# Käyttöopas

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



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# TV-esittely

# Ammattilaistila

# Toiminta

Ammattilaistilassa voit käyttää monia erikoisasetuksia, jotka mahdollistavat television tilan hallinnan tai antavat käyttöösi lisätoimintoja.

Ammattilaistila tehostaa television hallintaa esimerkiksi hotelleissa, risteilyaluksilla, stadioneilla tai liiketiloissa.

Jos käytät televisiota kotona, ammattilaistila kannattaa poistaa käytöstä.

Lisätietoja ammattilaistilasta on asennusoppaassa.

# Asennus

# <sup>2.1</sup> Lue turvallisuusohjeet

Lue turvallisuusohjeet ennen television käyttämistä.

# 2.2 Seinäkiinnitys

TV-jalustan kiinnitysohjeet löytyvät television mukana tulleesta pika-aloitusoppaasta. Jos hukkaat oppaan, voit ladata sen osoitteesta <u>www.philips.com</u>.

Etsi ladattava **pika-aloitusopas** TV:n tyyppinumeron avulla.

Television voi kiinnittää seinään VESA-yhteensopivilla kiinnikkeillä (myydään erikseen).

Käytä tätä VESA-koodia, kun valitset TV:n seinätelineen: . .



#### • 50BFL2114

VESA MIS-F 200x200, M6 (vähintään 12 mm ja enintään 14 mm)

•58BFL2114

VESA MIS-F 300x200, M6 (vähintään 18 mm ja

enintään 22 mm)

•65BFL2114

VESA MIS-F 400x300, M6 (vähintään 12 mm ja enintään 18 mm)

• 70BFL2114

VESA MIS-F 400x200, M8 (vähintään 18mm ja enintään 23mm)

•75BFL2114

VESA MIS-F 600x400, M8 (vähintään 18mm ja enintään 28mm)

# Valmistelu

Irrota ensin kaksi muovista ruuvisuojusta TV:n takana olevista kierreholkeista (50 ja 65 tuumaa). Varmista, että metalliruuvit, joilla TV kiinnitetään VESAyhteensopivaan kiinnikkeeseen, menevät kierreholkkeihin noin 10 mm:n syvyyteen.

# Varoitus

Television kiinnittäminen seinälle on vaativa työ, joka on syytä jättää ammattilaisten tehtäväksi. Television seinäkiinnityksen on vastattava television painon mukaisia turvastandardeja. Lue turvallisuusohjeet ennen television sijoittamista paikalleen. TP Vision Europe B.V. ei vastaa virheellisestä kiinnityksestä tai kiinnityksestä aiheutuvista onnettomuuksista tai vahingoista.

# <sup>2.3</sup> Vinkkejä television sijoittamiseen

• Sijoita televisio paikkaan, jossa kuvaruutuun ei kohdistu suoraa valoa.

• Ihanteellinen television katseluetäisyys on kolme kertaa TV-ruudun lävistäjä (tuumamitta). Silmien pitäisi olla istuttaessa samalla tasolla kuvaruudun keskikohdan kanssa.

• Sijoita seinäasennuksessa TV enintään 15 cm päähän seinästä.



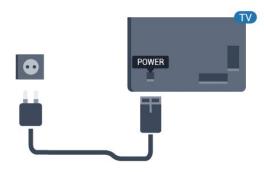
## Huomautus:

Pidä TV-laite etäällä pölyä tuottavista lähteistä. Suosittelemme pyyhkimään pölyn TV-laitteesta säännöllisesti.

# <sup>2.4</sup> Virtajohto

- Liitä virtajohto TV:n takaosan POWER-liitäntään.
- Varmista, että virtajohto on liitetty kunnolla liitäntään.
- Varmista, että pistorasiaan liitettyyn pistokkeeseen pääsee aina käsiksi.

• Irrota virtajohto aina vetämällä pistokkeesta, ei johdosta.



# 2.5 Antennijohto

Liitä antennipistoke kunnolla television takaosassa olevaan **antenniliitäntään**.

Voit liittää oman antennin tai voit liittää television antennijärjestelmään. Käytä IEC Coax 75 Ohm RF -antenniliitäntää.

5

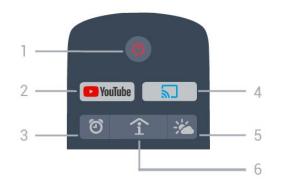
Käytä tätä antenniliitäntää DVB-T- ja DVB-C -tulosignaaleille.



# 3 Kauko-ohjain

# <sup>3.1</sup> Painikkeet

# Yläosa



# 1 - 🕚 Valmiustila / Käytössä

Television virran kytkeminen tai valmiustilaan siirtäminen.

# 2 - Youtube

Youtube-palvelun avaaminen.

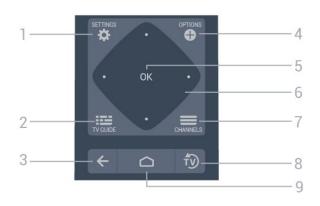
3 - O Herätys (vain ammattilaistilassa)
 Herätyksen asettaminen.

4 - 🔊 Google Cast (vain ammattilaistilassa) Mobiililaitteen näytön peilaaminen televisioon.

5 - 🄏 Sää (vain ammattilaistilassa) Sijainnin säätietojen näyttäminen.

6 - 1 SMART INFO (vain ammattilaistilassa) Hotellin tarjoamien tietojen näyttäminen.

# Keskiosa



# 1- 🌣 SETTINGS

Asetusvalikon avaaminen.

# 2 - 🖼 TV GUIDE

Luettelo kanavien nykyisistä ja tulevista ohjelmista.

# 

- Palaaminen edelliselle valitulle kanavalle.
- Edelliseen valikkoon palaaminen.

## 4 - OPTIONS

Asetusvalikon avaaminen tai sulkeminen.

5 - OK-painike

Valinnan tai asetuksen vahvistaminen.

6 - Nuoli-/selauspainikkeet Siirry ylös ∧, alas ∨, vasemmalle < tai oikealle >.

## 7 - 🔳 Kanava

Siirtyminen edellisen tai seuraavan kanavaluettelon kanavaan.

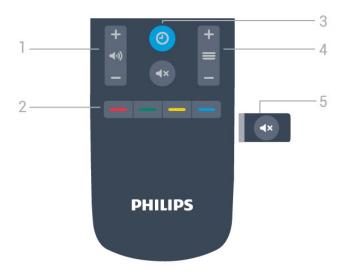
8 - ∜ EXIT

Palaaminen TV:n katseluun.

## 9 – 🗅 HOME

Avaa aloitusvalikko painamalla 🛛 HOME-painiketta.

# Alaosa



# 1- 📢 Äänenvoimakkuus

Äänenvoimakkuuden säätäminen.

## 2 - 🗕 🗕 🗕 Väripainikkeet

Asetusten suoravalinta.

# 3 - O CLOCK

Kellon näyttäminen.

## 4 - 🔳 Kanava

Siirtyminen edellisen tai seuraavan kanavaluettelon kanavaan.

## 5 - 🔺 Mykistä

Äänen mykistäminen tai mykistyksen poistaminen.

# 3.2 Infrapunatunnistin

Televisio voi vastaanottaa komentoja kaukoohjaimesta, joka käyttää infrapunaa komentojen lähettämiseen. Jos käytät sellaista kauko-ohjainta, osoita kauko-ohjaimella aina kohti television etuosassa sijaitsevaa infrapunatunnistinta.

# ▲ Varoitus

Tarkista, ettei TV-laitteen infrapuna-anturin edessä ole esteitä, jotka estävät infrapunayhteyden kauko-ohjaimeen.

# <sup>3.3</sup> Puhdistaminen

Kauko-ohjaimessa on naarmuuntumaton pinnoite.

Puhdista kauko-ohjain pehmeällä, kostealla liinalla. Älä käytä alkoholia, kemikaaleja tai kodin yleispuhdistusaineita kauko-ohjaimen puhdistamiseen.

7

# Käynnistys ja sammutus

# <sup>4.1</sup> Käynnistys tai valmiustila

Tarkista, että TV on kytketty verkkovirtaan. Liitä laitteen mukana toimitettu virtajohto TV:n takaosassa olevaan AC in -liitäntään. TV:n alareunassa oleva merkkivalo syttyy.

# Käyttöönotto

4

# Valmiustilaan siirtyminen

Siirrä televisio valmiustilaan painamalla kaukoohjaimen painiketta **0**. Voit myös painaa TV:n takana tai pohjassa olevaa sauvaohjainpainiketta.

Valmiustilassa TV on yhä kytketty verkkovirtaan, mutta se kuluttaa hyvin vähän virtaa.

Katkaise televisiosta virta kokonaan irrottamalla virtapistoke pistorasiasta.

Irrota virtajohto aina vetämällä pistokkeesta, ei virtajohdosta. Varmista, että virtajohdon pistoke on helposti irrotettavissa ja pistorasia on kätevässä paikassa.

# <sup>4.2</sup> Television painikkeet

Jos kauko-ohjain katoaa tai sen paristot ehtyvät, voit yhä käyttää joitakin television perustoimintoja.

Perusvalikon avaaminen

1 - Kun TV:n virta on kytketty, tuo perusvalikko näkyviin painamalla TV:n takana tai pohjassa olevaa sauvaohjainpainiketta.

2 - Valitse () Äänenvoimakkuus, 🚍 Kanava tai

Lähteet painamalla vasenta tai oikeaa nuolipainiketta.

3 - Säädä äänenvoimakkuutta tai viritä seuraava tai edellinen kanava painamalla ylä- tai

alanuolipainiketta. Siirry lähdeluettelossa eteen- tai taaksepäin (viritinvalinta mukaan lukien) painamalla ylä- tai alanuolipainiketta.

4 - Valikko sulkeutuu automaattisesti.

Siirry valmiustilaan valitsemalla 🛛 ja painamalla TV:n

# Tekniset tiedot

# 5.1

# Ympäristöystävällisyys

# Tuoteseloste

# 50BFL2114

- Energiatehokkuusluokka A+
- Katsottavissa oleva näyttökoko 126 cm / 50 tuumaa
- Virrankulutus käynnissä (W): 70 W
- Vuosittainen virrankulutus (kWh) \*: 103 kWh
- Virrankulutus valmiustilassa (W) \*\*: 0,3 W
- Näytön tarkkuus (pikseliä): 3840 x 2160p

# 58BFL2114

- Energiatehokkuusluokka A+
- Katsottavissa oleva näyttökoko 146 cm / 58 tuumaa
- Virrankulutus käynnissä (W): 77 W
- Vuosittainen virrankulutus (kWh) \*: 113 kWh
- Virrankulutus valmiustilassa (W) \*\*: 0,3 W
- Näytön tarkkuus (pikseliä): 3840 x 2160p

# 65BFL2114

- Energiatehokkuusluokka A+
- Katsottavissa oleva näyttökoko 164 cm / 65 tuumaa
- Virrankulutus käynnissä (W): 99 W
- Vuosittainen virrankulutus (kWh) \*: 145 kWh
- Virrankulutus valmiustilassa (W) \*\*: 0,3 W
- Näytön tarkkuus (pikseliä): 3840 x 2160p

# 70BFL2114

- Energiatehokkuusluokka A+
- Katsottavissa oleva näyttökoko 178 cm / 70 tuumaa
- Virrankulutus käynnissä (W): 123 W
- Vuosittainen virrankulutus (kWh) \*: 180 kWh
- $\cdot$  Virrankulutus valmiustilassa (W) \*\*: 0,3 W
- Näytön tarkkuus (pikseliä): 3840 x 2160p

## 75BFL2114

- Energiatehokkuusluokka A+
- Katsottavissa oleva näyttökoko 189 cm / 75 tuumaa
- Virrankulutus käynnissä (W): 113 W
- Vuosittainen virrankulutus (kWh) \*: 165 kWh
- Virrankulutus valmiustilassa (W) \*\*: 0,3 W
- Näytön tarkkuus (pikseliä): 3840 x 2160p

\* Vuosittaisen virrankulutuksen (kWh) laskenta perustuu 4 tunnin päivittäiseen käyttöön 365 päivänä vuodessa. Todellinen virrankulutus riippuu television käytöstä.

\*\* Kun televisio on kytketty pois päältä kaukoohjaimella, eikä mikään toiminto ole käynnissä.

# EPREL-rekisteröintinumero

50BFL2114: 341971 58BFL2114: 341994 65BFL2114: 331905 70BFL2114: 342005 75BFL2114: 342001

# Käytön lopettaminen

## Vanhan tuotteen sekä vanhojen akkujen ja paristojen hävittäminen

Tuotteesi on suunniteltu ja valmistettu laadukkaista materiaaleista ja komponenteista, jotka voidaan kierrättää ja käyttää uudelleen.



Tuotteeseen kiinnitetty yliviivatun roskakorin kuva tarkoittaa, että tuote kuuluu Euroopan parlamentin ja neuvoston direktiivin 2012/19/EU soveltamisalaan.



Tutustu paikalliseen sähkö- ja elektroniikkalaitteiden keräysjärjestelmään.

Toimi paikallisten sääntöjen mukaan äläkä hävitä vanhoja tuotteita tavallisen kotitalousjätteen mukana. Vanhan tuotteen asianmukainen hävittäminen auttaa ehkäisemään ympäristölle ja ihmisille mahdollisesti koituvia haittavaikutuksia.

Tuotteessa on akkuja tai paristoja, joita Euroopan parlamentin ja neuvoston direktiivi 2006/66/EY koskee.



Tutustu paikallisiin paristojen keräystä koskeviin ohjeisiin, koska paristojen hävittäminen oikealla tavalla auttaa vähentämään ympäristölle ja ihmisille mahdollisesti koituvia haittavaikutuksia.

# <sup>5.2</sup> Virta

Tuotteen tekniset tiedot voivat muuttua ilman erillistä ilmoitusta. Yksityiskohtaisempia tietoja tuotteesta on osoitteessa <u>www.philips.com/support</u>.

## Virta

- Käyttöjännite: 220–240 V AC +/-10 %
- Ympäristön lämpötila: 5–35 °C
- · Energiaa säästävät ominaisuudet: Ekotila,

kuvaruudun virrankatkaisu (radiota kuunneltaessa), sammutuksen ajastin, Eco-asetukset-valikko.

Virrankulutustiedot löytyvät kappaleesta Tuoteseloste.

# 53 Käyttöjärjestelmä

Android-käyttöjärjestelmä:

Android Pie 9

# 54 Vastaanotto

- Antenniliitäntä: 75 ohmin koaksiaali (IEC75)
- Virittimen aaltoalueet: Hyperband, UHF, VHF
- DVB: DVB-T2, DVB-C (kaapeli) QAM
- · Analoginen videotoisto: SECAM, PAL
- Digitaalinen videotoisto: MPEG2 SD/HD (ISO/IEC
- 13818-2), MPEG4 SD/HD (ISO/IEC 14496-10), HEVC\*
- Digitaalinen äänentoisto (ISO/IEC 13818-3)
- Tulosignaalin taajuusalue: 950–2150 MHz
- Tulosignaalin tasoalue: 25–65 dBm
- \* Vain DVB-T2

# 55 Näyttötyyppi

# Ruudun lävistäjä (tuumamitta)

- 126 cm / 50 tuumaa
- 146 cm / 58 tuumaa
- 164 cm / 65 tuumaa
- 178 cm / 70 tuumaa
- 189 cm / 75 tuumaa
- Näytön tarkkuus
- · 3840 x 2160

# 56

# Näytön tulotarkkuus:

# Videoformaatit

Tarkkuus – virkistystaajuus

- 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

# Tietokoneformaatit

Tarkkuudet (esimerkkejä)

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

# 57

# Liitännät (2114)

# 50" 58" 65" 70"

Television sivu

- · CI-moduulipaikka: CI+/CAM
- USB 1 USB 3.0
- Kuulokkeet: stereominiliitäntä 3,5 mm
- HDMI 1 tulo ARC Ultra HD

# Television alaosa

- · Lähiverkko: RJ45
- HDMI 2 -tulo ARC Ultra HD
- Antenni (75 ohmia)
- USB 2 USB 2.0
- 12 V DC-lähtö
- 8 Ω Äänilähtö
- · DATA (RJ-48)

# 75"

- Television sivu
- · CI-moduulipaikka: CI+/CAM
- USB 1 USB 3.0
- Kuulokkeet: stereominiliitäntä 3.5 mm
- HDMI 1 -tulo ARC Ultra HD

# Television alaosa

Lähiverkko: RJ45 HDMI 2 -tulo – ARC – Ultra HD HDMI 3 -tulo – ARC – Ultra HD Antenni (75 ohmia) USB 2 - USB 2.0 12 V DC-lähtö 8 Ω Äänilähtö DATA (RJ-48)

# 58

# Mitat ja painot

# 50BFL2114

 ilman television jalustaa: leveys 1127,64 mm – korkeus 655,31 mm – syvyys 89,62 mm – paino ±11,1 kg

# 58BFL2114

 ilman television jalustaa: leveys 1302,08 mm - korkeus 762,56 mm - syvyys 89,92 mm – paino ±15 kg

## 65BFL2114

• ilman television jalustaa: leveys 1463,88 mm – korkeus 848,7 mm – syvyys 90,72 mm – paino ±20,94 kg

# 70BFL2114

ilman television jalustaa:
leveys 1583,8 mm – korkeus 895,4 mm – syvyys 92,7 mm – paino ±23,4 kg

#### 75BFL2114

ilman television jalustaa:
leveys 1683,2 mm – korkeus 974,4 mm – syvyys 93,7 mm – paino ±33,5 kg

# <sup>5.9</sup> Ääni

• Lähtöteho (RMS): 20 W

 $\cdot$  Dolby Audio

• DTS HD

# 。 Laitteiden liittäminen

# 6.1

# Laitteiden liittäminen

# Liitäntäopas

Kun liität laitteen televisioon, käytä aina mahdollisimman laadukasta käytettävissä olevaa yhteyttä. Käytä myös laadukkaita kaapeleita, jotta varmistat hyvän kuvan- ja äänensiirron.

Kun liität laitteen, televisio tunnistaa sen tyypin ja antaa laitteelle oikean tyyppinimen. Tyyppinimeä voi muuttaa tarvittaessa. Jos laitteelle on määritetty oikea tyyppinimi, televisio siirtyy automaattisesti parhaaseen TV-asetukseen, kun laite otetaan käyttöön Lähteet-valikossa.

Antenniportti

Jos sinulla on digisovitin (digitaalivastaanotin) tai tallennin, liitä antennikaapelit niin, että antennisignaali kulkee ensin digisovittimen ja/tai tallentimen kautta, ja sitten vasta televisioon. Näin antenni ja digisovitin saattavat löytää uusia kanavia tallennettavaksi tallentimella.

# HDMI-portit

# Laitteiden ohjaaminen

Käytä HDMI-liitettyä laitetta, johon on määritetty EasyLink-toiminto, valitsemalla laite tai sen toiminto TV-liitäntöjen luettelosta.

## Ammattilaistila EI

KÄYTÖSSÄ – Valitse ☆ / ☆ Koti > ☜ Sovellukset > ☜ LÄHTEET . Valitse HDMIliitäntään liitetty laite ja paina OK-painiketta.

## Ammattilaistila

KÄYTÖSSÄ – Valitse ☆ / ☆ Koti > I TVkanavat > ⊉ Lähteet. Valitse HDMI-liitäntään liitetty laite ja paina OK-painiketta.

Kun laite on valittu, sitä voi ohjata television kaukosäätimellä. Painikkeet △ / △ Home ja ● OPTIONS ja muutama muu painike eivät toimi muissa laitteissa.

Jos painiketta ei ole TV:n kaukosäätimessä, valitse

painike OPTIONS-valikosta.

Valitse • OPTIONS > Säätimet. Valitse näytössä tarvitsemasi painike ja paina OK-painiketta. Jotkin laitepainikkeet saattavat puuttua Säätimetvalikosta.

Huomautus: Vain EasyLink-kaukosäädintä tukevia laitteita voi ohjata television kaukosäätimellä.

## HDMI-laatu

HDMI-liitäntä tarjoaa parhaan kuvan- ja äänenlaadun. Yksi HDMI-kaapeli yhdistää video- ja äänisignaalit. Käytä televisiosignaalin kanssa HDMIkaapelia.

Parhaan mahdollisen signaalinsiirron saat käyttämällä enintään 5 metrin pituista High speed HDMI -kaapelia.



# Kopiointisuojaus

HDMI-kaapelit tukevat HDCP:tä (High-bandwidth Digital Contents Protection). HDCP on kopiointisuojaussignaali, joka estää käyttäjiä kopioimasta DVD- ja Blu-ray-levyjen sisältöä. Siihen viitataan myös lyhenteellä DRM (Digital Rights Management).

## HDMI ARC

Television kaikki HDMI-liitännät ovat HDMI ARC (Audio Return Channel) -yhteensopivia.

Jos laitteessa, yleensä kotiteatterijärjestelmässä, on lisäksi HDMI ARC -liitäntä, voit liittää sen mihin tahansa television HDMI-liitännöistä. Jos laitteessa on HDMI ARC -liitäntä, et tarvitse erillistä äänikaapelia televisio-ohjelman äänen siirrossa kotiteatterijärjestelmään. HDMI ARC -liitäntä yhdistää molemmat signaalit.

Voit käyttää mitä tahansa television HDMI-liitäntää kotiteatterijärjestelmän liittämiseen, mutta ARCliitäntä on käytettävissä vain yhdelle laitteelle/liitännälle kerrallaan.



#### HDMI CEC – EasyLink

HDMI-liitäntä tarjoaa parhaan kuvan- ja äänenlaadun. Yksi HDMI-kaapeli yhdistää video- ja äänisignaalit. Käytä HD-televisiosignaalin kanssa HDMI-kaapelia. Parhaan mahdollisen signaalinsiirron saat käyttämällä enintään 5 metrin pituista High speed HDMI -kaapelia.

Liitä HDMI CEC -yhteensopivat laitteet televisioon ja käytä niitä voi käyttää television kauko-ohjaimella.

EasyLink HDMI CEC -toiminnon on oltava käytössä sekä televisiossa että liitetyssä laitteessa.



#### Huomautus:

• EasyLink ei välttämättä toimi muun merkkisten laitteiden kanssa.

• Eri merkit kutsuvat HDMI CEC -toimintoa eri nimillä. Nimiä ovat esimerkiksi Anynet, Aquos Link, Bravia Theatre Sync, Kuro Link, Simplink ja Viera Link. Kaikki merkit eivät ole täysin yhteensopivia EasyLinkin kanssa. Esimerkit HDMI CEC -tuotemerkeistä ovat omistajiensa omaisuutta.

#### EasyLink päälle/pois

Voit ottaa EasyLink-toiminnon käyttöön tai pois käytöstä. EasyLink-asetukset ovat televisiossa oletusarvoisesti käytössä.

EasyLink-toiminnon poistaminen käytöstä

Ammattilaistila El KÄYTÖSSÄ – Valitse 🏠 / 🛆 Koti. Paina 🗸 (alas), valitse Asetukset ja paina OK-painiketta.

Valitse Lähteet > EasyLink ja paina OK-painiketta.

Valitse EasyLink ja paina OK-painiketta.

Valitse Pois ja paina OK-painiketta.

Sulje valikko painamalla 🗲 BACK -painiketta (tarvittaessa useita kertoja).

Ammattilaistila KÄYTÖSSÄ – Lisätietoja on asennusoppaassa.

#### EasyLink-kaukosäädin

Jos haluat, että laitteet ovat yhteydessä toisiinsa, mutta et halua säätää niitä television kaukosäätimellä, voit poistaa EasyLink-kaukosäätimen käytöstä erikseen.

Ota EasyLink-kaukosäädin käyttöön tai pois käytöstä seuraavasti.

Ammattilaistila EI KÄYTÖSSÄ – Valitse ☆ / ☆ Koti. Paina ∨ (alas), valitse Asetukset ja paina OK-painiketta.

Valitse Lähteet > EasyLink ja paina OK-painiketta.

Valitse EasyLink-kaukosäädin ja paina OKpainiketta.

Valitse Päälle tai Pois ja paina OK-painiketta.

Sulje valikko painamalla 🗲 BACK -painiketta (tarvittaessa useita kertoja).

Ammattilaistila KÄYTÖSSÄ – Lisätietoja on asennusoppaassa.

# <sup>6.2</sup> CA-moduuli ja Smart Card – CI+

# CI+

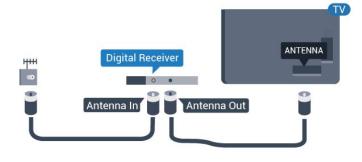
Televisiossa on CI+ **Conditional** Access -moduulivalmius.

CI+-moduulin avulla voit katsoa ensiluokkaisia teräväpiirto-ohjelmia, kuten elokuvia ja urheiluohjelmia, joita alueesi digitaalitelevisiooperaattorit lähettävät. Operaattorit käyttävät ohjelmissa salausta, jonka esimaksettu CI+-moduuli purkaa.

Kun tilaat digitaalitelevisio-operaattoreilta maksullisia ohjelmia, saat Ci+-moduulin (CA-moduulin) ja sen mukana Smart Card -kortin. Ohjelmat on kopiosuojattu tehokkaasti.

Saat lisätietoa käyttöehdoista ottamalla yhteyttä TVoperaattoriin.





HDMI Out

HDMI

Liitä digisovitin televisioon HDMI-kaapelilla antenniliitäntöjen viereen.

**Digital Receiver** 

# Smart Card

Kun tilaat digitaalitelevisio-operaattoreilta maksullisia ohjelmia, saat Ci+-moduulin (CA-moduulin) ja sen mukana Smart Card -kortin.

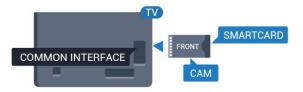
Aseta Smart Card CA-moduuliin. Katso operaattorilta saamiasi ohjeita.

CA-moduulin asettaminen televisioon

1 - Tarkista CA-moduulista oikea asetussuunta. Moduuli ja televisio voivat vahingoittua, jos moduuli asetetaan väärin.

2 - Katso television takaosaa ja pitele CA-moduulin etuosaa itseäsi kohti. Aseta CA-moduuli varovasti COMMON INTERFACE -aukkoon.

3 - Työnnä CA-moduuli niin pitkälle kuin se menee. Jätä se korttipaikkaan.



Kun kytket televisioon virran, CA-moduulin aktivoitumiseen saattaa kulua muutama minuutti. Kun CA-moduuli on asetettu televisioon ja tilausmaksu on maksettu (tilausmenettelyt voivat vaihdella), voit katsella CA-moduulin Smart Cardin tukemia salattuja kanavia.

Voit käyttää CA-moduulia ja Smart Cardia vain omassa televisiossasi. Jos poistat CA-moduulin, et enää voi katsella sen tukemia salattuja kanavia.

# 6.3

# Vastaanotin – digisovitin

Liitä antenni digisovittimeen

(digitaalivastaanottimeen) ja televisioon kahdella antennikaapelilla.

# <sup>6.4</sup> Kotiteatterijärjestelmä

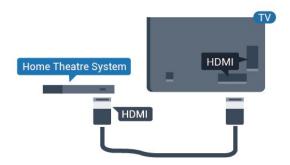
# HDMI ARC -liitäntä

Liitä kotiteatterijärjestelmä televisioon HDMIkaapelilla. Televisioon voi liittää Philips Soundbar -järjestelmän tai kotiteatterijärjestelmän, jossa on sisäänrakennettu soitin.

# HDMI ARC

Jos kotiteatterijärjestelmässä on HDMI ARC -liitäntä, voit liittää sen mihin tahansa television HDMIliitännöistä. HDMI ARC -liitäntää käyttämällä et tarvitse erillistä äänikaapelia. HDMI ARC -liitäntä yhdistää molemmat signaalit.

Television kaikkien HDMI-liitäntöjen kautta on mahdollista lähettää ARC (Audio Return Channel) -signaalia. Kun kotiteatterijärjestelmä on liitetty, televisio voi lähettää ARC-signaalia ainoastaan tähän HDMI-liitäntään.

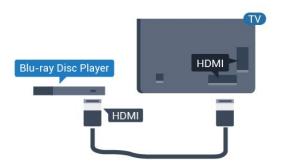


Äänen ja videokuvan synkronointi

Jos ääni ei vastaa kuvaa, ääntä voi viivyttää useimmissa soittimella varustetuissa kotiteattereissa, jotta ääni ja kuva vastaavat toisiaan.

# 6.5 Blu-ray-soitin

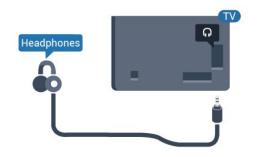
Liitä Blu-ray-soitin televisioon **High speed HDMI** -kaapelilla.



Jos Blu-ray-soittimessa on EasyLink HDMI CEC, voit käyttää soitinta television kauko-ohjaimella.

# 6.6 Kuulokkeet

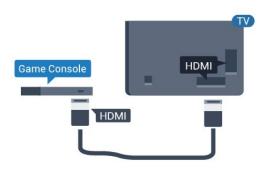
Voit liittää kuulokkeet television takana olevaan –liitäntään. Liitäntä on 3,5 mm:n miniliitäntä. Voit säätää kuulokkeiden äänenvoimakkuutta erikseen.



# <sup>6.7</sup> Pelikonsoli

# HDMI

Pelikokemuksesi on mahdollisimman laadukas, kun liität pelikonsolin televisioon High speed HDMI -kaapelilla.



# 6.8

# USB Flash -asema

Voit katsella valokuvia tai toistaa musiikkia tai videokuvaa liitetyltä USB Flash -asemalta.

Kytke televisioon virta ja liitä USB Flash -asema television **USB**-liitäntään.



Televisio havaitsee USB Flash –aseman ja avaa ruutuun luettelon sen sisällöstä. Jos sisältöluettelo ei näy automaattisesti...

Ammattilaistila EI KÄYTÖSSÄ – Valitse ☆ / ☆ Koti > ™ Sovellukset > ➡ Lähteet. Valitse USB ja paina OK-painiketta.

Ammattilaistila KÄYTÖSSÄ – Valitse ☆ / ☆ Koti > TV-kanavat , > ➡ LÄHTEET . Valitse USB ja paina OK-painiketta.

Lopeta USB Flash -aseman sisällön katselu valitsemalla ๗ tai valitsemalla toinen toiminto. Voit poistaa USB Flash -aseman käytöstä irrottamalla sen milloin tahansa.

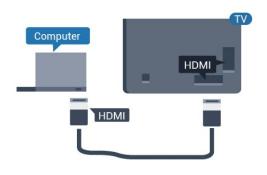
# <sup>6.9</sup> Tietokone

# Liitä

Voit liittää tietokoneen televisioon ja käyttää television ruutua tietokonenäyttönä.

# HDMI-liitäntä

Liitä tietokone televisioon HDMI-kaapelilla.



# Ihanteelliset asetukset

Jos yhdistät tietokoneen, suosittelemme antamaan tietokoneyhteydelle oikean laitetyypin nimen Lähdevalikossa. Jos vaihdat Lähde-valikossa asetukseksi **Tietokone**, televisio määritetään ihanteelliselle tietokoneasetukselle automaattisesti.

Ihanteellisen asetuksen määrittäminen televisioon

Ammattilaistila EI KÄYTÖSSÄ – Valitse ☆ / ☆ Koti. Valitse ✔ (alas) > Asetukset ja paina OK-painiketta.

Valitse Kuva ja siirry valikkoon painamalla **>** (oikea)-painiketta. Vali

tse Kuvatyyli > Tietokone ja paina OK-painiketta.

Valitse Päälle tai Pois ja paina OK-painiketta.

Ammattilaistila KÄYTÖSSÄ – Valitse ☆ / ☆ Koti > ••• Enemmän > ☆ Asetukset > ■ Kuva. Paina OK-painiketta.

Valitse Kuvatyyli > Tietokone ja paina OK-painiketta.

Valitse Päälle tai Pois ja paina OK-painiketta.

Sulje valikko painamalla 🗲-painiketta tarvittaessa useita kertoja.

(Lisätietoja ammattilaistilasta on asennusoppaassa.)

# . Videot, valokuvat ja musiikki

# 7.1

# USB-liitännästä

Voit katsella valokuvia tai toistaa musiikkia tai videokuvaa liitetyltä USB Flash -asemalta tai USBkiintolevyasemalta.

Kun televisio on käynnistetty, kytke USB Flash -asema tai USB-kiintolevy johonkin USB-liitäntään. Televisio havaitsee laitteen ja näyttää mediatiedostosi luettelona.

Jos tiedostoluettelo ei tule näkyviin automaattisesti, toimi seuraavasti.

- 1 Valitse 🚍 CHANNELS ja 🛂 SOURCES.
- 2 Valitse 🗨 Mediaselain ja paina OK-painiketta.

3 - Voit selata tiedostoja siinä kansiorakenteessa, jonka olet luonut levylle.

4 - Lopeta videoiden, valokuvien ja musiikin toistaminen painamalla ๗ -painiketta.

# 7.2 Videoiden toistaminen

# Videoiden toistaminen

Videokansion avaaminen

1 - Valitse 🚍 CHANNELS ja 📮 SOURCES.

2 - Valitse **■ Mediaselain > ■ Videot** ja paina OK-painiketta.

Palaa kansioon painamalla  $\leftarrow$ -painiketta.

# Videon toistaminen

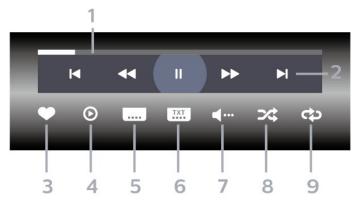
- 1 Valitse 🚍 CHANNELS ja 🗊 Lähteet.
- 2 Valitse  **Mediaselain** >  **Videot** ja paina OK-painiketta.
- 3 Valitse video ja valitse  **Toista kaikki**, kun haluat toistaa kaikki kansion tiedostot,

tai — Merkitse suosikiksi, kun haluat lisätä valitun videon Suosikit-valikkoon – 🎔 Suosikit.

Voit keskeyttää videon painamalla OK-painiketta. Jatka painamalla OK-painiketta uudelleen.

# Hallintapalkki

Voit näyttää tai piilottaa hallintapalkin videon toiston aikana painamalla **OK**-painiketta.



- 1- Tilanneilmaisin
- 2 Toiston hallintapalkki
- ⊨: Siirry kansion edelliseen videoon
- ►I: Siirry kansion seuraavaan videoon
- ◄: Siirry taaksepäin►: Siirry nopeasti eteenpäin
- II: Keskeytä toisto
- 3 Merkitse suosikiksi
- 4 Toista kaikki videot

5 - Tekstitys: tekstityksen käynnistäminen, sen poistaminen käytöstä ja sen käynnistäminen, kun ääni on mykistetty.

6 - Tekstityskieli: Valitse tekstityskieli (ei käytettävissä ammattilaistilassa).

7 - Äänen kieli: valitse äänen kieli

8 - Satunnaistoisto: toistaa tiedostot satunnaisessa järjestyksessä

9 - Uusinta: toistaa kaikki kansion videot kerran tai jatkuvasti

# Videoasetukset

Valitse videon toiston aikana 🕀 OPTIONS > Tiedot ja paina OK-painiketta.

- Merkitse suosikiksi Määritä valittu video suosikiksi.
- Toista kaikki Toistaa kansion kaikki videotiedostot.
- Tekstitys Jos tekstitys on saatavilla, voit valita

tilaksi Päällä, Pois tai Mute-toiminnossa.

• Äänen kieli – Jos toiminto on saatavilla, voit valita äänen kielen.

• **Satunnaistoisto** – Toistaa tiedostot satunnaisessa järjestyksessä.

• Uusinta – Toistaa kaikki kansion videot kerran tai jatkuvasti.

# <sup>7.3</sup> Kuvien katselu

# Kuvien katselu

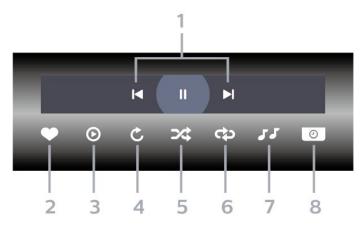
Valokuvakansion avaaminen

## Valokuvan katselu

3 - Valitse Valokuvat ja jokin valokuva.

Paina — Diaesitys, kun haluat toistaa kaikki kansiossa olevat tiedostot, tai — Suosikki, kun haluat lisätä valitun valokuvan Suosikit-valikkoon - ♥ Suosikit.

# Hallintapalkki



- 1 Toiston hallintapalkki
- III: Siirry kansion edelliseen valokuvaan
- ⊢ Siirry kansion seuraavaan valokuvaan
   II: Keskeytä diaesityksen toisto
- 2 Merkitse suosikiksi
- 3 Aloita diaesitys
- 4 Kierrä kuvaa
- 5 Satunnaistoisto: toistaa tiedostot satunnaisessa järjestyksessä

6 - Uusinta: toistaa kansion kuvat kerran tai jatkuvasti

7 - Taustamusiikin toiston pysäyttäminen (ei käytettävissä ammattilaistilassa)

8 - Määritä diaesityksen nopeus

# Valokuva-asetukset

- Merkitse suosikiksi
- Aloita diaesitys
- Kierrä kuvaa
- Satunnaistoisto: toistaa tiedostot satunnaisessa järjestyksessä
- Uusinta: toistaa kansion kuvat kerran tai jatkuvasti
- Taustamusiikin toiston pysäyttäminen (ei
- käytettävissä ammattilaistilassa)
- Määritä diaesityksen nopeus

# <sup>7.4</sup> Toista musiikkia

# Toista musiikkia

#### Musiikkikansion avaaminen

## Toista musiikkia

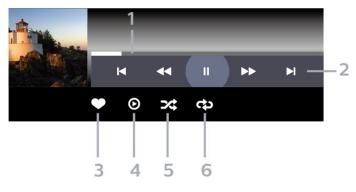
1 - Valitse 🚍 CHANNELS ja 🏹 SOURCES.

2 - Valitse **●** Mediaselain > JJ Musiikki ja paina OK-painiketta.

3 - Valitse **— Suosikki**, kun haluat lisätä

musiikkikansion Suosikit-valikkoon – 🎔 Suosikit. 4 - Voit etsiä musiikkikappaleita helposti käyttämällä luokkia – Lajit, Esittäjät, Albumit, Raidat.

# Hallintapalkki



- 1 Tilanneilmaisin
- 2 Toiston hallintapalkki
- ►: Siirry kansion edelliseen musiikkitiedostoon
- ▶: Siirry kansion seuraavaan musiikkitiedostoon
  - ◄: Siirry taaksepäin
  - ▶: Siirry nopeasti eteenpäin
  - II: Keskeytä toisto

- 3 Merkitse suosikiksi
- 4 Toista kaikki musiikki
- 5 Satunnaistoisto: toistaa tiedostot satunnaisessa järjestyksessä
- 6 Uusinta: toistaa kansion musiikkisisällön kerran tai jatkuvasti

# Musiikkiasetukset

Valitse musiikin toiston aikana OPTIONS > Tiedot ja paina OK-painiketta.

- $\cdot$  Merkitse suosikiksi
- Toista kaikki musiikki

• Satunnaistoisto: toistaa tiedostot satunnaisessa järjestyksessä

• Uusinta: toistaa kansion musiikkisisällön kerran tai jatkuvasti

# <sup>®</sup> TV-opas

# <sup>8.1</sup> TV-oppaan käyttäminen

# TV-oppaan avaaminen

Avaa TV-opas painamalla **₩ TV GUIDE** -painiketta. TV-opas näyttää valitun virittimen kanavat.

Sulje painamalla ₩ TV GUIDE -painiketta uudelleen.

Kun avaat TV-oppaan ensimmäisen kerran, televisio hakee kaikkien TV-kanavien ohjelmatiedot. Tämä voi kestää useita minuutteja. TV-opastiedot tallennetaan televisioon.

poistumis-/pysäytyspainikkeella.

# Pelit

# 9.1 Pelaaminen

# Pelikonsolista

Pelin käynnistäminen pelikonsolista

Kytke pelikonsoliin virta.

Ammattilaistila EI KÄYTÖSSÄ – Valitse ☆ / ☆ Koti > ➡ Sovellukset. Valitse Lähteet ja paina OKpainiketta.

Käynnistä peli.

Paina ← BACK -painiketta toistuvasti tai paina ⑦ EXIT -painiketta tai lopeta sovellus sen omalla poistumis-/pysäytyspainikkeella.

Lisätietoja pelikonsolin liittämisestä saat ohjeesta painamalla – Avainsanat –väripainiketta ja etsimällä aiheen Pelikonsoli, liittäminen.

Ammattilaistila KÄYTÖSSÄ – Paina SOURCES-painiketta ja valitse pelikonsoli tai yhteyden nimi.

Käynnistä peli.

Paina ← BACK -painiketta toistuvasti tai paina <sup>†</sup> EXIT -painiketta tai lopeta sovellus sen omalla poistumis-/pysäytyspainikkeella.

Lisätietoja pelikonsolin liittämisestä saat ohjeesta painamalla – Avainsanat –väripainiketta ja etsimällä aiheen Pelikonsoli, liittäminen.

# Sovellukset-valikosta

Pelin käynnistäminen sovellusvalikosta

Ammattilaistila El KÄYTÖSSÄ – Valitse △ / △ Koti > ■ Sovellukset > Google Play Pelit.

Kirjaudu sisään Google-tilillesi ja aloita peli.

Paina ← BACK -painiketta useita kertoja tai paina ⑦ EXIT -painiketta tai lopeta sovellus sen omalla poistumis-/pysäytyspainikkeella.

Ammattilaistila KÄYTÖSSÄ – Valitse △ / △ Koti. Valitse 🛤 Pelit.

Kirjaudu sisään Google-tilillesi ja aloita peli.

Paina ← BACK -painiketta useita kertoja tai paina Đ EXIT -painiketta tai lopeta sovellus sen omalla

# ™ Ammattilaistilavalikko

# 10.1

# Tietoja Ammattilaistilavalikosta

Ammattilaistila-valikossa voit käynnistää minkä tahansa TV:n toiminnoista.

Ammattilaistila-valikko on järjestetty seuraavasti:

- Suositus III
- TV-kanavat 💵
- Cast 🔊
- Sovellukset 🗰
- Pelit 🎮
- Enemmän •••

Ammattilaistila-valikon oikea yläreuna on järjestetty seuraavasti:

- $\cdot$  Tilin hallinta
- Aseta herätys
- •Sää 淃
- Valikoiden kieli 🛛 🛺
- $\cdot$  Nykyinen aika

# 10.2

# Avaa Ammattilaistila-valikko

Ammattilaistila EI KÄYTÖSSÄ – katso lisätietoja kohdasta Android TV:n aloitusnäyttö.

Ammattilaistila KÄYTÖSSÄ – avaa Ammattilaistilavalikko ja valitse toiminto.

1 – Avaa Ammattilaistila-valikko valitsemalla Koti 🗠 / 🗅.

2 – Valitse toiminto nuolipainikkeilla ja käynnistä toiminto painamalla OK-painiketta.

3 – Sulje Ammattilaistila-valikko nykyistä toimintoa muuttamatta painamalla ←-painiketta.



Taustasovelluksen käyttö tai sisällön toisto keskeytetään, kun avaat Ammattilaistila-valikon. Voit jatkaa Ammattilaistila-valikon käyttöä tai sisällön toistamista valitsemalla sovelluksen tai sisällön aloitusnäytössä.

# 10.3 Suositus

Avaa Ammattilaistila-valikko ja valitse Suositus.

1 – Avaa Ammattilaistila-valikko.

2 - Valitse Suositus 🕩 ja avaa toiminto painamalla OK-painiketta.

3 - Valitse 👿 Suositellut TV-kanavat. Valitse kanava luettelosta ja paina OK-painiketta.

4 - Valitse 🇰 Sovellukset. Valitse sovellus luettelosta ja paina OK-painiketta.

# <sup>10.4</sup> TV-kanavat

# Kanavaluettelot

## Tietoja kanavaluetteloista

Kun kanavat on asennettu, kaikki kanavat näkyvät kanavaluettelossa. Kanavien nimet ja logot näytetään myös, mikäli nämä tiedot ovat saatavissa.

Kun kanavaluettelo on valittuna, voit valita kanavan nuolipainikkeilla  $\land$  (ylös) tai  $\checkmark$  (alas) ja valitse OK, kun haluat katsella valittua kanavaa. Voi valita vain kyseisessä luettelossa oleva kanavat painikkeilla  $\equiv$  + tai  $\equiv$  -.

## Radiokanavat

Jos digitaalisia lähetyksiä on saatavana, digitaaliset radiokanavat asennetaan asennuksen yhteydessä.

Radiokanavaa vaihdetaan samalla tavalla kuin televisiokanavaakin.

#### Kanavaluettelon avaaminen

Nykyisen kanavaluettelon avaaminen

1. Siirry TV:n katseluun valitsemalla 🕏 .

2. Avaa nykyinen kanavaluettelo valitsemalla ≡ CHANNELS. Näet kaikki TV- ja radiokanavat valitsemalla ≡ Kaikki kanavat. Valitse ₪, kun haluat nähdä vain TV-kanavat. Valitse ➡, kun haluat nähdä vain radiokanavat.

3. Sulje kanavaluettelo

painamalla 🚍 CHANNELS-painiketta uudelleen.

# Kanavien katseleminen

#### Kanavan virittäminen

Voit aloittaa TV-kanavien katselun painamalla ₱ -painiketta. TV siirtyy viimeksi katsellulle TVkanavalle.

#### Kanavan vaihtaminen

- Vaihda kanavaa valitsemalla 🚍 🕂 tai 🚍 –.

#### Edellinen kanava

- Voit palata edelliselle kanavalle painamalla 🗲 BACK -painiketta.

#### Kanavaluettelo

Voit avata kanavaluettelon TV:n katselun aikana painamalla ≡-painiketta.

# Kanavan asetukset

#### Asetusten avaaminen

Katsellessasi TV-kanavaa voit määrittää joitakin sitä koskevia asetuksia.

Katselemasi kanavan tyypin (analoginen tai digitaalinen) tai määrittämiesi TV-asetusten mukaan valittavissa on tietyt asetukset.

#### Asetusvalikon avaaminen

1 - Kun katselet kanavaa, paina €
 OPTIONS-painiketta.
 2 - Sulje painamalla € OPTIONS -painiketta uudelleen.

# 10.5 TV-kanavat

# I V-Kallaval

# Kanavaluettelot

#### Tietoja kanavaluetteloista

Kun kanavat on asennettu, kaikki kanavat näkyvät kanavaluettelossa. Kanavien nimet ja logot näytetään myös, mikäli nämä tiedot ovat saatavissa.

Kun kanavaluettelo on valittuna, voit valita kanavan nuolipainikkeilla  $\land$  (ylös) tai  $\checkmark$  (alas) ja valitse OK, kun haluat katsella valittua kanavaa. Voi valita vain kyseisessä luettelossa oleva kanavat painikkeilla  $\equiv$  + tai  $\equiv$  -.

#### Radiokanavat

Jos digitaalisia lähetyksiä on saatavana, digitaaliset radiokanavat asennetaan asennuksen yhteydessä. Radiokanavaa vaihdetaan samalla tavalla kuin televisiokanavaakin.

#### Kanavaluettelon avaaminen

Nykyisen kanavaluettelon avaaminen

 Siirry TV:n katseluun painamalla <sup>®</sup> -painiketta.
 Avaa nykyinen kanavaluettelo valitsemalla ≡ CHANNELS. Näet kaikki TV- ja radiokanavat valitsemalla ≡ Kaikki kanavat. Valitse **®**, kun haluat nähdä vain TV-kanavat. Valitse **®**, kun haluat nähdä vain radiokanavat.
 Sulje kanavaluettelo

painamalla 🗮 CHANNELS-painiketta uudelleen.

# Kanavien katseleminen

#### Kanavan virittäminen

Voit aloittaa TV-kanavien katselun painamalla Ѣ -painiketta. TV siirtyy viimeksi katsellulle TVkanavalle.

#### Kanavan vaihtaminen

- Voit vaihtaa kanavaa 🚍 🕂 tai 🚍 –-painikkeella.

#### Edellinen kanava

- Voit palata edelliselle kanavalle painamalla 🗲 BACK -painiketta.

#### Kanavaluettelo

Kun katselet TV-kanavaa, avaa kanavaluettelo painamalla ≡-painiketta.

# Kanavan asetukset

## Asetusten avaaminen

Katsellessasi TV-kanavaa voit määrittää joitakin sitä koskevia asetuksia.

Katselemasi kanavan tyypin (analoginen tai digitaalinen) tai määrittämiesi TV-asetusten mukaan valittavissa on tietyt asetukset.

Asetusvalikon avaaminen

1 - Kun katselet kanavaa, paina 
 OPTIONS-painiketta.
 2 - Sulje painamalla 
 OPTIONS -painiketta uudelleen.

# <sup>10.6</sup> Google Cast

# Vaatimukset

Jos mobiililaitteesi sovellus tukee Google Cast -toimintoa, voit heijastaa sovellusnäkymän televisioon. Etsi mobiilisovelluksesta Google Cast -kuvake. Voit hallita televisiota mobiililaitteella. Google Cast toimii Android- ja iOSpuhelimissa.

Mobiililaitteesi on yhdistettävä samaan Wi-Fikotiverkkoon kuin televisio.

# Google Cast -toimintoa tukevat sovellukset

Uusia Google Cast -sovelluksia on saatavilla päivittäin. Voit kokeilla toimintoa YouTuben, Chromen, Netflixin, Photowallin tai esimerkiksi Big Web Quiz for Chromecast -sovelluksen kanssa. Katso tietoja myös osoitteesta google.com/cast

Jotkut Google Play -tuotteet ja -ominaisuudet eivät ole saatavilla kaikissa maissa.

Lisätietoja on osoitteessa support.google.com/androidtv

# Google Cast -toisto televisiossa

## Toista TV-ruudulla

Ammattilaistila KÄYTÖSSÄ – avaa Ammattilaistilavalikko ja valitse Cast.

1 - Avaa Ammattilaistila-valikko.

2 - Valitse Cast ╗ ja avaa se painamalla OK -painiketta.

3 - Yhdistä älypuhelin televisioon Wi-Fi Direct -yhteydellä (skannaa QR-koodi tai käytä Wi-Fiyhteyden SSID-tunnusta ja salasanaa). Avaa Google Cast -yhteensopiva sovellus.

- 4 Kosketa Google Cast -kuvaketta.
- 5 Valitse televisio, johon haluat toistaa.

6 - Paina toistopainiketta älypuhelimessa tai tabletissa. Valitsemasi sisällön pitäisi alkaa toistua televisiossa.

<sup>10.7</sup> Pelit

Avaa Ammattilaistila-valikko ja valitse Pelit.

1 – Valitsemalla 🏠 / 🛆 Koti voit avata Ammattilaistila-valikon.

2 - Valitse Pelit 🛤 ja paina OK-painiketta.

## Ihanteellinen peliasetus

Jos pelin nopeus ja tarkkuus on tärkeää, aseta TV**pelitilaan**, ennen kuin alat pelata. Jos pelikonsoli on lisätty lähdevalikkoon (liitäntäluetteloon) **Peli**-tyyppisenä laitteena, televisioon määritetään optimaaliset peliasetukset automaattisesti.

Jos pelikonsolin tyypiksi on asetettu **Pelaaja** ja sitä käytetään enimmän aikaa soittimena, anna laitetyypin olla **Soitin**.

TV:n ihanteellisen asetuksen määrittäminen manuaalisesti: . .

1 - Valitse 🏠 / 🛆 Koti > 🚥 Enemmän

- > 🌣 Asetukset > 🛋 Kuva > Kuvatyyli.
- 2 Valitse Peli ja paina OK-painiketta.

3 - Sulje valikko painamalla ←-painiketta tarvittaessa useita kertoja. Muista poistaa Peli tai tietokone -asetus käytöstä, kun lopetat pelaamisen.

10.8

# Enemmän

Avaa Ammattilaistila-valikko ja valitse Enemmän.

1 – Avaa Ammattilaistila-valikko.

2 – Valitse ••• Enemmän ja avaa toiminto painamalla OK-painiketta.

- 3 Valitse 🌣 Asetukset.
- Kuva 🛋

Vaihda esimääritettyjä kuvatyylejä. Elokuvien, valokuvien jne. katseluun on suunniteltu eri tyylejä. • Ääni **∢**:

Vaihda esimääritettyjä äänityylejä. Esimerkiksi elokuvien katseluun, musiikin kuunteluun ja pelien pelaamiseen sopivat erilaiset tyylit.

• Kuvamuoto 📼

- Valitse TV-ruutuun sopiva kuvasuhde.
- Valikoiden kieli 🌆:

Valitse kieli ja paina OK-painiketta.

4 - Valitse 🗲 Ominaisuudet ja paina OK-painiketta.

#### $\cdot$ Aseta herätys ${\mathfrak O}$ :

Televisioon voidaan asettaa herätys. Televisio käynnistyy asetettuna herätysaikana. Herätysajan voi asettaa myös painamalla kaukosäätimen **O** -painiketta.

• Uniajastin @²ェェ:

Voit säätää aikaa liukusäätimellä enintään 180 minuuttiin 5 minuutin välein. Jos asetukseksi määritetään 0 minuuttia, uniajastin poistuu käytöstä. Voit halutessasi katkaista televisiosta virran aikaisemmin tai määrittää uuden ajan ajastetun ajan kuluessa.

#### • Sää 🔏 🗄

Näyttää nykyisen lämpötilan ja nykyisen sijainnin 5 vuorokauden sääennusteen. Herätysajan voi asettaa myös painamalla kaukosäätimen **%**-painiketta. • TV-opas:

Määrittää television vastaanottamaan TV-oppaan tiedot televisioyhtiöltä tai internetistä.

#### • TalkBack 👳 :

TalkBack auttaa näkövammaisia käyttäjiä käyttämään televisiota puhumalla ääneen kuvaruudussa näkyvät sanat.

5 - Valitse Oma asetus 🎍 ja paina OK-painiketta.

# 10.9

# Ammattitason asetukset

# Kuvatyyli

# Tyylin valitseminen

Valitse ☆ / ☆ Koti > ••• Enemmän > ☆ Asetukset > 💕 Kuva > Kuvatyyli.

Voit säätää kuvaa helposti valitsemalla esimääritetyn kuvatyyliasetuksen.

• Oma asetus – ensimmäisellä käyttökerralla määrittämäsi kuva-asetukset.

• Eloisa – paras asetus katseluun valoisaan aikaan

• Luonnollinen – luonnolliset kuva-asetukset

• J Standardi – eniten energiaa säästävä asetus, oletusasetus

• Elokuva – paras asetus elokuvien katseluun

• Peli – paras asetus pelien pelaamiseen

• Tietokone – paras asetus yhdistetystä tietokoneesta tulevan kuvan katseluun

# Kuvamuoto

## Valitse kuvamuoto

Jos kuva ei täytä koko kuvaruutua eli ylä- ja alareunassa tai molemmilla sivuilla on mustat palkit, voit säätää kuvan koko kuvaruudun kokoiseksi.

Kuvaruudun täyttäminen perusasetuksella

# Valitse ☆ / ☆ Koti > ••• Enemmän > ☆ Asetukset > 🖬 Kuvamuoto.

Seuraavat kuvamuodot voivat olla käytettävissä kuvaruudussa näkyvän kuvan mukaan.

- Laajakuva
- Koko näyttö
- Kuva, venytys
- Skaalaamaton

# Äänityyli

## Tyylin valitseminen

Valitse 🏠 / 🏠 Koti > 🚥 Enemmän

> 🌣 Asetukset > 🖬 Ääni> Äänityyli.

Jotta äänen asetusten säätö olisi helppoa, voit valita esimääritetyn asetuksen äänityylin avulla.

- Oma asetus Mukauta kuvaa ja ääntä -kohdassa tekemäsi valinnat
- · Alkuperäinen neutraalein ääniasetus
- Elokuva paras asetus elokuvien katseluun
- Musiikki paras asetus musiikin kuunteluun
- Peli paras asetus pelien pelaamiseen
- Uutiset paras asetus puheelle

# Kieli

Vaihda television valikkojen ja viestien kieli

Valitse ☆ / ☆ Koti > ••• Enemmän > ☆ Asetukset > 囁 Valikoiden kieli.

Valitse kieli ja paina OK-painiketta.

# Eco-asetukset

#### Sulje näyttö virran säästämiseksi

Valitse ☆ / ☆ Koti > ••• Enemmän > ♥ Ominaisuudet > @<sup>1</sup>/<sub>2</sub> Uniajastin > Näyttö pois.

Voit sammuttaa TV-ruudun, jos vain kuuntelet TV:n ääntä.

Vain TV-ruutu poistetaan käytöstä. Voit kytkeä kuvaruutuun virran uudelleen painamalla mitä tahansa kaukosäätimen painiketta.

#### Aseta sammutuksen ajastin

Valitse ☆ / ☆ Koti > ••• Enemmän > ♥ Ominaisuudet > oª Uniajastin > Uniajastin.

Suurenna tai pienennä arvoa painamalla nuolipainikkeita ∧ (ylös) tai ∨ (alas). Arvo 0 (Pois) poistaa automaattisen sammutuksen käytöstä.

Sammutuksen ajastimen ansiosta TV sammuu automaattisesti virran säästämiseksi. \* Jos TV vastaanottaa TV-signaalia, mutta et paina mitään kauko-ohjaimen painiketta neljään tuntiin, TV sammuu automaattisesti.

\*TV sammuu automaattisesti myös, jos se ei vastaanota TV-signaalia eikä kaukosäätimellä annettuja komentoja 10 minuuttiin.

Jos käytät televisiota tietokoneen näyttönä tai katselet televisiota digitaalivastaanottimella (digisovittimella) käyttämättä television kaukoohjainta, poista automaattinen virrankatkaisu käytöstä valitsemalla arvoksi **0**.

# <sup>10.10</sup> Google-tili

# Kirjaudu

Jos haluat nauttia Philips Android TV:n kaikista ominaisuuksista, voit kirjautua Googleen omalla Google-tililläsi.

Sisäänkirjautumisen jälkeen voit pelata suosikkipelejäsi niin puhelimella, tabletilla kuin televisiolla. Saat myös mukautettuja video- ja musiikkisuosituksia televisiosi aloitusnäyttöön ja voit käyttää YouTubea, Google Play -palvelua ja muita sovelluksia.

Kirjaudu Googleen televisiolla käyttämällä Googletiliäsi. Google-tili koostuu sähköpostiosoitteesta ja salasanasta. Jos sinulla ei vielä ole Google-tiliä, voit luoda sellaisen tietokoneella tai tabletilla (accounts.google.com). Jos et kirjautunut sisään ensimmäisen TV-asennuksen aikana, voit aina kirjautua sisään myöhemmin.

# Kirjaudu

Valitse 🏠 / 🏠 > Avaa Ammattilaistila-valikko.

Valitse Ammattilaistila-valikon oikeasta yläreunasta Tilin hallinta ja paina OK-painiketta. Kirjoita näyttönäppäimistöllä sähköpostiosoite ja salasana ja kirjaudu sisään painamalla OK-painiketta.

# Android TV:n aloitusnäyttö

# 11.1

# Tietoja Android TV:n aloitusnäytöstä

Pääset hyödyntämään Androidia TV:tä parhaalla mahdollisella tavalla yhdistämällä television internetiin.

Aloitusnäyttö on Android-älypuhelimen tai -tabletlaitteen tapaan television toimintojen keskipiste. Aloitusnäytössä voit valita katseltavan sisällön useasta eri vaihtoehdosta. Aloitusnäytöstä voit siirtyä helposti katsomaan suosikkisovelluksiesi sisältöjä. Voit lisätä kanavia tai etsiä uusia sovelluksia.

# 11.2

# Android TV:n aloitusnäytön avaaminen

Ammattilaistila KÄYTÖSSÄ – Lisätietoja on asennusoppaassa.

Ammattilaistila EI KÄYTÖSSÄ – Avaa Android TV:n aloitusnäyttö ja valitse toiminto.

1 - Paina valikkopainiketta, siirry kohtaan Philips Collection ja paina OK-painiketta.

2 – Valitse toiminto nuolipainikkeilla ja käynnistä toiminto painamalla OK-painiketta.

3 - Sulje aloitusvalikko nykyistä toimintoa muuttamatta painamalla ←-painiketta.



Taustasovelluksen käyttö tai sisällön toisto keskeytetään, kun avaat Android TV:n aloitusnäytön. Voit jatkaa sovelluksen käyttöä tai sisällön toistamista valitsemalla sovelluksen tai sisällön Android TV:n aloitusnäytössä.

# <sup>11.3</sup> Android TV:n asetukset

# Kuva

## Kuvan asetukset

## Kuvatyyli

# Tyylin valitseminen

Valitse ☆ / ☆ > ☆ Asetukset > Kuva > Kuvatyyli. Voit säätää kuvaa helposti valitsemalla esimääritetyn kuvatyyliasetuksen.

- Oma asetus ensimmäisellä käyttökerralla määrittämäsi kuva-asetukset.
- Eloisa paras asetus katseluun valoisaan aikaan
- Luonnollinen luonnolliset kuva-asetukset
- Standardi eniten energiaa säästävä asetus, oletusasetus
- $\cdot$  Elokuva paras asetus elokuvien katseluun
- Peli paras asetus pelien pelaamiseen
- Tietokone paras asetus yhdistetystä tietokoneesta tulevan kuvan katseluun

# Väri, kontrasti, terävyys, kirkkaus

## Säädä kuvan väriä

Valitse ☆ / ☆ Koti > ☆ Asetukset > Kuva > Väri. Säädä kuvan värikylläisyyttä nuolipainikkeilla ∧ (ylös) tai ∨ (alas).

## Säädä kuvan värikontrastia

Valitse ☆ / ☆ Koti > ☆ Asetukset > Kuva > Kontrasti. Säädä kuvan kontrastia nuolipainikkeilla ∧ (ylös) tai ∨ (alas).

Voit vähentää virrankulutusta pienentämällä kontrastia.

# Säädä kuvan terävyyttä

Valitse ☆ / ☆ Koti > ☆ Asetukset > Kuva > Terävyys. Säädä kuvan terävyyttä nuolipainikkeilla ∧

# Kirkkauden säätäminen

Valitse ☆ / ☆ Koti > ☆ Asetukset > Kuva > Kirkkaus. Määritä kuvasignaalin kirkkaus Huomautus: Jos kirkkaus poikkeaa paljon viitearvosta (50), kontrasti saattaa olla alhaisempi.

Kuvien lisäasetukset

Väriasetukset

Väriasetuksien lisäasetukset

Säädä värien parannusta Valitse ☆ / ☆ Koti > ✿ Asetukset >

Kuva > Lisäasetukset > Väri > Värien parannus.

Valitse värien vahvuuden ja tarkkuuden tasoksi Maksimi, Normaali tai Minimi.

Valitse esiasetettu värilämpötila Valitse ☆ / ☆ Koti > ☆ Asetukset > Kuva > Lisäasetukset > Väri > Värilämpötila.

Määritä haluamasi värilämpötila valitsemalla **Normaali, Lämmin** tai **Kylmä** .

Mukauta värilämpötilaa Valitse 🏠 / 🛆 Koti > 🎝 Asetukset > Kuva > Lisäasetukset > Väri > Mukautettu värilämpötila.

Jos haluat mukauttaa värilämpötilaa itse, valitse Värilämpötila-valikossa Mukauta. Suurenna tai pienennä arvoa painamalla nuolipainikkeita ∧ (ylös) tai ∨ (alas). WP tarkoittaa valkopistettä ja BL mustan tasoa. Voit valita myös jonkin valikossa olevista esimääritetyistä asetuksista.

Kontrastin lisäasetukset

Kontrastitilat

Valitse ☆ / ☆ Koti > ✿ Asetukset > Kuva > Lisäasetukset >

Kontrasti > Kontrastitila.

Valitsemalla asetuksen Normaali, Optimoitu kuva tai Optimoitu energiansäästö TV vähentää kontrastia automaattisesti ja takaa alhaisimman virrankulutuksen tai parhaan kuvanlaadun. Voit poistaa säädön käytöstä valitsemalla Pois.

Dynaaminen kontrasti

Valitse 🏠 / 🛆 Koti > 🌣 Asetukset > Kuva > Lisäasetukset > Kontrasti > Dynaaminen kontrasti.

Maksimi-, Keskitaso- tai Minimi-asetuksella voidaan valita taso, jolla TV alkaa automaattisesti parantaa yksityiskohtia kuvan tummilla, keskivaloisilla ja valoisilla alueilla.

Videokontrasti, gamma

Videokontrasti Valitse ☆ / ☆ Koti > ☆ Asetukset > Kuva > Lisäasetukset > Kontrasti > Videokontrasti.

Säädä videokontrastin tasoa nuolipainikkeella ∧ (ylös) tai ∨ (alas).

Gamma Valitse ☆ / ☆ Koti > ☆ Asetukset > Kuva > Lisäasetukset > Kontrasti > Gamma.

Määritä epälineaarinen kuvan kirkkauden ja kontrastin

asetus nuolipainikkeella  $\land$  (ylös) tai  $\checkmark$  (alas).

Terävyyden lisäasetukset

Ultra Resolution

Valitse ☆ / ☆ Koti > ☆ Asetukset > Kuva > Lisäasetukset > Terävyys > Ultra Resolution.

Kun asetus on Päälle, se terävöittää ääriviivoja ja yksityiskohtia.

#### Kirkas kuva

#### Kohinanvaimennus

Valitse ☆ / △ Koti > ☆ Asetukset > Kuva > Lisäasetukset > Kirkas kuva > Kohinanvaimennus.

Valitse videosisällön kohinanvaimennuksen tasoksi Maksimi, Normaali tai Minimi. Kohina näkyy kuvassa pieninä liikkuvina pisteinä.

## MPEG artifact -vähentyminen

Valitse ☆ / ☆ Koti > ☆ Asetukset > Kuva > Lisäasetukset > Kirkas kuva > MPEG artifact -vähentyminen.

Valitse digitaalisen videosisällön häiriöiden poiston tasoksi Maksimi, Normaali tai Minimi. MPEG-häiriöt ilmenevät tavallisimmin pieninä ruutuina tai epätasaisina reunoina kuvassa.

#### Kuvamuoto

Jos kuva ei täytä koko kuvaruutua eli ylä- ja alareunassa tai molemmilla sivuilla on mustat palkit, voit säätää kuvan koko kuvaruudun kokoiseksi.

Kuvaruudun täyttäminen perusasetuksella

2 - Valitse kuvasuhde luettelosta ja paina **OK** -painiketta.

3 - Sulje valikko painamalla 🗲 BACK -painiketta (tarvittaessa useita kertoja).

Seuraavat kuvaformaatit voivat olla käytettävissä kuvaruudussa näkyvän kuvan mukaan...

- Laajakuva
- Koko näyttö
- $\cdot$  Kuva, venytys
- Skaalaamaton

# Ääni

## Äänityyli

Tyylin valitseminen

Valitse ☆ / ☆ Koti > ❖ Asetukset >

Ääni > Äänityyli.

Jotta äänen asetusten säätö olisi helppoa, voit valita esimääritetyn asetuksen äänityylin avulla.

• Oma asetus – Mukauta kuvaa ja ääntä -kohdassa tekemäsi valinnat

- · Alkuperäinen neutraalein ääniasetus
- Elokuva paras asetus elokuvien katseluun
- Musiikki paras asetus musiikin kuunteluun
- · Peli paras asetus pelien pelaamiseen
- Uutiset paras asetus puheelle

## Äänentoiston hallinta

## Valitse laite.

Valitse ☆ / ☆ Koti > ☆ Asetukset > Ääni > Äänentoiston hallinta. Määritä äänentoistolaitteet.

• TV-kaiuttimet – Määritä TV toistamaan ääni TV:n tai liitetyn äänentoistojärjestelmän kautta.

 Kuulokkeet/kylpyhuonekaiuttimet – käytössä / ei käytössä

 Kuuloke-/kylpyhuonetoiston kiinteä äänenvoimakkuus – Kun tämä on käytössä, kuuloke-/WC-toistossa käytetään käynnistysasetusta kiinteästi.

• Kuulokkeiden tunnistus – käytössä / ei käytössä.

## TV:n sijoittelu

Valitse ☆ / ☆ Koti > ☆ Asetukset > Ääni > TV:n sijoittelu.

Valitse parhaan äänentoiston takaamiseksi TVjalustalla- tai Seinällä-asetus.

Edistynyt

# Eco-asetukset

Uniajastin

Valitse ☆ / ☆ Koti > ☆ Asetukset > Ecoasetukset > Uniajastin.

Määritä TV siirtymään valmiustilaan esimääritetyn ajan kuluttua. Aseta ajastimen arvoksi nolla, jos haluat poistaa toiminnon käytöstä.

Suurenna tai pienennä arvoa painamalla nuolipainikkeita ∧ (ylös) tai ∨ (alas). Arvo 0 (Pois) poistaa automaattisen sammutuksen käytöstä.

Sammutuksen ajastimen ansiosta TV sammuu automaattisesti virran säästämiseksi.

\* Jos TV vastaanottaa TV-signaalia, mutta et paina mitään kauko-ohjaimen painiketta neljään tuntiin, TV sammuu automaattisesti.

\*TV sammuu automaattisesti myös, jos se ei vastaanota TV-signaalia eikä kauko-ohjaimella annettuja komentoja 10 minuuttiin.

Jos käytät televisiota tietokoneen näyttönä tai katselet televisiota digitaalivastaanottimella (digisovittimella) käyttämättä television kaukoohjainta, poista automaattinen virrankatkaisu käytöstä valitsemalla arvoksi **0**.

## Näyttö pois

Valitse ☆ / ☆ Koti > ☆ Asetukset > Ecoasetukset > Näyttö pois.

Voit sammuttaa TV-ruudun, jos vain kuuntelet TV:n ääntä.

Vain TV-ruutu poistetaan käytöstä. Voit kytkeä kuvaruutuun virran uudelleen painamalla mitä tahansa kaukosäätimen painiketta.

# Alue ja kieli

## Kielet

Valitse ☆ / ☆ Koti > ☆ Asetukset > Alue ja kieli > Kielet.

Määritä alue- ja kieliasetukset.

• Android-järjestelmän/valikoiden kieli – Vaihda television valikkojen ja viestien kieli.

• Ensisijainen ääni – Määritä lähetysten äänen kielen korkein asetus.

• Toissijainen ääni – Määritä lähetysten äänen kielen seuraava asetus.

• Ensisijainen teksti – Määritä lähetysten tekstityksen kielen korkein asetus.

• Toissijainen teksti – Määritä lähetysten tekstityksen kielen seuraava asetus.

• Ensisijainen teksti-TV – Määritä lähetysten teksti-TV:n kielen ensisijainen asetus.

• Toissijainen teksti-TV – Määritä lähetysten teksti-TV:n kielen seuraava asetus.

# Erityisryhmäasetukset

# Valitse ☆ ☆Käytettävyys> Erityisryhmille.

Kun Erityisryhmille-asetus on käytössä, kuurot, kuulorajoitteiset, sokeat tai heikkonäköiset voivat käyttää televisiota helpommin.

#### Ota erityisryhmäasetukset käyttöön

Valitse ☆ ☆Käytettävyys> Erityisryhmille > Käytössä.

Erityisryhmäasetukset – kuulorajoitteiset

Valitse□□Käytettävyys> Erityisryhmille > Kuulemisvaikeus > Käytössä.

• Jotkin digitaaliset TV-kanavat lähettävät ohjelmissaan kuulorajoitteisille tai kuuroille katselijoille tarkoitettua ääntä ja tekstitystä.

• Televisio siirtyy automaattisesti käyttämään kuulovammaisille tarkoitettua ääntä ja tekstitystä, kun ne ovat saatavilla.

Erityisryhmäasetukset – näkörajoitteiset

Valitse ☆ ☆ Käytettävyys > Erityisryhmille > Äänikuvaus > Äänikuvaus > Käytössä.

Digitaaliset TV-kanavat voivat lähettää ääniselostuksen, joka kuvailee ruudun tapahtumia.

Asetukset > Käytettävyys > Erityisryhmille > Äänikuvaus > Yhd. voimakkuus, Äänitehosteet, Puhe.

• Yhdistetty äänenvoimakkuus -tilassa voit yhdistää normaalin äänenvoimakkuuden selostuksen äänen kanssa. Suurenna tai pienennä arvoa painamalla nuolipainikkeita \land (ylös) tai 🛛 🗸 (alas).

• Voit käyttää selostuksessa äänitehosteita, kuten stereo- tai häivytysääntä, valitsemalla Äänitehosteasetukseksi Päälle.

• Valitse Puhe ja määritä puheasetuksen arvoksi Kuvaava tai Tekstitys.

# Sisältöluokitus

Luokitustaso

Valitse 🖒 🏠 🌣

Voit estää lapsia katsomasta heille sopimatonta ohjelmaa määrittämällä ikäluokituksen. Digitaalisten kanavien ohjelmilla saattaa olla ikäluokitus. Jos jonkin ohjelman ikäluokitus on sama tai korkeampi kuin lapsellesi asettamasi ikäluokitus, ohjelma lukitaan. Jos haluat katsella lukittua ohjelmaa, sinun täytyy ensin antaa koodi.

Ikäluokituksen asettaminen Valitse ☆ ✿ ✿

Aseta ikä ja paina OK-painiketta. Jos haluat poistaa ikäluokituksen käytöstä, valitse Ei mitään. Joissakin maissa ikäluokitus täytyy määrittää.

#### Aseta koodi tai vaihda koodi

Valitse ☆ / △ Koti > ☆ Asetukset > Sisältöluokitus.

Lapsilukon koodilla voidaan lukita kanavia ja ohjelmia sekä poistaa niiden lukitus.

Aseta uusi koodi tai vaihda nykyinen koodi.

Valitse ☆ / ☆ Koti > ☆ Asetukset > Sisältöluokitus > Muuta koodi.

#### Huomautus:

Jos olet unohtanut PIN-koodin, voit ohittaa sen kirjoittamalla **8888** ja määrittää uuden koodin.

Android TV:si yhdistäminen

# Verkko ja internet

#### Kotiverkko

Jos haluat nauttia Philips Android TV:n kaikista ominaisuuksista, televisiosi yhdistettävä internetiin.

Yhdistä televisio kotiverkon kautta nopeaan internetyhteyteen. Voit liittää television reitittimeesi langattomasti tai kaapelilla.

#### Yhdistä verkkoon

Langaton yhteys

#### Vaatimukset

Jos haluat yhdistää TV:n langattomasti internetiin, tarvitset Wi-Fi-reitittimen, jossa on internet-yhteys.

Käytä nopeaa (laajakaista) yhteyttä.



#### Yhteyden muodostaminen

Yhteyden muodostaminen – LANGATON

Valitse ☆ / ☆ Koti > ☆ Asetukset > 중 Langaton ja verkko > Yhdistä verkkoon > LANGATON.

1 - Valitse löydettyjen verkkojen luettelosta oma langaton verkkosi. Jos verkkoasi ei näy luettelossa, koska verkon nimi on piilotettu (olet poistanut reitittimen SSID-lähetyksen käytöstä), valitse Lisää uusi verkko ja kirjoita verkon nimi itse.

2 - Kirjoita reitittimen tyypin mukaan salausavaimesi
 WEP, WPA tai WPA2. Jos olet aiemmin antanut
 saman verkon salausavaimen, voit muodostaa
 yhteyden heti valitsemalla OK.

3 - Näyttöön tulee viesti yhteyden muodostamisesta.

#### Yhteyden muodostaminen – WPS

Valitse ☆ / ☆ Koti > ☆ Asetukset > 중 Langaton ja verkko > Yhdistä verkkoon > WPS.

Jos reitittimessä on WPS, voit muodostaa siihen yhteyden suoraan etsimättä verkkoja. Jos

langattomassa verkossasi on laitteita, jotka käyttävät WEP-suojaussalausjärjestelmää, et voi käyttää WPS:ää.

1 - Siirry reitittimeen, paina WPS-painiketta ja palaa TV:hen kahden minuutin kuluessa.

- 2 Muodosta yhteys valitsemalla Yhdistä.
- 3 Näyttöön tulee viesti yhteyden muodostamisesta.

#### Yhteyden muodostaminen – WPS JA PIN-KOODI

Valitse ☆ / ☆ Koti > ☆ Asetukset > 축 Langaton ja verkko > Yhdistä verkkoon > WPS JA PIN-KOODI.

Jos reitittimessä on WPS ja PIN-koodi, voit muodostaa siihen yhteyden suoraan etsimättä verkkoja. Jos langattomassa verkossasi on laitteita, jotka käyttävät WEP-suojaussalausjärjestelmää, et voi käyttää WPS:ää.

1 - Kirjoita muistiin 8-numeroinen PIN-koodi ja anna tietokoneen reititinohjelmistoon. Katso reitittimen käyttöohjeesta, mihin ohjelmiston kohtaan PIN-koodi kirjoitetaan.

- 2 Muodosta yhteys valitsemalla Yhdistä.
- 3 Näyttöön tulee viesti yhteyden muodostamisesta.

#### Ongelmat

Langatonta verkkoa ei löydy / häiriö verkossa

• Mikroaaltouunit, DECT-puhelimet ja muut Wi-Fi 802.11b/g/n -laitteet lähietäisyydellä saattavat häiritä langatonta verkkoa.

- Varmista, että verkon palomuurit sallivat
- langattoman yhteyden televisioon.

• Jos langaton verkko ei toimi kunnolla, kokeile asentaa kiinteä yhteys.

#### Internet ei toimi

• Jos reititinyhteys on kunnossa, tarkista reitittimen internetyhteys.

#### Tietokone- ja internetyhteydet ovat hitaita

• Langattoman reitittimen käyttöoppaassa on tietoja verkon kantamasta sisätiloissa, siirtonopeudesta ja muista signaalin laatuun vaikuttavista tekijöistä.

• Käytä nopeaa internetyhteyttä (laajakaistayhteyttä) reitittimelle.

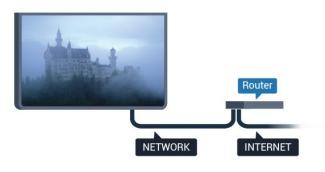
#### DHCP

 Jos yhteys epäonnistuu, tarkista reitittimen DHCP (Dynamic Host Configuration Protocol) -asetus.
 DHCP:n on oltava käytössä.

#### Kiinteä yhteys

#### Vaatimukset

Kun yhdistät TV:n internetiin, tarvitset verkkoreitittimen, jossa on internetyhteys. Käytä nopeaa (laajakaista) yhteyttä.



Yhteyden muodostaminen

Yhteyden muodostaminen – WIRED

Valitse ☆ / ☆ Koti > ☆ Asetukset > 축 Langaton ja verkko > Yhdistä verkkoon > WIRED.

1 - Liitä reititin televisioon verkkokaapelilla (Ethernet-kaapelilla\*\*).

- 2 Varmista, että reitittimen virta on kytketty.
- 3 Televisio etsii verkkoyhteyttä jatkuvasti.
- 4 Näyttöön tulee viesti yhteyden muodostamisesta.

Jos yhteys epäonnistuu, tarkista reitittimen DHCPasetus. DHCP:n on oltava käytössä.

\*\*Varmista EMC-säädösten noudattaminen käyttämällä suojattua FTP Cat. 5E Ethernet -kaapelia.

# Asetukset

## Näytä verkkoasetukset

Valitse ☆ / ☆ Koti > ✿ Asetukset > ♥ Langaton ja verkko > Asetukset > Näytä verkkoasetukset.

Täällä voit tarkastella kaikkia verkkoasetuksia. IP- ja MAC-osoite, yhteyden voimakkuus, nopeus, salaustapa jne.

# Verkkomääritykset – DHCP / vakio-IP

Valitse ☆ / ☆ Koti > ☆ Asetukset > 축 Langaton ja verkko > Asetukset > Verkkomääritykset > DHCP / vakio-IP.

Valitse DHCP tai, jos olet edistynyt käyttäjä, voit määrittää verkon staattisella IP-osoitteella.

# Verkkomääritykset – kiinteä IP-määritys

Valitse ☆ / ☆ Koti > ☆ Asetukset > 중 Langaton ja verkko > Asetukset > Kiinteä IPmääritys. 1 - Valitse Kiinteä IP-määritys ja määritä yhteyden asetukset.

2 - Voit määrittää numerot asetuksille IPosoite, Netmask, Väylä, DNS 1 ja DNS 2.

## Herätä LAN-yhteydellä (WoL)

Valitse ☆ / ☆ Koti > ☆ Asetukset > 축 Langaton ja verkko > Asetukset > Wake on LAN (WoL).

Poista käytöstä / ota käyttöön Wake on LAN (WoL). Voit herättää TV:n samassa lähiverkossa olevasta ulkoisesta laitteesta.

## Herätä Wi-Fi-yhteydellä (WoWLAN)

Valitse ☆ / ☆ Koti > ☆ Asetukset > 축 Langaton ja verkko > Asetukset > Wake on Wi-Fi (WoWLAN).

Poista käytöstä / ota käyttöön Wake on Wi-Fi (WoWLAN). Voit herättää TV:n samassa Wi-Fiverkossa olevasta ulkoisesta laitteesta.

# Verkon tyyppi

Valitse ☆ / ☆ Koti > ☆ Asetukset > 중 Langaton ja verkko > Asetukset > Verkon tyyppi.

тууррі.

• Kiinteä – Kiinteään verkkoon liittäminen.

Langaton – Valitse löydettyjen verkkojen luettelosta oma langaton verkkosi. Jos verkkoasi ei näy luettelossa, koska verkon nimi on piilotettu (olet poistanut reitittimen SSID-lähetyksen käytöstä), valitse Lisää uusi verkko ja kirjoita verkon nimi itse.
WPS – Jos reitittimessä on WPS, voit muodostaa siihen yhteyden suoraan etsimättä verkkoja. Jos langattomassa verkossasi on laitteita, jotka käyttävät WEP-suojaussalausjärjestelmää, et voi käyttää WPS:ää.

• WPS ja PIN-koodi – Jos reitittimessä on WPS ja PINkoodi, voit muodostaa siihen yhteyden suoraan etsimättä verkkoja. Jos langattomassa verkossasi on laitteita, jotka käyttävät WEP-

suojaussalausjärjestelmää, et voi käyttää WPS:ää.

# Google-tili

## Kirjaudu

Jos haluat nauttia Philips Android TV:n kaikista ominaisuuksista, voit kirjautua Googleen omalla Google-tililläsi.

Sisäänkirjautumisen jälkeen voit pelata suosikkipelejäsi niin puhelimella, tabletilla kuin televisiolla. Saat myös mukautettuja video- ja musiikkisuosituksia televisiosi aloitusnäyttöön ja voit käyttää YouTubea, Google Play -palvelua ja muita sovelluksia.

Kirjaudu Googleen televisiolla käyttämällä Google-

tiliäsi. Google-tili koostuu sähköpostiosoitteesta ja salasanasta. Jos sinulla ei vielä ole Google-tiliä, voit luoda sellaisen tietokoneella tai tabletilla (accounts.google.com). Tarvitset Google+-profiilin, jotta voit pelata pelejä Google Play -palvelulla. Jos et kirjautunut sisään ensimmäisen TV-asennuksen aikana, voit aina kirjautua sisään myöhemmin.

#### Kirjaudu

Valitse ☆ Koti > ■ Sovellukset > Google Play Kauppa.

Kirjoita näyttönäppäimistöllä sähköpostiosoite ja salasana ja kirjaudu sisään painamalla **OK**-painiketta.

#### Android-asetukset

Voit määrittää tai tarkastella useita vain Androidiin liittyviä asetuksia ja tietoja. Näet televisioon asennettujen sovellusten luettelon ja niiden tarvitseman tallennustilan. Voit määrittää kielen, jota äänihaussa käytetään. Voit määrittää näytössä näkyvän näppäimistön tai antaa sovelluksille oikeuden käyttää sijaintiasi. Tutustu erilaisiin Androidasetuksiin. Lisätietoja näistä asetuksista saat osoitteesta www.support.google.com/androidty.

#### Asetuksien avaaminen

Valitse ☆ / ☆ Koti > ☆ Asetukset > Asetukset > Android-asetukset.

# 11.5 Kanavat

# Kanavaluettelot

#### Tietoja kanavaluetteloista

Kun kanavat on asennettu, kaikki kanavat näkyvät kanavaluettelossa. Kanavien nimet ja logot näytetään myös, mikäli nämä tiedot ovat saatavissa.

Kun kanavaluettelo on valittuna, voit valita kanavan nuolipainikkeilla  $\land$  (ylös) tai  $\checkmark$  (alas) ja valitse OK, kun haluat katsella valittua kanavaa. Voi valita vain kyseisessä luettelossa oleva kanavat painikkeilla  $\equiv$  + tai  $\equiv$  -.

#### Radiokanavat

Jos digitaalisia lähetyksiä on saatavana, digitaaliset radiokanavat asennetaan asennuksen yhteydessä. Radiokanavaa vaihdetaan samalla tavalla kuin televisiokanavaakin.

#### Kanavaluettelon avaaminen

Nykyisen kanavaluettelon avaaminen

- 1. Siirry TV:n katseluun painamalla Ѣ -painiketta.
- 2. Avaa nykyinen kanavaluettelo valitsemalla 🚍 .
- 3. Sulje kanavaluettelo valitsemalla 🗮.

# Kanavien katseleminen

#### Kanavan virittäminen

Voit aloittaa TV-kanavien katselun painamalla ₱ -painiketta. TV siirtyy viimeksi katsellulle TVkanavalle.

#### Kanavan vaihtaminen

- Voit vaihtaa kanavaa 🚍 🕂 - tai 🚍 🗕 - painikkeella.

#### Edellinen kanava

- Voit palata edelliselle kanavalle painamalla 🗲 BACK -painiketta.

#### Kanavaluettelo

Kun katselet TV-kanavaa, avaa kanavaluettelo painamalla ≡-painiketta.

#### Kanavan asetukset

#### Asetusten avaaminen

#### Common Interface

Jos olet asentanut CA-moduulin jompaankumpaan CImoduulipaikkaan, voit tarkastella CA-moduulin ja operaattorin tietoja tai määrittää joitakin CAmoduuliin liittyviä asetuksia.

CA-moduulin tietojen näyttäminen

- 1 Viritä kanava valitsemalla 🕀 OPTIONS.
- 2 Valitse Common Interface.
- 3 Valitse asianomainen CI-moduulipaikka ja paina> (oikea) -painiketta.

4 - Valitse CA-moduulin TV-operaattori ja paina OK-painiketta. Seuraavat näytöt koskevat TVoperaattoria.

#### Tekstitys

#### Tekstityskieli

#### Ensisijaiset tekstityskielet

Digitaalisesti lähetettävissä ohjelmissa voi olla käytettävissä useita tekstityskieliä. Voit määrittää ensi- ja toissijaisen tekstityskielen. Jos tekstitys on käytettävissä jommallakummalla kielellä, televisio näyttää valitsemasi tekstityksen.

Ensi- ja toissijaisen tekstityskielen määrittäminen

Valitse ☆ / ☆ Koti. Paina ∨ (alas), valitse Asetukset ja paina OK-painiketta.
 Valitse Alue ja kieli > Kielet > Ensisijainen teksti tai Toissijainen teksti.

3 - Valitse tarvittava kieli ja paina OK-painiketta.
4 - Siirry yksi vaihe taaksepäin painamalla < (vasen)</li>
-painiketta tai sulje valikko painamalla ← BACK
-painiketta.

## Tekstityskielen valitseminen

Jos kumpikaan määrittämistäsi tekstityskielistä ei ole käytettävissä, voit valita jonkin muun käytettävissä olevan tekstityskielen. Jos tekstityskieliä ei ole käytettävissä, tätä asetusta ei voi valita.

Tekstityskielen valitseminen, kun kumpikaan määritetyistä tekstityskielistä ei ole käytettävissä

1 - Paina 🕀 OPTIONS-painiketta.

2 – Valitse **Tekstityskieli** ja valitse sitten jokin kieli tekstityksen väliaikaiseksi kieleksi.

# Äänen kieli

# Ensisijainen äänen kieli

Digitaalisesti lähetettävissä ohjelmissa voi olla käytettävissä useita äänen kieliä (puhuttuja kieliä). Voit määrittää ensi- ja toissijaisen äänen kielen. Jos ääni on käytettävissä jommallakummalla kielellä, televisio valitsee kyseisen äänen kielen.

Ensi- ja toissijaisen äänen kielen määrittäminen

- 1 Valitse 🏠 / 🛆 Koti. Valitse 🗸 (alas),
- > Asetukset ja paina OK-painiketta.

2 - Valitse Alue ja kieli > Kielet > Ensisijainen ääni tai Toissijainen ääni.

3 - Valitse tarvittava kieli ja paina OK-painiketta.

4 - Siirry yksi vaihe taaksepäin painamalla < (vasen)</li>
-painiketta tai sulje valikko painamalla ← BACK
-painiketta.

# Valitse äänen kieli

Jos kumpikaan määrittämistäsi äänen kielistä ei ole käytettävissä ja käytettävissä on muita äänen kieliä, voit valita jonkin muun kielen. Jos äänen kieliä ei ole käytettävissä, tätä asetusta ei voi valita.

Äänen kielen valitseminen, kun kumpikaan määritetyistä äänen kielistä ei ole käytettävissä

1 - Paina **OPTIONS**-painiketta.

2 - Valitse Äänen kieli ja valitse sitten kieli, jonka haluat ottaa väliaikaisesti käyttöön.

#### Kanavatiedot

#### Kanavatietojen näyttäminen

Valitun kanavan tietojen näyttäminen

- 1 Valitse kanava.
- 2 Paina 🕒 OPTIONS -painiketta, valitse

Kanavatiedot ja paina OK-painiketta.

3 - Sulje tämä näyttö painamalla OK-painiketta.

## Mono/Stereo

Voit vaihtaa analogisen kanavan äänen mono- tai stereoääneksi.

Vaihtaminen mono- tai stereoääneen

- 1 Siirry analogiselle kanavalle.
- 2 Paina 🖨 OPTIONS -painiketta, valitse
- Mono/stereo ja paina >-painiketta (oikea).
- 3 Valitse Mono tai Stereo ja paina OK-painiketta.

4 - Siirry yksi vaihe taaksepäin painamalla < (vasen)</li>
 -painiketta tai sulje valikko painamalla ← BACK
 -painiketta.

#### Ohjelmatiedot

## Ohjelmatietojen näyttäminen

Valitun ohjelman tietojen näyttäminen

- 1 Valitse kanava.
- 2 Paina 🕒 OPTIONS -painiketta, valitse
- Ohjelmatiedot ja paina OK-painiketta.
- 3 Sulje tämä näyttö painamalla OK-painiketta.

# <sup>11.6</sup> Kanavien asennus

# Kanavien asentaminen

## Antenni-/kaapeliasennus

#### Kanavien haku

Voit asentaa kaikki kanavat uudelleen muuttamatta muita television asetuksia.

Jos PIN-koodi on määritetty, tarvitset sen, jotta voit asentaa kanavat uudelleen.

#### Kanavien haku

 Valitse ☆ / ☆ Koti > ☆ Asetukset > Kanavien asentaminen ja paina OK-painiketta.
 Valitse RF-kanavien asennus ja paina OK -painiketta.

3 - Kirjoita tarvittaessa PIN-koodisi.
Valitse Kanavien haku ja paina OK-painiketta.
Valitse Aloita ja paina OK-painiketta.
Valitse asuinmaasi ja paina OK-painiketta.
Valitse Aloita ja paina OK-painiketta.
Valitse haluamasi asennustyyppi, Antenni
(DVB-T) tai Kaapeli (DVB-C), ja paina OK-painiketta.
Valitse haluamasi kanavatyyppi, Digitaaliset ja analogiset kanavat tai Vain digitaaliset kanavat, ja paina OK-painiketta.

Valitse Seuraava ja paina OK-painiketta. Valitse Aloita ja päivitä digitaalikanavat painamalla OK-painiketta. Tämä voi kestää muutaman minuutin. Siirry yksi vaihe taaksepäin painamalla ≮ (vasen) -painiketta tai sulje valikko painamalla ≮ BACK -painiketta.

## Autom. kanavapäivitys

Jos vastaanotat digitaalisia kanavia, voit asettaa television päivittämään ne automaattisesti.

Televisio päivittää kanavat ja tallentaa uusia kanavia kerran päivässä, klo 6. Uudet kanavat tallennetaan kanavaluetteloon, ja niiden yhteydessä näkyy ★ -merkintä. Signaalittomat kanavat poistetaan. Televisio voi päivittää kanavat automaattisesti vain valmiustilassa. Voit poistaa automaattisen kanavapäivityksen käytöstä.

Automaattisen päivityksen poistaminen käytöstä

1 - Valitse ☆ / ☆ Koti > ☆ Asetukset > Kanavien asentaminen ja paina OK-painiketta.

2 - Valitse **RF-kanavien asennus** ja paina **OK** -painiketta.

3 - Kirjoita tarvittaessa PIN-koodisi.

4 – Valitse Automaattinen kanavapäivitys ja paina OK-painiketta.

- 5 Valitse Pois ja paina OK-painiketta.
- 6 Siirry yksi vaihe taaksepäin painamalla < (vasen)
- -painiketta tai sulje valikko painamalla 🗲 BACK

-painiketta.

#### Kanavapäivitysviesti

Jos televisio löytää uusia kanavia tai kanavia päivitetään tai poistetaan, television käynnistyessä ruutuun tulee tätä koskeva viesti. Jos et halua viestiä jokaisen kanavapäivityksen jälkeen, voit poistaa sen käytöstä.

Viestin poistaminen käytöstä

1 - Valitse ☆ / ☆ Koti > ☆ Asetukset > Kanavien asentaminen ja paina OK-painiketta.

2 - Valitse **RF-kanavien asennus** ja paina **OK** -painiketta.

- 3 Kirjoita tarvittaessa PIN-koodisi.
- 4 Valitse Automaattinen kanavapäivitys ja paina OK-painiketta.
- 5 Valitse Pois ja paina OK-painiketta.

6 - Siirry yksi vaihe taaksepäin painamalla **<** (vasen) -painiketta tai sulje valikko painamalla **←** BACK -painiketta.

Joissakin maissa automaattinen kanavapäivitys tapahtuu, kun televisiota katsellaan tai kun se on valmiustilassa.

## Digitaalinen: Manuaalinen asennus

Digitaaliset TV-kanavat voidaan virittää yksitellen.

Digitaalisten kanavien asentaminen

1 - Valitse ☆ / ☆ Koti > ☆ Asetukset > Kanavien asentaminen ja paina OK-painiketta.

2 - Valitse **RF-kanavien asennus** ja paina **OK** -painiketta.

3 - Valitse Digitaalinen: Manuaalinen asennus ja paina OK-painiketta.

4 - Valitse Haku ja paina OK-painiketta. Voit etsiä kanavaa kirjoittamalla taajuuden itse tai antaa television hakea kanavaa. Valitse > (oikea) -painikkeella Haku ja etsi kanavaa automaattisesti painamalla OK-painiketta. Löytynyt kanava näkyy näytössä. Jos signaalin laatu on huono, paina Haku-painiketta uudelleen. Jos haluat tallentaa kanavan, valitse Valmis ja paina OK-painiketta.

## Analoginen: Manuaalinen asennus

Analogiset televisiokanavat voidaan virittää yksitellen manuaalisesti.

Analogisten kanavien asentaminen

1 - Valitse ☆ / ☆ Koti > ☆ Asetukset > Kanavien asentaminen ja paina OK-painiketta.

2 - Valitse **RF-kanavien asennus** ja paina **OK** -painiketta.

3 - Valitse Analoginen: Manuaalinen asennus ja

#### paina OK-painiketta.

#### Järjestelmä

Määritä TV-järjestelmä valitsemalla **Järjestelmä**. Valitse maa tai alue, jossa olet, ja paina **OK** -painiketta.

## Kanavahaku

Voit etsiä kanavan valitsemalla **Kanavahaku** ja painamalla **OK**-painiketta. Voit etsiä kanavaa kirjoittamalla taajuuden itse tai antaa television hakea kanavaa. Valitse **>** (oikea) -painikkeella **Haku** ja etsi kanavaa automaattisesti painamalla **OK** -painiketta. Löytynyt kanava näkyy näytössä. Jos signaalin laatu on huono, paina **Haku**-painiketta uudelleen. Jos haluat tallentaa kanavan, valitse **Valmis** ja paina **OK**-painiketta.

#### Muistiin

Voit tallentaa kanavan nykyisellä kanavanumerolla tai uudella kanavanumerolla.

Valitse **Tallenna nykyinen kanava** tai **Tallenna uutena kanavana** ja paina **OK**-painiketta. Uuden kanavan numero näkyy ruudussa lyhyen aikaa.

Voit toistaa näitä vaiheita, kunnes kaikki analogiset televisiokanavat on asennettu.

# Internet

# Internet-käytön aloittaminen

Voit selata internetiä televisiollasi. Voit katsella mitä tahansa internet-sivua televisiossasi, mutta useimpia niistä ei ole suunniteltu televisioruudulle.

• Tietyt laajennukset (esimerkiksi sivujen tai videoiden katsomiseen) eivät ole käytettävissä televisiossa.

· Et voi lähettää tai ladata tiedostoja.

• Internetsivut näkyvät yksi sivu kerrallaan näytön kokoisena.

Selaimen käynnistäminen

1 - Valitse 🏠 / 🛆 HOME.

2 - Vieritä alas ja valitse 🖿 Sovellukset > 🍈 Internet ja paina OK-painiketta.

3 - Kirjoita Internet-osoite, valitse ✓ ja paina OK -painiketta.

4 - Sulje selain valitsemalla  $\bigcirc$  /  $\bigcirc$  HOME tai  $\eth$ .

# Internet-valinnat

Internet-käytössä on tarjolla tiettyjä lisävalintoja.

Lisävalintojen avaaminen

- 1 Kun verkkosivu on auki, paina 🕀
- OPTIONS-painiketta.
- 2 Valitse jokin kohteista ja paina OK-painiketta.
- Lisää pikavalinta: Kirjoita uusi internet-osoite.

- Lisää kirjanmerkkeihin: Lisää sivu kirjanmerkkeihin
- Sivun suojaus: Näyttää nykyisen sivun
- suojaustason.
- Uusi yksityinen välilehti: Avaa uusi välilehti yksityistä selausta varten.

• Asetukset: Zoomaus, tekstikoko, helppokäyttötila, valikkopalkin näyttöasetukset, selaushistorian tyhjennys

- Ohje: Selaimen tiedot
- Sulje selain: Sulje selainsovellus

# Älypuhelimet ja tabletlaitteet

11.9

# Ohjelmisto

# Päivitä ohjelmisto

## Ohjelmistoversio

Television ohjelmistoversion tarkistaminen

1 - Valitse ☆ / ☆ > Asetukset ☆ ja paina OK-painiketta.

2 - Valitse Päivitä ohjelmisto > Nykyinen laiteohjelmisto ja paina OK-painiketta.

3 - Versio, julkaisutiedot ja luontipäivä tulevat näkyviin.

4 - Sulje valikko painamalla ≮(vasen) -painiketta, tarvittaessa toistuvasti.

## Päivitys verkkosivuilta

Näet TV:n nykyisen laiteohjelmistoversion valitsemalla asetusvalikossa Päivitä ohjelmisto > Nykyinen laiteohjelmisto.

Tarkista päivityksen säännöllisesti osoitteesta www.philips.com/support.

Päivitä laiteohjelmisto oheisten ohjeiden mukaisesti.

Lataa uusin ohjelmisto

1 - Avaa Internet Explorer.

2 - Siirry Philipsin tukisivustoon osoitteessa http://www.philips.com/support.

3 - Kirjoita mallinumero. (Mallinumero näkyy television takapaneelin tarrassa. )

4 - Siirry TV:n tuotesivulle ja valitse Support (Tuki).

5 - Valitse Software updates (Ohjelmistopäivitykset) ja lataa ohjelmisto valitsemalla Download file (Lataa tiedosto). (Ohjelmisto on saatavilla zip-tiedostona.)
6 - Jos ohjelmistoversio on uudempi kuin televisioon asennettu versio, napsauta ohjelmiston latauslinkkiä.
7 - Hyväksy käyttöoikeussopimus/käyttöehdot valitsemalla I agree (Hyväksyn), niin zip-tiedosto ladataan automaattisesti.

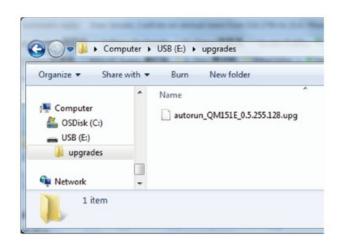
8 - Pura zip-tiedosto mihin tahansa hakemistoon

arkistointiapuohjelmalla.

9 - Luo USB Flash -aseman juurihakemistoon kansio nimeltä upgrades.

10 - Kopioi purkamasi upg-tiedosto upgrades-

kansioon kuten alla olevassa kuvassa. 11 - Irrota USB Flash -asema tietokoneesta.



Ohjelmiston päivittäminen

1 - Kytke ohjelmistopäivityksen sisältävä USB Flash -asema television USB-liitäntään. Odota 30 sekuntia tai kunnes televisio tunnistaa USB-aseman.

2 - Televisio alkaa ladata ohjelmistoa

automaattisesti.

3 – Kun ohjelmiston lataus on valmis, käynnistä TV:n päivitys painamalla Start (Aloita) –painiketta.

# Avoimen lähdekoodin ohjelmisto

#### 12.1

# Avoimen lähdekoodin käyttöoikeussopimus

### Tietoja avoimen lähdekoodin käyttöoikeuksista

Avoimen lähdekoodin käyttöoikeussopimusten piiriin kuuluvien TP Vision Europe B.V:n TV-ohjelmiston osien lähdekoodin README-tiedosto.

Tässä asiakirjassa kuvataan Philipsin televisiossa käytettävän lähdekoodin jakamista. Lähdekoodi on GNU-hankkeen yleisen lisenssin (GNU General Public License, GPL-lisenssi) tai GNU LGPL -lisenssin (GNU Lesser General Public License) tai muiden avoimen lähdekoodien käyttöoikeuksien alainen. Tämän ohjelmiston kopioiden hankintaohjeet ovat käyttöohjeissa.

TP EI MYÖNNÄ MITÄÄN TÄTÄ OHJELMISTOA KOSKEVAA ILMAISTUA TAI OLETETTUA TAKUUTA, MUKAAN LUKIEN KAIKKI TAKUUT OHJELMISTON MYYNTIKELPOISUUDESTA JA SOVELTUVUUDESTA TIETTYYN TARKOITUKSEEN. TP Vision Netherlands B.V. ei tarjoa tukea tälle ohjelmistolle. Edellä mainittu ei vaikuta käyttäjän ostamien TP Vision Netherlands B.V. -tuotteiden takuisiin tai käyttäjän lainmukaisiin oikeuksiin. Edellä mainittu koskee vain tätä lähdekoodia.

### Open Source

#### Android (9.0.0)

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

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

#### linux kernel (4.9)

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

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

#### mbed TLS (2.6.0)

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

#### aacenc (3.3.3)

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

#### alsa (1.0.24.1)

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

#### appweb (4.3.5)

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

#### atf (1.3)

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

#### bash (3.2.48)

The shell, or command language interpreter. The original download site for this software is : http://www.gnu.org/software/bash/ .This piece of software is made available under the terms and

conditions of the GPL 2.0 license, which can be found below.

#### bluetooth\_mw (1.0)

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

#### bluetooth\_stack (1.0)

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

#### bluetooth\_tool (1.0)

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

#### boost (1.15.0)

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

#### busybox (1.15.3)

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

#### c-ares (1.12.0)

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

#### cJSON (1.7.7)

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

#### coreutils (6.9)

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

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

below.

#### libcurl (7.59.0)

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

#### dfb (1.5.3)

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

#### dibbler (1.0.1)

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

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

#### dosfstools (2.9)

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

e2fsprogs (1.41.14)

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

#### electric-fence (2.1.13)

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

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

#### encfs (1.3.2)

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

#### expat (2.1.0)

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

#### findutils (4.2.31)

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

#### freetype (2.7.1)

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

#### fuse (2.8.4)

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

#### fusion (8.7.0)

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

gawk (3.1.5)

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

#### gdisk (0.8.1)

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

#### glibc (2.18)

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

#### googletest (1.7.0)

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

#### grep (2.5.1a)

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

#### gzip (1.3.12)

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

#### harfbuzz (1.4.2)

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

#### icu (51.1)

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

#### inetutils (1.4.2)

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

#### iptables (1.4.15)

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

#### iputils (s20101006)

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

#### jansson (2.4)

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

#### jpeg (6b)

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

#### jsonrpc (2.0)

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

#### libdwarf

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

#### libelf (0.8.1.3)

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

#### libiconv (1.11.1)

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

#### libnl (v3.2.29)

The original download site for this software is : http://www.infradead.org/\[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.wi ki.kernel.org/index.php/Main\_Page .This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

#### mtp (1.1.6)

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

#### ncurses (5.7)

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

#### net-tools (1.60)

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

#### nghttp2 (1.21.1)

nghttp2 is an implementation of Hypertext Transfer

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

#### ntfs-3g (2010.5.22)

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

#### ntfsprogs (2.0.0)

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

#### ogg (1.3.2)

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

#### openh264 (1.7.0)

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

#### openssh (6.3p1)

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

#### openssl (1.0.2g)

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

#### png (1.2.43)

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

#### found below.

#### popt (1.16)

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

#### procmem (2.0)

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

#### procps (3.2.8)

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

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

#### procrank (2.0)

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

#### psmisc (22.13)

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

#### pugixml (1.8)

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

#### python (2.7.9)

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

#### qrencode (3.4.2)

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

#### rlog (1.4)

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

rng-tools (5)

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

#### samba (3.0.37)

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#### sawman (1.5.3)

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#### sed (4.1.5)

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#### simple-mtpfs (0.2)

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#### sqlite (3.8.4.3)

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

#### sqlite3 (3.7.2)

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#### tar (1.17)

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#### thttpd (2.25b)

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#### toybox (0.4.0)

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#### ttxfont (1.0)

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

#### uboot (2011.12)

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

#### udhcp (0.9.9-pre)

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

#### unicode (3.2)

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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/Tas k%20Forces/Forms/AllItems.aspx?RootFolder=%2fdtv %2fSSD%2fSS3%2fTask%20Forces%2f3rd%20party%2 Olist%2fLicense\_Texts&FolderCTID=&View=%7b4DF37 793-E07B-481C-BBFC-CD139C18D384%7d .The original download site for this software is : http://code.google.com/p/webp/ .This piece of software is made available under the terms and conditions of the BSD license, which can be found below.

#### wget (1.10.2)

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

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

#### wireless\_tools (v29)

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

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

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

#### xerces (3.1.1)

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

#### zlib(1.2.3)

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

#### Hue SDK (1.8.1)

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

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

#### WebKit

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

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

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The 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

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

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

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

treats it as such.

Because of this blurred distinction, using the ordinary General

Public License for libraries did not effectively promote software

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

concluded that weaker conditions might promote sharing better.

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

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

libraries themselves. This Library General Public License is intended to

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

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

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

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The precise terms and conditions for copying, distribution and

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

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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

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exercise the right to control the distribution of derivative or

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

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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

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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

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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.)

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

Any executables containing that work also fall under Section 6,

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

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

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

work containing portions of the Library, and distribute that work

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

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

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to use the modified definitions.)

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

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

than the cost of performing this distribution.

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

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

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

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the source code distributed need not include anything that is normally

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It may happen that this requirement contradicts the license

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

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entire combination fits its criteria of freedom. The Lesser General

Public License permits more lax criteria for linking other code with

the library.

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

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

Public License. It also provides other free software developers Less

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

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

libraries. However, the Lesser license provides advantages in certain

special circumstances.

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

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

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

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

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

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

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

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

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

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

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

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

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Each licensee is addressed as "you".

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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.

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

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

distribute such modifications or work under the terms of Section 1

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

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

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

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

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

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

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

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

in the event an application does not supply such function or

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

its purpose remains meaningful.

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

a purpose that is entirely well-defined independent of the

application. Therefore, Subsection 2d requires

that any

application-supplied function or table used by this function must

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

root function must still compute square roots.)

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

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

and can be reasonably considered independent and separate works in

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

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

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

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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

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

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

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

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

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

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

these notices.

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

irreversible for

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

subsequent copies and derivative works made from that copy.

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

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

portion or

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

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

it with the complete corresponding machinereadable source code, which

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

medium customarily used for software interchange.

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

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

source code from the same place satisfies the requirement to

distribute the source code, even though third parties are not

compelled to copy the source along with the object code.

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

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

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

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

therefore falls outside the scope of this License.

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

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

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

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

Section 6 states terms for distribution of such executables.

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

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

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

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

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

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

If such an object file uses only numerical parameters, data

structure layouts and accessors, and small macros and small inline

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

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

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

Library will still fall under Section 6.)

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

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

Any executables containing that work also fall under Section 6,

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

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

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

work containing portions of the Library, and distribute that work

under terms of your choice, provided that the terms permit

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

engineering for debugging such modifications.

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

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

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

during execution displays copyright notices, you must include the

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

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

of these things:

a) Accompany the work with the complete corresponding

machine-readable source code for the Library including whatever

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

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

with the Library, with the complete 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) Use a suitable shared library mechanism for linking with the

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

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

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

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

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

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

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

least three years, to give the same user the materials

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

than the cost of performing this distribution.

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

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

specified materials from the same place.

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

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

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

Library" must include any data and utility programs needed for

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

the materials to be distributed need not include anything that is

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

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

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

It may happen that this requirement contradicts the license

restrictions of other proprietary libraries that do not normally

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

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

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

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

the Library and of the other library facilities is otherwise

permitted, and provided that you do these two things:

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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

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Copyright FAQ

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

Bitstream is giving away these fonts, but wishes to ensure its competitors can't just drop the fonts as is into

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

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

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

however.

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

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

Yes. A RPM or Debian package is a "larger software package" to begin

with, and you aren't selling them independently by themselves. See 1. above.

3. Are derivative works allowed? Yes!

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

5. Under what terms are derivative works allowed?

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

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

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

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

substitutions could still could have occurred during font

opening). You must include the Bitstream copyright. Additional

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

6. If I have improvements for Bitstream Vera, is it possible they might get adopted in future versions?

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

quality additions to the Bitstream Vera font family. Please contact us if you have such additions. Note, that in general, we will want such additions for the

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

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

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

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

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

guide and aid for people interested in contributing to Vera.

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

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

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

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

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

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

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

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

selection and substitution; it has provisions for overriding font

names and subsituting alternatives. An example is provided by the

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

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

core server) has other mechanisms for font substitution.

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

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Version 2.0,

January 2004

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VL Gothic fonts URL: http://dicey.org/vlgothic/index.html

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

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

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URL: https://chromium.googlesource.com/chromium/ src/+/master/third\_party/cacheinvalidation/README .chromium

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The library to input, validate, and display addresses. URL: https://github.com/googlei18n/libaddressinput

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

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

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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

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

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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

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

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

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

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This license, the Library General Public License, applies to some specially designated Free Software Foundation software, and to any other libraries whose authors decide to use it. You can use it for

your libraries, too.

When we speak of free software, we are referring to freedom, not

price. Our General Public Licenses are designed to make sure that you

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

this service if you wish), that you receive source code or can get it

if you want it, that you can change the software or use pieces of it

in new free programs; and that you know you can do these things.

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

anyone to deny you these rights or to ask you to surrender the rights.

These restrictions translate to certain responsibilities for you if

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

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

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

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

code. If you link a program with the library, you must

## provide

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

with the library, after making changes to the library and recompiling

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

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

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

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

that everyone understands that there is no warranty for this free

library. If the library is modified by someone else and passed on, we

want its recipients to know that what they have is not the original

version, so that any problems introduced by others will not reflect on

the original authors' reputations.

Finally, any free program is threatened constantly by software

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

software will individually obtain patent licenses, thus in effect

transforming the program into proprietary software. To prevent this,

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

free use or not licensed at all.

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

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

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

designated libraries. This license is quite different from the ordinary

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

the same as in the ordinary license.

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

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

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

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

analogous to running a utility program or application

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

Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

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

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

libraries themselves. This Library General Public License is intended to

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

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

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

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

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

will lead to faster development of free libraries.

The precise terms and conditions for copying, distribution and 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 works together with the library.

Note that it is possible for a library to be covered by the ordinary General Public License rather than by this special

one.

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

Each licensee is addressed as "you".

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

prepared so as to be conveniently linked with application programs

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

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

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

Library" means either the Library or any derivative work under

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

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

straightforwardly into another language.

(Hereinafter, translation is

included without limitation in the term "modification".)

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

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

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

interface definition files, plus the scripts used to control compilation

and installation of the library.

Activities other than copying, distribution and modification are not

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

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

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

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

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

and what the program that uses the Library does.

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

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

you conspicuously and appropriately publish on each copy an

appropriate copyright notice and disclaimer of warranty; keep intact

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

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

### Library.

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

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

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

distribute such modifications or work under the terms of Section 1

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

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

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

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

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

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

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

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

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

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

in the event an application does not supply such function or

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

its purpose remains meaningful.

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

a purpose that is entirely well-defined independent of the

application. Therefore, Subsection 2d requires that any

application-supplied function or table used by this function must

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

root function must still compute square roots.)

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

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

and can be reasonably considered independent and separate works in

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

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

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

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

this License, whose permissions for other licensees extend to the

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

it.

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

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

exercise the right to control the distribution of derivative or

collective works based on the Library.

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

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

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

the scope of this License.

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

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

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

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

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

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

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

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

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

subsequent copies and derivative works made from that copy.

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

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

portion or

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

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

it with the complete corresponding machine-

readable source code, which

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

medium customarily used for software interchange.

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

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

source code from the same place satisfies the requirement to

distribute the source code, even though third parties are not

compelled to copy the source along with the object code.

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

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

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

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

therefore falls outside the scope of this License.

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

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

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

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

Section 6 states terms for distribution of such executables.

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

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

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

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

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

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

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object

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

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

Library will still fall under Section 6.)

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

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

Any executables containing that work also fall under Section 6,

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

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

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

work containing portions of the Library, and distribute that work

under terms of your choice, provided that the terms permit

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

engineering for debugging such modifications.

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

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

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

during execution displays copyright notices, you must include the

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

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

of these things:

a) Accompany the work with the complete corresponding

machine-readable source code for the Library including whatever

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

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

with the Library, with the complete machinereadable "work that

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

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

executable containing the modified Library. (It is understood

that the user who changes the contents of

definitions files in the

Library will not necessarily be able to recompile the application

to use the modified definitions.)

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

least three years, to give the same user the materials

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

than the cost of performing this distribution.

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

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

specified materials from the same place.

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

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

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

Library" must include any data and utility programs needed for

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

the source code distributed need not include anything that is normally

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

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

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

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

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

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

refrain entirely from distribution of the Library.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply,

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

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

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impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

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

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

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## END OF TERMS AND CONDITIONS

Appendix: How to Apply These Terms to Your New Libraries

If you develop a new library, and you want it to be of the greatest

possible use to the public, we recommend making it free software that

everyone can redistribute and change. You can do so by permitting

redistribution under these terms (or, alternatively,

under the terms of the ordinary General Public License).

To apply these terms, attach the following notices to the library. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

<one line to give the library's name and a brief idea of what it does.>

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Also add information on how to contact you by electronic and paper mail.

You should also get your employer (if you work as a programmer) or your

school, if any, to sign a "copyright disclaimer" for the library, if

necessary. Here is a sample; alter the names:

Yoyodyne, Inc., hereby disclaims all copyright interest in the

library `Frob' (a library for tweaking knobs) written by James Random Hacker.

<signature of Ty Coon>, 1 April 1990 Ty Coon, President of Vice

That's all there is to it!

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

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

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

\*

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Mojo

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

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### mt19937ar

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

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

Coded by Takuji Nishimura and Makoto Matsumoto.

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

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Netscape Plugin Application Programming Interface (NPAPI) URL: http://mxr.mozilla.org/mozillacentral/source/modules/plugin/base/public/

Version: MPL 1.1/GPL 2.0/LGPL 2.1

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### OpenMAX DL

URL: https://silver.arm.com/download/Software/Gra phics/OX000-BU-00010-r1p0-00bet0/OX000-BU-00010-r1p0-00bet0.tgz

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The following files:

- \* dl/api/omxtypes.h
- \* dl/sp/api/omxSP.h

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OTS (OpenType Sanitizer) URL: https://github.com/khaledhosny/ots.git

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

PLY (Python Lex-Yacc) Version 3.4

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

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

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re2 - an efficient, principled regular expression library

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

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sfntly

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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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; to x264-devel@videolan.org .

## zlib

URL: http://zlib.net/

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

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url\_parse

URL: http://mxr.mozilla.org/comm-central/source/m ozilla/netwerk/base/src/nsURLParsers.cpp

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Version 1.1

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# <sup>13</sup> Ohje ja tuki

# 13.1

# Vianmääritys

# Käyttöönotto ja kauko-ohjain

# Televisio ei käynnisty.

• Irrota virtajohto pistorasiasta. Odota minuutti, ennen kuin liität sen uudelleen.

• Tarkista, että virtajohto on tukevasti kiinni. Ritisevää/napsahtelevaa ääntä kytkettäessä tai

## katkaistaessa virta

Kun televisioon kytketään virta, siitä katkaistaan virta tai televisio siirretään valmiustilaan, sen rungosta kuuluu ritisevää/napsahtelevaa ääntä. Ääni johtuu television rungon normaaleista koon muutoksista sen lämmetessä tai viiletessä. Tämä ei vaikuta laitteen suorituskykyyn.

# Televisio ei reagoi kauko-ohjaimeen

TV:n käynnistyminen kestää jonkin aikaa. Tänä aikana TV ei reagoi kauko-ohjaimeen eikä television painikkeisiin. Tämä on normaalia.

Jos TV ei edelleenkään reagoi kauko-ohjaimeen, voit tarkistaa kauko-ohjaimen toimivuuden matkapuhelimen kameralla. Aseta puhelin

kameratilaan ja suuntaa kauko-ohjain kameran objektiiviin. Jos painat kauko-ohjaimen painikkeita ja huomaat, että infrapunavalo välkkyy kameran läpi katsottaessa, kauko-ohjain toimii. Televisio on tarkistettava.

Jos et huomaa välkkymistä, kauko-ohjain on ehkä rikki tai sen paristot ovat tyhjät.

Tämä kauko-ohjaimen tarkistuskeino ei koske kaukoohjaimia, jotka on yhdistetty televisioon langattomasti.

# Philips-aloitusnäytön näyttämisen jälkeen televisio siirtyy takaisin valmiustilaan

Kun televisio on valmiustilassa, Philips-aloitusnäyttö tulee näkyviin, ja sitten televisio palaa valmiustilaan. Tämä on normaalia. Kun irrotat television virtalähteestä ja liität sen takaisin, näet käynnistysnäytön seuraavan käynnistyksen yhteydessä. Voit kytkeä television valmiustilasta toimintaan painamalla kauko-ohjaimen tai television **Ø**-painiketta.

# Valmiustilan merkkivalo vilkkuu

Irrota virtajohto pistorasiasta. Odota viisi minuuttia ja kytke virtajohto uudelleen pistorasiaan. Jos valo vilkkuu edelleen, ota yhteys Philipsin asiakastukeen.

# Kanavat

Asennuksen aikana ei löytynyt digitaalisia kanavia.

Tarkista teknisistä tiedoista, että televisiosi tukee DVB-T- tai DVB-C-kanavia.

Varmista, että kaikki kaapelit on kunnolla kiinnitetty ja että oikea verkko on valittuna.

#### Aiemmin asennettuja kanavia ei ole kanavaluettelossa

Tarkista, että oikea kanava on valittu.

# Kuva

## Ei kuvaa / vääristynyt kuva

• Varmista, että antenni on liitetty televisioon kunnolla.

- Varmista, että näyttölähteeksi on valittu oikea laite.
- Varmista, että ulkoinen laite tai lähde on liitetty oikein.

## Ääni kuuluu, mutta kuvaa ei näy

Tarkista, että kuva-asetukset on määritetty oikein.

#### Huono antennivastaanotto

• Varmista, että antenni on liitetty televisioon kunnolla.

• Kaiuttimet, maadoittamattomat äänilaitteet, neonvalot, korkeat rakennukset ja muut suuret rakennelmat voivat vaikuttaa vastaanoton laatuun. Yritä parantaa vastaanoton laatua muuttamalla antennin suuntaa tai siirtämällä laitteita etäämmälle televisiosta.

• Jos vain yhden kanavan vastaanotto on huono, yritä hienosäätää kanavaa.

## Huono kuva ulkoisesta laitteesta

- Varmista, että laite on liitetty oikein.
- Tarkista, että kuva-asetukset on määritetty oikein.

## Kuva ei sovi kuvaruutuun

Vaihda käyttöön toinen kuvasuhde.

## Kuvan paikkaa on väärä

Joidenkin laitteiden kuvasignaalit eivät sovi kunnolla kuvaruutuun. Tarkista liitetyn laitteen lähtösignaali.

## Tietokoneesta tuleva kuva on epävakaa

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# Ääni

#### Ei ääntä tai ääni on heikkolaatuinen

Jos televisio ei havaitse äänisignaalia, se vaihtaa äänilähdön automaattisesti pois käytöstä – kyse ei ole toimintahäiriöstä.

- Tarkista, että ääniasetukset on määritetty oikein.
- Tarkista, että kaikki kaapelit on liitetty kunnolla.
- Varmista, että ääniä ei ole mykistetty tai
- äänenvoimakkuus ole nollassa.

• Varmista, että television äänilähtö on liitetty kotiteatterijärjestelmän äänituloon.

Äänen pitäisi kuulua HTS-kaiuttimista.

• Jotkin laitteet vaativat, että otat HDMI-äänilähdön käyttöön manuaalisesti. Jos HDMI-ääni on jo käytössä, mutta ääntä ei kuulu, vaihda laitteen digitaalinen ääniformaatti muotoon PCM (Pulse Code Modulation). Katso lisäohjeita laitteen mukana tulleista ohjeista.

# Liitännät

#### HDMI

- Huomaa, että HDCP-tuki voi pidentää aikaa, joka televisiolta kuluu HDMI-laitteesta tulevan tiedon näyttämiseen.

– Jos televisio ei tunnista HDMI-laitetta eikä kuvaa näy, vaihda lähteeksi välillä toinen laite ja sitten taas HDMI-laite.

- Jos ääni katkeilee, tarkista, että HDMI-laitteen lähtöasetukset on määritetty oikein.

– Jos käytössä on HDMI-DVI-sovitin tai HDMI-DVIkaapeli, tarkista, että lisä-äänikaapeli on liitetty AUDIO IN -liitäntään (vain miniliitäntä), jos kyseinen liitäntä on käytettävissä.

#### EasyLink ei toimi

- Varmista, että HDMI-laitteesi ovat HDMI-CECyhteensopivia. EasyLink-toiminnot ovat käytettävissä vain HDMI-CEC-yhteensopivissa laitteissa.

#### Äänenvoimakkuuden kuvaketta ei näy

- Kun televisioon on liitetty HDMI-CEC-äänilaite, tämä on normaalia.

#### USB-laitteessa olevat valokuvat, videot ja musiikkitiedostot eivät tule näkyviin

- Tarkista, että USB-muistilaite on asetettu

Massamuistityyppi-yhteensopivaksi laitteen oppaissa kuvatulla tavalla.

- Tarkista, että USB-muistilaite on yhteensopiva television kanssa.

- Tarkista, että televisio tukee ääni- ja kuvatiedostomuotoja.

#### USB-laitteessa olevien tiedostojen toisto on nykivää

- USB-muistilaitteen siirtotoiminto saattaa rajoittaa

tiedonsiirtonopeutta televisioon, mikä aiheuttaa toiston huonon laadun.

# Wi-Fi, Internet ja Bluetooth

#### Wi-Fi-verkkoa ei löydy tai siinä on häiriö

• Mikroaaltouunit, DECT-puhelimet ja muut Wi-Fi 802.11b/g/n -laitteet lähietäisyydellä saattavat häiritä langatonta verkkoa.

• Varmista, että verkon palomuurit sallivat langattoman yhteyden televisioon.

• Jos langaton verkko ei toimi kunnolla, kokeile asentaa kiinteä yhteys.

#### Internet ei toimi

• Jos reititinyhteys on kunnossa, tarkista reitittimen internetyhteys.

#### Tietokone- ja internetyhteydet ovat hitaita

Langattoman reitittimen käyttöoppaassa on tietoja verkon kantamasta sisätiloissa, siirtonopeudesta ja muista signaalin laatuun vaikuttavista tekijöistä.
Käytä nopeaa internetyhteyttä (laajakaistayhteyttä)

• Kayta nopeaa internetyhteyttä (laajakaistayhteytta) reitittimelle.

#### DHCP

• Jos yhteys epäonnistuu, tarkista reitittimen DHCP (Dynamic Host Configuration Protocol) –asetus. DHCP:n on oltava käytössä.

#### Bluetooth-yhteys katkeaa

• Aktiivinen langaton liikenne esimerkiksi huoneistoissa, joissa on useita langattomia reitittimiä, voi häiritä yhteyttä.

# Verkko

#### Wi-Fi-verkkoa ei löydy tai siinä on häiriö

• Mikroaaltouunit, DECT-puhelimet ja muut Wi-Fi 802.11b/g/n -laitteet lähietäisyydellä saattavat häiritä langatonta verkkoa.

• Varmista, että verkon palomuurit sallivat langattoman yhteyden televisioon.

• Jos langaton verkko ei toimi kunnolla, kokeile asentaa kiinteä yhteys.

#### Internet ei toimi

• Jos reititinyhteys on kunnossa, tarkista reitittimen internetyhteys.

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• Langattoman reitittimen käyttöoppaassa on tietoja verkon kantamasta sisätiloissa, siirtonopeudesta ja muista signaalin laatuun vaikuttavista tekijöistä.

• Käytä nopeaa internetyhteyttä (laajakaistayhteyttä) reitittimelle.

#### DHCP

• Jos yhteys epäonnistuu, tarkista reitittimen DHCP (Dynamic Host Configuration Protocol) –asetus. DHCP:n on oltava käytössä.

# <sup>13.2</sup> Ohjeet verkossa

Jos sinulla on Philipsin televisioon liittyvä ongelma, voit kääntyä verkkotukemme puoleen. Tukipalvelussa voit valita käytetyn kielen ja antaa palveluun tuotteesi mallinumeron.

Siirry osoitteeseen <u>www.philips.com/support</u>

Tukisivustossa on maakohtainen puhelinnumero, johon voit soittaa, sekä vastauksia usein kysyttyihin kysymyksiin. Joissakin maissa voit keskustella verkossa yhteistyökumppanimme kanssa ja esittää kysymyksiä suoraan tai sähköpostilla. Voit ladata television uuden ohjelmiston tai käyttöoppaan tietokoneellesi.

# <sup>13.3</sup> Tuki- ja korjauspalvelu

Jos tarvitset tuki- tai korjauspalvelua, soita paikalliseen asiakaspalveluun. Huoltohenkilöstömme huolehtii korjauksesta tarvittaessa.

Puhelinnumero on television mukana toimitetussa oppaassa.

Se löytyy myös sivustostamme osoitteesta <u>www.philips.com/support</u> (valitse tarvittaessa oma maasi).

## TV:n mallinumero ja sarjanumero

Sinulta saatetaan kysyä television malli- ja sarjanumeroa. Nämä numerot löytyvät pakkauksen tarrasta tai television takana tai pohjassa olevasta tyyppikilvestä.

# ▲ Varoitus

Älä yritä korjata televisiota itse. Muutoin seurauksena voi olla vakavia vammoja, television vahingoittuminen korjauskelvottomaksi tai takuun raukeaminen.

# Turvallisuus ja hoito

14.1

14

# Turvallisuus

# Tärkeää!

Tutustu kaikkiin turvallisuusohjeisiin ennen television käyttämistä. Takuu raukeaa, jos mahdolliset vahingot johtuvat ohjeiden laiminlyömisestä.

Laitetta ei saa muuttaa ilman valmistajan lupaa.

# Sähköiskun tai tulipalon vaara

• Älä altista TV:tä sateelle tai vedelle. Älä aseta nestettä sisältäviä astioita, kuten maljakoita, TV:n lähelle.

Jos nesteitä kaatuu TV:n päälle tai sisään, irrota TV heti verkkopistorasiasta.

Ota yhteyttä Philipsin asiakastukeen television tarkastamista varten ennen sen käyttöä.

• Älä altista televisiota, kauko-ohjainta tai paristoja kuumuudelle. Älä laita niitä palavien kynttilöiden, tulen tai muiden lämmönlähteiden lähelle tai suoraan auringonvaloon.

• Älä koskaan laita esineitä ilmastointiaukkoihin tai muihin TV:n aukkoihin.

· Älä laita painavia esineitä virtajohdon päälle.

• Älä kohdista pistokkeisiin liikaa painoa. Löystyneet pistokkeet saattavat aiheuttaa valokaaria tai tulipalon. Varmista, ettei virtajohto kiristy televisiota käännettäessä.

• Irrota TV verkkovirrasta irrottamalla television virtajohto. Irrota virtajohto aina vetämällä pistokkeesta, ei johdosta. Varmista, että virtajohdon pistoke on helposti irrotettavissa ja pistorasia on kätevässä paikassa.

# Vammautumisen tai television vaurioitumisen vaara

• Älä nosta tai kanna yksin yli 25 kiloa painavaa televisiota.

• Jos asennat television jalustalle, käytä vain mukana toimitettua jalustaa. Kiinnitä jalusta hyvin televisioon. Aseta televisio tasaiselle alustalle, joka kestää television ja jalustan painon.

• Jos kiinnität television seinälle, varmista, että seinäteline kestää television painon. TP Vision ei vastaa virheellisestä seinäkiinnityksestä, jonka seurauksena tapahtuu onnettomuus tai vahinko.

• Tuotteessa on lasisia osia. Käsittele tuotetta varovasti, jotta ei synny vammoja tai vaurioita.

#### Television vaurioitumisen vaara!

Ennen kuin liität TV:n pistorasiaan, varmista, että virran jännite vastaa TV:n takapaneeliin painettua arvoa. Älä liitä televisiota pistorasiaan, jos jännite ei ole sama.

# Turvallinen kiinnittäminen

Televisio saattaa pudota ja aiheuttaa vakavia henkilövahinkoja tai kuoleman. Monilta vammoilta säästytään – erityisesti lasten kohdalla – noudattamalla seuraavanlaisia yksinkertaisia varotoimenpiteitä:

• Varmista AINA, että televisio on kokonaan huonekalun päällä.

• Käytä AINA TV:n valmistajan suosittelemia kaappeja, jalustoja tai kiinnitysmenetelmiä.

• Käytä AINA vain sellaisia huonekaluja, jotka varmasti kestävät TV:n painon.

• Kerro lapsille AINA, kuinka vaarallista niissä huonekaluissa on kiipeillä, joissa TV on.

• Sijoita AINA TV:hen liitetyt johdot ja kaapelit niin, että niihin ei voi kompastua, niistä ei voi vetää eikä niihin voi tarttua.

ÄLÄ KOSKAAN aseta TV:tä epävakaalle alustalle.
ÄLÄ KOSKAAN aseta TV:tä korkeiden huonekalujen

(kuten kirjahyllyn) päälle kiinnittämättä sekä

huonekalua että TV:tä seinään tai sopivaan tukeen. • ÄLÄ KOSKAAN aseta television ja huonekalun väliin kankaita tai muita materiaaleja.

• ÄLÄ KOSKAAN aseta TV:n tai sen alla olevan huonekalun päälle leluja, kaukosäätimiä tai muita esineitä, jotka voisivat houkutella lapsia kiipeämään.

Nämä seikat on otettava huomioon myös silloin, kun TV siirretään toiseen paikkaan.

# Paristoihin liittyvä vaara

• Älä nielaise paristoa. Kemiallisen palovamman vaara.

• Kaukosäätimessä voi olla nappiparisto. Jos nappiparisto niellään, se voi aiheuttaa vakavia sisäisiä palovammoja jo kahdessa tunnissa ja voi johtaa kuolemaan.

• Pidä uudet ja käytetyt paristot poissa lasten ulottuvilta.

• Jos paristolokero ei sulkeudu kunnolla, lopeta tuotteen käyttö ja pidä se poissa lasten ulottuvilta.

• Jos epäilet, että paristo on nielty tai joutunut mihin tahansa ruumiin aukkoon, hakeudu välittömästi lääkärin hoitoon.

• Väärän tyyppinen paristo saattaa aiheuttaa tulipalotai räjähdysvaaran.

• Väärän tyyppinen paristo voi aiheuttaa virheen turvatoiminnossa (esimerkiksi joissakin litiumparistotyypeissä). • Pariston hävittäminen polttamalla tai kuumassa uunissa tai mekaanisesti murskaamalla tai leikkaamalla aiheuttaa räjähdysvaaran.

• Pariston altistaminen erittäin kuumalle lämpötilalle aiheuttaa räjähdysvaaran tai syttyvän nesteen tai kaasun vuotoriskin.

• Pariston altistaminen erittäin matalalle ilmanpaineelle aiheuttaa räjähdysvaaran tai syttyvän nesteen tai kaasun vuotoriskin.

# Ylikuumenemisen vaara

Älä koskaan sijoita televisiota ahtaaseen tilaan. Jätä television ympärille vähintään 10 cm tilaa, jotta ilma pääsee kiertämään. Varmista, että verhot tai muut esineet eivät peitä television ilmastointiaukkoja.

# Ukonilmat

Irrota TV:n pistoke pistorasiasta ja antenni liitännästään ukkosmyrskyn ajaksi. Älä koske televisioon, sen virtajohtoon tai antennikaapeliin ukkosmyrskyn aikana.

# Kuulovaurion vaara

Vältä kuulokkeiden käyttöä suurilla äänenvoimakkuuksilla tai pitkiä aikoja.

# Alhaiset lämpötilat

Jos televisiota kuljetetaan alle 5 °C:n lämpötilassa, pura televisio pakkauksestaan ja odota, kunnes laitteen lämpötila on sama kuin huoneen lämpötila, ennen kuin liität television verkkovirtaan.

# Kosteus

Joskus harvoin vähäistä veden tiivistymistä saattaa esiintyä (joissakin malleissa) television näytön sisäpinnalla lämpötilan ja ilmankosteuden mukaan. Voit estää tämän pitämällä television poissa suorasta auringonpaisteesta, kuumuudesta tai runsaasta kosteudesta. Jos kosteutta tiivistyy televisioon, se häviää itsestään, kun televisio on ollut käynnissä muutamia tunteja.

Tiivistynyt kosteus ei vahingoita televisiota eikä aiheuta toimintahäiriöitä.

# <sup>14.2</sup> Kuvaruudun hoitaminen

· Älä kosketa, paina, hankaa tai iske näyttöä millään esineellä.

Irrota television verkkojohto ennen puhdistusta.

• Puhdista TV ja sen kehys pyyhkimällä ne kevyesti pehmeällä, kostealla liinalla. Älä koskaan käytä alkoholia, kemikaaleja tai kodin yleispuhdistusaineita laitteen puhdistamiseen.

Pyyhi vesipisarat pois mahdollisimman nopeasti, jotta kuvaruutu ei vahingoitu eivätkä värit haalene.
Vältä liikkumattomia kuvia. Liikkumattomilla kuvilla tarkoitetaan kuvia, jotka jäävät ruutuun pitkäksi aikaa. Liikkumattomia kuvia ovat näyttövalikot, mustat palkit, kellonaikanäytöt jne. Jos käytät liikkumattomia kuvia, vähennä näytön kontrastia ja kirkkautta, jotta näyttö ei vahingoittuisi.

# 14.3

# Ilmoitus säteilyaltistuksesta (vain kiinteä Wi-Fi)

Tämä laite noudattaa CE-merkinnän edellyttämiä valvomattomille ympäristöille asetettuja säteilyaltistuksen rajoja. Tämä laite on asennettava ja sitä on käytettävä niin, että säteilijän ja kehon välinen etäisyys on vähintään 20 cm.

Seuraavassa on lueteltu taajuus, tila ja enimmäislähetysteho EU:n alueella:

- -2400–2483,5 MHz: < 20 dBm (EIRP) (vain 2,4 G -laitteet).
- -5150-5250 MHz: < 23 dBm (EIRP)
- -5250-5350MHz: < 23 dBm (EIRP)
- -5470-5725MHz: < 27 dBm (EIRP)
- -5725-5825MHz: < 13,98 dBm (EIRP)

# <sup>15</sup> Käyttöehdot

# <sup>15.1</sup> Käyttöehdot – TV

2020 © TP Vision Europe B.V. Kaikki oikeudet pidätetään.

Tämän tuotteen on tuonut markkinoille TP Vision Europe B.V. tai jokin sen tytäryhtiöistä, jota tästä eteenpäin kutsutaan nimellä TP Vision, joka on tuotteen valmistaja. TP Vision on takuunantaja sille televisiolle, jonka pakkaukseen tämä kirjanen on sisällytetty. Philips ja Philipsin kilpimerkki ovat Koninklijke Philips N.V:n rekisteröityjä tavaramerkkejä.

Teknisiä tietoja saatetaan muuttaa ilman ennakkoilmoitusta. Tavaramerkit ovat Koninklijke Philips N.V:n tai omistajiensa omaisuutta. TP Vision pidättää oikeuden muuttaa tuotetta milloin tahansa vanhoja tarvikkeita muuttamatta.

Television pakkaukseen sisällytetyn painetun materiaalin sekä television muistiin tallennetun tai Philipsin verkkosivustosta (<u>www.philips.com/support</u>) ladattavan käyttöoppaan katsotaan sisältävän tarvittavat tiedot järjestelmän asianmukaiseen käyttöön.

Tätä käyttöopasta pidetään riittävänä järjestelmän tarkoitettua käyttöä varten. Jos tuotetta tai sen yksittäisiä moduuleja tai toimintoja käytetään johonkin muuhun kuin tässä määritettyyn tarkoitukseen, niiden kelpoisuudesta ja soveltuvuudesta on pyydettävä vahvistus. TP Vision takaa, että itse materiaali ei riko mitään yhdysvaltalaista patenttia. Mihinkään muuhun nimenomaiseen tai oletettuun takuuseen ei viitata. TP Vision ei vastaa asiakirjan sisältöön liittyvistä virheistä eikä asiakirjan sisällöstä johtuvista ongelmista. Philipsille ilmoitetuista virheistä ilmoitetaan ja ne julkaistaan Philipsin tukisivustossa mahdollisimman pian.

Takuuehdot - Loukkaantumisen, television vaurioitumisen tai takuun mitätöitymisen vaara! Älä koskaan yritä korjata televisiota itse. Käytä televisiota ja lisälaitteita vain valmistajan tarkoittamalla tavalla. Television takaseinään painettu varoitusmerkki varoittaa sähköiskun vaarasta. Älä irrota television koteloa. Huolto- ja korjausasioissa ota aina yhteys Philipsin asiakaspalveluun. Puhelinnumero on television mukana toimitetussa oppaassa. Se löytyy myös sivustostamme osoitteesta www.philips.com/support (valitse tarvittaessa oma maasi). Takuu raukeaa, jos käyttäjä suorittaa minkä tahansa tässä käyttöoppaassa kielletyn toiminnon tai tekee sellaisia säätöjä tai asennuksia, joiden suorittamista ei suositella tai hyväksytä käyttöoppaassa.

#### Kuvapisteiden ominaisuudet

Tässä TV:ssä on suuri määrä värillisiä kuvapisteitä. Vaikka tehollisten kuvapisteiden osuus on vähintään 99,999 %, mustia pisteitä tai kirkkaita valopisteitä (punaisia, vihreitä tai sinisiä) voi näkyä jatkuvasti näytössä. Tämä johtuu näytön rakenteesta (joka noudattaa alan yleisiä standardeja), eikä kyseessä ole toimintahäiriö.

CE-vaatimustenmukaisuus

TP Vision Europe B.V. vakuuttaa täten, että tämä televisio on direktiivien 2014/53/EU (RED), 2009/125/EC (ekologinen suunnittelu) ja 2011/65/EC (RoHS) oleellisten vaatimusten ja niitä koskevien muiden ehtojen mukainen.

EMF-standardin vaatimustenmukaisuus TP Vision valmistaa ja myy kuluttajille monia tuotteita, jotka lähettävät ja vastaanottavat sähkömagneettisia signaaleja, kuten mitkä tahansa muutkin elektroniset laitteet. Yhtenä TP Visionin pääperiaatteena on varmistaa tuotteiden turvallisuus kaikin tavoin sekä noudattaa kaikkia lakisääteisiä vaatimuksia ja tuotteen valmistusajankohtana voimassa olevia sähkömagneettista yhteensopivuutta (EMF) koskevia standardeja.

TP Vision on sitoutunut kehittämään, tuottamaan ja markkinoimaan tuotteita, joista ei ole haittaa terveydelle. TP Vision vakuuttaa, että jos sen tuotteita käsitellään oikein asianmukaisessa käytössä, niiden käyttö on nykyisten tutkimustulosten perusteella turvallista. TP Visionilla on aktiivinen rooli kansainvälisten EMF- ja turvallisuusstandardien kehittämisessä, joten se pystyy ennakoimaan standardien kehitystä ja soveltamaan näitä tietoja tuotteisiinsa jo aikaisessa vaiheessa.

# <sup>16</sup> Tekijänoikeustiedot

# 16.1 HDMI

# HDMI

Termit HDMI ja HDMI High-Definition Multimedia Interface sekä HDMI Logo ovat HDMI Licensing Administrator Inc:n tavaramerkkejä tai rekisteröityjä tavaramerkkejä Yhdysvalloissa ja muissa maissa.



# <sup>16.2</sup> Dolby Audio

Valmistettu Dolby Laboratoriesin luvalla. Dolby, Dolby Audio ja kaksois–D-symboli ovat Dolby Laboratoriesin tavaramerkkejä. Luottamuksellisia julkaisemattomia teoksia. Copyright 1992–2020 Dolby Laboratories. Kaikki oikeudet pidätetään.

# **DOLBY** AUDIO"

# <sup>16.4</sup> Wi-Fi Alliance

# Wi-Fi

Wi-Fi CERTIFIED™ -logo on Wi-Fi Alliancen® rekisteröity tavaramerkki



# <sup>16.5</sup> Kensington

# Kensington

(jos käytettävissä)

Kensington ja Micro Saver ovat ACCO World Corporationin Yhdysvalloissa rekisteröityjä tavaramerkkejä, ja rekisteröinti on suoritettu tai hakemuksia käsitellään muissa maissa eri puolilla maailmaa.



# <sup>16.6</sup> Muut tavaramerkit

Kaikki muut rekisteröidyt tai rekisteröimättömät tavaramerkit ovat omistajiensa omaisuutta.

# <sup>16.3</sup> DTS-HD Premium Sound ™

# DTS-HD Premium Sound ™

DTS-patentit: katso http://patents.dts.com. DTS Licensing Limited on antanut luvan valmistukseen. DTS, symboli, DTS ja symboli yhdessä, DTS-HD ja DTS-HD-logo ovat DTS Inc:n rekisteröityjä tavaramerkkejä ja/tai tavaramerkkejä Yhdysvalloissa ja/tai muissa maissa. © DTS, Inc. Kaikki oikeudet pidätetään.



# Kolmansien osapuolien palveluita ja/tai ohjelmistoja koskeva vastuuvapa uslauseke

Kolmansien osapuolien tarjoamia palveluita ja/tai ohjelmistoja voidaan muuttaa tai niiden käyttö voidaan keskeyttää tai lopettaa ilman ennakkoilmoitusta. TP Vision ei ole vastuussa tällaisista tapauksista.

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