

User Manual

19HFL5114W/12

PHILIPS

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TV Tour

Professional Mode

What you can do

In Professional Mode ON, you can have access to a large number of expert settings that enable advanced control of the TV's state or to add additional functions.

This mode is intended for installations of TV's in places such as hotels, cruise ships, stadia or any other business area where such control is required.

If you use the TV at home, it is recommended to use it in Professional Mode OFF.

Please consult the Professional installation manual for further details.

Setting Up

2.1

Read Safety



Read the safety instructions first before you use the TV.

2.2

TV Stand and Wall Mounting

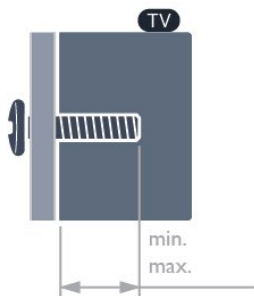
TV Stand

You can find the instructions for mounting the TV stand in the Quick Start Guide that came with the TV. In case you lost this guide, you can download it from www.philips.com.

Use the product type number of the TV to look for the Quick Start Guide to download.

Wall Mounting

Your TV is also prepared for a VESA-compliant wall mount bracket (sold separately). Use the following VESA code when purchasing the wall mount . . .



• 19HFL5114W
VESA MIS-F 75x75, M4 (min.: 8 mm, max.: 10 mm)

Caution

Wall mounting the TV requires special skills and

should only be performed by qualified personnel. The TV wall mounting should meet safety standards according to the TV's weight. Also read the safety precautions before positioning the TV. TP Vision Europe B.V. bears no responsibility for improper mounting or any mounting that results in accident or injury.

2.3

Tips on Placement

- Position the TV where light does not shine directly on the screen.
- The ideal distance to watch TV is 3 times its diagonal screen size. When seated, your eyes should be level with the centre of the screen.

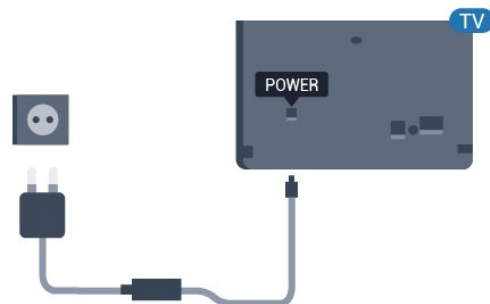
Note:

Please keep the TV away from dust-producing sources such as stoves. It is suggested to clean the dust regularly to avoid getting dust into the TV.

2.4

Power Cable

- Insert the power cable into the **POWER** connector on the back of the TV.
- Make sure the power cable is securely inserted in the connector.
- Make sure that the power plug, in the wall socket, is accessible at all times.
- When you unplug the power cable, always pull the plug, never pull the cable.

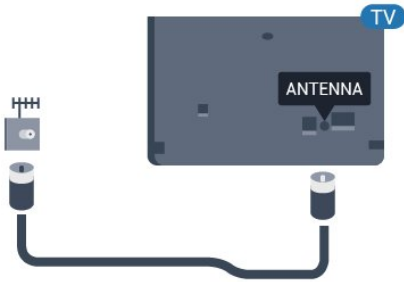


Antenna Cable

Insert the antenna plug firmly into the **Antenna** socket at the back of the TV.

You can connect your own antenna or an antenna signal from an antenna distribution system. Use an IEC Coax 75 Ohm RF antenna connector.

Use this antenna connection for DVB-T and DVB-C input signals.



Arm mounting

3.1

Handle

You can find the instructions for mounting the handle in the Quick Start Guide from www.philips.com.

Use the product type number of the TV to look for the Quick Start Guide to download.

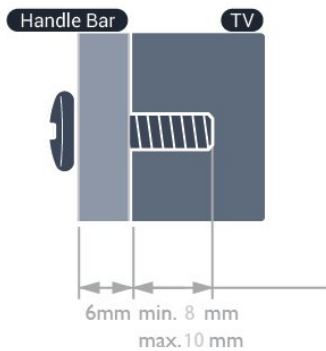
3.2

Arm mounting

Your TV is also prepared for a VESA-compliant arm mount bracket (sold separately).

Use the following VESA code when purchasing the arm mount . . .

To fix the bracket securely, use screws with a length indicated in the drawing.



• 19HFL5114W – VESA MIS-F 75x75, M4

Installed with handle bar: (Minimum 14mm, Maximum 16mm)

Installed without handle bar: (Minimum 8mm, Maximum 10mm)

Caution

Arm mounting the TV requires special skills and should only be performed by qualified personnel. The TV arm mounting should meet safety standards according to the TV's weight. Also read the safety precautions before positioning the TV.

TP Vision Europe B.V. bears no responsibility for improper mounting or any mounting that results in accident or injury.

Note

Before mounting the TV to the arm, remove the existing VESA screws on the back panel.

Warning

Follow all instructions provided with the TV mount. TP Vision Europe B.V. bears no responsibility for improper TV mounting that results in accident, injury

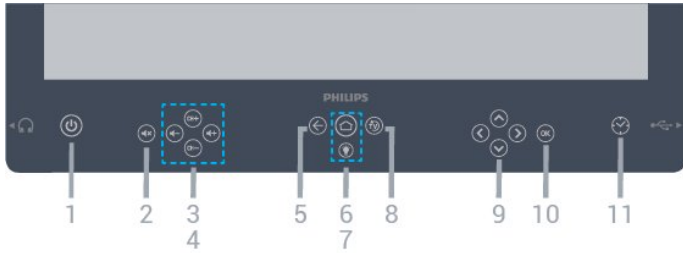
or damage.

To prevent damage to cables and connectors, leave a gap of at least 5.5 cm / 2.2 inches from the back of the TV.

Before you mount the TV to the arm, find the correct length of the screw. To find the length of the screw, add the thickness of your arm mount to the screw length.

Keys on TV

Use the front keypad to control the on-screen operation. The keypad consists of following key buttons:



1. Power: To switch the TV On or back to Standby.
2. Mute: To mute the sound or to restore it.
3. Channel CH+/-: To switch to the next or previous channel in the channel list.
4. Volume : To adjust the volume level.
5. Back: To switch back to the previous channel you selected. To return to previous menu.
6. Home : To open the Home menu.
7. Brightness: To adjust the brightness of the light at the bottom of the TV.
8. Exit: To switch back to watching TV.
9. Arrow / navigation keys: To navigate up , down , left or right .
10. OK: To confirm a selection or setting.
11. Clock: To show the current time. To adjust the alarm clock.

Switching On and Off

5.1

On or Standby

Make sure the TV is connected to the mains AC power. Connect the supplied power cord to the AC in connector at the back of the TV.



Switch on

Press  on the TV to switch on.

Switch to standby

Please switch the TV to standby mode while not using TV.

To switch the TV to standby, press  on the TV.

In standby mode, the TV is still connected to the mains power but consumes very little energy.

To switch off the TV completely, disconnect the power plug.

When disconnecting the power plug, always pull the power plug, never the cord. Ensure that you have full access to the power plug, power cord and outlet socket at all times.

Please use the power adapter that came with your TV.

Brand: FSP

Model: FSP065M-DHA (Output: 12 Vdc, 5.42 A max)

Specifications

6.1

Environmental

Product Fiche

19HFL5114W

- Energy Efficiency Class : A
- Visible Screen Size : 47 cm / 19 inch
- On Mode Power Consumption (W) : 15 W
- Annual Energy Consumption (kWh) * : 22 kWh
- Standby Power Consumption (W) ** : 0.5 W
- Display Resolution (Pixels) : 1366 x 768p
- Ratings: 12Vdc, Max. 24W

* Energy consumption kWh per year, based on the power consumption of the television operating 4 hours per day for 365 days. The actual energy consumption depends on how the television is used.

- EPREL registration number : 341539

End of Use

Disposal of your old product and batteries

Your product is designed and manufactured with high quality materials and components, which can be recycled and reused.



When this crossed-out wheeled bin symbol is attached to a product it means that the product is covered by the European Directive 2012/19/EU.



Please inform yourself about the local separate collection system for electrical and electronic products.

Please act according to your local rules and do not dispose of your old products with your normal household waste. Correct disposal of your old product helps to prevent potential negative consequences for the environment and human health.

Your product contains batteries covered by the European Directive 2006/66/EC, which cannot be disposed with normal household waste.



Please find out for yourself about the local rules on separate collection of batteries because correct disposal will help to prevent negative consequences for the environment and human health.

6.2

Operating System

Android OS :

Android Pie 9

6.3

Display Type

Diagonal screen size

- 47 cm / 19 inch

Display resolution

- 1366 x 768

6.4

Display Input Resolution

Video formats

Resolution — Refresh rate

- 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

Computer formats

Resolutions (amongst others)

- 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

6.5

Connectivity

TV Back

- HDMI in – ARC – Ultra HD
- Antenna (75 ohm)
- Network LAN – RJ45
- 8 **Ω** Bathroom Out
- RJ-48 data connector

TV Side

- USB – USB 2.0
- Headphones – Stereo mini-jack 3.5mm

6.6

Dimensions and Weights

19HFL5114W

- without TV stand:

Width 468.8 mm – Height 326.4 mm – Depth 38.9 mm – Weight ± 3.35 kg

- with TV stand:

Width 468.8 mm – Height 370.2 mm – Depth 44.9 mm – Weight ± 3.65 kg

6.7

Sound

- Output power (RMS) : 5W (2.5w*2)
- Dolby Audio
- DTS HD

Connect Devices

7.1

Connect Devices

Connectivity Guide

Always connect a device to the TV with the highest quality connection available. Also, use good quality cables to ensure a good transfer of picture and sound.

When you connect a device, the TV recognizes its type and gives each device a correct type name. You can change the type name if you wish. If a correct type name for a device is set, the TV automatically switches to the ideal TV settings when you switch to this device in the Sources menu.

Antenna port

If you have a Set-top box (a digital receiver) or Recorder, connect the antenna cables to run the antenna signal through the Set-top box and/or Recorder first before it enters the TV. In this way, the antenna and the Set-top box can send possible additional channels to the Recorder to record.

HDMI ports

Operate devices

To operate a device connected to HDMI and set up with EasyLink, select the device - or its activity - in the list of TV connections.

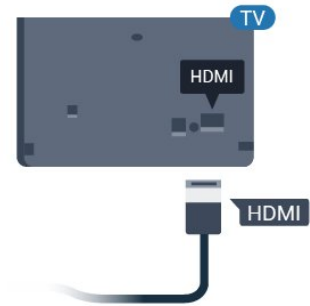
Professional Mode OFF – Press Home, select Apps, select SOURCES. Choose a device connected to an HDMI connection and press OK.

Professional Mode ON – Press Home, select TV Channels, select Sources. Choose a device connected to an HDMI connection and press OK.

HDMI Quality

An HDMI connection has the best picture and sound quality. One HDMI cable combines video and audio signals. Use an HDMI cable for TV signal.

For best signal quality transfer, use a High speed HDMI cable and do not use an HDMI cable longer than 5 m.



Copy protection

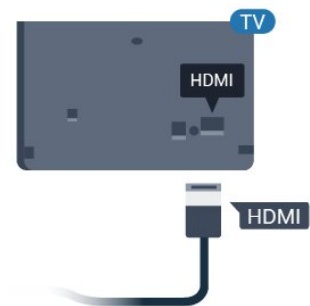
HDMI cables support HDCP (High-bandwidth Digital Content Protection). HDCP is a copy protection signal that prevents copying content from a DVD disc or Blu-ray Disc. Also referred to as DRM (Digital Rights Management).

HDMI ARC

All of the HDMI connections on the TV have HDMI ARC (Audio Return Channel).

If the device, typically a Home Theatre System (HTS), also has the HDMI ARC connection, connect it to any of the HDMI connections on this TV. With the HDMI ARC connection, you do not need to connect the extra audio cable that sends the sound of the TV picture to the HTS. The HDMI ARC connection combines both signals.

You can use any HDMI connection on this TV to connect the HTS but ARC is only available for 1 device/connection at a time.



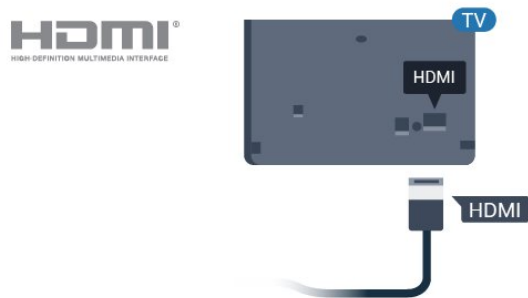
HDMI CEC - EasyLink

An HDMI connection has the best picture and sound quality. One HDMI cable combines video and audio signals. Use an HDMI cable for High Definition (HD) TV signals. For best signal quality transfer, use a High speed HDMI cable and do not use an HDMI cable

longer than 5 m.

Connect HDMI CEC-compatible devices to your TV.

EasyLink HDMI CEC must be switched on on the TV and the connected device.



Note:

- EasyLink might not work with devices from other brands.
- The HDMI CEC functionality has different names on different brands. Some examples are: Anynet, Aquos Link, Bravia Theatre Sync, Kuro Link, Simplink and Viera Link. Not all brands are fully compatible with EasyLink. Example HDMI CEC branding names are property of their respective owners.

EasyLink On or Off

You can switch EasyLink on or off. The TV comes with the EasyLink settings switched on.

To switch off EasyLink completely...

Professional Mode OFF – Press Home. Press (down), select **Settings** and press OK.

Select **Sources > EasyLink**, and press OK.

Select **EasyLink**, and press OK.

Select **Off** and press OK.

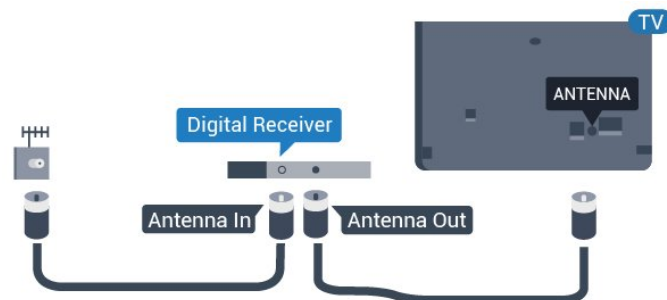
Press **BACK**, repeatedly if necessary, to close the menu.

Professional Mode ON – Please refer to the installation manual.

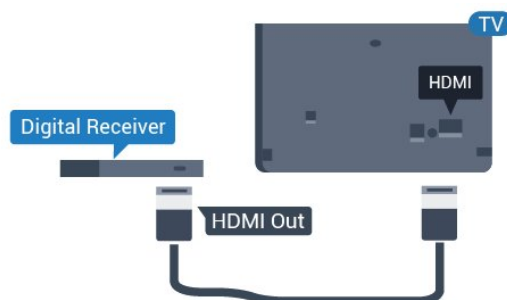
7.2

Receiver – Set-Top Box

Use 2 antenna cables to connect the antenna to the Set-top box (a digital receiver) and the TV.



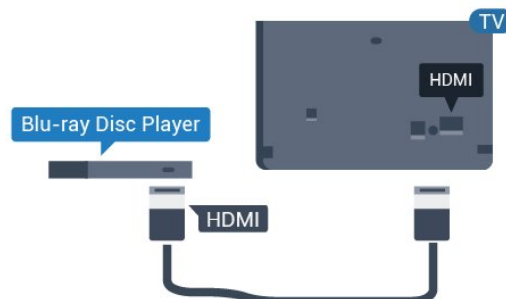
Next to the antenna connections, add an HDMI cable to connect the Set-top box to the TV.



7.3

Blu-ray Disc Player

Use a **High speed HDMI** cable to connect the Blu-ray Disc player to the TV.

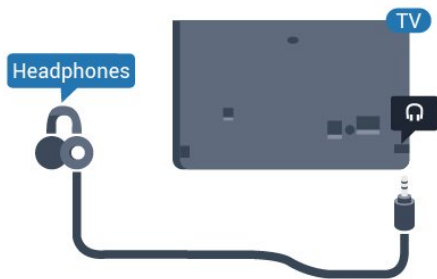


If the Blu-ray Disc player has EasyLink HDMI CEC.

7.4

Headphones

You can connect a set of headphones to the connection on the back of the TV. The connection is a mini-jack 3.5mm. You can adjust the volume of the headphones separately.

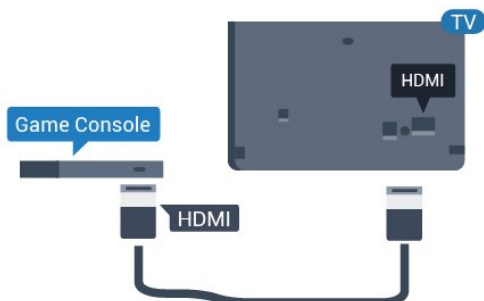


7.5

Game Console

HDMI

For best quality, connect the game console with a High speed HDMI cable to the TV.

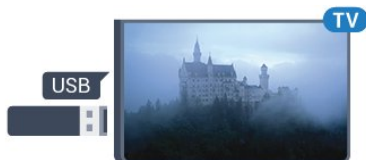


7.6

USB Flash Drive

You can view photos or play your music and videos from a connected USB flash drive.

Insert a USB flash drive in one of the USB connections on the TV while the TV is switched on.



The TV detects the flash drive and opens a list showing its content.

If the contents list does not appear automatically...

Professional Mode

OFF – Press Home, select Apps, select Sources. Choose USB press OK.

Professional Mode On – Press Home, select TV Channels , select SOURCES . Choose USB and press OK.

To stop watching the USB flash drive content, press or select another activity.

To disconnect the USB flash drive, you can pull out the flash drive anytime.

7.7

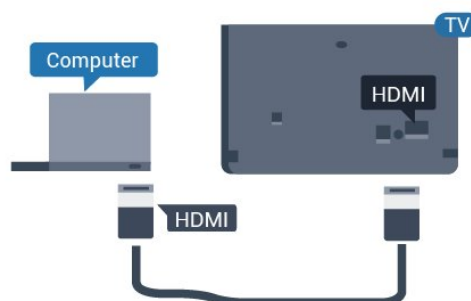
Computer

Connect

You can connect your computer to the TV and use the TV as a PC monitor.

With HDMI

Use an HDMI cable to connect the computer to the TV.



Ideal Setting

If you connect a computer, we advise you to give the connection, on which the computer is connected, the correct device type name in the Source menu. If you switch to **Computer** in the Source menu, the TV is set to the ideal Computer setting automatically.

To set the TV to the ideal setting...

Professional Mode OFF – Press  Home. Press  (down), select **Settings** and press **OK**.

Select **Picture** and press  (right) to enter the menu. Select **Picture Style > Computer** and press **OK**.

Select **On** or **Off**, and press **OK**.

Press  repeatedly if necessary, to close the menu.

Professional Mode

ON – Press  Home >  More > 
Settings >  **Picture**. Press **OK**.

Select **Picture Style > Computer** and press **OK**.

Select **On** or **Off**, and press **OK**.

Press  repeatedly if necessary, to close the menu.

(For professional mode information, please refer to Installation manual)

Videos, Photos and Music

8.1

From a USB Connection

You can view your photos or play your music and videos from a connected USB flash drive or USB Hard Drive.

With the TV switched on, plug in a USB flash drive or a USB Hard Drive to one of the USB connections. The TV detects the device and will list your media files.

If the list of files does not appear automatically...

- 1 - Press Home, select TV Channels .
- 2 - Select USB and press OK.
- 3 - You can browse your files in the folder structure you have organised on the drive.
- 4 - To stop playing videos, photos and music, press .

8.2

Play your Videos

Play Videos

Open video folder

- 1 - Press Home, select TV Channels .
- 2 - Select USB , select Videos and press OK.

To go back to the folder, press .

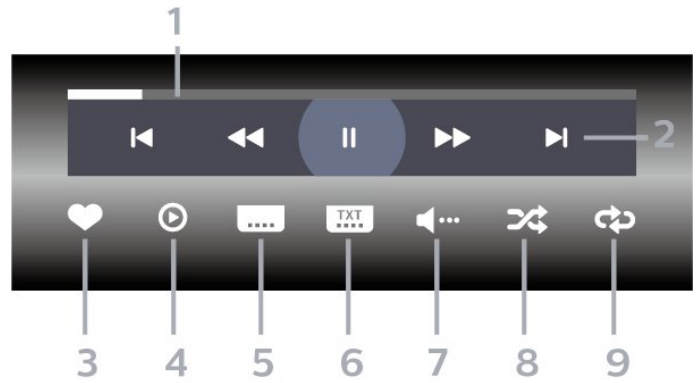
Play a video

- 1 - Press Home, select TV Channels .
- 2 - Select USB , select Videos and press OK.
- 3 - Select one of video .

To pause the video, press OK. Press OK again to continue.

Control bar

To show or hide the control bar when a video is playing, press OK.



- 1 - Progress bar
- 2 - Playback control bar
 - : Jump to the previous video in a folder
 - : Jump to the next video in a folder
 - : Rewind
 - : Fast forward
 - : Pause the playback

- 3 - Mark as favourites
- 4 - Play all videos
- 5 - Subtitle: switch subtitles On, Off or On During Mute.
- 6 - Subtitle language: select a Subtitle Language (Not available for Professional Mode ON.)
- 7 - Audio language: select an audio language
- 8 - Shuffle: play your files in a random order
- 9 - Repeat: plays all videos in this folder once or continuously

8.3

View your Photos

View Photos

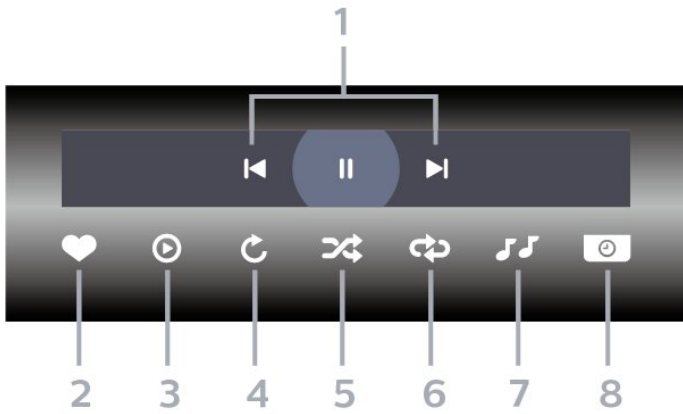
Open photo folder

- 1 - Press Home, select TV Channels .
- 2 - Select USB , select Photos and press OK.

View a photo

- 1 - Press Home, select TV Channels .
- 2 - Select USB , select Photos and press OK.
- 3 - Select Photos and select one of photos .

Control bar



- 1 - Playback control bar
 - ◀: Jump to the previous photo in a folder
 - ▶: Jump to the next photo in a folder
 - ||: Pause the slideshow playback
- 2 - Mark as favourites
- 3 - Start a slideshow
- 4 - Rotate the photo
- 5 - Shuffle: play your files in a random order
- 6 - Repeat: plays all photos in this folder once or continuously
- 7 - Stop the music playing in the background (Not available in Professional Mode ON)
- 8 - Set the speed of the slide show

View 360 Photos

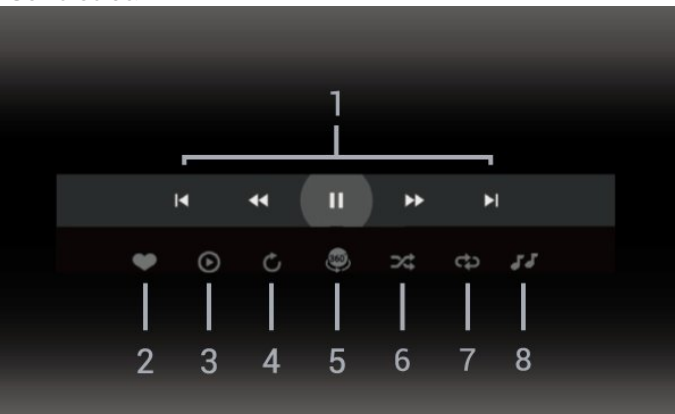
Open 360 Photos folder

- 1 - Press Home, select TV Channels
- 2 - Select USB Devices and press (right) to select the USB device you need.
- 3 - Select 360 Photos.

View a 360 photo

- 1 - Press Home, select TV Channels
- 2 - Select USB Devices and press (right) to select the USB device you need.
- 3 - Select 360 Photos and select one of photos .

Control bar



1 - Playback control bar

- ◀: Jump to the previous photo in a folder
- ▶: Jump to the next photo in a folder
- ◀◀: Rewind playback at 2x, 4x, 32x speed
- ▶▶: Wind playback at 2x, 4x, 32x speed
- ||: Pause the playback

2 - Mark as favourites

3 - Play one / Play all: play one photo or play all photos in this folder.

4 - Manual mode /Auto mode: when the 360 player is started, it will auto pan the selected 360 photo from left to right (0 to 360 degrees) in 360 view.

5 - Little Planet view: Little Planet is an alternate and fun view of 360 photo. When Little Planet view is started, the 360 photo will be rendered in a wrapped around view like a planet.

6 - Shuffle: play your files in a random order.

7 - Repeat: plays all photos in this folder once or continuously.

8 - Stop the music playing in the background.

8.4

Play your Music

Play Music

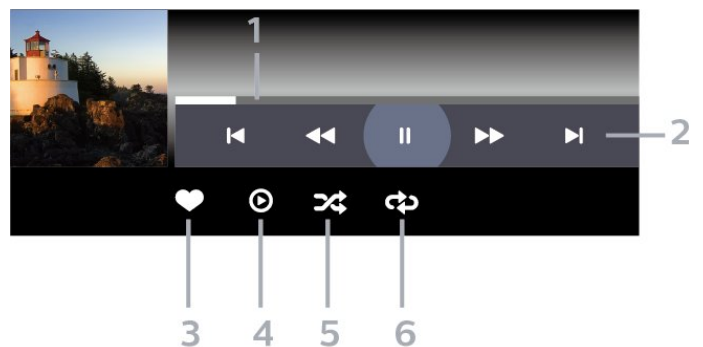
Open Music folder

- 1 - Press Home, select TV Channels
- 2 - Select USB Devices, select Music and press OK.

Play music

- 1 - Press Home, select TV Channels
- 2 - Select USB Devices , select Music and press OK.
- 3 - You can quickly find a music using classification
 - Genres, Artists, Albums, Tracks.

Control bar



- 1 - Progress bar
- 2 - Playback control bar
 - ◀ : Jump to the previous music in a folder
 - ▶ : Jump to the next music in a folder
 - ◀◀ : Rewind
 - ▶▶ : Fast forward
 - ⏸ : Pause the playback
- 3 - Mark as favourites
- 4 - Play all music
- 5 - Shuffle: play your files in a random order
- 6 - Repeat: plays all music in this folder once or continuously

Games

9.1

Play a Game

From a Game Console

To start a game from a Game Console...

Switch on the Game Console.

Professional Mode OFF – Press  Home, select  Apps. Choose Sources and press OK.

Start the game.

Press  BACK repeatedly or press  EXIT or stop the app with its dedicated exit/stop button.

Professional Mode ON – Press  Home, select **TV Channels**  and select a game console or the name of the connection.

Start the game.

Press  BACK repeatedly or press  EXIT or stop the app with its dedicated exit/stop button.

By Apps

To start a game from a Game Apps...

Professional Mode Off – Press  Home, select  Apps and then select Google Play Games.

Sign in your Google account and start a game.

Press  BACK repeatedly or press  EXIT or stop the app with its dedicated exit/stop button.

Professional Mode ON – Press  Home. Select  Games.

Sign in your Google account and start a game.

Press  BACK repeatedly or press  EXIT or stop the app with its dedicated exit/stop button.

Professional Menu App

10.1

About the Professional Menu App

From the Professional Menu App, you can start any activity you can do with the TV.

The left part of the Professional Menu App is organised in rows...

- Recommended 
- TV Channels 
- Cast 
- Apps 
- Games 
- More 

The upper right part of the Professional Menu App is organised in rows...

- Manage Account
- Messages  (This in an optional function depends on Hotel's internal settings.)
- Bill  (This in an optional function depends on Hotel's internal settings.)
- Set Alarm 
- Weather 
- Menu Language 
- Current Time

10.2

Open the Professional Menu App

Professional Mode OFF - Please refer to Chapter "Android TV Home Screen".

Professional Mode ON - To open the Professional Menu App and open an item...

- 1 - Open the Professional Menu App by pressing Home .
- 2 - Select an activity by using the arrow keys and press **OK** to start the activity.
- 3 - To close the Professional Menu App without changing the current activity, press **←**.



When opening the Professional Menu App, the background application/content playback will stop. You have to select the application or content from the Professional Menu App to resume.

10.3

TV Channels

Watching channels

Tune to a Channel

To start watching TV channels, press . The TV tunes to the channel you last watched.

Switch channels

- To switch channels, press CH +/-.

Previous channel

- To switch back to the previously tuned channel, press **← BACK**.

10.4

Games

To open the Professional Menu App and open Games...

- 1 - Press  Home to open the Professional Menu App.

- 2 - Select **Games**  and press **OK**.

Ideal game setting

For some games, where speed and precision is needed, set the TV to the ideal **Game** setting before you start playing.

If your game console is added as a **Game** type of device in the Sources menu (list of connections), the TV is set to the ideal Game setting automatically.

If the type of your game console is set as **Player** and used as a disc player most of the time, leave the

device type set to **Player**.

To set the TV to the ideal setting manually . . .

- 1 - Select Home > More > Settings > Picture > Picture style.
- 2 - Select **Game** and press **OK**.
- 3 - Press , repeatedly if necessary, to close the menu. Remember to set the Game or computer setting back to Off when you stop playing the game.

10.5

Professional Settings

Picture Style

Select a style

Press Home > More > Settings > Picture > Picture style.

For easy picture adjustment, you can select a preset picture style.

- Personal - The picture preferences you set during the first start up.
- Vivid - Ideal for daylight viewing
- Natural - Natural picture settings
- Standard - Most energy conscious setting - Factory setting
- Movie - Ideal for watching movies
- Game - Ideal for playing games
- Computer - Ideal for connecting to computer

Picture Format

Select picture format

If the picture is not filling the whole screen, if black bars are showing on the top or bottom or at both sides, you can adjust the picture to fill the screen completely.

To select one of the basic settings to fill the screen...

Press Home > More > Settings > Picture format.

The following format can be available according the picture on screen.

- Wide screen
- Fill screen
- Fit to Screen
- Unscaled

Sound Style

Select a style

Press Home > More > Settings > Sound > Sound style.

For easy sound adjustment, you can select a preset setting with sound style.

- Personal - Your personal choices made in Personalise picture and sound
- Original - Most neutral sound setting
- Movie - Ideal for watching movies
- Music - Ideal for listening to music
- Game - Ideal for gaming
- News - Ideal for speech

Language

Change the language of the TV menu and messages

Press Home > More > Settings > Menu Language.

Select your language and press **OK**.

Eco Settings

Set screen off to save energy consumption

Press Home > More > Features > Sleep Timer > Screen Off.

If you only listen to music on TV, you can switch off the TV screen.

Only the TV screen will switch off.

Set TV switch off timer

Press Home > More > Features > Sleep Timer > Sleep Timer.

Press the arrows (up) or (down) to adjust the value. The value 0 (Off) deactivates the automatic switch off.

Select Switch off timer, the TV switches off automatically to save energy.

* If you use the TV as a monitor or use a digital receiver to watch TV (a Set-Top Box - STB), you should deactivate this automatic switch off, to set the value to 0.

Google Account

Sign In

To enjoy the full capabilities of your Philips Android TV, you can sign in to Google with your Google Account.

By signing in you'll be able to play your favourite games across phone, tablet and TV. You'll also get customised video and music recommendations on your TV home screen as well as access to YouTube, Google Play and other apps.

Use your existing **Google Account** to sign in to Google on your TV. A Google Account consists of an email address and a password. If you don't have an Google Account yet, use your computer or tablet to create one (accounts.google.com). If you did not sign in during the first TV installation, you can always sign in later.

Sign In

Press  > Open the Professional Menu App screen.

Choose the Manage Account at the upper right part of the Professional Menu App screen and press **OK**. With the on-screen keyboard, enter your email address and password, press the same **OK** key to sign in.

Android TV Home Screen

About the Android TV Home Screen

To enjoy the benefits of your Android TV, connect the TV to the Internet.

Like on your Android smartphone or tablet, the Home screen is the centre of your TV. From the Home screen you can decide what to watch by browsing entertainment options from app and live TV. Your Home has channels to let you discover great contents from your favourite apps. You can also add additional channels or find new apps to get more contents.

Open the Android TV Home Screen

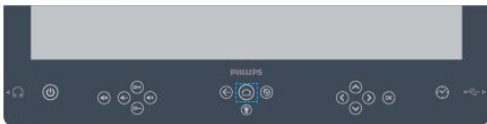
Professional Mode ON - please refer to the installation manual.

Professional Mode OFF - To open the Android TV Home Screen and open an item...

1 - Press Menu and navigate to 'Philips Collection', then press OK.

2 - Select an activity using the arrow keys and press **OK** to start the activity.

3 - To close the Home menu without changing the current activity, press **←**.



When opening the Android TV Home screen, the background application/content playback will stop. You have to select the application or content from the Android TV Home screen to resume.

Android TV Settings

Picture

Picture Settings

Picture Style

Select a style

Press **⏠** > **⚙️** Settings > Picture > Picture style.
For easy picture adjustment, you can select a preset picture style.

- Personal - The picture preferences you set during the first start up.
- Vivid - Ideal for daylight viewing
- Natural - Natural picture settings
- **🔪** Standard - Most energy conscious setting - Factory setting
- Movie - Ideal for watching movies
- Game - Ideal for playing games
- Computer - Ideal for connecting to computer

Colour, Contrast, Sharpness, Brightness

Adjust the picture colour

Press **⏠** Home > **⚙️** Settings > Picture > Colour.
Press the arrows **⬆️** (up) or **⬇️** (down) to adjust the colour saturation value of the picture.

Adjust the picture contrast

Press **⏠** Home > **⚙️** Settings > Picture > Contrast. Press the arrows **⬆️** (up) or **⬇️** (down) to adjust the contrast value of the picture.

You can decrease contrast value to reduce power consumption.

Adjust the picture sharpness

Press **⏠** Home > **⚙️** Settings > Picture > Sharpness.
Press the arrows **⬆️** (up) or **⬇️** (down) to adjust the sharpness value of the picture.

Adjust brightness

Press **⏠** Home > **⚙️** Settings > Picture > Brightness.
Press the arrows **⬆️** (up) or **⬇️** (down) to set the level of brightness of the picture signal.

Note: Setting of brightness much away from reference value (50) may result lower contrast.

Advanced Picture Settings

Colour Settings

Advanced Colour Settings

Adjust the colour enhancement

Press Home > Settings > Picture > Advanced > Colour > Colour Enhancement.

Select **Maximum**, **Medium**, or **Minimum** to set the level of the colour intensity and the details in bright colours.

Select the preset colour temperature

Press Home > Settings > Picture > Advanced > Colour > Colour Temperature.

Select **Normal**, **Warm**, or **Cool** to set the colour temperature for your preference.

Customise colour temperature

Press Home > Settings > Picture > Advanced > Colour > Custom Colour temperature.

Select **Custom** in Colour temperature menu to customise a colour temperature yourself. Press the arrows (up) or (down) to adjust the value. WP is white point and BL is black level. You can also select one of the presets in this menu.

Advanced Contrast Settings

Contrast Modes

Press Home > Settings > Picture > Advanced > Contrast > Contrast mode.

Select **Normal**, **Optimized for picture**, or **Optimized for energy savings** to set the TV automatically reduces the contrast, for best power consumption or for best picture experience, or select **Off** to switch off the adjustment.

Dynamic Contrast

Press Home > Settings > Picture > Advanced > Contrast > Dynamic contrast.

Select **Maximum**, **Medium**, or **Minimum** to set the level at which the TV automatically enhances the details in the dark, middle and light areas of the picture.

Video Contrast, Gamma

Video contrast

Press Home > Settings > Picture > Advanced > Contrast > Video contrast.

Press the arrows (up) or (down) to adjust the video contrast level.

Gamma

Press Home > Settings > Picture > Advanced > Contrast > Gamma.

Press the arrows (up) or (down) to set a non-linear setting for picture luminance and contrast.

Advanced Sharpness Settings

Picture Clean

Noise reduction

Press Home > Settings > Picture > Advanced > Picture clean > Noise reduction.

Select **Maximum**, **Medium**, or **Minimum** to set the level for removing the noise in video content. Noise is mostly visible as small moving dots in on-screen picture.

MPEG Artefact Reduction

Press Home > Settings > Picture > Advanced > Picture clean > MPEG Artefact Reduction.

Select **Maximum**, **Medium**, or **Minimum** to have different degrees of smoothing the artefacts in digital video content. MPEG artefacts are mostly visible as small blocks or jagged edges in on-screen images.

Picture Format

If the picture is not filling the whole screen, if black bars are showing on the top or bottom or at both sides, you can adjust the picture to fill the screen completely.

To select one of the basic settings to fill the screen...

- 1 - While watching a TV channel, press Home > Settings > Picture > Picture Format.
- 2 - Select a format from the list and press **OK**.
- 3 - Press **BACK**, repeatedly if necessary, to close the menu.

The following format can be available according to the picture on screen . . .

- Wide screen
- Fill screen
- Fit to Screen
- Unscaled

Sound

Sound Style

Select a style

Press  Home >  Settings > Sound > Sound style.

For easy sound adjustment, you can select a preset setting with sound style.

- Personal – Your personal choices made in Personalise picture and sound
- Original – Most neutral sound setting
- Movie – Ideal for watching movies
- Music – Ideal for listening to music
- Game – Ideal for gaming
- News – Ideal for speech

Sound Management

Select a device.

Press  Home >  Settings > Sound > Sound Management.

Configure the audio output devices.

- TV Speakers – Set the TV to play the sound on TV or on the connected audio system.
- Headphone/Bathroom speakers – On/Off.
- Headphone/Bathroom Spk Fixed Vol – When enabled, the volume level of the Headphone/Bathroom speaker will be fixed to the Switch on Settings.
- Headphone Detection – On/Off.

TV placement

Press  Home >  Settings > Sound > TV Placement.

Select On a TV stand or On the wall to have best sound reproduction according to the setting.

Advanced

Press  Home >  Settings > Sound > Advanced.

Adjust the advanced sound settings individually.

- Surround Mode – Select the surround sound effect for the internal TV speakers.
- Auto volume – Select **DTS TruVolume** to deliver a robust consistent output. Select **Night Mode** for a more comfortable quiet listening experience.
- Clear Sound – Select On to improve the sound for speech. Ideal for news programmes.
- Audio Out Format – **Stereo (uncompressed)**: If your audio playback devices have no multichannel sound processing, select to only output stereo content to your audio playback devices. **Multichannel**: Select to only output 5.1 audio content (compressed multichannel sound signal) to your audio playback devices. **Multichannel (bypass)**: Select to send original bitstream from HDMI ARC to the connected HDMI Sound System. **Dolby Digital Plus**: Select to output Dolby Digital Plus or DTS content to your audio playback devices or Home theatre system.
- Audio Out Leveling – Adjust the loudness level from device which is connected to digital audio output (SPDIF) or HDMI.
- Audio Out Delay – For some Home Theatre Systems you might need to adjust the audio sync delay to synchronise the audio to the video. Select Off if a sound delay is set on your Home Theatre System.
- Audio Out Offset (Only available when Digital out delay set to On) – If you cannot set a delay on the Home Theatre System, you can set the TV to sync the sound. You can set an offset that compensates for the time necessary for the Home Theatre System to process the sound of the TV picture. You can set the value in steps of 5ms. Maximum setting is 60ms.

Eco Settings

Sleep Timer

Press  Home >  Settings > Eco Settings > Sleep Timer.

Set the TV to switch to standby automatically after a preset time. To disable this feature, please set time to zero.

Press the arrows  (up) or  (down) to adjust the value. The value 0 (Off) deactivates the automatic switch off.

Select Switch off timer, the TV switches off automatically to save energy.

* If you use the TV as a monitor or use a digital receiver to watch TV (a Set-Top Box – STB), you should deactivate this automatic switch off, to set the value to 0.

Screen Off

Press  Home >  Settings > Eco Settings > Screen Off.

If you only listen to music on TV, you can switch off the TV screen.
Only the TV screen will switch off.

Region, and Language

languages

Press  Home >  Settings > Region, and Language > Languages.

Set the region or language settings.

- Android system / Menu Language – Change the language for menus and messages.
- Primary Audio – Set your highest preference for audio language in broadcasts.
- Secondary Audio – Set your next preference for audio language in broadcasts.
- Primary Subtitles – Set your highest preference for subtitles language in broadcasts.
- Secondary Subtitles – Set your next preference for subtitles language in broadcasts.
- Primary Text – Set your first preference for Text language in broadcasts.
- Secondary Text – Set your next preference for Text language in broadcasts.

Universal Access Settings

Press  >  Settings > Accessibility > Universal access.

With Universal Access switched on, the TV is prepared for use for the deaf, hard of hearing, blind or partially sighted people.

Switch on universal access settings

Press  >  Settings > Accessibility > Universal access > On.

Universal access for hearing impaired people

Press  >  Settings > Accessibility > Universal access > Hearing impaired > On.

- Some digital TV channels broadcast special audio and subtitles adapted for the hard of hearing or deaf people.
- Switched on, the TV automatically switches to the adapted audio and subtitles, if available.

Universal access for blind or partially sighted people

Press  >  Settings > Accessibility > Universal access > Audio description > Audio description > On.

Digital TV channels can broadcast special audio commentary describing what is happening on screen.

 Settings > Accessibility > Universal access > Audio description > Mixed volume, Audio effects, Speech.

- Select Mixed volume, you can mix the volume of the normal audio with the audio commentary. Press the arrows  (up) or  (down) to adjust the value.
- Set Audio effect to On for extra audio effects in the commentary audio, like stereo or fading sound.
- Select Speech to set speech preference, Descriptive or Subtitles.

Content Rating

Rating Level

Press  >  Settings > Content rating.

To prevent children from watching a programme not suitable for their age, you can set an age rating. Digital channels can have their programmes age rated. When the age rating of a programme is equal to or higher than the age you have set as age rating for your child, the programme will be locked. To watch a locked programme, you must enter the code first.

To set an age rating

Press  >  Settings > Content rating > Rating Level.

Select the age and press **OK**. To switch off the age rating, select **None**. However, in some countries you must set an age rating.

Set Code and Change Code

Press  Home>  Settings > Content rating.

The child lock code is used to lock or unlock channels or programmes.

Set new code or reset change code.

Press  Home >  Settings > Content rating > Change Code.

Note:

If you forgot your PIN code, you can override the current code use **8888** and enter a new code.

Connect your Android TV

Network and Internet

Home Network

To enjoy the full capabilities of your Philips Android TV, your TV must be connected to the Internet.

Connect the TV to a home network with a high-speed Internet connection. You can connect your TV wirelessly or wired to your network router.

Connect to Network

Wireless Connection

What You Need

To connect the TV to the Internet wirelessly, you need a Wi-Fi router with a connection to the Internet.

Use a high-speed (broadband) connection to the Internet.



Make the Connection

Make the Connection - WIRELESS

Press Home > Settings > Wireless and Networks > Connect to Network > WIRELESS.

- 1 - In the list of found networks, select on your wireless network. If your network is not in the list because the network name is hidden (you switched off the SSID broadcast of the router), select Add New Network to enter the network name yourself.
- 2 - Depending on the type of router, enter your encryption key - WEP, WPA or WPA2. If you entered the encryption key for this network before, you can select OK to make the connection immediately.
- 3 - A message will be shown when the connection is successful.

Make the Connection - WPS

Press Home > Settings > Wireless and

Networks > Connect to Network > WPS.

If your router has WPS, you can directly connect to the router without scanning for networks. If you have devices in your wireless network that use the WEP security encryption system, you cannot use WPS.

- 1 - Go to the router, press the WPS button and return to the TV within 2 minutes.
- 2 - Select Connect to make the connection.
- 3 - A message will be shown when the connection is successful.

Make the Connection - WPS WITH PIN Code

Press Home > Settings > Wireless and Networks > Connect to Network > WPS WITH PIN Code.

If your router has WPS with a PIN code, you can directly connect to the router without scanning for networks. If you have devices in your wireless network that use the WEP security encryption system, you cannot use WPS.

- 1 - Write down the 8-digit PIN code shown on screen and enter it in the router software on your PC. Consult the router manual on where to enter the PIN code in the router software.
- 2 - Select Connect to make the connection.
- 3 - A message will be shown when the connection is successful.

Problems

Wireless network not found or distorted

- Microwave ovens, DECT phones or other Wi-Fi 802.11b/g/n/ac devices in your proximity might disturb the wireless network.
- Make sure that the firewalls in your network allow access to the TV's wireless connection.
- If the wireless network does not work properly in your home, try the wired network installation.

Internet does not work

- If the connection to the router is OK, check the router connection to the Internet.

The PC and Internet connection are slow

- Look in your wireless router's user manual for information on indoor range, transfer rate and other factors of signal quality.
- Use a high-speed (broadband) Internet connection for your router.

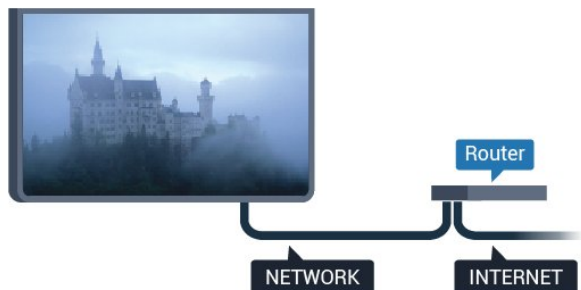
DHCP

- If the connection fails, you can check the DHCP (Dynamic Host Configuration Protocol) setting of the router. DHCP should be switched on.

Wired Connection

What You Need

To connect the TV to the Internet, you need a network router with a connection to the Internet. Use a high-speed (broadband) connection to the Internet.



Make the Connection

Make the Connection - WIRED

Press Home > Settings > Wireless and Networks > Connect to Network > WIRED.

- 1 - Connect the router to the TV with a network cable (Ethernet cable**).
- 2 - Make sure that the router is switched on.
- 3 - The TV constantly searches for the network connection.
- 4 - A message will be shown when the connection is successful.

If the connection fails, you can check the DHCP setting of the router. DHCP should be switched on.

**To fulfill EMC regulations, use a shielded FTP Cat. 5E Ethernet cable.

Google Account

Sign In

To enjoy the full capabilities of your Philips Android TV, you can sign in to Google with your Google Account.

By signing in you'll be able to play your favourite games across phone, tablet and TV. You'll also get customised video and music recommendations on your TV home screen as well as access to YouTube, Google Play and other apps.

Use your existing **Google Account** to sign in to Google on your TV. A Google Account consists of an email address and a password. If you don't have an Google Account yet, use your computer or tablet to create one (accounts.google.com). To play games with Google Play, you need a Google+ profile. If you

did not sign in during the first TV installation, you can always sign in later.

Sign In

Press Home > Apps > Google Play.

With the on-screen keyboard, enter your email address and password, press the same **OK** key to sign in.

Android Settings

You can set or view several Android specific settings or information. You can find the list of apps installed on your TV and the storage space they need. You can set the language you like to use with Voice Search. You can configure the onscreen keyboard or allow apps to use your location. Explore the different Android settings. You can go to www.support.google.com/androidtv for more information on these settings.

To open these settings

Press Home > Settings > Settings > Android Settings.

11.5

Channels

Watching channels

Tune to a Channel

To start watching TV channels, press . The TV tunes to the channel you last watched.

Switch channels

- To switch channels, press CH+ or CH- .

Previous channel

- To switch back to the previously tuned channel, press BACK.

11.6

Channel Installation

Install Channels

Antenna/Cable Installation

Search for Channels

You can reinstall all channels and leave all other TV settings untouched.

If a PIN code is set, you will need to enter this code before you can reinstall channels.

To Search for Channels...

- 1 - Press Home > Settings > Install channels and press **OK**.
- 2 - Select **RF Channel Installation** and press **OK**.
- 3 - Enter your PIN code if necessary.
Select **Search for Channels** and press **OK**.
Select **Start** and press **OK**.
Select the country where you are now and press **OK**.
Select **Start** and press **OK**.
Select the type of installation you want, **Antenna (DVB-T)** or **Cable (DVB-C)** and press **OK**.
Select **Next** and press **OK**.
Select the type of channels you want, **Digital and Analogue Channels** or **Only Digital Channels** and press **OK**.
Select **Next** and press **OK**.
Select **Start** and press **OK** to update the digital channels. This can take a few minutes.
Press (left) to go back one step or press **BACK** to close the menu.

Automatic Channel Update

If you receive digital channels, you can set the TV to automatically update these channels.

Once a day, at 6 AM, the TV updates the channels and stores new channels. New channels are stored in the Channels List and are marked with a . Channels without a signal are removed. The TV must be in standby to automatically update channels. You can switch off Automatic Channel Update.

To switch off the automatic update...

- 1 - Press Home > Settings > Install channels and press **OK**.
- 2 - Select **RF Channel Installation** and press **OK**.
- 3 - Enter your PIN code if necessary.
- 4 - Select **Automatic Channel Update** and press **OK**.
- 5 - Select **Off** and press **OK**.
- 6 - Press (left) to go back one step or press **BACK** to close the menu.

Channel Update Message

When new channels are found or if channels are updated or removed, a message is shown at TV start up. To avoid this message to appear after every channel update, you can switch it off.

To switch off the message...

- 1 - Press Home > Settings > Install channels and press **OK**.
- 2 - Select **RF Channel Installation** and press **OK**.
- 3 - Enter your PIN code if necessary.
- 4 - Select **Automatic Channel Update** and press **OK**.
- 5 - Select **Off** and press **OK**.
- 6 - Press (left) to go back one step or press **BACK** to close the menu.

In certain countries, the Automatic channel update is done while watching TV or on any moment when the TV is in standby.

Digital: Manual Installation

Digital TV channels can be manually installed, channel by channel.

To install digital channels manually...

- 1 - Press Home > Settings > Install channels and press **OK**.
- 2 - Select **RF Channel Installation** and press **OK**.
- 3 - Select **Digital: Manual Installation** and press **OK**.
- 4 - Select **Search** and press **OK**. You can enter a frequency yourself to find a channel or let the TV search for a channel. Press (right) to select **Search** and press **OK** to search for a channel automatically. The found channel is shown on screen and if the reception is poor, press **Search** again. If you want to store the channel, select **Done** and press **OK**.

Analogue: Manual Installation

Analogue TV channels can be manually installed, channel by channel.

To install analogue channels manually...

- 1 - Press Home > Settings > Install channels and press **OK**.
- 2 - Select **RF Channel Installation** and press **OK**.
- 3 - Select **Analogue: Manual Installation** and press **OK**.

- **System**

To set up the TV system, select **System**. Select your country or the part of the world where you are now and press **OK**.

- **Search Channel**

To find a channel, select **Search Channel** and press **OK**. You can enter a frequency yourself to find a channel or let the TV search for a channel. Press (right) to select **Search** and press **OK** to search for a channel automatically. The found channel is shown on screen and if the reception is

poor, press **Search** again. If you want to store the channel, select **Done** and press **OK**.

- **Store**

You can store the channel on the current channel number or as a new channel number.

Select **Store Current Channel** or **Store as New Channel** and press **OK**. The new channel number is shown briefly.

You can redo these steps until you have found all available analogue TV channels.

11.7

Internet

Start Internet

You can browse the Internet on your TV. You can view any Internet website but most of them are not prepared for a TV screen.

- Some plug-ins (e.g. to view pages or videos) are not available on your TV.
- You cannot send or download files.
- Internet pages are shown one page at a time and full screen.

To start the Internet browser...

- 1 - Press **HOME**.
- 2 - Scroll down and select **Apps** > **Internet** and press **OK**.
- 3 - Enter an Internet address and select **✓**, press **OK**.
- 4 - To close Internet, press **HOME** or **TV**.

11.8

Software

Update Software

Software Version

To view the current TV software version...

- 1 - Press , select **Settings** and press **OK**.
- 2 - Select **Update Software** > **Current Firmware** and press **OK**.
- 3 - The version, release notes and creation date are shown.
- 4 - Press (left) repeatedly if necessary, to close the menu.

Update from website

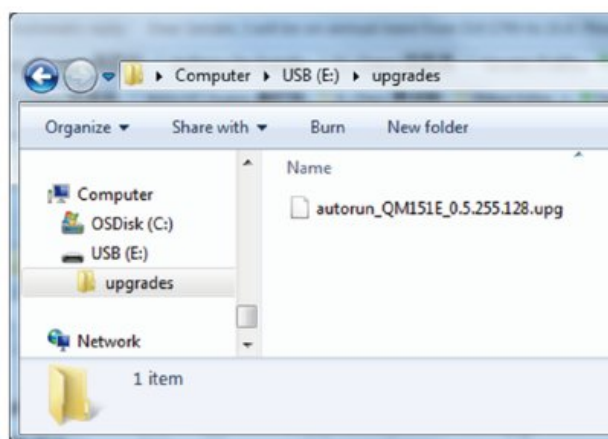
You can find the current firmware version of your TV in the settings menu under “Update Software” > “Current firmware”.

Regularly check www.philips.com/support for new Firmware updates.

Follow the instructions below to update the firmware of your TV.

Download the latest software...

- 1 - Launch the Internet Explorer.
- 2 - Enter the Philips support site at url <http://www.philips.com/support>.
- 3 - Enter the model number. (You can find your model number from the label on the rear of the TV.)
- 4 - When enter your TV's product page, select **Support**.
- 5 - Select “Software updates”, and click on “Download file” to download the software. (The software is available as a zip file.)
- 6 - If the software version is higher than the version installed on your TV, click the software download link.
- 7 - Accept the license agreement/Terms and Conditions, select “I agree”, then the zip file will be downloaded automatically.
- 8 - Unzip the zip file to any directory using an archive utility.
- 9 - Create a folder name “upgrades” in the main directory of your USB flash drive.
- 10 - Copy the upg file you have extract earlier into the upgrades folder, as depicted in the picture below.
- 11 - Disconnect your USB flash drive from the computer.



Update the software...

- 1 - Connect your USB flash drive (containing the software update) to the USB connector on the TV. Wait 30 seconds or until the USB drive is recognized by the TV.
- 2 - Your TV will start loading the software

automatically.

3 - When the loading of the software finished, press
“Start” to activate the upgrade of the TV.

Open Source Software

Open Source License

About Open Source License

README for the source code of the parts of TP Vision Netherlands B.V. TV software that fall under open source licenses.

This is a document describing the distribution of the source code used on the TP Vision Netherlands B.V. TV, which fall either under the GNU General Public License (the GPL), or the GNU Lesser General Public License (the LGPL), or any other open source license. Instructions to obtain copies of this software can be found in the Directions For Use.

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Open Source

Android (9.0.0)

This tv contains the Android Pie Software. Android is a Linux-based operating system designed primarily for touchscreen mobile devices such as smartphones and tablet computers. This software will also be reused in TPVision Android based TV's. The original download site for this software is : <https://android.googlesource.com/> This piece of software is made available under the terms and conditions of the Apache license version 2, which can be found below. Android APACHE License Version 2 (<http://source.android.com/source/licenses.html>) This includes all external sources used by official Android AOSP.

linux kernel (4.9)

This tv contains the Linux Kernel. The original download site for this software is : <http://www.kernel.org/>. This piece of software is made available under the terms and conditions of the GPL v2 license, which can be found below. Additionally, following exception applies : "NOTE! This copyright

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

mbedtls (2.6.0)

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

aacenc (3.3.3)

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

alsa (1.0.24.1)

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

appweb (4.3.5)

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

atf (1.3)

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

bash (3.2.48)

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

bluetooth_mw (1.0)

BT Stack. The original download site for this software is : <https://android.googlesource.com/platform/system/bt>. This piece of software is made available under

the terms and conditions of the Apache 2.0 license, which can be found below.

bluetooth_stack (1.0)

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

bluetooth_tool (1.0)

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

boost (1.15.0)

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

busybox (1.15.3)

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

c-ares (1.12.0)

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

cJSON (1.7.7)

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

coreutils (6.9)

Command like cp dd cat chroot. The original download site for this software is : <http://www.gnu.org/software/coreutils/> .This piece of software is made available under the terms and conditions of the MIT license, which can be found below.

libcurl (7.59.0)

libcurl is a free and easy-to-use client-side URL transfer library, supporting DICT, FILE, FTP, FTPS, Gopher, HTTP, HTTPS, IMAP, IMAPS, LDAP, LDAPS, POP3, POP3S, RTMP, RTSP, SCP, SFTP, SMTP,

SMTPS, Telnet and TFTP. libcurl supports SSL certificates, HTTP POST, HTTP PUT, FTP uploading, HTTP form based upload, proxies, cookies, user+password authentication (Basic, Digest, NTLM, Negotiate, Kerberos), file transfer resume, http proxy tunneling and more!The original download site for this software is : <http://curl.haxx.se/libcurl/COPYRIGHT> AND PERMISSION NOTICECopyright (c) 1996 - 2010, Daniel Stenberg, daniel@haxx.se.All rights reserved.Permission to use, copy, modify, and distribute this software for any purposewith or without fee is hereby granted, provided that the above copyrightnotice and this permission notice appear in all copies.THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, 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 OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.Except as contained in this notice, the name of a copyright holder shall notbe used in advertising or otherwise to promote the sale, use or other dealingsin this Software without prior written authorization of the copyright holder.

dfb (1.5.3)

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

dibbler (1.0.1)

Dibbler is for implement dhcpv6 client. The original download site for this software is : <http://klub.com.pl/dhcpv6/> .This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

dosfstools (2.9)

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

e2fsprogs (1.41.14)

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

electric-fence (2.1.13)

Used for memory corruption detection. The original download site for this software is : http://perens.com/FreeSoftware/ElectricFence/electric-fence_2.1.13-0.1.tar.gz .This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

encfs (1.3.2)

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

expat (2.1.0)

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

findutils (4.2.31)

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

freetype (2.7.1)

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

fuse (2.8.4)

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

fusion (8.7.0)

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

gawk (3.1.5)

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

gdisk (0.8.1)

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

glibc (2.18)

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

googletest (1.7.0)

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

grep (2.5.1a)

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

gzip (1.3.12)

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

harfbuzz (1.4.2)

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

icu (51.1)

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

inetutils (1.4.2)

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

iptables (1.4.15)

Iptables is a user space application program that allows a system administrator to configure the tables provided by the Linux kernel firewall (implemented as

different Netfilter modules) and the chains and rules it stores. Different kernel modules and programs are currently used for different protocols; iptables applies to IPv4. 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 GPL 2.0.

iputils (s20101006)

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

jansson (2.4)

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

jpeg (6b)

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

jsonrpc (2.0)

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

libdwarf

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

libelf (0.8.1.3)

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

libiconv (1.11.1)

GNU libiconv is a conversion library. To convert between a given text encoding and the users encoding, or to convert between internal string

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

libnl (v3.2.29)

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

libusb (1.0.9)

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

libuv (libuv-v1.20.3)

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

libwebsockets (3.0)

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

libxml2 (2.7.8)

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

lighttpd (1.4.35)

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

liveMedia (2011.06.12)

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

lvm2 (2.02.89)

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

lz4 (1.8.1.2)

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

lzma (4.65)

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

mng (1.0.10)

Libmng -THE reference library for reading, displaying, writing and examining Multiple-Image Network Graphics.MNG is the animation extension to the popular PNG image-format. The original download site for this software is : <http://sourceforge.net/projects/libmng/files/> .This piece of software is made available under the terms and conditions of the BSD license, which can be found below.

module-init-tools (3.12)

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

mtp (1.1.6)

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

ncurses (5.7)

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

net-tools (1.60)

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

nghttp2 (1.21.1)

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

ntfs-3g (2010.5.22)

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

ntfsprogs (2.0.0)

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

ogg (1.3.2)

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

openh264 (1.7.0)

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

openssh (6.3p1)

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

openssl (1.0.2g)

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

png (1.2.43)

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

popt (1.16)

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

procmem (2.0)

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

procps (3.2.8)

Command for watch system process. The original download site for this software is : <http://procps.sourceforge.net/index.html> .This piece of software is made available under the terms and conditions of the LGPLv2 license, which can be found below.

procrank (2.0)

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

psmisc (22.13)

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

pugixml (1.8)

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

python (2.7.9)

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

qrencode (3.4.2)

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

rlog (1.4)

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

rng-tools (5)

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

samba (3.0.37)

Samba is the standard Windows interoperability suite

of programs for Linux and Unix. The original

download site for this software is :

<http://www.samba.org/> .This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

sawman (1.5.3)

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

sed (4.1.5)

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

simple-mtpfs (0.2)

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

sqlite (3.8.4.3)

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

sqlite3 (3.7.2)

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

tar (1.17)

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

thttpd (2.25b)

The original download site for this software is : <http://acme.com/software/thttpd/> .This piece of software is made available under the terms and conditions of the BSD license, which can be found below.

toybox (0.4.0)

The original download site for this software is : <http://www.landley.net/toybox/downloads/toybox-0.4.0.tar.bz2> .This piece of software is made available under

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

ttxfont (1.0)

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

uboot (2011.12)

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

udhcp (0.9.9-pre)

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

unicode (3.2)

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

uriparser (0.7.7)

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

util-linux-ng (2.18)

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

webp (0.2.1)

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

wget (1.10.2)

Check network for http/https .The original download site for this software is :
<http://ftp.gnu.org/gnu/wget/wget-1.10.2.tar.gz> .This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

wireless_tools (v29)

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

wpa_supplicant (v0.8(wext)/v2.3(cfg80211))

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

xerces (3.1.1)

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

zlib(1.2.3)

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

Hue SDK (1.8.1)

TV ambihue app uses Philips SDK to find the hue bridge 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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allowed.

[This is the first released version of the library GPL. It
is
numbered 2 because it goes with version 2 of the
ordinary GPL.]

Preamble

The licenses for most software are designed to take
away your
freedom to share and change it. By contrast, the
GNU General Public
Licenses are intended to guarantee your freedom to
share and change
free software--to make sure the software is free for
all its users.

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

When we speak of free software, we are referring to
freedom, not
price. Our General Public Licenses are designed to
make sure that you
have the freedom to distribute copies of free software
(and charge for
this service if you wish), that you receive source code
or can get it
if you want it, that you can change the software or
use pieces of it
in new free programs; and that you know you can do
these things.

To protect your rights, we need to make restrictions
that forbid
anyone to deny you these rights or to ask you to
surrender the rights.
These restrictions translate to certain responsibilities
for you if
you distribute copies of the library, or if you modify it.

For example, if you distribute copies of the library,
whether gratis
or for a fee, you must give the recipients all the rights
that we gave
you. You must make sure that they, too, receive or
can get the source
code. If you link a program with the library, you must
provide

complete object files to the recipients so that they
can relink them
with the library, after making changes to the library
and recompiling
it. And you must show them these terms so they
know their rights.

Our method of protecting your rights has two steps:
(1) copyright
the library, and (2) offer you this license which gives
you legal
permission to copy, distribute and/or modify the
library.

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

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

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

The reason we have a separate public license for
some libraries is that
they blur the distinction we usually make between
modifying or adding to a
program and simply using it. Linking a program with
a library, without
changing the library, is in some sense simply using the
library, and is
analogous to running a utility program or application
program. However, in

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

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

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

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

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

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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 associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

1. You may copy and distribute verbatim copies of the Library's complete source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and distribute a copy of this License along with the

Library.

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

2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

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

b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library,

and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices.

Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy.

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

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

portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline

functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also compile or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of

definitions files in the

Library will not necessarily be able to recompile the application to use the modified definitions.)

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

least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

c) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

d) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise

permitted, and provided that you do these two things:

a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.

b) Give prominent notice with the combined library of the fact that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

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1999

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Preamble

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Licenses are intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users.

This license, the Lesser General Public License, applies to some specially designated software packages--typically libraries--of the Free Software Foundation and other authors who decide to use it. You can use it too, but we suggest you first think carefully about whether this license or the ordinary General Public License is the better strategy to use in any particular case, based on the explanations below.

When we speak of free software, we are referring to freedom of use, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish); that you receive source code or can get it if you want it; that you can change the software and use pieces of it in new free programs; and that you are informed that you can do these things.

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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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b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

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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.

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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.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to

produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

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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?

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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?

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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?

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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>

/* This source code was modified by Martin Hedenfalk <mhe@stacken.kth.se> for

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

*

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

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

* it not use globals, pollute name space and more.

This source code awaits a

* rewrite to work around the paragraph 2 in the BSD licenses as explained

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URL: https://chromium.googlesource.com/chromium/src/+master/third_party/cacheinvalidation/README.chromium

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printf("%s", png_get_copyright(NULL));
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Glenn Randers-Pehrson
glennrp at users.sourceforge.net
November 12, 2015

libsrtp
URL: <https://github.com/cisco/libsrtp>

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libvpx
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WebP image encoder/decoder
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libyuv
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linux-syscall-support

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LZ4 Library

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That's all there is to it!

modp base64 decoder

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

* MODP_B64 - High performance base64
encoder/decoder

* Version 1.3 -- 17-Mar-2006

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

*

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Mojo

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

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mt19937ar
 URL: <http://www.math.sci.hiroshima-u.ac.jp/~m-mat/MT/MT2002/emt19937ar.html>

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

Coded by Takuji Nishimura and Makoto
 Matsumoto.

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

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Netscape Plugin Application Programming Interface
 (NPAPI)

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

Version: MPL 1.1/GPL 2.0/LGPL 2.1

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OpenMAX DL

URL: <https://silver.arm.com/download/Software/Graphics/OX000-BU-00010-r1p0-00bet0/OX000-BU-00010-r1p0-00bet0.tgz>

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- * dl/api/omxtypes.h
- * dl/sp/api/omxSP.h

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opus

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OTS (OpenType Sanitizer)
URL: <https://github.com/khaledhosny/ots.git>

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PLY (Python Lex-Yacc)
URL: <http://www.dabeaz.com/ply/ply-3.4.tar.gz>

PLY (Python Lex-Yacc)
Version 3.4

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Protocol Buffers
URL: <http://protobuf.googlecode.com/svn/trunk>

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Quick Color Management System
URL: <https://github.com/jrmuizel/qcms/tree/v4>

qcms
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re2 - an efficient, principled regular expression library

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

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sfntly

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Snappy: A fast compressor/decompressor

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

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```

; This is a header file for the x264ASM assembly language, which uses
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; It also has various other useful features to simplify writing the kind of
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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/network/base/src/nsURLParsers.cpp>

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[NOTE: The text of this Exhibit A may differ slightly from the text of the notices in the Source Code files of the Original Code. You should use the text of this Exhibit A rather than the text found in the Original Code Source Code for Your Modifications.]

Help and Support

13.1

Troubleshooting

Switch On

The TV does not switch on

- Disconnect the power cable from the power outlet. Wait for one minute then reconnect it.
- Make sure that the power cable is securely connected.

Creaking sound at startup or switch off

When you are switching the TV on, off or to standby, you hear a creaking sound from the TV chassis. The creaking sound is due to the normal expansion and contraction of the TV as it cools and warms up. This does not affect performance.

The TV goes back to standby after showing the Philips startup screen

When the TV is in standby, a Philips startup screen is displayed, then the TV returns to standby mode. This is normal behaviour. When the TV is disconnected and reconnected to the power supply, the startup screen is displayed at the next startup.

The standby light keeps on blinking

Disconnect the power cable from the power outlet. Wait 5 minutes before you reconnect the power cable. If the blinking reoccurs, contact Philips TV Consumer Care.

Picture

No picture / distorted picture

- Make sure that the antenna is properly connected to the TV.
- Make sure that the correct device is selected as the display source.
- Make sure that the external device or source is properly connected.

Sound but no picture

- Make sure that the picture settings are set correctly.

Poor antenna reception

- Make sure that the antenna is properly connected to the TV.
- Loud speakers, unearthed audio devices, neon lights, high buildings and other large objects can influence reception quality. If possible, try to improve the reception quality by changing the antenna direction or moving devices away from the TV.
- If reception on only one channel is poor, fine-tune

this channel with Manual Installation.

Poor picture from a device

- Make sure that the device is connected properly.
- Make sure that the picture settings are set correctly.

Picture does not fit the screen

Change to a different picture format.

Picture position is incorrect

Picture signals from some devices may not fit the screen correctly. Check the signal output of the connected device.

Computer picture is not stable

Make sure that your PC uses the supported resolution and refresh rate.

Sound

No sound or poor sound quality

If no audio signal is detected, the TV automatically switches the audio output off — this does not indicate malfunction.

- Make sure that the sound settings are correctly set.
- Make sure that all cables are properly connected.
- Make sure that the volume is not muted or set to zero.
- Make sure that the TV audio output is connected to the audio input on the Home Theatre System. Sound should be heard from the HTS speakers.
- Some devices may require you to manually enable HDMI audio output. If HDMI audio is already enabled, but you still do not hear audio, try changing the digital audio format of the device to PCM (Pulse Code Modulation). Refer to the documentation accompanying your device for instructions.

Connections

HDMI

- Note that HDCP (High-bandwidth Digital Content Protection) support can delay the time taken for a TV to display content from an HDMI device.
- If the TV does not recognise the HDMI device and no picture is displayed, switch the source from one device to another and back again.
- If there are intermittent sound disruptions, make sure that output settings from the HDMI device are correct.
- If you use an HDMI-to-DVI adapter or HDMI-to-DVI cable, make sure that an additional audio cable is connected to AUDIO IN (mini-jack only), if available.

EasyLink does not work

- Make sure that your HDMI devices are HDMI-CEC

compatible. EasyLink features only work with devices that are HDMI-CEC compatible.

No volume icon shown

- When a HDMI-CEC audio device is connected this behaviour is normal.

Photos, videos and music from a USB device do not show

- Make sure that the USB storage device is set to Mass Storage Class compliant, as described in the storage device's documentation.
- Make sure that the USB storage device is compatible with the TV.
- Make sure that the audio and picture file formats are supported by the TV.

Choppy playback of USB files

- The transfer performance of the USB storage device may limit the data transfer rate to the TV which causes poor playback.

Wi-Fi, Internet and Bluetooth

Wi-Fi network not found or distorted

- Microwave ovens, DECT phones or other Wi-Fi 802.11b/g/n/ac devices in your proximity might disturb the wireless network.
- Make sure that the firewalls in your network allow access to the TV's wireless connection.
- If the wireless network does not work properly in your home, try the wired network installation.

Internet does not work

- If the connection to the router is OK, check the router connection to the Internet.

The PC and Internet connection are slow

- Look in your wireless router's user manual for information on indoor range, transfer rate and other factors of signal quality.
- Use a high-speed (broadband) Internet connection for your router.

DHCP

- If the connection fails, you can check the DHCP (Dynamic Host Configuration Protocol) setting of the router. DHCP should be switched on.

Bluetooth lost connection

- Places with a high amount of wireless activity - apartments with lots of wireless routers - can hamper the wireless connection.

Network

Wi-Fi network not found or distorted

- Microwave ovens, DECT phones or other Wi-Fi 802.11b/g/n/ac devices in your proximity might disturb the wireless network.
- Make sure that the firewalls in your network allow access to the TV's wireless connection.
- If the wireless network does not work properly in your home, try the wired network installation.

Internet does not work

- If the connection to the router is OK, check the router connection to the Internet.

The PC and Internet connection are slow

- Look in your wireless router's user manual for information on indoor range, transfer rate and other factors of signal quality.
- Use a high-speed (broadband) Internet connection for your router.

DHCP

- If the connection fails, you can check the DHCP (Dynamic Host Configuration Protocol) setting of the router. DHCP should be switched on.

13.2

Online Help

To solve any Philips TV related problem, you can consult our online support. You can select your language and enter your product model number.

Go to www.philips.com/support

On the support site you can find your country's telephone number to contact us as well as answers to frequently asked questions (FAQs). In some countries, you can chat with one of our collaborators and ask your question directly or send a question by email. You can download new TV software or the manual to read on your computer.

13.3

Support and Repair

For support and repair, call the Consumer Care hotline in your country. Our service engineers will take care of a repair, if necessary.

Find the telephone number in the printed documentation that came with the TV.

Or consult our website www.philips.com/support and select your country if needed.

TV model number and serial number

You might be asked to provide the TV product model number and serial number. Find these numbers on

the packaging label or on the type label on the back or bottom of the TV.

⚠ Warning

Do not attempt to repair the TV yourself. This may cause severe injury, irreparable damage to your TV or void your warranty.

Safety and Care

14.1

Safety

ESD Declaration Statement

There are flicker disturbance on the screen during the test, but auto recover after the test. This permissive loss of performance is specified by the manufacturer, and this phenomena will be put as a clear statement in the User's Manual to avoid misunderstanding.

Important

Read and understand all safety instructions before you use the TV. If damage is caused by failure to follow instructions, the warranty does not apply.

No modify this equipment without authorization of the manufacturer.

Risk of Electric Shock or Fire

- Never expose the TV to rain or water. Never place liquid containers, such as vases, near the TV. If liquids are spilt on or into the TV, disconnect the TV from the power outlet immediately. Contact Philips TV Consumer Care to have the TV checked before use.
- Never expose the TV to excessive heat. Never place them near burning candles, naked flames or other heat sources, including direct sunlight.
- Never insert objects into the ventilation slots or other openings on the TV.
- Never place heavy objects on the power cord.
- Avoid force coming onto power plugs. Loose power plugs can cause arcing or fire. Ensure that no strain is exerted on the power cord when you swivel the TV screen.
- To disconnect the TV from the mains power, the power plug of the TV must be disconnected. When disconnecting the power, always pull the power plug, never the cord. Ensure that you have full access to the power plug, power cord and outlet socket at all times.

Risk of Injury or Damage to the TV

- When wall mounted, ensure that the wall mount can safely bear the weight of the TV set. TP Vision bears no responsibility for improper wall mounting that results in accident, injury or damage.
- Parts of this product are made of glass. Handle with care to avoid injury or damage.

Risk of damage to the TV !

Before you connect the TV to the power outlet, ensure that the power voltage matches the value printed on the back of the TV. Never connect the TV to the power outlet if the voltage is different.

Stability Hazards

A television set may fall, causing serious personal injury or death. Many injuries, particularly to children, can be avoided by taking simple precautions such as:

- ALWAYS ensure the television set is not overhanging the edge of the supporting furniture.
- ALWAYS use cabinets or stands or mounting methods recommended by the manufacturer of the television set.
- ALWAYS use furniture that can safely support the television set.
- ALWAYS educate children about the dangers of climbing on furniture to reach the television set or its controls.
- ALWAYS route cords and cables connected to your television so they cannot be tripped over, pulled or grabbed.
- NEVER place a television set in an unstable location.
- NEVER place the television set on tall furniture (for example, cupboards or bookcases) without anchoring both the furniture and the television set to a suitable support.
- NEVER place the television set on cloth or other materials that may be located between the television set and supporting furniture.
- NEVER place items that might tempt children to climb, such as toys and remote controls, on the top of the television or furniture on which the television is placed.

If the existing television set is going to be retained and relocated, the same considerations as above should be applied.

Risk of batteries

- Risk of explosion if the battery is replaced by an incorrect type.
- Replacement of a BATTERY with an incorrect type that can defeat a SAFEGUARD (for example, in the case of some lithium BATTERY types).
- Disposal of a BATTERY into fire or a hot oven, or mechanically crushing or cutting of a BATTERY, that can result in an EXPLOSION.
- Leaving a BATTERY in an extremely high temperature surrounding environment that can result in an EXPLOSION or the leakage of flammable liquid or gas.
- A BATTERY subjected to extremely low air pressure that may result in an EXPLOSION or the leakage of flammable liquid or gas.
- The remote control may contain coin-type batteries which can easily be swallowed by small children. Keep these batteries out of reach of children at all times.

Risk of Overheating

Never install the TV in a confined space. Always leave a space of at least 10 cm or 4 inches around the TV for ventilation. Ensure curtains or other objects never cover the ventilation slots on the TV.

Lightning Storms

Disconnect the TV from the power outlet and antenna before lightning storms. During lightning storms, never touch any part of the TV, power cord or antenna cable.

Risk of Hearing Damage

Avoid using earphones or headphones at high volumes or for prolonged periods of time.

Low Temperatures

If the TV is transported in temperatures below 5°C or 41°F, unpack the TV and wait until the TV temperature reaches room temperature before connecting the TV to the power outlet.

Humidity

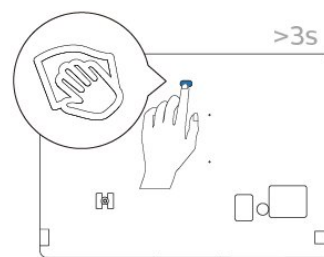
In rare occasions, depending on temperature and humidity, minor condensation can occur on the inside of the TV glass front (on some models). To prevent this, do not expose the TV to direct sunlight, heat or extreme humidity. If condensation occurs, it will disappear spontaneously while the TV is playing for a few hours.

The condensation moisture will not harm the TV or cause malfunction.

14.2

Screen Care

- Never touch, push, rub or strike the screen with any object.
- Press the clean button on the back of the TV. It needs to be pressed 3 seconds to disable the front controls of the TV before cleaning.



- Clean the TV and frame with a soft damp cloth and wipe gently. Never use substances such as alcohol, chemicals or household cleaners on the TV.
- To avoid deformations and colour fading, wipe off water drops as quickly as possible.
- Avoid stationary images as much as possible. Stationary images are images that remain onscreen for extended periods of time. Stationary images include onscreen menus, black bars, time displays, etc. If you must use stationary images, reduce screen contrast and brightness to avoid screen damage.

14.3

Radiation Exposure Statement

This equipment complies with CE radiation exposure limits set forth for an uncontrolled environment. This equipment should be installed and operated with minimum distance 20cm between the radiator and body.

The frequency, mode and the maximum transmitted power in EU are listed below:

- 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)

Terms of Use

15.1

Terms of Use – TV

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The written material packaged with the TV and the manual stored in the memory of the TV or downloaded from the Philips website www.philips.com/support are believed to be adequate for the intended use of the system.

The material in this manual is believed adequate for the intended use of the system. If the product, or its individual modules or procedures, are used for purposes other than those specified herein, confirmation of their validity and suitability must be obtained. TP Vision warrants that the material itself does not infringe any United States patents. No further warranty is expressed or implied. TP Vision cannot be held responsible neither for any errors in the content of this document nor for any problems as a result of the content in this document. Errors reported to Philips will be adapted and published on the Philips support website as soon as possible.

Terms of warranty – Risk of injury, damage to TV or void of warranty!

Never attempt to repair the TV yourself. Use the TV and accessories only as intended by the manufacturer. The caution sign printed on the back of the TV indicates risk of electric shock. Never remove the TV cover. Always contact Philips TV Customer Care for service or repairs. Find the telephone number in the printed documentation that came with the TV. Or consult our website www.philips.com/support and select your country if needed. Any operation expressly prohibited in this manual, or any adjustments and assembly procedures not recommended or authorised in this manual, shall void the warranty.

Pixel characteristics

This TV product has a high number of colour pixels. Although it has effective pixels of 99.999% or more,

black dots or bright points of light (red, green or blue) may appear constantly on the screen. This is a structural property of the display (within common industry standards) and is not a malfunction.

CE compliance

Hereby, TP Vision Europe B.V. declares that this television is in compliance with the essential requirements and other relevant provisions of Directives 2014/53/EU (RED), 2009/125/EC (Eco Design) and 2011/65/EC (RoHS).

Compliance with EMF

TP Vision manufactures and sells many products targeted at consumers which, like any electronic apparatus, in general have the ability to emit and receive electromagnetic signals. One of TP Vision's leading business principles is to take all necessary health and safety measures for our products, to comply with all applicable legal requirements and to stay well within the Electro Magnetic Field (EMF) standards applicable at the time of producing the products.

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