# Brukerhåndbok

50BFL2114/12 58BFL2114/12 65BFL2114/12 70BFL2114/12 75BFL2114/12



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# TV-omvisning

1 1

# Profesjonell modus

## Hva du kan gjøre

Når Profesjonell modus er satt til ON, har du tilgang til en rekke ekspertinnstillinger som gir deg avansert kontroll over TV-ens tilstand eller for å legge til flere funksjoner.

Denne modusen er tiltenkt installasjoner av TV-er på for eksempel hoteller, cruiseskip, stadioner eller andre typer forretningsområder der slik kontroll kreves.

Hvis du bruker TV-en hjemme, anbefales det at Profesjonell modus er satt til OFF.

Se installasjonshåndboken for profesjonell modus for mer informasjon.

# Oppsett

7 1

## Les om sikkerhet

Les sikkerhetsinstruksjonene før du tar i bruk TV-en.

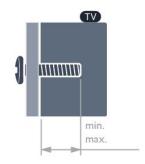
2.2

## Veggmontering

Du finner monteringsinstruksjonene for TV-stativet i hurtigveiledningen som fulgte med fjernsynet. Hvis du har mistet denne veiledningen, kan du laste den ned fra www.philips.com.

Bruk produkttypenummeret på TV-en til å søke etter den riktige hurtigveiledningen du vil laste ned.

TV-en er klargjort for en VESA-kompatibel veggmonteringsbrakett (selges separat). Bruk følgende VESA-kode når du kjøper veggfeste: . .



· 50BFL2114

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

maks.:14 mm)

· 58BFL2114

VESA MIS-F 300 x 200, M6 (min.: 18mm,

maks.:22mm)

· 65BFL2114

VESA MIS-F 400x300, M6 (min.: 12mm,

maks.:18mm)

· 70BFL2114

VESA MIS-F 400 x 200, M8 (min.: 18mm,

maks.:23mm) • 75BFL2114

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

#### Forberedelse

Først tar du de to skruhettene i plast ut av de gjengede bøssingene på baksiden av TV-en (for 50" og 65").

Sørg for at metallskruene som brukes til å montere TV-

en på den VESA-kompatible braketten, føres ca. 10 mm inn i de gjengede bøssingene til TV-en.

#### **Forsiktig**

Det kreves spesielle ferdigheter å montere TV-en på veggen. Dette bør kun gjøres av kvalifisert personell. Veggmontering av TV-en må overholde sikkerhetsstandardene i henhold til vekten på TV-en. Les også sikkerhetsinformasjonen nøye før du plasserer TV-en.

TP Vision Europe B.V. påtar seg ikke ansvar for feilmontering eller montering som fører til ulykker eller skader.

2.3

# Tips om plassering

- Plasser TV-en slik at det ikke kommer lys rett på skjermen.
- Den ideelle avstanden for å se på TV er tre ganger den diagonale skjermstørrelsen. Når du sitter, bør øynene dine være på høyde med midten av skjermen.
- Når TV-en veggmonteres, må du plassere TV-en opptil 15 cm ut fra veggen.



#### Merk:

Hold TV-en unna støvproduserende kilder som ovner. Det anbefales å rengjøre støv regelmessig for å unngå å få støv inn i TV-en.

2.4

## Strømkabel

- · Plugg strømkabelen i POWER-kontakten bak på TV-en
- · Sørg for at strømkabelen sitter godt fast i kontakten.
- Sørg for at støpselet i vegguttaket alltid er tilgjengelig.
- · Når du kobler fra strømkabelen, må du alltid dra i støpselet, aldri i kabelen.



2.5

# Antennekabel

Plugg antennestøpselet godt fast i antenneuttaket bak på TV-en.

Du kan koble til din egen antenne eller et antennesignal fra et antennedistribusjonssystem. Bruk en koaksial IEC RF-antennekontakt på 75 ohm.

Bruk denne antennekontakten til DVB-T- og DVB-C-inngangssignaler.

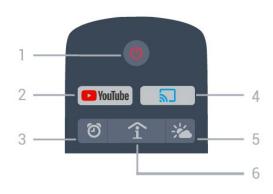


# Fjernkontroll

3 1

## Oversikt over knapper

### topp



1 − 🐧 Standby / På

Slår TV-en på eller tilbake i standby-modus.

#### 2 - Youtube

Åpner Youtube.

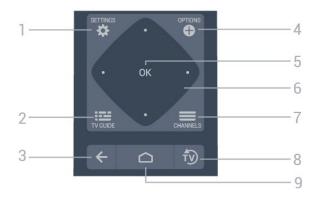
- 3 **Total Alarm** (bare når Profesjonell modus er ON ) Stiller inn alarmen.
- 4 Google Cast (bare når Profesjonell modus er ON )

Gjenspeiler innholdet på mobilenhetsskjermen på TV-en.

- 5 **½** Vær (bare når Profesjonell modus er ON ) Viser værmelding på stedet du befinner deg.
- 6 1 SMART INFO (bare når Profesjonell modus er ON)

Viser informasjon fra hotellet.

#### Midten



#### 1 - ★ SETTINGS

Åpner innstillingsmenyen.

#### 2 - III TV GUIDE

Åpner en liste over gjeldende og oppsatte TVprogrammer på kanalene.

#### 3 - **←** BACK

- · Går tilbake til forrige valgte kanal.
- · Går tilbake til forrige meny.

#### 4 - OPTIONS

Åpner eller lukker alternativmenyen.

5 - OK-tast

Bekrefter et valg eller en innstilling.

6 - Pil- / navigasjons-taster

Navigerer opp  $\wedge$ , ned  $\vee$ , til venstre  $\triangleleft$  eller til høyre  $\triangleright$ .

#### 7 − **≡** Kanal

Bytter til neste eller forrige kanal i kanallisten.

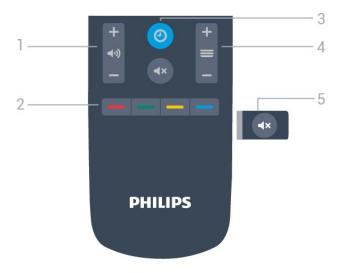
#### 8 - 10 EXIT

Bytter tilbake til å se på TV.

#### 9 - HOME

Åpne menyen Hjem.

#### Bunn



#### 1 - **◄•)** Volum

Justerer lydstyrken.

#### 2 - **— — —** Fargetaster

Direkte valg av alternativer.

#### 3 - O CLOCK

Viser klokka.

#### 4 - **■** Kanal

Bytter til neste eller forrige kanal i kanallisten.

#### 5 - **∢x** Demp

Demper eller gjenoppretter lyden.

3.2

## IR-sensor

TV-en kan motta kommandoer fra en fjernkontroll som bruker IR (infrarødt) til å sende kommandoer. Hvis du bruker en slik fjernkontroll, må du alltid påse at du retter fjernkontrollen mot den infrarøde sensoren på forsiden av TV-en.

#### **▲** Advarsel

Ikke plasser gjenstander foran den infrarøde sensoren til TV-en. Dette kan sperre for det infrarøde signalet.

3.3

## Rengjøring

Fjernkontrollen er behandlet med et ripesikkert belegg.

Rengjør fjernkontrollen med en myk, fuktig klut. Bruk aldri stoffer som alkohol, kjemikalier eller rengjøringsmidler på fjernkontrollen.

# Slå på og av

## På eller Standby

Kontroller at TV-en er koblet til nettstrømmen. Koble til den medfølgende strømkabelen i AC-inngangen på baksiden av TV-en. Indikatorlampen nederst på TV-en lyser.

#### Slå på

Slå på TV-en ved å trykke på 😃 på fjernkontrollen. Du kan eventuelt trykke på 🖒 / 🗅 Home. Hvis du har mistet fjernkontrollen eller den er tom for batteri, kan du også trykke på den lille joystick-tasten på baksiden eller undersiden av TV-en for å slå på TV-en.

#### Gå til standby

Hvis du vil sette TV-en i standby, trykker du på 👲 på fjernkontrollen. Du kan også trykke på den lille joystick-tasten på baksiden eller undersiden av TVen.

TV-en er fremdeles koblet til nettstrømmen i standbymodus, men forbruker svært lite strøm.

Hvis du vil slå TV-en helt av, kobler du fra strømkabelen.

Når du kobler fra strømledningen, skal du alltid dra i støpselet, aldri i ledningen. Påse at du har full tilgang til støpselet, strømledningen og stikkontakten hele tiden.

# Knapper på fjernsynet

Hvis du har mistet fjernkontrollen eller den er tom for batteri, kan du fremdeles utføre grunnleggende handlinger på TV-en.

Slik åpner du den grunnleggende menyen

- 1 Med TV-en slått på trykker du på joystick-tasten på baksiden eller undersiden av TV-en for å åpne den grunnleggende menyen.
- 2 Trykk på venstre eller høyre for å velge **◄•)**

Volum, ■ Kanal eller ■ Kilder.

- 3 Trykk opp eller ned for å justere volumet eller gå til neste eller forrige kanal. Trykk opp eller ned for å gå gjennom listen med kilder, inkludert valg av tuner.
- 4 Menyen forsvinner automatisk.

Hvis du vil sette TV-en i standby, velger du **O** og trykker på joystick-tasten på baksiden eller undersiden av TV-en.

# Beskrivelser

5.1

## Miljøet

#### Produktkort

#### 50BFL2114

- · Energieffektivitetsklasse: A+
- · Synlig skjermstørrelse: 126 cm / 50 tommer
- · Strømforbruk i på-modus (W): 70 W
- · Årlig energiforbruk (kWh)\*: 103 kWh
- Strømforbruk i standbymodus (W)\*\*: 0,3 W
- · Skjermoppløsning (piksler): 3840 x 2160p

#### 58BFL2114

- · Energieffektivitetsklasse: A+
- · Synlig skjermstørrelse: 146 cm / 58 tommer
- · Strømforbruk i på-modus (W): 77 W
- · Årlig energiforbruk (kWh)\*: 113 kWh
- · Strømforbruk i standbymodus (W)\*\*: 0,3 W
- · Skjermoppløsning (piksler): 3840 x 2160p

#### 65BFL2114

- · Energieffektivitetsklasse: A+
- · Synlig skjermstørrelse: 164 cm / 65 tommer
- · Strømforbruk i på-modus (W): 99 W
- · Årlig energiforbruk (kWh)\*: 145 kWh
- · Strømforbruk i standbymodus (W)\*\*: 0,3 W
- · Skjermoppløsning (piksler): 3840 x 2160p

#### 70BFL2114

- · Energieffektivitetsklasse: A+
- · Synlig skjermstørrelse: 178 cm / 70 tommer
- · Strømforbruk i på-modus (W): 123 W
- · Årlig energiforbruk (kWh)\*: 180 kWh
- · Strømforbruk i standbymodus (W)\*\*: 0,3 W
- · Skjermoppløsning (piksler): 3840 x 2160p

#### 75BFL2114

- · Energieffektivitetsklasse: A+
- · Synlig skjermstørrelse: 189 cm / 75 tommer
- · Strømforbruk i på-modus (W): 113 W
- · Årlig energiforbruk (kWh)\*: 165 kWh
- · Strømforbruk i standbymodus (W)\*\*: 0,3 W
- · Skjermoppløsning (piksler): 3840 x 2160p

\*Energiforbruk i kWh per år er basert på strømforbruket til TV-er som står på fire timer per dag i 365 dager. Det virkelige energiforbruket avhenger av hvordan TV-en brukes.

\*\*Når TV-en slås av med fjernkontrollen, og ingen funksjoner er aktive.

#### **EPREL-registreringsnummer**

50BFL2114: 341971 58BFL2114: 341994 65BFL2114: 331905

70BFL2114: 342005

75BFL2114: 342001

#### Endt bruk

#### Avhende det gamle produktet og batterier

Produktet er utformet og produsert med materialer og komponenter av svært høy kvalitet som kan resirkuleres og gjenbrukes.



Når et produkt er merket med søppelbøtten med kryss over, betyr det at produktet dekkes av det europeiske direktivet 2012/19/EU.



Vær oppmerksom på reglene for det lokale separate innsamlingssystemet for elektriske og elektroniske produkter.

Følg de lokale reglene, og ikke kast gamle produkter sammen med det vanlige husholdningsavfallet. Riktig kassering av det gamle produktet bidrar til å forhindre potensielle negative konsekvenser for miljøet og menneskers helse.

Produktet inneholder batterier som omfattes av EU-direktiv 2006/66/EF, og som ikke kan kastes sammen med vanlig husholdningsavfall.



Vær oppmerksom på lokale regler for separat innsamling av batterier. Hvis du kasserer batterier riktig, bidrar du til å forhindre potensielle negative konsekvenser for helse og miljø.

5.2

## Drift

Produktspesifikasjonene kan endres uten varsel. Hvis du vil ha mer detaljerte spesifikasjoner for produktet, kan du gå til <u>www.philips.com/support</u>

#### Drift

Nettspenning: AC 220–240 V +/- 10 %

· Omgivelsestemperatur: 5 til 35 °C

· Strømsparingsfunksjoner: Øko-modus,

bildeutkobling (for radio), automatisk timer for å slå av, meny for øko-innstillinger.

Hvis du vil ha informasjon om strømforbruket, kan du se avsnittet **Produktkort**.

5.3

# Operativsystem

Android OS:

Android Pie 9

<del>-</del>5.4

## Mottak

- · Antenneinngang: 75 ohm koaksial (IEC75)
- · Tunerbånd: Hyperband, UHF, VHF
- · DVB: DVB-T2, DVB-C (kabel) QAM
- · Analog videoavspilling: SECAM, PAL
- Digital videoavspilling: MPEG2 SD/HD (ISO/IEC 13818-2), MPEG4 SD/HD (ISO/IEC 14496-10), HEVC\*
- · Digital lydavspilling (ISO/IEC 13818-3)
- · Frekvensområde for inndata: 950 til 2150 MHz
- · Inngangsnivå: 25 til 65 dBm
- \* Kun for DVB-T2

5.5

# Skjermtype

#### Diagonal skjermstørrelse

- · 126 cm / 50 tommer
- · 146 cm / 58 tommer
- · 164 cm / 65 tommer
- · 178 cm / 70 tommer
- · 189 cm / 75 tommer

#### Skjermoppløsning

· 3840 x 2160

5.6

# Inndataoppløsning for skjerm

#### Videoformater

Oppløsning – oppdateringshastighet

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

#### Datamaskinformater

Oppløsninger (blant annet)

- · 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

57

# Tilkobling (2114)

50" 58" 65" 70"

#### På siden av TV-en

- · Felles grensesnittspor: CI+/CAM
- USB 1 USB 3.0
- · Hodetelefoner stereo minijack 3,5 mm
- · HDMI 1-inngang ARC Ultra HD

#### TV-ens underside

- · LAN-nettverk RJ45
- · HDMI 2-inngang ARC Ultra HD
- · Antenne (75 ohm)
- · USB 2 USB 2.0
- 12 V likestrømsutgang
- · 8 **Q** Audio out
- · DATA(RJ-48)

75"

#### På siden av TV-en

- · Felles grensesnittspor: CI+/CAM
- USB 1 USB 3.0
- · Hodetelefoner stereo minijack 3,5 mm
- · HDMI 1-inngang ARC Ultra HD

#### TV-ens underside

LAN-nettverk - RJ45

HDMI 2-inngang – ARC – Ultra HD

HDMI 3-inngang – ARC – Ultra HD

Antenne (75 ohm)

USB 2 - USB 2.0

12 V likestrømsutgang

8 **Ω** Audio out

DATA(RJ-48)

5.8

# Mål og vekt

#### 50BFL2114

· uten TV-stativ:

bredde: 1127,64 mm – høyde: 655,31 mm – dybde: 89,62 mm – vekt: ±11,1 kg

#### 58BFL2114

· uten TV-stativ:

bredde: 1302,08 mm – høyde: 762,56 mm – dybde: 89,92 mm – vekt: ±15 kg

#### 65BFL2114

• uten TV-stativ:

bredde: 1463,88 mm – høyde: 848,7 mm – dybde:

 $90,72 \text{ mm} - \text{vekt: } \pm 20,94 \text{ kg}$ 

#### 70BFL2114

• uten TV-stativ:

Bredde 1583,8 mm - høyde 895,4 mm - dybde 92,7

 $mm - vekt \pm 23,4 kg$ 

#### 75BFL2114

uten TV-stativ:

Bredde 1683,2 mm – høyde 974,4 mm – dybde 93,7

mm - vekt ±33,5 kg

## 5.9

# Lyd

- · Utgangseffekt (RMS): 20 W
- · Dolby Audio
- · DTS HD

# Tilkoblede enheter

6.1

## Tilkoblede enheter

## Tilkoblingsveiledning

Koble alltid en enhet til fjernsynet med tilkoblingen av høyest kvalitet som er tilgjengelig. I tillegg må du bruke kabler av god kvalitet for å sikre god overføring av bilde og lyd.

Når du kobler en ny enhet til TV-en, gjenkjenner den typen og gir hver enhet et riktig typenavn. Du kan endre typenavnet om du ønsker det. Hvis det er angitt korrekt typenavn for en enhet, vil TV-en automatisk bytte til den ideelle TV-innstillingen når du bytter til enheten i Kilde-menyen.

## Antenneport

Hvis du har en dekoder (en digital mottaker) eller opptaker, kobler du antennekablene slik at de sender antennesignalet gjennom dekoderen og/eller opptakeren først før det kommer inn i fjernsynet. På denne måten kan antennen og dekoderen sende mulige tilleggskanaler til opptakeren for opptak.

## HDMI-porter

#### Betjene enheter

Hvis du vil betjene en enhet som er koblet til HDMI og konfigurere den med EasyLink, velger du enheten – eller enhetens aktivitet – i listen over fjernsynstilkoblinger.

Profesjonell modus OFF - Trykk på △ / △ Hjem, velg • Apper, velg • KILDER . Velg en enhet som er koblet til en HDMI-tilkobling, og trykk på OK.

Profesjonell modus ON - Trykk på △ / △ Hjem, velg ▼ TVkanaler, velg ▼ Kilder. Velg en enhet som er koblet til en HDMI-tilkobling, og trykk på OK.

Trykk på • OPTIONS og velg Kontroller på

menylinjen. På skjermen velger du enhetstasten du trenger, og trykker på **OK**.

Noen svært spesifikke enhetstaster kan mangle på menyen Kontroller.

Merk: Bare enheter med støtte for funksjonen EasyLink-fjernkontroll reagerer på fjernkontrollen til TV-en.

#### HDMI-kvalitet

En HDMI-tilkobling har den beste bilde- og lydkvaliteten. Én HDMI-kabel kombinerer video- og lydsignaler. Bruk en HDMI-kabel for TV-signaler.

For å få best mulig kvalitet på signaloverføringen bør du bruke en høyhastighets HDMI-kabel, og ikke bruke en HDMI-kabel som er lengre enn 5 m.



#### Kopibeskyttelse

HDMI-kabler støtter HDCP (High-bandwidth Digital Content Protection). HDCP er et kopibeskyttelsessignal som hindrer kopiering av innhold fra en DVD- eller Blu-ray-plate. Omtales også som DRM (Digital Rights Management).

#### **HDMI ARC**

Alle HDMI-inngangene på TV-en har HDMI ARC (Audio Return Channel).

Hvis enheten, vanligvis et hjemmekinoanlegg (HTS), også har HDMI ARC-tilkoblingen, kobler du den til en av HDMI-tilkoblingene på denne TV-en. Med HDMI ARC-tilkoblingen trenger du ikke å koble til den ekstra lydkabelen som sender lyden fra TV-bildet til HTS. HDMI ARC-tilkoblingen kombinerer begge signalene.

Du kan også bruke en HDMI-tilkobling på denne TVen til å koble til HTS, men ARC er tilgjengelig bare for 1 enhet/tilkobling om gangen.





#### HDMI CEC - EasyLink

En HDMI-tilkobling har den beste bilde- og lydkvaliteten. Én HDMI-kabel kombinerer video- og lydsignaler. Bruk en HDMI-kabel for HDTV-signaler (High Definition TV). For å få best mulig kvalitet på signaloverføringen bør du bruke en høyhastighets HDMI-kabel, og ikke bruke en HDMI-kabel som er lengre enn 5 m.

Koble HDMI CEC-kompatible enheter til TV-en din. Du kan betjene dem uten TV-fjernkontrollen.

EasyLink HDMI CEC må slås på på TV-en og den tilkoblede enheten.





#### Merk:

- EasyLink fungerer kanskje ikke med enheter fra andre merker.
- HDMI CEC-funksjonene har forskjellige navn hos forskjellige produsenter. Her er noen eksempler: Anynet, Aquos Link, Bravia Theatre Sync, Kuro Link, Simplink og Viera Link. Ikke alle merker er fullstendig kompatible med EasyLink. Eksemplene på HDMI CECmerkenavn tilhører de respektive eierne.

#### EasyLink på eller av

Du kan slå EasyLink på eller av. TVen leveres med EasyLink-innstillingene slått på.

Slik slår du EasyLink helt av ...

Profesjonell modus OFF - Trykk på △ / △ Hjem. Trykk på ∨ (ned), velg Innstillinger, og trykk på OK.

Velg Kilder > EasyLink, og trykk på OK.

Velg EasyLink og trykk på OK.

Velg AV, og trykk på OK.

Trykk om nødvendig på  $\leftarrow$  BACK gjentatte ganger for å lukke menyen.

Profesjonell modus ON – Se installasjonshåndboken.

#### EasyLink-fjernkontroll

Hvis du vil at enheter skal kommunisere, men ikke vil betjene dem med fjernkontrollen til TV-en, kan du slå av EasyLink-fjernkontrollen for seg.

Slik slår du EasyLink-fjernkontrollen på eller av ...

Profesjonell modus OFF − Trykk på △ / △ Hjem. Trykk på ✔ (ned), velg Innstillinger og trykk på OK.

Velg Kilder > EasyLink, og trykk på OK .

Velg EasyLink-fjernkontroll, og trykk på OK.

Velg **På** eller **Av**, og trykk på **OK**.

Trykk om nødvendig på  $\leftarrow$  BACK gjentatte ganger for å lukke menyen.

Profesjonell modus ON – Se installasjonshåndboken.

6.2

## CAM med smartkort - CI+

#### CI+

Denne TV-en kan håndtere betinget tilgang for CI+.

Med CI+ kan du se programmer i beste HD, f.eks. Disse programmene krypteres av TV-kringkasteren og låses opp med en forhåndsbetalt CI+-modul. Digital-TV-operatører tilbyr en CI+-modul (Conditional Access Module – CAM) og et medfølgende smartkort når du abonnerer på topprogrammene deres. Digital-TV-operatører tilbyr en CI+-modul (Conditional Access Module – CAM) og et medfølgende smartkort når du abonnerer på topprogrammene deres.

Disse programmene har et høyt kopibeskyttelsesnivå.



### **Smartkort**

#### Ett smartkort

Digital-TV-operatører tilbyr en CI+-modul (Conditional Access Module – CAM) og et medfølgende smartkort når du abonnerer på topprogrammene deres. Se instruksjonene du fikk av operatøren.

Slik setter du inn CAM-modulen i TV-en

- 1 Se på CAM-modulen for å finne ut hvordan den skal settes inn. Du kan ødelegge CAM-modulen og TV-en hvis du setter den inn feil.
- 2 Stå vendt mot baksiden av TV-en med forsiden av CAM-modulen mot deg, og sett CAM-modulen forsiktig inn i sporet **COMMON INTERFACE**.
- 3 Skyv CAM-modulen så langt inn som mulig. La den stå i sporet permanent.



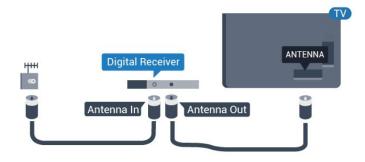
Når du slår på TV-en, kan det ta noen minutter før CAM-modulen aktiveres. Hvis det er satt inn en CAM-modul og abonnementet er betalt (abonnementene kan variere), kan du se på de krypterte kanalene som støttes av CAM-smartkortet.

CAM-modulen og smartkortet er utelukkende til din TV. Hvis du tar ut CAM-modulen, kan du ikke lenger se på de krypterte kanalene som støttes av CAM-modulen.

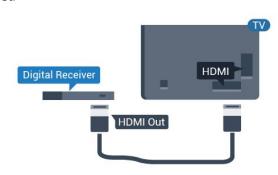
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## Mottaker – dekoder

Bruk to antennekabler til å koble antennen til dekoderen (en digital mottaker) og TV-en.



Plugg i en HDMI-kabel ved siden av antennetilkoblingene for å koble dekoderen til fjernsynet.



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# Hjemmekinosystem – HTS

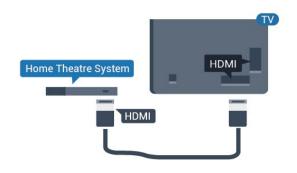
#### Koble til med HDMI ARC

Bruk en HDMI-kabel til å koble et hjemmekinoanlegg (HTS) til TV-en. Du kan koble til Philips Soundbar eller HTS med en innebygd disc-spiller.

#### **HDMI ARC**

Hvis hjemmekinosystemet har en HDMI ARCtilkobling, kan du bruke hvilken som helst HDMItilkobling på TV-en til å koble til. Det er ikke nødvendig å koble til den ekstra lydkabelen med HDMI ARC. HDMI ARC-tilkoblingen kombinerer begge signalene.

Alle HDMI-tilkoblinger på TV-en kan gi signal for Audio Return Channel (ARC). Men straks du har koblet til hjemmekinoanlegget, kan TV-en kun sende ARC-signalet til denne HDMI-tilkoblingen.



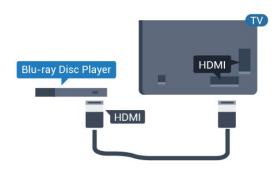
Lyd- og videosynkronisering

Hvis lyden ikke stemmer med bildet på skjermen, kan de fleste hjemmekinosystemer med en platespiller stilles inn med en forsinkelse slik at lyden og bildet stemmer overens.

6.5

# Blu-ray-platespiller

Bruk en høyhastighets HDMI-kabel til å koble Blu-ray-platespilleren til TV-en.

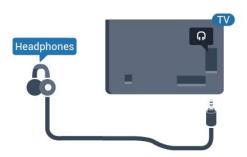


Hvis Blu-ray-platespilleren har EasyLink HDMI CEC, kan du betjene spilleren med fjernkontrollen til TV-en.

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# Hodetelefoner

Du kan koble hodetelefoner til n-inngangen på baksiden av TV-en. Kontakten er en 3,5 mm minijack. Volumet på hodetelefonene kan justeres separat.

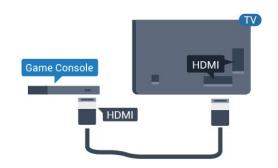


6 7

# Spillkonsoll

### **HDMI**

Best kvalitet oppnås ved å koble spillkonsollen til TVen med en høyhastighets HDMI-kabel.



6.8

# **USB-flashstasjon**

Du kan vise bilder eller spille av musikk og videoer fra en USB-minneenhet.

Koble en USB-flash-stasjon til en av USB-inngangene på TV-en mens TV-en er på.



TV-en registrerer minnepinnen og åpner en liste som viser innholdet.

Hvis innholdslisten ikke vises automatisk...

Profesjonell modus OFF - Trykk på △ / △ Hjem, velg

Apper, velg **Wilder**. Velg USB og trykk på **OK**.

Profesjonell modus On - Trykk på △ / △ Hjem, velg TV-kanaler , velg SOURCES . Velg USB og trykk på OK.

Hvis du er ferdig med å se på innholdet på minnepinnen, trykker du på も eller velger en annen aktivitet.

Hvis du vil koble fra minnepinnen, kan du trekke den ut når som helst.

6.9

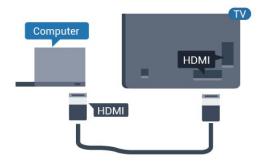
## Datamaskin

#### Koble til

Du kan koble datamaskinen til TV-en og bruke TV-en som PC-skjerm.

#### Med HDMI

Bruk en HDMI-kabel for å koble datamaskinen til TV-



## Ideell innstilling

Hvis du kobler til en datamaskin, anbefaler vi at du gir tilkoblingen til datamaskinen riktig enhetstypenavn i kildemenyen. Hvis du deretter bytter til **Datamaskin** på Kilde-menyen, settes TV-en automatisk til den ideelle innstillingen Datamaskin.

Slik setter du TV-en til den ideelle innstillingen:

Profesjonell modus OFF - Trykk på △ / △ Hjem. Trykk på ∨ (ned), velg Innstillinger og trykk på OK.

Velg Bilde, og trykk på > (høyre) for å åpne menyen. Velg Bildestil > Datamaskin og trykk på OK.

Velg På eller Av, og trykk på OK.

Trykk på  $\leftarrow$ , om nødvendig gjentatte ganger, for å lukke menyen.

Profesjonell modus ON – Trykk på △ / △ Hjem > ••• Mer > ❖ Innstillinger > ❖ Bilde. Trykk på OK.

Velg Bildestil > Datamaskin og trykk på OK.

Velg På eller Av, og trykk på OK.

Trykk på  $\leftarrow$ , om nødvendig gjentatte ganger, for å lukke menyen.

(Les mer om profesjonell modus i installasjonshåndboken.)

# Videoer, bilder og musikk

7.1

## Fra en USB-tilkobling

Du kan vise bilder eller spille av musikk og videoer fra en USB-minnepinne eller USB-harddisk.

Med TV-en slått på kobler du til en USB-flashstasjon eller en USB-harddisk til en av USB-tilkoblingene. TVen oppdager enheten og viser en liste over mediefilene dine.

Hvis listen over filer ikke åpnes automatisk:

- 1 Trykk på **≡** CHANNELS, velg **₹** Kilder.
- 2 Velg Medieleser og trykk på OK.
- 3 Du kan bla i filene i mappestrukturen du har opprettet på harddisken.
- 4 Trykk på も hvis du vil stoppe avspillingen av videoer, bilder og musikk.

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# Spill av videoene dine

## Spill av videoer

#### Åpne videomappen

- 1 Trykk på 🗮 CHANNELS, velg 🛂 Kilder.
- 2 Velg Medieleser , velg Videoer og trykk på OK.

Hvis du vil gå tilbake til mappen, trykker du på 🗲

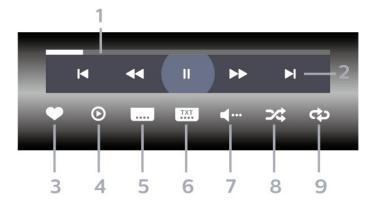
#### Spill av en video

- 1 Trykk på 🗮 CHANNELS, velg 🛂 Kilder.
- 2 Velg Medieleser , velg Videoer og trykk på OK.
- 3 Velg en av videoene. Du kan trykke på Spill av alle for å spille av alle filer i mappen, eller trykker på Merk som favoritt for å legge til den valgte videoen på Favoritter-menyen ♥ Favoritter.

Hvis du vil sette videoen på pause, trykker du på OK. Trykk på OK en gang til for å fortsette.

#### Kontrollinje

Trykk på **OK** for å vise eller skjule kontrollinjen når en video spilles av.



- 1 Fremdriftsindikator
- 2 Avspillingskontrollinje
- ► Gå til forrige video i en mappe
- ⊢ N: Gå til neste video i en mappe
  - ←: Spol tilbake
  - **▶**: Spol fremover
  - II: Setter avspillingen på pause
- 3 Merk som favoritter
- 4 Spill av alle videoene dine
- 5 Teksting: slår teksting på, av eller på ved lydutkobling.
- 6 Tekstespråk: Velg et tekstespråk (ikke tilgjengelig når Profesjonell modus er ON.)
- 7 Lydspråk: velger et lydspråk
- 8 Shuffle: spiller av filene i tilfeldig rekkefølge
- 9 Gjenta: spiller av alle videoer i denne mappen én gang eller kontinuerlig

#### Videoalternativer

Under videoavspillingen trykker du på • OPTIONS, velger Info og trykker på OK for å ...

- Merk som favoritt angi den valgte videoen som favoritt.
- Spill av alle spille av alle videofiler i denne mappen.
- Teksting hvis det er tilgjengelig, kan du slå teksting På, Av eller På ved lydutkobling.
- Lydspråk hvis dette er tilgjengelig, kan du velge et lydspråk.
- · Shuffle spill av filene i tilfeldig rekkefølge.
- Gjenta spiller av alle videoer i denne mappen én gang eller kontinuerlig.

## Vis bildene dine

#### Vis bilder

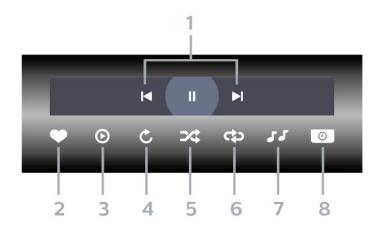
#### Åpne bildemappen

- 1 Trykk på 🗮 CHANNELS, velg 🛂 Kilder.
- 2 Velg Medieleser, velg Bilder og trykk på OK.

#### Vis et bilde

- 1 Trykk på 🗮 CHANNELS, velg 🛂 Kilder.
- 2 Velg Medieleser, velg ☑ Bilder og trykk på OK.
- 3 Velg Bilder og velg et av bildene. Du kan trykke på Lysbildefremvisning for å spille av alle filene i mappen, eller du kan trykke på Merk favoritt for å legge til det valgte bildet på Favorittermenyen • Favoritter.

#### Kontrollinje



- 1 Avspillingskontrollinje
- III: Gå til det forrige bildet i en mappe
- ⊢ M: Gå til det neste bildet i en mappe
  - II: Setter lysbildefremvisningen på pause
- 2 Merk som favoritter
- 3 Start en lysbildefremvisning
- 4 Roter bildet
- 5 Shuffle: spiller av filene i tilfeldig rekkefølge
- 6 Gjenta: viser alle bildene i denne mappen én gang eller kontinuerlig
- 7 Stopp musikken som spiller i bakgrunnen (ikke tilgjengelig når Profesjonell modus er ON)
- 8 Angir hastigheten på lysbildefremvisningen

#### Bildealternativer

Under videoavspillingen trykker du på • OPTIONS, velger Info og trykker på OK for å ...

- Merk som favoritter
- · Start en lysbildefremvisning
- · Roter bildet
- · Shuffle: spiller av filene i tilfeldig rekkefølge
- · Gjenta: viser alle bildene i denne mappen én gang eller kontinuerlig
- Stopp musikken som spiller i bakgrunnen (ikke tilgjengelig når Profesjonell modus er ON)
- · Angir hastigheten på lysbildefremvisningen

#### 7 4

## Spill av musikken din

## Spill musikk

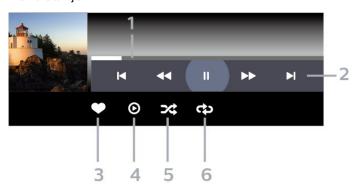
### Åpne Musikk-mappen

- 1 Trykk på **=** CHANNELS, velg **T** Kilder.
- 2 Velg Medieleser, velg JJ Musikk og trykk på OK.

#### Spill musikk

- 1 Trykk på ≡ CHANNELS, velg ₹ Kilder.
- 2 Velg Medieleser, velg JJ Musikk og trykk på OK.
- 3 Du kan trykke på Merk favoritt for å legge til Musikk-mappen på Favoritter-menyen
- Favoritter.
- 4 Du kan raskt finne musikk ved hjelp av klassifisering Sjangre, Artister, Album, Spor.

#### Kontrollinje



- 1 Fremdriftsindikator
- 2 Avspillingskontrollinje
- **◄**: Gå til forrige musikkspor i en mappe
- ►: Gå til neste musikkspor i en mappe
  - ◄: Spol tilbake
  - **▶**: Spol fremover
  - II: Setter avspillingen på pause

- 3 Merk som favoritter
- 4 Spill av all musikken din
- 5 Shuffle: spiller av filene i tilfeldig rekkefølge
- 6 Gjenta: spiller av all musikken i denne mappen én gang eller kontinuerlig

### Musikkalternativer

Under avspillingen av musikken trykker du på • OPTIONS, velger Info og trykker på OK for å ...

- Merk som favoritter
- · Spill av all musikken din
- · Shuffle: spiller av filene i tilfeldig rekkefølge
- · Gjenta: spiller av all musikken i denne mappen én gang eller kontinuerlig

# Fjernsynsguide

R 1

# Bruke TV-guiden

# Åpne TV-guiden

Hvis du vil åpne TV-guiden, trykker du på **ﷺ TV GUIDE**. Fjernsynsguiden viser kanalene til den valgte tuneren.

Trykk på **™ TV GUIDE** igjen for å lukke.

Første gang du åpner TV-guiden, skanner TV-en alle TV-kanaler etter programinformasjon. Dette kan ta flere minutter. Fjernsynsguideinformasjon lagres i TV-en.

#### a

# Spill

9.1

# Spill et spill

## Fra en spillkonsoll

Slik starter du et spill fra en spillkonsoll ...

Slå på spillkonsollen.

Profesjonell modus OFF - Trykk på △ / △ Hjem, velg • Apper. Velg Kilder og trykk på OK.

Start spillet.

Trykk på ← BACK gjentatte ganger, trykk på ூ EXIT eller stopp appen med dens egen Avslutt-/Stopp-knapp.

Hvis du trenger mer informasjon om hvordan du kobler til en spillkonsoll, kan du gå til Hjelp, trykke på fargetasten — Nøkkelord og søke opp Spillkonsoll, koble til.

Profesjonell modus ON – Trykk på ➡ SOURCES og velg en spillkonsoll eller navnet på tilkoblingen.

Start spillet.

Trykk på ← BACK gjentatte ganger, trykk på ூ EXIT eller stopp appen med dens egen Avslutt-/Stopp-knapp.

Hvis du trenger mer informasjon om hvordan du kobler til en spillkonsoll, kan du gå til Hjelp, trykke på fargetasten — Nøkkelord og søke opp Spillkonsoll, koble til.

## Etter apper

Slik starter du et spill fra Spillapper ...

Profesjonell modus Off − Trykk på △ / △ Hjem, velg 🖦 Apper, og velg deretter Google Play-spill.

Logg deg på Google-kontoen din og start et spill.

Trykk på ← BACK gjentatte ganger, trykk på Ѣ EXIT eller stopp appen med dens Avslutt-/Stopp-knapp.

Logg deg på Google-kontoen din og start et spill.

Trykk på ← BACK gjentatte ganger, trykk på Ѣ EXIT eller stopp appen med dens

# Profesjonell menyapp

10.1

# Om Profesjonell menyappen

Fra Profesjonell meny-appen kan du starte en hvilken som helst aktivitet du kan gjøre på TV-en.

Venstre del av Profesjonell meny-appen er ordnet i rader ...

- · Anbefales if
- ·TV-kanaler ▼
- · Cast ₪
- · Apper **#**
- · Spill 🞮
- Mer •••

Øvre del til høyre Profesjonell meny-appen er ordnet i rader ...

- · Administrer kontoen
- ·Vær ⊁
- · Menyspråk 👨
- · Gjeldende klokkeslett

10.2

# Åpne Profesjonell menyappen

Profesjonell modus OFF – se kapittelet Startskjerm på Android-TV.

Profesjonell modus ON – hvis du vil åpne Profesjonell meny-appen og åpne et element ...

- 1 Åpne Profesjonell meny-appen ved å trykke på Hjem  $\triangle$  /  $\triangle$ .
- 2 Velg en aktivitet ved hjelp av piltastene, og trykk på OK for å starte aktiviteten.
- 3 Hvis du vil lukke Profesjonell meny-appen uten å endre den gjeldende aktiviteten, trykker du på ←.



Når du åpner Profesjonell meny-appen, stopper avspillingen av bakgrunnsappen/-innholdet. Du må velge appen eller innholdet fra Profesjonell meny-appen for å fortsette.

10.3

## **Anbefalt**

Hvis du vil åpne Profesjonell meny-appen og åpne Anbefales ...

- 1 Åpne Profesjonell meny-appen.
- 2 Velg Anbefales 🏚 og trykk på OK for å åpne eller starte den.
- 3 Velg Anbefalte TV-kanaler. Velg en kanal fra listen og trykk på OK.
- 4 Velg ## Apper. Velg en app fra listen og trykk på OK.

10.4

## Fjernsynskanaler

#### Kanallister

#### Om kanallister

Etter kanalinstallasjonen vises alle kanalene i kanallisten. Kanalene vises sammen med navnet og logoen hvis denne informasjonen er tilgjengelig.

#### Radiostasjoner

Hvis digital kringkasting er tilgjengelig, blir digitale radiostasjoner installert under installasjonen. Bytt til

en radiokanal på samme måte som du bytter til en TV-kanal.

#### Åpne en kanalliste

Slik åpner du den gjeldende kanallisten

- 1. Trykk på 切 for å bytte til TV.
- 2. Trykk på CHANNELS for å åpne den gjeldende kanallisten. Velg Alle kanaler for å vise både TV-og radiokanaler. Velg for å vise bare TV-kanaler. Velg for å vise bare radiokanaler.
- 3. Trykk på ≡ CHANNELS en gang til for å lukke kanallisten.

## Se på kanaler

#### Gå til en kanal

Hvis du vil begynne å se på TV-kanaler, trykker du på 🕏 . TV-en går til TV-kanalen du så på sist.

#### Bytt kanaler

- Hvis du vil bytte kanaler, trykker du på **≡** + eller **≡** −.

#### Forrige kanal

 - Hvis du vil bytte tilbake til forrige kanal, trykker du på ← BACK.

#### Kanalliste

Mens du ser på en TV-kanal, trykker du på ≡ for å åpne kanallisten.

#### Kanalalternativer

#### Åpne alternativene

Mens du ser på en kanal, kan du stille inn enkelte alternativer.

Avhengig av hvilken type kanal du ser på (analog eller digital), eller avhengig av TV-innstillingene du har angitt, er enkelte alternativer tilgjengelige.

Slik åpner du menyen Alternativer

- 1 Mens du ser på en kanal, trykker du på • OPTIONS.
- 2 Trykk på OPTIONS igjen for å lukke.

#### 10.5

# Fjernsynskanaler

#### Kanallister

#### Om kanallister

Etter kanalinstallasjonen vises alle kanalene i kanallisten. Kanalene vises sammen med navnet og logoen hvis denne informasjonen er tilgjengelig.

#### Radiostasjoner

Hvis digital kringkasting er tilgjengelig, blir digitale radiostasjoner installert under installasjonen. Bytt til en radiokanal på samme måte som du bytter til en TV-kanal.

#### Åpne en kanalliste

Slik åpner du den gjeldende kanallisten

- 1. Trykk på 🔊 for å bytte til TV.
- 2. Trykk på 
  CHANNELS for å åpne den gjeldende kanallisten. Velg Alle kanaler for å vise både TVog radiokanaler. Velg for å vise bare TV-kanaler.
  Velg for å vise bare radiokanaler.
- 3. Trykk på ≡ CHANNELS en gang til for å lukke kanallisten.

## Se på kanaler

#### Gå til en kanal

Hvis du vil begynne å se på TV-kanaler, trykker du på 🕏 . TV-en går til TV-kanalen du så på sist.

#### Bytt kanaler

#### Forrige kanal

 – Hvis du vil bytte tilbake til forrige kanal, trykker du på ← BACK.

#### Kanalliste

Mens du ser på en TV-kanal, trykker du på ≡ for å åpne kanallisten.

#### Kanalalternativer

#### Åpne alternativene

Mens du ser på en kanal, kan du stille inn enkelte alternativer.

Avhengig av hvilken type kanal du ser på (analog eller digital), eller avhengig av TV-innstillingene du har angitt, er enkelte alternativer tilgjengelige.

Slik åpner du menyen Alternativer

1 - Mens du ser på en kanal, trykker du

på • OPTIONS.

2 - Trykk på • OPTIONS igjen for å lukke.

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## Google Cast

## Det du trenger

Hvis en app på den mobile enheten din har Google Cast, kan du kringkaste appen på denne TV-en. Se etter Google Cast-ikonet i mobilappen. Du kan bruke den mobile enheten din til å styre hva som skal vises på TV-en. Google Cast fungerer på Android og iOS.

Den mobile enheten din må være tilkoblet samme trådløse hjemmenettverk som TV-en.

#### Apper med Google Cast

Det kommer daglig nye Google Cast-apper på markedet. Du kan prøve det allerede nå med YouTube, Chrome, Netflix, Photowall eller Big Web Quiz for Chromecast. Se også google.com/cast

Noen produkter og funksjoner fra Google Play er ikke tilgjengelige i alle land.

Du finner mer informasjon på support.google.com/androidtv

## Kringkast til TV-en

Slik kringkaster du en app til TV-skjermen ...

Hvis du vil åpne Profesjonell meny-appen og åpne Cast ...

- 1 Åpne Profesjonell meny-appen.
- 2 Velg Cast og trykk på OK for å åpne eller starte det.
- 3 Koble smarttelefonen til TV-en ved hjelp av Wi-Fi Direct (skann QR-koden eller bruk WiFi SSID og passordet). Åpne en app som støtter Google Cast.
- 4 Trykk på Google Cast-ikonet.
- 5 Velg TV-en du vil kringkaste til.
- 6 Trykk på Spill av-knappen på smarttelefonen eller nettbrettet. Det du har valgt, skal nå begynne å

spilles av på TV-en.

10.7

## Spill

Hvis du vil åpne Profesjonell meny-appen og åpne Spill ...

- 2 Velg Spill 🔼 og trykk på OK.

#### Ideell innstilling for spill

For spill der hastighet og presisjon kreves, må du velge innstillingen Spill på TV-en før du starter å spille.

Hvis spillkonsollen er lagt til som en enhet med typen Spill på menyen Kilder (listen over tilkoblinger), stilles TV-en inn på de ideelle innstillingene for spill automatisk.

Hvis Spiller er angitt som typen for spillkonsollen og den brukes som en platespiller mesteparten av tiden, lar du enhetstypen være Spiller.

Slik setter du TV-en til den ideelle innstillingen manuelt: . .

- 1 Velg △ / △ Hjem >••• Mer > ☆ Innstillinger > ➡ Bilde > Bildestil.
- 2 Velg Spill og trykk på OK.
- 3 Trykk på ←, om nødvendig gjentatte ganger, for å lukke menyen. Husk å sette innstillingen for Spill eller datamaskin tilbake til Av når du avslutter spillingen.

10.8

## Mer

Hvis du vil åpne Profesjonell meny-appen og åpne Mer ...

- 1 Åpne Profesjonell meny-appen.
- 2 Velg ••• Mer og trykk på OK for å åpne eller starte det.
- 3 Velg ♣ Innstillinger.
- · Bilde 😅 :

Bytt mellom de forhåndsinnstilte bildestilene. Det finnes ideelle stiler for å se filmer eller bilder osv.

· Lyd **∢**∺

Bytt mellom de forhåndsinnstilte lydstilene. Det er perfekte stiler for å se på film, lytte til musikk eller spille spill.

· Bildeformat 🖪

Velg et bildeformat som passer til skjermen.

· Menyspråk 📭 :

Velg språk og trykk på OK.

4 – Velg 

Funksjoner og trykk på OK.

• Still inn alarm 👩 :

En alarm kan stilles inn på TV-en. TV-en kan vekkes på et innstilt alarmklokkeslett. Alarmklokkeslettet kan alternativt stilles inn ved å trykke på knappen **②** på fjernkontrollen.

 $\cdot$  Tidsinnst. avslåing  $o^{z_{z_z}}$ :

Med glidebryteren kan du stille inn tiden opptil 180 minutter i trinn på 5 minutter. Hvis den er satt til 0 minutter, er Tidsinnst. av slått av. Du kan alltid slå av TVen tidligere eller stille inn tiden på nytt, under nedtellingen.

· Vær 🔏 :

Viser den registrerte temperaturen, og visningen inneholder 5 dager med værvarsel for det aktuelle stedet. Alarmklokkeslettet kan alternativt stilles inn ved å trykke på knappen 🄏 på fjernkontrollen.

· TV-guide:

Still inn TV-en slik at den mottar TV-guideinformasjon fra kringkasteren eller fra Internett.

· TalkBack 👳 :

TalkBack bidrar til at synssvekkede kan bruke denne TV-en ved hjelp av tale for å få beskjed om hva som vises på skjermen.

5 – Velg Personlig 🛔 og trykk på OK.

10.9

# Profesjonelle innstillinger

#### Bildestil

Velg en stil

Trykk på △ / △ Hjem > ••• Mer > ✿ Innstillinger > ■ Bilde > Bildestil.

For å justere bildet på en enkel måte kan du velge en forhåndsdefinert bildestil.

- · Idealinnstilling bildeinnstillingene du angir ved første oppsett.
- · Livlig ideelt for TV-titting i dagslys
- · Naturlig naturlige bildeinnstillinger
- • Standard den mest energibesparende innstillingen fabrikkinnstilling
- · Film ideelt for å se på film
- · Spill ideelt for å spille spill
- · Datamaskin ideelt for å koble til en datamaskin

#### **Bildeformat**

#### Velg bildeformat

Hvis bildet ikke fyller hele skjermen og svarte rammer vises øverst eller nederst eller på begge sider, kan du justere bildet slik at det fyller hele skjermen.

Slik velger du en av de grunnleggende innstillingene

for å fylle hele skjermen

Trykk på △ / △ Hjem > ••• Mer > ☆ Innstillinger > ■ Bildeformat.

Følgende format kan bli tilgjengelig, avhengig av bildet på skjermen.

- Bredskjerm
- · Fyll skjermen
- · Tilpass til skjerm
- Uskalert

### Lydstil

#### Velg en stil

Trykk på △ / △ Hjem > ••• Mer > ☆ Innstillinger > ➡ Lyd > Lydstil.

Du kan enkelt justere lyden ved å velge en forhåndsdefinert innstilling med lydstil.

- Personlig dine personlige valg som du angav i Tilpass bilde og lyd
- · Original den mest nøytrale lydinnstillingen
- · Film ideelt for å se på film
- · Musikk ideelt for å lytte til musikk
- · Spill ideelt for å spille spill
- · Nyheter ideelt for tale

## Språk

Endre språk på TV-menyen og -meldingene

Trykk på ☆ / ♪ Hjem > ••• Mer > ❖ Innstillinger > ••• Menyspråk.

Velg menyspråk og trykk på OK.

## Øko-innstillinger

#### Slå av skjermen for å spare på strømforbruket

Trykk på ☆ / ☆ Hjem > ••• Mer > ♥
Funksjoner > ø²₁₂ Tidsinnst. avslåing > Skjerm av.

Hvis du bare hører på musikk på TV-en, kan du slå av TV-skjermen.

Bare TV-skjermen slås av. Hvis du vil slå på skjermen igjen, trykker du på en hvilken som helst knapp på fjernkontrollen.

#### Stille inn timer for å slå av

Trykk på ☆ / ♠ Hjem > ••• Mer > ➡ Funksjoner > ♠ Tidsinnst. avslåing > Tidsinnst. avslåing.

Trykk på pilene ∧ (opp) eller ∨ (ned) for å justere verdien. Verdien O (Av) deaktiverer funksjonen Slå av automatisk.

Velg Timer for å slå av. TV-en slår seg automatisk av for å spare strøm.

- \* Hvis TV-en mottar et TV-signal, men du ikke trykker på noen knapp på fjernkontrollen i løpet av fire timer, slås TV-en av automatisk.
- \* Hvis TV-en ikke mottar et TV-signal og heller ikke en kommando fra fjernkontrollen i løpet av 10 minutter, vil den slå seg av.
- \* Hvis du bruker TV-en som en skjerm, eller hvis du bruker en digital mottaker for å se på TV (en set-topboks – STB) og ikke bruker fjernkontrollen til TV-en, bør du deaktivere funksjonen Slå av automatisk og stille inn verdien til **0**.

10.10

## Google-konto

## Logg på

For at du skal kunne benytte alle funksjonene på din Phillips Android-TV, kan du logge inn på Google med Google-kontoen din.

Ved å logge inn vil du kunne spille favorittspillene dine på både telefon, nettbrett og TV. Du kan også få tilpassede video- og musikkanbefalinger på TV-ens startskjerm samt tilgang til YouTube, Google Play og andre apper.

Bruk din eksisterende Google-konto til å logge inn på Google på TV-en. En Google-konto består av en epostadresse og et passord. Hvis du ikke har noen Google-konto ennå, kan du bruke datamaskinen eller nettbrettet til å opprette en (accounts.google.com). Hvis du ikke logget inn under den første TV-installasjonen, kan du alltids logge inn senere.

#### Logg på

Trykk på ☆ / △ > Skjermen Åpne Profesjonell meny-appen.

Velg Administrer konto øverst til høyre på skjermen Åpne Profesjonell meny-appen, og trykk på **OK**. Bruk skjermtastaturet til å angi e-postadresse og passord, og trykk på **OK** for å logge deg på.

Android-TV for å fortsette.

# Startskjerm på Android-TV

11.1

# Om startskjermen på Android-TV

Koble TV-en til Internett for å dra nytte av fordelene ved Android.

Startskjermen er midt på TV-en slik den er på Androidsmarttelefonen din eller -nettbrettet ditt. Fra startskjermen kan du bestemme deg for hva du vil se på ved å bla gjennom underholdningsalternativene fra app og TV i sanntid. Hjem har kanaler som gjør at du kan oppdage flott innhold fra favorittappene dine. Du kan også legge til flere kanaler eller finne nye programmer for å få mer innhold.

11.2

# Åpne startskjermen på Android-TV

Profesjonell modus ON – se installasjonshåndboken.

Profesjonell modus OFF – hvis du vil åpne startskjermen på Android-TV og åpne et element ...

- 1 Trykk på Meny og gå til Philips-samling, og trykk deretter på OK.
- 2 Velg en aktivitet ved hjelp av piltastene, og trykk på OK for å starte aktiviteten.
- 3 Hvis du vil lukke menyen Hjem uten å endre gjeldende aktivitet, trykker du på ←.



Når du åpner startskjermen på Android-TV, stopper avspillingen av bakgrunnsappen/-innholdet. Du må velge appen eller innholdet fra startskjermen på 11.3

## Innstillinger for Android-TV

#### Bilde

Bildeinnstillinger

Bildestil

Velg en stil

Trykk på △ / △ > 🌣 Innstillinger

> Bilde > Bildestil.

For å justere bildet på en enkel måte kan du velge en forhåndsdefinert bildestil.

- · Idealinnstilling bildeinnstillingene du angir ved første oppsett.
- Livlig ideelt for TV-titting i dagslys
- · Naturlig naturlige bildeinnstillinger
- ✓ Standard den mest energibesparende innstillingen – fabrikkinnstilling
- · Film ideelt for å se på film
- · Spill ideelt for å spille spill
- · Datamaskin ideelt for å koble til en datamaskin

Farge, kontrast, skarphet, lysstyrke

#### Justere farge

Trykk på △ / △ Hjem > ❖ Innstillinger > Bilde > Farge.

Trykk på pilene ∧ (opp) eller ∨ (ned) for å justere bildets fargemetningsverdi.

#### Justere kontrast

Du kan redusere kontrastverdien for å spare på strøm.

#### Justere skarphet

Trykk på △ / △ Hjem > ♠ Innstillinger > Bilde > Skarphet. Trykk på pilene ∧ ✓

#### Justere lysstyrke

Trykk på △ / △ Hjem > ❖ Innstillinger > Bilde > Skarphet.

Trykk på pilene  $\wedge$  (opp) eller  $\vee$  (ned) for å justere lysstyrken.

Merk: Hvis du stiller inn lysstyrken mye lavere enn

Avanserte bildeinnstillinger

Fargeinnstillinger

referanseverdien (50), kan dette føre til lavere

Avanserte fargeinnstillinger

Justere fargeforbedringen
Trykk på ☆ / △ Hjem > ❖ Innstillinger >
Bilde > Avansert > Farge > Fargeforbedring.

Velg Maksimum, Middels, eller Minimum for å stille inn nivået på fargeintensiteten og detaljene i sterke farger.

Velg Vanlig, Varm, eller Kjølig for å stille inn fargetemperaturen slik du ønsker den.

Egendefinert fargetemperatur
Trykk på △ / △ Hjem > ❖ Innstillinger >
Bilde > Avansert > Farge > Egendefinert
fargetemperatur.

Velg Egendefinert i fargetemperaturmenyen hvis du ønsker å definere din egen fargetemperatur. Trykk på pilene ∧ (opp) eller ∨ (ned) for å justere verdien. WP er hvitpunkt, og BL er svartnivå. Du kan også velge én av forhåndsinnstillingene på menyen.

#### Avanserte kontrastinnstillinger

Kontrastmoduser

Trykk på ☆ / � Hjem > � Innstillinger > Bilde > Avansert > Kontrast > Kontrastmodus.

Velg Vanlig, Optimert for bilde eller Optimert for energisparing for å stille inn TV-en til automatisk å redusere kontrasten, for best energiforbruk eller for best bildeopplevelse, eller velg Av for å skru av justeringen.

#### Dynamisk kontrast

Trykk på △ / △ Hjem > � Innstillinger > Bilde > Avansert > Kontrast > Dynamisk kontrast.

Velg Maksimum, Middels eller Minimum for å angi hvilket nivå TV-en automatisk skal forbedre detaljene ved i mørke, middels lyse og lyse områder i bildet. Videokontrast, gamma

Videokontrast
Trykk på ☆ / ☆ Hjem > ❖ Innstillinger >
Bilde > Avansert > Kontrast > Videokontrast.

Trykk på pilene ∧ (opp) eller ∨ (ned) for å justere videokontrasten.

Kontrast, Gamma

Trykk på △ / △ Hjem > ♦ Innstillinger > Bilde > Avansert > Kontrast > Gamma.

Trykk på pilene ∧ (opp) eller ∨ (ned) for å angi en ikke-lineær innstilling for lystetthet og kontrast i bildet.

#### Avanserte skarphetsinnstillinger

Ultra Resolution

Trykk på ☆ / � Hjem > ✿ Innstillinger > Bilde > Avansert > Skarphet > Ultra-oppløsning.

Velg På for å få overlegen skarphet i linjekanter og detaljer.

#### **Bilderens**

Støyreduksjon

Trykk på ☆ / � Hjem > ✿ Innstillinger > Bilde > Avansert > Bilderens > Støyreduksjon.

Velg Maksimum, Middels, eller Minimum for å stille inn nivået på støyreduksjon i videoinnhold. Støy vises som regel som små prikker som beveger seg på skjermbildet.

#### MPEG-artefaktreduksjon

Trykk på ☆ / � Hjem > ✿ Innstillinger > Bilde > Avansert > Bilderens > MPEG-artefaktreduksjon.

Velg Maksimum, Middels, eller Minimum for å få forskjellige grader av utjevningsartefakter i digitalt videoinnhold.

MPEG-artefakter vises oftest som små blokker eller ujevne kanter i skjermbildet.

#### Bildeformat

Hvis bildet ikke fyller hele skjermen og svarte rammer vises øverst eller nederst eller på begge sider, kan du justere bildet slik at det fyller hele skjermen.

Slik velger du en av de grunnleggende innstillingene for å fylle hele skjermen

- 1 Mens du ser på en TV-kanal, trykker du på △ /
  △ Hjem > ♠ Innstillinger > Bilde > Bildeformat.
- 2 Velg et format fra listen, og trykk på OK.
- 3 Trykk om nødvendig på ← BACK gjentatte ganger for å lukke menyen.

Følgende format kan bli tilgjengelig, avhengig av bildet på skjermen: . .

- Bredskjerm
- Fyll skjermen
- · Tilpass til skjerm
- Uskalert

### Lyd

#### Lydstil

#### Velg en stil

Trykk på ☆ / � Hjem > � Innstillinger > Lyd > Lydstil.

Du kan enkelt justere lyden ved å velge en forhåndsdefinert innstilling med lydstil.

- Personlig dine personlige valg som du angav i Tilpass bilde og lyd
- · Original den mest nøytrale lydinnstillingen
- · Film ideelt for å se på film
- · Musikk ideelt for å lytte til musikk
- · Spill ideelt for å spille spill
- · Nyheter ideelt for tale

#### Lydbehandling

#### Velg en enhet.

Trykk på ☆ / � Hjem > � Innstillinger > Lyd > Lydbehandling.
Konfigurer lydenhetene.

- TV-høyttalere still inn TV-en til å spille av lyden på TV-en eller på det tilkoblede lydanlegget.
- · Høyttalere for hodetelefoner /badeværelse Av/På.
- Fast høyttalervolum for hodetelefoner/badeværelse
   når volumnivået er aktivert for høyttaleren for hodetelefoner/badeværelse, kan det stilles inn med bryteren under Innstillinger.
- · Hodetelefonregistrering På/AV.

#### TV-plassering

Trykk på △ / △ Hjem > ♦ Innstillinger > Lyd > TV-ens plassering.

Velg På et fjernsynsbord eller På veggen for å få best mulig lydgjengivelse i forhold til innstillingen.

#### Avansert

### Øko-innstillinger

#### Sleep Timer

Trykk på △ / △ Hjem > ♦ Innstillinger > Øko-innstillinger > Tidsinnst. avslåing.

Still inn TV-til til å bytte til Standby-modus automatisk etter en angitt periode. Hvis du vil deaktivere denne funksjonen, stiller du inn perioden til null.

Trykk på pilene ∧ (opp) eller ∨ (ned) for å justere verdien. Verdien 0 (Av) deaktiverer funksjonen Slå av automatisk.

Velg Timer for å slå av. TV-en slår seg automatisk av for å spare strøm.

- \* Hvis TV-en mottar et TV-signal, men du ikke trykker på noen knapp på fjernkontrollen i løpet av fire timer, slås TV-en av automatisk.
- \* Hvis TV-en ikke mottar et TV-signal og heller ikke en kommando fra fjernkontrollen i løpet av 10 minutter, vil den slå seg av.
- \* Hvis du bruker TV-en som en skjerm, eller hvis du bruker en digital mottaker for å se på TV (en set-topboks – STB) og ikke bruker fjernkontrollen til TV-en, bør du deaktivere funksjonen Slå av automatisk og stille inn verdien til **0**.

#### Skjerm av

Trykk på △ / △ Hjem > ♦ Innstillinger > Øko-innstillinger > Skjerm av.

Hvis du bare hører på musikk på TV-en, kan du slå av TV-skjermen.

Bare TV-skjermen slås av. Hvis du vil slå på skjermen igjen, trykker du på en hvilken som helst knapp på fjernkontrollen.

## Region og språk

språk

Trykk på △ / △ Hjem > ❖ Innstillinger > Region og språk > Språk.

Angi innstillinger for region eller språk.

- · Android-system / Menyspråk endre språket for menyer og meldinger.
- Primærlyd still inn høyeste preferanse for lydspråk i sendinger.
- · Sekundærlyd still inn neste preferanse for lydspråk i sendinger.
- Primærteksting still inn høyeste preferanse for språk for teksting i sendinger.
- Sekundærteksting still inn neste preferanse for språk for teksting i sendinger.
- Primærtekst still inn neste preferanse for tekstspråk i sendinger.
- Sekundærtekst still inn neste preferanse for tekstspråk i sendinger.

## Innstillinger for universell tilgang

Trykk på 🖒 🖒 🌣

Tilgjengelighet > Universell tilgang. Når Universell tilgang er slått på, er TV-en tilpasset bruk av personer som er døve, tunghørte, blinde eller synshemmede.

Slå på innstillinger for universell tilgang

Trykk på 🖒 🖒 🌣

Tilgjengelighet > Universell tilgang > På.

Universell tilgang for hørselshemmede

Trykk på 🖒 🖒 🌣

Tilgjengelighet > Universell tilgang > Svekket hørsel > På.

- Noen digitale TV-kanaler sender spesiallyd og teksting som er tilpasset tunghørte og døve.
- · Når denne er slått på, bytter TV-en automatisk til tilpasset lyd og teksting hvis det er tilgjengelig.

Universell tilgang for blinde eller synshemmede

Trykk på 🖒 🖒 🌣

Tilgjengelighet > Universell tilgang

> Lydbeskrivelse > Lydbeskrivelse > På.

Digitale fjernsynskanaler kan kringkaste spesielle lydkommentarer som beskriver det som skjer på skjermen.

- **♦ Innstillinger** > Tilgjengelighet > Universell tilgang > Lydbeskrivelse > Blandet volum, Lydeffekter, Tale.
- Hvis du velger Blandet volum, kan du blande volumet på den vanlige lyden med

lydkommentaren. Trykk på pilene ∧ (opp) eller ∨ (ned) for å justere verdien.

- · Slå Lydeffekter på for å få ekstra lydeffekter i lydkommentaren, for eksempel stereo eller lyd som toner ut.
- Velg Tale for å stille inn talepreferanser, Beskrivende eller Teksting.

### Innholdsvurdering

Graderingsnivå

Trykk på 🖒 🖒 🌣

Hvis du vil hindre barn i å se på programmer som ikke er egnet for deres alder, kan du angi en aldersgrense. Det kan være angitt en aldersgrense for programmer på digitale kanaler. Når aldersgrensen for et program er lik eller høyere enn alderen du har angitt som aldersgrense for barnet ditt, blir programmet låst. Hvis du vil se på et program som er låst, må du først angi koden.

Slik angir du en aldersgrense

Trykk på 🖒 🖒 🌣

Velg alderen og trykk på OK. Hvis du vil slå av aldersgraderingen, velger du Ingen. I enkelte land er det imidlertid obligatorisk å angi en aldersgrense.

Angi kode og Endring av kode

Trykk på △ / △ Hjem> ☆ Innstillinger > Innholdsgradering.

PIN-koden for barnesikringen brukes til å låse eller låse opp kanaler eller programmer.

Angi ny kode eller tilbakestill endring av kode.

Trykk på △ / △ Hjem > ☆ Innstillinger > Innholdsgradering > Endre kode.

Merk:

Hvis du glemmer PIN-koden, kan du overstyre den gjeldende koden ved å bruke **8888** og angi en ny kode.

## Koble til Android-TV-en

## Nettverk og Internett

#### Hjemmenettverk

For at du skal kunne benytte alle funksjonene på din Phillips Android-TV, må TV-en være tilkoblet Internett

Koble TV-en til et hjemmenettverk med en høyhastighets Internett-tilkobling. Du kan opprette en trådløs eller kablet forbindelse mellom TV-en og nettverksruteren.

#### Koble til nettverk

#### Trådløs tilkobling

#### Det du trenger

Hvis du vil koble TV-en trådløst til Internett, trenger du en Wi-Fi-ruter som er koblet til Internett.

Bruk en høyhastighetstilkobling til Internett (bredbånd).



#### Opprette tilkoblingen

#### Opprett tilkoblingen - WIRELESS

Trykk på △ / △ Hjem > ❖ Innstillinger > ❖ Trådløs og nettverk > Koble til nettverk > WIRELESS.

- 1 Velg det trådløse nettverket ditt fra listen over oppdagede nettverk. Hvis nettverket ditt ikke vises på listen fordi nettverksnavnet er skjult (du har slått av ruterens SSID-kringkasting), velger du Legg til nytt nettverk for å angi nettverksnavnet selv.
- 2 Avhengig av typen ruter angir du krypteringsnøkkelen (WEP, WPA eller WPA2). Hvis du har angitt krypteringsnøkkelen for dette nettverket tidligere, kan du velge OK for å opprette tilkoblingen umiddelbart.
- 3 Det vises en melding når tilkoblingen er opprettet.

#### Opprette tilkobling - WPS

Trykk på △ / △ Hjem > ❖ Innstillinger > ❖ Trådløs og nettverk > Koble til nettverk > WPS.

Hvis ruteren har WPS, kan du koble direkte til ruteren uten å søke etter nettverk. Hvis du har enheter i det trådløse nettverket som bruker WEP-systemet for sikkerhetskryptering, kan du ikke bruke WPS.

- 1 Gå til ruteren, trykk på WPS-knappen, og gå tilbake til TV-en innen to minutter.
- 2 Velg Koble til for å opprette tilkoblingen.
- 3 Det vises en melding når tilkoblingen er opprettet.

#### Opprett tilkoblingen – WPS med PIN-kode

Trykk på △ / △ Hjem > ❖ Innstillinger > ❖ Trådløs og nettverk > Koble til nettverk > WPS med PIN-kode.

Hvis ruteren har WPS-PIN-kode, kan du koble direkte til ruteren uten å søke etter nettverk. Hvis du har enheter i det trådløse nettverket som bruker WEP-systemet for sikkerhetskryptering, kan du ikke bruke WPS.

- 1 Skriv ned den 8-sifrede PIN-koden som vises, og angi den i ruterprogramvaren på PCen. I ruterhåndboken finner du informasjon om hvor du skal angi PIN-koden i ruterprogramvaren.
- 2 Velg Koble til for å opprette tilkoblingen.
- 3 Det vises en melding når tilkoblingen er opprettet.

#### Problemer

# Trådløst nettverk blir ikke funnet eller har forstyrrelser

- Mikrobølgeovner, DECT-telefoner eller andre Wi-Fi 802,11b/g/n/ac-enheter i nærheten kan forstyrre det trådløse nettverket.
- · Sørg for at brannmurene i nettverket tillater tilgang til den trådløse TV-tilkoblingen.
- · Hvis det trådløse nettverket ikke fungerer riktig hjemme hos deg, kan du prøve med trådbundet nettverksinstallasjon.

#### Internett fungerer ikke

• Hvis tilkoblingen til ruteren er i orden, bør du kontrollere ruterens Internett-tilkobling.

#### PC-en og Internett-tilkoblingen er trege

- · Se i brukerhåndboken for den trådløse ruteren for å få informasjon om innendørs rekkevidde, overføringshastighet og andre faktorer for signalkvalitet.
- Du må ha en høyhastighetstilkobling til Internett (bredbånd) for denne ruteren.

#### **DHCP**

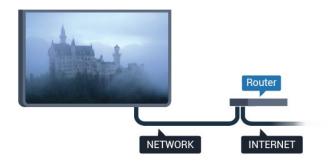
· Hvis tilkoblingen mislykkes, kan du kontrollere DHCP-

innstillingen (Dynamic Host Configuration Protocol) for ruteren. DHCP må slås på.

#### Kablet tilkobling

#### Det du trenger

Hvis du vil koble TV-en til Internett, trenger du en nettverksruter med Internett-tilkobling. Bruk en høyhastighetstilkobling til Internett (bredbånd).



#### Opprette tilkoblingen

#### Opprett tilkoblingen – WPS

- 1 Koble ruteren til fjernsynet med en nettverkskabel (Ethernet-kabel\*\*).
- 2 Kontroller at ruteren er slått på.
- 3 TV-en søker konstant etter nettverkstilkoblingen.
- 4 Det vises en melding når tilkoblingen er opprettet.

Hvis tilkoblingen mislykkes, kan du kontrollere DHCP-innstillingen for ruteren. DHCP må slås på.

\*\*Bruk en skjermet FTP Cat. 5E-Ethernet-kabel for å overholde EMC-forskriftene.

#### Innstillinger

## Vis nettverksinnstillinger

Trykk på △ / △ Hjem > ❖ Innstillinger > ❖ Trådløs og nettverk > Innstillinger > Vis nettverksinnstillinger.

Her kan du se alle gjeldende nettverksinnstillinger. IPog MAC-adresse, signalstyrke, hastighet, krypteringsmetode osv.

Nettverkskonfigurasjon – DHCP / statisk IP

Trykk på △ / △ Hjem > ♦ Innstillinger

- > Trådløs og nettverk > Innstillinger
- > Nettverkskonfigurasjon > DHCP / Statisk IP.

Velg DHCP. Hvis du er avansert bruker, kan du alternativt konfigurere nettverket med statisk IP-adressering.

#### Nettverkskonfigurasjon – statisk IP-konfigurasjon

- 1 Velg Statisk IP-konfigurasjon, og konfigurer tilkoblingen.
- 2 Du kan angi nummeret for IP-adresse, Nettmaske, Inngang, DNS 1 og DNS 2.

#### Wake on LAN (WoL)

Trykk på △ / △ Hjem > ❖ Innstillinger > ❖ Trådløs og nettverk > Innstillinger > Wake on LAN (WoL).

Aktiver/deaktiver Wake on LAN (WoL). Du kan aktivere TV-en ved hjelp av en ekstern enhet på samme LAN.

#### Wake on Wi-Fi (WoWLAN)

Trykk på ☆ / ♪ Hjem > ♪ Innstillinger > ♪ Trådløs og nettverk > Innstillinger > Wake on Wi-Fi (WoWLAN).

Aktiver/deaktiver Wake on Wi-Fi (WoWLAN). Du kan aktivere TV-en ved hjelp av en ekstern enhet på samme Wi-Fi.

#### Nettverkstype

Trykk på ☆ / ๋ Hjem > ❖ Innstillinger > ❖ Trådløs og nettverk > Innstillinger > Nettverkstype.

- · Kablet Tilkobling til et kablet nettverk.
- Trådløst Velg det trådløse nettverket ditt fra listen over oppdagede nettverk. Hvis nettverket ditt ikke vises i listen fordi nettverksnavnet er skjult (du har slått av ruterens SSID-kringkasting), velger du Legg til nytt nettverk for å angi nettverksnavnet selv.
- WPS Hvis ruteren har WPS, kan du koble deg direkte til ruteren uten å søke etter nettverk. Hvis du har enheter i det trådløse nettverket som bruker WEPsystemet for sikkerhetskryptering, kan du ikke bruke WPS.
- WPS med PIN-kode Hvis ruteren har WPS med en PIN-kode, kan du koble deg direkte til ruteren uten å søke etter nettverk. Hvis du har enheter i det trådløse nettverket som bruker WEP-systemet for sikkerhetskryptering, kan du ikke bruke WPS.

## Google-konto

#### Logg på

For at du skal kunne benytte alle funksjonene på din Phillips Android-TV, kan du logge inn på Google med Google-kontoen din.

Ved å logge inn vil du kunne spille favorittspillene dine på både telefon, nettbrett og TV. Du kan også få tilpassede video- og musikkanbefalinger på TV-ens startskjerm samt tilgang til YouTube, Google Play og andre apper.

Bruk din eksisterende Google-konto til å logge inn på Google på TV-en. En Google-konto består av en epostadresse og et passord. Hvis du ikke har noen Google-konto ennå, kan du bruke datamaskinen eller nettbrettet til å opprette en (accounts.google.com). Hvis du vil spille spill med Google Play, må du ha en profil på Google+. Hvis du ikke logget inn under den første TV-installasjonen, kan du alltids logge inn senere.

#### Logg på

Trykk på △ Hjem > • Apper > Google Play.

Bruk skjermtastaturet til å angi e-postadresse og passord, og trykk på **OK** for å logge deg på.

#### Android-innstillinger

Du kan angi eller vise flere Android-spesifikke innstillinger eller opplysninger. Du finner listen over apper som er installert på TV-en, og hvor mye lagringsplass de trenger. Du kan velge språk med talesøk. Du kan konfigurere skjermtastaturet eller tillate apper å bruke posisjonen din. Utforsk de ulike Android-innstillingene. Du kan gå

til <u>www.support.google.com/androidtv</u> for å få mer informasjon om disse innstillingene.

#### Slik åpner du disse innstillingene

Trykk på △ / △ Hjem > ♦ Innstillinger > Innstillinger > Android-innstillinger.

11.5

# Kanaler

#### Kanallister

#### Om kanallister

Etter kanalinstallasjonen vises alle kanalene i kanallisten. Kanalene vises sammen med navnet og logoen hvis denne informasjonen er tilgjengelig.

Når du har valgt en kanalliste, trykker du på pilene

^ (opp) eller ✓ (ned) for å velge en kanal og deretter på OK for å se på den valgte kanalen. Du kan bare gå til kanalene i listen når du bruker tastene ≡ + eller ≡ -.

#### Radiostasjoner

Hvis digital kringkasting er tilgjengelig, blir digitale radiostasjoner installert under installasjonen. Bytt til en radiokanal på samme måte som du bytter til en TV-kanal.

#### Åpne en kanalliste

Slik åpner du den gjeldende kanallisten

- 1. Trykk på 🔊 for å bytte til TV.
- 2. Trykk på **=** for å åpne den gjeldende kanallisten.
- 3. Trykk på **=** igjen for å lukke kanallisten.

## Se på kanaler

#### Gå til en kanal

Hvis du vil begynne å se på TV-kanaler, trykker du på 🕏 . TV-en går til TV-kanalen du så på sist.

#### Bytt kanaler

#### Forrige kanal

 – Hvis du vil bytte tilbake til forrige kanal, trykker du på ← BACK.

#### Kanalliste

Mens du ser på en TV-kanal, trykker du på ≡ for å åpne kanallisten.

#### Kanalalternativer

#### Åpne alternativene

#### Vanlig grensesnitt

Hvis du har installert en CAM-modul i en av de vanlige grensesnittsporene, kan du vise CAM-modulen og operatørinformasjonen eller gjøre CAM-relaterte innstillinger.

Slik viser du CAM-informasjon

- 1 Gå til kanalen og trykk på OPTIONS.
- 2 Velg Vanlig grensesnitt.
- 3 Velg det aktuelle sporet for vanlig grensesnitt, og

trykk på > (høyre).

4 - Velg TV-operatøren for CAM-modulen, og trykk på OK. Skjermbildene som følger, kommer fra TVoperatøren.

**Teksting** 

Tekstspråk

#### Foretrukne tekstspråk

Digitale sendinger kan tilby en rekke tekstspråk for et program. Du kan angi et foretrukket primær- og sekundærtekstspråk. Hvis teksting på ett av disse språkene er tilgjengelig, viser TV-en tekstingen du valgte.

Slik angir du primær- og sekundærtekstspråk

- 1 Trykk på △ / △ Hjem. Trykk på ✔ (ned), velg Innstillinger og trykk på OK.
- 2 Velg Region og språk > Språk > Primærteksting eller Sekundærteksting.
- 3 Velg ønsket språk, og trykk på **OK**.
- 4 Trykk på **〈** (venstre) for å gå ett trinn tilbake, eller trykk på **←** BACK for å lukke menyen.

#### Velg et tekstspråk

Hvis ingen av de foretrukne tekstspråkene er tilgjengelige, kan du velge et annet tekstspråk som er tilgjengelig. Hvis ingen tekstspråk er tilgjengelige, kan du ikke velge dette alternativet.

Slik velger du et tekstspråk når ingen av dine foretrukne språk er tilgjengelige

- 1 Trykk på OPTIONS.
- 2 Velg **Tekstspråk**, og velg et av språkene som teksting midlertidig.

#### Lydspråk

#### Foretrukket lydspråk

Digitale sendinger kan tilby en rekke lydspråk (talte språk) for et program. Du kan angi et foretrukket primær- og sekundærlydspråk. Hvis lyd på ett av disse språkene er tilgjengelig, bytter TV-en til lydspråket.

Slik angir du primær- og sekundærlydspråk ...

- 1 Trykk på ☆ / ♠ Hjem. Trykk på ✔ (ned), velg Innstillinger, og trykk på OK.
- 2 Velg Region og språk og velg Språk > Primærlyd eller Sekundærlyd.
- 3 Velg ønsket språk, og trykk på **OK**.
- 4 Trykk på **<** (venstre) for å gå ett trinn tilbake,

eller trykk på  $\leftarrow$  BACK for å lukke menyen.

#### Velg et lydspråk

Hvis ingen av de foretrukne lydspråkene er tilgjengelige, kan du velge et annet lydspråk som er tilgjengelig. Hvis ingen lydspråk er tilgjengelige, kan du ikke velge dette alternativet.

Slik velger du et lydspråk når ingen av dine foretrukne språk er tilgjengelige

- 1- Trykk på OPTIONS.
- 2 Velg **Lydspråk**, og velg et av språkene som lyd midlertidig.

#### Kanalinformasjon

#### Vis kanaldetaljer

Slik henter du frem detaljene for den valgte kanalen ...

- 1 Gå til kanalen.
- 2 Trykk på OPTIONS, velg

Kanalinformasjon og trykk på OK.

3 - For å lukke denne skjermen trykker du på **OK**.

#### Mono/stereo

Du kan bytte til mono- eller stereolyd for en analog kanal.

Slik bytter du til mono- eller stereolyd

- 1- Gå til en analog kanal.
- 2 Trykk på OPTIONS, velg Mono/Stereo og trykk på (høyre).
- 3 Velg Mono eller Stereo, og trykk på OK.
- 4 Trykk på **〈** (venstre) for å gå ett trinn tilbake, eller trykk på **←** BACK for å lukke menyen.

#### Programinformasjon

#### Vise programdetaljer

Slik henter du frem detaljene for det valgte programmet

- 1 Gå til kanalen.
- 2 Trykk på OPTIONS, velg Programinformasjon og trykk på OK.

3 - For å lukke denne skjermen trykker du på **OK**.

# Kanalinstallasjon

### Installere kanaler

#### Antenne-/kabelinstallasjon

#### Søk etter kanaler

Du kan installere alle kanaler på nytt uten å endre noen andre innstillinger på TV-en.

Hvis en PIN-kode er angitt, må du angi denne koden før du kan installere kanaler på nytt.

Slik søker du etter kanaler ...

- 1 Trykk på △ / △ Hjem > ☆ Innstillinger > Installer kanaler, og trykk på OK.
- 2 Velg RF-kanalinstallasjon og trykk på OK.
- 3 Oppgi om nødvendig PIN-koden.

Velg Automatisk kanalsøk, og trykk på OK.

Velg Start, og trykk på OK.

Velg landet du befinner deg i, og trykk på OK.

Velg Start, og trykk på OK.

Velg ønsket installasjonstype, Antenne

(DVB-T) eller Kabel (DVB-C), og trykk på OK.

Velg Neste, og trykk på OK.

Velg ønsket kanaltype, Digitale og analoge

kanaler eller Bare digitale kanaler, og trykk på OK.

Velg Neste, og trykk på OK.

Velg Start, og trykk på OK for å oppdatere de digitale kanalene. Dette kan ta noen minutter.

Trykk på **(** (venstre) for å gå ett trinn tilbake, eller

trykk på BACK for å lukke menyen.

#### Automatisk kanaloppdatering

Hvis du mottar digitale kanaler, kan du stille inn TV-en slik at den automatisk oppdaterer disse kanalen.

Klokka 6.00 hver dag oppdaterer TV-en kanalene og lagrer nye kanaler. Nye kanaler lagres i kanallisten og merkes med en \*. Kanaler uten et signal fjernes. TV-en må være i standby for at kanalene skal oppdateres automatisk. Du kan slå av automatisk kanaloppdatering.

Slik slår du av den automatiske oppdateringen

- 1 Trykk på △ / △ Hjem > ☆ Innstillinger > Installer kanaler, og trykk på OK.
- 2 Velg RF-kanalinstallasjon og trykk på OK.
- 3 Oppgi om nødvendig PIN-koden.
- 4 Velg Automatisk kanaloppdatering og trykk på OK
- 5 Velg Av, og trykk på OK.
- 6 Trykk på **〈** (venstre) for å gå ett trinn tilbake, eller trykk på **←** BACK for å lukke menyen.

#### Kanal, automatisk kanaloppdatering

Når nye kanaler blir funnet eller kanaler oppdateres eller fjernes, vises det en melding når TV-en starter opp. Hvis du ikke vil at denne meldingen skal vises etter hver oppdatering, kan du slå den av.

Slik slår du av meldingen

- 1 Trykk på △ / △ Hjem > ☆ Innstillinger > Installer kanaler, og trykk på OK.
- 2 Velg RF-kanalinstallasjon og trykk på OK.
- 3 Oppgi om nødvendig PIN-koden.
- 4 Velg **Automatisk kanaloppdatering** og trykk på **OK**
- 5 Velg Av, og trykk på OK.
- 6 Trykk på **〈** (venstre) for å gå ett trinn tilbake, eller trykk på **←** BACK for å lukke menyen.

I visse land skjer automatisk kanaloppdatering mens du ser på TV, eller når som helst mens TV-en står i standby.

#### Digital: Manuell installasjon

Digitale TV-kanaler kan søkes inn manuelt én etter én.

Slik installerer du digitale kanaler manuelt ...

- 1 Trykk på △ / △ Hjem > ☆ Innstillinger > Installer kanaler, og trykk på OK.
- 2 Velg **RF-kanalinstallasjon** og trykk på **OK**.
- 3 Velg Digital: Manuell installasjon, og trykk på OK.
- 4 Velg Søk, og trykk på OK. Du kan velge en frekvens selv for å finne en kanal eller la TV-en søke etter en kanal. Trykk på > (høyre) for å velge Søk, og trykk på OK for å søke etter en kanal automatisk. Kanalen som ble funnet, vises på skjermen. Hvis mottaket er dårlig, kan du trykke på Søk igjen. Hvis du vil lagre kanalen, velger du Utført og trykker på OK.

#### Analog: Manuell installasjon

Analoge TV-kanaler kan søkes inn manuelt én etter én.

Slik installerer du analoge kanaler manuelt

- 1 Trykk på △ / △ Hjem > ☆ Innstillinger > Installer kanaler, og trykk på OK.
- 2 Velg RF-kanalinstallasjon og trykk på OK.
- 3 Velg Analog: Manuell installasjon, og trykk på OK.
- · System

Hvis du vil konfigurere TV-systemet, velger du System.

Velg landet eller den delen av verden du befinner deg i, og trykk på **OK**.

· Søk etter kanal

For å finne en kanal, velger du Søk etter kanal og trykker på OK. Du kan velge en frekvens selv for å finne en kanal eller la TV-en søke etter en kanal. Trykk på (høyre) for å velge Søk, og trykk på OK for å søke etter en kanal automatisk. Kanalen som ble funnet, vises på skjermen. Hvis mottaket er dårlig, kan du trykke på Søk igjen. Hvis du vil lagre kanalen, velger du Utført og trykker på OK.

#### ·Lagre

Du kan lagre kanalen på det aktuelle kanalnummeret eller som et nytt kanalnummer.

Velg Lagre gjeldende kanal eller Lagre som ny kanal, og trykk på OK. Det nye kanalnummeret vises kort.

Du kan gjenta disse trinnene til du har funnet alle tilgjengelige analoge TV-kanaler.

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## Internett

#### Starte Internett

Du kan bruke TV-en til å surfe på Internett. Du kan se et hvilket som helst nettsted, men de fleste er ikke klargjort for visning på en TV-skjerm.

- Enkelte programtillegg (for eksempel for å vise sider eller videoer) er ikke tilgjengelig på TV-en din.
- · Du kan ikke sende eller laste ned filer.
- Internett-sider vises én side om gangen og i fullskjerm.

Slik starter du nettleseren ...

- 1- Trykk på 🖒 / 🛆 HOME.
- 2 Blad ned og velg Apper > internett og trykk på OK.
- 3 Skriv inn en Internett-adresse, velg ✓, og trykk på OK.
- 4 Hvis du vil lukke Internett, trykker du
- på 🌣 / 🗅 HOME eller 🗓.

#### Alternativer for Internett

Noen tilleggsfunksjoner er tilgjengelige for Internett.

Slik åpner du tilleggsfunksjonene ...

- 1 Gå til nettstedet og trykk på OPTIONS.
- 2 Velg et element, og trykk på OK.
- · Legg til i hurtigoppringing: Hvis du vil angi en ny Internett-adresse.
- · Legg til i bokmerker: Legg til siden som et bokmerke
- · Sidesikkerhet: Hvis du vil vise sikkerhetsnivået til siden som er åpen.
- Ny privat fane: Åpne en ny privat fane for å få privat surfing

- Innstillinger: Innstillinger for zoom, tekststørrelse, tilgjengelighetsmodus, alltid vis menylinjen og slett historikk (surfing)
- · Hjelp: Nettleserinformasjon
- · Gå ut av nettleseren: Lukk nettleseren

11.8

# Smarttelefoner og nettbrett

11.9

## Programvare

## Oppdater programvare

#### Programvareversjon

Slik viser du den gjeldende programvareversjonen for TV-en

- 1 Trykk på ☆ / ♠, velg Innstillinger ❖ og trykk på OK.
- 2 Velg Oppdater programvare > Gjeldende fastvare og trykk på OK.
- 3 Du vil nå se versjon, produktmerknader og opprettelsesdato.
- 4 Trykk om nødvendig på **<** (venstre) gjentatte ganger for å lukke menyen.

#### Oppdater fra nettsted

Du kan finne den gjeldende fastvareversjonen for TVen på Innstillinger-menyen under Oppdater programvare > Gjeldende programvare.

Sjekk www.philips.com/support regelmessig for nye fastvareoppdateringer.

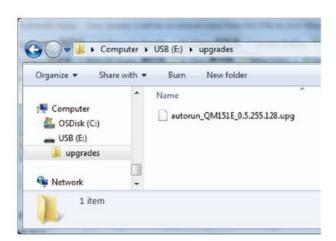
Følg instruksjonene nedenfor for å oppdatere fastvaren for TV-en.

Last ned den nyeste programvaren ...

- 1 Start Internet Explorer.
- 2 Gå til Philips' nettside for kundestøtte på http://www.philips.com/support.
- 3 Skriv inn modellnummeret. (Du finner modellnummeret på etiketten på baksiden på TV-en. )
- 4 Når du går til TV-ens produktside, velger du Kundestøtte.
- 5 Velg Programvareoppdateringer, og klikk på Last ned fil for å late ned programvaren. (Programvaren er tilgjengelig som en ZIP-fil.)
- 6 Hvis programvareversjonen er høyere enn versjonen som er installert på TV-en, klikker du på koblingen for nedlasting av programvare.
- 7 Godta lisensavtalen/vilkårene for bruk, velg Jeg godtar, og dermed blir ZIP-filen lastet ned automatisk.
- 8 Pakk ut ZIP-filen til en mappe ved hjelp av et

arkiveringsverktøy.

- 9 Opprett mappen Oppgraderinger i hovedmappetreet på minnepinnen.
- 10 Kopier UPG-filen du har pakket ut tidligere, til mappen Oppgraderinger, som illustrert på bildet nedenfor.
- 11 Koble minnepinnen fra datamaskinen.



## Oppdater programvaren ...

- 1 Koble minnepinnen (som inneholder programvareoppdateringen) til USB-kontakten på TV-en. Vent 30 sekunder eller til USB-kontakten gjenkjennes av TV-en.
- 2 TV-en starter nedlasting av programvaren automatisk.
- 3 Når nedlastingen av programvaren er fullført, trykker du på Start for å aktivere oppgraderingen av TV-en.

<u>1</u>2

# Programvare med åpen kildekode

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## Lisens på åpen kildekode

## Om åpen kildekodelisensen

README-fil for kildekoden for de delene av TVprogramvaren fra TP Vision Netherlands B.V. som faller under lisenser for åpen kildekode.

Dette er et dokument som beskriver distribusjonen av kildekoden som brukes på TV-en fra TP Vision Netherlands B.V., og som faller inn under GNU General Public License (GPL), GNU Lesser General Public License (LGPL) eller alle andre lisenser for åpen kildekode. Instruksjoner for å anskaffe kopier av denne programvaren finner du i bruksanvisningen.

TP Vision Netherlands B.V. GIR IKKE NOEN GARANTIER, ENTEN UTTRYKT ELLER IMPLISITT, OG DETTE INKLUDERER GARANTIER OM SALGBARHET ELLER EGNETHET FOR ET BESTEMT FORMÅL, FOR DENNE PROGRAMVAREN. TP Vision Netherlands B.V. yter ikke støtte for denne programvaren. Det foregående påvirker ikke garantiene dine eller de lovbestemte rettighetene dine i forbindelse med produkter du har kjøpt fra TP Vision Netherlands B.V. Det gjelder kun for denne kildekoden som er gjort tilgjengelig for deg.

## **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

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/syste

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

#### bluetooth\_stack (1.0)

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

#### bluetooth tool (1.0)

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

#### boost (1.15.0)

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

#### busybox (1.15.3)

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

#### c-ares (1.12.0)

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

## cJSON (1.7.7)

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

#### coreutils (6.9)

Command like cp dd cat chroot. The original download site for this software is :

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

#### libcurl (7.59.0)

libcurl is a free and easy-to-use client-side URL transfer library, supporting DICT, FILE, FTP, FTPS, Gopher, HTTP, HTTPS, IMAP, IMAPS, LDAP, LDAPS,

POP3, POP3S, RTMP, RTSP, SCP, SFTP, SMTP, SMTPS, Telnet and TFTP. libcurl supports SSL certificates, HTTP POST, HTTP PUT, FTP uploading, HTTP form based upload, proxies, cookies, user+password authentication (Basic, Digest, NTLM, Negotiate, Kerberos), file transfer resume, http proxy tunneling and more!The original download site for this software is: http://curl.haxx.se/libcurl/COPYRIGHT AND PERMISSION NOTICECopyright (c) 1996 - 2010, Daniel Stenberg, daniel@haxx.se.All rights reserved. Permission to use, copy, modify, and distribute this software for any purpose with or without fee is hereby granted, provided that the above copyrightnotice and this permission notice appear in all copies. THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS ORIMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT OF THIRD PARTY RIGHTS. INNO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM.DAMAGES OR OTHER LIABILITY. WHETHER IN AN ACTION OF CONTRACT, TORT OROTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USEOR OTHER DEALINGS IN THE SOFTWARE. Except as contained in this notice, the name of a copyright holder shall notbe used in advertising or otherwise to promote the sale, use or other dealingsin this Software without prior written authorization of the copyright holder.

## dfb (1.5.3)

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

#### dibbler (1.0.1)

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

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

#### dosfstools (2.9)

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

#### e2fsprogs (1.41.14)

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

#### electric-fence (2.1.13)

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

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

## encfs (1.3.2)

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

### expat (2.1.0)

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

### findutils (4.2.31)

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

#### freetype (2.7.1)

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

### fuse (2.8.4)

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

#### fusion (8.7.0)

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

## gawk (3.1.5)

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

#### gdisk (0.8.1)

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

#### glibc (2.18)

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

## googletest (1.7.0)

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

## grep (2.5.1a)

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

#### gzip (1.3.12)

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

#### harfbuzz (1.4.2)

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

## icu (51.1)

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

#### inetutils (1.4.2)

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

## iptables (1.4.15)

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

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

#### iputils (s20101006)

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

#### jansson (2.4)

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

#### jpeg (6b)

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

#### jsonrpc (2.0)

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

#### libdwarf

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

#### libelf (0.8.1.3)

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

## libiconv (1.11.1)

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

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

#### libnl (v3.2.29)

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

## libusb (1.0.9)

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

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#### libwebsockets (3.0)

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

## libxml2 (2.7.8)

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

#### lighttpd (1.4.35)

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#### liveMedia (2011.06.12)

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

#### lvm2 (2.02.89)

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

which can be found below.

#### lz4 (1.8.1.2)

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

#### lzma (4.65)

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

#### mng (1.0.10)

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

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

## module-init-tools (3.12)

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

#### mtp (1.1.6)

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

### ncurses (5.7)

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

#### net-tools (1.60)

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

## nghttp2 (1.21.1)

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

#### ntfs-3g (2010.5.22)

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

#### ntfsprogs (2.0.0)

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

#### ogg (1.3.2)

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

#### openh264 (1.7.0)

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

BSD license, which can be found below.

## openssh (6.3p1)

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

#### openssl (1.0.2g)

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

#### png (1.2.43)

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

#### popt (1.16)

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

#### Red Hat Software.

#### procmem (2.0)

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

#### procps (3.2.8)

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

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

#### procrank (2.0)

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

#### psmisc (22.13)

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#### pugixml (1.8)

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## python (2.7.9)

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

#### 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 made available under the terms and conditions of the GPL 2.0 license, which can be found below.

#### sawman (1.5.3)

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#### sed (4.1.5)

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

## simple-mtpfs (0.2)

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

## sqlite (3.8.4.3)

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

## sqlite3 (3.7.2)

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

#### tar (1.17)

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#### thttpd (2.25b)

The original download site for this software is: http://acme.com/software/thttpd/. This piece of 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.sourcearchive.com/downloads/0.9.8cvs20050303-3/. This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

#### unicode (3.2)

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

## uriparser (0.7.7)

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## util-linux-ng (2.18)

util-linux is a ramdom collection of Linux utilities. The original download site for this software is: http://userweb.kernel.org/\( \mathbb{N} \) 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

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#### wget (1.10.2)

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

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

#### wireless\_tools (v29)

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

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

#### xerces (3.1.1)

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

## zlib(1.2.3)

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

#### Hue SDK (1.8.1)

TV ambihue app uses Philips SDK to find the hue bridge nameThe original download site for this software is: https://developers.meethue.com/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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patents. We wish to avoid the danger that companies distributing free

software will individually obtain patent licenses, thus in effect

transforming the program into proprietary software. To prevent this,

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

free use or not licensed at all.

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

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

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

designated libraries. This license is quite different from the ordinary

one; be sure to read it in full, and don't assume that anything in it is

the same as in the ordinary license.

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

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

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

changing the library, is in some sense simply using the

library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License

Because of this blurred distinction, using the ordinary General

treats it as such.

Public License for libraries did not effectively promote software

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

concluded that weaker conditions might promote sharing better.

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

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

libraries themselves. This Library General Public License is intended to

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

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

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

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

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

will lead to faster development of free libraries.

The precise terms and conditions for copying, distribution and

modification follow. Pay close attention to the difference between a

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

former contains code derived from the library, while the latter only  $% \left( \frac{1}{2}\right) =\left( \frac{1}{2}\right) \left( \frac{1}{2$ 

works together with the library.

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

General Public License rather than by this special one.

GNU LIBRARY GENERAL
PUBLIC LICENSE
TERMS AND CONDITIONS FOR COPYING,
DISTRIBUTION AND MODIFICATION

O. This License Agreement applies to any software library which contains a notice placed by the copyright holder or other authorized

party saying it may be distributed under the terms of this Library

General Public License (also called "this License"). Each licensee is addressed as "you".

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

prepared so as to be conveniently linked with application programs

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

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

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

Library" means either the Library or any derivative work under

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

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

straightforwardly into another language.

(Hereinafter, translation is

included without limitation in the term "modification".)

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

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

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

interface definition files, plus the scripts used to control compilation

and installation of the library.

Activities other than copying, distribution and modification are not

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

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

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

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

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

and what the program that uses the Library does.

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

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

you conspicuously and appropriately publish on each copy an

appropriate copyright notice and disclaimer of warranty; keep intact

all the notices that refer to this License and to the

absence of any

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

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

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

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

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

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

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

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

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

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

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

in the event an application does not supply such function or

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

its purpose remains meaningful.

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

a purpose that is entirely well-defined independent of the

application. Therefore, Subsection 2d requires that any

application-supplied function or table used by this function must

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

root function must still compute square roots.)

These requirements apply to the modified work as a

whole. If

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

and can be reasonably considered independent and separate works in

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

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

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

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

this License, whose permissions for other licensees extend to the

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

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

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

exercise the right to control the distribution of derivative or

collective works based on the Library.

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

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

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

the scope of this License.

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

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

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

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

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

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

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

these notices.

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

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

subsequent copies and derivative works made from that copy.

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

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

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

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

it with the complete corresponding machinereadable source code, which

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

medium customarily used for software interchange.

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

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

source code from the same place satisfies the requirement to

distribute the source code, even though third parties are not

compelled to copy the source along with the object code.

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

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

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

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

therefore falls outside the scope of this License.

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

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

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

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

Section 6 states terms for distribution of such executables.

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

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

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

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

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

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

If such an object file uses only numerical

parameters, data

structure layouts and accessors, and small macros and small inline

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

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

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

Library will still fall under Section 6.)

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

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

Any executables containing that work also fall under Section 6.

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

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

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

work containing portions of the Library, and distribute that work

under terms of your choice, provided that the terms permit

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

engineering for debugging such modifications.

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

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

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

during execution displays copyright notices, you must include the

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

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

a) Accompany the work with the complete corresponding

machine-readable source code for the Library including whatever

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

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

with the Library, with the complete machinereadable "work that

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

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

executable containing the modified Library. (It is understood

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

Library will not necessarily be able to recompile the application

to use the modified definitions.)

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

least three years, to give the same user the materials

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

than the cost of performing this distribution.

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

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

specified materials from the same place.

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

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

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

Library" must include any data and utility programs needed for

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

the source code distributed need not include anything that is normally

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

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

which the executable runs, unless that component itself accompanies

the executable.

It may happen that this requirement contradicts the license

restrictions of other proprietary libraries that do not normally

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

distribute.

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

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

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

library, provided that the separate distribution of the

work based on

the Library and of the other library facilities is otherwise

permitted, and provided that you do these two things:

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

based on the Library, uncombined with any other library

facilities. This must be distributed under the terms of the

Sections above.

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

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

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

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

the Library except as expressly provided under this License. Any

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

distribute the Library is void, and will automatically terminate your

rights under this License. However, parties who have received copies,

or rights, from you under this License will not have their licenses

terminated so long as such parties remain in full compliance.

9. You are not required to accept this License, since you have not

signed it. However, nothing else grants you permission to modify or

distribute the Library or its derivative works. These actions are

prohibited by law if you do not accept this License. Therefore, by

modifying or distributing the Library (or any work based on the

Library), you indicate your acceptance of this License to do so, and

all its terms and conditions for copying, distributing or modifying

the Library or works based on it.

10. Each time you redistribute the Library (or any work based on the

Library), the recipient automatically receives a license from the

original licensor to copy, distribute, link with or modify the Library

subject to these terms and conditions. You may not impose any further

restrictions on the recipients' exercise of the rights

granted herein.

You are not responsible for enforcing compliance by third parties to this License.

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

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

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

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

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

distribute so as to satisfy simultaneously your obligations under this

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

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

license would not permit royalty-free redistribution of the Library by

all those who receive copies directly or indirectly through you, then

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

refrain entirely from distribution of the Library.

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

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

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

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

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

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

integrity of the free software distribution system which is

implemented by public license practices. Many people have made

generous contributions to the wide range of software distributed

through that system in reliance on consistent application of that

system; it is up to the author/donor to decide if he or she is willing

to distribute software through any other system and a licensee cannot

impose that choice.

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

be a consequence of the rest of this License.

12. If the distribution and/or use of the Library is restricted in

certain countries either by patents or by copyrighted interfaces, the

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

an explicit geographical distribution limitation excluding those countries,

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

excluded. In such case, this License incorporates the limitation as if

written in the body of this License.

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

versions of the Library General Public License from time to time.

Such new versions will be similar in spirit to the present version,

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

Each version is given a distinguishing version number. If the Library

specifies a version number of this License which applies to it and

"any later version", you have the option of following the terms and

conditions either of that version or of any later version published by

the Free Software Foundation. If the Library does not specify a

license version number, you may choose any version ever published by

the Free Software Foundation.

14. If you wish to incorporate parts of the Library into other free

programs whose distribution conditions are incompatible with these,

write to the author to ask for permission. For software which is

copyrighted by the Free Software Foundation, write to the Free

Software Foundation; we sometimes make exceptions for this. Our

decision will be guided by the two goals of preserving the free status

of all derivatives of our free software and of promoting the sharing

and reuse of software generally.

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AND PERFORMANCE OF THE
LIBRARY IS WITH YOU. SHOULD THE LIBRARY
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GNU LESSER GENERAL PUBLIC LICENSE

Version 2.1, February

1999

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Everyone is permitted to copy and distribute verbatim copies

of this license document, but changing it is not allowed.

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

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

the version number 2.1.]

#### Preamble

The licenses for most software are designed to take

away your

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

Licenses are intended to guarantee your freedom to share and change

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

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

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

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

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

this license or the ordinary General Public License is the better

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

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

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

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

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

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

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

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

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

rights. These restrictions translate to certain responsibilities for

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

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

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

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

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

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

with the library after making changes to the library and recompiling

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

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

we copyright the

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

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

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

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

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

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

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

introduced by others.

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

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

effectively restrict the users of a free program by obtaining a

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

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

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

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

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

General Public License, applies to certain designated libraries, and

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

this license for certain libraries in order to permit linking those

libraries into non-free programs.

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

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

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

General Public License therefore permits such linking only if the

entire combination fits its criteria of freedom. The Lesser General

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

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

does Less to protect the user's freedom than the

ordinary General

Public License. It also provides other free software developers Less

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

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

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

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

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

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

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

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

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

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

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

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

free software. For example, permission to use the 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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PUBLIC LICENSE
TERMS AND CONDITIONS FOR COPYING,
DISTRIBUTION AND MODIFICATION

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program which contains a notice placed by the copyright holder or

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

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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

and installation of the library.

Activities other than copying, distribution and modification are not

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

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

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

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

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

and what the program that uses the Library does.

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

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

you conspicuously and appropriately publish on each

copy an

appropriate copyright notice and disclaimer of warranty; keep intact

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

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

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

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

fee.

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

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

distribute such modifications or work under the terms of Section 1

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

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

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

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

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

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

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

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

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

in the event an application does not supply such function or

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

its purpose remains meaningful.

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

a purpose that is entirely well-defined independent of the

application. Therefore, Subsection 2d requires that any

application-supplied function or table used by this function must

be optional: if the application does not supply it,

the square

root function must still compute square roots.)

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

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

and can be reasonably considered independent and separate works in

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

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

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

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

this License, whose permissions for other licensees extend to the

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

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

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

exercise the right to control the distribution of derivative or

collective works based on the Library.

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

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

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

the scope of this License.

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

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

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

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

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

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

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

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

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

subsequent copies and derivative works made from

that copy.

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

the Library into a program that is not a library.

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

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

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

it with the complete corresponding machinereadable source code, which

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

medium customarily used for software interchange.

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

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

source code from the same place satisfies the requirement to

distribute the source code, even though third parties are not

compelled to copy the source along with the object code.

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

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

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

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

therefore falls outside the scope of this License.

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

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

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

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

Section 6 states terms for distribution of such executables.

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

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

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

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

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

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

If such an object file uses only numerical parameters, data

structure layouts and accessors, and small macros and small inline

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

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

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

Library will still fall under Section 6.)

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

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

Any executables containing that work also fall under Section 6.

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

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

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

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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.

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content strings.grd

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## Copyright FAQ

=========

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

Bitstream is giving away these fonts, but

wishes to ensure its

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

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

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

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

however.

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

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

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

See 1. above.

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

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

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

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

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

substitutions could still could have occurred during font

opening). You must include the Bitstream copyright. Additional

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

6. If I have improvements for Bitstream Vera, is it possible they might get  $% \left( 1\right) =\left( 1\right) \left( 1\right) +\left( 1\right) \left( 1\right) \left( 1\right) +\left( 1\right) \left( 1\right) \left( 1\right) \left( 1\right) +\left( 1\right) \left( 1\right) \left( 1\right) \left( 1\right) \left( 1\right) +\left( 1\right) \left( 1\right) \left$ 

adopted in future versions?

Yes. The contract between the Gnome Foundation and Bitstream has

provisions for working with Bitstream to ensure quality additions to

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

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

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

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

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

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

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

guide and aid for people interested in contributing to Vera.

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

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

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

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

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

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

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

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

selection and substitution; it has provisions for overriding font

names and subsituting alternatives. An example is provided by the

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

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

core server) has other mechanisms for font substitution.

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libcurl - 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

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- \* use in Curl. His latest changes were done 2000-09-18.
- \* It has since been patched and modified a lot by Daniel Stenberg
- \* <daniel@haxx.se> to make it better applied to curl conditions, and to make
- \* it not use globals, pollute name space and more. This source code awaits a
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David M. Gay's floating point routines URL: http://www.netlib.org/fp/

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dynamic annotations

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

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\* Author: Kostya Serebryany

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Netscape Portable Runtime (NSPR)
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Paul Hsieh's SuperFastHash URL:

http://www.azillionmonkeys.com/qed/hash.html

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

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valgrind

URL: http://valgrind.org

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open-vcdiff

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

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Almost Native Graphics Layer Engine URL: http://code.google.com/p/angleproject/

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Google Cache Invalidation API

URL: https://chromium.googlesource.com/chromium/src/+/master/third\_party/cacheinvalidation/README.chromium

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dom-distiller-js

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

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

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

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

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

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

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

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

libsrtp

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

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

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

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

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

therefore falls outside the scope of this License.

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

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

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

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

Section 6 states terms for distribution of such executables.

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

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

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

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

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

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

If such an object file uses only numerical parameters, data

structure layouts and accessors, and small macros and small inline

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

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

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

Library will still fall under Section 6.)

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

distribute the object code for the work under the

terms of Section 6.

Any executables containing that work also fall under Section 6

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

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

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

work containing portions of the Library, and distribute that work

under terms of your choice, provided that the terms permit

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

engineering for debugging such modifications.

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

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

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

during execution displays copyright notices, you must include the

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

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

a) Accompany the work with the complete corresponding

machine-readable source code for the Library including whatever

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

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

with the Library, with the complete machinereadable "work that

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

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

executable containing the modified Library. (It is understood

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

Library will not necessarily be able to recompile the application

to use the modified definitions.)

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

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

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

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

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

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

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

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

least three years, to give the same user the materials

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

than the cost of performing this distribution.

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

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

specified materials from the same place.

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

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

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

Library" must include any data and utility programs needed for

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

the materials to be distributed need not include anything that is

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

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

which the executable runs, unless that component itself accompanies

the executable.

It may happen that this requirement contradicts the license

restrictions of other proprietary libraries that do not normally

accompany the operating system. Such a contradiction means you cannot

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

distribute.

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

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

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

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

the Library and of the other library facilities is otherwise

permitted, and provided that you do these two things:

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facilities. This must be distributed under the terms of the

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

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

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

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That's all there is to it!

libvpx

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URL: http://xmlsoft.org

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libxslt

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libyuv

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linux-syscall-support

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

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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

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

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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

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

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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

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

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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

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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

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

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<signature of Ty Coon>, 1 April 1990 Ty Coon, President of Vice

That's all there is to it!

modp base64 decoder

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

- \* MODP\_B64 High performance base64 encoder/decoder
- \* Version 1.3 -- 17-Mar-2006
- \* http://modp.com/release/base64

\*

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Moio

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

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### mt19937ar

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

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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URL: http://www.dabeaz.com/ply/ply-3.4.tar.gz

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**Protocol Buffers** 

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

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

qcms

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Web Animations JS

URL: https://github.com/web-animations/web-animations-js

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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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- ; to x264-devel@videolan.org.

zlib

URL: http://zlib.net/

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

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url parse

URL: http://mxr.mozilla.org/comm-central/source/mozilla/netwerk/base/src/nsURLParsers.cpp

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--- end of FTL.TXT ---

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Version 1.1

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# Hjelp og støtte

13 '

# Feilsøking

# Slå på og fjernkontroll

#### TV-en slå seg ikke på

- Koble strømkabelen fra stikkontakten. Vent i ett minutt, og sett den inn igjen.
- · Kontroller at strømkabelen er godt festet.

#### Knirkelyder ved oppstart eller avslåing

Du kan høre en knirkelyd fra TV-chassiset når du slår TV-en på eller av eller setter den i standby. Knirkelyden skyldes normale utvidelser og sammentrekkinger i TV-en mens den kjøler seg ned eller varmes opp. Dette vil ikke påvirke ytelsen.

#### Fjernsynet reagerer ikke på fjernkontrollen

Fjernsynet trenger tid til å slå seg på. I løpet av denne tiden vil ikke fjernsynet reagere på fjernkontrollen eller fjernsynskontrollene. Dette er helt normalt. Hvis TV-en heller ikke reagerer på fjernkontrollen en god stund etter at den er slått på, kan du sjekke om fjernkontrollen virker, ved å bruke kameraet på mobiltelefonen din. Sett telefonen i kameramodus, og rett fjernkontrollen mot kameralinsen. Hvis du trykker på en tast på fjernkontrollen og ser flimring fra den infrarøde lysdioden (LED) gjennom kameraet, virker fjernkontrollen. Da må du få noen til å undersøke TV-en.

Hvis du ikke ser noe flimring, kan det være at fjernkontrollen er ødelagt, eller at batteriene er flate. Denne metoden for å sjekke fjernkontrollen er ikke mulig med fjernkontroller som er trådløst paret med TV-en

#### Fjernsynet går tilbake til standby etter å ha vist startbildet med Philips-logoen

Når TV-en står i standby, vises det et startbilde med en Philips-logo, og deretter går TV-en tilbake til Standby-modus. Dette er helt normalt. Når TV-en kobles fra og deretter til strømkilden igjen, vil startbildet vises ved neste oppstart. Hvis du vil slå på TV-en mens den er i standby, trykker du på **o** på fjernkontrollen eller på TV-en.

#### Standby-lyset fortsetter å blinke

Koble strømkabelen fra stikkontakten. Vent i fem minutter før du setter den inn igjen. Hvis blinkingen starter på nytt, kontakter du Philips' forbrukerstøtte for TV-er.

#### Kanaler

# Det ble ikke funnet noen digitale kanaler under installasjonen

Se den tekniske spesifikasjonen for å forsikre deg om at fjernsynet støtter DVB-T eller DVB-C i ditt land. Se til at alle kablene er skikkelig festet, og at riktig nettverk er valgt.

Tidligere installerte kanaler finnes ikke i kanallisten

Sørg for å velge riktig kanalliste.

#### Bilde

#### Intet bilde / forvrengt bilde

- · Sørg for at antennen er skikkelig koblet til TV-en.
- · Sjekk at rett enhet er valgt som skjermkilde.
- Sørg for at den eksterne enheten eller kilden er skikkelig tilkoblet.

#### Lyd, men intet bilde

· Sjekk at bildeinnstillingene er korrekte.

#### Dårlig antennemottak

- · Sørg for at antennen er skikkelig koblet til TV-en.
- Høyttalere, lydenheter uten jording, neonlys, høye bygninger og andre store objekter kan påvirke mottaksforholdene. Prøv om mulig å forbedre mottakskvaliteten ved å endre antennens retning eller plassere elektroniske enheter lenger bort fra TV-en.
- Hvis mottaket for en enkeltkanal er dårlig, kan du finjustere kanalen.

#### Dårlig bilde fra en enhet

- · Kontroller at enheten er ordentlig tilkoblet.
- · Sjekk at bildeinnstillingene er korrekte.

#### Bildet passer ikke til skjermen

Velg et annet bildeformat.

#### Bildeposisjonen er feil

Bildesignalene fra enkelte enheter passer ikke ordentlig til skjermen. Kontroller signalet fra den tilkoblede enheten.

#### Bildet fra datamaskinen er ustabilt

Kontroller at PC-en bruker den støttede oppløsningen og oppdateringshastigheten.

#### Lyd

#### Ingen lyd eller dårlig lydkvalitet

Hvis det ikke fanges opp noe lydsignal, vil fjernsynet automatisk slå av lydutgangen – det betyr ikke at noe er galt.

- · Sjekk at lydinnstillingene er riktig innstilt.
- · Sørg for at alle kablene er ordentlig tilkoblet.

- · Sjekk at lyden ikke er dempet eller satt til null.
- Sørg for at TV-lydutgangen er koblet til lydinngangen på hjemmekinosystemet. Du skal kunne høre lyd fra HTS-høyttalerne.
- Noen enheter krever at du aktiverer HDMIlydutgangen manuelt. Hvis HDMI-lyd allerede er aktivert, men du likevel ikke hører noen lyd, kan du prøve å endre enhetens digitale lydformat til PCM (Pulse Code Modulation). Sjekk dokumentasjonen som fulgte med enheten, hvis du vil ha flere instruksjoner.

#### Tilkoblinger

#### **HDMI**

- Merk at støtte for HDCP (High-bandwidth Digital Content Protection) kan forlenge tiden det tar for en TV å vise innhold fra en HDMI-enhet.
- Hvis TV-en ikke gjenkjenner HDMI-enheten, og det ikke vises noe bilde, kan du bytte kilde fra én enhet til en annen og tilbake igjen.
- Hvis det forekommer uregelmessige lydforstyrrelser, må du kontrollere at riktige utgangsinnstillinger på HDMI-enheten er valgt.
- Hvis du bruker en HDMI-til-DVI-adapter eller HDMItil-DVI-kabel, må du sørge for at det er satt inn en ekstra lydkabel i AUDIO IN (bare minijack), hvis dette er tilgjengelig.

#### EasyLink fungerer ikke

– Sjekk at HDMI-enhetene dine er kompatible med HDMI-CEC. EasyLink-funksjoner vil bare virke på enheter som er kompatible med HDMI-CEC.

#### Det vises ikke noe volumikon

 Dette er normalt når det er koblet til en HDMI-CEClydenhet.

#### Bilder, videoer og musikk fra en USB-enhet vises ikke

- Kontroller at USB-lagringsenheten er angitt som kompatibel for masselagringsklassen, som beskrevet i lagringsenhetens dokumentasjon.
- Sørg for at USB-lagringsenheten er kompatibel med TV-en.
- Kontroller at lyd- og bildefilformatene støttes av TVen.

#### Ujevn avspilling av USB-filer

– USB-lagringsenhetens overføringskvalitet kan begrense dataoverføringshastigheten til TV-en, noe som gir dårlig avspillingskvalitet.

### Wi-Fi, Internett og Bluetooth

#### Wi-Fi-nettverk blir ikke funnet eller har forstyrrelser

- Mikrobølgeovner, DECT-telefoner eller andre Wi-Fi 802,11b/g/n/ac-enheter i nærheten kan forstyrre det trådløse nettverket.
- Sørg for at brannmurene i nettverket tillater tilgang til den trådløse TV-tilkoblingen.
- Hvis det trådløse nettverket ikke fungerer riktig hjemme hos deg, kan du prøve med trådbundet nettverksinstallasjon.

#### Internett fungerer ikke

• Hvis tilkoblingen til ruteren er i orden, bør du kontrollere ruterens Internett-tilkobling.

#### PC-en og Internett-tilkoblingen er trege

- Se i brukerhåndboken for den trådløse ruteren for å få informasjon om innendørs rekkevidde, overføringshastighet og andre faktorer for signalkvalitet.
- Du må ha en høyhastighetstilkobling til Internett (bredbånd) for denne ruteren.

#### **DHCP**

• Hvis tilkoblingen mislykkes, kan du kontrollere DHCPinnstillingen (Dynamic Host Configuration Protocol) for ruteren. DHCP må slås på.

#### Tapt Bluetooth-forbindelse

• Steder med mye trådløs aktivitet – for eksempel leiligheter med mange trådløse rutere – kan forstyrre den trådløse tilkoblingen.

#### Nettverk

#### Wi-Fi-nettverk blir ikke funnet eller har forstyrrelser

- Mikrobølgeovner, DECT-telefoner eller andre Wi-Fi 802,11b/g/n/ac-enheter i nærheten kan forstyrre det trådløse nettverket.
- · Sørg for at brannmurene i nettverket tillater tilgang til den trådløse TV-tilkoblingen.
- Hvis det trådløse nettverket ikke fungerer riktig hjemme hos deg, kan du prøve med trådbundet nettverksinstallasjon.

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- Du må ha en høyhastighetstilkobling til Internett (bredbånd) for denne ruteren.

#### **DHCP**

• Hvis tilkoblingen mislykkes, kan du kontrollere DHCPinnstillingen (Dynamic Host Configuration Protocol) for ruteren. DHCP må slås på.

# Nettbasert hjelp

Du kan kontakte vår nettbaserte støtteside hvis du trenger hjelp til å løse problemer relatert til en TV fra Philips. Du kan velge språk og angi produktets modellnummer.

#### Gå til www.philips.com/support

På støtteområdet finner du kontakttelefonnummeret for landet ditt samt svar på vanlige spørsmål (FAQ). I enkelte land kan du nettprate med en av våre samarbeidspartnere og stille spørsmål direkte til dem eller via e-post.

Du kan laste ned ny TV-programvare, eller håndboken for å lese den på datamaskinen.

13 3

# Støtte og reparasjon

Du kan få brukerstøtte og reparasjoner ved å ringe forbrukerstøtten der du bor. Serviceteknikerne utfører reparasjoner ved behov.

Du finner telefonnummeret i den trykte dokumentasjonen som fulgte med TV-en. Eventuelt kan gå til nettstedet vårt ( <a href="www.philips.com/TVsupport">www.philips.com/TVsupport</a>) og velge riktig land etter behov.

#### Modell- og serienummer på fjernsynet

Du kan bli spurt om å angi TV-ens modell- og serienummer. Du finner disse numrene på etiketten på emballasjen eller på typeetiketten på baksiden eller nederst på TV-en.

#### **▲** Advarsel

Du må ikke prøve å reparere TV-en selv. Det kan føre til alvorlig personskade, uopprettelig skade på TV-en eller oppheve garantien din.

# Sikkerhet og vedlikehold

14 1

### Sikkerhet

#### Viktig

Les gjennom alle sikkerhetsinstruksjonene før du bruker TV-en, og sørg for at du forstår dem. Garantien er ugyldig hvis en skade skyldes at instruksjonene ikke er fulgt.

Ikke endre dette utstyret uten godkjenning fra produsenten.

#### Fare for elektrisk støt eller brann

• Ikke utsett TV-en for regn og vann. Plasser aldri beholdere med væske, for eksempel blomstervaser, nær TV-en.

Hvis du søler væske på TV-en, må du øyeblikkelig koble TV-en fra strømuttaket.

Kontakt Philips' forbrukerstøtte for å kontrollere TVen før bruk.

- Ikke utsett TV-en, fjernkontrollen eller batteriene for sterk varme. Ikke plasser dem nær stearinlys, åpne flammer eller andre varmekilder, inkludert direkte sollys.
- · Plasser aldri gjenstander i ventilasjonsåpningene eller andre åpninger i TV-en.
- · Plasser aldri tunge gjenstander oppå strømledningen.
- Unngå at det brukes kraft på støpslene. Løse støpsler kan føre til lysbuedannelse eller brann. Kontroller at strømledningen ikke utsettes for belastning når du dreier på TV-skjermen.
- Hvis du vil koble TV-en fra nettspenningen, må støpselet til TV-en være frakoblet. Når du kobler fra strømledningen, skal du alltid dra i støpselet, aldri i ledningen. Påse at du har full tilgang til støpselet, strømledningen og stikkontakten hele tiden.

### Fare for personskade eller skade på TV-en

- Det kreves to personer for å løfte og bære en TV som veier mer enn 25 kilo.
- Hvis du skal montere TV-en på et stativ, må du kun bruke stativet som følger med. Fest stativet godt til TVen

Plasser TV-en på et flatt og jevnt underlag som tåler

vekten av TV-en og stativet.

- Ved veggmontering må du forsikre deg om at veggfestet tåler vekten til TV-en. TP Vision påtar seg ikke noe ansvar for feil veggmontering som fører til ulykker eller skader.
- Deler av dette produktet er laget av glass. Håndteres med forsiktighet for å unngå personskader eller andre skader

#### Fare for skade på fjernsynet!

Før du kobler TV-en til strømuttaket, må du kontrollere at spenningen samsvarer med verdien som er angitt på baksiden av TV-en. Koble aldri TVen til strømuttaket hvis spenningen ikke samsvarer.

#### Stabilitetsfarer

Et TV-apparat kan falle ned og forårsake alvorlig personskade eller død. Mange skader, spesielt hos barn, kan unngås ved å ta enkle forholdsregler som:

- Pass ALLTID på at TV-apparatet ikke stikker ut over kanten til møbelet det er plassert på.
- Bruk ALLTID kabinetter eller stativer eller monteringsmetoder som anbefales av produsenten av TV-apparatet.
- Bruk ALLTID møbler som trygt kan støtte TVapparatet.
- ALLTID fortell barna om farene ved å klatre på møbler for å nå TV-en eller fjernkontrollen.
- Legg ALLTID ledninger og kabler som er koblet til TVen, slik at ingen snubler, griper eller trekker i de.
- · ALDRI plasser et TV-apparat på et ustabilt underlag.
- ALDRI plasser TV-en på et høyt møbel (for eksempel en bokhylle eller et skap) uten å feste både møbelet og TV-en til veggen eller annen støtte.
- Plasser ALDRI TV-apparatet på et stoff eller andre materialer som kan være mellom TV-apparatet og møbelet som støtter TV-en.
- ALDRI plasser gjenstander som kan friste barn til å klatre, for eksempel leker og fjernkontroller, på toppen av TV-en eller møbelet der TV-en er plassert.

Hvis det eksisterende TV-apparatet skal oppbevares og flyttes, skal du bruke de samme hensynene som ovenfor.

#### **Batteririsiko**

- · Ikke svelg batteriet. Fare for kjemisk forbrenning.
- Fjernkontrollen kan inneholde et knappcellebatteri. Hvis knappcellebatteriet svelges, kan det forårsake alvorlige interne brannsår i løpet av bare to timer og føre til døden.
- Oppbevar nye og brukte batterier utilgjengelig for barn.
- · Hvis batterirommet ikke er sikkert lukket, må du slutte å bruke produktet og oppbevare det utilgjengelig for barn.

- Hvis du har mistanke om at batteriene har blitt svelget eller ligger inne i kroppen, må du kontakte lege umiddelbart.
- Det finnes en risiko for brann eller eksplosjon hvis batteriet byttes ut med feil type batteri.
- Hvis du bytter ut et batteri med feil type batteri, kan det påvirke et sikkerhetstiltak (hvis det er for eksempel snakk om litiumbatterityper).
- Hvis du kaster et batteri i et bål eller en varm ovn eller kutter eller mekanisk knuser et batteri, kan det føre til en eksplosjon.
- Hvis du etterlater et batteri i et miljø med ekstremt høy temperatur, kan det føre til en eksplosjon eller lekkasje av brannfarlig væske eller gass.
- Et batteri som utsettes for ekstremt lavt lufttrykk, kan føre til en eksplosjon eller lekkasje av brennbar væske eller gass.

#### Fare for overoppheting

Ikke monter TV-en på et trangt sted. La det være minst 10 cm eller 4 tommer på alle sider av TV-en av ventileringsårsaker. Kontroller at gardiner eller annet ikke dekker ventilasjonsåpningene på TV-en.

#### Tordenvær

Koble fjernsynet fra stikkontakten og antennen ved tordenvær.

Rør aldri TV-en, strømledningen eller antenneledningen ved tordenvær.

#### Fare for hørselsskade

Unngå bruk av hodetelefoner med høy lyd eller over lengre tid.

#### Lave temperaturer

Hvis fjernsynet har vært transportert i temperaturer under 5 °C, må du pakke det ut og vente til det når romtemperatur, før det kobles til stikkontakten.

### **Fuktighet**

I sjeldne tilfeller, avhengig av temperatur og fuktighet, kan det oppstå noe kondens på innsiden av TV-ens frontglass (på enkelte modeller). Hvis du vil unngå dette, må du ikke utsette TV-en for direkte sollys, varme eller ekstrem fuktighet. Hvis det oppstår kondens, vil den forsvinne når TV-en har vært på i noen timer.

Kondensen skader ikke TV-en og forårsaker ikke feil.

14 2

# Vedlikehold av skjermen

- Du må aldri la gjenstander komme i kontakt med skjermen på noen måte.
- · Koble fra TV-en før rengjøring.
- Rengjør og tørk forsiktig av TV-en og rammen med en myk, fuktig klut. Bruk aldri stoffer som alkohol, kjemikalier eller rengjøringsmidler på TV-en.
- Tørk av vanndråper så raskt som mulig, slik at det ikke oppstår misdannelser eller at fargene falmer.
- Unngå stillestående bilder hvis du kan. Stillestående bilder er bilder som vises på skjermen over lengre tid. Stillestående bilder kan for eksempel være skjermmenyer, svarte rammer, tidsangivelser osv. Hvis du må bruke stillestående bilder, bør du redusere skjermkontrasten og skarpheten for å unngå skade på skjermen.

14.3

# Erklæring om strålingseksponering (kun for innebygd Wi-Fi)

Dette utstyret er i samsvar med CE-grensene for strålingseksponering som er fastsatt for ukontrollerte miljøer. Dette utstyret skal monteres og brukes med en minimumsavstand på 20 cm mellom radiatoren og kroppen.

Frekvens, modus og maksimal overført kraft i EU er oppført nedenfor:

- -2400-2483,5 MHz: <20 dBm (EIRP) kun for 2.4G-produkter.
- -5150-5250MHz: < 23 dBm (EIRP)
- -5250-5350MHz: < 23 dBm (EIRP)
- -5470-5725MHz: < 27 dBm (EIRP)
- -5725-5825MHz: < 13,98 dBm (EIRP)

# Vilkår for bruk

15

### Vilkår for bruk – TV

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Dette produktet ble lansert på markedet av TP Vision Europe B.V. eller et av dets datterselskaper, heretter kalt TP Vision, som er produsent av produktet. TP Vision er garantist for TV-en som dette heftet ble pakket sammen med. Philips og Philips' skjoldmerke er registrerte varemerker som tilhører Koninklijke Philips N.V.

Spesifikasjonene kan endres uten varsel. Varemerkene tilhører Koninklijke Philips Electronics N.V eller deres respektive eiere. TP Vision forbeholder seg retten til å endre produktene når som helst uten å være forpliktet til å justere tidligere leveringer på tilsvarende måte.

Det skriftlige materialet som er pakket sammen med TV-en, og håndboken som er lagret i TV-ens minne eller lastet ned fra Philips'

nettsted <u>www.philips.com/support</u>, regnes for å være dekkende for den tiltenkte bruken av systemet.

Materialet i denne håndboken anses å være dekkende for den tiltenkte bruken av systemet. Hvis produktet eller individuelle produktmoduler eller prosedyrer skal brukes til andre formål enn det som spesifiseres her, må det innhentes bekreftelse på at slik bruk er gyldig og egnet. TP Vision garanterer at materialet i seg selv ikke utgjør en krenkelse av noen patenter i USA. Det gis ingen andre uttrykkelige eller underforståtte garantier. TP Vision kan verken holdes ansvarlig for eventuelle feil i innholdet i dette dokumentet eller for problemer som måtte oppstå som følge av innholdet i dette dokumentet. Feil som rapporteres til Philips, vil bli rettet og publisert på Philips' nettsted for brukerstøtte så snart som mulig.

Garantivilkår, fare for personskade, skader på TV-en eller oppheving av garantien.

Du må aldri prøve å reparere TV-en selv. TV-en og tilbehøret må bare brukes slik produsenten har tiltenkt. Forsiktighetssymbolet bak på TV-en indikerer at det er fare for elektrisk støt. Du må aldri fjerne dekselet til TV-en. Ta alltid kontakt med Philips' kundestøtte for å få utført service eller reparasjoner. Du finner telefonnummeret i den trykte dokumentasjonen som fulgte med TV-en. Eventuelt kan du gå til nettstedet

vårt ( www.philips.com/support) og velge riktig land etter behov. Handlinger som uttrykkelig er forbudt i denne håndboken, eller justeringer og monteringsprosedyrer som ikke anbefales eller godkjennes i denne håndboken, gjør garantien ugyldig.

#### Pikselegenskaper

Dette LCD/LED-produktet har et høyt antall fargepiksler. Selv om det har et effektivt antall piksler på 99,999 % eller mer, kan det hende at svarte prikker eller lyssterke prikker (røde, grønne eller blå) vises konstant på skjermen. Dette er en del av de strukturelle egenskapene til skjermen (innenfor vanlige bransjestandarder), og det er ikke en funksjonsfeil.

#### CE-samsvar

TP Vision Europe B.V. erklærer med dette at denne TV-en overholder viktige krav og andre relevante bestemmelser i direktivene 2014/53/EU (RED), 2009/125/EF (økodesign) og 2011/65/EF (RoHS).

Samsvar med regler for elektromagnetiske felter TP Vision produserer og selger mange produkter rettet mot forbrukere, som i likhet med andre elektroniske apparater kan sende ut og motta elektromagnetiske signaler. Et av TP Visions ledende forretningsprinsipper er å implementere alle nødvendige helse- og sikkerhetstiltak for produktene, overholde alle gjeldende lovfestede krav og holde seg godt innenfor de standardene for elektromagnetiske felter som gjelder på det tidspunktet produktene blir produsert.

TP Vision legger stor vekt på å utvikle, produsere og selge produkter som ikke har noen helseskadelige virkninger. TP Vision bekrefter at hvis produktene behandles riktig i henhold til tiltenkt bruk, så er de trygge å bruke i henhold til dagens vitenskapelige informasjon. TP Vision spiller en aktiv rolle i utviklingen av internasjonale standarder for sikkerhet og elektromagnetiske felter, noe som setter TP Vision i stand til å forutse den videre utviklingen innen standardisering, slik at de kan integreres tidlig i produktene.

# Opphavsrett

16.1

### **HDMI**

#### **HDMI**

Uttrykkene HDMI, High-Definition Multimedia Interface og HDMI-logoen er varemerker eller registrerte varemerker tilhørende HDMI Licensing Administrator, Inc. i USA og andre land.



16.2

# **Dolby Audio**

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16.3

# DTS Premium Sound™

#### DTS Premium Sound™

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16.4

## Wi-Fi Alliance

Wi-Fi

Wi-Fi CERTIFIED™-logoen er et registrert varemerke for Wi-Fi Alliance®



16.5

# Kensington

#### Kensington

(Hvis aktuelt)

Kensington og MicroSaver er registrerte varemerker i USA for ACCO World Corporation, og det foreligger utstedte registreringer og søknader om registrering i andre land over hele verden.



16.6

# Andre varemerker

Alle andre registrerte og uregistrerte varemerker tilhører sine respektive eiere.

<u>--</u>

# Ansvarsfraskrivelse angående tjenester eller programvare som tilbys av tredjeparter

Tjenester eller programvare som tilbys av tredjeparter, kan bli endret, opphevet eller avsluttet uten varsel. TP Vision påtar seg ikke noe ansvar i slike situasjoner.

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