# Kullanım kılavuzu

32HFL5014
43HFL5014
43HFL6014U
50HFL5014
50HFL6014U
55HFL6014U
65HFL6014U

PHILIPS

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Dizin 137

1

# TV Turu

1.1

## Profesyonel Mod

### Yapabilecekleriniz

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

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

TV'yi evde kullanıyorsanız Profesyonel Modu KAPALI tutmanız önerilir.

Daha fazla bilgi için lütfen Profesyonel kurulum kılavuzuna bakın.

2

# Kurulum

2.1

## Güvenlik Talimatlarını Okuma

TV'nizi ilk kez kullanmadan önce güvenlik talimatlarını okuyun.

2.2

## TV Standı ve Duvara Montaj

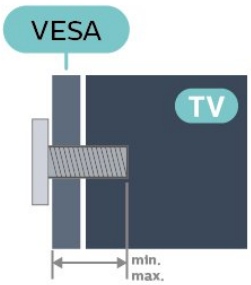
### TV Standı

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

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

### Duvara Montaj

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




• 43HFL6014U
VESA MIS-F 200x200, M6 (min. 10 mm, maks.: 15 mm)
• 50HFL6014U
VESA MIS-F 200x200, M6 (min. 10 mm, maks.: 15 mm)
• 55HFL6014U
VESA MIS-F 300x200, M6 (min. 11 mm, maks.: 14 mm)
• 65HFL6014U
VESA MIS-F 400x200, M6 (min. 11 mm, maks.: 14 mm)

• 32HFL5014
VESA MIS-F 100, M6 (min. 12 mm, maks. 15 mm)

• 43HFL5014
VESA MIS-F 200x200, M6 (min. 12 mm, maks. 15 mm)
• 50HFL5014
VESA MIS-F 200x200, M6 (min. 10 mm, maks.: 16 mm)

Hazırlanışı

Öncelikle TV'nin arkasındaki dişlilerin 4 plastik vida başlığını çıkarın (43 inç 5014 ve 6014U için).
TV'yi VESA uyumlu brakete monte etmek için metal vidaların, TV dişlileri içinde yaklaşık 10 mm derinliğe ulaştığından emin olun.

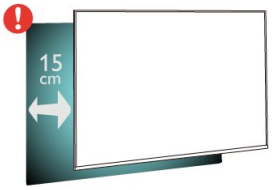
Dikkat

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

2.3

## Yerleştirme hakkında İpuçları

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



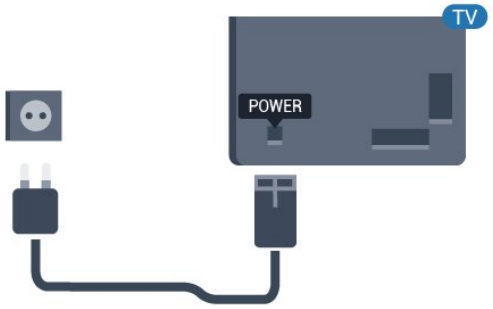

Not:

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

2.4

# Güç Kablosu

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



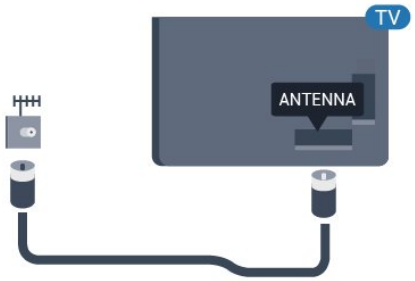

2.5

# Anten Kablosu

Antenin fişini TV'nin arkasındaki Anten soketine sıkıca takın.

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

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



3

# Uzaktan Kumanda

3.1

## Tuş genel bilgileri

### Üst

1 - Bekleme / Açık
TV'yi açmak veya Bekleme moduna geri almak için.

2 - Youtube
Youtube'u açmak için.

3 - Alarm (Yalnızca Profesyonel Mod AÇIK olduğunda)
Alarmı ayarlamak için.

4 - Google Cast (Yalnızca Profesyonel Mod AÇIK olduğunda)
Mobil cihazınızın ekranındaki içeriği TV'ye yansıtmak için.

5 - Hava Durumu (Yalnızca Profesyonel Mod AÇIK olduğunda)
Konumunuzun hava durumu bilgilerini görüntülemek için.

6 - SMART INFO (Yalnızca Profesyonel Mod AÇIK olduğunda)
Otel tarafından sağlanan bilgileri görüntülemek için.

### Orta

1 - SETTINGS
Ayarlar menüsünü açmak için.

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

3 - BACK
• Seçtiğiniz önceki kanala dönmek için.
• Önceki menüye dönmek için.

4 - OPTIONS
Seçenekler menüsünü açmak veya kapatmak için.

5 - OK tuşu
Bir seçimi veya ayarı onaylamak için.

6 - Ok/gezinme tuşları
Yukarı, aşağı, sola veya sağa gitmek için.

7 - Kanal
Kanal listesinde sonraki veya önceki kanala geçmek için.

8 - EXIT
TV izlemeye dönmek için.

9 - Ana Menü
Ana menüyü açmak için.

### Alt

1 - Ses Seviyesi
Ses seviyesini ayarlamak için.

2 - Renkli tuşlar
Seçenekleri doğrudan seçmek için.

3 - CLOCK
Saati görüntülemek için.

4 - Kanal
Kanal listesinde sonraki veya önceki kanala geçmek için.

5 - Sessiz
Sesi kapatmak veya yeniden açmak için.

3.2
# IR Sensörü

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

⚠ Uyarı

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

3.3
# Piller

TV, uzaktan kumandada basılan tuşlara yanıt vermiyorsa piller bitmiş olabilir.

Pilleri değiştirmek için uzaktan kumandanın klavye tarafındaki pil yuvasını açın.

1 - Pil kapağını okla gösterilen yönde kaydırın.
2 - Eski pilleri 2 adet AAA-R03-1,5 V tipi pille değiştirin. Pillerin + ve - uçlarının doğru biçimde yerleştirildiğinden emin olun.
3 - Pil kapağını yerine koyup yerine oturuncaya kadar geri kaydırın.
• Uzaktan kumandayı uzun süre kullanmayacaksanız pilleri çıkarın.
• Eski pilleri kullanım sonu talimatlarına uygun olarak güvenli bir şekilde atın.

3.4
# Temizleme

Uzaktan kumandanız çizilmeye dayanıklı kaplamaya sahiptir.

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

4

# Açma ve Kapatma

4.1

## Açık veya Bekleme modunda

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

### Açma

TV'yi açmak için uzaktan kumandadaki tuşuna basın. Bunun yerine **Ana Menü** tuşuna da basabilirsiniz. Uzaktan kumandayı bulamazsanız veya pilleri bittiyse TV'yi, arkasındaki küçük kumanda kolu tuşuna basarak da açabilirsiniz.

### Bekleme moduna geçme

TV'yi bekleme moduna almak için uzaktan kumandadaki tuşuna basın. Ayrıca, TV'nin arkasındaki küçük kumanda kolu tuşuna da basabilirsiniz.

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

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

4.2

## TV üzerindeki tuşlar

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

Temel menüyü açmak için...

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

TV'yi bekleme moduna almak için öğesini seçin ve kumanda kolu tuşuna basın.

5

# Teknik özellikler

5.1

## Çevresel

### Avrupa Enerji Etiketi

Avrupa Enerji Etiketi, bu ürünün enerji verimliliği sınıfı hakkında bilgi verir. Bu ürünün enerji verimliliği sınıfı ne kadar yeşilse tükettiği enerji o kadar düşük demektir.
Etiket üzerinde; enerji verimliliği sınıfını, bu ürünün kullanım halindeki ortalama güç tüketimini ve 1 yıl için ortalama enerji tüketimini bulabilirsiniz. Ayrıca bu ürünün ülkenizdeki elektrik tüketimi değerlerini www.philips.com/TV adresindeki Philips web sitesinde de bulabilirsiniz.

### Ürün Verileri

43HFL6014U
- Enerji Verimliliği Sınıfı: A
- Görünür Ekran Boyutu: 108 cm / 43 inç
- Açık Modda Güç Tüketimi (W): 67 W
- Yıllık Enerji Tüketimi (kWh) *: 98 kWh
- Bekleme Modunda Güç Tüketimi (W) **: 0,3 W
- Ekran Çözünürlüğü (Piksel): 3840 x 2160p

50HFL6014U
- Enerji Verimliliği Sınıfı: A+
- Görünür Ekran Boyutu: 126 cm / 50 inç
- Açık Modda Güç Tüketimi (W): 70 W
- Yıllık Enerji Tüketimi (kWh) *: 103 kWh
- Bekleme Modunda Güç Tüketimi (W) **: 0,3 W
- Ekran Çözünürlüğü (Piksel): 3840 x 2160p

55HFL6014U
- Enerji Verimliliği Sınıfı: A+
- Görünür Ekran Boyutu: 139 cm / 55 inç
- Açık Modda Güç Tüketimi (W): 84 W
- Yıllık Enerji Tüketimi (kWh) *: 123 kWh
- Bekleme Modunda Güç Tüketimi (W) **: 0,3 W
- Ekran Çözünürlüğü (Piksel): 3840 x 2160p

65HFL6014U
- Enerji Verimliliği Sınıfı: A+
- Görünür Ekran Boyutu: 164 cm / 65 inç
- Açık Modda Güç Tüketimi (W): 105 W
- Yıllık Enerji Tüketimi (kWh) *: 154 kWh
- Bekleme Modunda Güç Tüketimi (W) **: 0,3 W
- Ekran Çözünürlüğü (Piksel): 3840 x 2160p

32HFL5014
- Enerji Verimliliği Sınıfı: A+
- Görünür Ekran Boyutu: 80 cm / 32 inç
- Açık Modda Güç Tüketimi (W): 29 W
- Yıllık Enerji Tüketimi (kWh) *: 43 kWh
- Bekleme Modunda Güç Tüketimi (W) **: 0,35 W
- Ekran Çözünürlüğü (Piksel): 1920 x 1080

43HFL5014
- Enerji Verimliliği Sınıfı: A+
- Görünür Ekran Boyutu: 108 cm / 43 inç
- Açık Modda Güç Tüketimi (W): 48 W
- Yıllık Enerji Tüketimi (kWh) *: 71 kWh
- Bekleme Modunda Güç Tüketimi (W) **: 0,3 W
- Ekran Çözünürlüğü (Piksel): 1920 x 1080

50HFL5014
- Enerji Verimliliği Sınıfı: A++
- Görünür Ekran Boyutu: 126 cm / 50 inç
- Açık Modda Güç Tüketimi (W): 49 W
- Yıllık Enerji Tüketimi (kWh) *: 72 kWh
- Bekleme Modunda Güç Tüketimi (W) **: 0,3 W
- Ekran Çözünürlüğü (Piksel): 1920 x 1080

* kWh cinsinden yıllık enerji tüketimi, 365 gün boyunca günde 4 saat çalışan televizyonun güç tüketimini temel alır. Gerçek enerji tüketimi televizyonun nasıl kullanıldığına bağlı olarak değişir.

** TV uzaktan kumandayla kapatıldığında ve hiçbir işlev aktif değilken.

### Kullanım Sonu

Eski ürünün ve pillerin atılması

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

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

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

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

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

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

5.2

## Güç

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

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

Elektrik tüketimi bilgileri için bkz. Ürün Verileri bölümü.

5.3

## İşletim Sistemi

Android OS :

Android Nougat 7

5.4

## Alım

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

* Yalnızca DVB-T2 için

5.5

## Ekran Türü (6014U)

Çapraz ekran boyutu
- 108 cm / 43 inç
- 126 cm / 50 inç
- 139 cm / 55 inç
- 164 cm / 65 inç

Ekran çözünürlüğü
- 3840 x 2160

5.6

## Ekran Türü (5014)

Çapraz ekran boyutu
- 80 cm / 32 inç
- 108 cm / 43 inç
- 126 cm / 50 inç

Ekran çözünürlüğü
- 1920 x 1080

5.7

## Görüntü Giriş Çözünürlüğü (6014U)

Video formatları

Çözünürlük — Yenileme hızı

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

Bilgisayar formatları

Çözünürlükler (diğerleri arasında)

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

5.8

# Görüntü Giriş Çözünürlüğü (5014)

Video formatları

Çözünürlük — Yenileme hızı

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

Bilgisayar formatları

Çözünürlükler (diğerleri arasında)

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

5.9

# Bağlantı (6014U)

TV Yan
- Ortak Arayüz yuvası: CI+ CAM
- USB 1 - USB 2.0
- USB 2 - USB 3.0
- Kulaklık - 3,5 mm stereo mini jak
- HDMI 1 girişi - ARC - MHL - Ultra HD
- HDMI 2 girişi - ARC - Ultra HD

TV Alt
- VGA ses
- Ağ LAN - RJ45
- HDMI 3 girişi - ARC
- Anten (75 ohm)
- USB 3 - USB 2.0
- Ses çıkış - OptikToslink
- VGA

TV Arkası
- 12 V DC çıkış
- 8 **Ω** Ses çıkışı
- DATA(RJ-48)

5.10

# Bağlantı (5014)

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

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

5.11

# Boyutlar ve Ağırlıklar

43HFL6014U
- TV standı olmadan:

Genişlik 971,3 mm - Yükseklik 563,53 mm - Derinlik 77,3 mm - Ağırlık ± 8,92 kg
- TV standı ile:

Genişlik 971,3 mm - Yükseklik 628,61 mm - Derinlik 205 mm - Ağırlık ± 11,37 kg

50HFL6014U
- TV standı olmadan:

Genişlik 1128,4 mm - Yükseklik 653 mm - Derinlik 78,2 mm - Ağırlık ± 13,11 kg
- TV standı ile:

Genişlik 1128,4 mm - Yükseklik 715,43 mm - Derinlik 225 mm - Ağırlık ± 15,93 kg

55HFL6014U
- TV standı olmadan:

Genişlik 1244,2 mm - Yükseklik 719 mm - Derinlik 78,4 mm - Ağırlık ± 18,44 kg
- TV standı ile:

Genişlik 1244,2 mm - Yükseklik 783,9 mm - Derinlik 225,2 mm - Ağırlık ± 21,29 kg

65HFL6014U
- TV standı olmadan:

Genişlik 1462,3 mm - Yükseklik 844,7 mm - Derinlik 87,5 mm - Ağırlık ± 24,45 kg
- TV standı ile:

Genişlik 1462,3 mm - Yükseklik 905,75 mm - Derinlik 279,1 mm - Ağırlık ± 25,2 kg

32HFL5014
- TV standı olmadan:

Genişlik 731,8 mm - Yükseklik 435,31 mm - Derinlik 77,3 mm - Ağırlık ± 4,61 kg
- TV standı ile:

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

43HFL5014

• TV standı olmadan:
Genişlik 969,6 mm - Yükseklik 565,6 mm -
Derinlik 80,5 mm - Ağırlık ± 7,19 kg
• TV standı ile:
Genişlik 969,6 mm - Yükseklik 624,2 mm -
Derinlik 194 mm - Ağırlık ± 7,27 kg

50HFL5014

• TV standı olmadan:
Genişlik 1127,6 mm - Yükseklik 655,3 mm -
Derinlik 85,9 mm - Ağırlık ± 11,25 kg
• TV standı ile:
Genişlik 1127,6 mm - Yükseklik 714,8 mm - Derinlik
218,9 mm - Ağırlık ± 11,61 kg

5.12

# Ses

• Çıkış gücü (RMS): 20 W (32HFL5014/12: 16 W)
• Dolby Audio
• DTS HD

6

# Cihazları Bağlama

6.1

# Cihazları Bağlama

## Bağlantı Kılavuzu

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

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

## Anten bağlantı noktası

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

## HDMI bağlantı noktaları

### Cihazları çalıştırma

HDMI'ye bağlı cihazı çalıştırmak ve EasyLink'i ayarlamak için TV bağlantılarında cihazı veya etkinliğini seçin.

Profesyonel Mod KAPALI – ⌂ **Ana Menü**'ye basın, **Uygulamalar**'ı ve ardından **SOURCES** 'ı seçin. HDMI bağlantısına bağlı bir cihaz seçin ve **Tamam**'a basın.

Profesyonel Mod AÇIK – ⌂ **Ana Menü**'ye basın, **TV Kanalları**'nı ve ardından **Kaynaklar** 'ı seçin. HDMI bağlantısına bağlı bir cihaz seçin ve **Tamam**'a basın.

Cihaz seçildikten sonra TV uzaktan kumandası cihazı kontrol edebilir. Ancak ⌂ Ana Menü ve ⊕ **OPTIONS** tuşları ile bazı diğer TV tuşları cihaza yönlendirilmez.
İhtiyacınız olan tuş TV uzaktan kumandasında bulunmuyorsa tuşu Seçenekler menüsünde seçebilirsiniz.
⊕ **OPTIONS** tuşuna basın ve menü çubuğundan **Kontroller**'i seçin. Ekranda Gereken cihaz tuşunu ekranda seçin ve **Tamam** tuşuna basın. Bazı çok özel cihaz tuşları Kontroller menüsünde yer almayabilir.

Not: Sadece **EasyLink Uzaktan Kumanda** işlevini destekleyen cihazlar TV uzaktan kumandasına yanıt verir.

### HDMI Kalitesi

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

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

### Kopya koruması

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

### HDMI ARC

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

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

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

## HDMI MHL

HDMI MHL ile Android akıllı telefonunuzdaki veya tabletinizdeki görüntüyü bir TV ekranına gönderebilirsiniz.

Bu TV'deki HDMI 1 bağlantısı, MHL 2.0 (Mobil Yüksek Çözünürlük Bağlantısı) içerir.

Bu kablolu bağlantı, harika bir kararlılık ve bant genişliği, düşük gecikme süresi ile iyi kalite ses üretimi sağlarken kablosuz parazitlerini ortadan kaldırır. Ayrıca, MHL bağlantısı, akıllı telefonunuzu veya tabletinizi şarj eder. Mobil cihazınız bağlı olmasına rağmen; TV beklemedeyken şarj olmaz.

Mobil cihazınıza hangi pasif MHL kablosunun uygun olduğu hakkında bilgi edinin. Özellikle de TV için bir ucunda HDMI konektörü bulunan kablo ve akıllı telefonunuzu ya da tabletinizi bağlamanız için gereken konektör tipi ile ilgili bilgi alın.

MHL, Mobile High-Definition Link ve MHL Logosu, MHL, LLC'nin ticari markaları ve tescilli ticari markalarıdır.

## HDMI CEC - EasyLink

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

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

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

Not:

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

## EasyLink Açma veya Kapatma

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

EasyLink'i tamamen kapatmak için...

Profesyonel Mod KAPALI – ⌂ Ana Menü'ye basın. ⌄ (aşağı) tuşuna basın, Ayarlar'ı seçin ve Tamam tuşuna basın.

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

EasyLink'i seçin ve Tamam tuşuna basın.

Kapalı seçeneğini seçin ve Tamam tuşuna basın.

Gerekirse menüyü kapatmak için ← BACK tuşuna arka arkaya basın.

Profesyonel Mod AÇIK – Lütfen kurulum kılavuzuna başvurun.

## EasyLink Uzaktan Kumanda

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

EasyLink Uzaktan Kumandayı açmak ve kapatmak için...

Profesyonel Mod KAPALI – ⌂ Ana Menü'ye basın. ⌄ (aşağı) tuşuna basın, Ayarlar'ı seçin ve Tamam tuşuna basın.

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

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

**Açık** veya **Kapalı**'yı seçin ve **Tamam** tuşuna basın.

Gerekirse menüyü kapatmak için ← **BACK** tuşuna arka arkaya basın.

Profesyonel Mod AÇIK – Lütfen kurulum kılavuzuna başvurun.

6.2

# Akıllı Kartlı CAM - CI+

## CI+

Bu TV, CI+ **Koşullu** Erişim kullanımına hazırdır.

CI+ ile bölgenizdeki dijital TV operatörleri tarafından yayınlanan filmler ve spor programları gibi özel HD programları izleyebilirsiniz. Bu programlar TV operatörü tarafından şifrelenir ve şifreleri ön ödemeli bir CI+ modülüyle çözülür.
Dijital TV operatörleri, premium programlarına abone olduğunuzda size bir CI+ modülü (Koşullu Erişim Modülü - CAM) ve bunun yanında akıllı kart sağlar. Bu programlar üst düzey bir kopyalama korumasına sahiptir.

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

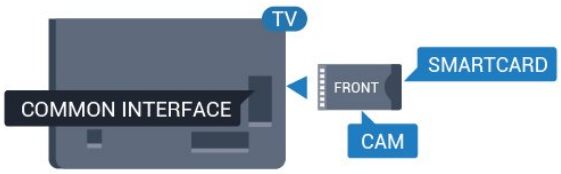
## Akıllı Kart

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

Akıllı kartı CAM modülüne takın. Operatörden aldığınız talimata bakın.

CAM'yi TV'ye takmak için...

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



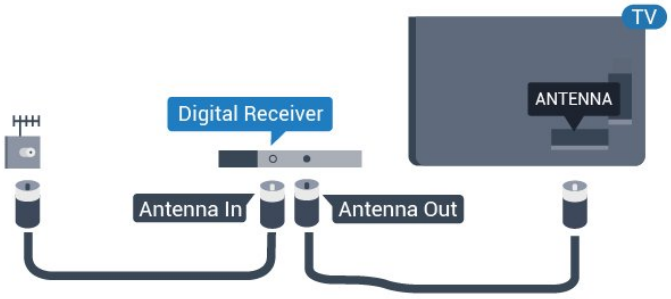

TV'yi açtığınızda CAM aktivasyonu birkaç dakika sürebilir. CAM takılmış ve abonelik ücretleri ödenmişse (abonelik yöntemleri farklı olabilir) CAM akıllı kartı tarafından desteklenen şifreli kanalları izleyebilirsiniz.

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

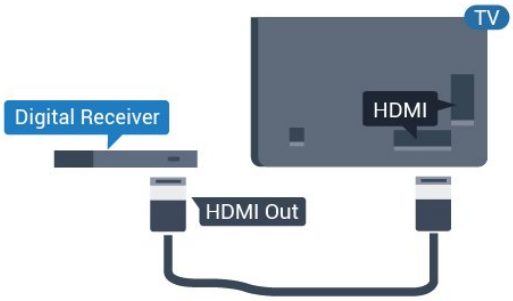
6.3

# Alıcı - Set Üstü Kutu

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




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




6.4

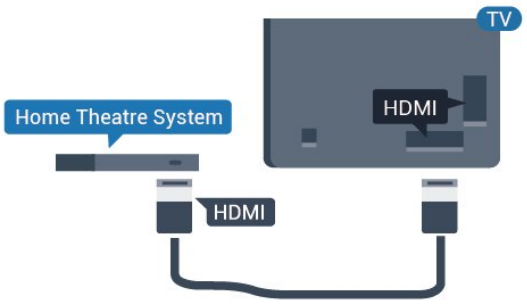
# Ev Sinema Sistemi - HTS

## HDMI ARC ile Bağlan

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

### HDMI ARC

Ev Sinema Sisteminizde HDMI ARC bağlantısı varsa bağlantı için TV'deki herhangi bir HDMI bağlantısını kullanabilirsiniz. HDMI ARC ile ilave ses kablosu bağlamanız gerekmez. HDMI ARC bağlantısı iki sinyali birleştirir.
TV'deki tüm HDMI bağlantılarında Ses Dönüş Kanalı (ARC) sinyali bulunur. Ancak Ev Sinema Sistemini bağladıktan sonra TV, ARC sinyalini yalnızca bu HDMI bağlantısına gönderebilir.



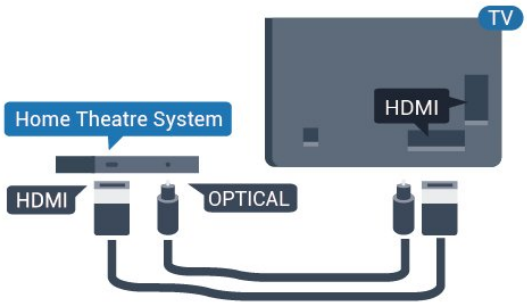

### Ses ve görüntü senkronizasyonu (sync)

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

## HDMI ile Bağlan

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

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




### Ses ve görüntü senkronizasyonu (sync)

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

6.5
# Akıllı Telefonlar ve Tabletler

TV'ye bir akıllı telefon veya tablet bağlamak için kablosuz veya kablolu bağlantı kullanabilirsiniz.

### Kablosuz

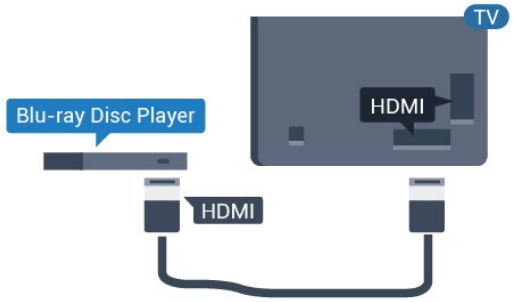
Kablosuz bağlantı için akıllı telefonunuzdaki veya tabletinizdeki favori uygulama mağazanızdan Philips TV Remote App uygulamasını indirin.

### Kablolu

Kablolu bağlantı için TV'nin arkasındaki HDMI 1 MHL bağlantısını kullanın.

6.6
# Blu-ray Disk Oynatıcı

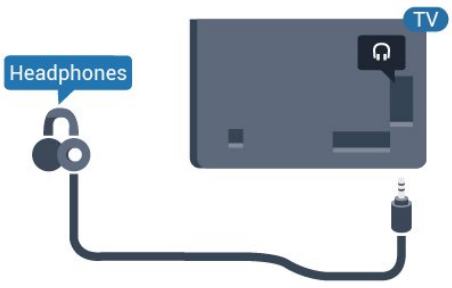
Blu-ray Disk oynatıcıyı TV'ye bağlamak için bir **Yüksek Hızlı HDMI** kablosu kullanın.




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

6.7
# Kulaklıklar

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

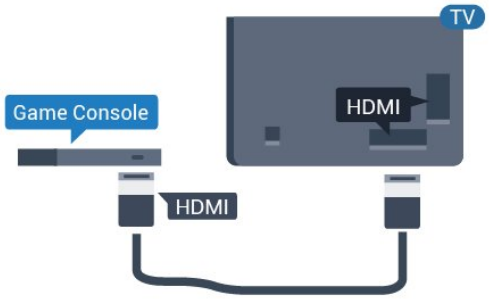


6.8

# Oyun Konsolu

## HDMI

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




6.9

# USB Flash Sürücü

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

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

TV flash sürücüyü algılar ve sürücünün içeriğini gösteren bir liste açar.
İçerik listesi otomatik olarak görüntülenmezse...

Profesyonel Mod KAPALI – **Ana Menü**'ye basın, **Uygulamalar**'ı ve ardından **Kaynaklar** 'ı seçin. USB'yi seçin ve **Tamam** tuşuna basın.

Profesyonel Mod Açık – **Ana Menü**'ye basın, **TV Kanalları**'nı ve ardından **SOURCES** 'ı seçin. **USB** seçeneğini belirleyin ve **Tamam** tuşuna basın.

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

6.10

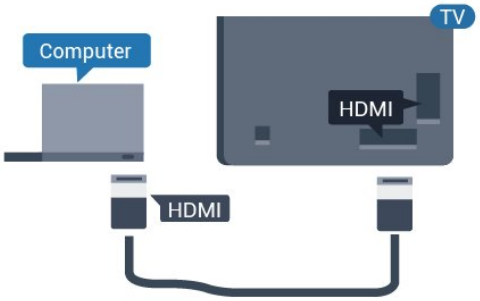
# Bilgisayar

## Bağlanın

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

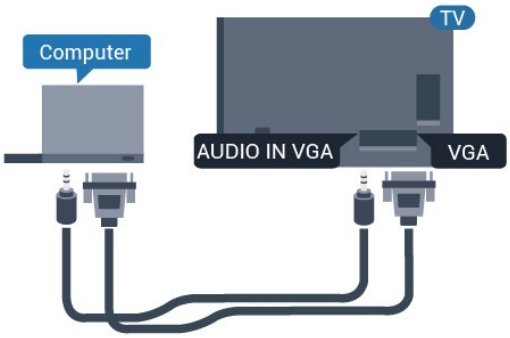
### HDMI ile

Bir HDMI kablosu kullanarak bilgisayarı TV'ye bağlayın.




### VGA ile (6014U)

Bilgisayarı TV'ye bağlamak için bir VGA kablosu ve TV'nin arkasındaki AUDIO IN VGA için bir ses kablosu (mini jak 3,5 mm) kullanın.




## İdeal Ayar

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

TV'yi ideal ayara getirmek için...

Profesyonel Mod KAPALI – Ana Menü'ye basın. (aşağı) tuşuna basın, **Ayarlar**'ı seçin ve **Tamam** tuşuna basın.

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

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

Gerekirse arka arkaya ← tuşuna basarak menüyü kapatabilirsiniz.

Profesyonel Mod AÇIK – ⌂ Ana Menü > ••• Daha çok > ⚙ Ayarlar > Görüntü öğelerine basın. Tamam tuşuna basın.

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

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

Gerekirse arka arkaya ← tuşuna basarak menüyü kapatabilirsiniz.

(Profesyonel mod bilgileri için lütfen Kurulum kılavuzuna başvurun)

7

# Videolar, Fotoğraflar ve Müzik

7.1

## USB Bağlantısından

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

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

Dosya listesi otomatik olarak görüntülenmiyorsa...

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

7.2

## Videolarınızı Oynatma

### Video Oynatma

Video klasörünü açma
1 - CHANNELS'a basın ve Kaynaklar'ı seçin.
2 - Ortam 'ı ve ardından Videolar'ı seçip Tamam'a basın.

Klasöre geri gitmek için öğesine basın.

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

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

Kontrol çubuğu

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

1 - İlerleme çubuğu
2 - Oynatma kontrol çubuğu
- : Klasörde önceki videoya atlar
- : Klasörde sonraki videoya atlar
: Geri sarar
: İleri sarar
: Oynatmayı duraklatır

3 - Favori olarak işaretler
4 - Tüm videoları oynatır
5 - Altyazı: Altyazıları Açık, Kapalı veya Sessizde Açık duruma getirir.
6 - Altyazı dili: Altyazı Dili seçin (Profesyonel Mod AÇIK durumdayken kullanılamaz.)
7 - Ses dili: Ses dili seçer
8 - Rastgele: Dosyalarınızı rastgele bir sırayla oynatır
9 - Tekrarla: Bu klasördeki tüm videoları bir kez veya sürekli olarak oynatır

### Video Seçenekleri

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

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

7.3

## Fotoğraflarınızı Görüntüleme

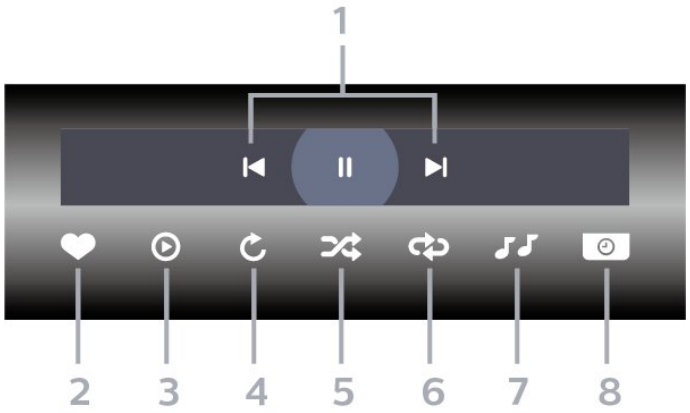
## Fotoğrafları Görüntüleme

Fotoğraf klasörünü açma
1 - CHANNELS'a basın ve Kaynaklar'ı seçin.
2 - Ortam'ı ve ardından Fotoğraflar'ı seçip Tamam tuşuna basın.

Fotoğraf görüntüleme

1 - CHANNELS'a basın ve Kaynaklar'ı seçin.
2 - Ortam'ı ve ardından Fotoğraflar'ı seçip Tamam tuşuna basın.
3 - Fotoğraflar'ı ve bir fotoğraf seçin, klasördeki tüm dosyaları oynatmak için Slayt gösterisi düğmesine basabilir veya seçilen fotoğrafı favori menüsüne Favoriler eklemek için Favori olarak işaretle düğmesine basabilirsiniz.

Kontrol çubuğu




1 - Oynatma kontrol çubuğu
- : Klasörde önceki fotoğrafa atlar
- : Klasörde sonraki fotoğrafa atlar
: Slayt gösterisi oynatmayı duraklatır

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

## Fotoğraf Seçenekleri

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

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

7.4
# Müzik Çalma

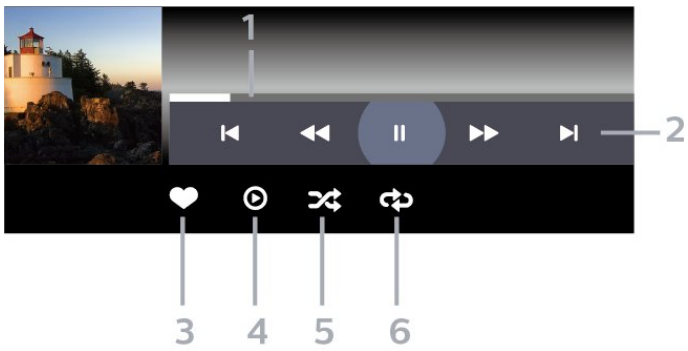
## Müzik Çalma

Müzik klasörünü açma
1 - CHANNELS'a basın ve Kaynaklar'ı seçin.
2 - Ortam'ı ve ardından Müzik'i seçip Tamam tuşuna basın.

Müzik çalma

1 - CHANNELS'a basın ve Kaynaklar'ı seçin.
2 - Ortam'ı ve ardından Müzik'i seçip Tamam tuşuna basın.
3 - Müzik klasörünü favori menüsü olan Favoriler'e eklemek için İşaretle öğesine basabilirsiniz.
4 - Sınıflandırmayı kullanarak hızlıca müzik bulabilirsiniz: Türler, Sanatçılar, Albümler, Parçalar.

Kontrol çubuğu




1 - İlerleme çubuğu
2 - Oynatma kontrol çubuğu
- : Klasörde önceki müziğe atlar
- : Klasörde sonraki müziğe atlar
: Geri sarar
: İleri sarar
: Oynatmayı duraklatır

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

## Müzik Seçenekleri

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

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

8

# TV Rehberi

8.1

## TV Rehberini Kullanma

### TV Rehberini Açma

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

Kapatmak için tekrar TV GUIDE tuşuna basın.

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

9

# Oyunlar

9.1

## Oyun Oynama

### Oyun Konsolundan

Oyun Konsolundan bir oyunu başlatmak için...

Oyun Konsolunu açın.

Profesyonel Mod KAPALI – Ana Menü'ye basın ve Uygulamalar'ı seçin. Kaynaklar'ı seçin ve Tamam'a basın.

Oyunu başlatın.

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

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

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

Oyunu başlatın.

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

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

### Uygulamalardan

Oyun Uygulamaları'ndan bir oyun başlatmak için...

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

Google hesabınızda oturum açın ve bir oyun başlatın.

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

Profesyonel Mod AÇIK – Ana Menü'ye basın. Oyunlar'ı seçin.

Google hesabınızda oturum açın ve bir oyun başlatın.

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

10

# Profesyonel Menü Uygulaması

10.1

## Profesyonel Menü Uygulaması Hakkında

TV ile yapabileceğiniz tüm etkinlikleri Profesyonel Menü Uygulamasından başlatabilirsiniz.

Profesyonel Menü Uygulamasının sol kısmı satırlar halinde düzenlenmiştir...

- Tavsiye edilenler
- TV Kanalları
- Cast
- Oyunlar
- Daha fazlası •••

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

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

10.2

## Profesyonel Menü Uygulamasını Açma

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

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

1 - Ana Menü'ye basarak Profesyonel Menü Uygulamasını açın.

2 - Ok tuşlarını kullanarak bir etkinlik seçin ve **OK** tuşuna basarak etkinliği başlatın.

3 - Profesyonel Menü Uygulamasını geçerli etkinliği değiştirmeden kapatmak için ← tuşuna basın.

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

10.3

## Tavsiye edilenler

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

1 - Profesyonel Menü Uygulamasını açın.

2 - **Tavsiye edilenler**'i seçin ve açmak ya da başlatmak için **Tamam** tuşuna basın.

3 - Önerilen TV Kanalları'nı seçin. Listeden bir kanal seçin ve Tamam tuşuna basın.

4 - Uygulamalar'ı seçin. Listeden bir Uygulama seçin ve Tamam tuşuna basın.

10.4

## TV Kanalları

### Kanal Listeleri

#### Kanal Listeleri Hakkında

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

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

#### Radyo istasyonları

Dijital yayın varsa kurulum sırasında dijital radyo

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

### Kanal Listesini Açma

Geçerli kanal listesini açmak için...

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

## Kanalları izleme

### Bir Kanalı Açma

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

#### Kanal değiştirme

- Kanal değiştirmek için + veya − öğesine basın.

#### Önceki kanal

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

#### Kanal listesi

Bir TV kanalını izlerken kanal listesini açmak için öğesine basın.

## Kanal, Seçenekler

### Seçenekleri Açın

Bir kanalı izlerken bazı seçenekleri ayarlayabilirsiniz.

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

Seçenekler menüsünü açmak için...

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

10.5

# TV Kanalları

## Kanal Listeleri

### Kanal Listeleri Hakkında

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

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

#### Radyo istasyonları

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

### Kanal Listesini Açma

Geçerli kanal listesini açmak için...

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

## Kanalları izleme

### Bir Kanalı Açma

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

#### Kanal değiştirme

- Kanal değiştirmek için + veya − öğesine basın.

#### Önceki kanal

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

#### Kanal listesi

Bir TV kanalını izlerken kanal listesini açmak için öğesine basın.

## Kanal, Seçenekler

Seçenekleri Açın

Bir kanalı izlerken bazı seçenekleri ayarlayabilirsiniz.

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

Seçenekler menüsünü açmak için...

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

10.6
# Google Cast

## Gerekenler

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

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

Google Cast özellikli Uygulamalar

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

Bazı Google Play ürün ve özellikleri tüm ülkelerde kullanılamaz.

support.google.com/androidtv adresinden ayrıntılı bilgi edinebilirsiniz

## TV'nize Gönderme

Bir uygulamayı TV ekranına göndermek için...

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

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

10.7
# Oyunlar

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

1 - Profesyonel Menü Uygulamasını açın.

2 - Oyunlar 'ı seçin ve Tamam tuşuna basın.

İdeal oyun ayarı

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

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

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

10.8
# Daha fazla bilgi

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

1 - Profesyonel Menü Uygulamasını açın.

2 - ••• Daha çok'u seçin ve açmak ya da başlatmak için Tamam tuşuna basın.

3 - Ayarlar'ı seçin.

• Görüntü:
Önayarlı görüntü tarzları arasında geçiş yapın. Film veya fotoğraf görüntülemek vb. için ideal tarzlar mevcuttur.
• Ses:
Önayarlı ses tarzları arasında geçiş yapın. Film izlemek, müzik dinlemek veya oyun oynamak için ideal tarzlar mevcuttur.
• Görüntü Formatı
Ekrana uyan bir görüntü formatı seçin.
• Menü Dili:
Dilinizi seçin ve OK tuşuna basın.

4 - Özellikleri'ni seçin ve Tamam'a basın.

• Alarm ayarla:
TV'de bir alarm ayarlanabilir. TV tanımlı bir alarm saatinde uyanabilir. Alternatif olarak alarm saati

uzaktan kumandadaki tuşuna basılarak ayarlanabilir.
• Uyku Zamanlayıcısı :
Kaydırma çubuğu ile süreyi 180 dakikaya kadar 5'er dakika aralıklarla ayarlayabilirsiniz. Süre 0 dakika olarak ayarlanırsa uyku zamanlayıcısı kapanır. Geri sayım sırasında istediğiniz zaman TV'nizi kapatabilir veya süreyi sıfırlayabilirsiniz.
• Hava Durumu :
Mevcut konum için 5 günlük hava durumu tahmini içeren gözlemlenen sıcaklığı gösterir. Alternatif olarak alarm saati uzaktan kumandadaki tuşuna basılarak ayarlanabilir.

5 - Kişisel'i seçin ve Tamam tuşuna basın.

• Fatura : Otel konukları kaldıkları süre boyunca otel faturasını görüntüleyebilir. (Yalnızca Profesyonel Mod AÇIK olduğunda.)
• Mesajlar :
Otelden TV'ye yeni mesaj gönderildiğinde konuklar bilgilendirilir. (Yalnızca Profesyonel Mod AÇIK olduğunda.)
• Mesaj Ekranı :
Mesaj bildirimlerinin gösterilme şeklini değiştirin. (Yalnızca Profesyonel Mod AÇIK olduğunda.)
• Hesabı Yönet :
Telefon veya dizüstü bilgisayar kullanarak Google hesabında oturum açarken telefonun veya dizüstü bilgisayarın TV ile aynı ağa bağlı olduğundan emin olun ve ardından oturum açma işlemini tamamlamak için TV'de gösterilen kodu girin. Konuklar oturum açmak için Google hesabı e-posta adresini ve parolasını da kullanabilir.
• Geçmişi Sil :
Kişisel kimlik bilgilerini tüm uygulamalardan temizleyin (Çıkışta da otomatik olarak temizlenir; yalnızca Profesyonel Mod AÇIK olduğunda.)

10.9

# Profesyonel Ayarlar

## Görüntü Tarzı

### Tarz seçme

Ana Menü > ••• Daha çok > Ayarlar > Görüntü > Görüntü tarzı öğelerine basın.

Görüntüyü kolayca ayarlamak için önceden ayarlanmış bir görüntü tarzı seçebilirsiniz.

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

## Görüntü Formatı

### Görüntü formatını seçme

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

Ekranı dolduracak temel ayarlardan birini seçmek için...

Ana Menü > ••• Daha çok> Ayarlar > Görüntü formatı öğelerine basın.

Ekrandaki görüntüye göre aşağıdaki formatlar kullanılabilir.

• Geniş ekran
• Ekranı doldur
• Ekrana Sığdır
• Ölçeksiz

## Ses Tarzı

### Tarz seçme

Ana Menü> ••• Daha çok> Ayarlar > Ses > Ses tarzı öğelerine basın.

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

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

## Dil

TV menüsü ve mesajlarının dilini değiştirme

Ana Menü > ••• Daha çok > Ayarlar > Menü Dili öğelerine basın.

Dilinizi seçin ve OK tuşuna basın.

## Eko Ayarları

### Enerji tüketiminden tasarruf etmek için ekran kapalı olarak ayarlama

Ana Menü > ••• Daha çok > Özellikler > Uyku Zamanlayıcısı > Ekran Kapalı öğelerine basın.

TV'de yalnızca müzik dinliyorsanız TV ekranını kapatabilirsiniz.
Yalnızca TV ekranı kapanır. Ekranı tekrar açmak için uzaktan kumandadaki herhangi bir tuşa basın.

### TV kapatma zamanlayıcısını ayarlama

Ana Menü > ••• Daha çok > Özellikler > Uyku Zamanlayıcısı > Uyku Zamanlayıcısı öğelerine basın.

Değeri ayarlamak için ^ (yukarı) veya v (aşağı) oklarına basın. 0 (Kapalı) değeri, otomatik kapanmayı devre dışı bırakır.

Kapatma zamanlayıcısını seçin, enerji tasarrufu yapmak için TV otomatik olarak kapanır.
* TV sinyal alıyorsa ancak 4 saat süresince uzaktan kumandada bir tuşa basmazsanız TV kapanır.

* TV, 10 dakika süresince TV sinyali ya da uzaktan kumanda komutu almazsa kapanır.

* TV'yi monitör olarak kullanıyorsanız veya TV izlemek için dijital bir alıcı kullanıyorsanız (Set Üstü Kutu - STB) ve TV'nin uzaktan kumandasını kullanmıyorsanız değeri **0** olarak ayarlamak için bu otomatik kapanma özelliğini devre dışı bırakmanız gerekir.

10.10
# Google Hesabı

## Oturum Aç

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

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

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

### Oturum Aç

öğesine basın > Profesyonel Menü Uygulaması ekranını açın.

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

11

# Android TV Ana Menü Ekranı

11.1

## Android TV Ana Menü Ekranı Hakkında

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

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

11.2

## Android TV Ana Menü Ekranını Açma

Profesyonel Mod AÇIK - lütfen kurulum kılavuzuna başvurun.

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

1 - Menü'ye basın ve "Philips Koleksiyonu"na gidin, ardından Tamam'a basın.

2 - Ok tuşlarını kullanarak bir etkinlik seçin ve OK tuşuna basarak etkinliği başlatın.

3 - Ana menüyü geçerli etkinliği değiştirmeden kapatmak için ← tuşuna basın.

Android TV Ana Menü Ekranını açarken arka planda oynatılan uygulama/içerik durdurulur. Devam etmek için Android TV Ana Menü ekranından uygulamayı veya içeriği seçmeniz gerekir.

11.3

## Android TV Ayarları

### Görüntü

#### Görüntü Ayarları

#### Görüntü Tarzı

Tarz seçme

⌂ > ⚙ Ayarlar > Görüntü > Görüntü tarzı öğelerine basın.
Görüntüyü kolayca ayarlamak için önceden ayarlanmış bir görüntü tarzı seçebilirsiniz.

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

#### Renk, Kontrast, Keskinlik, Parlaklık

Görüntü rengini ayarlama

⌂ Ana Menü > ⚙ Ayarlar > Görüntü > Renk öğelerine basın.
Görüntünün renk doygunluğu değerini ayarlamak için ∧ (yukarı) veya ∨ (aşağı) okuna basın.

Görüntü kontrastını ayarlama

⌂ Ana Menü > ⚙ Ayarlar > Görüntü > Kontrast öğelerine basın. Görüntünün kontrast değerini ayarlamak için ∧ (yukarı) veya ∨ (aşağı) okuna basın.

Güç tüketimini düşürmek için kontrast değerini azaltabilirsiniz.

Görüntü keskinliğini ayarlama

⌂ Ana Menü> ⚙ Ayarlar > Görüntü > Keskinlik öğelerine basın.
Görüntünün keskinlik değerini ayarlamak için ∧ (yukarı) veya ∨ (aşağı) okuna basın.

Parlaklığı ayarlayın

⌂ Ana Menü > ⚙ Ayarlar > Görüntü > Parlaklık öğelerine basın.

Görüntü sinyalinin parlaklık seviyesini ayarlamak için ^ (yukarı) veya v (aşağı) oklarına basın.

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

## Gelişmiş Görüntü Ayarları

### Renk Ayarları

#### Gelişmiş Renk Ayarları

Renk geliştirmeyi ayarlama
⌂ Ana Menü > ⚙ Ayarlar > Görüntü > Gelişmiş > Renk > Renk Geliştirme öğelerine basın.

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

Önceden ayarlanmış renk sıcaklığını seçme
⌂ Ana Menü > ⚙ Ayarlar > Görüntü > Gelişmiş > Renk > Renk Sıcaklığı öğelerine basın.

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

Renk sıcaklığını özelleştirme
⌂ Ana Menü > ⚙ Ayarlar > Görüntü > Gelişmiş > Renk > Özel Renk sıcaklığı öğelerine basın.

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

### Gelişmiş Kontrast Ayarları

#### Kontrast Modları

⌂ Ana Menü > ⚙ Ayarlar > Görüntü > Gelişmiş > Kontrast > Kontrast modu öğelerine basın.

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

#### Dinamik Kontrast

⌂ Ana Menü > ⚙ Ayarlar > Görüntü > Gelişmiş > Kontrast > Dinamik kontrast öğelerine basın.

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

#### Video Kontrastı, Gama

Video kontrastı
⌂ Ana Menü > ⚙ Ayarlar > Görüntü > Gelişmiş > Kontrast > Video kontrastı öğelerine basın.

Video kontrastı seviyesini ayarlamak için ^ (yukarı) veya v (aşağı) oklarına basın.

Gama
⌂ Ana Menü > ⚙ Ayarlar > Görüntü > Gelişmiş > Kontrast > Gama öğelerine basın.

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

### Gelişmiş Keskinlik Ayarları

#### Ultra Resolution

⌂ Ana Menü > ⚙ Ayarlar > Görüntü > Gelişmiş > Keskinlik > Ultra Resolution öğelerine basın.

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

### Görüntü Temizleme

#### Gürültü azlt

⌂ Ana Menü > ⚙ Ayarlar > Görüntü > Gelişmiş > Görüntü temizleme > Parazit azaltma öğelerine basın.

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

### MPEG Parazit Azaltma

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

Video içeriğindeki dijital parazitleri farklı derecelerde yumuşatmak için Maksimum, Orta veya Minimum ayarını seçin.
MPEG dijital parazitleri ekran görüntülerinde genellikle küçük bloklar veya titreyen kenarlar biçiminde görülür.

### Görüntü Formatı

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

Ekranı dolduracak temel ayarlardan birini seçmek için...

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

Ekrandaki görüntüye göre şu formatlar kullanılabilir . . .

• Geniş ekran
• Ekranı doldur
• Ekrana Sığdır
• Ölçeksiz

## Ses

### Ses Tarzı

#### Tarz seçme

Ana Menü > Ayarlar > Ses > Ses tarzı öğelerine basın.
Sesi kolayca ayarlamak için ses tarzı ile önceden ayarlanmış bir ayar seçebilirsiniz.

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

### Ses Yönetimi

Bir cihaz seçin.

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

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

### TV yerleştirme

Ana Menü > Ayarlar > Ses > TV Yerleştirme öğelerine basın.

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

### Gelişmiş

## Eko Ayarları

### Uyku Zamanlayıcısı

Ana Menü > Ayarlar > Eko Ayarları > Uyku Zamanlayıcısı öğelerine basın.

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

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

Kapatma zamanlayıcısını seçin, enerji tasarrufu yapmak için TV otomatik olarak kapanır.
* TV sinyal alıyorsa ancak 4 saat süresince uzaktan kumandada bir tuşa basmazsanız TV kapanır.

* TV, 10 dakika süresince sinyal ya da uzaktan kumanda komutu almazsa kapanır.

* TV'yi monitör olarak kullanıyorsanız veya TV izlemek için dijital bir alıcı kullanıyorsanız (Set Üstü Kutu - STB) ve TV'nin uzaktan kumandasını kullanmıyorsanız değeri 0 olarak ayarlamak için bu otomatik kapanma özelliğini devre dışı bırakmanız gerekir.

### Ekran Kapalı

Ana Menü > Ayarlar > Eko Ayarları > Ekran Kapalı öğelerine basın.

TV'de yalnızca müzik dinliyorsanız TV ekranını kapatabilirsiniz.
Yalnızca TV ekranı kapanır. Ekranı tekrar açmak için uzaktan kumandadaki herhangi bir tuşa basın.

## Bölge ve Dil

### diller

Ana Menü > Ayarlar> Bölge ve Dil > Diller öğelerine basın.

Bölge veya dil ayarını belirleyin.

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

## Evrensel Erişim Ayarları

> Ayarlar > Erişilebilirlik > Evrensel erişim öğelerine basın.
Evrensel Erişim özelliği açıldığında TV, işitme engelli, işitme güçlüğü olan, görme engelli veya görme bozukluğu olan kişilerin kullanımına hazırlanır.

### Evrensel erişim ayarlarını açma

> Ayarlar > Erişilebilirlik > Evrensel erişim > Açık öğelerine basın.

### İşitme engelli kişiler için evrensel erişim

> Ayarlar > Evrensel erişim> İşitme engelli > Açık öğelerine basın.

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

### Görme engelli veya görme bozukluğu olan kişiler için evrensel erişim

> Ayarlar > Erişilebilirlik > Evrensel erişim > Sesli anlatım > Sesli anlatım > Açık öğelerine basın.

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

Ayarlar > Erişebilirlik > Evrensel erişim > Sesli anlatım > Karışık ses, Ses efektleri, Konuşma.

• Karışık ses'i seçin, normal sesin ses seviyesini sesli yorumla karıştırabilirsiniz. Değeri ayarlamak için ∧ (yukarı) veya ∨ (aşağı) oklarına basın.
• Yorum sesinde stereo veya giderek azalan ses gibi ek ses efektleri için Ses efekti'ni Açık olarak ayarlayın.
• Konuşma tercihini Tanımlayıcı veya Altyazı olarak ayarlamak için Konuşma'yı seçin.

## İçerik Sınıfı

### Sınıflandırma Seviyesi

> Ayarlar > İçerik sınıfı öğelerine basın.

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

### Yaş sınırı belirleme

> Ayarlar > İçerik sınıfı > Sınıflandırma Seviyesi öğelerine basın.

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

### Kod Ayarlama ve Kodu Değiştirme

Ana Menü > Ayarlar > İçerik sınıfı öğelerine basın.

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

Yeni kod ayarlayabilir veya kod değiştirmeyi sıfırlayabilirsiniz.

Ana Menü > Ayarlar > İçerik sınıfı > Kodu Değiştir öğelerine basın.

Not:

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

11.4

# Android TV'nizi bağlama

## Ağ ve İnternet

### Ev Ağı

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

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

### Ağa Bağlan

### Kablosuz Bağlantı

### Gerekenler

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

Yüksek hızlı (geniş bant) Internet bağlantısı kullanın.

### Bağlantıyı Gerçekleştirin

#### Bağlantıyı Gerçekleştirin - KABLOSUZ

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

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

#### Bağlantıyı Gerçekleştirin - WPS

Ana Menü > Ayarlar > Kablosuz ve Ağlar > Ağa Bağlan > WPS öğelerine basın.

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

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

#### Bağlantıyı Gerçekleştirin - PIN Kodlu WPS

Ana Menü > Ayarlar > Kablosuz ve Ağlar > Ağa Bağlan > PIN Kodlu WPS öğelerine basın.

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

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

### Problemler

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

**Internet çalışmıyor**
• Yönlendirici bağlantısında sorun yoksa yönlendiricinin Internet bağlantısını kontrol edin.

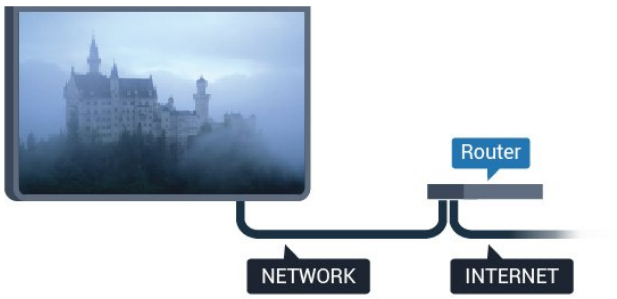
**PC ve Internet bağlantısı yavaş**
• İç mekanlardaki kapsama alanı, aktarım hızı ve sinyal kalitesi ile ilgili diğer faktörler hakkında bilgi edinmek için kablosuz yönlendiricinin kullanım kılavuzuna bakın.
• Yönlendiriciniz için yüksek hızlı (geniş bant) Internet bağlantısı kullanın.

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

## Kablolu Bağlantı

### Gerekenler

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




### Bağlantıyı Gerçekleştirin

#### Bağlantıyı Gerçekleştirin - KABLOLU

Ana Menü > Ayarlar > Kablosuz ve Ağlar > Ağa Bağlan > KABLOLU öğelerine basın.

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

Bağlantı kurulamazsa yönlendiricinin DHCP ayarını kontrol edebilirsiniz. DHCP açılmalıdır.

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

### Ayarlar

#### Ağ Ayarlarını Görüntüle

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

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

#### Ağ Yapılandırma - DHCP/Statik IP

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

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

#### Ağ Yapılandırma - Statik IP Yapılandırması

Ana Menü > Ayarlar > Kablosuz ve Ağlar > Ayarlar > Statik IP Yapılandırması öğelerine basın.

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

#### LAN Üzerinden Uyandırma (WoL)

Ana Menü > Ayarlar > Kablosuz ve Ağlar > Ayarlar > LAN Üzerinden Uyandırma (WoL) öğelerine basın.

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

#### Wi-Fi Üzerinden Uyandırma (WoWLAN)

Ana Menü > Ayarlar > Kablosuz ve Ağlar > Ayarlar > Wi-Fi Üzerinden Uyandırma (WoWLAN) öğelerine basın.

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

#### Ağ Türü

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

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

## Google Hesabı

### Oturum Aç

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

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

TV'nizde Google'da oturum açmak için var olan **Google Hesabınızı** kullanın. Bir Google Hesabı, e-posta adresi ile paroladan oluşur. Henüz Google Hesabınız yoksa oluşturmak için bilgisayarınızı veya

tabletinizi kullanın (accounts.google.com). Google Play ile oyun oynamak için bir Google+ profiliniz olmalıdır. İlk TV kurulumu sırasında oturum açmadıysanız daha sonra oturum açabilirsiniz.

### Oturum Aç

Ana Menü > Uygulamalar > Google Play öğelerine basın.

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

### Android Ayarları

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

### Bu ayarları açmak için

Ana Menü > Ayarlar > Ayarlar > Android Ayarları öğelerine basın.

11.5

# Kanallar

## Kanal Listeleri

### Kanal Listeleri Hakkında

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

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

### Radyo istasyonları

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

### Kanal Listesini Açma

Geçerli kanal listesini açmak için...

1. TV'ye geçiş yapmak için öğesine basın.
2. Geçerli kanal listesini açmak için ☰ öğesine basın.
3. Kanal listesini kapatmak için ☰ öğesine tekrar basın.

## Kanalları izleme

### Bir Kanalı Açma

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

### Kanal değiştirme

- Kanal değiştirmek için ☰ + veya ☰ − öğesine basın.

### Önceki kanal

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

### Kanal listesi

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

### Kanal, Seçenekler

### Seçenekleri Açın

### Ortak Arayüz

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

CAM bilgilerini görüntülemek için...

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

### Altyazılar

### Altyazı Dili

### Tercih Edilen Altyazı Dilleri

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

Birincil ve ikincil altyazı dilini ayarlamak için...

1 - ⌂ Ana Menü'ye basın. ⌄ (aşağı) tuşuna basın, **Ayarlar**'ı seçin ve **Tamam** tuşuna basın.
2 - Bölge ve Dil > Diller > Birincil Altyazı ya da İkincil Altyazı öğelerini seçin.

3 - İstediğiniz dili belirleyin ve **Tamam** tuşuna basın.
4 - Bir adım geri gitmek için ❮ (sol) tuşuna veya menüyü kapatmak için ← **BACK** tuşuna basın.

### Altyazı Dili Seçme

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

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

1 - ⊕ OPTIONS'a basın.
2 - **Altyazı Dili** öğesini seçin ve geçici olarak dillerden birini altyazı olarak belirleyin.

### Ses Dili

### Tercih Edilen Ses Dili

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

Birincil ve ikincil ses dilini ayarlamak için...

1 - ⌂ Ana Menü'ye basın. ⌄ (aşağı) öğesine basın, **Ayarlar**'ı seçip **Tamam** tuşuna basın.
2 - Bölge ve Dil öğesini ve ardından Diller > Birincil Ses ya da İkincil Ses öğelerini seçin.

3 - İstediğiniz dili belirleyin ve **Tamam** tuşuna basın.
4 - Bir adım geri gitmek için ❮ (sol) tuşuna veya menüyü kapatmak için ← **BACK** tuşuna basın.

### Ses Dili Seçme

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

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

1 - ⊕ **OPTIONS**'a basın.
2 - **Ses Dili** öğesini seçin ve geçici olarak dillerden birini ses olarak belirleyin.

### Kanal Bilgisi

#### Kanal ayrıntılarını görüntüleme

Seçilen kanalın ayrıntılarını görüntülemek için...

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

### Mono / Stereo

Bir analog kanalın sesini Mono veya Stereo olarak değiştirebilirsiniz.

Mono veya Stereo'ya geçiş yapmak için...

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

### Program Bilgileri

#### Program ayrıntılarını görüntüleme

Seçilen programın ayrıntılarını görüntülemek için...

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

11.6

# Kanal Kurulumu

## Kanal Kurma

### Anten/Kablo Kurulumu

### Kanal Arama

Tüm kanalları, diğer TV ayarlarına dokunmadan yeniden ayarlayabilirsiniz.

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

Kanal Aramak için...

1 - ⌂ Ana Menü > ⚙ Ayarlar > **Kanalları kur** ve **Tamam** öğelerine basın.
2 - **RF Kanal Kurulumu** öğesini seçin ve **Tamam**'a basın.

3 - Gerektiğinde PIN kodunuzu girin.
Kanal Ara'yı seçin ve Tamam tuşuna basın.
Başlat seçeneğini belirleyin ve Tamam tuşuna basın.
Şu anda bulunduğunuz ülkeyi seçin ve Tamam tuşuna basın.
Başlat seçeneğini belirleyin ve Tamam tuşuna basın.
İstediğiniz kurulum türünü seçin (Anten (DVB-T) veya Kablo (DVB-C)) ve Tamam tuşuna basın.
Sonraki seçeneğini belirleyin ve Tamam tuşuna basın.
İstediğiniz kanal türünü seçin ( Dijital ve Analog Kanallar veya Sadece Dijital Kanallar) ve Tamam tuşuna basın.
Sonraki seçeneğini belirleyin ve Tamam tuşuna basın.
Dijital kanalları güncellemek için Başlat 'ı seçip Tamam tuşuna basın. Bu işlem birkaç dakika sürebilir.
Bir adım geri gitmek için ❮ (sol) tuşuna veya menüyü kapatmak için ← BACK tuşuna basın.

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## Otomatik Kanal Güncelleme

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

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

Otomatik güncellemeyi kapatmak için...

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

---

## Kanal Güncelleme Mesajı

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

Mesajı kapatmak için...

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

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

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## Dijital: Manuel Kurulum

Dijital TV kanalları, tek tek manuel olarak kurulabilir.

Dijital kanalları manuel olarak kurmak için...

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

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## Analog: Manuel Kurulum

Analog TV kanalları, tek tek manuel olarak kurulabilir.

Analog kanalları manuel olarak kurmak için...

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

- Sistem

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

- Kanal Ara

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

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

• Kaydet
Kanalı, geçerli kanal numarasına veya yeni bir kanal numarası olarak kaydedebilirsiniz.
Geçerli Kanalı Kaydet veya Yeni Kanal Olarak Kaydet'i seçin ve OK tuşuna basın. Yeni kanal numarası kısa bir süre için görüntülenir.

Tüm analog TV kanallarını bulana kadar bu adımları tekrarlayabilirsiniz.

11.7
# Internet

## İnterneti Başlatma

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

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

İnternet tarayıcısını başlatmak için...

1 - HOME tuşuna basın.
2 - Aşağıya kaydırıp Uygulamalar > İnternet öğelerini seçin ve Tamam'a basın.
3 - Bir İnternet adresi girip ✓ öğesini seçin, OK tuşuna basın.
4 - İnternet'i kapatmak için HOME veya öğesine basın.

## İnternet Seçenekleri

İnternet için bazı ek özellikler mevcuttur.

Ek özellikleri açmak için...

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

11.8
# Akıllı Telefonlar ve Tabletler

## MHL

Bu TV, MHL™ ile uyumludur.

Mobil cihazınız da MHL ile uyumluysa mobil cihazınızı bir MHL kablosu ile TV'ye bağlayabilirsiniz. MHL kablosu bağlandığında, mobil cihazınızın ekranını TV ekranı ile paylaşabilirsiniz. Mobil cihazınızın pili de aynı anda şarj edilir. MHL bağlantısı, mobil cihazınız üzerinden uzun süre boyunca TV'de film izlemek veya oyun oynamak için idealdir.

### Şarj Etme

MHL kablosu bağlı olduğunda, TV açık durumdayken (bekleme modunda olmadığında) cihazınız şarj edilir.

### MHL Kablosu

Mobil cihazınızı TV'ye bağlamak için pasif MHL kablosuna (HDMI - Micro USB) ihtiyacınız vardır. Mobil cihazınızı bağlamak için ek bir adaptöre ihtiyaç duyabilirsiniz. MHL kablosunu TV'ye bağlamak için HDMI 1 MHL bağlantısını kullanın.

MHL, Mobile High-Definition Link ve MHL Logosu, MHL, LLC'nin ticari markaları ve tescilli ticari markalarıdır.

11.9
# Yazılım

## Yazılımı Güncelle

### Yazılım Sürümü

Geçerli TV yazılımı sürümünü görüntülemek için...

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

## Web sitesinden güncelleme

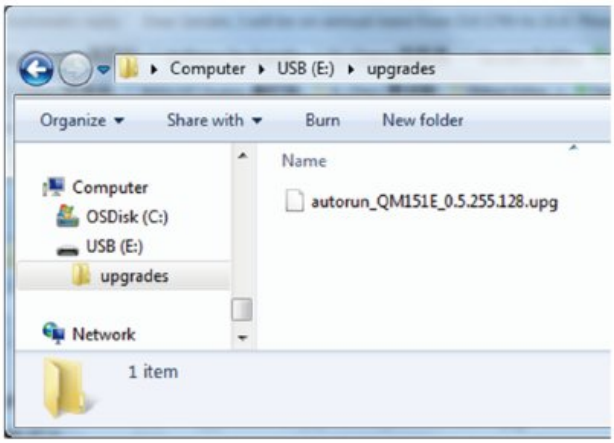
TV'nizin güncel cihaz yazılımı sürümünü ayarlar menüsündeki "Yazılımı Güncelle" > "Geçerli yazılım" bölümünde bulabilirsiniz.

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

TV'nizin cihaz yazılımını güncellemek için aşağıdaki talimatları izleyin.

En yeni yazılımı indirme...

1 - Internet Explorer'ı başlatın.
2 - http://www.philips.com/support URL'sinden Philips destek sitesine girin.
3 - Model numarasını girin. (Model numaranızı TV'nizin arkasındaki etikette bulabilirsiniz. )
4 - TV'nizin ürün sayfasına girdiğinizde Destek öğesini seçin.
5 - "Yazılım güncellemeleri" seçeneğini belirleyin ve yazılımı indirmek için "Dosyayı indir" öğesine tıklayın. (Yazılım .zip dosyası olarak mevcuttur.)
6 - Yazılım sürümü TV'nizde yüklü olan sürümden daha yüksekse yazılım indirme bağlantısına tıklayın.
7 - Lisans sözleşmesini/Hüküm ve Koşulları kabul edin ve "Kabul ediyorum" seçeneğini belirleyin. Ardından zip dosyası otomatik olarak indirilir.
8 - Bir arşiv yardımcı programı kullanarak zip dosyasını herhangi bir dizine açın.
9 - USB flash sürücünüzün ana dizininde "yükseltmeler" adlı bir klasör oluşturun.
10 - Aşağıdaki görüntüde gösterilen şekilde daha önce yükseltmeler klasörüne çıkardığınız upg dosyasını kopyalayın.
11 - USB flash sürücünüzü bilgisayardan çıkarın.




Yazılımı güncelleme...

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

12

# Açık Kaynaklı Yazılım

12.1

## Açık Kaynaklı Lisans

### Açık Kaynak Lisansı Hakkında

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

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

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

### Open Source

Android (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 ORIMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY,FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT OF THIRD PARTY RIGHTS. INNO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OROTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USEOR OTHER DEALINGS IN THE SOFTWARE. Except as contained in this notice, the name of a copyright holder shall 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-androidlibpng 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.cGPL 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/dnmasq 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 WTFPL.

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 AssyncHttpClientThe 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)

Ipepg 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

libicui18n (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.ijg.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.

libmdnssd (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.

libttspico ( )

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 libGLESv1_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.)

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Version 2, June 1991

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Also, for each distributor's protection, we want to make certain that everyone understands that there is no warranty for this free library. If the library is modified by someone else and passed on, we want its recipients to know that what they have is not the original version, so that any problems introduced by others will not reflect on the original authors' reputations.

Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that companies distributing free software will individually obtain patent licenses, thus in effect transforming the program into proprietary software. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License, which was designed for utility programs. This license, the GNU Library General Public License, applies to certain designated libraries. This license is quite different from the ordinary one; be sure to read it in full, and don't assume that anything in it is the same as in the ordinary license.

The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

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

However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a"work based on the library" and a "work that uses the library". The former contains code derived from the library, while the latter only works together with the library.

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

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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

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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 whateve 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:

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Preamble

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We protect your rights with a two-step method: (1) we copyright the library, and (2) we offer you this license, which gives you legal permission to copy, distribute and/or modify the library.

To protect each distributor, we want to make it very clear that there is no warranty for the free library. Also, if the library is modified by someone else and passed on, the recipients should know that what they have is not the original version, so that the original author's reputation will not be affected by problems that might be introduced by others.

Finally, software patents pose a constant threat to the existence of any free program. We wish to make sure that a company cannot effectively restrict the users of a free program by obtaining a restrictive license from a patent holder. Therefore, we insist that any patent license obtained for a version of the library must be consistent with the full freedom of use specified in this license.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License. This license, the GNU Lesser General Public License, applies to certain designated libraries, and is quite different from the ordinary General Public License. We use this license for certain libraries in order to permit linking those libraries into non-free programs.

When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library.

We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides

advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

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

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

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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 noticesstating 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.

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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.

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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 syste 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

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Copyright FAQ

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

Bitstream is giving away these fonts, but wishes to ensure its

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

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

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

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

however.

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

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

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

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

See 1. above.

3. Are derivative works allowed?

Yes!

4. Can I change or add to the font(s)?

Yes, but you must change the name(s) of the font(s).

5. Under what terms are derivative works allowed?

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

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

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

substitutions could still could have occurred during font

opening). You must include the Bitstream copyright. Additional

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

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

adopted in future versions?

Yes. The contract between the Gnome Foundation and Bitstream has

provisions for working with Bitstream to ensure quality additions to

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

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

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

both Gnome and Jim Lyles, Vera's designer,

happy! To make sense to add

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

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

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

guide and aid for people interested in contributing to Vera.

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

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

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

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

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

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

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

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

selection and substitution; it has provisions for overriding font

names and subsituting alternatives. An example is provided by the

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

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

core server) has other mechanisms for font substitution.

Open Sans fonts

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

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libcurl

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

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libcurl - lib/krb5.c

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

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

 *

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libcurl - lib/security.c

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

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* use in Curl. His latest changes were done 2000-09-18.

*

* It has since been patched and modified a lot by Daniel Stenberg

* <daniel@haxx.se> to make it better applied to curl conditions, and to make

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David M. Gay's floating point routines

URL: http://www.netlib.org/fp/

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dynamic annotations

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

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google-glog's symbolization library

URL: https://github.com/google/glog

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open-vcdiff

URL: https://github.com/google/open-vcdiff

Almost Native Graphics Layer Engine

URL: http://code.google.com/p/angleproject/

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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

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WebP image encoder/decoder

URL: http://developers.google.com/speed/webp

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URL: http://xmlsoft.org

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URL: http://xmlsoft.org/XSLT

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libyuv

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linux-syscall-support

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LZ4 - Extremely fast compression

URL: https://code.google.com/p/lz4/

LZ4 Library

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modp base64 decoder

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

* MODP_B64 - High performance base64 encoder/decoder

* Version 1.3 -- 17-Mar-2006

*  http://modp.com/release/base64

*

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Mojo

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mt19937ar

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

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

Coded by Takuji Nishimura and Makoto Matsumoto.

Before using, initialize the state by using init_genrand(seed)

or init_by_array(init_key, key_length).

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Netscape Plugin Application Programming Interface (NPAPI)

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

Version: MPL 1.1/GPL 2.0/LGPL 2.1

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OpenMAX DL

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opus

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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

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Quick Color Management System

URL: https://github.com/jrmuizel/qcms/tree/v4

qcms

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re2 - an efficient, principled regular expression library

URL: https://github.com/google/re2

sfntly

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

Skia

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tcmalloc

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The USB ID Repository

URL: http://www.linux-usb.org/usb-ids.html

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usrsctp

URL: http://github.com/sctplab/usrsctp

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wayland

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Web Animations JS

URL: https://github.com/web-animations/web-animations-js

WebRTC

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x86inc

URL: http://git.videolan.org/?p=x264.git;a=blob;f=common/x86/x86inc.asm

```
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;* x86inc.asm

;*****************************************************************************

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;* Authors: Loren Merritt <lorenm@u.washington.edu>

;*          Anton Mitrofanov <BugMaster@narod.ru>

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; It also has various other useful features to simplify writing the kind of

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; to x264-devel@videolan.org .

zlib

URL: http://zlib.net/

/* zlib.h -- interface of the 'zlib' general purpose compression library

  version 1.2.4, March 14th, 2010

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url_parse

URL: http://mxr.mozilla.org/comm-central/source/mozilla/netwerk/base/src/nsURLParsers.cpp

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13

# Yardım ve Destek

13.1

## Sorun giderme

### Açma ve Uzaktan Kumanda

TV açılmıyor:
• Güç kablosunu elektrik prizinden çıkarın. Bir dakika bekleyip geri takın.
• Güç kablosunun sıkıca takılı olduğundan emin olun.

Açma veya kapatma sırasında çıtırtı sesi geliyor

TV'yi açarken, kapatırken ya da bekleme moduna alırken TV kasasından gelen bir çıtırtı sesi duyarsınız. Bu sesin nedeni, TV'nin soğurken ve ısınırken normal şekilde genişlemesi ve küçülmesidir. Bu durum performansı etkilemez.

TV uzaktan kumandaya yanıt vermiyor

TV'nin çalışmaya başlaması için belirli bir süre gerekir. TV bu esnada uzaktan kumandaya veya TV kontrollerine yanıt vermez. Bu, normal bir durumdur. TV uzaktan kumandası yanıt vermemeye devam ediyorsa uzaktan kumandanın çalışıp çalışmadığını cep telefonu kamerası ile kontrol edebilirsiniz. Telefonu kamera moduna geçirin ve uzaktan kumandayı kamera lensine doğrultun. Uzaktan kumandanın herhangi bir tuşuna bastığınızda kamerada kızılötesi LED'in titreştiğini görüyorsanız uzaktan kumanda çalışıyordur. TV'nin kontrol edilmesi gerekir.
Yanıp sönmeyi görmüyorsanız uzaktan kumanda bozulmuş ya da kumandanın pilleri bitmiş olabilir.
TV ile kablosuz olarak eşleştirilmiş uzaktan kumandaları bu yöntemle kontrol edemezsiniz.

Philips başlangıç ekranı gösterildikten sonra TV bekleme moduna geçiyor

TV bekleme modundayken Philips başlangıç ekranı görüntülenir ve TV bekleme moduna geri döner. Bu, normal bir durumdur. TV'nin güç kaynağı bağlantısı kesilip yeniden kurulduktan sonraki ilk başlatmada başlangıç ekranı görüntülenir. Bekleme modundaki TV'yi açmak için uzaktan kumandadaki veya TV'deki ⏻ düğmesine basın.

Bekleme ışığı yanıp sönüyor

Güç kablosunu elektrik prizinden çıkarın. 5 dakika bekleyip güç kablosunu geri takın. Işık yanıp sönmeye devam ederse Philips TV Müşteri Destek Merkezi ile irtibata geçin.

### Kanallar

Kurulum sırasında dijital kanal bulunamadı

TV'nizin ülkenizde DVB-T veya DVB-C'yi desteklediğinden emin olmak için teknik özelliklere bakın.
Tüm kabloların doğru şekilde bağlı ve doğru ağın seçili olduğundan emin olun.

Önceden kurulmuş kanallar kanal listesinden kayboldu

Doğru kanal listesinin seçili olduğundan emin olun.

### Görüntü

Görüntü yok / bozuk
• Antenin TV'ye doğru şekilde bağlı olduğundan emin olun.
• Görüntü kaynağı olarak doğru cihazın seçili olduğundan emin olun.
• Harici cihaz veya kaynağın doğru şekilde bağlandığından emin olun.

Ses var ama görüntü yok
• Görüntü ayarlarının doğru olduğundan emin olun.

Anten az çekiyor
• Antenin TV'ye doğru şekilde bağlı olduğundan emin olun.
• Hoparlörler, topraklanmamış ses cihazları, neon ışıklar, yüksek binalar ve diğer büyük cisimler alım kalitesini etkileyebilir. Mümkünse anten yönünü değiştirerek ya da cihazları TV'den uzaklaştırarak alım kalitesini artırmaya çalışın.
• Alım yalnızca bir kanalda zayıfsa kanala Manuel Kurulum ile ince ayar yapın.

Cihazdan gelen görüntü kötü
• Cihazın doğru şekilde bağlandığından emin olun.
• Görüntü ayarlarının doğru olduğundan emin olun.

Görüntü ekrana sığmıyor

Farklı bir görüntü formatına geçin.

Görüntü doğru konumda değil

Bazı cihazlardan gelen görüntü sinyalleri ekrana doğru şekilde oturmayabilir. Bağlı cihazın sinyal çıkışını kontrol edin.

Bilgisayar görüntüsü sabit değil

Bilgisayarınızın desteklenen çözünürlüğü ve yenileme hızını kullandığından emin olun.

## Ses

### Ses yok veya kalitesi kötü

TV ses sinyali algılamazsa otomatik olarak ses çıkışını kapatır. Bu, arıza olduğu anlamına gelmez.

• Ses ayarlarının doğru şekilde ayarlandığından emin olun.
• Tüm kabloların doğru şekilde bağlandığından emin olun.
• Sesin kapatılmadığından veya sıfıra ayarlanmadığından emin olun.
• TV ses çıkışının Ev Sinema Sistemi ses girişine bağlı olduğundan emin olun.
Ses, HTS hoparlörlerinden duyulmalıdır.
• Bazı cihazlar HDMI ses çıkışını manuel olarak etkinleştirmenizi gerektirebilir. HDMI ses etkinleştirildiği halde hala ses duyamıyorsanız cihazın dijital ses formatını PCM'ye (Darbe Kodu Modülasyonu) değiştirmeyi deneyin. Talimatlar için cihazınızla birlikte verilen belgelere bakın.

## Bağlantılar

### HDMI

- HDCP (Yüksek Bant Genişliğine Sahip Dijital İçerik Koruması) desteği, TV'nin HDMI cihazından gelen içeriği görüntülemesinde gecikmeye neden olabilir.
- TV HDMI cihazını algılamıyorsa ve görüntü yoksa kaynağı bir cihazdan başka bir cihaza geçirin ve daha sonra geri alın.
- Ses aralıklı olarak kesiliyorsa HDMI cihazından çıkış ayarlarının doğru olduğundan emin olun.
- HDMI - DVI adaptörü veya HDMI - DVI kablosu kullanıyorsanız varsa ek bir ses kablosunun AUDIO IN (yalnızca mini jak) girişine bağlandığından emin olun.

### EasyLink çalışmıyor

- HDMI cihazların HDMI-CEC ile uyumlu olduğundan emin olun. EasyLink özellikleri yalnızca HDMI-CEC ile uyumlu olan cihazlarla çalışır.

### Ses simgesi gözükmüyor

- Bir HDMI-CEC ses cihazı bağlandığında bu durum normaldir.

### USB cihazındaki fotoğraflar, videolar ve müzikler gözükmüyor

- USB depolama cihazının depolama cihazı belgelerinde belirtilen şekilde Yığın Depolama Sınıfı uyumlu olarak ayarlandığından emin olun.
- USB depolama cihazının TV ile uyumlu olduğundan emin olun.
- Ses ve görüntü dosyası formatlarının TV tarafından desteklendiğinden emin olun.

### USB dosyaları kesik kesik oynatılıyor

- USB depolama cihazının aktarım performansı, TV'ye veri aktarma hızını sınırlayarak kötü kaliteli oynatmaya neden olabilir.

## Wi-Fi, İnternet ve Bluetooth

### Wi-Fi ağı bulunamadı veya bozuk

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

### Internet çalışmıyor

• Yönlendirici bağlantısında sorun yoksa yönlendiricinin Internet bağlantısını kontrol edin.

### PC ve Internet bağlantısı yavaş

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

### DHCP

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

### Bluetooth bağlantısı kaybedildi

• Birçok kablosuz yönlendiricinin bulunduğu yüksek miktarda kablosuz aktivite içeren alanlarda kablosuz bağlantı sorunu yaşanabilir.

## Ağ

### Wi-Fi ağı bulunamadı veya bozuk

• Yakınınızda bulunan mikrodalga fırınlar, DECT telefonlar veya diğer Wi-Fi 802.11b/g/n/ac cihazları kablosuz ağı bozabilir.
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### DHCP

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

edebilirsiniz. DHCP açılmalıdır.

13.2

# Çevrimiçi Yardım

Philips TV ile ilgili herhangi bir sorunu çözmek için çevrimiçi destek hizmetimize başvurabilirsiniz. Dilinizi seçebilir ve ürün model numarasını girebilirsiniz.

www.philips.com/support adresine gidin

Destek sayfasında ülkenizde bize ulaşabileceğiniz telefon numarasını ve ayrıca sık sorulan soruların (SSS) yanıtlarını bulabilirsiniz. Bazı ülkelerde temsilcilerimizle sohbet etme ve sorularınızı doğrudan ya da e-posta yoluyla yöneltme seçeneği de sunulmaktadır.
Yeni TV yazılımını veya kılavuzunu bilgisayarınızda okumak için indirebilirsiniz.

13.3

# Destek ve Onarım

Destek ve tamirat için ülkenizdeki Müşteri Destek Merkezi'nin numarasını arayabilirsiniz. Servis mühendislerimiz, gerektiğinde onarım gerçekleştirir.

Telefon numarası, TV ile birlikte verilen basılı belgelerde bulunmaktadır.
Alternatif olarak www.philips.com/support web sitemize başvurun ve gerekirse ülkenizi seçin.

### TV model numarası ve seri numarası

TV ürün model numarası ve seri numarasını vermeniz istenebilir. Bu numaraları ambalaj etiketinde veya TV'nin arkasında veya alt kısmındaki tip etiketinde bulabilirsiniz.

### ⚠ Uyarı

TV'nizi tamir etmeye kalkışmayın. Bu, ciddi yaralanmalara, TV'nizin tamir edilemez bir şekilde zarar görmesine veya garantinizin geçersiz kalmasına neden olabilir.

14

# Güvenlik ve Bakım

14.1

## Güvenlik

### Önemli

TV'nizi kullanmadan önce tüm güvenlik talimatlarını okuyun ve anlayın. Talimatların hatalı uygulanmasından kaynaklanan hasarlarda garanti geçerli değildir.

Üreticinin izni olmadan bu ekipmanda değişiklik yapmayın.

### Elektrik Çarpması veya Yangın Riski

• TV'yi asla yağmura veya suya maruz bırakmayın. TV'nin yanına vazo gibi içi su dolu nesneler koymayın.
TV'nin üzerine veya içine sıvı dökülmesi durumunda TV'nin güç kablosunu elektrik prizinden hemen çıkarın.
TV'nizi kullanmadan önce Philips TV Müşteri Destek Merkezi'ne kontrol ettirin.
• TV'yi, uzaktan kumandayı veya pilleri kesinlikle aşırı ısıya maruz bırakmayın. Bunları kesinlikle yanan mumların, açık alevlerin veya doğrudan güneş ışığı gibi diğer ısı kaynaklarının yanına yerleştirmeyin.
• TV'nin havalandırma açıklıklarından veya diğer açıklıklarından içeri asla nesne sokmayın.
• Güç kablosunun üzerine kesinlikle ağır cisimler koymayın.
• Kablo fişini darbelere karşı koruyun. Sıkı durmayan fişler kıvılcım sıçramasına veya yangına neden olabilir. TV ekranını döndürürken güç kablosunun gerilmediğinden emin olun.
• TV'nin güç bağlantısını kesmek için TV'nin elektrik fişi prizden çekilmelidir. Gücü keserken, her zaman kabloyu değil fişi çekmeye dikkat edin. Her zaman fiş, güç kablosu ve prize tam olarak erişim sağlayabilmeniz gerekir.

### Yaralanma veya TV'de Hasar Oluşması Riski

• 25 kilo veya 55 lb'den daha ağır olan TV'leri kaldırmak ve taşımak için iki kişi gereklidir.
• TV'yi stand üzerine monte ediyorsanız sadece birlikte verilen standı kullanın. Standı TV'ye sıkıca sabitleyin.
TV'yi, TV'nin ve standın ağırlığını taşıyabilecek güçte düz ve yatay bir yüzey üzerine yerleştirin.
• Duvara monte ederken, duvar montaj tertibatının TV setinin ağırlığını güvenli bir şekilde taşıyabileceğinden emin olun. TP Vision kaza, yaralanma veya hasara neden olacak şekilde yapılan uygunsuz duvar montajlarıyla ilgili hiçbir sorumluluğu kabul etmemektedir.
• Bu ürünün bazı parçaları camdan üretilmiştir. Yaralanma ve hasara karşı dikkatli taşıyın.

TV'nin zarar görme riski!

TV'yi prize bağlamadan önce, gerilim değerinin TV'nin arka kısmında belirtilen değerle aynı olduğundan emin olun. Gerilim değerleri birbirinden farklıysa TV'yi kesinlikle prize bağlamayın.

### Çocukların Yaralanma Riski

TV'nin devrilerek çocukları yaralamasını önlemek için şu önlemleri uygulayın:

• TV'yi asla örtü veya çekilebilecek başka bir malzemeyle kaplı bir yüzeye yerleştirmeyin.
• TV'nin herhangi bir parçasının, yerleştirildiği yüzeyin kenarlarından sarkmadığından emin olun.
• Mobilyayı ve TV'yi duvara sabitlemeden veya uygun bir destek düzeni oluşturmadan, TV'yi kitaplık gibi büyük mobilyaların üzerine asla yerleştirmeyin.
• Çocuklara mobilyaların üzerine çıkarak TV'ye ulaşmaya çalışmanın tehlikelerini öğretin.

Pilleri yutma riski!

Uzaktan kumandada küçük çocuklar tarafından kolayca yutulabilecek hücre tipi piller kullanılıyor olabilir. Bu pilleri her zaman çocukların ulaşamayacağı yerlerde saklayın.

### Aşırı Isınma Riski

TV'yi hiçbir zaman etrafında yeterli boşluk olmayan bir alana kurmayın. Havalandırma için TV'nin çevresinde her zaman en az 10 cm boş alan bırakın. Perdelerin veya başka eşyaların TV'nin havalandırma deliklerini kapatmasına engel olun.

### Şimşekli Fırtınalar

Şimşekli fırtınalar öncesinde TV'nin güç ve anten bağlantılarını kesin.
Şimşekli fırtınalar sırasında TV'ye, güç kablosuna veya anten kablosuna asla dokunmayın.

## İşitme Duyusunun Zarar Görmesi Riski

Yüksek ses seviyelerinde veya uzun süre boyunca kulaklık kullanmaktan kaçının.

## Düşük Sıcaklıklar

TV'nin nakliyesi, 5°C'den düşük sıcaklıklarda yapılmışsa TV'nin ambalajını açın ve TV'yi prize takmadan önce TV'nin ortam sıcaklığına ulaşmasını bekleyin.

## Nem oranı

Nadir durumlarda, sıcaklık ve neme bağlı olarak TV ön camının içerisinde küçük yoğunlaşmalar oluşabilir (bazı modellerde). Bunu önlemek için TV'yi doğrudan güneş ışığına, ısıya veya neme maruz bırakmayın. Yoğunlaşma oluşursa TV birkaç saatliğine çalıştırıldığı zaman kendiliğinden kaybolacaktır.
Rutubet yoğunlaşması TV'ye zarar vermez ya da arızaya yol açmaz.

14.2

# Ekran Bakımı

• Ekrana herhangi bir nesne ile dokunulmamasını, ekranın itilmemesini, sürtülmemesini ve çizilmemesini sağlayın.
• Temizlik öncesinde TV'nin fişini çıkarın.
• TV'yi ve kasasını yumuşak ve nemli bir bezle silin. TV'yi temizlemek için kesinlikle alkol, kimyasal maddeler veya ev temizlik ürünleri kullanmayın.
• Şekil bozukluğu oluşmasını veya renk solmasını engellemek için su damlacıklarını olabildiğince çabuk silin.
• Sabit görüntülerden mümkün olduğunca kaçının. Sabit görüntüler, ekranda uzun süre kalan görüntülerdir. Sabit görüntüler arasında ekran menüleri, siyah çubuklar, saat ekranları vb. bulunmaktadır. Hareketsiz görüntüler kullanmak zorundaysanız ekranın zarar görmesini önlemek için ekran kontrastını ve parlaklığını azaltın.

14.3

# Radiation Exposure Statement

Bu ekipman, kontrolsüz bir ortam için belirlenen CE radyasyona maruz kalma sınırlarına uygundur. Bu ekipman, radyatör ile gövde arasında en az 20 cm mesafe olacak şekilde kurulmalı ve çalıştırılmalıdır.

AB'deki frekans, mod ve iletilen maksimum güç değerleri aşağıda listelenmiştir :

-2400-2483.5MHz: < 20 dBm (EIRP)

-5150-5250MHz: < 23 dBm (EIRP)

-5250-5350MHz: < 23 dBm (EIRP)

-5470-5725MHz: < 27 dBm (EIRP)

-5725-5825MHz: < 13.98 dBm (EIRP)

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# Kullanım Koşulları

15.1

## Kullanım Şartları - TV

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Bu ürün, ürünün üreticisi olan ve burada TP Vision olarak anılacak olan TP Vision Europe B.V. veya bağlı şirketlerinden biri tarafından pazara sunulmuştur. Bu kitapçıkla birlikte ambalajlanan TV'nin garantörü TP Vision'dır. Philips ve Philips Kalkan Amblemi, Koninklijke Philips N.V. şirketinin tescilli ticari markalarıdır.

Teknik özellikler önceden bildirilmeksizin değiştirilebilir. Ticari markalar, Koninklijke Philips Electronics N.V şirketine veya ilgili hak sahiplerine aittir. TP Vision, daha önce yapılan sevkiyatlarda ayarlama yapma yükümlülüğü olmaksızın ürünleri herhangi bir zamanda değiştirme hakkını saklı tutar.

TV ile ambalajlanan yazılı içeriğin ve TV'nin belleğinde bulunan ya da www.philips.com/support adresindeki Philips web sitesinden indirilen kılavuzun sistemin kullanım amacı için yeterli olduğu düşünülmektedir.

Bu kılavuzda bulunan içeriğin sistemin kullanım amacı için yeterli olduğu düşünülmektedir. Ürün, bağımsız modülleri veya prosedürleri burada belirtilenler dışındaki amaçlar için kullanılacaksa geçerlilik ve uygunluk onayı alınmalıdır. TP Vision, içeriğin herhangi bir ABD patentini ihlal etmediğini garanti eder. Açık veya zımni başka hiçbir garanti verilmez. TP Vision bu belgenin içeriğindeki hatalar veya bu belgenin içeriğinden kaynaklanan sorunlar için sorumlu tutulamaz. Philips'e bildirilen hatalar mümkün olan en kısa sürede düzeltilecek ve Philips destek web sitesinde yayınlanacaktır.

Garanti şartları: Yaralanma riski, TV'de hasar oluşması veya garantinin geçersiz olduğu durumlar!
TV'nizi kendiniz tamir etmeyi kesinlikle denemeyin. TV'yi ve aksesuarları yalnızca üreticinin amaçladığı şekilde kullanın. TV'nin arka tarafına basılı olan uyarı işareti, elektrik çarpması riskini belirtir. TV'nin kapağını asla açmayın. Servis veya onarım hizmeti almak için her zaman Philips TV Müşteri Destek Merkezi ile irtibata geçin. Telefon numarası TV ile birlikte verilen basılı belgelerde bulunmaktadır. Alternatif olarak www.philips.com/support adresindeki web sitemize başvurun ve gerekirse ülkenizi seçin. Bu kılavuzda açık olarak yasaklanan kullanımlar ya da bu kılavuzda önerilmeyen veya izin verilmeyen değişiklikler veya montaj prosedürleri garantiyi geçersiz kılar.

Piksel özellikleri
Bu TV ürünü çok sayıda renkli piksele sahiptir. %99,999 oranında veya daha fazla etkin piksele sahip olsa da ekranda sürekli olarak siyah noktalar veya parlak ışık noktaları (kırmızı, yeşil veya mavi) görünebilir. Bu, ekranın yapısal özelliğinden kaynaklanır (ortak endüstri standartları dahilinde) ve bir arıza değildir.

CE uyumluluğu
TP Vision Europe B.V. bu televizyonun, 2014/53/EU (RED), 2009/125/EC (Eco Design) ve 2011/65/EC (RoHS) Direktiflerinin temel gereksinimlerini karşıladığını ve diğer ilgili hükümleriyle uyumlu olduğunu beyan eder.

EMF uyumluluğu
TP Vision tüketiciler için her elektronik cihaz gibi genel olarak elektromanyetik sinyal verme ve alma özelliğine sahip olan birçok ürün üretmekte ve satmaktadır. TP Vision'ın önde gelen iş ilkelerinden biri, ürünlerimiz için tüm gerekli sağlık ve güvenlik önlemlerini almak, tüm geçerli yasal şartlara uyum sağlamak ve ürünlerin üretildiği tarihte geçerli olan Elektro Manyetik Alan (EMF) standartlarına bağlı kalmaktır.

TP Vision, sağlık üzerinde olumsuz etkileri olmayan ürünler geliştirmeyi, üretmeyi ve pazarlamayı hedefler. TP Vision, amaçlanan kullanım için doğru şekilde çalıştırıldıkları süre boyunca ürünlerinin kullanımının bugünkü bilimsel kanıtlara göre güvenli olduğunu onaylar. TP Vision, uluslararası EMF ve güvenlik standartlarının geliştirilmesinde etkin rol oynamakta ve bu sayede standartlaştırma gelişmelerini ürünlerine erkenden entegre edebilmektedir.

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# Telif hakları

16.1

## MHL

MHL

MHL, Mobile High-Definition Link ve MHL Logosu, MHL, LLC'nin ticari markaları ve tescilli ticari markalarıdır.

16.2

## HDMI

HDMI

HDMI, HDMI High-Definition Multimedia Interface terimleri ve HDMI Logosu Amerika Birleşik Devletleri'nde ve diğer ülkelerde HDMI Licensing LLC'ye ait ticari veya tescilli ticari markalardır.

16.3

## Dolby Audio

Dolby, Dolby Audio ve çift D sembolü, Dolby Laboratories'in ticari markalarıdır. Dolby Laboratories lisansı altında üretilmiştir. Gizli yayınlanmamış çalışmalar. Telif Hakkı © 1992-2015 Dolby Laboratories. Tüm hakları saklıdır.

16.4

## DTS-HD Premium Sound ™

DTS-HD Premium Sound ™

DTS patentleri için bkz. http://patents.dts.com. DTS Licensing Limited tarafından verilen lisans kapsamında üretilmiştir. DTS, the Symbol ve DTS ile the Symbol birlikte tescilli ticari markalardır ve DTS Premium Sound, © DTS, Inc. şirketinin ticari markasıdır. Tüm Hakları Saklıdır.

16.5

## Wi-Fi Alliance

Wi-Fi

Wi-Fi®, Wi-Fi CERTIFIED logosu ve Wi-Fi logosu Wi-Fi Alliance'ın tescilli ticari markalarıdır.

16.6

## Kensington

Kensington

(Varsa)

Kensington ve Micro Saver, ACCO World Corporation'ın ABD'de tescilli ticari markaları ve diğer ülkelerde tescil başvurusu yapılmış ve beklemede olan ticari markalarıdır.

16.7

# Diğer Ticari Markalar

Diğer tüm tescilli veya tescilsiz ticari markalar ilgili sahiplerinin mülkiyetindedir.

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# Üçüncü tarafların sağladığı hizmetlerle ve/veya yazılımlarla ilgili sorumluluk reddi

Üçüncü tarafların sağladığı hizmetler ve/veya yazılımlar önceden bildirimde bulunmaksızın değiştirilebilir, askıya alınabilir veya iptal edilebilir. TP Vision bu durumlarda sorumlu tutulamaz.

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