# Manuale dell'utente

19HFL5114W/12



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# Panoramica TV

1.1

1

# Professional mode

# Operazioni effettuabili

In Professional mode ON, è possibile accedere a un gran numero di impostazioni avanzate che consentono il controllo avanzato dello stato del televisore o l'aggiunta di funzioni aggiuntive.

Questa modalità è destinata all'installazione di TV in luoghi come hotel, navi da crociera, stadi o qualsiasi altra area commerciale in cui sia richiesto tale controllo.

Se si utilizza il televisore in ambiente domestico, si consiglia di selezionare l'opzione Professional mode OFF.

Per ulteriori dettagli, consultare il manuale di installazione Professional.

# Configurazione

# 2.1

# Istruzioni di sicurezza



Leggere le istruzioni di sicurezza prima di utilizzare il TV.

# 2.2

# Supporto TV e montaggio a parete

# Supporto TV

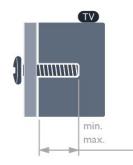
Le istruzioni di montaggio del supporto TV sono disponibili nella guida rapida fornita con il TV. In caso di smarrimento della guida, è possibile scaricarla dal sito Web <u>www.philips.com</u>.

Per cercare la **guida rapida** da scaricare, immettere il codice del TV.

# Montaggio a parete

Il televisore è predisposto per il montaggio a parete secondo gli standard VESA con staffa (venduta a parte).

Utilizzare il seguente codice VESA per l'acquisto del supporto per il montaggio a parete...



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

# Attenzione

Il montaggio a parete del TV richiede competenze specifiche e deve essere eseguito esclusivamente da personale qualificato. Il montaggio a parete del TV deve rispettare gli standard di sicurezza in base al peso del TV. Prima di installare il TV, leggere le precauzioni per la sicurezza.

TP Vision Europe B.V. non si assume alcuna responsabilità per un montaggio errato o che provochi ferite o lesioni personali.

# 2.3

# Suggerimenti sul posizionamento

• Collocare il TV in modo che la luce non si rifletta direttamente sullo schermo.

• La distanza ottimale per guardare il TV è pari a tre volte la dimensione diagonale dello schermo. Da seduti, gli occhi dovrebbero essere al livello del centro dello schermo.

# Nota:

Tenere il TV lontano da fonti di polvere come stufe. Si consiglia di rimuovere regolarmente la polvere per evitare che penetri nel TV.

# <sup>2.4</sup> Cavo di alimentazione

- Inserire il cavo di alimentazione nel
- connettore **POWER** sul retro del TV.
- Assicurarsi che il cavo di alimentazione sia inserito saldamente nel connettore.
- Assicurarsi che la presa di alimentazione a muro sia accessibile in qualsiasi momento.
- Scollegare sempre il cavo di alimentazione afferrando la spina e non il cavo.



# <sup>2.5</sup> Cavo dell'antenna

Inserire saldamente la spina dell' **antenna** nella relativa presa sul retro del TV.

È possibile collegare la propria antenna oppure collegarsi a un segnale dell'antenna da un sistema di distribuzione dell'antenna. Utilizzare un cavo coassiale per antenna con connettore IEC (RF) da 75 Ohm.

5

Utilizzare questo collegamento per antenna per i segnali di ingresso DVB-T e DVB-C.



# <sup>3</sup> Montaggio su supporto

# 3.1

# Impugnatura

Le istruzioni di montaggio dell'impugnatura sono disponibili nella guida rapida disponibile su <u>www.philips.com</u>.

Per cercare la guida rapida da scaricare, immettere il codice del TV.

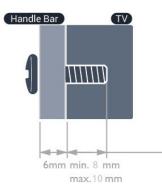
# 3.2

# Montaggio su supporto

Il televisore è predisposto per il montaggio su supporto secondo gli standard VESA con staffa (venduta a parte).

Utilizzare il seguente codice VESA per l'acquisto del supporto. . .

Per fissare saldamente la staffa, utilizzare viti di lunghezza simile a quella indicata nel disegno.



• 19HFL5114W - VESA MIS-F 75x75, M4 (minimo 7,5 mm, massimo 8,5 mm)

Installato con barra di impugnatura: (minimo 14 mm, massimo 16 mm)

Installato senza barra di impugnatura: (minimo 8 mm, massimo 10 mm)

# Attenzione

Il montaggio su supporto del televisore richiede competenze specifiche e deve essere eseguito esclusivamente da personale qualificato. Il montaggio su supporto del televisore deve soddisfare gli standard di sicurezza relativamente al peso del televisore. Prima di installare il televisore, leggere le precauzioni per la sicurezza.

TP Vision Europe B.V. non si assume alcuna responsabilità per un montaggio errato o che provochi ferite o lesioni personali.

# Nota

Prima di montare a parete il televisore, rimuovere le viti VESA presenti sul pannello posteriore.

# Avviso

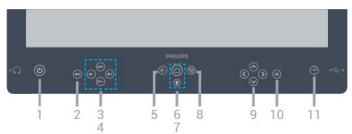
Attenersi a tutte le istruzioni fornite con il supporto per il montaggio del televisore a parete. TP Vision Europe B.V. non può essere ritenuta responsabile in caso di danni o lesioni riconducibili a montaggi del televisore non corretti.

Per prevenire danni ai cavi e ai connettori, lasciare uno spazio libero di almeno 5,5 cm/2,2" tra la parete e il retro del televisore.

Prima di montare il televisore sul supporto, determinare la lunghezza corretta della vite. Per determinare la lunghezza della vite, aggiungere alla vite lo spessore del supporto.

# Tasti sul TV

Utilizzare il tastierino anteriore per controllare il funzionamento su schermo. Il tastierino è costituito dai seguenti tasti:



1. Accensione: consente di accendere il televisore o di attivare la modalità standby.

2. Esclusione dell'audio: Consente di disattivare o riattivare l'audio.

3. ID canale CH+/-: Consente di passare al canale successivo o precedente nell'elenco canali.

4. Volume **4+** : Consente di regolare il livello del volume.

5. Indietro: Consente di tornare al canale precedente selezionato. Consente di tornare al menu precedente.

6. Home 🛆: Consente di aprire il menu Home.

7. Luminosità: consente di impostare la luminosità della luce nella parte inferiore del televisore.

8. Uscita: Consente di ritornare a guardare la TV.

9. Tasti freccia/di navigazione: Consentono di spostarsi in alto ∧, in basso ∨, a sinistra ≺o a destra >.

10. OK: Consente di confermare una selezione o un'impostazione.

11. Orologio: consente di visualizzare l'ora corrente. consente di regolare l'ora della sveglia.

7

# Accensione e spegnimento

5.1

5

# Accensione o standby

Assicurarsi che il TV sia collegato all'alimentazione principale CA. Collegare il cavo di alimentazione in dotazione al connettore **AC IN** sul retro del TV.



# Accensione

Premere 🕐 sul televisore per accenderlo.

# Passaggio alla modalità standby

Passare alla modalità standby del televisore quando non si utilizza il televisore.

Per attivare la modalità di standby sul TV, premere **0** sul televisore.

In modalità di standby, il TV è ancora collegato all'alimentazione principale ma consuma pochissima energia.

Per spegnere completamente il TV, scollegare la spina di alimentazione.

Estrarre sempre il cavo di alimentazione afferrando la spina e non il cavo. Assicurarsi che la spina di alimentazione, il cavo e la presa elettrica siano sempre accessibili.

Utilizzare l'adattatore di alimentazione fornito con il televisore. Marca: FSP Modello: FSP065M, DHA (uscita: 12)/DC, 5,42,4 may

Modello: FSP065M-DHA (uscita: 12 VDC, 5,42 A max)

# Specifiche

# Informazioni ambientali

# Scheda prodotto

# 19HFL5114W

- Classe di efficienza energetica: A
- Dimensioni schermo visibile: 47 cm/19"
- Consumo energetico quando acceso (W): 15 W
- Consumo energetico annuale (kWh) \*: 22 kWh
- $\cdot$  Consumo energetico in standby (W) \*\*: 0,5 W
- Risoluzione display (pixel): 1366 x 768p
- Classificazioni: 12 V CC, Max. 24 W

\* Consumo energetico in kWh per anno, basato sul consumo energetico del TV in funzione 4 ore al giorno per 365 giorni. Il consumo energetico effettivo dipende da come viene utilizzato il TV.

Numero di registrazione EPREL: 341539

# Smaltimento dei materiali

# Smaltimento di prodotti e batterie obsolete

Il prodotto è stato progettato e assemblato con materiali e componenti di alta qualità che possono essere riciclati e riutilizzati.



Quando su un prodotto si trova il simbolo del bidone dei rifiuti con una croce, significa che tale prodotto è soggetto alla Direttiva Europea 2012/19/EU.



Informarsi sulle modalità di raccolta dei prodotti elettrici ed elettronici in vigore nella zona in cui si desidera smaltire il prodotto.

Attenersi alle normative locali per lo smaltimento dei rifiuti e non gettare i vecchi prodotti con i normali rifiuti domestici. Il corretto smaltimento dei prodotti non più utilizzabili previene potenziali conseguenze negative per l'ambiente e per la popolazione.

Il prodotto funziona con batterie che rientrano nella direttiva europea 2006/66/EC e che non possono essere smaltite con i normali rifiuti domestici.



Informarsi sulle normative locali relative alla raccolta differenziata delle batterie: un corretto smaltimento consente di evitare conseguenze negative per l'ambiente e la salute.

# <sup>6.2</sup> Sistema operativo

Sistema operativo Android:

Android Pie 9

# <sup>6.3</sup> Tipo di schermo

Dimensione diagonale dello schermo • 47 cm/19" Risoluzione display • 1366 x 768

# <sup>6.4</sup> Risoluzione video in ingresso

Formati video

Risoluzione - Frequenza di aggiornamento

- 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

# Formati per computer

Risoluzioni (tra gli altri valori)

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

# 6.5 Connettività

# Parte posteriore del televisore

- Ingresso HDMI ARC Ultra HD
- Antenna (75 ohm)
- Rete LAN: RJ45
- $\cdot$  8 **Q** Uscita bagno
- Connettore dati RJ-48

# Parte laterale del TV

- · USB/USB 2.0
- Cuffie: mini-jack stereo da 3,5 mm

# 6.6 Dimensioni e peso

# 19HFL5114W

senza supporto TV:
Larghezza 468,8 mm - Altezza 326,4 mm - Profondità
38,9 mm - Peso ± 3,35 kg
con supporto TV:
Larghezza 468,8 mm - Altezza 370,2 mm - Profondità
44,9 mm - Peso ± 3,65 kg

# 6.7 Suono

- $\cdot$  Potenza in uscita (RMS): 5 W (2.5 w<sup>\*</sup>2)
- $\cdot$  Dolby Audio
- $\cdot$  DTS HD

# Connetti dispositivi

7.1

# Connetti dispositivi

# Guida connettività

Collegare sempre un dispositivo al TV tramite la connessione che offre la migliore qualità possibile. Inoltre, per assicurare un buon trasferimento audio e video, utilizzare cavi di buona qualità.

Quando viene collegato un dispositivo, il TV ne riconosce immediatamente il tipo e assegna al dispositivo un nome tipo corretto. È possibile modificare il nome tipo, se necessario. Se per un dispositivo è stato impostato il nome tipo corretto, il TV passerà automaticamente alle impostazioni TV ideali quando si seleziona il dispositivo in questione nel menu Sorgenti.

# Porta per antenna

Se si dispone di un decoder (un ricevitore digitale) o di un registratore, collegare i cavi dell'antenna per far passare il segnale dell'antenna tramite il decoder e/o il registratore prima che raggiunga il televisore. In questo modo, l'antenna e il decoder possono inviare i possibili canali aggiuntivi al registratore per la registrazione.

# Porte HDMI

# Azionamento dei dispositivi

Per utilizzare un dispositivo collegato tramite HDMI e impostato con EasyLink, selezionare il dispositivo o la relativa attività nell'elenco dei collegamenti TV.

Professional mode OFF – Premere 🏠 Home, selezionare le applicazioni 😬 , selezionare **T** Sources . Selezionare un dispositivo collegato tramite HDMI e premere OK.

# Professional mode

ON – Premere 🏠 Home, selezionare Canali TV 👿 , selezionare 🔁 Sorgenti. Selezionare un dispositivo collegato tramite HDMI e premere OK.

# Qualità HDMI

La connessione HDMI offre la migliore qualità delle immagini e del suono. Un cavo HDMI combina i segnali video e audio. Utilizzare un cavo HDMI per il segnale TV.

Per un trasferimento ottimale della gualità del segnale, utilizzare un cavo HDMI ad alta velocità e non più lungo di 5 m.



# Protezione da copia

I cavi HDMI supportano la tecnologia HDCP (Highbandwidth Digital Content Protection). HDCP è un segnale di protezione da copia che impedisce la copia dei contenuti da un disco DVD o da un disco Blu-ray. Viene anche chiamato DRM (Digital Rights Management).

# HDMI ARC

Tutte le connessioni HDMI sul TV dispongono del segnale HDMI ARC (Audio Return Channel).

Se anche il dispositivo, di solito un sistema Home Theater (HTS), dispone del collegamento HDMI ARC, usarlo per qualsiasi collegamento HDMI sul televisore. Con il collegamento HDMI ARC, non è necessario collegare il cavo audio aggiuntivo che invia l'audio dell'immagine TV al sistema HTS. Il collegamento HDMI ARC combina entrambi i segnali.

È possibile utilizzare qualsiasi collegamento HDMI sul televisore per collegare il sistema HTS, ma il segnale ARC è disponibile per 1 solo dispositivo/collegamento alla volta.



# HDMI CEC - EasyLink

La connessione HDMI offre la migliore qualità delle immagini e del suono. Un cavo HDMI combina i segnali video e audio. Utilizzare un cavo HDMI per il segnale TV ad alta definizione (HD). Per un trasferimento ottimale della qualità del segnale, utilizzare un cavo HDMI ad alta velocità e non più lungo di 5 m.

Collegare i dispositivi HDMI compatibili CEC al TV.

EasyLink HDMI-CEC deve essere attivato sul TV e sul dispositivo collegato.



# Nota:

• EasyLink potrebbe non funzionare con dispositivi di altre marche.

• La funzionalità HDMI CEC può avere nomi diversi a seconda delle marche. Alcuni esempi: Anynet, Aquos Link, Bravia Theatre Sync, Kuro Link, Simplink e Viera Link. Non tutte le marche sono interamente compatibili con EasyLink. I nomi di esempio delle marche per la funzionalità HDMI CEC appartengono ai rispettivi proprietari.

## Attivazione o disattivazione di EasyLink

È possibile attivare o disattivare EasyLink. Il televisore viene fornito con le impostazioni EasyLink attivate.

Per disattivare completamente EasyLink...

Professional mode OFF − Premere ☆ / ☆ Home. Premere ∨ (in basso), selezionare Impostazioni e premere OK.

Selezionare Sorgenti > EasyLink e premere OK.

Selezionare EasyLink e premere OK.

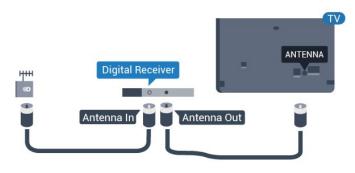
Selezionare Spento e premere OK.

Premere  $\leftarrow$  BACK, ripetutamente se necessario, per chiudere il menu.

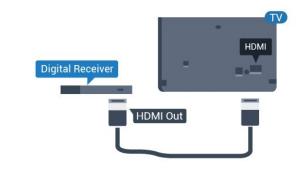
Professional mode ON – Fare riferimento al manuale di installazione.

# <sup>7.2</sup> Ricevitore – Decoder

Per collegare l'antenna al decoder (un ricevitore digitale) o al televisore, utilizzare 2 cavi per antenna.



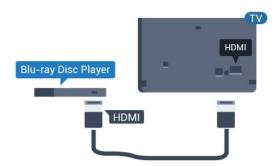
Accanto ai collegamenti dell'antenna, aggiungere un cavo HDMI per collegare il decoder al televisore.



# 7.3

# Lettore dischi Blu-ray

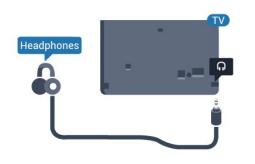
Utilizzare un cavo HDMI ad alta velocità per collegare il lettore dischi Blu-ray Disc al TV.



Se il lettore dischi Blu-ray dispone di EasyLink HDMI CEC.

# <sup>7.4</sup> Cuffie

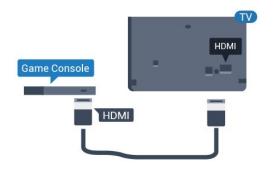
È possibile collegare le cuffie alla connessione 🎧 sul retro del TV. La connessione è del tipo mini-jack da 3,5 mm. È inoltre possibile regolare il volume delle cuffie separatamente.



# 7.5 Console di gioco

# HDMI

Per una qualità ottimale, utilizzare un cavo HDMI ad alta velocità per collegare la console di gioco al televisore.



# 7.6 Unità flash USB

È possibile visualizzare foto o riprodurre musica e video da un'unità flash USB.

Inserire un'unità flash USB in una dei collegamenti **USB** del TV mentre il TV è acceso.



Il televisore rileva l'unità flash e apre un elenco che ne visualizza il contenuto.

Se l'elenco dei contenuti non viene visualizzato

automaticamente...

Professional mode

OFF – Premere ☆ / △ Home , selezionare 🖿

Applicazioni, selezionare ₽ Sorgenti. Selezionare USB e premere OK.

Professional mode On – Premere △ / △ Home, selezionare Canali TV I , selezionare SOURCES . Selezionare USB e premere OK.

Per interrompere la visualizzazione dei contenuti dell'unità flash USB, premere もの o selezionare un'altra attività.

Per scollegare l'unità flash USB, è possibile estrarre l'unità flash in qualsiasi momento.

# 7.7 Computer

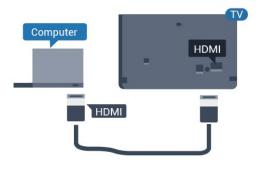
# compute

# Collega

È possibile collegare il computer al televisore e utilizzarlo come monitor del computer.

# Tramite HDMI

Utilizzare un cavo HDMI per collegare il computer al televisore.



# Impostazione ideale

Se si collega un computer, si consiglia di assegnare alla connessione, tramite la quale è stato collegato il computer, il nome del tipo di dispositivo corretto nel menu Sorgente. Se si passa a **Computer** nel menu Sorgente, sul televisore viene selezionata automaticamente l'impostazione ideale Computer.

Per configurare l'impostazione ottimale del televisore...

Professional mode OFF − Premere ☎ / ☎ Home. Premere ✔ (verso il basso), selezionare Impostazioni e premere OK. Selezionare Immagine e premere > (destra) per accedere al menu. Selezionare Stile immagine > Computer e premere OK.

Selezionare On oppure Off e premere OK.

Premere 🗲 ripetutamente, se necessario, per chiudere il menu.

Professional mode ON – Premere ☆ / ☆ Home > ••• Più > ☆ Impostazioni > ➡ Immagine. Premere OK.

Selezionare Stile immagine > Computer e premere OK.

Selezionare On oppure Off e premere OK.

Premere - ripetutamente, se necessario, per chiudere il menu.

(Per informazioni sulla modalità professionale consultare il manuale di installazione)

# <sup>®</sup> Video, foto e musica

# 8.1

# Da un collegamento USB

È possibile visualizzare foto o riprodurre musica e video da un'unità flash USB o un hard disk USB collegato.

Con il TV acceso, collegare un'unità flash USB o un hard disk USB ai connettori USB. Il televisore rileva il dispositivo ed elenca i file multimediali.

Se l'elenco dei file non viene visualizzato automaticamente...

1 - Premere 🏠 Home, selezionare Canali TV 🕎

2 - Selezionare **■ USB** e premere **OK**.

3 - È possibile scorrere i file nella struttura della cartella organizzata sull'unità.

4 - Per interrompere la riproduzione di video, foto e musica, premere  $\mathbf{10}$ .

# <sup>8.2</sup> Riproduzione dei video personali

# Riproduzione di video

Apertura della cartella dei video

1 - Premere ☆ / ☆ Home, selezionare Canali TV IV

2 - Selezionare 💷 USB , selezionare 🎟 Video e premere OK.

Per tornare alla cartella, premere  $\leftarrow$ 

# Riproduzione di un video

1 - Premere ☆ / ☆ Home, selezionare Canali TV III

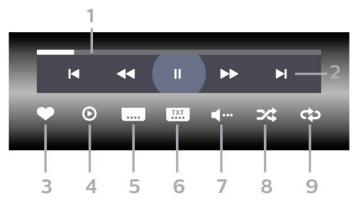
2 - Selezionare 💷 USB , selezionare 📰 Video e premere OK.

3 - Selezionare uno dei video.

Per mettere in pausa il video, premere OK. Premere di nuovo OK per continuare.

# Barra di controllo

Per visualizzare o nascondere la barra di controllo durante la riproduzione di un video, premere **OK**.



- 1 Barra di avanzamento
- 2 Barra di controllo della riproduzione

- ⊢ : consente di passare al video precedente in una cartella

- ⊢ : consente di passare al video successivo in una cartella

- ∢ : riavvolgimento
- ▶ : avanzamento veloce

 ${\boldsymbol{\mathsf{I\hspace{-.025cm}I}}}$  : consente di interrompere la riproduzione

- 3 Contrassegna come preferito
- 4 Consente di riprodurre tutti i video

5 – Sottotitoli: consente di attivare o disattivare i sottotitoli oppure di attivare i sottotitoli con l'audio disattivato.

6 - Lingua sottotitoli: consente di selezionare una Lingua sottotitoli (non disponibile con Professional mode ON.)

7 - Lingua audio: consente di selezionare la lingua dell'audio

8 - Casuale: consente di riprodurre i file in modalità casuale

9 - Ripeti: consente di riprodurre tutti i video nella cartella una volta o continuamente

# 8.3

# Visualizzazione delle foto personali

# Visualizzazione di foto

Apertura della cartella delle foto

1- Premere ☆ / ☆ Home, selezionare Canali TV ₩

Visualizzazione di una foto

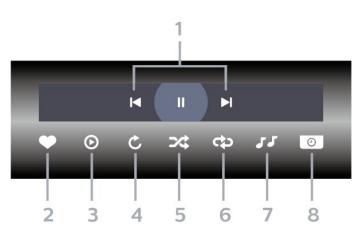
1 - Premere ☆ / ☆ Home, selezionare Canali TV ™

2 - Selezionare 💷 USB , selezionare 🗊 Foto e

# premere OK.

3 - Selezionare Foto e selezionare una delle foto. .

# Barra di controllo



# 1 - Barra di controllo della riproduzione

- ⊢ : consente di passare alla foto precedente in una cartella

- ⊢ : consente di passare alla foto successiva in una cartella

II : consente di interrompere la presentazione

# 2 - Contrassegna come preferito

- 3 Avvia una presentazione
- 4 Consente di ruotare una foto

5 - Casuale: consente di riprodurre i file in modalità casuale

6 - Ripeti: consente di riprodurre tutte le foto nella cartella una volta o continuamente

7 - Consente di interrompere la riproduzione di musica in background (non disponibile con Professional mode ON)

8 – Consente di impostare la velocità della presentazione

# Visualizzazione delle foto a 360 gradi

## Apertura della cartella Foto a 360 gradi

1 - Premere ☆ / ☆ Home, selezionare Canali TV III

2 - Selezionare **■** Dispositivi USB e premere **>** (destra) per selezionare il dispositivo USB richiesto.

3 - Selezionare Foto a 360 gradi.

# Visualizzazione di una foto a 360 gradi

1 - Premere ☆ / ☆ Home, selezionare Canali TV III

2 - Selezionare ■ Dispositivi USB e premere > (destra) per selezionare il dispositivo USB richiesto.
3 - Selezionare Foto a 360 gradi e selezionare una delle foto.

# Barra di controllo



1 - Barra di controllo della riproduzione

- ⊢ : consente di passare alla foto precedente in una cartella

-  $\,\blacktriangleright\,$  : consente di passare alla foto successiva in una cartella

In the second seco

►: consente di avanzare ad una velocità 2x, 4x, 32xII: consente di interrompere la riproduzione

2 - Contrassegna come preferito

3 - Riproduci uno/Riproduci tutti: riproduzione di una foto o di tutte le foto in questa cartella.

4 - Modalità manuale/automatica: quando il lettore delle foto a 360 gradi viene avviato, eseguirà una panoramica automatica della foto a 360 gradi selezionata da sinistra a destra (da 0 a 360 gradi) nella vista a 360 gradi.

5 - Vista Little Planet: offre una vista alternativa e divertente delle foto a 360 gradi. Una volta avviata la vista Little Planet, la foto a 360 gradi verrà visualizzata con un alone intorno come un pianeta.
6 - Casuale: consente di riprodurre i file in modalità casuale.

7 - Ripeti: consente di riprodurre tutte le foto nella cartella una volta o continuamente.

8 - Interruzione della musica riprodotta in sottofondo.

# 8.4

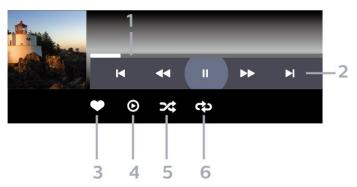
# Riproduzione dei brani musicali personali

# Riproduzione dei brani musicali

Apertura della cartella Musica 1 - Premere ☆ Home, selezionare Canali TV IV 2 - Selezionare II Dispositivi USB, selezionare II Musica e premere OK.

Riproduzione di brani musicali

Barra di controllo



- 1 Barra di avanzamento
- 2 Barra di controllo della riproduzione

- I consente di passare alla canzone precedente in una cartella

- ▶ : consente di passare alla canzone successiva in una cartella
  - ✓: riavvolgimento
  - ► : avanzamento veloce
  - II : consente di interrompere la riproduzione
- 3 Contrassegna come preferito
- 4 Consente di riprodurre tutta la musica

5 - Casuale: consente di riprodurre i file in modalità casuale

6 - Ripeti: consente di riprodurre tutta la musica nella cartella una volta o continuamente

# Giochi

# <sup>9.1</sup> Riproduzione di un gioco

# Da una console di gioco

Per avviare un gioco da una console di gioco...

Accendere la console di gioco.

Professional mode OFF − Premere △ / △ Home, selezionare ➡ App. Scegliere Sorgenti e premere OK.

Avviare il gioco.

Premere ripetutamente ← BACK oppure premere ⑦ EXIT o ancora interrompere l'applicazione con il pulsante dedicato Esci/Stop.

Professional mode ON – Premere 🏠 / 🛆 Home, selezionare Canali TV 🕎 selezionare una console di gioco o il nome della connessione.

Avviare il gioco.

Premere ripetutamente ← BACK oppure premere ⑦ EXIT o ancora interrompere l'applicazione con il pulsante dedicato Esci/Stop.

# Da applicazioni

Per avviare un gioco da un'applicazione di giochi...

Professional mode Off – Premere 🏠 / 🛆 Home, selezionare 🌤 App, quindi selezionare Google Play Games.

Registra l'account Google personale e avvia un gioco.

Premere ripetutamente ← BACK oppure premere Ѣ EXIT o ancora interrompere l'applicazione con il pulsante dedicato Esci/Stop.

Professional mode ON – Premere 🏠 / 🛆 Home. Selezionare 🛤 Giochi.

Registra l'account Google personale e avvia un gioco.

Premere ripetutamente ← BACK oppure premere <sup>1</sup> EXIT o ancora interrompere l'applicazione con il pulsante dedicato Esci/Stop.

# Description Applicatione Professional Menu

# 10.1

# Informazioni sull'applicazione Professional Menu

Dall'applicazione Professional Menu, è possibile avviare tutte le attività possibili relative al televisore.

La parte sinistra dell'applicazione Professional Menu è organizzata in righe...

- Consigliato
- Canali TV 👿
- Cast 🔊
- Applicazioni III
- Giochi 🞮
- Più •••

La parte superiore destra dell'applicazione Professional Menu è organizzata in righe...

• Gestisci account

- Imposta sveg
- Meteo 🔏
- Lingua menu \, 📭
- Ora corrente

# 10.2

# Apertura dell'applicazione Professional Menu

Professional mode OFF - Fare riferimento al capitolo "Schermata home Android TV".

Professional mode ON - Consente di aprire l'applicazione Professional Menu e aprire un elemento...

1 - Aprire l'applicazione Professional Menu premendo Home 仚.

2 - Selezionare un'attività utilizzando i pulsanti freccia e premere OK per iniziare l'attività.

3 - Per chiudere l'applicazione Professional Menu senza modificare l'attività corrente, premere  $\leftarrow$ .



All'apertura dell'applicazione Professional Menu, l'applicazione in esecuzione in background/riproduzione dei contenuti sarà interrotta. È necessario selezionare l'applicazione o i contenuti dall'applicazione menu Professional per riprendere.

# 10.3

# Canali TV

# Visione dei canali

# Sintonizzarsi su un canale

Per guardare i canali TV, premere  $\mathfrak{D}$ . Il televisore si sintonizza sull'ultimo canale guardato.

# Cambio del canale

- Per cambiare canali, premere CH +/-.

# Canale precedente

# <sup>10.4</sup> Giochi

Per aprire l'applicazione Professional Menu e Giochi...

1 - Premere 🏠 / 🏠 Home per aprire l'applicazione Professional Menu.

2 - Selezionare Giochi 🛛 🛤 e premere OK .

# Impostazione di gioco ideale

Per alcuni giochi che richiedono velocità e precisione, impostare il televisore sull'impostazione **Gioco** ideale prima di iniziare a giocare.

Se la console di gioco viene aggiunta come tipo di dispositivo **Gioco** nel menu Sorgenti (elenco dei collegamenti), il televisore viene impostato automaticamente sull'opzione di gioco. Se il tipo di console di gioco in uso viene impostato come Lettore e utilizzato nella maggior parte dei casi come lettore di dischi, lasciare impostato il tipo di dispositivo su Lettore.

Per impostare manualmente il televisore sull'opzione ideale. . .

1 - Selezionare ☆ / ☆ Home > ••• Più > ☆ Impostazioni > ➡ Immagine > Stile immagine.

2 - Selezionare Gioco e premere OK.

3 - Premere ripetutamente ←, se necessario, per chiudere il menu. Ricordarsi di reimpostare l'opzione Gioco o computer su Off quando si smette di giocare.

# 10.5

# Impostazioni professionali

# Stile immagine

# Selezione di uno stile

Premere △ / △ Home > ••• Più > ☆ Impostazioni > ➡ Immagine > Stile immagine.

Per facilitare la regolazione delle immagini, è possibile selezionare un'impostazione predefinita con Stile immagine.

• Personale: le preferenze per le immagini impostate durante la prima accensione.

- Vivace: ideale per la visione di giorno.
- Naturale: impostazioni naturali delle immagini.
- Standard: l'impostazione migliore per il

risparmio energetico (impostazione predefinita)

- Film: ideale per guardare i film.
- Gioco: ideale per giocare

• Computer: ideale per connettere lo schermo di un computer

# Formato immagine

# Scelta del formato delle immagini

Se l'immagine non riempie tutto lo schermo o se si vedono delle bande nere in alto, in basso o ai lati, è possibile regolare l'immagine affinché riempia completamente lo schermo.

Per selezionare una delle impostazioni di base per riempire lo schermo...

Premere ☆ / ☆ Home > ••• Più > ☆ Impostazioni > I Formato immagine.

A seconda dell'immagine sullo schermo, sono disponibili i formati seguenti.

- Schermo largo
- Riempi schermo

- Adatta a schermo
- Non in scala

# Stile audio

# Selezione di uno stile

Premere 🏠 / 🏠 Home > ••• Più

> ✿ Impostazioni > ॼ Suono > Stile audio.

Per facilitare la regolazione del suono, è possibile selezionare un'impostazione predefinita con Stile audio.

• Personale - Le scelte effettuate in Personalizza immagine e audio

- Originale: le impostazioni audio più neutre.
- Film: ideale per guardare i film.
- Musica: ideale per ascoltare la musica.
- Gioco: ideale per giocare.
- Notizie: ideale per la lettura di informazioni.

# Lingua

Modifica della lingua dei menu e dei messaggi del TV

Premere ☆ / ☆ Home > ••• Più > ☆ Impostazioni > 碼 Lingua menu.

Selezionare la lingua e premere OK.

# Consumo energetico, controllo

Impostazione dello spegnimento schermo per risparmi sul consumo energetico

Premere 🏠 / 🏠 Home > ••• Più > 丈 Caratteristiche > 👩<sup>3</sup><sup>2</sup> Sleep Timer > Spegnim. schermo.

Se si ascolta solo musica sul TV, è possibile disattivare lo schermo TV.

In questo caso, si spegnerà solo lo schermo.

# Impostazione del timer di spegnimento del TV

Premere ☆ / ☆ Home > ••• Più > ♥ Caratteristiche > @<sup>\*</sup> Sleep Timer > Sleep Timer.

Premere le frecce (su) o (giù) per regolare il valore. Il valore 0 (Off) disattiva la funzione di spegnimento automatico.

Selezionare Timer di spegnimento e il TV si spegne automaticamente per risparmiare energia.

\* Se si utilizza il TV come monitor o si utilizza un ricevitore digitale (decoder - STB) per guardare il TV,

disattivare la funzione di spegnimento automatico, per impostare il valore su **0**.

# Account Google

# Accedi

Per sfruttare appieno le funzionalità del TV Philips Android, è possibile accedere a Google con il proprio account Google.

Effettuando l'accesso, sarà possibile giocare ai videogiochi preferiti sul telefono, sul tablet e sul TV. Si riceveranno anche suggerimenti personalizzati su video e musica nella schermata principale del TV e si otterrà l'accesso a YouTube, Google Play e altre applicazioni.

Utilizzare il proprio **account Google** esistente per accedere a Google sul TV. L'account Google è costituito da un indirizzo e-mail e da una password. Se non si dispone ancora di un account Google, utilizzare il computer o il tablet per crearne uno (accounts.google.com). Se non è stato effettuato l'accesso durante la prima installazione del TV, è possibile sempre effettuarlo in un momento successivo.

# Accedi

Premere 🛆 / 🏠 > Aprire l'app Professional Menu.

Scegliere Gestisci account nella parte superiore destra della schermata dell'applicazione del Professional Menu e premere OK . Con la tastiera su schermo, immettere l'indirizzo e-mail e la password, quindi premere lo stesso tasto OK per registrarsi.

# Schermata Home Android TV

# 11.1

# Info sulla schermata Home Android TV

Per sfruttare appieno i vantaggi del TV Android, collegarlo a Internet.

Come su uno smartphone o tablet Android, la schermata Home è il centro di questo televisore. Dalla schermata Home è possibile decidere cosa guardare, sfogliando tra le opzioni di intrattenimento nell'app e nella Live TV. La home page contiene canali per scoprire i fantastici contenuti delle proprie app preferite. È possibile aggiungere anche ulteriori canali o trovare nuove app per visualizzare più contenuti.

11.2

# Apertura della schermata Home Android TV

Professional mode ON - Fare riferimento al manuale di installazione.

Professional mode OFF - Per aprire la schermata iniziale della Android TV e aprire un elemento...

1 - Premere Menu e accedere a "Collezione Philips", quindi premere OK.

2 - Selezionare un'attività utilizzando i pulsanti freccia e premere **OK** per iniziare l'attività.

3 - Per chiudere il menu Home senza modificare l'attività corrente, premere ←.



All'apertura della schermata Home Android TV, l'applicazione in esecuzione in

background/riproduzione dei contenuti sarà interrotta. È necessario selezionare l'applicazione o i contenuti dalla schermata Home Android TV per riprenderne la visione.

# 11.3

# Impostazioni Android TV

# Immagine

Impostazioni delle immagini

Stile immagine

# Selezione di uno stile

Premere ☆ / △ > ☆ Impostazioni > Immagine > Stile immagine. Per facilitare la regolazione delle immagini, è possibile selezionare un'impostazione predefinita con Stile immagine.

• Personale: le preferenze per le immagini impostate durante la prima accensione.

- Vivace: ideale per la visione di giorno.
- Naturale: impostazioni naturali delle immagini.
- 🥒 Standard: l'impostazione migliore per il
- risparmio energetico (impostazione predefinita)
- Film: ideale per guardare i film.
- $\cdot$  Gioco: ideale per giocare

• Computer: ideale per connettere lo schermo di un computer

# Colore, Contrasto, Nitidezza, Luminosità

# Regolazione del colore dell'immagine

Premere  $\bigcirc$  /  $\bigcirc$  Home >  $\clubsuit$  Impostazioni > Immagine > Colore. Premere le frecce  $\land$  (in alto) o  $\checkmark$  (in basso) per regolare il valore della saturazione del colore dell'immagine.

# Regolazione del contrasto dell'immagine

Premere ☆ / ☆ Home > ☆ Impostazioni > Immagine > Contrasto. Premere le frecce ∧ (in alto) o ∨ (in basso) per regolare il valore del contrasto dell'immagine.

È possibile ridurre il valore del contrasto per diminuire il consumo energetico.

# Regolazione della nitidezza dell'immagine

Premere ☆ / ☆ Home > ☆ Impostazioni > Immagine > Nitidezza. Premere i tasti freccia ∧ (su) o ∨ (giù) per regolare il valore della nitidezza dell'immagine.

## Regolazione della luminosità

Premere ☆ / ☆ Home > ☆ Impostazioni > Immagine > Luminosità. Premere i tasti freccia ∧ (su) o ∨ (giù) per impostare il livello di luminosità del segnale dell'immagine.

Nota: Se si imposta un valore di luminosità molto lontano dal valore di riferimento (50), il contrasto potrebbe essere inferiore.

Impostazioni avanzate dell'immagine

Impostazioni del colore

Impostazioni colore avanzate

Regolazione dell'ottimizzazione dei colori Premere ☆ / ☆ Home > ☆ Impostazioni > Immagine > Avanzate > Colore > Ottimizzazione dei colori.

Selezionare Massimo, Media, o Minimo per configurare il livello di intensità del colore e i dettagli in colori luminosi.

# Selezione dell'impostazione predefinita per la temperatura del colore

Premere ☆ / ☆ Home > ☆ Impostazioni > Immagine > Avanzate > Colore > Temperatura del colore.

Selezionare Normale, Caldo o Freddo per impostare la temperatura del calore che si preferisce.

Personalizzazione della temperatura del colore Premere ☆ / ☆ Home > ☆ Impostazioni > Immagine > Avanzate > Colore > Temperatura colore personalizzata.

Selezionare Personalizza nel menu Temperatura del colore, per personalizzare una temperatura del colore di preferenza. Premere le frecce ∧ (su) o ∨ (giù) per regolare il valore. WP è il punto di bianco e BL il livello di nero. È anche possibile selezionare una delle impostazioni predefinite in questo menu.

Impostazioni di contrasto avanzate

## Modalità di contrasto

Premere ☆ / ☆ Home > ☆ Impostazioni > Immagine > Avanzate > Contrasto > Modalità contrasto.

Selezionare Normale, Ottimizzato per le immagini oppure Ottimizzato per il risparmio energetico per configurare il TV in modo che riduca automaticamente il contrasto, migliori al massimo il consumo energetico o l'esperienza di visualizzazione dell'immagine. Altrimenti scegliere Off per sospendere la regolazione.

#### Contrasto dinamico

Premere ☆ / ☆ Home > ☆ Impostazioni > Immagine > Avanzate Contrasto > Contrasto dinamico.

Selezionare Massimo, Media o Minimo per impostare il livello in cui il TV migliora automaticamente i dettagli nelle aree scure, mediamente illuminate e illuminate dell'immagine.

#### Contrasto video, Gamma

Contrasto video Premere ☆ / ☆ Home > ☆ Impostazioni > Immagine > Avanzate > Contrasto > Contrasto video.

Premere i tasti freccia ∧ (su) o ∨ (giù) per regolare il livello di contrasto video.

## Gamma

Premere ☆ / ☆ Home > ☆ Impostazioni > Immagine > Avanzate > Contrasto > Gamma.

Premere i tasti freccia  $\land$  (su) o  $\checkmark$  (giù) per configurare un'impostazione non lineare per la luminanza e il contrasto dell'immagine.

#### Impostazioni di nitidezza avanzate

Cancellazione immagine

Riduz. rumore

Premere ☆ / ☆ Home > ☆ Impostazioni > Immagine > Avanzate > Cancellazione immagine > Riduz. rumore.

Selezionare Massimo, Media o Minimo per configurare il livello di rimozione del rumore nei contenuti video.

Il rumore è visibile principalmente come puntini in movimento nell'immagine sullo schermo.

#### Nitidezza, Riduzione artefatti MPEG

Premere ☆ / ☆ Home > ☆ Impostazioni > Immagine > Avanzate > Cancellazione immagine > Riduzione artefatti MPEG.

Selezionare Massimo, Media o Minimo per

ottenere vari gradi di fluidità degli artefatti nei contenuti video digitali.

Gli artefatti MPEG sono per lo più visibili come piccoli blocchi o bordi frastagliati nelle immagini sullo schermo.

# Formato immagine

Se l'immagine non riempie tutto lo schermo o se si vedono delle bande nere in alto, in basso o ai lati, è possibile regolare l'immagine affinché riempia completamente lo schermo.

Per selezionare una delle impostazioni di base per riempire lo schermo...

1 - Mentre si guarda un canale TV, premere △ /
 △ Home > ☆ Impostazioni > Immagine > Formato

immagine. 2 - Selezionare un formato dall'elenco e premere **OK**.

. 3 - Premere ← BACK, ripetutamente se necessario, per chiudere il menu.

A seconda dell'immagine sullo schermo, sono disponibili i seguenti formati...

- $\cdot$  Schermo largo
- Riempi schermo
- $\cdot$  Adatta a schermo
- Non in scala

# Suono

## Stile audio

## Selezione di uno stile

Premere ☆ / ☆ Home > ☆ Impostazioni > Suono > Stile audio.

Per facilitare la regolazione del suono, è possibile selezionare un'impostazione predefinita con Stile audio.

- Personale Le scelte effettuate in Personalizza immagine e audio
- Originale: le impostazioni audio più neutre.
- Film: ideale per guardare i film.
- Musica: ideale per ascoltare la musica.
- Gioco: ideale per giocare.
- Notizie: ideale per la lettura di informazioni.

sul TV o sul sistema audio collegato.

- Altoparlanti Headphone/Bathroom On/Off.
- $\cdot$  Cuffie/bagno vol altop. fisso Se è abilitata, il livello
- del volume di cuffie/bagno sarà fisso sulle

impostazioni di accensione.

• Rilevamento cuffie - On/Off.

#### Posizione TV

# Premere $\bigcirc$ / $\bigcirc$ Home > $\clubsuit$ Impostazioni > Suono > Posizione TV.

Selezionare Su supporto TV o Sulla parete per una riproduzione migliore dell'audio, a seconda dell'impostazione.

## All'avanguardia

# Consumo energetico, controllo

#### Sleeptimer

# Premere △ / △ Home > ✿ Impostazioni > Impostazioni Eco > Sleep Timer.

Imposta il TV per passare automaticamente in standby dopo un periodo di tempo specificato. Per disabilitare questa funzione, impostare l'orario su zero.

Premere le frecce ∧ (su) o ∨ (giù) per regolare il valore. Il valore 0 (Off) disattiva la funzione di spegnimento automatico.

Selezionare Timer di spegnimento e il TV si spegne automaticamente per risparmiare energia.

\* Se si utilizza il TV come monitor o si utilizza un ricevitore digitale (decoder – STB) per guardare il TV, disattivare la funzione di spegnimento automatico, per impostare il valore su **0**.

## Spegnimento schermo

Premere △ / △ Home > ✿ Impostazioni > Impostazioni Eco > Spegnimento schermo.

Se si ascolta solo musica sul TV, è possibile disattivare lo schermo TV.

In questo caso, si spegnerà solo lo schermo.

# Gestione del suono

Selezionare un dispositivo.

Premere ☆ / ☆ Home > ☆ Impostazioni > Suono > Gestione del suono. Configurazione dei dispositivi di uscita audio.

 $\cdot$  Altoparlanti TV - Imposta il TV per riprodurre l'audio

# Regione, e lingua

# lingue

# Premere ☆ / ☆ Home > ☆ Impostazioni > Regione, e Lingua > Lingue.

Configura le impostazioni della regione o delle lingue.

• Lingua menu/sistema Android - Modifica la lingua di menu e messaggi.

• Lingua audio principale – Imposta la preferenza principale per la lingua audio nelle trasmissioni.

Lingua audio secondaria - Imposta la preferenza successiva per la lingua audio nelle trasmissioni.
Lingua sottotitoli principale - Imposta la preferenza principale per la lingua dei sottotitoli nelle

trasmissioni. • Lingua sottotitoli secondaria - Imposta la preferenza

successiva per la lingua dei sottotitoli nelle trasmissioni.

• Lingua televideo principale – Imposta la preferenza principale per la lingua del televideo nelle trasmissioni.

• Lingua televideo secondario – Imposta la preferenza successiva per la lingua del televideo nelle trasmissioni.

# Impostazioni di accesso universale

Premere 🗘 / 🛆 Home > 🌣 Impostazioni

> Accessibilità > Accesso universale.

Se si attiva Accesso universale, il televisore viene predisposto per l'uso da parte di persone con problemi di udito o di vista.

Accensione delle impostazioni di accesso universale

Premere 🛆 / 🏠 Home > 🌣 Impostazioni

> Accessibilità > Accesso universale > On.

Accesso universale per non udenti

Premere 🏠 / 🛆 Home > 🌣 Impostazioni > Accessibilità > Accesso universale > Non udenti > On.

• Alcuni canali televisivi digitali trasmettono audio e sottotitoli speciali adatti a persone con handicap uditivi.

• Se l'opzione è attiva, il TV passa automaticamente all'audio e ai sottotitoli speciali, se disponibili.

Accesso universale per non vedenti o ipovedenti Premere ☆ / ☆ Home > ☆ Impostazioni > Accessibilità > Accesso universale > Descrizione audio > Descrizione audio > On.

I canali TV digitali possono trasmettere commenti audio speciali che descrivono ciò che accade sullo

# schermo.

Impostazioni > Accessibilità > Accesso universale > Descrizione audio > Volume misto, Effetti audio, Voce.

 Selezionare Volume misto, così è possibile combinare il volume dell'audio normale con i commenti audio. Premere le frecce ∧ (su)
 ∨ (giù) per regolare il valore.

• Impostare Effetti audio su On per ottenere effetti audio aggiuntivi nell'audio del commento, come stereo o dissolvenza.

• Selezionare Voce per impostare la preferenza vocale, Descrittivo o Sottotitoli.

# Blocco contenuti

# Livello di classificazione

# Premere ☆ / ☆ Home> ☆ Impostazioni > Classificazione contenuti.

Per evitare che i bambini guardino un programma non adatto alla loro età, è possibile impostare una fascia d'età. I canali digitali possono avere programmi classificati per fascia d'età. Quando la fascia d'età indicata da un programma è uguale o superiore a quella dell'età impostata, il programma viene bloccato. Per guardare un programma bloccato, è necessario immettere il codice.

# Per impostare una fascia d'età

Premere ☆ / ☆ Home> ☆ Impostazioni > Classificazione contenuti > Livello di classificazione.

Selezionare l'età e premere OK. Per disattivare il blocco per fascia d'età, selezionare Nessuno. Tuttavia, in alcuni paesi è necessario impostare una fascia di età.

## Imposta codice e Modifica codice

Premere ☆ / △ Home> ☆ Impostazioni > Classificazione contenuti.

Il codice per Blocco bambini viene utilizzato per bloccare o sbloccare canali o programmi.

Impostare il nuovo codice o ripristinare il codice modificato.

Premere  $\bigcirc$  /  $\bigcirc$  Home >  $\diamondsuit$  Impostazioni > Classificazione contenuti > Modifica codice.

Nota:

se si dimentica il codice PIN, è possibile sovrascrivere il codice attuale **8888** e inserirne uno nuovo.

# <sup>11.4</sup> Collegamento del TV Android

# Rete e Internet

# Rete domestica

Per sfruttare appieno le funzionalità del TV Philips Android, è necessario connetterlo a Internet.

Collegare il TV a una rete domestica con connessione a Internet ad alta velocità. È possibile collegare il TV al router di rete sia in modalità wireless che cablata.

## Connetti a rete

Connessione wireless

#### Cosa serve?

Per collegare il TV a Internet in modalità wireless, è necessario un router Wi-Fi con connessione a Internet.

Utilizzare una connessione Internet ad alta velocità (banda larga).



#### Connessione

#### **Connessione - WIRELESS**

Premere ☆ / ☆ Home > ☆ Impostazioni > 중 Wireless e reti > Connetti a rete > WIRELESS.

1 - Nell'elenco delle reti rilevate, selezionare la propria rete wireless. Se la rete non è presente nell'elenco, perché il nome della rete è nascosto (trasmissione SSID del router disattivata), selezionare Aggiungi nuova rete per immettere manualmente il nome.

2 - A seconda del tipo di router, immettere la chiave di crittografia (WEP, WPA o WPA2). Se la chiave di crittografia per questa rete è già stata inserita, selezionare OK per eseguire immediatamente la connessione. 3 - Una volta eseguita la connessione, viene visualizzato un messaggio.

# Connessione - WPS

Premere ☆ / ☆ Home > ☆ Impostazioni > 중 Wireless e reti > Connetti a rete > WPS.

Se il router è dotato di WPS, è possibile connettersi direttamente al router senza eseguire la ricerca delle reti. Se nella rete wireless sono presenti dispositivi che utilizzano il sistema di codifica di protezione WEP, non è possibile utilizzare il WPS.

1 - Premere il pulsante WPS sul router e tornare al TV entro 2 minuti.

2 - Selezionare Connetti per eseguire la connessione.

3 - Una volta eseguita la connessione, viene visualizzato un messaggio.

#### Connessione - WPS con codice PIN

Premere ☆ / ☆ Home > ☆ Impostazioni > 중 Wireless e reti > Connetti a rete > WPS con codice PIN.

Se il router è dotato di WPS con codice PIN, è possibile connettersi direttamente al router senza eseguire la ricerca delle reti. Se nella rete wireless sono presenti dispositivi che utilizzano il sistema di codifica di protezione WEP, non è possibile utilizzare il WPS.

 Scrivere il codice PIN a 8 cifre che viene mostrato sullo schermo e inserirlo nel software del router sul PC. Per sapere dove inserire il codice PIN nel software del router, consultare il manuale del router.
 Selezionare Connetti per eseguire la connessione.

3 - Una volta eseguita la connessione, viene visualizzato un messaggio.

## Problemi

#### Rete wireless non trovata o distorta

• Eventuali forni a microonde, telefoni DECT o altri dispositivi Wi-Fi 802.11b/g/n/ac nelle vicinanze potrebbero disturbare la rete wireless.

- Verificare che i firewall della rete consentano
- l'accesso alla connessione wireless del televisore.
- Se la rete wireless non funziona correttamente, provare l'installazione mediante rete cablata.
- Internet non funziona
- Se il collegamento al router è corretto, verificare la connessione ad Internet del router stesso.

#### Il PC e il collegamento a Internet sono lenti

• Per informazioni sulla copertura interna, sulla velocità di trasferimento e altri fattori che influiscono

sulla qualità del segnale, consultare il manuale d'uso del router wireless.

• Il router deve disporre di una connessione Internet ad alta velocità (banda larga).

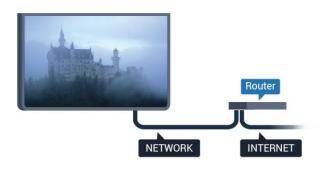
## DHCP

• Se la connessione non riesce, verificare l'impostazione DHCP (Dynamic Host Configuration Protocol) del router. DHCP deve essere attivato.

## Connessione cablata

## Cosa serve?

Per collegare il TV a Internet, è necessario un router di rete con connessione a Internet. Utilizzare una connessione Internet ad alta velocità (banda larga).



#### Connessione

Connessione - CABLATA

Premere ☆ / ☆ Home > ☆ Impostazioni > 중 Wireless e reti > Connetti a rete > WIRED.

1 - Collegare il router al TV mediante un cavo di rete (cavo Ethernet\*\*).

2 - Assicurarsi che il router sia acceso.

3 - Il TV ricerca costantemente la connessione di rete.

4 - Una volta eseguita la connessione, viene visualizzato un messaggio.

Se la connessione non riesce, verificare l'impostazione DHCP del router. DHCP deve essere attivato.

\*\*Per la conformità alle normative EMC, utilizzare un cavo Ethernet FTP Cat. 5E schermato.

# Account Google

## Accedi

Per sfruttare appieno le funzionalità del TV Philips Android, è possibile accedere a Google con il proprio account Google.

Effettuando l'accesso, sarà possibile giocare ai

videogiochi preferiti sul telefono, sul tablet e sul TV. Si riceveranno anche suggerimenti personalizzati su video e musica nella schermata principale del TV e si otterrà l'accesso a YouTube, Google Play e altre applicazioni.

Utilizzare il proprio **account Google** esistente per accedere a Google sul TV. L'account Google è costituito da un indirizzo e-mail e da una password. Se non si dispone ancora di un account Google, utilizzare il computer o il tablet per crearne uno (accounts.google.com). Per giocare ai videogiochi con Google Play, è necessario un profilo Google+. Se non è stato effettuato l'accesso durante la prima installazione del TV, è possibile sempre effettuarlo in un momento successivo.

## Accedi

Premere 🛆 Home > 🏷 Applicazioni > Google Play.

Con la tastiera su schermo, immettere l'indirizzo email e la password, quindi premere lo stesso tasto OK per registrarsi.

#### Impostazioni Android

È possibile configurare o visualizzare diverse informazioni o impostazioni specifiche di Android. È possibile individuare l'elenco delle applicazioni installate sul TV e lo spazio di archiviazione necessario. È possibile impostare la lingua che si desidera utilizzare per la ricerca vocale. È possibile configurare la tastiera su schermo o consentire alle applicazioni di utilizzare la propria posizione. Esplorare le diverse impostazioni di Android. Per ulteriori informazioni su queste impostazioni, è possibile accedere al sito Web www.support.google.com/androidtv.

#### Per aprire queste impostazioni

Premere ☆ / ☆ Home > ☆ Impostazioni > Impostazioni > Impostazioni Android.

# 11.5 Canali

# Visione dei canali

## Sintonizzarsi su un canale

Per guardare i canali TV, premere  $\mathfrak{D}$ . Il televisore si sintonizza sull'ultimo canale guardato.

## Cambio del canale

- Per cambiare canale, premere CH+ o CH-.

#### Canale precedente

- Per tornare al canale sintonizzato in precedenza, premere 🗲 BACK.

# Installazione canale

# Installazione dei canali

# Installazione via antenna/cavo

# Cerca canali

È possibile reinstallare tutti i canali lasciando invariate tutte le altre impostazioni del televisore.

Se è stato impostato un codice PIN, è necessario immettere tale codice prima di eseguire la reinstallazione dei canali.

Per cercare canali...

1 - Premere △ / △ Home > ☆ Impostazioni > Installa canali e premere OK.

2 - Selezionare **RF Installazione canale** e premere **OK**.

3 - Immettere il codice PIN, se necessario.
Selezionare Cerca canali e premere OK.
Selezionare il Paese in cui ci si trova in quel momento e premere OK.
Selezionare Avvia e premere OK.
Selezionare il tipo di installazione desiderato, ossia Antenna (DVB-T) o Cavo (DVB-C), e premere OK.
Selezionare Avanti e premere OK.
Selezionare il tipo di canali desiderato, ossia Canali digitali e analogici o Solo canali digitali, e

premere OK.

, Selezionare Avanti e premere OK.

Selezionare Avvia e premere OK per aggiornare i canali digitali. L'operazione può richiedere alcuni minuti.

Premere ≮ (sinistra) per tornare indietro di un passaggio o premere ≮ BACK per chiudere il menu.

# Aggiornamento automatico canali

Se si ricevono canali digitali, è possibile impostare il televisore in modo da aggiornare automaticamente l'elenco.

Una volta al giorno, alle ore 6, il TV aggiorna i canali e salva quelli nuovi. I nuovi canali vengono memorizzati nell'elenco canali e sono contrassegnati con il simbolo ★. I canali senza un segnale vengono rimossi. Per l'aggiornamento automatico dei canali, il TV deve trovarsi in modalità standby. È possibile disattivare l'aggiornamento automatico canali. Per disattivare l'aggiornamento automatico...

1 - Premere ☆ / ☆ Home > ☆ Impostazioni > Installa canali e premere OK.

2 - Selezionare **RF Installazione canale** e premere **OK**.

- 3 Immettere il codice PIN, se necessario.
- 4 Selezionare Aggiornamento automatico canali e premere OK
- 5 Selezionare Off e premere OK.

6 - Premere ≮ (sinistra) per tornare indietro di un passaggio o premere ≮ BACK per chiudere il menu.

# Canale, Aggiornamento automatico canali

Se vengono rilevati nuovi canali o se i canali vengono aggiornati o rimossi, viene visualizzato un messaggio all'avvio del TV. Per evitare che questo messaggio compaia dopo ogni aggiornamento dei canali, è possibile disattivarlo.

Per disattivare il messaggio...

1 - Premere ☆ / ☆ Home > ☆ Impostazioni > Installa canali e premere OK.

2 - Selezionare **RF Installazione canale** e premere **OK**.

- 3 Immettere il codice PIN, se necessario.
- 4 Selezionare Aggiornamento automatico canali e premere OK
- 5 Selezionare Off e premere OK.

6 - Premere ≮ (sinistra) per tornare indietro di un passaggio o premere ≮ BACK per chiudere il menu.

In alcuni Paesi, l'aggiornamento automatico dei canali viene eseguito durante la visione di un programma o quando il televisore si trova in modalità standby.

# Digitale: Installazione manuale

I canali televisivi digitali possono essere installati manualmente uno alla volta.

Per installare manualmente i canali digitali...

1 - Premere ☆ / ☆ Home > ☆ Impostazioni > Installa canali e premere OK.

2 - Selezionare **RF Installazione canale** e premere **OK**.

3 - Selezionare **Digitale**: installazione manuale e premere **OK**.

4 - Selezionare **Ricerca** e premere **OK**. È possibile immettere personalmente una frequenza per trovare un canale o attivare la ricerca automatica di un canale sul TV. Premere **>** (destra) per selezionare **Ricerca**, quindi premere **OK** per attivare la ricerca automatica di un canale. Il canale trovato viene visualizzato sullo schermo; se la ricezione non è ottimale, premere nuovamente **Ricerca**. Se si desidera memorizzare il canale, selezionare **Compiuto** e premere **OK**.

## Analogico: Installazione manuale

I canali televisivi analogici possono essere installati manualmente uno alla volta.

Per installare manualmente i canali analogici...

1 - Premere ☆ / ☆ Home > ☆ Impostazioni > Installa canali e premere OK.

2 - Selezionare **RF Installazione canale** e premere **OK**.

3 - Selezionare Analogico: installazione manuale e premere OK.

# • Sistema

Per impostare il sistema TV, selezionare **Sistema**. Selezionare il proprio paese o la parte del mondo in cui ci si trova e premere **OK**.

# · Cerca canale

Per trovare un canale, selezionare **Cerca canale** e premere **OK**. È possibile immettere personalmente una frequenza per trovare un canale o attivare la ricerca automatica di un canale sul TV.

Premere > (destra) per selezionare Ricerca, quindi premere OK per attivare la ricerca automatica di un canale. Il canale trovato viene visualizzato sullo schermo; se la ricezione non è ottimale, premere nuovamente Ricerca. Se si desidera memorizzare il canale, selezionare Compiuto e premere OK.

# Memorizza

Un canale può essere salvato nella posizione corrente o in corrispondenza di un nuovo numero di canale. Selezionare **Memorizza canale attivo** o **Memorizza come nuovo canale** e premere **OK**. Viene visualizzato brevemente il nuovo numero di canale.

È possibile effettuare nuovamente questi passaggi finché non sono stati trovati tutti i canali televisivi analogici disponibili.

# 11.7 Internet

# Avvio di Internet

È possibile navigare in Internet sul TV. È possibile visualizzare qualsiasi sito Internet, anche se la maggior parte non è adatta per la visualizzazione su schermo TV.

• Alcuni plug-in (per la visualizzazione delle pagine o dei video) non sono disponibili sul TV.

• Non è possibile inviare o scaricare file.

• Le pagine Internet vengono visualizzate una alla volta e a schermo intero.

Per avviare il browser per Internet...

1 - Premere 🏠 / 🛆 HOME.

2 - Scorrere giù e

selezionare 🖱 Applicazioni > 🍈 Internet e

premere OK.

3 - Immettere un indirizzo Internet e selezionare ✓, quindi premere OK.
4 - Per chiudere Internet,

premere  $\bigcirc$  /  $\bigcirc$  HOME o D.

# 11.8

# Software

# Aggiorna software

# Versione software

Per controllare la versione software del TV...

1 - Premere 🏠 / 🛆,

selezionare Impostazioni 🌣 e premere OK. 2 - Selezionare Aggiorna software > Firmware attuale e premere OK.

3 - Vengono visualizzate la versione, le note di rilascio e la data di creazione.

4 - Premere ≮ (sinistra) più volte, se necessario, per chiudere il menu.

# Aggiornamento dal sito Web

È possibile trovare la versione del firmware attuale della TV nel menu delle impostazioni in "Aggiorna software" > "Firmware attuale".

Visitare regolarmente il sito www.philips.com/support per i nuovi aggiornamenti del firmware.

Seguire le istruzioni riportate di seguito per aggiornare il firmware del TV.

Per scaricare il software più recente...

1 - Avviare Internet Explorer.

2 - Accedere al sito Philips di assistenza all'indirizzo http://www.philips.com/support.

3 - Inserire il numero di modello. (Il numero di modello è riportato sull'etichetta sulla parte posteriore del TV. )

4 - Una volta sulla pagina prodotto del proprio TV, selezionare Assistenza.

5 - Selezionare "Aggiornamenti software", e fare clic su "Scarica file" per scaricare il software. (Il software è disponibile sotto forma di file zip.)

6 - Se la versione del software è successiva a quella installata nel televisore, fare clic sul link per il download del software.

7 - Accettare il contratto di licenza/i Termini e condizioni, selezionare "Accetto", quindi il file zip sarà scaricato automaticamente.

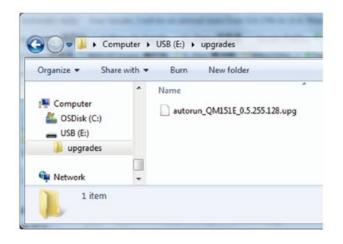
8 - Decomprimere il file zip in una qualsiasi directory utilizzando l'utilità di archiviazione.

9 - Creare una cartella denominata "aggiornamenti" nella directory principale dell'unità flash USB.

10 - Copiare il file upg estratto in precedenza nella

cartella degli aggiornamenti, come mostrato nell'immagine sottostante.

11 - Scollegare l'unità flash USB dal computer.



Per aggiornare il software...

1 - Collegare l'unità flash USB (contenente

l'aggiornamento del software) al connettore USB del televisore. Attendere 30 secondi o finché l'unità USB non viene riconosciuta dal televisore.

2 - Il televisore inizierà automaticamente a caricare il software.

3 - Al termine del caricamento del software, premere "Avvia" per avviare l'aggiornamento del televisore.

# <sup>12</sup> Software open source

# Licenza open source

# Info sulla licenza open source

File README per il codice sorgente delle parti del software televisivo TP Vision Netherlands B.V. concesse su licenze di tipo open source.

Questo documento descrive la distribuzione del codice sorgente utilizzato sul software televisivo TP Vision Netherlands B.V., che rientra nella Licenza pubblica generica GNU (GPL) o nella Licenza pubblica generica attenuata GNU (LGPL) o in qualsiasi altra licenza open source. Le istruzioni per ottenere copie del software possono essere reperite nelle istruzioni per l'uso.

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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/ARMsoftware/arm-trusted-firmware .This piece of software is made available under the terms and conditions of the BSD, which can be found below.

# bash (3.2.48)

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

# bluetooth\_mw (1.0)

BT Stack. The original download site for this software is : https://android.googlesource.com/platform/syste

m/bt .This piece of software is made available under the terms and conditions of the Apache 2.0 license, which can be found below.

## bluetooth\_stack (1.0)

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

# bluetooth\_tool (1.0)

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

# boost (1.15.0)

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

# busybox (1.15.3)

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

# c-ares (1.12.0)

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

# cJSON (1.7.7)

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

## coreutils (6.9)

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

CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OROTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USEOR OTHER DEALINGS IN THE SOFTWARE.Except as contained in this notice, the name of a copyright holder shall notbe used in advertising or otherwise to promote the sale, use or other dealings in this Software without prior written authorization of the copyright holder.

## dfb (1.5.3)

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

## dibbler (1.0.1)

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

## dosfstools (2.9)

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

## e2fsprogs (1.41.14)

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

# electric-fence (2.1.13)

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

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

## encfs (1.3.2)

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

# expat (2.1.0)

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

# findutils (4.2.31)

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

# freetype (2.7.1)

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

# fuse (2.8.4)

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

# fusion (8.7.0)

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

# gawk (3.1.5)

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

## gdisk (0.8.1)

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

## glibc (2.18)

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

#### googletest (1.7.0)

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

## grep (2.5.1a)

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

## gzip (1.3.12)

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## harfbuzz (1.4.2)

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

## icu (51.1)

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

## inetutils (1.4.2)

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

## iptables (1.4.15)

Iptables is a user space application program that allows a system administrator to configure the tables

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

#### iputils (s20101006)

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

#### jansson (2.4)

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

#### jpeg (6b)

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

#### jsonrpc (2.0)

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

## libdwarf

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

#### libelf (0.8.1.3)

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

## libiconv (1.11.1)

GNU libiconv is a convertsion library. To convert betweeen a given text encoding and the users

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

#### libnl (v3.2.29)

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#### libusb (1.0.9)

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

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#### libwebsockets (3.0)

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## 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.wi ki.kernel.org/index.php/Main\_Page .This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

#### mtp (1.1.6)

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

## ncurses (5.7)

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

## net-tools (1.60)

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

## nghttp2 (1.21.1)

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

#### ntfs-3g (2010.5.22)

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

#### ntfsprogs (2.0.0)

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

## ogg (1.3.2)

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

#### openh264 (1.7.0)

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

## openssh (6.3p1)

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

#### openssl (1.0.2g)

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

## png (1.2.43)

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

## popt (1.16)

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# procmem (2.0)

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

# procps (3.2.8)

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

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

# procrank (2.0)

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

# psmisc (22.13)

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# pugixml (1.8)

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# python (2.7.9)

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

# qrencode (3.4.2)

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

# rlog (1.4)

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

# rng-tools (5)

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

# samba (3.0.37)

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

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

# sawman (1.5.3)

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# sed (4.1.5)

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

# simple-mtpfs (0.2)

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

# sqlite (3.8.4.3)

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

# sqlite3 (3.7.2)

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

# tar (1.17)

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# thttpd (2.25b)

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

## toybox (0.4.0)

The original download site for this software is : http://

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

## ttxfont (1.0)

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

## uboot (2011.12)

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

## udhcp (0.9.9-pre)

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

## unicode (3.2)

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

#### uriparser (0.7.7)

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#### util-linux-ng (2.18)

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

## webp (0.2.1)

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

## wget (1.10.2)

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

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

## wireless\_tools (v29)

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

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

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

## xerces (3.1.1)

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

## zlib(1.2.3)

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

#### Hue SDK (1.8.1)

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

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

## WebKit

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

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

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

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

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

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

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

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

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

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

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

in the event an application does not supply such function or

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

its purpose remains meaningful.

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

a purpose that is entirely well-defined independent of the

application. Therefore, Subsection 2d requires that any

application-supplied function or table used by this function must

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

root function must still compute square roots.)

These requirements apply to the modified work as a

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

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

exercise the right to control the distribution of derivative or

collective works based on the Library.

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

the scope of this License.

3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the

Library. To do this, you must alter all the notices that refer to this License, so

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

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

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

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

these notices.

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

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

the Library into a program that is not a library.

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

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

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

it with the complete corresponding machinereadable source code, which

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

medium customarily used for software interchange.

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

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

source code from the same place satisfies the requirement to

distribute the source code, even though third parties are not

compelled to copy the source along with the object code.

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

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

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

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

therefore falls outside the scope of this License.

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

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

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

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

Section 6 states terms for distribution of such executables.

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

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

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

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

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

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

If such an object file uses only numerical

parameters, data

structure layouts and accessors, and small macros and small inline

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

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

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

Library will still fall under Section 6.)

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

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

Any executables containing that work also fall under Section 6,

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

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

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

work containing portions of the Library, and distribute that work

under terms of your choice, provided that the terms permit

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

engineering for debugging such modifications.

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

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

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

during execution displays copyright notices, you must include the

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

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

of these things:

a) Accompany the work with the complete corresponding

machine-readable source code for the Library including whatever

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

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

with the Library, with the complete machinereadable "work that

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

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

executable containing the modified Library. (It is understood

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

Library will not necessarily be able to recompile the application

to use the modified definitions.)

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

least three years, to give the same user the materials

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

than the cost of performing this distribution.

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

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

specified materials from the same place.

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

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

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

Library" must include any data and utility programs needed for

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

the source code distributed need not include anything that is normally

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

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

which the executable runs, unless that component itself accompanies

the executable.

It may happen that this requirement contradicts the license

restrictions of other proprietary libraries that do not normally

accompany the operating system. Such a contradiction means you cannot

use both them and the Library together in an executable that you distribute.

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

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

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

library, provided that the separate distribution of the

work based on

the Library and of the other library facilities is otherwise

permitted, and provided that you do these two things:

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

based on the Library, uncombined with any other library

facilities. This must be distributed under the terms of the

Sections above.

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

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

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

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

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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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refrain entirely from distribution of the Library.

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

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

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

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

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

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

integrity of the free software distribution system which is

implemented by public license practices. Many people have made

generous contributions to the wide range of software distributed

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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

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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

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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

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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 vou 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 librarv 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 guite different from the ordinary General Public License. We use

this license for certain libraries in order to permit linking those

libraries into non-free programs.

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

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

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

General Public License therefore permits such linking only if the

entire combination fits its criteria of freedom. The Lesser General

Public License permits more lax criteria for linking other code with

the library.

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

does Less to protect the user's freedom than the

ordinary General

Public License. It also provides other free software developers Less

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

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

libraries. However, the Lesser license provides advantages in certain

special circumstances.

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

so that it becomes

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

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

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

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

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

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

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

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

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

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

system.

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

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

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program which contains a notice placed by the copyright holder or

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

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

distribute such modifications or work under the terms of Section 1

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

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

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

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

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

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

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

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

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

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

in the event an application does not supply such function or

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

its purpose remains meaningful.

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

a purpose that is entirely well-defined independent of the

application. Therefore, Subsection 2d requires that any

application-supplied function or table used by this function must

be optional: if the application does not supply it,

## the square

root function must still compute square roots.)

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

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

and can be reasonably considered independent and separate works in

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

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

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

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

this License, whose permissions for other licensees extend to the

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

it.

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

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

exercise the right to control the distribution of derivative or

collective works based on the Library.

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

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

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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 machine-

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

medium customarily used for software interchange.

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

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

source code from the same place satisfies the requirement to

distribute the source code, even though third parties are not

compelled to copy the source along with the object code.

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

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

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

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

therefore falls outside the scope of this License.

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

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

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

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

Section 6 states terms for distribution of such executables.

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

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

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

If such an object file uses only numerical parameters, data

structure layouts and accessors, and small macros and small inline

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

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

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

Library will still fall under Section 6.)

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

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

Any executables containing that work also fall under Section 6,

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

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

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

work containing portions of the Library, and distribute that work

under terms of your choice, provided that the terms permit

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

engineering for debugging such modifications.

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

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

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

during execution displays copyright notices, you must include the

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

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

of these things:

a) Accompany the work with the complete corresponding

machine-readable source code for the Library including whatever

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

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

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

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

executable containing the modified Library. (It is understood

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

Library will not necessarily be able to recompile the application

to use the modified definitions.)

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

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

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

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

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

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

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

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

least three years, to give the same user the materials

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

than the cost of performing this distribution.

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

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

specified materials from the same place.

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

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

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

Library" must include any data and utility programs needed for

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

the materials to be distributed need not include anything that is

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

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

which the executable runs, unless that component itself accompanies

## the executable.

It may happen that this requirement contradicts the license

restrictions of other proprietary libraries that do not normally

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

distribute.

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

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

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

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

the Library and of the other library facilities is otherwise

permitted, and provided that you do these two things:

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

based on the Library, uncombined with any other library

facilities. This must be distributed under the terms of the

Sections above.

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

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

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

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

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other circumstances.

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

such claims; this section has the sole purpose of

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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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#### Copyright FAQ

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

Bitstream is giving away these fonts, but

wishes to ensure its competitors can't just drop the fonts as is into a font sale system and sell them as is. It seems fair that if Bitstream can't make money from the Bitstream Vera fonts, their competitors should not be able to do so either. You can sell the fonts as part of any software package, however.

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

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

Yes. A RPM or Debian package is a "larger software package" to begin with, and you aren't selling them independently by themselves. See 1. above.

3. Are derivative works allowed? Yes!

4. Can I change or add to the font(s)? Yes, but you must change the name(s) of the font(s).

5. Under what terms are derivative works allowed?

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

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

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

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

substitutions could still could have occurred during font

opening). You must include the Bitstream copyright. Additional

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

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

adopted in future versions?

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

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

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

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

both Gnome and Jim Lyles, Vera's designer, happy! To make sense to add

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

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

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

guide and aid for people interested in contributing to Vera.

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

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

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

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

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

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

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

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

selection and substitution; it has provisions for overriding font

names and subsituting alternatives. An example is provided by the

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

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

core server) has other mechanisms for font substitution.

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

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

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

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libcurl - lib/security.c

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

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

\* It has since been patched and modified a lot by Daniel Stenberg

\* <daniel@haxx.se> to make it better applied to curl conditions, and to make

\* it not use globals, pollute name space and more. This source code awaits a

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David M. Gay's floating point routines URL: http://www.netlib.org/fp/

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\* \_\_\_\_

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open-vcdiff

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

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

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

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

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

The same holds for its supporting scripts

(config.guess, config.sub,

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

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

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

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

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

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

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

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

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

code.

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

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

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

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

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

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\_\_\_\_\_

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

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boxes and the like:

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

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

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

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### that a free

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

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That's all there is to it!

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

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

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

\*

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Mojo

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

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## mt19937ar

URL: http://www.math.sci.hiroshima-u.ac.jp/⊠mmat/MT/MT2002/emt19937ar.html

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

Coded by Takuji Nishimura and Makoto Matsumoto.

Before using, initialize the state by using init\_genrand(seed) or init\_by\_array(init\_key, key\_length).

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PLY (Python Lex-Yacc) URL: http://www.dabeaz.com/ply/ply-3.4.tar.gz

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

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

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re2 - an efficient, principled regular expression library

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

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usrsctp

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#### x86inc

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

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URL: http://zlib.net/

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

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# <sup>12.2</sup> Messaggi

È possibile ricevere messaggi sulla disponibilità di nuovi software per il TV o altre questioni relative al software.

Per leggere questi messaggi...

1 - Premere **A**, selezionare **Tutte le impostazioni** e premere **OK**.

2 - Selezionare Aggiorna

software > Annunci, quindi premere OK.

3 - Se è presente un annuncio, è possibile leggerlo o selezionare uno degli annunci disponibili.

4 - Premere **〈**(sinistra) più volte, se necessario, per chiudere il menu.

# <sup>13</sup> Guida e supporto

## 13.1

# Risoluzione dei problemi

## Accensione

## Il TV non si accende

• Scollegare il cavo di alimentazione dalla presa. Attendere un minuto e ricollegarlo.

• Controllare che il cavo di alimentazione sia collegato saldamente.

## Scricchiolio all'avvio o allo spegnimento

Quando il televisore viene acceso, spento o messo in standby, si sente uno scricchiolio proveniente dallo chassis del televisore. Lo scricchiolio che si avverte è provocato da una normale espansione e contrazione dello chassis del TV man mano che si raffredda e si riscalda. Ciò non influisce sulle prestazioni.

# Il TV torna in standby dopo aver visualizzato la schermata di avvio Philips

Quando il TV è in standby, viene visualizzata una schermata di avvio Philips, quindi il TV torna alla modalità standby. Si tratta di un comportamento normale. Quando si scollega e si ricollega l'alimentazione del TV, la schermata di avvio viene visualizzata alla successiva accensione.

## La spia di standby continua a lampeggiare

Scollegare il cavo di alimentazione dalla presa. Attendere 5 minuti prima di ricollegare il cavo di alimentazione. Se il lampeggiamento si ripete, rivolgersi al centro di assistenza clienti TV Philips.

## Immagine

## Nessuna immagine/immagine distorta

• Assicurarsi che l'antenna sia correttamente collegata al televisore.

• Assicurarsi di avere selezionato il dispositivo corretto come sorgente di visualizzazione.

• Verificare che il dispositivo esterno o la sorgente siano collegati correttamente.

## Audio senza immagini

• Verificare di avere selezionato correttamente le impostazioni delle immagini.

## Ricezione dell'antenna scarsa

• Assicurarsi che l'antenna sia correttamente collegata al televisore.

• Altoparlanti, dispositivi audio non collegati a terra, lampade al neon, edifici alti e altri oggetti di grandi dimensioni possono compromettere la qualità della ricezione. Se possibile, provare a migliorare la qualità della ricezione cambiando l'orientamento dell'antenna o allontanando gli apparecchi dal televisore.

• Se la ricezione su un solo un canale è di scarsa qualità, sintonizzarlo meglio mediante la sintonia fine.

## Scarsa qualità dell'immagine da un dispositivo

• Verificare che il dispositivo sia collegato correttamente.

• Verificare di avere selezionato correttamente le impostazioni delle immagini.

## Immagine non adatta allo schermo

Utilizzare un formato immagine diverso.

## Posizione dell'immagine non corretta

I segnali delle immagini di alcuni dispositivi non si adattano correttamente allo schermo. Controllare l'uscita del segnale del dispositivo.

## Immagine del computer non stabile

Verificare che sul computer siano selezionate una risoluzione e una frequenza di aggiornamento supportate.

## Suono

## Assenza di audio o audio scarso

Se non viene rilevato alcun segnale audio, il televisore disattiva automaticamente l'uscita audio; ciò non indica un malfunzionamento.

• Controllare di avere selezionato le corrette impostazioni audio.

• Assicurarsi che tutti i cavi siano correttamente collegati.

• Assicurarsi di non avere disattivato l'audio né di avere impostato il volume su zero.

• Assicurarsi che l'uscita audio TV sia collegata all'ingresso audio del sistema Home Theater. L'audio dovrebbe essere emesso dagli altoparlanti HTS.

• Per alcuni dispositivi può essere necessario dover abilitare manualmente l'uscita audio HDMI. Se l'audio HDMI è già abilitato, tuttavia non si sente, provare a cambiare il formato dell'audio digitale del dispositivo in PCM (Pulse Code Modulation). Per le istruzioni, fare riferimento alla documentazione in dotazione con il dispositivo.

# Collegamenti

## HDMI

- Il supporto dello standard HDCP (High-bandwidth Digital Content Protection) può ritardare il tempo impiegato dal televisore per visualizzare i contenuti trasmessi da un dispositivo HDMI.

- Se il televisore non riconosce il dispositivo HDMI e non viene visualizzata alcuna immagine, provare a selezionare un altro dispositivo, quindi tornare sul dispositivo desiderato.

 Se vi sono interferenze audio intermittenti, assicurarsi che le impostazioni di uscita nel dispositivo HDMI siano corrette.

- Se si utilizza un adattatore HDMI-DVI o un cavo HDMI-DVI, assicurarsi di aver collegato un cavo audio aggiuntivo ad AUDIO IN (solo mini-jack), se disponibile.

## EasyLink non funziona

- Assicurarsi che i dispositivi HDMI siano compatibili con lo standard HDMI-CEC. Le funzioni EasyLink si possono utilizzare solo con dispositivi compatibili con HDMI-CEC.

## Nessuna icona del volume visualizzata

- Quando si collega un dispositivo audio HDMI-CEC tale comportamento è normale.

## Le foto, i video e i file musicali di un dispositivo USB non vengono visualizzati

- Assicurarsi che il dispositivo di memorizzazione USB sia impostato come conforme alla classe della memoria di massa, come descritto nella documentazione del dispositivo stesso.

- Assicurarsi che il dispositivo di memorizzazione USB sia compatibile con il televisore.

- Assicurarsi che i formati dei file audio e delle immagini siano supportati dal televisore.

## Riproduzione discontinua dei file USB

- Le prestazioni di trasmissione del dispositivo di memorizzazione USB possono limitare la velocità di trasferimento dei dati sul televisore, causando una riproduzione insoddisfacente.

## Wi-Fi, Internet e Bluetooth

## Rete Wi-Fi non trovata o distorta

• Eventuali forni a microonde, telefoni DECT o altri dispositivi Wi-Fi 802.11b/g/n/ac nelle vicinanze potrebbero disturbare la rete wireless.

- Verificare che i firewall della rete consentano
- l'accesso alla connessione wireless del televisore.

• Se la rete wireless non funziona correttamente, provare l'installazione mediante rete cablata.

## Internet non funziona

• Se il collegamento al router è corretto, verificare la connessione ad Internet del router stesso.

Il PC e il collegamento a Internet sono lenti

• Per informazioni sulla copertura interna, sulla velocità di trasferimento e altri fattori che influiscono sulla qualità del segnale, consultare il manuale d'uso del router wireless.

• Il router deve disporre di una connessione Internet ad alta velocità (banda larga).

## DHCP

• Se la connessione non riesce, verificare

l'impostazione DHCP (Dynamic Host Configuration Protocol) del router. DHCP deve essere attivato.

### Perdita della connessione Bluetooth

• Luoghi con elevata attività wireless (ad esempio appartamenti con molti router wireless) possono compromettere la qualità del collegamento wireless.

## Rete

## Rete Wi-Fi non trovata o distorta

• Eventuali forni a microonde, telefoni DECT o altri dispositivi Wi-Fi 802.11b/g/n/ac nelle vicinanze potrebbero disturbare la rete wireless.

- $\cdot$  Verificare che i firewall della rete consentano
- l'accesso alla connessione wireless del televisore.
- $\cdot$  Se la rete wireless non funziona correttamente,
- provare l'installazione mediante rete cablata.

## Internet non funziona

• Se il collegamento al router è corretto, verificare la connessione ad Internet del router stesso.

Il PC e il collegamento a Internet sono lenti

• Per informazioni sulla copertura interna, sulla velocità di trasferimento e altri fattori che influiscono sulla qualità del segnale, consultare il manuale d'uso del router wireless.

• Il router deve disporre di una connessione Internet ad alta velocità (banda larga).

## DHCP

• Se la connessione non riesce, verificare l'impostazione DHCP (Dynamic Host Configuration Protocol) del router. DHCP deve essere attivato.

# <sup>13.2</sup> Guida online

Per risolvere eventuali problemi relativi ai televisori Philips, consultare l'assistenza online. È possibile selezionare la lingua desiderata e immettere il numero di modello del prodotto.

Visitare il sito Web <u>www.philips.com/support</u>

Sul sito dell'assistenza è possibile trovare il numero di telefono del servizio di assistenza del proprio Paese, nonché le risposte alle domande più frequenti (FAQ). In alcuni Paesi, è possibile parlare direttamente con uno dei nostri collaboratori o inviare le proprie domande tramite e-mail. È possibile scaricare il nuovo software o manuale del TV da consultare sul proprio computer.

# Assistenza e riparazione

Per le richieste di assistenza e riparazione, contattare il numero gratuito dell'assistenza clienti del proprio Paese. I nostri tecnici dell'assistenza eseguiranno le necessarie riparazioni.

Il numero di telefono è riportato nella documentazione cartacea in dotazione con il TV. In alternativa, consultare il nostro sito Web <u>www.philips.com/support</u> e selezionare il proprio Paese, se necessario.

## Numero di modello e numero di serie del TV

All'utente, verrà chiesto di fornire il numero di modello e di serie del TV. Questi numeri sono riportati sull'etichetta dell'imballo o sulla targhetta sul retro/fondo del TV.

## Avviso

Non tentare di riparare da soli il TV. Ciò potrebbe causare gravi lesioni e danni irreparabili al TV o rendere nulla la garanzia.

# <sup>14</sup> Sicurezza e protezione

## 14.1

# Sicurezza

## Dichiarazione ESD

Durante il test si verifica sfarfallio sullo schermo, ma dopo il test si avvia il ripristino automatico. Questa permissiva perdita di prestazioni è specificata dal produttore e questo fenomeno viene dichiarato nel manuale dell'utente per evitare fraintendimenti.

## Importante

Prima di utilizzare il TV, leggere attentamente tutte le istruzioni di sicurezza. La garanzia non è valida in caso di danni causati da un utilizzo del TV non conforme alle istruzioni.

Non modificare questa apparecchiatura senza l'autorizzazione del produttore.

# Rischio di scosse elettriche o di incendio

• Non esporre il TV a pioggia o acqua. Non posizionare oggetti contenenti liquidi, come i vasi, vicino al TV.

Nel caso di versamento di liquidi sul o nel TV, staccare immediatamente la presa di corrente.

Per un controllo del TV prima dell'uso, contattare il centro di assistenza clienti TV Philips.

• Non esporre il TV a temperature eccessivamente alte. Non collocarli vicino a candele accese, fiamme vive o altre fonti di calore, inclusa la luce diretta del sole.

• Non inserire oggetti nelle fessure di ventilazione o in altre aperture del TV.

• Non collocare oggetti pesanti sul cavo di alimentazione.

• Evitare di esercitare eccessiva pressione sulle spine di alimentazione. Le spine di alimentazione non inserite correttamente possono causare archi elettrici o incendi. Il cavo di alimentazione non deve essere teso quando si gira lo schermo TV.

• Per scollegare il TV dall'alimentazione, staccare la spina del TV. Estrarre sempre il cavo di alimentazione afferrando la spina e non il cavo. Assicurarsi che la spina di alimentazione, il cavo e la presa elettrica siano sempre accessibili.

## Rischio di lesioni personali o danni al TV

• Se il TV viene montato su una parete, assicurarsi che il supporto a parete sia in grado di sostenere il peso. TP Vision non si assume alcun tipo di responsabilità per un montaggio errato o che provochi ferite, lesioni personali o danni.

• Alcune parti di questo prodotto sono di vetro. Maneggiare con cura per evitare ferite o danni.

## Rischio di danni al TV

Prima di collegare il TV alla presa elettrica, assicurarsi che la tensione corrisponda al valore riportato sul retro del TV. Non collegare mai il TV alla presa elettrica se la tensione è diversa.

## Rischi per la stabilità

Una televisione può cadere, causando gravi lesioni personali o morte. Molte lesioni, in particolare ai bambini, possono essere evitate adottando semplici precauzioni, come:

• Assicurarsi SEMPRE che il TV non sporga dal bordo del mobile di supporto.

• Utilizzare SEMPRE armadietti, supporti o metodi di montaggio raccomandati dal produttore della televisione.

• Utilizzare SEMPRE mobili in grado di sostenere in sicurezza la televisione.

• Istruire SEMPRE i bambini sui pericoli dell'arrampicarsi sul mobile per raggiungere la

televisione o i suoi comandi. • Instradare SEMPRE i cavi collegati alla televisione in modo che non possano essere tirati, afferrati o che non ci si possa inciampare.

• NON posizionare mai una televisione in un luogo instabile.

• Non posizionare MAI la televisione su mobili alti (ad esempio, armadi o librerie) senza fissare sia il mobile sia la televisione a un supporto adeguato.

• Non posizionare MAI la televisione su un panno o su altri materiali che possono essere collocati tra la televisione e i mobili di supporto.

• Non posizionare MAI oggetti, come giocattoli e telecomandi, che possano indurre i bambini ad arrampicarsi sulla parte superiore della televisione o dei mobili su cui questa è collocata.

Se la televisione esistente viene conservata e trasferita, si devono applicare le stesse considerazioni di cui sopra.

## Rischi legati alle batterie

• Non ingerire la batteria. Pericolo di ustioni.

• Il telecomando potrebbe contenere una batteria a bottone. Se la batteria a bottone viene ingoiata, può causare gravi ustioni interne in sole 2 ore e portare alla morte.

• Tenere le batterie, nuove e usate, lontano dalla portata dei bambini.

• Se il vano batterie non si chiude, interrompere l'utilizzo del prodotto e tenerlo lontano dalla portata dei bambini.

• Se le batterie vengono ingerite o inserite in qualsiasi parte del corpo, rivolgersi subito a un medico.

La sostituzione della batteria con una di tipo errato può comportare il rischio di incendio o esplosione.
Sostituzione di una batteria con una di tipo errato che può annullare gli effetti di un dispositivo di protezione (come nel caso, per esempio, di alcuni tipi di batterie al litio).

• Gettare una batteria nel fuoco o in un forno, comprimerla meccanicamente o tagliarla può comportare il rischio di esplosione.

Lasciare una batteria in ambienti con temperature estremamente elevate può comportare l'esplosione della stessa o la perdita di liquidi o gas infiammabili.
Una batteria soggetta a pressione atmosferica

estremamente bassa può esplodere o perdere liquidi o gas infiammabili.

# Rischio di surriscaldamento

Non installare il TV in uno spazio ristretto. Lasciare uno spazio di almeno 10 cm intorno al TV per consentirne la ventilazione. Assicurarsi che le prese d'aria del TV non siano coperte da tende o altri oggetti.

## Temporali

Scollegare il TV dalla presa e dall'antenna quando si avvicina un temporale.

Durante il temporale, non toccare le parti del TV, il cavo di alimentazione o dell'antenna.

## Rischio di danni all'udito

Non utilizzare le cuffie a un volume elevato o per intervalli di tempo prolungati.

## Basse temperature

Se il TV viene trasportato a temperature inferiori a 5 °C, estrarlo dalla confezione e attendere che raggiunga la temperatura ambiente prima di collegarlo alla presa elettrica.

## Umidità

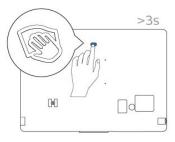
In rare occasioni, a seconda dell'umidità e della temperatura, si può creare una piccola quantità di condensa all'interno della parte anteriore del TV in vetro. Per evitare una situazione di questo tipo, non esporre il TV alla luce diretta del sole, a calore o umidità elevata. L'eventuale condensa scompare spontaneamente dopo alcune ore di funzionamento.

La condensa non provoca alcun danno né causa malfunzionamenti del TV.

# <sup>14.2</sup> Protezione dello schermo

• Non toccare, spingere, strofinare o colpire lo schermo con oggetti di qualsiasi tipo.

• Premere il pulsante per la pulizia posto sul retro del TV. È necessario premere il pulsante per 3 secondi per disattivare i comandi anteriori del TV prima di eseguire la pulizia.



• Pulire delicatamente il TV e la struttura con un panno morbido e umido. Non usare sostanze come alcol, prodotti chimici o detergenti sul TV.

Per evitare deformazioni e scolorimenti, asciugare tempestivamente eventuali gocce d'acqua.
Evitare di visualizzare immagini fisse per molto tempo, poiché possono creare una persistenza e rimanere visibili anche quando si guarda un'altra immagine. Le immagini fisse includono menu a video, bande nere, visualizzazioni dell'orario e così via. Se è necessario utilizzare immagini fisse, ridurre il contrasto e la luminosità per evitare danni allo schermo.

# Dichiarazione di esposizione alle radiazioni (solo per Wi-Fi integrato)

Questo apparecchio è conforme ai limiti di esposizione alle radiazioni stabiliti dalle norme CE per gli ambienti non controllati. Questo apparecchio deve essere installato e utilizzato a una distanza minima di 20 cm tra il radiatore e il corpo.

La frequenza, la modalità e la potenza massima trasmessa nell'UE sono elencate di seguito:

- 2400 2483,5 MHz: < 20 dBm (EIRP) solo per prodotto 2,4G.
- 5150 5250 MHz: < 23 dBm (EIRP)
- 5250 5350 MHz: < 23 dBm (EIRP)
- 5470 5725 MHz: < 27 dBm (EIRP)
- 5725 5825 MHz: < 13,98 dBm (EIRP)

# Termini di utilizzo

## 15.1

15

# Termini di utilizzo -Televisore

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La documentazione scritta allegata al televisore e il manuale disponibile nella memoria del televisore o scaricato dal sito Web

Philips <u>www.philips.com/support</u> sono da ritenersi adeguati per l'utilizzo previsto del sistema.

Le informazioni contenute nel presente manuale sono da ritenersi adeguate per l'utilizzo consentito del sistema. Se il prodotto, o singoli moduli o procedure, vengono utilizzati per scopi diversi da quelli specificati in questo manuale, è necessario richiedere conferma della validità e adeguatezza delle informazioni qui riportate. TP Vision garantisce che il materiale stesso non viola alcun brevetto statunitense. Non sono previste ulteriori garanzie, espresse o implicite. TP Vision non può essere ritenuta responsabile di eventuali errori nel contenuto del presente documento, né di possibili problemi derivanti da tale contenuto. Gli errori segnalati a Philips verranno corretti e pubblicati sul sito Web di assistenza Philips il prima possibile.

Condizioni della garanzia: rischio di lesioni, danni al televisore o annullamento di garanzia! Non tentare mai di riparare il televisore da soli. Utilizzare esclusivamente il TV e gli accessori consigliati dal produttore. Il simbolo di attenzione posto sul retro del TV indica il rischio di scosse elettriche. Non rimuovere mai la copertura del TV. Contattare sempre l'Assistenza Clienti Philips per manutenzione o riparazione. Il numero di telefono è riportato nella documentazione cartacea in dotazione con il TV. In alternativa, consultare il nostro sito Web www.philips.com/support e selezionare il proprio Paese, se necessario. Eventuali operazioni espressamente vietate in questo manuale e procedure di regolazione o montaggio non consigliate o autorizzate nel presente manuale invalidano la garanzia.

## Caratteristiche dei pixel

Questo prodotto LCD/LED è costituito da un numero elevato di pixel a colori. Sebbene sia dotato di una percentuale di pixel attivi al 99,999% (o in quantità superiore), sullo schermo possono comparire costantemente punti neri o più chiari di luce (di colore rosso, verde o blu). Si tratta di una funzione strutturale del display (entro determinati standard comuni di settore) e non di un malfunzionamento.

## Conformità CE

Con la presente, TP Vision Europe B.V. dichiara che questo televisore è conforme ai requisiti essenziali e ad altre disposizioni correlate delle Direttive 2014/53/UE RED), 2009/125/CE (Eco Design) e 2011/65/CE (RoHS).

## Conformemente a EMF

TP Vision Europe B.V. produce e commercializza numerosi prodotti per il mercato consumer che, come tutti gli apparecchi elettronici, possono emettere e ricevere segnali elettromagnetici. Uno dei più importanti principi aziendali applicati da TP Vision prevede l'adozione di tutte le misure sanitarie e di sicurezza volte a rendere i propri prodotti conformi a tutte le regolamentazioni e a tutti gli standard EMF (Electro Magnetic Field) applicabili alla data di produzione dell'apparecchio.

In base a tale principio, TP Vision sviluppa, produce e commercializza prodotti che non hanno effetti negativi sulla salute. TP Vision conferma che i propri prodotti, se utilizzati nelle modalità previste, sono da ritenersi sicuri in base ai dati scientifici attualmente disponibili. TP Vision collabora attivamente all'elaborazione degli standard internazionali EMF e di sicurezza ed è in grado di anticipare evoluzioni future degli stessi e di implementarle nei propri prodotti.

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# 16.1 HDMI

## HDMI

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# **DOLBY** AUDIO"

# <sup>16.3</sup> Wi-Fi Alliance

Wi-Fi

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# <sup>16.4</sup> Kensington

## Kensington

(se applicabile)

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