Kullanım kılavuzu

32HFL5114/12 43HFL5114/12 43HFL5114U/12 43HFL6114U/12 50HFL5114U/12 50HFL6114U/12 55HFL6114U/12 65HFL6114U/12 75HFL6114U/12



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TV Turu

11

Profesyonel Mod

Yapabilecekleriniz

Profesyonel Mod AÇIK durumdayken, TV'nin durumunun gelişmiş kontrolünü sağlayan veya ek işlevler ekleyen birçok uzman ayarına erişebilirsiniz.

Bu mod; oteller, yolcu gemileri, stadyumlar gibi yerlerde veya bu tür kontrolün gerekli olduğu diğer iş yerlerinde TV kurulumları için tasarlanmıştır.

TV'yi evde kullanıyorsanız Profesyonel Modu KAPALI tutmanız önerilir.

Daha fazla bilgi için lütfen Profesyonel kurulum kılavuzuna bakın.

っ

Kurulum

21

Güvenlik Talimatlarını Okuma

TV'nizi ilk kez kullanmadan önce güvenlik talimatlarını okuyun.

2.2

TV Standı ve Duvara Montaj

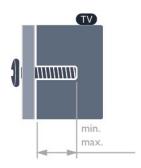
TV Standi

TV standının montajı için talimatları TV ile birlikte verilen Hızlı Başlangıç Kılavuzu'nda bulabilirsiniz. Bu kılavuzu kaybetmeniz halinde www.philips.com adresinden indirebilirsiniz.

Yükleyeceğiniz Hızlı Başlangıç Kılavuzu'nu aramak için TV'nin ürün tipi numarasını kullanın.

Duvara Montaj

TV'nizde VESA uyumlu bir duvara montaj braketi (ayrıca satılır) de kullanılabilir. Duvar montaj aparatını satın alırken aşağıdaki VESA kodunu kullanın...



· 43HFL6114U

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

· 50HFL6114U

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

· 55HFL6114U

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

· 65HFL6114U

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

· 75HFL6114U

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

· 32HFL5114

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

· 43HFL5114 / 43HFL5114U

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

· 50HFL5114U

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

Hazırlanışı

Öncelikle TV'nin arkasındaki dişlilerin 4 plastik vida başlığını çıkarın (yalnızca 5114 43 inç için). TV'yi VESA uyumlu brakete monte etmek için metal vidaların, TV dişlileri içinde yaklaşık 10 mm derinliğe ulaştığından emin olun.

Dikkat

TV'nin duvara montajı için özel beceri gereklidir ve yalnızca yetkili personel tarafından yapılmalıdır. TV'yi duvara monte ederken TV'nin ağırlığına uygun şekilde güvenlik standartlarına uyulmalıdır. TV'yi yerleştirmeden önce güvenlik önlemlerini de okuyun. TP Vision Europe B.V., uygun olmayan montajlarla ya da kaza veya yaralanmaya neden olan diğer montaj yöntemleriyle ilgili hiçbir sorumluluk kabul etmemektedir.

2.3

Yerleştirme hakkında İpuçları

- TV'yi, ışığın doğrudan ekran üzerinde parlamadığı bir yere yerleştirin.
- TV için ideal izleme mesafesi, çapraz ekran boyutunun üç katıdır. Otururken, gözleriniz ekranın ortasıyla aynı seviyede olmalıdır.
- Duvara monte ederken, TV'yi duvardan en fazla 15 cm uzağa yerleştirin.

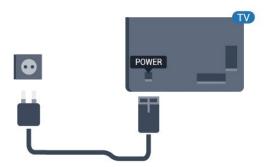


Not:

Lütfen TV'yi ocaklar gibi toz kaynaklarından uzak tutun. TV'ye toz girmesini önlemek için tozun düzenli olarak temizlenmesi önerilir.

Güç Kablosu

- · Güç kablosunu TV'nin arka tarafındaki POWER konektörüne takın.
- · Güç kablosunun konektöre sıkıca takıldığından emin
- Duvardaki prizin her zaman erişilebilir olduğundan emin olun.
- Güç kablosunu çıkarırken her zaman fişten tutarak çekin, asla kablodan tutarak çekmeyin.



2 5

Anten Kablosu

Antenin fişini TV'nin arkasındaki **Anten** soketine sıkıca takın.

Kendi anteninizi veya bir anten dağıtım sisteminin anten sinyalini bağlayabilirsiniz. IEC Koaksiyel 75 Ohm RF anten kablosu kullanın.

Bu anten kablosunu DVB-T ve DVB-C giriş sinyalleri için kullanın.

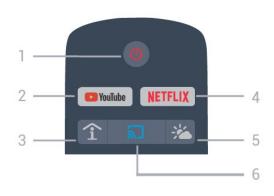


Uzaktan Kumanda

3 1

Tuş genel bilgileri

Üst



1 - O Bekleme / Açık

TV'yi açmak veya Bekleme moduna geri almak için.

2 - Youtube

Youtube'u açmak için.

3 - 1 SMART INFO (Yalnızca Profesyonel Mod AÇIK olduğunda)

Otel tarafından sağlanan bilgileri görüntülemek için.

4 - NETFLIX

Netflix uygulamasını doğrudan açmak için. (TV açık veya beklemedeyken.)

- Netflix üyelik aboneliğiniz varsa bu TV'de Netflix'ten yararlanabilirsiniz. TV'niz Internet'e bağlı olmalıdır.
- Netflix'i açmak için Netflix Uygulamasını açmak üzere NETFLIX tuşuna basın. Bekleme modundaki bir TV'den Netflix'i anında açabilirsiniz.

www.netflix.com

5 - 🌤 Hava Durumu (Yalnızca Profesyonel Mod AÇIK olduğunda)

Konumunuzun hava durumu bilgilerini görüntülemek için.

6 - 🔊 Google Cast (Yalnızca Profesyonel Mod AÇIK olduğunda)

Mobil cihazınızın ekranındaki içeriği TV'ye yansıtmak için.

Orta



1- ☆ SETTINGS

Ayarlar menüsünü açmak için.

2 - III TV GUIDE

TV rehberi ile kanallarınızın geçerli ve programlanmış TV programları listesini açmak için.

3 - ← BACK

- · Seçtiğiniz önceki kanala dönmek için.
- · Önceki menüye dönmek için.

4 - OPTIONS

Seçenekler menüsünü açmak veya kapatmak için.

5 - OK tuşu

Bir seçimi veya ayarı onaylamak için.

6 - Ok/gezinme tuşları

Yukarı ∧, aşağı ∨, sola ⟨veya sağa ⟩ gitmek için.

7 - **■** Kanal

Kanal listesinde sonraki veya önceki kanala geçmek için.

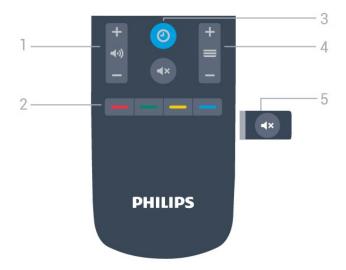
8 - ੴ EXIT

TV izlemeye dönmek için.

9 - 🗅 HOME

Ana menüyü açmak için.

Alt



1 - **◄•)** Ses Seviyesi

Ses seviyesini ayarlamak için.

2 - **— — — Renkli tuşlar** Seçenekleri doğrudan seçmek için.

3 - O CLOCK

Saati görüntülemek için.

4 - **■** Kanal

Kanal listesinde sonraki veya önceki kanala geçmek için.

5 - **∢×** Sessiz

Sesi kapatmak veya yeniden açmak için.

3.2

IR Sensörü

TV, komut göndermek için IR (kızılötesi) kullanan uzaktan kumandaların komutlarını alabilir. Bu tip bir uzaktan kumanda kullanıyorsanız uzaktan kumandayı mutlaka TV'nin ön tarafındaki kızılötesi sensörüne yöneltmeniz gerekir.

▲ Uyarı

IR sinyalini engelleyebileceğinden, TV'nin IR sensörünün önüne herhangi bir nesne koymayın.

3.3

Temizleme

Uzaktan kumandanız çizilmeye dayanıklı kaplamaya sahiptir.

Uzaktan kumandayı temizlemek için yumuşak ve nemli bir bez kullanın. Uzaktan kumandayı temizlemek için kesinlikle alkol, kimyasal maddeler veya ev temizlik ürünleri kullanmayın.

Açma ve Kapatma

<u>a</u> 1

Açık veya Bekleme modunda

TV'nin şebeke AC gücüne bağlı olduğundan emin olun. Sağlanan güç kablosunu TV'nin arka tarafındaki AC girişi konektörüne takın. TV'nin alt kısmındaki gösterge ışığı yanar.

Açma

TV'yi açmak için uzaktan kumandadaki 👲 tuşuna basın. Alternatif olarak 🌣 / 🗖 Ana Menü tuşuna basabilirsiniz. Uzaktan kumandayı bulamazsanız veya kumandanın pilleri boşaldıysa TV'yi arkasındaki veya altındaki küçük kumanda kolu tuşuna basarak da açabilirsiniz.

Bekleme moduna geçme

TV'yi bekleme moduna almak için uzaktan kumandadaki **t**uşuna basın. Ayrıca, TV'nin arkasındaki veya altındaki küçük kumanda kolu tuşuna da basabilirsiniz.

Bekleme modunda TV hala şebeke gücüne bağlıdır ancak çok az enerji tüketir.

TV'yi tamamen kapatmak için güç fişini çekin. Güç fişini çekerken her zaman fişten tutarak çekin, asla kabloyu çekmeyin. Her zaman fiş, güç kablosu ve prize tam olarak erişim sağlayabilmeniz gerekir.

4.2

TV üzerindeki tuşlar

Uzaktan kumandayı kaybettiyseniz veya pilleri bitmişse bazı temel TV işlemlerini yapmaya devam edebilirsiniz.

Temel menüyü açmak için...

- 1 TV açıkken temel menüyü açmak için TV'nin arkasındaki veya altındaki kumanda kolu tuşuna basın.
- 2 **◄•)** Ses seviyesi, **≡** Kanal veya **₹** Kaynaklar'ı seçmek için sol veya sağ tuşuna basın.
- 3 Ses düzeyini ayarlamak veya bir sonraki ya da bir önceki kanalı açmak için yukarı veya aşağı düğmesine basın. Tuner seçimi de dahil olmak üzere kaynaklar listesini gözden geçirmek için yukarı veya aşağı düğmesine basın.
- 4 Menü otomatik olarak kaybolacaktır.

TV'yi bekleme moduna geçirmek için **o** öğesini seçin ve TV'nin arkasındaki veya altındaki kumanda kolu tuşuna basın.

Teknik özellikler

5.1

Çevresel

Ürün Verileri

43HFL6114U

- · Enerji Verimliliği Sınıfı: A
- · Görünür Ekran Boyutu: 108 cm / 43 inç
- · Açık Modda Güç Tüketimi (W): 61 W
- · Yıllık Enerji Tüketimi (kWh) *: 90 kWh
- · Bekleme Modunda Güç Tüketimi (W) **: 0,3 W
- · Ekran Çözünürlüğü (Piksel): 3840 x 2160p

50HFL6114U

- · Enerji Verimliliği Sınıfı: A+
- · Görünür Ekran Boyutu: 126 cm / 50 inç
- · Açık Modda Güç Tüketimi (W): 68 W
- · Yıllık Enerji Tüketimi (kWh) *: 100 kWh
- · Bekleme Modunda Güç Tüketimi (W) **: 0,3 W
- · Ekran Çözünürlüğü (Piksel): 3840 x 2160p

55HFL6114U

- · Enerji Verimliliği Sınıfı: A+
- · Görünür Ekran Boyutu: 139 cm / 55 inç
- · Açık Modda Güç Tüketimi (W): 83 W
- Yıllık Enerji Tüketimi (kWh) *: 122 kWh
- · Bekleme Modunda Güç Tüketimi (W) **: 0,3 W
- · Ekran Çözünürlüğü (Piksel): 3840 x 2160p

65HFL6114U

- · Enerji Verimliliği Sınıfı: A+
- · Görünür Ekran Boyutu: 164 cm / 65 inç
- · Açık Modda Güç Tüketimi (W): 104 W
- · Yıllık Enerji Tüketimi (kWh) *: 152 kWh
- · Bekleme Modunda Güç Tüketimi (W) **: 0,3 W
- Ekran Çözünürlüğü (Piksel): 3840 x 2160p

75HFL6114U

- · Enerji Verimliliği Sınıfı: A+
- · Görünür Ekran Boyutu: 189 cm / 75 inç
- · Açık Modda Güç Tüketimi (W): 113 W
- · Yıllık Enerji Tüketimi (kWh) *: 165 kWh
- · Bekleme Modunda Güç Tüketimi (W) **: 0,3 W
- · Ekran Çözünürlüğü (Piksel): 3840 x 2160p

32HFL5114

- · Enerji Verimliliği Sınıfı: A+
- · Görünür Ekran Boyutu: 80 cm / 32 inç
- · Açık Modda Güç Tüketimi (W): 29 W
- · Yıllık Enerji Tüketimi (kWh) *: 43 kWh
- · Bekleme Modunda Güç Tüketimi (W) **: 0,35 W
- Ekran Çözünürlüğü (Piksel): 1920 x 1080p

43HFL5114

- · Enerji Verimliliği Sınıfı: A+
- \cdot Görünür Ekran Boyutu: 108 cm / 43 inç
- · Açık Modda Güç Tüketimi (W): 48 W

- · Yıllık Enerji Tüketimi (kWh) *: 71 kWh
- · Bekleme Modunda Güç Tüketimi (W) **: 0,3 W
- Ekran Çözünürlüğü (Piksel): 1920 x 1080p

43HFL5114U

- · Enerji Verimliliği Sınıfı: A
- · Görünür Ekran Boyutu: 108 cm / 43 inç
- · Açık Modda Güç Tüketimi (W): 59 W
- · Yıllık Enerji Tüketimi (kWh) *: 87 kWh
- · Bekleme Modunda Güç Tüketimi (W) **: 0,3 W
- · Ekran Çözünürlüğü (Piksel): 3840 x 2160p

50HFL5114U

- · Enerji Verimliliği Sınıfı: A+
- · Görünür Ekran Boyutu: 126 cm / 50 inç
- · Açık Modda Güç Tüketimi (W): 70 W
- · Yıllık Enerji Tüketimi (kWh) *: 103 kWh
- · Bekleme Modunda Güç Tüketimi (W) **: 0,3 W
- · Ekran Çözünürlüğü (Piksel): 3840 x 2160p
- * kWh cinsinden yıllık enerji tüketimi, 365 gün boyunca günde 4 saat çalışan televizyonun güç tüketimini temel alır. Gerçek enerji tüketimi televizyonun nasıl kullanıldığına bağlı olarak değişir.
- ** TV uzaktan kumandayla kapatıldığında ve hiçbir işlev aktif değilken.

EPREL kayıt numarası

43HFL6114U: 341921

50HFL6114U: 341992

55HFL6114U: 342447

65HFL6114U: 342465

75HFL6114U: 355587

32HFL5114: 341818

43HFL5114: 341833

43HFL5114U: 341835

50HFL5114U: 341991

Kullanım Sonu

Eski ürünün ve pillerin atılması

Ürününüz, geri dönüşüme tabi tutulabilen ve yeniden kullanılabilen, yüksek kalitede malzeme ve parçalardan tasarlanmış ve üretilmiştir.



Bu çarpı işaretli tekerlekli çöp arabası sembollü etiketin bir ürüne yapıştırılması, söz konusu ürünün 2012/19/EU sayılı Avrupa Yönergesi kapsamında olduğu anlamına gelir.



Lütfen, elektrikli ve elektronik ürünlerin toplanması ile ilgili bulunduğunuz yerdeki sistem hakkında bilgi edinin.

Lütfen, yerel kurallara uygun hareket edin ve eskiyen ürünlerinizi, normal evsel atıklarınızla birlikte atmayın. Eskiyen ürününüzün atık işlemlerinin doğru biçimde gerçekleştirilmesi, çevre ve insan sağlığı üzerinde olumsuz etkilere yol açılmasını önlemeye yardımcı olacaktır.

Ürününüz, 2006/66/EC sayılı Avrupa Yönergesi kapsamında olan ve normal evsel atıklarla birlikte atılmayan piller içerir.



Pillerin doğru şekilde atılması, çevre ve insan sağlığı için ortaya çıkabilecek olumsuz etkilerin engellenmesine yardım edeceğinden, pillerin ayrı olarak toplanması konusundaki yerel kanunlar hakkında bilgi edinin.

5.2

Güç

Ürün özellikleri, önceden bildirim yapılmaksızın değiştirilebilir. Bu ürüne ait diğer özellik ayrıntıları için www.philips.com/support adresini ziyaret edin

Güç

- Şebeke elektriği: AC 220-240 V +/-%10
- · Ortam sıcaklığı: 5°C 35°C
- Güç tasarrufu özellikleri: Eco modu, Görüntü kapatma (radyo için), Otomatik kapatma zamanlayıcısı, Eco ayarları menüsü.

Elektrik tüketimi bilgileri için bkz. **Ürün Verileri** bölümü.

5 3

Işletim Sistemi

Android OS:

Android Pie 9

5.4

Alım

- · Anten girişi: 75 ohm koaksiyel (IEC75)
- · Alıcı bantları: Hyperband, UHF, VHF
- · DVB: DVB-T2, DVB-C (kablo) QAM
- · Analog video oynatma: SECAM, PAL
- Dijital video oynatma: MPEG2 SD/HD (ISO/IEC 13818-2), MPEG4 SD/HD (ISO/IEC 14496-10), HEVC*
- · Dijital ses çalma (ISO/IEC 13818-3)
- · Giriş frekans aralığı: 950 2150 MHz
- · Giriş seviyesi aralığı: 25 65 dBm
- * Yalnızca DVB-T2 için

5.5

Ekran Türü (6114U)

Çapraz ekran boyutu

- \cdot 108 cm / 43 inç
- · 126 cm / 50 inc
- \cdot 139 cm / 55 inç
- · 164 cm / 65 inç
- · 189 cm / 75 inc

Ekran çözünürlüğü

· 3840 x 2160

56

Ekran Türü (5114 / 5114U)

Çapraz ekran boyutu

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

Ekran çözünürlüğü

1920 x 1080 (5114)

3840 x 2160 (5114U)

5.7

Görüntü Giriş Çözünürlüğü (6114U)

Video formatları

Çözünürlük — Yenileme hızı

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

Bilgisayar formatları

Çözünürlükler (diğerleri arasında)

- · 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 760 6011
- · 1360 x 768 60 Hz
- 1280 x 1024 60 Hz1920 x 1080 60 Hz
- 1920 X 1000 00 112
- · 3840 x 2160 60 Hz

5.8

Görüntü Giriş Çözünürlüğü (5114)

Video formatları

Çözünürlük — Yenileme hızı

- · 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

Bilgisayar formatları

Çözünürlükler (diğerleri arasında)

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

5.9

Görüntü Giriş Çözünürlüğü (5114U)

Video formatları

Çözünürlük — Yenileme hızı

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

Bilgisayar formatları

Çözünürlükler (diğerleri arasında)

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

5 10

Bağlantı (6114U)

TV Yan

- · Ortak Arayüz yuvası: CI+ CAM
- USB 1 USB 3.0
- · Kulaklık 3,5 mm stereo mini jak
- · HDMI 1 girişi ARC Ultra HD

TV Alt

Ağ LAN - RJ45

HDMI 2 girişi - ARC - Ultra HD

HDMI 3 girişi - ARC - Ultra HD

Anten (75 ohm)

USB 2 - USB 2.0

12 V DC çıkış

8 **Ω** Ses çıkışı

DATA(RJ-48)

5.11

Bağlantı (5114)

TV Yan

- · Ortak Arayüz yuvası: CI+ CAM
- · USB 1 USB 3.0
- Kulaklık 3,5 mm stereo mini jak
- · HDMI 1 girişi ARC FHD

TV Alt

- · Ağ LAN RJ45
- · HDMI 2 girişi ARC FHD
- · Anten (75 ohm)
- USB 2 USB 2.0
- · 12 V DC çıkış
- · 8 **Ω** Ses çıkışı
- · DATA(RJ-48)

5.12

Bağlantı (5114U)

TV Yan

- · Ortak Arayüz yuvası: CI+ CAM
- USB 1 USB 3.0
- Kulaklık 3,5 mm stereo mini jak
- · HDMI 1 girişi ARC Ultra HD

TV Alt

- · Ağ LAN RJ45
- · HDMI 2 girişi ARC Ultra HD
- · Anten (75 ohm)
- · USB 2 USB 2.0
- · 12 V DC çıkış
- · 8 **Ω** Ses çıkışı
- · DATA(RJ-48)

5.13

Boyutlar ve Ağırlıklar (6114U)

43HFL6114U

• TV standı olmadan:

Genişlik 963,98 mm - Yükseklik 569,28 mm - Derinlik 74,5 mm - Ağırlık ± 9,44 kg

· TV standı ile:

Genişlik 963,98 mm - Yükseklik 594,09 mm -Derinlik 190,1 mm - Ağırlık ± 11,48 kg

50HFL6114U

• TV standı olmadan:

Genişlik 1119,8 mm - Yükseklik 650 mm - Derinlik 77,7 mm - Ağırlık ± 13,74 kg

• TV standı ile:

Genişlik 1119,8 mm - Yükseklik 681 mm - Derinlik 240,1 mm - Ağırlık ± 16,44 kg

55HFI 6114U

• TV standı olmadan:

Genişlik 1233,6 mm - Yükseklik 714 mm - Derinlik 113,2 mm - Ağırlık ± 16,5 kg

• TV standı ile:

Genişlik 1233,6 mm - Yükseklik 746,8 mm - Derinlik 240 mm - Ağırlık ± 19,05 kg

65HFL6114U

• TV standı olmadan:

Genişlik 1459,28 mm - Yükseklik 849,84 mm -Derinlik 86,4 mm - Ağırlık ± 25,72 kg

· TV standi ile:

Genişlik 1459,28 mm - Yükseklik 872,5 mm - Derinlik 267,11 mm - Ağırlık ± 29,7 kg

75HFL6114U

· TV standı olmadan:

Genişlik 1683,2 mm - Yükseklik 965,9 mm - Derinlik 93,7 mm - Ağırlık ± 33,5 kg

• TV standı ile:

Genişlik 1683,2 mm - Yükseklik 992,9 mm - Derinlik 299,4 mm - Ağırlık ± 34 kg

5 14

Boyutlar ve Ağırlıklar (5114 / 5114U)

32HFL5114

TV standı olmadan:

Genişlik 731,8 mm - Yükseklik 435,31 mm -

Derinlik 77,3 mm - Ağırlık ± 4,61 kg

· TV standi ile:

Genişlik 731,8 mm - Yükseklik 494,14 mm -Derinlik 179,31 mm - Ağırlık ± 4,68 kg

43HFL5114

• TV standı olmadan:

Genişlik 969,6 mm - Yükseklik 565,6 mm - Derinlik 80,5 mm - Ağırlık ± 7,19 kg

• TV standı ile:

Genişlik 969,6 mm - Yükseklik 624,2 mm -Derinlik 194 mm - Ağırlık ± 7,27 kg

43HFL5114U

· TV standı olmadan:

Genişlik 972,81 mm - Yükseklik 567,85 mm -Derinlik 80,5 mm - Ağırlık ± 8,0 kg

• TV standı ile:

Genişlik 972,81 mm - Yükseklik 625,59 mm -Derinlik 194,02 mm - Ağırlık ± 8,08 kg

50HFL5114U

· TV standı olmadan:

Genişlik 1127,64 mm - Yükseklik 655,31 mm - Derinlik 89,62 mm - Ağırlık ± 11,3 kg

· TV standı ile:

Genişlik 1127,64 mm - Yükseklik 711,95 mm - Derinlik 214,5 mm - Ağırlık ± 11,5 kg

5.15

Ses

- Çıkış gücü (RMS): 20 W (32 inç: 16 W)
- · Dolby Audio
- · DTS HD

Cihazları Bağlama

6

Cihazları Bağlama

Bağlantı Kılavuzu

Cihazı TV'ye kullanılabilir olan en yüksek kaliteli bağlantıyla bağlayın. Ayrıca, iyi görüntü ve ses aktarımı için kaliteli kablolar kullanın.

Bir cihaz bağladığınızda TV, bu cihazın türünü tanır ve her bir cihaza doğru bir tür adı verir. İsterseniz tür adını değiştirebilirsiniz. Bir cihaz için doğru bir tür adı ayarlanırsa Kaynaklar menüsünde bu cihaza geçtiğinizde TV otomatik olarak ideal TV ayarlarına geçer.

Anten bağlantı noktası

Bir Set Üstü Kutunuz (dijital alıcı) veya Kaydediciniz varsa anten kablolarını anten sinyalinin TV'den önce Set Üstü Kutu ve/veya Kaydediciden geçeceği biçimde bağlayın. Böylece, anten ve Set Üstü Kutu olası ilave kanalları kayıt için Kaydediciye gönderebilir.

HDMI bağlantı noktaları

HDMI Kalitesi

En iyi görüntü ve ses kalitesi HDMI bağlantısı ile sağlanır. HDMI kablosunda hem görüntü hem de ses sinyalleri bir arada aktarılır. TV sinyali için HDMI kablosu kullanın.

En iyi sinyal kalitesinde aktarım için Yüksek Hızlı HDMI kablosu kullanın ve 5 metreden uzun HDMI kablosu kullanmayın.





Kopya koruması

HDMI kabloları HDCP'yi (Yüksek Bant Genişliğine Sahip Dijital İçerik Koruması) destekler. HDCP, DVD disk veya Blu-ray Disk içindeki HD içeriğin kopyalanmasını önleyen bir kopya koruma sinyalidir. DRM (Dijital Hak Yönetimi) olarak da adlandırılır.

HDMI ARC

TV'deki tüm HDMI bağlantılarında HDMI ARC (Ses Dönüş Kanalı) vardır.

Genellikle Ev Sinema Sistemi (HTS) olan cihazda HDMI ARC bağlantısı da varsa cihazı TV'deki HDMI bağlantılarından herhangi birine bağlayın. HDMI ARC bağlantısı sayesinde TV görüntüsünün sesini HTS'ye gönderen ilave bir ses kablosuna ihtiyaç duymazsınız. HDMI ARC bağlantısı iki sinyali birleştirir.

HTS'yi bağlamak için TV'deki herhangi bir HDMI bağlantısını kullanabilirsiniz, ancak ARC aynı anda yalnızca 1 cihaz/bağlantı için kullanılabilir.



HDMI CEC - EasyLink

En iyi görüntü ve ses kalitesi HDMI bağlantısı ile sağlanır. HDMI kablosunda hem görüntü hem de ses sinyalleri bir arada aktarılır. Yüksek Çözünürlüklü (HD) TV sinyalleri için bir HDMI kablosu kullanın. En iyi sinyal kalitesinde aktarım için Yüksek Hızlı HDMI kablosu kullanın ve 5 metreden uzun HDMI kablosu kullanmayın.

HDMI CEC uyumlu cihazları TV'nize bağlayın, bunları TV uzaktan kumandasıyla çalıştırabilirsiniz.

EasyLink HDMI CEC, TV'de ve bağlı cihazda açılmış olmalıdır.



Not:

- · EasyLink, farklı markaların cihazlarıyla çalışmayabilir.
- HDMI CEC işlevinin farklı markalarda farklı adları vardır. Bazı örnekler ise şu şekildedir: Anynet, Aquos Link, Bravia Theatre Sync, Kuro Link, Simplink ve Viera Link. Markaların tümü EasyLink ile tam uyumlu değildir. Örnek HDMI CEC marka adları ilgili sahiplerinin mülkiyetindedir.

EasyLink Açma veya Kapatma

EasyLink'i açık veya kapalı olarak ayarlayabilirsiniz. TV'yi aldığınızda EasyLink ayarları açıktır.

EasyLink'i tamamen kapatmak için...

Profesyonel Mod KAPALI — △ / △ Ana Menü'ye basın. ✔ (aşağı) tuşuna basın, Ayarlar'ı seçip OK tuşuna basın.

Kaynaklar > EasyLink'i seçin ve Tamam 'a basın.

EasyLink'i seçin ve Tamam tuşuna basın.

Kapalı seçeneğini seçin ve Tamam tuşuna basın.

Gerekirse menüyü kapatmak için

BACK tuşuna arka arkaya basın.

Profesyonel Mod AÇIK - Lütfen kurulum kılavuzuna başvurun.

EasyLink Uzaktan Kumanda

Cihazların iletişim kurmasını istiyor, ancak bunları TV uzaktan kumandasıyla çalıştırmak istemiyorsanız EasyLink Uzaktan Kumandasını ayrı olarak kapatabilirsiniz.

EasyLink Uzaktan Kumandayı açmak ve kapatmak icin...

Profesyonel Mod KAPALI — △ / △ Ana Menü'ye basın. ✔ (aşağı) tuşuna basın, Ayarlar'ı seçin ve Tamam tuşuna basın.

Kaynaklar > EasyLink'i seçin ve Tamam 'a basın.

EasyLink Uzaktan Kumanda'yı seçin ve Tamam'a basın.

Açık veya Kapalı'yı seçin ve Tamam tuşuna basın.

Gerekirse menüyü kapatmak için ← BACK tuşuna arka arkaya basın.

Profesyonel Mod AÇIK – Lütfen kurulum kılavuzuna başvurun.

6.2

Akıllı Kartlı CAM - CI+

CI+

Bu TV, CI+ Koşullu Erişim kullanımına hazırdır.

CI+ ile bölgenizdeki dijital TV operatörleri tarafından yayınlanan filmler ve spor programları gibi özel HD programları izleyebilirsiniz. Bu programlar TV operatörü tarafından şifrelenir ve şifreleri ön ödemeli bir CI+ modülüyle cözülür.

Dijital TV operatörleri, premium programlarına abone olduğunuzda size bir CI+ modülü (Koşullu Erişim Modülü - CAM) ve bunun yanında akıllı kart sağlar. Bu programlar üst düzey bir kopyalama korumasına sahiptir.

Şartlar ve koşullar hakkında daha fazla bilgi almak için dijital TV operatörü ile iletişime geçin.



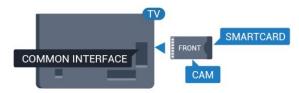
Akıllı Kart

Dijital TV operatörleri, özel programlara abone olduğunuzda CI+ modülü (Koşullu Erişim Modülü -CAM) sağlar ve bununla birlikte akıllı kart verilir.

Akıllı kartı CAM modülüne takın. Operatörden aldığınız talimata bakın.

CAM'yi TV'ye takmak için...

- 1 Doğru takma yöntemi CAM üzerinde gösterilir.Yanlış takılması CAM ve TV'ye zarar verebilir.
- 2 TV'nin arkasına geçtiğinizde CAM'yi ön yüzü size doğru bakacak şekilde yavaşça **COMMON INTERFACE** yuvasına takın.
- 3 CAM'yi gidebildiği kadar bastırın. Yuvada bırakın.

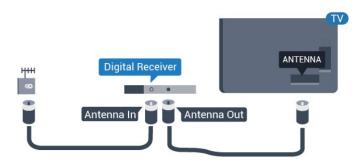


TV'yi açtığınızda CAM aktivasyonu birkaç dakika sürebilir. CAM takılmış ve abonelik ücretleri ödenmişse (abonelik yöntemleri farklı olabilir) CAM akıllı kartı tarafından desteklenen şifreli kanalları izleyebilirsiniz.

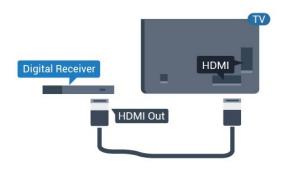
CAM ve akıllı kart TV'niz için özeldir. CAM'yi çıkarırsanız CAM tarafından desteklenen şifreli kanalları artık izleyemezsiniz.

Alıcı - Set Üstü Kutu

Anteni Set Üstü Kutusuna (dijital alıcı) ve TV'ye bağlamak için 2 anten kablosu kullanın.



Set Üstü Kutuyu TV'ye bağlamak için anten bağlantılarının yanına bir HDMI kablosu ekleyin.



6.4

Ev Sinema Sistemi - HTS

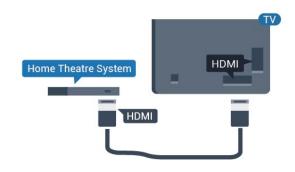
HDMI ARC ile Bağlan

Ev Sinema Sistemini (HTS) TV'ye bağlamak için bir HDMI kablosu kullanın. Philips Soundbar veya dahili disk oynatıcısı olan bir HTS bağlayabilirsiniz.

HDMI ARC

Ev Sinema Sisteminizde HDMI ARC bağlantısı varsa bağlantı için TV'deki herhangi bir HDMI bağlantısını kullanabilirsiniz. HDMI ARC ile ilave ses kablosu bağlamanız gerekmez. HDMI ARC bağlantısı iki sinyali birlestirir.

TV'deki tüm HDMI bağlantılarında Ses Dönüş Kanalı (ARC) sinyali bulunur. Ancak Ev Sinema Sistemini bağladıktan sonra TV, ARC sinyalini yalnızca bu HDMI bağlantısına gönderebilir.



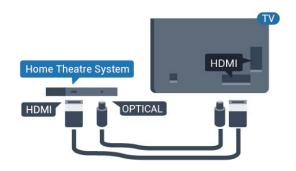
Ses ve görüntü senkronizasyonu (sync)

Ses ekrandaki görüntüyle eşleşmezse ses ve görüntüyü eşleştirmek için disk oynatıcılı çoğu Ev Sinema Sisteminde gecikme ayarlayabilirsiniz.

HDMI ile Bağlan

Ev Sinema Sistemini (HTS) TV'ye bağlamak için bir HDMI kablosu kullanın. Philips Soundbar veya dahili disk oynatıcısı olan bir HTS bağlayabilirsiniz.

Ev Sinema Sisteminde HDMI ARC bağlantısı yoksa TV görüntüsünün sesini Ev Sinema Sistemine göndermek için bir optik ses kablosu (Toslink) kullanın.



Ses ve görüntü senkronizasyonu (sync)

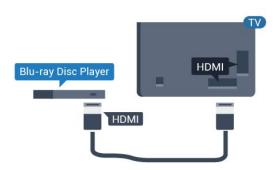
Ses ekrandaki görüntüyle eşleşmezse ses ve görüntüyü eşleştirmek için disk oynatıcılı çoğu Ev Sinema Sisteminde gecikme ayarlayabilirsiniz.

*Bazı TV'ler Optik (Toslink) işlevini desteklemez.

6.5

Blu-ray Disk Oynatıcı

Blu-ray Disk oynatıcıyı TV'ye bağlamak için bir Yüksek Hızlı HDMI kablosu kullanın.

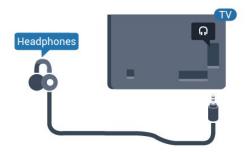


Blu-ray Disk oynatıcıda EasyLink HDMI CEC varsa oynatıcıyı TV uzaktan kumandasıyla çalıştırabilirsiniz.

6.6

Kulaklıklar

TV'nin arka tarafındaki 🎧 bağlantısına kulaklık bağlayabilirsiniz. Bağlantı tipi 3,5 mm mini jaktır. Kulaklığın ses seviyesini ayrı olarak ayarlayabilirsiniz.

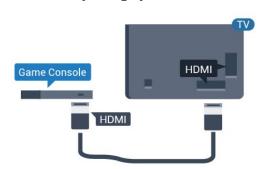


6.7

Oyun Konsolu

HDMI

En iyi kalite için oyun konsolunu TV'ye Yüksek Hızlı HDMI kablosuyla bağlayın.



6.8

USB Flash Sürücü

Bağlı bir USB flash sürücüdeki fotoğraflarınızı görüntüleyebilir veya müzik ve video dosyalarınızı oynatabilirsiniz.

TV açıkken TV'deki USB bağlantılarından birine bir USB flash sürücü takın.



TV flash sürücüyü algılar ve sürücünün içeriğini gösteren bir liste açar.

İçerik listesi otomatik olarak görüntülenmezse...

Profesyonel Mod KAPALI — △ / △ Ana Menü'ye basın, 🖦 Uygulamalar'ı seçin, 🛂 Kaynaklar 'ı seçin. USB'yi seçin ve Tamam tuşuna basın.

Profesyonel Mod AÇIK — △ / △ Ana Menü'ye basın, TV Kanalları'nı w seçin, SOURCES 'ı seçin. USB seçeneğini belirleyin ve Tamam tuşuna basın.

USB flash sürücü içeriğini izlemeyi durdurmak için 🔊 öğesine basın veya başka bir etkinlik seçin. USB flash sürücüyü istediğiniz zaman çekerek cıkarabilirsiniz.

6.9

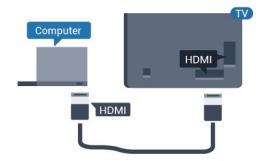
Bilgisayar

Bağlanın

Bilgisayarınızı TV'ye bağlayıp TV'yi PC monitörü olarak kullanabilirsiniz.

HDMI ile

Bir HDMI kablosu kullanarak bilgisayarı TV'ye bağlayın.



İdeal Ayar

Bir bilgisayar bağlarsanız Kaynak menüsünde bilgisayarın bağlı olduğu bağlantıya doğru cihaz türü adını vermenizi öneririz. Kaynak menüsünde **Bilgisayar**'a geçiş yaparsanız TV otomatik olarak ideal Bilgisayar ayarına sahip olur.

TV'yi ideal ayara getirmek için...

Profesyonel Mod KAPALI — △ / △ Ana Menü'ye basın. ✔ (aşağı) tuşuna basın, Ayarlar'ı seçin ve Tamam tuşuna basın.

Menüye girmek için **Görüntü** öğesini seçin ve **>** (sağ) tuşuna basın. **Görüntü Tarzı** > **Bilgisaya**r'ı seçin ve **Tamam**'a basın.

Açık veya Kapalı'yı seçin ve Tamam'a basın.

Profesyonel Mod AÇIK — ☆ / △ Ana Menü > ••• Daha çok > ❖ Ayarlar > ➡ Görüntü öğelerine basın. Tamam tuşuna basın.

Görüntü Tarzı > Bilgisayar'ı seçin ve Tamam'a basın.

Açık veya Kapalı'yı seçin ve Tamam'a basın.

Gerekirse arka arkaya **←** tuşuna basarak menüyü kapatabilirsiniz.

(Profesyonel mod bilgileri için lütfen Kurulum kılavuzuna başvurun)

Videolar, Fotoğraflar ve Müzik

7 1

USB Bağlantısından

Bağlı bir USB flash sürücü veya USB Sabit Sürücüdeki fotoğraflarınızı görüntüleyebilir veya müzik ve video dosyalarınızı oynatabilirsiniz.

TV açıkken USB bağlantılarından birine bir USB flash sürücü veya USB Sabit Sürücü takın. TV cihazı algılar ve ortam dosyalarınızı listeler.

Dosya listesi otomatik olarak görüntülenmiyorsa...

- 1 🗮 CHANNELS'a basın ve 🛂 Kaynaklar'ı seçin.
- 2 • Ortam 'ı seçin ve Tamam'a basın.
- 3 Dosyalarınıza sürücüde düzenlediğiniz klasör yapısında göz atabilirsiniz.
- 4 Video, fotoğraf ve müzik oynatmayı durdurmak için 切 tuşuna basın.

72

Videolarınızı Oynatma

Video Oynatma

Video klasörünü açma

- 1 🗮 CHANNELS'a basın ve 🛂 Kaynaklar'ı seçin.
- 2 ■ Ortam 'ı ve ardından Videolar'ı seçip Tamam'a basın.

Klasöre geri gitmek için ← öğesine basın.

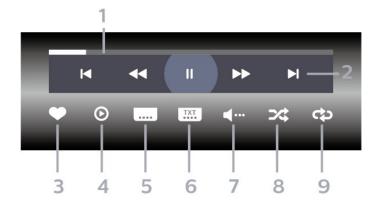
Video oynatma

- 1 🗮 CHANNELS'a basın ve 🛂 Kaynaklar'ı seçin.
- 2 ■ Ortam 'ı ve ardından Videolar'ı seçip Tamam'a basın.
- 3 Bir videoyu seçin; klasördeki tüm dosyaları oynatmak için Tümünü oynat'a basabilir veya seçilen videoyu favori menüsü olan ♥ Favoriler'e eklemek için Favori olarak işaretle öğesine basabilirsiniz.

Videoyu duraklatmak için OK tuşuna basın. Devam etmek için OK tuşuna tekrar basın.

Kontrol çubuğu

Video oynatılırken kontrol çubuğunu göstermek veya gizlemek için **OK** tuşuna basın.



- 1 İlerleme çubuğu
- 2 Oynatma kontrol çubuğu
- **⋈** : Klasörde önceki videoya atlar
- ▶ : Klasörde sonraki videoya atlar
- **◄** : Geri sarar
- **▶** : İleri sarar
- II: Oynatmayı duraklatır
- 3 Favori olarak işaretler
- 4 Tüm videoları oynatır
- 5 Altyazı: Altyazıları Açık, Kapalı veya Sessizde Açık duruma getirir.
- 6 Altyazı dili: Altyazı Dili seçin (Profesyonel Mod AÇIK durumdayken kullanılamaz.)
- 7 Ses dili: Ses dili seçer
- 8 Rastgele: Dosyalarınızı rastgele bir sırayla oynatır
- 9 Tekrarla: Bu klasördeki tüm videoları bir kez veya sürekli olarak oynatır

Video Seçenekleri

Video oynatımı sırasında • OPTIONS'a basın, Bilgi'yi seçin ve Tamam'ı seçerek...

- Favori Olarak İşaretle Seçili videoyu favori olarak ayarlar.
- Tümünü Oynat Bu klasördeki tüm video dosyalarını oynatır.
- Altyazı Altyazı varsa altyazılar için Açık,
 Kapalı veya Sessizde Açık seçimi yapabilirsiniz.
- · Ses Dili Varsa bir Ses Dili seçin.
- Rastgele Dosyalarınızı rastgele bir sırayla oynatır.
- Tekrarla Bu klasördeki tüm videoları bir kez veya sürekli olarak oynatır.

7 3

Fotoğraflarınızı Görüntüleme

Fotoğrafları Görüntüleme

Fotoğraf klasörünü açma

1 - 🗮 CHANNELS'a basın ve 🛂 Kaynaklar'ı seçin.

2 - • Ortam'ı ve ardından • Fotoğraflar'ı seçip Tamam tuşuna basın.

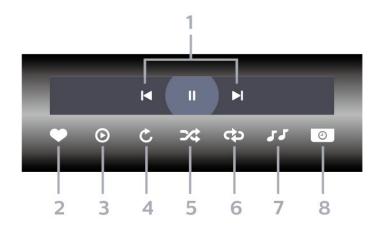
Fotoğraf görüntüleme

1 - 🗮 CHANNELS'a basın ve 🛂 Kaynaklar'ı seçin.

2 - 💶 Ortam'ı ve

ardından **T** Fotoğraflar'ı seçip Tamam tuşuna basın.

Kontrol çubuğu



- 1 Oynatma kontrol çubuğu
- ► : Klasörde önceki fotoğrafa atlar
- ▶ : Klasörde sonraki fotoğrafa atlar
- II : Slayt gösterisi oynatmayı duraklatır
- 2 Favori olarak işaretler
- 3 Slayt gösterisi başlatır
- 4 Fotoğrafı döndürür
- 5 Rastgele: Dosyalarınızı rastgele bir sırayla oynatır
- 6 Tekrarla: Bu klasördeki tüm fotoğrafları bir kez veya sürekli olarak oynatır
- 7 Arka planda çalan müziği durdurma (Professional Mod AÇIK durumdayken kullanılamaz)
- 8 Slayt gösterisinin hızını ayarlar

Fotoğraf Seçenekleri

Video oynatımı sırasında • OPTIONS'a basın, Bilgi'yi seçin ve Tamam'ı seçerek...

- · Favori olarak işaretler
- · Slayt gösterisi başlatır
- · Fotoğrafı döndürür
- · Rastgele: Dosyalarınızı rastgele bir sırayla oynatır
- Tekrarla: Bu klasördeki tüm fotoğrafları bir kez veya sürekli olarak oynatır
- · Arka planda çalan müziği durdurma (Professional Mod AÇIK durumdayken kullanılamaz)
- · Slayt gösterisinin hızını ayarlar

7 4

Müzik Çalma

Müzik Çalma

Müzik klasörünü açma

1 - ■ CHANNELS'a basın ve 🛂 Kaynaklar'ı seçin.

2 - ■ Ortam'ı ve

ardından 🚜 Müzik'i seçip Tamam tuşuna basın.

Müzik çalma

2 - ■ Ortam'ı ve

ardından 🞜 Müzik'i seçip Tamam tuşuna basın.

3 - Müzik klasörünü favori menüsü

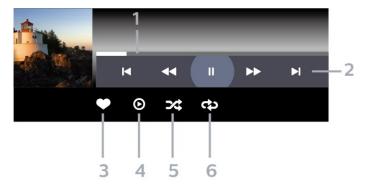
olan ♥ Favoriler'e eklemek

için — İşaretle öğesine basabilirsiniz.

4 - Sınıflandırmayı kullanarak hızlıca müzik

bulabilirsiniz: Türler, Sanatçılar, Albümler, Parçalar.

Kontrol çubuğu



- 1 İlerleme çubuğu
- 2 Oynatma kontrol çubuğu
- **◄** : Klasörde önceki müziğe atlar
- ► : Klasörde sonraki müziğe atlar
 - ← : Geri sarar
 - **▶** : İleri sarar
 - II: Oynatmayı duraklatır

- 3 Favori olarak işaretler
- 4 Tüm müziği çalar
- 5 Rastgele: Dosyalarınızı rastgele bir sırayla oynatır
- 6 Tekrarla: Bu klasördeki tüm müziği bir kez veya sürekli olarak çalar

Müzik Seçenekleri

Müzik oynatırken • OPTIONS'a basın, Bilgi'yi seçin ve Tamam'ı seçerek...

- · Favori olarak işaretler
- · Tüm müziği çalar
- · Rastgele: Dosyalarınızı rastgele bir sırayla oynatır
- Tekrarla: Bu klasördeki tüm müziği bir kez veya sürekli olarak çalar

TV Rehberi

R 1

TV Rehberini Kullanma

TV Rehberini Açma

TV Rehberini açmak için **IIII** TV GUIDE tuşuna basın. TV Rehberi seçilen alıcının kanallarını gösterir.

Kapatmak için tekrar **≡ TV GUIDE** tuşuna basın.

TV Rehberini ilk açtığınızda TV, program bilgileri için tüm TV kanallarını tarar. Bu işlem birkaç dakika sürebilir. TV Rehberi verileri TV'de kaydedilir. a

Oyunlar

9 1

Oyun Oynama

Oyun Konsolundan

Oyun Konsolundan bir oyunu başlatmak için...

Oyun Konsolunu açın.

Profesyonel Mod KAPALI — △ / △ Ana Menü'ye basın, • Uygulamalar'ı seçin. Kaynaklar'ı seçin ve Tamam'a basın.

Oyunu başlatın.

← BACK tuşuna art arda basın veya ூ EXIT tuşuna basın ya da uygulamayı kendine ait çıkış/durdurma düğmesiyle durdurun.

Bir Oyun Konsolunu bağlama hakkında daha fazla bilgi için Yardım'da — Anahtar Kelimeler tuşuna basın ve Oyun Konsolu, bağlantı konusuna bakın.

Profesyonel Mod AÇIK - SOURCES'a basın ve bir oyun konsolu ya da bağlantı adı seçin.

Oyunu başlatın.

← BACK tuşuna art arda basın veya ூ EXIT tuşuna basın ya da uygulamayı kendine ait çıkış/durdurma düğmesiyle durdurun.

Bir Oyun Konsolunu bağlama hakkında daha fazla bilgi için Yardım'da — Anahtar Kelimeler tuşuna basın ve Oyun Konsolu, bağlantı konusuna bakın.

Uygulamalardan

Oyun Uygulamaları'ndan bir oyun başlatmak için...

Profesyonel Mod Kapalı – 🖒 / 🗅 Ana Menü'ye basın, 🖦 Uygulamalar'ı ve ardından Google Play Oyunlar'ı seçin.

Google hesabınızda oturum açın ve bir oyun başlatın.

← BACK tuşuna art arda basın veya ூ EXIT tuşuna basın ya da uygulamayı kendine ait çıkış/durdurma düğmesiyle durdurun.

Profesyonel Mod AÇIK - △ / △ Ana Menü'ye basın. 🎮 Oyunlar'ı seçin.

Google hesabınızda oturum açın ve bir oyun başlatın.

← BACK tuşuna art arda basın veya ூ EXIT tuşuna basın ya da uygulamayı kendine ait çıkış/durdurma düğmesiyle durdurun.

Profesyonel Menü Uygulaması

10.

Profesyonel Menü Uygulaması Hakkında

TV ile yapabileceğiniz tüm etkinlikleri Profesyonel Menü Uygulamasından başlatabilirsiniz.

Profesyonel Menü Uygulamasının sol kısmı satırlar halinde düzenlenmiştir...

- · Tavsiye edilenler 🕩
- · TV Kanalları
- · Cast ₷☐
- · Uygulamalar **!!!**
- Oyunlar 🛌
- · Daha fazlası •••

Profesyonel Menü Uygulamasının sağ üst kısmı satırlar halinde düzenlenmiştir...

- · Hesabı Yönet
- Mesajlar (Bu Otelin iç ayarlarına bağlı olarak sunulan isteğe bağlı bir işlevdir.)
- Hesap 🔳 (Bu Otelin iç ayarlarına bağlı olarak sunulan isteğe bağlı bir işlevdir.)
- · Alarm Ayarla 👩
- · Hava Durumu 🔏
- · Menü Dili 👨
- · Geçerli Saat

10.2

Profesyonel Menü Uygulamasını Açma

Profesyonel Mod KAPALI - Lütfen "Android TV Ana Menü Ekranı" Bölümüne başvurun.

Profesyonel Mod AÇIK- Profesyonel Menü Uygulamasını ve bir öğeyi açmak için...

- 1 Ana Menü 🖒 / 🖒 tuşuna basarak Profesyonel Menü Uygulaması'nı açın.
- 2 Ok tuşlarını kullanarak bir etkinlik seçin ve OK tuşuna basarak etkinliği başlatın.
- 3 Profesyonel Menü Uygulamasını geçerli etkinliği değiştirmeden kapatmak için ← tuşuna basın.



Profesyonel Menü Uygulamasını açarken arka planda oynatılan uygulama/içerik durdurulur. Devam etmek için Profesyonel Menü Uygulamasından uygulamayı veya içeriği seçmeniz gerekir.

10.3

Tavsiye edilenler

Profesyonel Menü Uygulamasını ve Tavsiye edilenler'i açmak için...

- 1 Profesyonel Menü Uygulamasını açın.
- 2 Tavsiye edilenler'i 🏚 seçin ve açmak ya da başlatmak için Tamam tuşuna basın.
- 3 TÖnerilen TV Kanalları'nı seçin. Listeden bir kanal seçin ve Tamam tuşuna basın.
- 4 **III** Uygulamalar'ı seçin. Listeden bir Uygulama seçin ve Tamam tuşuna basın.

10.4

TV Kanalları

Kanal Listeleri

Kanal Listeleri Hakkında

Kanal kurulumundan sonra tüm kanallar kanal listesinde görünür. Kanallar, bu bilgiler mevcutsa adları ve logolarıyla birlikte gösterilir.

Bir kanal listesi seçiliyken ∧ (yukarı) veya ∨ (aşağı) oklarına basarak bir kanal seçin, ardından seçtiğiniz kanalı izlemek için Tamam tuşuna basın. Bu listedeki kanalları yalnızca ≡ + veya ≡ − tuşlarını kullanarak açarsınız.

Radyo istasyonları

Dijital yayın varsa kurulum sırasında dijital radyo

istasyonları kurulur. Radyo kanallarına tıpkı TV kanallarında olduğu gibi geçebilirsiniz.

Kanal Listesini Açma

Geçerli kanal listesini açmak için...

- 1. TV'ye geçiş yapmak için 🔊 öğesine basın.
- 2. Geçerli kanal listesini açmak için ≡ CHANNELS'a basın. Hem TV hem de Radyo kanallarını göstermek için ≡ Tüm Kanallar'ı seçin. Sadece TV Kanallarını göstermek için ѿ öğesini seçin. Sadece Radyo kanallarını göstermek için ⇨ öğesini seçin.

3. Kanal listesini kapatmak

için **=** CHANNELS'a tekrar basın.

Kanalları izleme

Bir Kanalı Açma

TV kanallarını izlemeye başlamak için 🔊 öğesine basın. TV, en son izlediğiniz kanala geçer.

Kanal değiştirme

- Kanal değiştirmek için **≡ +** veya **≡ -** öğesine basın.

Önceki kanal

- Önceden izlenen kanala geri dönmek için \leftarrow BACK tuşuna basın.

Kanal listesi

Bir TV kanalını izlerken kanal listesini açmak için ≡ öğesine basın.

Kanal, Seçenekler

Seçenekleri Açın

Bir kanalı izlerken bazı seçenekleri ayarlayabilirsiniz.

İzlediğiniz kanalın tipine (analog veya dijital) veya yaptığınız TV ayarlarına bağlı olarak bazı seçenekler kullanılabilir.

Seçenekler menüsünü açmak için...

- 1 Bir kanalı izlerken OPTIONS tuşuna basın.
- 2 • OPTIONS tuşuna tekrar basarak kapatın.

10.5

TV Kanalları

Kanal Listeleri

Kanal Listeleri Hakkında

Kanal kurulumundan sonra tüm kanallar kanal listesinde görünür. Kanallar, bu bilgiler mevcutsa adları ve logolarıyla birlikte gösterilir.

Bir kanal listesi seçiliyken kanal seçmek için ∧ (yukarı) veya ∨ (aşağı) oklarını kullanın, ardından seçili kanalı izlemek için Tamam'a basın. Bu listedeki kanalları

yalnızca **≡ +** veya **≡ -** tuşlarını kullanarak açarsınız.

Radyo istasyonları

Dijital yayın varsa kurulum sırasında dijital radyo istasyonları kurulur. Radyo kanallarına tıpkı TV kanallarında olduğu gibi geçebilirsiniz.

Kanal Listesini Açma

Geçerli kanal listesini açmak için...

- 1. TV'ye geçiş yapmak için 🔊 öğesine basın.
- 2. Geçerli kanal listesini açmak için ≡ CHANNELS'a basın. Hem TV hem de Radyo kanallarını göstermek için ≡ Tüm Kanallar'ı seçin. Sadece TV Kanallarını göstermek için ѿ öğesini seçin. Sadece Radyo kanallarını göstermek için ➡ öğesini seçin.
- 3. Kanal listesini kapatmak

için **=** CHANNELS'a tekrar basın.

Kanalları izleme

Bir Kanalı Açma

TV kanallarını izlemeye başlamak için 🔊 öğesine basın. TV, en son izlediğiniz kanala geçer.

Kanal değiştirme

- Kanal değiştirmek için **≡ +** veya **≡ -** öğesine basın.

Önceki kanal

- Önceden izlenen kanala geri dönmek için \leftarrow BACK tuşuna basın.

Kanal listesi

Bir TV kanalını izlerken kanal listesini açmak için \blacksquare öğesine basın.

Kanal, Seçenekler

Seçenekleri Açın

Bir kanalı izlerken bazı seçenekleri ayarlayabilirsiniz.

İzlediğiniz kanalın tipine (analog veya dijital) veya yaptığınız TV ayarlarına bağlı olarak bazı seçenekler kullanılabilir.

Seçenekler menüsünü açmak için...

- 1 Bir kanalı izlerken OPTIONS tuşuna basın.
- 2 • OPTIONS tuşuna tekrar basarak kapatın.

10.6

Google Cast

Gerekenler

Mobil cihazınızdaki bir uygulama Google Cast özeliğine sahipse uygulamanızı bu TV'ye gönderebilirsiniz. Mobil uygulamada Google Cast simgesini arayın. TV'de gösterilen içeriği kontrol etmek için mobil cihazınızı kullanabilirsiniz. Google Cast Android ve iOS'de çalışır.

Mobil cihazınız TV'niz ile aynı Wi-Fi ev ağına bağlı olmalıdır.

Google Cast özellikli Uygulamalar

Yeni Google Cast uygulamaları her gün yayınlanmaktadır. Bu özelliği hemen YouTube, Chrome, Netflix, Photowall veya Big Web Quiz for Chromecast ile deneyebilirsiniz. Ayrıca bkz. google.com/cast

Bazı Google Play ürün ve özellikleri tüm ülkelerde kullanılamaz.

support.google.com/androidtv adresinden ayrıntılı bilgi edinebilirsiniz

TV'nize Gönderme

Bir uygulamayı TV ekranına göndermek için...

Profesyonel Menü Uygulamasını ve Cast'i açmak için...

- 1 Profesyonel Menü Uygulamasını açın.
- 2 Cast 🔊 öğesini seçin ve açmak ya da başlatmak için Tamam tuşuna basın.
- 3 Wi-Fi Direct'i kullanarak Akıllı Telefonu TV'ye bağlayın (QR kodunu tarayın veya WiFi SSID'yi ve parolayı kullanın). Google Cast destekleyen bir uygulama açın.
- 4 Google Cast simgesine dokunun.
- 5 Göndermek istediğiniz TV'yi seçin.
- 6 Akıllı telefon veya tabletinizde oynat öğesine basın. Seçtiğiniz öğe TV'de oynatılmaya başlar.

10.7

Oyunlar

Profesyonel Menü Uygulamasını ve Oyunlar'ı açmak icin...

- 1 Profesyonel Menü Uygulaması'nı açmak için △ / △ Ana Menü'ye basın.
- 2 Oyunlar 'ı 🞮 seçin ve Tamam tuşuna basın.

İdeal oyun ayarı

Hız ve netlik gerektiren bazı oyunlarda, oyuna başlamadan önce TV'yi ideal Oyun ayarına getirin. Oyun konsolunuz Kaynaklar menüsünde cihazın Oyun tipi (bağlantı listesi) olarak eklenirse TV otomatik olarak ideal oyun ayarlarına ayarlanır. Oyun konsolunuzun tipi Oynatıcı olarak ayarlanır ve çoğunlukla disk oynatıcı olarak kullanılırsa cihaz tipini Oynatıcı olarak bırakın.

TV'yi ideal ayara manuel olarak ayarlamak için . . .

- 1 △ / △ Ana Menü > ••• Daha çok > ☆ Ayarlar > •• Görüntü > Görüntü tarzı öğelerini seçin.
- 2 **Oyun** seçeneğini belirleyin ve **Tamam** tuşuna basın.
- 3 Gerekirse arka arkaya ← tuşuna basarak menüyü kapatabilirsiniz. Oyun oynamayı bitirdiğinizde Oyun veya bilgisayar ayarını tekrar Kapat'a getirmeyi unutmayın.

10.8

Daha fazla bilgi

Profesyonel Menü Uygulamasını ve Daha çok'u açmak için...

- 1 Profesyonel Menü Uygulamasını açın.
- 2 ••• Daha çok'u seçin ve açmak ya da başlatmak için **Tamam** tuşuna basın.
- 3 🌣 Ayarlar'ı seçin.
- · Görüntü 😅:

Önayarlı görüntü tarzları arasında geçiş yapın. Film veya fotoğraf görüntülemek vb. için ideal tarzlar mevcuttur.

· Ses **∢**∷

Önayarlı ses tarzları arasında geçiş yapın. Film izlemek, müzik dinlemek veya oyun oynamak için ideal tarzlar mevcuttur.

- · Görüntü Formatı 🖪
- Ekrana uyan bir görüntü formatı seçin.
- · Menü Dili 📭:

Dilinizi seçin ve OK tuşuna basın.

- 4 🚅 Özellikleri'ni seçin ve Tamam'a basın.
- · Alarm ayarla 🝎:

TV'de bir alarm ayarlanabilir. TV tanımlı bir alarm

saatinde uyanabilir. Alternatif olarak alarm saati uzaktan kumandadaki **②** tuşuna basılarak ayarlanabilir.

· Uyku Zamanlayıcısı @zzz:

Kaydırma çubuğu ile süreyi 180 dakikaya kadar 5'er dakika aralıklarla ayarlayabilirsiniz. Süre 0 dakika olarak ayarlanırsa uyku zamanlayıcısı kapanır. Geri sayım sırasında istediğiniz zaman TV'nizi kapatabilir veya süreyi sıfırlayabilirsiniz.

· Hava Durumu 🜤:

Mevcut konum için 5 günlük hava durumu tahmini içeren gözlemlenen sıcaklığı gösterir. Alternatif olarak alarm saati uzaktan kumandadaki * tuşuna basılarak ayarlanabilir.

- 5 Kişisel'i 🛔 seçin ve Tamam tuşuna basın.
- Fatura 🔳 : Otel konukları kaldıkları süre boyunca otel faturasını görüntüleyebilir. (Yalnızca Profesyonel Mod AÇIK olduğunda.)
- · Mesajlar **≤**:

Otelden TV'ye yeni mesaj gönderildiğinde konuklar bilgilendirilir. (Yalnızca Profesyonel Mod AÇIK olduğunda.)

· Mesaj Ekranı 🛸:

Mesaj bildirimlerinin gösterilme şeklini değiştirin. (Yalnızca Profesyonel Mod AÇIK olduğunda.)

· Hesabı Yönet 🞳:

Telefon veya dizüstü bilgisayar kullanarak Google hesabında oturum açarken telefonun veya dizüstü bilgisayarın TV ile aynı ağa bağlı olduğundan emin olun ve ardından oturum açma işlemini tamamlamak için TV'de gösterilen kodu girin. Konuklar oturum açmak için Google hesabı e-posta adresini ve parolasını da kullanabilir.

· Geçmişi Sil 🛅 :

Kişisel kimlik bilgilerini tüm uygulamalardan temizleyin (Çıkışta da otomatik olarak temizlenir; yalnızca Profesyonel Mod AÇIK olduğunda.)

10.9

Daha fazla bilgi

Profesyonel Menü Uygulamasını ve Daha çok'u açmak için...

- 1 Profesyonel Menü Uygulamasını açın.
- 2 ••• Daha çok'u seçin ve açmak ya da başlatmak için **Tamam** tuşuna basın.
- 3 🌣 Ayarlar'ı seçin.
- · Görüntü **ヹ**:

Önayarlı görüntü tarzları arasında geçiş yapın. Film veya fotoğraf görüntülemek vb. için ideal tarzlar mevcuttur.

· Ses **◄***:

Önayarlı ses tarzları arasında geçiş yapın. Film izlemek, müzik dinlemek veya oyun oynamak için

ideal tarzlar mevcuttur.

· Görüntü Formatı 🖪

Ekrana uyan bir görüntü formatı seçin.

· Menü Dili 📭:

Dilinizi seçin ve OK tuşuna basın.

- 4 🚅 Özellikleri'ni seçin ve Tamam'a basın.
- · Alarm ayarla ቒ:

TV'de bir alarm ayarlanabilir. TV tanımlı bir alarm saatinde uyanabilir. Alternatif olarak alarm saati uzaktan kumandadaki ② tuşuna basılarak ayarlanabilir.

· Uyku Zamanlayıcısı ozz.

Kaydırma çubuğu ile süreyi 180 dakikaya kadar 5'er dakika aralıklarla ayarlayabilirsiniz. Süre 0 dakika olarak ayarlanırsa uyku zamanlayıcısı kapanır. Geri sayım sırasında istediğiniz zaman TV'nizi kapatabilir veya süreyi sıfırlayabilirsiniz.

· Hava Durumu 👟:

Mevcut konum için 5 günlük hava durumu tahmini içeren gözlemlenen sıcaklığı gösterir. Alternatif olarak alarm saati uzaktan kumandadaki ** tuşuna basılarak ayarlanabilir.

· TV Rehberi:

TV'yi, TV Rehberi bilgilerini yayıncıdan veya internetten alacak şekilde ayarlayın.

TalkBack, görme engelli kullanıcıların ekrandaki içerik hakkında bilgi almak için konuşarak bu TV ile etkileşime geçmesine ve TV'nin keyfini çıkarmasına yardımcı olur.

- 5 Kişisel'i 🛔 seçin ve Tamam tuşuna basın.
- Fatura 🗟 : Otel konukları kaldıkları süre boyunca otel faturasını görüntüleyebilir. (Yalnızca Profesyonel Mod AÇIK olduğunda.)
- · Mesajlar **≤**:

Otelden TV'ye yeni mesaj gönderildiğinde konuklar bilgilendirilir. (Yalnızca Profesyonel Mod AÇIK olduğunda.)

· Mesaj Ekranı ■:

Mesaj bildirimlerinin gösterilme şeklini değiştirin. (Yalnızca Profesyonel Mod AÇIK olduğunda.)

· Hesabı Yönet ♣:

Telefon veya dizüstü bilgisayar kullanarak Google hesabında oturum açarken telefonun veya dizüstü bilgisayarın TV ile aynı ağa bağlı olduğundan emin olun ve ardından oturum açma işlemini tamamlamak için TV'de gösterilen kodu girin. Konuklar oturum açmak için Google hesabı e-posta adresini ve parolasını da kullanabilir.

· Geçmişi Sil 🛅 :

Kişisel kimlik bilgilerini tüm uygulamalardan temizleyin (Çıkışta da otomatik olarak temizlenir; yalnızca Profesyonel Mod AÇIK olduğunda.) 10.10

Profesyonel Ayarlar

Görüntü Tarzı

Tarz seçme

△ / △ Ana Menü > ••• Daha çok > ☆ Ayarlar >
 ➡ Görüntü > Görüntü tarzı öğelerine basın.

Görüntüyü kolayca ayarlamak için önceden ayarlanmış bir görüntü tarzı seçebilirsiniz.

- · Kişisel İlk başlatma sırasında ayarladığınız görüntü tercihleri.
- · Canlı Gün ışığında izlemek için idealdir
- · Doğal Doğal görüntü ayarları
- • Standart En fazla enerji tasarrufu sağlayacak ayar Fabrika ayarı
- · Film Film izlemek için idealdir
- · Oyun Oyun oynamak için idealdir
- · Bilgisayar Bilgisayara bağlanmak için idealdir

Görüntü Formatı

Görüntü formatını seçme

Görüntü tam ekranı doldurmuyorsa üstte veya altta veya her iki tarafta siyah çubuklar görülüyorsa görüntüyü ekranı tamamen dolduracak şekilde ayarlayabilirsiniz.

Ekranı dolduracak temel ayarlardan birini seçmek için...

△ / △ Ana Menü > ••• Daha çok > ☆ Ayarlar
 ■ Görüntü tarzı öğelerine basın.

Ekrandaki görüntüye göre aşağıdaki formatlar kullanılabilir.

- · Geniş ekran
- · Ekranı doldur
- · Ekrana Sığdır
- Ölçeksiz

Ses Tarzı

Tarz seçme

△ / △ Ana Menü > ••• Daha çok > ☆ Ayarlar
 ■ Ses > Ses tarzı öğelerine basın.

Sesi kolayca ayarlamak için ses tarzı ile önceden ayarlanmış bir ayar seçebilirsiniz.

- · Kişisel Görüntü ve sesi kişiselleştir bölümünde yapmış olduğunuz kişisel seçimler
- · Orijinal En doğal ses ayarı
- · Film Film izlemek için idealdir
- · Müzik Müzik dinlemek için idealdir

- · Oyun Oyun oynamak için idealdir
- · Haberler Konuşmalar için idealdir

Dil

TV menüsü ve mesajlarının dilini değiştirme

△ / △ Ana Menü > ••• Daha çok > ♠ Ayarlar >
 Menü Dili öğelerine basın.

Dilinizi seçin ve OK tuşuna basın.

Eko Ayarları

Enerji tüketiminden tasarruf etmek için ekran kapalı olarak ayarlama

TV'de yalnızca müzik dinliyorsanız TV ekranını kapatabilirsiniz.

Yalnızca TV ekranı kapanır. Ekranı tekrar açmak için uzaktan kumandadaki herhangi bir tuşa basın.

TV kapatma zamanlayıcısını ayarlama

△ / △ Ana Menü > ••• Daha çok
 ➤ Özellikler > o²₂ Uyku Zamanlayıcısı > Uyku Zamanlayıcısı öğelerine basın.

Değeri ayarlamak için ∧ (yukarı) veya ∨ (aşağı) oklarına basın. 0 değeri (Kapalı) otomatik kapanmayı devre dışı bırakır.

Kapatma zamanlayıcısını seçin, enerji tasarrufu yapmak için TV otomatik olarak kapanır.

- * TV sinyal alıyorsa ancak 4 saat süresince uzaktan kumandada bir tuşa basmazsanız TV kapanır.
- * TV, 10 dakika süresince TV sinyali ya da uzaktan kumanda komutu almazsa kapanır.
- * TV'yi monitör olarak kullanıyorsanız veya TV izlemek için dijital bir alıcı kullanıyorsanız (Set Üstü Kutu -STB) ve TV'nin uzaktan kumandasını kullanmıyorsanız değeri O olarak ayarlamak için bu otomatik kapanma özelliğini devre dışı bırakmanız gerekir.

10.11

Google Hesabı

Oturum Aç

Philips Android TV'nizin özelliklerinden tam olarak faydalanmak için Google Hesabınız ile Google'da oturum açabilirsiniz.

Oturum açarak favori oyunlarınızı telefon, tablet ve TV'de oynayabilirsiniz. Ayrıca, TV giriş ekranınızda özelleştirilmiş video ve müzik önerileri ile YouTube, Google Play ve diğer uygulamalara erişim elde edersiniz.

TV'nizde Google'da oturum açmak için var olan Google Hesabınızı kullanın. Bir Google Hesabı, e-posta adresi ile paroladan oluşur. Henüz Google Hesabınız yoksa oluşturmak için bilgisayarınızı veya tabletinizi kullanın (accounts.google.com). İlk TV kurulumu sırasında oturum açmadıysanız daha sonra oturum açabilirsiniz.

Oturum Aç

△ / △ öğesine basın > Profesyonel Menü Uygulaması ekranını açın.

Profesyonel Menü Uygulaması ekranının sağ üst kısmındaki Hesabı Yönet öğesini seçin ve Tamam'a basın. Ekran klavyesiyle e-posta adresinizi ve parolanızı girin, oturum açmak için aynı Tamam tuşuna basın.

Android TV Ana Menü Ekranı

11.1

Android TV Ana Menü Ekranı Hakkında

Android TV'nin avantajlarından yararlanmak için TV'yi İnternet'e bağlayın.

Android akıllı telefonunuzda veya tabletinizde olduğu gibi Ana ekran TV'nizin merkezidir. Ana ekrandan, uygulama ve canlı TV eğlence seçeneklerinde gezinerek ne izleyeceğinize karar verebilirsiniz. Ana menünüzde, favori uygulamalarınızdan harika içerikleri keşfetmenizi sağlayacak kanallar vardır. Ayrıca, daha fazla içerik için başka kanallar ekleyebilir veya yeni uygulamalar bulabilirsiniz.

11 2

Android TV Ana Menü Ekranını Açma

Profesyonel Mod AÇIK - lütfen kurulum kılavuzuna başvurun.

Profesyonel Mod KAPALI - Android TV Ana Menü Ekranını ve bir öğeyi açmak için...

- 1 Menü'ye basın ve "Philips Koleksiyonu"na gidin, ardından Tamam'a basın.
- 2 Ok tuşlarını kullanarak bir etkinlik seçin ve OK tuşuna basarak etkinliği başlatın.
- 3 Ana menüyü geçerli etkinliği değiştirmeden kapatmak için ← tuşuna basın.



Android TV Ana Menü Ekranını açarken arka planda oynatılan uygulama/içerik durdurulur. Devam etmek

için Android TV Ana Menü ekranından uygulamayı veya içeriği seçmeniz gerekir.

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Android TV Ayarları

Görüntü

Görüntü Ayarları

Görüntü Tarzı

Tarz seçme

△ / △ > ♦ Ayarlar > Görüntü > Görüntü tarzı öğelerine basın.

Görüntüyü kolayca ayarlamak için önceden ayarlanmış bir görüntü tarzı seçebilirsiniz.

- Kişisel İlk başlatma sırasında ayarladığınız görüntü tercihleri.
- · Canlı Gün ışığında izlemek için idealdir
- · Doğal Doğal görüntü ayarları
- • Standart En fazla enerji tasarrufu sağlayacak ayar Fabrika ayarı
- · Film Film izlemek için idealdir
- · Oyun Oyun oynamak için idealdir
- · Bilgisayar Bilgisayara bağlanmak için idealdir

Renk, Kontrast, Keskinlik, Parlaklık

Görüntü rengini ayarlama

△ / △ Ana Menü > ♦ Ayarlar > Görüntü > Renk öğelerine basın.

Görüntünün renk doygunluğu değerini ayarlamak için ∧ (yukarı) veya ∨ (aşağı) oklarına basın.

Görüntü kontrastını ayarlama

Güç tüketimini düşürmek için kontrast değerini azaltabilirsiniz.

Görüntü keskinliğini ayarlama

Parlaklığı ayarlayın

△ / △ Ana Menü > ♠ Ayarlar> Görüntü > Parlaklık öğelerine basın.

Görüntü sinyalinin parlaklık seviyesini ayarlamak için ∧ (yukarı) veya ∨ (aşağı) oklarına basın.

Not: Parlaklığın referans değerden (50) çok uzakta ayarlanması düşük kontrasta neden olabilir.

Gelişmiş Görüntü Ayarları

Renk Ayarları

Gelişmiş Renk Ayarları

Renk yoğunluğu seviyesini ve parlak renklerde ayrıntıları ayarlamak için **Maksimum, Orta** veya **Minimum** öğesini seçin.

Renk sıcaklığını tercihinize göre ayarlamak için Normal, Sıcak veya Soğuk öğesini seçin.

> Renk > Özel Renk Sıcaklığı öğelerine basın.

Renk sıcaklığını kendiniz özelleştirmek için Renk sıcaklığı menüsünde Özel öğesini seçin. Değeri ayarlamak için \wedge (yukarı) veya \vee (aşağı) oklarına basın. WP beyaz noktası ve BL siyah seviyesidir. Ayrıca bu menüde ön ayarlardan birini de seçebilirsiniz.

Gelişmiş Kontrast Ayarları

Kontrast Modları

△ / △ Ana Menü > ❖ Ayarlar >
 Görüntü > Gelişmiş > Kontrast > Kontrast modu
 öğelerine basın.

TV'nin otomatik olarak en iyi güç tüketimi veya en iyi görüntü deneyimi için kontrastı azaltacak şekilde ayarlanması amacıyla Normal, Görüntü optimizasyonu veya Enerji tasarrufu için optimize edilmiştir ögesini seçin ya da ayarlamayı kapatmak için Kapalı'yı seçin.

Dinamik Kontrast

△ / △ Ana Menü > ❖ Ayarlar >
 Görüntü > Gelişmiş > Kontrast > Dinamik
 kontrast öğelerine basın.

TV'nin görüntüdeki karanlık, orta ve aydınlık bölgelerindeki ayrıntıları otomatik olarak geliştireceği seviyeyi ayarlamak için Maksimum, Orta veya Minimum'u seçin.

Video Kontrastı, Gama

Video kontrasti

△ / △ Ana Menü > ♣ Ayarlar >
 Görüntü > Gelişmiş > Kontrast > Video kontrastı
 öğelerine basın.

Video kontrastı seviyesini ayarlamak için ∧ (yukarı) veya ∨ (aşağı) oklarına basın.

Gama

△ / △ Ana Menü > ❖ Ayarlar >Görüntü > Gelişmiş > Kontrast > Gama öğelerinebasın.

Görüntü parlaklığı ve kontrast için doğrusal olmayan bir ayar belirlemek için ∧ (yukarı) veya ∨ (aşağı) oklarına basın.

Gelişmiş Keskinlik Ayarları

Ultra Resolution

△ / △ Ana Menü > ☆ Ayarlar > Görüntü >
 Gelişmiş > Keskinlik > Ultra Çözünürlük öğelerine basın.

Kenarlar ve ayrıntılarda mükemmel keskinlik sağlamak için Açık'ı seçin.

Görüntü Temizleme

Gürültü azlt

△ / △ Ana Menü > ☆ Ayarlar > Görüntü > Gelişmiş
 > Görüntü temizleme > Gürültü azaltma öğelerine basın.

Video içeriğindeki paraziti kaldırma seviyesini ayarlamak için Maksimum, Orta veya Minimum ayarını seçin.
Parazit, ekran görüntüsünde genellikle küçük hareketli noktalar biçiminde görülür.

MPEG Parazit Azaltma

△ / △ Ana Menü > ☆ Ayarlar > Görüntü > Gelişmiş
 > Görüntü temizleme > MPEG Parazit Azaltma
 öğelerine basın.

Video içeriğindeki dijital parazitleri farklı derecelerde yumuşatmak için Maksimum, Orta veya Minimum ayarını seçin.

MPEG dijital parazitleri ekran görüntülerinde genellikle küçük bloklar veya titreyen kenarlar biçiminde görülür.

Görüntü Formatı

Görüntü tam ekranı doldurmuyorsa üstte veya altta veya her iki tarafta siyah çubuklar görülüyorsa görüntüyü ekranı tamamen dolduracak şekilde ayarlayabilirsiniz.

Ekranı dolduracak temel ayarlardan birini seçmek için...

- 1 Bir TV kanalı izlerken △ / △ Ana Menü > ♦
 Ayarlar > Görüntü > Görüntü Formatı öğelerine basın.
- 2 Listeden bir format seçin ve **Tamam** tuşuna basın
- 3 Gerekirse menüyü kapatmak için ← BACK tuşuna arka arkaya basın.

Ekrandaki görüntüye göre şu formatlar kullanılabilir . . .

- · Geniş ekran
- · Ekranı doldur
- · Ekrana Sığdır
- Ölçeksiz

Ses

Ses Tarzı

Tarz seçme

△ / △ Ana Menü > ❖ Ayarlar > Ses > Ses tarzı öğelerine basın.

Sesi kolayca ayarlamak için ses tarzı ile önceden ayarlanmış bir ayar seçebilirsiniz.

- · Kişisel Görüntü ve sesi kişiselleştir bölümünde yapmış olduğunuz kişisel seçimler
- · Orijinal En doğal ses ayarı
- · Film Film izlemek için idealdir
- · Müzik Müzik dinlemek için idealdir
- · Oyun Oyun oynamak için idealdir
- · Haberler Konuşmalar için idealdir

Ses Yönetimi

Bir cihaz seçin.

 △ / △ Ana Menü > ◆ Ayarlar > Ses > Ses Yönetimi öğelerine basın.
 Ses çıkış cihazlarını yapılandırın.

- TV Hoparlörleri TV'yi, sesi TV'de veya bağlı ses sisteminde oynatacak şekilde ayarlayın.
- · Kulaklık/Banyo hoparlörleri Açık/Kapalı.
- Kulaklık/Banyo Hoparlörü Sabit Ses Seviyesi -Etkinleştirildiğinde Kulaklık/Banyo ses seviyesi açma ayarına sabitlenir.
- · Kulaklık Algılama Açık/Kapalı.

TV yerleştirme

△ / △ Ana Menü > ♠ Ayarlar > Ses > TVYerleştirme öğelerine basın.

Ayara göre en iyi ses üretimini elde etmek için TV standı üzerinde veya Duvarda'yı seçin.

Gelişmiş

Eko Ayarları

Uyku Zamanlayıcısı

TV'yi ön ayarlı süre sonunda otomatik olarak bekleme moduna geçecek şekilde ayarlayın. Bu özelliği devre dışı bırakmak için lütfen zamanlayıcıyı sıfır olarak ayarlayın.

Değeri ayarlamak için ∧ (yukarı) veya ∨ (aşağı) oklarına basın. 0 değeri (Kapalı) otomatik kapanmayı devre dışı bırakır.

Kapatma zamanlayıcısını seçin, enerji tasarrufu yapmak için TV otomatik olarak kapanır.

- * TV sinyal alıyorsa ancak 4 saat süresince uzaktan kumandada bir tuşa basmazsanız TV kapanır.
- * TV, 10 dakika süresince sinyal ya da uzaktan kumanda komutu almazsa kapanır.
- * TV'yi monitör olarak kullanıyorsanız veya TV izlemek için dijital bir alıcı kullanıyorsanız (Set Üstü Kutu STB) ve TV'nin uzaktan kumandasını kullanmıyorsanız değeri O olarak ayarlamak için bu otomatik kapanma özelliğini devre dışı bırakmanız gerekir.

Ekran Kapalı

△ / △ Ana Menü > ♠ Ayarlar > Eko Ayarları > Ekran Kapalı öğelerine basın.

TV'de yalnızca müzik dinliyorsanız TV ekranını kapatabilirsiniz.

Yalnızca TV ekranı kapanır. Ekranı tekrar açmak için uzaktan kumandadaki herhangi bir tuşa basın.

Bölge ve Dil

diller

△ / △ Ana Menü > ♠ Ayarlar > Bölge ve Dil > Diller öğelerine basın.

Bölge veya dil ayarını belirleyin.

- · Android sistemi/Menü Dili Menülerin ve mesajların dilini değistirin.
- Birincil Ses Yayınlarda ses dili için öncelikli tercihinizi ayarlayın.
- · İkincil Ses Yayınlarda ses dili için sonraki tercihinizi ayarlayın.
- · Birincil Altyazı Yayınlarda altyazı dili için öncelikli tercihinizi ayarlayın.
- · İkincil Altyazı Yayınlarda altyazı dili için sonraki tercihinizi ayarlayın.
- Birincil Metin Yayınlarda Metin dili için ilk tercihinizi ayarlayın.
- · İkincil Metin Yayınlarda Metin dili için sonraki tercihinizi ayarlayın.

Evrensel Erişim Ayarları

△ / △ Ana Menü > ♣ Ayarlar > Erişilebilirlik> Evrensel erişim öğelerine basın.

Evrensel Erişim özelliği açıldığında TV, işitme engelli, işitme güçlüğü olan, görme engelli veya görme bozukluğu olan kişilerin kullanımına hazırlanır.

Evrensel erişim ayarlarını açma

△ / △ Ana Menü > ◆ Ayarlar > Erişilebilirlik
 > Evrensel erişim > Açık öğelerine basın.

- Bazı dijital TV kanalları işitme engelli veya işitme güçlüğü bulunan kişiler için özel uyarlanmış ses ve altyazı yayınlamaktadır.
- Açıldığında TV otomatik olarak uyarlanmış ses ve varsa altyazı seçeneğine geçer.

Görme engelli veya görme bozukluğu olan kişiler için

evrensel erisim

Dijital TV kanalları ekranda olup bitenler hakkında özel bir sesli yorum yayınlayabilir.

- ♦ Ayarlar > Erişebilirlik > Evrensel erişim > Sesli anlatım > Karışık ses, Ses efektleri, Konuşma.
- Karışık ses'i seçin, normal sesin ses seviyesini sesli yorumla karıştırabilirsiniz. Değeri ayarlamak için (yukarı) veya (aşağı) oklarına basın.
- · Yorum sesinde stereo veya giderek azalan ses gibi ek ses efektleri için Ses efekti'ni Açık olarak ayarlayın.
- Konuşma tercihini (Tanımlayıcı veya Altyazı) ayarlamak için Konuşma'yı seçin.

İçerik Sınıfı

Sınıflandırma Seviyesi

Çocukların yaşlarına uygun olmayan programları izlemelerini önlemek için yaş sınırı ayarlayabilirsiniz. Dijital kanallar programlarına yaş sınırı getirebilir. Bir programın yaş sınırı, çocuğunuz için yaş sınırı olarak ayarladığınız yaşa eşitse veya bu yaştan yüksekse program kilitlenir. Kilitli bir programı izlemek için öncelikle kodu girmeniz gerekir.

Yaş sınırı belirleme

△ / △ Ana Menü > ☆ Ayarlar > İçerik sınıfı öğelerine basın > Sınıflandırma Seviyesi.

Yaşı seçin ve Tamam'a basın. Yaş sınırını kapatmak için Yok'u seçin. Ancak bazı ülkelerde yaş sınırı ayarlamalısınız.

Kod Ayarlama ve Kodu Değiştirme

Çocuk kilidi kodu kanalları veya programları kilitlemek veya bunların kilidini açmak için kullanılır.

Yeni kod ayarlayabilir veya kod değiştirmeyi sıfırlayabilirsiniz.

△ / △ Ana Menü > ☆ Ayarlar > İçerik sınıfı > Kodu Değiştir öğelerine basın.

Not:

PIN kodunuzu unuttuysanız geçerli kodu 8888 ile geçersiz kılabilir ve yeni bir kod girebilirsiniz.

11 🛭

Android TV'nizi bağlama

Ağ ve İnternet

Ev Ağı

Philips Android TV'nizin özelliklerinden tam olarak faydalanmak için TV'niz İnternete bağlı olmalıdır.

TV'yi yüksek hızlı bir İnternet bağlantısı ile bir ev ağına bağlayın. TV'nizi kablosuz olarak veya kablo ile ağ yönlendiricinize bağlayabilirsiniz.

Ağa Bağlan

Kablosuz Bağlantı

Gerekenler

TV'yi kablosuz olarak Internet'e bağlamak için Internet bağlantısı olan bir Wi-Fi yönlendirici gerekir.

Yüksek hızlı (geniş bant) Internet bağlantısı kullanın.



Bağlantıyı Gerçekleştirin

Bağlantıyı Gerçekleştirin - KABLOSUZ

△ / △ Ana Menü > ◆ Ayarlar > ◆ Kablosuz ve
 Ağlar > Ağa Bağlan > KABLOSUZ öğelerine basın.

- 1 Bulunan ağlar listesinde kablosuz ağınızı seçin. Ağ adı gizlendiğinden ağınız listede yer almıyorsa (yönlendiricinin SSID yayınını kapatmışsınızdır), ağ adını kendiniz girmek için Yeni Ağ Ekle'yi seçin.
- 2 Yönlendirici tipine bağlı olarak şifreleme anahtarınızı - WEP, WPA veya WPA2 - girin. Bu ağın şifreleme anahtarını önceden girdiyseniz bağlantıyı hemen kurmak için Tamam öğesini secebilirsiniz.
- 3 Bağlantı başarıyla kurulduğunda bir mesaj görüntülenir.

Bağlantıyı Gerçekleştirin - WPS

Yönlendiricinizde WPS varsa ağ taraması yapmadan doğrudan yönlendiriciye bağlanabilirsiniz. Kablosuz ağınızda WEP güvenlik şifreleme sistemi kullanan cihazlarınız varsa WPS kullanamazsınız.

- 1 Yönlendiriciye gidin, WPS düğmesine basın ve 2 dakika içinde TV'ye dönün.
- 2 Bağlantıyı kurmak için Bağlan seçeneğini belirleyin.
- 3 Bağlantı başarıyla kurulduğunda bir mesaj görüntülenir.

Bağlantıyı Gerçekleştirin - PIN Kodlu WPS

Yönlendiricinizde PIN kodlu WPS varsa ağ taraması yapmadan doğrudan yönlendiriciye bağlanabilirsiniz. Kablosuz ağınızda WEP güvenlik şifreleme sistemi kullanan cihazlarınız varsa WPS kullanamazsınız.

- 1 Ekranda gösterilen 8 basamaklı PIN kodunu yazın ve PC'nizdeki yönlendirici yazılımına girin. PIN kodunun yönlendirici yazılımında nereye girileceğini öğrenmek için yönlendirici kullanım kılavuzuna bakın.
- 2 Bağlantıyı kurmak için Bağlan seçeneğini belirleyin.
- 3 Bağlantı başarıyla kurulduğunda bir mesaj görüntülenir.

Problemler

Kablosuz ağ bulunamadı veya bozuk

- Yakınınızda bulunan mikrodalga fırınlar, DECT telefonlar veya diğer Wi-Fi 802.11b/g/n/ac cihazları kablosuz ağı bozabilir.
- · Ağınızdaki güvenlik duvarlarının TV'nin kablosuz bağlantısına erişime izin verdiğinden emin olun.
- Kablosuz ağ evinizde düzgün çalışmıyorsa kablolu ağ kurmayı deneyin.

Internet çalışmıyor

· Yönlendirici bağlantısında sorun yoksa yönlendiricinin Internet bağlantısını kontrol edin.

PC ve Internet bağlantısı yavaş

- İç mekanlardaki kapsama alanı, aktarım hızı ve sinyal kalitesi ile ilgili diğer faktörler hakkında bilgi edinmek için kablosuz yönlendiricinin kullanım kılavuzuna hakın
- · Yönlendiriciniz için yüksek hızlı (geniş bant) Internet bağlantısı kullanın.

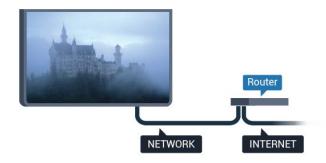
DHCP

• Bağlantı kurulamazsa yönlendiricinin DHCP (Dinamik Bilgisayar Yapılandırma Protokolü) ayarını kontrol edebilirsiniz. DHCP açılmalıdır.

Kablolu Bağlantı

Gerekenler

TV'yi Internet'e bağlamak için Internet bağlantısı olan bir ağ yönlendiricisi gerekir. Yüksek hızlı (geniş bant) Internet bağlantısı kullanın.



Bağlantıyı Gerçekleştirin

Bağlantıyı Gerçekleştirin - KABLOLU

- 1 Yönlendiriciyi bir ağ kablosuyla (Ethernet kablosu**) TV'ye bağlayın.
- 2 Yönlendiricinin açık olduğundan emin olun.
- 3 TV sürekli olarak ağ bağlantısı arar.
- 4 Bağlantı başarıyla kurulduğunda bir mesaj görüntülenir.

Bağlantı kurulamazsa yönlendiricinin DHCP ayarını kontrol edebilirsiniz. DHCP açılmalıdır.

**EMC kurallarına uygunluk için blendajlı FTP Cat. 5E Ethernet kablosu kullanın.

Ayarlar

Ağ Ayarlarını Görüntüle

△ / △ Ana Menü > ❖ Ayarlar > ❖ Kablosuz ve Ağlar > Ayarlar > Ağ Ayarlarını Görüntüle öğelerine basın.

Tüm geçerli ağ ayarlarını burada görüntüleyebilirsiniz. IP ve MAC adresi, sinyal gücü, hız, şifreleme yöntemi vb.

Ağ Yapılandırma - DHCP/Statik IP

△ / △ Ana Menü > ❖ Ayarlar > ❖ Kablosuz ve Ağlar > Ayarlar > Ağ Yapılandırma > DHCP / Statik IP öğelerine basın.

DHCP'yi seçin. Gelişmiş kullanıcıysanız ağınızı statik IP adreslemeyle kurabilirsiniz.

Ağ Yapılandırma - Statik IP Yapılandırması

△ / △ Ana Menü > ♦ Ayarlar > ♦ Kablosuz ve

Ağlar > Ayarlar > Statik IP Yapılandırması öğelerine basın.

- 1 Statik IP Yapılandırması öğesini seçin ve bağlantıyı yapılandırın.
- 2 IP Adresi, Ağ maskesi, Ağ geçidi, DNS 1 veya DNS 2 numaralarını ayarlayabilirsiniz.

LAN Üzerinden Uyandırma (WoL)

LAN Üzerinden Uyandırma'yı (WoL) devre dışı bırakın/etkinleştirin. Aynı LAN üzerinden harici bir cihaz kullanarak TV'yi uyandırabilirsiniz.

Wi-Fi Üzerinden Uyandırma (WoWLAN)

Wi-Fi Üzerinden Uyandırma'yı (WoWLAN) devre dışı bırakın/etkinleştirin. Aynı Wi-Fi üzerinden harici bir cihaz kullanarak TV'yi uyandırabilirsiniz.

Ağ Türü

△ / △ Ana Menü > ❖ Ayarlar > ❖ Kablosuz ve Ağlar > Ayarlar > Ağ Türü öğelerine basın.

- · Kablolu Kablolu bir ağa bağlanma.
- Kablosuz Bulunan ağlar listesinde kablosuz ağınızı seçin. Ağ adı gizlendiğinden ağınız listede yer almıyorsa (yönlendiricinin SSID yayınını kapatmışsınızdır) ağ adını kendiniz girmek için Yeni Ağ Ekle'yi seçin.
- WPS Yönlendiricinizde WPS varsa ağ taraması yapmadan doğrudan yönlendiriciye bağlanabilirsiniz. Kablosuz ağınızda WEP güvenlik şifreleme sistemi kullanan cihazlarınız varsa WPS kullanamazsınız.
- PIN kodlu WPS Yönlendiricinizde PIN kodlu WPS varsa ağ taraması yapmadan doğrudan yönlendiriciye bağlanabilirsiniz. Kablosuz ağınızda WEP güvenlik şifreleme sistemi kullanan cihazlarınız varsa WPS kullanamazsınız.

Google Hesabı

Oturum Aç

Philips Android TV'nizin özelliklerinden tam olarak faydalanmak için Google Hesabınız ile Google'da oturum açabilirsiniz.

Oturum açarak favori oyunlarınızı telefon, tablet ve TV'de oynayabilirsiniz. Ayrıca, TV giriş ekranınızda özelleştirilmiş video ve müzik önerileri ile YouTube, Google Play ve diğer uygulamalara erişim elde edersiniz.

TV'nizde Google'da oturum açmak için var olan Google Hesabınızı kullanın. Bir Google Hesabı, e-

posta adresi ile paroladan oluşur. Henüz Google Hesabınız yoksa oluşturmak için bilgisayarınızı veya tabletinizi kullanın (accounts.google.com). Google Play ile oyun oynamak için bir Google+ profiliniz olmalıdır. İlk TV kurulumu sırasında oturum açmadıysanız daha sonra oturum açabilirsiniz.

Oturum Aç

△ Ana Menü > **■** Uygulamalar > Google Play öğelerine basın.

Ekran klavyesiyle e-posta adresinizi ve parolanızı girin, oturum açmak için aynı **Tamam** tuşuna basın.

Android Ayarları

Birkaç Android ayarını veya bilgisini ayarlayabilir ya da görüntüleyebilirsiniz. TV'nizde yüklü uygulamaların listesini ve bunlar için gereken depolama alanını bulabilirsiniz. Sesli Arama ile kullanmak istediğiniz dili ayarlayabilirsiniz. Uygulamaların konumunuzu kullanmasına izin vermek için ekran klavyesini yapılandırabilirsiniz. Farklı Android ayarlarını keşfedin. Bu ayarlar hakkında daha fazla bilgi için www.support.google.com/androidtv adresine gidebilirsiniz.

Bu ayarları açmak için

△ / △ Ana Menü > ♦ Ayarlar > Ayarlar > Android Ayarları öğelerine basın.

11.5

Kanallar

Kanal Listeleri

Kanal Listeleri Hakkında

Kanal kurulumundan sonra tüm kanallar kanal listesinde görünür. Kanallar, bu bilgiler mevcutsa adları ve logolarıyla birlikte gösterilir.

Bir kanal listesi seçiliyken ∧ (yukarı) veya ∨ (aşağı) oklarına basarak bir kanal seçin, ardından seçtiğiniz kanalı izlemek için Tamam tuşuna basın. Bu listedeki kanalları yalnızca ≡ + veya ≡ − tuşlarını kullanarak açarsınız.

Radyo istasyonları

Dijital yayın varsa kurulum sırasında dijital radyo istasyonları kurulur. Radyo kanallarına tıpkı TV kanallarında olduğu gibi geçebilirsiniz.

Kanal Listesini Açma

Geçerli kanal listesini açmak için...

- 1. TV'ye geçiş yapmak için 🔊 öğesine basın.
- 2. Geçerli kanal listesini açmak için **≡** öğesine basın
- 3. Kanal listesini kapatmak için **≡** öğesine tekrar basın.

Kanalları izleme

Bir Kanalı Açma

TV kanallarını izlemeye başlamak için 🔊 öğesine basın. TV, en son izlediğiniz kanala geçer.

Kanal değiştirme

- Kanal değiştirmek için **≡ +** veya **≡ -** öğesine basın.

Önceki kanal

- Önceden izlenen kanala geri dönmek için ← BACK tuşuna basın.

Kanal listesi

Bir TV kanalını izlerken kanal listesini açmak için ≡ öğesine basın.

Kanal, Seçenekler

Seçenekleri Açın

Ortak Arayüz

Ortak Arayüz yuvalarından birine bir CAM taktıysanız CAM ve operatör bilgilerini görüntüleyebilir veya CAM ile ilgili bazı ayarları yapabilirsiniz.

CAM bilgilerini görüntülemek için...

- 1 Kanala gidin ve 🕈 OPTIONS öğesine basın.
- 2 Ortak Arayüz'ü seçin.
- 3 Uygun bir Ortak Arayüz yuvasını seçin ve ➤ (sağ) tuşuna basın.
- 4 CAM'nin TV operatörünü seçip **OK** tuşuna basın. Aşağıdaki ekranlar TV operatöründen gelir.

Altyazılar

Altyazı Dili

Tercih Edilen Altyazı Dilleri

Dijital bir yayın, bir program için birkaç altyazı dili sunabilir. Tercih ettiğiniz birincil ve ikincil altyazı dilini ayarlayabilirsiniz. Bu dillerden birinde altyazı varsa TV seçtiğiniz altyazıları gösterir.

Birincil ve ikincil altyazı dilini ayarlamak için...

- 1 △ / △ Ana Menü'ye basın. ✔ (aşağı) tuşuna basın, Ayarlar'ı seçin ve Tamam tuşuna basın.
 2 Bölge ve Dil > Diller > Birincil Altyazı ya da İkincil Altyazı öğelerini seçin.
- 3 İstediğiniz dili belirleyin ve **Tamam** tuşuna basın.
- 4 Bir adım geri gitmek için **〈** (sol) tuşuna veya menüyü kapatmak için **←** BACK tuşuna basın.

Altyazı Dili Seçme

Tercih ettiğiniz altyazı dillerinden hiçbiri yoksa olanlar arasından başka bir altyazı dili seçebilirsiniz. Altyazı dili mevcut değilse bu seçeneği belirleyemezsiniz.

Tercih ettiğiniz dillerden hiçbiri mevcut olmadığında bir altyazı dili seçmek için...

- 1 • OPTIONS tuşuna basın.
- 2 Altyazı Dili öğesini seçin ve geçici olarak dillerden birini altyazı olarak belirleyin.

Ses Dili

Tercih Edilen Ses Dili

Dijital bir yayın, bir program için birkaç ses dili (konuşulan dil) sunabilir. Tercih ettiğiniz birinci ve ikinci ses dillerini ayarlayabilirsiniz. Bu dillerden birinde ses varsa TV bu ses diline geçecektir.

Birincil ve ikincil ses dilini ayarlamak için...

- 1 △ / △ Ana Menü'ye basın. ✔ (aşağı) tuşuna basın, Ayarlar'ı seçin ve OK tuşuna basın.
- 2 Bölge ve Dil öğesini ve ardından Diller > Birincil Ses ya da İkincil Ses öğelerini seçin.
- 3 İstediğiniz dili belirleyin ve **Tamam** tuşuna basın.
- 4 Bir adım geri gitmek için **〈** (sol) tuşuna veya menüyü kapatmak için **←** BACK tuşuna basın.

Ses Dili Seçme

Tercih ettiğiniz ses dillerinden hiçbiri yoksa olanlar arasından başka bir ses dili seçebilirsiniz. Ses dili mevcut değilse bu seçeneği belirleyemezsiniz.

Tercih ettiğiniz ses dillerinden hiçbiri yoksa bir ses dili seçmek için...

1 - OPTIONS'a basın.

2 - **Ses Dili** öğesini seçin ve geçici olarak dillerden birini ses olarak belirleyin.

Kanal Bilgisi

Kanal ayrıntılarını görüntüleme

Seçilen kanalın ayrıntılarını görüntülemek için...

- 1 Kanalı açın.
- 2 • OPTIONS öğesine basın, Kanal Bilgileri öğesini seçin ve Tamam'a basın.
- 3 Bu ekranı kapatmak için **OK** tuşuna basın.

Mono / Stereo

Bir analog kanalın sesini Mono veya Stereo olarak değiştirebilirsiniz.

Mono veya Stereo'ya geçiş yapmak için...

- 1 Bir analog kanala gidin.
- 2 • OPTIONS tuşuna basın, Mono/Stereo öğesini seçin ve > (sağ) tuşuna basın.
- 3 Mono veya Stereo'yu seçin ve OK tuşuna basın.
- 4 Bir adım geri gitmek için **〈** (sol) tuşuna veya menüyü kapatmak için **←** BACK tuşuna basın.

Program Bilgileri

Program ayrıntılarını görüntüleme

Seçilen programın ayrıntılarını görüntülemek için...

- 1 Kanalı açın.
- 2 • OPTIONS tuşuna basın, Program Bilgileri öğesini seçin ve Tamam'a basın.
- 3 Bu ekranı kapatmak için **OK** tuşuna basın.

11 6

Kanal Kurulumu

Kanal Kurma

Anten/Kablo Kurulumu

Kanal Arama

Tüm kanalları, diğer TV ayarlarına dokunmadan yeniden ayarlayabilirsiniz.

Bir PIN kodu ayarlanmışsa kanalları yeniden kurabilmek için önce bu kodu girmeniz gerekir.

Kanal Aramak için...

- 1 △ / △ Ana Menü > ☆ Ayarlar > Kanalları kur öğelerine basın ve OK tuşuna basın.
- 2 **RF Kanal Kurulumu** öğesini seçin ve **Tamam**'a basın.

3 - Gerektiğinde PIN kodunuzu girin.

Kanal Ara'yı seçin ve Tamam tuşuna basın.

Başlat seçeneğini belirleyin ve Tamam tuşuna basın.

Şu anda bulunduğunuz ülkeyi seçin ve Tamam tuşuna basın.

Başlat seçeneğini belirleyin ve **Tamam** tuşuna basın.

İstediğiniz kurulum türünü seçin (Anten

(DVB-T) veya Kablo (DVB-C)) ve Tamam tuşuna basın.

Sonraki seçeneğini belirleyin ve Tamam tuşuna basın.

İstediğiniz kanal türünü seçin (**Dijital ve Analog** Kanallar veya Sadece Dijital Kanallar) ve Tamam tuşuna basın.

Sonraki seçeneğini belirleyin ve Tamam tuşuna basın.

Dijital kanalları güncellemek için Başlat

'ı seçip **Tamam** tuşuna basın. Bu işlem birkaç dakika sürebilir

Bir adım geri gitmek için **〈** (sol) tuşuna veya menüyü kapatmak için **←** BACK tuşuna basın.

Otomatik Kanal Güncelleme

Dijital kanallar alıyorsanız TV'yi bu yeni kanalları otomatik olarak güncelleyecek şekilde ayarlayabilirsiniz.

TV, günde bir kez, sabah saat 6'da kanalları günceller ve yeni kanalları kaydeder. Yeni kanallar Kanal Listesi'ne kaydedilir ve * işareti ile işaretlenir. Sinyal alınamayan kanallar kaldırılır. TV, kanalları otomatik güncellemek için bekleme modunda olmalıdır. Otomatik Kanal Güncellemeyi kapatabilirsiniz.

Otomatik güncellemeyi kapatmak için...

- 1 △ / △ Ana Menü > ☆ Ayarlar > Kanalları kur öğelerine basın ve OK tuşuna basın.
- 2 **RF Kanal Kurulumu** öğesini seçin ve **Tamam**'a basın.
- 3 Gerektiğinde PIN kodunuzu girin.
- 4 Otomatik Kanal Güncelleme'yi seçin ve Tamam tuşuna basın
- 5 **Kapalı** seçeneğini belirleyin ve **Tamam** tuşuna basın.
- 6 Bir adım geri gitmek için **〈** (sol) tuşuna veya menüyü kapatmak için **←** BACK tuşuna basın.

Kanal Güncelleme Mesajı

Yeni kanallar bulunduğunda veya kanallar güncellendiğinde veya kaldırıldığında TV açılışında bir mesaj gösterilir. Bu mesajın her kanal güncellemesinden sonra görüntülenmesini önlemek için kapatabilirsiniz.

Mesajı kapatmak için...

- 1 △ / △ Ana Menü > ☆ Ayarlar > Kanalları kur öğelerine basın ve OK tuşuna basın.
- 2 **RF Kanal Kurulumu** öğesini seçin ve **Tamam**'a basın.
- 3 Gerektiğinde PIN kodunuzu girin.
- 4 Otomatik Kanal Güncelleme'yi seçin ve Tamam tuşuna basın
- 5 Kapalı seçeneğini belirleyin ve Tamam tuşuna basın.
- 6 Bir adım geri gitmek için **〈** (sol) tuşuna veya menüyü kapatmak için **←** BACK tuşuna basın.

Belirli ülkelerde Otomatik kanal güncelleme TV izlenirken veya TV'nin bekleme modunda olduğu herhangi bir zamanda yapılır.

Dijital: Manuel Kurulum

Dijital TV kanalları, tek tek manuel olarak kurulabilir.

Dijital kanalları manuel olarak kurmak için...

- 1 △ / △ Ana Menü > ☆ Ayarlar > Kanalları kur öğelerine basın ve OK tuşuna basın.
- 2 **RF Kanal Kurulumu** öğesini seçin ve **Tamam**'a basın.
- 3 **Dijital**: **Manuel Kurulum**'u seçin ve **Tamam** tuşuna basın.
- 4 Arama'yı seçin ve Tamam tuşuna basın. Bir kanal bulmak için kendiniz frekans girebilir veya TV'nin kanal aramasına izin verebilirsiniz. > (sağ) tuşuna basarak Arama'yı seçin ve otomatik olarak kanal aramak üzere Tamam tuşuna basın. Bulunan kanal ekranda gösterilir; alım kötü ise tekrar Arama tuşuna basın. Kanalı kaydetmek istiyorsanız Bitti'yi seçin ve Tamam tuşuna basın.

Analog: Manuel Kurulum

Analog TV kanalları, tek tek manuel olarak kurulabilir.

Analog kanalları manuel olarak kurmak için...

- 1 △ / △ Ana Menü > ☆ Ayarlar > Kanalları kur öğelerine basın ve OK tuşuna basın.
- 2 **RF Kanal Kurulumu** öğesini seçin ve **Tamam**'a basın
- 3 Analog: Manuel Kurulum'u seçin ve Tamam tuşuna basın.

Sistem

TV sistemini kurmak için **Sistem** öğesini seçin. Ülkenizi veya dünya üzerindeki konumunuzu seçin ve **OK** tuşuna basın.

· Kanal Ara

Bir kanal bulmak için Kanal Ara'yı seçip OK tuşuna basın. Bir kanal bulmak için kendiniz frekans girebilir veya TV'nin kanal aramasına izin verebilirsiniz. > (sağ) tuşuna basarak Arama'yı seçin ve otomatik olarak kanal aramak üzere Tamam tuşuna basın. Bulunan kanal ekranda gösterilir; alım kötü ise

tekrar Arama tuşuna basın. Kanalı kaydetmek istiyorsanız Bitti'yi seçin ve Tamam tuşuna basın.

Kaydet

Kanalı, geçerli kanal numarasına veya yeni bir kanal numarası olarak kaydedebilirsiniz.

Geçerli Kanalı Kaydet veya Yeni Kanal Olarak Kaydet'i seçin ve OK tuşuna basın. Yeni kanal numarası kısa bir süre için görüntülenir.

Tüm analog TV kanallarını bulana kadar bu adımları tekrarlayabilirsiniz.

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Internet

İnterneti Başlatma

TV'niz ile İnternete göz atabilirsiniz. Tüm İnternet web sitelerini açabilirsiniz, ancak bunların çoğu TV ekranı için hazırlanmamıştır.

- TV'nizde bazı eklentiler (örneğin sayfaları veya videoları görüntülemek için kullanılanlar) mevcut değildir.
- · Dosya gönderemez veya indiremezsiniz.
- Internet sayfaları bir seferde tek sayfa ve tam ekran olacak biçimde gösterilir.

İnternet tarayıcısını başlatmak için...

1 - 🖒 / 🖒 HOME tuşuna basın.

2 - Aşağıya

kaydırıp **Uygulamalar** > **(f) internet** öğelerini seçin ve **Tamam**'a basın.

- 3 Bir İnternet adresi girip **✓** öğesini seçin, **OK** tusuna basın.
- 4 İnterneti kapatmak için △ / △ HOME veya 🔊 tuşuna basın.

İnternet Seçenekleri

İnternet için bazı ek özellikler mevcuttur.

Ek özellikleri açmak için...

- 1 Web sitesi açıkken OPTIONS'a basın.
- 2 Öğelerden birini seçip **OK** tuşuna basın.
- Hızlı aramaya ekleyin: Yeni bir İnternet adresi girmek için.
- · Yer imlerine ekleme: Sayfayı yer imi olarak ekleme
- Sayfa güvenliği: Geçerli sayfanın güvenlik düzeyini görüntülemek için.
- Yeni özel sekme: Yeni özel sekmeyi açın ve özel göz atmaya sahip olun
- Ayarlar: Zoom, Metin Boyutu, Erişilebilirlik modu, Menü çubuğunu her zaman göster ve geçmişi (göz atma) temizle ayarları
- · Yardım: İnternet tarayıcısı bilgileri
- · İnternet tarayıcısından çıkın: İnternet tarayıcısını

kapatma

11.8

Akıllı Telefonlar ve Tabletler

Philips TV Remote App

Akıllı telefonunuzdaki veya tabletinizdeki yeni Philips TV Remote App yeni TV dostunuzdur.

TV Remote App ile etrafınızdaki ortama hakim olursunuz. Büyük TV ekranınıza fotoğraf, müzik veya video gönderebilirsiniz. TV Rehberi'nde izlemek istediğiniz programları seçip TV'nizde izleyebilirsiniz. TV Remote App ile telefonunuzu uzaktan kumanda olarak kullanırken TV'yi telefonunuzla açabilir veya kapatabilirsiniz.

Philips TV Remote App'i en sevdiğiniz uygulama mağazasından hemen indirin.

Philips TV Remote App, iOS ve Android için kullanılabilir ve ücretsizdir.

Google Cast

Gerekenler

Mobil cihazınızdaki bir uygulama Google Cast özeliğine sahipse uygulamanızı bu TV'ye gönderebilirsiniz. Mobil uygulamada Google Cast simgesini arayın. TV'de gösterilen içeriği kontrol etmek için mobil cihazınızı kullanabilirsiniz. Google Cast Android ve iOS'de çalışır.

Mobil cihazınız TV'niz ile aynı Wi-Fi ev ağına bağlı olmalıdır.

Google Cast özellikli Uygulamalar

Yeni Google Cast uygulamaları her gün yayınlanmaktadır. Bu özelliği hemen YouTube, Chrome, Netflix, Photowall veya Big Web Quiz for Chromecast ile deneyebilirsiniz. Ayrıca bkz. google.com/cast

Bazı Google Play ürün ve özellikleri tüm ülkelerde kullanılamaz.

support.google.com/androidtv adresinden ayrıntılı bilgi edinebilirsiniz

TV'nize Gönderme

Bir uygulamayı TV ekranına göndermek için...

1 - Wi-Fi Direct'i kullanarak Akıllı Telefonu TV'ye bağlayın (QR kodunu tarayın ya da WiFi SSID'sini ve parolayı kullanın)

Google Cast'i destekleyen bir uygulama açın.

- 2 Google Cast simgesine dokunun.
- 3 Göndermek istediğiniz TV'yi seçin.
- 4 Akıllı telefon veya tabletinizde oynat öğesine basın. Seçtiğiniz öğe TV'de oynatılmaya başlar.

AirPlay

Android TV'nize AirPlay özelliğini eklemek için bunu gerçekleştiren birkaç Android uygulamasından birini indirip yükleyebilirsiniz. Bu uygulamalardan bazılarını Google Play Mağazası'nda bulabilirsiniz.

11 9

Yazılım

Yazılımı Güncelle

Yazılım Sürümü

Geçerli TV yazılımı sürümünü görüntülemek için...

- 1 △ / △ tuşuna basın, Ayarlar'ı 🌣 seçin ve OK tuşuna basın.
- 2 Yazılımı Güncelle > Geçerli Yazılım öğelerini seçin ve Tamam'a basın.
- 3 Sürüm, sürüm notları ve oluşturma tarihi gösterilir.
- 4 Gerekirse **(**sol) tuşuna art arda basarak menüyü kapatın.

Web sitesinden güncelleme

TV'nizin güncel cihaz yazılımı sürümünü ayarlar menüsündeki "Yazılımı Güncelle" > "Geçerli yazılım" bölümünde bulabilirsiniz.

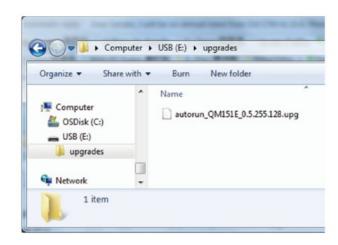
Yeni Cihaz Yazılımı güncellemeleri için www.philips.com/support adresini düzenli olarak kontrol edin.

TV'nizin cihaz yazılımını güncellemek için aşağıdaki talimatları izleyin.

En yeni yazılımı indirme...

- 1 Internet Explorer'ı başlatın.
- 2 http://www.philips.com/support URL'sinden Philips destek sitesine girin.
- 3 Model numarasını girin. (Model numaranızı TV'nizin arkasındaki etikette bulabilirsiniz.)
- 4 TV'nizin ürün sayfasına girdiğinizde Destek öğesini seçin.
- 5 "Yazılım güncellemeleri" seçeneğini belirleyin ve yazılımı indirmek için "Dosyayı indir" öğesine tıklayın. (Yazılım .zip dosyası olarak mevcuttur.)
- 6 Yazılım sürümü TV'nizde yüklü olan sürümden daha yüksekse yazılım indirme bağlantısına tıklayın.
- 7 Lisans sözleşmesini/Hüküm ve Koşulları kabul edin ve "Kabul ediyorum" seçeneğini belirleyin. Ardından zip dosyası otomatik olarak indirilir.

- 8 Bir arşiv yardımcı programı kullanarak zip dosyasını herhangi bir dizine açın.
- 9 USB flash sürücünüzün ana dizininde "yükseltmeler" adlı bir klasör oluşturun.
- 10 Aşağıdaki görüntüde gösterilen şekilde daha önce yükseltmeler klasörüne çıkardığınız upg dosyasını kopyalayın.
- 11 USB flash sürücünüzü bilgisayardan çıkarın.



Yazılımı güncelleme...

- 1 USB flash sürücünüzü (yazılım güncellemesini içeren) TV'nin USB konektörüne bağlayın. 30 saniye veya USB sürücüsü TV tarafından tanınana kadar bekleyin.
- 2 TV'niz yazılımı otomatik olarak yüklemeye başlar.
- 3 Yazılımın yüklenmesi tamamlandığında TV'nin yükseltilmesini etkinleştirmek için "Başlat" öğesine basın.

<u>1</u>2

Açık Kaynaklı Yazılım

12 1

Açık Kaynaklı Lisans

Açık Kaynak Lisansı Hakkında

Açık kaynak lisansı kapsamında bulunan TP Vision Netherlands B.V. TV yazılımı bölümlerinin kaynak kodu için README.

Bu belgede, GNU Genel Kamu Lisansı (GPL) veya GNU Kısıtlı Genel Kamu Lisansı (LGPL) veya başka bir açık kaynak lisansı kapsamında bulunan, TP Vision Netherlands B.V. TV'de kullanılan açık kaynak kodunun dağıtımı açıklanmaktadır. Bu yazılım kopyalarının elde edilmesine yönelik talimatlar Kullanım Talimatları'nda bulunmaktadır.

TP Vision Netherlands B.V., BU YAZILIM HAKKINDA, SATILABİLİRLİĞİYLE VEYA BELİRLİ BİR AMACA UYGUNLUĞUYLA İLGİLİ GARANTİLER DE DAHİL OLMAK ÜZERE HİÇBİR AÇIK YA DA ZIMNİ GARANTİDE BULUNMAZ. TP Vision Netherlands B.V., bu yazılım için hiçbir destek sunmamaktadır. Yukarıda belirtilen bilgiler, satın aldığınız herhangi bir TP Vision Netherlands B.V. ürünüyle ilgili garantilerinizi veya yasal haklarınızı etkilemez. Yalnızca kullanımınıza sunulan bu kaynak kodu için geçerlidir.

Open Source

Android (9.0.0)

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

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

linux kernel (4.9)

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

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

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

mbed TLS (2.6.0)

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

aacenc (3.3.3)

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

alsa (1.0.24.1)

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

appweb (4.3.5)

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

atf (1.3)

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

bash (3.2.48)

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

bluetooth_mw (1.0)

BT Stack. The original download site for this software is: https://android.googlesource.com/platform/system/bt. This piece of software is made available under

the terms and conditions of the Apache 2.0 license, which can be found below.

bluetooth_stack (1.0)

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

bluetooth_tool (1.0)

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

boost (1.15.0)

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

busybox (1.15.3)

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

c-ares (1.12.0)

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

cJSON (1.7.7)

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

coreutils (6.9)

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

libcurl (7.59.0)

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

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

dfb (1.5.3)

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the name of a copyright holder shall notbe used in

advertising or otherwise to promote the sale, use or

other dealingsin this Software without prior written

authorization of the copyright holder.

IN THE SOFTWARE. Except as contained in this notice,

dibbler (1.0.1)

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

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

dosfstools (2.9)

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

e2fsprogs (1.41.14)

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

electric-fence (2.1.13)

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

encfs (1.3.2)

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

expat (2.1.0)

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

findutils (4.2.31)

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

freetype (2.7.1)

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

fuse (2.8.4)

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

fusion (8.7.0)

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

gawk (3.1.5)

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

gdisk (0.8.1)

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

glibc (2.18)

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

googletest (1.7.0)

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

grep (2.5.1a)

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

gzip (1.3.12)

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

harfbuzz (1.4.2)

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

icu (51.1)

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

inetutils (1.4.2)

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

iptables (1.4.15)

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

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

iputils (s20101006)

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

jansson (2.4)

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

jpeg (6b)

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

jsonrpc (2.0)

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

libdwarf

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

libelf (0.8.1.3)

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

libiconv (1.11.1)

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

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

libnl (v3.2.29)

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

libusb (1.0.9)

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

libuv (libuv-v1.20.3)

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

libwebsockets (3.0)

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

libxml2 (2.7.8)

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

lighttpd (1.4.35)

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

liveMedia (2011.06.12)

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

lvm2 (2.02.89)

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

lz4 (1.8.1.2)

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

lzma (4.65)

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

mng (1.0.10)

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

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

module-init-tools (3.12)

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

mtp (1.1.6)

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

ncurses (5.7)

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

net-tools (1.60)

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

nghttp2 (1.21.1)

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

ntfs-3g (2010.5.22)

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

ntfsprogs (2.0.0)

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

ogg (1.3.2)

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

openh264 (1.7.0)

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

openssh (6.3p1)

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

openssl (1.0.2g)

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

png (1.2.43)

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

popt (1.16)

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

procmem (2.0)

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

procps (3.2.8)

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

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

procrank (2.0)

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

psmisc (22.13)

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

pugixml (1.8)

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

python (2.7.9)

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

grencode (3.4.2)

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

rlog (1.4)

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

rng-tools (5)

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

samba (3.0.37)

Samba is the standard Windows interoperability suite

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

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

sawman (1.5.3)

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

sed (4.1.5)

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

simple-mtpfs (0.2)

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

sqlite (3.8.4.3)

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

sqlite3 (3.7.2)

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

tar (1.17)

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

thttpd (2.25b)

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

toybox (0.4.0)

The original download site for this software is: http://www.landley.net/toybox/downloads/toybox-0.4.0.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)

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

util-linux-ng (2.18)

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

webp (0.2.1)

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

wget (1.10.2)

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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)

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

xerces (3.1.1)

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

zlib(1.2.3)

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

Hue SDK (1.8.1)

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

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

WebKit

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

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[This is the first released version of the library GPL. It is

numbered 2 because it goes with version 2 of the ordinary GPL.]

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the original authors' reputations.

Finally, any free program is threatened constantly by software

patents. We wish to avoid the danger that companies distributing free

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transforming the program into proprietary software. To prevent this,

we have made it clear that any patent must be licensed for everyone's

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

GNU General Public License, which was designed for utility programs. This

license, the GNU Library General Public License, applies to certain

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

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

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

changing the library, is in some sense simply using the library, and is

analogous to running a utility program or application program. However, in

a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

Because of this blurred distinction, using the ordinary General

Public License for libraries did not effectively promote software

sharing, because most developers did not use the libraries. We

concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the

users of those programs of all benefit from the free status of the

libraries themselves. This Library General Public License is intended to

permit developers of non-free programs to use free libraries, while

preserving your freedom as a user of such programs to change the free

libraries that are incorporated in them. (We have not seen how to achieve

this as regards changes in header files, but we have achieved it as regards

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

will lead to faster development of free libraries.

The precise terms and conditions for copying, distribution and

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

former contains code derived from the library, while the latter only

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(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

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

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

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

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

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

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

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

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

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

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

in the event an application does not supply such function or

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

its purpose remains meaningful.

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

a purpose that is entirely well-defined independent of the

application. Therefore, Subsection 2d requires that any

application-supplied function or table used by this function must

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

root function must still compute square roots.)

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

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

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

this License, whose permissions for other licensees extend to the

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

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

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

exercise the right to control the distribution of derivative or

collective works based on the Library.

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

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

the scope of this License.

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

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

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

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

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

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

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

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

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

subsequent copies and derivative works made from that copy.

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

the Library into a program that is not a library.

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

portion or

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

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

it with the complete corresponding machinereadable source code, which

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

medium customarily used for software interchange.

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

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

source code from the same place satisfies the requirement to

distribute the source code, even though third parties are not

compelled to copy the source along with the object code.

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

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

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

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

therefore falls outside the scope of this License.

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

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

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

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

Section 6 states terms for distribution of such executables.

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

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

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

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

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

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

If such an object file uses only numerical parameters, data

structure layouts and accessors, and small macros and small inline

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

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

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

Library will still fall under Section 6.)

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

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

Any executables containing that work also fall under Section 6,

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

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

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

work containing portions of the Library, and distribute that work

under terms of your choice, provided that the terms permit

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

engineering for debugging such modifications.

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

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

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

during execution displays copyright notices, you must include the

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

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

a) Accompany the work with the complete corresponding

machine-readable source code for the Library including whatever

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

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

with the Library, with the complete machinereadable "work that

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

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

executable containing the modified Library. (It is understood

that the user who changes the contents of

definitions files in the

Library will not necessarily be able to recompile the application

to use the modified definitions.)

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

least three years, to give the same user the materials

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

than the cost of performing this distribution.

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

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

specified materials from the same place.

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

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

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

Library" must include any data and utility programs needed for

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

the source code distributed need not include anything that is normally

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

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

which the executable runs, unless that component itself accompanies

the executable.

It may happen that this requirement contradicts the license

restrictions of other proprietary libraries that do not normally

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

executable that you

distribute.

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

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

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

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

the Library and of the other library facilities is otherwise

permitted, and provided that you do these two things:

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

based on the Library, uncombined with any other library

facilities. This must be distributed under the terms of the

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

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

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Version 2.1, February

1999

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

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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

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

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

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

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

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

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

Although the Lesser General Public License is Less protective of the

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

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

that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and

modification follow. Pay close attention to the difference between a

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

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

be combined with the library in order to run.

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(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

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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

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and what the program that uses the Library does.

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

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

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

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

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

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

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

in the event an application does not supply such function or

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

its purpose remains meaningful.

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

a purpose that is entirely well-defined independent of the

application. Therefore, Subsection 2d requires that any

application-supplied function or table used by this function must

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

root function must still compute square roots.)

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

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

and can be reasonably considered independent and separate works in

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

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

this License, whose permissions for other licensees extend to the

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

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

exercise the right to control the distribution of derivative or

collective works based on the Library.

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

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

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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

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

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

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

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

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

subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of

the code of

the Library into a program that is not a library.

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

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

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

it with the complete corresponding machinereadable source code, which

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

medium customarily used for software interchange.

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

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

source code from the same place satisfies the requirement to

distribute the source code, even though third parties are not

compelled to copy the source along with the object code.

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

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

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

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

therefore falls outside the scope of this License.

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

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

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

library". The executable is therefore covered by this License

Section 6 states terms for distribution of such executables.

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

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

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

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

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

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

If such an object file uses only numerical parameters, data

structure layouts and accessors, and small macros and small inline

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

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

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

Library will still fall under Section 6.)

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

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

Any executables containing that work also fall under Section 6.

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

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

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

work containing portions of the Library, and distribute that work

under terms of your choice, provided that the terms permit

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

engineering for debugging such modifications.

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

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

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

during execution displays copyright notices, you must include the

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

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

a) Accompany the work with the complete corresponding

machine-readable source code for the Library including whatever

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

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

with the Library, with the complete machinereadable "work that

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

user can modify the Library and then relink to

produce a modified

executable containing the modified Library. (It is understood

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

Library will not necessarily be able to recompile the application

to use the modified definitions.)

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

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

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

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

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

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

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

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

least three years, to give the same user the materials

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

than the cost of performing this distribution.

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

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

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

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

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

It may happen that this requirement contradicts the

license

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Copyright FAQ

========

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

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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

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adopted in future versions?

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

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

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

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

both Gnome and Jim Lyles, Vera's designer,

happy! To make sense to add

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

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

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

guide and aid for people interested in contributing to Vera.

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

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

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

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

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

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

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

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

selection and substitution; it has provisions for overriding font

names and subsituting alternatives. An example is provided by the

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

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

core server) has other mechanisms for font substitution.

Open Sans fonts

URL:

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

License for Open Sans Font Family

Apache License

Version 2.0,

January 2004

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URL: http://www.msweet.org/projects.php?Z3

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Version 2, June 1991

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libcurl

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

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libcurl - lib/krb5.c

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

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

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libcurl - lib/security.c

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

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

*

- * It has since been patched and modified a lot by Daniel Stenberg
- * <daniel@haxx.se> to make it better applied to curl conditions, and to make
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dynamic annotations

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

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

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dom-distiller-js

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

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

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The library to input, validate, and display addresses.

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

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libjingle

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libsrtp

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

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

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

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

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

introduced by others.

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

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

effectively restrict the users of a free program by obtaining a

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

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

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

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

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General Public License, applies to certain designated libraries, and

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

this license for certain libraries in order to permit linking those

libraries into non-free programs.

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

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

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

General Public License therefore permits such linking only if the

entire combination fits its criteria of freedom. The Lesser General

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

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

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

Public License. It also provides other free software developers Less

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

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

libraries. However, the Lesser license provides advantages in certain special circumstances.

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

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

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

allowed to use the library. A more frequent case is

that a free

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

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

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

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

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

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

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

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

Although the Lesser General Public License is Less protective of the

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

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

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

The "Library", below, refers to any such software

library or work

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

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

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

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

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

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

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

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

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

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

in the event an application does not supply such function or

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

its purpose remains meaningful.

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

a purpose that is entirely well-defined independent of the

application. Therefore, Subsection 2d requires that any

application-supplied function or table used by this function must

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

root function must still compute square roots.)

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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

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

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

subsequent copies and derivative works made from that copy.

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

the Library into a program that is not a library.

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

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

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

it with the complete corresponding machinereadable source code, which

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

medium customarily used for software interchange.

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

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

source code from the same place satisfies the requirement to

distribute the source code, even though third parties are not

compelled to copy the source along with the object code.

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

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

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

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

therefore falls outside the scope of this License.

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

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

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

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

Section 6 states terms for distribution of such executables.

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

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

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

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

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

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

If such an object file uses only numerical parameters, data

structure layouts and accessors, and small macros and small inline

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

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

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

Library will still fall under Section 6.)

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

distribute the object code for the work under the

terms of Section 6.

Any executables containing that work also fall under Section 6.

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

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

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

work containing portions of the Library, and distribute that work

under terms of your choice, provided that the terms permit

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

engineering for debugging such modifications.

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

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

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

during execution displays copyright notices, you must include the

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

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

a) Accompany the work with the complete corresponding

machine-readable source code for the Library including whatever

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

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

with the Library, with the complete machinereadable "work that

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

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

executable containing the modified Library. (It is understood

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

Library will not necessarily be able to recompile the application

to use the modified definitions.)

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

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

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

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

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

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

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

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

least three years, to give the same user the materials

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

than the cost of performing this distribution.

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

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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

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

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which the executable runs, unless that component itself accompanies

the executable.

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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

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That's all there is to it!

libvpx

URL: http://www.webmproject.org

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libxml

URL: http://xmlsoft.org

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libxslt

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libyuv

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linux-syscall-support

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LZMA SDK

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

LZMA SDK is placed in the public domain.

mesa

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

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code. If you link a program 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.

Our method of protecting your rights has two steps: (1) copyright

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Also, for each distributor's protection, we want to make certain

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Finally, any free program is threatened constantly by software

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the same as in the ordinary license.

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

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

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

changing the library, is in some sense simply using the library, and is

analogous to running a utility program or application

program. However, in

a textual and legal sense, the linked executable is a combined work, a

derivative of the original library, and the ordinary General Public License

treats it as such.

Because of this blurred distinction, using the ordinary General

Public License for libraries did not effectively promote software

sharing, because most developers did not use the libraries. We

concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the

users of those programs of all benefit from the free status of the

libraries themselves. This Library General Public License is intended to

permit developers of non-free programs to use free libraries, while

preserving your freedom as a user of such programs to change the free

libraries that are incorporated in them. (We have not seen how to achieve

this as regards changes in header files, but we have achieved it as regards

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

will lead to faster development of free libraries.

The precise terms and conditions for copying, distribution and

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

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

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(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

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

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

in the event an application does not supply such function or

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

its purpose remains meaningful.

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

a purpose that is entirely well-defined independent of the

application. Therefore, Subsection 2d requires that any

application-supplied function or table used by this function must

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

root function must still compute square roots.)

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

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

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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

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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

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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

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

a) Accompany the work with the complete corresponding

machine-readable source code for the Library including whatever

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

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with the Library, with the complete machinereadable "work that

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

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

executable containing the modified Library. (It is understood

that the user who changes the contents of

definitions files in the

Library will not necessarily be able to recompile the application

to use the modified definitions.)

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

least three years, to give the same user the materials

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

than the cost of performing this distribution.

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

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

specified materials from the same place.

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

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

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

Library" must include any data and utility programs needed for

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

the source code distributed need not include anything that is normally

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

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

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It may happen that this requirement contradicts the license

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

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

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

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

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

the Library and of the other library facilities is otherwise

permitted, and provided that you do these two things:

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

based on the Library, uncombined with any other library

facilities. This must be distributed under the terms of the

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

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

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

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END OF TERMS AND CONDITIONS

Appendix: How to Apply These Terms to Your New Libraries

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To apply these terms, attach the following notices to the library. It is

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<one line to give the library's name and a brief
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Yoyodyne, Inc., hereby disclaims all copyright interest in the

library 'Frob' (a library for tweaking knobs) written by James Random Hacker.

<signature of Ty Coon>, 1 April 1990 Ty Coon, President of Vice

That's all there is to it!

modp base64 decoder

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

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

*

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Moio

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

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mt19937ar

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

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

Coded by Takuji Nishimura and Makoto Matsumoto.

POSSIBILITY OF SUCH DAMAGE.

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

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Netscape Plugin Application Programming Interface (NPAPI)

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

Version: MPL 1.1/GPL 2.0/LGPL 2.1

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OpenMAX DL

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

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The files were originally licensed by ARM Limited.

The following files:

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

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URL: http://git.xiph.org/?p=opus.git

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Protocol Buffers

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

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

qcms

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sfntlv

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

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usrsctp

URL: http://github.com/sctplab/usrsctp

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x86inc

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

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

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

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

URL: http://zlib.net/

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

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url parse

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

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<u>13</u>

Yardım ve Destek

13 '

Sorun giderme

Açma ve Uzaktan Kumanda

TV açılmıyor:

- Güç kablosunu elektrik prizinden çıkarın. Bir dakika bekleyip geri takın.
- · Güç kablosunun sıkıca takılı olduğundan emin olun.

Açma veya kapatma sırasında çıtırtı sesi geliyor

TV'yi açarken, kapatırken ya da bekleme moduna alırken TV kasasından gelen bir çıtırtı sesi duyarsınız. Bu sesin nedeni, TV'nin soğurken ve ısınırken normal şekilde genişlemesi ve küçülmesidir. Bu durum performansı etkilemez.

TV uzaktan kumandaya yanıt vermiyor

TV'nin çalışmaya başlaması için belirli bir süre gerekir. TV bu esnada uzaktan kumandaya veya TV kontrollerine yanıt vermez. Bu, normal bir durumdur. TV uzaktan kumandası yanıt vermemeye devam ediyorsa uzaktan kumandanın çalışıp çalışmadığını cep telefonu kamerası ile kontrol edebilirsiniz. Telefonu kamera moduna geçirin ve uzaktan kumandayı kamera lensine doğrultun. Uzaktan kumandanın herhangi bir tuşuna bastığınızda kamerada kızılötesi LED'in titreştiğini görüyorsanız uzaktan kumanda çalışıyordur. TV'nin kontrol edilmesi gerekir.

Yanıp sönmeyi görmüyorsanız uzaktan kumanda bozulmuş ya da kumandanın pilleri bitmiş olabilir. TV ile kablosuz olarak eşleştirilmiş uzaktan kumandaları bu yöntemle kontrol edemezsiniz.

Philips başlangıç ekranı gösterildikten sonra TV bekleme moduna geçiyor

TV bekleme modundayken Philips başlangıç ekranı görüntülenir ve TV bekleme moduna geri döner. Bu, normal bir durumdur. TV'nin güç kaynağı bağlantısı kesilip yeniden kurulduktan sonraki ilk başlatmada başlangıç ekranı görüntülenir. Bekleme modundaki TV'yi açmak için uzaktan kumandadaki veya TV'deki Φ düğmesine basın.

Bekleme ışığı yanıp sönüyor

Güç kablosunu elektrik prizinden çıkarın. 5 dakika bekleyip güç kablosunu geri takın. Işık yanıp sönmeye devam ederse Philips TV Müşteri Destek Merkezi ile irtibata geçin.

Kanallar

Kurulum sırasında dijital kanal bulunamadı

TV'nizin ülkenizde DVB-T veya DVB-C'yi desteklediğinden emin olmak için teknik özelliklere bakın.

Tüm kabloların doğru şekilde bağlı ve doğru ağın seçili olduğundan emin olun.

Önceden kurulmuş kanallar kanal listesinden kayboldu

Doğru kanal listesinin seçili olduğundan emin olun.

Görüntü

Görüntü yok / bozuk

- · Antenin TV'ye doğru şekilde bağlı olduğundan emin olun
- Görüntü kaynağı olarak doğru cihazın seçili olduğundan emin olun.
- · Harici cihaz veya kaynağın doğru şekilde bağlandığından emin olun.

Ses var ama görüntü yok

· Görüntü ayarlarının doğru olduğundan emin olun.

Anten az çekiyor

- · Antenin TV'ye doğru şekilde bağlı olduğundan emin olun.
- Hoparlörler, topraklanmamış ses cihazları, neon ışıklar, yüksek binalar ve diğer büyük cisimler alım kalitesini etkileyebilir. Mümkünse anten yönünü değiştirerek ya da cihazları TV'den uzaklaştırarak alım kalitesini artırmaya çalışın.
- · Alım yalnızca bir kanalda zayıfsa kanala Manuel Kurulum ile ince ayar yapın.

Cihazdan gelen görüntü kötü

- · Cihazın doğru şekilde bağlandığından emin olun.
- · Görüntü ayarlarının doğru olduğundan emin olun.

Görüntü ekrana sığmıyor

Farklı bir görüntü formatına geçin.

Görüntü doğru konumda değil

Bazı cihazlardan gelen görüntü sinyalleri ekrana doğru şekilde oturmayabilir. Bağlı cihazın sinyal çıkışını kontrol edin.

Bilgisayar görüntüsü sabit değil

Bilgisayarınızın desteklenen çözünürlüğü ve yenileme hızını kullandığından emin olun.

Ses

Ses yok veya kalitesi kötü

TV ses sinyali algılamazsa otomatik olarak ses çıkışını kapatır. Bu, arıza olduğu anlamına gelmez.

- · Ses ayarlarının doğru şekilde ayarlandığından emin olun.
- Tüm kabloların doğru şekilde bağlandığından emin olun.
- Sesin kapatılmadığından veya sıfıra ayarlanmadığından emin olun.
- TV ses çıkışının Ev Sinema Sistemi ses girişine bağlı olduğundan emin olun.

Ses, HTS hoparlörlerinden duyulmalıdır.

• Bazı cihazlar HDMI ses çıkışını manuel olarak etkinleştirmenizi gerektirebilir. HDMI ses etkinleştirildiği halde hala ses duyamıyorsanız cihazın dijital ses formatını PCM'ye (Darbe Kodu Modülasyonu) değiştirmeyi deneyin. Talimatlar için cihazınızla birlikte verilen belgelere bakın.

Bağlantılar

HDMI

- HDCP (Yüksek Bant Genişliğine Sahip Dijital İçerik Koruması) desteği, TV'nin HDMI cihazından gelen içeriği görüntülemesinde gecikmeye neden olabilir.
- TV HDMI cihazını algılamıyorsa ve görüntü yoksa kaynağı bir cihazdan başka bir cihaza geçirin ve daha sonra geri alın.
- Ses aralıklı olarak kesiliyorsa HDMI cihazından çıkış ayarlarının doğru olduğundan emin olun.
- HDMI DVI adaptörü veya HDMI DVI kablosu kullanıyorsanız varsa ek bir ses kablosunun AUDIO IN (yalnızca mini jak) girişine bağlandığından emin olun.

EasyLink çalışmıyor

- HDMI cihazların HDMI-CEC ile uyumlu olduğundan emin olun. EasyLink özellikleri yalnızca HDMI-CEC ile uyumlu olan cihazlarla çalışır.

Ses simgesi gözükmüyor

- Bir HDMI-CEC ses cihazı bağlandığında bu durum normaldir.

USB cihazındaki fotoğraflar, videolar ve müzikler gözükmüyor

- USB depolama cihazının depolama cihazı belgelerinde belirtilen şekilde Yığın Depolama Sınıfı uyumlu olarak ayarlandığından emin olun.
- USB depolama cihazının TV ile uyumlu olduğundan emin olun.
- Ses ve görüntü dosyası formatlarının TV tarafından desteklendiğinden emin olun.

USB dosyaları kesik kesik oynatılıyor

- USB depolama cihazının aktarım performansı, TV'ye

veri aktarma hızını sınırlayarak kötü kaliteli oynatmaya neden olabilir.

Wi-Fi, İnternet ve Bluetooth

Wi-Fi ağı bulunamadı veya bozuk

- Yakınınızda bulunan mikrodalga fırınlar, DECT telefonlar veya diğer Wi-Fi 802.11b/g/n/ac cihazları kablosuz ağı bozabilir.
- · Ağınızdaki güvenlik duvarlarının TV'nin kablosuz bağlantısına erişime izin verdiğinden emin olun.
- · Kablosuz ağ evinizde düzgün çalışmıyorsa kablolu ağ kurmayı deneyin.

Internet çalışmıyor

· Yönlendirici bağlantısında sorun yoksa yönlendiricinin Internet bağlantısını kontrol edin.

PC ve Internet bağlantısı yavaş

- İç mekanlardaki kapsama alanı, aktarım hızı ve sinyal kalitesi ile ilgili diğer faktörler hakkında bilgi edinmek için kablosuz yönlendiricinin kullanım kılavuzuna bakın.
- · Yönlendiriciniz için yüksek hızlı (geniş bant) Internet bağlantısı kullanın.

DHCE

• Bağlantı kurulamazsa yönlendiricinin DHCP (Dinamik Bilgisayar Yapılandırma Protokolü) ayarını kontrol edebilirsiniz. DHCP açılmalıdır.

Bluetooth bağlantısı kaybedildi

• Birçok kablosuz yönlendiricinin bulunduğu yüksek miktarda kablosuz aktivite içeren alanlarda kablosuz bağlantı sorunu yaşanabilir.

Αğ

Wi-Fi ağı bulunamadı veya bozuk

- Yakınınızda bulunan mikrodalga fırınlar, DECT telefonlar veya diğer Wi-Fi 802.11b/g/n/ac cihazları kablosuz ağı bozabilir.
- · Ağınızdaki güvenlik duvarlarının TV'nin kablosuz bağlantısına erişime izin verdiğinden emin olun.
- · Kablosuz ağ evinizde düzgün çalışmıyorsa kablolu ağ kurmayı deneyin.

Internet çalışmıyor

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- · Yönlendiriciniz için yüksek hızlı (geniş bant) Internet bağlantısı kullanın.

DHCP

· Bağlantı kurulamazsa yönlendiricinin DHCP (Dinamik Bilgisayar Yapılandırma Protokolü) ayarını kontrol 13.2

Çevrimiçi Yardım

Philips TV ile ilgili herhangi bir sorunu çözmek için çevrimiçi destek hizmetimize başvurabilirsiniz. Dilinizi seçebilir ve ürün model numarasını girebilirsiniz.

www.philips.com/support adresine gidin

Destek sayfasında ülkenizde bize ulaşabileceğiniz telefon numarasını ve ayrıca sık sorulan soruların (SSS) yanıtlarını bulabilirsiniz. Bazı ülkelerde temsilcilerimizle sohbet etme ve sorularınızı doğrudan ya da e-posta yoluyla yöneltme seçeneği de sunulmaktadır.

Yeni TV yazılımını veya kılavuzunu bilgisayarınızda okumak için indirebilirsiniz.

13 3

Destek ve Onarım

Destek ve tamirat için ülkenizdeki Müşteri Destek Merkezi'nin numarasını arayabilirsiniz. Servis mühendislerimiz, gerektiğinde onarım gerçekleştirir.

Telefon numarası, TV ile birlikte verilen basılı belgelerde bulunmaktadır.

Alternatif olarak <u>www.philips.com/support</u> web sitemize başvurun ve gerekirse ülkenizi seçin.

TV model numarası ve seri numarası

TV ürün model numarası ve seri numarasını vermeniz istenebilir. Bu numaraları ambalaj etiketinde veya TV'nin arkasında veya alt kısmındaki tip etiketinde bulabilirsiniz.

▲ Uyarı

TV'nizi tamir etmeye kalkışmayın. Bu, ciddi yaralanmalara, TV'nizin tamir edilemez bir şekilde zarar görmesine veya garantinizin geçersiz kalmasına neden olabilir.

Güvenlik ve Bakım

14.1

Güvenlik

Önemli

TV'nizi kullanmadan önce tüm güvenlik talimatlarını okuyun ve anlayın. Talimatların hatalı uygulanmasından kaynaklanan hasarlarda garanti geçerli değildir.

Üreticinin izni olmadan bu ekipmanda değişiklik yapmayın.

Elektrik Çarpması veya Yangın Riski

• TV'yi asla yağmura veya suya maruz bırakmayın. TV'nin yanına vazo gibi içi su dolu nesneler kovmayın.

TV'nin üzerine veya içine sıvı dökülmesi durumunda TV'nin güç kablosunu elektrik prizinden hemen çıkarın.

TV'nizi kullanmadan önce Philips TV Müşteri Destek Merkezi'ne kontrol ettirin.

- TV'yi, uzaktan kumandayı veya pilleri kesinlikle aşırı ısıya maruz bırakmayın. Bunları kesinlikle yanan mumların, açık alevlerin veya doğrudan güneş ışığı gibi diğer ısı kaynaklarının yanına yerleştirmeyin.
- TV'nin havalandırma açıklıklarından veya diğer açıklıklarından içeri asla nesne sokmayın.
- Güç kablosunun üzerine kesinlikle ağır cisimler koymayın.
- Kablo fişini darbelere karşı koruyun. Sıkı durmayan fişler kıvılcım sıçramasına veya yangına neden olabilir. TV ekranını döndürürken güç kablosunun gerilmediğinden emin olun.
- TV'nin güç bağlantısını kesmek için TV'nin elektrik fişi prizden çekilmelidir. Gücü keserken, her zaman kabloyu değil fişi çekmeye dikkat edin. Her zaman fiş, güç kablosu ve prize tam olarak erişim sağlayabilmeniz gerekir.

Yaralanma veya TV'de Hasar Oluşması Riski

- 25 kilo veya 55 lb'den daha ağır olan TV'leri kaldırmak ve taşımak için iki kişi gereklidir.
- TV'yi stand üzerine monte ediyorsanız sadece birlikte verilen standı kullanın. Standı TV'ye sıkıca sabitleyin.

TV'yi, TV'nin ve standın ağırlığını taşıyabilecek güçte düz ve yatay bir yüzey üzerine yerleştirin.

· Duvara monte ederken, duvar montaj tertibatının TV

setinin ağırlığını güvenli bir şekilde taşıyabileceğinden emin olun. TP Vision kaza, yaralanma veya hasara neden olacak şekilde yapılan uygunsuz duvar montajlarıyla ilgili hiçbir sorumluluğu kabul etmemektedir.

• Bu ürünün bazı parçaları camdan üretilmiştir. Yaralanma ve hasara karşı dikkatli taşıyın.

TV'nin zarar görme riski!

TV'yi prize bağlamadan önce, gerilim değerinin TV'nin arka kısmında belirtilen değerle aynı olduğundan emin olun. Gerilim değerleri birbirinden farklıysa TV'yi kesinlikle prize bağlamayın.

Dengesizlik Tehlikeleri

Televizyon seti düşerek ciddi yaralanmalara veya ölüme neden olabilir. Özellikle çocuklarda görülen pek çok yaralanmanın, aşağıdakiler gibi basit önlemler alınarak önüne geçilebilir:

- Televizyon setinin destekleyici mobilyanın kenarından çıkıntı yapmadığından HER ZAMAN emin olun
- DAİMA televizyon seti üreticisi tarafından önerilen dolapları, standları veya montaj yöntemlerini kullanın.
- DAİMA televizyon setini güvenli bir şekilde destekleyebilen mobilyalar kullanın.
- Çocuklara DAİMA mobilyaların üzerine çıkıp Televizyon setine veya kumandalarına ulaşmaya çalışmanın tehlikelerinden bahsedin.
- DAİMA televizyonunuza bağlı kabloları doğru yerleştirerek kablolara takılıp düşme veya kabloları çekme ihtimalini ortadan kaldırın.
- · Televizyon setini ASLA dengesiz bir yere koymayın.
- Televizyon setini, hem mobilyaları hem de televizyon setini uygun bir desteğe sabitlemeden ASLA uzun mobilyaların (örneğin dolaplar veya kitaplıklar) üzerine koymayın.
- Televizyon setini ASLA televizyon setiyle destek mobilyasının arasına koyulan bir bez veya diğer malzemelerin üzerine yerleştirmeyin.
- Oyuncak ve uzaktan kumanda gibi çocukların tırmanarak erişmek isteyebileceği nesneleri ASLA televizyonun veya televizyonun konduğu mobilyaların üzerine yerleştirmeyin.

Mevcut televizyon seti yeri değiştirilerek kullanılacaksa yukarıdakilerle aynı hususlar geçerlidir.

Pillere İlişkin Riskler

- · Pili yutmayın. Kimyasal yanık tehlikesi vardır.
- Uzaktan kumandada düğme pil bulunabilir. Bu düğme pil yutulursa 2 saat içinde ciddi iç yanıklara sebep olabilir ve ölüme yol açabilir.
- · Yeni ve kullanılmış pilleri çocuklarınızdan uzak tutun.
- Pil bölmesi emniyetli bir şekilde kapanmıyorsa ürünü kullanmayı bırakın ve çocuklarınızdan uzak tutun.

- Pillerin yutulduğunu ya da vücuda girdiğini düşünüyorsanız derhal tıbbi yardım alın.
- Yanlış tipte bir pil takılması durumunda patlama ya da yangın riski vardır.
- Bir pilin yanlış tipte bir pille değiştirilmesi sigortayı devreden çıkarabilir (ör. bazı lityum pil tipleri takılırsa).
- Pilin ateşe veya sıcak fırına atılarak, mekanik olarak ezilerek ya da kesilerek bertaraf edilmesi patlamaya neden olabilir.
- Pilin aşırı yüksek sıcaklıktaki bir ortamda bırakılması patlamaya ya da yanabilir sıvı veya gaz sızıntısına neden olabilir.
- Pilin aşırı düşük hava basıncına maruz bırakılması patlamaya ya da yanabilir sıvı veya gaz sızıntısına neden olabilir.

Aşırı İsinma Riski

TV'yi hiçbir zaman etrafında yeterli boşluk olmayan bir alana kurmayın. Havalandırma için TV'nin çevresinde her zaman en az 10 cm boş alan bırakın. Perdelerin veya başka eşyaların TV'nin havalandırma deliklerini kapatmasına engel olun.

Şimşekli Fırtınalar

Şimşekli fırtınalar öncesinde TV'nin güç ve anten bağlantılarını kesin.

Şimşekli fırtınalar sırasında TV'ye, güç kablosuna veya anten kablosuna asla dokunmayın.

İşitme Duyusunun Zarar Görmesi Riski

Yüksek ses seviyelerinde veya uzun süre boyunca kulaklık kullanmaktan kaçının.

Düşük Sıcaklıklar

TV'nin nakliyesi, 5°C'den düşük sıcaklıklarda yapılmışsa TV'nin ambalajını açın ve TV'yi prize takmadan önce TV'nin ortam sıcaklığına ulaşmasını bekleyin.

Nem orani

Nadir durumlarda, sıcaklık ve neme bağlı olarak TV ön camının içerisinde küçük yoğunlaşmalar oluşabilir (bazı modellerde). Bunu önlemek için TV'yi doğrudan güneş ışığına, ısıya veya neme maruz bırakmayın. Yoğunlaşma oluşursa TV birkaç saatliğine çalıştırıldığı zaman kendiliğinden kaybolacaktır.

Rutubet yoğunlaşması TV'ye zarar vermez ya da arızaya yol açmaz.

14 2

Ekran Bakımı

- Ekrana herhangi bir nesne ile dokunulmamasını, ekranın itilmemesini, sürtülmemesini ve çizilmemesini sağlayın.
- · Temizlik öncesinde TV'nin fişini çıkarın.
- TV'yi ve kasasını yumuşak ve nemli bir bezle silin. TV'yi temizlemek için kesinlikle alkol, kimyasal maddeler veya ev temizlik ürünleri kullanmayın.
- Şekil bozukluğu oluşmasını veya renk solmasını engellemek için su damlacıklarını olabildiğince çabuk silin
- Sabit görüntülerden mümkün olduğunca kaçının. Sabit görüntüler, ekranda uzun süre kalan görüntülerdir. Sabit görüntüler arasında ekran menüleri, siyah çubuklar, saat ekranları vb. bulunmaktadır. Hareketsiz görüntüler kullanmak zorundaysanız ekranın zarar görmesini önlemek için ekran kontrastını ve parlaklığını azaltın.

14.3

SAĞLIK TESİSİ APARATI

Bu TV'nin bir hastanede, bakım evinde, tıbbi bakım merkezinde ya da kurulumun tehlikeli olmayan bir alanla sınırlı olduğu benzer bir sağlık tesisinde eğlence amacıyla kullanılması amaçlanıyorsa duvara veya tavana monte edilmelidir.

Hastanın kalbine bağlı prob, kateter veya başka bir elektrot gibi harici bir elektrik iletkeniyle tedavi edildiği

kritik bakım alanlarında kullanıma yönelik değildir ancak cihaz, hasta tarafından sağlık kuruluşunda kaldığı süre içerisinde temas edilecektir.

14.4

Radyasyona Maruz Kalma Bildirimi (yalnızca dahili Wi-Fi için)

Bu ekipman, kontrolsüz bir ortam için belirlenen AT radyasyona maruz kalma sınırlarına uygundur. Bu ekipman, yayıcı ile gövde arasında en az 20 cm mesafe olacak şekilde kurulmalı ve çalıştırılmalıdır.

AB'deki frekans, mod ve iletilen maksimum güç değerleri aşağıda listelenmiştir:

- -2400-2483,5 MHz: < 20 dBm (EIRP), yalnızca 2,4 G ürün için.
- -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)

Kullanım Koşulları

15

Kullanım Şartları - TV

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Bu ürün, ürünün üreticisi olan ve burada TP Vision olarak anılacak olan TP Vision Europe B.V. veya bağlı şirketlerinden biri tarafından pazara sunulmuştur. Bu kitapçıkla birlikte ambalajlanan TV'nin garantörü TP Vision'dır. Philips ve Philips Kalkan Amblemi, Koninklijke Philips N.V. şirketinin tescilli ticari markalarıdır.

Teknik özellikler önceden bildirilmeksizin değiştirilebilir. Ticari markalar, Koninklijke Philips Electronics N.V şirketine veya ilgili hak sahiplerine aittir. TP Vision, daha önce yapılan sevkiyatlarda ayarlama yapma yükümlülüğü olmaksızın ürünleri herhangi bir zamanda değiştirme hakkını saklı tutar.

TV ile ambalajlanan yazılı içeriğin ve TV'nin belleğinde bulunan ya

da <u>www.philips.com/support</u> adresindeki Philips web sitesinden indirilen kılavuzun sistemin kullanım amacı için yeterli olduğu düşünülmektedir.

Bu kılavuzda bulunan içeriğin sistemin kullanım amacı için yeterli olduğu düşünülmektedir. Ürün, bağımsız modülleri veya prosedürleri burada belirtilenler dışındaki amaçlar için kullanılacaksa geçerlilik ve uygunluk onayı alınmalıdır. TP Vision, içeriğin herhangi bir ABD patentini ihlal etmediğini garanti eder. Açık veya zımni başka hiçbir garanti verilmez. TP Vision bu belgenin içeriğindeki hatalar veya bu belgenin içeriğinden kaynaklanan sorunlar için sorumlu tutulamaz. Philips'e bildirilen hatalar mümkün olan en kısa sürede düzeltilecek ve Philips destek web sitesinde yayınlanacaktır.

Garanti şartları: Yaralanma riski, TV'de hasar oluşması veya garantinin geçersiz olduğu durumlar! TV'nizi kendiniz tamir etmeyi kesinlikle denemeyin. TV'yi ve aksesuarları yalnızca üreticinin amaçladığı şekilde kullanın. TV'nin arka tarafına basılı olan uyarı işareti, elektrik çarpması riskini belirtir. TV'nin kapağını asla açmayın. Servis veya onarım hizmeti almak için her zaman Philips TV Müşteri Destek Merkezi ile irtibata geçin. Telefon numarası TV ile birlikte verilen basılı belgelerde bulunmaktadır. Alternatif olarak www.philips.com/support adresindeki web sitemize başvurun ve gerekirse ülkenizi seçin. Bu kılavuzda açık olarak yasaklanan kullanımlar ya da bu kılavuzda önerilmeyen veya izin verilmeyen değişiklikler veya montaj prosedürleri garantiyi geçersiz kılar.

Piksel özellikleri

Bu TV ürünü çok sayıda renkli piksele sahiptir. %99,999 oranında veya daha fazla etkin piksele sahip olsa da ekranda sürekli olarak siyah noktalar veya parlak ışık noktaları (kırmızı, yeşil veya mavi) görünebilir. Bu, ekranın yapısal özelliğinden kaynaklanır (ortak endüstri standartları dahilinde) ve bir arıza değildir.

CE uyumluluğu

TP Vision Europe B.V. bu televizyonun, 2014/53/EU (RED), 2009/125/EC (Eco Design) ve 2011/65/EC (RoHS) Direktiflerinin temel gereksinimlerini karşıladığını ve diğer ilgili hükümleriyle uyumlu olduğunu beyan eder.

EMF uyumluluğu

TP Vision tüketiciler için her elektronik cihaz gibi genel olarak elektromanyetik sinyal verme ve alma özelliğine sahip olan birçok ürün üretmekte ve satmaktadır. TP Vision'ın önde gelen iş ilkelerinden biri, ürünlerimiz için tüm gerekli sağlık ve güvenlik önlemlerini almak, tüm geçerli yasal şartlara uyum sağlamak ve ürünlerin üretildiği tarihte geçerli olan Elektro Manyetik Alan (EMF) standartlarına bağlı kalmaktır.

TP Vision, sağlık üzerinde olumsuz etkileri olmayan ürünler geliştirmeyi, üretmeyi ve pazarlamayı hedefler. TP Vision, amaçlanan kullanım için doğru şekilde çalıştırıldıkları süre boyunca ürünlerinin kullanımının bugünkü bilimsel kanıtlara göre güvenli olduğunu onaylar. TP Vision, uluslararası EMF ve güvenlik standartlarının geliştirilmesinde etkin rol oynamakta ve bu sayede standartlaştırma gelişmelerini ürünlerine erkenden entegre edebilmektedir.

Telif hakları

16.1

HDMI

HDMI

HDMI, HDMI High-Definition Multimedia Interface terimleri ve HDMI Logosu Amerika Birleşik Devletleri'nde ve diğer ülkelerde HDMI Licensing Administrator, Inc.ye ait ticari veya tescilli ticari markalardır.



16.2

Dolby Audio

Dolby Laboratories lisansı altında üretilmiştir. Dolby, Dolby Audio ve çift D sembolü, Dolby Laboratories'in ticari markalarıdır. Gizli yayınlanmamış çalışmalar. Telif Hakkı 1992-2020 Dolby Laboratories. Tüm hakları saklıdır.



16.3

DTS-HD Premium Sound ™

DTS-HD Premium Sound ™

DTS patentleri için bkz. http://patents.dts.com. DTS Licensing Limited tarafından verilen lisans kapsamında üretilmiştir. DTS, the Symbol, & DTS ve the Symbol birlikte, DTS-HD ve DTS-HD logosu DTS, Inc. şirketinin Amerika Birleşik Devletleri ve/veya diğer ülkelerdeki ticari markası ve/veya tescilli ticari markalarıdır. © DTS, Inc. Tüm Hakları Saklıdır.



16 4

Wi-Fi Alliance

Wi-Fi

Wi-Fi CERTIFIED™ Logosu, Wi-Fi Alliance® şirketinin tescilli ticari markasıdır



16.5

Kensington

Kensington

(Varsa)

Kensington ve Micro Saver, ACCO World Corporation'ın ABD'de tescilli ticari markaları ve diğer ülkelerde tescil başvurusu yapılmış ve beklemede olan ticari markalarıdır.



16 6

Diğer Ticari Markalar

Diğer tüm tescilli veya tescilsiz ticari markalar ilgili sahiplerinin mülkiyetindedir.

Üçüncü tarafların sağladığı hizmetlerle ve/veya yazılımlarla ilgili sorumluluk reddi

Üçüncü tarafların sağladığı hizmetler ve/veya yazılımlar önceden bildirimde bulunmaksızın değiştirilebilir, askıya alınabilir veya iptal edilebilir. TP Vision bu durumlarda sorumlu tutulamaz.

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