

User Manual

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

PHILIPS

Contents

1 TV Tour	3
1.1 Professional Mode	3
2 Setting Up	4
2.1 Read Safety	4
2.2 Wall Mounting	4
2.3 Tips on Placement	4
2.4 Power Cable	4
2.5 Antenna Cable	4
3 Remote Control	6
3.1 Key overview	6
3.2 IR Sensor	7
3.3 Cleaning	7
4 Switching On and Off	8
4.1 On or Standby	8
4.2 Keys on TV	8
5 Specifications	9
5.1 Environmental	9
5.2 Power	9
5.3 Operating System	10
5.4 Reception	10
5.5 Display Type	10
5.6 Display Input Resolution	10
5.7 Connectivity (2114)	10
5.8 Dimensions and Weights	10
5.9 Sound	11
6 Connect Devices	12
6.1 Connect Devices	12
6.2 CAM with Smart Card - CI+	13
6.3 Receiver - Set-Top Box	14
6.4 Home Theatre System - HTS	14
6.5 Blu-ray Disc Player	15
6.6 Headphones	15
6.7 Game Console	15
6.8 USB Flash Drive	15
6.9 Computer	15
7 Videos, Photos and Music	17
7.1 From a USB Connection	17
7.2 Play your Videos	17
7.3 View your Photos	17
7.4 Play your Music	18
8 TV Guide	20
8.1 Using the TV Guide	20
9 Games	21
9.1 Play a Game	21
10 Professional Menu App	22
10.1 About the Professional Menu App	22
10.2 Open the Professional Menu App	22
10.3 Recommended	22
10.4 TV Channels	22
10.5 TV Channels	23
10.6 Google Cast	24
10.7 Games	24
10.8 More	24
10.9 Professional Settings	25
10.10 Google Account	26
11 Android TV Home Screen	27
11.1 About the Android TV Home Screen	27
11.2 Open the Android TV Home Screen	27
11.3 Android TV Settings	27
11.4 Connect your Android TV	31
11.5 Channels	33
11.6 Channel Installation	35
11.7 Internet	36
11.8 Smartphones and Tablets	36
11.9 Software	36
12 Open Source Software	38
12.1 Open Source License	38
13 Help and Support	185
13.1 Troubleshooting	185
13.2 Online Help	186
13.3 Support and Repair	187
14 Safety and Care	188
14.1 Safety	188
14.2 Screen Care	189
14.3 Radiation Exposure Statement (for built-in WiFi only)	189
15 Terms of Use	190
15.1 Terms of Use - TV	190
16 Copyrights	191
16.1 HDMI	191
16.2 Dolby Audio	191
16.3 DTS-HD Premium Sound™	191
16.4 Wi-Fi Alliance	191
16.5 Kensington	191
16.6 Other Trademarks	191
17 Disclaimer regarding services and/or software offered by third parties	192
Index	193

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

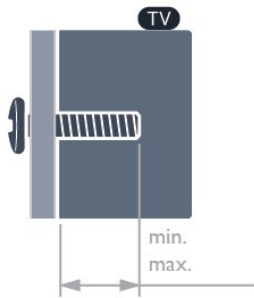
Wall Mounting

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.

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

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



- 50BFL2114
VESA MIS-F 200x200, M6 (min.: 12mm, max.:14mm)
- 58BFL2114
VESA MIS-F 3 00x200, M6 (min.: 18mm, max.:22mm)
- 65BFL2114
VESA MIS-F 400x300, M6 (min.: 12mm, max.:18mm)
- 70BFL2114
VESA MIS-F 400x200, M8 (min.: 18mm, max.:23mm)
- 75BFL2114
VESA MIS-F 600x400, M8 (min.: 18mm, max.:28mm)

Preparation

First remove the 2 plastic screw caps out of the threaded bushes on the back of the TV (For 50" and 65").

Make sure that the metal screws, to mount the TV to the VESA-compliant bracket, go about 10mm deep inside the threaded bushes of the TV.

Caution

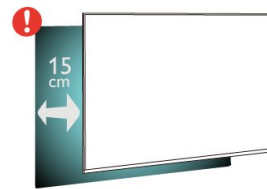
Wall mounting the TV requires special skills and should only be performed by qualified personnel. The TV wall mounting should meet safety standards according to the TV's weight. Also read the safety precautions before positioning the TV.

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.
- When wall mounted, position the TV up to 15 cm away from the wall.



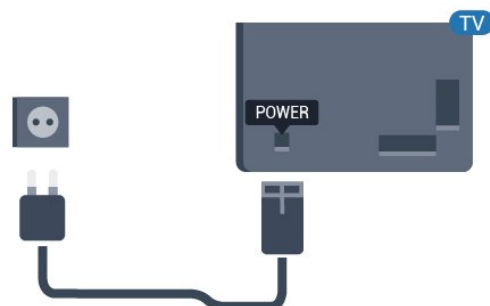
Note:

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.

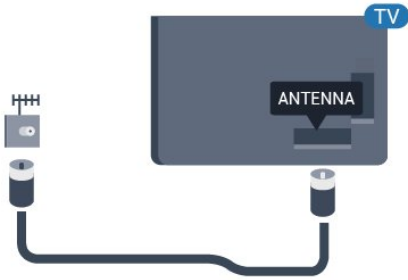


Antenna Cable

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.

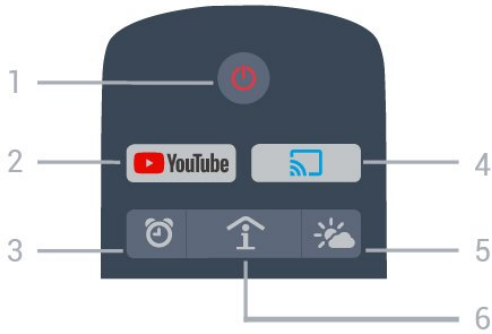
Use this antenna connection for DVB-T and DVB-C input signals.



Remote Control

Key overview

Top



- 1 - Standby / On
To switch the TV on or back to Standby.
- 2 - Youtube
To open Youtube.
- 3 - Alarm (Only in Professional Mode ON)
To set the alarm.
- 4 - Google Cast (Only in Professional Mode ON)
To mirror the content of your mobile device display on to the TV.
- 5 - Weather (Only in Professional Mode ON)
To show the weather information of your location.
- 6 - SMART INFO (Only in Professional Mode ON)
To show information provided by the Hotel.

Middle



- 1 - **SETTINGS**
To open the settings menu.
- 2 - **TV GUIDE**
To open a list of the current and scheduled TV programmes of your channels.
- 3 - **BACK**
 - To switch back to the previous channel you selected.
 - To return to previous menu.
- 4 - **OPTIONS**
To open or close the options menu.
- 5 - **OK** key
To confirm a selection or setting.
- 6 - **Arrow / navigation keys**
To navigate up , down , left or right .
- 7 - **Channel**
To switch to the next or previous channel in the channel list.
- 8 - **EXIT**
To switch back to watching TV.
- 9 - **HOME**
To open the Home menu.

Bottom



1 - Volume

To adjust the volume level.

2 - Colour keys

Direct selection of options.

3 - CLOCK

To display the clock.

4 - Channel

To switch to the next or previous channel in the channel list.

5 - Mute

To mute the sound or to restore it.

3.2

IR Sensor

The TV can receive commands from a remote control that uses IR (infrared) to send commands. If you use such a remote control, always make sure you point the remote control at the infrared sensor on the front of the TV.

Warning

Do not put any objects in front of IR sensor of the TV, it may block the IR signal.

3.3

Cleaning

Your remote control is treated with a scratch-resistant coating.




To clean the remote control, use a soft damp cloth. Never use substances such as alcohol, chemicals or household cleaners on the remote control.

Switching On and Off


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. The indicator light at the bottom of the TV lights up.

Switch on

Press  on the remote control to switch the TV on. Alternatively, press  /  Home. You can also press the small joystick key on the back or bottom of the TV to switch the TV on in case you can't find the remote control or its batteries are empty.

Switch to standby

To switch the TV to standby, press  on the remote control. You can also press the small joystick key on the back or bottom of 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.

Keys on TV

If you lost the remote control or its batteries are empty, you can still do some basic TV operations.


To open the basic menu...

1 - With the TV switched on, press the joystick key on the back or bottom of the TV to bring up the basic menu.

2 - Press left or right to select  Volume,  Channel or  Sources.

3 - Press up or down to adjust the volume or tune to the next or previous channel. Press up or down to go through the list of sources, including the tuner selection.

4 - The menu will disappear automatically.

To switch the TV on standby, select  and press the joystick key on the back or bottom of the TV.

Specifications

5.1

Environmental

Product Fiche

50BFL2114

- Energy Efficiency Class : A+
- Visible Screen Size : 126 cm / 50 inch
- On Mode Power Consumption (W) : 70 W
- Annual Energy Consumption (kWh) * : 103 kWh
- Standby Power Consumption (W) ** : 0.3 W
- Display Resolution (Pixels) : 3840 x 2160p

58BFL2114

- Energy Efficiency Class : A+
- Visible Screen Size : 146 cm / 58 inch
- On Mode Power Consumption (W) : 77 W
- Annual Energy Consumption (kWh) * : 113 kWh
- Standby Power Consumption (W) ** : 0.3 W
- Display Resolution (Pixels) : 3840 x 2160p

65BFL2114

- Energy Efficiency Class : A+
- Visible Screen Size : 164 cm / 65 inch
- On Mode Power Consumption (W) : 99 W
- Annual Energy Consumption (kWh) * : 145 kWh
- Standby Power Consumption (W) ** : 0.3 W
- Display Resolution (Pixels) : 3840 x 2160p

70BFL2114

- Energy Efficiency Class : A+
- Visible Screen Size : 178 cm / 70 inch
- On Mode Power Consumption (W) : 123 W
- Annual Energy Consumption (kWh) * : 180 kWh
- Standby Power Consumption (W) ** : 0.3 W
- Display Resolution (Pixels) : 3840 x 2160p

75BFL2114

- Energy Efficiency Class : A+
- Visible Screen Size : 189 cm / 75 inch
- On Mode Power Consumption (W) : 113 W
- Annual Energy Consumption (kWh) * : 165 kWh
- Standby Power Consumption (W) ** : 0.3 W
- Display Resolution (Pixels) : 3840 x 2160p

* 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.

** When the TV is turned off with the remote control and no function is active.

EPREL registration number

50BFL2114: 341971

58BFL2114: 341994

65BFL2114: 331905

70BFL2114: 342005

75BFL2114: 342001

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.

5.2

Power

Product specifications are subject to change without notice. For more specification details of this product, see www.philips.com/support

Power

- Mains power : AC 220–240V +/-10%
- Ambient temperature : 5°C to 35°C

- Power saving features : Eco mode, Picture mute (for radio), Auto switch-off timer, Eco settings menu.

For power consumption information, see chapter **Product Fiche**.

5.3

Operating System

Android OS :

Android Pie 9

5.4

Reception

- Aerial input : 75 ohm coaxial (IEC75)
- Tuner bands : Hyperband, UHF, VHF
- DVB : DVB-T2, DVB-C (cable) QAM
- Analogue video playback : SECAM, PAL
- Digital video playback : MPEG2 SD/HD (ISO/IEC 13818-2), MPEG4 SD/HD (ISO/IEC 14496-10), HEVC*
- Digital audio playback (ISO/IEC 13818-3)
- Input frequency range : 950 to 2150MHz
- Input level range : 25 to 65 dBm

* Only for DVB-T2

5.5

Display Type

Diagonal screen size

- 126 cm / 50 inch
- 146 cm / 58 inch
- 164 cm / 65 inch
- 178 cm / 70 inch
- 189 cm / 75 inch

Display resolution

- 3840 x 2160

5.6

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
- 2160p - 24 Hz, 25 Hz, 30 Hz, 50 Hz, 60 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
- 3840 x 2160 - 60 Hz

5.7

Connectivity (2114)

50" 58" 65" 70"

TV Side

- Common Interface slot: CI+/CAM
- USB 1 - USB 3.0
- Headphones - Stereo mini-jack 3.5mm
- HDMI 1 in - ARC - Ultra HD

TV Bottom

- Network LAN - RJ45
- HDMI 2 in - ARC - Ultra HD
- Antenna (75 ohm)
- USB 2 - USB 2.0
- 12V DC out
- 8 Ω Audio out
- DATA(RJ-48)

75"

TV Side

- Common Interface slot: CI+/CAM
- USB 1 - USB 3.0
- Headphones - Stereo mini-jack 3.5mm
- HDMI 1 in - ARC - Ultra HD

TV Bottom

- Network LAN - RJ45
- HDMI 2 in - ARC - Ultra HD
- HDMI 3 in - ARC - Ultra HD
- Antenna (75 ohm)
- USB 2 - USB 2.0
- 12V DC out
- 8 Ω Audio out
- DATA(RJ-48)

5.8

Dimensions and Weights

50BFL2114

• without TV stand:

Width 1127.64 mm - Height 655.31 mm - Depth 89.62 mm - Weight \pm 11.1 kg

58BFL2114

• without TV stand:

Width 1302.08 mm - Height 762.56 mm - Depth 89.92 mm - Weight \pm 15 kg

65BFL2114

· without TV stand:

Width 1463.88 mm - Height 848.7 mm - Depth 90.72 mm - Weight ± 20.94 kg

70BFL2114

· without TV stand:

Width 1583.8 mm - Height 895.4 mm - Depth 92.7 mm - Weight ± 23.4 kg

75BFL2114

· without TV stand:

Width 1683.2 mm - Height 974.4 mm - Depth 93.7 mm - Weight ± 33.5 kg

5.9

Sound

- Output power (RMS) : 20W
- Dolby Audio
- DTS HD

Connect Devices

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.

Once the device is selected, the TV remote control can control the device. However  /  Home and  OPTIONS keys and some other TV keys are not forwarded to the device.

If the key you need is not on the TV remote control, you can select the key in the Options menu.

Press  OPTIONS and select Controls in the

menu bar. On the screen, select the device key you need and press OK.

Some very specific device keys might not be available in the Controls menu.

Note: Only devices that support EasyLink Remote Control function will respond to the TV remote control.

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

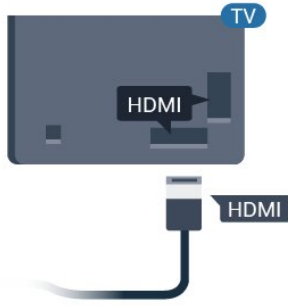
HDMI cables support HDCP (High-bandwidth Digital Content Protection). HDCP is a copy protection signal that prevents copying content from a DVD disc or Blu-ray Disc. Also referred to as DRM (Digital Rights Management).

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.

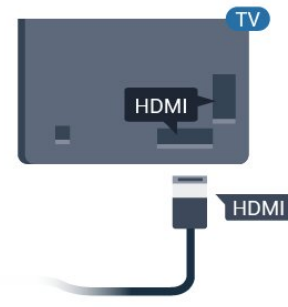


HDMI CEC - EasyLink

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, you can operate them with the TV remote control.

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.

EasyLink Remote Control

If you want devices to communicate but you don't want to operate them with the TV remote control, you can switch off EasyLink Remote Control separately.

To switch EasyLink Remote Control on or off...

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

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

Select **EasyLink Remote Control** and press OK .

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

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

Professional Mode ON – Please refer to the installation manual.

6.2

CAM with Smart Card - CI+

CI+

This TV is ready for the CI+ **Conditional Access** .

With CI+ you can watch premium HD programmes, like movies and sports, offered by digital TV operators in your region. These programmes are scrambled by the TV operator and descrambled with a prepaid CI+ module.

Digital TV operators provide a CI+ module (Conditional Access Module - CAM) and an accompanying smart card, when you subscribe to their premium programmes. These programmes have a high level of copy protection.

Contact a digital TV operator for more information on terms & conditions.



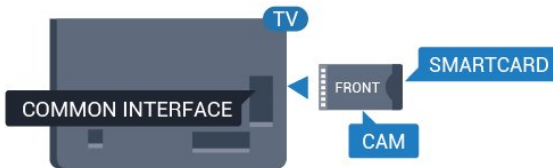
Smart Card

Digital TV operators provide a CI+ module (Conditional Access Module - CAM) and an accompanying smart card, when you subscribe to their premium programmes.

Insert the smart card into the CAM module. See the instruction you received from the operator.

To insert the CAM in the TV...

- 1 - Look on the CAM for the correct method of insertion. Incorrect insertion can damage the CAM and TV.
- 2 - While looking at the back of the TV, with the front of the CAM facing towards you, gently insert the CAM into the slot **COMMON INTERFACE**.
- 3 - Push the CAM in as far as it will go. Leave it in the slot permanently.



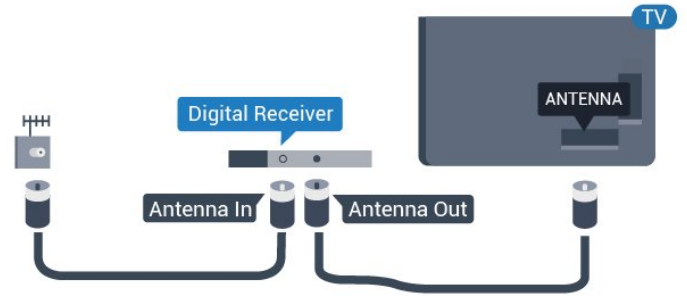
When you switch on the TV, it may take a few minutes before the CAM is activated. If a CAM is inserted and subscription fees are paid (subscription methods can differ), you can watch the scrambled channels supported by the CAM smart card.

The CAM and smart card are exclusively for your TV. If you remove the CAM, you will no longer be able to watch the scrambled channels supported by the CAM.

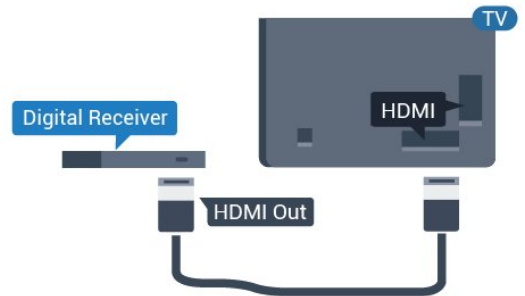
6.3

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.



6.4

Home Theatre System - HTS

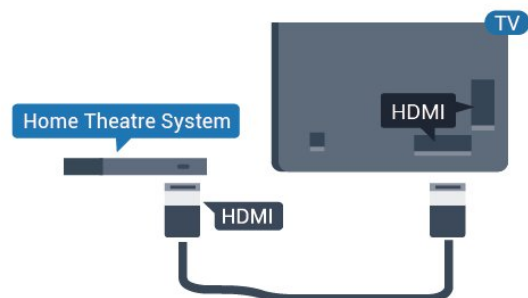
Connect with HDMI ARC

Use an HDMI cable to connect a Home Theatre System (HTS) to the TV. You can connect a Philips Soundbar or an HTS with a built-in disc player.

HDMI ARC

If your Home Theatre System has an HDMI ARC connection, you can use any HDMI connection on the TV to connect. With HDMI ARC, you do not need to connect the extra audio cable. The HDMI ARC connection combines both signals.

All HDMI connections on the TV can offer the Audio Return Channel (ARC) signal. But once you have connected the Home Theatre System, the TV can only send the ARC signal to this HDMI connection.



Audio to video synchronisation (sync)

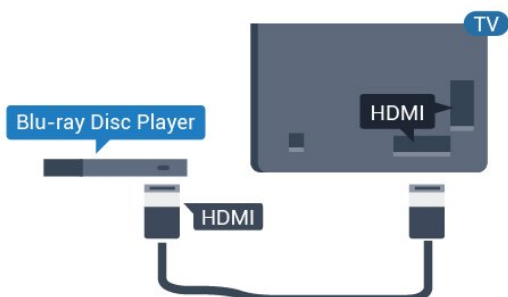
If the sound does not match the video on screen, you

can set a delay on most Home Theatre Systems with a disc player to match the sound with the video.

6.5

Blu-ray Disc Player


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

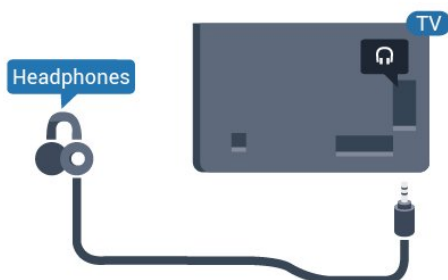


If the Blu-ray Disc player has EasyLink HDMI CEC, you can operate the player with the TV remote control.

6.6

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.

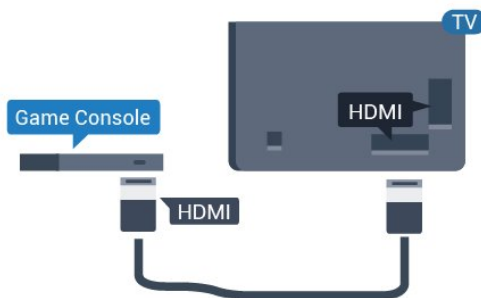


6.7

Game Console

HDMI

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



6.8

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.

6.9

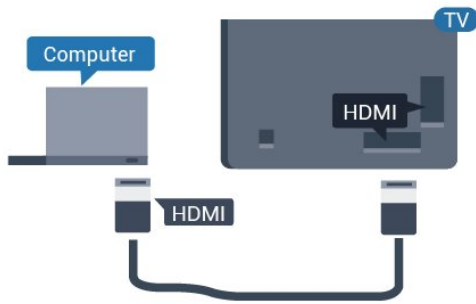
Computer

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

7.1

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 **≡ CHANNELS**, select **▶ Sources**.
- 2 - Select **Media Browser** 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 **TV**.

7.2

Play your Videos

Play Videos

Open video folder

- 1 - Press **≡ CHANNELS**, select **▶ Sources**.
- 2 - Select **Media Browser**, select **Videos** and press **OK**.

To go back to the folder, press **←**.

Play a video

- 1 - Press **≡ CHANNELS**, select **▶ Sources**.
- 2 - Select **Media Browser**, select **Videos** and press **OK**.
- 3 - Select one of video, you can press **▶ Play** all to play all files in the folder or press **♥ Mark as favourite** to add the selected video to favourite menu - **♥ Favourites**.

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

Video Options

During the video playback, press **⊕ OPTIONS**, select **Info** and press **OK** to...

- **Mark as Favourite** – Set the selected video as favourite.
- **Play All** – Play all video files in this folder.
- **Subtitles** – If available, you can switch subtitles **On**, **Off** or **On During Mute**.
- **Audio Language** – If available, select an Audio Language.
- **Shuffle** – Play your files in a random order.
- **Repeat** – Plays all videos in this folder once or continuously.

7.3

View your Photos

View Photos

Open photo folder

1 - Press CHANNELS, select Sources.

2 - Select Media

Browser, select Photos and press OK.

View a photo

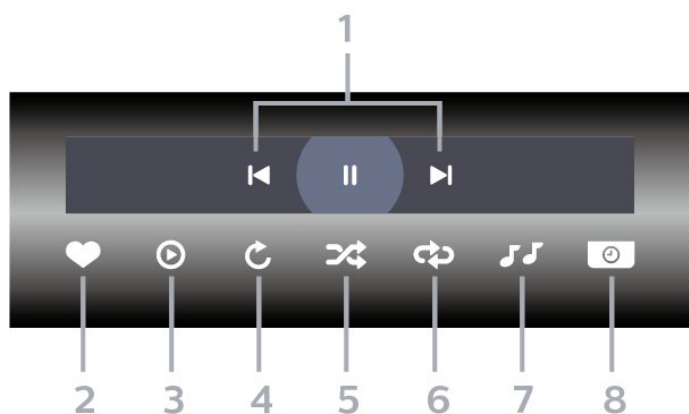
1 - Press CHANNELS, select Sources.

2 - Select Media

Browser, select Photos and press OK.

3 - Select Photos and select one of photos, you can press Slide show to play all files in the folder or press Mark favourite to add the selected photo to favourite menu - Favourites.

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

Photo Options

During the video playback, press OPTIONS, select Info and press OK to...

- Mark as favourites
- Start a slideshow
- Rotate the photo
- Shuffle: play your files in a random order
- Repeat: plays all photos in this folder once or continuously
- Stop the music playing in the background (Not available in Professional Mode ON)
- Set the speed of the slide show

7.4

Play your Music

Play Music

Open Music folder

1 - Press CHANNELS, select Sources.

2 - Select Media

Browser, select Music and press OK.

Play music

1 - Press CHANNELS, select Sources.

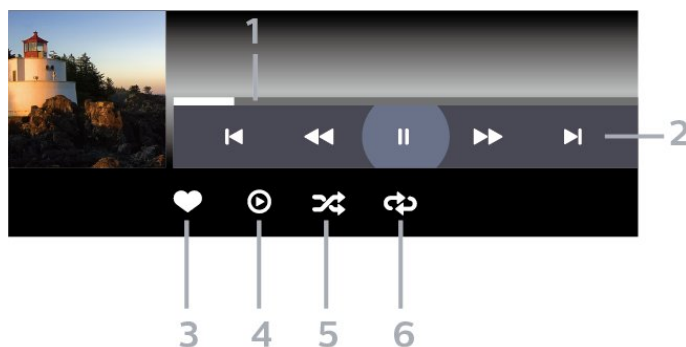
2 - Select Media

Browser, select Music and press OK.

3 - You can press Mark favourite to add the music folder to favourite menu - Favourites.

4 - 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
-

Music Options

During playing the music, press **+** **OPTIONS**, select **Info** and press **OK** to...

- Mark as favourites
- Play all music
- Shuffle: play your files in a random order
- Repeat: plays all music in this folder once or continuously

TV Guide

Using the TV Guide

Open the TV Guide

To open the TV Guide, press  TV GUIDE. The TV Guide shows the channels of the selected tuner.

Press  TV GUIDE again to close.

The first time you open the TV Guide, the TV scans all TV channels for programme information. This may take several minutes. TV Guide data is stored on TV.

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.

For more information on connecting a Game Console, in [Help](#), press the colour key  Keywords and look up [Game Console, connect](#).

Professional Mode ON – Press  SOURCES 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.

For more information on connecting a Game Console, in [Help](#), press the colour key  Keywords and look up [Game Console, connect](#).




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




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
- Set Alarm 
- Weather 
- Menu Language 
- Current Time

Open the Professional Menu App

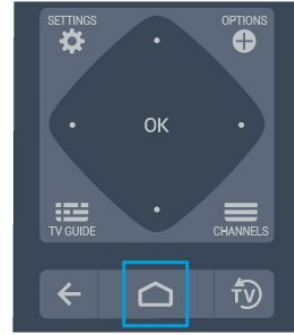
Professional Mode OFF - Please refer to Chapter "Android TV Home Screen".

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.


Recommended

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

1 - Open the Professional Menu App.

2 - Select **Recommended**  and press **OK** to open or start it.

3 - Select  **Recommended TV Channels**. Choose a channel from the list and press **OK**.

4 - Select  **Apps**. Choose an App from the list and press **OK**.

TV Channels

Channel Lists

About Channel Lists

After a channel installation, all channels appear on the channel list. Channels are shown with their name and logo if this information is available.

With a channel list selected, press the arrows **▲** (up) or **▼** (down) to select a channel, then press **OK** to watch the selected channel. You only tune to the channels in that list when using **≡ +** or **≡ -** keys.

Radio stations

If digital broadcasting is available, digital radio stations are installed during installation. Switch to a

radio channel just like you switch to a TV channel.

Open a Channel List

To open the current channel list...

1. Press **TV**, to switch to TV.
2. Press **≡ CHANNELS** to open the current channel list. Select **≡ All Channels** to show both TV and Radio channels. Select **TV** to show only TV Channels. Select **➔** to show only Radio channels.
3. Press **≡ CHANNELS** again to close the channel list.

Watching channels

Tune to a Channel

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

Switch channels

- To switch channels, press **≡ +** or **≡ -**.

Previous channel

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

Channel list

While watching a TV channel, press **≡** to open the channel lists.

Channel Options

Open Options

While watching a channel, you can set some options.

Depending on the type of channel you are watching (analogue or digital) or depending on the TV settings you made, some options are available.

To open the options menu...

- 1 - While watching a channel, press **+ OPTIONS**.
- 2 - Press **+ OPTIONS** again to close.

10.5

TV Channels

Channel Lists

About Channel Lists

After a channel installation, all channels appear on the channel list. Channels are shown with their name and logo if this information is available.

With a channel list selected, press the arrows **▲** (up) or **▼** (down) to select a channel, then press **OK** to watch the selected channel. You only tune to the channels in that list when using **≡ +** or **≡ -** keys.

Radio stations

If digital broadcasting is available, digital radio stations are installed during installation. Switch to a radio channel just like you switch to a TV channel.

Open a Channel List

To open the current channel list...

1. Press **TV**, to switch to TV.
2. Press **≡ CHANNELS** to open the current channel list. Select **≡ All Channels** to show both TV and Radio channels. Select **TV** to show only TV Channels. Select **➔** to show only Radio channels.
3. Press **≡ CHANNELS** again to close the channel list.

Watching channels

Tune to a Channel

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

Switch channels

- To switch channels, press **≡ +** or **≡ -**.

Previous channel

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

Channel list

While watching a TV channel, press **≡** to open the channel lists.

Channel Options

Open Options

While watching a channel, you can set some options.

Depending on the type of channel you are watching (analogue or digital) or depending on the TV settings you made, some options are available.

To open the options menu...

- 1 - While watching a channel, press **+** **OPTIONS**.
- 2 - Press **+** **OPTIONS** again to close.

10.6

Google Cast

What You Need

If an app on your mobile device has Google Cast, you can cast your app on this TV. On the mobile app, look for the Google Cast icon. You can use your mobile device to control what's on TV. Google Cast works on Android and iOS.

Your mobile device must be connected to the same Wi-Fi home network as your TV.

Apps with Google Cast

New Google Cast apps come available every day. You can already try it with YouTube, Chrome, Netflix, Photowall ... or Big Web Quiz for Chromecast. See also google.com/cast


Some Google Play products and features aren't available in all countries.

Find more information on support.google.com/androidtv

Cast to Your TV

To cast an app to the TV screen...



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

- 1 - Open the Professional Menu App.
- 2 - Select **Cast**  and press **OK** to open or start it.
- 3 - Connect Smart Phone to TV by using Wi-Fi Direct (Scan the QR code or use the WiFi SSID and the password). Open an app which supports Google Cast.
- 4 - Tab the Google Cast icon.
- 5 - Select the TV you would like to cast to.
- 6 - Press play on your smartphone or tablet. What you selected should start playing on TV.

10.7

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.

10.8

More

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

1 - Open the Professional Menu App.

2 - Select  More and press **OK** to open or start it.


3 - Select  Settings.

• Picture  :


Switch between the preset picture styles. There are ideal styles for watching movies or photos, etc.

• Sound  :

Switch between the preset sound styles. There are ideal styles for watching movies, listening to music or playing a game.

• Picture Format  :


Select a picture format that fits the screen.

• Menu Language  :

Select your language and press **OK**.

4 - Select  Features, and press **OK**.

• Set alarm  :


An alarm can be set on the TV. The TV can wakeup on a defined alarm time. Alternatively, alarm time can be set by pressing the  button on the remote control.

- Sleep Timer  :

With the slider bar you can set the time to up to 180 minutes in increments of 5 minutes. If set to 0 minutes, the sleep timer is switched off. You can always switch off your TV earlier or reset the time during the countdown.

- Weather  :

Display the observed temperature, it contains 5 days of weather forecast for the current location.


.Alternatively, alarm time can be set by pressing the  button on the remote control.

- TV Guide :

Set the TV to receive TV Guide data from the broadcaster or from the Internet.

- TalkBack  :

Talkback helps visual-impaired users interact with and enjoy this TV by using spoken word to let him know of what's on screen.

5 - Select Personal  and press OK.

10.9


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. To switch the screen back on, press any key on the remote control.

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.

* TV switches off if receiving a TV signal but you don't press a key on the remote control during a 4 hour

period.

* TV switches off if not receiving a TV signal nor a remote control command for 10 minutes.

* If you use the TV as a monitor or use a digital receiver to watch TV (a Set-Top Box - STB) and you do not use the remote control of the TV, you should deactivate this automatic switch off, to set the value to 0.

10.10

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

11.1

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.

11.2

Open the Android TV Home Screen

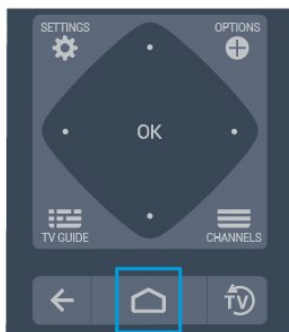
Professional Mode ON - please refer to the installation manual.

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.

11.3

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 > Advance d > 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




Ultra Resolution

Press  /  Home >  Settings > Picture > Advanced > Sharpness > Ultra Resolution.

Select **On** to have a superior sharpness in line edges and details.




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 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.

* TV switches off if receiving a TV signal but you don't press a key on the remote control during a 4 hour period.

* TV switches off if not receiving a TV signal nor a remote control command for 10 minutes.

* If you use the TV as a monitor or use a digital receiver to watch TV (a Set-Top Box - STB) and you do not use the remote control of the TV, 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. To switch the screen back on, press any key on the remote control.

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.

11.4

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.

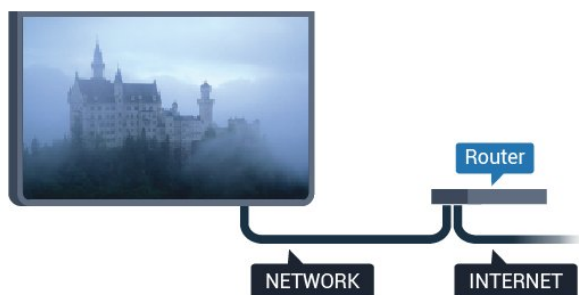
DHCP

- 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.

Settings

View Network Settings

Press / Home > Settings > Wireless and Networks > Settings > View Network Settings.

You can view all current network settings here. The IP and MAC address, signal strength, speed, encryption method, etc.

Network Configuration - DHCP / Static IP

Press / Home > Settings > Wireless and Networks > Settings > Network Configuration > DHCP / Static IP .

Select DHCP or, if you are an advanced user, you can setup your network with static IP addressing.

Network Configuration - Static IP Configuration

Press / Home > Settings > Wireless and Networks > Settings > Static IP Configuration.

- 1 - Select Static IP Configuration and configure the connection.
- 2 - You can set the number for IP Address, Netmask, Gateway, DNS 1, or DNS 2.

Wake on LAN (WoL)

Press / Home > Settings > Wireless and Networks > Settings > Wake on LAN (WoL).

Disable/Enable Wake on LAN (WoL). You may wake up TV using an external device on the same LAN.

Wake on Wi-Fi (WoWLAN)

Press / Home > Settings > Wireless and Networks > Settings > Wake on Wi-Fi (WoWLAN).

Disable/Enable Wake on Wi-Fi (WoWLAN). You may wake up TV using an external device on the same Wi-Fi.

Network Type

Press / Home > Settings > Wireless and Networks > Settings > Network Type.

- Wired - Connecting to a wired network.
- Wireless - 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.

- 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.

- 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.

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

Channel Lists

About Channel Lists

After a channel installation, all channels appear on the channel list. Channels are shown with their name and logo if this information is available.




With a channel list selected, press the arrows  (up) or  (down) to select a channel, then press **OK** to watch the selected channel. You only tune to the channels in that list when using  + or  - keys.

Radio stations

If digital broadcasting is available, digital radio stations are installed during installation. Switch to a radio channel just like you switch to a TV channel.


Open a Channel List

To open the current channel list...

1. Press , to switch to TV.
2. Press  to open the current channel list.
3. Press  again to close the channel list.

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  + or  -.

Previous channel

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

Channel list

While watching a TV channel, press  to open the channel lists.

Channel Options

Open Options

Common Interface

If you installed a CAM in one of the Common Interface slots, you can view the CAM and operator information or do some CAM related settings.

To view the CAM information...

- 1 - Tune to the channel, press **+** **OPTIONS**.
- 2 - Select **Common Interface**.
- 3 - Select the appropriate Common Interface slot and press **➤** (right).
- 4 - Select the TV operator of the CAM and press **OK**.
The following screens come from the TV operator.

Subtitles

Digital broadcasts can have subtitles for their programmes.

To show the subtitles...

Tune to the channel, press **+** **OPTIONS**.

You can switch subtitles **On** or **Off**. Alternatively you can select **Automatic**.

Automatic

If language information is part of the digital broadcast and the broadcasted programme is not in your language (the language set on TV), the TV can show subtitles automatically in one of your preferred subtitle languages. One of these subtitle languages must also be part of the broadcast.

You can select your preferred subtitle languages in **Subtitle Language**.

Subtitle Language

Preferred Subtitle Languages

A digital broadcast can offer several subtitle languages for a programme. You can set a preferred primary and secondary subtitle language. If subtitles in one of these languages are available, the TV will show the subtitles you selected.

To set the primary and secondary subtitle language...

- 1 - Press **⌂** / **🏠** Home. Press **▼** (down), select **Settings** and press **OK**.
- 2 - Select **Region and Language > Languages > Primary Subtitles** or **Secondary Subtitles**.
- 3 - Select the language you need and press **OK**.
- 4 - Press **◀** (left) to go back one step or press **←** **BACK** to close the menu.

Select a Subtitle Language

If none of the preferred subtitle languages are available, you can select another subtitle language if available. If no subtitle languages are available, you cannot select this option.

To select a subtitle language when none of your preferred languages are available...

- 1 - Press **+** **OPTIONS**.
- 2 - Select **Subtitle Language** and select one of the languages as subtitles temporarily.

Audio Language

Preferred Audio Language

A digital broadcast can offer several audio languages (spoken languages) for a programme. You can set a preferred primary and secondary audio language. If audio in one of these languages is available, the TV will switch to the audio language.

To set the primary and secondary audio language...

- 1 - Press **⌂** / **🏠** Home. Press **▼** (down), select **Settings** and press **OK**.
- 2 - Select **Region and Language** and select **Languages > Primary Audio** or **Secondary Audio**.
- 3 - Select the language you need and press **OK**.
- 4 - Press **◀** (left) to go back one step or press **←** **BACK** to close the menu.

Select an Audio Language

If none of the preferred audio languages are available, you can select another audio language if available. If no audio languages are available, you cannot select this option.

To select an audio language when none of your preferred languages are available...

- 1 - Press **+** **OPTIONS**.
- 2 - Select **Audio Language** and select one of the languages as audio temporarily.

Channel Info

View channel details

To call up the details of the selected channel...

- 1 - Tune to the channel.
- 2 - Press **+** **OPTIONS**, select **Channel Info** and press **OK**.
- 3 - To close this screen, press **OK**.

Mono / Stereo

You can switch the sound of an analogue channel to Mono or Stereo.

To switch to Mono or Stereo...

- 1 - Tune to an analogue channel.
- 2 - Press **+** **OPTIONS**, select **Mono/Stereo** and press **➤** (right).
- 3 - Select **Mono** or **Stereo** and press **OK**.
- 4 - Press **◀** (left) to go back one step or press **←** **BACK** to close the menu.

Programme Info

View programme details

To call up the details of the selected programme...

- 1 - Tune to the channel.
- 2 - Press **+** **OPTIONS**, select **Programme Info** and press **OK**.
- 3 - To close this screen, press **OK**.

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 **📺**.

Options on Internet

Some extras are available for the Internet.

To open the extras...

- 1 - With the website open, press **⊕ OPTIONS**.
2 - Select one of the items and press **OK**.
- Add to speed dial: To enter a new Internet address.
 - Add to bookmarks: Add the page as bookmark
 - Page security: To view the security level of the current page.
 - New private tab: Open new private tab, and have private browsing
 - Settings: Settings for Zoom, Text size, Accessibility mode, Always show menu bar, and clear (browsing) history
 - Help: Internet browser information
 - Exit Internet browser: Close Internet browser

11.8

Smartphones and Tablets

11.9

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

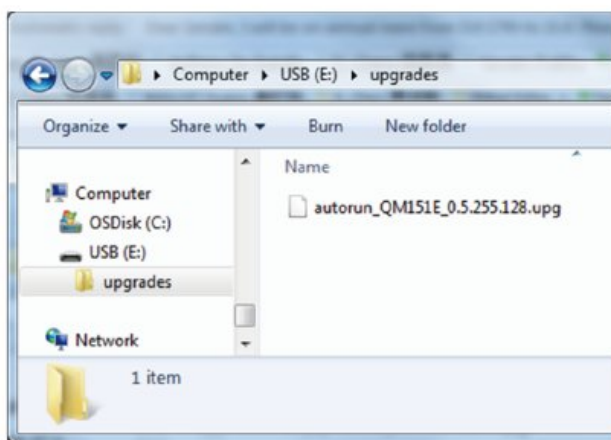
You can find the current firmware version of your TV in the settings menu under "Update Software" > "Current firmware".

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

12.1

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.

TP Vision Netherlands B.V. MAKES NO WARRANTIES WHATSOEVER, EITHER EXPRESS OR IMPLIED, INCLUDING ANY WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, REGARDING THIS SOFTWARE. TP Vision Netherlands B.V. offers no support for this software. The preceding does not affect your warranties and statutory rights regarding any TP Vision Netherlands B.V. product(s) you purchased. It only applies to this source code made available to you.

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"

mbed TLS (2.6.0)

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

aacenc (3.3.3)

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

alsa (1.0.24.1)

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

appweb (4.3.5)

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

atf (1.3)

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

bash (3.2.48)

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

bluetooth_mw (1.0)

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

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

bluetooth_stack (1.0)

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

bluetooth_tool (1.0)

BT Stack. The original download site for this software is : <https://android.googlesource.com/platform/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 not be used in advertising or otherwise to promote the sale, use or other dealings in this Software without prior written authorization of the copyright holder.

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 parser; 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 string representation (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. 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)

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sed (4.1.5)

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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

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ttxfont (1.0)

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

uboot (2011.12)

The uboot will load the linux 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.com/downloads/0.9.8cvs20050303-3/> .This piece of software is made available under the terms and conditions of the GPL 2.0 license, which can be found below.

unicode (3.2)

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.com/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/Tols.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/>

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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:

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

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Version 2.1, February
1999

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Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public

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We protect your rights with a two-step method: (1) we copyright the library, and (2) we offer you this license, which gives you legal

permission to copy, distribute and/or modify the library.

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

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

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

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

We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less

of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

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

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

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

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

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

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

b) You must cause the files modified to carry prominent 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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This option is useful when you wish to copy part of

the code of the Library into a program that is not a library.

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

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

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

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

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

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

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

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

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

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

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

c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

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

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

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

It may happen that this requirement contradicts the

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

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

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

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

competitors can't just drop the fonts as is into a font sale system and sell them as is. It seems fair that if Bitstream can't make money from the Bitstream Vera fonts, their competitors should not be able to do so either. You can sell the fonts as part of any software package, however.

2. I want to package these fonts separately for distribution and sale as part of a larger software package or system. Can I do so?

Yes. A RPM or Debian package is a "larger software package" to begin with, and you aren't selling them independently by themselves. See 1. above.

3. Are derivative works allowed?
Yes!

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

5. Under what terms are derivative works allowed?

You must change the name(s) of the fonts. This is to ensure the quality of the fonts, both to protect Bitstream and Gnome. We want to ensure that if an application has opened a font specifically of these names, it gets what it expects (though of course, using fontconfig, substitutions could still could have occurred during font opening). You must include the Bitstream copyright. Additional copyrights can be added, as per copyright law. Happy Font Hacking!

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

Yes. The contract between the Gnome Foundation and Bitstream has provisions for working with Bitstream to ensure quality additions to the Bitstream Vera font family. Please contact us if you have such additions. Note, that in general, we will want such additions for the entire family, not just a single font, and that you'll have to keep both Gnome and Jim Lyles, Vera's designer,

happy! To make sense to add glyphs to the font, they must be stylistically in keeping with Vera's design. Vera cannot become a "ransom note" font. Jim Lyles will be providing a document describing the design elements used in Vera, as a guide and aid for people interested in contributing to Vera.

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

Sure. Bundle the fonts with your software and sell your software with the fonts. That is the intent of the copyright.

8. If applications have built the names "Bitstream Vera" into them, can I override this somehow to use fonts of my choosing?

This depends on exact details of the software. Most open source systems and software (e.g., Gnome, KDE, etc.) are now converting to use fontconfig (see www.fontconfig.org) to handle font configuration, selection and substitution; it has provisions for overriding font names and substituting alternatives. An example is provided by the supplied local.conf file, which chooses the family Bitstream Vera for "sans", "serif" and "monospace". Other software (e.g., the XFree86 core server) has other mechanisms for font substitution.

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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
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```

David M. Gay's floating point routines
URL: <http://www.netlib.org/fp/>

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dynamic annotations
URL: <http://code.google.com/p/data-race-test/wiki/DynamicAnnotations>

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Google Cache Invalidation API

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

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dom-distiller-js

URL: <https://github.com/chromium/dom-distiller>

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The IJG distribution formerly included code to read and write GIF files. To avoid entanglement with the Unisys LZW patent, GIF reading support has been removed altogether, and the GIF writer has been simplified to produce "uncompressed GIFs". This technique does not use the LZW algorithm; the

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

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

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libvpx
URL: <http://www.webmproject.org>

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WebP image encoder/decoder
URL: <http://developers.google.com/speed/webp>

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libxslt
URL: <http://xmlsoft.org/XSLT>

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

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mesa

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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

URL: <http://git.xiph.org/?p=opus.git>

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

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Snappy: A fast compressor/decompressor

URL: <http://google.github.io/snappy/>

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Web Animations JS

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

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```

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

; DSP functions that are most often used in x264.

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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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Jean-loup Gailly
Mark Adler

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url_parse

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Help and Support

13.1

Troubleshooting

Switch On and Remote Control

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.

TV does not respond to the remote control

The TV requires some time to start up. During this time, the TV does not respond to the remote control or TV controls. This is normal behaviour. If the TV continues to be unresponsive to the remote control, you can check if the remote control is working by means of a mobile phone camera. Put the phone in camera mode and point the remote control to the camera lens. If you press any key on the remote control and you notice the infra red LED flicker through the camera, the remote control is working. The TV needs to be checked. If you do not notice the flickering, the remote control might be broken or its batteries are low. This method of checking the remote control is not possible with remote controls which are wirelessly paired with the TV.

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. To switch on the TV from standby, press **⏻** on the remote control or on the TV.

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.

Channels

No digital channels found during the installation

See the technical specifications to make sure that your TV supports DVB-T or DVB-C in your country. Make sure that all cables are properly connected and that the correct network is selected.

Previously installed channels are not in the channel list

Make sure that the correct channel list is selected.

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.

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.

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

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, remote control or batteries 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

- Two people are required to lift and carry a TV that weighs more than 25 kg or 55 lbs.
- If you mount the TV on a stand, only use the supplied stand. Secure the stand to the TV tightly. Place the TV on a flat, level surface that can support the weight of the TV and the stand.
- 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

- Do not ingest the battery. Chemical burn hazard.
- The remote control may contain a coin/button cell battery. If the coin/button cell battery is swallowed, it can cause severe internal burns in just 2 hours and can lead to death.
- Keep new and used batteries away from children.
- If the battery compartment does not close securely, stop using the product and keep it away from children.
- If you think batteries might have been swallowed or placed inside any part of the body, seek immediate medical attention.
- Risk of fire or 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.

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.
- Unplug 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 (for built-in WiFi only)

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) for 2.4G product only.

-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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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

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TP Vision is committed to developing, producing and marketing products that cause no adverse health effects. TP Vision confirms that, as long as its products are handled properly for their intended use, they are safe to use according to scientific evidence available today. TP Vision plays an active role in the development of international EMF and safety standards, enabling TP Vision to anticipate further developments in standardisation for early integration in its products.

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HDMI

HDMI

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Index

A

Android Settings 33
Audio Language 34
Audio Language, Primary 34
Audio Language, Secondary 34

B

Blu-ray Disc player, connect 15

C

CAM, Conditional Access Module 13
Channel 33
Channel List 33
Channel List, about 33
Channel List, open 33
Channel, Antenna Installation 35
Channel, Installation 35
Channel, Options 34
Channel, Reinstall 35
Channel, switch to a channel 33
Child Lock 30
CI+ 13
Colour, Colour gamut 28
Common Interface Slot 13
Computer, connect 15
Connectivity Guide 12
Consumer Care 187
Contact Philips 187
Content rating lock 30
Contrast, Contrast Mode 28
Contrast, Dynamic Contrast 28

D

Disposal of TV or batteries 9

E

Eco Settings 29
End of use 9

G

Game Console, connect 15

H

Hard of hearing 30
Home 22

I

Internet memory, clear 32

M

Media 17
Media files, from a USB drive 17
MPEG Artefact Reduction 28

N

Network Installation 31
Network, connect 31
Network, settings 32
Network, Wired 32
Network, WPS with PIN code 31

O

Online support 187
Open Source software 38

Options on a Channel 34

P

Partially sighted 30
Photos, Videos and Music 17
Picture Style 27
Picture, picture format 29
Power cable 4
Power consumption check 29
Problems, Channels 185
Problems, Connection, Internet 186
Problems, Connection, Wi-Fi 186
Problems, HDMI Connection 186
Problems, Picture 185
Problems, Remote control 185
Problems, Sound 186
Problems, USB Connection 186
Product Fiche 9

R

Radio stations 33
Repair 187

S

Safety Instructions 188
Screen care 189
Sharpness, MPEG Artefact Reduction 28
Smart Card, CAM 13
Software, Update 36
Sound, styles 29
Standby 8
Subtitle 34
Subtitle Language 34
Subtitle Language, Primary 34
Subtitle Language, Secondary 34
Support, online 187
Switching On 8

T

Terms of Use 190
Troubleshooting 185
TV network name 32
TV placement 4

U

Universal Access 30

V

Viewing distance 4

W

Watch TV 33
Wi-Fi 31
Wired Network 32
Wireless Network 31



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