Gebruikershandleiding

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



Inhoud

1 TV-rondleiding 3	10.7 Games 25 10.8 Meer 25
1.1 Professionele modus 3	10.9 Meer 26
2 Installatie 4	10.10 Professionele instellingen10.11 Google-account28
2.1 Veiligheidsinstructies lezen 42.2 TV-standaard en wandmontage 4	11 Hoofdmenu van Android TV 29
 2.3 Tips over plaatsing 4 2.4 Netsnoer 5 2.5 Antennekabel 5 	 11.1 Over het hoofdmenu van de Android TV. 11.2 Open het hoofdmenu van de Android TV 11.3 Android TV-instellingen 29
3 Afstandsbediening 6	11.4 Uw Android-TV aansluiten 33 11.5 Zenders 35
3.1 Toetsenoverzicht 6 3.2 IR-sensor 7 3.3 Schoonmaken 7	 11.6 Installatie zenders 37 11.7 Internet 38 11.8 Smartphones en tablets 38 11.9 Software 39
4 In- en uitschakelen 8	
4.1 Ingeschakeld of stand-by4.2 Toetsen van de TV8	12 Open source-software 41 12.1 Open source-licentie 41
5 Specificaties 9	13 Help en ondersteuning 188
5.1 Milieu 95.2 Vermogen 105.3 Besturingssysteem 10	 13.1 Problemen oplossen 188 13.2 Onlinehulp 190 13.3 Ondersteuning en reparatie 190
5.4 Ontvangst 10	14 Veiligheid en onderhoud 191
5.5 Displaytype (6114U) 10 5.6 Displaytype (5114 / 5114U) 10	14.1 Veiligheid 191
 5.7 Schermresolutie (6114U) 10 5.8 Schermresolutie (5114) 11 5.9 Schermresolutie (5114U) 11 5.10 Connectiviteit (6114U) 11 	 14.2 Schermonderhoud 192 14.3 APPARAAT VOOR GEZONDHEIDSZORG 192 14.4 Verklaring over blootstelling aan straling (alleen voor ingebouwde Wi-Fi) 193
5.11 Connectiviteit (5114) 11 5.12 Connectiviteit (5114U) 11	15 Gebruiksvoorwaarden 194
5.13 Afmetingen en gewicht (6114U) 12	15.1 Gebruiksvoorwaarden - TV 194
5.14 Afmetingen en gewicht (5114/5114U) 12 5.15 Geluid 12	16 Auteursrechten 195
6 Apparaten aansluiten 13 6.1 Apparaten aansluiten 13 6.2 CAM met smartcard - CI+ 14 6.3 Ontvanger - Set-top box 15	16.1 HDMI 195 16.2 Dolby Audio 195 16.3 DTS-HD Premium Sound ™ 195 16.4 Wi-Fi Alliance 195 16.5 Kensington 195
6.4 Home cinema-systeem - HTS 15	16.6 Andere handelsmerken 195
6.5 Blu-ray Disc-speler 166.6 Hoofdtelefoon 166.7 Gameconsole 16	17 Disclaimer betreffende diensten en/of software van derden 196
6.8 USB-stick 16 6.9 Computer 17	Index 197
7 Video's, foto's en muziek 18	
 7.1 Van een USB-aansluiting 18 7.2 Uw video's afspelen 18 7.3 Uw foto's weergeven 18 7.4 Uw muziek afspelen 19 	
8 TV-gids 21 8.1 De TV-gids gebruiken 21	
9 Games 22 9.1 Een game spelen 22	
10 De app Professional Menu 23	
 10.1 Over de app Professional Menu 10.2 Open de app Professional Menu 10.3 Aanbevolen 10.4 TV-zenders 10.5 TV-zenders 10.6 Google Cast 10.7 Google Cast 10.8 January 10.9 January 10.9 January 10.1 January 10.2 January 10.3 January 10.4 January 10.5 January 10.6 January 10.7 January 10.8 January 10.8 January 10.9 January	

TV-rondleiding

11

Professionele modus

Wat u kunt doen

Met de professionele modus AAN hebt u toegang tot een groot aantal expertinstellingen waarmee u de status van de TV geavanceerd kunt regelen of extra functies kunt toevoegen.

Deze modus is bedoeld voor installaties van TV's op plaatsen zoals hotels, cruiseschepen, stadions of andere bedrijfslocaties waar een dergelijke regeling vereist is.

Als u de TV thuis gebruikt, raden wij u aan deze te gebruiken met de professionele modus UIT.

Raadpleeg de Professional-installatiehandleiding voor meer informatie.

っ

Installatie

2.

Veiligheidsinstructies lezen

Lees voordat u de TV gaat gebruiken eerst de veiligheidsinstructies.

2.2

TV-standaard en wandmontage

TV-standaard

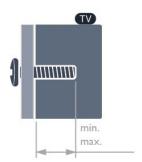
In de Snelstartgids die wordt geleverd bij de TV, vindt u instructies voor het monteren van de TV-standaard. Bent u deze gids kwijtgeraakt, dan kunt u deze downloaden van www.philips.com.

Gebruik het producttypenummer van de TV om de juiste **snelstartgids** te downloaden.

Wandmontage

Uw TV is tevens voorbereid voor montage op een VESA-compatibele wandsteun (afzonderlijk verkrijgbaar).

Gebruik de juiste VESA-code bij het aanschaffen van de wandsteun. . .



· 43HFL6114U

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

· 50HFL6114U

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

· 55HFL6114U

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

· 65HFL6114U

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

· 75HFL6114U

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

· 32HFL5114

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

· 43HFL5114 / 43HFL5114U

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

· 50HFL5114U

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

Voorbereiding

Verwijder eerst de 4 plastic schroefdoppen van de schroefdraadbussen aan de achterkant van de TV (alleen voor 5114 43 inch).

Controleer of de metalen schroeven, waarmee de TV aan de VESA-compatibele wandsteun wordt bevestigd, ongeveer 10 mm in de schroefdraadbussen van de TV passen.

Let op

Alleen gekwalificeerde technici met de vereiste vaardigheden mogen de TV aan de wand bevestigen. De wandmontage van de TV moet voldoen aan veiligheidsnormen voor TV's in deze gewichtsklasse. Lees ook de veiligheidsvoorschriften voor u de TV bevestigt.

TP Vision Europe B.V. is niet verantwoordelijk voor het incorrect bevestigen of het bevestigen op een manier die leidt tot een ongeluk of verwonding.

2.3

Tips over plaatsing

- Plaats de TV op een plek waar er geen licht op het scherm valt.
- De ideale afstand om TV te kijken bedraagt driemaal het diagonale schermformaat. Als u zit, moeten uw ogen zich op dezelfde hoogte bevinden als het midden van het scherm.
- Bij montage aan een muur, plaatst u de TV maximaal 15 cm van de wand.



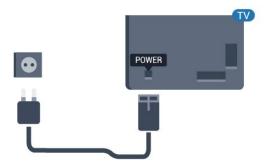
Opmerking:

Plaats de TV uit de buurt van stof producerende apparaten, zoals een fornuis. We raden u aan om regelmatig stof te verwijderen om te voorkomen dat

2.4

Netsnoer

- · Sluit het netsnoer aan op de voedingsaansluiting aan de achterkant van de TV.
- \cdot Zorg ervoor dat het netsnoer stevig in de aansluiting is geplaatst.
- · Zorg dat u altijd gemakkelijk bij de stekker in het stopcontact kunt.
- Trek het netsnoer altijd aan de stekker en nooit aan het snoer uit het stopcontact.



25

Antennekabel

Sluit de antenne goed aan op de **antenne**-ingang aan de achterkant van de TV.

U kunt uw eigen antenne aansluiten of verbinding maken met een antennesignaal van een antennedistributiesysteem. Gebruik een IEC Coax 75 Ohm RF-antenneaansluiting.

Gebruik deze antenneaansluiting voor DVB-T- en DVB-C-ingangssignalen.

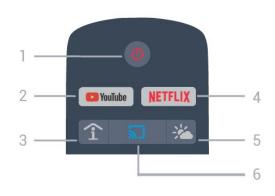


Afstandsbediening

3.1

Toetsenoverzicht

Bovenzijde



1 - 🖰 Stand-by / Aan

Hiermee schakelt u de TV of de stand-bystand in.

2 - Youtube

Hiermee opent u YouTube.

3 - 1 SMART INFO (alleen met de professionele modus AAN)

Hiermee geeft u door het hotel verstrekte informatie weer.

4 - NETFLIX

Hiermee opent u Netflix direct. Terwijl de TV is ingeschakeld of in stand-by staat.)

- Als u een Netflix-abonnement hebt, kunt u genieten van Netflix op dit TV-toestel. Uw TV moet verbonden zijn met internet.
- Om Netflix te openen, drukt u op **NETFLIX** om de Netflix-app te openen. U kunt Netflix direct vanaf een TV in stand-by openen.

www.netflix.com

5 - ***** Weer (alleen met de professionele modus AAN)

Hiermee geeft u weerinformatie voor uw locatie weer.

6 - ₷☐ Google Cast (alleen met de professionele modus AAN)

Hiermee geeft u de inhoud van het display van uw mobiele apparaat op de TV weer.

Midden



1 - ★ SETTINGS

Om het menu Instellingen te openen.

2 - III TV GUIDE

Hiermee opent u een lijst van de huidige en geprogrammeerde TV-programma's van uw zenders.

3 - **←** BACK

- · Hiermee schakelt u terug naar de vorige zender.
- · Hiermee gaat u terug naar het vorige menu.

4 - OPTIONS

Hiermee opent en sluit u het menu Opties.

5 - OK-toets

Hiermee bevestigt u een selectie of instelling.

6 - Pijl-/navigatietoets/

Hiermee navigeert u omhoog \wedge , omlaag \vee , naar links \triangleleft of rechts \triangleright .

7 - **≡** Zender

Hiermee schakelt u naar de volgende of vorige zender in de zenderlijst.

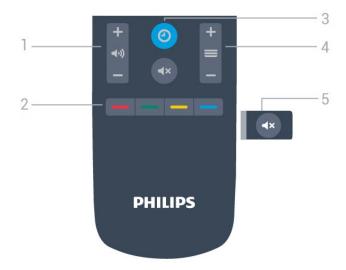
8 - 1 EXIT

Hiermee kunt u weer TV kijken.

9 - HOME (Thuis)

Hiermee opent u het Hoofdmenu.

Onderkant



1 - **◄•)** Volume

Hiermee wijzigt u het volume van het geluid.

2 - - - Kleurtoetsen

Hiermee kunt u bepaalde opties rechtstreeks selecteren.

3 - O CLOCK

Hiermee geeft u de klok weer.

4 - **≡** Zenders

Hiermee schakelt u naar de volgende of vorige zender in de zenderlijst.

5 - **∢x** Dempen

Hiermee dempt u het geluid of schakelt u het weer in.

3.2

IR-sensor

De TV kan worden bediend met een afstandsbediening die werkt op IR (infrarood). Bij een IR-afstandsbediening moet u de infraroodsensor van de afstandsbediening wel op de voorkant van de TV richten.

▲ Waarschuwing

Plaats geen voorwerpen voor de IR-sensor van de TV. Deze kunnen het IR-signaal blokkeren.

3.3

Schoonmaken

De afstandsbediening is voorzien met een krasbestendige coating.

Reinig de afstandsbediening met een zachte, vochtige doek. Gebruik nooit stoffen als alcohol, chemische middelen of allesreinigers voor de afstandsbediening.

In- en uitschakelen

<u>__</u>1

Ingeschakeld of stand-by

Zorg ervoor dat de TV is aangesloten op de netspanning. Sluit het meegeleverde netsnoer aan op de AC in-aansluiting aan de achterkant van de TV. Het indicatielampje aan de onderkant van de TV gaat branden.

Inschakelen

Druk op Op de afstandsbediening om de TV in te schakelen. U kunt ook op A Home (Thuis) drukken. Als u de afstandsbediening niet kunt vinden of als de batterijen leeg zijn, kunt u de TV ook inschakelen door op de kleine joysticktoets onderaan of aan de achterzijde van de TV te drukken.

Overschakelen naar stand-by

Als u de TV op stand-by wilt zetten, drukt u op **o** op de afstandsbediening. U kunt ook op de kleine joysticktoets onderaan of aan de achterzijde van de TV drukken.

In de stand-bystand blijft de TV aangesloten op de netspanning, maar is het energieverbruik heel laag.

Om de TV volledig uit te schakelen, haalt u de stekker uit het stopcontact.

Wanneer u de stekker uit het stopcontact haalt, dient u altijd aan de stekker zelf te trekken en niet aan het snoer. Zorg dat u altijd gemakkelijk bij de stekker, het netsnoer en het stopcontact kunt.

4 2

Toetsen van de TV

Als u de afstandsbediening kwijt bent of als de batterijen ervan leeg zijn, kunt u alsnog bepaalde basishandelingen met de TV uitvoeren.

Het basismenu openen...

- 1 Druk terwijl de TV is ingeschakeld, op de joysticktoets onderaan of aan de achterkant van de TV om het basismenu weer te geven.
- 2 Druk op links of rechts om **◄•)** Volume,
- **Zender** of **Bronnen** te selecteren.
- 3 Druk omhoog of omlaag als u het volume wilt aanpassen of op de volgende of vorige zender wilt afstemmen. Druk omhoog of omlaag om door de lijst met bronnen te bladeren, waarin ook de tunerselectie staat
- 4 Het menu verdwijnt automatisch.

Als u de TV op stand-by wilt zetten, selecteert u **o** en drukt u op de joysticktoets onderaan of aan de achterzijde van de TV.

Specificaties

5.1

Milieu

Productinformatie

43HFL6114U

· Energieklasse: A

· Zichtbare schermgrootte: 108 cm / 43 inch

· Stroomverbruik wanneer ingeschakeld (W): 61 W

· Jaarlijks energieverbruik (kWh)*: 90 kWh

· Stroomverbruik in stand-by (W)**: 0,3 W

· Schermresolutie (pixels): 3840 x 2160p

50HFL6114U

· Energieklasse: A+

· Zichtbare schermgrootte: 126 cm / 50 inch

· Stroomverbruik wanneer ingeschakeld (W): 68 W

· Jaarlijks energieverbruik (kWh)*: 100 kWh

Stroomverbruik in stand-by (W)**: 0,3 W

· Schermresolutie (pixels): 3840 x 2160p

55HFL6114U

Energieklasse: A+

· Zichtbare schermgrootte: 139 cm / 55 inch

· Stroomverbruik wanneer ingeschakeld (W): 83 W

· Jaarlijks energieverbruik (kWh)*: 122 kWh

· Stroomverbruik in stand-by (W)**: 0,3 W

· Schermresolutie (pixels): 3840 x 2160p

65HFL6114U

· Energieklasse: A+

· Zichtbare schermgrootte: 164 cm / 65 inch

· Stroomverbruik wanneer ingeschakeld (W): 104 W

· Jaarlijks energieverbruik (kWh)*: 152 kWh

· Stroomverbruik in stand-by (W)**: 0,3 W

· Schermresolutie (pixels): 3840 x 2160p

75HFL6114U

· Energieklasse: A+

· Zichtbare schermgrootte: 189 cm / 75 inch

· Stroomverbruik wanneer ingeschakeld (W): 113 W

· Jaarlijks energieverbruik (kWh)*: 165 kWh

• Stroomverbruik in stand-by (W)**: 0,3 W

· Schermresolutie (pixels): 3840 x 2160p

32HFL5114

· Energieklasse: A+

· Zichtbare schermgrootte: 80 cm / 32 inch

· Stroomverbruik wanneer ingeschakeld (W): 29 W

· Jaarlijks energieverbruik (kWh)*: 43 kWh

Stroomverbruik in stand-by (W)**: 0,35 W

· Schermresolutie (pixels): 1920 x 1080p

43HFL5114

 \cdot Energieklasse: A+

· Zichtbare schermgrootte: 108 cm / 43 inch

· Stroomverbruik wanneer ingeschakeld (W): 48 W

· Jaarlijks energieverbruik (kWh)*: 71 kWh

· Stroomverbruik in stand-by (W)**: 0,3 W

· Schermresolutie (pixels): 1920 x 1080p

43HFL5114U

· Energieklasse: A

· Zichtbare schermgrootte: 108 cm / 43 inch

· Stroomverbruik wanneer ingeschakeld (W): 59 W

· Jaarlijks energieverbruik (kWh)*: 87 kWh

· Stroomverbruik in stand-by (W)**: 0,3 W

· Schermresolutie (pixels): 3840 x 2160p

50HFL5114U

· Energieklasse: A+

· Zichtbare schermgrootte: 126 cm / 50 inch

· Stroomverbruik wanneer ingeschakeld (W): 70 W

· Jaarlijks energieverbruik (kWh)*: 103 kWh

• Stroomverbruik in stand-by (W)**: 0,3 W

· Schermresolutie (pixels): 3840 x 2160p

*Energieverbruik in kWh per jaar, op basis van het stroomverbruik van de televisie als deze 4 uur per dag, 365 dagen per jaar is ingeschakeld. Het werkelijke energieverbruik hangt af van hoe de televisie wordt gebruikt.

**Wanneer de TV is uitgeschakeld met de afstandsbediening en geen enkele functie actief is.

EPREL-registratienummer

43HFL6114U: 341921

50HFL6114U: 341992

55HFL6114U: 342447

65HFL6114U: 342465

75HFL6114U: 355587

32HFL5114: 341818

43HFL5114: 341833

43HFL5114U: 341835

50HFL5114U: 341991

Einde levensduur

Oude producten en batterijen weggooien

Uw product is vervaardigd van kwalitatief hoogwaardige materialen en onderdelen, die kunnen worden gerecycled en opnieuw gebruikt.



Als u op uw product een doorstreepte afvalcontainer

op wieltjes ziet, betekent dit dat het product valt onder de EU-richtlijn 2012/19/EU.



Win inlichtingen in over de manier waarop elektrische en elektronische producten in uw regio gescheiden worden ingezameld.

Neem bij de verwijdering van oude producten de lokale wetgeving in acht en plaats uw producten niet bij het gewone huishoudelijke afval. Als u oude producten correct verwijdert, voorkomt u schadelijke gevolgen voor het milieu en de volksgezondheid.

Uw product bevat batterijen die, overeenkomstig de Europese richtlijn 2006/66/EG, niet bij het gewone huishoudelijke afval mogen worden weggegooid.



Win informatie in over de lokale wetgeving omtrent de gescheiden inzameling van batterijen. Door u op de juiste wijze van de batterijen te ontdoen, voorkomt u negatieve gevolgen voor het milieu en de volksgezondheid.

5.2

Vermogen

Productspecificaties kunnen zonder voorafgaande kennisgeving worden gewijzigd. Ga voor meer specificaties van dit product naar www.philips.nl/support

Vermogen

- Netspanning: AC 220 240 V +/-10%
- · Omgevingstemperatuur: 5 tot 35 °C
- Functies voor energiebesparing: Eco-modus, beeld uit (voor radio), timer voor automatisch uitschakelen, menu Eco-instellingen.

Zie voor informatie over het stroomverbruik het hoofdstuk **Productinformatie**.

5.3

Besturingssysteem

Android OS:

Android Pie 9

54

Ontvangst

- · Antenne-ingang: 75 ohm coaxiaal (IEC75)
- · Tunerfrequentiebanden: Hyperband, UHF, VHF
- · DVB: DVB-T2, DVB-C (kabel) QAM
- · Analoge videoweergave: SECAM, PAL
- Digitale videoweergave: MPEG2 SD/HD (ISO/IEC 13818-2), MPEG4 SD/HD (ISO/IEC 14496-10), HEVC*
- · Digitale audioweergave (ISO/IEC 13818-3)
- · Bereik ingangsfrequentie: 950 2150 MHz
- · Bereik ingangsniveau: 25 tot 65 dBm
- * Alleen voor DVB-T2

5.5

Displaytype (6114U)

Schermdiameter

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

Schermresolutie

· 3840 x 2160

56

Displaytype (5114 / 5114U)

Schermdiameter

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

Schermresolutie

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

5.7

Schermresolutie (6114U)

Videoformaten

Resolutie - vernieuwingsfrequentie

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

Computerformaten

Mogelijke resoluties:

- · 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
- 1300 × 703 00 112
- · 1360 x 768 60 Hz
- · 1280 x 1024 60 Hz
- · 1920 x 1080 60 Hz
- · 3840 x 2160 60 Hz

5.8

Schermresolutie (5114)

Videoformaten

Resolutie - vernieuwingsfrequentie

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

Computerformaten

Mogelijke resoluties:

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

5.9

Schermresolutie (5114U)

Videoformaten

Resolutie - vernieuwingsfrequentie

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

Computerformaten

Mogelijke resoluties:

- · 640 x 480 60 Hz
- · 800 x 600 60 Hz
- · 1024 x 768 60 Hz

- · 1280 x 768 60 Hz
- · 1360 x 765 60 Hz
- · 1360 x 768 60 Hz
- · 1280 x 1024 60 Hz
- · 1920 x 1080 60 Hz
- · 3840 x 2160 60 Hz

5.10

Connectiviteit (6114U)

Zijkant TV

- · Common Interface-sleuf: CI+/CAM
- · USB 1 USB 3.0
- · Hoofdtelefoon: stereomini-aansluiting van 3,5 mm
- · HDMI 1-ingang ARC Ultra HD

Onderzijde TV

LAN-netwerk: RJ45

HDMI 2-ingang - ARC - Ultra HD

HDMI 3-ingang - ARC - Ultra HD

Antenne (75 ohm)

USB 2 - USB 2.0

12 V DC-uitgang

8 Ω Audio-uitgang

DATA(RJ-48)

5.11

Connectiviteit (5114)

Ziikant TV

- · Common Interface-sleuf: CI+/CAM
- USB 1 USB 3.0
- · Hoofdtelefoon: stereomini-aansluiting van 3,5 mm
- · HDMI 1-ingang ARC FHD

Onderzijde TV

- LAN-netwerk: RJ45
- · HDMI 2-ingang ARC FHD
- · Antenne (75 ohm)
- USB 2 USB 2.0
- · 12 V DC-uitgang
- ·8 **Ω** Audio-uitgang
- · DATA(RJ-48)

5.12

Connectiviteit (5114U)

Zijkant TV

- · Common Interface-sleuf: CI+/CAM
- USB 1 USB 3.0
- · Hoofdtelefoon: stereomini-aansluiting van 3,5 mm
- · HDMI 1-ingang ARC Ultra HD

Onderzijde TV

- · LAN-netwerk: RJ45
- · HDMI 2-ingang ARC Ultra HD
- · Antenne (75 ohm)

- · USB 2 USB 2.0
- · 12 V DC-uitgang
- · 8 Ω Audio-uitgang
- · DATA(RJ-48)

Afmetingen en gewicht (6114U)

43HFL6114U

· Zonder TV-standaard:

Breedte 963,98 mm - Hoogte 569,28 mm - Diepte 74,5 mm - Gewicht \pm 9,44 kg

· Met TV-standaard:

Breedte 963,98 mm - Hoogte 594,09 mm - Diepte 190,1 mm - Gewicht ± 11,48 kg

50HFL6114U

Zonder TV-standaard:

Breedte 1119,8 mm - Hoogte 650 mm - Diepte 77,7 mm - Gewicht ± 13,74 kg

· Met TV-standaard:

Breedte 1119,8 mm - Hoogte 681 mm - Diepte 240,1 mm - Gewicht ± 16,44 kg

55HFL6114U

· Zonder TV-standaard:

Breedte 1233,6 mm - Hoogte 714 mm - Diepte 113,2 mm - Gewicht ± 16.5 kg

· Met TV-standaard:

Breedte 1233,6 mm - Hoogte 746,8 mm - Diepte 240 mm - Gewicht ± 19,05 kg

65HFL6114U

· zonder TV-standaard:

Breedte 1459,28 mm - Hoogte 849,84 mm - Diepte 86,4 mm - Gewicht ± 25,72 kg

· Met TV-standaard:

Breedte 1459,28 mm - Hoogte 872,5 mm - Diepte 267,11 mm - Gewicht ± 29,7 kg

75HFL6114U

· zonder TV-standaard:

Breedte 1683,2 mm - Hoogte 965,9 mm - Diepte 93,7 mm - Gewicht ± 33,5 kg

· Met TV-standaard:

Breedte 1683,2 mm - Hoogte 992,9 mm - Diepte 299,4 mm - Gewicht ± 34 kg

5.14

Afmetingen en gewicht (5114/5114U)

32HFL5114

· zonder TV-standaard:

Breedte 731,8 mm - Hoogte 435,31 mm - Diepte 77,3 mm - Gewicht ± 4,61 kg

· met TV-standaard:

Breedte 731,8 mm - Hoogte 494,14 mm - Diepte 179,31 mm - Gewicht ± 4,68 kg

43HFL5114

· zonder TV-standaard:

Breedte 969,6 mm - Hoogte 565,6 mm - Diepte 80,5 mm - Gewicht \pm 7,19 kg

· met TV-standaard:

Breedte 969,6 mm - Hoogte 624,2 mm - Diepte 194 mm - Gewicht \pm 7,27 kg

43HFL5114U

· zonder TV-standaard:

Breedte 972,81 mm - Hoogte 567,85 mm - Diepte 80.5 mm - Gewicht ± 8.0 kg

· met TV-standaard:

Breedte 972,81 mm - Hoogte 625,59 mm - Diepte 194,02 mm - Gewicht ± 8,08 kg

50HFL5114U

· zonder TV-standaard:

Breedte 1127,64 mm - Hoogte 655,31 mm - Diepte 89,62 mm - Gewicht $\pm 11,3 \text{ kg}$

· met TV-standaard:

Breedte 1127,64 mm - Hoogte 711,95 mm - Diepte 214,5 mm - Gewicht ± 11,5 kg

5.15

Geluid

- · Uitgangsvermogen (RMS): 20 W (32 inch: 16 W)
- · Dolby Audio
- · DTS HD

Apparaten aansluiten

61

Apparaten aansluiten

Connectiviteitsgids

Sluit apparaten altijd aan op de TV met de kwalitatief beste aansluiting. Gebruik kabels van goede kwaliteit voor een goede overdracht van beeld en geluid.

Wanneer u een apparaat aansluit, herkent de TV het type en geeft de TV elk apparaat de juiste typenaam. U kunt de typenaam wijzigen als u dat wilt. Als voor een apparaat een juiste typenaam is ingesteld, schakelt de TV automatisch over naar de ideale TV-instellingen wanneer u in het menu Bronnen dit apparaat selecteert.

Antennepoort

Hebt u een Settopbox (een digitale ontvanger) of recorder, sluit dan de antennekabels zo aan dat het antennesignaal via de Settopbox en/of recorder naar de TV gaat. Zo kunnen via de antenne en de Settopbox eventueel extra zenders naar de recorder worden gezonden en opgenomen.

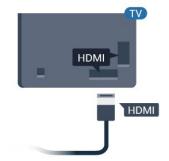
HDMI-poorten

HDMI-kwaliteit

Een HDMI-aansluiting biedt de beste beeld- en geluidskwaliteit. In een HDMI-kabel worden video- en audiosignalen gecombineerd. Gebruik een HDMI-kabel voor TV-signaal.

Gebruik voor de beste signaaloverdracht een High Speed HDMI-kabel die niet langer is dan 5 meter.





Kopieerbeveiliging

HDMI-kabels ondersteunen HDCP (High-bandwidth Digital Content Protection). HDCP is een signaal voor kopieerbeveiliging om te voorkomen dat inhoud van een DVD of Blu-ray Disc wordt gekopieerd. Dit wordt ook wel DRM (Digital Rights Management) genoemd.

HDMI ARC

Alle HDMI-aansluitingen op de TV beschikken over HDMI ARC (Audio Return Channel).

Als het apparaat, doorgaans een home cinemasysteem (HTS), ook beschikt over de HDMI ARCaansluiting, kunt u het aansluiten op elke willekeurige HDMI-aansluiting van deze TV. Met de HDMI ARCaansluiting hoeft u niet de extra audiokabel aan te sluiten om het geluid van het TV-beeld via het HTS af te spelen. De HDMI ARC-aansluiting brengt zowel het beeld als het geluid over.

U kunt het home cinema-systeem (HTS) op elke HDMI-aansluiting van deze TV aansluiten, maar de ARC-aansluiting is maar voor één apparaat tegelijk beschikbaar.





HDMI CEC - EasyLink

Een HDMI-aansluiting biedt de beste beeld- en geluidskwaliteit. In een HDMI-kabel worden video- en audiosignalen gecombineerd. Gebruik een HDMI-kabel voor High Definition (HD) TV-signalen. Gebruik voor de beste signaaloverdracht een High Speed HDMI-kabel die niet langer is dan 5 meter.

Als u HDMI CEC-compatibele apparaten aansluit op uw TV, kunt u ze bedienen met de afstandsbediening van uw TV.

EasyLink HDMI CEC moet dan zijn ingeschakeld op de TV en het aangesloten apparaat.





Opmerking:

- EasyLink werkt mogelijk niet in combinatie met apparaten van een ander merk.
- De HDMI CEC-functie heeft verschillende namen bij verschillende merken. Enkele voorbeelden: Anynet, Aquos Link, Bravia Theatre Sync, Kuro Link, Simplink en Viera Link. Niet alle merken zijn volledig compatibel met EasyLink. De hier als voorbeeld genoemde HDMI CEC-merknamen zijn eigendom van de respectieve eigenaars.

EasyLink Aan of Uit

U kunt EasyLink aan- of uitzetten. De EasyLinkinstellingen zijn op de TV standaard ingeschakeld.

EasyLink volledig uitschakelen...

Professionele modus UIT — Druk op \bigcirc / \bigcirc Home (Thuis). Druk op \checkmark (omlaag), selecteer Instellingen en druk op OK.

Selecteer Bronnen > EasyLink en druk op OK.

Selecteer EasyLink en druk op OK.

Selecteer Uit en druk vervolgens op OK.

Druk zo nodig enkele malen op \leftarrow BACK om het menu te sluiten.

Professionele modus AAN - Raadpleeg de installatiehandleiding.

EasyLink-afstandsbediening

Als u wilt dat apparaten communiceren, maar ze niet wilt bedienen met de afstandsbediening van de TV, kunt u de EasyLink-afstandsbediening afzonderlijk uitschakelen.

De EasyLink-afstandsbediening in- of uitschakelen...

Professionele modus UIT − Druk op ☐ / ☐ Home (Thuis). Druk op ✔ (omlaag), selecteer Instellingen en druk op OK.

Selecteer Bronnen > EasyLink en druk op OK.

Selecteer EasyLink-afstandsbediening en druk op OK .

Selecteer Aan of Uit en druk op OK.

Druk zo nodig enkele malen op \leftarrow BACK om het menu te sluiten.

Professionele modus AAN - Raadpleeg de installatiehandleiding.

6.2

CAM met smartcard - CI+

CI+

Deze TV is geschikt voor de CI+ Conditional Access.

Met CI+ kunt u premium HD-programma's, zoals films en sport, ontvangen van aanbieders van digitale TV in uw regio. Deze programma's worden door de TV-aanbieder gecodeerd en vervolgens gedecodeerd met een prepaid CI+ module.

Van een aanbieder van digitale TV krijgt u een CI+-module (Conditional Access Module - CAM) plus smartcard wanneer u zich op hun premium programma's abonneert. Deze programma's zijn sterk beveiligd tegen kopiëren.

Neem contact op met een aanbieder van digitale TV voor meer informatie over bepalingen en voorwaarden.



Smartcard

Van een aanbieder van digitale TV krijgt u een CI+-module (Conditional Access Module - CAM) plus smartcard wanneer u zich op hun premium programma's abonneert.

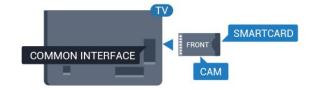
Plaats de smartcard in uw CAM-module. Raadpleeg de instructies die u van de aanbieder hebt ontvangen.

CAM in de TV plaatsen...

- 1 Kijk op de CAM voor de juiste manier om de CAM te plaatsen. Als u de CAM niet correct plaatst, kunnen de CAM en de TV beschadigd raken.
- 2 Terwijl u naar de achterkant van de TV kijkt, met de voorkant van de CAM naar u toe gericht, plaatst u de CAM voorzichtig in de sleuf **COMMON**

INTERFACE.

3 - Duw de CAM zo ver mogelijk naar binnen. Laat deze permanent in de sleuf zitten.



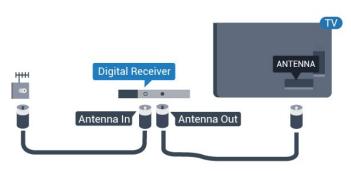
Wanneer u de TV inschakelt, kan het enkele minuten duren voordat de CAM is geactiveerd. Als een CAM is geplaatst en het abonnement is betaald (de methoden hiervoor kunnen verschillen), kunt u naar de gecodeerde zenders kijken die door de CAMsmartcard worden ondersteund.

De CAM en smartcard zijn specifiek voor uw TV. Als u de CAM verwijdert, kunt u niet meer naar gecodeerde zenders kijken die door de CAM worden ondersteund.

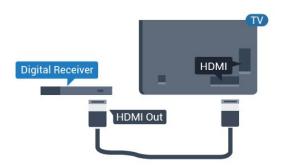
6.3

Ontvanger - Set-top box

Met twee antennekabels sluit u de antenne aan op de set-top box (een digitale ontvanger) en de TV.



Naast de antenne-aansluitingen zit de HDMIaansluiting voor het aansluiten van de set-top box op de TV.



64

Home cinema-systeem - HTS

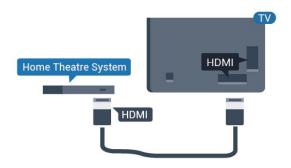
HDMI ARC aansluiten

Sluit het home cinema-systeem (HTS) met een HDMIkabel aan op de TV. U kunt een Philips Soundbar of een HTS met een ingebouwde disc-speler aansluiten.

HDMI ARC

Als uw home cinema-systeem (HTS) een HDMI ARC-aansluiting heeft, kunt u het systeem aansluiten op elke HDMI-aansluiting op de TV. Met HDMI ARC hoeft u niet de extra audiokabel aan te sluiten. De HDMI ARC-aansluiting brengt zowel het beeld als het geluid over.

Alle HDMI-aansluitingen op de TV ondersteunen het ARC-signaal (Audio Return Channel). Hebt u het home cinema-systeem (HTS) aangesloten, dan wordt het ARC-signaal alleen overgebracht via deze HDMI-aansluiting.



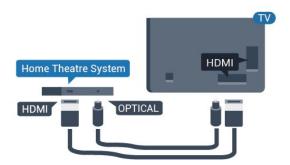
Beeld en geluid synchroniseren

Als het geluid niet correspondeert met het beeld op het scherm, kunt u op de meeste home cinemasystemen een vertraging instellen om het geluid op het beeld af te stemmen.

Aansluiten met HDMI

Sluit het home cinema-systeem (HTS) met een HDMIkabel aan op de TV. U kunt een Philips Soundbar of een HTS met een ingebouwde disc-speler aansluiten.

Heeft het home cinema-systeem (HTS) geen HDMI ARC-aansluiting, dan kunt u een extra optische audiokabel gebruiken (Toslink) om het geluid van het TV-beeld naar het home cinema-systeem (HTS) over te brengen.



Beeld en geluid synchroniseren

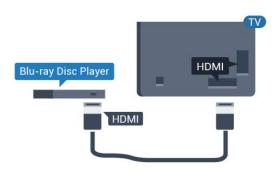
Als het geluid niet correspondeert met het beeld op het scherm, kunt u op de meeste home cinemasystemen een vertraging instellen om het geluid op het beeld af te stemmen.

*Niet alle TV's ondersteunen de optische functie (Toslink).

6.5

Blu-ray Disc-speler

Sluit de Blu-ray Disc-speler met een **High Speed HDMI-kabel** aan op de TV.

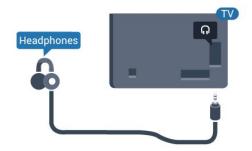


Als de Blu-ray Disc-speler beschikt over EasyLink HDMI CEC, kunt u de speler bedienen met de afstandsbediening van de TV.

66

Hoofdtelefoon

U kunt een hoofdtelefoon aansluiten op de $\widehat{\mathbf{n}}$ -aansluiting aan de achterkant van de TV. Dit is een mini-aansluiting van 3,5 mm. Het volume van de hoofdtelefoon kunt u afzonderlijk aanpassen.

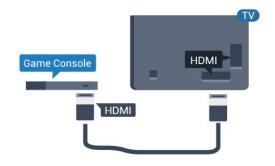


6.7

Gameconsole

HDMI

Voor de beste kwaliteit sluit u de gameconsole met een High Speed HDMI-kabel aan op de TV.



6.8

USB-stick

U kunt foto's bekijken of muziek- en videobestanden afspelen vanaf een aangesloten USB-stick.

Plaats terwijl de TV is ingeschakeld een USB-stick in een van de USB-aansluitingen van de TV.



De TV detecteert de USB-stick en er wordt een lijst met de inhoud ervan geopend.

Als de inhoud niet automatisch wordt weergegeven...

Professionele modus UIT — Druk op $\ \ \bigcirc \ / \ \$ Home (Thuis), selecteer $\ \ \ \ \ \$

Apps, selecteer **■ Bronnen**. Kies USB en druk op OK.

Professionele modus Aan — Druk op △ / △ Home (Thuis), selecteer TV-zenders

▼ , selecteer

BRONNEN . Kies USB en druk op OK.

Als u niet meer wilt kijken of luisteren naar de inhoud die op de USB-stick staat, drukt u op 🔊 of selecteert u een andere activiteit.

Als u de USB-stick wilt loskoppelen, kunt u deze er op elk gewenst moment uit trekken.

6.9

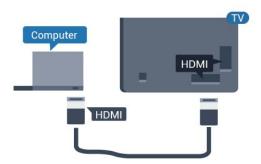
Computer

Aansluiten

U kunt uw computer aansluiten op de TV en de TV als computerscherm gebruiken.

Met HDMI

Sluit de computer aan met een HDMI-kabel.



Ideale instelling

Als u een computer aansluit, adviseren wij u om de aansluiting, waarop de computer is aangesloten, de juiste naam voor het apparaattype te geven in het menu Bron. Als u overschakelt naar Computer in het menu Bronnen, wordt de TV automatisch ingesteld op de ideale computerinstelling.

De TV instellen op de ideale instelling...

Professionele modus UIT − Druk op △ / △ Home (Thuis). Druk op ∨ (omlaag), selecteer Instellingen en druk op OK.

Selecteer Beeld en druk op (rechts) om naar het menu te gaan. Selecteer Beeldstijl > Computer en druk op OK.

Selecteer Aan of Uit en druk op OK.

Druk zo nodig enkele malen op \leftarrow om het menu te sluiten.

Professionele modus AAN — Druk op △ / △ Home (Thuis) > ••• Meer > ❖ Instellingen > ❖ Beeld. Druk op OK. Selecteer Beeldstijl > Computer en druk op OK.

Selecteer Aan of Uit en druk op OK.

Druk zo nodig enkele malen op \leftarrow om het menu te sluiten.

(Raadpleeg voor meer informatie over de professionele modus de installatiehandleiding)

Video's, foto's en muziek

7.1

Van een USB-aansluiting

U kunt uw foto's bekijken of uw muziek en video's afspelen vanaf een aangesloten USB-stick of USB-schijf.

Sluit een USB-stick of een USB-schijf op een van de USB-aansluitingen aan terwijl de TV aanstaat. De TV zal het apparaat herkennen en de bestanden worden vervolgens op de TV weergegeven.

Als de lijst met bestanden niet automatisch verschijnt...

- 1 Druk op ■ CHANNELS, selecteer ■ Bronnen.
- 2 Selecteer
 Mediabrowser en druk op OK.
- 3 U kunt door uw bestanden bladeren in de mappenstructuur die u op de schijf hebt georganiseerd.
- 4 Om te stoppen met het afspelen van video's, foto's en muziek, drukt u op \mathfrak{D} .

7 2

Uw video's afspelen

Video's afspelen

Videomap openen

- 1 Druk op ■ CHANNELS, selecteer ■ Bronnen.
- 2 Selecteer Mediabrowser , selecteer Video's en druk op OK.

Druk om terug te gaan naar de map op ←

Een video afspelen

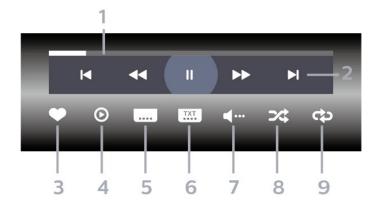
- 2 Selecteer Mediabrowser, selecteer Video's en druk op OK.
- 3 Selecteer een video en druk op Alles afspelen als u alle bestanden in de map wilt afspelen of druk op Favoriet markeren om de geselecteerde video toe te voegen aan het menu → Favorieten.

Om de video tijdelijk te pauzeren, drukt u op OK. Druk nogmaals op OK om het afspelen te

hervatten.

Bedieningsbalk

Druk op **OK** als u de bedieningsbalk wilt weergeven of verbergen terwijl een video wordt afgespeeld.



- 1 Voortgangsbalk
- 2 Bedieningsbalk voor afspelen
- **◄**: Ga naar de vorige video in een map
- ► : Ga naar de volgende video in een map
 - ← : Terugspoelen
 - >> : Vooruitspoelen
 - II: Het afspelen onderbreken
- 3 Als favorieten markeren
- 4 Alle video's afspelen
- 5 Ondertiteling: ondertiteling aanzetten, uitzetten of aanzetten zonder geluid
- 6 Taal ondertiteling: selecteer een ondertiteltaal (niet beschikbaar met de professionele modus AAN (professionele modus ingeschakeld)).
- 7 Audiotaal: hiermee selecteert u een audiotaal
- 8 Shuffle: hiermee worden uw bestanden in willekeurige volgorde afgespeeld
- 9 Herhalen: hiermee kunt u alle video's in deze map eenmaal of telkens opnieuw afspelen

Video-opties

Druk tijdens het afspelen van de video op • OPTIONS, selecteer Info en druk op OK om het volgende te doen...

- Als favoriet markeren: hiermee stelt u de geselecteerde video in als favoriet.
- Alles afspelen: alle videobestanden in deze map afspelen.
- Ondertiteling: als ondertiteling beschikbaar is, kunt u schakelen tussen Aan, Uit of Aan indien gedempt.
- Audiotaal: indien beschikbaar, kunt u een audiotaal selecteren.
- Shuffle: hiermee worden uw bestanden in willekeurige volgorde afgespeeld.
- Herhalen: hiermee kunt u alle video's in deze map eenmaal of telkens opnieuw afspelen.

Uw foto's weergeven

Foto's bekijken

Fotomap openen

- Selecteer **G**

Mediabrowser, selecteer Foto's en druk op OK.

Een foto weergeven

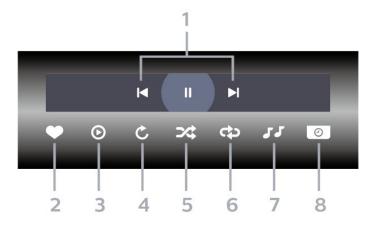
- Selecteer 💶

Mediabrowser, selecteer Foto's en druk op OK.

3 - Selecteer Foto's en selecteer een van de foto's.

Druk op Diavoorstelling als u alle bestanden in de map wilt afspelen of druk op Favoriet markeren om de geselecteerde foto toe te voegen aan het menu - Favorieten.

Bedieningsbalk



- 1 Bedieningsbalk voor afspelen
- **⋈** : Ga naar de vorige foto in een map
- ▶ : Ga naar de volgende foto in een map
 - II: Een diavoorstelling onderbreken
- 2 Als favorieten markeren
- 3 Een diapresentatie starten
- 4 De foto draaien
- 5 Shuffle: hiermee worden uw bestanden in willekeurige volgorde afgespeeld
- 6 Herhalen: hiermee kunt u alle foto's in deze map eenmaal of telkens opnieuw bekijken
- 7 De muziek stoppen die op de achtergrond wordt afgespeeld (niet beschikbaar met de professionele modus AAN)
- 8 De snelheid van de diapresentatie instellen

Foto-opties

Druk tijdens het afspelen van de video op • OPTIONS, selecteer Info en druk op OK om het volgende te doen...

- · Als favorieten markeren
- · Een diapresentatie starten
- · De foto draaien
- Shuffle: hiermee worden uw bestanden in willekeurige volgorde afgespeeld
- Herhalen: hiermee kunt u alle foto's in deze map eenmaal of telkens opnieuw bekijken
- De muziek stoppen die op de achtergrond wordt afgespeeld (niet beschikbaar met de professionele modus AAN)
- · De snelheid van de diapresentatie instellen

74

Uw muziek afspelen

Muziek afspelen

Muziekmap openen

1 - Druk op ■ CHANNELS, selecteer ■ Bronnen.2

- Selecteer 💷

Mediabrowser, selecteer JJ Muziek en druk op OK.

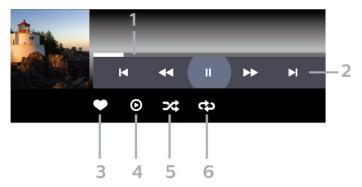
Muziek afspelen

- Selecteer

Mediabrowser, selecteer **JJ** Muziek en druk op OK.

- 3 U kunt drukken op **Favoriet markeren** om de muziekmap aan het menu favorieten toe te voegen
- Favorieten.
- 4 Met een classificatie kunt u muziek snel terugvinden:Genres, Artiesten, Albums en Tracks.

Bedieningsbalk



1 - Voortgangsbalk

- 2 Bedieningsbalk voor afspelen
- **⋈**: Ga naar het vorige nummer in een map
- ► : Ga naar het volgende nummer in een map
 - ✓ : Terugspoelen➤ : Vooruitspoelen
 - II : Het afspelen onderbreken
- 3 Als favorieten markeren
- 4 Alle muziek afspelen
- 5 Shuffle: hiermee worden uw bestanden in willekeurige volgorde afgespeeld
- 6 Herhalen: hiermee kunt u alle nummers in deze map eenmaal of telkens opnieuw bekijken

Muziekopties

Druk tijdens het afspelen van de muziek op • OPTIONS, selecteer Info en druk op OK om het volgende te doen...

- · Als favorieten markeren
- · Alle muziek afspelen
- Shuffle: hiermee worden uw bestanden in willekeurige volgorde afgespeeld
- Herhalen: hiermee kunt u alle nummers in deze map eenmaal of telkens opnieuw bekijken

TV-gids

8

De TV-gids gebruiken

De TV-gids openen

Druk op **™ TV GUIDE** om de TV-gids te openen. De TV-gids toont de zenders van de geselecteerde tuner.

Druk opnieuw op **III TV GUIDE** om de TV-gids te sluiten.

De eerste keer dat u de TV-gids opent, scant de TV alle TV-zenders op programma-informatie. Dit kan een aantal minuten in beslag nemen. De TV-gidsgegevens worden opgeslagen op de TV.

Games

9.1

Een game spelen

Vanaf een gameconsole

Een game starten vanaf een gameconsole...

Schakel de gameconsole in.

Professionele modus UIT − Druk op △ / △ Home, selecteer • Apps. Kies Bronnen en druk op OK.

Start de game.

Druk enkele malen op ← BACK of druk op ூ EXIT of stop de app met de speciale afsluit-/stopknop.

Druk voor meer informatie over het aansluiten van een gameconsole in Help op de gekleurde toets — Trefwoorden en zoek Gameconsole, aansluiten.

Professionele modus AAN − Druk op SOURCES en selecteer een gameconsole of de naam van de verbinding.

Start de game.

Druk enkele malen op ← BACK of druk op Ѣ EXIT of stop de app met de speciale afsluit-/stopknop.

Druk voor meer informatie over het aansluiten van een gameconsole in Help op de gekleurde toets — Trefwoorden en zoek Gameconsole, aansluiten.

Via Apps

Een game starten vanuit Game-apps...

Professionele modus Uit − Druk op △ / △ Home (Thuis), selecteer • Apps en selecteer vervolgens Google Play Games.

Meld u aan bij uw Google-account en start een game.

Druk enkele malen op \leftarrow BACK of druk op 1 EXIT of stop de app met de speciale afsluit-/stopknop.

Professionele modus AAN - Druk op △ / △ Home (Thuis). Selecteer 🞮 Games.

Meld u aan bij uw Google-account en start een game.

Druk enkele malen op \leftarrow BACK of druk op 1 EXIT of stop de app met de speciale afsluit-/stopknop.

<u>10</u>

De app Professional Menu

10.

Over de app Professional Menu

U kunt vanuit de app Professional Menu alle mogelijke opties van de TV starten.

Het linkerdeel van de app Professional Menu is ingedeeld in rijen...

- · Aanbevolen 🕩
- TV-zenders▼
- · Cast ₪
- · Apps **#**
- · Games 🛌
- · Meer •••

De sectie rechtsboven in de app Professional Menu is ingedeeld in rijen...

- · Account beheren
- Rekening 🔳 (dit is een optionele functie die afhangt van de interne instellingen van het hotel.)
- · Alarm instellen 🗿
- · Weer 🔏
- · Menutaal 🔼
- · Huidige tijd

10.2

Open de app Professional Menu

Professionele modus UIT - Raadpleeg het hoofdstuk "Hoofdmenu van Android TV".

Professionele modus AAN - Hiermee opent u de app Professional Menu en opent u een item...

- 1 Open de app Professional Menu door te drukken op de knop Home \triangle / \triangle te drukken.
- 2 Selecteer een activiteit met behulp van de pijltjestoetsen en druk op **OK** om de activiteit te starten.
- 3 Als u de app Professional Menu wilt afsluiten zonder de huidige activiteit op te slaan, drukt u op \leftarrow .



Als u de app Professional Menu opent, wordt het afspelen van de app/inhoud op de achtergrond gestopt. U moet de app of inhoud selecteren vanuit de app Professional Menu om deze te hervatten.

10.3

Aanbevolen

Hiermee opent u de app Professional Menu en opent u Aanbevolen...

- 1 Open de app Professional Menu.
- 2 Selecteer Aanbevolen en druk op OK om deze te openen of te starten.
- 3 Selecteer Aanbevolen TV-zenders. Kies een zender in de lijst en druk op OK.
- 4 Selecteer ## Apps. Selecteer een App in de lijst en druk op OK.

10.4

TV-zenders

Zenderlijsten

Over zenderlijsten

Na installatie van een zender worden alle zenders weergegeven in de zenderlijst. Zenders worden weergegeven met hun naam en logo als deze informatie beschikbaar is.

Druk met een zenderlijst geselecteerd op de pijltjes ∧ (omhoog) of ∨ (omlaag) om een zender te selecteren en druk dan op OK om naar de geselecteerde zender te kijken. U stemt alleen af op de zenders in die lijst bij gebruik van de toetsen ≡ + of ≡ −.

Radiozender

Als er digitale uitzendingen beschikbaar zijn, worden er tijdens de installatie digitale radiozenders geïnstalleerd. U schakelt over naar een andere radiozender zoals u naar een andere TV-zender overschakelt.

Een zenderlijst openen

De huidige zenderlijst openen...

- 1 Druk op 🔊 om over te schakelen op TV.
- 2. Druk op CHANNELS om de huidige zenderlijst te openen. Selecteer Alle zenders om zowel TV-als radiozenders weer te geven. Selecteer om alleen TV-zenders weer te geven. Selecteer om alleen radiozenders weer te geven.
- 3. Druk nog een keer op **■** CHANNELS om de zenderlijst te sluiten.

Zenders kijken

Afstemmen op een zender

Als u naar TV-zenders wilt kijken, drukt u op 👨. De TV stemt af op de zender waarnaar u het laatst hebt gekeken.

Overschakelen naar een andere zender

- Druk om van zender te wisselen op **≡** + of **≡** -.

Vorige zender

- Druk op ← BACK om terug te gaan naar de zender waarop het laatst was afgestemd.

Lijst met zenders

Druk terwijl u naar een TV-zender kijkt op **=** om de zenderlijst te openen.

Zenderopties

Opties openen

U kunt tijdens het kijken naar een zender een aantal opties instellen.

Welke opties beschikbaar zijn, is afhankelijk van het type zender waarnaar u kijkt (analoog of digitaal) of van de opgegeven TV-instellingen.

Het optiemenu openen...

- 1 Druk terwijl u naar een TV-zender kijkt op **① OPTIONS**.
- 2 Druk nog een keer op OPTIONS om te sluiten.

10.5

TV-zenders

Zenderlijsten

Over zenderlijsten

Na installatie van een zender worden alle zenders weergegeven in de zenderlijst. Zenders worden weergegeven met hun naam en logo als deze informatie beschikbaar is.

Druk met een zenderlijst geselecteerd op de pijltjes \wedge (omhoog) of \vee (omlaag) om een zender te selecteren en druk dan op OK om naar de geselecteerde zender te kijken. U stemt alleen af op de zenders in die lijst bij gebruik van de toetsen \equiv + of \equiv -.

Radiozender

Als er digitale uitzendingen beschikbaar zijn, worden er tijdens de installatie digitale radiozenders geïnstalleerd. U schakelt over naar een andere radiozender zoals u naar een andere TV-zender overschakelt.

Een zenderlijst openen

De huidige zenderlijst openen...

1 Druk op 📆, om over te schakelen op TV.

- 2. Druk op ≡ CHANNELS om de huidige zenderlijst te openen. Selecteer ≡ Alle zenders om zowel TV-als radiozenders weer te geven. Selecteer ■ om alleen TV-zenders weer te geven. Selecteer ■ om alleen radiozenders weer te geven.
- 3. Druk nog een keer op **■** CHANNELS om de zenderlijst te sluiten.

Zenders kijken

Afstemmen op een zender

Overschakelen naar een andere zender

- Druk om van zender te wisselen op **■ +** of **■ -**.

Vorige zender

- Druk op ← BACK om terug te gaan naar de zender waarop het laatst was afgestemd.

Lijst met zenders

Druk terwijl u naar een TV-zender kijkt op **≡** om de zenderlijst te openen.

Zenderopties

Opties openen

U kunt tijdens het kijken naar een zender een aantal opties instellen.

Welke opties beschikbaar zijn, is afhankelijk van het type zender waarnaar u kijkt (analoog of digitaal) of van de opgegeven TV-instellingen.

Het optiemenu openen...

- 1 Druk terwijl u naar een TV-zender kijkt op •
 OPTIONS.
- 2 Druk nog een keer op OPTIONS om te sluiten.

10.6

Google Cast

Wat hebt u nodig

Als een app op uw mobiele apparaat Google Cast heeft, kunt u uw app op deze TV casten. Zoek op de mobiele app naar het Google Cast-pictogram. U kunt uw mobiele apparaat gebruiken om te bepalen wat er op TV is. Google Cast werkt op Android en iOS.

Uw mobiele apparaat moet zijn verbonden met hetzelfde WiFi-thuisnetwerk als uw TV.

Apps met Google Cast

Elke dag zijn er nieuwe Google Cast-apps beschikbaar. U kunt het nu al proberen met YouTube, Chrome, Netflix, Photowall... of Big Web Quiz voor Chromecast. Zie ook google.com/cast

Sommige Google Play-producten en -functies zijn niet in alle landen beschikbaar.

Ga voor meer informatie naar support.google.com/androidtv

Casten naar uw TV

Een app naar het TV-scherm casten...

Hiermee opent u de app Professional Menu en opent u Cast...

- 1 Open de app Professional Menu.
- 2 Selecteer **Cast** and en druk op **OK** om deze optie te openen of te starten.
- 3 Verbind uw smartphone via Wi-Fi Direct met de TV (scan de QR-code of gebruik de Wi-Fi SSID en het wachtwoord). Open een app die Google Cast

ondersteunt.

- 4 Tik op het Google Cast-pictogram.
- 5 Selecteer de TV waarnaar u wilt casten.
- 6 Druk op afspelen op uw smartphone of tablet. Wat u hebt geselecteerd wordt afgespeeld op TV.

10.7

Games

Hiermee opent u de app Professional Menu en opent u games...

- 2 Selecteer Games 😝 en druk op OK.

Ideale instellingen voor games

Voor sommige games, waarbij snelheid en precisie is vereist, moet u de TV instellen op de ideale **Game**-instelling voordat u begint met gamen. Als uw gameconsole als **Game**apparaat is toegevoegd in het menu Bronnen (lijst met aansluitingen), wordt de TV automatisch ingesteld op de ideale Game-instelling.

Als het type gameconsole is ingesteld op Speler en meestal als cd-speler wordt gebruikt, laat het apparaattype dan op ingesteld op Speler.

De TV handmatig op de ideale instelling zetten. . .

- 1 Selecteer △ / △ Home (Thuis) > ••• Meer
- > 🌣 Instellingen > 😅 Beeld > Beeldstijl.
- 2 Selecteer Game en druk op OK.
- 3 Druk zo nodig enkele malen op ← om het menu te sluiten. Denk eraan om de instelling 'Game of computer' terug te zetten op Uit als u klaar bent met gamen.

10.8

Meer

Hiermee opent u de app Professional Menu en opent u Meer...

- 1 Open de app Professional Menu.
- 2 Selecteer ••• Meer en druk op **OK** om deze te openen of te starten.
- 3 Selecteer 🌣 Instellingen.
- · Beeld 😅 :

Wissel tussen de vooraf ingestelde beeldstijlen. Er zijn ideale stijlen voor het kijken van films, foto's, enz.

· Geluid **◄** :

Wissel tussen de vooraf ingestelde geluidstijlen. Er zijn ideale stijlen om naar films te kijken, naar muziek te luisteren of te gamen.

· Beeldformaat 📧

Selecteer een beeldformaat dat past bij het scherm.

· Menutaal 👼 :

Selecteer uw taal en druk vervolgens op OK.

- 4 Selecteer 💺 Eigenschappen en druk op OK.
- ・Alarm instellen 🝎 :

Er kan een alarm worden ingesteld op de TV. De TV kan op een bepaalde alarmtijd worden geactiveerd. U kunt het alarm ook instellen met de knop ② op de afstandsbediening.

· Sleeptimer o^{zz} :

Met de schuifbalk kunt u de tijd in stappen van 5 minuten op maximaal 180 minuten instellen. Als de tijd op 0 minuten is ingesteld, staat de sleeptimer uit. U kunt de TV altijd eerder uitschakelen of de tijd opnieuw instellen.

· Weer 🜤 :

Laat de waargenomen temperatuur zien. De 5-daagse weersverwachting voor de huidige locatie wordt weergegeven. U kunt het alarm ook instellen met de knop 🔏 op de afstandsbediening.

- 5 Selecteer Persoonlijk 🛔 en druk op OK.
- Rekening 🗐 : Hiermee kan de hotelgast zijn of haar hotelrekening bekijken tijdens zijn of haar verblijf. (Alleen met de professionele modus AAN.)
- · Berichten **≤**:

Gasten worden ervan op de hoogte gesteld wanneer er nieuwe berichten van het hotel op de TV zijn ontvangen. (Alleen met de professionele modus AAN.)

· Berichtweergave **■**:

De manier wijzigen waarop berichten worden weergegeven. (Alleen met de professionele modus AAN.)

· Account beheren 🞳:

Zorg er bij het aanmelden bij een Google-account via de telefoon of laptop voor dat de telefoon of laptop is verbonden met hetzelfde netwerk als de TV en voer vervolgens de code in die op de TV wordt weergegeven om het aanmelden te voltooien. Een gast kan ook het e-mailadres en wachtwoord van een Google-account gebruiken om zich aan te melden.

· Historie wissen 面:

Persoonlijke gegevens wissen uit alle applicaties (ook automatisch gewist bij het uitloggen, alleen met de professionele modus AAN.)

10.9

Meer

Hiermee opent u de app Professional Menu en opent u Meer...

- 1 Open de app Professional Menu.
- 2 Selecteer ••• Meer en druk op **OK** om deze te openen of te starten.

- 3 Selecteer 🌣 Instellingen.
- · Beeld 😅 :

Wissel tussen de vooraf ingestelde beeldstijlen. Er zijn ideale stijlen voor het kijken van films, foto's, enz.

· Geluid **◄** :

Wissel tussen de vooraf ingestelde geluidstijlen. Er zijn ideale stijlen om naar films te kijken, naar muziek te luisteren of te gamen.

· Beeldformaat 📧

Selecteer een beeldformaat dat past bij het scherm.

· Menutaal 📭 :

Selecteer uw taal en druk vervolgens op OK.

- 4 Selecteer 哮 Eigenschappen en druk op OK.
- · Alarm instellen 🝎 :

Er kan een alarm worden ingesteld op de TV. De TV kan op een bepaalde alarmtijd worden geactiveerd. U kunt het alarm ook instellen met de knop ② op de afstandsbediening.

· Sleeptimer @^{zz} :

Met de schuifbalk kunt u de tijd in stappen van 5 minuten op maximaal 180 minuten instellen. Als de tijd op 0 minuten is ingesteld, staat de sleeptimer uit. U kunt de TV altijd eerder uitschakelen of de tijd opnieuw instellen.

· Weer 🔏 :

Laat de waargenomen temperatuur zien. De 5-daagse weersverwachting voor de huidige locatie wordt weergegeven. U kunt het alarm ook instellen met de knop 🔏 op de afstandsbediening.

· TV-gids:

Stel de TV in voor ontvangst van de zenderprogrammering van de uitzender of via internet.

· Spraakfunctie:

Spraakfunctie helpt gebruikers met een visuele beperking om deze TV te gebruiken. De TV laat, door middel van gesproken taal, de gebruiker weten wat er op het scherm staat.

- 5 Selecteer Persoonlijk 🔒 en druk op OK.
- Rekening 🔳 : Hiermee kan de hotelgast zijn of haar hotelrekening bekijken tijdens zijn of haar verblijf. (Alleen met de professionele modus AAN.)
- · Berichten **≤**:

Gasten worden ervan op de hoogte gesteld wanneer er nieuwe berichten van het hotel op de TV zijn ontvangen. (Alleen met de professionele modus AAN.)

De manier wijzigen waarop berichten worden weergegeven. (Alleen met de professionele modus AAN.)

Account beheren ♣⁺:

Zorg er bij het aanmelden bij een Google-account via de telefoon of laptop voor dat de telefoon of laptop is verbonden met hetzelfde netwerk als de TV en voer vervolgens de code in die op de TV wordt weergegeven om het aanmelden te voltooien. Een

gast kan ook het e-mailadres en wachtwoord van een Google-account gebruiken om zich aan te melden

· Historie wissen 🛅 :

Persoonlijke gegevens wissen uit alle applicaties (ook automatisch gewist bij het uitloggen, alleen met de professionele modus AAN.)

10 10

Professionele instellingen

Beeldstijl

Een stijl selecteren

Druk op △ / △ Home (Thuis) > ••• Meer > ☆ Instellingen > ❖ Beeld > Beeldstijl.

U kunt het beeld op eenvoudige wijze aanpassen door een vooraf geprogrammeerde beeldstijl te selecteren.

- Persoonlijk De beeldvoorkeuren die u hebt ingesteld bij de eerste configuratie.
- · Levendig Ideaal voor TV kijken bij daglicht
- · Natuurlijk Instelling voor natuurlijke beelden
- Standaard: de meest energiezuinige instelling, fabrieksinstelling
- · Films Zeer geschikt voor het kijken van films
- · Game: ideaal voor het spelen van games
- · Computer ideaal voor aansluiting op een computer

Beeldformaat

Selecteer beeldformaat

Als het beeld niet schermvullend wordt weergegeven en zwarte balken aan de boven- of onderkant of aan beide zijden worden weergegeven, kunt u het beeld zo instellen dat dit het hele scherm in beslag neemt.

Een basisinstelling selecteren om het scherm te vullen...

De volgende beeldformaten zijn beschikbaar, afhankelijk van het beeld op het scherm.

- · Breedbeeld
- · Scherm vullen
- · Aanpassen aan scherm
- Niet geschaald

Geluidstijl

Een stijl selecteren

Druk op △ / △ Home (Thuis) > ••• Meer > ☆ Instellingen > ■ Geluid > Geluidstijl.

Als u het geluid eenvoudig wilt aanpassen, kunt u met Geluidstijl een vooraf geprogrammeerde instelling selecteren.

- · Persoonlijk uw ingestelde voorkeuren in Beeld en geluid aanpassen
- · Origineel: de meest neutrale geluidsinstelling
- · Films: zeer geschikt voor het kijken van films
- · Muziek: zeer geschikt voor het luisteren naar muziek
- · Game: ideaal voor gaming
- Nieuws: ideaal voor spraak

Taal

De taal van het TV-menu en de berichten wijzigen

Druk op △ / △ Home (Thuis) > ••• Meer > ❖ Instellingen > ௷ Menutaal.

Selecteer uw taal en druk op OK.

Eco-instellingen

Scherm uitzetten om energieverbruik te verminderen

Druk op \triangle / \triangle Home (Thuis) > ••• Meer > \clubsuit Functies > $\bullet^{a_{1z}}$ Sleeptimer > Scherm uitzetten.

Als u alleen naar muziek luistert op TV, kunt u het TV-scherm uitschakelen.

Alleen het TV-scherm wordt uitgeschakeld. Druk op een willekeurige toets op de afstandsbediening als u het scherm weer wilt aanzetten.

Timer voor uitschakelen van de TV instellen

Druk op \bigcirc / \bigcirc Home (Thuis) > ••• Meer > \blacksquare Functies > \bigcirc ** Sleeptimer > Sleeptimer.

Druk op de pijlen ∧ (omhoog) of ∨ (omlaag) om de waarde aan te passen. Met de waarde 0 (Uit) schakelt u de timer voor automatisch uitschakelen uit.

Als u Timer voor uitschakelen selecteert, wordt de TV automatisch uitgeschakeld om energie te besparen.

* De TV wordt uitgeschakeld als de TV wel nog een TV-signaal ontvangt, maar als er gedurende een periode van vier uur niet op een knop van de afstandsbediening wordt gedrukt.

^{*} De TV wordt uitgeschakeld als de TV geen TV-

signaal ontvangt of als er gedurende tien minuten geen opdracht wordt gegeven met de afstandsbediening.

*Als u de TV als beeldscherm gebruikt of TV kijkt via een digitale ontvanger (een set-top box - STB) en u de afstandsbediening van de TV niet gebruikt, schakelt u het automatisch uitschakelen uit door de waarde in te stellen op 0.

10.11

Google-account

Aanmelden

Om optimaal te profiteren van uw Philips Android-TV kunt u zich aanmelden bij Google met uw Googleaccount.

Door u aan te melden kunt u uw favoriete games spelen via telefoon, tablet en TV. U krijgt ook aangepaste muziek- en video-aanbevelingen op uw TV-startpagina evenals toegang tot YouTube, Google en andere apps.

Gebruik uw bestaande Google-account om u aan te melden bij Google op uw TV. Een Google-account bestaat uit een e-mailadres en een wachtwoord. Als u nog geen Google-account hebt, kunt u er een maken met uw computer of tablet (accounts.google.com). Als u zich niet tijdens de eerste TV-installatie aanmeldt, kunt u zich ook later aanmelden.

Aanmelden

Druk op △ / △ > Open de app Professional Menu.

Kies Account beheren rechtsboven in het scherm van de app Professional Menu en druk op **OK** . Voer met het schermtoetsenbord uw e-mailadres en wachtwoord in en druk op dezelfde **OK**-toets om u aan te melden.

Hoofdmenu van Android TV

11.1

Over het hoofdmenu van de Android TV.

Sluit de TV aan op internet als u van de voordelen van uw Android-TV wilt genieten.

Net als op uw Android-smartphone of -tablet is het hoofdmenu het middelpunt van uw TV. Vanuit het Hoofdmenu kunt u beslissen wat u gaat kijken door de opties voor amusement te bekijken in de app en live TV. Uw hoofdmenu bevat zenders zodat u vanuit uw favoriete apps geweldige inhoud kunt ontdekken. U kunt ook andere zenders toevoegen of nieuwe apps zoeken om meer inhoud te vinden.

11 2

Open het hoofdmenu van de Android TV

Professionele modus AAN - Raadpleeg de installatiehandleiding.

Professionele modus UIT - Hiermee opent u het hoofdmenu van de Android TV en opent u een item...

- 1 Druk op Menu en navigeer naar 'Philips Collection' en druk op OK.
- 2 Selecteer een activiteit met behulp van de pijltjestoetsen en druk op **OK** om de activiteit te starten.
- 3 Als u het hoofdmenu wilt afsluiten zonder de huidige activiteit op te slaan, drukt u op ←.



Als u het hoofdmenu van de Android TV opent, wordt

het afspelen van de app/inhoud op de achtergrond gestopt. U moet de app of inhoud selecteren in het hoofdmenu van de Android TV om deze te hervatten.

11.3

Android TV-instellingen

Beeld
Beeldinstellingen

Beeldstijl

Een stijl selecteren

Druk op △/△> ❖ Instellingen > Beeld > Beeldstijl. U kunt het beeld op eenvoudige wijze aanpassen door een vooraf geprogrammeerde beeldstijl te selecteren.

- Persoonlijk De beeldvoorkeuren die u hebt ingesteld bij de eerste configuratie.
- · Levendig Ideaal voor TV kijken bij daglicht
- · Natuurlijk Instelling voor natuurlijke beelden
- · Films Zeer geschikt voor het kijken van films
- · Game: ideaal voor het spelen van games
- · Computer ideaal voor aansluiting op een computer

Kleur, contrast, scherpte, helderheid

De beeldkleur aanpassen

Druk op \bigcirc / \bigcirc Home (Thuis) > \diamondsuit Instellingen > Beeld > Kleur.

Druk op de pijltjes ∧ (omhoog) of ∨ (omlaag) om de kleurverzadiging van het beeld aan te passen.

Het beeldcontrast aanpassen

U kunt de contrastwaarde verlagen als u het stroomverbruik wilt doen afnemen.

De beeldscherpte aanpassen

Druk op △ / △ Home (Thuis) > ♦ Instellingen > Beeld > Scherpte.

Druk op de pijlen \wedge (omhoog) of \vee (omlaag) om de scherpte van het beeld aan te passen.

Helderheid aanpassen

Druk op △ / △ Home (Thuis) > ♣ Instellingen

> Beeld > Helderheid.

Druk op de pijlen ∧ (omhoog) of ∨ (omlaag) als u het helderheidsniveau van het beeldsignaal wilt instellen.

Opmerking: Bij een groot verschil tussen de helderheidswaarde en de referentiewaarde (50) neemt het contrast af.

Geavanceerde beeldinstellingen

Kleurinstellingen

Geavanceerde kleurinstellingen

De kleurverbetering aanpassen Druk op △ / △ Home (Thuis) > ☆ Instellingen > Beeld > Geavanceerd > Kleur Kleurverbetering.

Selecteer Maximum, Medium of Minimum om het niveau van de kleurintensiteit en de details in heldere kleuren in te stellen.

De vooraf ingestelde kleurtemperatuur selecteren Druk op △ / △ Home (Thuis) > ❖ Instellingen > Beeld > Geavancee

rd > Kleur > Kleurtemperatuur.

Selecteer Normaal, Warm of Koel om de gewenste kleurtemperatuur in te stellen.

Kleurtemperatuur aanpassen

Druk op △ / △ Home (Thuis) > ❖ Instellingen > Beeld > Geavanceerd > Kleur > Aangepaste kleurtemperatuur.

Selecteer Aangepast in het menu Kleurtemperatuur als u een eigen kleurtemperatuur wilt instellen. Druk op de pijlen ∧ (omhoog) of ∨ (omlaag) om de waarde aan te passen. WP is witpunt en BL is zwartniveau. U kunt ook één van de vooraf geprogrammeerde instellingen in dit menu selecteren.

Geavanceerde contrastinstellingen

Contrastmodi

Druk op △ / △ Home (Thuis) > ❖ Instellingen > Beeld > Geavanceerd >

Contrast > Contrastmodus.

Selecteer Normaal, Geoptimaliseerd voor beelden of Geoptimaliseerd voor energiebesparing als u de TV zo wilt instellen dat het contrast automatisch wordt aangepast voor optimaal beeld of voor optimaal stroomverbruik. Selecteer Uit als u deze aanpassing wilt uitschakelen.

Dynamisch contrast

Druk op △ / △ Home (Thuis) > ♦ Instellingen > Beeld > Geavanceerd > Contrast > Dynamisch contrast.

Selecteer Maximum, Medium of Minimum als u het niveau wilt instellen waarmee de TV de details automatisch verbetert in donkere, halfdonkere en lichte delen van het beeld.

Videocontrast, Gamma

Videocontrast

Druk op △ / △ Home (Thuis) > ❖ Instellingen > Beeld > Geavanceerd >

Contrast > Videocontrast.

Druk op de pijlen ∧ (omhoog) of ∨ (omlaag) als u het niveau van het videocontrast wilt aanpassen.

Gamma

Druk op △ / △ Home (Thuis) > ♦ Instellingen > Beeld > Geavanceerd > Contrast > Gamma.

Druk op de pijlen ∧ (omhoog) of ∨ (omlaag) als u een niet-lineaire instelling voor de helderheid en het contrast van het beeld wilt opgeven.

Geavanceerde scherpte-instellingen

Ultra-resolutie

Druk op △ / △ Home (Thuis) > ☆ Instellingen > Beeld > Geavanceerde scherpte > Scherpte > Ultra Resolution.

Selecteer Aan voor ongelooflijk scherpe lijnen en details.

Scherp beeld

Ruisonderdrukking

Druk op △ / △ Home (Thuis) > ☆ Instellingen > Beeld > Geavanceerd > Scherp beeld > Ruisreductie.

Selecteer Maximum, Medium of Minimum als u het niveau wilt instellen waarop de ruis in video-inhoud wordt verwiiderd.

Ruis is voornamelijk zichtbaar als kleine bewegende stippen die op het beeldscherm te zien zijn.

MPEG-artefactreductie

Druk op △ / △ Home (Thuis) > ☆ Instellingen > Beeld > Geavanceerd > Scherp beeld > MPEG artefactreductie.

Selecteer Maximum, Medium of Minimum voor de mate waarin artefacten in digitale video-inhoud vloeiender worden gemaakt.

MPEG-artefacten hebben meestal de vorm van kleine blokjes of kartelranden in het beeld.

Beeldformaat

Als het beeld niet schermvullend wordt weergegeven en zwarte balken aan de boven- of onderkant of aan beide zijden worden weergegeven, kunt u het beeld zo instellen dat dit het hele scherm in beslag neemt.

Een basisinstelling selecteren om het scherm te vullen...

- 1 Terwijl u naar een TV-zender kijkt, drukt u op
 △ / △ Home (Thuis) > ♣ Instellingen > Beeld > Beeldformaat.
- 2 Selecteer een instelling uit de lijst en druk op OK.
- 3 Druk zo nodig enkele malen op \leftarrow BACK om het menu te sluiten.

De volgende beeldformaten zijn beschikbaar . . .

- · Breedbeeld
- · Scherm vullen
- · Aanpassen aan scherm
- · Niet geschaald

Geluid

Geluidstijl

Een stijl selecteren

Druk op △/△Home (Thuis) >♦Instellingen > Geluid > Geluidstijl.

Als u het geluid eenvoudig wilt aanpassen, kunt u met Geluidstijl een vooraf geprogrammeerde instelling selecteren.

- Persoonlijk uw ingestelde voorkeuren in Beeld en geluid aanpassen
- · Origineel: de meest neutrale geluidsinstelling
- · Films: zeer geschikt voor het kijken van films
- · Muziek: zeer geschikt voor het luisteren naar muziek
- · Game: ideaal voor gaming
- · Nieuws: ideaal voor spraak

Geluidsbeheer

Selecteer een apparaat.

Druk op \bigcirc / \bigcirc Home (Thuis) > \diamondsuit Instellingen > Geluid > Geluidsbeheer.

De audio-uitvoerapparaten configureren.

- TV-luidsprekers Stel in of geluid van de TV wordt afgespeeld op de TV of op een aangesloten audiosysteem.
- · Hoofdtelefoon-/badkamerluidsprekers Aan/Uit:
- · Vast volume hoofdtelefoon-/badkamerluidsprekers
- Indien geactiveerd wordt het volumeniveau van de hoofdtelefoon/badkamerluidspreker standaard aangepast naar de instellingen voor inschakelen.
- · Hoofdtelefoondetectie Aan/Uit.

Plaatsing van de TV

Druk op \bigcirc / \bigcirc Home (Thuis) > \diamondsuit Instellingen > Geluid > Plaatsing van de TV.

Selecteer Op een TV-standaard of Aan de muur voor een optimale geluidsreproductie bij de gegeven plaatsing.

Geavanceerd

Eco-instellingen

Sleeptimer

Stel de TV zodanig in dat deze na een vooraf ingestelde tijd automatisch overschakelt naar de stand-bymodus. Stel de tijd in op nul om deze functie uit te schakelen.

Druk op de pijlen ∧ (omhoog) of ∨ (omlaag) om de waarde aan te passen. Met de waarde 0 (Uit) schakelt u de timer voor automatisch uitschakelen uit.

Als u Timer voor uitschakelen selecteert, wordt de TV automatisch uitgeschakeld om energie te besparen.

* De TV wordt uitgeschakeld als de TV wel nog een TV-signaal ontvangt, maar als er gedurende een periode van vier uur niet op een knop van de afstandsbediening wordt gedrukt.

- * De TV wordt uitgeschakeld als de TV geen TVsignaal ontvangt of als er gedurende tien minuten geen opdracht wordt gegeven met de afstandsbediening.
- *Als u de TV als beeldscherm gebruikt of TV kijkt via een digitale ontvanger (een set-top box - STB) en u de afstandsbediening van de TV niet gebruikt, schakelt u het automatisch uitschakelen uit door de

waarde in te stellen op 0.

Scherm uitzetten

Druk op △ / △ Home (Thuis) > ❖ Instellingen > Eco-instellingen > Scherm uitzetten.

Als u alleen naar muziek luistert op TV, kunt u het TV-scherm uitschakelen.

Alleen het TV-scherm wordt uitgeschakeld. Druk op een willekeurige toets op de afstandsbediening als u het scherm weer wilt aanzetten.

Regio en taal

talen

Stel de regio of taalinstellingen in.

- · Android-systeem/Menutaal de taal voor menu's en berichten wijzigen.
- Primaire audio stel uw eerste voorkeur in voor de audiotaal in uitzendingen.
- Secundaire audio stel uw volgende voorkeur in voor de audiotaal in uitzendingen.
- Primaire ondertiteling stel uw eerste voorkeur in voor de audiotaal in uitzendingen.
- Secundaire ondertiteling stel uw volgende voorkeur in voor de audiotaal in uitzendingen.
- · Voorkeurtaal teletekst stel uw eerste voorkeur in voor Teksttaal in uitzendingen.
- Secundaire tekst stel uw volgende voorkeur in voor Teksttaal in uitzendingen.

Instellingen voor universele toegang

Als Universele toegang is ingeschakeld, is de TV ingesteld voor gebruik voor doven of slechthorenden en blinden of slechtzienden.

Universele toegang voor slechthorenden
Druk op ☆ / △ Home (Thuis) > ✿ Instellingen
> Toegankelijkheid > Universele toegang

- > Slechthorenden > Aan.
- Een aantal digitale TV-zenders zenden audio en ondertitels uit die speciaal zijn aangepast voor doven en slechthorenden.

 Als deze optie is ingeschakeld, schakelt de TV automatisch over op de aangepaste audio en ondertiteling, indien beschikbaar.

Universele toegang voor blinden of slechtzienden Druk op ☆ / ♪ Home (Thuis) > ❖ Instellingen > Toegankelijkheid > Universele toegang

> Audiodescriptie > Audiodescriptie > Aan.

Digital TV-zenders zenden soms speciaal audiocommentaar uit dat beschrijft wat er op het scherm gebeurt.

- **♦ Instellingen** > Toegankelijkheid > Universele toegang > Audiodescriptie > Gemengd volume, Audio-effecten, Spraak.
- Stel Audio-effecten in op Aan voor extra audioeffecten in het audiocommentaar, zoals stereo of wegebbend geluid.
- Selecteer Spraak als u de spraakvoorkeur wilt instellen op Omschrijvend of Ondertiteling.

Inhoudskwalificatie

Waarderingsniveau

U kunt een leeftijdsgrens instellen om te voorkomen dat kinderen naar programma's kijken waarvoor ze te jong zijn. De programma's van sommige digitale zenders hebben een leeftijdsclassificatie meegekregen. Is deze leeftijdsclassificatie hoger dan of gelijk aan de leeftijdsclassificatie die u voor uw kind hebt ingesteld, dan wordt het programma vergrendeld. Om naar een vergrendeld programma te kijken, moet u eerst de code invoeren.

Hiermee stelt u een leeftijdsclassificatie in Druk op △ / △ Home (Thuis)> ☆ Instellingen > Inhoudskwalificatie > Waarderingsniveau.

Selecteer de leeftijd en druk op OK. Selecteer Geen als u de leeftijdsclassificatie wilt uitschakelen. In sommige landen bent u echter verplicht om een leeftijdsclassificatie in te stellen.

Code instellen en Code wijzigen

Druk op △ / △ Home (Thuis)> ❖ Instellingen > Inhoudskwalificatie.

Met de kinderslotcode kunt u zenders of programma's vergrendelen of ontgrendelen.

Nieuwe code instellen of code wijzigen.

Druk op △ / △ Home (Thuis) > ✿ Instellingen > Inhoudskwalificatie > Code wijzigen.

Opmerking:

Als u uw pincode niet meer weet, kunt u de huidige code overschrijven door 8888 te gebruiken en een nieuwe code in te voeren.

11 4

Uw Android-TV aansluiten

Netwerk en Internet

Thuisnetwerk

Om optimaal te kunnen profiteren van uw Philips Android-TV, moet de TV met internet verbonden zijn.

Verbind de TV met een thuisnetwerk via een snelle internetverbinding. U kunt uw TV met of zonder kabels aansluiten op uw netwerkrouter.

Verbinden met netwerk

Draadloze verbinding

Wat hebt u nodig

Als u de TV draadloos wilt aansluiten op internet, hebt u een Wi-Fi-router met een internetverbinding nodig.

Gebruik een snelle internetverbinding (breedband).



Verbinding maken

Verbinding maken - Draadloos

- 1 Selecteer uw draadloze netwerk in de lijst met gevonden netwerken. Als uw netwerk zich niet in de lijst bevindt omdat de netwerknaam verborgen is (u hebt de SSID-broadcast van de router ingeschakeld), selecteert u Nieuw netwerk toevoegen en voert u de netwerknaam zelf in.
- 2 Afhankelijk van uw type router kunt u nu de coderingssleutel (WEP, WPA of WPA2) invoeren. Als u de coderingssleutel voor dit netwerk al eens eerder hebt ingevoerd, selecteert u OK om direct verbinding te maken.
- 3 Er verschijnt een bericht wanneer de verbinding tot stand is gebracht.

Verbinding maken - WPS

Als uw router beschikt over WPS, kunt u direct zonder zoeken verbinding maken met die router. Als apparaten in uw draadloze netwerk gebruikmaken van het WEP-beveiligingssysteem, kunt u WPS niet gebruiken.

- 1 Ga naar de router, druk op de knop WPS en ga binnen 2 minuten terug naar de TV.
- 2 Selecteer Aansluiten om de verbinding tot stand te brengen.
- 3 Er verschijnt een bericht wanneer de verbinding tot stand is gebracht.

Verbinding maken - WPS met pincode

Druk op △ / △ Home (Thuis) > ❖ Instellingen > ❖ Draadloze netwerken > Verbinden met netwerk > WPS MET PINCODE.

Als uw router beschikt over WPS met een pincode, kunt u direct zonder zoeken verbinding maken met die router. Als apparaten in uw draadloze netwerk gebruikmaken van het WEP-beveiligingssysteem, kunt u WPS niet gebruiken.

- 1 Noteer de 8-cijferige pincode die op het scherm wordt weergegeven, en voer die code in de routersoftware op uw PC in. In de routerhandleiding leest u waar in de routersoftware u de pincode dient op te geven.
- 2 Selecteer Aansluiten om de verbinding tot stand te brengen.
- 3 Er verschijnt een bericht wanneer de verbinding tot stand is gebracht.

Problemen

Draadloos netwerk wordt niet gevonden of wordt gestoord

- Magnetrons, DECT-telefoons of andere Wi-Fi 802.11b/g/n-apparaten in de buurt kunnen storing veroorzaken op het draadloze netwerk.
- Controleer of alle firewalls binnen uw netwerk draadloze verbinding met de TV toestaan.
- · Als het draadloze thuisnetwerk niet goed werkt, gebruik dan een bekabelde netwerkinstallatie.

Internet werkt niet

• Als de verbinding met de router in orde is, controleert u of de router verbinding heeft met internet.

De PC en de internetverbinding zijn traag

- Raadpleeg de handleiding van uw draadloze router voor informatie over het bereik binnenshuis, de overdrachtssnelheid en andere factoren die de signaalkwaliteit kunnen beïnvloeden.
- · Voor uw router is een snelle internetverbinding (breedband) aanbevolen.

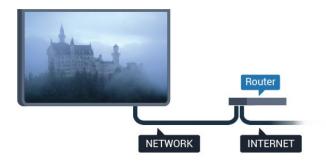
DHCP

• Als er geen verbinding kan worden gemaakt, controleert u de DHCP-instelling van de router. DHCP moet zijn ingeschakeld.

Bekabelde verbinding

Wat hebt u nodig

Als u de TV wilt aansluiten op internet, hebt u een netwerkrouter met een internetverbinding nodig. Gebruik een snelle internetverbinding (breedband).



Verbinding maken

Verbinding maken - Met kabel

- 1 Sluit de router met een netwerkkabel (Ethernet-kabel**) aan op de TV.
- 2 Controleer of de router is ingeschakeld.

- 3 De TV zoekt voortdurend naar de netwerkverbinding.
- 4 Er verschijnt een bericht wanneer de verbinding tot stand is gebracht.

Als er geen verbinding kan worden gemaakt, controleert u de DHCP-instelling van de router. DHCP moet zijn ingeschakeld.

** Om te voldoen aan de EMC-regelgeving dient u een afgeschermde FTP Cat. 5E Ethernetkabel te gebruiken.

Instellingen

Netwerkinstellingen bekijken

Druk op △ / △ Home (Thuis)

- > 🌣 Instellingen> 🔝 Draadloze netwerken
- > Instellingen > Netwerkinstellingen bekijken.

Hier kunt u alle huidige netwerkinstellingen bekijken. IP-adres en MAC-adres, signaalsterkte, snelheid, coderingsmethode, enzovoort.

Netwerkconfiguratie - DHCP/Statisch IP

Druk op △ / △ Home (Thuis)

Selecteer DHCP of configureer het netwerk met statische IP-adressen, als u een ervaren gebruiker bent.

Netwerkconfiguratie - Statische IP configureren

- 1 Selecteer Statische IP configureren en configureer de verbinding.
- 2 U kunt het nummer instellen voor IP-adres, Netmask, Gateway, DNS 1 of DNS 2.

Wake on LAN (WoL)

Druk op △ / △ Home (Thuis)

> **\Phi** Instellingen> **\Phi** Draadloze netwerken > Instellingen > Wake on LAN (WoL).

Wake on LAN (WoL) deactiveren/activeren. U kunt de TV inschakelen met een extern apparaat in hetzelfde LAN.

Wake on Wi-Fi (WoWLAN)

Wake on Wi-Fi (WoWLAN) deactiveren/activeren. U kunt de TV inschakelen met een extern apparaat in hetzelfde Wi-Fi-netwerk.

Netwerktype

Druk op △ / △ Home (Thuis)

- > 🌣 Instellingen> 🔝 Draadloze netwerken
- > Instellingen > Netwerktype.
- Met kabel Verbinding maken met een bekabeld netwerk
- Draadloos selecteer uw draadloze netwerk in de lijst met gevonden netwerken. Als uw netwerk zich niet in de lijst bevindt omdat de netwerknaam verborgen is (u hebt de SSID-broadcast van de router uitgeschakeld), selecteert u 'Nieuw netwerk toevoegen' en voert u de netwerknaam zelf in.
- WPS als uw router beschikt over WPS kunt u direct zonder naar netwerken te zoeken verbinding maken met die router. Als apparaten in uw draadloze netwerk gebruikmaken van het WEP-

beveiligingssysteem, kunt u WPS niet gebruiken.

• WPS met pincode – als uw router beschikt over WPS met een pincode, kunt u direct zonder zoeken naar netwerken verbinding maken met die router. Als apparaten in uw draadloze netwerk gebruikmaken van het WEP-beveiligingssysteem, kunt u WPS niet gebruiken.

Google-account

Aanmelden

Om optimaal te profiteren van uw Philips Android-TV kunt u zich aanmelden bij Google met uw Google-account.

Door u aan te melden kunt u uw favoriete games spelen via telefoon, tablet en TV. U krijgt ook aangepaste muziek- en video-aanbevelingen op uw TV-startpagina evenals toegang tot YouTube, Google en andere apps.

Gebruik uw bestaande Google-account om u aan te melden bij Google op uw TV. Een Google-account bestaat uit een e-mailadres en een wachtwoord. Als u nog geen Google-account hebt, kunt u er een maken met uw computer of tablet (accounts.google.com). Om games te spelen met Google Play hebt u een Google+-profiel nodig. Als u zich niet tijdens de eerste TV-installatie aanmeldt, kunt u zich ook later aanmelden.

Aanmelden

Druk op △ Home > ► Apps > Google Play.

Voer met het schermtoetsenbord uw e-mailadres en wachtwoord in en druk op dezelfde **OK**-toets om u aan te melden.

Android-instellingen

U kunt diverse Android-specifieke instellingen of informatie instellen of bekijken. U kunt de lijst opzoeken met geïnstalleerde apps op uw TV en zien hoeveel ruimte ze nodig hebben. U kunt instellen in welke taal u Voice Search wilt gebruiken. U kunt het toetsenbord op het scherm configureren of apps toestaan om uw locatie te gebruiken. Ontdek de verschillende Android-instellingen. Ga naar www.support.google.com/androidtv voor meer informatie over deze instellingen.

Om deze instellingen te openen...

11 5

Zenders

Zenderlijsten

Over zenderlijsten

Na installatie van een zender worden alle zenders weergegeven in de zenderlijst. Zenders worden weergegeven met hun naam en logo als deze informatie beschikbaar is.

Druk met een zenderlijst geselecteerd op de pijltjes ∧ (omhoog) of ∨ (omlaag) om een zender te selecteren en druk dan op OK om naar de geselecteerde zender te kijken. U stemt alleen af op de zenders in die lijst bij gebruik van de toetsen ≡ + of ≡ −.

Radiozender

Als er digitale uitzendingen beschikbaar zijn, worden er tijdens de installatie digitale radiozenders geïnstalleerd. U schakelt over naar een andere radiozender zoals u naar een andere TV-zender overschakelt.

Een zenderlijst openen

De huidige zenderlijst openen...

- 1 Druk op 切, om over te schakelen op TV.
- 2. Druk op
 om de huidige zenderlijst te openen.
- 3. Druk opnieuw op
 om de zenderlijst te sluiten.

Zenders kijken

Afstemmen op een zender

Als u naar TV-zenders wilt kijken, drukt u op 🔊. De TV stemt af op de zender waarnaar u het laatst hebt gekeken.

Overschakelen naar een andere zender

Vorige zender

- Druk op ← BACK om terug te gaan naar de zender waarop het laatst was afgestemd.

Lijst met zenders

Druk terwijl u naar een TV-zender kijkt op **≡** om de zenderlijst te openen.

Zenderopties

Opties openen

Common Interface

Als u een CAM in een van de Common Interfacesleuven hebt geplaatst, kunt u informatie over de CAM en de aanbieder weergeven of CAMgerelateerde instellingen configureren.

De CAM-informatie weergeven...

- 1 Stem af op de zender en druk op OPTIONS .
- 2 Selecteer Common Interface.
- 3 Selecteer de juiste Common Interface-sleuf en druk op > (rechts).
- 4 Selecteer de TV-aanbieder van de CAM en druk op **OK**. De volgende schermen zijn afkomstig van de TV-aanbieder.

Ondertiteling

Taal ondertiteling

Voorkeurtalen ondertiteling

Voor de digitale uitzending van een programma kunnen meerdere talen voor ondertiteling worden aangeboden. U kunt een eerste en een tweede voorkeurtaal voor de ondertiteling instellen. Als ondertiteling in een van deze talen beschikbaar is, wordt de geselecteerde ondertiteling op de TV weergegeven.

De voorkeurtaal en alternatieve taal voor de ondertiteling instellen...

 op OK.

2 - Selecteer Regio en taal > Talen > Voorkeurtaal ondertiteling of Alternatieve taal ondertiteling.

3 - Selecteer de gewenste taal en druk op OK.

4 - Druk op **〈** (links) om één stap terug te gaan of druk op **←** BACK om het menu te sluiten.

Een ondertitelingstaal selecteren

Als er geen ondertiteling in een van de geselecteerde talen beschikbaar is, kunt u uit de beschikbare talen voor ondertiteling een andere taal kiezen. Als er geen ondertitelingstalen beschikbaar zijn, kunt u deze optie niet selecteren.

Een taal voor de ondertiteling selecteren als geen enkele voorkeurtaal beschikbaar is...

- 1 Druk op OPTIONS.
- 2 Selecteer **Taal ondertiteling** en selecteer vervolgens een van de ondertitelingstalen die u tijdelijk wilt gebruiken.

Audiotaal

Voorkeurtaal audio

Voor de digitale uitzending van een programma kunnen meerdere audiotalen (gesproken talen) worden aangeboden. U kunt een eerste en een tweede voorkeurtaal voor de audio instellen. Als er audio in een van deze talen beschikbaar is, schakelt de TV over op de audiotaal.

De voorkeurtaal en alternatieve taal voor audio instellen...

- 1 Druk op ☆ / △ Home (Thuis). Druk
 op ✔ (omlaag), selecteer Instellingen en druk
 op OK.
- 2 Selecteer Regio en taal en selecteer Talen > Voorkeurtaal audio of Alternatieve taal audio.
- 3 Selecteer de gewenste taal en druk op OK.
- 4 Druk op **〈** (links) om één stap terug te gaan of druk op **←** BACK om het menu te sluiten.

Een audiotaal selecteren

Als er geen van de voorkeuraudiotalen beschikbaar is, kunt u uit de beschikbare audiotalen een andere taal kiezen. Als er geen audiotalen beschikbaar zijn, kunt u deze optie niet selecteren.

Een audiotaal selecteren als geen van de voorkeurtalen beschikbaar is...

- 1 Druk op OPTIONS.
- 2 Selecteer Audiotaal en selecteer vervolgens een van de audiotalen die u tijdelijk wilt gebruiken.

Zenderinfo

Gedetailleerde zendergegevens bekijken

Als u gedetailleerde gegevens over de geselecteerde zender wilt oproepen...

- 1 Stem af op de zender.
- 2 Druk op OPTIONS, selecteer Zenderinfo en druk op OK.
- 3 Druk op **OK** om dit scherm te sluiten.

Mono/Stereo

U kunt het geluid van een analoge zender schakelen naar mono of stereo.

Schakelen naar mono of stereo...

- 1 Stem af op een analoge zender.
- 2 Druk op OPTIONS,
- selecteer Mono/Stereo en druk op ➤ (rechts).
 3 Selecteer Mono of Stereo en druk op OK.
- 4 Druk op **〈** (links) om één stap terug te gaan of druk op **←** BACK om het menu te sluiten.

Programma-informatie

Gedetailleerde programmagegevens bekijken

Als u gedetailleerde gegevens van het geselecteerde programma wilt oproepen...

- 1 Stem af op de zender.
- 2 Druk op OPTIONS,

selecteer Programma-informatie en druk op OK.

3 - Druk op **OK** om dit scherm te sluiten.

11.6

Installatie zenders

Zenders instellen

Antenne-/kabelinstallatie

Zenders zoeken

U kunt alle zenders opnieuw installeren en alle andere TV-instellingen ongemoeid laten.

Als er een pincode is ingesteld, moet u deze code invoeren voordat u de zenders opnieuw kunt installeren.

Hiermee zoekt u zenders...

- 1 Druk op △ / △ Home (Thuis) > ☆ Instellingen > Zenders instellen en druk op OK.
- 2 Selecteer RF-zenders instellen en druk op OK.
- 3 Voer indien nodig de pincode in.
 Selecteer Zenders zoeken en druk op OK.
 Selecteer Starten en druk op OK.
 Selecteer het land waar u bent en druk op OK.
 Selecteer Starten en druk op OK.
 Selecteer Starten en druk op OK.
 Selecteer het gewenste type installatie, Antenne (DVB-T) of Kabel (DVB-C) en druk op OK.
 Selecteer Volgende en druk op OK.
 Selecteer het gewenste type zenders, Digitale en analoge zenders of Alleen digitale zenders en druk op OK.

Selecteer Volgende en druk op OK.
Selecteer Starten en druk op OK om de digitale
zenders bij te werken. Dit kan enkele minuten duren.
Druk op ← (links) om één stap terug te gaan of druk
op ← BACK om het menu te sluiten.

Automatische zenderupdate

Als u digitale zenders ontvangt, kunt u op de TV zo instellen dat deze zenders automatisch worden bijgewerkt.

Eenmaal per dag, om zes uur 's ochtends, worden automatisch de zenders bijgewerkt en nieuwe zenders opgeslagen. Nieuwe zenders worden opgeslagen in de zenderlijst en worden aangeduid met een * Zenders zonder signaal worden verwijderd. De TV moet op stand-by staan om automatisch zenders bij te werken. U kunt Automatische zenderupdate uitschakelen voor één of alle satellieten.

Het automatisch bijwerken uitschakelen...

- 1 Druk op △ / △ Home (Thuis) > ☆ Instellingen > Zenders instellen en druk op OK.
- 2 Selecteer RF-zenders instellen en druk op OK.
- 3 Voer indien nodig de pincode in.
- 4 Selecteer **Automatische zenderupdate** en druk op **OK**.
- 5 Selecteer Uit en druk vervolgens op OK.
- 6 Druk op **(** (links) om één stap terug te gaan of druk op **(** BACK om het menu te sluiten.

Melding zenderupdate

Als nieuwe zenders worden gevonden of zenders zijn bijgewerkt of verwijderd, verschijnt bij het opstarten van de TV een bericht. Als u niet wilt dat dit bericht bij elke zenderupdate wordt weergegeven, kunt u het bericht uitschakelen.

Het bericht uitschakelen...

1 - Druk op △ / △ Home > ☆ Instellingen > Zenders instellen en druk op OK.

- 2 Selecteer RF-zenders instellen en druk op OK.
- 3 Voer indien nodig de pincode in.
- 4 Selecteer Automatische zenderupdate en druk op OK.
- 5 Selecteer Uit en druk vervolgens op OK.
- 6 Druk op **(** (links) om één stap terug te gaan of druk op **(** BACK om het menu te sluiten.

In bepaalde landen wordt automatische zenderupdate uitgevoerd terwijl u TV kijkt of wanneer de TV in stand-by staat.

Digitaal: Handmatige installatie

Digitale TV-zenders kunnen handmatig, zender voor zender, worden ingesteld.

Digitale zenders handmatig instellen...

- 1 Druk op △ / △ Home > ☆ Instellingen > Zenders instellen en druk op OK.
- 2 Selecteer RF-zenders instellen en druk op OK.
- 3 Selecteer Digitaal: handmatige installatie en druk op OK.
- 4 Selecteer Zoeken en druk op OK. U kunt zelf een frequentie invoeren om een zender te zoeken of de TV naar een zender laten zoeken. Druk op ➤ (rechts) om Zoeken te selecteren en druk op OK om automatisch naar een zender te zoeken. De gevonden zender wordt op het scherm weergegeven. Als de ontvangst slecht is, drukt u weer op Zoeken. Als u de zender wilt opslaan, selecteert u Gereed en drukt u op OK.

Analoog: Handmatige installatie

Analoge TV-zenders kunnen handmatig, zender voor zender worden ingesteld.

Analoge zenders handmatig installeren...

- 1 Druk op △ / △ Home > ☆ Instellingen > Zenders instellen en druk op OK.
- 2 Selecteer RF-zenders instellen en druk op OK.
- 3 Selecteer Analoog: handmatige installatie en druk op OK.

· Systeem

Selecteer **Systeem** om het TV-systeem in te stellen. Selecteer uw land of de regio waar u zich bevindt en druk op **OK**.

· Zender zoeken

Selecteer Zender zoeken om een zender te zoeken en druk op OK. U kunt zelf een frequentie invoeren om een zender te zoeken of de TV naar een zender laten zoeken. Druk op > (rechts) om Zoeken te selecteren en druk op OK om automatisch naar een zender te zoeken. De gevonden zender wordt op het scherm weergegeven. Als de ontvangst slecht is, drukt u weer op Zoeken. Als u de zender wilt opslaan, selecteert u Gereed en drukt u op OK.

Opslaan

U kunt de zender vastleggen onder het huidige zendernummer of onder een nieuw zendernummer. Selecteer Vastleggen onder huidig zendernummer of Vastleggen onder nieuw zendernummer en druk op OK. Het nieuwe zendernummer wordt kort weergegeven.

U kunt deze stappen opnieuw uitvoeren totdat u alle beschikbare analoge TV-zenders hebt gevonden.

11.7

Internet

Internet starten

U kunt op uw TV surfen op het internet. U kunt alle internetwebsites zien, maar de meeste zijn niet geschikt voor weergave op TV.

- Een aantal plug-ins (bijvoorbeeld om pagina's of video's te bekijken) zijn niet beschikbaar op uw TV.
- · U kunt geen bestanden verzenden of downloaden.
- Internetpagina's worden per pagina weergegeven en nemen het hele scherm in beslag.

De internetbrowser starten...

- 1 Druk op \triangle / \triangle HOME (Thuis).
- 2 Schuif omlaag en

selecteer **Apps** > **(f)** Internet en druk op OK.

- 3 Voer een internetadres in en selecteer ✓, druk op OK.
- 4 Druk op △ / △ HOME (Thuis) of ⑤ om internet te sluiten.

Opties op internet

Er zijn enkele extra opties beschikbaar voor het internet.

De extra opties openen...

- 1 Druk terwijl de website is geopend op **①** OPTIONS.
- 2 Selecteer een van de items en druk op OK.
- Toevoegen aan snelkiezen: Om een nieuw internetadres in te voeren.
- · Toevoegen aan bladwijzers: De pagina toevoegen als bladwijzer
- Paginabeveiliging: Om het beveiligingsniveau van de huidige pagina weer te geven.
- · Nieuw privétabblad: Een nieuw privétabblad openen en privé bladeren
- Instellingen: Instellingen voor Zoomen, Tekstgrootte, Toegankelijkheidsmodus, Menubalk altijd weergeven en Geschiedenis (navigatie) wissen
- · Help: Internetbrowserinformatie
- · Internetbrowser afsluiten: Internetbrowser sluiten

11.8

Smartphones en tablets

Philips TV Remote App

De nieuwe Philips TV Remote App op uw smartphone of tablet is uw nieuwe TV-assistent.

Met de TV Remote App bestuurt u uw media om u heen. Verzend foto's, muziek of video's naar uw grote TV-scherm. Zoek wat u wilt bekijken in de TV-gids en bekijk het op uw TV. Met de TV Remote App kunt u uw telefoon als afstandsbediening gebruiken, zodat u de TV via uw telefoon kunt in- of uitschakelen.

Download vandaag nog de Philips TV Remote App vanuit uw favoriete app-store.

De Philips TV Remote App is beschikbaar voor iOS en Android en is gratis.

Google Cast

Wat hebt u nodig

Als een app op uw mobiele apparaat Google Cast heeft, kunt u uw app op deze TV casten. Zoek op de mobiele app naar het Google Cast-pictogram. U kunt uw mobiele apparaat gebruiken om te bepalen wat er op TV is. Google Cast werkt op Android en iOS.

Uw mobiele apparaat moet zijn verbonden met hetzelfde WiFi-thuisnetwerk als uw TV.

Apps met Google Cast

Elke dag zijn er nieuwe Google Cast-apps beschikbaar. U kunt het nu al proberen met YouTube, Chrome, Netflix, Photowall... of Big Web Quiz voor Chromecast. Zie ook google.com/cast

Sommige Google Play-producten en -functies zijn niet in alle landen beschikbaar.

Ga voor meer informatie naar support.google.com/androidtv

Casten naar uw TV

Een app naar het TV-scherm casten...

- 1 Smartphone maakt via Wi-Fi Direct verbinding met de TV (scan de QR-code of gebruik de SSID en het wachtwoord voor het Wi-Fi-netwerk)
 Open een app die Google Cast ondersteunt.
- 2 Tik op het Google Cast-pictogram.
- 3 Selecteer de TV waarnaar u wilt casten.
- 4 Druk op afspelen op uw smartphone of tablet. Wat u hebt geselecteerd wordt afgespeeld op TV.

AirPlay

Om de AirPlay-functionaliteit aan uw Android-TV toe te voegen kunt u een van de diverse hiervoor bestemde Android-apps downloaden. U vindt verschillende van deze apps in de Google Play Store.

11 9

Software

Software bijwerken

Softwareversie

De huidige versie van de TV-software weergeven...

- 1 Druk op △ / △, selecteer Instellingen ❖ en druk op OK.
- 2 Selecteer Software bijwerken > Huidige firmware en druk op OK.
- 3 De versie, releaseopmerkingen en aanmaakdatum worden weergegeven.
- 4 Druk zo nodig enkele malen op **(**(links) om het menu te sluiten.

Bijwerken vanaf website

U vindt de huidige firmwareversie van uw TV in het instellingenmenu onder Software bijwerken > Huidige firmware.

Kijk regelmatig op www.philips.com/support voor nieuwe firmware-updates.

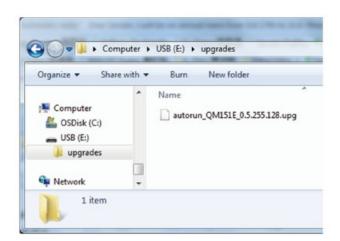
Volg de onderstaande instructies om de firmware van uw TV bij te werken.

De nieuwste software downloaden...

- 1 Start Internet Explorer.
- 2 Ga naar de ondersteuningswebsite van Philips op http://www.philips.com/support.
- 3 Voer het modelnummer in. (u vindt het modelnummer op het label aan de achterkant van de TV.)
- 4 Selecteer Ondersteuning wanneer u de productpagina van uw TV invoert.
- 5 Selecteer Software-updates en klik op Bestand downloaden om de software te downloaden. (de software is als zip-bestand beschikbaar.)
- 6 Als de softwareversie hoger is dan de versie die op uw TV is geïnstalleerd, klik dan op de koppeling om de software te downloaden.
- 7 Accepteer de licentieovereenkomst/voorwaarden en selecteer Ik ga akkoord. Het zip-bestand wordt vervolgens automatisch gedownload.
- 8 Pak met behulp van een archiveerprogramma het zip-bestand uit in een map.
- 9 Maak een map met de naam 'upgrades' in de

hoofdmap van uw USB-stick.

- 10 Kopieer het eerder uitgepakte upg-bestand naar de map 'upgrades', zoals hieronder wordt weergegeven.
- 11 Haal de USB-stick uit de computer.



De software bijwerken...

- 1 Sluit de USB-stick (met de software-update) aan op de USB-aansluiting op de TV. Wacht 30 seconden of wacht tot het USB-station door de TV wordt herkend.
- 2 De software wordt automatisch door de TV geladen.
- 3 Wanneer het laden van de software is voltooid, drukt u op Starten om de TV bij te werken.

<u>1</u>2

Open sourcesoftware

12 1

Open source-licentie

Over de open source-licentie

README voor de broncode van de onderdelen van TP Vision Netherlands B.V. TV-software die onder open source-licenties vallen.

Dit document bevat een beschrijving van de distributie van de broncode die in de TP Vision Netherlands B.V. TV wordt gebruikt. Deze code valt onder de GNU General Public License (de GPL) of de GNU Lesser General Public License (de LGPL), of onder een andere open source-licentie. Instructies voor het verkrijgen van exemplaren van deze software vindt u in de Richtlijnen voor gebruik.

TP Vision Netherlands B.V. GEEFT GEEN ENKELE GARANTIE, EXPLICIET NOCH IMPLICIET, MET INBEGRIP VAN GARANTIES VOOR VERHANDELBAARHEID EN GESCHIKTHEID VOOR EEN BEPAALD DOEL, MET BETREKKING TOT DEZE SOFTWARE. TP Vision Netherlands B.V. biedt geen ondersteuning voor deze software. Het voorafgaande heeft geen invloed op uw garanties en wettelijke rechten op TP Vision Netherlands B.V.-producten die u hebt aangeschaft. Het heeft alleen betrekking op de broncode die voor u beschikbaar is gesteld.

Open Source

Android (9.0.0)

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

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

linux kernel (4.9)

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

http://www.kernel.org/.This piece of software is made available under the terms and conditions of the GPL

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

mbed TLS (2.6.0)

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

aacenc (3.3.3)

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

alsa (1.0.24.1)

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

appweb (4.3.5)

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

atf (1.3)

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

bash (3.2.48)

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

bluetooth mw (1.0)

BT Stack. The original download site for this software

is: https://android.googlesource.com/platform/system/bt. This piece of software is made available under the terms and conditions of the Apache 2.0 license, which can be found below.

bluetooth_stack (1.0)

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

bluetooth_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 purposewith 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

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.

advertising or otherwise to promote the sale, use or

other dealingsin this Software without prior written

authorization of the copyright holder.

dibbler (1.0.1)

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

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

dosfstools (2.9)

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

e2fsprogs (1.41.14)

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

electric-fence (2.1.13)

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

fence_2.1.13-0.1.tar.gz .This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

encfs (1.3.2)

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

expat (2.1.0)

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

findutils (4.2.31)

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

freetype (2.7.1)

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

fuse (2.8.4)

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

fusion (8.7.0)

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

gawk (3.1.5)

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

gdisk (0.8.1)

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

glibc (2.18)

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

googletest (1.7.0)

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

grep (2.5.1a)

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

gzip (1.3.12)

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

harfbuzz (1.4.2)

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

icu (51.1)

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

inetutils (1.4.2)

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

iptables (1.4.15)

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

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

iputils (s20101006)

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

jansson (2.4)

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

jpeg (6b)

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

jsonrpc (2.0)

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

libdwarf

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

libelf (0.8.1.3)

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

libiconv (1.11.1)

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

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

libnl (v3.2.29)

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

libusb (1.0.9)

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

libuv (libuv-v1.20.3)

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

libwebsockets (3.0)

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

libxml2 (2.7.8)

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

lighttpd (1.4.35)

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

liveMedia (2011.06.12)

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

lvm2 (2.02.89)

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

which can be found below.

lz4 (1.8.1.2)

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

lzma (4.65)

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

mng (1.0.10)

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

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

module-init-tools (3.12)

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

mtp (1.1.6)

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

ncurses (5.7)

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

net-tools (1.60)

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

nghttp2 (1.21.1)

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

ntfs-3g (2010.5.22)

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

ntfsprogs (2.0.0)

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

ogg (1.3.2)

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

openh264 (1.7.0)

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

BSD license, which can be found below.

openssh (6.3p1)

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

openssl (1.0.2g)

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

png (1.2.43)

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

popt (1.16)

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

Red Hat Software.

procmem (2.0)

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

procps (3.2.8)

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

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

procrank (2.0)

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

psmisc (22.13)

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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.

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tar (1.17)

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ttxfont (1.0)

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uboot (2011.12)

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

udhcp (0.9.9-pre)

Terminal device as a DHCP client. The original download site for this software is: http://udhcp.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.

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uriparser (0.7.7)

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util-linux-ng (2.18)

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

webp (0.2.1)

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

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wget (1.10.2)

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wireless_tools (v29)

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

xerces (3.1.1)

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

zlib(1.2.3)

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

Hue SDK (1.8.1)

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

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

WebKit

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

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Version 2, June 1991

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

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

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

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Our method of protecting your rights has two steps: (1) copyright

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Also, for each distributor's protection, we want to make certain

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Finally, any free program is threatened constantly by software

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

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

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

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

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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

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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

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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.

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absence of any

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

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

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

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

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

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

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

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

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

in the event an application does not supply such function or

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

its purpose remains meaningful.

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

a purpose that is entirely well-defined independent of the

application. Therefore, Subsection 2d requires that any

application-supplied function or table used by this function must

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

root function must still compute square roots.)

These requirements apply to the modified work as a

whole. If

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

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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

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

the scope of this License.

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

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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 machine-readable "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.

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Version 2.1, February

1999

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

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

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

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

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

in the event an application does not supply such function or

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

its purpose remains meaningful.

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

a purpose that is entirely well-defined independent of the

application. Therefore, Subsection 2d requires that any

application-supplied function or table used by this function must

be optional: if the application does not supply it,

the square

root function must still compute square roots.)

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

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collective works based on the Library.

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

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the scope of this License.

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

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

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

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

subsequent copies and derivative works made from

that copy.

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

the Library into a program that is not a library.

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

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

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

it with the complete corresponding machinereadable source code, which

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

medium customarily used for software interchange.

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

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

source code from the same place satisfies the requirement to

distribute the source code, even though third parties are not

compelled to copy the source along with the object code.

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

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

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

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

therefore falls outside the scope of this License.

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

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

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

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

Section 6 states terms for distribution of such executables.

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

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

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

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

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

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

If such an object file uses only numerical parameters, data

structure layouts and accessors, and small macros and small inline

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

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

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

Library will still fall under Section 6.)

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

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

Any executables containing that work also fall under Section 6.

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

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

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

work containing portions of the Library, and distribute that work

under terms of your choice, provided that the terms permit

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

engineering for debugging such modifications.

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

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

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

during execution displays copyright notices, you must include the

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

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

a) Accompany the work with the complete corresponding

machine-readable source code for the Library including whatever

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

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

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

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

executable containing the modified Library. (It is understood

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

Library will not necessarily be able to recompile the application

to use the modified definitions.)

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

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

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

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

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

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

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

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

least three years, to give the same user the materials

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

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

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

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

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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.

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facilities. This must be distributed under the terms of the

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

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URL: http://www.gnome.org/fonts/#Final_Bitstream_ Vera_Fonts

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Copyright FAQ

=========

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

Bitstream is giving away these fonts, but

wishes to ensure its

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

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

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

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

however.

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

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

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

See 1. above.

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

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

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

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

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

substitutions could still could have occurred during font

opening). You must include the Bitstream copyright. Additional

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

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

adopted in future versions?

Yes. The contract between the Gnome Foundation and Bitstream has

provisions for working with Bitstream to ensure quality additions to

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

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

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

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

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

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

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

guide and aid for people interested in contributing to Vera.

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

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

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

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

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

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

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

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

selection and substitution; it has provisions for overriding font

names and subsituting alternatives. An example is provided by the

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

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

core server) has other mechanisms for font substitution.

Open Sans fonts

URL:

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

License for Open Sans Font Family

.

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Version 2.0,

January 2004

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libcurl

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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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dynamic annotations

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

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dom-distiller-js

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

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The library to input, validate, and display addresses.

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

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

boxes and the like:

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

Also, the PNG logo (in PNG format, of course) is supplied in the

files "pngbar.png.jpg" and "pngbar.jpg (88x31) and "pngnow.png.jpg" (98x31).

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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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libusbx

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

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

in the event an application does not supply such function or

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

its purpose remains meaningful.

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

a purpose that is entirely well-defined independent of the

application. Therefore, Subsection 2d requires that any

application-supplied function or table used by this function must

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

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the Library into a program that is not a library.

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

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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

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Section 6 states terms for distribution of such executables.

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

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

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

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

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

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

If such an object file uses only numerical parameters, data

structure layouts and accessors, and small macros and small inline

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

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

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

Library will still fall under Section 6.)

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

distribute the object code for the work under the

terms of Section 6.

Any executables containing that work also fall under Section 6

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

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

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

work containing portions of the Library, and distribute that work

under terms of your choice, provided that the terms permit

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

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during execution displays copyright notices, you must include the

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

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

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

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

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

which the executable runs, unless that component itself accompanies

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libvpx

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libxml

URL: http://xmlsoft.org

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libxslt

URL: http://xmlsoft.org/XSLT

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linux-syscall-support

URL: http://code.google.com/p/linux-syscall-support/

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

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

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mesa

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

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

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

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

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a textual and legal sense, the linked executable is a combined work, a

derivative of the original library, and the ordinary General Public License

treats it as such.

Because of this blurred distinction, using the ordinary General

Public License for libraries did not effectively promote software

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

concluded that weaker conditions might promote sharing better.

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

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

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

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

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

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

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The precise terms and conditions for copying, distribution and

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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

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included without limitation in the term "modification".)

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

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

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

interface definition files, plus the scripts used to control compilation

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

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

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

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

in the event an application does not supply such function or

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

its purpose remains meaningful.

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

a purpose that is entirely well-defined independent of the

application. Therefore, Subsection 2d requires that any

application-supplied function or table used by this function must

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

root function must still compute square roots.)

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

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the scope of this License.

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

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

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

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

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

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

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

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

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

subsequent copies and derivative works made from that copy.

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

the Library into a program that is not a library.

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

portion or

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

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

it with the complete corresponding machinereadable source code, which

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

medium customarily used for software interchange.

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

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

source code from the same place satisfies the requirement to

distribute the source code, even though third parties are not

compelled to copy the source along with the object code.

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

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

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

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

therefore falls outside the scope of this License.

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

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

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

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

Section 6 states terms for distribution of such executables.

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

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

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

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

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

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

If such an object file uses only numerical parameters, data

structure layouts and accessors, and small macros and small inline

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

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

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

Library will still fall under Section 6.)

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

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

Any executables containing that work also fall under Section 6,

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

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

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

work containing portions of the Library, and distribute that work

under terms of your choice, provided that the terms permit

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

engineering for debugging such modifications.

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

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

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during execution displays copyright notices, you must include the

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

a) Accompany the work with the complete corresponding

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with the Library, with the complete machinereadable "work that

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

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

executable containing the modified Library. (It is understood

that the user who changes the contents of

definitions files in the

Library will not necessarily be able to recompile the application

to use the modified definitions.)

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

least three years, to give the same user the materials

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

than the cost of performing this distribution.

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

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

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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

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

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which the executable runs, unless that component itself accompanies

the executable.

It may happen that this requirement contradicts the license

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distribute.

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facilities. This must be distributed under the terms of the

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END OF TERMS AND CONDITIONS

Appendix: How to Apply These Terms to Your New Libraries

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That's all there is to it!

modp base64 decoder

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

- * MODP B64 High performance base64 encoder/decoder
- * Version 1.3 -- 17-Mar-2006
- * http://modp.com/release/base64

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Moio

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

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mt19937ar

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

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

Coded by Takuji Nishimura and Makoto Matsumoto.

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Before using, initialize the state by using init_genrand(seed) or init_by_array(init_key, key_length).

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Netscape Plugin Application Programming Interface (NPAPI)

URL: http://mxr.mozilla.org/mozilla-central/source/modules/plugin/base/public/

Version: MPL 1.1/GPL 2.0/LGPL 2.1

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- * dl/api/omxtypes.h
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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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sfntlv

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

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Snappy: A fast compressor/decompressor URL: http://google.github.io/snappy/

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usrsctp

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x86inc

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

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zlib

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

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url parse

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Help en ondersteuning

13 1

Problemen oplossen

Inschakelen en afstandsbediening

De TV gaat niet aan

- Haal het netsnoer uit het stopcontact. Wacht een minuut en sluit het snoer vervolgens weer aan.
- · Controleer of het netsnoer goed is aangesloten.

Krakend geluid bij het in- of uitschakelen

Wanneer u de TV in- of uitschakelt of in standbystand zet, hoort u een krakend geluid vanuit de behuizing van de TV. Dit krakende geluid wordt veroorzaakt door het uitzetten en krimpen van de TV wanneer deze afkoelt en opwarmt. Dit is normaal en heeft geen invloed op de prestaties van het apparaat.

De TV reageert niet op de afstandsbediening

Het duurt even voordat de TV is opgestart. Tijdens het opstarten reageert de TV niet op de afstandsbediening of de bediening op de TV. Dit is normaal.

Als de TV hierna nog altijd niet reageert op de afstandsbediening, kunt u controleren of de afstandsbediening werkt met de camera van een mobiele telefoon. Schakel de cameramodus van de telefoon in en richt de afstandsbediening op de lens van de camera. Als u op een willekeurige knop van de afstandsbediening drukt en u het infrarode LED-lampje van de camera ziet knipperen, werkt de afstandsbediening naar behoren. De TV moet worden gecontroleerd.

Als de het lampje niet knippert, is de afstandsbediening mogelijk defect of zijn de batterijen bijna leeg.

U kunt de afstandsbediening niet op deze manier controleren als deze draadloos is gekoppeld aan de TV.

De TV schakelt opnieuw over op de stand-bystand nadat het startscherm van Philips is weergegeven

Wanneer de TV in stand-bystand staat, wordt een startscherm van Philips weergegeven. Vervolgens schakelt de TV opnieuw over op de stand-bystand. Dit is normaal. Wanneer de voeding van de TV wordt uitgeschakeld en vervolgens weer ingeschakeld, wordt het startscherm de volgende keer dat u de TV inschakelt weergegeven. Als u de TV wilt inschakelen vanuit de stand-bystand, drukt u op $\mathbf{0}$ op de afstandsbediening of op de TV.

Het lampje van de stand-bystand blijft knipperen

Haal het netsnoer uit het stopcontact. Wacht 5 minuten en sluit het snoer vervolgens weer aan. Als het lampje opnieuw begint te knipperen, dient u contact op te nemen met de Philips Klantenservice.

Zenders

Er zijn tijdens de installatie geen digitale zenders gevonden

Lees de technische specificaties om te controleren of uw TV in uw land DVB-T of DVB-C ondersteunt. Zorg dat alle kabels goed zijn aangesloten en dat het juiste netwerk is geselecteerd.

Eerder ingestelde zenders staan niet in de lijst met zenders

Controleer of de juiste zenderlijst is geselecteerd.

Beeld

Geen beeld/vervormd beeld

- \cdot Controleer of de antenne goed is aangesloten op de TV.
- Controleer of het juiste apparaat is geselecteerd als weergavebron.
- Controleer of het externe apparaat of de externe bron op de juiste wijze is aangesloten.

Geluid maar geen beeld

• Controleer of de beeldinstellingen juist zijn ingesteld.

Slechte antenne-ontvangst

- $\boldsymbol{\cdot}$ Controleer of de antenne goed is aangesloten op de TV
- Luidsprekers, ongeaarde audio-apparaten, neonlampen, hoge gebouwen en andere grote voorwerpen kunnen de ontvangstkwaliteit beïnvloeden. Probeer de ontvangstkwaliteit indien mogelijk te verbeteren door de richting van de antenne te wijzigen of door apparaten weg van de TV te verplaatsen.
- · Als de ontvangst voor slechts één zender slecht is, probeert u deze zender met Handmatige installatie, fijn af te stemmen.

Slecht beeld van een apparaat

- · Controleer of het apparaat goed is aangesloten.
- Controleer of de beeldinstellingen juist zijn ingesteld.

Het beeld past niet op het scherm

Wijzig het beeldformaat.

De beeldpositie is niet juist

Beeldsignalen van sommige apparaten worden mogelijk niet juist weergegeven op het scherm.

Controleer de signaaluitgang van het verbonden apparaat.

Het computerbeeld is niet stabiel

Controleer of de PC de ondersteunde resolutie en vernieuwingsfrequentie gebruikt.

Geluid

Geen geluid of matige geluidskwaliteit

Als er geen audiosignaal wordt gedetecteerd, schakelt de TV de audio-uitgang automatisch uit. Dit is geen defect.

- Controleer of de geluidsinstellingen juist zijn ingesteld.
- · Controleer of alle kabels goed zijn aangesloten.
- Controleer of het volume niet is uitgeschakeld of op minimum is ingesteld.
- Controleer of de TV-audio-uitgang is aangesloten op de audio-ingang op het home cinema-systeem. Er moet geluid uit de HTS-luidsprekers komen.
- Bij sommige apparaten moet de HDMI-audiouitgang handmatig worden ingeschakeld. Als de HDMI-audio-uitgang reeds is ingeschakeld, maar u nog altijd geen geluid hoort, kunt u proberen de digitale audio-indeling van het apparaat te wijzigen naar PCM (Pulse Code Modulation). Voor instructies raadpleegt u de documentatie die bij uw apparaat is geleverd.

Aansluitingen

HDMI

- Houd er rekening mee dat HDCP-ondersteuning (High-bandwidth Digital Content Protection) de beeldoverdracht tussen een HDMI-apparaat en een TV kan vertragen.
- Als de TV het HDMI-apparaat niet herkent en er geen beeld wordt weergegeven, probeert u de bron van het ene apparaat naar een ander over te schakelen en weer terug.
- Als het geluid steeds wordt onderbroken, controleert u of de uitganginstellingen van het HDMIapparaat correct zijn.
- Als u een HDMI-DVI-adapter of HDMI-DVI-kabel gebruikt, controleert u of er een extra audiokabel is aangesloten op AUDIO IN (alleen mini-aansluiting), indien deze aanwezig is.

EasyLink werkt niet

- Controleer of uw HDMI-apparaten HDMI-CEC ondersteunen. EasyLink-functies werken alleen op apparaten die HDMI-CEC ondersteunen.

Er wordt geen volumepictogram weergegeven

- Dit is normaal indien er een HDMI-CEC-

audioapparaat is aangesloten.

Foto's, video's en muziek van een USB-apparaat worden niet weergegeven

- Controleer of het USB-opslagapparaat MSC-compatibel is (geschikt voor massaopslag), zoals wordt beschreven in de documentatie bij het opslagapparaat.
- Controleer of het USB-opslagapparaat compatibel is met de TV.
- Controleer of de audio- en beeldbestandsindelingen worden ondersteund door de TV.

USB-bestanden worden schokkerig afgespeeld

- De overdrachtsprestaties van het USBopslagapparaat kunnen de snelheid van de gegevensoverdracht naar de TV beperken, waardoor beeld en geluid niet goed worden weergegeven.

Wi-Fi, internet en Bluetooth

WiFi-netwerk wordt niet gevonden of wordt gestoord

- Magnetrons, DECT-telefoons of andere Wi-Fi 802.11b/g/n-apparaten in de buurt kunnen storing veroorzaken op het draadloze netwerk.
- Controleer of alle firewalls binnen uw netwerk draadloze verbinding met de TV toestaan.
- · Als het draadloze thuisnetwerk niet goed werkt, gebruik dan een bekabelde netwerkinstallatie.

Internet werkt niet

• Als de verbinding met de router in orde is, controleert u of de router verbinding heeft met internet

De PC en de internetverbinding zijn traag

- Raadpleeg de handleiding van uw draadloze router voor informatie over het bereik binnenshuis, de overdrachtssnelheid en andere factoren die de signaalkwaliteit kunnen beïnvloeden.
- Voor uw router is een snelle internetverbinding (breedband) aanbevolen.

DHCP

• Als er geen verbinding kan worden gemaakt, controleert u de DHCP-instelling van de router. DHCP moet zijn ingeschakeld.

Verbinding Bluetooth wordt verbroken

 Op plaatsen met veel draadloze activiteit (bij voorbeeld in een appartementencomplex met veel routers) kunnen er storingen optreden in de draadloze verbinding.

Netwerk

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DHCP

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13.2

Onlinehulp

Als u een probleem met betrekking tot uw Philips-TV wilt oplossen, kunt u een beroep doen op onze onlineondersteuning. U kunt op de website uw taal selecteren en het modelnummer van uw product invoeren.

Ga naar <u>www.philips.com/support</u>

U vindt er het telefoonnummer voor uw land, alsmede antwoorden op veelgestelde vragen (FAQ's). In sommige landen kunt u chatten met een van onze medewerkers en uw vraag direct stellen, of u kunt een e-mail met uw vraag sturen.

U kunt nieuwe TV-software downloaden, of de handleiding om op uw computer te lezen.

13.3

Ondersteuning en reparatie

Voor ondersteuning en reparaties kunt u bellen met het telefoonnummer van de Philips Klantenservice in uw land. Onze monteurs zorgen voor reparatie, indien nodig

Zoek het telefoonnummer in de gedrukte documentatie die bij de TV is meegeleverd. Of ga naar onze website <u>www.philips.com/TVsupport</u> en selecteer indien nodig uw land.

Modelnummer en serienummer

Mogelijk vraagt men u naar het modelnummer en het serienummer van de TV. Deze nummers vindt u op het verpakkingslabel of op het typelabel aan de achter- of onderzijde van de TV.

▲ Waarschuwing

Probeer de TV niet zelf te repareren. Dit kan leiden tot ernstig letsel, onherstelbare schade aan uw TV of kan ervoor zorgen dat uw garantie vervalt.

Veiligheid en onderhoud

14 1

Veiligheid

Belangrijk!

Lees alle veiligheidsinstructies goed door en zorg dat u deze begrijpt voordat u de TV gebruikt. Als er schade ontstaat doordat u instructies niet opvolgt, is de garantie niet van toepassing.

Deze apparatuur mag niet worden gewijzigd zonder toestemming van de fabrikant.

Risico op brand of een elektrische schok

• Stel de TV nooit bloot aan regen of water. Plaats objecten met water, zoals een vaas, nooit in de buurt van de TV.

Mocht er onverhoopt vloeistof in de TV terechtkomen, dan moet u de stekker direct uit het stopcontact halen.

Neem contact op met Philips Klantenservice om de TV te laten nakijken voordat u deze gaat gebruiken.

- Stel de TV, afstandsbediening en batterijen nooit bloot aan extreme hitte. Plaats ze nooit in de buurt van brandende kaarsen, open vuur of andere hittebronnen (zoals direct zonlicht).
- Steek geen voorwerpen in de ventilatiesleuven of andere openingen van de TV.
- · Plaats nooit zware voorwerpen op het netsnoer.
- Voorkom dat er kracht op de stekkers wordt uitgeoefend. Loszittende stekkers kunnen vonken of brand veroorzaken. Zorg dat het netsnoer niet strak wordt getrokken wanneer u de TV draait.
- Haal de stekker van de TV uit het stopcontact om de TV helemaal los te koppelen van netspanning. Trek het netsnoer altijd aan de stekker en nooit aan het snoer uit het stopcontact. Zorg dat u altijd gemakkelijk bij de stekker, het netsnoer en het stopcontact kunt.

Risico op letsel of schade aan de TV

- Een TV die meer dan 25 kilo weegt, dient door minimaal twee personen te worden opgetild en gedragen
- · Als u de TV op een standaard wilt plaatsen, dient u alleen de meegeleverde standaard te gebruiken. Bevestig de standaard stevig aan de TV.

Plaats de TV op een vlak oppervlak dat het gewicht van de TV en de standaard kan dragen.

- Zorg bij wandbevestiging dat de wandsteun het gewicht van de TV kan dragen en geen gevaar oplevert. TP Vision is niet aansprakelijk voor ongelukken, letsel of schade als gevolg van ondeskundige wandbevestiging.
- Dit product bevat glazen onderdelen. Ga hier voorzichtig mee om, om letsel of schade te voorkomen.

Risico op schade aan de TV!

Controleer voordat u de TV aansluit op het stopcontact, of het voltage overeenkomt met de waarde aan de achterkant van het product. Sluit de TV nooit aan op het stopcontact als het voltage afwijkt.

Stabiliteitsgevaren

De televisie kan vallen, wat kan leiden tot ernstig letsel of overlijden. Veel verwondingen, met name bij kinderen, kunnen worden vermeden door eenvoudige maatregelen te nemen, zoals:

- · Zorg ALTIJD dat de televisie niet over de rand van het meubel uitsteekt.
- ALTIJD kasten of standaarden gebruiken die zijn aanbevolen door de fabrikant van de televisie.
- ALTIJD meubels gebruiken die stevig genoeg zijn om de televisie te dragen.
- · ALTIJD kinderen leren dat het gevaarlijk is om op meubilair te klimmen om bij de televisie te komen.
- ALTIJD de snoeren en kabels die op uw televisie zijn aangesloten, zodanig leiden dat er niet over kan worden gestruikeld, er niet aan kan worden getrokken en ze niet kunnen worden vastgepakt.
- NOOIT een televisie op een onstabiel oppervlak plaatsen.
- NOOIT de televisie op hoge meubels (bijvoorbeeld planken of boekenkasten) plaatsen, tenzij zowel het meubel als de televisie zodanig is bevestigd dat ze niet kunnen worden omgestoten.
- NOOIT de televisie op een doek of ander materiaal tussen de televisie en het meubel plaatsen.
- NOOIT voorwerpen die kinderen zouden kunnen verleiden om te klimmen, zoals speelgoed, en afstandsbedieningen op de televisie of meubels plaatsen waarop de televisie staat.

Als u de huidige televisie wilt verplaatsen, moet u ook de bovenstaande maatregelen in acht nemen.

Risico van batterijen

- · Slik de batterij niet in. Risico op chemische brandwonden.
- De afstandsbediening kan een knoopcelbatterij bevatten. Als de knoopcelbatterij wordt ingeslikt, kan deze binnen 2 uur zware interne brandwonden veroorzaken en de dood tot gevolg hebben.
- · Houd nieuwe en gebruikte batterijen buiten bereik van kinderen.
- Als het batterijcompartiment niet goed sluit, staak dan het gebruik van het product en houd het buiten bereik van kinderen.
- Als u vermoedt dat er batterijen zijn ingeslikt of anderszins in het lichaam zijn terechtgekomen, raadpleeg dan onmiddellijk een arts.
- Brand- of explosierisico als de batterij wordt vervangen door een verkeerd type.
- Vervanging van een batterij door een onjuist type dat een beveiliging kan tenietdoen (bijvoorbeeld bij bepaalde typen lithium-batterijen).
- Weggooien van een batterij in vuur of een hete oven of het mechanisch pletten of doorsnijden van een batterij kan resulteren in een explosie.
- Een batterij laten liggen in een omgeving met een extreem hoge temperatuur kan resulteren in een explosie of lekkage van ontvlambare vloeistoffen of gassen.
- Een batterij blootstellen aan een extreem lage luchtdruk kan resulteren in een explosie of lekkage van ontvlambare vloeistoffen of gassen.

Oververhittingsgevaar

Plaats de TV nooit in een nauwe ruimte. Laat voor voldoende ventilatie aan alle zijden van de TV een afstand van minstens 10 cm vrij. Zorg dat de ventilatiesleuven van de TV nooit worden afgedekt door gordijnen of andere voorwerpen.

Onweer

Koppel de TV los van het elektriciteitsnet en de antenne als er onweer op komst is. Raak tijdens onweer geen enkel onderdeel van de TV, het netsnoer of de antennekabel aan.

Risico op gehoorbeschadiging

Zet het volume niet te hoog als u een oortelefoon of hoofdtelefoon gebruikt, en gebruik deze niet te lang.

Lage temperaturen

Als de TV is vervoerd bij een temperatuur onder 5 °C, laat u de TV na het uitpakken eerst op kamertemperatuur komen voordat u de stekker in het stopcontact steekt.

Vochtigheid

Afhankelijk van temperatuur en vochtigheid kan lichte condensvorming optreden aan de binnenkant van de glasplaat aan de voorkant van de TV (geldt voor bepaalde modellen). U kunt dit voorkomen door de TV niet bloot te stellen aan direct zonlicht, hitte of extreme vochtigheid. Als er condens ontstaat, verdwijnt deze vanzelf als de TV een aantal uren is ingeschakeld.

Het condensatievocht is niet schadelijk voor de TV en veroorzaakt geen storingen.

14.2

Schermonderhoud

- · Raak het scherm nooit aan met een ander voorwerp.
- Haal de stekker uit het stopcontact voordat u de TV gaat schoonmaken.
- Reinig de TV en standaard door deze voorzichtig af te vegen met een zachte, vochtige doek. Gebruik nooit middelen zoals alcohol, chemicaliën of allesreinigers op de TV.
- Veeg waterdruppels zo snel mogelijk van het scherm om vervorming of kleurvervaging te voorkomen.
- Probeer het gebruik van stilstaande beelden zo veel mogelijk te vermijden. Stilstaande beelden zijn beelden die gedurende langere perioden op het scherm worden weergegeven. Stilstaande beelden omvatten menu's op het scherm, zwarte balken, tijdsweergaven, enzovoort. Als u stilstaande beelden moet gebruiken, vermindert u het contrast en de helderheid van het scherm om schade aan het scherm te voorkomen.

14.3

APPARAAT VOOR GEZONDHEIDSZORG

Als deze TV bedoeld is voor entertainmentdoeleinden in een ziekenhuis, verpleeghuis, medisch zorgcentrum of een vergelijkbare zorginstelling waarin de installatie beperkt is tot een niet-gevaarlijke ruimte, moet deze aan de muur of aan het plafond worden bevestigd.

Het apparaat is niet bedoeld voor gebruik in de kritieke-zorg, waarin een patiënt wordt behandeld met een externe elektrische geleider, zoals een sonde, een katheter,

of een andere elektrode, die op het hart aangesloten is; een patiënt zal echter wel in contact komen met het apparaat tijdens zijn/haar verblijf in een zorginstelling.

14 4

Verklaring over blootstelling aan straling (alleen voor ingebouwde Wi-Fi)

Deze apparatuur voldoet aan de CE-limieten voor blootstelling aan straling die zijn vastgelegd voor een ongecontroleerde omgeving. Deze apparatuur moet worden geïnstalleerd en bediend met een minimale afstand van 20 cm tussen de radiateur en het lichaam.

De frequentie, de modus en het maximale zendvermogen in de EU worden hieronder vermeld:

- 2400 2483,5 MHz: < 20 dBm (EIRP), alleen voor 2,4G-producten.
- 5150 5250 MHz: < 23 dBm (EIRP)
- 5250 5350 MHz: < 23 dBm (EIRP)
- 5470 5725 MHz: < 27 dBm (EIRP)
- 5725 5825 MHz: < 13,98 dBm (EIRP)

Gebruiksvoorwaard en

15

Gebruiksvoorwaarden - TV

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Het gedrukte materiaal dat bij de TV wordt geleverd en de handleiding die in het geheugen van de TV is opgeslagen of die wordt gedownload van de Philipswebsite www.philips.com/support, passen bij het bedoelde gebruik van het systeem.

De inhoud van deze handleiding wordt toereikend geacht voor het bestemde gebruik van het systeem. Indien het product of de individuele modules of procedures worden gebruikt voor andere doeleinden dan in deze handleiding zijn beschreven, moet de geldigheid en geschiktheid van het systeem worden bevestigd. TP Vision garandeert dat het materiaal geen octrooien uit de Verenigde Staten schendt. Philips biedt geen verdere garanties, uitdrukkelijk dan wel impliciet. TP Vision kan niet verantwoordelijk worden gehouden voor fouten in de inhoud van dit document of voor problemen die het gevolg zijn van de inhoud van dit document. Fouten die worden gerapporteerd aan Philips, worden zo snel mogelijk opgelost en gepubliceerd op de ondersteuningswebsite van Philips.

Garantievoorwaarden - Risico op verwonding, schade aan TV of vervallen van garantie!
Probeer de TV nooit zelf te repareren. Gebruik de TV en de accessoires alleen zoals de fabrikant het heeft bedoeld. Het waarschuwingsteken op de achterkant van de TV duidt het risico van een elektrische schok aan. Verwijder nooit de behuizing van de TV. Neem altijd contact op met de klantenservice van Philips voor onderhoud of reparaties. Zoek het

telefoonnummer in de gedrukte documentatie die bij de TV is meegeleverd. Of ga naar onze website www.philips.com/support en selecteer indien nodig uw land. De garantie vervalt in geval van handelingen die in deze handleiding uitdrukkelijk worden verboden of in geval van aanpassingen of montages die niet in deze handleiding worden aanbevolen of goedgekeurd.

Pixelkenmerken

Dit TV-toestel heeft een groot aantal kleurenpixels. Ondanks de minimaal 99,999% effectieve pixels, kunnen er mogelijk voortdurend zwarte puntjes of heldere lichtpuntjes (rood, groen of blauw) op het scherm verschijnen. Dit is een structureel kenmerk van het display (binnen veel voorkomende industriestandaarden); het is geen defect.

CE-conform

TP Vision Europe B.V. verklaart hierbij dat deze televisie voldoet aan de essentiële vereisten en overige relevante bepalingen van Richtlijnen 2014/53/EU (RED), 2009/125/EC (Ecologisch ontwerp) en 2011/65/EC (RoHS).

Naleving van de norm voor elektromagnetische velden (EMF)

TP Vision maakt en verkoopt vele consumentenproducten die net als andere elektronische apparaten elektromagnetische signalen kunnen uitstralen en ontvangen. Een van de belangrijkste zakelijke principes van TP Vision is ervoor te zorgen dat al onze producten beantwoorden aan alle geldende vereisten inzake gezondheid en veiligheid, en dat ze ruimschoots voldoen aan de EMF-normen die gelden ten tijde van de productie.

TP Vision streeft ernaar geen producten te ontwikkelen, te produceren en op de markt te brengen die schadelijk kunnen zijn voor de gezondheid. TP Vision bevestigt dat als zijn producten correct voor het daartoe bestemde gebruik worden aangewend, deze volgens de nieuwste wetenschappelijke onderzoeken op het moment van de publicatie van deze handleiding veilig zijn om te gebruiken. TP Vision speelt een actieve rol in de ontwikkeling van internationale EMF- en veiligheidsnormen, wat TP Vision in staat stelt in te spelen op toekomstige normen en deze tijdig te integreren in zijn producten.

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HDMI

HDMI

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DTS-HD Premium Sound ™

DTS-HD Premium Sound ™

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Wi-Fi

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Kensington

Kensington

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16 6

Andere handelsmerken

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Index

Netwerk, aansluiten 33 Netwerk, bekabeld 34

A Android-instellingen 35 Audiotaal 36	Netwerk, instellingen 34 Netwerk, WPS met pincode 33 Netwerkinstallatie 33
Audiotaal, alternatieve taal 36 Audiotaal, voorkeurtaal 36 Beeld, beeldformaat 31 Beeldstijl 29 Bekabeld netwerk 34	O Ondersteuning, online 190 Ondertiteling 36 Onlineondersteuning 190 Open source-software 41 Opties voor een zender 36
Blu-ray Disc-speler, aansluiten 16 CAM, Conditional Access Module 14 CI+ 14 Common interface-sleuf 14 Computer, aansluiten 17 Connectiviteitsgids 13 Contact opnemen met Philips 190 Contrast, contrastmodus 30 Contrast, dynamisch contrast 30	P Plaatsing van de TV 4 Problemen oplossen 188 Problemen, afstandsbediening 188 Problemen, beeld 188 Problemen, Geluid 189 Problemen, HDMI-aansluiting 189 Problemen, USB-aansluiting 189 Problemen, verbinding, internet 190 Problemen, verbinding, Wi-Fi 190 Problemen, zenders 188 Productinformatie 9
Draadloos netwerk 33 =	R Radiozender 35
Eco-instellingen 31 Einde levensduur 9 Energieverbruik controleren 31 E- Foto's, video's en muziek 18 G Gameconsole, aansluiten 16 Gebruiksvoorwaarden 194 Geluid, stijlen 31 H Herstellen / Klantenservice 190	S Schermonderhoud 192 Scherpte, MPEG-artefactreductie 30 Slechthorend 32 Slechtziend 32 Smartcard, CAM 14 Software, bijwerken 39 Stand-by 8 T Taal ondertiteling 36 Taal ondertiteling, alternatieve taal 36 Taal ondertiteling, voorkeurtaal 36
Home 23	TV kijken 36 TV of batterijen verwijderen 9
nschakelen 8 nternetgeheugen, wissen 34	U Universele toegang 32
Kijkafstand 4 Kinderslot 32 Klantenservice 190 Klaurengamma 30	V Veiligheidsinstructies 191 W
Kleur, kleurengamma 30	Wi-Fi 33 Z
Leeftijdsslot 32 M Media 18 Mediabestanden, van een USB-station 18 MPEG-artefactreductie 30 N N Naam van TV-netwerk 34 Netsnoer 5	Zender 35 Zender, antenne-installatie 37 Zender, installatie 37 Zender, naar een zender overschakelen 36 Zender, opnieuw installeren 37 Zender, opties 36 Zenderlijst 35 Zenderlijst, info 35 Zenderlijst, openen 35



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