

Priručnik

65PUS7601

PHILIPS

Sadržaj

1 Šta je novo	4
1.1 Nova mašina pregledača	4
2 Postavljanje	5
2.1 Čitanje bezbednosnih uputstava	5
2.2 Postolje za televizor i montaža na zid	5
2.3 Saveti za položaj televizora	5
2.4 Kabl za napajanje	5
2.5 Antenski kabl	6
2.6 Satelitska antena	6
3 Daljinski upravljač	7
3.1 Pregled tastera	7
3.2 Daljinski upravljač, uparivanje	8
3.3 Glasovna pretraga	8
3.4 Dodirna tabla	9
3.5 Tastatura	9
3.6 Senzor daljinskog upravljača	10
3.7 Baterije	10
3.8 Čišćenje	11
4 Uključivanje i isključivanje	12
4.1 Uključivanje ili stanje pripravnosti	12
4.2 Tasteri na televizoru	12
5 Kanali	13
5.1 Kanal, instalacija satelitskih	13
5.2 Antenska/kablovska instalacija	16
5.3 Kopiranje liste kanala	18
5.4 O kanalima	18
6 Povezivanje uređaja	26
6.1 Osnovne informacije o povezivanju	26
6.2 HDMI priključci	26
6.3 Y Pb Pr – komponentni	28
6.4 Scart	28
6.5 Optički audio izlaz	28
6.6 CAM sa pametnom karticom – CI+	28
6.7 Risiver – Set-Top Box	29
6.8 Sistem kućnog bioskopa – HTS	30
6.9 Pametni telefoni i tableti	31
6.10 Blu-ray Disc plejer	31
6.11 DVD plejer	31
6.12 Bluetooth – zvučnici i kontroleri	31
6.13 Slušalice	32
6.14 Konzola za igre	33
6.15 Kontroler	33
6.16 USB čvrsti disk	34
6.17 USB tastatura	35
6.18 USB fleš uređaj	35
6.19 Fotoapar	36
6.20 Video kamera	36
6.21 Računar	36
7 Povezivanje uređaja Android TV	38
7.1 Mreža i Internet	38
7.2 Google nalog	40
7.3 Philips galerija aplikacija	41
7.4 Android postavke	42
7.5 Glavni meni	42
8 Aplikacije	44
8.1 Osnovne informacije o aplikacijama	44
8.2 Google Play	44
8.3 Pokretanje ili zaustavljanje aplikacije	45
8.4 Zaključavanje aplikacija	45
8.5 Upravljanje aplikacijama	47
8.6 Memorija	47
9 Internet	48
9.1 Pokretanje Interneta	48
9.2 Opcije na Internetu	48
10 Meni televizora	49
10.1 Osnovne informacije o meniju televizora	49
10.2 Otvaranje menija televizora	49
11 Povezani uređaji, lista	50
11.1 Prebacivanje na uređaj	50
11.2 Opcije za ulaz televizora	50
11.3 Naziv i tip uređaja	50
11.4 Računar	50
12 Postavke	52
12.1 Često korišćene postavke	52
12.2 Slika	52
12.3 Zvuk	57
12.4 Postavke funkcije Ambilight	60
12.5 Ekološke postavke	62
12.6 Opšte postavke	63
12.7 Sat, region i jezik	66
12.8 Univerzalni pristup	69
12.9 Dečija brava	70
13 Video zapisi, fotografije i muzika	71
13.1 Sa USB uređaja	71
13.2 Sa računara ili NAS uređaja	71
13.3 Iz usluge skladištenja u informatičkom oblaku	71
13.4 Meni Omiljeno, Najpopularnije i Poslednje reprodukovano	71
13.5 Reprodukcijski video zapisa	72
13.6 Pregledanje fotografija	72
13.7 Reprodukovanje muzike	72
14 TV vodič	74
14.1 Šta vam je potrebno	74
14.2 Podaci iz TV vodiča	74
14.3 Korišćenje TV vodiča	74
15 Snimanje i funkcija pauziranja TV programa	76
15.1 Snimanje	76
15.2 Pauziranje TV programa	77
16 Pametni telefoni i tableti	79
16.1 Aplikacija Philips TV Remote	79
16.2 Google Cast	79
16.3 AirPlay	79
16.4 MHL	79
17 Igre	80
17.1 Šta vam je potrebno	80
17.2 Igranje igre	80
18 Ambilight	81
18.1 Ambilight stil	81
18.2 Ambilight isključen	81
18.3 Postavke funkcije Ambilight	81
19 Omiljeni sadržaj	83
19.1 O omiljenom sadržaju	83
19.2 Programi, preporuke	83
19.3 TV na zahtev	83

19.4	Video na zahtev	84
20	Netflix	85
21	Multi View	86
21.1	Teletekst i TV	86
21.2	HDMI i TV	86
21.3	Nettv i TV	86
21.4	Nettv i HDMI	86
22	Softver	87
22.1	Ažuriraj softver	87
22.2	Verzija softvera	87
22.3	Automatsko ažuriranje softvera	87
22.4	Softver otvorenog koda	88
22.5	Licenca za softver otvorenog koda	88
22.6	Obaveštenja	175
23	Specifikacije	176
23.1	Zaštita životne sredine	176
23.2	Napajanje	176
23.3	Operativni sistem	176
23.4	Prijem	176
23.5	Tip ekrana	177
23.6	Rezolucija ulaznog signala ekrana	177
23.7	Dimenzije i težine	177
23.8	Mogućnost priključivanja	177
23.9	Zvuk	177
23.10	Multimedija	177
24	Pomoć i podrška	179
24.1	Registrowanje televizora	179
24.2	Korišćenje pomoći	179
24.3	Rešavanje problema	179
24.4	Pomoć na mreži	181
24.5	Podrška i popravka	181
25	Bezbednost i održavanje	183
25.1	Bezbednost	183
25.2	Zaštita ekrana	184
26	Uslovi korišćenja	185
26.1	Uslovi korišćenja – televizor	185
26.2	Uslovi korišćenja – Philips galerija aplikacija	185
27	Autorska prava	186
27.1	MHL	186
27.2	Ultra HD	186
27.3	HDMI	186
27.4	Dolby Digital Plus	186
27.5	DTS Premium Sound™	186
27.6	Microsoft	186
27.7	Wi-Fi Alliance	186
27.8	Kensington	187
27.9	Ostali zaštićeni žigovi	187
28	Odricanje od odgovornosti u vezi sa uslugama/softverom trećih strana	188
Indeks		189

Šta je novo

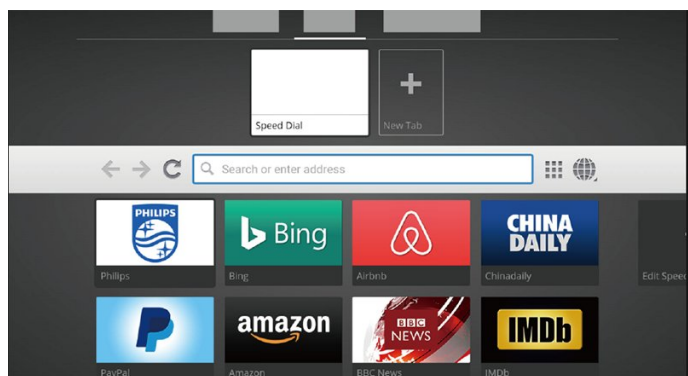
Nova mašina pregledača

Od sada će Smart TV aplikacije koristiti novu mašinu sa novim izgledom i boljim performansama.

Možda ćete morati ponovo da unesete korisničko ime i lozinku prilikom pristupanja nekim aplikacijama koje koriste novu mašinu.

Internet pregledač takođe ima novi izgled i okruženje.

Sada možete da koristite tastere sa strelicama na daljinskom upravljaču za upravljanje pokazivačem prilikom pregledanja internet stranica.



Postavljanje

2.1

Čitanje bezbednosnih uputstava

Pročitajte bezbednosna uputstva pre korišćenja televizora.

Otvorite **Pomoć**, izaberite opciju **Ključne reči**, a zatim potražite **Bezbednosna uputstva** da biste dobili više informacija.

2.2

Postolje za televizor i montaža na zid

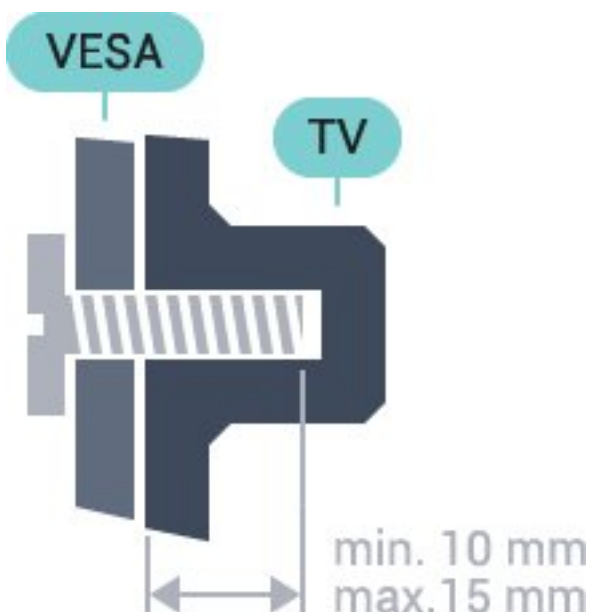
Postolje za televizor

Uputstva za montažu postolja za televizor potražite u vodiču za brzi početak koji ste dobili sa televizorom. U slučaju da ste izgubili ovaj vodič, možete da ga preuzmete sa Web lokacije www.philips.com.

Upotrebite broj modela televizora kako biste pronašli odgovarajući vodič za brzi početak.

Montaža na zid

Televizor je moguće montirati pomoću VESA nosača za montažu na zid (prodaje se odvojeno). Prilikom kupovine nosača za montažu na zid navedite sledeći VESA kôd: . .



• 65PUS7601

VESA MIS-F 400x400, M6

Priprema

Prvo uklonite 4 plastična poklopca sa navojem iz otvora sa zadnje strane televizora.

Uverite se da metalni zavrtnji za montiranje televizora na nosač kompatibilan sa VESA standardom ulaze otprilike 10 mm u otvore sa navojem na televizoru.

Opomena

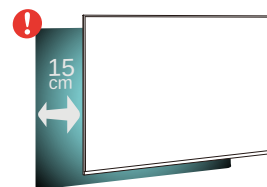
Montaža televizora na zid zahteva posebnu veštinu, pa bi taj zadatak trebalo isključivo prepustiti kvalifikovanom osoblju. Prilikom montaže televizora na zid trebalo bi uzeti u obzir bezbednosne standarde u skladu sa njegovom težinom. Pre postavljanja televizora, trebalo bi i da pročitate bezbednosna uputstva.

Kompanija TP Vision Europe B.V. ne snosi odgovornost za neodgovarajuću montažu niti za montažu koja za rezultat ima nezgodu ili povredu.

2.3

Saveti za položaj televizora

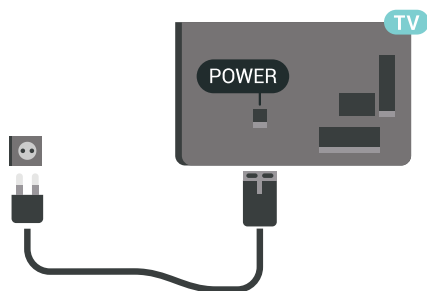
- Televizor postavite tako da svetlo ne pada direktno na ekran.
- Postavite televizor najdalje na 15 cm od zida.
- Idealna razdaljina za gledanje izračunava se tako što se dijagonala ekrana televizora pomnoži sa tri. Dok ste u sedećem položaju oči bi trebalo da vam budu u nivou sredine ekrana.



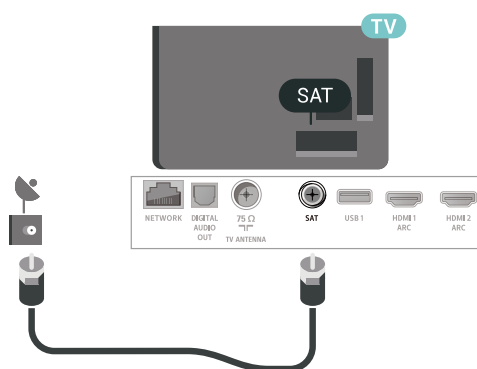
2.4

Kabl za napajanje

- Kabl za napajanje povežite na priključak **POWER** sa zadnje strane televizora.
- Vodite računa da kabl za napajanje bude čvrsto umetnut u priključak.
- Vodite računa da utičnica u koju je uključen kabl za napajanje uvek bude dostupna.
- Prilikom izvlačenja kabla uvek vucite utikač, a ne kabl.



Iako ovaj televizor troši vrlo malo energije u stanju mirovanja, da biste uštedeli energiju, isključite kabl za napajanje iz utičnice ako duže vreme ne nameravate da koristite televizor.



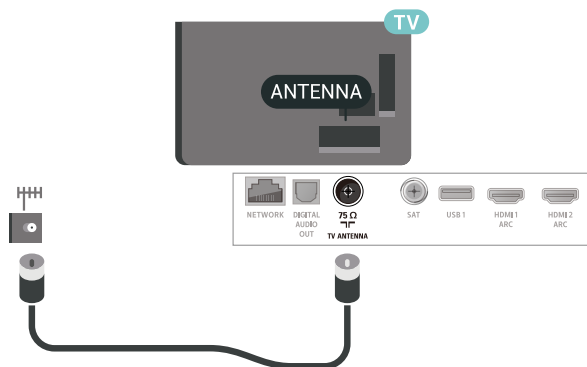
2.5

Antenski kabl

Čvrsto povežite utikač antene na priključak za antenu sa zadnje strane televizora.

Možete da povežete svoju antenu ili da se povežete na zajednički antenski sistem. Koristite priključak za antenu IEC Coax od 75 oma.

Koristite ovu antensku vezu za DVB-T i DVB-C ulazne signale.



2.6

Satelitska antena

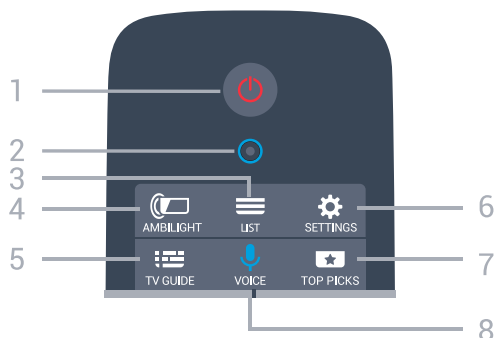
Povežite konektor za satelitsku antenu tipa F na priključak za satelitsku antenu SAT sa zadnje strane televizora.

Daljinski upravljač

3.1

Pregled tastera

Gornja strana



- 1 – **Stanje pripravnosti/Uključeno**
Uključivanje televizora ili njegovo vraćanje u stanje pripravnosti.
- 2 – **VOICE** mikrofoni
- 3 – **LIST**
Otvaranje ili zatvaranje liste kanala.
- 4 – **AMBILIGHT**
Biranje Ambilight stila.
- 5 – **TV GUIDE**
Otvaranje/zatvaranje TV vodiča.
- 6 – **SETTINGS**
Da biste otvorili Česte postavke.
- 7 – **TOP PICKS**
Da biste otvorili meni sa preporučenim programima, Video na zahtev (Video zapisi za iznajmljivanje) ili TV na mreži (TV program koji ste propustili). Ako je dostupno.
- 8 – **VOICE**
Da biste započeli izgovaranje glasovnih komandi.

Srednji deo



- 1 – **Meni televizora**
Da biste otvorili meni televizora sa tipičnim funkcijama.
- 2 – **SOURCES**
Da biste otvorili/zatvorili meni Izvori.
- 3 – **INFO**
Otviranje i zatvaranje informacija o programu.
- 4 – **BACK**
Povratak na prethodni izabrani kanal.
Povratak na prethodni meni.
Povratak na prethodnu aplikaciju/internet stranicu.
- 5 – **Tasteri u boji**
Direktno biranje opcija.
- 6 – **TV EXIT**
Povratak na gledanje televizije. Zatvaranje interaktivne TV aplikacije.
- 7 – **OPTIONS**
Otvaranje/zatvaranje menija Opcije.
- 8 – **Taster OK**
Potvrda izbora ili postavke.
- 9 – **Tasteri sa strelicama/za navigaciju**
Kretanje nagore, nadole, nalevo i nadesno.
- 10 – **HOME**
Otvaranje glavnog menija.

Donja strana



1 – **NETFLIX**

Da biste direktno otvorili aplikaciju Netflix. Sa uključenim televizorom ili iz stanja pripravnosti.

2 – **Jačina zvuka**

Podešavanje jačine zvuka.

3 – Numerički tasteri

Direktno biranje kanala.

4 – **SUBTITLE**

Da biste uključili, isključili ili automatski prikazali titlove.

5 – Tasteri za reprodukciju i snimanje

- Reprodukuj , za reprodukovanje.
- Pauziraj , za pauziranje reprodukcije
- Zaustavi , za zaustavljanje reprodukovanja
- Premotaj unazad , za premotavanje unazad
- Premotaj unapred , za premotavanje unapred
- Snimi , za pokretanje snimanja

6 – **Kanal**

Prebacivanje na sledeći/prethodni kanal na listi kanala. Otvaranje sledeće/prethodne stranice teleteksta. Pokretanje sledećeg/prethodnog poglavlja na disku.

7 – **Isključi zvuk**

Isključivanje/ponovno uključivanje zvuka.

8 – **TEXT**

Otvaranje/zatvaranje teleteksta.

3.2

Daljinski upravljač, uparivanje

Da bi daljinski upravljač komunicirao sa televizorom, potrebno je da ih uparite (povežete).

Uparivanje

Ako ste pokrenuli početnu instalaciju televizora, od vas će biti zatraženo da pritisnete taster **OK**. Kada to uradite, uparivanje je završeno. Ako televizor ne reaguje kada pritisnete bilo koji taster daljinskog

upravljača, uparivanje nije uspelo.

Ponavljanje uparivanja

Ako je uparivanje sa daljinskim upravljačem prekinuto, televizor možete ponovo da uparite sa daljinskim upravljačem.

Da biste pokrenuli uparivanje...

1 – Sa zadnje strane televizora, stojeći ispred televizora sa desne strane, pritisnite taster za napajanje na džojstiku i zadržite ga 3 sekunde. Prikazaće se poruka da je televizor spreman za uparivanje.

2 – Istovremeno pritisnite tastere u boji (crveno) i (plavo) na jednu sekundu. Prikazaće se poruka kada uparivanje bude uspelo.

3.3

Glasovna pretraga

Jednostavno pomoću glasa možete da pretražujete video zapise, muziku ili bilo šta drugo na Internetu. Možete da govorite u mikrofona na daljinskom upravljaču. Pored toga, za unos teksta možete da koristite tastaturu na daljinskom upravljaču.

Da biste koristili funkciju Glas...

1 – Pritisnite taster **VOICE**. Uključuje se plavi indikator na daljinskom upravljaču i otvara se polje za pretragu. Dok je ikona crvena na ekranu, mikrofona je aktivan.

2 – Jasno izgovorite ono što tražite. Možete da govorite 10 sekundi pre nego što se mikrofona isključi. Možda će biti potrebno izvesno vreme da se pojave rezultati.

3 – Na listi sa rezultatima pretrage možete da izaberete željenu stavku.

4 – Pritisnite taster **BACK** da biste po potrebi zatvorili rezultate pretrage.

Da biste koristili tastaturu daljinskog upravljača za pretragu...

1 – Pritisnite taster **VOICE** da biste otvorili polje za pretragu.

2 – Pritisnite (desno) da biste istakli polje za tekst.

3 – Okrenite tastaturu daljinskog upravljača nagore i otkucajte termine za pretragu.

4 – Pritisnite taster **BACK** da biste sakrili tastaturu na ekranu.

5 – Na listi sa rezultatima pretrage možete da izaberete željenu stavku.

6 – Pritisnite taster **BACK** da biste po potrebi zatvorili rezultate pretrage.

Pogledajte i www.support.google.com/androidtv

Postavke za funkciju Glas

Možete da podesite jezik koji želite da koristite sa funkcijom Glas.

Da biste podesili jezik za glasovnu pretragu...

- 1 – Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite opciju **Android postavke**, a zatim pritisnite taster **OK**.
- 3 – Izaberite **Željene postavke** >  **Govor**, a zatim pritisnite taster **OK**.
- 4 – Izaberite željeni jezik, a zatim pritisnite taster **OK**.
- 5 – Pritisnite taster  **BACK** da biste se vratili jedan korak ili taster  **EXIT** da biste zatvorili meni.

3.4

Dodirna tabla

Oblast sa tasterima za navigaciju u obliku dijamanta na daljinskom upravljaču (gore, dole, levo i desno) takođe služi kao mala dodirna tabla. Ovu dodirnu tablu možete da koristite za pomeranje kroz dugačke liste ili za pomeranje kroz listu korak po korak.

Kako da koristite dodirnu tablu...

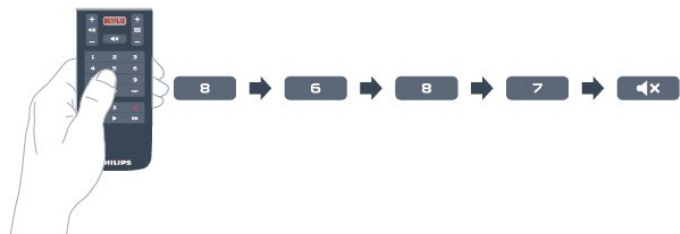
- 1 – Otvorite bilo koji meni televizora sa listom, npr. glavni meni ili listu kanala.
- 2 – Pomoću palca prevlačite preko dodirne table, u smeru u kojem želite da pomerate listu. Gore, dole, levo ili desno. Ako brzo prevučete preko dodirne table, preći ćete na sledeću stavku. Ako prevučete, pa zadržite palac na dodirnoj tabli (nema potrebe da pritisnete), lista će se pomerati dok ne sklonite palac sa dodirne table.

Odvojite malo vremena da biste naučili ovaj pokret brzog prevlačenja ili prevlačenja i zadržavanja. Zaista je korisno za kretanje kroz dugačke liste.

Aktiviranje/deaktiviranje funkcije dodirne table

Da biste deaktivirali dodirnu tablu na daljinskom upravljaču...

- 1 – Redom pritiskajte tastere sa brojevima na daljinskom upravljaču **8**, **6**, **8**, **7**, pa taster  **Isključi zvuk**.



- 2 – LED indikator na daljinskom upravljaču počinje da svetli plavo, što ukazuje na to da je funkcija dodirne table na daljinskom upravljaču uspešno isključena.



- 3 – Da biste ponovo aktivirali funkciju dodirne table, možete da ponovite gornje korake.

Napomena: Postavka (aktiviranje/deaktiviranje) se čuva na daljinskom upravljaču, čak i kada zamenite baterije.

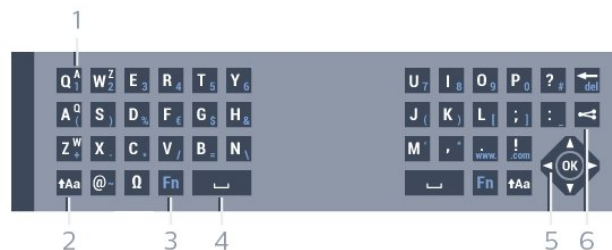
3.5

Tastatura

Pregled

Qwerty i Azerty

Pregled Qwerty/Azerty tastature.*



- 1 – **Azerty znak**
Raspored znakova kada je raspored tastature podešen na Azerty.
- 2 –  **Pomeri**
Unos velikih slova.
- 3 – taster **Fn**
Kucanje brojeva ili znakova interpunkcije.
- 4 –  **Spacebar**
- 5 – **navigacija i OK**
- 6 –  **Deli ovo**
Deljenje onoga što trenutno gledate na mreži.

* Vaš daljinski upravljač ima Qwerty/Azerty ili Qwerty/ćiriličnu tastaturu, u zavisnosti od regiona.

Qwerty i ćirilična tastatura

Pregled Qwerty/ćirilične tastature.*

- 1 – **Ćirilični znakovi**
Znakovi dostupni kada je raspored tastature podešen na ćirilični.
- 2 –  **Prebacivanje na ćiriličnu tastaturu**

Prebacivanje tastature na ćirilčni raspored ili vraćanje na Qwerty.

3 – **Aa** Pomeri
Unos velikih slova.

4 – **Fn** taster
Kucanje brojeva ili znakova interpunkcije

5 – **Spacebar**

6 – **Deli ovo**
Deljenje onoga što trenutno gledate na mreži.

7 – **Navigacija i OK**

* Vaš daljinski upravljač ima Qwerty/Azerty ili Qwerty/ćirilčnu tastaturu, u zavisnosti od regiona.

Unošenje teksta

Zahvaljujući tastaturi sa zadnje strane daljinskog upravljača, možete da unesete tekst u bilo koje polje na ekranu.

Da biste pisali tekst...

- 1 – Izaberite tekstualno polje ako već nije izabrano.
 - 2 – Tastaturu aktivirate okretanjem tastature daljinskog upravljača. Držite daljinski upravljač obema rukama, a kucajte palčevima.
 - 3 – Da biste sakrili tastaturu na ekranu, pritisnite taster **BACK**.
- Pritisnite taster **OK** da biste potvrdili tekst.

Tastatura na ekranu

Ako za unos teksta koristite tastaturu na ekranu, možete da konfigurišete raspored tastature na raspored na koji ste navikli.

Da biste otvorili ove postavke...

- Pritisnite taster **HOME**, izaberite opciju **Sve postavke** a zatim pritisnite taster **OK**.
- 5 – Izaberite opciju **Android postavke**, a zatim pritisnite taster **OK**.
- 6 – Izaberite **Željene postavke** > **Tastatura**, a zatim pritisnite taster **OK**.
- 7 – Izaberite **Konfiguriši** > **Jezik**, a zatim pritisnite taster **OK**. Ovde možete da podesite raspored jezika tastature.
- 8 – Da biste zatvorili meni kako biste se vratili jedan korak, pritisnite taster **BACK**.
- Najoptimalnija razdaljina za korišćenje daljinskog upravljača sa televizorom je manje od 5 m.
 - Kada koristite tastaturu na daljinskom upravljaču, najbolje je da daljinski upravljač držite pod uglom manjim od 50 stepeni.
 - Nemojte da blokirate IC zrak daljinskog upravljača.

Qwerty, Azerty i ćirilčna tastatura

Standardni raspored tastature na daljinskom upravljaču je Qwerty.

Azerty tastatura

U zavisnosti od regiona, tastatura na daljinskom upravljaču može da se podesi na Azerty. Znakovi na Azerty tastaturi su prikazani u gornjem desnom uglu datog tastera.

Da biste raspored tastature podesili na Azerty...

- 1 – Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite opciju **Region i jezik**, a zatim pritisnite taster (desno) da biste otvorili meni.
- 3 – Izaberite **Tastatura na daljinskom upravljaču**, a zatim pritisnite taster **OK**.
- 4 – Izaberite **AZERTY** ili **QWERTY**, a zatim pritisnite taster **OK**.
- 5 – Da biste zatvorili meni, pritisnite taster (levo) više puta uzastopno ako je potrebno

Ćirilčna tastatura

U zavisnosti od regiona, tastatura na daljinskom upravljaču može da se podesi na ćirilicu. Ćirilčni znakovi su prikazani u gornjem desnom uglu tastera.

Da biste unosili ćirilčne znakove...

- 1 – Pritisnite taster na daljinskom upravljaču.
- 2 – Ponovo pritisnite taster da biste se vratili na Qwerty tastaturu.

3.6

Senzor daljinskog upravljača

Daljinski upravljač za slanje komandi na televizor koristi Bluetooth. Bluetooth veza omogućava da ne morate da usmerite daljinski upravljač prema televizoru.

Međutim, televizor može da prima komande i sa daljinskog upravljača koji koristi infracrvene signale za slanje komandi. Ako koristite takav daljinski upravljač, uvek morate da ga usmerite prema infracrvenom senzoru na televizoru.

3.7

Baterije

Televizor će vas obavestiti kada se baterija skoro isprazni.

Da biste zamenili baterije, otvorite odeljak za baterije na zadnjoj strani daljinskog upravljača.

- 1 – Upotrebite novčić ili drugi mali tupi predmet da

biste pritisnuli pravougaono dugme za otpuštanje i otvorili poklopac odeljka za baterije.

2 - Povucite bateriju u smeru metalne opruge, a zatim izvucite suprotni kraj baterije.

3 - Zamenite stare baterije sa dve alkalne baterije tipa **AA-LR6-1.5V**. Proverite da li ste ispravno postavili + i - krajeve baterija.

4 - Ponovo postavite poklopac odeljka za baterije i gurnite ga nadole dok ne budete čuli „klik“.

Ako duže vreme ne nameravate da koristite daljinski upravljač, izvadite baterije.

Bezbedno odložite baterije u skladu sa direktivama o prestanku upotrebe.

Otvorite **Pomoć**, izaberite opciju **Ključne reči**, a zatim potražite **Prestanak upotrebe** da biste dobili više informacija.

3.8

Čišćenje

Daljinski upravljač ima oblogu otpornu na grebanje.

Daljinski upravljač čistite mekom vlažnom krpom. Za čišćenje daljinskog upravljača nikada nemojte koristiti materije kao što su alkohol, hemikalije ili sredstva za čišćenje domaćinstva.

Uključivanje i isključivanje

4.1

Uključivanje ili stanje pripravnosti

Proverite da li je televizor povezan na električnu mrežu. Povežite priloženi kabl za napajanje na konektor AC in sa zadnje strane televizora. Uključuje se indikator sa donje strane televizora.

Uključivanje

Pritisnite taster  na daljinskom upravljaču da biste uključili televizor. Možete i da pritisnete taster  HOME . Takođe možete da pritisnete mali taster u obliku džojstika sa zadnje strane televizora da biste uključili televizor u slučaju da ne možete da pronađete daljinski upravljač ili da su baterije u njemu ispražnjene.

Prelazak u stanje pripravnosti

Da biste televizor prebacili u stanje pripravnosti, pritisnite taster  na daljinskom upravljaču. Takođe možete da pritisnete mali taster u obliku džojstika sa zadnje strane televizora.



U stanju pripravnosti televizor je i dalje povezan na električnu mrežu, ali troši vrlo malo energije.

Da biste potpuno isključili televizor, isključite utikač iz zidne utičnice.

Prilikom isključivanja napajanja uvek vucite utikač, a nikada kabl. Obezbedite lak pristup utikaču, kablju za napajanje i utičnici u svakom trenutku.

4.2

Tasteri na televizoru

Ako ste izgubili daljinski upravljač ili su se njegove baterije ispraznile, svakako možete da obavljate neke osnovne operacije na televizoru.

Da biste otvorili osnovni meni...

1 – Dok je televizor uključen pritisnite taster u obliku džojstika sa zadnje strane televizora da biste otvorili osnovni meni.

2 – Pritisnite levo ili desno da biste izabrali opciju

 Jačina zvuka,  Kanal ili  Izvori. Izaberite opciju  Demo da biste pokrenuli video za demonstraciju.

3 – Pritisnite nagore ili nadole da biste podesili jačinu zvuka ili prešli na sledeći/prethodni kanal. Pritisnite nagore ili nadole da biste se kretali kroz listu izvora, što obuhvata izbor tjunera. Pritisnite taster u obliku džojstika da biste pokrenuli video za demonstraciju.

4 – Meni će automatski nestati.

Da biste televizor prebacili u stanje pripravnosti, izaberite , a zatim pritisnite taster u obliku džojstika.



Kanali

5.1

Kanal, instalacija satelitskih

Osnovne informacije o instaliranju satelita

Do četiri satelita

Na ovaj televizor možete da instalirate najviše četiri satelita (četiri LNB-a). Na početku instalacije izaberite tačan broj satelita koje želite da instalirate. To će ubrzati instalaciju.

Unicable

Pomoću sistema Unicable možete da povežete antenu sa televizorom. Na početku instalacije možete da izaberete Unicable za 1 ili 2 satelita.

Početak instalacije

Proverite da li je satelitska antena pravilno povezana i da li je savršeno pozicionirana pre nego što započnete instalaciju.

Da biste započeli instalaciju satelitskih kanala...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite **Kanali > Instalacija satelitskih**. Unesite PIN kôd ako je potrebno.
- 3 - Izaberite opciju **Traži satelitske kanale**.
- 4 - Izaberite opciju **Pretraži**. Televizor će pretražiti satelite.
- 5 - Izaberite opciju **Konfiguriši**. Televizor će prikazati trenutnu konfiguraciju satelitskih kanala. Ako želite da promenite ovu konfiguraciju, izaberite opciju **Postavke**. Ako ne želite da promenite konfiguraciju, izaberite opciju **Pretraži**. Predite na korak 7.

6 - Pomoću opcije **Sistem za instalaciju** izaberite broj satelita koje želite da instalirate ili izaberite jedan od Unicable sistema. Kada izaberete Unicable, možete da odaberete Korisničke brojeve opsega i da unesete Korisnički frekventni opseg za svaki tjuner. Korisnički opseg možete da pronadete na Unicable ruteru. U nekim zemljama možete da podešavate određene profesionalne postavke za svaki LNB pomoću opcije **Još postavki**.

7 - Televizor će potražiti satelite na koje vaša antena može da se usmeri. To može da potraje nekoliko minuta. Ako televizor pronađe satelit, na ekranu će se prikazati njegov naziv i jačina signala.

8 - Kada televizor pronađe željene satelite, izaberite

opciju **Instaliraj**.

9 - Ako satelit pruža **pakete kanala**, televizor će prikazati dostupne pakete za taj satelit. Izaberite željeni paket.

10 - Da biste sačuvali satelitsku konfiguraciju i instalirane kanale i radio stanice, izaberite opciju **Urađeno**.

Postavke instalacije satelitskih kanala

Postavke instalacije satelitskih kanala unapred su podešene u skladu sa zemljom. Ove postavke određuju kako televizor pretražuje i instalira satelite i njihove kanale. Ove postavke možete da promenite u svakom trenutku.

Da biste promenili postavke instalacije satelitskih kanala...

- 1 - Pokrenite instalaciju satelita.
- 2 - Na ekranu na kojem možete da pokrenete pretragu satelita izaberite **Postavke**, a zatim pritisnite taster **OK**.
- 3 - Izaberite broj satelita koje želite da instalirate ili izaberite jedan od Unicable sistema. Kada izaberete Unicable, možete da odaberete Korisničke brojeve opsega i da unesete Korisnički frekventni opseg za svaki tjuner.
- 4 - Kada završite, izaberite **Sledeće**, a zatim pritisnite taster **OK**.
- 5 - U meniju **Postavke** pritisnite taster **OK** da biste se vratili na ekran i počeli da pretražujete satelite.

Primopredajnik za navođenje i LNB

U nekim zemljama možete da podešavate određene profesionalne postavke za primopredajnik za navođenje i svaki LNB. Ove postavke koristite ili menjajte samo ako uobičajena instalacija nije uspeła. Ako imate nestandardnu satelitsku opremu, ove postavke možete da koristite da biste zamenili standardne postavke. Neki dobavljači sadržaja mogu da vam daju neke vrednosti primopredajnika za navođenje ili LNB koje možete da unesete ovde.

CAM moduli za satelitske kanale

Ako koristite CAM (modul uslovnog pristupa sa pametnom karticom) za gledanje satelitskih kanala, preporučujemo vam da instalaciju satelitskih kanala obavite dok je CAM modul umetnut u televizor.

Većina CAM modula koristi se za dešifrovanje kanala.

CAM moduli najnovije generacije (CI+ 1.3 sa profilom operatera) mogu samostalno da instaliraju sve satelitske kanale na televizoru. CAM će vam ponuditi da instalirate satelite i kanale. Ovi CAM moduli ne samo da instaliraju i dešifruju kanale, već se brinu i za redovno ažuriranje kanala.

Paketi kanala

Satelitski operateri mogu da nude pakete kanala koji se sastoje od besplatnih kanala, a kanali se mogu sortirati u skladu sa zemljom. Neki sateliti nude pakete – skupove kanala koje plaćate.

Podešavanje sistema Unicable

Sistem Unicable

Pomoću sistema sa jednim kablom (MDU ili Unicable) možete da povežete antenu sa televizorom. Sistem sa jednim kablom koristi jedan kabl za povezivanje satelitske antene sa svim satelitskim tjunerima u svom sistemu. Sistem sa jednim kablom se obično koristi u stambenim zgradama. Ako koristite sistem Unicable, televizor će vam tokom instalacije ponuditi da unesete korisnički broj opsega i odgovarajuću frekvenciju. Pomoću sistema Unicable na ovom televizoru možete da instalirate jedan ili dva satelita.

Ako primetite da neki kanali nedostaju nakon što instalirate Unicable, moguće je da je još jedna instalacija obavljena u isto vreme na sistemu Unicable. Ponovite instalaciju da biste instalirali kanale koji nedostaju.

Korisnički broj opsega

U sistemu Unicable, svaki povezani satelitski tjuner mora da ima broj (npr. 0, 1, 2, 3 itd.).

Dostupne korisničke opsege i njihove brojeve možete da vidite na Unicable modulu sa prekidačima. Korisnički opseg se ponekad kratko obeležava sa „UB“. Neki modeli Unicable modula sa prekidačima nude četiri ili osam korisničkih opsega. Ako izaberete Unicable, televizor će od vas zatražiti da ugrađenom satelitskom tjuneru dodelite jedinstveni korisnički broj opsega. U sistemu Unicable ne mogu da budu dva satelitska tjunera sa istim korisničkim brojem opsega.

Korisnički frekventni opseg

Osim jedinstvenog korisničkog broja opsega, ugrađenom satelitskom risiveru je potrebna i frekvencija izabranog korisničkog broja opsega. Ta frekvencija se obično prikazuje pored korisničkog broja opsega na Unicable modulu sa prekidačima.

Ručno ažuriranje kanala

Uvek možete sami da pokrenete ažuriranje kanala.

Da biste ručno pokrenuli ažuriranje kanala...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite **Kanali > Instalacija satelitskih**.
- 3 - Izaberite opciju **Potraži kanale**.

4 - Izaberite opciju **Ažuriraj kanale**. Televizor će pokrenuti ažuriranje. Ažuriranje može da potraje nekoliko minuta.

5 - Pratite uputstva na ekranu. Ažuriranje može da potraje nekoliko minuta.

6 - Izaberite opciju **Završi**, a zatim pritisnite taster **OK**.

Dodavanje satelita

Možete da dodate još jedan satelit u trenutnu instalaciju. Instalirani sateliti i njihovi kanali ostaju nepromenjeni. Neki satelitski operateri ne dozvoljavaju dodavanje satelita.

Dodatni satelit će biti obeležen kao dodatni, on nije vaš glavni satelitski paket niti je glavni satelit čiji paket kanala koristite. Na primer, možete da dodate četvrti satelit ako su već instalirana tri satelita. Ako su instalirana četiri satelita, treba da uklonite jedan da biste dodali novi satelit.

Podešavanje

Ako su trenutno instalirani jedan ili dva satelita, trenutne postavke instalacije možda neće dozvoliti dodavanje satelita. Ako je potrebno da promenite postavke instalacije, morate ponovo da instalirate satelite ispočetka. Opciju **Dodaj satelit** nije moguće koristiti ako je potrebno promeniti postavke.

Da biste dodali satelit...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite **Kanali > Instalacija satelitskih**.
- 3 - Izaberite opciju **Traži satelitske kanale**.
- 4 - Izaberite opciju **Dodaj satelit**. Prikazaće se trenutni sateliti.
- 5 - Izaberite opciju **Pretraži**. Televizor će potražiti nove satelite.
- 6 - Ako televizor pronade jedan ili više satelita, izaberite opciju **Instaliraj**. Televizor će instalirati kanale sa pronađenih satelita.
- 7 - Izaberite opciju **Završi**, a zatim pritisnite taster **OK** da biste sačuvali kanale i radio stanice.

Uklanjanje satelita

Možete da uklonite jedan ili više satelita iz trenutne instalacije satelita. Kada uklonite satelit, ukloniće se i njegovi kanali. Neki satelitski operateri ne dozvoljavaju uklanjanje satelita.

Da biste uklonili satelite...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite **Kanali > Instalacija satelitskih**.
- 3 - Izaberite opciju **Traži satelitske kanale**.
- 4 - Izaberite opciju **Ukloni satelit**. Prikazaće se trenutni sateliti.

5 – Izaberite satelit, a zatim pritisnite taster **OK** da biste obeležili ili opozvali obeležavanje za uklanjanje.
6 – Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

ručna instalacija

Ručna instalacija je namenjena profesionalnim korisnicima.

Funkciju Ručna instalacija možete da koristite za brzo dodavanje kanala sa predajnika satelita. Potrebno je da znate frekvenciju i polarizaciju predajnika. Televizor će instalirati sve kanale sa datog predajnika. Ako je predajnik instaliran ranije, svi njegovi kanali (stari i novi) biće premešteni na kraj liste kanala Svi. Ručnu instalaciju nije moguće koristiti ako je potrebno da promenite broj satelita. U tom slučaju ćete morati da završite instalaciju pomoću opcije Instaliraj satelite.

Da biste instalirali predajnik...

- 1 – Pritisnite **⚙**, izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite **Kanali > Instalacija satelitskih**.
- 3 – Izaberite opciju **Ručna instalacija**, a zatim pritisnite taster **▶** (desno) da biste otvorili meni.
- 4 – Ako je instalirano više od jednog satelita, izaberite **LNB** za koji želite da dodate kanale.
- 5 – Podesite željenu postavku opcije **Polarizacija**. Ako **Režim brzine protoka** podesite na **Ručno**, moći ćete ručno da unesete brzinu protoka u polje **Brzina protoka**.
- 6 – Pritisnite strelicu **▲** (gore) ili **▼** (dole) da biste podesili frekvenciju, a zatim izaberite opciju **Urađeno**.
- 7 – Izaberite opciju **Pretraži**, a zatim pritisnite taster **OK**. Jačina signala prikazuje se na ekranu.
- 8 – Ako želite da sačuvate kanal novog primopredajnika, izaberite opciju **Sačuvaj**, a zatim pritisnite taster **OK**.
- 9 – Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Primopredajnik za navođenje i LNB

U nekim zemljama možete da podešavate određene profesionalne postavke za primopredajnik za navođenje i svaki LNB. Ove postavke koristite ili menjajte samo ako uobičajena instalacija nije uspeła. Ako imate nestandardnu satelitsku opremu, ove postavke možete da koristite da biste zamenili standardne postavke. Neki dobavljači sadržaja mogu da vam daju neke vrednosti primopredajnika za navođenje ili LNB koje možete da unesete ovde.

LNB napajanje

LNB napajanje je podrazumevano uključeno.

Ton od 22 kHz

Ton je podrazumevano podešen na Automatski.

Niska LO frekvencija/Visoka LO frekvencija

Frekvencije lokalnog oscilatora su podešene na standardne vrednosti. Vrednosti prilagodite isključivo u slučaju specijalne opreme koja zahteva drugačije vrednosti.

Problemi

Televizor ne može da pronade željene satelite ili dvaput instalira isti satelit

- Proverite da li je u opciji Postavke na početku instalacije podešen tačan broj satelita. Televizor možete da podesite tako da traži jedan, dva ili tri/četiri satelite.

LNB sa dva izlaza ne može da pronade drugi satelit

- Ako televizor pronade jedan satelit, ali ne i drugi, pomerite antenu za nekoliko stepeni. Usmerite antenu ka prvom satelitu tako da imate najjači signal. Na ekranu proverite indikator jačine signala sa prvog satelita. Dok se sa prvog satelita prima signal maksimalne jačine, izaberite opciju **Potraži pon.** da biste pronašli drugi satelit.
- Proverite da li je u podešavanjima izabrana opcija **Dva satelite**.

Promena postavki instalacije nije otklonila moj problem

- Sve postavke, sateliti i kanali se čuvaju tek po završetku instalacije.

Svi satelitski kanali su nestali

- Ako koristite sistem Unicable, proverite da li ste dodelili dva jedinstvena korisnička broja opsega za oba ugrađena tjunera u Unicable postavkama. Moguće je da drugi satelitski risiver u vašem Unicable sistemu koristi isti korisnički broj opsega.

Izgleda da su neki satelitski kanali nestali sa liste kanala

- Ako se čini da su neki kanali nestali ili da su promenili mesto, to može da znači da je dobavljač programa promenio lokaciju predajnika za date kanale. Da biste vratili kanale na stara mesta na listi kanala, pokušajte sa ažuriranjem paketa kanala.

Ne mogu da uklonim satelit

- Paketi ne dozvoljavaju uklanjanje satelita. Da biste uklonili satelit, potrebno je da prvo obavite instalaciju ispočetka i da izaberete drugi paket.

Ponekad je kvalitet prijema loš

- Proverite da li je satelitska antena čvrsto postavljena.

Jak vetar može da pomeri antenu.
• Sneg i kiša mogu da umanje kvalitet prijema.

5.2

Antenska/kablovska instalacija

Ažuriraj ili ponovo instaliraj

Ažuriraj digitalne kanale

Uvek možete sami da pokrenete ažuriranje kanala.

Da biste ručno pokrenuli ažuriranje kanala...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite **Kanali > Instalacija antenskih/kablovskih**.
- 3 - Unesite PIN kôd ako je potrebno.
- 4 - Izaberite opciju **Potraži kanale**.
- 5 - Izaberite **Pokreni**.
- 6 - Izaberite opciju **Ažuriraj digitalne kanale**.
- 7 - Pritisnite taster **OK** da biste ažurirali digitalne kanale. To može da potraje nekoliko minuta.
- 8 - Pritisnite taster  **BACK** da biste zatvorili meni.

Brza ponovna instalacija

Izaberite Brza ponovna instalacija da biste ponovo instalirali sve kanale sa podrazumevanim postavkama.

Brza ponovna instalacija...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite **Kanali > Instalacija antenskih/kablovskih**.
- 3 - Unesite PIN kôd ako je potrebno.
- 4 - Izaberite opciju **Potraži kanale**.
- 5 - Izaberite **Pokreni**.
- 6 - Izaberite opciju **Brza ponovna instalacija**.
- 7 - Pritisnite taster **OK** da biste ažurirali digitalne kanale. To može da potraje nekoliko minuta.
- 8 - Pritisnite taster  **BACK** da biste zatvorili meni.

Napredna ponovna instalacija

Možete ponovo da instalirate sve kanale bez menjanja drugih postavki televizora.

Ako je PIN kôd podešen, morate ga uneti pre ponovne instalacije kanala.

Da biste ponovo instalirali kanale...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.

- 2 - Izaberite **Kanali > Instalacija antenskih/kablovskih**.
- 3 - Unesite PIN kôd ako je potrebno.
- 4 - Izaberite opciju **Potraži kanale**.
- 5 - Izaberite opciju **Pokreni**, a zatim pritisnite taster **OK**.
- 6 - Izaberite opciju **Napredna ponovna instalacija**, a zatim pritisnite taster **OK**.
- 7 - Izaberite zemlju u kojoj se nalazite, a zatim pritisnite taster **OK**.
- 8 - Izaberite željeni tip instalacije, **Antenski (DVB-T)** ili **Kablovski (DVB-C)**, a zatim pritisnite taster **OK**.
- 9 - Izaberite željene tipove kanala, **Digitalni i analogni kanali** ili **Samo digitalni kanali**, a zatim pritisnite taster **OK**.
- 10 - Izaberite opciju **Pokreni**, a zatim pritisnite taster **OK** da biste ažurirali digitalne kanale. To može da potraje nekoliko minuta.
- 11 - Pritisnite taster  **BACK** da biste zatvorili meni.

Automatsko ažuriranje kanala

Ako primete digitalne kanale, možete da podesite televizor da automatski ažurira te kanale.

Jednom dnevno, u 6.00, televizor ažurira kanale i memoriše nove kanale. Novi kanali se čuvaju na listi kanala i označeni su simbolom . Kanali bez signala se uklanjaju. Televizor mora da bude u stanju pripravnosti da bi se kanali automatski ažurirali. Možete da isključite Automatsko ažuriranje kanala.

Da biste isključili automatsko ažuriranje...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite **Kanali > Instalacija antenskih/kablovskih**.
- 3 - Unesite PIN kôd ako je potrebno.
- 4 - Izaberite opciju **Automatsko ažuriranje kanala**.
- 5 - Izaberite **Isk**.
- 6 - Pritisnite taster  (levo) da biste se vratili za jedan korak ili taster  **BACK** da biste zatvorili meni.

Prilikom uključivanja televizora prikazuje se poruka za nove, ažurirane ili uklonjene kanale. Da biste izbegli prikazivanje ove poruke nakon svakog ažuriranja kanala, možete da ja isključite.

Da biste isključili poruku...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite **Kanali > Instalacija antenskih/kablovskih**.
- 3 - Unesite PIN kôd ako je potrebno.
- 4 - Izaberite opciju **Poruka za ažuriranje kanala**.
- 5 - Izaberite **Isk**.
- 6 - Pritisnite taster  (levo) da biste se vratili za jedan korak ili taster  **BACK** da biste zatvorili meni.

U nekim zemljama, automatsko ažuriranje kanala

obavlja se u toku gledanja televizije ili u bilo kom trenutku kada se televizor nalazi u stanju pripravnosti.

DVB-T ili DVB-C

DVB postavke

Režim mrežne frekvencije

Ako za pretragu kanala planirate da koristite metod **Brzo skeniranje** u meniju **Skeniranje frekvencija**, izaberite **Automatski**. Televizor će koristiti neku od unapred definisanih frekvencija mreže (ili HC – Homing Channel) koju koristi većina kablovskih operatera u vašoj zemlji.

Ako ste dobili specifičnu vrednost frekvencije mreže za pretragu kanala, izaberite **Ručno**.

Mrežna frekvencija

Ako je **Režim mrežne frekvencije** podešen na **Ručno**, ovde možete da unesete vrednost mrežne frekvencije koju ste dobili od kablovskog operatera. Vrednost unesite pomoću numeričkih tastera.

Skeniranje frekvencija

Izaberite metod pretrage kanala. Možete da izaberete metod **Brzo skeniranje** i da koristite unapred definisane postavke koje koristi većina kablovskih operatera u vašoj zemlji.

Ako na taj način ne bude instaliran nijedan kanal ili ako neki kanali budu nedostajali, možete da izaberete prošireni metod **Puno skeniranje**. Za pretraživanje i instaliranje kanala pomoću ovog metoda biće potrebno više vremena.

Veličina koraka za frekvenciju

Televizor pretražuje kanale u koracima od **8 MHz**.

Ako na taj način ne bude instaliran nijedan kanal ili ako neki kanali budu nedostajali, pretraživanje možete da obavljate u manjim koracima od **1 MHz**. Za pretraživanje i instaliranje kanala pomoću koraka od 1 MHz biće potrebno više vremena.

Digitalni kanali

Ako znate da vaš kablovski operater ne nudi digitalne kanale, možete da preskočite pretragu digitalnih kanala.

Analogni kanali

Ako znate da vaš kablovski operater ne nudi analogne kanale, možete da preskočite pretragu analognih kanala.

Besplatni/šifrovani

Ako imate pretplatu i CAM (Modul uslovnog pristupa – Conditional Access Module) za TV usluge koje se plaćaju, izaberite **Besplatni + šifrovani**. Ako se niste pretplatili na TV kanale ili usluge koje se plaćaju, možete da izaberete opciju **Samo besplatni kanali**.

Kvalitet prijema

Možete da proverite kvalitet i snagu signala digitalnog kanala. Ako imate svoju antenu, možete da promenite njen položaj da biste poboljšali prijem.

Da biste proverili kvalitet prijema digitalnog kanala...

- 1 – Izaberite kanal.
- 2 – Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 3 – Izaberite **Kanali > Instalacija antenskih/kablovskih**. Unesite PIN kôd ako je potrebno.
- 4 – Izaberite **Digitalni: Test prijema**.
- 5 – Izaberite opciju **Pretraži**. Prikazaće se digitalna frekvencija tog kanala.
- 6 – Izaberite **Potraži pon.**, a zatim pritisnite taster **OK** da biste proverili kvalitet signala za ovu frekvenciju. Rezultat testiranja prikazuje se na ekranu. Možete da promenite položaj antene ili da proverite veze da biste eventualno poboljšali prijem.
- 7 – Možete i sami da promenite frekvenciju. Birajte broj frekvencije jedan po jedan, a zatim pomoću tastera **▲** (gore) ili **▼** (dole) promenite vrednost. Izaberite opciju **Pretraži**, a zatim pritisnite taster **OK** da biste ponovo testirali prijem.
- 8 – Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

ručna instalacija

Analogni TV kanali mogu se ručno instalirati jedan po jedan.

Da biste ručno instalirali analogne kanale...

- 1 – Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite **Kanali > Instalacija antenskih/kablovskih**. Unesite PIN kôd ako je potrebno.
- 3 – Izaberite opciju **Analogni: Ručna instalacija**.

• Sistem

Da biste podesili sistem televizora, izaberite

opciju **Sistem**.

Izaberite zemlju ili deo sveta u kojem se nalazite, a zatim pritisnite taster **OK**.

• Pretraga kanala

Da biste pronašli kanal, izaberite opciju **Pretraga kanala**. Možete sami da unesete frekvenciju da biste pronašli kanal ili možete da pustite da televizor potraži kanal. Pritisnite taster **➤** (desno) da biste izabrali opciju **Pretraži** i automatski potražili kanal. Pronađeni kanal se prikazuje na ekranu, a ako je prijem slab, ponovo pritisnite **Pretraži**. Ako želite da sačuvate kanal, izaberite opciju **Urađeno**, a zatim pritisnite taster **OK**.

• Sačuvaj

Kanal možete da sačuvate na trenutnom broju ili na novom broju.

Izaberite opciju **Sačuvaj trenutni kanal** ili **Sačuvaj kao novi kanal**. Novi broj kanala se prikazuje na kratko.

Možete da ponavljate te korake sve dok ne pronađete sve dostupne analogne TV kanale.

5.3

Kopiranje liste kanala

Kopiranje liste kanala

Da biste kopirali listu kanala...

- 1 – Uključite televizor. Na televizoru bi trebalo da budu instalirani kanali.
- 2 – Povežite USB fleš uređaj.
- 3 – Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 4 – Izaberite **Kanali > Kopiranje liste kanala**.
- 5 – Izaberite opciju **Kopiraj na USB**. Od vas će se možda tražiti da unesete PIN kôd za funkciju Dečija brava da biste kopirali listu kanala.
- 6 – Nakon završetka kopiranja isključite USB fleš uređaj.
- 7 – Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Sada možete da otpremite kopiranu listu kanala na drugi Philips televizor.

Verzija liste kanala

Proverite trenutnu verziju liste kanala...

- 1 – Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite **Kanali**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 – Izaberite **Kopiranje liste kanala**, a zatim **Trenutna verzija**, a zatim pritisnite taster **OK**.
- 4 – Da biste zatvorili meni, pritisnite

taster **◀** (levo) više puta uzastopno ako je potrebno.

Otpremanje liste kanala

Na televizore koji nisu instalirani

U zavisnosti od toga da li je televizor već instaliran ili nije, potrebno je da koristite različite načine za otpremanje liste kanala.

Na televizor koji nije instaliran

- 1 – Priključite utikač za napajanje da biste pokrenuli instalaciju i izaberite jezik i zemlju. Možete da preskočite pretragu kanala. Završite instalaciju.
- 2 – Priključite USB fleš uređaj na kojem se nalazi lista kanala sa drugog televizora.
- 3 – Da biste pokrenuli otpremanje liste kanala, pritisnite taster , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 4 – Izaberite **Kanali > Kopiranje liste kanala > Kopiraj na televizor**. Unesite PIN kôd ako je potrebno.
- 5 – Televizor će prikazati obaveštenje u slučaju uspešnog kopiranja liste kanala. Isključite USB fleš uređaj.

Na instalirane televizore

U zavisnosti od toga da li je televizor već instaliran ili nije, potrebno je da koristite različite načine za otpremanje liste kanala.

Na televizor koji je instaliran

- 1 – Proverite postavku zemlje na televizoru. (Da biste proverili ovu postavku, pogledajte poglavlje Ponovno instaliranje svih kanala. Pokrenite ovu proceduru dok ne dođete do postavke zemlje. Pritisnite taster **◀** **BACK** da biste otkazali instalaciju.) Ako je postavka zemlje ispravna, nastavite sa korakom 2.
- Ako postavka zemlje nije ispravna, potrebno je da pokrenete ponovnu instalaciju. Pogledajte poglavlje Ponovno instaliranje svih kanala, a zatim pokrenite instalaciju. Izaberite odgovarajuću zemlju i preskočite pretragu kanala. Završite instalaciju. Nakon toga se vratite na 2. korak.
- 2 – Priključite USB fleš uređaj na kojem se nalazi lista kanala sa drugog televizora.
- 3 – Da biste pokrenuli otpremanje liste kanala, pritisnite taster , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 4 – Izaberite **Kanali > Kopiranje liste kanala > Kopiraj na televizor**. Unesite PIN kôd ako je potrebno.
- 5 – Televizor će prikazati obaveštenje u slučaju uspešnog kopiranja liste kanala. Isključite USB fleš uređaj.

O kanalima

Liste kanala

O listama kanala

Nakon instalacije kanala, svi kanali se prikazuju na listi kanala. Kanali se prikazuju sa nazivom i logotipom ako su te informacije dostupne.

Za svaki tip tjunera (antenski/kablovski (DVB-T/C) ili satelitski (DVB-S)) dostupna je lista kanala koja sadrži sve instalirane kanale. Možete da filtrirate ovu listu kako biste prikazali samo TV ili samo radio kanale. Takođe, kada imate nekoliko instaliranih satelita, možete da filtrirate kanale po satelitu.

Dok je izabrana lista kanala, pritisnite taster sa strelicom  (gore) ili  (dole) da biste izabrali kanal, a zatim pritisnite taster **OK** da biste gledali izabrani kanal. Pomoću tastera  **+** ili  **-** birate samo kanale sa te liste.

Ikone kanala

Nakon što obavite Automatsko ažuriranje kanala za listu kanala, novi kanali su označeni sa  (zvezdica). Ako zaključate kanal, on će biti označen sa  (katanac). 3 najpopularnija kanala koje drugi trenutno gledaju označena su sa 1, 2 ili 3.

Radio stanice

Ako je dostupan digitalni program, digitalne radio stanice biće instalirane prilikom podešavanja. Radio kanale možete da menjate na isti način kao i TV kanale. Prilikom instalacije kablovskih (DVB-C) kanala, radio stanicama se obično dodeljuju brojevi kanala od 1001 naviše.

Ovaj televizor može da prima digitalni televizijski signal (DVB). Televizor možda neće ispravno funkcionisati sa nekim operaterima digitalne televizije koji nisu u potpunosti usklađeni sa zahtevima standarda.

Otvaranje liste kanala

Pored liste sa svim kanalima za svaki tjuner (antenski/kablovski ili satelitski), možete da izaberete filtriranu listu ili neku od lista sa omiljenim kanalima koju ste kreirali.

Da biste otvorili trenutnu listu kanala...

- 1 - Pritisnite  da biste prešli na TV.
- 2 - Pritisnite taster  **LIST*** ili **OK** da biste otvorili trenutnu listu kanala.
- 3 - Pritisnite taster  **BACK** da biste zatvorili listu kanala.

Da biste izabrali neku od lista kanala...

- 1 - Dok je lista kanala otvorena na ekranu.
- 2 - Izaberite naziv liste u vrhu liste kanala i pritisnite taster **OK** da biste otvorili meni za liste.
- 3 - U meniju za liste izaberite neku od dostupnih lista kanala i pritisnite taster **OK**.

Savet

Lako možete da prelazite između dva tjunera pomoću menija **Izvori**.

Pritisnite taster  **SOURCES** i izaberite opciju **Gledanje TV prog.** da biste prešli na antenski/kablovski tjuner. Izaberite opciju **Gledanje sat. kanala** da biste prešli na satelitski tjuner. Televizor će uvek otvoriti poslednju izabranu listu kanala za željeni tjuner.

* Ako je na daljinskom upravljaču dostupan taster  **LIST**

Filtriranje liste kanala

Možete da filtrirate listu sa svim kanalima. Listu kanala možete da podesite tako da prikazuje samo TV kanale ili samo radio stanice. Za antenske/kablovske kanale listu možete da podesite tako da prikazuje besplatne ili šifrovane kanale. Kada imate nekoliko instaliranih satelita, možete da filtrirate listu satelitskih kanala po satelitu.

Da biste podesili filter na listi sa svim kanalima...

- 1 - Pritisnite .
- 2 - Pritisnite taster **OK** da biste otvorili trenutnu listu kanala.
- 3 - Dok je na ekranu otvorena lista kanala, izaberite naziv liste u vrhu liste kanala i pritisnite taster **OK** da biste otvorili meni za liste.
- 4 - U meniju za liste izaberite listu koju želite da filtrirate.
- 5 - Pritisnite taster  (levo) da biste se vratili za jedan korak ili taster  da biste zatvorili meni.

Pretraga kanala

Možete da obavite pretragu kanala da biste ga pronašli na dugačkoj listi kanala.

Televizor može da pretražuje kanale u okviru jedne od 3 glavne liste kanala – lista antenskih, kablovskih ili satelitskih kanala.

Da biste potražili kanal...

- 1 - Pritisnite .
- 2 - Pritisnite taster **OK** da biste otvorili trenutnu listu kanala.
- 3 - Izaberite  u gornjem desnom uglu i pritisnite taster **OK**.
- 4 - Izaberite opciju **Pretraga kanala** i pritisnite taster **OK** da biste otvorili polje za tekst. Za unos

teksta možete da koristite tastaturu na daljinskom upravljaču (ako je dostupna) ili tastaturu na ekranu.

5 – Unesite broj, naziv ili deo naziva i izaberite opciju **Primeni**, a zatim pritisnite taster **OK**. Televizor će potražiti odgovarajuće nazive kanala na listi koju ste izabrali.

Rezultati pretrage prikazuju se u obliku liste kanala – pogledajte naziv liste u vrhu. Rezultati pretrage nestaju kada izaberete drugu listu kanala ili kada zatvorite listu sa rezultatima pretrage.

Gledanje kanala

Biranje kanala

Da biste počeli da gledate TV kanale, pritisnite taster **TV**. Televizor će pronaći kanal koji ste poslednji gledali.

Menjanje kanala

Da biste menjali kanale, pritisnite taster **≡ +** ili **≡ -**.

Ako znate broj željenog kanala, unesite ga pomoću numeričkih tastera. Pritisnite taster **OK** nakon što unesete broj da biste odmah promenili kanal.

Ako su dostupne informacije sa Interneta, na televizoru će se prikazati naziv trenutnog programa i detalji o njemu praćeni nazivom sledećeg programa i detaljima o njemu.

Prethodni kanal

Da biste se vratili na prethodno izabrani kanal, pritisnite taster **← BACK**.

Kanale takođe možete da birate sa **Liste kanala**.

Zaključavanje kanala

Zaključavanje i otključavanje kanala

Da biste sprečili decu da gledaju neki kanal, možete da ga zaključate. Da biste gledali zaključan kanal, prvo morate da unesete četvorocifreni PIN kôd za funkciju **Dečija brava**. Ne možete da zaključavate programe sa povezanih uređaja.

Da biste zaključali kanal...

- 1 – Pritisnite **TV**.
- 2 – Pritisnite taster **OK** da biste otvorili listu kanala. Ako je potrebno, promenite listu kanala.
- 3 – Izaberite **⋮** u gornjem desnom uglu i pritisnite taster **OK**.
- 4 – Izaberite opciju **Zaključaj/Otključaj**, a zatim pritisnite taster **OK**.
- 5 – Unesite četvorocifreni PIN kôd ako ga televizor bude tražio.
- 6 – Izaberite kanal koji želite da zaključate i pritisnite

taster **OK**. Zaključani kanal je označen sa **🔒** (katanac).

7 – Pritisnite taster **←** (levo) da biste se vratili za jedan korak ili taster **← BACK** da biste zatvorili meni.

Da biste otključali kanal...

- 1 – Pritisnite **TV**.
- 2 – Pritisnite taster **OK** da biste otvorili listu kanala. Ako je potrebno, promenite listu kanala.
- 3 – Izaberite **⋮** u gornjem desnom uglu i pritisnite taster **OK**.
- 4 – Izaberite opciju **Zaključaj/Otključaj**, a zatim pritisnite taster **OK**.
- 5 – Unesite četvorocifreni PIN kôd ako ga televizor bude tražio.
- 6 – Pritisnite taster **←** (levo) da biste se vratili za jedan korak ili taster **← BACK** da biste zatvorili meni.

Ako zaključate ili otključate kanale na listi kanala, potrebno je da samo jednom unesete PIN kôd dok ne zatvorite listu kanala.

Roditeljska kontrola

Da biste sprečili decu da gledaju program koji nije adekvatan za njihov uzrast, možete da podesite rangiranje po uzrastu.

Programi na digitalnim kanalima mogu da budu rangirani po uzrastu. Ako je brojčana vrednost rangiranja po uzrastu ista kao rangiranje uzrasta koje ste podesili za dete ili veća, program će biti zaključan. Da biste gledali program koji je zaključan, prvo morate da unesete kôd za funkciju **Roditeljska kontrola**.

Da biste podesili rangiranje po uzrastu...

- 1 – Pritisnite **⚙**, izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite **Dečija brava > Roditeljska kontrola**.
- 3 – Unesite 4-cifreni kôd za funkciju **Dečija brava**. Ako još uvek niste podesili kôd, izaberite opciju **Podesite kôd** u meniju **Dečija brava**. Unesite 4-cifreni kôd za funkciju **Dečija brava** i potvrdite. Sada možete da podesite rangiranje po uzrastu.
- 4 – U opciji **Roditeljska kontrola** izaberite uzrast.
- 5 – Da biste zatvorili meni, pritisnite taster **←** (levo) više puta uzastopno ako je potrebno.

Da biste isključili roditeljsku kontrolu, izaberite **Nema**. Međutim, u nekim zemljama morate da podesite rangiranje po uzrastu.

Za neke dobavljače programa/operatere, televizor zaključava samo programe sa višom rangom. Roditeljsko rangiranje po uzrastu se podešava za sve kanale.

Opcije za kanale

Otvaranje opcija

U toku gledanja kanala možete da podešavate neke opcije.

U zavisnosti od tipa kanala koji gledate ili od postavki televizora koje ste podesili, dostupne su neke opcije.

Da biste otvorili meni sa opcijama...

- 1 - U toku gledanja kanala pritisnite taster **+** **OPTIONS** > **≡** **Željene opcije**.
- 2 - Ponovo pritisnite taster **+** **OPTIONS** da biste zatvorili.

Preimenuj kanal

U toku gledanja kanala možete da ga preimenujete.

Da biste preimenovali kanale...

- 1 - U toku gledanja kanala pritisnite taster **+** **OPTIONS**.
- 2 - Izaberite **≡** **Željene opcije** > **Preimenuj kanal**.
- 3 - Upotrebite tastaturu sa zadnje strane daljinskog upravljača da biste izbrisali trenutni naziv i uneli novi.

Common Interface

Ako ste instalirali CAM modul u jedan od Common Interface otvora, možete da prikazete informacije o CAM modulu ili operateru, kao i da podesite neke postavke u vezi sa CAM modulom.

Da biste prikazali CAM informacije...

- 1 - Pritisnite taster **➡** **SOURCES**.
- 2 - Izaberite tip kanala za koji koristite CAM, **Gledanje TV prog.** ili **Gledanje sat. kanala**.
- 3 - Pritisnite taster **+** **OPTIONS** i izaberite **≡** **Željene opcije** > **Common Interface**.
- 4 - Izaberite odgovarajući Common Interface otvor, a zatim pritisnite taster **➤** (desno).
- 5 - Izaberite dobavljača TV programa za CAM modul, a zatim pritisnite taster **OK**. Sledeći ekran potiče od dobavljača TV programa.

HbbTV na ovom kanalu

Ako želite da izbegnete pristup HbbTV stranicama na određenom kanalu, možete da blokirate HbbTV stranice samo za taj kanal.

- 1 - Izaberite kanal na kojem želite da blokirate HbbTV stranice.
- 2 - Pritisnite taster **+** **OPTIONS**, izaberite **Željene opcije** > **HbbTV na ovom kanalu**, a zatim pritisnite **➤** (desno).
- 3 - Izaberite opciju **Isključeno** i pritisnite **OK**.

- 4 - Pritisnite taster **◀** (levo) da biste se vratili za jedan korak ili taster **←** **BACK** da biste zatvorili meni.

Da biste potpuno blokirali HbbTV na televizoru...

- 1 - Pritisnite **⚙**, izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite **Opšte postavke** > **Napredno** > **HbbTV**.
- 3 - Izaberite opciju **Isključeno** i pritisnite **OK**.
- 4 - Pritisnite taster **◀** (levo) da biste se vratili za jedan korak ili taster **←** **BACK** da biste zatvorili meni.

Informacije o kanalu

Možete da prikazete tehničke karakteristike određenog kanala, poput toga da li je digitalni, tipa zvuka itd.

Da biste prikazali tehničke informacije o kanalu...

- 1 - Izaberite kanal.
- 2 - Pritisnite **+** **OPTIONS**, izaberite opciju **≡** **Željene opcije**, a zatim pritisnite taster **OK**.
- 3 - Izaberite opciju **Informacije o kanalu**, a zatim pritisnite taster **OK**.
- 4 - Da biste zatvorili ekran, pritisnite taster **OK**.

Informacije o programu

Prikazivanje detalja programa

Da biste prikazali detalje izabranog programa...

- 1 - Izaberite kanal.
- 2 - Pritisnite **+** **OPTIONS**, izaberite opciju **≡** **Željene opcije**, a zatim pritisnite taster **OK**.
- 3 - Izaberite opciju **Informacije o programu**, a zatim pritisnite taster **OK**. Možete da pogledate informacije o programu.
- 4 - Pritisnite taster **←** **BACK** da biste zatvorili.

Mono/stereo

Možete da prebacite zvuk analognog kanala na Mono ili Stereo.

Da biste prebacili na Mono ili Stereo...

- 1 - Izaberite analogni kanal.
- 2 - Pritisnite **+** **OPTIONS**, izaberite **≡** **Željene opcije** > **Mono/stereo**, a zatim pritisnite taster **➤** (desno).
- 3 - Izaberite opciju **Mono** ili **Stereo** i pritisnite taster **OK**.
- 4 - Pritisnite taster **◀** (levo) da biste se vratili za jedan korak ili taster **←** **BACK** da biste zatvorili meni.

Video izbor

Digitalni TV kanali mogu da sadrže više video signala (višekanalno emitovanje), prikaz istog događaja pomoću različitih kamera ili iz više uglova, kao i više programa na istom TV kanalu. Na televizoru će se u tom slučaju prikazati odgovarajuća poruka.

Dual I-II

Ova opcija je dostupna ako audio signal sadrži dva jezika, ali jedan od njih (ili oba) nema indikaciju jezika.

Mapa kanala

Ako na početku nema informacija o programu, možete da upotrebite opciju Mapa kanala da biste dobili više informacija.

- 1 - Pritisnite taster  TV GUIDE, pa pomoću tastera za navigaciju izaberite  u sredini i pritisnite OK.
- 2 - Izaberite TV vodič > Sa Interneta, a zatim pritisnite taster OK.
- 3 - Izaberite neki od kanala u TV vodiču, a zatim pritisnite taster OK da biste gledali izabrani kanal.
- 4 - U toku gledanja kanala pritisnite taster + OPTIONS.
- 5 - Izaberite  Željene opcije > Mapa kanala.
- 6 - Izaberite neku stavku sa liste, a zatim pritisnite taster OK.
- 7 - Izaberite opciju Mapa kanala.
- 8 - Kada završite, videćete informacije o mapiranim kanalima u programu.

Logotip kanala

Ako na početku nema informacija o programu, možete da preuzmete dodatne informacije o programu pomoću sledećih koraka.

- 1 - Pritisnite taster  TV GUIDE, pa pomoću tastera za navigaciju izaberite  u sredini i pritisnite OK.
- 2 - Izaberite TV vodič > Od dob. prog, a zatim pritisnite taster OK.
- 3 - Izaberite neki od kanala u TV vodiču, a zatim pritisnite taster OK da biste gledali izabrani kanal.
- 4 - U toku gledanja kanala pritisnite taster + OPTIONS.
- 5 - Izaberite  Željene opcije > Logotip kanala.
- 6 - Izaberite neku stavku sa liste, a zatim pritisnite taster OK.
- 7 - Izaberite opciju Logotip kanala.
- 8 - Kada završite, videćete informacije o mapiranim kanalima u programu.

Omiljeni kanali

O omiljenim kanalima

Na listi omiljenih kanala možete da objedinite kanale koji vam se sviđaju.

Možete da kreirate 8 lista omiljenih kanala radi lakog menjanja kanala. Svaku listu omiljenih kanala možete pojedinačno da imenujete. Samo na listi omiljenih kanala možete da menjate redosled kanala.

Dok je izabrana lista omiljenih kanala, pritisnite taster sa strelicom  (gore) ili  (dole) da biste izabrali kanal, a zatim pritisnite taster OK da biste gledali izabrani kanal. Pomoću tastera  + ili  - birate samo kanale sa te liste.

Kreiranje liste omiljenih kanala

Da biste kreirali listu omiljenih kanala od liste kanala...

- 1 - Pritisnite  da biste prešli na TV.
- 2 - Pritisnite taster  LIST (ako je dostupan) ili OK da biste otvorili trenutnu listu kanala.
- 3 - Izaberite  u gornjem desnom uglu i pritisnite taster OK.
- 4 - Izaberite opciju Kreiraj listu omiljenih , a zatim pritisnite taster OK.
- 5 - Na listi sa leve strane izaberite kanal koji želite da dodate kao omiljeni, a zatim pritisnite taster + OPTIONS. Kanali se pojavljuju na listi sa desne strane redosledom kojim ih dodajete. Da biste opozvali izbor, izaberite kanal na listi sa leve strane i ponovo pritisnite taster + OPTIONS. Opseg kanala možete da izaberete i tako što ćete pritisnuti taster  (dole) da biste izabrali poslednji kanal u opsegu koji želite da dodate, a zatim pritisnuti taster OK.
- 6 - Da biste završili sa dodavanjem kanala, pritisnite taster  BACK.
- 7 - Televizor će od vas tražiti da preimenujete listu Omiljeno. Da biste uneli novi naziv, možete da koristite tastaturu na ekranu ili da pritisnete taster  BACK kako biste sakrili tastaturu na ekranu, pa da koristite tastaturu na poledini daljinskog upravljača (ako je dostupna).

Ako je lista kanala dugačka, možete i da izaberete bilo koji kanal, pa da pritisnete taster + OPTIONS da biste otvorili meni sa opcijama, a zatim da izaberete opciju Kreiraj listu omiljenih i da pritisnete taster OK.

Da biste kreirali novu listu omiljenih kanala kopiranjem postojeće liste omiljenih kanala...

- 1 - Pritisnite  da biste prešli na TV.
- 2 - Pritisnite taster  LIST (ako je dostupan) ili OK da biste otvorili trenutnu listu

kanala.

3 – Izaberite  u gornjem desnom uglu i pritisnite taster **OK**.

4 – Izaberite opciju **Duplikat liste omiljenih**, a zatim pritisnite taster **OK**.

5 – Na listi sa leve strane izaberite kanal koji želite da dodate kao omiljeni, a zatim pritisnite taster **+ OPTIONS**. Kanali se pojavljuju na listi sa desne strane redosledom kojim ih dodajete. Da biste opozvali izbor, izaberite kanal na listi sa leve strane i ponovo pritisnite taster **+ OPTIONS**. Opseg kanala možete da izaberete i tako što ćete pritisnuti taster **▼** (dole) da biste izabrali poslednji kanal u opsegu koji želite da dodate, a zatim pritisnuti taster **OK**.

6 – Da biste završili sa dodavanjem kanala, pritisnite taster **← BACK**.

7 – Televizor će od vas tražiti da preimenujete listu **Omiljeno**. Da biste uneli novi naziv, možete da koristite tastaturu na ekranu ili da pritisnete taster **← BACK** kako biste sakrili tastaturu na ekranu, pa da koristite tastaturu na poledini daljinskog upravljača (ako je dostupna).

Možete istovremeno da dodate opseg kanala ili da listu **Omiljeno** kreirate tako što ćete duplirati listu svih kanala, pa ukloniti kanale koje ne želite.

Dodavanje opsega kanala

Da biste istovremeno dodali opseg uzastopnih kanala na listu **Omiljeno**, možete da upotrebite opciju **Izaberi opseg**.

Da biste dodali opseg kanala...

1 – Pritisnite taster  **SOURCE**.

2 – Izaberite opciju **Omiljeno**.

3 – Otvorite listu **Omiljeno** na koju želite da dodate opseg kanala.

4 – Izaberite  u gornjem desnom uglu i pritisnite taster **OK**.

5 – Izaberite opciju **Uredi listu omiljenih**, a zatim pritisnite taster **OK**.

6 – Na listi sa leve strane izaberite prvi kanal u opsegu koji želite da dodate, a zatim pritisnite taster **OK**.

7 – Pritisnite **▼** (dole) da biste izabrali poslednji kanal u opsegu koji želite da dodate, a zatim pritisnite taster **OK**.

8 – Izaberite opciju **Dodaj**, a zatim pritisnite **OK**. Kanali se označavaju sa leve strane.

Preimenovanje liste omiljenih kanala

Možete da preimenujete samo listu **Omiljeno**.

Da biste preimenovali listu **Omiljeno**...

1 – Pritisnite taster  **SOURCE**.

2 – Izaberite opciju **Omiljeno**.

3 – Izaberite  u gornjem desnom uglu i pritisnite taster **OK**.

4 – Izaberite opciju **Preimenuj listu omiljenih**, a zatim pritisnite taster **OK**.

5 – Da biste uneli novi naziv, koristite tastaturu na ekranu ili pritisnite taster **← BACK** kako biste sakrili tastaturu na ekranu, pa koristite tastaturu na poledini daljinskog upravljača (ako je dostupna).

6 – Kada završite, okrenite daljinski upravljač, izaberite opciju **Zatvori**, a zatim pritisnite taster **OK**.

7 – Pritisnite taster **← BACK** da biste zatvorili listu kanala.

Uklanjanje liste omiljenih kanala

Možete da uklonite samo listu **Omiljeno**.

Da biste uklonili listu **Omiljeno**...

1 – Pritisnite taster  **SOURCE**.

2 – Izaberite opciju **Omiljeno**.

3 – Izaberite  u gornjem desnom uglu i pritisnite taster **OK**.

4 – Izaberite opciju **Ukloni listu omiljenih**, a zatim pritisnite taster **OK**.

Promena redosleda kanala

Redosled kanala možete da promenite samo na listi **Omiljeno**.

Da biste promenili redosled kanala...

1 – Pritisnite taster  **SOURCES**, a zatim izaberite opciju **Omiljeno**.

2 – Otvorite listu **Omiljeno** na kojoj želite da promenite redosled.

3 – Izaberite  u gornjem desnom uglu i pritisnite taster **OK**.

4 – Izaberite opciju **Promeni raspored kanala**, a zatim pritisnite taster **OK**.

5 – Na listi **Omiljeno** izaberite kanal kojem želite da promenite mesto, a zatim pritisnite taster **OK**. (Kanal će biti označen sivim poljem)

6 – Pomoću tastera **▲** (gore) ili **▼** (dole) pomerite kanal na željeno mesto.

7 – Pritisnite taster **OK** da biste potvrdili novu lokaciju.

8 – Na isti način možete da nastavite da menjate redosled kanala dok ne zatvorite listu **Omiljeno** pomoću tastera **← BACK**.

Tekst/teletekst

Stranice teleteksta

Da biste otvorili teletekst, pritisnite taster **TEXT** tokom gledanja TV kanala.
Da biste zatvorili teletekst, ponovo pritisnite **TEXT**.

Izbor stranice teleteksta

Da biste izabrali stranicu. . .

- 1 - Unesite broj stranice pomoću numeričkih tastera.
- 2 - Za navigaciju koristite tastere sa strelicama.
- 3 - Pritisnite dugme u boji da biste izabrali temu označenu bojom na dnu ekrana.

Podstranice teleteksta

Stranica teleteksta može da sadrži nekoliko podstranica. Brojevi podstranica prikazuju se na traci pored broja glavne stranice.
Da biste izabrali podstranicu, pritisnite taster **<** ili **>**.

T.O.P. stranice teleteksta

Neki dobavljači programa nude T.O.P. teleteksta.
Da biste otvarali T.O.P. stranice u okviru teleteksta, pritisnite taster **+** **OPTIONS**, a zatim izaberite opciju **T.O.P. pregled**.

Omiljene stranice

Televizor sastavlja listu 10 stranica teleteksta koje ste poslednje otvorili. Možete jednostavno ponovo da ih otvorite u koloni Omiljene stranice teleteksta.

- 1 - U okviru Teleteksta izaberite **♥** (srce) u gornjem levom uglu ekrana kako bi se prikazala kolona sa omiljenim stranicama.
 - 2 - Pritisnite **▼** (dole) ili **▲** (gore) da biste izabrali broj stranice, a zatim pritisnite taster **OK** da biste otvorili stranicu.
- Možete da obrišete sve stranice sa liste pomoću opcije **Obriši omiljene stranice**.

Pretraživanje teleteksta

Možete da izaberete reč i da pretražite teletekst kako biste pronašli sva mesta na kojima se ta reč pojavljuje.

- 1 - Otvorite stranicu teleteksta i pritisnite taster **OK**.
- 2 - Pomoću tastera sa strelicama izaberite reč ili broj.
- 3 - Ponovo pritisnite taster **OK** da biste automatski prešli na sledeće mesto gde se pojavljuje ta reč ili broj.
- 4 - Ponovo pritisnite taster **OK** da biste prešli na sledeće mesto.
- 5 - Da biste zaustavili pretragu, pritiskajte taster **▲** (gore) dok ništa ne bude izabrano.

Teletekst sa povezanog uređaja

Neki uređaji koji omogućavaju prijem TV kanala pružaju i uslugu teleteksta.
Da biste otvorili teletekst sa povezanog uređaja. . .

- 1 - Pritisnite **➡** **SOURCES** izaberite uređaj, a

zatim pritisnite taster **OK**.

2 - U toku gledanja kanala na uređaju pritisnite **+** **OPTIONS**, izaberite opciju **Prikaži tastere uređaja**, a zatim izaberite **≡** i pritisnite taster **OK**.

3 - Pritisnite **←** **BACK** da biste sakrili tastere za uređaj.

4 - Da biste zatvorili teletekst, ponovo pritisnite taster **←** **BACK**.

Digitalni teletekst (samo za Ujedinjeno Kraljevstvo)

Neki dobavljači digitalnog programa pružaju namenski digitalni teletekst ili interaktivne TV usluge na svojim digitalnim TV kanalima. Ovo uključuje normalni teletekst u kojem za izbor i kretanje možete da koristite numeričke tastere, tastere u boji i tastere sa strelicama.

Da biste zatvorili digitalni teletekst, pritisnite taster **←** **BACK**.

Opcije teleteksta

Dok je otvoren teletekst, pritisnite **+** **OPTIONS** da biste izabrali sledeće opcije...

- **Zamrzavanje stranice**
Zaustavljanje automatskog listanja podstranica.
- **Dupli ekran/pun ekran**
Pravljenje uporednog prikaza TV kanala i teleteksta.
- **T.O.P. pregled**
Da biste otvarali T.O.P. teleteksta.
- **Povećavanje**
Uvećavanje stranice teleteksta radi ugodnijeg čitanja.
- **Otkrivanje**
Otkrivanje skrivenih informacija na stranici.
- **Listanje podstranica**
Listanje podstranica ako su dostupne.
- **Sakrivanje/prikazivanje omiljenih stranica**
Da biste sakrili ili prikazali listu omiljenih stranica.
- **Brisanje omiljenih stranica**
Da biste obrisali listu omiljenih stranica.
- **Jezik**
Promena grupe znakova koja se koristi za ispravno prikazivanje teleteksta.
- **Teletekst 2.5**
Aktiviranje teleteksta 2.5 za više boja i bolju grafiku.

Podešavanje teleteksta

Jezik teleteksta

Neki dobavljači digitalnog TV programa pružaju teletekst na nekoliko jezika.
Da biste postavili primarni i sekundarni jezik teleteksta. . .

- 1 - Pritisnite **⚙**, izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite opciju **Region i jezik**, a zatim pritisnite

taster ➤ (desno) da biste otvorili meni.

3 - Izaberite Jezik > Primarni teletekst ili Sekundarni teletekst.

4 - Izaberite željene jezike teleteksta.

5 - Da biste zatvorili meni, pritisnite taster ◀ (levo) više puta uzastopno ako je potrebno.

Teletekst 2.5

Ako je dostupan, teletekst 2.5 pruža prikaz u više boja, sa boljom grafikom. Teletekst 2.5 je fabrički podrazumevano aktiviran.

Da biste isključili Teletekst 2.5...

1 - Pritisnite taster TEXT.

2 - Dok je teletekst otvoren na ekranu, pritisnite taster + OPTIONS.

3 - Izaberite Teletekst 2.5 > Isk, a zatim pritisnite taster OK.

4 - Da biste zatvorili meni, pritisnite taster ◀ (levo) više puta uzastopno ako je potrebno.

Povezivanje uređaja

6.1

Osnovne informacije o povezivanju

Vodič za povezivanje

Uređaj povežite na televizor uvek preko najkvalitetnije veze koja je dostupna. Osim toga, koristite dobre kablove koji garantuju dobar prenos slike i zvuka.

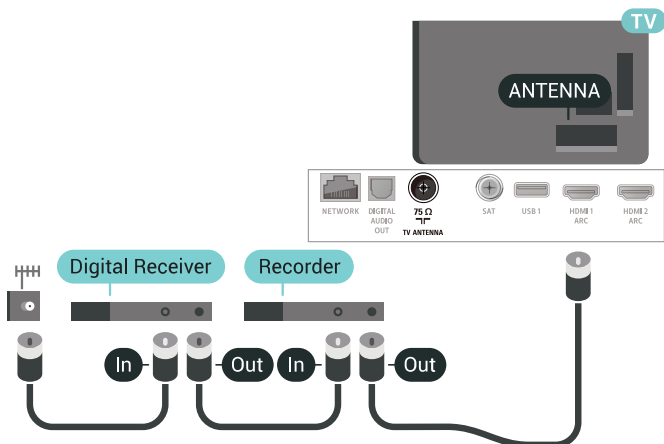
Kada povežete uređaj, televizor prepoznaje tip uređaja i svakom uređaju dodeljuje odgovarajući naziv po tipu. Ako želite, možete da promenite naziv tipa. Ako je podešen odgovarajući naziv tipa za uređaj, televizor će automatski preći na idealne postavke kada izaberete taj uređaj u meniju Izvori.

Ako vam je potrebna pomoć za povezivanje više uređaja sa televizorom, pogledajte Philips vodič za povezivanje na televizor. Ovaj vodič pruža informacije o načinima povezivanja i kablovima koje bi trebalo koristiti.

Posetite Web lokaciju www.connectivityguide.philips.com

Priključak za antenu

Ako imate set-top box uređaj (digitalni risiver) ili rikorder, povežite antenske kablove tako da se antenski signal pokrene prvo preko set-top box uređaja i/ili rikordera pre nego što dođe do televizora. U ovom slučaju, antena i set-top box mogu da šalju dodatne kanale rikorderu.



6.2

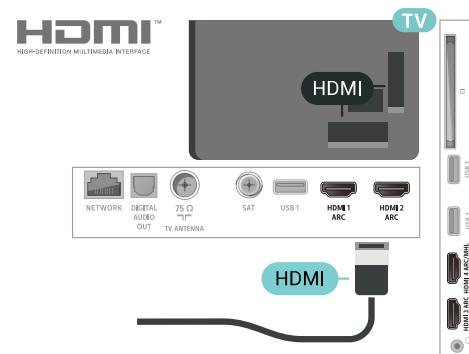
HDMI priključci

HDMI kvalitet

HDMI veza ima najbolji kvalitet slike i zvuka. Jedan HDMI kabl kombinuje video i audio signale. Koristite HDMI kabl za TV signal.

Da biste imali prenos signala najboljeg kvaliteta, koristite HDMI kabl velike brzine i nemojte da koristite HDMI kabl duži od 5 m.

Ako uređaj koji je povezan na HDMI priključak ne funkcioniše ispravno, proverite da li druga HDMI Ultra HD postavka može da reši ovaj problem. Otvorite **Pomoć**, izaberite opciju **Ključne reči**, a zatim potražite **HDMI Ultra HD** da biste dobili više informacija.



Zaštita od kopiranja

HDMI kablovi podržavaju HDCP 2.2 (High-bandwidth Digital Content Protection). HDCP je signal za zaštitu od kopiranja sadržaja sa DVD ili Blu-ray Disc diska. Poznat je i pod nazivom DRM (Digital Rights Management).

HDMI ARC

Svi HDMI priključci na televizoru imaju HDMI ARC (Audio Return Channel).

Ako uređaj, obično sistem kućnog bioskopa, ima i HDMI ARC priključak, povežite ga na bilo koji HDMI priključak na ovom televizoru. Uz HDMI ARC vezu nije potrebno da povežete dodatni audio kabl za slanje zvuka televizijske slike na sistem kućnog bioskopa. HDMI ARC veza kombinuje oba signala.

Možete upotrebiti bilo koju HDMI vezu na televizoru za povezivanje kućnog bioskopa, ali je ARC istovremeno dostupan samo za jedan uređaj/vezu.

HDMI MHL

HDMI MHL vam omogućava da šaljete sadržaj koji vidite na Android pametnom telefonu ili tabletu na ekran televizora.

Priključak HDMI 4 na ovom televizoru ima podršku za MHL 2.0 (Mobile High-Definition Link).

Ova žična veza pruža odličnu stabilnost i propusni opseg, malo kašnjenje, odsustvo bežičnih smetnji i dobar kvalitet reprodukcije zvuka. Povrh toga, MHL veza omogućava punjenje baterije pametnog telefona ili tableta. Iako je povezan, mobilni uređaj se neće puniti dok je televizor u stanju pripravnosti.

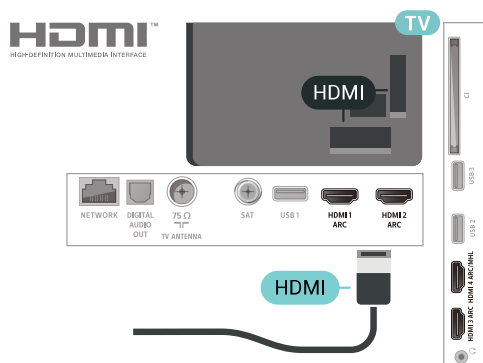
Raspitajte se o tome koji pasivni MHL kabl odgovara vašem mobilnom uređaju. Konkretno, uz HDMI konektor za televizor sa jedne strane, saznajte tip konektora koji vam je potreban za povezivanje na pametni telefon ili tablet.

MHL, Mobile High-Definition Link i logotip MHL su zaštićeni žigovi ili registrovani zaštićeni žigovi kompanije MHL, LLC.



HDMI CEC – EasyLink

HDMI veza ima najbolji kvalitet slike i zvuka. Jedan HDMI kabl kombinuje video i audio signale. Koristite HDMI kabl za HD TV signale. Da biste imali prenos signala najboljeg kvaliteta, koristite HDMI kabl velike brzine i nemojte da koristite HDMI kabl duži od 5 m.



Easylink HDMI CEC

Ako su uređaji povezani preko HDMI veze i imaju EasyLink, njima možete da upravljate pomoću daljinskog upravljača za televizor. EasyLink HDMI CEC mora da bude uključen na televizoru i na povezanom

uređaju.

Funkcija EasyLink omogućava upravljanje povezanim uređajima pomoću daljinskog upravljača za televizor. EasyLink koristi HDMI CEC (Consumer Electronics Control) protokol za komunikaciju sa povezanim uređajima. Uređaji moraju da podržavaju HDMI CEC protokol i moraju da budu povezani pomoću HDMI veze.

EasyLink, podešavanje

Televizor se isporučuje sa uključenom funkcijom EasyLink. Proverite da li su ispravno podešene sve HDMI-CEC postavke na povezanim EasyLink uređajima. EasyLink možda neće raditi sa uređajima drugih proizvođača.

HDMI CEC na uređajima drugih proizvođača

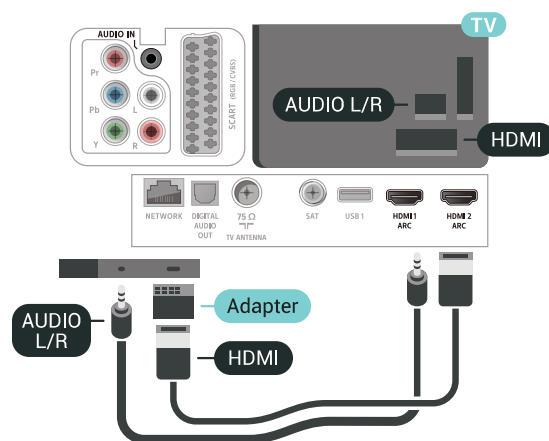
Funkcija HDMI CEC ima različite nazive u zavisnosti od proizvođača. Neki primeri: Anynet, Aquos Link, Bravia Theatre Sync, Kuro Link, Simplink i Viera Link. Neke funkcije drugih proizvođača nisu u potpunosti kompatibilne sa funkcijom EasyLink.

Primeri HDMI CEC naziva su u vlasništvu kompanija koje polažu prava na njih.

DVI na HDMI

Ako i dalje posedujete uređaj koji ima samo DVI vezu, možete da ga povežete na bilo koji od HDMI priključaka pomoću adaptera DVI na HDMI.

Ako uređaj ima samo DVI priključak, koristite adapter DVI na HDMI. Upotrebite jedan od HDMI priključaka i dodajte stereo audio kabl (mini utikač od 3,5 mm) za prenos zvuka koji ćete povezati na priključak **Audio IN** sa zadnje strane televizora.



Zaštita od kopiranja

DVI i HDMI kablovi podržavaju HDCP (High-bandwidth Digital Contents Protection). HDCP je signal za zaštitu od kopiranja sadržaja sa DVD ili Blu-ray Disc diska. Poznat je i pod nazivom DRM (Digital Rights Management).

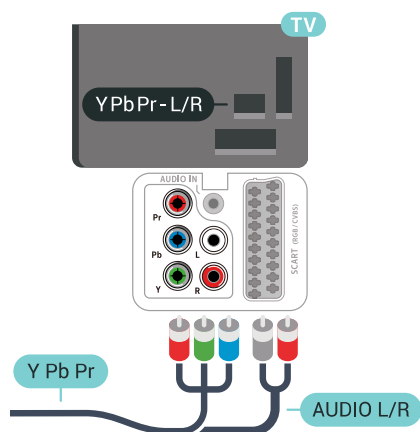
6.3

Y Pb Pr – komponentni

Y Pb Pr – komponentni video je veza visokog kvaliteta.

YPbPr veza može da se koristi za HD TV signale. Pored Y, Pb i Pr signala, dodajte levi i desni audio signal da biste imali zvuk.

Prilikom povezivanja, uklopite boje YPbPr priključaka (zeleni, plavi i crveni) sa utikačima na kablju. Koristite Audio L/D činič kabl ako vaš uređaj ima podršku i za zvuk.

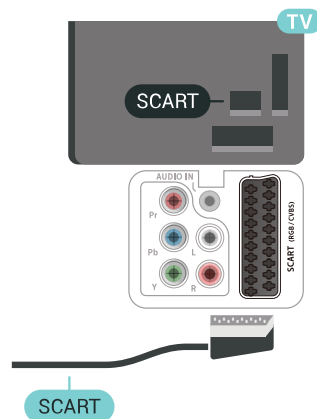


6.4

Scart

SCART je veza dobrog kvaliteta.

SCART veza može da se koristi za CVBS i RGB video signale, ali ne može da se koristi kod signala visoke rezolucije (HD). Ova veza kombinuje video i audio signale. SCART veza takođe podržava NTSC reprodukciju.

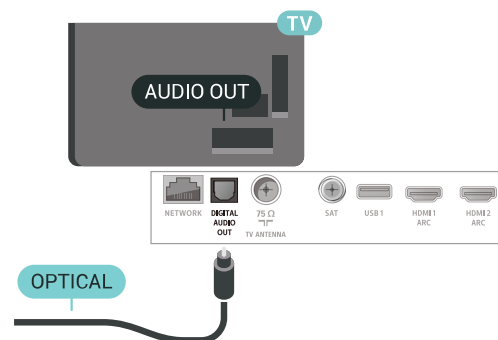


6.5

Optički audio izlaz

Optički audio izlaz je veza za zvuk visokog kvaliteta.

Ova optička veza može da nosi 5.1 audio kanala. Ako uređaj, obično sistem kućnog bioskopa, nema HDMI ARC vezu, ovaj priključak možete da povežete sa optičkim audio ulazom na sistemu kućnog bioskopa. Optički audio izlaz šalje zvuk sa televizora na sistem kućnog bioskopa.



6.6

CAM sa pametnom karticom – CI+

Osnovne informacije o CI+

Napomena: Nije podržano za zemlje Azijskog Pacifika, Bliskog istoka i Afrike.

CI+

Ovaj televizor ima podršku za **CI+ uslovni pristup**.

Modul CI+ omogućava gledanje vrhunskih HD programa, kao što su filmovi i sportski prenos, koje nude dobavljači digitalnog TV programa u regionu. Dobavljači programa šifruju ove programe, a dešifruju se pomoću CI+ modula.

Dobavljači digitalnog TV programa pružaju CI+ module (Modul uslovnog pristupa – CAM) sa odgovarajućom pametnom karticom kada se pretplatite na njihove vrhunske programe. Ovi programi imaju visok nivo zaštite od kopiranja.

Više informacija o uslovima i odredbama potražite od dobavljača digitalnog TV programa.



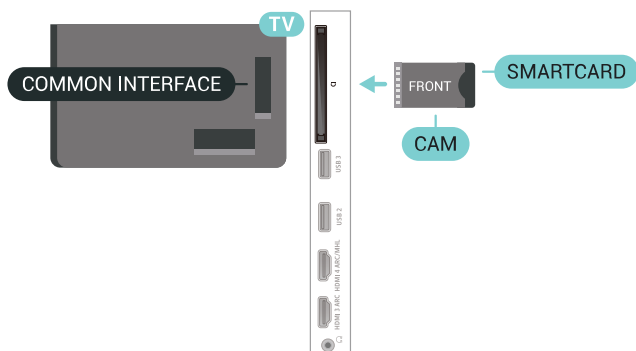
Pametna kartica

Dobavljači digitalnog TV programa pružaju CI+ module (Modul uslovnog pristupa – CAM) sa odgovarajućom pametnom karticom kada se pretplatite na njihove vrhunske programe.

Umetnite pametnu karticu u CAM modul. Pogledajte uputstva koja ste dobili od dobavljača programa.

Da biste umetnuli CAM modul u televizor...

- 1 - Na CAM modulu potražite oznake za pravilno umetanje. Nepravilno umetanje može da dovede do oštećenja CAM modula i televizora.
- 2 - Gledajte u zadnju stranu televizora i okrenite prednju stranu CAM modula ka sebi, a zatim nežno umetnite CAM modul u otvor **COMMON INTERFACE**.
- 3 - Gurnite CAM modul do kraja i ostavite ga u otvoru. Ostavite ga u otvoru.



Kada uključite televizor, aktiviranje CAM modula može da potraje nekoliko minuta. Ako je CAM modul ubačen i pretplata plaćena (metod pretplate može da se razlikuje), možete da gledate šifrovane kanale koje podržava pametna kartica u CAM modulu.

CAM modul i pametna kartica namenjeni su isključivo za vaš televizor. Ako uklonite CAM modul, više nećete moći da gledate šifrovane kanale koje on podržava.

Lozinke i PIN kodovi

Neki CAM moduli zahtevaju da unesete PIN kôd da biste gledali kanale koje pružaju. Kada podešavate PIN kôd za CAM modul, preporučujemo vam da koristite isti kôd kao i za otključavanje televizora.

Da biste podesili PIN kôd za CAM modul...

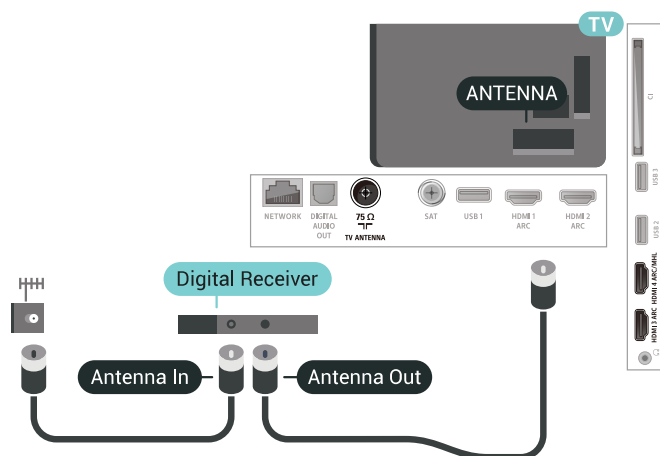
- 1 - Pritisnite taster **SOURCES**.
- 2 - Izaberite tip kanala za koji koristite CAM za **Gledanje TV programa**.
- 3 - Pritisnite taster **+ OPTIONS** i izaberite **Common Interface**.
- 4 - Izaberite dobavljača TV programa za CAM modul. Sledeći ekran potiče od dobavljača TV programa. Pratite uputstva na ekranu da biste potražili postavku za PIN kôd.

6.7

Risiver – Set-Top Box

Kablovski risiver

Koristite dva antenska kabla za povezivanje antene na digitalni risiver (set-top box) i televizor.



Osim povezivanja antene, dodajte jedan HDMI kabl za povezivanje set-top box uređaja sa televizorom. Umesto toga, možete da koristite SCART kabl ukoliko set-top box uređaj nema HDMI priključak.

Sistem kućnog bioskopa – HTS

Povezivanje uz HDMI ARC

Kućni bioskop (HTS) povežite sa televizorom pomoću HDMI kabla. Možete povezati Philips Soundbar ili kućni bioskop koji ima ugrađeni disk plejer.

HDMI ARC

Ako kućni bioskop ima HDMI ARC vezu, za povezivanje možete da upotrebite bilo koju HDMI vezu na televizoru. Sa HDMI ARC vezom nije potrebno da povežete dodatni audio kabl. HDMI ARC veza kombinuje oba signala.

Svi HDMI priključci na televizoru imaju ARC (Audio Return Channel) signal. Ali, kada je sistem kućnog bioskopa već povezan, televizor može da šalje ARC signal samo na ovaj HDMI priključak.

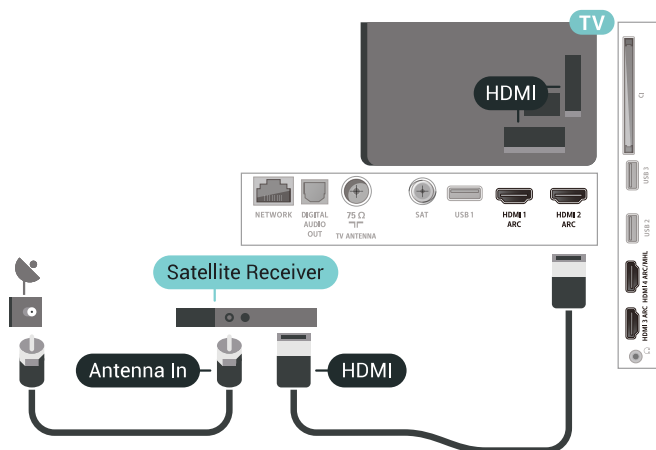
Tajmer za isključivanje

Isključite ovaj automatski tajmer ako koristite samo daljinski upravljač za set-top box uređaj. Na ovaj način ćete sprečiti da se televizor isključi automatski ukoliko se u periodu od četiri sata ne pritisne neki taster na daljinskom upravljaču za televizor.

Satelitski tjuner

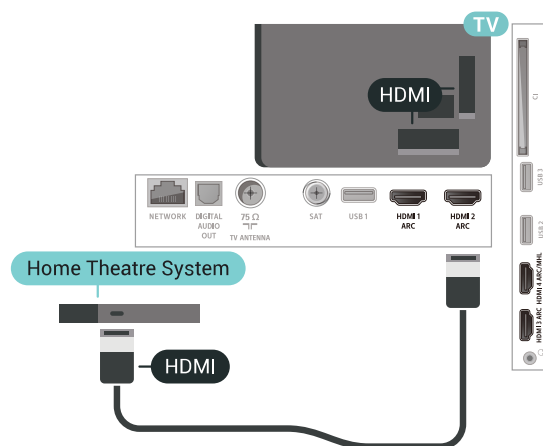
Povežite kabl satelitske antene sa satelitskim risiverom.

Osim povezivanja antene, dodajte jedan HDMI kabl za povezivanje uređaja sa televizorom. Umesto toga, možete koristiti SCART kabl ukoliko uređaj nema HDMI priključak.



Tajmer za isključivanje

Isključite ovaj automatski tajmer ako koristite samo daljinski upravljač za set-top box uređaj. Na ovaj način ćete sprečiti da se televizor isključi automatski ukoliko se u periodu od četiri sata ne pritisne neki taster na daljinskom upravljaču za televizor.



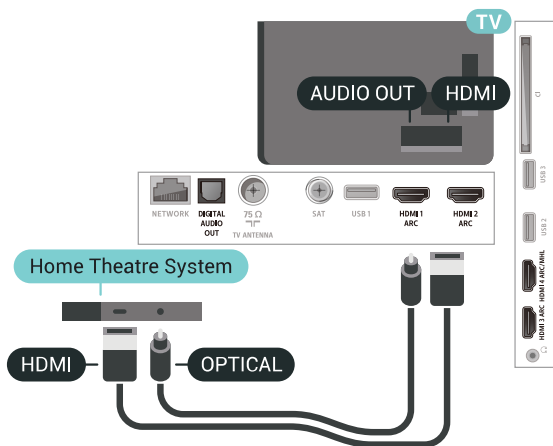
Sinhronizacija zvuka i video zapisa

Ako zvuk ne odgovara slici na ekranu, na većini sistema kućnog bioskopa sa plejerom za diskove možete da podesite kašnjenje da bi slika i zvuk bili usklađeni.

Povezivanje uz HDMI

Kućni bioskop (HTS) povežite sa televizorom pomoću HDMI kabla. Možete povezati Philips Soundbar ili kućni bioskop koji ima ugrađeni disk plejer.

Ako sistem kućnog bioskopa nema HDMI ARC vezu, koristite optički audio kabl (Toslink) za slanje zvuka televizijske slike na sistem kućnog bioskopa.



Sinhronizacija zvuka i video zapisa

Ako zvuk ne odgovara slici na ekranu, na većini sistema kućnog bioskopa sa plejerom za diskove možete da podesite kašnjenje da bi slika i zvuk bili usklađeni.

Problemi sa zvukom sa sistema kućnog bioskopa

Zvuk sa velikom količinom šuma

Ako gledate video zapis sa povezanog USB memorijskog uređaja ili računara, zvuk sa sistema kućnog bioskopa može da bude izobličen. Taj šum se javlja kada audio ili video datoteka koristi DTS kodek za zvuk, ali sistem kućnog bioskopa nema podršku za obradu DTS zvuka. To možete da rešite tako što ćete **Format audio izlaza** na televizoru podesiti na **Stereo (nekomprimovani)**.

Pritisnite taster **⚙** za **Sve postavke** > **Zvuk** > **Napredno** > **Format audio izlaza**.

Nema zvuka

Ako ne čujete zvuk sa televizora preko sistema kućnog bioskopa, proverite da li ste HDMI kabl povezali na priključak **HDMI ARC** na sistemu kućnog bioskopa. Svi HDMI priključci na televizoru imaju podršku za HDMI ARC.

6.9

Pametni telefoni i tableti

Da biste povezali pametni telefon ili tablet na televizor, možete da koristite bežičnu ili žičnu vezu.

Bežično

Da biste uspostavili bežičnu vezu, na pametnom telefonu ili tabletu preuzmite Philips TV Remote App iz omiljene prodavnice aplikacija.

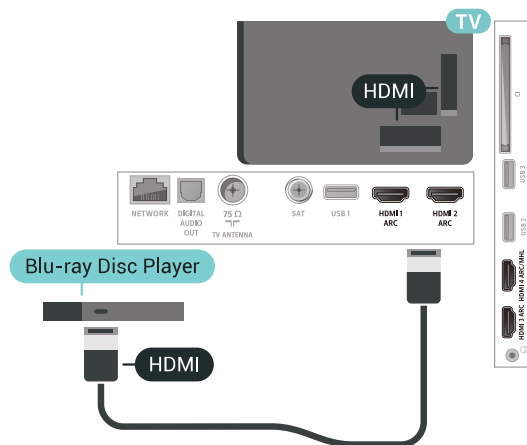
Žično

Da biste uspostavili žičnu vezu, upotrebite priključak HDMI 4 MHL sa zadnje strane televizora. Otvorite **Pomoć**, izaberite opciju **Ključne reči**, a zatim potražite **HDMI MHL** da biste dobili više informacija.

6.10

Blu-ray Disc plejer

Pomoću HDMI kabla velike brzine povežite Blu-ray Disc plejer i televizor.

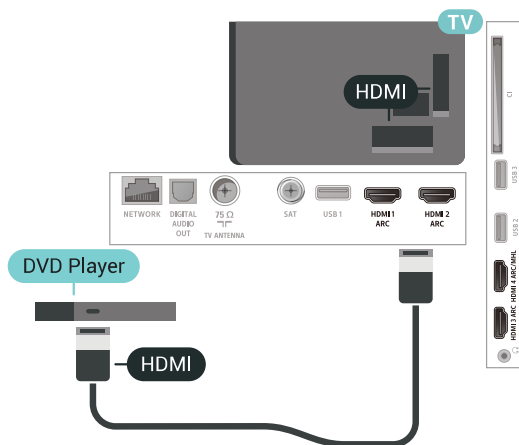


Ako Blu-ray Disc plejer ima EasyLink HDMI CEC, plejerom možete upravljati pomoću daljinskog upravljača za televizor.

6.11

DVD plejer

Pomoću HDMI kabla povežite DVD plejer i televizor. Umesto toga, možete da koristite SCART kabl ukoliko uređaj nema HDMI priključak.



Ako je DVD plejer povezan preko HDMI kabla i ima EasyLink CEC, plejerom možete da upravljate pomoću daljinskog upravljača za televizor.

Bluetooth – zvučnici i kontroleri

Šta vam je potrebno

Sa ovim televizorom možete da povežete bežični Bluetooth® uređaj – bežični zvučnik, niskotonac, traku sa zvučnicima ili slušalice. Možete da povežete i bežični kontroler sa tehnologijom Bluetooth LE.

Da biste reprodukovali zvuk sa televizora pomoću bežičnog zvučnika, morate da uparite bežični zvučnik sa televizorom. Možete da uparite neke bežične zvučnike i najviše četiri uređaja sa tehnologijom Bluetooth LE (Low Energy). Televizor može da reprodukuje zvuk samo na jednom zvučniku u jednom trenutku. Ako povežete niskotonac, zvuk se reprodukuje preko televizora i niskotonca. Ako povežete traku sa zvučnicima, zvuk se reprodukuje samo preko trake sa zvučnicima.

Pažnja – Sinhronizacija zvuka i video zapisa

Mnogi sistemi Bluetooth zvučnika imaju veliko tzv. „kašnjenje“. Veliko kašnjenje znači da zvuk kasni za video zapisom, zbog čega nije sinhronizovan sa govorom. Pre nego što kupite sistem bežičnih Bluetooth zvučnika, informišite se o najnovijim modelima i potražite uređaj sa najnižom stopom kašnjenja. Pitajte prodavca za savet.

Uparivanje uređaja

Bežični zvučnik postavite u opsegu od 5 metara od televizora. Specifične informacije o uparivanju i bežičnom dometu potražite u korisničkom priručniku za uređaj. Proverite da li je Bluetooth postavka na televizoru uključena.

Nakon uparivanja bežičnog kontrolera, moći ćete da ga koristite. Ako je bežični zvučnik uparen, možete da ga izaberete za reprodukovanje zvuka sa televizora. Ako je uređaj uparen, ne morate ponovo da ga uparite, osim ako ne uklonite uređaj.

Da biste uparili bežični zvučnik sa televizorom...

- 1 - Uključite bežični zvučnik i postavite ga blizu televizora.
- 2 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 3 - Izaberite opciju **Bežična veza i mreže**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 4 - Izaberite **Bluetooth > Pretraži Bluetooth uređaje**.
- 5 - Izaberite opciju **Pokreni**, a zatim pritisnite taster **OK**. Pratite uputstva na ekranu. Uparićete uređaj sa televizorom, a televizor će sačuvati vezu. Možda ćete prvo morati da poništite uparivanje za neki uređaj ako

je dostignut maksimalni broj uparenih uređaja.

6 - Izaberite tip uređaja (slušalice, niskotonac, ...).

7 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno

* Vaš televizor ne podržava Bluetooth niskotonac i Bluetooth zvučnike.

** HDMI veza je neophodna za traku sa zvučnicima, zvučnik i druge audio uređaje.

Izbor uređaja

Nakon uparivanja bežičnog Bluetooth zvučnika, možete da ga izaberete za reprodukovanje zvuka sa televizora.

Da biste izabrali zvučnik za reprodukciju zvuka sa televizora...

- 1 - Pritisnite , da biste izabrali opciju **Zvučnici**, a zatim pritisnite taster **OK**.
- 2 - Izaberite željeni sistem zvučnika.
- 3 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno

Uklanjanje uređaja

Možete da povežete Bluetooth uređaj ili da prekinete vezu sa njim. Kada je Bluetooth uređaj povezan, možete da koristite kontroler ili da slušate zvuk sa televizora preko bežičnog zvučnika. Možete i da uklonite bežični Bluetooth uređaj. Ako uklonite Bluetooth uređaj, on će biti rasparen.

Da biste uklonili bežični uređaj ili prekinuli vezu sa njim...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite opciju **Bežična veza i mreže**.
- 3 - Izaberite **Bluetooth > Ukloni uređaj**.
- 4 - Izaberite bežični uređaj na listi.
- 5 - Izaberite opciju **Prekini vezu ili Ukloni**.
- 6 - Izaberite **OK**.
- 7 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno

Slušalice

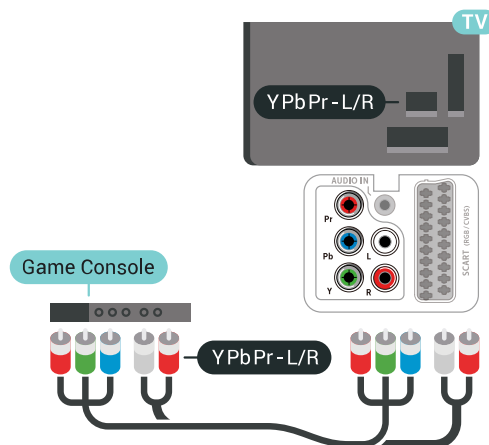
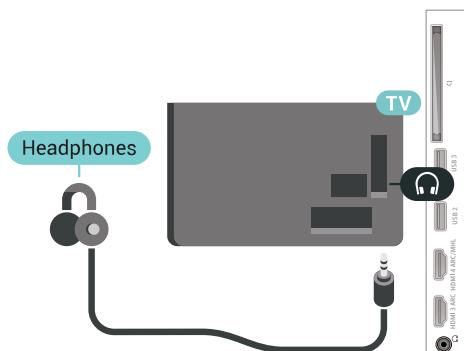
Slušalice možete da povežete na priključak  sa zadnje strane televizora. Koristi se mini priključak od 3,5 mm. Možete odvojeno da podesite jačinu zvuka iz slušalice.

Da biste podesili jačinu zvuka...

- 1 - Pritisnite  i izaberite opciju **Jačina zvuka za slušalice**.

2 – Pritisnite strelice **▲** (gore) ili **▼** (dole) da biste podesili vrednost.

3 – Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

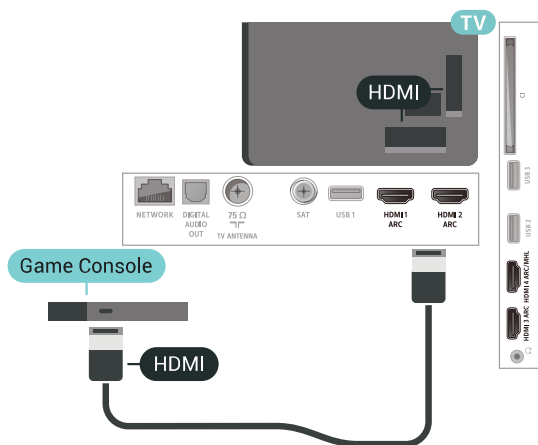


6.14

Konzola za igre

HDMI

Da biste dobili najbolji kvalitet, konzolu za igre povežite na televizor pomoću HDMI kabla velike brzine.



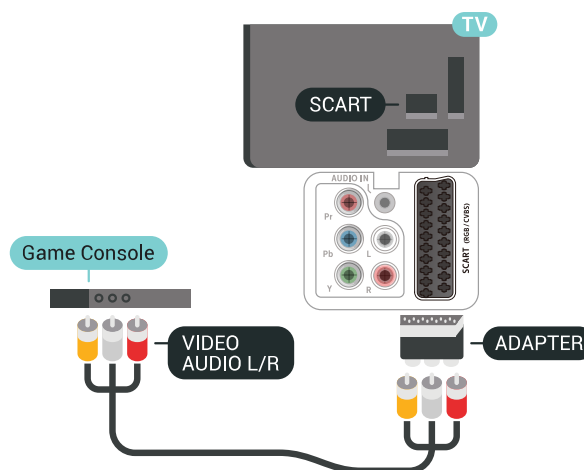
Y Pb Pr

Povežite konzolu za igre na televizor pomoću komponentnog video kabla (Y Pb Pr) i audio kabla (L/D).

Scart

Povežite konzolu za igre na televizor pomoću kompozitnog kabla (CVBS) i stereo audio kabla.

Ako vaša konzola za igre ima samo Video (CVBS) i Audio L/D izlaze, upotrebite adapter Video Audio L/D na SCART za povezivanje na SCART priključak.



Najbolja postavka

Pre nego što počnete da igrate igru sa povezane konzole za igre, savetujemo vam da podesite televizor na idealnu postavku **Igra**.

Da biste televizor podesili na idealne postavke...

- 1 – Pritisnite **⚙**, izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite **Slika**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 – Izaberite **Stil slike > Igra**.
- 4 – Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Kontroler

Povezivanje kontrolera

Da biste na ovom televizoru igrali igre sa Interneta, omogućeno je povezivanje određenih bežičnih kontrolera. Možete da koristite kontrolere sa USB nano prijemnikom ili kontrolore sa tehnologijom Bluetooth.

Da biste povezali kontroler sa USB nano prijemnikom...

- 1 – Povežite nano prijemnik na jedan od USB priključaka sa bočne strane televizora. Bežični nano prijemnik se isporučuje sa kontrolerom.
- 2 – Ako je kontroler uključen, možete da ga koristite.

Drugi kontroler možete da povežete pomoću drugog USB priključka sa bočne strane televizora.

Problemi

Da biste na televizoru rešili moguće probleme sa smetnjama sa drugim bežičnim uređajima...

- Koristite produžni USB kabl i pomerite nano prijemnik na približno 1 metar od televizora.
- Pored toga, možete da koristite USB čvorište sa nezavisnim napajanjem povezano na televizor i da nano prijemnik povežete na USB čvorište.

USB čvrsti disk

Šta vam je potrebno

Ako povežete USB čvrsti disk, možete da pauzirate ili da snimate digitalni TV program (DVB program ili sličan).

Minimalni prostor na disku

- Pauziranje

Da biste mogli da pauzirate program, potreban vam je čvrsti disk kompatibilan sa tehnologijom USB 2.0 i najmanje 4 GB prostora.

- Snimanje

Da biste pauzirali i snimali program, potrebno vam je najmanje 250 GB prostora na disku.

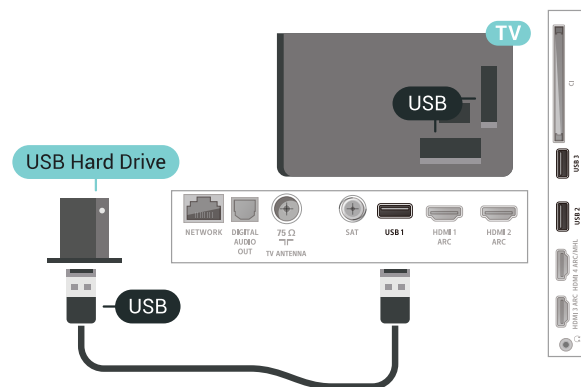
Instaliranje

Da biste mogli da pauzirate ili da snimate program, morate da povežete i formatirate USB čvrsti disk. Formatiranjem se uklanjaju sve datoteke sa USB čvrstog diska.

- 1 – Povežite USB čvrsti disk na jedan od USB priključaka na televizoru. Prilikom formatiranja nemojte da povezujete druge USB uređaje na druge USB priključke.
- 2 – Uključite USB čvrsti disk i televizor.
- 3 – Kada je televizor prebačen na digitalni TV kanal, pritisnite taster **II** (Pauza). Pauziranje će pokrenuti formatiranje.

Pratite uputstva na ekranu.

Nakon formatiranja, ostavite USB čvrsti disk priključen.



Upozorenje

USB čvrsti disk je formatiran isključivo za ovaj televizor, pa nije moguće koristiti sačuvane snimke na drugom televizoru ili na računaru. Nemojte da kopirate niti da menjate datoteke snimaka na USB čvrstom disku ni u jednoj aplikaciji na računaru. U suprotnom će doći do oštećenja snimaka. Prilikom formatiranja drugog USB čvrstog diska, sadržaj na prethodnom će biti izgubljen. Biće potrebno da ponovo formatirate USB čvrsti disk koji je instaliran na televizoru da biste ga koristili na računaru.

Formatiranje

Da biste mogli da pauzirate/snimate program ili da sačuvate aplikacije, morate da povežete i formatirate USB čvrsti disk. Formatiranjem se uklanjaju sve datoteke sa USB čvrstog diska. Ako želite da snimate program sa TV vodičem sa Interneta, potrebno je da prvo uspostavite internet vezu pre nego što instalirate USB čvrsti disk.

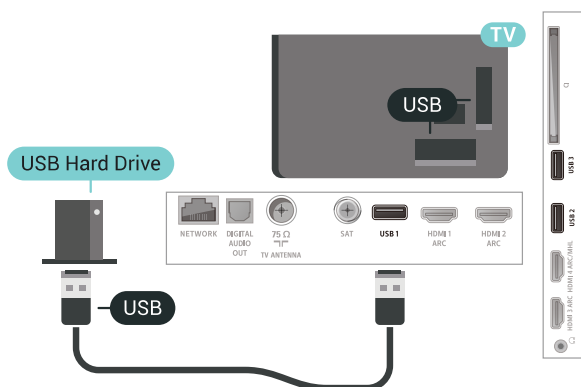
Upozorenje

USB čvrsti disk je formatiran isključivo za ovaj

televizor, pa nije moguće koristiti sačuvane snimke na drugom televizoru ili na računaru. Nemojte da kopirate niti da menjate datoteke snimaka na USB čvrstom disku ni u jednoj aplikaciji na računaru. U suprotnom će doći do oštećenja snimaka. Prilikom formatiranja drugog USB čvrstog diska, sadržaj na prethodnom će biti izgubljen. Biće potrebno da ponovo formatirate USB čvrsti disk koji je instaliran na televizoru da biste ga koristili na računaru.

Da biste formatirali USB čvrsti disk...

- 1 – Povežite USB čvrsti disk na jedan od **USB** priključaka na televizoru. Prilikom formatiranja nemojte da povezujete druge USB uređaje na druge USB priključke.
- 2 – Uključite USB čvrsti disk i televizor.
- 3 – Kada je televizor prebačen na digitalni TV kanal, pritisnite taster **II** (Pauza). Pauziranje će pokrenuti formatiranje. Pratite uputstva na ekranu.
- 4 – Televizor će vas pitati da li želite da koristite USB čvrsti disk za čuvanje aplikacija, a vi odgovorite pozitivno ako želite.
- 5 – Nakon formatiranja, ostavite USB čvrsti disk priključen.



6.17

USB tastatura

Povezivanje

Povežite USB tastaturu (tip USB-HID) za unos teksta na televizor.

Za povezivanje koristite jedan od **USB** priključaka.



Konfigurisanje

Instaliranje tastature

Da biste instalirali USB tastaturu, uključite televizor i povežite USB tastaturu na jedan od **USB** priključaka na televizoru. Kada televizor prvi put prepozna tastaturu, možete da izaberete raspored tastera i da testirate izbor. Ako prvo izaberete raspored tastature Ćirilica ili Grčki, možete da izaberete sekundarni latinični raspored.

Da biste promenili raspored tastature kada je već izabran neki raspored...

- 1 – Pritisnite **⚙**, izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite **Opšte postavke**, a zatim pritisnite **➤** (desno) da biste otvorili meni.
- 3 – Izaberite opciju **Postavke USB tastature** da biste započeli podešavanje tastature.

Specijalni tasteri

Tasteri za unos teksta

- Taster Enter = OK
- Backspace = brisanje znaka pre pokazivača
- Tasteri sa strelicama = kretanje kroz polje za unos teksta
- Da biste promenili raspored tastature, ako je podešen sekundarni raspored, pritisnite kombinaciju tastera **Ctrl + Spacebar**.

Tasteri za aplikacije i internet stranice

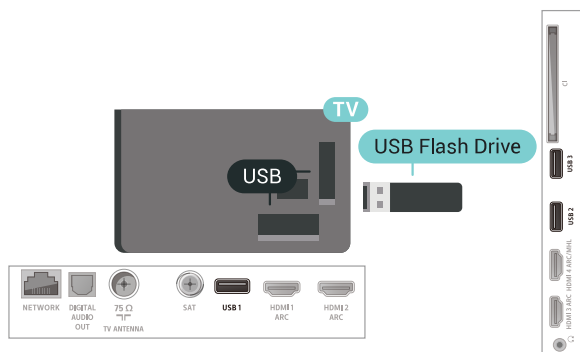
- Tab i Shift + Tab = sledeće i prethodno
- Home = pomeranje na vrh stranice
- End = pomeranje na dno stranice
- Page Up = prelazak na gornju stranicu
- Page Down = prelazak na donju stranicu
- + = uvećavanje za jedan korak
- - = umanjivanje za jedan korak
- * = uklapanje Web stranice na širinu ekrana

6.18

USB fleš uređaj

Možete da pregledate fotografije ili da reprodukujete muziku i video zapise sa povezanog USB memorijskog uređaja.

Povežite USB memorijski uređaj na jedan od **USB** priključaka na televizoru dok je televizor uključen.



Televizor će prepoznati memorijski uređaj i prikazaće listu sa njegovim sadržajem.

Ako se lista sa sadržajem ne pojavi automatski, pritisnite taster **SOURCES** i izaberite **USB**.

Da biste prekinuli gledanje sadržaja sa USB memorijskog uređaja, pritisnite taster **TV EXIT** ili izaberite drugu aktivnost.

Da biste isključili USB memorijski uređaj, jednostavno ga izvucite.

Otvorite **Pomoć**, izaberite opciju **Ključne reči**, a zatim potražite **Fotografije**, **video zapisi** i **muzika** da biste dobili više informacija o gledanju ili reprodukciji sadržaja sa USB fleš uređaja.

6.19

Fotoapararat

Da biste pregledali slike sačuvane na digitalnom fotoaparatu, možete da povežete fotoapararat direktno na televizor.

Za povezivanje upotrebite neki od **USB** priključaka na televizoru. Uključite fotoapararat nakon povezivanja.

Ako se lista sa sadržajem ne pojavi automatski, pritisnite taster **SOURCES** i izaberite **USB**. Možda ćete morati da podesite fotoapararat tako da sadržaj prebacuje pomoću PTP protokola (Picture Transfer Protocol). Pročitajte korisnički priručnik za digitalni fotoapararat.

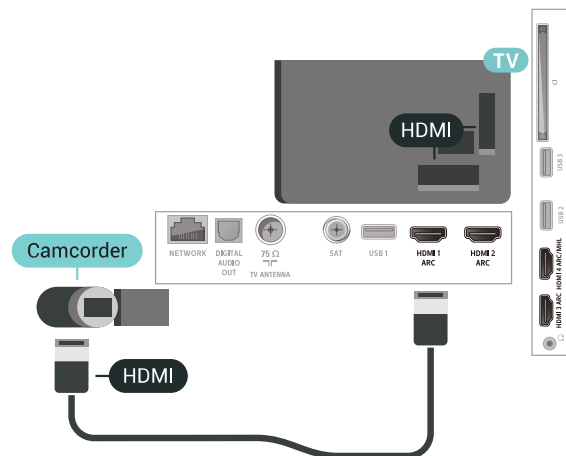
Otvorite **Pomoć**, izaberite opciju **Ključne reči**, a zatim potražite **Fotografije**, **video zapisi** i **muzika** da biste dobili više informacija o pregledanju fotografija.

6.20

Video kamera

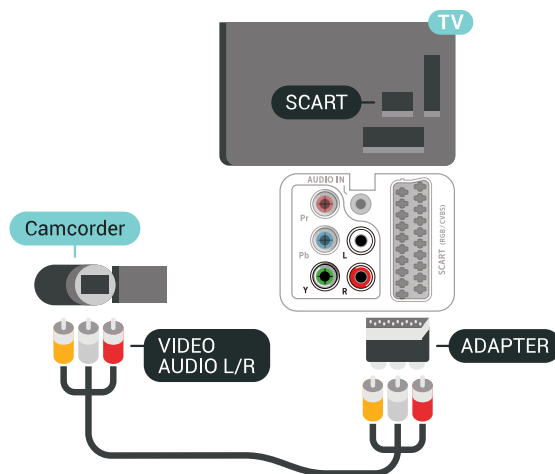
HDMI

Da biste dobili najbolji kvalitet, video kameru povežite na televizor pomoću HDMI kabla.



Audio Video LD / SCART

Možete da upotrebite HDMI, YPbPr ili SCART vezu za povezivanje video kamere. Ako video kamera poseduje samo video (CVBS) i audio L/D izlaz, upotrebite adapter Video Audio L/D na SCART (prodaje se odvojeno) koji ćete povezati na SCART priključak.



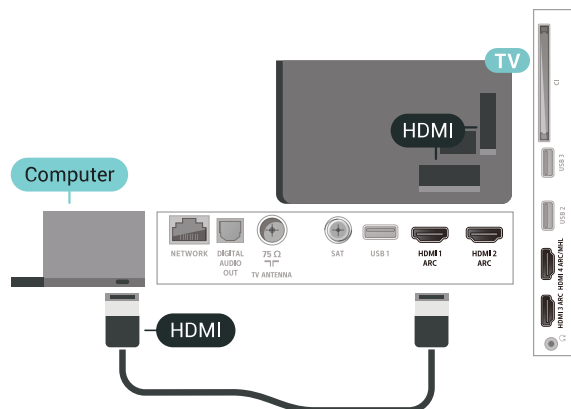
Računar

Povezivanje

Televizor možete da povežete sa računarom kako biste ga koristili kao monitor.

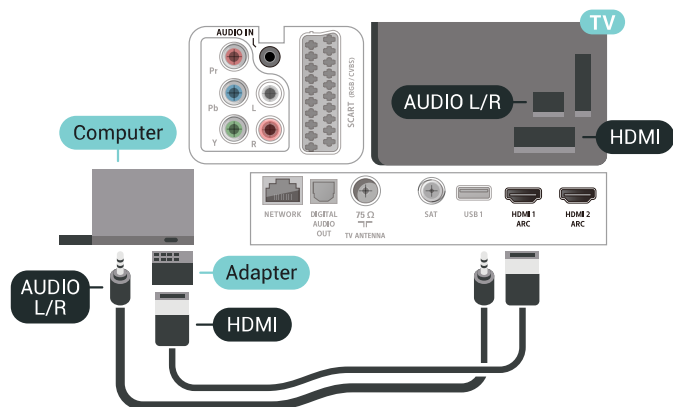
Preko HDMI kabla

Pomoću HDMI kabla povežite računar i televizor.



Preko DVI na HDMI adaptera

Osim toga, koristite DVI na HDMI adapter (prodaje se odvojeno) kako biste računar povezali na HDMI priključak, a audio L/D kabl (mini priključak od 3,5 mm) za povezivanje na AUDIO IN L/R priključak sa zadnje strane televizora.



Idealna postavka

Ako povežete računar, savetujemo vam da vezi putem koje je računar povezan date naziv sa ispravnim tipom uređaja u meniju Izvor. Ako tada pređete na stavku Računar u meniju Izvor, televizor će automatski biti podešen na idealne postavke za Računar.

Da biste televizor podesili na idealne postavke...

- 1 - Pritisnite , izaberite opciju Sve postavke, a zatim pritisnite taster OK.
- 2 - Izaberite Slika, a zatim pritisnite taster > (desno) da biste otvorili meni.
- 3 - Izaberite Napredno > Računar.
- 4 - Izaberite Uklj. ili Isk.
- 5 - Da biste zatvorili meni, pritisnite taster < (levo) više puta uzastopno ako je potrebno.

Povezivanje uređaja Android TV

7.1

Mreža i Internet

Kućna mreža

Da biste uživali u svim mogućnostima uređaja Philips Android TV, televizor mora da bude povezan na Internet.

Povežite televizor na kućnu mrežu sa brzom Internet vezom. Televizor možete da povežete na mrežni ruter pomoću kabla ili bežično.

Povezivanje na mrežu

Bežična veza

Šta vam je potrebno

Da biste televizor bežično povezali na Internet, potreban vam je Wi-Fi ruter koji je povezan na Internet.

Koristite brzu (širokopojasnu) vezu sa Internetom.



Da biste uspostavili bežičnu vezu...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite opciju **Bežična veza i mreže**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 - Izaberite **Žično ili Wi-Fi > Poveži se na mrežu**.
- 4 - Izaberite opciju **Bežično**.
- 5 - Na listi pronađenih mreža kliknite na željenu bežičnu mrežu. Ako vaša mreža nije na listi jer je naziv mreže sakriven (isključili ste SSID prenos na ruteru), izaberite opciju **Dodaj novu mrežu** da biste ručno uneli naziv mreže.
- 6 - U zavisnosti od tipa rutera, unesite ključ za šifrovanje – WEP, WPA ili WPA2. Ako ste prethodno unosili ključ za šifrovanje za ovu mrežu, možete da kliknete na **OK** da biste odmah uspostavili vezu.
- 7 - Kada povezivanje uspe, pojaviće se poruka.

Uključivanje/isključivanje Wi-Fi funkcije

Proverite da li je Wi-Fi funkcija uključena pre nego što pokušate da uspostavite vezu...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite opciju **Bežična veza i mreže**, a zatim pritisnite taster **➤** (desno).
- 3 - Izaberite **Žično ili Wi-Fi > Uklj./isklj. Wi-Fi**.
- 4 - Ako je isključena, izaberite opciju **Uključeno**, a zatim pritisnite taster **OK**.

WPS

Ako ruter ima podršku za WPS, možete direktno da uspostavite vezu sa ruterom bez skeniranja mreža. Ako u bežičnoj mreži imate uređaje koji koriste sistem za bezbednosno šifrovanje WEP, ne možete da koristite WPS.

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite opciju **Bežična veza i mreže**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 - Izaberite **Žično ili Wi-Fi > Poveži se na mrežu**.
- 4 - Izaberite opciju **WPS**.
- 5 - Idite do rutera, pritisnite dugme WPS i vratite se do televizora u roku od dva minuta.
- 6 - Izaberite **Poveži se** da biste uspostavili vezu.
- 7 - Kada povezivanje uspe, pojaviće se poruka.

WPS sa PIN kodom

Ako ruter ima podršku za WPS sa PIN kodom, možete direktno da uspostavite vezu sa ruterom bez skeniranja mreža. Ako u bežičnoj mreži imate uređaje koji koriste sistem za bezbednosno šifrovanje WEP, ne možete da koristite WPS.

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite opciju **Bežična veza i mreže**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 - Izaberite **Žično ili Wi-Fi > Poveži se na mrežu**.
- 4 - Izaberite opciju **WPS sa PIN kodom**.
- 5 - Zapišite 8-cifreni PIN kôd koji je prikazan na ekranu i unesite ga u softveru rutera na računaru. Informacije o tome gde da unesete PIN kôd u softveru rutera potražite u priručniku za ruter.
- 6 - Izaberite **Poveži se** da biste uspostavili vezu.
- 7 - Kada povezivanje uspe, pojaviće se poruka.

Problemi

Bežična mreža nije detektovana ili dolazi do poremećaja u njenom radu.

- Mikrotalasne pećnice, DECT telefoni ili drugi Wi-Fi 802.11b/g/n uređaji u blizini mogu poremetiti bežičnu

mrežu.

- Proverite da li zaštitni zidovi u mreži omogućavaju pristup bežičnoj vezi s televizorom.
- Ako bežična mreža ne funkcioniše ispravno u vašem domu, probajte sa žičnom mrežom.

Internet ne radi

- Ako je veza sa ruterom u redu, proverite vezu rutera sa Internetom.

Veza sa računarom i Internetom je spora

- U priručniku bežičnog rutera potražite informacije o dometu u zatvorenim prostorijama, brzini prenosa i drugim faktorima kvaliteta signala.
- Koristite brzu (širokopojasnu) vezu sa Internetom za ruter.

DHCP

- Ako povezivanje ne uspe, možete da proverite DHCP (Dynamic Host Configuration Protocol) podešavanje rutera. DHCP bi trebalo da bude uključen.

Žična veza

Šta vam je potrebno

Da biste televizor povezali na Internet, potreban vam je mrežni ruter povezan na Internet. Koristite brzu (širokopojasnu) vezu sa Internetom.



Da biste uspostavili žičnu vezu...

- 1 - Povežite ruter sa televizorom pomoću mrežnog kabla (Ethernet kabl**).
- 2 - Proverite da li je ruter uključen.
- 3 - Pritisnite , izaberite opciju Sve postavke, a zatim **NETWORK** i taster **OK**.
- 4 - Izaberite opciju Bežična veza i mreže, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 5 - Izaberite Žično ili Wi-Fi > Poveži se na mrežu.
- 6 - Izaberite opciju Žično. Televizor neprestano traži mrežnu vezu.
- 7 - Kada povezivanje uspe, pojaviće se poruka.

Ako povezivanje ne uspe, možete da proverite DHCP podešavanje rutera. DHCP bi trebalo da bude uključen.

** Da bi se zadovoljio EMC standard, koristite oklopljeni Ethernet kabl FTP kat. 5E.

Mrežne postavke

Prikaz postavki mreže

Ovde su prikazane sve trenutne postavke mreže. IP i MAC adrese, jačina signala, brzina, metod šifrovanja itd.

Da biste prikazali trenutne postavke mreže...

- 1 - Pritisnite , izaberite opciju Sve postavke, a zatim pritisnite taster **OK**.
- 2 - Izaberite opciju Bežična veza i mreže, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 - Izaberite Žično ili Wi-Fi > Prikaz postavki mreže.
- 4 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno

Konfiguracija mreže

Ako ste napredni korisnik i želite da instalirate mrežu sa statičnom IP adresom, podesite televizor na statičnu IP adresu.

Da biste podesili televizor na statičnu IP adresu...

- 1 - Pritisnite , izaberite opciju Sve postavke, a zatim pritisnite taster **OK**.
- 2 - Izaberite opciju Bežična veza i mreže, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 - Izaberite Žično ili Wi-Fi > Konfiguracija mreže, a zatim pritisnite taster **OK**.
- 4 - Izaberite Statički IP, a zatim pritisnite taster **OK** da biste omogućili stavku Konfiguracija statične IP adrese.
- 5 - Izaberite Konfiguracija statične IP adrese i podesite vezu.
- 6 - Možete da podesite vrednost za IP adresu, mrežnu masku, mrežni prolaz, DNS 1 ili DNS 2.
- 7 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno

Uključivanje pomoću funkcije Wi-Fi (WoWLAN)

Možete da uključite ovaj televizor pomoću pametnog telefona ili tableta ako je televizor u stanju pripravnosti. Postavka Uključi pomoću Wi-Fi (WoWLAN) mora da bude uključena.

Da biste uključili WoWLAN...

- 1 - Pritisnite , izaberite opciju Sve postavke, a zatim pritisnite taster **OK**.
- 2 - Izaberite opciju Bežična veza i mreže, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 - Izaberite Žično ili Wi-Fi > Uključi pomoću Wi-Fi (WoWLAN).
- 4 - Izaberite Uklj.

5 – Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno

Uključivanje Wi-Fi veze

Možete da uključite ili da isključite Wi-Fi vezu na televizoru.

Da biste uključili Wi-Fi...

- 1 – Pritisnite **⚙**, izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite opciju **Bežična veza i mreže**, a zatim pritisnite taster **▶** (desno) da biste otvorili meni.
- 3 – Izaberite **Žično ili Wi-Fi > Uklj./isklj. Wi-Fi**.
- 4 – Izaberite **Uklj.**
- 5 – Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno

Digital Media Renderer – DMR

Ako se multimedijalne datoteke ne reprodukuju na televizoru, proverite da li je uključena opcija Digital Media Renderer. DMR je podrazumevano uključen kao fabrička postavka.

Da biste uključili DMR...

- 1 – Pritisnite **⚙**, izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite opciju **Bežična veza i mreže**, a zatim pritisnite taster **▶** (desno) da biste otvorili meni.
- 3 – Izaberite **Žično ili Wi-Fi > Digital Media Renderer – DMR**.
- 4 – Izaberite **Uklj.**
- 5 – Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno

Wi-Fi Smart Screen

Da biste gledali digitalne TV kanale na pametnom telefonu ili tabletu pomoću aplikacije Philips TV Remote, morate da uključite Wi-Fi Smart Screen. Neki šifrovani kanali možda neće biti dostupni na mobilnom uređaju.

Da biste uključili Wi-Fi Smart Screen...

- 1 – Pritisnite **⚙**, izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite opciju **Bežična veza i mreže**, a zatim pritisnite taster **▶** (desno) da biste otvorili meni.
- 3 – Izaberite **Žično ili Wi-Fi > Wi-Fi Smart Screen**.
- 4 – Izaberite **Uklj.**
- 5 – Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno

Mrežni naziv televizora

Ako imate više od jednog televizora u kućnoj mreži, televizoru možete da dodelite jedinstven naziv.

Da biste promenili naziv televizora...

- 1 – Pritisnite **⚙**, izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite opciju **Bežična veza i mreže**, a zatim pritisnite taster **▶** (desno) da biste otvorili meni.
- 3 – Izaberite **Žično ili Wi-Fi > Mrežni naziv televizora**.
- 4 – Naziv unesite pomoću tastature na daljinskom upravljaču.
- 5 – Da biste završili, izaberite **✓**.
- 6 – Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno

Brisanje internet memorije

Opcija Obriši internet memoriju omogućava vam da obrišete registraciju za Philips server i postavke roditeljske kontrole, prijavljivanja na aplikaciju prodavnice video zapisa, sve omiljene stavke iz Philips galerije aplikacija, internet obeleživače i istoriju. Osim toga, interaktivne MHEG aplikacije mogu da sačuvaju tzv. kolačiće na televizoru. Te datoteke će takođe biti obrisane.

Da biste obrisali internet memoriju...

- 1 – Pritisnite **⚙**, izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite opciju **Bežična veza i mreže**, a zatim pritisnite taster **▶** (desno) da biste otvorili meni.
- 3 – Izaberite **Žično ili Wi-Fi > Obriši internet memoriju**.
- 4 – Izaberite **OK** da biste potvrdili.
- 5 – Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno

Deljenje datoteka

Televizor može da se poveže sa drugim uređajima u bežičnoj mreži, kao što je računar ili pametni telefon. Možete da koristite računar sa operativnim sistemom Microsoft Windows ili Apple OS X.

Na ovom televizoru možete da otvarate fotografije, muziku i video zapise koji se nalaze na računaru. Koristite bilo koji aktuelni softver za medijski server sa podrškom za DLNA.

Google nalog

Prijavljivanje

Da biste uživali u svim mogućnostima uređaja Philips Android TV, prijavite se na Google pomoću Google naloga.

Prijavljivanje vam omogućava da igrate omiljene igre na telefonu, tabletu i televizoru. Dobićete i prilagođene preporuke za video zapise i muziku na početnom ekranu televizora, kao i pristup lokacijama YouTube, Google Play i drugim aplikacijama.

Prijavljivanje

Pomoću postojećeg **Google naloga** prijavite se na Google na televizoru. Google nalog sastoji se od e-adrese i lozinke. Ako još uvek nemate Google nalog, kreirajte ga pomoću računara ili tableta (accounts.google.com). Da biste igrali igre pomoću portala Google Play, potreban vam je Google+ profil. Ako se niste prijavili prilikom prvobitne instalacije televizora, možete u svakom trenutku da se prijavite kasnije.

Da biste se prijavili nakon obavljene instalacije televizora...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite opciju **Android postavke**, a zatim pritisnite taster **OK**.
- 3 - Pritisnite taster  (dole), da biste izabrali stavku **Lično > Dodaj nalog**, a zatim pritisnite taster **OK**.
- 4 - Pritisnite taster **OK** prilikom **PRIJAVLJIVANJA**.
- 5 - Pomoću tastature na daljinskom upravljaču unesite e-adresu, a zatim pritisnite mali taster **OK** sa desne strane tastature.
- 6 - Unesite lozinku, a zatim pritisnite isti mali taster **OK** da biste se prijavili.
- 7 - Da biste zatvorili meni, pritisnite taster  (levo) više puta uzastopno ako je potrebno

Ako želite da se prijavite sa drugim Google nalogom, prvo se odjavite, a zatim se prijavite sa drugim nalogom.

Android postavke

Možete da podesite ili prikazete nekoliko postavki ili informacija specifičnih za Android. Možete da pronađete listu aplikacija instaliranih na televizoru i koliko memorije im je potrebno. Možete da podesite jezik koji želite da koristite za glasovnu pretragu. Možete da konfigurirate tastaturu na ekranu ili da dozvolite aplikacijama da koriste vašu lokaciju. Istražite različite postavke za Android. Da biste dobili više informacija o ovim postavkama, posetite Web

lokaciju www.support.google.com/androidtv.

Da biste otvorili ove postavke...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite opciju **Android postavke**.
- 3 - Istražite različite postavke za Android.
- 4 - Pritiskajte taster  **BACK** da biste zatvorili meni.

Philips galerija aplikacija

Philips aplikacije

Povežite televizor na Internet da biste uživali u aplikacijama koje je za vas izabrala kompanija Philips. Aplikacije iz **Philips galerije aplikacija** namenski su napravljene za televizor. Preuzimanje i instaliranje aplikacija iz Galerije aplikacija je besplatno.

Kolekcija aplikacija u Philips galeriji aplikacija može da se razlikuje u zavisnosti od zemlje ili regiona.

Neke aplikacije iz Galerije aplikacija unapred su instalirane na televizor. Da biste instalirali druge aplikacije iz Galerije aplikacija, od vas će se tražiti da prihvatite uslove korišćenja. Možete da podesite postavke privatnosti prema svojim potrebama.

Da biste instalirali aplikaciju iz Galerije aplikacija...

- 1 - Pritisnite taster  **HOME**.
- 2 - Pomerite prikaz nadole i izaberite  **Philips kolekcija >  Galerija aplikacija**, a zatim pritisnite taster **OK**.
- 3 - Izaberite ikonu aplikacije, a zatim pritisnite taster **OK**.
- 4 - Izaberite opciju **Instaliraj**, a zatim pritisnite taster **OK**.

Uslovi korišćenja

Da biste instalirali i koristili aplikacije iz Philips galerije aplikacija, morate da prihvatite uslove korišćenja. Ako niste prihvatili ove uslove prilikom prvobitne instalacije televizora, možete u svakom trenutku da ih prihvatite kasnije. U trenutku kada prihvatite uslove korišćenja, neke aplikacije će odmah postati dostupne, a moći ćete i da pregledate Philips galeriju aplikacija da biste instalirali druge aplikacije.

Da biste prihvatili uslove korišćenja nakon obavljene instalacije televizora...

- 1 - Pritisnite  **HOME** i izaberite **Philips kolekcija > Galerija aplikacija**, a zatim pritisnite taster **OK** da biste otvorili Galeriju aplikacija.
- 2 - Možete da izaberete opciju **Uslovi korišćenja** i da pritisnete taster **OK** da biste ih pročitali.

- 3 - Izaberite opciju **Prihvati**, a zatim pritisnite taster **OK**. Ovo odobrenje ne možete da opozovete.
- 4 - Pritisnite taster **← BACK** da biste zatvorili meni.

Postavke privatnosti

Možete da podesite neke postavke privatnosti za aplikacije iz Philips galerije aplikacija.

- Možete da dozvolite slanje tehničke statistike kompaniji Philips.
- Možete da dozvolite lične preporuke.
- Možete da dozvolite kolačiće.
- Možete da uključite dečiju bravu za aplikacije za odrasle.

Da biste podesili postavke privatnosti za Philips galeriju aplikacija...

- 1 - Pritisnite  **HOME** i izaberite **Philips kolekcija > Galerija aplikacija**, a zatim pritisnite taster **OK** da biste otvorili Galeriju aplikacija.
- 2 - Možete da izaberete **Politiku privatnosti**, a zatim pritisnite taster **OK**.
- 3 - Izaberite svaku postavku i pritisnite taster **OK** da biste je omogućili ili onemogućili. Možete da pročitate detaljne informacije o svakoj postavci.
- 4 - Pritisnite taster **← BACK** da biste zatvorili meni.

7.4

Android postavke

Možete da podesite ili prikažete nekoliko postavki ili informacija specifičnih za Android. Možete da pronađete listu aplikacija instaliranih na televizoru i koliko memorije im je potrebno. Možete da podesite jezik koji želite da koristite za glasovnu pretragu. Možete da konfigurišete tastaturu na ekranu ili da dozvolite aplikacijama da koriste vašu lokaciju. Istražite različite postavke za Android. Da biste dobili više informacija o ovim postavkama, posetite Web lokaciju www.support.google.com/androidtv.

Da biste otvorili ove postavke...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite opciju **Android postavke**.
- 3 - Istražite različite postavke za Android.
- 4 - Pritiskajte taster **← BACK** da biste zatvorili meni.

7.5

Glavni meni

O početnom meniju

Da biste zaista uživali u prednostima koje pruža Android TV, povežite televizor na Internet.

Baš kao i na Android pametnom telefonu ili tabletu, glavni meni predstavlja centralno mesto na televizoru. Iz početnog menija možete da pokrenete bilo koju aplikaciju, da pređete na TV kanal, iznajmite film, otvorite Web lokaciju ili da pređete na povezani uređaj. U zavisnosti od podešavanja televizora i zemlje, početni meni može da sadrži različite stavke.

Početni meni je organizovan u redovima...

Preporuke

Prvi red sadrži preporuke za popularne video zapise, muzičke spotove ili internet hitove. Možete da podesite postavke privatnosti u uslovima korišćenja kako biste omogućili predloge na osnovu ličnih navika gledanja.

Philips kolekcija

Ovaj red sadrži predloge iz aplikacija.

Aplikacije

Red sa aplikacijama sadrži sve aplikacije koje se isporučuju sa televizorom i aplikacije koje ste preuzeli sa portala Google Play Store. U ovom redu takođe ćete pronaći aplikacije za televizor, kao što su **Gledanje televizije**, **Izvori**, **Medijski sadržaj** i drugi. Aplikacije koje ste nedavno pokretali prikazuju se na početku reda.

Igre

Odavde možete da pokrenete igru na televizoru. Ako preuzmete igru, ona će se pojaviti u ovom redu.

Postavke

Odavde možete da otvarate razne postavke. Međutim, da biste pronašli sve postavke, pritisnite taster , a zatim izaberite opciju **Sve postavke**. Ovde takođe možete da otvorite **Pomoć**.

Pogledajte i www.support.google.com/androidtv

Otvaranje glavnog menija

Da biste otvorili početni meni, pa neku stavku...

- 1 - Pritisnite taster  **HOME**.
- 2 - Izaberite stavku i pritisnite taster **OK** da biste je otvorili ili pokrenuli.
- 3 - Pritisnite taster **← BACK** da biste zatvorili početni meni bez pokretanja stavki.

Pretraga i glasovna pretraga

Možete da pretražujete video zapise, muziku ili bilo šta drugo na Internetu pomoću ikone  u vrhu glavnog menija. Možete da izgovorite ili otkucate ono što tražite.

Ograničeni profil

Možete da ograničite upotrebu određenih aplikacija tako što ćete da prebacite televizor na ograničeni profil. Ovaj ograničeni profil omogućava upotrebu samo onih aplikacija koje ste izabrali. Iz ovog profila možete da izađete samo pomoću PIN koda.

Dok je televizor u ograničenom profilu, ne možete...

- da pronadete ili otvorite aplikacije koje su označene kao nedozvoljene
- da pristupite prodavnici Google Play
- da kupujete filmove i TV serije preko aplikacije Google Play Movies & TV, kao ni igre preko aplikacije Google Play Games
- da koristite aplikacije nezavisnih proizvođača koje ne koriste Google prijavljivanje

Dok je televizor u ograničenom profilu, možete...

- da gledate sadržaj koji je već iznajmljen ili kupljen pomoću aplikacije Google Play Movies & TV
- da igrate igre koje su već kupljene i instalirane pomoću aplikacije Google Play Games
- da pristupite sledećim postavkama: Wi-Fi mreža, Govor i Pristupačnost
- da dodate Bluetooth dodatnu opremu

Google nalog na televizoru ostaće prijavljen.
Upotreba ograničenog profila ne menja Google nalog.

Aplikacije

8.1

Osnovne informacije o aplikacijama

Sve instalirane aplikacije možete da pronađete u odeljku **Aplikacije** glavnog menija.

Kao i aplikacije na pametnom telefonu ili tabletu, aplikacije na televizoru pružaju specifične funkcije koje obogaćuju TV doživljaj. U aplikacije spadaju YouTube, igre, prodavnice video zapisa ili aplikacije za vremensku prognozu (između ostalih). Pomoću aplikacije Internet možete da surfujete po Internetu.

Aplikacije mogu da potiču iz prodavnice **Philips galerija aplikacija** ili **Google Play™**. Za početak, na televizoru su unapred instalirane neke praktične aplikacije.

Da biste instalirali aplikacije iz prodavnice Philips galerija aplikacija ili Google Play, televizor mora da bude povezan na Internet. Da biste koristili aplikacije iz prodavnice Galerija aplikacija, morate da prihvatite Uslove korišćenja. Morate da se prijavite pomoću Google naloga da biste koristili aplikacije sa portala Google Play i prodavnicu Google Play.

8.2

Google Play

Filmovi i TV

Pomoću aplikacije **Google Play Movies & TV** možete da iznajmite ili kupite filmove i TV serije za gledanje na televizoru.

Šta vam je potrebno

- televizor mora da bude povezan na Internet
- morate da se prijavite na televizor pomoću Google naloga
- dodajte podatke o kreditnoj kartici u Google nalog da biste kupili filmove ili TV serije

Da biste iznajmili ili kupili film ili TV seriju...

- 1 - Pritisnite taster **HOME**.
- 2 - Pomerite se nadole i izaberite **Aplikacije** > **Google Play Movies & TV**, a zatim pritisnite taster **OK**.
- 3 - Izaberite film ili TV seriju, a zatim pritisnite taster **OK**.
- 4 - Izaberite ono što želite da kupite, a zatim pritisnite taster **OK**. Bićete sprovedeni kroz postupak kupovine.

Da biste gledali iznajmljeni ili kupljeni film ili TV seriju...

1 - Pritisnite taster **HOME**.

2 - Pomerite se nadole i izaberite **Aplikacije** > **Google Play Movies & TV**, a zatim pritisnite taster **OK**.

3 - Izaberite film ili TV seriju iz biblioteke u aplikaciji, izaberite naslov i pritisnite taster **OK**.

4 - Možete da koristite sledeće tastere na daljinskom upravljaču **■** (Zaustavi), **||** (Pauziraj), **◀** (Premotaj unazad) ili **▶** (Premotaj unapred).

5 - Da biste zaustavili aplikaciju **Movies & TV**, pritisnite taster **BACK** više puta uzastopno ili pritisnite **EXIT**.

Neki proizvodi i funkcije portala Google Play nisu dostupni u svim zemljama.

Više informacija potražite na lokaciji support.google.com/androidtv

Muzika

Pomoću aplikacije Google Play Music možete da reprodukujete omiljenu muziku na televizoru.

Pomoću aplikacije Google Play Music možete da kupite novu muziku na računaru ili mobilnom uređaju. Odnosno, na televizoru možete da se prijavite za All Access, pretplatu na Google Play Music. Druga mogućnost je da reprodukujete muziku koju već imate sačuvanu na računaru.

Šta vam je potrebno

- televizor mora da bude povezan na Internet
- morate da se prijavite na televizor pomoću Google naloga
- dodajte podatke o kreditnoj kartici u Google nalog da biste uzeli pretplatu na muziku

Da biste pokrenuli Google Play Music...

1 - Pritisnite taster **HOME**.

2 - Pomerite se nadole i izaberite **Aplikacije** > **Google Play Music**, a zatim pritisnite taster **OK**.

3 - Izaberite željeni muzički sadržaj, a zatim pritisnite taster **OK**.

4 - Da biste zaustavili aplikaciju **Music**, pritisnite taster **BACK** više puta uzastopno ili pritisnite **EXIT**.

Neki proizvodi i funkcije portala Google Play nisu dostupni u svim zemljama.

Više informacija potražite na lokaciji support.google.com/androidtv

Igre

Pomoću aplikacije Google Play Games možete da igrate igre na televizoru. Na mreži ili van mreže.

Možete da vidite koju igru vaši prijatelji trenutno igraju ili možete da se priključite igri i takmičite se. Možete da pratite postignute rezultate ili da nastavite tamo gde ste stali.

Šta vam je potrebno

- televizor mora da bude povezan na Internet
- morate da se prijavite na televizor pomoću Google naloga
- dodajte podatke o kreditnoj kartici u Google nalog da biste kupovali nove igre

Pokrenite aplikaciju Google Play Games da biste izabrali i instalirali nove aplikacije igara na televizor. Neke igre su besplatne. Pojaviće se poruka ako je za igranje određene igre potreban kontroler.

Da biste pokrenuli ili zaustavili aplikaciju Google Play Games...

- 1 - Pritisnite taster  HOME.
- 2 - Pomerite se nadole i izaberite  Aplikacije > Google Play Games, a zatim pritisnite taster OK.
- 3 - Izaberite igru za igranje ili izaberite novu igru za instaliranje, a zatim pritisnite taster OK.
- 4 - Kada završite, pritisnite taster  BACK više puta uzastopno, pritisnite taster  EXIT ili zaustavite aplikaciju pomoću namenskog dugmeta za izlazak/zaustavljanje.

Igre koje instalirate prikazaće se i u redu  Igre glavnog menija

Neki proizvodi i funkcije portala Google Play nisu dostupni u svim zemljama.

Više informacija potražite na lokaciji support.google.com/androidtv

Prodavnica Google Play

Iz prodavnice Google Play možete da preuzmete i instalirate nove aplikacije. Neke aplikacije su besplatne.

Šta vam je potrebno

- televizor mora da bude povezan na Internet
- morate da se prijavite na televizor pomoću Google naloga
- dodajte podatke o kreditnoj kartici u Google nalog da biste kupili aplikacije

Da biste instalirali novu aplikaciju...

- 1 - Pritisnite taster  HOME.
- 2 - Pomerite se nadole i izaberite  Aplikacije > Google Play Store, a zatim pritisnite taster OK.
- 3 - Izaberite aplikaciju koju želite da instalirate i pritisnite taster OK.

4 - Da biste zatvorili Google Play Store, pritisnite taster  BACK više puta uzastopno ili pritisnite  EXIT.

Roditeljske kontrole

U prodavnici Google Play možete da sakrijete aplikacije prema starosti korisnika/kupaca. Neophodno je da unesete PIN kôd da biste izabrali ili promenili starost.

Da biste podesili roditeljski nadzor...

- 1 - Pritisnite taster  HOME.
- 2 - Pomerite se nadole i izaberite  Aplikacije > Google Play Store, a zatim pritisnite taster OK.
- 3 - Izaberite Postavke > Roditeljska kontrola.
- 4 - Izaberite željenu starost.
- 5 - Kada se od vas bude tražilo, unesite PIN kôd.
- 6 - Da biste zatvorili Google Play Store, pritisnite taster  BACK više puta uzastopno ili pritisnite  EXIT.

Neki proizvodi i funkcije portala Google Play nisu dostupni u svim zemljama.

Više informacija potražite na lokaciji support.google.com/androidtv

Plaćanja

Da biste obavili plaćanje u prodavnici Google Play na televizoru, morate da dodate način plaćanja (kreditnu karticu (izvan SAD) Google nalogu. Kada budete kupili film ili TV seriju, iznos će biti naplaćen ovoj kreditnoj kartici.

Da biste dodali kreditnu karticu...

- 1 - Sa računara idite na lokaciju accounts.google.com i prijavite se na Google nalog koji ćete koristiti u prodavnici Google Play na televizoru.
- 2 - Idite na lokaciju wallet.google.com da biste dodali karticu u Google nalog.
- 3 - Unesite podatke o kreditnoj kartici, a zatim prihvatite uslove i odredbe.

8.3

Pokretanje ili zaustavljanje aplikacije

Aplikaciju možete da pokrenete iz glavnog menija.

Da biste pokrenuli aplikaciju...

- 1 - Pritisnite taster  HOME.
- 2 - Pomerite se do  Aplikacije i izaberite željenu aplikaciju, a zatim pritisnite taster OK.
- 3 - Da biste zaustavili aplikaciju, pritisnite taster  BACK ili pritisnite  EXIT, odnosno zaustavite aplikaciju pomoću njenog namenskog dugmeta za izlazak/zaustavljanje.

Zaključavanje aplikacija

Osnovne informacije o zaključavanju aplikacija

Aplikacije koje nisu prikladne za decu možete da zaključate. Iz Galerije aplikacija možete da zaključate aplikacije za odrasle ili podesite ograničeni profil u glavnom meniju.

Aplikacije za odrasle

Zaključavanje aplikacije za odrasle tražiće da unesete PIN kôd kada pokušate da pokrenete aplikaciju za odrasle. Ovo zaključavanje važi samo za aplikacije za odrasle iz Philips galerije aplikacija.

Ograničeni profil

Možete da podesite ograničeni profil za glavni meni tako da budu dostupne samo one aplikacije koje vi dozvolite. Potrebno je da unesete PIN kôd da biste podesili i uključili ograničeni profil.

Prodavnica Google Play – starost

U prodavnici Google Play možete da sakrijete aplikacije prema starosti korisnika/kupaca. Neophodno je da unesete PIN kôd da biste izabrali ili promenili starost. Postavka starosti će odrediti koje aplikacije će biti dostupne za instalaciju.

Otvorite **Pomoć**, izaberite opciju **Ključne reči**, a zatim potražite **Google Play Store** da biste dobili više informacija.

Zaključavanje aplikacija za odrasle

Aplikacije za odrasle možete da zaključate iz Philips galerije aplikacija. Ova postavka kontroliše postavku Aplikacije za odrasle u postavkama privatnosti Philips galerije aplikacija.

Da biste zaključali aplikacije za odrasle...

- 1 – Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite opciju **Dečija brava**, pa **Zaključavanje aplikacije**.
- 3 – Izaberite **Uklj.**
- 4 – Da biste zatvorili meni, pritisnite taster  (levo) više puta uzastopno ako je potrebno.

Ograničeni profil

Osnovne informacije o ograničenom profilu

Možete da ograničite upotrebu određenih aplikacija tako što ćete da prebacite televizor na ograničeni profil. Glavni meni će prikazati samo one aplikacije koje ste dozvolili. Da biste izašli iz ograničenog profila, potreban vam je PIN kôd.

Dok je televizor u ograničenom profilu, ne možete...

- da pronađete ili otvorite aplikacije koje su označene kao nedozvoljene
- da pristupite prodavnici Google Play
- da kupujete filmove i TV serije preko aplikacije Google Play Movies & TV, kao ni igre preko aplikacije Google Play Games
- da koristite aplikacije nezavisnih proizvođača koje ne koriste Google prijavljivanje

Dok je televizor u ograničenom profilu, možete...

- da gledate sadržaj koji je već iznajmljen ili kupljen pomoću aplikacije Google Play Movies & TV
- da igrate igre koje su već kupljene i instalirane pomoću aplikacije Google Play Games
- da pristupite sledećim postavkama: Wi-Fi mreža, Govor i Pristupačnost
- da dodate Bluetooth dodatnu opremu

Google nalog na televizoru ostaće prijavljen.

Upotreba ograničenog profila ne menja Google nalog.

Podešavanje

Da biste podesili ograničeni profil...

- 1 – Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite opciju **Android postavke**, a zatim pritisnite taster **OK**.
- 3 – Pritisnite taster  (dole) i izaberite **Lično > Bezbednost i ograničenja**, a zatim pritisnite taster **OK**.
- 4 – Izaberite opciju **Ograničeni profil**, a zatim pritisnite taster **OK**.
- 5 – Izaberite opciju **Postavke**, a zatim pritisnite taster **OK**.
- 6 – Pomoću daljinskog upravljača unesite PIN kôd.
- 7 – Izaberite opciju **Dozvoljene aplikacije**, a zatim pritisnite taster **OK**.
- 8 – Sa liste dostupnih aplikacija izaberite aplikaciju, a zatim pritisnite taster **OK** da biste je dozvolili ili zabranili.
- 9 – Pritisnite taster  **BACK** da biste se vratili jedan korak ili taster  **EXIT** da biste zatvorili meni.

Sada možete da aktivirate ograničeni profil.

Pomoću PIN koda možete u svakom trenutku da promenite PIN kôd ili da uredite listu dozvoljenih i zabranjenih aplikacija.

Aktiviranje

Da biste aktivirali (prešli na) ograničeni profil...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite opciju **Android postavke**, a zatim pritisnite taster **OK**.
- 3 - Pritisnite taster **▼** (dole) i izaberite **Lično > Bezbednost i ograničenja**, a zatim pritisnite taster **OK**.
- 4 - Izaberite opciju **Aktiviraj ograničeni profil**, a zatim pritisnite taster **OK**.
- 5 - Pomoću daljinskog upravljača unesite PIN kôd.
- 6 - Pritisnite taster **← BACK** da biste se vratili jedan korak ili taster **TV EXIT** da biste zatvorili meni.

Možete da vidite kada je ograničeni profil aktiviran ako se pojavi ikona na početnom ekranu. Pomerite se nadole do opcije  **Postavke**, a zatim se pomerite u krajnji desni ugao.

Izlazak

Da biste izašli iz ograničenog profila...

- 1 - Pritisnite taster  **HOME**, pomerite se nadole do opcije  **Postavke**, a zatim se pomerite u krajnji desni ugao.
- 2 - Izaberite opciju **Ograničeni profil**, a zatim pritisnite taster **OK**.
- 3 - Izaberite opciju **Izadi iz ograničenog profila**, a zatim pritisnite taster **OK**.
- 4 - Unesite PIN kôd. Televizor će izaći iz ograničenog profila.

8.5

Upravljanje aplikacijama

Ako zaustavite aplikaciju i vratite se u glavni meni, aplikacija neće stvarno biti zaustavljena. Aplikacija i dalje radi u pozadini kako bi bila odmah dostupna kada je ponovo pokrenete. Da bi radile bez ometanja, većina aplikacija mora da sačuva neke podatke u keš memoriji televizora. Može da bude od koristi da potpuno zaustavite aplikaciju ili da obrišete podatke određene aplikacije iz keš memorije da biste optimizovali sveukupne performanse aplikacija, kao i da biste korišćenje memorije uređaja Android TV održali na niskom nivou. Takođe, najbolja praksa je da deinstalirate aplikacije koje više ne koristite.

Da biste otvorili listu preuzetih i sistemskih aplikacija...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite opciju **Android postavke**, a zatim pritisnite taster **OK**.
- 3 - Izaberite **Uređaj > Aplikacije**, a zatim pritisnite taster **OK**.

- 4 - Izaberite aplikaciju, a zatim pritisnite taster **OK**. Ako aplikacija i dalje radi, možete da nametnete zaustavljanje ili da obrišete podatke iz keš memorije. Možete da deinstalirate aplikacije koje ste preuzeli.
- 5 - Pritisnite taster **← BACK** da biste se vratili jedan korak ili taster **TV EXIT** da biste zatvorili meni.

Ako koristite USB čvrsti disk za čuvanje aplikacija, aplikaciju možete da premestite sa USB čvrstog diska u memoriju televizora i obrnuto.

8.6

Memorija

Možete da vidite koliko skladišnog prostora – unutrašnje memorije televizora – koristite za aplikacije, video zapise, muziku itd. Možete da vidite koliko slobodnog prostora i dalje imate na raspolaganju za instaliranje novih aplikacija. Proverite memoriju ako aplikacije počnu da rade sporije ili u slučaju problema sa aplikacijom.

Da biste videli koliko memorije koristite...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite opciju **Android postavke**, a zatim pritisnite taster **OK**.
- 3 - Izaberite **Uređaj > Memorija i resetovanje**, a zatim pritisnite taster **OK**.
- 4 - Prikazite upotrebu memorije televizora.
- 5 - Pritisnite taster **← BACK** da biste se vratili jedan korak ili taster **TV EXIT** da biste zatvorili meni.

USB čvrsti disk

Ako povežete USB čvrsti disk, možete da ga koristite za proširenje memorije televizora kako biste sačuvali više aplikacija. Televizor će prvo pokušati da sačuva nove aplikacije na USB čvrstom disku. Neke aplikacije ne dozvoljavaju čuvanje na USB čvrstom disku.

Oslobodite prostor za skladištenje

Kada televizor prikaže poruku „Ponestaje prostora u memoriji“, izaberite  **HOME > Postavke > Upravljanje aplikacijama** da biste oslobodili prostor za skladištenje tako što ćete ukloniti aplikacije ili ih čuvati u spoljnoj memoriji.

Internet

Pokretanje Interneta

Na televizoru možete da pretražujete Internet. Možete da prikazete bilo koju Internet lokaciju, ali većina nije prilagođena za ekran televizora.

- Neki dodaci (npr. za prikaz stranica ili video zapisa) nisu dostupni za televizor.
- Ne možete da šaljete niti da preuzimate datoteke.
- Internet stranice prikazuju se jedna po jedna i preko celog ekrana.

Da biste pokrenuli Internet pregledač...

- 1 - Pritisnite taster  HOME.
- 2 - Pomerite se nadole i izaberite opciju Aplikacije >  Internet , a zatim pritisnite taster OK.
- 3 - Unesite Internet adresu, izaberite opciju , a zatim pritisnite taster OK.
- 4 - Da biste zatvorili Internet, pritisnite taster  HOME ili pritisnite  EXIT.

Opcije na Internetu

Neke dodatne opcije dostupne su za Internet.

Da biste otvorili dodatne opcije...

- 1 - Dok je Web lokacija otvorena, pritisnite taster  OPTIONS.
- 2 - Izaberite jednu od stavki, a zatim pritisnite taster OK.
- 3 - Da biste zatvorili meni, pritisnite taster  (levo) više puta uzastopno ako je potrebno.

Unesite adresu

Unošenje nove Internet adrese.

Prikaži omilj.

Prikazivanje stranica koje ste označili kao omiljene.

Ponovo učitaj stranicu

Ponovno učitavanje Internet stranice.

Zumiraj stranicu

Pomoću klizača izaberite procenat zuma.

Bezbednosne informacije

Prikazivanje bezbednosnih informacija trenutne stranice.

Označi kao omiljeno

Označavanje trenutne stranice kao omiljene.

Titlovi

Biranje titlova ako su dostupni.

Meni televizora

10.1

Osnovne informacije o meniju televizora

Ako televizor ne može da se poveže na Internet, možete da koristite **Meni televizora** kao glavni meni.

U meniju televizora pronaći ćete svaku funkciju televizora.

10.2

Otvaranje menija televizora

Da biste otvorili meni televizora, a zatim neku stavku...

1 - Pritisnite taster  da biste otvorili meni televizora.

2 - Izaberite stavku i pritisnite taster **OK** da biste je otvorili ili pokrenuli.

3 - Pritisnite taster  **BACK** da biste zatvorili meni televizora bez pokretanja stavki.

Povezani uređaji, lista

Prebacivanje na uređaj

Sa liste izvora možete da pređete na bilo koji od povezanih uređaja. Možete da se prabacite na tjuner da biste gledali TV program, da otvorite sadržaj povezanog USB fleš uređaja ili da gledate snimke koje ste snimili na povezani USB čvrsti disk. Možete da pređete na povezane uređaje da biste gledali njihov program, na digitalni risiver ili na Blu-ray Disc plejer.

Da biste prešli na povezani uređaj...

- 1 - Pritisnite taster  **SOURCES** da biste otvorili meni Izvori.
- 2 - Izaberite jednu od stavki sa liste izvora, a zatim pritisnite taster **OK**. Na televizoru će se prikazati program sa uređaja.
- 3 - Ponovo pritisnite taster  **SOURCES** da biste zatvorili meni.

One Touch Play

Kada se televizor nalazi u stanju pripravnosti, plejer za diskove možete da uključite pomoću daljinskog upravljača za televizor.

Da biste aktivirali plejer za diskove i televizor iz stanja pripravnosti i odmah pokrenuli reprodukciju sa diska, pritisnite taster  (Reprodukuji) na daljinskom upravljaču za televizor. Uređaj mora da bude povezan pomoću HDMI kabla, a na televizoru i na uređaju mora da bude uključen HDMI CEC.

Opcije za ulaz televizora

Neki ulazni uređaji za televizor nude određene postavke.

Da biste podesili opcije za određeni ulaz televizora...

- 1 - Pritisnite taster  **SOURCES**.
- 2 - Izaberite ulaz televizora sa liste, a zatim pritisnite taster **OK**.
- 3 - Pritisnite taster **+** **OPTIONS**. Opcije za izabrani ulaz televizora možete da podesite ovde.
- 4 - Ponovo pritisnite taster **+** **OPTIONS** da biste zatvorili meni Opcije.

Moguće opcije...

Kontrole

Zahvaljujući ovoj opciji možete da upravljate povezanim uređajem pomoću daljinskog upravljača. Uređaj mora da bude povezan pomoću

HDMI kabla, a na televizoru i na uređaju mora da bude uključen HDMI CEC.

Informacije o uređaju

Otvorite ovu opciju da biste prikazali informacije na povezanom uređaju.

Naziv i tip uređaja

Kada povežete novi uređaj na televizor, a televizor zatim otkrije taj uređaj, možete da dodelite ikonu koja odgovara tipu uređaja. Ako povežete uređaj pomoću HDMI kabla i protokola HDMI CEC, televizor automatski otkriva tip uređaja, koji zatim dobija odgovarajuću ikonu.

Tip uređaja određuje stil slike i zvuka, vrednost rezolucije, specifične postavke ili položaj u meniju Izvor. Ne morate da brinete za idealne postavke.

Preimenovanje ili promena tipa

U svakom trenutku možete da promenite naziv ili tip povezanog uređaja. U meniju Izvori potražite ikonu **+** sa desne strane naziva uređaja. Neki izvori ulaza televizora ne dozvoljavaju promenu naziva.

Da biste promenili tip uređaja...

- 1 - U meniju Izvori izaberite uređaj.
- 2 - Pritisnite taster **+** **OPTIONS**.
- 3 - Pritisnite taster  **BACK** da biste sakrili tastaturu na ekranu.
- 4 - Pritisnite taster  (dole) da biste pronašli sve dostupne tipove uređaja. Izaberite željeni tip, a zatim pritisnite taster **OK**.

5 - Ako želite da resetujete tip uređaja na originalni tip priključka, izaberite opciju **Resetuj**, a zatim pritisnite taster **OK**.

6 - Izaberite opciju **Zatvori**, a zatim pritisnite taster **OK** da biste zatvorili ovaj meni.

Da biste promenili naziv uređaja...

- 1 - U meniju Izvori izaberite uređaj.
- 2 - Pritisnite taster **+** **OPTIONS**.
- 3 - Pritisnite taster  **BACK** da biste sakrili tastaturu na ekranu.
- 4 - Upotrebite tastaturu sa zadnje strane daljinskog upravljača da biste izbrisali trenutni naziv i uneli novi.
- 5 - Ako želite da resetujete naziv uređaja na originalni naziv priključka, izaberite opciju **Resetuj**, a zatim pritisnite taster **OK**.
- 6 - Izaberite opciju **Zatvori**, a zatim pritisnite taster **OK** da biste zatvorili ovaj meni.

Računar

Ako povežete računar, savetujemo vam da vezi putem koje je računar povezan date naziv sa ispravnim tipom uređaja u meniju Izvor. Ako tada pređete na stavku **Računar** u meniju Izvor, televizor će automatski biti podešen na idealne postavke za Računar.

Da biste televizor podesili na idealne postavke...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite **Slika**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 - Izaberite **Napredno** > **Računar**.
- 4 - Izaberite **Uklj. ili Isk.**
- 5 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Postavke

12.1

Često korišćene postavke

Najčešće korišćene postavke objedinjene su u meniju **Česte postavke**.

Da biste otvorili meni...

- 1 – Pritisnite taster .
- 2 – Izaberite postavku koju želite da podesite i pritisnite taster **OK**.
- 3 – Pritisnite taster  **BACK** ako ne želite ništa da promenite.

12.2

Slika

Stil slike

Izbor stila

Da biste jednostavno prilagodili sliku, možete da izaberete unapred podešeni **Stil slike**.

- 1 – Dok gledate televiziju pritisnite .
- 2 – Izaberite **Stil slike**, a zatim izaberite jedan od stilova sa liste.
- 3 – Da biste zatvorili meni, pritisnite taster  (levo) više puta uzastopno ako je potrebno.

Dostupni su sledeći stilovi...

- **Lično** – željene postavke slike koje ste podesili prilikom prvog pokretanja.
- **Živo** – savršeno za gledanje preko dana
- **Prirodno** – postavke za prirodan prikaz slike
- **Standardno** – energetska najefikasnija postavka (fabrička postavka)
- **Film** – savršeno za gledanje filmova
- **Fotografija** – savršeno za pregledanje fotografija
- **Igra** – savršeno za igranje igara
- **ISF dan** – za ISF kalibraciju
- **ISF noć** – za ISF kalibraciju

Stilovi za HDR sadržaj...

- **HDR – lično**
- **HDR – živopisno**
- **HDR – prirodno**
- **HDR – standardno**
- **HDR – film**
- **HDR Foto**
- **ISF dan**
- **ISF noć**
- **HDR Igra**

Prilagođavanje stila

Svaka postavka slike koju prilagodite, kao što je **Boja** ili **Kontrast**, čuva se u trenutno izabranom **stilu slike**. To vam omogućava da prilagodite svaki stil. Jedino stil **Lično** može da sačuva svoje postavke za svaki povezani uređaj u meniju **Izvori**.

Vraćanje stila

Dok je izabran stil slike, sve postavke slike možete da podešavate u **Sve postavke > Slika...**

Promene koje napravite biće sačuvane u izabranom stilu. Preporučujemo da postavke slike podešavate isključivo za stil **Lično**. Stil slike **Lično** omogućava čuvanje postavki za svaki povezani uređaj u meniju **Izvori**.

Da biste stil vratili na originalne postavke...

- 1 – Dok gledate televiziju pritisnite .
- 2 – Izaberite **Stil slike**, a zatim izaberite stil slike koji želite da vratite.
- 3 – Izaberite **Vrati stil**, a zatim pritisnite taster **OK**. Stil je vraćen.
- 4 – Da biste zatvorili meni, pritisnite taster  (levo) više puta uzastopno ako je potrebno.

Upotreba kod kuće ili u prodavnici

Ako se **Stil slike** vraća na postavku **Živo** svaki put kada uključite televizor, opcija za mesto televizora je podešena na postavku **Prodavnica**. Ova postavka se koristi za promociju u prodavnici.

Da biste televizor podesili za upotrebu kod kuće...

- 1 – Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite **Opšte postavke**, a zatim pritisnite  (desno) da biste otvorili meni.
- 3 – Izaberite **Lokacija > Dom**.
- 4 – Da biste zatvorili meni, pritisnite taster  (levo) više puta uzastopno ako je potrebno.

Postavke slike

Boja

Pomoću opcije **Boja** možete da podesite zasićenost boja na slici.

Da biste podesili boju...

- 1 – Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite **Slika**, a zatim pritisnite taster  (desno) da biste otvorili meni.
- 3 – Izaberite **Boja**, a zatim pritisnite taster  (desno).

4 – Pritisnite strelice  (gore) ili  (dole) da biste podesili vrednost.

5 – Da biste zatvorili meni, pritisnite taster  (levo) više puta uzastopno ako je potrebno.

Kontrast

Pomoću opcije **Kontrast** možete da podesite kontrast slike.

Da biste podesili kontrast...

1 – Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.

2 – Izaberite **Slika**, a zatim pritisnite taster  (desno) da biste otvorili meni.

3 – Izaberite **Kontrast**, a zatim pritisnite taster  (desno).

4 – Pritisnite strelice  (gore) ili  (dole) da biste podesili vrednost.

5 – Da biste zatvorili meni, pritisnite taster  (levo) više puta uzastopno ako je potrebno.

Oštrina

Pomoću opcije **Oštrina** možete da podesite nivo oštine finih detalja na slici.

Da biste podesili oštrinu...

1 – Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.

2 – Izaberite **Slika**, a zatim pritisnite taster  (desno) da biste otvorili meni.

3 – Izaberite opciju **Oštrina**, a zatim pritisnite taster  (desno).

4 – Pritisnite strelice  (gore) ili  (dole) da biste podesili vrednost.

5 – Da biste zatvorili meni, pritisnite taster  (levo) više puta uzastopno ako je potrebno.

Osvetljenost

Pomoću opcije **Osvetljenost** možete da podesite osvetljenost signala za sliku.

Da biste podesili oštrinu...

1 – Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.

2 – Izaberite **Slika**, a zatim pritisnite taster  (desno) da biste otvorili meni.

3 – Izaberite opciju **Osvetljenost** i pritisnite taster  (desno).

4 – Pritisnite strelice  (gore) ili  (dole) da biste podesili vrednost.

5 – Da biste zatvorili meni, pritisnite taster  (levo) više puta uzastopno ako je potrebno.

Napredne postavke slike

Računar

Ako povežete računar, savetujemo vam da vezi putem koje je računar povezan date naziv sa ispravnim tipom uređaja u meniju Izvor. Ako tada predete na stavku **Računar** u meniju Izvor, televizor će automatski biti podešen na idealne postavke za Računar.

Da biste televizor podesili na idealne postavke...

1 – Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.

2 – Izaberite **Slika**, a zatim pritisnite taster  (desno) da biste otvorili meni.

3 – Izaberite **Napredno** > **Računar**.

4 – Izaberite **Uklj. ili Isk.**

5 – Da biste zatvorili meni, pritisnite taster  (levo) više puta uzastopno ako je potrebno.

Postavke boje

Poboljšanje boje

Pomoću opcije **Poboljšanje boje** možete da povećate intenzitet boje i količinu detalja jarkih boja.

Da biste podesili nivo...

1 – Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.

2 – Izaberite **Slika**, a zatim pritisnite taster  (desno) da biste otvorili meni.

3 – Izaberite **Napredno** > **Boja** > **Poboljšanje boje**.

4 – Izaberite **Maksimum**, **Srednje**, **Minimum** ili **Isk.**

5 – Da biste zatvorili meni, pritisnite taster  (levo) više puta uzastopno ako je potrebno.

Temperatura boje

Pomoću opcije **Temperatura boja** možete da podesite temperaturu boje na unapred podešenu vrednost ili da izaberete stavku **Prilagođeno** kako biste sami podesili temperaturu pomoću opcije **Prilagođena temperatura boje**. Postavke Temperatura boja i Prilagođena temperatura boje su namenjene profesionalnim korisnicima.

Da biste izabrali unapred podešenu postavku...

1 – Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.

2 – Izaberite **Slika**, a zatim pritisnite taster  (desno) da biste otvorili meni.

3 – Izaberite **Napredno** > **Boja** > **Temperatura boje**.

4 – Izaberite **Normalno**, **Toplo** ili **Hladno**. Ili kliknite na **Prilagođeno** ako želite sami da prilagodite

temperaturu boje.

5 – Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Prilagođena temperatura boje

Pomoću opcije **Prilagođena temperatura boje** možete sami da podesite temperaturu boje. Da biste podesili prilagođenu temperaturu boje, prvo izaberite **Prilagođeno** u meniju **Temperatura boje**. Postavka **Prilagođena temperatura boje** je namenjena profesionalnim korisnicima.

Da biste podesili prilagođenu temperaturu boje...

- 1 – Pritisnite **⚙**, izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite **Slika**, a zatim pritisnite taster **▶** (desno) da biste otvorili meni.
- 3 – Izaberite **Napredno > Boja > Prilagođena temperatura boje**.
- 4 – Pritisnite strelice **▲** (gore) ili **▼** (dole) da biste podesili vrednost. WP je najsvetlija tačka, a BL je nivo crne boje. Možete da izaberete i neku unapred podešenu postavku iz ovog menija.
- 5 – Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Postavke za upravljanje bojama

ISF upravljanje bojama

Pomoću opcije **ISF upravljanje bojama**, ISF stručnjak može da kalibriše reprodukciju boja na televizoru. Kontrola boje je postavka za ISF stručnjake.

Postignite najbolji kvalitet slike na ekranu televizora pomoću **ISF® kalibracije**. Obratite se stručnjaku za ISF kalibraciju koji će doći kod vas kući i podesiće televizor na najoptimalnije postavke slike. Pored toga, stručnjak može da podesi ISF kalibraciju za Ambilight. Obratite se prodavcu u vezi sa ISF kalibracijom.

Prednosti kalibracije su...

- veći stepen jasnoće i oštine slike;
- bolji nivo detalja u svetlim i tamnim oblastima;
- dublji i tamniji prikaz crne boje;
- čistiji i kvalitetniji prikaz boja;
- smanjena potrošnja energije.

Stručnjak za ISF kalibraciju memorisaće i zaključati ISF postavke kao 2 stila slike.

Nakon završetka ISF kalibracije, pritisnite **⚙** i izaberite **Stil slike**, pa **ISF dan** ili **ISF noć**. Izaberite opciju **ISF dan** za gledanje televizije u uslovima snažnog osvetljenja ili izaberite **ISF noć** za uslove slabog osvetljenja.

Nijansa boje

Da biste podesili vrednost **Nijansa boje**...

- 1 – Pritisnite **⚙**, izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite **Slika**, a zatim pritisnite taster **▶** (desno) da biste otvorili meni.
- 3 – Izaberite **Napredno > Boja > Kontrola boje**.
- 4 – Izaberite **Nijansa boje**, a zatim pritisnite taster **▶** (desno).
- 5 – Pritisnite strelice **▲** (gore) ili **▼** (dole) da biste podesili vrednost.
- 6 – Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Zasićenost

Da biste podesili vrednost **Zasićenost**...

- 1 – Pritisnite **⚙**, izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite **Slika**, a zatim pritisnite taster **▶** (desno) da biste otvorili meni.
- 3 – Izaberite **Napredno > Boja > Kontrola boje**.
- 4 – Izaberite **Zasićenost**, a zatim pritisnite taster **▶** (desno).
- 5 – Pritisnite strelice **▲** (gore) ili **▼** (dole) da biste podesili vrednost.
- 6 – Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Resetuj sve

Pomoću opcije **Resetuj sve** možete da resetujete sve vrednosti na podrazumevane.

Da biste resetovali sve vrednosti u meniju **Kontrola boje**...

- 1 – Pritisnite **⚙**, izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite **Slika**, a zatim pritisnite taster **▶** (desno) da biste otvorili meni.
- 3 – Izaberite **Napredno > Boja > Kontrola boje**.
- 4 – Izaberite **Resetuj sve**.
- 5 – Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

ISF režim samo RGB

Režim samo RGB je ISF postavka za profesionalne korisnike koja omogućava prebacivanje na RGB boje. Da biste podesili vrednosti u meniju **Režim samo RGB**, prvo podesite **ISF dan** ili **ISF noć** u meniju **Stil slike**.

Da biste podesili vrednost **Režim samo RGB**...

- 1 – Pritisnite **⚙**, izaberite opciju **Sve postavke**, a

zatim pritisnite taster **OK**.

2 - Izaberite **Slika**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.

3 - Izaberite **Napredno > Boja > Režim samo RGB**.

4 - Izaberite **Crvena, Zelena, Plava** ili **Isk.** da biste isključili RGB režim.

5 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Postavke kontrasta

Režimi kontrasta

Pomoću opcije **Režim kontrasta** možete da podesite nivo od kog može da se smanji potrošnja energije putem smanjivanja intenziteta osvetljenosti ekrana. Odaberite ovu opciju da biste ostvarili najefikasniju potrošnju energije ili da biste dobili najintenzivniju osvetljenost slike.

Da biste podesili nivo...

1 - Pritisnite **⚙**, izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.

2 - Izaberite **Slika**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.

3 - Izaberite **Napredno > Kontrast > Režim kontrasta**.

4 - Izaberite **Standardno, Najmanja potrošnja energije, Najbolja slika** ili **Isk.**

5 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

HDR povećavanje rezolucije

HDR povećavanje rezolucije vam omogućava da povećate osvetljenost i kontrast slike. Slika je mnogo svetlija i ima viši nivo kontrasta između svetlijih i tamnijih delova. HDR povećavanje rezolucije održava prikaz boja bogatim i zasićenim. HDR povećavanje rezolucije možete da uključite ili isključite.

Ako gledate HDR programe (programe koji su snimljeni pomoću tehnologije HDR), nema potrebe za povećavanjem rezolucije na HDR, pa je postavka **HDR povećavanje rezolucije** nedostupna. Televizor može da reprodukuje HDR programe putem HDMI veze, iz internet izvora ili sa povezanog USB memorijskog uređaja.

Da biste uključili/isključili HDR povećavanje rezolucije...

1 - Pritisnite **⚙**, izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.

2 - Izaberite **Slika**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.

3 - Izaberite **Napredno > Kontrast > HDR povećavanje rezolucije**.

4 - Izaberite **Uklj. ili Isk.**

5 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Savršen kontrast

Pomoću opcije **Savršen kontrast** možete da podesite nivo od kog televizor automatski povećava nivo detalja u tamnim, srednjim i svetlim oblastima slike.

Da biste podesili nivo...

1 - Pritisnite **⚙**, izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.

2 - Izaberite **Slika**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.

3 - Izaberite **Napredno > Kontrast > Perfect Contrast**.

4 - Izaberite **Maksimum, Srednje, Minimum** ili **Isk.**

5 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Video kontrast

Pomoću opcije **Video kontrast** možete da smanjite opseg video kontrasta.

Da biste podesili nivo...

1 - Pritisnite **⚙**, izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.

2 - Izaberite **Slika**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.

3 - Izaberite **Napredno > Kontrast > Video kontrast**.

4 - Pritisnite strelice **▲** (gore) ili **▼** (dole) da biste podesili vrednost.

5 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Svetlosni senzor

Opcija **Svetlosni senzor** automatski prilagođava postavke slike u skladu sa osvetljenjem u prostoriji. Možete da uključite ili isključite **Svetlosni senzor**.

Da biste uključili/isključili...

1 - Pritisnite **⚙**, izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.

2 - Izaberite **Slika**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.

3 - Izaberite **Napredno > Kontrast > Svetlosni senzor**.

4 - Izaberite **Uklj. ili Isk.**

5 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Gama

Pomoću opcije **Gama** možete nelinearno da podesite osvetljenje i kontrast slike. Postavka Gama je namenjena profesionalnim korisnicima.

Da biste podesili nivo...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite **Slika**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 - Izaberite **Napredno > Kontrast > Gama**.
- 4 - Pritisnite strelice **▲** (gore) ili **▼** (dole) da biste podesili vrednost.
- 5 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Postavke oštine

Ultra Resolution

Pomoću opcije **Ultra Resolution** dobićete vrhunsku oštrinu po linijama i konturama slike.

Da biste uključili/isključili...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite **Slika**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 - Izaberite **Napredno > Oštrina > Ultra Resolution**.
- 4 - Izaberite **Uklj. ili Isk.**
- 5 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Smanjenje šuma

Pomoću opcije **Smanjenje šuma** možete da filtrirate i da smanjite količinu šuma na slici.

Da biste podesili smanjenje šuma...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite **Slika**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 - Izaberite **Napredno > Oštrina > Smanjenje šuma**.
- 4 - Izaberite **Maksimum, Srednje, Minimum ili Isk.**
- 5 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

MPEG redukcija

Pomoću opcije **MPEG redukcija** dobićete glatkije prikazivanje digitalnih prelaza na slici. MPEG smetnje se najčešće manifestuju kao kvadratići ili nazubljene ivice slike.

Da biste umanjili MPEG smetnje...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite **Slika**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 - Izaberite **Napredno > Oštrina > MPEG redukcija**.
- 4 - Izaberite **Maksimum, Srednje, Minimum ili Isk.**
- 5 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Postavke za prikaz pokreta

Perfect Natural Motion

Pomoću opcije **Perfect Natural Motion** možete da smanjite podrhtavanje pokreta, uočljivo u filmovima koji se prikazuju na televizoru. Opcija Perfect Natural Motion čini pokrete glatkim i prirodnim.

Da biste smanjili podrhtavanje pokreta...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite **Slika**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 - Izaberite **Napredno > Pokret > Perfect Natural Motion**.
- 4 - Izaberite **Maksimum, Srednje, Minimum ili Isk.**
- 5 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Clear LCD

Zahvaljujući opciji **Clear LCD** imaćete vrhunsku oštrinu pokreta, intenzivniju crnu boju, visok kontrast sa mirnom slikom bez treperenja, kao i širi ugao vidljivosti.

Da biste uključili/isključili...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite **Slika**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 - Izaberite **Napredno > Pokret > Clear LCD**.
- 4 - Izaberite **Uklj. ili Isk.**
- 5 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Format slike

Osnovno

Ako se slika ne prikazuje preko celog ekrana i ako su prisutne crne trake gore/dole ili sa obe strane, možete da podesite sliku tako da ispuni čitav ekran.

Da biste izabrali neku od osnovnih postavki za

popunjavanje ekrana...

- 1 – Tokom gledanja TV kanala pritisnite taster  (ako je dostupan na daljinskom upravljaču) ili pritisnite .
- 2 – Izaberite **Format slike > Popuni ekran**, **Uklopi na ekran** ili **Široki ekran**.
- 3 – Da biste zatvorili meni, pritisnite taster  (levo) više puta uzastopno ako je potrebno.
 - **Popuni ekran** – Automatski povećava sliku kako bi popunila ceo ekran. Izobličenje slike je minimalno, a titlovi ostaju vidljivi. Nije pogodno za prikaz slike sa računara. Neki ekstremni formati slike mogu i dalje da prikazuju crne trake.
 - **Uklopi na ekran** – Automatski zumira sliku kako bi popunila ekran bez pojave izobličenja. Mogu da budu vidljive crne trake. Nije pogodno za prikaz slike sa računara.
 - **Široki ekran** – Automatski zumira sliku na format širokog ekrana.

Napredno

Ako dve osnovne postavke nisu odgovarajuće za željeni format slike, možete da upotrebite napredne postavke. Napredne postavke vam omogućavaju da ručno izaberete format slike na ekranu.

Možete da zumirate, razvlačite i pomerate sliku dok ne bude prikazana onako kako želite – npr. ako se ne vide titlovi ili pomerajući tekstualni baneri. Ako sliku oblikujete za određeni izvor (poput povezane konzole za igre), možete da se vratite na tu postavku sledeći put kada budete koristili konzolu za igre. Ako sliku oblikujete za određeni izvor (poput povezane konzole za igre), možete da se vratite na tu postavku sledeći put kada budete koristili konzolu za igre.

Da biste ručno formatirali sliku...

- 1 – Tokom gledanja TV kanala pritisnite taster  (ako je dostupan na daljinskom upravljaču) ili pritisnite .
- 2 – Izaberite opciju **Napredno**, a zatim pritisnite taster **OK**.
- 3 – Pomoću opcije **Pomeri**, **Zum**, **Razvuci** ili **Original** podesite sliku.
- 4 – Takođe možete da izaberete opciju **Poslednja postavka** i da pritisnete taster **OK** da biste prešli na format koji ste prethodno sačuvali.
- 5 – Izaberite **Opozovi** da biste se vratili na postavke slike kao kada ste otvorili **Format slike**.
 - **Pomeri** – Pomoću strelica pomerajte sliku. Sliku možete da pomerate samo dok je zumirana.
 - **Zum** – Pomoću strelica uvećajte prikaz.
 - **Razvuci** – Pomoću strelica razvucite sliku vertikalno ili horizontalno.
 - **Opozovi** – Izaberite da biste se vratili na početni format slike.
 - **Nazivni format** – Prikazuje originalni format ulazne slike. Ovo je format 1:1 (piksel na piksel). Profesionalni

režim za prikazivanje HD sadržaja i slike sa računara.

Brzo pod. zvuka

Tokom prve instalacije podesili ste neke postavke slike u nekoliko jednostavnih koraka. Možete da ponovite te korake pomoću **Brzog podešavanja slike**. Da biste prošli kroz ove korake, proverite da li televizor može da prikaže TV kanal ili da prikaže program sa povezanog uređaja.

Da biste podesili sliku u nekoliko jednostavnih koraka...

- 1 – Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite **Slika**, a zatim pritisnite taster  (desno) da biste otvorili meni.
- 3 – Izaberite opciju **Brzo podešavanje slike**.
- 4 – Izaberite **Pokreni**. Pomoću tastera za navigaciju napravite izbor.
- 5 – Na kraju izaberite opciju **Završi**.
- 6 – Da biste zatvorili meni, pritisnite taster  (levo) više puta uzastopno ako je potrebno.

12.3

Zvuk

Stil zvuka

Izbor stila

Da biste jednostavno prilagodili zvuk, možete da izaberete unapred podešene postavke pomoću opcije **Stil zvuka**.

- 1 – Dok gledate televiziju pritisnite .
- 2 – Izaberite opciju **Zvuk**, a zatim pritisnite taster  (desno) da biste otvorili meni.
- 3 – Izaberite **Stil zvuka**, a zatim izaberite jedan od stilova sa liste.
- 4 – Da biste zatvorili meni, pritisnite taster  (levo) više puta uzastopno ako je potrebno.

Dostupni su sledeći stilovi...

- **Lično** – željene postavke zvuka koje ste podesili prilikom prvog pokretanja.
- **Original** – najprirodnija postavka zvuka
- **Film** – savršeno za gledanje filmova
- **Muzika** – savršeno za slušanje muzike
- **Igra** – savršeno za igranje igara
- **Vesti** – savršeno za reprodukciju govora

Vraćanje stila

Dok je izabran stil zvuka, sve postavke zvuka možete da podešavate u **Podešavanje > Zvuk...**

Promene koje napravite biće sačuvane u izabranom stilu. Preporučujemo da postavke zvuka podešavate isključivo za stil **Lično**. Stil zvuka **Lično** omogućava čuvanje postavki za svaki povezani uređaj u meniju Izvori.

Da biste stil vratili na originalne postavke...

- 1 – Dok gledate televiziju pritisnite .
- 2 – Izaberite opciju **Zvuk**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 – Izaberite **Stil zvuka**, a zatim izaberite stil zvuka koji želite da vratite.
- 4 – Izaberite opciju **Vrati stil**. Stil je vraćen.
- 5 – Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Postavke zvuka

Bas

Pomoću opcije **Bas** možete da podesite niske tonove zvuka.

Da biste podesili nivo...

- 1 – Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite opciju **Zvuk**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 – Izaberite **Bas**, a zatim pritisnite taster **➤** (desno).
- 4 – Pritisnite strelice **▲** (gore) ili **▼** (dole) da biste podesili vrednost.
- 5 – Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Visoki tonovi

Pomoću opcije **Visoki tonovi** možete da podesite visoke tonove zvuka.

Da biste podesili nivo...

- 1 – Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite opciju **Zvuk**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 – Izaberite **Visoki ton**, a zatim pritisnite taster **➤** (desno).
- 4 – Pritisnite strelice **▲** (gore) ili **▼** (dole) da biste podesili vrednost.
- 5 – Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Jačina zvuka za slušalice

Pomoću opcije **Jačina zvuka za slušalice** možete posebno da podesite jačinu zvuka na priključenim slušalicama.

Da biste podesili jačinu zvuka...

- 1 – Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite opciju **Zvuk**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 – Izaberite opciju **Jačina zvuka za slušalice**.
- 4 – Pritisnite strelice **▲** (gore) ili **▼** (dole) da biste podesili vrednost.
- 5 – Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Jačina zvuka niskotonca

Ako povežete bežični Bluetooth niskotonac, možete malo da povećate ili smanjite jačinu zvuka niskotonca.

Da biste malo prilagodili jačinu zvuka...

- 1 – Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite opciju **Zvuk**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 – Izaberite opciju **Jačina zvuka niskotonca**.
- 4 – Pritisnite **▲** (gore) ili **▼** (dole) da biste podesili vrednost.
- 5 – Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Režim okružujućeg zvuka

Pomoću **Režima okružujućeg zvuka** možete da podesite efekte zvuka sa zvučnika televizora.

Da biste podesili režim okružujućeg zvuka...

- 1 – Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite opciju **Zvuk**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 – Izaberite opciju **Režim okružujućeg zvuka**.
- 4 – Izaberite **Stereo** ili **Incredible Surround**.
- 5 – Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Položaj televizora

Kao deo prve instalacije, ova postavka je podešena na **Na postolju televizora** ili **Na zidu**. Ako ste položaj televizora promenili nakon toga, prilagodite ovu postavku kako biste dobili najbolju reprodukciju zvuka.

- 1 – Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.

- 2 – Izaberite opciju **Zvuk**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 – Izaberite opciju **Položaj televizora**.
- 4 – Izaberite **Na postolju televizora** ili **Na zidu**.
- 5 – Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Napredne postavke zvuka

Automatsko ujednačavanje jačine zvuka

Pomoću opcije **Automatsko ujednačavanje jačine zvuka**, televizor može automatski da ujednačava iznenadne razlike u jačini zvuka. Obično se javljaju na početku reklama ili pri prelasku sa jednog kanala na drugi.

Da biste uključili/isključili...

- 1 – Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite opciju **Zvuk**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 – Izaberite **Napredno**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 4 – Izaberite **Automatsko ujednačavanje jačine zvuka**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 5 – Izaberite **Uklj. ili Isk.**
- 6 – Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Clear Sound

Pomoću opcije **Clear Sound** možete da poboljšate zvuk dijaloga. Ova opcija je idealna za gledanje vesti. Poboljšavanje zvuka je moguće uključiti ili isključiti.

Da biste uključili/isključili...

- 1 – Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite opciju **Zvuk**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 – Izaberite **Napredno** > **Clear Sound**.
- 4 – Izaberite **Uklj. ili Isk.**
- 5 – Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Format audio izlaza

Ako vaš sistem kućnog bioskopa podržava višekanalnu obradu zvuka, npr. Dolby Digital, DTS® ili sličnu, podesite format audio izlaza na **Višekanalno**. Zahvaljujući toj opciji, televizor može da šalje sistemu kućnog bioskopa komprimovani višekanalni zvučni signal sa TV kanala ili sa povezanog plejera. Ako sistem kućnog bioskopa nema mogućnost višekanalne obrade zvuka, izaberite opciju **Stereo**.

Da biste podesili Format audio izlaza...

- 1 – Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite opciju **Zvuk**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 – Izaberite **Napredno** > **Format audio izlaza**.
- 4 – Izaberite opciju **Višekanalno** ili **Stereo**.
- 5 – Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Ujednačavanje audio izlaza

Postavka **Ujednačavanje audio izlaza** omogućava podešavanje jačine zvuka televizora i sistema kućnog bioskopa pri prelasku sa jednog na drugi. Razlika u jačini zvuka može da bude prouzrokovana različitom obradom zvuka.

Da biste ujednačili razliku u jačini zvuka...

- 1 – Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite opciju **Zvuk**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 – Izaberite **Napredno** > **Ujednačavanje audio izlaza**.
- 4 – Ako je razlika u jačini zvuka velika, izaberite opciju **Više**. Ako je razlika mala, izaberite opciju **Manje**.
- 5 – Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Ujednačavanje audio izlaza utiče na audio signal sa optičkog audio izlaza i na HDMI ARC zvučni signal.

Kašnjenje audio izlaza

Ako na sistemu kućnog bioskopa podesite kašnjenje sinhronizacije zvuka, biće potrebno da isključite opciju **Kašnjenje audio izlaza** na televizoru kako bi se zvuk uskladio sa slikom.

Da biste isključili Kašnjenje audio izlaza...

- 1 – Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite opciju **Zvuk**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 – Izaberite **Napredno** > **Kašnjenje audio izlaza**.
- 4 – Izaberite **Isk.**
- 5 – Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Pomak audio izlaza

Ako na sistemu kućnog bioskopa ne možete da podesite kašnjenje, podesite ga na televizoru pomoću opcije **Pomak audio izlaza**.

Da biste sinhronizovali zvuk na televizoru...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite opciju **Zvuk**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 - Izaberite **Napredno** > **Pomak audio izlaza**.
- 4 - Pomoću klizača podesite pomak za zvuk.
- 5 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno

Zvučnici

Izbor zvučnika

U ovom meniju možete da uključite/isključite zvučnike televizora. Ako povežete sistem kućnog bioskopa ili bežični Bluetooth zvučnik, možete da izaberete preko kog uređaja će se reprodukovati zvuk sa televizora. Svi dostupni sistemi zvučnika prikazani su na ovoj listi.

Ako koristite HDMI CEC vezu za audio uređaj (poput sistema kućnog bioskopa), možete da izaberete opciju EasyLink aut. pokr. Televizor će uključiti audio uređaj, poslati zvuk na njega i isključiti svoje zvučnike.

Da biste podesili zvučnike televizora...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite opciju **Zvuk**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 - Izaberite **Napredno**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 4 - Izaberite **Zvučnici**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 5 - Izaberite opciju **Uključeno**, **Isključeno** ili **EasyLink aut. pokr.**
- 6 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

12.4

Postavke funkcije Ambilight

Ambilight stil

Otvorite **Pomoć**, izaberite opciju **Ključne reči**, a zatim potražite **Ambilight stil** da biste dobili više informacija.

Postavke funkcije Ambilight

Osvetljenost funkcije Ambilight

Opcija Ambilight osvetljenost vam omogućava da podesite nivo osvetljenosti za funkciju Ambilight.

Da biste podesili nivo...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a

zatim pritisnite taster **OK**.

2 - Izaberite **Ambilight**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.

3 - Izaberite opciju **Osvetljenost**.

4 - Pritisnite strelice **▲** (gore) ili **▼** (dole) da biste podesili vrednost.

5 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Zasićenost funkcije Ambilight

Opcija Ambilight **zasićenost** vam omogućava da podesite nivo zasićenosti boje za funkciju Ambilight.

Da biste podesili nivo...

1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.

2 - Izaberite **Ambilight**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.

3 - Izaberite opciju **Zasićenost**.

4 - Pritisnite strelice **▲** (gore) ili **▼** (dole) da biste podesili vrednost.

5 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Napredne Ambilight postavke

Boja zida

Pomoću opcije **Boja zida** možete da neutrališete uticaj obojenog zida na Ambilight boje. Izaberite boju zida iza televizora, a televizor će podesiti Ambilight boje da izgledaju onako kako je zamišljeno.

Da biste izabrali boju zida . . .

1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.

2 - Izaberite **Ambilight**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.

3 - Izaberite **Napredno** > **Boja zida**.

4 - Sa palete boja izaberite boju koja odgovara boji zida iza televizora.

5 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Isključivanje televizora

Pomoću opcije **Isključivanje televizora** možete da podesite funkciju Ambilight tako da se odmah ili postepeno isključi prilikom isključivanja televizora. Postepeno isključivanje vam daje malo vremena da uključite normalno osvetljenje.

Da biste izabrali način isključivanja funkcije Ambilight...

1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.

- 2 – Izaberite **Ambilight**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 – Izaberite **Napredno > Isključivanje televizora**.
- 4 – Izaberite opciju **Postepeno bleđenje do isključivanja** ili **Odmah isključi**.
- 5 – Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

ISF podešavanje

Kada ISF stručnjak kalibriše televizor, moguće je kalibrisati statičnu Ambilight boju. Možete proizvoljno da izaberete boju koju ćete kalibrisati. Nakon završene ISF kalibracije možete da izaberete statičnu ISF boju.

Da biste izabrali statičnu ISF boju...

Pritisnite  (Ambilight) i izaberite opciju **ISF**, a zatim pritisnite taster **OK**.

Da biste konfigurisali ISF podešavanje...

- 1 – Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite **Ambilight**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 – Izaberite **Napredno > ISF podešavanje**.
- 4 – Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Da biste resetovali ISF podešavanje...

- 1 – Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite **Ambilight**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 – Izaberite **Napredno > Resetuj ISF postavke**.
- 4 – Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Ambilight + hue

Konfigurisanje

Korak 1 – mreža

U prvom koraku ćete obaviti pripremu televizora za pronalaženje uređaja **Philips Hue Bridge**. Televizor i Philips hue Bridge moraju da koriste istu mrežu.

Podešavanje...

- 1 – Priključite Philips hue Bridge u zidnu utičnicu.
- 2 – Povežite Philips hue Bridge na isti ruter koji koristite za televizor – za povezivanje upotrebite

Ethernet kabl.

- 3 – Uključite hue sijalice.

Da biste započeli konfigurisanje...

- 1 – Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite **Ambilight > Ambilight+hue**.
- 3 – Izaberite opciju **Konfiguriši**.
- 4 – Izaberite opciju **Pokreni**, a zatim pritisnite taster **OK**. Televizor će potražiti Philips hue Bridge. Ako televizor još uvek nije povezan na mrežu, prvo će se pokrenuti podešavanje mreže. Ako se Philips hue Bridge pojavi na listi...

Predite na korak 2 – hue Bridge.

Otvorite **Pomoć**, izaberite opciju **Ključne reči**, a zatim potražite **Mreža, bežična** da biste dobili više informacija o povezivanju televizora na kućnu mrežu.

Korak 2 – hue Bridge

U sledećem koraku ćete povezati televizor sa uređajem **Philips Hue Bridge**.

Televizor je moguće povezati sa samo jednim uređajem hue Bridge.

Da biste povezali hue Bridge...

- 1 – Kada se televizor poveže na kućnu mrežu prikazaće dostupne uređaje hue Bridge. Ako televizor još uvek nije pronašao Hue Bridge, možete da izaberete opciju **Ponov. skenir.** i da pritisnete taster **OK**.

Ako je televizor pronašao jedini Hue Bridge koji imate, izaberite naziv uređaja Hue Bridge i pritisnite taster **OK**.

Ako imate više dostupnih uređaja Hue Bridge, izaberite Hue Bridge koji želite da koristite i pritisnite taster **OK**.

- 2 – Izaberite opciju **Pokreni**, a zatim pritisnite taster **OK**.

3 – Sada idite do uređaja **Philips Hue Bridge** i pritisnite dugme za povezivanje na sredini uređaja. Na taj način ćete povezati hue Bridge sa televizorom. Ovo uradite u roku od 30 sekundi. Televizor će potvrditi ako je ostvario vezu sa uređajem hue Bridge.

- 4 – Izaberite **U redu** i pritisnite taster **OK**.

Kada povežete Philips Hue Bridge sa televizorom idite na stranicu **Hue sijalice**.

Korak 3 – hue sijalice

U sledećem koraku ćete izabrati **Philips Hue sijalice** koje će pratiti funkciju Ambilight. Možete da izaberete najviše 9 Philips hue sijalica za funkciju Ambilight+hue.

Da biste izabrali sijalice za funkciju Ambilight+hue...

- 1 - Na listi označite sijalice koje treba da prate Ambilight. Da biste označili sijalicu, izaberite naziv sijalice i pritisnite taster **OK**. Kada označite sijalicu, on će jedanput zatreperti.
- 2 - Kada završite izaberite opciju **U redu**, a zatim pritisnite taster **OK**.

Korak 4 – konfigurisanje sijalice

U sledećem koraku ćete konfigurisati svaku od Philips Hue sijalica.

Da biste konfigurisali svaku od sijalica...

- 1 - Izaberite sijalicu koju želite da konfigurirate i pritisnite taster **OK**. Sijalica koju ste izabrali treperi.
- 2 - Izaberite opciju **Pokreni**, a zatim pritisnite taster **OK**.
- 3 - Prvo navedite gde ste postavili sijalicu u odnosu na televizor. Ispravno podešavanje postavke **Ugao** će omogućiti slanje odgovarajuće Ambilight boje na sijalicu. Izaberite traku klizača da biste podesili položaj.
- 4 - Zatim navedite **Rastojanje** između sijalice i televizora. Što je sijalica više udaljena od televizora, slabija će biti Ambilight boja. Izaberite traku klizača da biste podesili razdaljinu.
- 5 - Na kraju podesite **Osvetljenost** za sijalicu. Izaberite traku klizača da biste podesili osvetljenost.
- 6 - Da biste prekinuli konfigurisanje ove sijalice, izaberite opciju **U redu**, a zatim pritisnite taster **OK**.
- 7 - U meniju **Konfiguriši Ambilight+hue** možete da ponovite isti postupak za svaku sijalicu.
- 8 - Nakon što konfigurirate sve Ambilight+hue sijalice, izaberite opciju **Završi**, a zatim pritisnite taster **OK**.

Funkcija Ambilight+hue je spremna za upotrebu.

Isključivanje

Da biste isključili Ambilight+hue...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite **Ambilight**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 - Izaberite opciju **Ambilight+hue**.
- 4 - Izaberite opciju **Isključeno** ili **Uključeno**.
- 5 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Usklađivanje

Opcija **Usklađivanje** omogućava vam da podesite koliko precizno hue sijalice prate Ambilight.

Da biste podesili Ambilight+hue usklađivanje...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite **Ambilight**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 - Izaberite opciju **Ambilight+hue > Usklađivanje**.
- 4 - Pritisnite strelice **▲** (gore) ili **▼** (dole) da biste podesili vrednost.
- 5 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Lounge Light+hue

Ako ste instalirali Ambilight+hue, možete da podesite hue sijalice tako da prate Lounge light efekat funkcije Ambilight. Philips hue lampe će proširiti Lounge light efekat na čitavu prostoriju. hue sijalice se uključuju i automatski podešavaju tako da prate Lounge light efekat kada konfigurirate Ambilight+hue. Ako ne želite da hue sijalice prate Lounge Light efekat, možete da ih isključite.

Da biste isključili hue sijalice...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite **Ambilight**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 - Izaberite **Ambilight+hue > Lounge Light+hue**.
- 4 - Izaberite **Isk**.
- 5 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Prikaz konfiguracije

Opcija **Prikaz konfiguracije** omogućava vam da prikazete trenutno podešavanje funkcije Ambilight+hue, mreže, uređaja Bridge i sijalica.

Da biste prikazali Ambilight+hue konfiguraciju...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite **Ambilight**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 - Izaberite **Ambilight+hue > Prikaz konfiguracije**.
- 4 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Resetovanje konfiguracije

Da biste resetovali Ambilight+hue...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite **Ambilight**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 - Izaberite **Ambilight+hue > Resetuj konfiguraciju**. Konfiguracija je resetovana.
- 4 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Ekološke postavke

Ušteda energije

Ekološke postavke  objedinjavaju opcije koje pomažu u zaštiti životne sredine.

Ušteda energije

Ako izaberete opciju Ušteda energije, televizor će automatski preći na stil slike Standardno, najidealniju energetske efikasnu postavku za sliku.

Da biste podesili televizor za uštedu energije...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite opciju **Ekološke postavke**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 - Izaberite **Ušteda energije** i **Stil slike** će automatski biti podešen na **Standardno**.
- 4 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Isključivanje ekrana

Ako samo slušate muziku, možete da isključite ekran televizora da biste uštedeli energiju.

Da biste isključili samo ekran televizora...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite opciju **Ekološke postavke**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 - Izaberite **Isključi ekran**. Ekran će se isključiti.
- 4 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Da biste ponovo uključili ekran, pritisnite bilo koji taster na daljinskom upravljaču.

Svetlosni senzor

Radi uštede energije, ugrađeni senzor ambijentalnog osvetljenja smanjuje osvetljenost ekrana televizora kada se intenzitet okolnog osvetljenja smanji. Ugrađeni svetlosni senzor automatski podešava postavke slike i funkcije Ambilight u skladu sa uslovima osvetljenja u prostoriji.

Da biste isključili samo ekran televizora...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite opciju **Ekološke postavke**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 - Izaberite **Svetlosni senzor**. Kada je **Svetlosni**

senzor aktivan, pored njega se prikazuje ikona .

4 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Tajmer za isključivanje

Ako televizor prima TV signal, ali vi ne pritisnete nijedan taster na daljinskom upravljaču tokom perioda od 4 sata, televizor će se automatski isključiti radi uštede energije. Takođe, ako televizor ne primi TV signal niti komandu sa daljinskog upravljača tokom perioda od 10 minuta, televizor će se automatski isključiti.

Ako televizor koristite kao monitor ili za gledanje televizije koristite digitalni risiver (Set-Top Box – STB), a ne koristite daljinski upravljač za televizor, deaktivirajte funkciju automatskog isključivanja.

Da biste deaktivirali Tajmer za isključivanje...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite opciju **Ekološke postavke**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 - Izaberite **Tajmer za isključivanje**.
- 4 - Pritisnite strelice **▲** (gore) ili **▼** (dole) da biste podesili vrednost. Vrednost **0** (Isključeno) deaktivira automatsko isključivanje.
- 5 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Opšte postavke

USB čvrsti disk

Da biste podesili i formatirali USB čvrsti disk...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite **Opšte postavke**, a zatim pritisnite **➤** (desno) da biste otvorili meni.
- 3 - Izaberite opciju **USB čvrsti disk**.
- 4 - Izaberite opciju **Pokreni**, a zatim pratite uputstva na ekranu.
- 5 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Otvorite **Pomoć**, izaberite **Ključne reči**, a zatim potražite **USB čvrsti disk**, **instaliranje** ili **Instaliranje**, **USB čvrsti disk** da biste dobili više informacija o instaliranju USB čvrstog diska.

Postavke USB tastature

Da biste instalirali USB tastaturu, uključite televizor i povežite USB tastaturu na jedan od USB priključaka na televizoru. Kada televizor prvi put prepozna tastaturu, možete da izaberete raspored tastera i da testirate izbor. Ako prvo izaberete raspored tastature Ćirilica ili Grčki, možete da izaberete sekundarni latinićni raspored.

Da biste promenili raspored tastature kada je već izabran neki raspored...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite **Opšte postavke**, a zatim pritisnite **➤** (desno) da biste otvorili meni.
- 3 - Izaberite opciju **Postavke USB tastature** da biste započeli podešavanje tastature.

Osvetljenje Philips logotipa

Možete da isključite slovnu oznaku Philips sa prednje strane televizora ili da podesite njenu osvetljenost.

Da biste podesili ili isključili...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite **Opšte postavke**, a zatim pritisnite **➤** (desno) da biste otvorili meni.
- 3 - Izaberite opciju **Osvetljenje Philips logotipa**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 4 - Izaberite **Minimum**, **Srednje**, **Maksimum** ili **Isključeno** da biste isključili osvetljenje logotipa.
- 5 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.



Upotreba kod kuće ili u prodavnici

Ako se televizor nalazi u prodavnici, možete da ga podesite tako da prikazuje reklamni baner prodavnice. Opcija **Stil slike** se automatski podešava na **Živo**. **Tajmer za isključivanje** je iskljućen.

Da biste na televizoru podesili lokaciju za prodavnicu...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.

- 2 - Izaberite **Opšte postavke**, a zatim pritisnite **➤** (desno) da biste otvorili meni.
- 3 - Izaberite **Lokacija > Prodavnica**.
- 4 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Ako televizor koristite kod kuće, za lokaciju izaberite **Dom**.

Konfiguracija za prodavnicu

Ako je televizor podešen na **Prodavnica**, možete da podesite dostupnost određene demonstracije za upotrebu u prodavnici.

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite **Opšte postavke**, a zatim pritisnite **➤** (desno) da biste otvorili meni.
- 3 - Izaberite **Konfiguracija za prodavnicu**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 4 - Promenite postavke na željeni način.
- 5 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

EasyLink

EasyLink

Da biste potpuno isključili funkciju EasyLink...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite **Opšte postavke**, a zatim pritisnite **➤** (desno) da biste otvorili meni.
- 3 - Izaberite opciju **EasyLink**, pritisnite taster **➤** (desno), a zatim izaberite **EasyLink** u sledećem koraku.
- 4 - Izaberite **Isk**.
- 5 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

EasyLink daljinski upravljač

Da biste isključili EasyLink daljinski upravljač...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite **Opšte postavke**, a zatim pritisnite **➤** (desno) da biste otvorili meni.
- 3 - Izaberite **EasyLink > EasyLink daljinski upravljač**.
- 4 - Izaberite **Isk**.
- 5 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

HDMI Ultra HD

Ovaj televizor može da prikazuje Ultra HD signal. Neki uređaji (povezani na HDMI priključak) ne prepoznaju televizor kao Ultra HD i možda neće ispravno funkcionisati ili će reprodukcija slike/zvuka sa njih biti izobličena. Da biste sprečili nepravilno funkcionisanje sa takvim uređajem, kvalitet signala možete da podesite na nivo koji uređaj podržava. Ako uređaj ne koristi Ultra HD signale, možete da isključite Ultra HD za ovu HDMI vezu.

Postavka **UHD 4:4:4/4:2:2** omogućava UHD YCbCr 4:4:4 / 4:2:2 signale. Postavka **UHD 4:2:0** omogućava UHD YCbCr 4:2:0 signale.

Da biste podesili kvalitet signala...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite **Opšte postavke**, a zatim pritisnite **➤** (desno) da biste otvorili meni.
- 3 - Izaberite opciju **HDMI Ultra HD**.
- 4 - Izaberite opciju **UHD 4:4:4/4:2:2**, **UHD 4:2:0** ili **UHD isključeno**.
- 5 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno

Ako su slika i zvuk sa uređaja povezanog na priključak **HDMI 1** ili **HDMI 2** izobličeni, povežite uređaj na priključak **HDMI 3** ili **HDMI 4** na ovom televizoru.

Otvorite **Pomoć**, izaberite **Ključne reči**, a zatim potražite **Problemi, HDMI** ili **Problemi, HDMI veza** da biste dobili više informacija.

Napredne postavke

TV vodič

TV vodič prima informacije (podatke) od dobavljača programa ili sa Interneta. Informacije iz TV vodiča nisu dostupne u nekim regionima, kao i za neke kanale. Televizor može da prikuplja informacije iz TV vodiča za kanale koji su instalirani na televizoru. Televizor ne može da prikuplja informacije iz TV vodiča za kanale koji se gledaju sa digitalnog risivera ili dekodera.

Televizor sadrži informacije podešene na **Od dobavljača programa**.

Ako informacije za TV vodič dolaze sa Interneta, TV vodič može, osim digitalnih, da prikazuje i analogne kanale. U meniju TV vodiča takođe se prikazuje mali ekran sa trenutnim kanalom.

Sa Interneta

Ako je televizor povezan na Internet, možete da ga podesite tako da informacije za TV vodič dobija sa Interneta.

Da biste podesili informacije za TV vodič...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite **Opšte postavke**, a zatim pritisnite **➤** (desno) da biste otvorili meni.
- 3 - Izaberite **Napredno > TV vodič > Sa Interneta**.
- 4 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Logotipi kanala

U nekim zemljama se ne televizoru prikazuje i logotip kanala.

Ako ne želite da se prikazuje logotip, možete da isključite tu opciju.

Da biste isključili logotipe...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite **Opšte postavke**, a zatim pritisnite **➤** (desno) da biste otvorili meni.
- 3 - Izaberite **Napredno > Logotipi kanala**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 4 - Izaberite **Isk**.
- 5 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

HbbTV

Ako TV kanal nudi HbbTV stranice, najpre morate da uključite HbbTV u TV podešavanjima da biste mogli prikazati stranice.

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite **Opšte postavke**, a zatim pritisnite **➤** (desno) da biste otvorili meni.
- 3 - Izaberite **Napredno > HbbTV**.
- 4 - Izaberite **Uklj.** ili **Isk**.
- 5 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Ako želite da izbegnete pristup HbbTV stranicama na određenom kanalu, možete da blokirate HbbTV stranice samo za taj kanal.

- 1 - Izaberite kanal na kojem želite da blokirate HbbTV stranice.
- 2 - Pritisnite **+** **OPTIONS**, pa izaberite **Željene opcije > HbbTV na ovom kanalu**.
- 3 - Izaberite **Isk**.

Fabričke postavke

Televizor možete da ponovo da podesite na prvobitne postavke (fabričke postavke).

Da biste se vratili na originalne postavke...

- 1 – Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite **Opšte postavke**, a zatim pritisnite **➤** (desno) da biste otvorili meni.
- 3 – Izaberite opciju **Fabričke postavke**.
- 4 – Izaberite **OK**.
- 5 – Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Ponovna instalacija televizora

Možete da ponovite kompletnu instalaciju televizora. Televizor će biti potpuno instaliran iz početka.

Da biste ponovili kompletnu instalaciju televizora...

- 1 – Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite opciju **Opšte postavke**, pa **Ponovo instaliraj televizor**.
- 3 – Pratite uputstva na ekranu. Instalacija može da potraje nekoliko minuta.

12.7

Sat, region i jezik

Jezik, meniji i poruke

Da biste promenili jezik menija televizora i poruka...

- 1 – Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite opciju **Region i jezik**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 – Izaberite **Jezik > Jezik za meni**.
- 4 – Izaberite željeni jezik, a zatim pritisnite taster **OK**.
- 5 – Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Željene postavke jezika

Postavke audio jezika

Digitalni TV kanali mogu da emituju zvuk programa na više jezika. Možete da podesite željeni primarni i sekundarni audio jezik. Ako je zvuk na nekom od tih jezika dostupan, televizor će se prebaciti na njega.

Ako nijedan od željenih audio jezika nije dostupan, možete da izaberete drugi jezik ako je dostupan.

Da biste podesili primarni i sekundarni audio jezik...

- 1 – Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite opciju **Region i jezik**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 – Izaberite **Jezici > Primarni zvuk ili Sekundarni zvuk**.
- 4 – Izaberite željeni jezik.
- 5 – Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Titlovi

Uključivanje

Da biste uključili titlove, pritisnite taster **SUBTITLE**.

Titlove možete da podesite na **Uključeno**, **Isključeno** ili **Uklj. kada je isključen zvuk**. Odnosno, da biste automatski prikazali titlove kada emitovani program nije na vašem jeziku (onom koji ste podesili za televizor), izaberite opciju **Automatski**. Ova postavka takođe omogućava automatsko prikazivanje titlova kada je zvuk isključen.

Postavke jezika titla

Digitalni kanali mogu da nude nekoliko jezika titlova za program. Možete da podesite željeni primarni i sekundarni jezik titla. Ako su titlovi dostupni na nekom od jezika, televizor će ih prikazati.

Ako nijedan od željenih jezika nije dostupan, možete da izaberete drugi jezik titla ako je dostupan.

Da biste podesili primarni i sekundarni jezik za titlove...

- 1 – Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite opciju **Region i jezik**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 – Izaberite **Jezici > Primarni titl ili Sekundarni titl**.
- 4 – Izaberite željeni jezik.
- 5 – Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Titlovi iz teleteksta

Ako izaberete analogni kanal, potrebno je da titlove učinite dostupnim za svaki kanal pojedinačno.

- 1 – Prebacite na kanal i pritisnite taster **TEXT** da biste otvorili teletekst.
- 2 – Unesite broj stranice za titlove, obično **888**.
- 3 – Ponovo pritisnite taster **TEXT** da biste zatvorili teletekst.

Ako u meniju **Titl** izaberete opciju **Uklj.** u toku gledanja tog analognog kanala, titlovi će se prikazati ako su

dostupni.

Jezici teletteksta

Stranice teletteksta

Da biste otvorili telettekst, pritisnite taster **TEXT** tokom gledanja TV kanala.

Da biste zatvorili telettekst, ponovo pritisnite **TEXT**.

Izbor stranice teletteksta

Da biste izabrali stranicu. . .

- 1 - Unesite broj stranice pomoću numeričkih tastera.
- 2 - Za navigaciju koristite tastere sa strelicama.
- 3 - Pritisnite dugme u boji da biste izabrali temu označenu bojom na dnu ekrana.

Podstranice teletteksta

Stranica teletteksta može da sadrži nekoliko podstranica. Brojevi podstranica prikazuju se na traci pored broja glavne stranice.

Da biste izabrali podstranicu, pritisnite taster **<** ili **>**.

T.O.P. stranice teletteksta

Neki dobavljači programa nude T.O.P. teletteksta.

Da biste otvarali T.O.P. stranice u okviru teletteksta, pritisnite taster **+** **OPTIONS** i izaberite opciju **T.O.P. pregled**.

Omiljene stranice

Televizor sastavlja listu 10 stranica teletteksta koje ste poslednje otvorili. Možete jednostavno ponovo da ih otvorite u koloni Omiljene stranice teletteksta.

- 1 - U okviru Teletteksta izaberite zvezdicu u gornjem levom uglu ekrana kako bi se prikazala kolona sa omiljenim stranicama.
 - 2 - Pritisnite **▼** (dole) ili **▲** (gore) da biste izabrali broj stranice, a zatim pritisnite taster **OK** da biste otvorili stranicu.
- Možete da obrišete sve stranice sa liste koristeći funkciju **Obriši omiljene stranice**.

Pretraživanje teletteksta

Možete da izaberete reč i da pretražite telettekst kako biste pronašli sva mesta na kojima se ta reč pojavljuje.

- 1 - Otvorite stranicu teletteksta i pritisnite taster **OK**.
- 2 - Pomoću tastera sa strelicama izaberite reč ili broj.
- 3 - Ponovo pritisnite taster **OK** da biste automatski prešli na sledeće mesto gde se pojavljuje ta reč ili broj.
- 4 - Ponovo pritisnite taster **OK** da biste prešli na sledeće mesto.
- 5 - Da biste zaustavili pretragu, pritiskajte taster **▲** (gore) dok ništa ne bude izabrano.

Telettekst sa povezanog uređaja

Neki uređaji koji omogućavaju prijem TV kanala pružaju i uslugu teletteksta.

Da biste otvorili telettekst sa povezanog uređaja. . .

- 1 - Pritisnite **➡** izaberite uređaj, a zatim pritisnite taster **OK**.
- 2 - U toku gledanja kanala na uređaju pritisnite **+** **OPTIONS**, izaberite opciju **Prikaži tastere za uređaj**, pa pritisnite **⏏**, a zatim taster **OK**.
- 3 - Pritisnite **←** **BACK** da biste sakrili tastere za uređaj.
- 4 - Da biste zatvorili telettekst, ponovo pritisnite taster **←** **BACK**.

Digitalni telettekst (samo za Ujedinjeno Kraljevstvo)

Neki dobavljači digitalnog programa pružaju namenski digitalni telettekst ili interaktivne TV usluge na svojim digitalnim TV kanalima. Ovo uključuje normalni telettekst u kojem za izbor i kretanje možete da koristite numeričke tastere, tastere u boji i tastere sa strelicama.

Da biste zatvorili digitalni telettekst, pritisnite taster **←** **BACK**.

Opcije teletteksta

Dok je otvoren telettekst, pritisnite **+** **OPTIONS** da biste izabrali sledeće opcije...

- **Zamrzavanje stranice**
Zaustavljanje automatskog listanja podstranica.
- **Dupli ekran/pun ekran**
Pravljenje uporednog prikaza TV kanala i teletteksta.
- **T.O.P. pregled**
Da biste otvarali T.O.P. teletteksta.
- **Povećavanje**
Uvećavanje stranice teletteksta radi ugodnijeg čitanja.
- **Otkrivanje**
Otkrivanje skrivenih informacija na stranici.
- **Listanje podstranica**
Listanje podstranica ako su dostupne.
- **Jezik**
Promena grupe znakova koja se koristi za ispravno prikazivanje teletteksta.
- **Telettekst 2.5**
Aktiviranje teletteksta 2.5 za više boja i bolju grafiku.

Podešavanje teletteksta

Jezik teletteksta

Neki dobavljači digitalnog TV programa pružaju telettekst na nekoliko jezika.

Da biste postavili primarni i sekundarni jezik teletteksta. . .

- 1 - Pritisnite **⚙**, izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite opciju **Region i jezik**, a zatim pritisnite taster **➡** (desno) da biste otvorili meni.
- 3 - Izaberite **Jezik > Primarni telettekst** ili **Sekundarni telettekst**.

- 4 - Izaberite željene jezike teleteksta.
- 5 - Da biste zatvorili meni, pritisnite taster ◀ (levo) više puta uzastopno ako je potrebno.

Teletekst 2.5

Ako je dostupan, teletekst 2.5 pruža prikaz u više boja, sa boljom grafikom. Teletekst 2.5 je fabrički podrazumevano aktiviran.

Da biste isključili Teletekst 2.5...

- 1 - Pritisnite taster **TEXT**.
- 2 - Dok je teletekst otvoren na ekranu, pritisnite taster **+ OPTIONS**.
- 3 - Izaberite **Teletekst 2.5 > Isključeno**.
- 4 - Da biste zatvorili meni, pritisnite taster ◀ (levo) više puta uzastopno ako je potrebno.

Sat

Datum i vreme

Automatski

Standardna postavka za sat televizora je **Automatski**. Informacije o vremenu potiču iz usaglašenih opštih informacija o vremenu (UTC).

Ako sat nije tačan, možete da ga podesite na **U zavisnosti od zemlje**. Za neke zemlje možete da izaberete određenu vremensku zonu ili da podesite odstupanje vremena. U nekim zemljama i kod nekih operatera, postavke sata su skrivene da bi se izbeglo neispravno podešavanje sata.

Da biste podesili sat na televizoru...

- 1 - Pritisnite ⚙, izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite **Region i jezik**, pa **Sat > Aut. režim sata**.
- 3 - Izaberite opciju **Automatski** ili **U zavisnosti od zemlje**.
- 4 - Pritisnite ◀ (levo) da biste se vratili za jedan korak.

Ručno

Ako nijedna od automatskih postavki ne prikazuje tačno vreme, možete da ga podesite ručno.

Međutim, ako zakazujete snimanje iz TV vodiča, ne preporučujemo vam da ručno menjate vreme i datum. U nekim zemljama i kod nekih operatera, postavke sata su skrivene da bi se izbeglo neispravno podešavanje sata.

Da biste ručno podesili sat na televizoru (ako je dostupno)...

- 1 - Pritisnite ⚙, izaberite opciju **Sve postavke**, a

zatim pritisnite taster **OK**.

2 - Izaberite **Region i jezik**, pa **Sat > Aut. režim sata**, a zatim pritisnite taster **OK**.

3 - Izaberite opciju **Ručno**, a zatim pritisnite taster **OK**.

4 - Pritisnite taster ◀ (levo), pa izaberite opciju **Datum** ili **Vreme**.

5 - Pritisnite ▲ (gore) ili ▼ (dole) da biste podesili vrednost.

6 - Pritisnite ◀ (levo) da biste se vratili za jedan korak.

Vremenska zona

Za neke zemlje možete da birate određene vremenske zone da biste ispravno podesili sat.

Da biste podesili vremensku zonu (ako je dostupno)...

- 1 - Pritisnite ⚙, izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite opciju **Region i jezik**, a zatim pritisnite taster ▶ (desno) da biste otvorili meni.
- 3 - Izaberite **Sat > Vremenska zona**.
- 4 - U skladu sa zemljom možete da podesite vremensku zonu ili da podesite odstupanje vremena kako biste popravili sat na televizoru.
- 5 - Da biste zatvorili meni, pritisnite taster ◀ (levo) više puta uzastopno ako je potrebno.

Tajmer za isključivanje

Tajmer za stanje mirovanja omogućava vam da podesite televizor tako da automatski pređe u stanje mirovanja nakon unapred podešenog vremena.

Da biste podesili tajmer za stanje mirovanja...

- 1 - Pritisnite ⚙, izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite opciju **Region i jezik**, a zatim pritisnite taster ▶ (desno) da biste otvorili meni.
- 3 - Izaberite **Sat > Tajmer za stanje mirovanja**.
- 4 - Pomoću klizača možete da podesite vremenski interval do 180 minuta u koracima od 5 minuta. Ako podesite na 0 minuta, Tajmer za stanje mirovanja će biti deaktiviran. Televizor uvek možete ranije da isključite ili da ponovo postavite vreme tokom odbrojavanja.
- 5 - Da biste zatvorili meni, pritisnite taster ◀ (levo) više puta uzastopno ako je potrebno.

Tastatura na daljinskom upravljaču

Da biste raspored tastature podesili na Azerty...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite opciju **Region i jezik**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 - Izaberite opciju **Tastatura na daljinskom upravljaču**.
- 4 - Izaberite opciju **Azerty** ili **Qwerty**.
- 5 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

12.8

Univerzalni pristup

Uključivanje

Kada je uključena opcija **Univerzalni pristup**, televizor je prilagođen za korišćenje od strane gluvih osoba/osoba oštećenog sluha ili slepih osoba/osoba oštećenog vida.

Uključivanje

Ako prilikom instalacije niste aktivirali opciju **Univerzalni pristup**, možete da je uključite pomoću menija **Univerzalni pristup**. Da biste uključili pristupačnost...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite opciju **Univerzalni pristup**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 - Izaberite **Univerzalni pristup** u sledećem koraku.
- 4 - Izaberite **Uklj.**
- 5 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Osobe oštećenog sluha

Neki digitalni TV kanali emituju specijalni zvuk i titlove prilagođene osobama sa oštećenim sluhom ili gluvim osobama. Dok je uključena opcija **Osobe oštećenog sluha**, televizor će automatski reprodukovati prilagođeni zvuk i titlove ako su dostupni. Da biste mogli da uključite opciju **Osobe oštećenog sluha**, morate da uključite **Univerzalni pristup**.

Da biste uključili opciju **Osobe oštećenog sluha**...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite opciju **Univerzalni pristup**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 - Izaberite opciju **Osobe oštećenog sluha**, a zatim pritisnite **➤** (desno) da biste otvorili meni.
- 4 - Izaberite **Uklj.**

- 5 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Audio opis

Uključivanje

Digitalni TV kanali mogu da prenose specijalni audio komentar koji opisuje šta se dešava na ekranu. Da biste mogli da uključite zvuk i efekte za osobe oštećenog vida, potrebno je da prvo uključite funkciju **Audio opis**.

Uz to, da biste mogli da uključite **Audio opis**, morate da uključite **Univerzalni pristup** u meniju za podešavanje.

Ako je funkcija **Audio opis** uključena, komentar naratora biće dodat normalnom zvuku.

Da biste uključili komentar (ako je dostupan)...

Da biste uključili **Audio opis**...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite opciju **Univerzalni pristup**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 - Izaberite opciju **Audio opis**, a zatim pritisnite **➤** (desno) da biste otvorili meni.
- 4 - Izaberite **Audio opis** u sledećem koraku.
- 5 - Izaberite **Uklj.**
- 6 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Mešana jačina zvuka

Normalan zvuk možete mešati sa audio komentarima.

Da biste pomešali jačinu zvuka...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite opciju **Univerzalni pristup**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 - Izaberite **Audio opis > Mešana jačina zvuka**.
- 4 - Pritisnite strelice **▲** (gore) ili **▼** (dole) da biste podesili vrednost.
- 5 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Audio efekat

Neki audio komentari mogu da sadrže dodatne audio efekte, kao što je stereo zvuk ili zvuk koji nestaje.

Da biste uključili opciju **Audio efekti** (ako je dostupna)...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.

- 2 – Izaberite opciju **Univerzalni pristup**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 – Izaberite **Audio opis > Audio efekti**.
- 4 – Izaberite opciju **Uključeno**.
- 5 – Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Govor

Audio komentar može da sadrži i titlove za izgovorene reči.

Da biste uključili ove titlove (ako su dostupni) . . .

- 1 – Pritisnite **⚙**, izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite opciju **Univerzalni pristup**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 – Izaberite **Audio opis > Govor**.
- 4 – Izaberite opciju **Opisno ili Titlovi**.
- 5 – Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

12.9

Dečija brava

Roditeljska kontrola

Da biste podesili minimalni uzrast za gledanje programa za rangiranje po uzrastu...

- 1 – Pritisnite **⚙**, izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite **Dečija brava**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 – Izaberite **Roditeljska kontrola**, a zatim odaberite neki od uzrasta sa liste.
- 4 – Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Zaključavanje aplikacije

Otvorite **Pomoć**, izaberite opciju **Ključne reči**, a zatim potražite **Zaključavanje aplikacija** da biste dobili više informacija.

Podešavanje koda / menjanje koda

PIN kôd za funkciju Dečija brava koristi se za zaključavanje/otključavanje kanala ili programa.

Da biste podesili kôd za zaključavanje ili da biste promenili trenutni kôd...

- 1 – Pritisnite **⚙**, izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite **Dečija brava**, a zatim pritisnite

taster **➤** (desno) da biste otvorili meni.

3 – Izaberite opciju **Podesite kôd ili Promeni kôd**.

4 – Unesite četvorocifreni kôd po sopstvenom izboru. Ako je kôd već podešen, unesite aktuelni kôd za funkciju Dečija brava, a zatim dvaput unesite novi kôd.

5 – Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Novi kôd je podešen.

Zaboravili ste PIN kôd za funkciju Dečija brava?

Ako ste zaboravili PIN kôd, možete da poništite trenutni i da unesete novi.

- 1 – Pritisnite **⚙**, izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite **Dečija brava**, a zatim pritisnite taster **➤** (desno) da biste otvorili meni.
- 3 – Izaberite opciju **Promeni kôd**.
- 4 – Unesite kôd za poništavanje **8888**.
- 5 – Unesite novi PIN kôd za funkciju Dečija brava, pa ga unesite ponovo kako biste potvrdili.
- 6 – Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Novi kôd je podešen.

Video zapisi, fotografije i muzika

13.1

Sa USB uređaja

Možete da pregledate fotografije ili da reprodukujete muziku i video zapise sa USB memorijskog uređaja ili USB čvrstog diska.

Dok je televizor uključen, povežite USB fleš uređaj ili USB čvrsti disk na jedan od USB priključaka. Televizor će detektovati uređaj i prikazaće listu medijskih datoteka.

Ako se lista datoteka ne prikaže automatski...

- 1 - Pritisnite  SOURCES, izaberite opciju  USB, a zatim pritisnite taster OK.
- 2 - Izaberite  USB uređaji i pritisnite  (desno) da biste pregledali datoteke u strukturi fascikli koju ste organizovali na uređaju.
- 3 - Da biste zaustavili reprodukciju video zapisa, fotografija i muzike, pritisnite taster  EXIT.

Upozorenje

Ako pokušate da pauzirate ili snimate program kada je USB čvrsti disk priključen, televizor će od vas zatražiti da formatirate USB čvrsti disk. Ovim formatiranjem biće obrisan sadržaj USB čvrstog diska.

13.2

Sa računara ili NAS uređaja

Možete da pregledate fotografije ili da reprodukujete muziku i video zapise sa računara ili NAS (Network Attached Storage – Mrežni uređaj za skladištenje) uređaja u kućnoj mreži.

Televizor i računar/NAS uređaj moraju da budu u istoj kućnoj mreži. Potrebno je da na računaru ili NAS uređaju instalirate softver za medijski server. Medijski server mora da bude podešen tako da deli datoteke sa televizorom. Datoteke i fascikle se na televizoru prikazuju onako kako ih je organizovao medijski server ili onako kako su raspoređene na računaru ili NAS uređaju.

Televizor ne podržava titlove na video zapisima emitovanim sa računara ili NAS uređaja.

Ako medijski server podržava pretraživanje datoteka, biće dostupno polje za pretragu.

Da biste pretražili i reprodukovali datoteke na računaru...

- 1 - Pritisnite  SOURCES, izaberite  Mreža, a

zatim pritisnite taster OK.

- 2 - Izaberite  SimplyShare uređaji i pritisnite  (desno) da biste izabrali željeni uređaj.
- 3 - Možete da pretražite i reprodukujete datoteke.
- 4 - Da biste zaustavili reprodukciju video zapisa, fotografija i muzike, pritisnite taster  EXIT.

13.3

Iz usluge skladištenja u informatičkom oblaku

Možete da prikazete fotografije ili da reprodukujete muziku i video zapise koje ste otpremili na uslugu skladištenja u informatičkom oblaku na mreži*.

Pomoću aplikacije  Cloud Explorer možete da se povežete na usluge hostovanja u informatičkom oblaku. Za povezivanje možete da koristite podatke za prijavljivanje i lozinku.

- 1 - Pritisnite taster  HOME.
- 2 - Pomerite se nadole i izaberite  Aplikacije >  Cloud Explorer, a zatim pritisnite taster OK.
- 3 - Izaberite željenu uslugu hostovanja.
- 4 - Povežite se na uslugu hostovanja i prijavite se na nju pomoću podataka za prijavljivanje i lozinke.
- 5 - Izaberite fotografiju ili video zapis koji želite da reprodukujete, a zatim pritisnite taster OK.
- 6 - Pritisnite taster  (levo) da biste se vratili za jedan korak ili taster  BACK da biste zatvorili meni.

* Usluga skladištenja kao što je Dropbox™.

13.4

Meni Omiljeno, Najpopularnije i Poslednje reprodukovano

Prikazivanje omiljenih datoteka

- 1 - Pritisnite  SOURCES, izaberite opciju  USB, a zatim pritisnite taster OK.
- 2 - Izaberite  USB uređaji, pa  Omiljeno.
- 3 - Na listi možete da vidite sve omiljene datoteke.

Prikazivanje najpopularnijih datoteka

- 1 - Pritisnite  SOURCES, izaberite opciju  USB, a zatim pritisnite taster OK.
- 2 - Izaberite  USB uređaji, pa  Najpopularnije.
- 3 - Pritisnite taster OK da biste prikazali datoteke na listi ili taster  OPTIONS da biste obrisali listu najpopularnijih datoteka.

Prikazivanje poslednjih reprodukovanih datoteka

- 1 - Pritisnite  SOURCES, izaberite opciju  USB, a zatim pritisnite taster OK.
- 2 - Izaberite  USB uređaji, pa  Poslednje

reprodukovano.

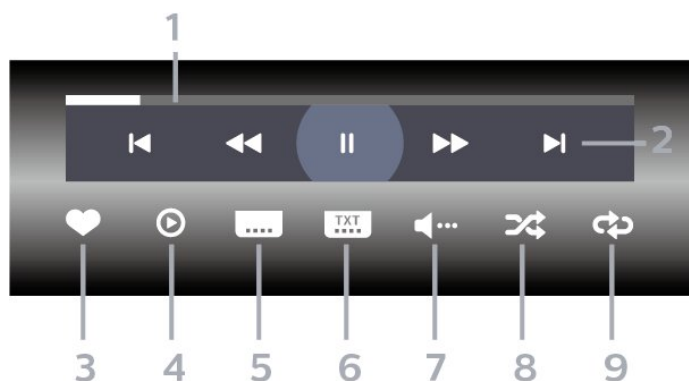
3 - Pritisnite taster OK da biste prikazali datoteke na listi ili taster **+** **OPTIONS** da biste obrisali listu poslednjih reprodukovanih datoteka.

13.5

Reprodukcija video zapisa

Kontrolna traka

Da biste prikazali/sakrili kontrolnu traku dok se reprodukuje video zapis, pritisnite taster **i** **INFO***.



1 - Traka toka

2 - Traka za kontrolu reprodukcije

- **⏮**: Prelazak na prethodni video u fascikli
- **⏭**: Prelazak na sledeći video u fascikli
- **⏮**: Premotavanje unazad
- **⏭**: Premotavanje unapred
- **⏸**: Pauziranje reprodukcije

3 - Označavanje kao omiljeno

4 - Reprodukovanje svih video zapisa

5 - Titlovi: Uključivanje/isključivanje titla ili uključivanje titla kad je isključen zvuk.

6 - Jezik titla: Izbor jezika titla

7 - Audio jezik: Izbor audio jezika

8 - Nasumično: Reprodukovanje datoteka nasumičnim redosledom

9 - Ponovi: Reprodukovanje svih video zapisa iz ove fascikle jednom ili uzastopno

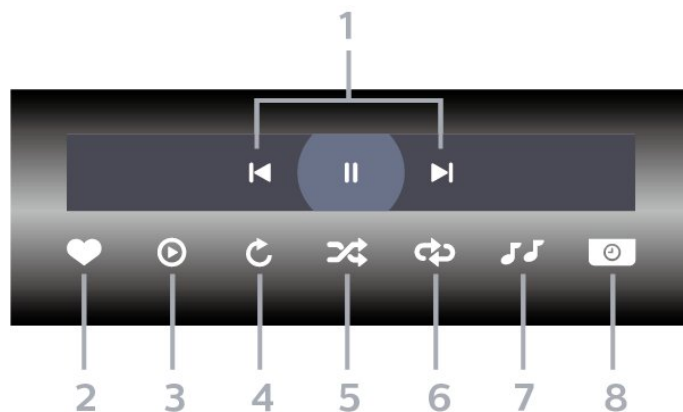
* Ako je na daljinskom upravljaču dostupan taster **i** **INFO**

13.6

Pregledanje fotografija

Kontrolna traka

Da biste prikazali/sakrili kontrolnu traku dok se reprodukuje projekcija slajdova, pritisnite taster **i** **INFO***.



1 - Traka za kontrolu reprodukcije

- **⏮**: Prelazak na prethodnu fotografiju u fascikli
- **⏭**: Prelazak na sledeću fotografiju u fascikli
- **⏸**: Pauziranje projekcije slajdova

2 - Označavanje kao omiljeno

3 - Pokretanje projekcije slajdova

4 - Rotiranje fotografije

5 - Nasumično: Reprodukovanje datoteka nasumičnim redosledom

6 - Ponovi: Reprodukovanje svih fotografija iz ove fascikle jednom ili uzastopno

7 - Zaustavljanje reprodukcije muzike u pozadini

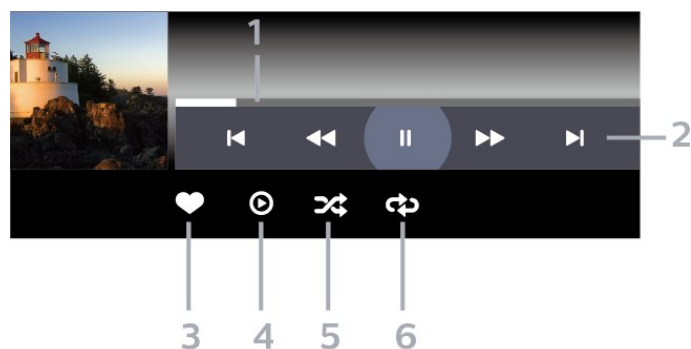
8 - Podešavanje brzine projekcije slajdova

* Ako je na daljinskom upravljaču dostupan taster **i** **INFO**

13.7

Reprodukovanje muzike

Kontrolna traka



1 - Traka toka

2 - Traka za kontrolu reprodukcije

- **⏮**: Prelazak na prethodnu muzičku datoteku u fascikli
- **⏭**: Prelazak na sledeću muzičku datoteku u fascikli
- **⏮**: Premotavanje unazad
- **⏭**: Premotavanje unapred
- **⏸**: Pauziranje reprodukcije

3 - Označavanje kao omiljeno

- 4 - Reprodukovanje sve muzike
- 5 - Nasumično: Reprodukovanje datoteka nasumičnim redosledom
- 6 - Ponovi: Reprodukovanje svih muzičkih datoteka iz ove fascikle jednom ili uzastopno.

TV vodič

14.1

Šta vam je potrebno

U TV vodiču možete da vidite listu trenutnih i zakazanih TV programa na vašim kanalima. U zavisnosti od izvora informacija (podataka) za TV vodič, prikazivaće se i analogni i digitalni ili samo digitalni kanali. Ne nude svi kanali informacije o TV programu.

Televizor može da prikuplja informacije iz TV vodiča za kanale koji su instalirani na televizoru. Televizor ne može da prikuplja informacije iz TV vodiča za kanale koji se gledaju sa digitalnog risivera ili dekodera.

14.2

Podaci iz TV vodiča

TV vodič prima informacije (podatke) od dobavljača programa ili sa Interneta. Informacije iz TV vodiča nisu dostupne u nekim regionima, kao i za neke kanale. Televizor može da prikuplja informacije iz TV vodiča za kanale koji su instalirani na televizoru. Televizor ne može da prikuplja informacije iz TV vodiča za kanale koji se gledaju sa digitalnog risivera ili dekodera.

Televizor sadrži informacije podešene na **Od dobavljača programa**.

Ako informacije za TV vodič dolaze sa Interneta, TV vodič može, osim digitalnih, da prikazuje i analogne kanale. U meniju TV vodiča takođe se prikazuje mali ekran sa trenutnim kanalom.

Sa Interneta

Ako je televizor povezan na Internet, možete da ga podesite tako da informacije za TV vodič dobija sa Interneta.

Da biste podesili informacije za TV vodič...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite **Opšte postavke**, a zatim pritisnite **➤** (desno) da biste otvorili meni.
- 3 - Izaberite **Napredno > TV vodič > Sa Interneta**, a zatim pritisnite taster **OK**.
- 4 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Snimci koji nedostaju

Kada se čini da su neki snimci nestali sa liste snimaka, možda su se primenile informacije (podaci) u TV vodiču. Snimci napravljeni pomoću opcije **Od dob. prog.** postaju nevidljivi na listi ako postavku prebacite

na **Sa Interneta** ili obrnuto. Televizor je možda automatski izabrao opciju **Sa Interneta**. Da bi snimci bili dostupni na listi snimaka, izaberite postavku koja je bila aktivna u trenutku snimanja snimka.

14.3

Korišćenje TV vodiča

Otvaranje TV vodiča

Da biste otvorili TV vodič, pritisnite taster  **TV GUIDE**. TV vodič prikazuje kanale izabranog tjunera.

Ponovo pritisnite taster  **TV GUIDE** da biste ga zatvorili.

Prilikom prvog otvaranja TV vodiča, televizor će skenirati sve TV kanale u potrazi za informacijama. To može da potraje nekoliko minuta. Podaci TV vodiča čuvaju se na televizoru.

Biranje programa

Iz TV vodiča možete da predete na trenutni program.

Da biste se prebacili na program (kanal), izaberite ga, a zatim pritisnite taster **OK**.

Prikazivanje detalja programa

Da biste prikazali detalje izabranog programa...

- 1 - Pritisnite taster **+** **OPTIONS**, a zatim izaberite opciju **Željene opcije**.
- 2 - Izaberite opciju **Informacije o kanalu**, a zatim pritisnite taster **OK**.
- 3 - Pritisnite taster **←** **BACK** da biste zatvorili.

Promena dana

TV vodič može da prikaže programe koji su po rasporedu zakazani za naredne dane (najviše 8 dana unapred).

- 1 - Pritisnite taster  **TV GUIDE**.
- 2 - Izaberite opciju **Sada**, a zatim pritisnite taster **OK**.
- 3 - Izaberite željeni dan.

Postavljanje podsetnika

Možete da postavite podsetnik za program. Poruka će vas upozoriti na početku programa. Možete odmah da se prebacite na ovaj kanal.

U TV vodiču, program sa podsetnikom obeležen je simbolom  (sat).

Da biste podesili podsetnik...

- 1 - Pritisnite taster  TV GUIDE, a zatim izaberite predstojeći program.
- 2 - Pritisnite taster  OPTIONS.
- 3 - Izaberite opciju Postavi podsetnik, a zatim pritisnite taster OK.
- 4 - Pritisnite taster  BACK da biste zatvorili meni.

Da biste obrisali podsetnik...

- 1 - Pritisnite taster  TV GUIDE, a zatim izaberite program sa podsetnikom.
- 2 - Pritisnite taster  OPTIONS.
- 3 - Izaberite opciju Obriši podsetnik, a zatim pritisnite taster OK.
- 4 - Pritisnite taster  BACK da biste zatvorili meni.

Traži po žanru

Ako je ova informacija dostupna, programe možete pretražiti po žanru, npr. filmovi, sport itd.

Da biste pretražili programe po žanru...

- 1 - Pritisnite taster  TV GUIDE.
- 2 - Pomoću tastera za navigaciju izaberite  u sredini i pritisnite taster OK.
- 3 - Izaberite opciju Pretraži po žanru, a zatim pritisnite taster OK.
- 4 - Izaberite željeni žanr, a zatim pritisnite taster OK. Pojaviće se lista pronađenih programa.
- 5 - Pritisnite taster  BACK da biste zatvorili meni.

Podešavanje snimanja

Snimanje možete da podesite u TV vodiču*.

Program koji je u TV vodiču podešen za snimanje označen je sa .

Da biste snimili program...

- 1 - Pritisnite taster  TV GUIDE, a zatim izaberite predstojeći program ili program koji je u toku.
- 2 - Pritisnite taster  OPTIONS, a zatim izaberite opciju Snimi.
- 3 - Pritisnite taster  BACK da biste zatvorili meni.

* Pogledajte poglavlje Snimanje i funkcija pauziranja TV programa da biste dobili više informacija.

Snimanje i funkcija pauziranja TV programa

15.1

Snimanje

Šta vam je potrebno

Možete da snimate digitalni TV program i da ga gledate kasnije.

Da biste snimali TV program, potrebno vam je sledeće...

- povezani USB čvrsti disk koji je formatiran na ovom televizoru;
- digitalni TV kanali instalirani na ovom televizoru;
- mogućnost prijema informacija o kanalima za TV vodič na ekranu.
- pouzdana postavka sata televizora. Ako sat televizora resetujete ručno, snimanje možda neće uspeti.

Ne možete da snimate dok je aktivna funkcija Pauziranje TV programa.

Kada je u pitanju sprovođenje pravne regulative u vezi sa autorskim pravima, neki DVB operateri mogu da primenjuju različita ograničenja po pitanju tehnologije DRM (Digital Right Management). U slučaju emitovanja zaštićenih kanala, mogu da budu ograničeni snimanje, važenje snimanja i broj pregleda. Snimanje može da bude potpuno zabranjeno. U slučaju da pokušavate da snimate zaštićeni program ili da reprodukujete snimak koji je istekao, može da se pojavi poruka o grešci.

Snimanje programa

Trenutno snimanje

Da biste snimali program koji trenutno gledate, pritisnite  (Snimaj) na daljinskom upravljaču. Snimanje će započeti odmah.

Da biste odmah zaustavili snimanje, pritisnite  (Zaustavi).

Ako su podaci iz TV vodiča dostupni, program koji gledate biće snimljen od trenutka kada pritisnete taster za snimanje do trenutka kada se program završava. Ako nisu dostupni podaci iz TV vodiča, snimak će trajati samo 30 minuta. Vreme završetka snimanja možete da podesite na listi **snimaka**.

Zakazivanje snimanja

Možete da zakažete snimanje programa koji će se emitovati u toku istog dana ili u roku od nekoliko dana (maksimalno do 8 dana). Televizor će koristiti podatke iz TV vodiča za pokretanje i završavanje snimanja.

Da biste snimili program...

- 1 - Pritisnite taster  TV GUIDE.
- 2 - Pomoću tastera za navigaciju izaberite opciju **Sada**, a zatim pritisnite taster **OK**.
- 3 - Izaberite **Sada**, **Kasnije**, **Sutra** ili željeni dan, pa pritisnite taster **OK** ili  **BACK** da biste zatvorili meni.
- 4 - Izaberite program koji želite da snimate, pritisnite taster **+** **OPTIONS**, izaberite  **Snimaj**, a zatim pritisnite taster **OK**. Program je zakazan za snimanje. Ako dođe do preklapanja zakazanih programa za snimanje, automatski će se prikazati upozorenje. Ako planirate snimanje programa dok ste odsutni, setite se da ostavite televizor u stanju pripravnosti i da uključite USB čvrsti disk.
- 5 - Pritisnite taster  **BACK** da biste zatvorili meni.

Sukobi snimanja

Kada se dva zakazana snimanja preklape u isto vreme, dolazi do sukoba snimanja. Da biste rešili sukob snimanja, možete da prilagodite vreme početka i završetka jednog zakazanog snimanja ili oba.

Da biste prilagodili vreme početka i vreme završetka zakazanog snimanja...

- 1 - Pritisnite taster  **SOURCES**, a zatim izaberite opciju  **Snimci**.
- 2 - Na vrhu ekrana izaberite  **Zakazano**, a zatim pritisnite taster **OK**.
- 3 - Na listi zakazanih snimanja i podsetnika izaberite stavku **Snimci**, a zatim pritisnite taster **OK** da biste videli samo zakazana snimanja.
- 4 - Izaberite zakazano snimanje koje je u sukobu sa drugim zakazanim snimanjem, a zatim pritisnite taster **+** **OPTIONS**.
- 5 - Izaberite opciju **Podesi vreme**, a zatim pritisnite taster **OK**.
- 6 - Izaberite vreme početka ili završetka, a zatim promenite vreme pomoću tastera  (gore) ili  (dole). Izaberite opciju **Primeni**, a zatim pritisnite taster **OK**.
- 7 - Pritisnite taster  **BACK** da biste zatvorili meni.

Aut. produženje

Možete da podesite vremenski produžetak koji će televizor automatski dodati na kraju svakog zakazanog snimanja.

Da biste podesili automatsko produženje...

- 1 - Pritisnite taster  SOURCES, a zatim izaberite opciju  Snimci.
- 2 - Pomoću tastera za navigaciju izaberite  u gornjem desnom uglu i pritisnite taster OK.
- 3 - Izaberite Aut. produženje i pritisnite taster OK.
- 4 - Pritisnite  (gore) ili  (dole), a zatim pritisnite taster OK da biste podesili vremensko produženje koje se automatski dodaje snimku. Snimku možete da dodate do 45 minuta.
- 5 - Pritisnite taster  BACK da biste zatvorili meni.

Ručno snimanje

Možete da zakažete snimanje koje nije povezano sa TV programom. Možete sami da podesite tip tjunera, kanal i vreme početka i završetka.

Da biste ručno zakazali snimanje...

- 1 - Pritisnite taster  SOURCES, a zatim izaberite opciju  Snimci.
- 2 - Na vrhu ekrana izaberite  Zakazano .
- 3 - Pomoću tastera za navigaciju izaberite  u gornjem desnom uglu i pritisnite taster OK.
- 4 - Izaberite opciju Zakaži, a zatim pritisnite taster OK.
- 5 - Izaberite tjuner pomoću kojeg želite da snimate, a zatim pritisnite taster OK.
- 6 - Izaberite kanal sa kojeg želite da snimate, a zatim pritisnite taster OK.
- 7 - Izaberite dan snimanja, a zatim pritisnite taster OK.
- 8 - Podesite vreme početka i završetka snimanja. Izaberite dugme, a zatim pomoću tastera  (gore) ili  (dole) podesite sate i minute.
- 9 - Izaberite opciju Zakaži, a zatim pritisnite taster OK da biste zakazali ručno snimanje.

Snimak će se prikazati na listi zakazanih snimanja i podsetnika.

Gledanje snimka

Da biste gledali snimak...

- 1 - Pritisnite taster  SOURCES, a zatim izaberite opciju  Snimci.
- 2 - Sa liste snimaka izaberite snimak koji vam je potreban, a zatim pritisnite taster OK da biste počeli sa gledanjem.
- 3 - Možete da koristite tastere  (Pauziraj),  (Reprodukuj),  (Premotaj unazad),  (Premotaj unapred) ili  (Zaustavi).
- 4 - Da biste se vratili na gledanje TV programa, pritisnite taster  EXIT.

Uklanjanje ili preimenovanje snimka

Da biste preimenovali ili uklonili snimak...

- 1 - Pritisnite taster  SOURCES, a zatim izaberite opciju  Snimci.
- 2 - Sa liste snimaka izaberite željeni snimak i pritisnite  INFO /  OPTIONS .
- 3 - Možete da izaberete Preimenovanje da biste promenili naziv snimka ili Ukloni da biste uklonili ovaj snimak.
- 4 - Da biste se vratili na gledanje TV programa, pritisnite taster  EXIT.

15.2

Pauziranje TV programa

Šta vam je potrebno

Možete da pauzirate digitalni TV program i da nastavite sa gledanjem kasnije.

Da biste pauzirali TV program, potrebno vam je sledeće...

- povezani USB čvrsti disk koji je formatiran na ovom televizoru;
- digitalni TV kanali instalirani na ovom televizoru;
- mogućnost prijema informacija o kanalima za TV vodič na ekranu.

Kada povežete USB čvrsti disk i formatirate ga, televizor neprekidno čuva TV program koji gledate. Kada pređete na drugi kanal, program sa prethodnog kanala se briše. Program se takode briše kada prebacite televizor u stanje pripravnosti.

Funkciju Pauziranje TV programa ne možete da koristite dok je u toku snimanje.

Otvorite Pomoć, izaberite Ključne reči, a zatim potražite USB čvrsti disk, instaliranje ili Instaliranje, USB čvrsti disk.

Pauziranje programa

Da biste pauzirali program i nastavili emitovanje...

- Da biste pauzirali program koji se emituje uživo, pritisnite  (Pauziraj). Traka toka na dnu ekrana prikazuje se na kratko.
- Da biste prikazali traku toka, ponovo pritisnite  (Pauziraj).
- Da biste nastavili sa gledanjem, pritisnite  (Reprodukuj).

Dok je na ekranu prikazana traka toka, pritisnite  (Unazad) ili  (Unapred) da biste izabrali odakle želite da počnete sa gledanjem pauziranog programa. Uzastopno pritiskajte te tastere

da biste promenili brzinu.

Program možete da pauzirate na najviše 90 minuta.

Da biste se vratili na trenutni TV program, pritisnite taster ■ (Zaustavi).

Ponovna reprodukcija

Pošto televizor čuva program koji gledate, uglavnom možete ponovo da reprodukujete program na nekoliko sekundi.

Da biste ponovo reprodukovali trenutni program...

1 - Pritisnite || (Pauziraj)

2 - Pritisnite taster ◀◀ (Premotaj unazad). Više puta pritisnite taster ◀◀ da biste izabrali odakle želite da počnete da gledate pauzirani program. Uzastopno pritiskajte te tastere da biste promenili brzinu. U jednom trenutku doći ćete do početka skladišta programa ili maksimalnog vremenskog perioda.

3 - Pritisnite taster ▶ (Reprodukuj) da biste ponovo gledali program.

4 - Pritisnite taster ■ (Zaustavi) da biste gledali program uživo.

Pametni telefoni i tableti

16.1

Aplikacija Philips TV Remote

Nova aplikacija **Philips TV Remote App** na pametnom telefonu ili tabletu predstavlja zanimljiv dodatak uz televizor.

Pomoću aplikacije TV Remote App imate kontrolu nad medijskim sadržajima oko vas. Šaljite fotografije, muziku ili video zapise na veliki ekran televizora ili gledajte bilo koji TV kanal uživo na tabletu ili telefonu. Potražite ono što želite da gledate u TV vodiču, a zatim to gledajte na telefonu ili televizoru. Pomoću aplikacije TV Remote App, telefon možete da koristite kao daljinski upravljač.

Već danas preuzmite aplikaciju Philips TV Remote iz omiljene prodavnice aplikacija.

Aplikacija Philips TV Remote App dostupna je za iOS i Android i besplatna je.

16.2

Google Cast

Šta vam je potrebno

Ako aplikacija na mobilnom uređaju ima Google Cast, možete da prenosite sadržaj aplikacije na ovaj televizor. U mobilnoj aplikaciji potražite ikonu Google Cast. Pomoću mobilnog uređaja možete da kontrolišete šta je na televizoru. Google Cast radi na operativnim sistemima Android i iOS.

Mobilni uređaj mora da bude povezan na istu Wi-Fi kućnu mrežu kao i televizor.

Aplikacije sa funkcijom Google Cast

Nove Google Cast aplikacije postaju dostupne svakodnevno. Možete već da ga isprobate uz YouTube, Chrome, Netflix, Photowall... ili uz Big Web Quiz za Chromecast. Pogledajte i google.com/cast

Neki proizvodi i funkcije portala Google Play nisu dostupni u svim zemljama.

Više informacija potražite na lokaciji support.google.com/androidtv

Prenos na televizor

Da biste preneli aplikaciju na ekran televizora...

- 1 - Na pametnom telefonu ili tabletu otvorite aplikaciju koja podržava Google Cast.
- 2 - Izaberite ikonu Google Cast.
- 3 - Izaberite televizor na koji želite da prenesete.
- 4 - Pritisnite dugme za reprodukciju na pametnom telefonu ili tabletu. Izabrani sadržaj trebalo bi da počne da se reprodukuje na televizoru.

16.3

AirPlay

Da biste dodali funkciju AirPlay na Android TV, možete da preuzmete i instalirate jednu od nekoliko Android aplikacija koje rade upravo to. Nekoliko ovakvih aplikacija možete da pronadete u prodavnici Google Play.

16.4

MHL

Ovaj televizor je usklađen sa standardom MHL™.

Ako je i mobilni uređaj usklađen sa standardom MHL, mobilni uređaj možete da povežete sa televizorom pomoću MHL kabla. Povezivanje MHL kablom omogućava da delite stavke sa mobilnog uređaja na ekranu televizora. Istovremeno se puni baterija mobilnog uređaja. MHL veza je idealna za gledanje filmova ili igranje igara sa mobilnog uređaja na televizoru tokom dužeg vremena.

Punjenje

Povezivanje MHL kablom omogućava da se mobilni uređaj puni dok je televizor uključen (a nije u stanju pripravnosti).

MHL kabl

Potreban vam je pasivni MHL kabl (HDMI na Micro USB) da biste povezali mobilni uređaj sa televizorom. Možda će vam trebati dodatni adapter za povezivanje mobilnog uređaja. MHL kabl povežite sa televizorom koristeći **HDMI 4 MHL** vezu.



MHL, Mobile High-Definition Link i logotip MHL su zaštićeni žigovi ili registrovani zaštićeni žigovi kompanije MHL, LLC.

Igre

17.1

Šta vam je potrebno

Na ovom televizoru možete da igrate igre...

- iz Galerije aplikacija u glavnom meniju
- iz prodavnice Google Play i glavnom meniju
- sa povezane konzole za igre

Igre iz Galerije aplikacije ili prodavnice Google Play morate prvo da preuzmete i instalirate na televizor da biste mogli da ih igrate. Za igranje nekih igara potreban je kontroler.

Da biste instalirali aplikacije iz Philips galerije aplikacija ili iz prodavnice Google Play, televizor mora da bude povezan na Internet. Da biste koristili aplikacije iz prodavnice Galerija aplikacija, morate da prihvatite Uslove korišćenja. Morate da se prijavite pomoću Google naloga da biste koristili aplikacije sa portala Google Play i prodavnicu Google Play.

17.2

Igranje igre

Iz glavnog menija

Da biste pokrenuli igru iz glavnog menija...

- 1 - Pritisnite taster  HOME.
- 2 - Pomerite se nadole do opcije  Igre , izaberite igru, a zatim pritisnite taster OK.
- 3 - Pritisnite taster  BACK više puta uzastopno, pritisnite taster  EXIT ili zaustavite aplikaciju pomoću namenskog dugmeta za izlazak/zaustavljanje.

Sa konzole za igre

Da biste pokrenuli igru iz konzole za igre...

- 1 - Uključite konzolu za igre.
- 2 - Pritisnite taster  SOURCES i izaberite konzolu za igre ili naziv veze.
- 3 - Pokrenite igru.
- 4 - Pritisnite taster  BACK više puta uzastopno, pritisnite taster  EXIT ili zaustavite aplikaciju pomoću namenskog dugmeta za izlazak/zaustavljanje.

Otvorite Pomoć, izaberite opciju Ključne reči, a zatim potražite Konzola za igre, povezivanje da biste dobili više informacija.

Ambilight

Ambilight stil

Prati video

Ambilight možete da podesite da prati dinamiku video zapisa ili zvuka TV programa. Druga mogućnost je da podesite Ambilight da prikazuje unapred podešeni stil boje ili možete da isključite Ambilight.

Ako izaberete opciju **Prati video**, možete da izaberete jedan od stilova koji prate dinamiku slike na ekranu televizora.

Da biste podesili Ambilight stil...

- 1 – Pritisnite taster  **AMBILIGHT**.
- 2 – Izaberite opciju **Prati video**.
- 3 – Izaberite željeni stil.
- 4 – Pritisnite taster  (levo) da biste se vratili za jedan korak ili taster  **BACK** da biste zatvorili meni.

Dostupni stilovi za opciju **Prati video** su sledeći...

- **Standardni** – idealan za svakodnevno gledanje TV programa
- **Prirodni** – prati sliku ili zvuk što verodostojnije
- **Obuhvatajuće** – idealan za akcione filmove
- **Živo** – idealan za uslove dnevnog svetla
- **Igra** – savršeno za igranje igara
- **Ugodno** – idealan za mirno veče
- **Opušteno** – idealan za opušteni doživljaj

Prati zvuk

Ambilight možete da podesite da prati dinamiku video zapisa ili zvuka TV programa. Druga mogućnost je da podesite Ambilight da prikazuje unapred podešeni stil boje ili možete da isključite Ambilight.

Ako izaberete opciju **Prati zvuk**, možete da izaberete jedan od stilova koji prate dinamiku zvuka.

Da biste podesili Ambilight stil...

- 1 – Pritisnite taster  **AMBILIGHT**.
- 2 – Izaberite opciju **Prati zvuk**.
- 3 – Izaberite željeni stil.
- 4 – Pritisnite taster  (levo) da biste se vratili za jedan korak ili taster  **BACK** da biste zatvorili meni.

Dostupni stilovi za opciju **Prati zvuk** su sledeći...

- **Lumina** – uklapa dinamiku zvuka sa bojama video zapisa
- **Kolora** – na osnovu dinamike zvuka
- **Retro** – na osnovu dinamike zvuka
- **Spektar** – na osnovu dinamike zvuka

- **Skener** – na osnovu dinamike zvuka
- **Ritam** – na osnovu dinamike zvuka
- **Zabava** – uzastopna mešavina svih stilova za praćenje zvuka

Prati boju

Ambilight možete da podesite da prati dinamiku video zapisa ili zvuka TV programa. Druga mogućnost je da podesite Ambilight da prikazuje unapred podešeni stil boje ili možete da isključite Ambilight.

Ako izaberete opciju **Prati boju**, možete da izaberete jedan od unapred podešenih stilova boja.

Da biste podesili Ambilight stil...

- 1 – Pritisnite taster  **AMBILIGHT**.
- 2 – Izaberite opciju **Prati boju**.
- 3 – Izaberite željeni stil.
- 4 – Pritisnite taster  (levo) da biste se vratili za jedan korak ili taster  **BACK** da biste zatvorili meni.

Dostupni stilovi za opciju **Prati boju** su sledeći...

- **Vruća lava** – varijacije crvene boje
- **Duboka voda** – varijacije plave boje
- **Sveža priroda** – varijacije zelene boje
- **ISF topla bela** – statička boja
- **Hladna bela** – statička boja

Prati aplikaciju

Ova funkcija je dostupna kada se funkcijom Ambilight upravlja putem aplikacije.

Da biste podesili Ambilight stil...

- 1 – Pritisnite taster  **AMBILIGHT**.
- 2 – Izaberite opciju **Prati aplikaciju**.
- 3 – Pratite uputstva na ekranu.
- 4 – Pritisnite taster  (levo) da biste se vratili za jedan korak ili taster  **BACK** da biste zatvorili meni.

Ambilight isključen

Da biste isključili Ambilight...

- 1 – Pritisnite taster  **AMBILIGHT**.
- 2 – Izaberite **Isk**.
- 3 – Pritisnite taster  (levo) da biste se vratili za jedan korak ili taster  **BACK** da biste zatvorili meni.

Postavke funkcije Ambilight

Otvorite **Pomoć**, izaberite opciju **Ključne reči**, a zatim potražite **Ambilight**, postavke da biste dobili više informacija.

Omiljeni sadržaj

19.1

O omiljenom sadržaju

Opcija  Omiljeni sadržaj omogućava televizoru da daje preporuke za...

- aktuelne TV programe u okviru opcije  Sada na TV-u
- najnovije video zapise za iznajmljivanje u okviru opcije  Video na zahtev
- TV usluge na mreži (TV program koji ste propustili) u okviru opcije  TV na zahtev

Da biste uživali u funkciji Omiljeni sadržaj, povežite televizor na Internet. Proverite da li ste prihvatili uslove korišćenja. Informacije i usluge za funkciju Omiljeni sadržaj dostupne su samo u nekim zemljama.

Uslovi korišćenja

Da biste televizoru omogućili da vam daje te preporuke, morate da prihvatite uslove korišćenja. Da biste dobijali personalizovane preporuke na osnovu navika gledanja, označite polje za potvrdu Prikazivanje personalizovanih preporuka za gledanje.

Da biste otvorili uslove korišćenja...

- 1 - Pritisnite taster  TOP PICKS.
- 2 - Pomoću tastera za navigaciju izaberite  u gornjem desnom uglu, izaberite Uslovi koriš. i pritisnite taster OK.

19.2

Programi, preporuke

Osnovne informacije o funkciji Sada na TV-u

Funkcija  Sada na TV-u omogućava televizoru da vam da preporuku za najpopularnije programe koje trenutno možete da gledate.

Preporučeni programi biraju se sa kanala koje ste instalirali. Izbor se pravi sa kanala iz vaše zemlje. Pored toga, funkciji Sada na TV-u možete da omogućite pružanje personalizovanih preporuka na osnovu programa koje redovno gledate.

Da biste učinili dostupnim informacije iz funkcije Sada na TV-u...

- Informacije iz funkcije Sada na TV-u moraju da budu dostupne u vašoj zemlji.
- Na televizoru moraju da budu instalirani kanali.

- Televizor mora da bude povezan na Internet.
- Sat na televizoru mora da bude podešen na Automatski ili U zavisnosti od zemlje.
- Morate da prihvatite Uslove korišćenja (Možda ste ih već prihvatili prilikom povezivanja na Internet.).

Korišćenje funkcije Sada na TV-u

Da biste otvorili funkciju Sada na TV-u...

- 1 - Pritisnite taster  TOP PICKS da biste otvorili meni Omiljeni sadržaj.
- 2 - Izaberite opciju  Sada na TV-u u vrhu ekrana, a zatim pritisnite taster OK.
- 3 - Izaberite Više da biste otvorili TV vodič.

Kada otvorite funkciju Sada na TV-u, televizoru će možda biti potrebno nekoliko sekundi da bi osvežio informacije na stranici.

19.3

TV na zahtev

Osnovne informacije o funkciji TV na mreži

Funkcija  TV na zahtev omogućava vam da gledate TV programe koje ste propustili ili omiljene programe kad god vam najviše odgovara. Ova usluga poznata je i pod nazivima Catch Up TV, Replay TV ili Online TV. Programi koji su dostupni putem funkcije TV na zahtev besplatni su za gledanje.

Pored toga, funkciji TV na zahtev možete da omogućite da vam daje personalizovane preporuke za program na osnovu instalacije televizora i programa koje redovno gledate.

Ikona  će se pojaviti u vrhu ekrana kada je dostupna funkcija TV na zahtev.

Upotreba funkcije TV na zahtev

Da biste otvorili TV na zahtev...

- 1 - Pritisnite taster  TOP PICKS da biste otvorili meni Omiljeni sadržaj.
- 2 - Izaberite opciju  TV na zahtev u vrhu ekrana i pritisnite taster OK.
- 3 - Izaberite opciju Svi dobavljači programa, a zatim pritisnite taster OK. Možete da izaberete određenog dobavljača programa ako ih je dostupno više.
- 4 - Pritisnite taster  BACK da biste zatvorili.

Kada otvorite funkciju TV na zahtev, televizoru će možda biti potrebno nekoliko sekundi da bi osvežio informacije na stranici.

Kada program počne, možete da koristite

19.4

Video na zahtev

Osnovne informacije o funkciji Video na zahtev

Funkcija  **Video na zahtev** omogućava vam da iznajmljujete filmove iz prodavnice video zapisa na mreži.

Funkciji Video na zahtev možete da prepustite davanje personalizovanih preporuka za filmove na osnovu zemlje, instalacije televizora i programa koje redovno gledate.

Ikona  će se pojaviti u vrhu ekrana samo kada je dostupna funkcija Video na zahtev.

Plaćanje

Prilikom iznajmljivanja ili kupovine filma, bezbedno možete da platite prodavnicu video zapisa pomoću kreditne kartice. Većina prodavnica od vas traži da kreirate nalog za prijavljivanje prilikom prvog iznajmljivanja filma.

Internet saobraćaj

Prenos velike količine video zapisa može da dovede do toga da prekoračite mesečno ograničenje za internet saobraćaj.

Upotreba funkcije Video na zahtev

Da biste otvorili Video na zahtev...

- 1 - Pritisnite taster  **TOP PICKS** da biste otvorili meni Omiljeni sadržaj.
- 2 - Izaberite opciju  **Video na zahtev** u vrhu ekrana, a zatim pritisnite taster **OK**.
- 3 - Izaberite **Sve prodavnice**, **Preporučeno** ili **Popularno** kao željenu opciju.
- 4 - Pritisnite taster  **BACK** da biste zatvorili.

Kada otvorite funkciju **Video na zahtev**, televizoru će možda biti potrebno nekoliko sekundi da bi osvežio informacije na stranici.

Možete da izaberete određenu prodavnicu video zapisa ako ih je dostupno više.

Da biste iznajmili film...

- 1 - Izaberite istaknuti deo na posteru filma. Nakon nekoliko sekundi prikazaće se ograničene informacije.
- 2 - Pritisnite taster **OK** da biste otvorili stranicu filma u prodavnici video zapisa i dobili kratak pregled filma.
- 3 - Potvrdite porudžbinu.
- 4 - Obavite plaćanje na televizoru.
- 5 - Počnite da gledate. Možete da koristite

Netflix

Ako imate pretplatu na Netflix, na ovom televizoru možete da uživate u sadržaju aplikacije Netflix. Televizor mora da bude povezan na Internet. U vašem regionu, Netflix može postati dostupan samo uz buduća ažuriranja softvera.

Da biste otvorili Netflix, pritisnite taster **NETFLIX** da biste otvorili aplikaciju Netflix. Netflix možete da otvorite neposredno kada je televizor u stanju pripravnosti.

www.netflix.com

Multi View

21.1

Teletekst i TV

Možete da gledate TV kanal u malom prozoru funkcije Multi View dok pregledate teletekst.

Da biste gledali TV kanal tokom pregledanja teleteksta...

- 1 – Pritisnite  Multi View * ili  da biste otvorili **Meni televizora**.
- 2 – Izaberite opciju **Multi View**, a zatim pritisnite taster **OK**.
- 3 – Izaberite opciju **Multi View: Uklj. na ekranu**. Kanal koji ste gledali pojaviće se u malom prozoru.

Da biste sakrili mali ekran, izaberite opciju **Multi View: Isk. na ekranu**.

* Ako je na daljinskom upravljaču dostupan taster  Multi View

21.2

HDMI i TV

Možete da gledate TV kanal u malom prozoru funkcije Multi View dok gledate video sa povezanog HDMI uređaja.

Da biste gledali TV kanal dok gledate video sa povezanog HDMI uređaja*...

- 1 – Pritisnite  Multi View * ili  da biste otvorili **Meni televizora**.
- 2 – Izaberite opciju **Multi View**, a zatim pritisnite taster **OK**.
- 3 – Izaberite opciju **Multi View: Uklj. na ekranu**. Kanal koji ste gledali pojaviće se u malom prozoru.

Da biste sakrili mali ekran, izaberite opciju **Multi View: Isk. na ekranu**.

Napomena: U režimu Multi View možete da gledate samo sliku TV kanala, dok će zvuk biti isključen.

* Ako je na daljinskom upravljaču dostupan taster  Multi View

21.3

Nettv i TV

Možete da gledate TV kanal u malom prozoru funkcije Multi View dok pregledate aplikaciju Nettv u Galeriji aplikacija.

Da biste gledali TV kanal dok pregledate aplikaciju Nettv u Galeriji aplikacija*...

- 1 – Pritisnite  Multi View * ili  da biste otvorili **Meni televizora**.
- 2 – Izaberite opciju **Multi View**, a zatim pritisnite taster **OK**.
- 3 – Izaberite opciju **Multi View: Uklj. na ekranu**. Kanal koji ste gledali pojaviće se u malom prozoru.
- 4 – Pritisnite  + ili  – da biste menjali kanale u malom prozoru

Da biste sakrili mali ekran, izaberite opciju **Multi View: Isk. na ekranu**.

Napomena: Ne podržava svaka aplikacija Nettv funkciju Multi View sa TV kanalom. Ako aplikacija nema podršku za Multi View, televizor će prikazati poruku: **Multi View nije podržan..**

* Ako je na daljinskom upravljaču dostupan taster  Multi View

21.4

Nettv i HDMI

Možete da gledate aplikaciju Nettv iz App Gallery u malom prozoru funkcije Multi View dok gledate video sa povezanog HDMI uređaja.

- 1 – Pritisnite  Multi View * ili  da biste otvorili **Meni televizora**.
- 2 – Izaberite opciju **Multi View**, a zatim pritisnite taster **OK**.
- 3 – Izaberite opciju **Multi View: Uklj. na ekranu**.

Da biste sakrili mali ekran, izaberite opciju **Multi View: Isk. na ekranu**.

Napomena: Ne podržava svaka aplikacija Nettv funkciju Multi View sa TV kanalom. Ako aplikacija nema podršku za Multi View, televizor će prikazati poruku: **Multi View nije podržan..**

* Ako je na daljinskom upravljaču dostupan taster  Multi View

Softver

22.1

Ažuriraj softver

Ažuriranje putem Interneta

Ako je televizor povezan na Internet, možda će se prikazati poruka sa obaveštenjem za ažuriranje softvera za televizor. Potrebna vam je brza (širokopojasna) internet veza. Ako se prikaže ova poruka, preporučujemo vam da obavite ažuriranje.

Dok je na ekranu prikazana poruka, izaberite opciju **Ažuriraj** i pratite uputstva na ekranu.

Možete i sami da potražite ažuriranje softvera.

Tokom ažuriranja softvera, na ekranu nema slike, a televizor će se isključiti i ponovo uključiti. Ovo može da se desi nekoliko puta. Ažuriranje može da potraje nekoliko minuta. Sačekajte dok se ponovo ne pojavi slika na ekranu. Nemojte da pritiskate prekidač za napajanje  na televizoru niti na daljinskom upravljaču tokom ažuriranja softvera.

Da biste ručno potražili ispravku softvera...

- 1 – Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite **Ažuriraj softver** > **Traži ispravke softvera**.
- 3 – Izaberite opciju **Internet**.
- 4 – Televizor će potražiti ispravku na Internetu.
- 5 – Ako je ispravka dostupna, možete odmah da ažurirate softver.
- 6 – Ažuriranje softvera može da traje nekoliko minuta. Nemojte da pritiskate taster  na televizoru niti na daljinskom upravljaču.
- 7 – Kada se ažuriranje završi, televizor će se vratiti na kanal koji ste gledali.

Ažuriranje preko USB uređaja

Možda je neophodno ažurirati softver za televizor.

Potreban vam je računar sa brzom internet vezom i USB fleš uređaj za otpremanje softvera na televizor. Trebalo bi da na USB fleš uređaju bude bar 500 MB slobodnog prostora. Proverite da li je isključena zaštita od upisivanja.

Da biste ažurirali softver televizora...

- 1 – Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite **Ažuriraj softver** > **Traži ispravke softvera**.
- 3 – Izaberite opciju **USB** > **Lokalne ispravke**, a zatim pritisnite taster **OK**.

Identifikovanje televizora

- 1 – Povežite USB fleš uređaj na jedan od USB priključaka na televizoru.
- 2 – Izaberite opciju **Pokreni**, a zatim pritisnite taster **OK**. Identifikaciona datoteka će biti upisana na USB fleš uređaj.

Preuzimanje softvera

- 1 – Povežite USB fleš uređaj na računar.
- 2 – Pronađite datoteku **update.htm** na USB fleš uređaju i dvaput kliknite na nju.
- 3 – Kliknite na **Pošalji ID**.
- 4 – Ako je dostupna nova verzija softvera, preuzmite .zip datoteku.
- 5 – Nakon završetka preuzimanja, otpakujte zip datoteku, pa iskopirajte datoteku **autorun.upg** na USB fleš uređaj. Nemojte da je iskopirate unutar fascikle.

Ažuriranje softvera za televizor

- 1 – Ponovo povežite USB fleš uređaj na televizor. Ažuriranje će započeti automatski.
- 2 – Ažuriranje softvera može da traje nekoliko minuta. Nemojte da pritiskate taster  na televizoru niti na daljinskom upravljaču. Nemojte da uklanjate USB fleš uređaj.
- 3 – Kada se ažuriranje završi, televizor će se vratiti na kanal koji ste gledali.

Ako dođe do nestanka struje u toku ažuriranja, ne isključujte USB fleš uređaj iz televizora. Ažuriranje će se nastaviti kada se ponovo uspostavi snabdevanje strujom.

Da biste sprečili slučajno ažuriranje softvera televizora, izbrišite datoteku autorun.upg sa USB fleš uređaja.

22.2

Verzija softvera

Da biste videli trenutnu verziju softvera televizora...

- 1 – Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 – Izaberite **Ažuriraj softver** > **Informacije o trenutnom softveru**, a zatim pritisnite taster **OK**.
- 3 – Prikazaće se verzija, napomene o izdanju i datum kreiranja. Prikazuje se i Netflix ESN broj ako je dostupan.
- 4 – Da biste zatvorili meni, pritisnite taster  (levo) više puta uzastopno ako je potrebno.

Automatsko ažuriranje softvera

Uključite Automatsko ažuriranje softvera da biste automatski ažurirali softver televizora. Ostavite TV u stanju pripravnosti kada se ne koristi.

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite **Ažuriraj softver > Automatsko ažuriranje softvera**, a zatim pritisnite taster **Uklj./Isk..**
- 3 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Softver otvorenog koda

Ovaj televizor sadrži softver otvorenog koda. Kompanija TP Vision Europe B.V. ovim putem nudi da na zahtev isporuči kompletan odgovarajući izvorni kôd za autorskim pravima zaštićene pakete softvera otvorenog koda koji se koriste u ovom proizvodu, ako za takav zahtev postoji opravdanje u odgovarajućim licencama.

Ova ponuda važi do tri godine od datuma kupovine proizvoda za svakoga ko primi ove informacije. Da biste dobili izvorni kôd, obratite se na engleskom na adresu . . .

open.source@tpvision.com

Licenca za softver otvorenog koda

O licenci za softver otvorenog koda

Informacije za izvorni kôd delova softvera za televizor kompanije TP Vision Netherlands B.V. obuhvaćen licencama za otvoreni kôd.

Ovo je dokument koji opisuje distribuciju izvornog koda koji se koristi na ovom televizoru kompanije TP Vision Netherlands B.V., a obuhvaćen je GNU General Public License (GPL) ili GNU Lesser General Public License (LGPL) licencom, kao i bilo kojom drugom licencom za otvoreni kôd. Uputstva za dobijanje kopija ovog softvera dostupna su u korisničkom priručniku.

TP Vision Netherlands B.V. NE DAJE NIKAKVE GARANCIJE, IZRIČITE ILI NAGOVEŠTENE, ŠTO OBUHVATA BILO KAKVE GARANCIJE MOGUĆNOSTI PRODAJE ILI POGODNOSTI ZA ODREĐENU SVRHU,

U VEZI SA OVIM SOFTVEROM. TP Vision Netherlands B.V. ne pruža nikakvu podršku za ovaj softver. Gore navedeno ne utiče na vaše garancije i ustavna prava u vezi sa proizvodima kompanije TP Vision Netherlands B.V. koje ste kupili. Primenjuje se samo na ovaj izvorni kôd koji vam je stavljen na raspolaganje.

Open Source

Android (7.1.1)

This tv contains the Android Nougat 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 official Android AOSP.

linux kernel (3.10.79)

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"

libcurl (7.50.1)

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 NOTICE Copyright (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 copyright notice and this permission notice
appear in all copies. THE SOFTWARE IS PROVIDED
"AS IS", WITHOUT WARRANTY OF ANY KIND,
EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED
TO THE WARRANTIES OF
MERCHANTABILITY, FITNESS FOR A PARTICULAR
PURPOSE AND NONINFRINGEMENT OF THIRD
PARTY RIGHTS. IN NO EVENT SHALL THE AUTHORS
OR COPYRIGHT HOLDERS BE LIABLE FOR ANY
CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER
IN AN ACTION OF CONTRACT, TORT OR OTHERWISE,
ARISING FROM, OUT OF OR IN CONNECTION WITH
THE SOFTWARE OR THE USE OR OTHER DEALINGS
IN THE SOFTWARE. Except as contained in this
notice, the name of a copyright holder shall not be
used in advertising or otherwise to promote the sale,
use or other dealings in this Software without prior
written authorization of the copyright holder.

libfreetypeex (2.4.2)

FreeType is a software development library, available
in source and binary forms, used to render text on to
bitmaps and provides support for other font-related
operations. The original download site for this
software is :
<https://github.com/julienr/libfreetype-android>
FreeType License

libjpegex (8a)

This package contains C software to implement JPEG
image encoding, decoding, and transcoding. This
software is based in part on the work of the
Independent JPEG Group.-----The
authors make NO WARRANTY or representation,
either express or implied, with respect to this
software, its quality, accuracy, merchantability, or
fitness for a particular purpose. This software is
provided "AS IS", and you, its user, assume the entire
risk as to its quality and accuracy. This software is
copyright (C) 1991-1998, Thomas G. Lane. All Rights
Reserved except as specified below. Permission is
hereby granted to use, copy, modify, and distribute
this software (or portions thereof) for any purpose,
without fee, subject to these conditions:(1) If any part
of the source code for this software is distributed,
then this README file must be included, with this
copyright and no-warranty notice unaltered; and any
additions, deletions, or changes to the original files
must be clearly indicated in accompanying
documentation.(2) If only executable code is
distributed, then the accompanying documentation

must state that "this software is based in part on the
work of the Independent JPEG Group".(3) Permission
for use of this software is granted only if the user
accepts full responsibility for any undesirable
consequences; the authors accept NO LIABILITY for
damages of any kind. These conditions apply to any
software derived from or based on the IJG code, not
just to the unmodified library. If you use our work, you
ought to acknowledge us. Permission is NOT granted
for the use of any IJG author's name or company
name in advertising or publicity relating to this
software or products derived from it. This software
may be referred to only as "the Independent JPEG
Group's software". We specifically permit and
encourage the use of this software as the basis of
commercial products, provided that all warranty or
liability claims are assumed by the product vendor.

libpngex (1.4.1)

libpng is the official Portable Network Graphics (PNG)
reference library (originally called pnglib). It is a
platform-independent library that contains C
functions for handling PNG images. It supports almost
all of PNG's features, is extensible. The original
download site for this software is :
<https://github.com/julienr/libpng-android>
libpng license

dvbsnoop (1.2)

dvbsnoop is a DVB / MPEG stream analyzer program.
For generating CRC32 values required for composing
PAT, PMT, EIT sections The original download site for
this software is : <https://github.com/a4tunado/dvbsnoop/blob/master/src/misc/crc32.c> GPL v2
<http://dvbsnoop.sourceforge.net/dvbsnoop.html>

gSoap (2.7.15)

The gSOAP toolkit is an open source C and C++
software development toolkit for SOAP/XML Web
services and generic (non-SOAP) C/C++ XML data
bindings. Part of the software embedded in this
product is gSOAP software. Portions created by
gSOAP are Copyright 2001-2009 Robert A. van
Engelen, Genivia inc. All Rights Reserved. THE
SOFTWARE IN THIS PRODUCT WAS IN PART
PROVIDED BY GENIVIA INC AND ANY EXPRESS OR
IMPLIED WARRANTIES, INCLUDING, BUT NOT
LIMITED TO, THE IMPLIED WARRANTIES OF
MERCHANTABILITY AND FITNESS FOR A
PARTICULAR PURPOSE ARE DISCLAIMED. IN NO
EVENT SHALL THE AUTHOR BE LIABLE FOR ANY
DIRECT, INDIRECT, INCIDENTAL, SPECIAL,
EXEMPLARY, OR CONSEQUENTIAL DAMAGES
(INCLUDING, BUT NOT LIMITED TO, PROCUREMENT
OF SUBSTITUTE GOODS OR SERVICES; LOSS OF
USE, DATA, OR PROFITS; OR BUSINESS

INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

restlet (2.3.0)

Restlet is a lightweight, comprehensive, open source REST framework for the Java platform. Restlet is suitable for both server and client Web applications. It supports major Internet transport, data format, and service description standards like HTTP and HTTPS, SMTP, XML, JSON, Atom, and WADL. The original download site for this software is : <http://restlet.org> This piece of software is made available under the terms and conditions of the Apache License version 2.

FaceBook SDK (3.0.1)

This TV contains Facebook SDK. The Facebook SDK for Android is the easiest way to integrate your Android app with Facebook's platform. The SDK provides support for Login with Facebook authentication, reading and writing to Facebook APIs and support for UI elements such as pickers and dialogs. The original download site for this software is : <https://developer.facebook.com/docs/android> This piece of software is made available under the terms and conditions of the Apache License version 2.

ffmpeg (2.1.3)

This TV uses FFmpeg. FFmpeg is a complete, cross-platform solution to record, convert and stream audio and video. The original download site for this software is : <http://ffmpeg.org> This piece of software is made available under the terms and conditions of the GPL v2 license, which can be found below.

gson (2.3)

This TV uses gson. Gson is a Java library that can be used to convert Java Objects into their JSON representation. It can also be used to convert a JSON string to an equivalent Java object. Gson can work with arbitrary Java objects including pre-existing objects that you do not have source-code of. The original download site for this software is : <https://code.google.com/p/google-gson/> . This piece of software is made available under the terms and conditions of the Apache License 2.0

This software includes an implementation of the AES Cipher, licensed by Brian Gladman. The original download site for this software is :

<http://www.gladman.me.uk/> This piece of software is licensed by Brian Gladman.

libUpNp (1.2.1)

The original download site for this software is : <http://upnp.sourceforge.net/> This piece of software is made available under the terms and conditions of the BSD.

live555 (0.82)

Live555 provides RTP/RTCP/RTSP client. 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 LGPL v2.1 license, which can be found below.

dnsmasq

Dnsmasq is a lightweight, easy to configure DNS forwarder and DHCP server. The original download site for this software is : <https://android.googlesource.com/platform/external/dnsmasq> This piece of software is made available under the terms and conditions of the GPL v2 license, which can be found below.

TomCrypt (1.1)

iwedia stack is using tomcrypt for sw decryption. The original download site for this software is : <http://manpages.ubuntu.com/manpages/saucy/man3/libtomcrypt.3.html> This piece of software is made available under the terms and conditions of the DO WHAT THE FUCK YOU WANT TO PUBLIC LICENSE.

u-boot (2011-12)

U-boot is a boot loader for embedded boards based on ARM, MIPS and other processors, which can be installed in a boot ROM and used to initialize and test the hardware or to download and run application code. This piece of software is made available under the terms and conditions of the GPL v2 license, which can be found below.

AsyncHttpClient (1.4.9)

The original download site for this software is : <http://loopj.com/android-async-http/> This piece of software is made available under the terms and conditions of the APACHE LICENSE 2.0

httpClient-4.4.1.1 (4.4.1.1)

This is needed to import

cz.msebera.android.httpclient used by AsyncHttpClient The original download site for this software is : <http://mvnrepository.com/artifact/cz.msebera.android/httpclient/4.4.1.1> This piece of software is made available under the terms and conditions of the APACHE LICENSE 2.0

Jackson Parser (2.x)

lpepg client uses Jackson Parser for string manipulation. The original download site for this software is : <https://github.com/FasterXML/jackson-core> This piece of software is made available under the terms and conditions of the APACHE LICENSE 2.0

audio a2dp (2.x)

Bluetooth stack. The original download site for this software is : <https://android.googlesource.com/platform/system/bt> This piece of software is made available under the terms and conditions of the APACHE LICENSE 2.0

libexif (0.6.21)

Exif JPEG header manipulation tool. The original download site for this software is : <http://libexif.sourceforge.net/> This piece of software is made available under the terms and conditions of the APACHE LICENSE 2.0

libexpat (2.1.0)

Expat XML Parser. The original download site for this software is : <http://www.libexpat.org/Expat> is free software. You may copy, distribute, and modify it under the terms of the License contained in the file COPYING distributed with this package. This license is the same as the MIT/X Consortium license.

libFFTEm ()

neven face recognition library. The original download site for this software is : No info. This piece of software is made available under the terms and conditions of the APACHE LICENSE 2.0

libcui18n (49.1.1)

International Components for unicode. The original download site for this software is : <http://icu-project.org> This piece of software is made available under the terms and conditions of the BSD.

libiprouteutil (3.4.0)

iproute2 TCP/IP networking and traffic control. The original download site for this software is : <http://www.linuxfoundation.org/> This piece of software is made available under the terms and conditions of the GPL v2. which can be found below

libjpeg (3.4.0)

libjpeg-turbo is a JPEG image codec that uses SIMD instructions (MMX, SSE2, NEON) to accelerate baseline JPEG compression and decompression on x86, x86-64, and ARM systems. The original download site for this software is : <http://www.iijg.org/libjpeg-turbo> is covered by three compatible BSD-style open source licenses. Refer to LICENSE.txt for a roll-up of license terms.

libmtp (1.0.1)

libmtp 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 LGPL V2.

libmdnsd (320.10.80)

MDNS Responder. The mDNSResponder project is a component of Bonjour, 5Apple's ease-of-use IP networking initiative. The original download site for this software is : <http://www.opensource.apple.com/tarballs/mDNSResponder/> This piece of software is made available under the terms and conditions of the Apache license version 2

libnfc_ndef ()

The original download site for this software is : No info. This piece of software is made available under the terms and conditions of the Apache license version 2

libskia ()

skia 2D graphics library Skia is a complete 2D graphic library for drawing Text, Geometries, and Images. The original download site for this software is : <http://code.google.com/p/skia/> This piece of software is made available under the terms and conditions of the BSD.

libsonivox ()

The original download site for this software is : No info. This piece of software is made available under the terms and conditions of the Android APACHE License Version 2.

libsqlite (3.9.2)

SQLite database. 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 Android APACHE License Version 2.

libtspico ()

The original download site for this software is : No info. This piece of software is made available under the terms and conditions of the Android APACHE License Version 2.

libtinyalsa ()

tinyalsa: a small library to interface with ALSA in the Linux kernel. The original download site for this software is : No info. This piece of software is made available under the terms and conditions of the BSD.

wpa_supplicant (0.8)

Library used by legacy HAL to talk to wpa_supplicant daemon. The original download site for this software is : <http://hostap.epitest.fi/> This piece of software is made available under the terms and conditions of the GPLv2.

libz (1.2.8)

zlib compression library. The original download site for this software is : <http://zlib.net> This piece of software is made available under the terms and conditions of the BSD.

iptables (1.4.20)

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 GPLv2.

toolbox (1.2.8)

The 'toolbox' command in Android is a multi-function program. It encapsulates the functionality of many common Linux commands (and some special Android ones) into a single binary. This makes it more compact than having all those other commands installed individually. 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 Android APACHE License Version 2.

libssl

(7b8b9c17db93ea5287575b437c77fb36eeb81b31)

BoringSSL The original download site for this software is : <https://boringssl.googlesource.com/boringssl/> This piece of software is made available under the terms and conditions of the BSD.

libOpenMAXAL

(7b8b9c17db93ea5287575b437c77fb36eeb81b31)

OpenMAX AL is an application-level multimedia playback and recording API for mobile embedded devicesThe original download site for this software is : <https://www.khronos.org/openmax/> License free

libOpenSLES (1.0)

Khronos OpenSL Sound API spec. The original download site for this software is : <https://www.khronos.org/opensles/> License free

libEGL libGL ESv1_CM (3.1)

Khronos OpenGL Graphics API spec. The original download site for this software is : <https://www.opengl.org/> License free

libffmpeg_av (2.1)

FFmpeg media player. The original download site for this software is : <https://ffmpeg.org/> This piece of software is licensed under LGPL v2.1

libcurlmheg (7.21.6)

curl for MHEG. The original download site for this software is : <https://ffmpeg.org/> Curl and libcurl are licensed under a MIT/X derivate license. Please look at <https://curl.haxx.se/docs/copyright.html>

boringssl

(af0e32cb84f0c9cc65b9233a3414d2562642b342)

ssl for MHEG, Taken from android M. The original download site for this software is : <https://boringssl.googlesource.com/boringssl/> Licensed under BSD, please find in /android/n-base/external/boringssl/NOTICE

libpng (1.6.22beta)

libpng is the official Portable Network Graphics (PNG) reference library (originally called pnglib). It is a platform-independent library that contains C functions for handling PNG images. It supports almost all of PNG's features, is extensible. The original download site for this software is :
<https://github.com/julienr/libpng-android> This code is released under the libpng license.

Hue SDK (1.8.1)

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

Opera Web Browser (SDK 4.8.0)

This TV contains Opera Browser Software.

Third-party licenses

WebKit

name	License
------	---------

WebKit	URL: http://webkit.org/
--------	--

(WebKit doesn't distribute an explicit license. This LICENSE is derived from license text in the source.)

Copyright (c) 1997, 1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007 Alexander Kellett, Alexey Proskuryakov, Alex Mathews, Allan Sandfeld Jensen, Alp Toker, Anders Carlsson, Andrew Wellington, Antti Koivisto, Apple Inc., Arthur Langereis, Baron Schwartz, Bjoern Graf, Brent Fulgham, Cameron Zwarich, Charles Samuels, Christian Dywan, Collabora Ltd., Cyrus Patel, Daniel Molkentin, Dave MacLachlan, David Smith, Dawit Alemayehu, Dirk Mueller, Dirk Schulze, Don Gibson, Enrico Ros, Eric Seidel, Frederik Holljen, Frerich Raabe, Friedmann Kleint, George Staikos, Google Inc., Graham Dennis, Harri Porten, Henry Mason, Hiroyuki Ikezoe, Holger Hans Peter Freyther, IBM, James G. Speth, Jan Alonzo, Jean-Loup Gailly, John Reis, Jonas Witt, Jon Shier, Jonas Witt, Julien Chaffraix, Justin Haygood, Kevin Ollivier, Kevin Watters, Kimmo Kinnunen, Kouhei Sutou, Krzysztof Kowalczyk, Lars Knoll, Luca Bruno, Maks Orlovich, Malte Starostik, Mark Adler, Martin Jones, Marvin Decker, Matt Lilek, Michael Emmel, Mitz Pettel, mozilla.org, Netscape Communications Corporation, Nicholas Shanks, Nikolas Zimmermann, Nokia, Oliver Hunt, Opened Hand, Paul Johnston, Peter Kelly, Pioneer Research Center USA, Rich Moore, Rob Buis, Robin Dunn, Ronald Tschalär, Samuel Weinig, Simon

Hausmann, Staikos Computing Services Inc., Stefan Schimanski, Symantec Corporation, The Dojo Foundation, The Karbon Developers, Thomas Boyer, Tim Copperfield, Tobias Anton, Torben Weis, Trolltech, University of Cambridge, Vaclav Slavik, Waldo Bastian, Xan Lopez, Zack Rusin

The terms and conditions vary from file to file, but are one of:

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

OR

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

THIS SOFTWARE IS PROVIDED BY APPLE COMPUTER, INC. "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL APPLE COMPUTER, INC. OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

GNU LIBRARY GENERAL PUBLIC LICENSE

Version 2, June 1991

Copyright (C) 1991 Free Software Foundation, Inc.

51 Franklin Street, Fifth Floor, Boston, MA 02110-1301 USA

Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public Licenses are intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users.

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

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.

GNU LIBRARY GENERAL PUBLIC LICENSE

TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. This License Agreement applies to any software library which contains a notice placed by the copyright holder or other authorized party saying it may be distributed under the terms of this Library General Public License (also called "this License"). Each licensee is addressed as "you".

A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing

the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associate 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

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

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 squareroot function must still compute square roots.)

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

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

3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices.

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

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

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding 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 machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

c) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

d) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.

b) Give prominent notice with the combined

library of the fact that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

8. You may not copy, modify, sublicense, link with, or distribute the Library except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense, link with, or distribute the Library is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

9. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Library or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Library (or any work based on the Library), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Library or works based on it.

10. Each time you redistribute the Library (or any work based on the Library), the recipient automatically receives a license from the original licensor to copy, distribute, link with or modify the Library subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties to this License.

11. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Library at all. For example, if a patent license would not permit royalty-free redistribution of the Library by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Library.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply, and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system which

is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

12. If the distribution and/or use of the Library is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Library under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

13. The Free Software Foundation may publish revised and/or new versions of the Library General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Library specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Library does not specify a license version number, you may choose any version ever published by the Free Software Foundation.

14. If you wish to incorporate parts of the Library into other free programs whose distribution conditions are incompatible with these, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

NO WARRANTY

15. BECAUSE THE LIBRARY IS LICENSED FREE OF CHARGE, THERE IS NO

WARRANTY FOR THE LIBRARY, TO THE EXTENT PERMITTED BY APPLICABLE LAW.

EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR

OTHER PARTIES PROVIDE THE LIBRARY "AS IS" WITHOUT WARRANTY OF ANY

KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING,

BUT NOT LIMITED TO, THE
IMPLIED WARRANTIES OF MERCHANTABILITY AND
FITNESS FOR A PARTICULAR PURPOSE.
THE ENTIRE RISK AS TO THE QUALITY AND
PERFORMANCE OF THE
LIBRARY IS WITH YOU. SHOULD THE LIBRARY
PROVE DEFECTIVE, YOU ASSUME
THE COST OF ALL NECESSARY SERVICING, REPAIR
OR CORRECTION.

16. IN NO EVENT UNLESS REQUIRED BY APPLICABLE
LAW OR AGREED TO IN
WRITING WILL ANY COPYRIGHT HOLDER, OR ANY
OTHER PARTY WHO MAY MODIFY
AND/OR REDISTRIBUTE THE LIBRARY AS
PERMITTED ABOVE, BE LIABLE TO YOU
FOR DAMAGES, INCLUDING ANY GENERAL,
SPECIAL, INCIDENTAL OR
CONSEQUENTIAL DAMAGES ARISING OUT OF THE
USE OR INABILITY TO USE THE
LIBRARY (INCLUDING BUT NOT LIMITED TO LOSS OF
DATA OR DATA BEING
RENDERED INACCURATE OR LOSSES SUSTAINED BY
YOU OR THIRD PARTIES OR A
FAILURE OF THE LIBRARY TO OPERATE WITH ANY
OTHER SOFTWARE), EVEN IF
SUCH HOLDER OR OTHER PARTY HAS BEEN
ADVISED OF THE POSSIBILITY OF SUCH
END OF TERMS AND
CONDITIONS

GNU LESSER GENERAL PUBLIC LICENSE

Version 2.1, February 1999

Copyright (C) 1991, 1999 Free Software Foundation,
Inc.

51 Franklin Street, Fifth Floor, Boston, MA
02110-1301 USA

Everyone is permitted to copy and distribute verbatim
copies of this license document, but changing it is
not allowed.

[This is the first released version of the Lesser GPL. It
also counts as the successor of the GNU Library
Public License, version 2, hence the version number
2.1.]

Preamble

The licenses for most software are designed to take
away your freedom to share and change it. By

contrast, the GNU General Public Licenses are
intended to guarantee your freedom to share and
change free software--to make sure the software is
free for all its users.

This license, the Lesser General Public License,
applies to some specially designated software
packages--typically libraries--of the Free Software
Foundation and other authors who decide to use it.
You can use it too, but we suggest you first think
carefully about whether this license or the ordinary
General Public License is the better strategy to use in
any particular case, based on the explanations below.

When we speak of free software, we are referring to
freedom of use, not price. Our General Public
Licenses are designed to make sure that you have
the freedom to distribute copies of free software (and
charge for this service if you wish); that you receive
source code or can get it if you want it; that you can
change the software and use pieces of it in new free
programs; and that you are informed that you can
do these things.

To protect your rights, we need to make restrictions
that forbid distributors to deny you these rights or to
ask you to surrender these rights. These restrictions
translate to certain responsibilities for you if you
distribute copies of the library or if you modify it.

For example, if you distribute copies of the library,
whether gratis or for a fee, you must give the
recipients all the rights that we gave you. You must
make sure that they, too, receive or can get the
source code. If you link other code with the library,
you must provide complete object files to the
recipients, so that they can relink them with the
library after making changes to the library and
recompiling it. And you must show them these terms
so they know their rights.

We protect your rights with a two-step method: (1) we
copyright the library, and (2) we offer you this
license, which gives you legal permission to copy,
distribute and/or modify the library.

To protect each distributor, we want to make it very
clear that there is no warranty for the free library.
Also, if the library is modified by someone else and
passed on, the recipients should know that what
they have is not the original version, so that the
original author's reputation will not be affected by
problems that might be introduced by others.

Finally, software patents pose a constant threat to the
existence of any free program. We wish to make
sure that a company cannot effectively restrict the
users of a free program by obtaining a restrictive
license from a patent holder. Therefore, we insist
that any patent license obtained for a version of the
library must be consistent with the full freedom of
use specified in this license.

Most GNU software, including some libraries, is

covered by the ordinary GNU General Public License. This license, the GNU Lesser General Public License, applies to certain designated libraries, and is quite different from the ordinary General Public License. We use this license for certain libraries in order to permit linking those libraries into non-free programs.

When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library.

We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

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

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

GNU LESSER GENERAL
PUBLIC LICENSE

TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. This License Agreement applies to any software library or other program which contains a notice placed by the copyright holder or other authorized party saying it may be distributed under the terms of this Lesser General Public License (also called "this License"). Each licensee is addressed as "you".

A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

1. You may copy and distribute verbatim copies of the Library's complete source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and distribute a copy of this License along with the Library.

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

2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

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

b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

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

3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not

make any other change in these notices.

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

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

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License.

Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section

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

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete 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

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.

b) Give prominent notice with the combined library of the fact that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

8. You may not copy, modify, sublicense, link with, or distribute the Library except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense, link with, or distribute the Library is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

9. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Library or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Library (or any work based on the Library), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Library or works based on it.

10. Each time you redistribute the Library (or any work based on the Library), the recipient automatically receives a license from the original licensor to copy, distribute, link with or modify the Library subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for

enforcing compliance by third parties with this License.

11. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Library at all. For example, if a patent license would not permit royalty-free redistribution of the Library by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Library.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply, and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

12. If the distribution and/or use of the Library is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Library under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

13. The Free Software Foundation may publish revised and/or new versions of the Lesser General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Library specifies a version number of this License which applies to it and "any later version", you have the option of following the terms

and conditions either of that version or of any later version published by the Free Software Foundation. If the Library does not specify a license version number, you may choose any version ever published by the Free Software Foundation.

14. If you wish to incorporate parts of the Library into other free programs whose distribution conditions are incompatible with these, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

NO WARRANTY

15. BECAUSE THE LIBRARY IS LICENSED FREE OF CHARGE, THERE IS NO

WARRANTY FOR THE LIBRARY, TO THE EXTENT PERMITTED BY APPLICABLE LAW.

EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR

OTHER PARTIES PROVIDE THE LIBRARY "AS IS" WITHOUT WARRANTY OF ANY

KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE

IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR

PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE

LIBRARY IS WITH YOU. SHOULD THE LIBRARY PROVE DEFECTIVE, YOU ASSUME

THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

16. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN

WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY

AND/OR REDISTRIBUTE THE LIBRARY AS PERMITTED ABOVE, BE LIABLE TO YOU

FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR

CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE

LIBRARY (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING

RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A

FAILURE OF THE LIBRARY TO OPERATE WITH ANY OTHER SOFTWARE), EVEN IF

SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH

END OF TERMS AND
CONDITIONS

Other

name License

Chromium URL: <http://www.chromium.org>

Copyright (c) 2013 The Chromium Authors. All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

* Redistributions of source code must retain the above copyright

notice, this list of conditions and the following disclaimer.

* Redistributions in binary form must reproduce the above

copyright notice, this list of conditions and the following disclaimer

in the documentation and/or other materials provided with the

* Neither the name of Google Inc. nor the names of its

contributors may be used to endorse or promote products derived from

this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS

"AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT

LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR

A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT

OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL,

SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT

LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE,

DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY

THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT

(INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE

OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

--

The following files are distributed under the MPL 1.1/GPL 2.0/LGPL 2.1 tri-license:

chromium-nss.h

chromium-blapi.h

chromium-blapit.h

chromium-sha256.h

chromium-prtypes.h

The following files contain portions distributed under the MPL 1.1/GPL 2.0/LGPL 2.1 tri-license:

registry_controlled_domains/registry_controlled_domain.cc

registry_controlled_domains/registry_controlled_domain.h

The following files are distributed under the MPL 2.0 license:

Fontconfig

URL: <http://www.fontconfig.org>

Copyright © 2000,2001,2002,2003,2004,2006,2007 Keith Packard

Copyright © 2005 Patrick Lam

Copyright © 2009 Roozbeh Pournader

Copyright © 2008,2009 Red Hat, Inc.

Copyright © 2008 Danilo Šegan

Permission to use, copy, modify, distribute, and sell this software and its

documentation for any purpose is hereby granted without fee, provided that

the above copyright notice appear in all copies and that both that

copyright notice and this permission notice appear in supporting

documentation, and that the name of the author(s) not be used in

advertising or publicity pertaining to distribution of the software without

specific, written prior permission. The authors make no

representations about the suitability of this software for any purpose. It

is provided "as is" without express or implied warranty.

THE AUTHOR(S) DISCLAIMS ALL WARRANTIES WITH REGARD TO THIS SOFTWARE,

INCLUDING ALL IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS, IN NO

EVENT SHALL THE AUTHOR(S) BE LIABLE FOR ANY SPECIAL, INDIRECT OR

CONSEQUENTIAL DAMAGES OR ANY DAMAGES WHATSOEVER RESULTING FROM LOSS OF USE,

DATA OR PROFITS, WHETHER IN AN ACTION OF CONTRACT, NEGLIGENCE OR OTHER

TORTIOUS ACTION, ARISING OUT OF OR IN CONNECTION WITH THE USE OR

PERFORMANCE OF THIS SOFTWARE.

Arphic fonts

URL:

<http://www.freedesktop.org/wiki/Software/CJKUnifonts/Download>

ARPHIC PUBLIC LICENSE

Copyright (C) 1999 Arphic Technology Co., Ltd.

All rights reserved except as specified below.

Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is forbidden.

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the ARPHIC PUBLIC LICENSE specifically permits and encourages you to use this software, provided that you give the recipients all the rights that we gave you and make sure they can get the modifications of this software.

Legal Terms

Throughout this License, "Font" means the

TrueType fonts "AR PL Mingti2L Big5", "AR PL KaitiM Big5" (BIG-5 character set) and "AR PL SungtiL GB", "AR PL KaitiM GB" (GB character set) which are originally distributed by Arphic, and the derivatives of those fonts created through any modification including modifying glyph, reordering glyph, converting format, changing font name, or adding/deleting some characters in/from glyph table.

"PL" means "Public License".

"Copyright Holder" means whoever is named in the copyright or copyrights for the Font.

"You" means the licensee, or person copying, redistributing or modifying the Font.

"Freely Available" means that you have the freedom to copy or modify the Font as well as redistribute copies of the Font under the same conditions you received, not price. If you wish, you can charge for this service.

You may copy and distribute verbatim copies of this Font in any medium, without restriction, provided that you retain this license file (ARPHICPL.TXT) unaltered in all copies.

You may otherwise modify your copy of this Font in any way, including modifying glyph, reordering glyph, converting format, changing font name, or adding/deleting some characters in/from glyph table, and copy and distribute such modifications under the terms of Section 1 above, provided that the following conditions are met:

a) You must insert a prominent notice in each modified file stating how and when you changed that file.

b) You must make such modifications Freely Available as a whole to all third parties under the terms of this License, such as by offering access to copy the modifications from a designated place, or distributing the modifications on a medium customarily used for software interchange.

c) If the modified fonts normally reads commands interactively when run, you must cause it, when started running for such interactive use in the most ordinary way, to print or display an announcement including an appropriate copyright notice and a notice that there is no warranty (or else, saying that you provide a warranty) and that users may redistribute the Font under these conditions, and telling the user how to view a copy of this License.

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Font, 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. Therefore, mere aggregation of another work not based on the Font with the Font on

a volume of a storage or distribution medium does not bring the other work under the scope of this License.

You may not copy, modify, sublicense, or distribute the Font except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense or distribute the Font will automatically retroactively void your rights under this License. However, parties who have received copies or rights from you under this License will keep their licenses valid so long as such parties remain in full compliance.

You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to copy, modify, sublicense or distribute the Font. These actions are prohibited by law if you do not accept this License. Therefore, by copying, modifying, sublicensing or distributing the Font, you indicate your acceptance of this License and all its terms and conditions.

Each time you redistribute the Font, the recipient automatically receives a license from the original licensor to copy, distribute or modify the Font subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties to this License.

If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Font at all. For example, if a patent license would not permit royalty-free redistribution of the Font by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Font.

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.

BECAUSE THE FONT IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE FONT, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS OR OTHER PARTIES PROVIDE THE FONT "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS

FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE FONT IS WITH YOU. SHOULD THE FONT PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING, IN NO EVENT WILL ANY COPYRIGHT HOLDERS, OR OTHER PARTIES WHO MAY COPY, MODIFY OR REDISTRIBUTE THE FONT AS PERMITTED ABOVE, BE LIABLE TO YOU FOR ANY DIRECT, INDIRECT, CONSEQUENTIAL, INCIDENTAL, SPECIAL OR EXEMPLARY DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE FONT (INCLUDING BUT NOT LIMITED TO PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA OR PROFITS; OR BUSINESS INTERRUPTION), EVEN IF SUCH HOLDERS OR OTHER PARTIES HAVE BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Bitstream Vera fonts

URL:

http://www.gnome.org/fonts/#Final_Bitstream_Vera_Fonts

Bitstream Vera Fonts Copyright

The fonts have a generous copyright, allowing derivative works (as long as "Bitstream" or "Vera" are not in the names), and full redistribution (so long as they are not *sold* by themselves). They can be bundled, redistributed and sold with any software.

The fonts are distributed under the following copyright:

Copyright

=====

Copyright (c) 2003 by Bitstream, Inc. All Rights Reserved. Bitstream

Vera is a trademark of Bitstream, Inc.

Permission is hereby granted, free of charge, to any person obtaining

a copy of the fonts accompanying this license ("Fonts") and associated

documentation files (the "Font Software"), to reproduce and distribute

the Font Software, including without limitation the rights to use,

copy, merge, publish, distribute, and/or sell copies of the Font

Software, and to permit persons to whom the Font Software is furnished

to do so, subject to the following conditions:

The above copyright and trademark notices and this

permission notice

shall be included in all copies of one or more of the Font Software

The Font Software may be modified, altered, or added to, and in

particular the designs of glyphs or characters in the Fonts may be

modified and additional glyphs or characters may be added to the

Fonts, only if the fonts are renamed to names not containing either

the words "Bitstream" or the word "Vera".

This License becomes null and void to the extent applicable to Fonts

or Font Software that has been modified and is distributed under the

"Bitstream Vera" names.

The Font Software may be sold as part of a larger software package but

no copy of one or more of the Font Software typefaces may be sold by itself.

THE FONT SOFTWARE IS PROVIDED "AS IS",
WITHOUT WARRANTY OF ANY KIND,

EXPRESS OR IMPLIED, INCLUDING BUT NOT
LIMITED TO ANY WARRANTIES OF

MERCHANTABILITY, FITNESS FOR A PARTICULAR
PURPOSE AND NONINFRINGEMENT

OF COPYRIGHT, PATENT, TRADEMARK, OR OTHER
RIGHT. IN NO EVENT SHALL

BITSTREAM OR THE GNOME FOUNDATION BE
LIABLE FOR ANY CLAIM, DAMAGES OR

OTHER LIABILITY, INCLUDING ANY GENERAL,
SPECIAL, INDIRECT, INCIDENTAL,

OR CONSEQUENTIAL DAMAGES, WHETHER IN AN
ACTION OF CONTRACT, TORT OR

OTHERWISE, ARISING FROM, OUT OF THE USE OR
INABILITY TO USE THE FONT

SOFTWARE OR FROM OTHER DEALINGS IN THE
FONT SOFTWARE.

Except as contained in this notice, the names of
Gnome, the Gnome

Foundation, and Bitstream Inc., shall not be used in
advertising or

otherwise to promote the sale, use or other dealings
in this Font

Software without prior written authorization from the

Gnome Foundation

or Bitstream Inc., respectively. For further information,
contact:

fonts at gnome dot org.

Copyright FAQ

=====

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

Bitstream is giving away these fonts, but wishes to ensure its

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

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

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

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

however.

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

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

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

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

See 1. above.

3. Are derivative works allowed?

Yes!

4. Can I change or add to the font(s)?

Yes, but you must change the name(s) of the font(s).

5. Under what terms are derivative works allowed?

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

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

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

names, it gets what it expects (though of

course, using fontconfig,

substitutions could still could have occurred during font

opening). You must include the Bitstream copyright. Additional

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

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

adopted in future versions?

Yes. The contract between the Gnome Foundation and Bitstream has

provisions for working with Bitstream to ensure quality additions to

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

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

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

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

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

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

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

guide and aid for people interested in contributing to Vera.

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

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

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

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

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

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

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

use fontconfig (see www.fontconfig.org) to

handle font configuration,

selection and substitution; it has provisions for overriding font

names and substituting alternatives. An example is provided by the

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

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

core server) has other mechanisms for font substitution.

Open Sans fonts

URL:

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

License for Open Sans Font Family

Apache License

Version 2.0,

January 2004

<http://www.apache.org/licenses/>

TERMS AND CONDITIONS FOR USE,
REPRODUCTION, AND DISTRIBUTION

1. Definitions.

"License" shall mean the terms and conditions for use, reproduction,

and distribution as defined by Sections 1 through 9 of this document.

"Licensor" shall mean the copyright owner or entity authorized by

the copyright owner that is granting the License.

"Legal Entity" shall mean the union of the acting entity and all

other entities that control, are controlled by, or are under common

control with that entity. For the purposes of this definition,

"control" means (i) the power, direct or indirect, to cause the

direction or management of such entity, whether by contract or

otherwise, or (ii) ownership of fifty percent (50%) or more of the

outstanding shares, or (iii) beneficial ownership of such entity.

"You" (or "Your") shall mean an individual or Legal Entity

exercising permissions granted by this License.

"Source" form shall mean the preferred form for making modifications,

including but not limited to software source code, documentation

source, and configuration files.

"Object" form shall mean any form resulting from mechanical

transformation or translation of a Source form, including but

not limited to compiled object code, generated documentation,

and conversions to other media types.

"Work" shall mean the work of authorship, whether in Source or

Object form, made available under the License, as indicated by a

copyright notice that is included in or attached to the work

(an example is provided in the Appendix below).

"Derivative Works" shall mean any work, whether in Source or Object

form, that is based on (or derived from) the Work and for which the

editorial revisions, annotations, elaborations, or other modifications

represent, as a whole, an original work of authorship. For the purposes

of this License, Derivative Works shall not include works that remain

separable from, or merely link (or bind by name) to the interfaces of,

the Work and Derivative Works thereof.

"Contribution" shall mean any work of authorship, including

the original version of the Work and any modifications or additions

to that Work or Derivative Works thereof, that is intentionally

submitted to Licensor for inclusion in the Work by the copyright owner

or by an individual or Legal Entity authorized to submit on behalf of

the copyright owner. For the purposes of this definition, "submitted"

means any form of electronic, verbal, or written communication sent

to the Licensor or its representatives, including but not limited to

communication on electronic mailing lists, source code control systems,

and issue tracking systems that are managed by, or on behalf of, the

Licensor for the purpose of discussing and improving the Work, but

excluding communication that is conspicuously marked or otherwise

designated in writing by the copyright owner as "Not a Contribution."

"Contributor" shall mean Licensor and any individual or Legal Entity

on behalf of whom a Contribution has been received by Licensor and

subsequently incorporated within the Work.

2. Grant of Copyright License. Subject to the terms and conditions of

this License, each Contributor hereby grants to You a perpetual,

worldwide, non-exclusive, no-charge, royalty-free, irrevocable

copyright license to reproduce, prepare Derivative Works of,

publicly display, publicly perform, sublicense, and distribute the

Work and such Derivative Works in Source or Object form.

3. Grant of Patent License. Subject to the terms and conditions of

this License, each Contributor hereby grants to You a perpetual,

worldwide, non-exclusive, no-charge, royalty-free, irrevocable

(except as stated in this section) patent license to make, have made,

use, offer to sell, sell, import, and otherwise transfer the Work,

where such license applies only to those

patent claims licensable

by such Contributor that are necessarily infringed by their

Contribution(s) alone or by combination of their Contribution(s)

with the Work to which such Contribution(s) was submitted. If You

institute patent litigation against any entity (including a

cross-claim or counterclaim in a lawsuit) alleging that the Work

or a Contribution incorporated within the Work constitutes direct

or contributory patent infringement, then any patent licenses

granted to You under this License for that Work shall terminate

as of the date such litigation is filed.

4. Redistribution. You may reproduce and distribute copies of the

Work or Derivative Works thereof in any medium, with or without

modifications, and in Source or Object form, provided that You

meet the following conditions:

(a) You must give any other recipients of the Work or

Derivative Works a copy of this License; and

(b) You must cause any modified files to carry prominent notices

stating that You changed the files; and

(c) You must retain, in the Source form of any Derivative Works

that You distribute, all copyright, patent, trademark, and

attribution notices from the Source form of the Work,

excluding those notices that do not pertain to any part of

the Derivative Works; and

(d) If the Work includes a "NOTICE" text file as part of its

distribution, then any Derivative Works that You distribute must

include a readable copy of the

attribution notices contained

within such NOTICE file, excluding those notices that do not

pertain to any part of the Derivative Works, in at least one

of the following places: within a NOTICE text file distributed

as part of the Derivative Works; within the Source form or

documentation, if provided along with the Derivative Works; or,

within a display generated by the Derivative Works, if and

wherever such third-party notices normally appear. The contents

of the NOTICE file are for informational purposes only and

do not modify the License. You may add Your own attribution

notices within Derivative Works that You distribute, alongside

or as an addendum to the NOTICE text from the Work, provided

that such additional attribution notices cannot be construed

as modifying the License.

You may add Your own copyright statement to Your modifications and

may provide additional or different license terms and conditions

for use, reproduction, or distribution of Your modifications, or

for any such Derivative Works as a whole, provided Your use,

reproduction, and distribution of the Work otherwise complies with

the conditions stated in this License.

5. Submission of Contributions. Unless You explicitly state otherwise,

any Contribution intentionally submitted for inclusion in the Work

by You to the Licensor shall be under the terms and conditions of

this License, without any additional terms or conditions.

Notwithstanding the above, nothing herein

shall supersede or modify

the terms of any separate license agreement you may have executed

with Licensor regarding such Contributions.

6. Trademarks. This License does not grant permission to use the trade

names, trademarks, service marks, or product names of the Licensor,

except as required for reasonable and customary use in describing the

origin of the Work and reproducing the content of the NOTICE file.

7. Disclaimer of Warranty. Unless required by applicable law or

agreed to in writing, Licensor provides the Work (and each

Contributor provides its Contributions) on an "AS IS" BASIS,

WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or

implied, including, without limitation, any warranties or conditions

of TITLE, NON-INFRINGEMENT, MERCHANTABILITY, or FITNESS FOR A

PARTICULAR PURPOSE. You are solely responsible for determining the

appropriateness of using or redistributing the Work and assume any

risks associated with Your exercise of permissions under this License.

8. Limitation of Liability. In no event and under no legal theory,

whether in tort (including negligence), contract, or otherwise,

unless required by applicable law (such as deliberate and grossly

negligent acts) or agreed to in writing, shall any Contributor be

liable to You for damages, including any direct, indirect, special,

incidental, or consequential damages of any character arising as a

result of this License or out of the use or inability to use the

Work (including but not limited to damages for

loss of goodwill,

work stoppage, computer failure or malfunction, or any and all

other commercial damages or losses), even if such Contributor

has been advised of the possibility of such damages.

9. Accepting Warranty or Additional Liability. While redistributing

the Work or Derivative Works thereof, You may choose to offer,

and charge a fee for, acceptance of support, warranty, indemnity,

or other liability obligations and/or rights consistent with this

License. However, in accepting such obligations, You may act only

on Your own behalf and on Your sole responsibility, not on behalf

of any other Contributor, and only if You agree to indemnify,

defend, and hold each Contributor harmless for any liability

incurred by, or claims asserted against, such Contributor by reason

of your accepting any such warranty or additional liability.

END OF TERMS AND CONDITIONS

APPENDIX: How to apply the Apache License to your work.

To apply the Apache License to your work, attach the following

boilerplate notice, with the fields enclosed by brackets "[]"

replaced with your own identifying information. (Don't include

the brackets!) The text should be enclosed in the appropriate

comment syntax for the file format. We also recommend that a

file or class name and description of purpose be included on the

same "printed page" as the copyright notice for easier

identification within third-party archives.

Copyright [yyyy] [name of copyright owner]

Licensed under the Apache License, Version 2.0 (the "License");

you may not use this file except in compliance with the License.

You may obtain a copy of the License at

<http://www.apache.org/licenses/LICENSE-2.0>

Unless required by applicable law or agreed to in writing, software

distributed under the License is distributed on an "AS IS" BASIS,

WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.

See the License for the specific language governing permissions and

limitations under the License.

VL Gothic fonts

URL: <http://dicey.org/vlgothic/index.html>

License for VLGothic Font Family

This font includes glyphs derived from M+ FONTS which is created by

M+ FONTS PROJECT. License for M+ FONTS part is described in M+ FONTS

PROJECT's license. See attached 'LICENSE_E.mplus'.

This font also includes glyphs derived from Sazanami Gothic font which

is created by Electronic Font Open Laboratory (/efont/). License for

Sazanami Gothic part is described in it's license. See attached

'README.sazanami' for original Sazanami Gothic font license.

This font also includes original glyphs which is created by Daisuke

SUZUKI and Project Vine based on M+ FONTS. License for VL Gothic

original glyphs is same as M+ FONTS PROJECT's license.

There is no limitation and the below description is not applied

as for in order not to reuse as font (ex: font is embeded to documents).

Copyright (c) 1990-2003 Wada Laboratory, the University of Tokyo.

Copyright (c) 2003-2004 Electronic Font Open Laboratory (/efont/).

Copyright (C) 2003-2009 M+ FONTS PROJECT

Copyright (C) 2006-2009 Daisuke SUZUKI <daisuke@vinelinux.org>.

Copyright (C) 2006-2009 Project Vine <Vine@vinelinux.org>.

All rights reserved.

Redistribution and use in source and binary forms, with or without

modification, are permitted provided that the following conditions

are met:

this list of conditions and the following disclaimer.

this list of conditions and the following disclaimer in the documentation

and/or other materials provided with the distribution.

the names of its contributors may be used to endorse or promote products

derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY WADA LABORATORY, THE UNIVERSITY OF TOKYO AND

CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT

NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A

PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE LABORATORY OR

CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL,

EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO,

PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS;

OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY,

WHETHER IN CONTRACT, STRICT LIABILITY, OR

TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

Nanum fonts

URL: <http://hangeul.naver.com/>

Copyright (c) 2010, NAVER Corporation
(<http://www.nhncorp.com>),

with Reserved Font Name Nanum, Naver Nanum, NanumGothic, Naver NanumGothic, NanumMyeongjo, Naver NanumMyeongjo, NanumBrush, Naver NanumBrush, NanumPen, Naver NanumPen, Naver NanumGothicEco, NanumGothicEco, Naver NanumMyeongjoEco, NanumMyeongjoEco, Naver NanumGothicLight, NanumGothicLight, NanumBarunGothic, Naver NanumBarunGothic,

This Font Software is licensed under the SIL Open Font License, Version 1.1.

This license is copied below, and is also available with a FAQ at: <http://scripts.sil.org/OFL>

This Font Software is licensed under the SIL Open Font License, Version 1.1.

This license is copied below, and is also available with a FAQ at:

<http://scripts.sil.org/OFL>

SIL OPEN FONT LICENSE Version 1.1 - 26 February 2007

PREAMBLE

The goals of the Open Font License (OFL) are to stimulate worldwide development of collaborative font projects, to support the font creation efforts of academic and linguistic communities, and to provide a free and open framework in which fonts may be shared and improved in partnership with others.

The OFL allows the licensed fonts to be used, studied, modified and redistributed freely as long as they are not sold by themselves. The fonts, including any derivative works, can be bundled, embedded, redistributed and/or sold with any software provided that any reserved names are not used by derivative works. The fonts and derivatives, however, cannot be released under any other type of license. The requirement for fonts to

remain under this license does not apply to any document created using the fonts or their derivatives.

DEFINITIONS

"Font Software" refers to the set of files released by the Copyright Holder(s) under this license and clearly marked as such. This may include source files, build scripts and documentation.

"Reserved Font Name" refers to any names specified as such after the copyright statement(s).

"Original Version" refers to the collection of Font Software components as distributed by the Copyright Holder(s).

"Modified Version" refers to any derivative made by adding to, deleting, or substituting -- in part or in whole -- any of the components of the Original Version, by changing formats or by porting the Font Software to a new environment.

"Author" refers to any designer, engineer, programmer, technical writer or other person who contributed to the Font Software.

PERMISSION & CONDITIONS

Permission is hereby granted, free of charge, to any person obtaining

a copy of the Font Software, to use, study, copy, merge, embed, modify,

redistribute, and sell modified and unmodified copies of the Font

Software, subject to the following conditions:

1) Neither the Font Software nor any of its individual components,
in Original or Modified Versions, may be sold by itself.

2) Original or Modified Versions of the Font Software may be bundled,

redistributed and/or sold with any software, provided that each copy

contains the above copyright notice and this license. These can be

included either as stand-alone text files, human-readable headers or

in the appropriate machine-readable metadata fields within text or

binary files as long as those fields can be easily viewed by the user.

3) No Modified Version of the Font Software may use the Reserved Font

Name(s) unless explicit written permission is granted

by the corresponding

Copyright Holder. This restriction only applies to the primary font name as presented to the users.

4) The name(s) of the Copyright Holder(s) or the Author(s) of the Font

Software shall not be used to promote, endorse or advertise any

Modified Version, except to acknowledge the contribution(s) of the

Copyright Holder(s) and the Author(s) or with their explicit written

5) The Font Software, modified or unmodified, in part or in whole,

must be distributed entirely under this license, and must not be

distributed under any other license. The requirement for fonts to

remain under this license does not apply to any document created

using the Font Software.

TERMINATION

This license becomes null and void if any of the above conditions are not met.

DISCLAIMER

THE FONT SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND,

EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO ANY WARRANTIES OF

MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT

OF COPYRIGHT, PATENT, TRADEMARK, OR OTHER RIGHT. IN NO EVENT SHALL THE

COPYRIGHT HOLDER BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY,

INCLUDING ANY GENERAL, SPECIAL, INDIRECT, INCIDENTAL, OR CONSEQUENTIAL

DAMAGES, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING

FROM, OUT OF THE USE OR INABILITY TO USE THE FONT SOFTWARE OR FROM

OTHER DEALINGS IN THE FONT SOFTWARE.

Mini-XML

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

Mini-XML License

The Mini-XML library and included programs are provided under the terms of the GNU Library General Public License version 2 (LGPL2) with the following exceptions:

If you link the application to a modified version of Mini-XML, then the changes to Mini-XML must be provided under the terms of the LGPL2 in sections 1, 2, and 4.

GNU LIBRARY GENERAL PUBLIC LICENSE

Version 2, June 1991

Copyright (C) 1991 Free Software Foundation, Inc.

59 Temple Place - Suite 330, Boston, MA 02111-1307, USA

Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

[This is the first released version of the library GPL. It is numbered 2 because it goes with version 2 of the ordinary GPL.]

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public Licenses are intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users.

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

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.

TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

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.

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.

- 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.

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.

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.

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.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

c) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

d) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

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.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply, and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

Each version is given a distinguishing version number. If the Library specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Library does not specify a license version number, you may choose any version ever published by the Free Software Foundation.

NO WARRANTY

END OF TERMS AND CONDITIONS

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 an idea of what it does.

Copyright (C) year name of author

This library is free software; you can redistribute it and/or modify it under the terms of the GNU Lesser General Public License as published by the Free Software Foundation; either version 2.1 of the License, or (at your option) any later version.

This library is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU Lesser General Public License for more details.

You should have received a copy of the GNU Lesser General Public License along with this library; if not, write to the Free Software Foundation, Inc., 59 Temple Place, Suite 330, Boston, MA 02111-1307 USA

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!

Boost

URL: <http://www.boost.org/>

Boost Software License - Version 1.0 - August 17th,

2003

Permission is hereby granted, free of charge, to any person or organization

obtaining a copy of the software and accompanying documentation covered by

this license (the "Software") to use, reproduce, display, distribute,

execute, and transmit the Software, and to prepare derivative works of the

Software, and to permit third-parties to whom the Software is furnished to

do so, all subject to the following:

The copyright notices in the Software and this entire statement, including

the above license grant, this restriction and the following disclaimer,

must be included in all copies of the Software, in whole or in part, and

all derivative works of the Software, unless such copies or derivative

works are solely in the form of machine-executable object code generated by

a source language processor.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR

IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY,

FITNESS FOR A PARTICULAR PURPOSE, TITLE AND NON-INFRINGEMENT. IN NO EVENT

SHALL THE COPYRIGHT HOLDERS OR ANYONE DISTRIBUTING THE SOFTWARE BE LIABLE

FOR ANY DAMAGES OR OTHER LIABILITY, WHETHER IN CONTRACT, TORT OR OTHERWISE,

ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER

DEALINGS IN THE SOFTWARE.

libcurl

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

COPYRIGHT AND PERMISSION NOTICE

Copyright (c) 1996 - 2014, 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 copyright

notice and this permission notice appear in all copies.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR

IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY,

FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT OF THIRD PARTY RIGHTS. IN

NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM,

DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR

OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE

OR OTHER DEALINGS IN THE SOFTWARE.

Except as contained in this notice, the name of a copyright holder shall not

be used in advertising or otherwise to promote the sale, use or other dealings

in this Software without prior written authorization of the copyright holder.

libcurl - lib/krb5.c

URL:

https://github.com/bagder/curl/blob/master/lib/krb5_c

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

*

* Copyright (c) 1995, 1996, 1997, 1998, 1999, 2013 Kungliga Tekniska Högskolan

* (Royal Institute of Technology, Stockholm, Sweden).

* Copyright (c) 2004 - 2012 Daniel Stenberg

* All rights reserved.

*

* Redistribution and use in source and binary forms, with or without

* modification, are permitted provided that the following conditions

* are met:

*

* 1. Redistributions of source code must retain the above copyright

* notice, this list of conditions and the following

disclaimer.

*

* 2. Redistributions in binary form must reproduce the above copyright

* notice, this list of conditions and the following disclaimer in the

* documentation and/or other materials provided with the distribution.

*

* 3. Neither the name of the Institute nor the names of its contributors

* may be used to endorse or promote products derived from this software

* without specific prior written permission.

*

* THIS SOFTWARE IS PROVIDED BY THE INSTITUTE AND CONTRIBUTORS "AS IS" AND

* ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE

* IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE

* ARE DISCLAIMED. IN NO EVENT SHALL THE INSTITUTE OR CONTRIBUTORS BE LIABLE

* FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL

* DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS

* OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION)

* HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT

* LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY

* OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF

* SUCH DAMAGE. */

libcurl - lib/security.c

URL:

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

/* This source code was modified by Martin Hedenfalk <mhe@stacken.kth.se> for

* use in Curl. His latest changes were done 2000-09-18.

*

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

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

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

* rewrite to work around the paragraph 2 in the BSD licenses as explained

* below.

*

* Copyright (c) 1998, 1999, 2013 Kungliga Tekniska Högskolan

* (Royal Institute of Technology, Stockholm, Sweden).

*

* Copyright (C) 2001 - 2013, Daniel Stenberg, <daniel@haxx.se>, et al.

*

* All rights reserved.

*

* Redistribution and use in source and binary forms, with or without

* modification, are permitted provided that the following conditions

* are met:

*

* 1. Redistributions of source code must retain the above copyright

* notice, this list of conditions and the following disclaimer.

*

* 2. Redistributions in binary form must reproduce the above copyright

* notice, this list of conditions and the following disclaimer in the

* documentation and/or other materials provided with the distribution.

*

* 3. Neither the name of the Institute nor the names of its contributors

* may be used to endorse or promote products derived from this software

* without specific prior written permission.

*

* THIS SOFTWARE IS PROVIDED BY THE INSTITUTE AND CONTRIBUTORS "AS IS" AND

* ANY EXPRESS OR IMPLIED WARRANTIES,

INCLUDING, BUT NOT LIMITED TO, THE

* IMPLIED WARRANTIES OF MERCHANTABILITY
AND FITNESS FOR A PARTICULAR PURPOSE

* ARE DISCLAIMED. IN NO EVENT SHALL THE
INSTITUTE OR CONTRIBUTORS BE LIABLE

* FOR ANY DIRECT, INDIRECT, INCIDENTAL,
SPECIAL, EXEMPLARY, OR CONSEQUENTIAL

* DAMAGES (INCLUDING, BUT NOT LIMITED TO,
PROCUREMENT OF SUBSTITUTE GOODS

* OR SERVICES; LOSS OF USE, DATA, OR PROFITS;
OR BUSINESS INTERRUPTION)

* HOWEVER CAUSED AND ON ANY THEORY OF
LIABILITY, WHETHER IN CONTRACT, STRICT

* LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR
OTHERWISE) ARISING IN ANY WAY

* OUT OF THE USE OF THIS SOFTWARE, EVEN IF
ADVISED OF THE POSSIBILITY OF

* SUCH DAMAGE. */

David M. Gay's floating point routines

URL: <http://www.netlib.org/fp/>

/*

*

* The author of this software is David M. Gay.

*

* Copyright (c) 1991, 2000, 2001 by Lucent
Technologies.

*

* Permission to use, copy, modify, and distribute this
software for any

* purpose without fee is hereby granted, provided
that this entire notice

* is included in all copies of any software which is or
includes a copy

* or modification of this software and in all copies of
the supporting

* documentation for such software.

*

* THIS SOFTWARE IS BEING PROVIDED "AS IS",
WITHOUT ANY EXPRESS OR IMPLIED

* WARRANTY. IN PARTICULAR, NEITHER THE
AUTHOR NOR LUCENT MAKES ANY

* REPRESENTATION OR WARRANTY OF ANY KIND
CONCERNING THE MERCHANTABILITY

* OF THIS SOFTWARE OR ITS FITNESS FOR ANY
PARTICULAR PURPOSE.

*

*****/

dynamic annotations

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

/* Copyright (c) 2008-2009, Google Inc.

* All rights reserved.

*

* Redistribution and use in source and binary forms,
with or without

* modification, are permitted provided that the
following conditions are

* met:

*

* * Redistributions of source code must retain
the above copyright

* notice, this list of conditions and the following
disclaimer.

* * Neither the name of Google Inc. nor the
names of its

* contributors may be used to endorse or promote
products derived from

* this software without specific prior written
permission.

*

* THIS SOFTWARE IS PROVIDED BY THE
COPYRIGHT HOLDERS AND CONTRIBUTORS

* "AS IS" AND ANY EXPRESS OR IMPLIED
WARRANTIES, INCLUDING, BUT NOT

* LIMITED TO, THE IMPLIED WARRANTIES OF
MERCHANTABILITY AND FITNESS FOR

* A PARTICULAR PURPOSE ARE DISCLAIMED. IN
NO EVENT SHALL THE COPYRIGHT

* OWNER OR CONTRIBUTORS BE LIABLE FOR ANY
DIRECT, INDIRECT, INCIDENTAL,

* SPECIAL, EXEMPLARY, OR CONSEQUENTIAL
DAMAGES (INCLUDING, BUT NOT

* LIMITED TO, PROCUREMENT OF SUBSTITUTE
GOODS OR SERVICES; LOSS OF USE,

* DATA, OR PROFITS; OR BUSINESS
INTERRUPTION) HOWEVER CAUSED AND ON ANY

* THEORY OF LIABILITY, WHETHER IN CONTRACT,
STRICT LIABILITY, OR TORT

* (INCLUDING NEGLIGENCE OR OTHERWISE)
ARISING IN ANY WAY OUT OF THE USE

* OF THIS SOFTWARE, EVEN IF ADVISED OF THE
POSSIBILITY OF SUCH DAMAGE.

*

* ---

* Author: Kostya Serebryany

*/

libevent

URL: <http://libevent.org/>

Libevent is available for use under the following
license, commonly known

as the 3-clause (or "modified") BSD license:

=====

Copyright (c) 2000-2007 Niels Provos
<provos@citi.umich.edu>

Copyright (c) 2007-2010 Niels Provos and Nick
Mathewson

Redistribution and use in source and binary forms,
with or without

modification, are permitted provided that the
following conditions

are met:

notice, this list of conditions and the following
disclaimer.

notice, this list of conditions and the following
disclaimer in the

documentation and/or other materials provided
with the distribution.

derived from this software without specific prior
written permission.

THIS SOFTWARE IS PROVIDED BY THE AUTHOR "AS
IS" AND ANY EXPRESS OR

IMPLIED WARRANTIES, INCLUDING, BUT NOT
LIMITED TO, THE IMPLIED WARRANTIES

OF MERCHANTABILITY AND FITNESS FOR A
PARTICULAR PURPOSE ARE DISCLAIMED.

IN NO EVENT SHALL THE AUTHOR BE LIABLE FOR
ANY DIRECT, INDIRECT,

INCIDENTAL, SPECIAL, EXEMPLARY, OR
CONSEQUENTIAL DAMAGES (INCLUDING, BUT

NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE
GOODS OR SERVICES; LOSS OF USE,

DATA, OR PROFITS; OR BUSINESS INTERRUPTION)
HOWEVER CAUSED AND ON ANY

THEORY OF LIABILITY, WHETHER IN CONTRACT,
STRICT LIABILITY, OR TORT

(INCLUDING NEGLIGENCE OR OTHERWISE) ARISING
IN ANY WAY OUT OF THE USE OF

THIS SOFTWARE, EVEN IF ADVISED OF THE
POSSIBILITY OF SUCH DAMAGE.

=====

Portions of Libevent are based on works by others,
also made available by

them under the three-clause BSD license above.
The copyright notices are

available in the corresponding source files; the license
is as above. Here's

a list:

Copyright (c) 2000 Dug Song
<dugsong@monkey.org>

Copyright (c) 1993 The Regents of the University of
California.

Copyright (c) 1998 Todd C. Miller
<Todd.Miller@courtesan.com>

Copyright (c) 2003 Michael A. Davis
<mike@datanerds.net>

Copyright (c) 2007 Sun Microsystems

Copyright (c) 2006 Maxim Yegorushkin
<maxim.yegorushkin@gmail.com>

Copyright 2002 Niels Provos
<provos@citi.umich.edu>

Netscape Portable Runtime (NSPR)

URL: <http://www.mozilla.org/projects/nspr/>

/* ***** BEGIN LICENSE BLOCK *****

* Version: MPL 1.1/GPL 2.0/LGPL 2.1

*

* The contents of this file are subject to the Mozilla
Public License Version

* 1.1 (the "License"); you may not use this file except
in compliance with

* the License. You may obtain a copy of the License
at

* <http://www.mozilla.org/MPL/>

*

* Software distributed under the License is
distributed on an "AS IS" basis,

* WITHOUT WARRANTY OF ANY KIND, either
express or implied. See the License

- * for the specific language governing rights and limitations under the
- * License.
- *
- * The Original Code is the Netscape Portable Runtime (NSPR).
- *
- * The Initial Developer of the Original Code is
- * Netscape Communications Corporation.
- * Portions created by the Initial Developer are Copyright (C) 1998-2000
- * the Initial Developer. All Rights Reserved.
- *
- * Contributor(s):
- *
- * Alternatively, the contents of this file may be used under the terms of
- * either the GNU General Public License Version 2 or later (the "GPL"), or
- * the GNU Lesser General Public License Version 2.1 or later (the "LGPL"),
- * in which case the provisions of the GPL or the LGPL are applicable instead
- * of those above. If you wish to allow use of your version of this file only
- * under the terms of either the GPL or the LGPL, and not to allow others to
- * use your version of this file under the terms of the MPL, indicate your
- * decision by deleting the provisions above and replace them with the notice
- * and other provisions required by the GPL or the LGPL. If you do not delete
- * the provisions above, a recipient may use your version of this file under
- * the terms of any one of the MPL, the GPL or the LGPL.
- *
- * ***** END LICENSE BLOCK ***** */

Paul Hsieh's SuperFastHash

URL:
<http://www.azillionmonkeys.com/qed/hash.html>

Paul Hsieh OLD BSD license

Copyright (c) 2010, Paul Hsieh

All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

- * Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
- * Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.
- * Neither my name, Paul Hsieh, nor the names of any other contributors to the code use may not be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

google-glog's symbolization library

URL: <https://github.com/google/glog>

Copyright (c) 2006, Google Inc.

All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

* Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

* Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

* Neither the name of Google Inc. nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS

"AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT

LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR

A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT

OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL,

SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT

LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE,

DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY

THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT

(INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE

OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

valgrind

URL: <http://valgrind.org>

Notice that the following BSD-style license applies to the Valgrind header

files used by Chromium (valgrind.h and memcheck.h). However, the rest of

Valgrind is licensed under the terms of the GNU General Public License,

version 2, unless otherwise indicated.

Copyright (C) 2000-2008 Julian Seward. All rights reserved.

Redistribution and use in source and binary forms, with or without

modification, are permitted provided that the following conditions

are met:

1. Redistributions of source code must retain the above copyright

notice, this list of conditions and the following disclaimer.

2. The origin of this software must not be misrepresented; you must

not claim that you wrote the original software. If you use this

software in a product, an acknowledgment in the product

documentation would be appreciated but is not required.

3. Altered source versions must be plainly marked as such, and must

not be misrepresented as being the original software.

4. The name of the author may not be used to endorse or promote

products derived from this software without specific prior written

permission.

THIS SOFTWARE IS PROVIDED BY THE AUTHOR "AS IS" AND ANY EXPRESS

OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED

WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE

ARE DISCLAIMED. IN NO EVENT SHALL THE AUTHOR BE LIABLE FOR ANY

DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL

DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE

GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS

INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY,

WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING

NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS

SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

Mozilla Personal Security Manager

URL: <http://mxr.mozilla.org/mozilla-central/source/security/manager/>

/* ***** BEGIN LICENSE BLOCK *****

* Version: MPL 1.1/GPL 2.0/LGPL 2.1

*

* The contents of this file are subject to the Mozilla Public License Version

* 1.1 (the "License"); you may not use this file except in compliance with

* the License. You may obtain a copy of the License at

* <http://www.mozilla.org/MPL/>

*

* Software distributed under the License is distributed on an "AS IS" basis,

* WITHOUT WARRANTY OF ANY KIND, either express or implied. See the License

* for the specific language governing rights and limitations under the

* License.

*

* The Original Code is the Netscape security libraries.

*

* The Initial Developer of the Original Code is

* Netscape Communications Corporation.

* Portions created by the Initial Developer are Copyright (C) 2000

* the Initial Developer. All Rights Reserved.

*

* Contributor(s):

*

* Alternatively, the contents of this file may be used under the terms of

* either the GNU General Public License Version 2 or later (the "GPL"), or

* the GNU Lesser General Public License Version 2.1 or later (the "LGPL"),

* in which case the provisions of the GPL or the LGPL are applicable instead

* of those above. If you wish to allow use of your version of this file only

* under the terms of either the GPL or the LGPL, and not to allow others to

* use your version of this file under the terms of the MPL, indicate your

* decision by deleting the provisions above and replace them with the notice

* and other provisions required by the GPL or the LGPL. If you do not delete

* the provisions above, a recipient may use your version of this file under

* the terms of any one of the MPL, the GPL or the LGPL.

*

* ***** END LICENSE BLOCK ***** */

Network Security Services (NSS)

URL:

<http://www.mozilla.org/projects/security/pki/nss/>

/* ***** BEGIN LICENSE BLOCK *****

* Version: MPL 1.1/GPL 2.0/LGPL 2.1

*

* The contents of this file are subject to the Mozilla Public License Version

* 1.1 (the "License"); you may not use this file except in compliance with

* the License. You may obtain a copy of the License at

* <http://www.mozilla.org/MPL/>

*

* Software distributed under the License is distributed on an "AS IS" basis,

* WITHOUT WARRANTY OF ANY KIND, either express or implied. See the License

* for the specific language governing rights and limitations under the

* License.

*

* The Original Code is the Netscape security libraries.

*

* The Initial Developer of the Original Code is

* Netscape Communications Corporation.

* Portions created by the Initial Developer are Copyright (C) 1994-2000

* the Initial Developer. All Rights Reserved.

*

* Contributor(s):

*

* Alternatively, the contents of this file may be used under the terms of

* either the GNU General Public License Version 2 or later (the "GPL"), or

* the GNU Lesser General Public License Version 2.1 or later (the "LGPL"),

* in which case the provisions of the GPL or the LGPL are applicable instead

* of those above. If you wish to allow use of your version of this file only

* under the terms of either the GPL or the LGPL, and not to allow others to

* use your version of this file under the terms of the MPL, indicate your

* decision by deleting the provisions above and replace them with the notice

* and other provisions required by the GPL or the LGPL. If you do not delete

* the provisions above, a recipient may use your version of this file under

* the terms of any one of the MPL, the GPL or the LGPL.

*

* ***** END LICENSE BLOCK ***** */

open-vcdiff

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

Almost Native Graphics Layer Engine

URL: <http://code.google.com/p/angleproject/>

Copyright (C) 2002-2013 The ANGLE Project Authors.
All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

Neither the name of TransGaming Inc., Google Inc., 3DLabs Inc. Ltd., nor the names of their contributors may be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS

"AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT

LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS

FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE

COPYRIGHT OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT,

INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING,

BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES;

LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER

CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT

LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN

ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

boringsssl

URL: <https://boringsssl.googleusercontent.com/boringsssl>

LICENSE ISSUES

=====

The OpenSSL toolkit stays under a dual license, i.e. both the conditions of

the OpenSSL License and the original SSLeay license apply to the toolkit.

See below for the actual license texts. Actually both licenses are BSD-style

Open Source licenses. In case of any license issues related to OpenSSL

please contact openssl-core@openssl.org.

OpenSSL License

/* =====

=====

* Copyright (c) 1998-2011 The OpenSSL Project. All rights reserved.

*

* Redistribution and use in source and binary forms, with or without

* modification, are permitted provided that the following conditions

* are met:

*

* 1. Redistributions of source code must retain the above copyright

* notice, this list of conditions and the following disclaimer.

*

* 2. Redistributions in binary form must reproduce the above copyright

* notice, this list of conditions and the following disclaimer in

* the documentation and/or other materials provided with the

* distribution.

*

* 3. All advertising materials mentioning features or use of this

* software must display the following acknowledgment:

* "This product includes software developed by the OpenSSL Project

* for use in the OpenSSL Toolkit.
(<http://www.openssl.org/>)"

*

* 4. The names "OpenSSL Toolkit" and "OpenSSL Project" must not be used to

* endorse or promote products derived from this software without

* prior written permission. For written permission, please contact

* openssl-core@openssl.org.

*

* 5. Products derived from this software may not be called "OpenSSL"

* nor may "OpenSSL" appear in their names without prior written

* permission of the OpenSSL Project.

*

* 6. Redistributions of any form whatsoever must

retain the following

* acknowledgment:

* "This product includes software developed by the OpenSSL Project

* for use in the OpenSSL Toolkit
(<http://www.openssl.org/>)"

*

* THIS SOFTWARE IS PROVIDED BY THE OpenSSL PROJECT "AS IS" AND ANY

* EXPRESSED OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE

* IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR

* PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE OpenSSL PROJECT OR

* ITS CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL,

* SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT

* NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES;

* LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION)

* HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT,

* STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE)

* ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED

* OF THE POSSIBILITY OF SUCH DAMAGE.

* =====

=====

*

* This product includes cryptographic software written by Eric Young

* (eay@cryptsoft.com). This product includes software written by Tim

* Hudson (tjh@cryptsoft.com).

*

*/

Original SSLeay License

/* Copyright (C) 1995-1998 Eric Young
(eay@cryptsoft.com)

* All rights reserved.

```

*
* This package is an SSL implementation written
* by Eric Young (eay@cryptsoft.com).
* The implementation was written so as to conform
with Netscapes SSL.
*
* This library is free for commercial and non-
commercial use as long as
* the following conditions are aheared to. The
following conditions
* apply to all code found in this distribution, be it the
RC4, RSA,
* lhash, DES, etc., code; not just the SSL code. The
SSL documentation
* included with this distribution is covered by the
same copyright terms
* except that the holder is Tim Hudson
(tjh@cryptsoft.com).
*
* Copyright remains Eric Young's, and as such any
Copyright notices in
* the code are not to be removed.
* If this package is used in a product, Eric Young
should be given attribution
* as the author of the parts of the library used.
* This can be in the form of a textual message at
program startup or
* in documentation (online or textual) provided with
the package.
*
* Redistribution and use in source and binary forms,
with or without
* modification, are permitted provided that the
following conditions
* are met:
* 1. Redistributions of source code must retain the
copyright
* notice, this list of conditions and the following
disclaimer.
* 2. Redistributions in binary form must reproduce
the above copyright
* notice, this list of conditions and the following
disclaimer in the
* documentation and/or other materials
provided with the distribution.
* 3. All advertising materials mentioning features or
use of this software
* must display the following acknowledgement:
* "This product includes cryptographic software
written by
* Eric Young (eay@cryptsoft.com)"
* The word 'cryptographic' can be left out if the
rouines from the library
* being used are not cryptographic related :-).
* 4. If you include any Windows specific code (or a
derivative thereof) from
* the apps directory (application code) you must
include an acknowledgement:
* "This product includes software written by Tim
Hudson (tjh@cryptsoft.com)"
*
* THIS SOFTWARE IS PROVIDED BY ERIC YOUNG
"AS IS" AND
* ANY EXPRESS OR IMPLIED WARRANTIES,
INCLUDING, BUT NOT LIMITED TO, THE
* IMPLIED WARRANTIES OF MERCHANTABILITY
AND FITNESS FOR A PARTICULAR PURPOSE
* ARE DISCLAIMED. IN NO EVENT SHALL THE
AUTHOR OR CONTRIBUTORS BE LIABLE
* FOR ANY DIRECT, INDIRECT, INCIDENTAL,
SPECIAL, EXEMPLARY, OR CONSEQUENTIAL
* DAMAGES (INCLUDING, BUT NOT LIMITED TO,
PROCUREMENT OF SUBSTITUTE GOODS
* OR SERVICES; LOSS OF USE, DATA, OR PROFITS;
OR BUSINESS INTERRUPTION)
* HOWEVER CAUSED AND ON ANY THEORY OF
LIABILITY, WHETHER IN CONTRACT, STRICT
* LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR
OTHERWISE) ARISING IN ANY WAY
* OUT OF THE USE OF THIS SOFTWARE, EVEN IF
ADVISED OF THE POSSIBILITY OF
* SUCH DAMAGE.
*
* The licence and distribution terms for any
publically available version or
* derivative of this code cannot be changed. i.e. this
code cannot simply be
* copied and put under another distribution licence
* [including the GNU Public Licence.]
*/

Brotli
URL: https://github.com/google/brotli

```

Google Cache Invalidation API

URL:

https://chromium.googlesource.com/chromium/src/+/master/third_party/cacheinvalidation/README.chromium

Crashpad

URL: <https://crashpad.chromium.org/>

drawElements Quality Program

URL:

<https://source.android.com/devices/graphics/testing.html>

dom-distiller-js

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

Copyright 2014 The Chromium Authors. All rights reserved.

Redistribution and use in source and binary forms, with or without

modification, are permitted provided that the following conditions are

met:

* Redistributions of source code must retain the above copyright

notice, this list of conditions and the following disclaimer.

* Redistributions in binary form must reproduce the above

copyright notice, this list of conditions and the following disclaimer

in the documentation and/or other materials provided with the

* Neither the name of Google Inc. nor the names of its

contributors may be used to endorse or promote products derived from

this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS

"AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT

LIMITED TO, THE IMPLIED WARRANTIES OF

MERCHANTABILITY AND FITNESS FOR

A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT

OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL,

SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT

LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE,

DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY

THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT

(INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE

OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

Parts of the following directories are available under Apache v2.0

src/de

Copyright (c) 2009-2011 Christian Kohlschütter

third_party/gwt_exporter

Copyright 2007 Timepedia.org

third_party/gwt-2.5.1

Copyright 2008 Google

java/org/chromium/distiller/dev

Copyright 2008 Google

Apache License

Version 2.0, January 2004

<http://www.apache.org/licenses/>

TERMS AND CONDITIONS FOR USE, REPRODUCTION, AND DISTRIBUTION

"License" shall mean the terms and conditions for use, reproduction, and distribution as defined by Sections 1 through 9 of this document.

"Licensor" shall mean the copyright owner or entity authorized by the copyright owner that is granting the License.

"Legal Entity" shall mean the union of the acting entity and all other entities that control, are controlled by, or are under common control with that entity. For the purposes of this definition, "control" means (i) the power, direct or indirect, to cause the direction or management of such entity, whether by contract or otherwise, or (ii) ownership of fifty percent (50%) or more of the outstanding shares, or (iii) beneficial ownership of such entity.

"You" (or "Your") shall mean an individual or Legal Entity exercising permissions granted by this License.

"Source" form shall mean the preferred form for making modifications, including but not limited to software source code, documentation source, and configuration files.

"Object" form shall mean any form resulting from mechanical transformation or translation of a Source form, including but not limited to compiled object code, generated documentation, and conversions to other media types.

"Work" shall mean the work of authorship, whether in Source or Object form, made available under the License, as indicated by a copyright notice that is included in or attached to the work (an example is provided in the Appendix below).

"Derivative Works" shall mean any work, whether in Source or Object form, that is based on (or derived from) the Work and for which the editorial revisions, annotations, elaborations, or other modifications represent, as a whole, an original work of authorship. For the purposes of this License, Derivative Works shall not include works that remain separable from, or merely link (or bind by name) to the interfaces of, the Work and Derivative Works thereof.

"Contribution" shall mean any work of authorship, including the original version of the Work and any modifications or additions to that Work or Derivative

Works thereof, that is intentionally submitted to Licensor for inclusion in the Work by the copyright owner or by an individual or Legal Entity authorized to submit on behalf of the copyright owner. For the purposes of this definition, "submitted" means any form of electronic, verbal, or written communication sent to the Licensor or its representatives, including but not limited to communication on electronic mailing lists, source code control systems, and issue tracking systems that are managed by, or on behalf of, the Licensor for the purpose of discussing and improving the Work, but excluding communication that is conspicuously marked or otherwise designated in writing by the copyright owner as "Not a Contribution."

"Contributor" shall mean Licensor and any individual or Legal Entity on behalf of whom a Contribution has been received by Licensor and subsequently incorporated within the Work.

You must give any other recipients of the Work or Derivative Works a copy of this License; and

You must cause any modified files to carry prominent notices stating that You changed the files; and

You must retain, in the Source form of any Derivative Works that You distribute, all copyright, patent, trademark, and attribution notices from the Source form of the Work, excluding those notices that do not pertain to any part of the Derivative Works; and

If the Work includes a "NOTICE" text file as part of its distribution, then any Derivative Works that You distribute must include a readable copy of the attribution notices contained within such NOTICE file, excluding those notices that do not pertain to any part of the Derivative Works, in at least one of the following places: within a NOTICE text file distributed as part of the Derivative Works; within the Source form or documentation, if provided along with the Derivative Works; or, within a display generated by the Derivative Works, if and wherever such third-party notices normally appear. The contents of the NOTICE file are for informational purposes only and do not modify the License. You may add Your own attribution notices within Derivative Works that You distribute, alongside or as an addendum to the NOTICE text from the Work, provided that such additional attribution notices cannot be construed as modifying the License.

You may add Your own copyright statement to Your modifications and may provide additional or different license terms and conditions for use, reproduction, or distribution of Your modifications, or for any such Derivative Works as a whole, provided Your use, reproduction, and distribution of the Work otherwise complies with the conditions stated in this License.

END OF TERMS AND CONDITIONS

Expat XML Parser

URL: <http://sourceforge.net/projects/expat/>

Copyright (c) 1998, 1999, 2000 Thai Open Source
Software Center Ltd

and Clark

Cooper

Copyright (c) 2001, 2002, 2003, 2004, 2005, 2006
Expat maintainers.

Permission is hereby granted, free of charge, to any
person obtaining

a copy of this software and associated
documentation files (the

"Software"), to deal in the Software without
restriction, including

without limitation the rights to use, copy, modify,
merge, publish,

distribute, sublicense, and/or sell copies of the
Software, and to

permit persons to whom the Software is furnished to
do so, subject to

the following conditions:

The above copyright notice and this permission
notice shall be included

in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT
WARRANTY OF ANY KIND,

EXPRESS OR IMPLIED, INCLUDING BUT NOT
LIMITED TO THE WARRANTIES OF

MERCHANTABILITY, FITNESS FOR A PARTICULAR
PURPOSE AND NONINFRINGEMENT.

IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT
HOLDERS BE LIABLE FOR ANY

CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER
IN AN ACTION OF CONTRACT,

TORT OR OTHERWISE, ARISING FROM, OUT OF OR
IN CONNECTION WITH THE

SOFTWARE OR THE USE OR OTHER DEALINGS IN
THE SOFTWARE.

fips181

URL: <http://www.adel.nursat.kz/apg/>

Copyright (c) 1999, 2000, 2001, 2002

Adel I. Mirzazhanov. All rights reserved

Redistribution and use in source and binary forms,
with or without

modification, are permitted provided that the
following conditions

are met:

1.Redistributions of source code must retain the
above copyright notice,

this list of conditions and the following
disclaimer.

2.Redistributions in binary form must reproduce
the above copyright

notice, this list of conditions and the
following disclaimer in the

documentation and/or other materials
provided with the distribution.

3.The name of the author may not be used to
endorse or promote products

derived from this software without specific
prior written permission.

THIS SOFTWARE IS PROVIDED BY THE AUTHOR
"AS IS" AND ANY EXPRESS

OR IMPLIED WARRANTIES, INCLUDING, BUT NOT
LIMITED TO, THE IMPLIED

WARRANTIES OF MERCHANTABILITY AND FITNESS
FOR A PARTICULAR PURPOSE

ARE DISCLAIMED. IN NO EVENT SHALL THE
AUTHOR BE LIABLE FOR ANY

DIRECT, INDIRECT, INCIDENTAL, SPECIAL,
EXEMPLARY, OR CONSEQUENTIAL

DAMAGES (INCLUDING, BUT NOT LIMITED TO,
PROCUREMENT OF SUBSTITUTE

GOODS OR SERVICES; LOSS OF USE, DATA, OR
PROFITS; OR BUSINESS

INTERRUPTION) HOWEVER CAUSED AND ON
ANY THEORY OF LIABILITY,

WHETHER IN CONTRACT, STRICT LIABILITY,
OR TORT (INCLUDING

NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY
OUT OF THE USE OF THIS

SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY
OF SUCH DAMAGE.

flac

URL: <http://sourceforge.net/projects/flac/files/flac-src/flac-1.2.1-src/flac-1.2.1.tar.gz/download>

Copyright (C)

2000,2001,2002,2003,2004,2005,2006,2007 Josh Coalson

Redistribution and use in source and binary forms, with or without

modification, are permitted provided that the following conditions

are met:

- Redistributions of source code must retain the above copyright

notice, this list of conditions and the following disclaimer.

- Redistributions in binary form must reproduce the above copyright

notice, this list of conditions and the following disclaimer in the

documentation and/or other materials provided with the distribution.

- Neither the name of the Xiph.org Foundation nor the names of its

contributors may be used to endorse or promote products derived from

this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS

“AS IS” AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT

LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR

A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE FOUNDATION OR

CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL,

EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO,

PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR

PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF

LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING

NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS

SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

harfbuzz-ng

URL: <http://harfbuzz.org>

HarfBuzz is licensed under the so-called “Old MIT” license. Details follow.

For parts of HarfBuzz that are licensed under different licenses see individual

files names COPYING in subdirectories where applicable.

Copyright © 2010,2011,2012 Google, Inc.

Copyright © 2012 Mozilla Foundation

Copyright © 2011 Codethink Limited

Copyright © 2008,2010 Nokia Corporation and/or its subsidiary(-ies)

Copyright © 2009 Keith Stribley

Copyright © 2009 Martin Hosken and SIL International

Copyright © 2007 Chris Wilson

Copyright © 2006 Behdad Esfahbod

Copyright © 2005 David Turner

Copyright © 2004,2007,2008,2009,2010 Red Hat, Inc.

Copyright © 1998–2004 David Turner and Werner Lemberg

For full copyright notices consult the individual files in the package.

Permission is hereby granted, without written agreement and without

license or royalty fees, to use, copy, modify, and distribute this

software and its documentation for any purpose, provided that the

above copyright notice and the following two

paragraphs appear in
all copies of this software.

IN NO EVENT SHALL THE COPYRIGHT HOLDER BE
LIABLE TO ANY PARTY FOR
DIRECT, INDIRECT, SPECIAL, INCIDENTAL, OR
CONSEQUENTIAL DAMAGES
ARISING OUT OF THE USE OF THIS SOFTWARE AND
ITS DOCUMENTATION, EVEN
IF THE COPYRIGHT HOLDER HAS BEEN ADVISED OF
THE POSSIBILITY OF SUCH

THE COPYRIGHT HOLDER SPECIFICALLY DISCLAIMS
ANY WARRANTIES, INCLUDING,
BUT NOT LIMITED TO, THE IMPLIED WARRANTIES
OF MERCHANTABILITY AND
FITNESS FOR A PARTICULAR PURPOSE. THE
SOFTWARE PROVIDED HEREUNDER IS
ON AN "AS IS" BASIS, AND THE COPYRIGHT HOLDER
HAS NO OBLIGATION TO
PROVIDE MAINTENANCE, SUPPORT, UPDATES,
ENHANCEMENTS, OR MODIFICATIONS.

iccjpeg

URL: <http://www.iig.org>

The authors make NO WARRANTY or representation,
either express or implied,
with respect to this software, its quality, accuracy,
merchantability, or
fitness for a particular purpose. This software is
provided "AS IS", and you,
its user, assume the entire risk as to its quality and
accuracy.

This software is copyright (C) 1991-1998, Thomas G.
Lane.

All Rights Reserved except as specified below.

Permission is hereby granted to use, copy, modify,
and distribute this

software (or portions thereof) for any purpose,
without fee, subject to these

conditions:

(1) If any part of the source code for this software is
distributed, then this
README file must be included, with this copyright

and no-warranty notice

unaltered; and any additions, deletions, or changes to
the original files

must be clearly indicated in accompanying
documentation.

(2) If only executable code is distributed, then the
accompanying

documentation must state that "this software is based
in part on the work of

the Independent JPEG Group".

(3) Permission for use of this software is granted only
if the user accepts

full responsibility for any undesirable consequences;
the authors accept

NO LIABILITY for damages of any kind.

These conditions apply to any software derived from
or based on the IJG code,

not just to the unmodified library. If you use our
work, you ought to

acknowledge us.

Permission is NOT granted for the use of any IJG
author's name or company name

in advertising or publicity relating to this software or
products derived from it.

This software may be referred to only as "the
Independent JPEG Group's
software".

We specifically permit and encourage the use of this
software as the basis of

commercial products, provided that all warranty or
liability claims are

assumed by the product vendor.

icu

URL: <http://site.icu-project.org/>

ICU License - ICU 1.8.1 and later

COPYRIGHT AND PERMISSION NOTICE

Copyright (c) 1995-2014 International Business
Machines Corporation and

others

All rights reserved.

Permission is hereby granted, free of charge, to any person obtaining a

copy of this software and associated documentation files (the

"Software"), to deal in the Software without restriction, including

without limitation the rights to use, copy, modify, merge, publish,

distribute, and/or sell copies of the Software, and to permit persons to

whom the Software is furnished to do so, provided that the above

copyright notice(s) and this permission notice appear in all copies of

the Software and that both the above copyright notice(s) and this

permission notice appear in supporting documentation.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS

OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF

MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT OF

THIRD PARTY RIGHTS. IN NO EVENT SHALL THE COPYRIGHT HOLDER OR HOLDERS

INCLUDED IN THIS NOTICE BE LIABLE FOR ANY CLAIM, OR ANY SPECIAL INDIRECT

OR CONSEQUENTIAL DAMAGES, OR ANY DAMAGES WHATSOEVER RESULTING FROM LOSS

OF USE, DATA OR PROFITS, WHETHER IN AN ACTION OF CONTRACT, NEGLIGENCE OR

OTHER TORTIOUS ACTION, ARISING OUT OF OR IN CONNECTION WITH THE USE OR

PERFORMANCE OF THIS SOFTWARE.

Except as contained in this notice, the name of a copyright holder shall

not be used in advertising or otherwise to promote the sale, use or

other dealings in this Software without prior written authorization of

the copyright holder.

All trademarks and registered trademarks mentioned herein are the property of their respective owners.

Third-Party Software Licenses

This section contains third-party software notices and/or additional

terms for licensed third-party software components included within ICU libraries.

1. Unicode Data Files and Software

COPYRIGHT AND PERMISSION NOTICE

Copyright © 1991-2014 Unicode, Inc. All rights reserved.

Distributed under the Terms of Use in

<http://www.unicode.org/copyright.html>.

Permission is hereby granted, free of charge, to any person obtaining

a copy of the Unicode data files and any associated documentation

(the "Data Files") or Unicode software and any associated documentation

(the "Software") to deal in the Data Files or Software without restriction, including without limitation the rights to use,

copy, modify, merge, publish, distribute, and/or sell copies of

the Data Files or Software, and to permit persons to whom the Data Files

or Software are furnished to do so, provided that

(a) this copyright and permission notice appear with all copies

of the Data Files or Software,

(b) this copyright and permission notice appear in associated

documentation, and

(c) there is clear notice in each modified Data File or in the Software as well as in the documentation associated with the Data File(s) or Software that the data or software has been modified.

THE DATA FILES AND SOFTWARE ARE PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT OF THIRD PARTY RIGHTS. IN NO EVENT SHALL THE COPYRIGHT HOLDER OR HOLDERS INCLUDED IN THIS NOTICE BE LIABLE FOR ANY CLAIM, OR ANY SPECIAL INDIRECT OR CONSEQUENTIAL DAMAGES, OR ANY DAMAGES WHATSOEVER RESULTING FROM LOSS OF USE, DATA OR PROFITS, WHETHER IN AN ACTION OF CONTRACT, NEGLIGENCE OR OTHER TORTIOUS ACTION, ARISING OUT OF OR IN CONNECTION WITH THE USE OR PERFORMANCE OF THE DATA FILES OR SOFTWARE.

Except as contained in this notice, the name of a copyright holder shall not be used in advertising or otherwise to promote the sale, use or other dealings in these Data Files or Software without prior written authorization of the copyright holder.

2. Chinese/Japanese Word Break Dictionary Data (cjdict.txt)

The Google Chrome software developed by Google is licensed under the BSD licenses, as set forth below.

The BSD License

<http://opensource.org/licenses/bsd-license.php>

Copyright (C) 2006-2008, Google Inc.

All rights reserved.

#

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

#

Redistributions of source code must retain the above copyright notice, th

is list of conditions and the following disclaimer.

Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or

other materials provided with the distribution.

Neither the name of Google Inc. nor the names of its contributors may be

used to endorse or promote products derived from this software without specific prior written permission.

#

#

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

#

#

The word list in cjdict.txt are generated by combining three word lists l

isted

below with further processing for compound word breaking. The frequency lists generated

with an iterative training against Google

web corpora.

```
#
# * Libtabe (Chinese)
# -
https://sourceforge.net/project/?group\_id=1519
# - Its license terms and conditions are
shown below.
#
# * IPADIC (Japanese)
# - http://chasen.aist-
nara.ac.jp/chasen/distribution.html
# - Its license terms and conditions are
shown below.
#
# -----COPYING.libtabe -----
BEGIN-----
#
# /*
# * Copyright (c) 1999 TaBE Project.
# * Copyright (c) 1999 Pai-Hsiang Hsiao.
# * All rights reserved.
# *
# * Redistribution and use in source and
binary forms, with or without
# * modification, are permitted provided
that the following conditions
# * are met:
# *
# * . Redistributions of source code must
retain the above copyright
# * notice, this list of conditions and the
following disclaimer.
# * . Redistributions in binary form must
reproduce the above copyright
# * notice, this list of conditions and the
following disclaimer in
# * the documentation and/or other
materials provided with the
# * distribution.
# * . Neither the name of the TaBE Project
nor the names of its
# * contributors may be used to endorse
or promote products derived
# * from this software without specific
prior written permission.
# *
```

```
# * THIS SOFTWARE IS PROVIDED BY THE
COPYRIGHT HOLDERS AND CONTRIBUTORS
# * "AS IS" AND ANY EXPRESS OR IMPLIED
WARRANTIES, INCLUDING, BUT NOT
# * LIMITED TO, THE IMPLIED
WARRANTIES OF MERCHANTABILITY AND FITNESS
# * FOR A PARTICULAR PURPOSE ARE
DISCLAIMED. IN NO EVENT SHALL THE
# * REGENTS OR CONTRIBUTORS BE
LIABLE FOR ANY DIRECT, INDIRECT,
# * INCIDENTAL, SPECIAL, EXEMPLARY, OR
CONSEQUENTIAL DAMAGES
# * (INCLUDING, BUT NOT LIMITED TO,
PROCUREMENT OF SUBSTITUTE GOODS OR
# * SERVICES; LOSS OF USE, DATA, OR
PROFITS; OR BUSINESS INTERRUPTION)
# * HOWEVER CAUSED AND ON ANY
THEORY OF LIABILITY, WHETHER IN CONTRACT,
# * STRICT LIABILITY, OR TORT (INCLUDING
NEGLIGENCE OR OTHERWISE)
# * ARISING IN ANY WAY OUT OF THE USE
OF THIS SOFTWARE, EVEN IF ADVISED
# * OF THE POSSIBILITY OF SUCH
DAMAGE.
# */
#
# /*
# * Copyright (c) 1999 Computer Systems
and Communication Lab,
# * Institute of
Information Science, Academia Sinica.
# * All rights reserved.
# *
# * Redistribution and use in source and
binary forms, with or without
# * modification, are permitted provided
that the following conditions
# * are met:
# *
# * . Redistributions of source code must
retain the above copyright
# * notice, this list of conditions and the
following disclaimer.
# * . Redistributions in binary form must
reproduce the above copyright
# * notice, this list of conditions and the
following disclaimer in
# * the documentation and/or other
```

```

materials provided with the
# * distribution.
# * . Neither the name of the Computer
Systems and Communication Lab
# * nor the names of its contributors may
be used to endorse or
# * promote products derived from this
software without specific
# * prior written permission.
# *
# * THIS SOFTWARE IS PROVIDED BY THE
COPYRIGHT HOLDERS AND CONTRIBUTORS
# * "AS IS" AND ANY EXPRESS OR IMPLIED
WARRANTIES, INCLUDING, BUT NOT
# * LIMITED TO, THE IMPLIED
WARRANTIES OF MERCHANTABILITY AND FITNESS
# * FOR A PARTICULAR PURPOSE ARE
DISCLAIMED. IN NO EVENT SHALL THE
# * REGENTS OR CONTRIBUTORS BE
LIABLE FOR ANY DIRECT, INDIRECT,
# * INCIDENTAL, SPECIAL, EXEMPLARY, OR
CONSEQUENTIAL DAMAGES
# * (INCLUDING, BUT NOT LIMITED TO,
PROCUREMENT OF SUBSTITUTE GOODS OR
# * SERVICES; LOSS OF USE, DATA, OR
PROFITS; OR BUSINESS INTERRUPTION)
# * HOWEVER CAUSED AND ON ANY
THEORY OF LIABILITY, WHETHER IN CONTRACT,
# * STRICT LIABILITY, OR TORT (INCLUDING
NEGLIGENCE OR OTHERWISE)
# * ARISING IN ANY WAY OUT OF THE USE
OF THIS SOFTWARE, EVEN IF ADVISED
# * OF THE POSSIBILITY OF SUCH
DAMAGE.
# */
#
# Copyright 1996 Chih-Hao Tsai @ Beckman
Institute, University of Illinois
# c-tsai4@uiuc.edu
http://casper.beckman.uiuc.edu/~c-tsai4
#
# -----COPYING.libtabe-----END
-----
-
#
#
# -----COPYING.ipadic-----BEGI

```

```

N-----
--
#
# Copyright 2000, 2001, 2002, 2003 Nara
Institute of Science
# and Technology. All Rights Reserved.
#
# Use, reproduction, and distribution of this
software is permitted.
# Any copy of this software, whether in its
original form or modified,
# must include both the above copyright
notice and the following
# paragraphs.
#
# Nara Institute of Science and Technology
(NAIST),
# the copyright holders, disclaims all
warranties with regard to this
# software, including all implied warranties of
merchantability and
# fitness, in no event shall NAIST be liable for
# any special, indirect or consequential
damages or any damages
# whatsoever resulting from loss of use, data
or profits, whether in an
# action of contract, negligence or other
tortuous action, arising out
# of or in connection with the use or
performance of this software.
#
# A large portion of the dictionary entries
# originate from ICOT Free Software. The
following conditions for ICOT
# Free Software applies to the current
dictionary as well.
#
# Each User may also freely distribute the
Program, whether in its
# original form or modified, to any third party
or parties, PROVIDED
# that the provisions of Section 3 ("NO
WARRANTY") will ALWAYS appear
# on, or be attached to, the Program, which is
distributed substantially
# in the same form as set out herein and that
such intended

```

distribution, if actually made, will neither violate or otherwise

contravene any of the laws and regulations of the countries having

jurisdiction over the User or the intended distribution itself.

#

NO WARRANTY

#

The program was produced on an experimental basis in the course of the

research and development conducted during the project and is provided

to users as so produced on an experimental basis. Accordingly, the

program is provided without any warranty whatsoever, whether express,

implied, statutory or otherwise. The term "warranty" used herein

includes, but is not limited to, any warranty of the quality,

performance, merchantability and fitness for a particular purpose of

the program and the nonexistence of any infringement or violation of

any right of any third party.

#

Each user of the program will agree and understand, and be deemed to

have agreed and understood, that there is no warranty whatsoever for

the program and, accordingly, the entire risk arising from or

otherwise connected with the program is assumed by the user.

#

Therefore, neither ICOT, the copyright holder, or any other

organization that participated in or was otherwise related to the

development of the program and their respective officials, directors,

officers and other employees shall be held liable for any and all

damages, including, without limitation, general, special, incidental

and consequential damages, arising out of or otherwise in connection

with the use or inability to use the program or any product, material

or result produced or otherwise obtained by using the program,

regardless of whether they have been advised of, or otherwise had

knowledge of, the possibility of such damages at any time during the

project or thereafter. Each user will be deemed to have agreed to the

foregoing by his or her commencement of use of the program. The term

"use" as used herein includes, but is not limited to, the use,

modification, copying and distribution of the program and the

production of secondary products from the program.

#

In the case where the program, whether in its original form or

modified, was distributed or delivered to or received by a user from

any person, organization or entity other than ICOT, unless it makes or

grants independently of ICOT any specific warranty to the user in

writing, such person, organization or entity, will also be exempted

from and not be held liable to the user for any such damages as noted

above as far as the program is concerned.

#

-----COPYING.ipadic-----END-----

3. Lao Word Break Dictionary Data (laodict.txt)

Copyright (c) 2013 International Business Machines Corporation and others. All Rights Reserved.

Project: <http://code.google.com/p/lao-dictionary/>

Dictionary: <http://lao-dictionary.googlecode.com/git/Lao-Dictionary.txt>

License: <http://lao-dictionary.googlecode.com/git/Lao-Dictionary-LICEN>

(copied below)

This file is derived from the above dictionary, with slight modifications.

Copyright (C) 2013 Brian Eugene Wilson, Robert Martin Campbell.

All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

Redistributions of source code must retain the above copyright no

tice, this list of conditions and the following disclaimer. Redistributions

in binary form must reproduce the above copyright notice, this list of cond

itions and the following disclaimer in the documentation and/or other materi

als provided with the distribution.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT HOLDER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES

(INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVIC

ES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED A

ND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT

(INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF

THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

4. Burmese Word Break Dictionary Data
(burmesedict.txt)

Copyright (c) 2014 International Business Machines Corporation and others. All Rights Reserved.

This list is part of a project hosted at:

github.com/kanyawtech/myanmar-karen-word-lists

Copyright (c) 2013, LeRoy Benjamin Sharon

All rights reserved.

Redistribution and use in source and binary forms, with or without modifi

cation, are permitted provided that the following conditions are met:

Redistributions of source code must retain the above copyright notice,

this list of conditions and the following disclaimer.

Redistributions in binary form must reproduce the above copyright notic

e, this list of conditions and the following disclaimer in the documentation an

d/or other materials provided with the distribution.

Neither the name Myanmar Karen Word Lists, nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS I

S" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMP

LIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE

DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT HOLDER OR CONTRIBUTORS BE LIABLE FOR

ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DA

MAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVIC

ES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED A

ND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT

(INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF

THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

5. Time Zone Database

ICU uses the public domain data and code derived from Time Zone Database

for its time zone support. The ownership of the TZ database is explained

in BCP 175: Procedure for Maintaining the Time Zone Database section 7.

1 – Database Ownership

The TZ database itself is not an IETF Contribution or an IETF

document. Rather it is a pre-existing and regularly updated work

that is in the public domain, and is intended to remain in the public

domain. Therefore, BCPs 78 [RFC5378] and 79 [RFC3979] do not apply

to the TZ Database or contributions that individuals make to it.

Should any claims be made and substantiated against the TZ Database,

the organization that is providing the IANA Considerations defined in

this RFC, under the memorandum of understanding with the IETF,

currently ICANN, may act in accordance with all competent court

orders. No ownership claims will be made by ICANN or the IETF Trust

on the database or the code. Any person making a contribution to the

database or code waives all rights to future claims in that

contribution or in the TZ Database.

google-jstemplate

URL: <http://code.google.com/p/google-jstemplate/>

Khronos header files

URL: <http://www.khronos.org/registry>

Copyright (c) 2007-2010 The Khronos Group Inc.

Permission is hereby granted, free of charge, to any person obtaining a

copy of this software and/or associated documentation files (the

"Materials"), to deal in the Materials without restriction, including

without limitation the rights to use, copy, modify, merge, publish,

distribute, sublicense, and/or sell copies of the Materials, and to

permit persons to whom the Materials are furnished to do so, subject to

the following conditions:

The above copyright notice and this permission notice shall be included

in all copies or substantial portions of the Materials.

THE MATERIALS ARE PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND,

EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF

MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT.

IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY

CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT,

TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE

MATERIALS OR THE USE OR OTHER DEALINGS IN THE MATERIALS.

SGI FREE SOFTWARE LICENSE B (Version 2.0, Sept. 18, 2008)

Copyright (C) 1992 Silicon Graphics, Inc. All Rights Reserved.

Permission is hereby granted, free of charge, to any person obtaining a copy of

this software and associated documentation files (the "Software"), to deal in

the Software without restriction, including without limitation the rights to

use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies

of the Software, and to permit persons to whom the Software is furnished to do

so, subject to the following conditions:

The above copyright notice including the dates of first publication and either

this permission notice or a reference to
<http://oss.sgi.com/projects/FreeB/>

shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR

IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY,

FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL SILICON

GRAPHICS, INC. BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN

AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION

WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

Except as contained in this notice, the name of Silicon Graphics, Inc. shall

not be used in advertising or otherwise to promote the sale, use or other

dealings in this Software without prior written authorization from Silicon

Graphics, Inc.

LevelDB: A Fast Persistent Key-Value Store

URL: <https://github.com/google/leveldb.git>

Copyright (c) 2011 The LevelDB Authors. All rights reserved.

Redistribution and use in source and binary forms, with or without

modification, are permitted provided that the following conditions are

met:

* Redistributions of source code must retain the above copyright

notice, this list of conditions and the following disclaimer.

* Redistributions in binary form must reproduce

the above

copyright notice, this list of conditions and the following disclaimer

in the documentation and/or other materials provided with the

* Neither the name of Google Inc. nor the names of its

contributors may be used to endorse or promote products derived from

this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS

"AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT

LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR

A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT

OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL,

SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT

LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE,

DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY

THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT

(INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE

OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

The library to input, validate, and display addresses.

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

libjingle

URL: <http://www.webrtc.org>

libjpeg

URL: <http://www.iijg.org/>

The authors make NO WARRANTY or representation, either express or implied, with respect to this software, its quality, accuracy, merchantability, or fitness for a particular purpose. This software is provided "AS IS", and you, its user, assume the entire risk as to its quality and accuracy.

This software is copyright (C) 1991-1998, Thomas G. Lane.

All Rights Reserved except as specified below.

Permission is hereby granted to use, copy, modify, and distribute this

software (or portions thereof) for any purpose, without fee, subject to these

conditions:

(1) If any part of the source code for this software is distributed, then this

README file must be included, with this copyright and no-warranty notice

unaltered; and any additions, deletions, or changes to the original files

must be clearly indicated in accompanying documentation.

(2) If only executable code is distributed, then the accompanying

documentation must state that "this software is based in part on the work of

the Independent JPEG Group".

(3) Permission for use of this software is granted only if the user accepts

full responsibility for any undesirable consequences; the authors accept

NO LIABILITY for damages of any kind.

These conditions apply to any software derived from or based on the IJG code,

not just to the unmodified library. If you use our work, you ought to

acknowledge us.

Permission is NOT granted for the use of any IJG author's name or company name

in advertising or publicity relating to this software or products derived from it.

This software may be referred to only as "the Independent JPEG Group's

software".

We specifically permit and encourage the use of this software as the basis of

commercial products, provided that all warranty or liability claims are

assumed by the product vendor.

sole proprietor of its copyright holder, Aladdin Enterprises of Menlo Park, CA.

by the usual distribution terms of the Free Software Foundation; principally,

that you must include source code if you redistribute it. (See the file ansi2knr.c for

full details.)

However, since ansi2knr.c is not needed as part

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

the foregoing paragraphs do.

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

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

The same holds for its supporting scripts (config.guess, config.sub,

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

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

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

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

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

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

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

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

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

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

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

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

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

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

GIF decoders.

We are required to state that

"The Graphics Interchange Format(c) is the Copyright property of

CompuServe Incorporated. GIF(sm) is a Service Mark property of

CompuServe Incorporated."

Public License.

libjpeg-turbo

URL: <http://sourceforge.net/projects/libjpeg-turbo/>

libjpeg-turbo is licensed under a non-restrictive, BSD-style license

(see README.) The TurboJPEG/OSS wrapper (both C and Java versions) and

associated test programs bear a similar license, which is reproduced below:

Redistribution and use in source and binary forms, with or without

modification, are permitted provided that the following conditions are met:

- Redistributions of source code must retain the above copyright notice,

this list of conditions and the following disclaimer.

- Redistributions in binary form must reproduce the above copyright notice,

this list of conditions and the following disclaimer in the documentation

and/or other materials provided with the distribution.

- Neither the name of the libjpeg-turbo Project nor the names of its

contributors may be used to endorse or promote products derived from this

software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS",

AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE

IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE

ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT HOLDERS OR CONTRIBUTORS BE

LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR

CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF

SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS

INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN

CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE)

ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE

POSSIBILITY OF SUCH DAMAGE.

International Phone Number Library

URL:

<http://libphonenumber.googlecode.com/svn/trunk/>

Copyright (C) 2011 Google Inc.

Licensed under the Apache License, Version 2.0 (the "License");

you may not use this file except in compliance with the License.

You may obtain a copy of the License at

<http://www.apache.org/licenses/LICENSE-2.0>

Unless required by applicable law or agreed to in

writing, software
distributed under the License is distributed on an "AS
IS" BASIS,
WITHOUT WARRANTIES OR CONDITIONS OF ANY
KIND, either express or implied.
See the License for the specific language governing
permissions and
limitations under the License.

libpng
URL: <http://libpng.org/>

This copy of the libpng notices is provided for your
convenience. In case of
any discrepancy between this copy and the notices in
the file png.h that is
included in the libpng distribution, the latter shall
prevail.

COPYRIGHT NOTICE, DISCLAIMER, and LICENSE:

If you modify libpng you may insert additional notices
immediately following
this sentence.

This code is released under the libpng license.

libpng versions 1.0.7, July 1, 2000, through 1.2.54,
November 12, 2015, are
Copyright (c) 2000-2002, 2004, 2006-2015 Glenn
Randers-Pehrson, are
derived from libpng-1.0.6, and are distributed
according to the same
disclaimer and license as libpng-1.0.6 with the
following individuals
added to the list of Contributing Authors:

Simon-Pierre Cadieux
Eric S. Raymond
Cosmin Truta
Gilles Vollant

and with the following additions to the disclaimer:

There is no warranty against interference with your
enjoyment of the
library or against infringement. There is no
warranty that our
efforts or the library will fulfill any of your
particular purposes
or needs. This library is provided with all faults,
and the entire
risk of satisfactory quality, performance, accuracy,
and effort is with
the user.

libpng versions 0.97, January 1998, through 1.0.6,
March 20, 2000, are
Copyright (c) 1998-2000 Glenn Randers-Pehrson, are
derived from
libpng-0.96, and are distributed according to the
same disclaimer and
license as libpng-0.96, with the following individuals
added to the list
of Contributing Authors:

Tom Lane
Glenn Randers-Pehrson
Willem van Schaik

libpng versions 0.89, June 1996, through 0.96, May
1997, are
Copyright (c) 1996-1997 Andreas Dilger, are derived
from libpng-0.88,
and are distributed according to the same disclaimer
and license as
libpng-0.88, with the following individuals added to
the list of
Contributing Authors:

John Bowler
Kevin Bracey
Sam Bushell
Magnus Holmgren
Greg Roelofs
Tom Tanner

libpng versions 0.5, May 1995, through 0.88, January
1996, are
Copyright (c) 1995-1996 Guy Eric Schalnat, Group 42,

Inc.

For the purposes of this copyright and license,
"Contributing Authors"

is defined as the following set of individuals:

Andreas Dilger
Dave Martindale
Guy Eric Schalnat
Paul Schmidt
Tim Wegner

The PNG Reference Library is supplied "AS IS". The
Contributing Authors

and Group 42, Inc. disclaim all warranties, expressed
or implied,

including, without limitation, the warranties of
merchantability and of

fitness for any purpose. The Contributing Authors
and Group 42, Inc.

assume no liability for direct, indirect, incidental,
special, exemplary,

or consequential damages, which may result from the
use of the PNG

Reference Library, even if advised of the possibility of
such damage.

Permission is hereby granted to use, copy, modify,
and distribute this

source code, or portions hereof, for any purpose,
without fee, subject

to the following restrictions:

1. The origin of this source code must not be
misrepresented.

2. Altered versions must be plainly marked as such
and must not
be misrepresented as being the original source.

3. This Copyright notice may not be removed or
altered from any
source or altered source distribution.

The Contributing Authors and Group 42, Inc.
specifically permit, without

fee, and encourage the use of this source code as a
component to

supporting the PNG file format in commercial
products. If you use this

source code in a product, acknowledgment is not
required but would be

END OF COPYRIGHT NOTICE, DISCLAIMER, and
LICENSE.

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

boxes and the like:

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

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

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

Libpng is OSI Certified Open Source Software. OSI
Certified Open Source is

a certification mark of the Open Source Initiative. OSI
has not addressed

the additional disclaimers inserted at version 1.0.7.

Glenn Randers-Pehrson

glennrp at users.sourceforge.net

November 12, 2015

libsrtp

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

```
/*
```

```
*
```

```
* Copyright (c) 2001-2006 Cisco Systems, Inc.
```

```
* All rights reserved.
```

```
*
```

```
* Redistribution and use in source and binary forms,  
with or without
```

```
* modification, are permitted provided that the  
following conditions
```

```
* are met:
```

```
*
```

- * Redistributions of source code must retain the above copyright
- * notice, this list of conditions and the following disclaimer.
- *
- * Redistributions in binary form must reproduce the above
- * copyright notice, this list of conditions and the following
- * disclaimer in the documentation and/or other materials provided
- * with the distribution.
- *
- * Neither the name of the Cisco Systems, Inc. nor the names of its
- * contributors may be used to endorse or promote products derived
- * from this software without specific prior written permission.
- *
- * THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS
- * "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT
- * LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS
- * FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE
- * COPYRIGHT HOLDERS OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT,
- * INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES
- * (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR
- * SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION)
- * HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT,
- * STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE)
- * ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED
- * OF THE POSSIBILITY OF SUCH DAMAGE.
- *
- */

libusbx

URL: <http://libusb.org>

libvpx

URL: <http://www.webmproject.org>

Copyright (c) 2010, The WebM Project authors. All rights reserved.

Redistribution and use in source and binary forms, with or without

modification, are permitted provided that the following conditions are

met:

- * Redistributions of source code must retain the above copyright

- notice, this list of conditions and the following disclaimer.

- * Redistributions in binary form must reproduce the above copyright

- notice, this list of conditions and the following disclaimer in

- the documentation and/or other materials provided with the

- distribution.

- * Neither the name of Google, nor the WebM Project, nor the names

- of its contributors may be used to endorse or promote products

- derived from this software without specific prior written

- permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS

"AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT

LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR

A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT

HOLDER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL,

SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT

LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

WebP image encoder/decoder

URL: <http://developers.google.com/speed/webp>

Additional IP Rights Grant (Patents)

"These implementations" means the copyrightable works that implement the WebM

codecs distributed by Google as part of the WebM Project.

Google hereby grants to you a perpetual, worldwide, non-exclusive, no-charge,

royalty-free, irrevocable (except as stated in this section) patent license to

make, have made, use, offer to sell, sell, import, transfer, and otherwise

run, modify and propagate the contents of these implementations of WebM, where

such license applies only to those patent claims, both currently owned by

Google and acquired in the future, licensable by Google that are necessarily

infringed by these implementations of WebM. This grant does not include claims

that would be infringed only as a consequence of further modification of these

or agree to the institution of patent litigation or any other patent

enforcement activity against any entity (including a cross-claim or

counterclaim in a lawsuit) alleging that any of these implementations of WebM

or any code incorporated within any of these implementations of WebM

constitute direct or contributory patent infringement, or inducement of

patent infringement, then any patent rights granted to you under this License

for these implementations of WebM shall terminate as of the date such

litigation is filed.

libxml

URL: <http://xmlsoft.org>

Except where otherwise noted in the source code (e.g. the files hash.c,

with different Copyright notices) all the files are:

Copyright (C) 1998-2012 Daniel Veillard. All Rights Reserved.

Permission is hereby granted, free of charge, to any person obtaining a copy

of this software and associated documentation files (the "Software"), to deal

in the Software without restriction, including without limitation the rights

to use, copy, modify, merge, publish, distribute, sublicense, and/or sell

copies of the Software, and to permit persons to whom the Software is fur-

nished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in

all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR

IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FIT-

NESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE

AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER

LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM,

OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN

THE SOFTWARE.

libxslt

URL: <http://xmlsoft.org/XSLT>

Licence for libxslt except libexslt

Copyright (C) 2001-2002 Daniel Veillard. All Rights Reserved.

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE DANIEL VEILLARD BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

Except as contained in this notice, the name of Daniel Veillard shall not be used in advertising or otherwise to promote the sale, use or other dealings in this Software without prior written authorization from him.

Licence for libexslt

Copyright (C) 2001-2002 Thomas Broyer, Charlie Bozeman and Daniel Veillard.

All Rights Reserved.

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

Except as contained in this notice, the name of the authors shall not be used in advertising or otherwise to promote the sale, use or other dealings in this Software without prior written authorization from him.

libyuv

URL: <http://code.google.com/p/libyuv/>

Copyright 2011 The LibYuv Project Authors. All rights reserved.

Redistribution and use in source and binary forms, with or without

modification, are permitted provided that the following conditions are

met:

* Redistributions of source code must retain the above copyright

notice, this list of conditions and the following disclaimer.

* Redistributions in binary form must reproduce the above copyright

notice, this list of conditions and the following disclaimer in

the documentation and/or other materials provided with the distribution.

* Neither the name of Google nor the names of its contributors may

be used to endorse or promote products derived from this software

without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS

"AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT

LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR

A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT

HOLDER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL,

SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT

LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE,

DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY

THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT

(INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE

OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

linux-syscall-support

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

// Copyright 2015 The Chromium Authors. All rights reserved.

//

// Redistribution and use in source and binary forms, with or without

// modification, are permitted provided that the following conditions are

// met:

//

// * Redistributions of source code must retain the above copyright

// notice, this list of conditions and the following disclaimer.

// * Redistributions in binary form must reproduce the above

// copyright notice, this list of conditions and the following disclaimer

// in the documentation and/or other materials provided with the

// distribution.

// * Neither the name of Google Inc. nor the names of its

// contributors may be used to endorse or promote products derived from

// this software without specific prior written permission.

//

// THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS

// "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT

// LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR

// A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT

// OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL,

// SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT
// LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE,
// DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY
// THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
// (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE
// OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

LZ4 - Extremely fast compression

URL: <https://code.google.com/p/lz4/>

LZ4 Library

Copyright (c) 2011-2014, Yann Collet

All rights reserved.

Redistribution and use in source and binary forms,
with or without modification,
are permitted provided that the following conditions
are met:

* Redistributions of source code must retain the
above copyright notice, this
list of conditions and the following disclaimer.

* Redistributions in binary form must reproduce the
above copyright notice, this
list of conditions and the following disclaimer in the
documentation and/or
other materials provided with the distribution.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT
HOLDERS AND CONTRIBUTORS "AS IS" AND
ANY EXPRESS OR IMPLIED WARRANTIES,
INCLUDING, BUT NOT LIMITED TO, THE IMPLIED
WARRANTIES OF MERCHANTABILITY AND FITNESS
FOR A PARTICULAR PURPOSE ARE
ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL,
EXEMPLARY, OR CONSEQUENTIAL DAMAGES
(INCLUDING, BUT NOT LIMITED TO, PROCUREMENT
OF SUBSTITUTE GOODS OR SERVICES;
LOSS OF USE, DATA, OR PROFITS; OR BUSINESS
INTERRUPTION) HOWEVER CAUSED AND ON

ANY THEORY OF LIABILITY, WHETHER IN
CONTRACT, STRICT LIABILITY, OR TORT
(INCLUDING NEGLIGENCE OR OTHERWISE) ARISING
IN ANY WAY OUT OF THE USE OF THIS
SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY
OF SUCH DAMAGE.

LZMA SDK

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

LZMA SDK is placed in the public domain.

mesa

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

The default Mesa license is as follows:

Copyright (C) 1999-2007 Brian Paul All Rights
Reserved.

Permission is hereby granted, free of charge, to any
person obtaining a
copy of this software and associated documentation
files (the "Software"),
to deal in the Software without restriction, including
without limitation
the rights to use, copy, modify, merge, publish,
distribute, sublicense,
and/or sell copies of the Software, and to permit
persons to whom the
Software is furnished to do so, subject to the
following conditions:

The above copyright notice and this permission
notice shall be included
in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT
WARRANTY OF ANY KIND, EXPRESS
OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE
WARRANTIES OF MERCHANTABILITY,
FITNESS FOR A PARTICULAR PURPOSE AND
NONINFRINGEMENT. IN NO EVENT SHALL
BRIAN PAUL BE LIABLE FOR ANY CLAIM, DAMAGES
OR OTHER LIABILITY, WHETHER IN
AN ACTION OF CONTRACT, TORT OR OTHERWISE,
ARISING FROM, OUT OF OR IN

CONNECTION WITH THE SOFTWARE OR THE USE
OR OTHER DEALINGS IN THE SOFTWARE.

Some parts of Mesa are copyrighted under the GNU
LGPL. See the

Mesa/docs/COPYRIGHT file for details.

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>

*

* Copyright (c) 2005, 2006 Nick Galbreath -- nickg
[at] modp [dot] com

* All rights reserved.

*

* Redistribution and use in source and binary forms,
with or without

* modification, are permitted provided that the
following conditions are

* met:

*

* Redistributions of source code must retain the
above copyright

* notice, this list of conditions and the following
disclaimer.

*

* Redistributions in binary form must reproduce
the above copyright

* notice, this list of conditions and the following
disclaimer in the

* documentation and/or other materials provided
with the distribution.

*

* Neither the name of the modp.com nor the
names of its

* contributors may be used to endorse or
promote products derived from

* this software without specific prior written
permission.

*

* THIS SOFTWARE IS PROVIDED BY THE
COPYRIGHT HOLDERS AND CONTRIBUTORS

* "AS IS" AND ANY EXPRESS OR IMPLIED
WARRANTIES, INCLUDING, BUT NOT

* LIMITED TO, THE IMPLIED WARRANTIES OF
MERCHANTABILITY AND FITNESS FOR

* A PARTICULAR PURPOSE ARE DISCLAIMED. IN
NO EVENT SHALL THE COPYRIGHT

* OWNER OR CONTRIBUTORS BE LIABLE FOR ANY
DIRECT, INDIRECT, INCIDENTAL,

* SPECIAL, EXEMPLARY, OR CONSEQUENTIAL
DAMAGES (INCLUDING, BUT NOT

* LIMITED TO, PROCUREMENT OF SUBSTITUTE
GOODS OR SERVICES; LOSS OF USE,

* DATA, OR PROFITS; OR BUSINESS
INTERRUPTION) HOWEVER CAUSED AND ON ANY

* THEORY OF LIABILITY, WHETHER IN CONTRACT,
STRICT LIABILITY, OR TORT

* (INCLUDING NEGLIGENCE OR OTHERWISE)
ARISING IN ANY WAY OUT OF THE USE

* OF THIS SOFTWARE, EVEN IF ADVISED OF THE
POSSIBILITY OF SUCH DAMAGE.

Mojo

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

// Copyright 2014 The Chromium Authors. All rights
reserved.

//

// Redistribution and use in source and binary forms,
with or without

// modification, are permitted provided that the
following conditions are

// met:

//

// * Redistributions of source code must retain
the above copyright

// notice, this list of conditions and the following
disclaimer.

// * Redistributions in binary form must reproduce
the above

// copyright notice, this list of conditions and the
following disclaimer

// in the documentation and/or other materials
provided with the

// distribution.

// * Neither the name of Google Inc. nor the
names of its

// contributors may be used to endorse or promote
products derived from

```
// this software without specific prior written
// permission.
//
// THIS SOFTWARE IS PROVIDED BY THE
// COPYRIGHT HOLDERS AND CONTRIBUTORS
// "AS IS" AND ANY EXPRESS OR IMPLIED
// WARRANTIES, INCLUDING, BUT NOT
// LIMITED TO, THE IMPLIED WARRANTIES OF
// MERCHANTABILITY AND FITNESS FOR
// A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO
// EVENT SHALL THE COPYRIGHT
// OWNER OR CONTRIBUTORS BE LIABLE FOR ANY
// DIRECT, INDIRECT, INCIDENTAL,
// SPECIAL, EXEMPLARY, OR CONSEQUENTIAL
// DAMAGES (INCLUDING, BUT NOT
// LIMITED TO, PROCUREMENT OF SUBSTITUTE
// GOODS OR SERVICES; LOSS OF USE,
// DATA, OR PROFITS; OR BUSINESS
// INTERRUPTION) HOWEVER CAUSED AND ON ANY
// THEORY OF LIABILITY, WHETHER IN CONTRACT,
// STRICT LIABILITY, OR TORT
// (INCLUDING NEGLIGENCE OR OTHERWISE)
// ARISING IN ANY WAY OUT OF THE USE
// OF THIS SOFTWARE, EVEN IF ADVISED OF THE
// POSSIBILITY OF SUCH DAMAGE.
```

mt19937ar

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

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

Coded by Takuji Nishimura and Makoto Matsumoto.

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

Copyright (C) 1997 - 2002, Makoto Matsumoto and Takuji Nishimura,

All rights reserved.

Redistribution and use in source and binary forms, with or without

modification, are permitted provided that the following conditions

are met:

1. Redistributions of source code must retain the above copyright

notice, this list of conditions and the following disclaimer.

2. Redistributions in binary form must reproduce the above copyright

notice, this list of conditions and the following disclaimer in the

documentation and/or other materials provided with the distribution.

3. The names of its contributors may not be used to endorse or promote

products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS

"AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT

LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR

A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT OWNER OR

CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL,

EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO,

PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR

PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF

LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING

NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS

SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

Netscape Plugin Application Programming Interface (NPAPI)

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

Version: MPL 1.1/GPL 2.0/LGPL 2.1

The contents of this file are subject to the Mozilla Public License Version

the License. You may obtain a copy of the License at <http://www.mozilla.org/MPL/>

Software distributed under the License is distributed on an "AS IS" basis,

WITHOUT WARRANTY OF ANY KIND, either express or implied. See the License

for the specific language governing rights and limitations under the

The Original Code is mozilla.org code.

The Initial Developer of the Original Code is Netscape Communications Corporation.

Portions created by the Initial Developer are Copyright (C) 1998

the Initial Developer. All Rights Reserved.

Contributor(s):

Alternatively, the contents of this file may be used under the terms of

either the GNU General Public License Version 2 or later (the "GPL"), or

the GNU Lesser General Public License Version 2.1 or later (the "LGPL"),

in which case the provisions of the GPL or the LGPL are applicable instead

of those above. If you wish to allow use of your version of this file only

under the terms of either the GPL or the LGPL, and not to allow others to

use your version of this file under the terms of the MPL, indicate your

decision by deleting the provisions above and replace them with the notice

and other provisions required by the GPL or the LGPL. If you do not delete

the provisions above, a recipient may use your version of this file under

the terms of any one of the MPL, the GPL or the LGPL.

OpenMAX DL

URL:

<https://silver.arm.com/download/Software/Graphics/OX000-BU-00010-r1p0-00bet0/OX000-BU-00010-r1p0-00bet0.tgz>

Use of this source code is governed by a BSD-style license that can be

found in the LICENSE file in the root of the source tree. All

contributing project authors may be found in the AUTHORS file in the root of the source tree.

The files were originally licensed by ARM Limited.

The following files:

* dl/api/omxtypes.h

* dl/sp/api/omxSP.h

are licensed by Khronos:

Copyright © 2005–2008 The Khronos Group Inc. All Rights Reserved.

These materials are protected by copyright laws and contain material

proprietary to the Khronos Group, Inc. You may use these materials

for implementing Khronos specifications, without altering or removing

any trademark, copyright or other notice from the specification.

Khronos Group makes no, and expressly disclaims any, representations

or warranties, express or implied, regarding these materials, including,

without limitation, any implied warranties of merchantability or fitness

for a particular purpose or non-infringement of any intellectual property.

Khronos Group makes no, and expressly disclaims any, warranties, express

or implied, regarding the correctness, accuracy, completeness, timeliness, and reliability of these materials.

Under no circumstances will the Khronos Group, or any of its Promoters,

Contributors or Members or their respective partners, officers, directors,

employees, agents or representatives be liable for any damages, whether

direct, indirect, special or consequential damages for lost revenues,

lost profits, or otherwise, arising from or in connection with these

Khronos and OpenMAX are trademarks of the Khronos Group Inc.

opus

URL: <http://git.xiph.org/?p=opus.git>

Copyright 2001-2011 Xiph.Org, Skype Limited, Octasic,

Jean-Marc Valin, Timothy

B. Terriberry,

CSIRO, Gregory Maxwell,

Mark Borgerding,

Erik de Castro Lopo

Redistribution and use in source and binary forms, with or without

modification, are permitted provided that the following conditions

are met:

- Redistributions of source code must retain the above copyright

notice, this list of conditions and the following disclaimer.

- Redistributions in binary form must reproduce the above copyright

notice, this list of conditions and the following disclaimer in the

documentation and/or other materials provided with the distribution.

- Neither the name of Internet Society, IETF or IETF Trust, nor the

names of specific contributors, may be used to endorse or promote

products derived from this software without specific prior written

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS

“AS IS” AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT

LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR

A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT OWNER

OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL,

EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO,

PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR

PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF

LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING

NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS

SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

Opus is subject to the royalty-free patent licenses which are

specified at:

<https://datatracker.ietf.org/ipr/1524/>

Microsoft Corporation:

<https://datatracker.ietf.org/ipr/1914/>

Broadcom Corporation:

<https://datatracker.ietf.org/ipr/1526/>

OTS (OpenType Sanitizer)

URL: <https://github.com/khaledhosny/ots.git>

PLY (Python Lex-Yacc)

URL: <http://www.dabeaz.com/ply/ply-3.4.tar.gz>

PLY (Python Lex-Yacc)
Version 3.4

Protocol Buffers

URL: <http://protobuf.googlecode.com/svn/trunk>

Code generated by the Protocol Buffer compiler is owned by the owner

of the input file used when generating it. This code is not

standalone and requires a support library to be linked with it. This

support library is itself covered by the above license.

Quick Color Management System

URL: <https://github.com/jrmuizel/qcms/tree/v4>

qcms

Copyright (C) 2009 Mozilla Corporation

Copyright (C) 1998-2007 Marti Maria

Permission is hereby granted, free of charge, to any person obtaining

a copy of this software and associated documentation files (the "Software"),

to deal in the Software without restriction, including without limitation

the rights to use, copy, modify, merge, publish, distribute, sublicense,

and/or sell copies of the Software, and to permit persons to whom the Software

is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in

all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND,

EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO

THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND

LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION

OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION

WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

re2 - an efficient, principled regular expression library

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

sfntly

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

Skia

URL: <https://skia.org/>

Some files under resources are under the following license:

Unlimited Commercial Use

We try to make it clear that you may use all clipart from Openclipart even for unlimited commercial use. We believe that giving away our images is a great way to share with the world our talents and that will come back around in a better form.

May I Use Openclipart for?

We put together a small chart of as many possibilities and questions we have heard from people asking how they may use Openclipart. If you have an additional question, please email love@openclipart.org.

All Clipart are Released into the Public Domain.

Each artist at Openclipart releases all rights to the images they share at Openclipart. The reason is so that there is no friction in using and sharing images authors make available at this website so that each artist might also receive the same benefit in using other artists clipart totally for any possible reason.

SMHasher

URL: <http://code.google.com/p/smhasher/>

Snappy: A fast compressor/decompressor

URL: <http://google.github.io/snappy/>

sqlite

URL: <http://sqlite.org/>

The author disclaims copyright to this source code.
In place of a legal notice, here is a blessing:

May you do good and not evil.

May you find forgiveness for yourself and forgive others.

May you share freely, never taking more than you give.

tcmmalloc

URL: <http://gperftools.googlecode.com/>

The USB ID Repository

URL: <http://www.linux-usb.org/usb-ids.html>

Copyright (c) 2012, Linux USB Project

All rights reserved.

Redistribution and use in source and binary forms,
with or without modification, are permitted provided
that the following conditions are met:

o Redistributions of source code must retain the
above copyright notice,
this list of conditions and the following disclaimer.

o Redistributions in binary form must reproduce the
above copyright
notice, this list of conditions and the following
disclaimer in the

documentation and/or other materials provided
with the distribution.

o Neither the name of the Linux USB Project nor the
names of its

contributors may be used to endorse or promote
products derived from

this software without specific prior written
permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT
HOLDERS AND CONTRIBUTORS "AS IS" AND ANY
EXPRESS OR IMPLIED WARRANTIES, INCLUDING,
BUT NOT LIMITED TO, THE IMPLIED WARRANTIES
OF MERCHANTABILITY AND FITNESS FOR A
PARTICULAR PURPOSE ARE DISCLAIMED. IN NO

EVENT SHALL THE COPYRIGHT HOLDER OR
CONTRIBUTORS BE LIABLE FOR ANY DIRECT,
INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR
CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT
LIMITED TO, PROCUREMENT OF SUBSTITUTE
GOODS OR SERVICES; LOSS OF USE, DATA, OR
PROFITS; OR BUSINESS INTERRUPTION) HOWEVER
CAUSED AND ON ANY THEORY OF LIABILITY,
WHETHER IN CONTRACT, STRICT LIABILITY, OR
TORT (INCLUDING NEGLIGENCE OR OTHERWISE)
ARISING IN ANY WAY OUT OF THE USE OF THIS
SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY
OF SUCH DAMAGE.

usrstcp

URL: <http://github.com/sctplab/usrstcp>

(Copied from the COPYRIGHT file of
[https://code.google.com/p/sctp-
refimpl/source/browse/trunk/COPYRIGHT](https://code.google.com/p/sctp-refimpl/source/browse/trunk/COPYRIGHT))

Copyright (c) 2001, 2002 Cisco Systems, Inc.

Copyright (c) 2002-12 Randall R. Stewart

Copyright (c) 2002-12 Michael Tuexen

All rights reserved.

Redistribution and use in source and binary forms,
with or without

modification, are permitted provided that the
following conditions

are met:

notice, this list of conditions and the following
disclaimer.

notice, this list of conditions and the following
disclaimer in the

documentation and/or other materials provided
with the distribution.

THIS SOFTWARE IS PROVIDED BY THE AUTHOR AND
CONTRIBUTORS "AS IS" AND

ANY EXPRESS OR IMPLIED WARRANTIES,
INCLUDING, BUT NOT LIMITED TO, THE

IMPLIED WARRANTIES OF MERCHANTABILITY AND
FITNESS FOR A PARTICULAR PURPOSE

ARE DISCLAIMED. IN NO EVENT SHALL THE

AUTHOR OR CONTRIBUTORS BE LIABLE
FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL,
EXEMPLARY, OR CONSEQUENTIAL
DAMAGES (INCLUDING, BUT NOT LIMITED TO,
PROCUREMENT OF SUBSTITUTE GOODS
OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR
BUSINESS INTERRUPTION)
HOWEVER CAUSED AND ON ANY THEORY OF
LIABILITY, WHETHER IN CONTRACT, STRICT
LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR
OTHERWISE) ARISING IN ANY WAY
OUT OF THE USE OF THIS SOFTWARE, EVEN IF
ADVISED OF THE POSSIBILITY OF
SUCH DAMAGE.

wayland

URL: <http://wayland.freedesktop.org/>

Copyright © 2008–2012 Kristian Høgsberg

Copyright © 2010–2012 Intel Corporation

Copyright © 2011 Benjamin Franzke

Copyright © 2012 Collabora, Ltd.

Permission is hereby granted, free of charge, to any
person obtaining a

copy of this software and associated documentation
files (the "Software"),

to deal in the Software without restriction, including
without limitation

the rights to use, copy, modify, merge, publish,
distribute, sublicense,

and/or sell copies of the Software, and to permit
persons to whom the

Software is furnished to do so, subject to the
following conditions:

The above copyright notice and this permission
notice (including the next

paragraph) shall be included in all copies or
substantial portions of the

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT
WARRANTY OF ANY KIND, EXPRESS OR

IMPLIED, INCLUDING BUT NOT LIMITED TO THE
WARRANTIES OF MERCHANTABILITY,

FITNESS FOR A PARTICULAR PURPOSE AND
NONINFRINGEMENT. IN NO EVENT SHALL

THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE
FOR ANY CLAIM, DAMAGES OR OTHER
LIABILITY, WHETHER IN AN ACTION OF CONTRACT,
TORT OR OTHERWISE, ARISING
FROM, OUT OF OR IN CONNECTION WITH THE
SOFTWARE OR THE USE OR OTHER
DEALINGS IN THE SOFTWARE.

The above is the version of the MIT "Expat" License
used by X.org:

<http://cgit.freedesktop.org/xorg/xserver/tree/COPYING>

wayland-protocols

URL: <http://wayland.freedesktop.org/>

Copyright © 2008–2013 Kristian Høgsberg

Copyright © 2010–2013 Intel Corporation

Copyright © 2013 Rafael Antognolli

Copyright © 2013 Jasper St. Pierre

Copyright © 2014 Jonas Ådahl

Copyright © 2014 Jason Ekstrand

Copyright © 2014–2015 Collabora, Ltd.

Copyright © 2015 Red Hat Inc.

Permission is hereby granted, free of charge, to any
person obtaining a

copy of this software and associated documentation
files (the "Software"),

to deal in the Software without restriction, including
without limitation

the rights to use, copy, modify, merge, publish,
distribute, sublicense,

and/or sell copies of the Software, and to permit
persons to whom the

Software is furnished to do so, subject to the
following conditions:

The above copyright notice and this permission
notice (including the next

paragraph) shall be included in all copies or
substantial portions of the

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

The above is the version of the MIT "Expat" License used by X.org:

<http://cgit.freedesktop.org/xorg/xserver/tree/COPYING>

Web Animations JS

URL: <https://github.com/web-animations/web-animations-js>

WebRTC

URL: <http://www.webrtc.org>

Copyright (c) 2011, The WebRTC project authors. All rights reserved.

Redistribution and use in source and binary forms, with or without

modification, are permitted provided that the following conditions are

met:

* Redistributions of source code must retain the above copyright

notice, this list of conditions and the following disclaimer.

* Redistributions in binary form must reproduce the

above copyright

notice, this list of conditions and the following disclaimer in

the documentation and/or other materials provided with the

distribution.

* Neither the name of Google nor the names of its contributors may

be used to endorse or promote products derived from this software

without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS

"AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT

LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR

A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT

HOLDER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL,

SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT

LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE,

DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY

THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT

(INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE

OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

x86inc

URL:

<http://git.videolan.org/?p=x264.git;a=blob:f=common/x86/x86inc.asm>

```
.*****  
,  
*****
```

```
;* x86inc.asm
```

```
.*****  
,  
*****
```

```
;* Copyright (C) 2005-2011 x264 project
```

```

.*
;
; * Authors: Loren Merritt <lorenm@u.washington.edu>
;
; * Anton Mitrofanov
; <BugMaster@narod.ru>
;
; * Jason Garrett-Glaser
; <darkshikari@gmail.com>
;
; *
;
; * Permission to use, copy, modify, and/or distribute
; this software for any
;
; * purpose with or without fee is hereby granted,
; provided that the above
;
; * copyright notice and this permission notice appear
; in all copies.
;
; *
;
; * THE SOFTWARE IS PROVIDED "AS IS" AND THE
; AUTHOR DISCLAIMS ALL WARRANTIES
;
; * WITH REGARD TO THIS SOFTWARE INCLUDING
; ALL IMPLIED WARRANTIES OF
;
; * MERCHANTABILITY AND FITNESS. IN NO EVENT
; SHALL THE AUTHOR BE LIABLE FOR
;
; * ANY SPECIAL, DIRECT, INDIRECT, OR
; CONSEQUENTIAL DAMAGES OR ANY DAMAGES
;
; * WHATSOEVER RESULTING FROM LOSS OF USE,
; DATA OR PROFITS, WHETHER IN AN
;
; * ACTION OF CONTRACT, NEGLIGENCE OR OTHER
; TORTIOUS ACTION, ARISING OUT OF
;
; * OR IN CONNECTION WITH THE USE OR
; PERFORMANCE OF THIS SOFTWARE.
;
; *****
; *****
;
; This is a header file for the x264ASM assembly
; language, which uses
;
; NASM/YASM syntax combined with a large number
; of macros to provide easy
;
; abstraction between different calling conventions
; (x86_32, win64, linux64).
;
; It also has various other useful features to simplify
; writing the kind of
;
; DSP functions that are most often used in x264.
;
;
; Unlike the rest of x264, this file is available under an
; ISC license, as it
;
; has significant usefulness outside of x264 and we
; want it to be available
;
; to the largest audience possible. Of course, if you
; modify it for your own
;
; purposes to add a new feature, we strongly

```

encourage contributing a patch
 ; as this feature might be useful for others as well.
 Send patches or ideas
 ; 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

Copyright (C) 1995-2010 Jean-loup Gailly and Mark Adler

This software is provided 'as-is', without any
 express or implied
 warranty. In no event will the authors be held
 liable for any damages
 arising from the use of this software.

Permission is granted to anyone to use this
 software for any purpose,
 including commercial applications, and to alter it
 and redistribute it
 freely, subject to the following restrictions:

1. The origin of this software must not be misrepresented; you must not claim that you wrote the original software. If you use this software in a product, an acknowledgment in the product documentation would be appreciated but is not required.
2. Altered source versions must be plainly marked as such, and must not be misrepresented as being the original software.
3. This notice may not be removed or altered from any source distribution.

Jean-loup Gailly
 Mark Adler

*/

url_parse

URL: <http://mxr.mozilla.org/comm-central/source/mozilla/netwerk/base/src/nsURLParsers.cpp>

Copyright 2007, Google Inc.

All rights reserved.

Redistribution and use in source and binary forms, with or without

modification, are permitted provided that the following conditions are

met:

* Redistributions of source code must retain the above copyright

notice, this list of conditions and the following disclaimer.

* Redistributions in binary form must reproduce the above

copyright notice, this list of conditions and the following disclaimer

in the documentation and/or other materials provided with the

* Neither the name of Google Inc. nor the names of its

contributors may be used to endorse or promote products derived from

this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS

"AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT

LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR

A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT

OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL,

SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT

LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE,

DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY

THEORY OF LIABILITY, WHETHER IN CONTRACT,

STRICT LIABILITY, OR TORT

(INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE

OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

The file url_parse.cc is based on nsURLParsers.cc from Mozilla. This file is

licensed separately as follows:

The contents of this file are subject to the Mozilla Public License Version

the License. You may obtain a copy of the License at

<http://www.mozilla.org/MPL/>

Software distributed under the License is distributed on an "AS IS" basis,

WITHOUT WARRANTY OF ANY KIND, either express or implied. See the License

for the specific language governing rights and limitations under the

The Original Code is mozilla.org code.

The Initial Developer of the Original Code is Netscape Communications Corporation.

Portions created by the Initial Developer are Copyright (C) 1998

the Initial Developer. All Rights Reserved.

Contributor(s):

Darin Fisher (original author)

Alternatively, the contents of this file may be used under the terms of

either the GNU General Public License Version 2 or later (the "GPL"), or

the GNU Lesser General Public License Version 2.1 or later (the "LGPL"),

in which case the provisions of the GPL or the LGPL are applicable instead

of those above. If you wish to allow use of your version of this file only

under the terms of either the GPL or the LGPL, and not to allow others to use your version of this file under the terms of the MPL, indicate your decision by deleting the provisions above and replace them with the notice and other provisions required by the GPL or the LGPL. If you do not delete the provisions above, a recipient may use your version of this file under the terms of any one of the MPL, the GPL or the LGPL.

V8 JavaScript Engine

URL: <http://code.google.com/p/v8>

This license applies to all parts of V8 that are not externally

maintained libraries. The externally maintained libraries used by V8

are:

- PCRE test suite, located in `test/mjsunit/third_party/regexp-pcre/regexp-pcre.js`. This is based on the test suite from PCRE-7.3, which is copyrighted by the University of Cambridge and Google, Inc. The copyright notice and license are embedded in `regexp-pcre.js`.

- Layout tests, located in `test/mjsunit/third_party/object-keys`. These are based on layout tests from `webkit.org` which are copyrighted by Apple Computer, Inc. and released under a 3-clause BSD license.

- Strongtalk assembler, the basis of the files `assembler-arm-inl.h`, `assembler-arm.cc`, `assembler-arm.h`, `assembler-ia32-inl.h`, `assembler-ia32.cc`, `assembler-ia32.h`, `assembler-x64-inl.h`, `assembler-x64.cc`, `assembler-x64.h`, `assembler-mips-inl.h`, `assembler-mips.cc`, `assembler-mips.h`,

`assembler.cc` and `assembler.h`.

This code is copyrighted by Sun Microsystems Inc. and released under a 3-clause BSD license.

- Valgrind client API header, located at `third_party/valgrind/valgrind.h`

This is release under the BSD license.

These libraries have their own licenses; we recommend you read them, as their terms may differ from the terms below.

Further license information can be found in LICENSE files located in sub-directories.

Copyright 2014, the V8 project authors. All rights reserved.

Redistribution and use in source and binary forms, with or without

modification, are permitted provided that the following conditions are

met:

- * Redistributions of source code must retain the above copyright

- notice, this list of conditions and the following disclaimer.

- * Redistributions in binary form must reproduce the above

- copyright notice, this list of conditions and the following

- disclaimer in the documentation and/or other materials provided

- with the distribution.

- * Neither the name of Google Inc. nor the names of its

- contributors may be used to endorse or promote products derived

- from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS

"AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT

LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

fdlibm

URL: <http://www.netlib.org/fdlibm/>

Copyright (C) 1993-2004 by Sun Microsystems, Inc.
All rights reserved.

Developed at SunSoft, a Sun Microsystems, Inc. business.

Permission to use, copy, modify, and distribute this software is freely granted, provided that this notice is preserved.

Strongtalk

URL: <http://www.strongtalk.org/>

Copyright (c) 1994-2006 Sun Microsystems Inc.
All Rights Reserved.

Redistribution and use in source and binary forms, with or without

modification, are permitted provided that the following conditions are

met:

- Redistributions of source code must retain the above copyright notice,
this list of conditions and the following disclaimer.

- Redistribution in binary form must reproduce the above copyright

notice, this list of conditions and the following disclaimer in the

documentation and/or other materials provided with the distribution.

- Neither the name of Sun Microsystems or the names of contributors may

be used to endorse or promote products derived from this software without

specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS

IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO,

THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR

PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT OWNER OR

CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL,

EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO,

PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR

PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF

LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING

NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS

SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

Extra bundled binaries

name License

libcap URL:

<https://sites.google.com/site/fullycapable/>

Unless otherwise *explicitly* stated, the following text describes the

licensed conditions under which the contents of this libcap release

may be used and distributed:

Redistribution and use in source and binary forms of libcap, with

or without modification, are permitted provided that the following

conditions are met:

notice, and this entire permission notice in its entirety,

including the disclaimer of warranties.

copyright notices, this list of conditions, and the following

disclaimer in the documentation and/or other materials provided

with the distribution.

products derived from this software without their specific prior

written permission.

ALTERNATIVELY, this product may be distributed under the terms of the

GNU General Public License (v2.0 - see below), in which case the

provisions of the GNU GPL are required INSTEAD OF the above restrictions.

(This clause is necessary due to a potential conflict between the GNU GPL and the restrictions contained in a BSD-style

THIS SOFTWARE IS PROVIDED "AS IS" AND ANY EXPRESS OR IMPLIED

WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF

MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED.

IN NO EVENT SHALL THE AUTHOR(S) BE LIABLE FOR ANY DIRECT, INDIRECT,

INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING,

BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS

OF USE, DATA, OR PROFITS; OR BUSINESS

INTERRUPTION) HOWEVER CAUSED AND

ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR

TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE

USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

libnsspem

URL: <https://git.fedorahosted.org/cgit/nss-pem.git>

/* ***** BEGIN LICENSE BLOCK *****

* Version: MPL 1.1/GPL 2.0/LGPL 2.1

*

* The contents of this file are subject to the Mozilla Public License Version

* 1.1 (the "License"); you may not use this file except in compliance with

* the License. You may obtain a copy of the License at

* <http://www.mozilla.org/MPL/>

*

* Software distributed under the License is distributed on an "AS IS" basis,

* WITHOUT WARRANTY OF ANY KIND, either express or implied. See the License

* for the specific language governing rights and limitations under the

* License.

*

* The Original Code is the Netscape security libraries.

*

* The Initial Developer of the Original Code is

* Netscape Communications Corporation.

* Portions created by the Initial Developer are Copyright (C) 1994-2000

* the Initial Developer. All Rights Reserved.

*

* Contributor(s):

* Rob Crittenden (rcritten@redhat.com)

*

* Alternatively, the contents of this file may be used under the terms of

- * either the GNU General Public License Version 2 or later (the "GPL"), or
- * the GNU Lesser General Public License Version 2.1 or later (the "LGPL"),
- * in which case the provisions of the GPL or the LGPL are applicable instead
- * of those above. If you wish to allow use of your version of this file only
- * under the terms of either the GPL or the LGPL, and not to allow others to
- * use your version of this file under the terms of the MPL, indicate your
- * decision by deleting the provisions above and replace them with the notice
- * and other provisions required by the GPL or the LGPL. If you do not delete
- * the provisions above, a recipient may use your version of this file under
- * the terms of any one of the MPL, the GPL or the LGPL.

* ***** END LICENSE BLOCK ***** */

Return to Documentation index.

© Opera TV AS 2015. Confidential information of Opera TV.

BSD LICENSE

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

THIS SOFTWARE IS PROVIDED BY THE REGENTS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE REGENTS OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

MIT LICENSE

Permission is hereby granted, free of charge, to any person obtaining

a copy of this software and associated documentation files (the

"Software"), to deal in the Software without restriction, including

without limitation the rights to use, copy, modify, merge, publish,

distribute, sublicense, and/or sell copies of the Software, and to

permit persons to whom the Software is furnished to do so, subject to

the following conditions:

The above copyright notice and this permission notice shall be included

in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND,

EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF

MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT.

IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY

CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT,

TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE

SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

This copy of the libpng notices is provided for your convenience. In case of

any discrepancy between this copy and the notices in the file png.h that is

included in the libpng distribution, the latter shall prevail.

COPYRIGHT NOTICE, DISCLAIMER, and LICENSE:

If you modify libpng you may insert additional notices immediately following

this sentence.

This code is released under the libpng license.

libpng versions 1.2.6, August 15, 2004, through 1.4.1, February 25, 2010, are

Copyright (c) 2004, 2006-2007 Glenn Randers-Pehrson, and are

distributed according to the same disclaimer and license as libpng-1.2.5

with the following individual added to the list of Contributing Authors

Cosmin Truta

libpng versions 1.0.7, July 1, 2000, through 1.2.5 - October 3, 2002, are

Copyright (c) 2000-2002 Glenn Randers-Pehrson, and are

distributed according to the same disclaimer and license as libpng-1.0.6

with the following individuals added to the list of Contributing Authors

Simon-Pierre Cadieux

Eric S. Raymond

Gilles Vollant

and with the following additions to the disclaimer:

There is no warranty against interference with your enjoyment of the

library or against infringement. There is no warranty that our

efforts or the library will fulfill any of your particular purposes

or needs. This library is provided with all faults, and the entire

risk of satisfactory quality, performance, accuracy, and effort is with

the user.

libpng versions 0.97, January 1998, through 1.0.6, March 20, 2000, are

Copyright (c) 1998, 1999 Glenn Randers-Pehrson, and are

distributed according to the same disclaimer and license as libpng-0.96,

with the following individuals added to the list of Contributing Authors:

Tom Lane

Glenn Randers-Pehrson

Willem van Schaik

libpng versions 0.89, June 1996, through 0.96, May 1997, are

Copyright (c) 1996, 1997 Andreas Dilger

Distributed according to the same disclaimer and license as libpng-0.88,

with the following individuals added to the list of Contributing Authors:

John Bowler

Kevin Bracey

Sam Bushell

Magnus Holmgren

Greg Roelofs

Tom Tanner

libpng versions 0.5, May 1995, through 0.88, January 1996, are

Copyright (c) 1995, 1996 Guy Eric Schalnat, Group 42, Inc.

For the purposes of this copyright and license, "Contributing Authors"

is defined as the following set of individuals:

Andreas Dilger

Dave Martindale

Guy Eric Schalnat

Paul Schmidt

Tim Wegner

The PNG Reference Library is supplied "AS IS". The Contributing Authors

and Group 42, Inc. disclaim all warranties, expressed or implied,

including, without limitation, the warranties of merchantability and of

fitness for any purpose. The Contributing Authors and Group 42, Inc.

assume no liability for direct, indirect, incidental, special, exemplary,

or consequential damages, which may result from the use of the PNG

Reference Library, even if advised of the possibility of such damage.

Permission is hereby granted to use, copy, modify, and distribute this

source code, or portions hereof, for any purpose, without fee, subject

to the following restrictions:

be misrepresented as being the original source.

source or altered source distribution.

The Contributing Authors and Group 42, Inc. specifically permit, without

fee, and encourage the use of this source code as a component to

supporting the PNG file format in commercial products. If you use this

source code in a product, acknowledgment is not required but would be

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

boxes and the like:

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

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

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

Libpng is OSI Certified Open Source Software. OSI Certified Open Source is a certification mark of the Open Source Initiative.

Glenn Randers-Pehrson

glennrp at users.sourceforge.net

February 25, 2010

This software is based in part on the work of the FreeType Team.

The FreeType Project
LICENSE

2006-Jan-27

Copyright 1996-2002,
2006 by
David Turner, Robert Wilhelm, and
Werner Lemberg

Introduction

=====

The FreeType Project is distributed in several archive packages;

some of them may contain, in addition to the FreeType font engine,

various tools and contributions which rely on, or relate to, the

FreeType Project.

This license applies to all files found in such packages, and

which do not fall under their own explicit license. The license

affects thus the FreeType font engine, the test programs,

documentation and makefiles, at the very least.

This license was inspired by the BSD, Artistic, and IJG

(Independent JPEG Group) licenses, which all encourage inclusion

and use of free software in commercial and freeware products

alike. As a consequence, its main points are that:

o We don't promise that this software works. However, we will be

interested in any kind of bug reports. ('as is' distribution)

o You can use this software for whatever you want, in parts or

full form, without having to pay us. ('royalty-free' usage)

o You may not pretend that you wrote this software. If you use

it, or only parts of it, in a program, you must acknowledge

somewhere in your documentation that you have used the

FreeType code. ('credits')

We specifically permit and encourage the inclusion of this

software, with or without modifications, in commercial products.

We disclaim all warranties covering The FreeType Project and

assume no liability related to The FreeType Project.

Finally, many people asked us for a preferred form for a

credit/disclaimer to use in compliance with this license. We thus

encourage you to use the following text:

""

Portions of this software are copyright <year> The FreeType

Project (www.freetype.org). All rights reserved.

""

Please replace <year> with the value from the FreeType version you

actually use.

Legal Terms

=====

Throughout this license, the terms 'package', 'FreeType Project',

and 'FreeType archive' refer to the set of files originally

distributed by the authors (David Turner, Robert Wilhelm, and

Werner Lemberg) as the 'FreeType Project', be they named as alpha,

beta or final release.

'You' refers to the licensee, or person using the project, where

'using' is a generic term including compiling the project's source

code as well as linking it to form a 'program' or 'executable'.

This program is referred to as 'a program using the FreeType

engine'.

This license applies to all files distributed in the original

FreeType Project, including all source code, binaries and

documentation, unless otherwise stated in the file in its

original, unmodified form as distributed in the original archive.

If you are unsure whether or not a particular file is covered by

this license, you must contact us to verify this.

The FreeType Project is copyright (C) 1996-2000 by David Turner,

Robert Wilhelm, and Werner Lemberg. All rights reserved except as

specified below.

THE FREETYPE PROJECT IS PROVIDED 'AS IS' WITHOUT WARRANTY OF ANY

KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO,

WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR

PURPOSE. IN NO EVENT WILL ANY OF THE

AUTHORS OR COPYRIGHT HOLDERS

BE LIABLE FOR ANY DAMAGES CAUSED BY THE
USE OR THE INABILITY TO
USE, OF THE FREETYPE PROJECT.

This license grants a worldwide, royalty-
free, perpetual and

irrevocable right and license to use, execute,
perform, compile,

display, copy, create derivative works of,
distribute and

sublicense the FreeType Project (in both source
and object code

forms) and derivative works thereof for any
purpose; and to

authorize others to exercise some or all of the
rights granted

herein, subject to the following conditions:

o Redistribution of source code must retain
this license file

('FTL.TXT') unaltered; any additions,
deletions or changes to

the original files must be clearly indicated in
accompanying

documentation. The copyright notices
of the unaltered,

original files must be preserved in all
copies of source

files.

o Redistribution in binary form must provide a
disclaimer that

states that the software is based in part of
the work of the

FreeType Team, in the distribution
documentation. We also

encourage you to put an URL to the FreeType
web page in your

documentation, though this isn't mandatory.

These conditions apply to any software derived
from or based on

the FreeType Project, not just the unmodified
files. If you use

our work, you must acknowledge us. However,

no fee need be paid

to us.

Neither the FreeType authors and contributors
nor you shall use

the name of the other for commercial, advertising,
or promotional

purposes without specific prior written permission.

We suggest, but do not require, that you use one
or more of the

following phrases to refer to this software in your
documentation

or advertising materials: 'FreeType Project',
'FreeType Engine',

'FreeType library', or 'FreeType Distribution'.

As you have not signed this license, you are
not required to

accept it. However, as the FreeType
Project is copyrighted

material, only this license, or another one
contracted with the

authors, grants you the right to use, distribute,
and modify it.

Therefore, by using, distributing, or modifying
the FreeType

Project, you indicate that you understand and
accept all the terms

of this license.

There are two mailing lists related to FreeType:

o freetype@nongnu.org

Discusses general use and applications of
FreeType, as well as

future and wanted additions to the library
and distribution.

If you are looking for support, start in this
list if you

haven't found anything to help you in the
documentation.

- o freetype-devel@nongnu.org

Discusses bugs, as well as engine
internals, design issues,
specific licenses, porting, etc.

Our home page can be found at

<http://www.freetype.org>

--- end of FTL.TXT ---

MOZILLA PUBLIC
LICENSE

Version 1.1

1.0.1. "Commercial Use" means distribution or
otherwise making the
Covered Code available to a third party.

1.1. "Contributor" means each entity that creates
or contributes to
the creation of Modifications.

1.2. "Contributor Version" means the
combination of the Original
Code, prior Modifications used by a Contributor,
and the Modifications
made by that particular Contributor.

1.3. "Covered Code" means the Original Code or
Modifications or the
combination of the Original Code and
Modifications, in each case
including portions thereof.

1.4. "Electronic Distribution Mechanism" means
a mechanism generally
accepted in the software development
community for the electronic

transfer of data.

1.5. "Executable" means Covered Code in any
form other than Source
Code.

1.6. "Initial Developer" means the individual or
entity identified
as the Initial Developer in the Source Code
notice required by Exhibit
A.

1.7. "Larger Work" means a work which
combines Covered Code or
portions thereof with code not governed by the
terms of this License.

1.8. "License" means this document.

1.8.1. "Licensable" means having the right to
grant, to the maximum
extent possible, whether at the time of the
initial grant or
subsequently acquired, any and all of the rights
conveyed herein.

1.9. "Modifications" means any addition to or
deletion from the
substance or structure of either the Original
Code or any previous
Modifications. When Covered Code is released
as a series of files, a
Modification is:
A. Any addition to or deletion from the
contents of a file
containing Original Code or previous
Modifications.

B. Any new file that contains any part of
the Original Code or
previous Modifications.

1.10. "Original Code" means Source Code of
computer software code
which is described in the Source Code notice
required by Exhibit A as

Original Code, and which, at the time of its release under this

License is not already Covered Code governed by this License.

1.10.1. "Patent Claims" means any patent claim(s), now owned or

hereafter acquired, including without limitation, method, process,

and apparatus claims, in any patent Licensable by grantor.

1.11. "Source Code" means the preferred form of the Covered Code for

making modifications to it, including all modules it contains, plus

any associated interface definition files, scripts used to control

compilation and installation of an Executable, or source code

differential comparisons against either the Original Code or another

well known, available Covered Code of the Contributor's choice. The

Source Code can be in a compressed or archival form, provided the

appropriate decompression or de-archiving software is widely available

for no charge.

1.12. "You" (or "Your") means an individual or a legal entity

exercising rights under, and complying with all of the terms of, this

License or a future version of this License issued under Section 6.1.

For legal entities, "You" includes any entity which controls, is

controlled by, or is under common control with You. For purposes of

this definition, "control" means (a) the power, direct or indirect,

to cause the direction or management of such entity, whether by

contract or otherwise, or (b) ownership of more than fifty percent

(50%) of the outstanding shares or beneficial ownership of such

entity.

2.1. The Initial Developer Grant.

The Initial Developer hereby grants You a world-wide, royalty-free,

non-exclusive license, subject to third party intellectual property

claims:

(a) under intellectual property rights (other than patent or

trademark) Licensable by Initial Developer to use, reproduce,

modify, display, perform, sublicense and distribute the Original

Code (or portions thereof) with or without Modifications, and/or

as part of a Larger Work; and

(b) under Patents Claims infringed by the making, using or

selling of Original Code, to make, have made, use, practice,

sell, and offer for sale, and/or otherwise dispose of the

Original Code (or portions thereof).

(c) the licenses granted in this Section 2.1(a) and (b) are

effective on the date Initial Developer first distributes

Original Code under the terms of this License.

(d) Notwithstanding Section 2.1(b) above, no patent license is

granted: 1) for code that You delete from the Original Code; 2)

separate from the Original Code; or 3) for infringements caused

by: i) the modification of the Original Code or ii) the

combination of the Original Code with other software or devices.

2.2. Contributor Grant.

Subject to third party intellectual property claims, each Contributor

hereby grants You a world-wide, royalty-free, non-exclusive license

(a) under intellectual property rights (other than patent or trademark) Licensable by Contributor, to use, reproduce, modify, display, perform, sublicense and distribute the Modifications created by such Contributor (or portions thereof) either on an unmodified basis, with other Modifications, as Covered Code and/or as part of a Larger Work; and

(b) under Patent Claims infringed by the making, using, or selling of Modifications made by that Contributor either alone and/or in combination with its Contributor Version (or portions of such combination), to make, use, sell, offer for sale, have made, and/or otherwise dispose of: 1) Modifications made by that Contributor (or portions thereof); and 2) the combination of Modifications made by that Contributor with its Contributor Version (or portions of such combination).

(c) the licenses granted in Sections 2.2(a) and 2.2(b) are effective on the date Contributor first makes Commercial Use of the Covered Code.

(d) Notwithstanding Section 2.2(b) above, no patent license is granted: 1) for any code that Contributor has deleted from the Contributor Version; 2) separate from the Contributor Version; 3) for infringements caused by: i) third party modifications of Contributor Version or ii) the combination of Modifications made

by that Contributor with other software (except as part of the

Contributor Version) or other devices; or 4) under Patent Claims

infringed by Covered Code in the absence of Modifications made by that Contributor.

3.1. Application of License.

The Modifications which You create or to which You contribute are

governed by the terms of this License, including without limitation

Section 2.2. The Source Code version of Covered Code may be

distributed only under the terms of this License or a future version

of this License released under Section 6.1, and You must include a

copy of this License with every copy of the Source Code You

distribute. You may not offer or impose any terms on any Source Code

version that alters or restricts the applicable version of this

License or the recipients' rights hereunder. However, You may include

an additional document offering the additional rights described in

Section 3.5.

3.2. Availability of Source Code.

Any Modification which You create or to which You contribute must be

made available in Source Code form under the terms of this License

either on the same media as an Executable version or via an accepted

Electronic Distribution Mechanism to anyone to whom you made an

Executable version available; and if made available via Electronic

Distribution Mechanism, must remain available for at least twelve (12)

months after the date it initially became available, or at least six

(6) months after a subsequent version of that particular Modification

has been made available to such recipients.
You are responsible for

ensuring that the Source Code version remains
available even if the

Electronic Distribution Mechanism is maintained
by a third party.

3.3. Description of Modifications.

You must cause all Covered Code to which You
contribute to contain a

file documenting the changes You made to
create that Covered Code and

the date of any change. You must include a
prominent statement that

the Modification is derived, directly or indirectly,
from Original

Code provided by the Initial Developer and
including the name of the

Initial Developer in (a) the Source Code, and (b)
in any notice in an

Executable version or related documentation in
which You describe the

origin or ownership of the Covered Code.

3.4. Intellectual Property Matters

(a) Third Party Claims.

If Contributor has knowledge that a
license under a third party's

intellectual property rights is required to
exercise the rights

granted by such Contributor under
Sections 2.1 or 2.2,

Contributor must include a text file with
the Source Code

distribution titled "LEGAL" which
describes the claim and the

party making the claim in sufficient detail
that a recipient will

know whom to contact. If Contributor
obtains such knowledge after

the Modification is made available as
described in Section 3.2,

Contributor shall promptly modify the
LEGAL file in all copies

Contributor makes available thereafter
and shall take other steps

(such as notifying appropriate mailing
lists or newsgroups)

reasonably calculated to inform those
who received the Covered

Code that new knowledge has been
obtained.

(b) Contributor APIs.

If Contributor's Modifications include an
application programming

interface and Contributor has knowledge
of patent licenses which

are reasonably necessary to implement
that API, Contributor must

also include this information in the
LEGAL file.

(c) Representations.

Contributor represents that, except as
disclosed pursuant to

Section 3.4(a) above, Contributor
believes that Contributor's

Modifications are Contributor's original
creation(s) and/or

Contributor has sufficient rights to grant
the rights conveyed by

this License.

3.5. Required Notices.

You must duplicate the notice in Exhibit A in
each file of the Source

Code. If it is not possible to put such notice in
a particular Source

Code file due to its structure, then You must
include such notice in a

location (such as a relevant directory) where a
user would be likely

to look for such a notice. If You created one or
more Modification(s)

You may add your name as a Contributor to the
notice described in

Exhibit A. You must also duplicate this License
in any documentation

for the Source Code where You describe
recipients' rights or ownership

rights relating to Covered Code. You may
choose to offer, and to

charge a fee for, warranty, support, indemnity or
liability

obligations to one or more recipients of

Covered Code. However, You

may do so only on Your own behalf, and not on behalf of the Initial

Developer or any Contributor. You must make it absolutely clear than

any such warranty, support, indemnity or liability obligation is

offered by You alone, and You hereby agree to indemnify the Initial

Developer and every Contributor for any liability incurred by the

Initial Developer or such Contributor as a result of warranty,

support, indemnity or liability terms You offer.

3.6. Distribution of Executable Versions.

You may distribute Covered Code in Executable form only if the

requirements of Section 3.1–3.5 have been met for that Covered Code,

and if You include a notice stating that the Source Code version of

the Covered Code is available under the terms of this License,

including a description of how and where You have fulfilled the

obligations of Section 3.2. The notice must be conspicuously included

in any notice in an Executable version, related documentation or

collateral in which You describe recipients' rights relating to the

Covered Code. You may distribute the Executable version of Covered

Code or ownership rights under a license of Your choice, which may

contain terms different from this License, provided that You are in

compliance with the terms of this License and that the license for the

Executable version does not attempt to limit or alter the recipient's

rights in the Source Code version from the rights set forth in this

License. If You distribute the Executable version under a different

license You must make it absolutely clear that any terms which differ

from this License are offered by You alone, not by the Initial

Developer or any Contributor. You hereby agree to indemnify the

Initial Developer and every Contributor for any liability incurred by

the Initial Developer or such Contributor as a result of any such

terms You offer.

3.7. Larger Works.

You may create a Larger Work by combining Covered Code with other code

not governed by the terms of this License and distribute the Larger

Work as a single product. In such a case, You must make sure the

requirements of this License are fulfilled for the Covered Code.

If it is impossible for You to comply with any of the terms of this

License with respect to some or all of the Covered Code due to

statute, judicial order, or regulation then You must: (a) comply with

the terms of this License to the maximum extent possible; and (b)

describe the limitations and the code they affect. Such description

must be included in the LEGAL file described in Section 3.4 and must

be included with all distributions of the Source Code. Except to the

extent prohibited by statute or regulation, such description must be

sufficiently detailed for a recipient of ordinary skill to be able to

understand it.

This License applies to code to which the Initial Developer has

attached the notice in Exhibit A and to related Covered Code.

6.1. New Versions.

Netscape Communications Corporation ("Netscape") may publish revised

and/or new versions of the License from time to time. Each version

will be given a distinguishing version number.

6.2. Effect of New Versions.

Once Covered Code has been published under a particular version of the

License, You may always continue to use it under the terms of that

version. You may also choose to use such Covered Code under the terms

of any subsequent version of the License published by Netscape. No one

other than Netscape has the right to modify the terms applicable to

Covered Code created under this License.

6.3. Derivative Works.

If You create or use a modified version of this License (which you may

only do in order to apply it to code which is not already Covered Code

governed by this License), You must (a) rename Your license so that

the phrases "Mozilla", "MOZILLAPL", "MOZPL", "Netscape",

"MPL", "NPL" or any confusingly similar phrase do not appear in your

license (except to note that your license differs from this License)

and (b) otherwise make it clear that Your version of the license

contains terms which differ from the Mozilla Public License and

Netscape Public License. (Filling in the name of the Initial

Developer, Original Code or Contributor in the notice described in

Exhibit A shall not of themselves be deemed to be modifications of

this License.)

COVERED CODE IS PROVIDED UNDER THIS LICENSE ON AN "AS IS" BASIS,

WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING,

WITHOUT LIMITATION, WARRANTIES THAT THE COVERED CODE IS FREE OF

DEFECTS, MERCHANTABLE, FIT FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT.

THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE COVERED CODE

IS WITH YOU. SHOULD ANY COVERED CODE PROVE DEFECTIVE IN ANY RESPECT,

YOU (NOT THE INITIAL DEVELOPER OR ANY OTHER CONTRIBUTOR) ASSUME THE

COST OF ANY NECESSARY SERVICING, REPAIR OR CORRECTION. THIS DISCLAIMER

OF WARRANTY CONSTITUTES AN ESSENTIAL PART OF THIS LICENSE. NO USE OF

ANY COVERED CODE IS AUTHORIZED HEREUNDER EXCEPT UNDER THIS DISCLAIMER.

8.1. This License and the rights granted hereunder will terminate

automatically if You fail to comply with terms herein and fail to cure

such breach within 30 days of becoming aware of the breach. All

sublicenses to the Covered Code which are properly granted shall

survive any termination of this License. Provisions which, by their

nature, must remain in effect beyond the termination of this License

shall survive.

8.2. If You initiate litigation by asserting a patent infringement

claim (excluding declaratory judgment actions) against Initial Developer

or a Contributor (the Initial Developer or Contributor against whom

You file such action is referred to as "Participant") alleging that:

(a) such Participant's Contributor Version directly or indirectly

infringes any patent, then any and all rights granted by such

Participant to You under Sections 2.1 and/or 2.2 of this License

shall, upon 60 days notice from Participant terminate prospectively,

unless if within 60 days after receipt of notice You either: (i)

agree in writing to pay Participant a mutually agreeable reasonable

royalty for Your past and future use of Modifications made by such

Participant, or (ii) withdraw Your litigation claim with respect to

the Contributor Version against such Participant. If within 60 days

of notice, a reasonable royalty and payment arrangement are not

mutually agreed upon in writing by the parties or the litigation claim

is not withdrawn, the rights granted by Participant to You under

Sections 2.1 and/or 2.2 automatically terminate at the expiration of

the 60 day notice period specified above.

(b) any software, hardware, or device, other than such Participant's

Contributor Version, directly or indirectly infringes any patent, then

any rights granted to You by such Participant under Sections 2.1(b)

and 2.2(b) are revoked effective as of the date You first made, used,

sold, distributed, or had made, Modifications made by that

Participant.

8.3. If You assert a patent infringement claim against Participant

alleging that such Participant's Contributor Version directly or

indirectly infringes any patent where such claim is resolved (such as

by license or settlement) prior to the initiation of patent

infringement litigation, then the reasonable value of the licenses

granted by such Participant under Sections 2.1 or 2.2 shall be taken

into account in determining the amount or value of any payment or

license.

8.4. In the event of termination under Sections 8.1 or 8.2 above,

all end user license agreements (excluding distributors and resellers)

which have been validly granted by You or any distributor hereunder

prior to termination shall survive termination.

UNDER NO CIRCUMSTANCES AND UNDER NO LEGAL THEORY, WHETHER TORT

(INCLUDING NEGLIGENCE), CONTRACT, OR OTHERWISE, SHALL YOU, THE INITIAL

DEVELOPER, ANY OTHER CONTRIBUTOR, OR ANY DISTRIBUTOR OF COVERED CODE,

OR ANY SUPPLIER OF ANY OF SUCH PARTIES, BE LIABLE TO ANY PERSON FOR

ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES OF ANY

CHARACTER INCLUDING, WITHOUT LIMITATION, DAMAGES FOR LOSS OF GOODWILL,

WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER

COMMERCIAL DAMAGES OR LOSSES, EVEN IF SUCH PARTY SHALL HAVE BEEN

INFORMED OF THE POSSIBILITY OF SUCH DAMAGES. THIS LIMITATION OF

LIABILITY SHALL NOT APPLY TO LIABILITY FOR DEATH OR PERSONAL INJURY

RESULTING FROM SUCH PARTY'S NEGLIGENCE TO THE EXTENT APPLICABLE LAW

PROHIBITS SUCH LIMITATION. SOME JURISDICTIONS DO NOT ALLOW THE

EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO

THIS EXCLUSION AND LIMITATION MAY NOT APPLY TO YOU.

The Covered Code is a "commercial item," as that term is defined in

48 C.F.R. 2.101 (Oct. 1995), consisting of "commercial computer

software" and "commercial computer software documentation," as such

terms are used in 48 C.F.R. 12.212 (Sept. 1995). Consistent with 48

C.F.R. 12.212 and 48 C.F.R. 227.7202-1 through 227.7202-4 (June 1995),

all U.S. Government End Users acquire Covered Code with only those

rights set forth herein.

This License represents the complete agreement concerning subject matter hereof. If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable. This License shall be governed by California law provisions (except to the extent applicable law, if any, provides otherwise), excluding its conflict-of-law provisions.

With respect to disputes in which at least one party is a citizen of, or an entity chartered or registered to do business in the United States of America, any litigation relating to this License shall be subject to the jurisdiction of the Federal Courts of the Northern District of California, with venue lying in Santa Clara County, California, with the losing party responsible for costs, including without limitation, court costs and reasonable attorneys' fees and expenses. The application of the United Nations Convention on Contracts for the International Sale of Goods is expressly excluded.

Any law or regulation which provides that the language of a contract shall be construed against the drafter shall not apply to this License.

As between Initial Developer and the Contributors, each party is responsible for claims and damages arising, directly or indirectly, out of its utilization of rights under this License and You agree to work with Initial Developer and Contributors to distribute such responsibility on an equitable basis. Nothing herein is intended or shall be deemed to constitute any admission of

liability.

Initial Developer may designate portions of the Covered Code as

"Multiple-Licensed". "Multiple-Licensed" means that the Initial

Developer permits you to utilize portions of the Covered Code under

Your choice of the NPL or the alternative licenses, if any, specified

by the Initial Developer in the file described in Exhibit A.

EXHIBIT A -Mozilla Public License.

"The contents of this file are subject to the Mozilla Public License

Version 1.1 (the "License"); you may not use this file except in

compliance with the License. You may obtain a copy of the License at

<http://www.mozilla.org/MPL/>

Software distributed under the License is distributed on an "AS IS"

basis, WITHOUT WARRANTY OF ANY KIND, either express or implied. See the

License for the specific language governing rights and limitations

under the License.

The Original Code is

The Initial Developer of the Original Code is

Portions created by _____ are Copyright (C) _____

_____. All Rights Reserved.

Contributor(s):

Alternatively, the contents of this file may be used under the terms

of the _____ license (the "[_____] License"), in which case the

provisions of [_____] License are applicable instead of those

above. If you wish to allow use of your version of this file only

under the terms of the [_____] License and not to allow others to use

your version of this file under the MPL, indicate your decision by

deleting the provisions above and replace them with the notice and

other provisions required by the [_____] License. If you do not delete

the provisions above, a recipient may use your version of this file

under either the MPL or the [_____] License."

[NOTE: The text of this Exhibit A may differ slightly from the text of

the notices in the Source Code files of the Original Code. You should

use the text of this Exhibit A rather than the text found in the

Original Code Source Code for Your Modifications.]

22.6

Obaveštenja

Možete da dobijete obaveštenje o dostupnosti novog softvera za televizor koji može da se preuzme ili o drugim temama u vezi sa softverom.

Da biste pročitali ta obaveštenja...

- 1 - Pritisnite , izaberite opciju **Sve postavke**, a zatim pritisnite taster **OK**.
- 2 - Izaberite **Ažuriraj softver > Obaveštenja**.
- 3 - Ako postoji najava, možete da je pročitate ili da izaberete jednu od dostupnih najava.
- 4 - Da biste zatvorili meni, pritisnite taster **◀** (levo) više puta uzastopno ako je potrebno.

Specifikacije

23.1

Zaštita životne sredine

Evropska oznaka za energiju

Evropska oznaka za energiju pruža informacije o klasi energetske efikasnosti ovog proizvoda. Što je klasa energetske efikasnosti viša, niža je potrošnja energije.

Na oznaci je navedena klasa energetske efikasnosti, prosečna potrošnja energije kada je proizvod uključen i prosečna potrošnja energije tokom perioda od jedne godine. Informacije o potrošnji energije za ovaj proizvod možete da pronađete i na Web lokaciji kompanije Philips na adresi www.philips.com/TV

Tehničke informacije o proizvodu

65PUS7601

- Klasa energetske efikasnosti: A+
- Vidljiva veličina ekrana: 164 cm/65 inča
- Potrošnja u režimu uključenog napajanja (W): 105 W
- Godišnja potrošnja struje (kWh)*: 146 kWh
- Potrošnja u stanju pripravnosti (W)**: 0,30 W
- Rezolucija ekrana (u pikselima): 3840 x 2160p

* Potrošnja struje u kWh godišnje zasnovana na potrošnji televizora koji radi 4 sata dnevno 365 dana godišnje. Stvarna potrošnja struje zavisi od načina na koji se televizor koristi.

** Kada je televizor isključen pomoću daljinskog upravljača i kada nijedna funkcija nije aktivna.

Prestanak upotrebe

Odlaganje starog proizvoda i baterija

Proizvod je dizajniran i proizveden uz upotrebu materijala i komponenti visokog kvaliteta koji se mogu reciklirati i ponovo upotrebiti.



Simbol precrtane kante za otpatke na proizvodu znači da je taj proizvod obuhvaćen Evropskom direktivom 2012/19/EU.



Informišite se o lokalnom sistemu za odvojeno prikupljanje električnih i elektronskih proizvoda.

Pridržavajte se lokalnih pravila i ne odlažite stare proizvode zajedno sa običnim otpadom iz domaćinstva. Pravilno odlaganje starog proizvoda doprinosi sprečavanju potencijalno negativnih posledica po životnu sredinu ili zdravlje ljudi.

Proizvod sadrži baterije obuhvaćene Evropskom direktivom 2006/66/EZ, koje ne mogu biti odlagane sa uobičajenim otpadom iz domaćinstva.



Informišite se o lokalnim zakonima u vezi sa zasebnim prikupljanjem istrošenih baterija, pošto pravilno odlaganje baterija doprinosi sprečavanju negativnih posledica po životnu sredinu ili zdravlje ljudi.

23.2

Napajanje

Specifikacije mogu da se promene bez prethodne najave. Detaljnije specifikacije za ovaj proizvod potražite na Web lokaciji www.philips.com/support

Napajanje

- Napajanje iz električne mreže: AC 220–240 V +/-10%
- Temperatura okruženja: 5 °C do 35 °C
- Funkcije za uštedu energije: Ekološki režim, isključivanje ekrana (za radio), tajmer za automatsko isključivanje, meni Ekološke postavke.

Informacije o potrošnji struje potražite u poglavlju **Tehničke informacije o proizvodu**.

Oznaka napajanja koja je navedena na tipskoj pločici proizvoda predstavlja potrošnju energije ovog proizvoda tokom normalne kućne upotrebe (IEC 62087 izdanje 2). Maksimalna oznaka napajanja, koja je navedena u zgradama, služi kao bezbednosna vrednost (IEC 60065 izdanje 7.2).

23.3

Operativni sistem

Android OS:

Android Nougat 7

Prijem

- Ulaz za antenu: koaksijalni od 75 oma (IEC75)
- Opsezi tjunera: Hyperband, S-Channel, UHF, VHF
- DVB: DVB-T2 (podrška za HEVC), DVB-C (kabl) QAM
- Analogna reprodukcija video zapisa: SECAM, PAL
- Digitalna reprodukcija video zapisa: MPEG2 SD/HD (ISO/IEC 13818-2); MPEG4 SD/HD (ISO/IEC 14496-10)
- Reprodukcija digitalnog zvuka (ISO/IEC 13818-3)
- Ulaz za satelitsku antenu: Tip F od 75 oma
- Ulazni frekventni opseg: 950 do 2150 MHz
- Opseg ulaznog nivoa: 25 do 65 dBm
- DVB-S/S2 QPSK, brzina protoka 2 do 45 M simbola, SCPC i MCPC
- LNB: DiSEqC 1.0, podrška za 1 do 4 LNB uređaja, izbor polariteta 14/18 V, izbor opsega 22 kHz, režim selektivnog izbora, LNB napon, maks. 300 mA

Tip ekrana

Dijagonalna veličina ekrana

- 65PUS7601: 165 cm/65 inča

Rezolucija ekrana:

- 3840 x 2160p

Rezolucija ulaznog signala ekrana

Video formati

Rezolucija – frekvencija osvežavanja

- 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

Računarski formati

Rezolucije (između ostalih)

- 640 x 480p – 60 Hz
- 800 x 600p – 60 Hz
- 1024 x 768p – 60 Hz
- 1280 x 768p – 60 Hz
- 1360 x 765p – 60 Hz
- 1360 x 768p – 60 Hz
- 1280 x 1024p – 60 Hz
- 1920 x 1080p – 60 Hz
- 3840 x 2160p – 24 Hz, 25 Hz, 30 Hz, 50 Hz, 60 Hz

Dimenzije i težine

65PUS7601

- bez postolja za televizor:

Dužina 1449 mm – Visina 835 mm – Dubina 55,5 mm
– Težina ±26,3 kg

- sa postoljem za televizor:

Dužina 1449 mm – Visina 904 mm – Dubina 261 mm
– Težina ±27,5 kg

Mogućnost priključivanja

Bočna strana televizora

- HDMI 3 ulaz – ARC
- Ulaz HDMI 4 – MHL – ARC
- USB 2 – USB 2.0
- USB 3 – USB 3.0 (plavo)
- 1 Common Interface otvor: CI+/CAM
- Slušalice – stereo mini priključak od 3,5 mm

Zadnja strana televizora

- Audio ulaz (DVI na HDMI) – stereo mini priključak od 3,5 mm

- SCART: Audio L/D, CVBS ulaz, RGB

- YPbPr: Audio L D

Donja strana televizora

- Ulaz HDMI 1 – HDCP 2.2
- Ulaz HDMI 2 – HDCP 2.2
- USB 1 – USB 2.0
- Audio izlaz – optički Toslink
- LAN mreža – RJ45
- Antena (75 oma)
- Satelitski tjuner

Zvuk

- wOOx
- HD stereo
- Izlazna snaga (RMS): 30 W
- Dolby Digital Plus®
- DTS Premium Sound™

Multimedija

Povezivanje

- USB 2.0/USB 3.0
- Ethernet LAN RJ-45
- Wi-Fi 802.11a/b/g/n/ac (ugrađeni)
- BT2.1 sa EDR i BT4.0 sa BLE

Podržani USB sistemi datoteka

- FAT 16, FAT 32, NTFS

Medijski serveri, podržani

- Kontejneri: 3GP, AVCHD, AVI, MPEG-PS, MPEG-TS, MPEG-4, Matroska (MKV), Quicktime (MOV, M4V, M4A), Windows Media (ASF/WMV/WMA)
- Video kodeci: MPEG-1, MPEG-2, MPEG-4 Part 2, MPEG-4 Part 10 AVC (H264), H.265 (HEVC), VC-1, WMV9
- Audio kodeci: AAC, HE-AAC (v1/v2), AMR-NB, Dolby Digital, Dolby Digital Plus, DTS Premium Sound™, MPEG-1/2/2.5 Layer I/II/III (obuhvata MP3), WMA (v2 do v9.2), WMA Pro (v9/v10)
- Titlovi:
 - Formati: SAMI, SubRip (SRT), SubViewer (SUB), MicroDVD (TXT), mplayer2 (TXT), TMPlayer (TXT)
 - Kodne stranice znakova: UTF-8, Centralna Evropa i Istočna Evropa (Windows-1250), ćirilica (Windows-1251), grčki (Windows-1253), turski (Windows-1254), Zapadna Evropa (Windows-1252)
- Kodeci za slike: JPEG, PNG, BMP
- Ograničenja:
 - Maksimalno podržana ukupna brzina protoka podataka za multimedijalnu datoteku je 30 Mb/s.
 - Maksimalno podržana brzina protoka podataka video zapisa za multimedijalnu datoteku je 20 Mb/s.
 - MPEG-4 AVC (H.264) podržano je do High Profile @ L5.1.
 - H.265 (HEVC) podržano je do Main / Main 10 Profile do Level 5.1
 - VC-1 – podržano do Advanced Profile @ L3.

Podržani softver za medijski server (DMS)

- Možete da koristite bilo koji softver za medijski server sa DLNA V1.5 sertifikatom (DMS klase).
- Možete da koristite aplikaciju Philips TV Remote (iOS i Android) na mobilnim uređajima.

Performanse mogu da se razlikuju u zavisnosti od mogućnosti mobilnog uređaja i softvera koji se koristi.

Pomoć i podrška

24.1

Registrowanje televizora

Registrujte televizor i iskoristite čitav niz prednosti, što podrazumeva punu podršku (sa sadržajima za preuzimanje), privilegovani pristup informacijama o novim proizvodima, ekskluzivne ponude i popuste, prilike da osvojite nagrade, pa čak i da učestvujete u specijalnim anketama o novim proizvodima.

Posetite lokaciju www.philips.com/welcome

24.2

Korišćenje pomoći

Ovaj televizor nudi pomoć na ekranu .

Otvaranje pomoći

1 - Pritisnite taster  HOME.

2 - Izaberite **Postavke** > **Pomoć** > **Korisnički priručnik**.

Da biste pomoć čitali kao knjigu, izaberite opciju **Knjiga**. Da biste pretražili ključnu reč, izaberite opciju **Ključna reč**.

Takođe možete da otvorite  **Pomoć** u glavnom meniju ili meniju televizora.

Pre nego što primenite uputstva iz pomoći, zatvorite je.

Za neke radnje, kao što je teletekst, tasteri u boji imaju posebne funkcije i ne mogu da otvore pomoć.

Pomoć za televizor na tablet računaru, pametnom telefonu ili računaru

Da biste lakše izvršavali duže sekvence uputstava, možete da preuzmete pomoć za televizor u PDF formatu kako biste je čitali na pametnom telefonu, tablet računaru ili računaru. Pored toga, možete da odštampate relevantnu stranicu pomoći sa računara.

Da biste preuzeli pomoć (korisnički priručnik) posetite lokaciju www.philips.com/support

24.3

Rešavanje problema

Uključivanje i daljinski upravljač

Televizor neće da se uključi

- Isključite kabl za napajanje iz zidne utičnice. Sačekajte jedan minut, a zatim ga ponovo priključite.
- Proverite da li je kabl za napajanje čvrsto povezan.

Zvuk krckanja prilikom uključivanja ili isključivanja

Čuje se zvuk krckanja iz kućišta televizora prilikom njegovog uključivanja, isključivanja ili prebacivanja u stanje pripravnosti. Uzrok ovog zvuka je normalno širenje i skupljanje televizora dok se hladi i zagreva. To nema uticaj na performanse.

Televizor ne reaguje na daljinski upravljač

Televizoru je potrebno određeno vreme da se pokrene. Tokom tog vremena televizor ne reaguje na komande sa daljinskog upravljača ili televizora. Ovo je normalno ponašanje.

Ako televizor nastavi da ne reaguje na daljinski upravljač, možete da proverite da li daljinski upravljač radi pomoću fotoaparata na mobilnom telefonu.

Prebacite telefon u režim fotoaparata i uperite daljinski upravljač u objektiv fotoaparata. Ako pritisnete bilo koji taster na daljinskom upravljaču i primetite treperenje infracrvene LED diode kroz objektiv fotoaparata, daljinski upravljač funkcioniše. Potrebno je proveriti televizor.

Ako ne primetite treperenje, daljinski upravljač je možda pokvaren ili su baterije u njemu skoro ispražnjene.

Ovaj metod provere daljinskog upravljača nije moguć sa daljinskim upravljačima koji se bežično uparuju sa televizorom.

Televizor se vraća u stanje pripravnosti nakon što prikaže logotip kompanije Philips pri pokretanju

Kada se televizor isključi sa električne mreže i ponovo na nju priključi u režimu pripravnosti, prikazuje se početni ekran, nakon čega se televizor vraća u režim pripravnosti. Ovo je normalno ponašanje. Da biste ponovo uključili televizor iz režima pripravnosti, pritisnite taster  na daljinskom upravljaču ili televizoru.

Indikator stanja pripravnosti stalno treperi

Isključite kabl za napajanje iz zidne utičnice. Sačekajte 5 minuta pre nego što ponovo priključite kabl za napajanje. Ako se treperenje ponovi, obratite se centru za korisničku podršku za televizore kompanije Philips.

Kanali

Prilikom instalacije nije pronađen nijedan digitalni kanal

Pogledajte tehničke specifikacije i uverite se da televizor podržava DVB-T ili DVB-C u vašoj zemlji. Proverite da li su svi kablovi pravilno povezani i da je izabrana odgovarajuća mreža.

Prethodno instalirani kanali nisu na listi kanala

Proverite da li je izabrana odgovarajuća lista kanala.

DVB-T2 HEVC kanal

Pogledajte tehničke specifikacije da biste bili sigurni da televizor podržava DVB-T2 HEVC u vašoj zemlji i ponovo instalirajte DVB-T kanal.

Slika

Nema slike/izobličena slika

- Proverite da li je antena pravilno povezana na televizor.
- Proverite da li je ispravan uređaj izabran kao izvor prikaza.
- Proverite da li je spoljni uređaj ili izvor ispravno povezan.

Ima zvuka, ali nema slike

- Proverite da li su postavke slike ispravno podešene.

Slab prijem antenskih kanala

- Proverite da li je antena pravilno povezana na televizor.
- Zvučnici, neuzemljeni audio uređaji, neonska svetla, visoke zgrade i drugi veliki objekti mogu da utiču na kvalitet prijema. Ako je moguće, pokušajte da poboljšate kvalitet prijema promenom usmerenja antene ili pomeranjem uređaja dalje od televizora.
- Ako je prijem slab samo na jednom kanalu, fino podesite taj kanal.

Loš kvalitet slike sa uređaja

- Proverite da li je uređaj ispravno povezan.
- Proverite da li su postavke slike ispravno podešene.

Postavke slike se menjaju nakon određenog vremena

Proverite da li je opcija **Lokacija** podešena na **Dom**. U ovom režimu možete da menjate postavke i da ih čuvate.

Pojavljuje se reklamni baner

Proverite da li je opcija **Lokacija** podešena na **Dom**.

Slika se ne uklapa na ekran

Izaberite drugi format slike.

Format slike se menja sa menjanjem kanala

Izaberite format slike koji nije „Automatski“.

Položaj slike je nepravilan

Slika sa nekih uređaja možda neće moći pravilno da se uklopi na ekran. Proverite signal sa povezanog uređaja.

Slika sa računara nije stabilna

Proverite da li računar koristi podržanu rezoluciju i frekvenciju osvežavanja.

Zvuk

Nema zvuka ili je kvalitet zvuka slab

Ako se ne detektuje audio signal, televizor automatski isključuje audio izlaz – to ne ukazuje na kvar.

- Proverite da li su pravilno podešene postavke zvuka.
- Proverite da li su svi kablovi pravilno povezani.
- Proverite da zvuk nije isključen ili podešen na nulu.
- Proverite da li je audio izlaz televizora povezan na audio ulaz sistema kućnog bioskopa. Zvuk bi trebalo da se čuje preko zvučnika sistema kućnog bioskopa.
- Neki uređaji zahtevaju da ručno omogućite HDMI audio izlaz. Ako je HDMI audio već omogućen, ali i dalje ne čujete zvuk, promenite format digitalnog zvuka na uređaju na PCM (Pulse Code Modulation). Uputstva potražite u dokumentaciji koju ste dobili sa uređajem.

HDMI i USB

HDMI

- Imajte u vidu da HDCP (High-bandwidth Digital Content Protection) podrška može da produži vreme koje je potrebno televizoru da prikaže sadržaj sa HDMI uređaja.
- Ako televizor ne prepozna HDMI uređaj i ne prikazuje se slika, promenite izvor sa jednog uređaja na drugi, a zatim obrnuto.
- Ako su slika i zvuk sa uređaja povezanog na priključak **HDMI 1** ili **HDMI 2** izobličeni, povežite uređaj na priključak **HDMI 3** ili **HDMI 4** na ovom televizoru.
- Ako su slika i zvuk uređaja povezanog pomoću HDMI veze izobličeni, proverite da li drugačija postavka za **HDMI Ultra HD** može da reši ovaj problem. Otvorite **Pomoć**, izaberite opciju **Ključne reči**, a zatim potražite **HDMI Ultra HD** da biste dobili više informacija.
- Ako se zvuk reprodukuje isprekidano, proverite da li su postavke izlaza sa HDMI uređaja ispravne.
- Ako koristite HDMI-na-DVI adapter ili HDMI-na-DVI kabl, proverite da li je dodatni audio kabl povezan na priključak **AUDIO IN** (samo mini utikač), ako je dostupan.

HDMI EasyLink ne funkcioniše

- Proverite da li su HDMI uređaji kompatibilni sa

standardom HDMI-CEC. EasyLink funkcije dostupne su samo sa uređajima koji imaju podršku za HDMI-CEC.

Ne prikazuje se ikona za jačinu zvuka

- Kada je HDMI-CEC audio uređaj povezan i koristite aplikaciju TV Remote Control za podešavanje nivo jačine zvuka sa uređaja, ovo ponašanje je normalno.

Ne prikazuju se fotografije, video zapisi i muzika sa USB uređaja

- Proverite da li je USB uređaj za skladištenje podešen kao Mass Storage Class, u skladu sa uputstvima iz dokumentacije uređaja za skladištenje.
- Proverite da li je USB uređaj za skladištenje kompatibilan sa televizorom.
- Proverite da li televizor podržava formate audio datoteka i datoteka slika.

Isprekidana reprodukcija datoteka sa USB uređaja

- Performanse prenosa USB uređaja za skladištenje mogu da ograniče brzinu prenosa podataka ka televizoru, što daje loš kvalitet reprodukcije.

Mreža, bežična

Wi-Fi mreža nije detektovana ili dolazi do poremećaja u njenom radu

- Mikrotalasne pećnice, DECT telefoni ili drugi Wi-Fi 802.11b/g/n uređaji u blizini mogu poremetiti bežičnu mrežu.
- Preporučujemo korišćenje frekvencije od 5 GHz (802.11ac) na ruteru kada je televizor postavljen u blizini velikog broja drugih bežičnih rutera (stanovi, itd.)
- Proverite da li zaštitni zidovi u mreži omogućavaju pristup bežičnoj vezi s televizorom.
- Za jednostavnu instalaciju bežične mreže, nemojte sakrivati naziv rutera isključivanjem emitovanja SSID-a.
- Ako bežična mreža ne funkcioniše ispravno u vašem domu, možete upotrebiti žičnu mrežu.

Wi-Fi mrežna veza je spora

- Koristite brzu (širokopojasnu) vezu sa Internetom za ruter.
- Ograničite broj uređaja koji koriste isti ruter.
- U priručniku bežičnog rutera potražite informacije o dometu u zatvorenim prostorijama, brzini prenosa i drugim faktorima kvaliteta signala.

DHCP

- Ako povezivanje ne uspe, možete da proverite DHCP (Dynamic Host Configuration Protocol) podešavanje rutera. DHCP bi trebalo da bude uključen.

Bluetooth

Nemogućnost uparivanja

- Uverite se da je uređaj u režimu za uparivanje. Pročitajte korisnički priručnik za uređaj.
- Ruter i bežični zvučnik držite što bliže televizoru.
- Mesta sa intenzivnom bežičnom aktivnošću – stanovi sa velikim brojem bežičnih rutera – mogu nepovoljno da utiču na bežičnu vezu.
- Istovremeno uparivanje nekoliko uređaja sa televizorom možda neće funkcionisati.

Bluetooth veza je izgubljena

- Bežični zvučnik uvek postavite u opsegu od 5 metara od televizora.

Bluetooth sinhronizacija zvuka i video zapisa

- Pre nego što kupite bežični Bluetooth zvučnik, informišite se o kvalitetu njegove sinhronizacije zvuka i video zapisa, tj. sinhronizacije zvuka sa govorom. Nemaju svi Bluetooth uređaji mogućnost da ispravno sinhronizuju zvuk i video zapis. Pitajte prodavca za savet.

Internet

Internet ne radi

- Ako je veza sa ruterom u redu, proverite vezu rutera sa Internetom.

Pogrešan jezik menija

Vratite jezik na željeni.

- 1 – Pritisnite .
- 2 – Izaberite ikonu  (Postavke), a zatim pritisnite taster **OK**.
- 3 – Pet puta pritisnite taster  (dole).
- 4 – Tri puta pritisnite taster  (desno), izaberite jezik, a zatim pritisnite **OK**.
- 5 – Pritisnite taster  **BACK** da biste zatvorili meni.

24.4

Pomoć na mreži

Rešenje za bilo koji problem u vezi sa Philips televizorom možete da potražite u podršci na mreži. Možete da izaberete jezik i da unesete broj modela.

Posetite Web lokaciju www.philips.com/support.

Na Web lokaciji za podršku možete da pronađete broj telefona lokalnog predstavništva naše kompanije, kao i odgovore na najčešća pitanja. U nekim zemljama možete da ćaskate sa jednim od naših agenata i da postavljate pitanja direktno ili putem e-pošte. Možete da preuzmete novi softver za televizor ili uputstvo koje ćete pročitati na računaru.

Podrška i popravka

Ako vam je potrebna podrška, možete da pozovete službu za brigu o potrošačima u svojoj zemlji. Naši serviseri će se pobrinuti za popravku ako je potrebna.

Broj telefona potražite u štampanoj dokumentaciju koju ste dobili sa televizorom.

Odnosno, konsultujte našu Web lokaciju www.philips.com/support, a zatim izaberite svoju zemlju po potrebi.

Broj modela i serijski broj televizora

Od vas će se možda tražiti da navedete broj modela i serijski broj televizora. Ti brojevi se nalaze na etiketi na ambalaži ili na tipskoj oznaci sa zadnje ili donje strane televizora.

Upozorenje

Nemojte da pokušavate sami da popravite televizor. To može da dovede do ozbiljnih povreda, nepopravljivog oštećenja televizora ili poništavanja garancije.

Bezbednost i održavanje

25.1

Bezbednost

Važno

Pre korišćenja ovog televizora, pročitajte i budite sigurni da ste razumeli sva bezbednosna uputstva. Ako do oštećenja dođe usled nepoštovanja uputstava, garancija prestaje da važi.

Rizik od strujnog udara ili požara

- Nikada nemojte da izlažete televizor kiši i vodi. Nikada nemojte da postavljate posude sa vodom (npr. vaze) pored televizora. Ako se tečnost prolije na televizor, odmah iskopčajte televizor iz struje. Obratite se službi kompanije Philips za brigu o potrošačima (za televizore) radi provere televizora pre korišćenja.
- Nikada nemojte izlagati televizor, daljinski upravljač ili baterije prekomernoj toploti. Nikada ih nemojte postavljati pored upaljenih sveća, otvorenog plamena ili drugih izvora toplote, što podrazumeva direktnu sunčevu svetlost.
- Nikada nemojte stavljati predmete u ventilacione otvore ili u druge otvore televizora.
- Nikada nemojte postavljati teške predmete na kabl za napajanje.
- Izbegavajte primenu sile na utikače za napajanje. Labavi utikači mogu izazvati varničenje ili požar. Uverite se da se kabl za napajanje ne isteže prilikom nagnjanja ekrana televizora.
- Da biste isključili televizor sa naponske mreže, neophodno je isključiti utikač za napajanje na televizoru. Prilikom isključivanja napajanja uvek vucite utikač, a nikada kabl. Obezbedite lak pristup utikaču, kabl za napajanje i utičnici u svakom trenutku.

Rizik od povrede ili oštećenja televizora

- Za podizanje i prenošenje televizora koji teži više od 25 kilograma ili 55 funti potrebno je dvoje ljudi.
- Ako televizor postavljate na postolje, koristite isključivo priloženo postolje. Dobro pričvrstite televizor za postolje. Televizor postavite na ravnu površinu koja može da izdrži težinu televizora i postolja.

- U slučaju montaže na zid, vodite računa da zidni nosač može bezbedno da izdrži težinu televizora. Kompanija TP Vision ne snosi nikakvu odgovornost za nezgode, povrede i štetu koje su posledica nepravilnog montiranja na zid.
- Delovi ovog proizvoda su napravljeni od stakla. Pažljivo rukujte kako biste izbegli povrede i oštećenja.

Rizik od oštećenja televizora

Pre nego što uključite televizor u zidnu utičnicu, proverite da li napon napajanja odgovara vrednosti odštampanoj sa zadnje strane televizora. Ne uključujte televizor u utičnicu ako se napon razlikuje.

Rizik od povreda kod dece

Pridržavajte se sledećih mera predostrožnosti da biste sprečili prevrtanje televizora i povređivanje dece:

- Nikada ne postavljajte televizor na površinu prekrivenu tkaninom ili drugim materijalom koji sa nje može biti povučen.
- Uverite se da nijedan deo televizora ne seže preko ivica površine.
- Nikada ne postavljajte televizor na visok nameštaj (kao što je orman za knjige) bez pričvršćivanja i nameštaja i televizora na zid ili odgovarajući oslonac.
- Podučite decu o opasnostima sa kojima se mogu suočiti penjući se na nameštaj da bi dohvatila televizor.

Rizik od gutanja baterija

Daljinski upravljač možda sadrži okrugle baterije koje mala deca mogu lako da progutaju. Ove baterije uvek držite van domašaja dece.

Rizik od pregrevanja

Ne postavljajte televizor na mesta sa ograničenim prostorom. Obavezno ostavite prostor od najmanje 10 cm oko televizora radi ventilacije. Vodite računa da zavese ili drugi predmeti nikada ne prekrivaju otvore za ventilaciju televizora.

Oluje sa grmljavinom

Isključite televizor iz struje i izvucite antenu pre oluje sa grmljavinom. Za vreme oluje sa grmljavinom, nemojte dodirivati televizor, kabl za napajanje ili kabl antene.

Rizik od oštećenja sluha

Izbegavajte korišćenje slušalica sa veoma glasnim zvukom ili tokom dužih vremenskih perioda.

Niske temperature

Ukoliko se televizor transportuje na temperaturama nižim od 5°C, raspakujte ga i sačekajte da se njegova temperatura izjednači sa temperaturom u prostoriji pre nego što ga uključite u struju.

Vlažnost

U retkim slučajevima, zavisno od temperature i vlažnosti, sa unutrašnje strane prednje staklene ploče televizora može da se pojavi kondenzacija (na nekim modelima). Da biste to sprečili, televizor nemojte da izlažete direktnoj sunčevoj svetlosti, toploti niti visokom nivou vlažnosti. Ako dođe do kondenzacije, ona će sama nestati nakon nekoliko sati rada televizora.

Kondenzacija neće oštetiti televizor niti uzrokovati kvar.

25.2

Zaštita ekrana

- Nikada nemojte dodirivati, gurati, trljati niti udarati ekran bilo kakvim predmetima.
- Isključite televizor iz struje pre čišćenja.
- Očistite televizor i okvir mekanom, vlažnom tkaninom i nežno obrišite. Nemojte da dodirujete Ambilight LED diode na zadnjem delu televizora. Za čišćenje televizora, nikada nemojte da koristite materije kao što su alkohol, hemikalije ili sredstva za čišćenje domaćinstva.
- Da biste izbegli deformacije ili bleđenje boja, izbrišite kapljice vode što je pre moguće.
- Izbegavajte nepokretne slike što je više moguće. Nepokretne slike su slike koje se na ekranu zadržavaju duže vremena. U nepokretne slike spadaju meniji na ekranu, crne trake, prikaz sata itd. Ako morate da koristite nepokretne slike, smanjite kontrast i osvetljenost ekrana da ne bi došlo do njegovog oštećenja.

Uslovi korišćenja

26.1

Uslovi korišćenja – televizor

2016. © TP Vision Europe B.V. Sva prava zadržana.

Ovaj proizvod na tržište plasira kompanija TP Vision Europe B.V. ili neka od njenih podružnica (u daljem tekstu, TP Vision) koja je i njegov proizvođač.

Kompanija TP Vision je davalac garancije u vezi sa televizorom sa kojim je isporučena ova brošura.

Philips i Philips Shield Emblem su registrovani zaštićeni žigovi kompanije Koninklijke Philips N.V.

Specifikacije mogu da se promene bez prethodne najave. Zaštićeni žigovi su vlasništvo kompanije Koninklijke Philips N.V ili kompanija koje polažu prava na njih. Kompanija TP Vision zadržava pravo da u svakom trenutku promeni proizvode bez obaveze da u skladu sa tim prilagođava prethodne isporuke.

Smatra se da su pisani materijal koji se isporučuje sa televizorom i priručnik sačuvan u memoriji televizora ili preuzet sa Web lokacije kompanije

Philips www.philips.com/support odgovarajući za predviđenu namenu sistema.

Materijal u ovom priručniku smatra se odgovarajućim za predviđenu namenu sistema. Ako se proizvod (ili njegovi moduli/procedure) koristi u svrhu koja nije navedena ovde, neophodno je dobiti potvrdu valjanosti i pogodnosti. Kompanija TP Vision garantuje da materijal nije u suprotnosti ni sa jednim patentom u SAD. Ne daje se niti nagoveštava nikakva druga garancija. Kompanija TP Vision ne može da se smatra odgovornom za greške u sadržaju ovog dokumenta niti za probleme koji su nastali kao posledica sadržaja ovog dokumenta. Greške koje budu prijavljene kompaniji Philips biće ispravljene i objavljene na Philips Web lokaciji za podršku što je pre moguće.

Garantni uslovi – Rizik od povrede, oštećenja televizora ili poništenja garancije!

Ni u kom slučaju ne pokušavajte sami da popravljate televizor. Televizor i dodatnu opremu koristite isključivo na način koji je predvideo proizvođač. Znak upozorenja odštampan sa zadnje strane televizora označava rizik od strujnog udara. Ni u kom slučaju ne uklanjajte poklopac televizora. Uvek se obratite službi za korisničku podršku za televizore kompanije Philips radi servisiranja ili popravki. Broj telefona potražite u štampanoj dokumentaciju koju ste dobili sa televizorom. Odnosno, konsultujte našu Web lokaciju www.philips.com/support, a zatim izaberite svoju zemlju po potrebi. Garanciju će poništiti svaka radnja koja je u ovom priručniku izričito zabranjena, odnosno svaka izmena ili procedura pri montiranju koja nije preporučena ili dozvoljena u ovom priručniku.

Karakteristike piksela

Ovaj TV proizvod sadrži veliki broj piksela u boji. Iako je procenat efektivnih piksela 99,999% ili više, na ekranu se mogu pojaviti crne ili svetle tačke (crvene, zelene ili plave) koje će ostati prikazane. Ovo je strukturalno svojstvo ekrana (u okviru uobičajenih industrijskih standarda) i ne predstavlja kvar.

CE usklađenost

Kompanija TP Vision Europe B.V. na ovaj način izjavljuje da je ovaj televizor usklađen sa osnovnim zahtevima i drugim primenljivim odredbama direktiva 2014/53/EU (RED), 2009/125/EZ (Ekološki prihvatljivi dizajn), 2010/30/EU (Energetske oznake) i 2011/65/EZ (RoHS).

Usklađenost sa elektromagnetnim poljima

Kompanija TP Vision proizvodi i prodaje mnoge potrošačke proizvode koji, kao i svi elektronski uređaji, imaju mogućnost emitovanja i primanja elektromagnetnih signala. Jedan od glavnih poslovnih principa kompanije TP Vision je preduzimanje svih neophodnih mera predostrožnosti u vezi sa zdravljem i bezbednošću za svoje proizvode, u cilju usklađivanja sa svim primenljivim pravnim zahtevima i poštovanja primenljivih standarda za elektromagnetno polje (Electro Magnetic Field – EMF) u vreme kreiranja proizvoda.

Kompanija TP Vision posvećena je razvoju, proizvodnji i puštanju u prodaju proizvoda koji nemaju štetni uticaj na zdravlje. Kompanija TP Vision potvrđuje da su, u slučaju pravilnog rukovanja i korišćenja u odgovarajuće svrhe, njeni proizvodi bezbedni za korišćenje u skladu sa trenutno dostupnim naučnim dokazima. Kompanija TP Vision ima aktivnu ulogu u razvoju međunarodnih EMF i bezbednosnih standarda, što joj omogućava da predvidi dalji razvoj na polju standardizacije radi rane implementacije u svojim proizvodima.

26.2

Uslovi korišćenja – Philips galerija aplikacija

Otvorite **Pomoć**, izaberite opciju **Ključne reči**, a zatim potražite **Uslovi korišćenja, galerija aplikacija** da biste dobili više informacija.

Autorska prava

27.1

MHL

MHL, Mobile High-Definition Link i logotip MHL su zaštićeni žigovi ili registrovani zaštićeni žigovi kompanije MHL, LLC.



27.2

Ultra HD

Logotip DIGITALEUROPE UHD je zaštićeni žig kompanije DIGITALEUROPE.



27.3

HDMI

Termini HDMI i HDMI High-Definition Multimedia Interface, kao i HDMI logotip su zaštićeni žigovi ili registrovani zaštićeni žigovi kompanije HDMI Licensing LLC u Sjedinjenim Državama i drugim zemljama.



27.4

Dolby Digital Plus

Proizvedeno u skladu sa licencom kompanije Dolby Laboratories. Dolby i simbol dvostrukog slova D su zaštićeni žigovi kompanije Dolby Laboratories.



27.5

DTS Premium Sound™

Za DTS patente pogledajte <http://patents.dts.com>. Proizvedeno pod licencom kompanije DTS Licensing Limited. DTS, simbol i DTS u kombinaciji sa simbolom su registrovani zaštićeni žigovi, a DTS Premium Sound je zaštićeni žig kompanije DTS, Inc. © DTS, Inc. Sva prava zadržana.



27.6

Microsoft

Windows Media

Windows Media predstavlja registrovani zaštićeni žig ili zaštićeni žig korporacije Microsoft u Sjedinjenim Američkim Državama i/ili drugim zemljama.



Microsoft PlayReady

Vlasnici sadržaja koriste Microsoft PlayReady™ tehnologiju za pristup sadržaju kako bi zaštitili svoju intelektualnu svojinu, što podrazumeva i sadržaj zaštićen autorskim pravom.

Ovaj uređaj koristi PlayReady tehnologiju za pristup sadržaju koji ima PlayReady ili WMDRM zaštitu. Ako uređaj ne uspe da pristupi sadržaju, vlasnik sadržaja može zahtevati od kompanije Microsoft da opozove mogućnost uređaja da pristupa sadržaju koji ima PlayReady zaštitu. Ovo opozivanje ne utiče na nezaštićeni sadržaj ili sadržaj koji je zaštićen nekom drugom tehnologijom. Vlasnici sadržaja mogu da zahtevaju da se PlayReady nadogradi kako bi bilo moguće pristupiti njihovom sadržaju. Ako odbijete nadogradnju, nećete biti u mogućnosti da pristupite tom sadržaju.

Wi-Fi Alliance

Wi-Fi®, logotip Wi-Fi CERTIFIED i logotip Wi-Fi su registrovani zaštićeni žigovi udruženja Wi-Fi Alliance.



Kensington

(Ako je primenljivo)

Kensington i Micro Saver predstavljaju registrovane zaštićene žigove korporacije ACCO World u Sjedinjenim Američkim Državama, sa izdatim registracijama i podnetim zahtevima u drugim zemljama širom sveta.



Ostali zaštićeni žigovi

Svi ostali registrovani i neregistrovani zaštićeni žigovi predstavljaju vlasništvo kompanija koje polažu prava na njih.

Odricanje od odgovornosti u vezi sa uslugama/softver om trećih strana

Usluge i/ili softver trećih strana mogu biti promenjeni, obustavljeni ili ukinuti bez prethodnog obaveštenja. TP Vision ne snosi nikakvu odgovornost u takvim situacijama.

Indeks

A

Ambilight, postavke 60
Android postavke 41
Aplikacije 44
Audio opis 69
Automatsko ujednačavanje jačine zvuka 59
Ažuriraj softver 87

B

Bas 58
Baterije, Bluetooth daljinski upravljač 10
Bezbednosna uputstva 183
Bežična mreža 38
Bluetooth 32
Bluetooth, izbor uređaja 32
Bluetooth, uklanjanje uređaja 32
Bluetooth, uparivanje 32
Boja 52
Boja, kontrola boje 54
Brisanje internet memorije 40
Brzo pod. zvuka 57

C

CAM moduli za satelitske kanale 13

D

Daljinski upravljač, dodirna tabla 9
Daljinski upravljač, glasovna pretraga 8
Daljinski upravljač, pregled 7
Daljinski upravljač, prijemnik 10
DMR, Digital Media Renderer 40
DVI-HDMI veza 27

E

Ekološke postavke 63
Evropska ekološka oznaka 176

F

Format slike 56
Fotoaparati, povezivanje 36
Fotografije, video zapisi i muzika 71

G

Gama 56
Glasovna pretraga, daljinski upravljač 8
Glavni meni 42
Gledanje TV programa 20

H

HDMI MHL 27
HDMI Ultra HD 65
HDMI, ARC 26
HDMI-CEC, EasyLink 27
HDR povećavanje rezolucije 55
HDR programi 55

I

Instalacija mreže 38
Instalacija satelitskih 13
Internet memorija, brisanje 39
Isklj. 12

J

Jačina zvuka za slušalice 58

K

Kanal 19
Kanal, instalacija satelitskih 13
Kanal, lista kanala, filtriranje 19
Kanal, lista kanala, osnovne informacije 19
Kanal, lista kanala, otvaranje 19
Kanal, lista kanala, pretraga 19
Kanal, prebacivanje na kanal 20
Kanal, rangiranje po uzrastu 20
Kontrast 53
Kontrast, savršen kontrast 55
Kontrast, video kontrast 55
Kontroler, povezivanje 34
Konzola za igre, povezivanje 33
Kopiranje liste kanala 18
Kopiranje liste kanala, kopiranje 18
Kopiranje liste kanala, otpremanje 18
Kopiranje liste kanala, trenutna verzija 18
Kretanje, Perfect Natural Motion 56

M

Medijske datoteke, iz skladišta u informatičkom oblaku 71
Medijske datoteke, sa računara ili NAS uređaja 71
Medijske datoteke, sa USB uređaja 71
MPEG redukcija 56
Mreža, bežična 38
Mreža, mrežni naziv televizora 40
Mreža, postavke 39
Mreža, povezivanje 38
Mreža, prikaz postavki 39
Mreža, statična IP adresa 39
Mreža, Uključivanje Wi-Fi veze 40
Mreža, Wi-Fi Smart Screen 40
Mreža, WoWLAN 39
Mreža, WPS 38
Mreža, WPS sa PIN kodom 38
Mreža, žična 39
Multi View 86

N

Nijansa boje 54

O

Obaveštenja 175
Obratite se kompaniji Philips 182
Odlaganje televizora ili baterija 176
Osobe oštećenog sluha 69
Osobe oštećenog vida 69
Osvetljenost 53
Oštrina 53

P

Pauziranje TV programa 77
Perfect Natural Motion 56
Philips logotip, osvetljenost 64
Poboljšanje boje 53
Podaci iz TV vodiča 74
Podrška na mreži 181
Pokret, Clear LCD 56
Položaj, položaj televizora 5
Položaj, razdaljina za gledanje 5
Povezivanje, antenska veza 6

Povezivanje, kabl za napajanje 5
Povezivanje, satelitska veza 6
Povezivanje, USB fleš uređaj 35
Prestanak upotrebe 176
Prilagođena temperatura boje 54
Pristupačnost, osobe oštećenog sluha 69
Problemi, daljinski upravljač 179
Problemi, HDMI veza 180
Problemi, jezik menija 181
Problemi, slika 180
Problemi, USB veza 180
Problemi, zvuk 180
Prodavnica Google Play 45
Programi, preporuke 83

R

Rangiranje po uzrastu 20
Računar, povezivanje 37
Režim kontrasta 55
Režim pripravnosti 12
Roditeljska kontrola 20

S

Sada na TV-u 83
Satelit, dodavanje satelita 14
Satelit, paketi kanala 14
Satelit, ručna instalacija 15
Satelit, ručno ažuriranje kanala 14
Satelit, uklanjanje satelita 14
Satelit, Unicable 14
Slabovide osobe 69
Slušalice 32
Smanjenje šuma 56
Stil slike 52
Stil zvuka 57
Svetlosni senzor 55

T

Tajmer za isključivanje 63
Tajmer za isključivanje 68
Tastatura na daljinskom upravljaču 9
Teletext 24
Temperatura boje 53
TV na zahtev 83

U

Uklj. 12
Ultra Resolution 56
Unicable 14
Univerzalni pristup 69
USB tastatura 35
USB čvrsti disk 34
Uslovi korišćenja 185
Uslovi korišćenja, Galerija aplikacija 41

V

Video izbor 22
Video kamera, povezivanje 36
Video na zahtev 84
Visoki tonovi 58
Vodič za povezivanje 26

W

Wi-Fi 38

Y

YPbPr veza 28

Z

Zaključavanje aplikacije 46
Zasićenost 54
Zaštita ekrana 184
Zvuk, automatsko ujednačavanje jačine zvuka 59

Ž

Žična mreža 39



www.philips.com/support

Հայաստան – Armenia
Հաճախորդների սպասարկում
0 800 01 004
փոխանցված 0,03€/ min

Azərbaycan – Azerbaijan
Müştəri xidmətləri
088 220 00 04
Köçürüldü zəng edin 0,17€/min

България
Грижа за клиента
02 4916 273
(Национален номер)

België/Belgique
Klantenservice/
Service Consommateurs
02 700 72 62
(0.15€/min.)

Bosna i Hercegovina
Potpora potrošačima
033 941 251
(Lokalni poziv)

Republika Srbija Potpora
potrošačima
011 321 6840
(Lokalni poziv)

Česká republika
Zákaznická podpora
228 880 895
(Místní tarif)

Danmark
Kundeservice
3525 8314

Deutschland
Kundendienst
069 66 80 10 10
(Zum Festnetzstarif Ihres
Anbieters)

Ελλάδα
Τμήμα καταναλωτών
2111983028
(Διεθνής κλήση)

Eesti
Klienditugi
668 30 61
(Kohalikud kõned)

España
Atención al consumidor
913 496 582
(0,10€ + 0,08€/min.)

France
Service Consommateurs
01 57 32 40 50
(coût d'un appel local sauf
surcoût éventuel selon opérateur
réseau)

Hrvatska
Potpora potrošačima
01 777 66 01
(Lokalni poziv)

Indonesia
Consumer Care
0800 133 3000

Ireland
Consumer Care
015 24 54 45
(National Call)

Italia
Servizio Consumatori
0245 28 70 14
(Chiamata nazionale)

Қазақстан Республикасы
байланыс орталығы
810 800 2000 00 04
(стационарлық нөмірлерден
Қазақстан Республикасы бойынша
қоңырау шалу тегін)

Latvija
Klientu atbalsts
6616 32 63
(Vietēlais tarifs)

Lietuva
Klientų palaikymo tarnyba
8 521 402 93
(Vietiniais tarifais)

Luxembourg
Service Consommateurs
2487 11 00
(Appel nat./ (Nationale Ruf)

Magyarország
Ügyfélszolgálat
(061) 700 81 51
(Belföldi hívás)

Malaysia
Consumer Care
1800 220 180

Nederland
Klantenservice
0900 202 08 71
(1€/gesprek)

Norge
Forbrukerstotte
22 97 19 14

Österreich
Kundendienst
0150 284 21 40
(0,05€/Min.)

Республика Беларусь
Контакт Центр
8 10 (800) 2000 00 04
(бесплатный звонок по
Республике Беларусь со
стационарных номеров)

Российская Федерация
Контакт Центр
8 (800) 220 00 04
(бесплатный звонок по России)

Polska
Wsparcie Klienta
22 397 15 04
(Połączenie lokalne)

Portugal
Assistência a clientes
800 780 068
(0,03€/min. – Móvel 0,28€/min.)

România
Serviciul Clienti
031 630 00 42
(Tarif local)

Schweiz/Suisse/Svizzera
Kundendienst/Service
Consommateurs/Servizio
Consumatori
0848 000 291
(0,04 CHF/Min)

Slovenija
Skrb za potrošnike
01 88 88 312
(Lokalni klic)

Slovensko
Zákaznická podpora
02 332 154 93
(vnútroštátny hovor)

Suomi
Finland Kuluttajapalvelu
09 88 62 50 40

Sverige
Kundtjänst
08 57 92 90 96

Türkiye
Tüketici Hizmetleri
0 850 222 44 66

Україна
Служба підтримки
споживачів
0-800-500-480
(дзвінки зі стаціонарних і
мобільних телефонів у межах
України безкоштовні)

Кыргызстан
Байланыш борбору
810 800 2000 00 04

United Kingdom
Consumer Care
020 79 49 03 19
(5p/min BT landline)



All registered and unregistered trademarks are property of their respective owners. Specifications are subject to change without notice. Philips and the Philips' shield emblem are trademarks of Koninklijke Philips N.V. and are used under license from Koninklijke Philips N.V. 2016 © TP Vision Europe B.V. All rights reserved.

philips.com