 250-5 350 MHz : < 23 dBm (EIRP)
- -5 470-5 725 MHz : < 27 dBm (EIRP)
- -5 725-5 825 MHz : < 13,98 dBm (EIRP)

Conditions d'utilisation

15 1

Conditions d'utilisation -Téléviseur

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Ce produit a été mis sur le marché par TP Vision Europe B.V. ou une de ses filiales, ci-après dénommé TP Vision, qui est le fabricant du produit. TP Vision est le garant du téléviseur qui accompagne cette brochure. Philips et l'emblème du bouclier Philips sont des marques déposées de Koninklijke Philips N.V.

Ces spécifications sont susceptibles d'être modifiées sans avis préalable. Les marques commerciales sont la propriété de Koninklijke Philips N.V ou de leurs détenteurs respectifs. TP Vision se réserve le droit de modifier les produits à tout moment, mais n'est pas contraint de modifier les offres précédentes en conséquence.

La documentation écrite fournie avec le téléviseur et le manuel stocké dans la mémoire de celui-ci ou disponible en téléchargement sur le site Web de Philips www.philips.com/support sont jugés conformes à l'usage auquel le système est destiné.

Le contenu de ce manuel est jugé conforme à l'usage auquel ce système est destiné. Si l'appareil ou les modules et procédures correspondants sont utilisés à d'autres fins que celles spécifiées dans le présent manuel, vous devez obtenir la confirmation de leur validité et de leur adéquation. TP Vision garantit que le matériel lui-même n'enfreint aucun brevet déposé aux États-Unis. Aucune garantie supplémentaire expresse ou tacite n'est formulée. TP Vision décline toute responsabilité quant aux éventuelles erreurs figurant dans ce document et aux problèmes qui en découlent. Les erreurs signalées à Philips seront corrigées et publiées sur le site Web d'assistance Philips dès que possible.

Conditions de garantie : risque de blessure, dommages au téléviseur ou annulation de la garantie !

Ne tentez en aucun cas de réparer le téléviseur vousmême. Utilisez le téléviseur et les accessoires uniquement de la manière prévue par le fabricant. Le message d'avertissement imprimé à l'arrière du téléviseur signale un risque d'électrocution. Ne retirez en aucun cas le capot du téléviseur. Confiez toujours l'entretien et les réparations au Service consommateurs Philips. Recherchez le numéro de téléphone dans les documents imprimés fournis avec le téléviseur. Vous pouvez également consulter notre site Web www.philips.com/support et sélectionner votre pays, si nécessaire. Toute opération expressément interdite dans le présent manuel, ainsi que tout réglage ou toute procédure d'assemblage non recommandés ou non autorisés par ce manuel, entraînera l'annulation de la garantie.

Caractéristiques des pixels

Ce téléviseur possède un grand nombre de pixels de couleur. Bien que le taux de pixels effectifs soit de 99,999 % ou plus, il se peut que des points noirs ou des points de lumière (rouges, verts ou bleus) apparaissent de façon permanente à l'écran. Il s'agit d'une propriété structurelle de l'affichage (parmi les normes industrielles standard) et non d'un dysfonctionnement.

Conformité CE

Par la présente, TP Vision Europe B.V. déclare que ce téléviseur est conforme aux exigences principales et aux autres dispositions concernées relatives aux directives 2014/53/UE (RED), 2009/125/CE (écoconception) et 2011/65/CE (RoHS).

Conformité aux normes EMF

TP Vision fabrique et commercialise de nombreux produits destinés au grand public. Comme tous les appareils électroniques, ces produits peuvent émettre et recevoir des signaux électromagnétiques. L'un des principes fondamentaux adoptés par la société TP Vision consiste à prendre toutes les mesures qui s'imposent en matière de sécurité et de santé, conformément aux dispositions légales en cours, pour respecter les normes sur les champs électriques, magnétiques et électromagnétiques en vigueur au moment de la fabrication de ses produits.

TP Vision s'engage à développer, produire et commercialiser des produits n'ayant aucun effet indésirable sur la santé. TP Vision confirme que ses produits, s'ils sont manipulés correctement et conformément à l'usage prévu, répondent aux règles de sécurité établies sur la base des connaissances scientifiques actuelles. TP Vision participe activement au développement des normes internationales relatives à la sécurité et aux champs électromagnétiques (EMF). Cet engagement permet à la société d'anticiper les évolutions ultérieures en matière de normalisation afin de les intégrer en avant-première dans ses produits.

Droits d'auteur

16.1

HDMI

HDMI

HDMI, HDMI High-Definition Multimedia Interface et le logo HDMI sont des marques commerciales ou des marques déposées de HDMI Licensing Administrator, Inc. aux États-Unis et dans d'autres pays.



16.2

Dolby Audio

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16.3

Wi-Fi Alliance

Wi-Fi

Le logo Wi-Fi CERTIFIED™ est une marque déposée de Wi-Fi Alliance®



16.4

Kensington

Kensington

(le cas échéant)

Kensington et Micro Saver sont des marques déposées d'ACCO World Corporation aux États-Unis. Ces marques sont également déposées ou font actuellement l'objet de demandes de dépôt en attente dans d'autres pays.



16.5

Autres marques commerciales

Toutes les autres marques, déposées ou non, citées dans le présent manuel appartiennent à leurs détenteurs respectifs.

Avertissement relatif aux services et/ou logiciels offerts par des tiers

Les services et/ou logiciels offerts par des tiers peuvent être modifiés, suspendus ou supprimés sans préavis. TP Vision n'assume aucune responsabilité dans ces situations.

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