

# PLASMA TV OWNER'S MANUAL

PLASMA TV MODELS 50PG7\*\*\*

Please read this manual carefully before operating your TV. Retain it for future reference. Record model number and serial number of the TV. Refer to the label on the back cover and quote this information. To your dealer when requiring service.



DVB is a registered trademark of the DVB Project ID Number: 5513: 50PG79ED





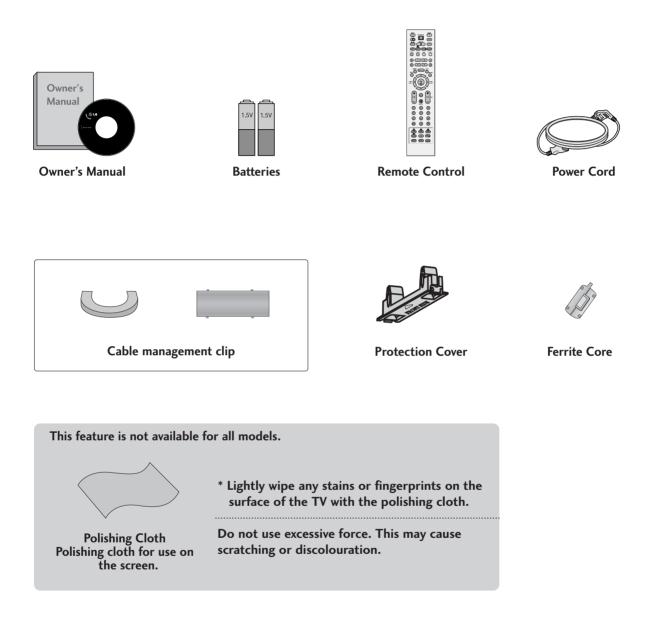
**DIGITAL** Manufactured under license from Dolby Laboratories. 'Dolby' and the 'double-D' symbol are trademarks of Dolby Laboratories.

# ACCESSORIES

# ACCESSORIES

Ensure that the following accessories are included with your TV. If an accessory is missing, please contact the dealer where you purchased the product.

Image shown may differ from your TV.



#### **Use of Ferrite Core**

Ferrite core can be used to reduce the electromagnetic wave when connecting the power cord. The closer the location of the ferrite core to the power plug, the better it is.



Install as close as possible to the power plug.

## CONTENTS

ACCESSORIES	
-------------	--

#### PREPARATION

#### **EXTERNAL EQUIPMENT SETUP**

HD Receiver Setup	12
DVD Setup	14
VCR Setup	16
Digital Audio Output Setup	18
Other A/V Source Setup	19
USB In Setup	20
PC Setup	21
- Screen Setup for PC Mode	24

#### WATCHING TV / PROGRAMME CONTROL

Remote Control Key Functions26
Turning on the TV 28
Initializing Setup
Programme Selection
Volume Adjustment
On-Screen Menus Selection and Adjustment 30
Factory Reset
Model Info
Auto Programme Tuning
Manual Programme Tuning35
Fine Tuning
Assigning a Station Name
Booster
Programme Edit40
Input List
Calling Up the Channel List

Input Source Selection 44	F
SIMPLINK	•
Key Lock	,

#### **DVR** (DIGITAL VIDEO RECORDER)

Timeshift Mode
Recording
Manual Recording54
Recorded TV 55
Scheduled List 59
HDD Format
Record Quality61
To Use the USB Device
Photo List
Music List

#### EPG(ELECTRONIC PROGRAMME GUIDE)

Switch on/off EPG7	0
Select a programme7	0
Button Function in NOW/NEXT Guide Mode . 7	1
Button Function in Extended Description Box . 7	1
Button Function in 7 Days Guide Mode7	2

#### **PICTURE CONTROL**

Watching PIP(Picture-In-Picture)73
Picture Size (Aspect Ratio) Control76
Preset Picture Settings
- Picture Mode - Preset77
- Auto Colour Tone Control
(Warm/Medium/Cool)
Manual Picture Adjustment
- Picture Mode - User Option
- Colour Temperature - User Option80
Brightness Adjustment
XD - Picture Improvement Technology
Advanced - Cinema
Advanced - Black( Darkness) Level
Picture Reset
Image Sticking Minimization(ISM)Method86
Low-Power Picture Mode

#### SOUND & LANGUAGE CONTROL

Auto Volume Leveller (Auto Volume)
Preset Sound Settings- Sound Mode
Sound Setting Adjustment - User Mode90
Balance
TV Speakers On/ Off Setup 93
1/11
- Stereo/Dual Reception
- Speaker Sound Output Selection94
Subtitle

#### TIME SETTING

Clock Setting	5
Auto On/ Off Timer Setting98	3
Sleep Timer Setting	)
Auto Sleep Setting100	)

#### PARENTAL CONTROL / RATINGS

Set Password & Lock System	101
Programme Blocking	103
Parental Guidance	104
External Input Blocking	105

#### TELETEXT

Switch On/Off 10	6
Simple Text 10	6
TOP Text 10	6
Fastext 10	7
Special Teletext Functions 10	7

#### APPENDIX

roubleshooting108	3
Naintenance110	)
roduct Specifications 111	
rogramming the Remote Control	2
R Codes	1
xternal Control Through RS-232C 117	7
Open Source License 123	5

After reading this manual, keep it handy for future reference.

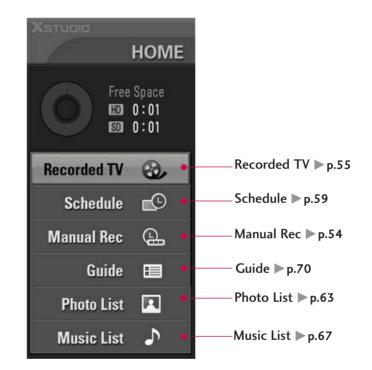
## PREPARATION

## HOME MENU

This menu is a contents guide.

In Home Menu, you enter the Recorded TV and the Guide of X-STUDIO, the X-STUDIO recording schedule, Manual Recording, Photo List, Music List

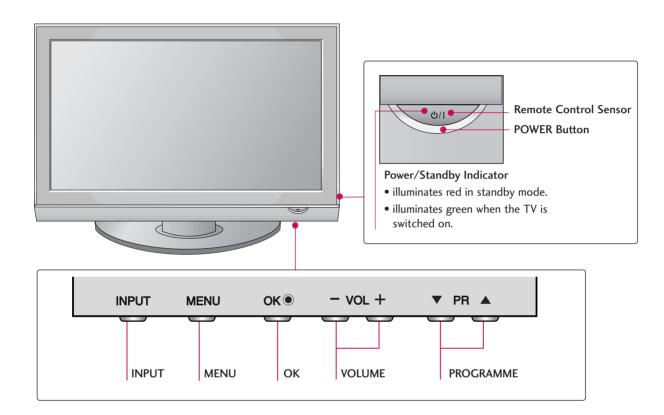




## FRONT PANEL CONTROLS

Image shown may differ from your TV

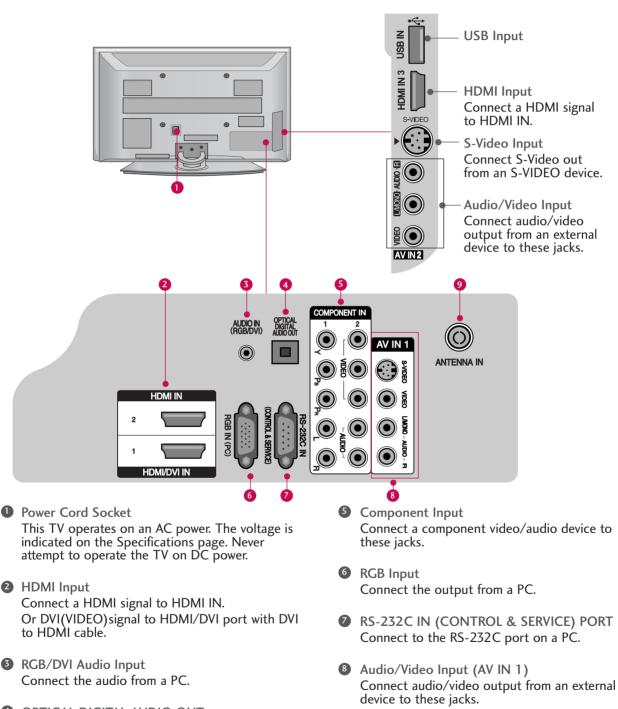
• If your TV has a protection film attached, remove the film and then wipe the product with a polishing cloth.



## PREPARATION

## **BACK PANEL INFORMATION**

Image shown may be somewhat different from your TV.



- OPTICAL DIGITAL AUDIO OUT Connect digital audio from various types of equipment. Note: In standby mode, these ports do not work.
- Antenna Input Connect RF antenna to this jack.

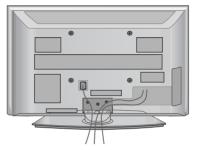
## BACK COVER FOR WIRE ARRANGEMENT

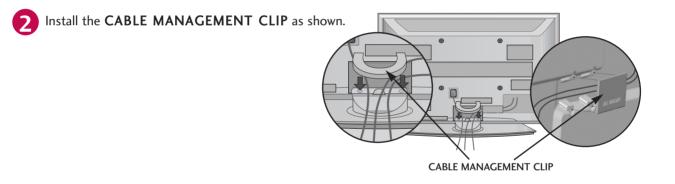
Image shown may be somewhat different from your TV.



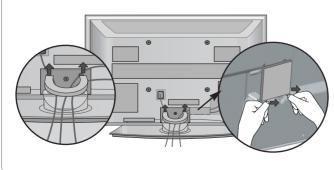
Connect the cables as necessary.

To connect additional equipment, see the **EXTERNAL EQUIPMENT SETUP** section.





How to remove the cable management clip Hold the CABLE MANAGEMENT CLIP with both hands and pull it upward.



Separate CABLE MANAGEMENT from TV by pressing two latches.

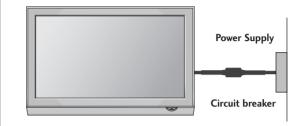
## PREPARATION

- The TV can be installed in various ways such as on a wall, or on a desktop etc.
- The TV is designed to be mounted horizontally.

#### EARTHING

Ensure that you connect the earth wire to prevent possible electric shock. If grounding methods are not possible, have a qualified electrician install a separate circuit breaker.

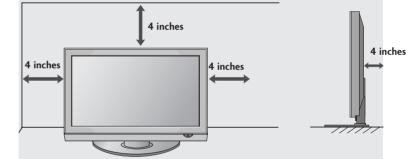
Do not try to earth the TV by connecting it to telephone wires, lightening rods or gas pipes.



## **DESKTOP PEDESTAL INSTALLATION**

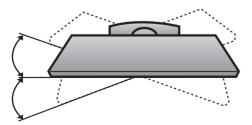
For adequate ventilation allow a clearance of 4" (10cm) all around the TV.





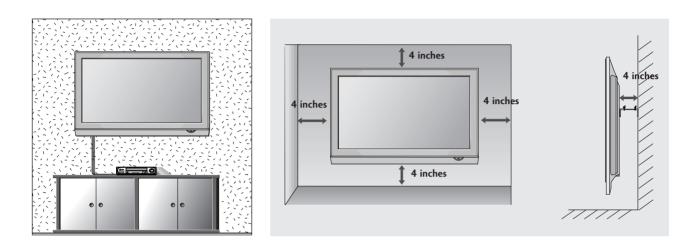
## SWIVEL STAND

After installing the TV, you can adjust the TV set manually to the left or right direction by 20 degrees to suit your viewing position.



## WALL MOUNT: HORIZONTAL INSTALLATION

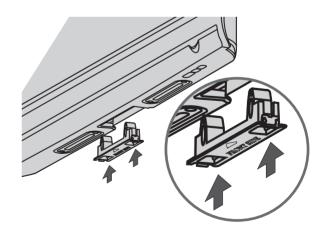
For adequate ventilation allow a clearance of 4" (10cm) all around the TV. We recommend that you use a wall mounting bracket of LG brand when mounting the TV to a wall.



## NOT USING THE DESK-TYPE STAND

Image shown may differ from your TV.

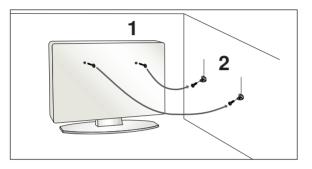
When installing the wall-mounted unit, use the protection cover for desk-type stand installation. Insert the PROTECTION COVER into the TV until clicking sound.



## PREPARATION

# PLEASE SET IT UP CAREFULLY SO THE PRODUCT DOES NOT FALL OVER.

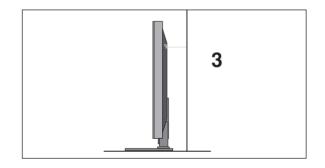
- You should purchase necessary components to fix the TV to the wall.
- Position the TV close to the wall to avoid the possibility of it falling when pushed.
- The instructions shown below are a safer way to set up the TV, which is to fix it to the wall, avoiding the possibility of it falling forwards if pulled. This will prevent the TV from falling forward and causing injury. This will also prevent the TV from damage. Ensure that children do not climb or hang from the TV.



Use the eye-bolts or TV brackets/bolts to fix the product to the wall as shown in the picture. (If your TV has bolts in the eyebolts, loosen then bolts.)

\* Insert the eye-bolts or TV brackets/bolts and tighten them securely in the upper holes.

Secure the wall brackets with the bolts on the wall. Match the height of the bracket that is mounted on the wall.



Use a sturdy rope to tie the product. It is safer to tie the rope so it is horizontal between the wall and the product.

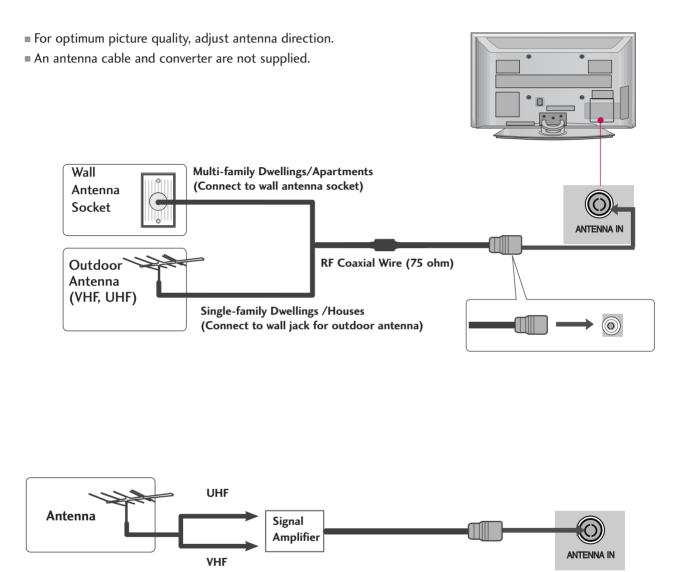
#### NOTE

2

- When moving the TV undo the cords first.
- ▶ Use a platform or cabinet strong and large enough to support the size and weight of the TV.
- ▶ To use the TV safely make sure that the height of the bracket on the wall and on the TV is the same.

To prevent damage do not connect to the mains outlet until all connections are made between the devices.

## ANTENNA CONNECTION



- In poor signal areas, to achieve better picture quality it may be necessary to install a signal amplifier to the antenna as shown above.
- If signal needs to be split for two TVs, use an antenna signal splitter for connection.

## **EXTERNAL EQUIPMENT SETUP**

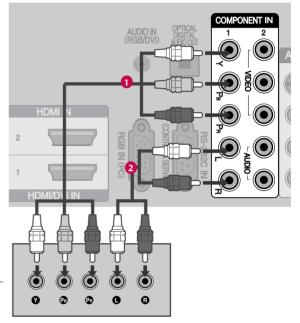
- To avoid damaging any equipment, never plug in any power cords until you have finished connecting all equipment.
- Image shown may differ from your TV.

## HD RECEIVER SETUP

This TV can receive Digital RF/Cable signals without an external digital set-top box. However, if you do receive Digital signals from a digital set-top box or other digital external device, refer to the diagram as shown below.

#### Connecting with a component cables

- 1 Connect the video outputs (Y, PB, PR) of the digital set top box to the COMPONENT IN VIDEO jacks on the TV.
- 2 Connect the audio output of the digital set-top box to the COMPONENT IN AUDIO jacks on the TV.
  - Turn on the digital set-top box. (Refer to the owner's manual for the digital set-top box.)
- 4 Select Component 1 input source using the INPUT button on the remote control. If connected to COMPONENT IN 2 input, select Component 2 input source.



Signal	Component 1/2	HDMI 1/2/3
480i	Yes	No
480p	Yes	Yes
576i	Yes	No
576p	Yes	Yes
720p	Yes	Yes
1080i	Yes	Yes
1080p	Yes	Yes

3

#### Connecting a set-top box with an HDMI cable

- Connect the digital set-top box to HDMI/DVI IN 1, HDMI IN 2 or HDMI IN 3 jack on the TV.
- Turn on the digital set-top box.(Refer to the owner's manual for the digital set-top box.)
  - Select HDMI1, HDMI2 or HDMI3 input source using the INPUT button on the remote control.

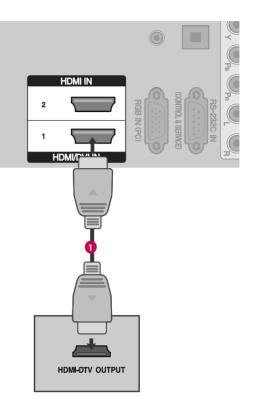
#### NOTE

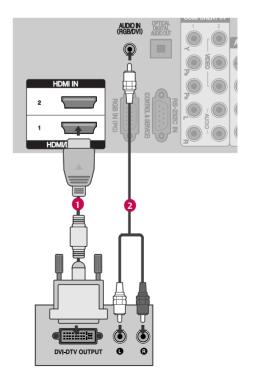
3

- If the digital set-top box supports Auto HDMI function, the output resolution of the source device will be automatically set to 1280x720p.
- If the digital set-top box player does not support Auto HDMI, you need to set the output resolution appropriately.
   To get the best picture quality, adjust the output resolution of the source device to 1920x1080i/1080p.

#### Connecting with an HDMI to DVI cable

- Connect the digital set-top box to HDMI/DVI IN 1 jack on the TV.
   Connect the audio output of the digital set-top box to the AUDIO IN (RGB/DVI) jack on the TV.
- **3** Turn on the digital set-top box. (Refer to the owner's manual for the digital set-top box.)
  - Select HDMI1 input source using the INPUT button on the remote control.





## EXTERNAL EQUIPMENT SETUP

## **DVD SETUP**

#### Connecting with a component cables

EXTERNAL	
L EQUIPMENT	
ENT SETUP	

1

2

3

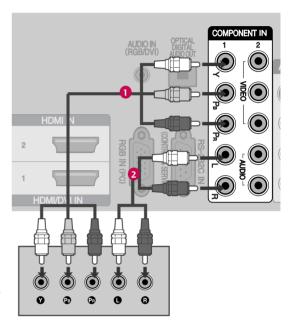
5

Connect the video outputs (Y, PB, PR) of the DVD to the **COMPONENT IN VIDEO** jacks on the TV.

- Connect the audio outputs of the DVD to the **COMPONENT IN AUDIO** jacks on the TV.
- Turn on the DVD player, insert a DVD.
- 4 Select **Component 1** input source using the **INPUT** button on the remote control.

If connected to COMPONENT IN 2 input, select Component 2 input source.

Refer to the DVD player's manual for operating instructions.



#### **Component Input ports**

To achieve better picture quality, connect a DVD player to the component input ports as shown below.

Component ports on the TV	Y	Рв	PR
	Y	Рв	PR
Video output ports	Y	B-Y	R-Y
on DVD player	Y	СЬ	Cr
	Y	Pb	Pr

14

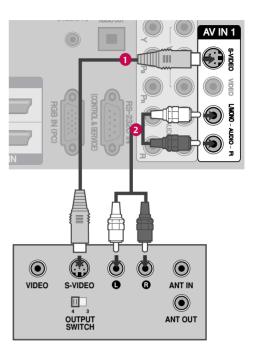
#### Connecting with a S-Video cable

1

VIDEO input on the TV.
Connect the audio outputs of the DVD to the AUDIO input jacks on the TV.
Turn on the DVD player, insert a DVD.
Select AV1 input source using the INPUT button on the remote control. If connected to AV IN 2 input, select AV2 input source.

Connect the S-VIDEO output of the DVD to the S-

5 Refer to the DVD player's manual for operating instructions.

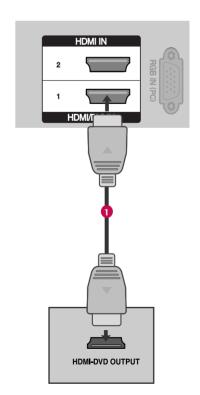


#### **Connecting the HDMI cable**

- Connect the HDMI output of the DVD to the HDMI/DVI IN 1, HDMI IN 2 or HDMI IN 3 jack on the TV.
- 2 Select HDMI1, HDMI2 or HDMI3 input source using the INPUT button on the remote control.
- Refer to the DVD player's manual for operating instructions.

#### NOTE

- The TV can receive video and audio signals simultaneously when using a HDMI cable.
- ► If the DVD does not support Auto HDMI, you must set the output resolution appropriately.

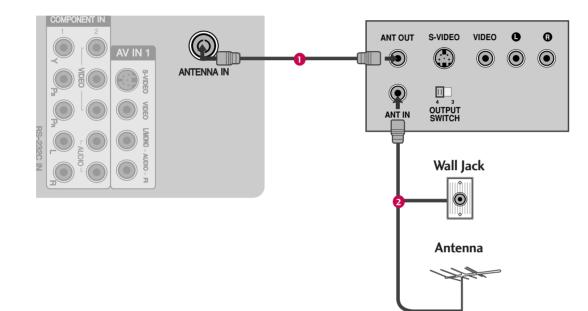


## EXTERNAL EQUIPMENT SETUP

## VCR SETUP

- To avoid picture noise (interference), allow adequate distance between the VCR and TV.
- Typically a frozen still picture from a VCR. If 4:3 picture format is used for an extended period the fixed images on the sides of the screen may remain visible.

#### Connecting with a RF Cable



Connect the ANT OUT socket of the VCR to the ANTENNA IN socket on the TV.

Connect the antenna cable to the ANT IN socket of the VCR.

Press the **PLAY** button on the VCR and match the appropriate channel between the TV and VCR for viewing.

3

AV IN 1

 $\bigcirc$ 

ANT IN

 $\bigcirc$ 

ANT OUT

#### Connecting with an RCA cable

- Connect the AUDIO/VIDEO jacks between TV and VCR. Match the jack colours (Video = yellow, Audio Left = white, and Audio Right = red)
- 2 Insert a video tape into the VCR and press PLAY on the VCR. (Refer to the VCR owner's manual.)
- Select AV1 input source using the INPUT button on the remote control.
   If connected to AV IN 2 input, select AV2 input

#### NOTE

source.

► If you have a mono VCR, connect the audio cable from the VCR to the AUDIO L/MONO jack of the TV.

# ble from the

IN (PC)

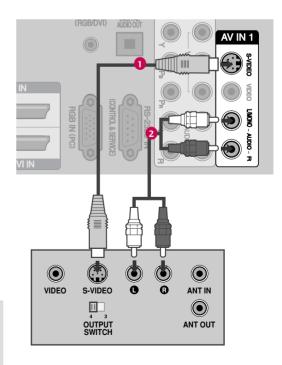
#### Connecting with a S-Video cable

- Connect the S-VIDEO output of the VCR to the S -VIDEO input on the TV set. The picture quality is improved; compared to normal composite (RCA cable) input.
- 2 Connect the audio outputs of the VCR to the AUDIO input jacks on the TV.
- Insert a video tape into the VCR and press PLAY on the VCR. (Refer to the VCR owner's manual.)
- 4 Select AV1 input source using the INPUT button on the remote control.

If connected to AV IN 2 input, select AV2 input source.

#### NOTE

If both S-VIDEO and VIDEO sockets have been connected to the S-VHS VCR simultaneously, only the S-VIDEO can be received.



## EXTERNAL EQUIPMENT SETUP

## DIGITAL AUDIO OUT SETUP

Sending the TV's audio signal to external audio equipment via the Digital Audio Output (Optical) port.

0

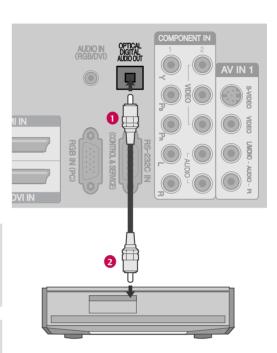
- Connect one end of an optical cable to the TV Digital Audio (Optical) Output port.
- 2
- Connect the other end of the optical cable to the digital audio (optical) input on the audio equipment.
- 3 Set the "TV Speaker option Off " in the AUDIO menu. (▶p.93). Refer to the external audio equipment instruction manual for operation.

#### NOTE

▶ When connecting with external audio equipments, such as amplifiers or speakers, please turn the TV speakers off.

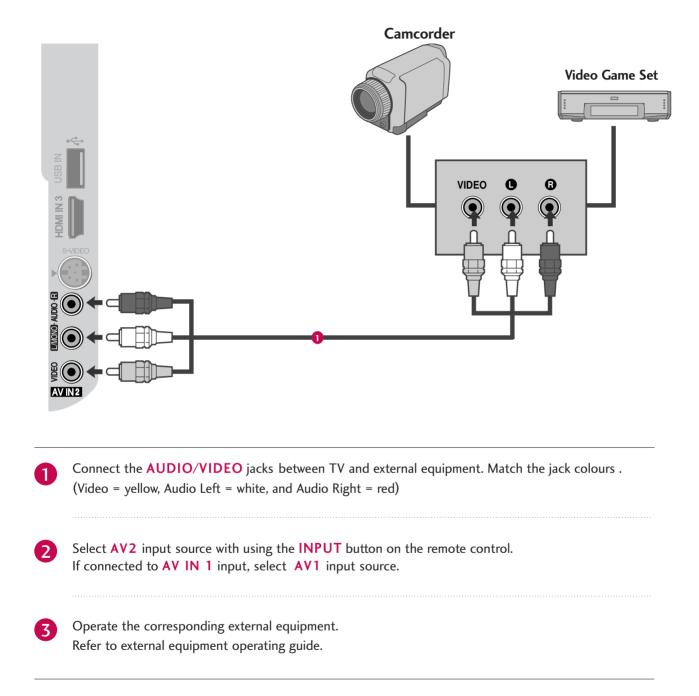
#### **CAUTION**

► Do not look into the optical output port. Looking at the laser beam may damage your vision.



#### 19

## **OTHER A/V SOURCE SETUP**



## EXTERNAL EQUIPMENT SETUP

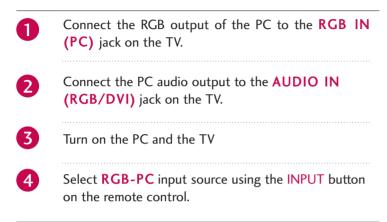
## **USB IN SETUP**

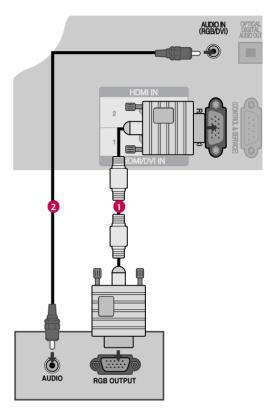
	NINGS Memory Stick
1	Connect the USB device to the USB IN jacks on the side of TV.
2	After connecting the USB IN jacks, you use the USB function. (> p.62)

## PC SETUP

This TV provides Plug and Play capability, meaning that the PC adjusts automatically to the TV's settings.

#### Connecting with a D-sub 15 pin cable



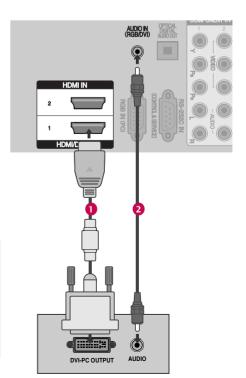


#### Connecting with a HDMI to DVI cable

- Connect the DVI output of the PC to the HDMI/DVI IN1 jack on the TV.
- 2 Connect the PC audio output to the AUDIO IN (RGB/DVI) jack on the TV.
- Turn on the PC and the TV.
- 4 Select HDMI1 input source using the INPUT button on the remote control.

#### NOTE

- If the PC has a DVI output and no HDMI output, a separate audio connection is necessary.
- ▶ If the PC does not support Auto DVI, you need to set the output resolution appropriately. To get the best picture quality, adjust the PC graphics card's output resolution to 1920x1080, 60Hz.



## **EXTERNAL EQUIPMENT SETUP**

#### Horizontal Vertical Resolution Frequency(Hz) Frequency(kHz) 31.469 59.940 640x480 37.500 75.000 720x400 31.469 70.08 37.879 60.317 800x600 46.875 75.000 48.363 60.004 1024x768 56.476 70.069 60.023 75.029 1280x768 47.776 59.870 1360x768 47.712 60.015 1366x768 47.13 59.65 63.981 60.020 1280x1024 79.976 75.025 1600x1200 75.000 60.000 1920x1080 67.500 60.000

#### RGB-PC, HDMI/DVI-PC mode

#### HDMI/DVI-DTV mode

Resolution	Horizontal Frequency(kHz)	Vertical Frequency(Hz)
720x480	31.47/31.50	59.94/60.00
720x576	31.25	50.00
1280x720	37.50	50.00
12000, 20	44.96/45.00	59.94/60.00
	28.125	50.00
1920x1080	26.97/27.00	23.976/24.00
1720/1000	33.716/33.750	29.97/30.00
	33.72/33.75	59.94/60.0
	56.25	50.00
	67.43/67.50	59.94/60.00

#### NOTES

- ▶ Depending on the graphics card, DOS mode may not work if a HDMI to DVI Cable is in use.
- ► Avoid keeping a fixed image on the screen for a long period of time. The fixed image may become permanently imprinted on the screen.
- ▶ The synchronization input form for Horizontal and Vertical frequencies is separate.

#### NOTE

- Avoid keeping a fixed image on the set's screen for prolonged periods of time. The fixed image may become permanently imprinted on the screen; use a screen saver when possible.
- Connect the PC to the RGB IN (PC) or HDMI IN (or HDMI/DVI IN) port of the TV; change the resolution.
- There may be interference relating to resolution, vertical pattern, contrast or brightness in PC mode. Change the PC mode to another resolution or change the refresh rate to another rate or adjust the brightness and contrast on the menu until the picture is clear.

If the refresh rate of the PC graphic card can not be changed, change the PC graphic card or consult the manufacturer of the PC graphic card.

- The synchronization input waveform for Horizontal and Vertical frequencies are separate.
- Connect the signal cable from the monitor output port of the PC to the RGB IN (PC) port of the TV or the signal cable from the HDMI output port of the PC to the HDMI IN (or HDMI/DVI IN) port on the TV.
- Connect the audio cable from the PC to the Audio input on the TV. (Audio cables are not included with the TV).

- ▶ If using a sound card, adjust PC sound as required.
- This TV uses a VESA Plug and Play Solution. The TV provides EDID data to the PC system with a DDC protocol. The PC adjusts automatically when using this TV.
- ► DDC protocol is preset for RGB (Analogue RGB), HDMI (Digital RGB) mode.
- ► If required, adjust the settings for Plug and Play functionality
- If the graphic card on the PC does not output analogue and digital RGB simultaneously, connect only one of either RGB or HDMI IN (or HDMI/DVI IN) to display the PC output on the TV.
- ► If graphic card on the PC does output analogue and digital RGB simultaneously, set the TV to either RGB or HDMI; (the other mode is set to Plug and Play automatically by the TV.)
- ► DOS mode may not work depending on the video card if you use a HDMI to DVI cable.
- If you use too long an RGB-PC cable, there may be interference on the screen. We recommend using under 5m of cable. This provides the best picture quality.

## EXTERNAL EQUIPMENT SETUP

#### Screen Setup for PC mode

#### **Overview**

When the RGB input, of the set is connected to a PC Output, Select RGB-PC with using the **INPUT** button on the remote control.

When you change the resolution, select the proper resolution in present input to see the best picture appearance.

1

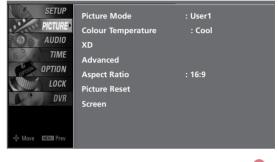
Press the MENU button and then use ▲ or ▼ button to select the PICTURE menu.



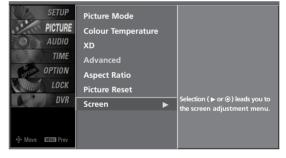
3

Press the  $\blacktriangleright$  button and then use  $\blacktriangle$  or  $\checkmark$  button to select **Screen**.

Press the button to enter the screen adjustment menu.







2

#### Adjustment for screen Resolution, Position, Clock, Phase, Reset

Use ▲ or ▼ button to select **Resolution**, **Position**, **Clock**, or **Phase**.

- Press the OK button and then use ▲ or ▼ or ◄ or ► button to make appropriate adjustments.
   The Phase adjustment range is -16 ~ +16.
  - The Clock adjustment range is -30 ~ +30.

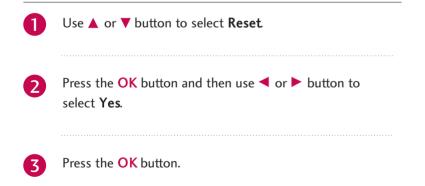
Press the OK button.

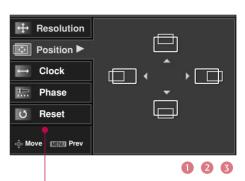
1

#### Initializing (Reset to original factory values)

To initialize the adjusted values.

This function allows you to return to the good picture reproduction programmed at the factory and cannot be change.





Resolution XGA, WXGA(1024(XGA), 1280 1360, 1366(WXGA)) isn't distinguished because of having the same H/V Sync Time This function is you to select the Default Sync Time.		
Position	This function is to adjust picture to left/right and up/down as you prefer.	
Clock	This function is to minimize any vertical bars or stripes visible on the screen background. And the horizontal screen size will also	

**Phase** This function allows you to remove any horizontal noise and clear or sharpen the image of characters.

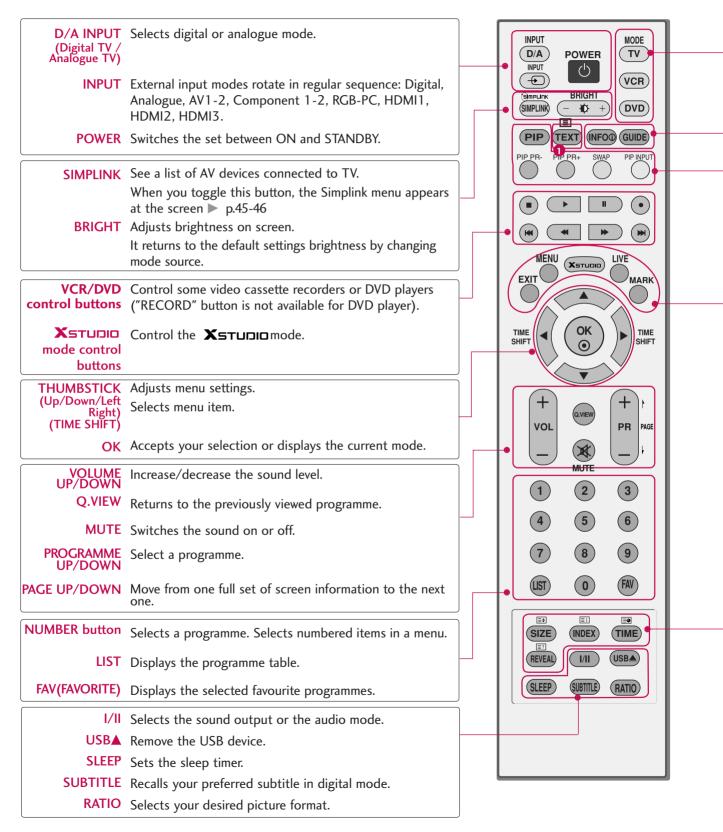
change.



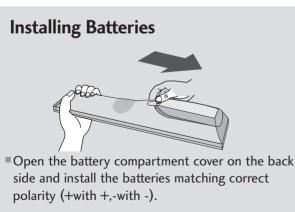
# WATCHING TV / PROGRAMME CONTROL

## **REMOTE CONTROL KEY FUNCTIONS**

When using the remote control, aim it at the remote control sensor on the TV.



TV, VCR, DVD	Select the remote operating mode: TV, VCR, DVD. Select other operating modes, for the remote to operate external devices.
INFO ()	Shows the present screen information.
 GUIDE	Shows a programme schedule.
PIP	Switches to PIP and DW modes or off mode.
PIP PR +/-	Selects a programme for the sub picture.
SWAP	Alternates between main and sub picture in PIP/DW mode.
PIP INPUT	Selects the input mode for the sub picture.
Coloured Button	They are used as per the indications or functions displayed on the TV screen in the case of Text displays (Teletext, EPG) and programme edit.
EXIT	Returns to TV viewing from any menu.
MENU	Selects a menu.
Xstudio	Enter to the Xstune mode.
LIVE	In delayed mode, the screen returns to Live programme from TV, AV1 and AV2 modes.
MARK	Selects the wanted functions.
 	These buttons are used for teletext. Text button is used to enable teletext services while other buttons are for teletext functions. * For further details, see the 'Teletext' section.
	וטו ונורבו עבומוז, זבל נוול ולופוניגר זבנוטוו.



Install two 1.5V AA batteries. Don't mix old or used batteries with new ones.

```
■Close cover.
```

#### Remote control effective range



- Use a remote control up to 7 meters distance and 30 degree (left/right) within the receiving unit scope.
- Dispose of used batteries in a recycle bin to preserve environment.

## WATCHING TV/PROGRAMME CONTROL

## TURNING ON THE TV

If your TV will be turned on, you will be able to use its features.

Ensure the power cord is connected correctly.

- When connected to power the TV switches to standby mode.
  In standby mode, press the <sup>(1)</sup>/<sub>1</sub>, INPUT, PR ▲ or ▼ button on the TV or press the POWER, INPUT, D/A INPUT,
  - PR + or -, Number (0~9) button on the remote control.
- Select the viewing source by using the **INPUT** button on the remote control.
  - This TV is programmed to remember which mode it was last set to, even if you turn the TV off.

3

2

When finished using the TV, press the **POWER** button on the remote control. The TV reverts to standby mode.

#### NOTE

- If you intend to be away on vacation, disconnect the power plug from the wall power outlet.
- ▶ When the TV is turned on, the indicator will blink red before the picture is seen.

## **INITIALIZING SETUP**



If the OSD (On Screen Display) is displayed on the screen as figure 1 after turning on the set, you can adjust the Auto Programme tuning, Time Zone selection or Password setting.

#### NOTE

It will automatically disappear after approx, 40 seconds unless a button is pressed.



Installation Guide

Thank you for choosing LG.
The Following process guides you to complete
initial settings.
Before starting, be sure that the TV antenna
is connected.
Press OK( 🔘 ) to continue.
Next



### **PROGRAMME SELECTION**

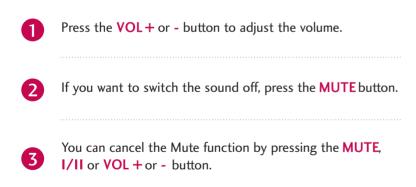
Automatically finds all programmes available through antenna inputs, and stores them in memory on the programme list.



Press the **PR** + or - or **NUMBER** buttons to select a programme number.

## **VOLUME ADJUSTMENT**

Adjust the volume to suit your personal preference.





MUTE

(2)

(5)

(8)

0

INDEX

(1/11)

(SUBTITLE) (RATIO)

(3)

(6)

(9)

FAV

TIME

USB

+ vol

4
 7

(LIST)

SIZE

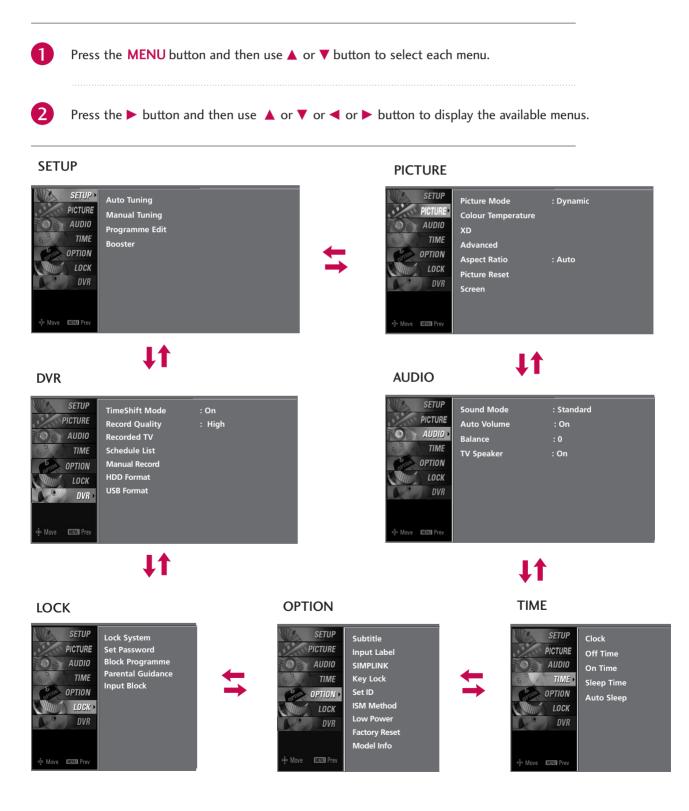
REVEAL

(SLEEP)

## WATCHING TV/PROGRAMME CONTROL

## **ON-SCREEN MENUS SELECTION AND ADJUSTMENT**

Your TV's OSD (On Screen Display) may differ slightly from what is shown in this manual.



## FACTORY RESET

Use to guickly reset all the menu options to their original factory preset values.

This function deletes all TV programmes.

To begin Factory Reset, input a 4-digit password in Lock system. Be sure to remember this number!

If you forgot your password, press '7', '7', '7', '7' on the remote control handset.



- - Press the **MENU** button and then use **A** or **V** button to select the **OPTION** menu.
- Press the  $\triangleright$  button and then use  $\blacktriangle$  or  $\checkmark$  button 2 to select Factory Reset.
  - Press the ► button and then use ▲ or ▼ button to select **On** or **Off**.
- Press **EXIT** button to return to normal TV viewing Δ or press MENU button to return to the previous menu.





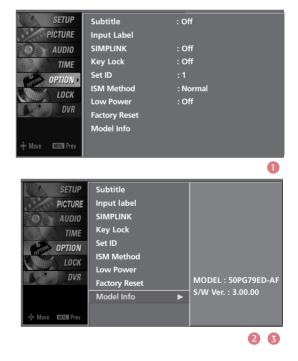
## WATCHING TV/PROGRAMME CONTROL

## **MODEL INFO**

This function enables you to watch Model, Software Version.



1	Press the <b>MENU</b> button and then use ▲ or ▼ button to select the <b>OPTION</b> menu.
2	Press the $\blacktriangleright$ button and then use $\blacktriangle$ or $\checkmark$ button to select <b>Model Info</b> .
3	Press the button to display Model, Software Version.
4	Press <b>EXIT</b> button to return to normal TV viewing or press <b>MENU</b> button to return to the previous menu.



## AUTO PROGRAMME TUNING

A password is required to gain access to Auto programme or Manual programme menu if the Lock system is turned on. If you forgot your password, press '7', '7', '7', '7' on the remote control.

In Australia, if no station name can be assigned to a station, the programme number is assigned and stored as ----- followed by a number see 'Assigning a station name' section to assign the station name.



Option TV/DTV

- Press the MENU button and then ▲ or ▼ button to select the SETUP menu.
- Press the ► button and then ▲ or ▼ button to select Auto Tuning.
- 3 Press the ► button to select To Start and then press the < or ► button to select No.</p>
- 4 Press the OK button.



PICTURE

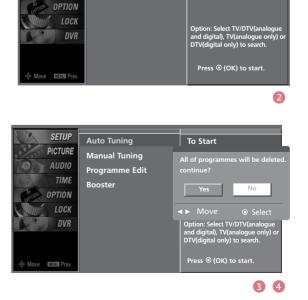
ΔΙΙΠΙΟ

TIME

Manual Tuning

Programme Edit

Booster



## WATCHING TV/PROGRAMME CONTROL

Press the  $\checkmark$  button and then  $\triangleleft$  or  $\triangleright$  button to select **TV**(or DTV or TV/DTV) and then press the **OK** button.

	_
	6
- N	$\mathbf{U}$

7

8

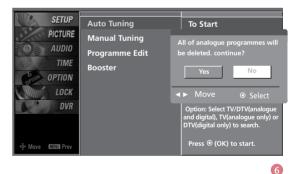
5

Press the  $\triangleleft$  or  $\triangleright$  button to select **Yes**.

Press the OK button to begin auto programming. All of analogue programmes are deleted and all analogue stations are stored.

To stop auto tuning, press the **OK** button. When auto tuning is completed, the **Programme Edit** menu appears on the screen. See the 'Programme Edit' section to edit the stored programme.

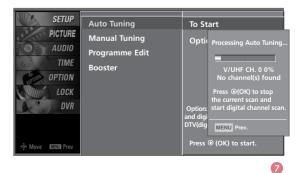
G



Press **EXIT** button to return to normal TV viewing or press **MENU** button to return to the previous menu.



▶ In Auto Tuning mode, schedule list is deleted.



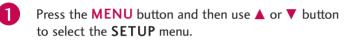
### MANUAL PROGRAMME TUNING

### In Digital Mode

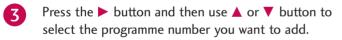
2

Manual programme lets you manually add a programme to your programme list.





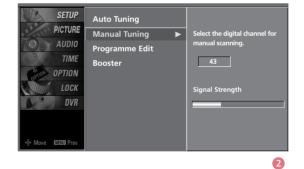
Press the ► button and then use ▲ or ▼ button to select Manual Tuning.

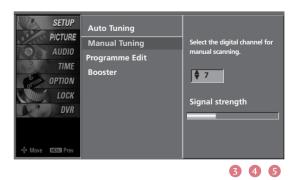


Press the OK button to store the programme. When the programme number you want to add is already added in programme list, the message "All ready programmed channel. Do you want to update?" will appear. If you want to keep on manual tuning, select YES with using ◄ or > button . Then, press the OK button. Otherwise select NO. When the programme is stored, the Programme edit menu appears on the screen. See the 'Programme Edit' section to edit the stored programme.

Press **EXIT** button to return to normal TV viewing or press **MENU** button to return to the previous menu.







## WATCHING TV/PROGRAMME CONTROL

### In Analogue Mode

Manual programme lets you manually tune and arrange the stations in whatever order you desire. Also you can assign a station name with five characters to each programme number.

Press the **MENU** button and then use ▲ or ▼ button

to select the SETUP menu.



1

3

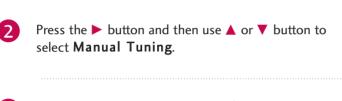
Δ

5

6

2

9



Press the ► button to select **Band**. Press the ◄ or ► button to select **V/UHF** or **Cable** as required.

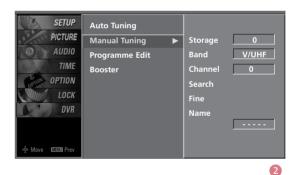
Press the ▼ button to select **Channel**. Press the ◄ or ► button to select the desired channel number.

Press the ▼ button to select **Search**. Press the ◀ or ▶ button to commence searching. If a station is found the search will stop.

- If this station is the one required, press the  $\blacktriangle$  or  $\checkmark$  button to select Storage. Select the desired programme number with the  $\blacktriangleleft$  or  $\triangleright$  button.
- Press the **OK** button to store it.
  - To store another station, repeat steps 3 to 7.

Press **EXIT** button to return to normal TV viewing or press **MENU** button to return to the previous menu.

Auto lunng Picture Auto lunng Manual Tuning Programme Edit Booster Monuel Content Programme Edit Booster	AUDIO TIME OPTION LOCK DVR	Auto luning Manual Tuning Programme Edit
--	--	--







### FINE TUNING - In Analogue Mode only

Normally fine tuning is only necessary if reception is poor. The finely tuned programme will be indicated by a yellow number during programme selection.



0	Press the <b>MENU</b> button and then use ▲ or ▼ button to select the <b>SETUP</b> menu.	SETUP • PICTURE AUDIO 5 TIME OPTION	Auto Tuning Manual Tuning Programme Edit Booster		
2	Press the ► button and then use ▲ or ▼ button select Manual Tuning.	<u>مۇنى Move</u> دىتىن Prev			
3	Press the ► button and then ▲ or ▼ button to select <b>Fine</b> .	SETUP PICTURE AUDIO	Auto Tuning Manual Tuning ♪	Storage	0
4	Press the $\blacktriangleleft$ or $\blacktriangleright$ button to fine tune for the best picture and sound.	TIME OPTION LOCK DVR	Programme Edit Booster	Band Channel Search Fine Name	V/UHF 0
6	Press the <mark>OK</mark> button to store.	<ol> <li>⊷Q+ Move 0003000 Prev</li> </ol>			
6	Press <b>EXIT</b> button to return to normal TV viewing or press <b>MENU</b> button to return to the previous menu.	SETUP PICTURE AUDIO TIME OPTION	Auto Tuning Manual Tuning Programme Edit Booster	Storage Band Channel Search	0 V/UHF 1

LOCK

DVR

MENU P

0

2

**4** Þ

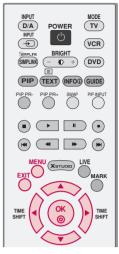
34

Name

## WATCHING TV/PROGRAMME CONTROL

### ASSIGNING A STATION NAME - In Analogue Mode only

You can assign a station name with the characters to each programme number.



0	Press the <b>MENU</b> button and then use ▲ or ▼ button to select the <b>SETUP</b> menu.	SETUP > PICTURE AUDIO 3 TIME OPTION	Auto Tuning Manual Tuning Programme Edit Booster		
2	Press the ► button and then use ▲ or ▼ button to select <b>Manual Tuning.</b>	· Over Consul Prev			
8	Press the $\triangleright$ button and then use $\blacktriangle$ or $\checkmark$ button to				0
	select <b>Name</b> .	SETUP PICTURE AUDIO	Auto Tuning Manual Tuning	Storage Band	0
4	Press the $\blacktriangleleft$ or $\blacktriangleright$ button. You can use the numeric <b>0</b> to <b>9</b> , the alphabet <b>A</b> to <b>Z</b> +, -, and blank.	CONTINE OPTION LOCK DVR	Programme Edit Booster	Bang Channel Search Fine Name	0 0
5	Press the $\blacktriangle$ or $\checkmark$ button to select the position and make your choice of the second character, and so on.	-φ̂-Move 0.2209 Prev			2
6	Press the <mark>OK</mark> button to store.	SETUP PICTURE AUDIO 5 <sup>3</sup> TIME	Auto Tuning Manual Tuning Programme Edit Booster	Storage Band Channel	0 V/UHF
7	Press <b>EXIT</b> button to return to normal TV viewing or press <b>MENU</b> button to return to the previous menu.	OPTION Lock DVR		Search Fine Name	<u></u> ►
		+ộ+Move M⊡MUIPrev			

### BOOSTER

1

If the reception is poor in the fringe areas, set Booster to On.



Press the <b>MENU</b> button and then use $\blacktriangle$ or $\blacktriangledown$ button to select the <b>SETUP</b> menu.	
Press the ► button and then use ▲ or ▼ button to select <b>Booster.</b>	



- Press the  $\triangleright$  button and then use  $\blacktriangle$  or  $\checkmark$  button to select **On** or **Off**.
- 4 Press EXIT button to return to normal TV viewing or press MENU button to return to the previous menu.

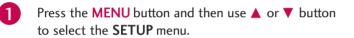


## WATCHING TV/PROGRAMME CONTROL

### **PROGRAMME EDIT**

This function enables you to delete or skip the stored programmes. Also you can move some stations to other programme numbers or copy blank station data into the selected programme number.





Press the ► button and then use ▲ or ▼ button to select Programme Edit.



Press the 🕨 button.



#### Deleting a programme (In Analogue Mode Only)

- a. Select a programme to be deleted with the ▲ or ▼
   or ◄ or ▶ button.
- b. Press the **RED** button twice. The selected programme is deleted, all the following programmes are shifted up one position.
- Copying a programme (In Analogue Mode Only)
- a. Select a programme to be copied with the ▲ or ▼ or ◄ or ▶ button.
- b. Press the **GREEN** button.
- c. Move the programme to the desired programme number with the ▲ or ▼ or ◄ or ► button.
- d. Press the **GREEN** button again to copy the programme. All the following programmes are shifted down one position.





0



INPUT D/A INPUT

SIMPLINK

voi

 $(\mathbf{1})$ 

(4)

(7)

(LIST)

SIZE

REVEAL

SLEEP

MUTE

(2)

(5)

8

0

INDEX

SUBTITLE (RATIO)

(3)

6

(9)

(FAV)

(TIME)

POWER

BRIGHT

(PIP) (TEXT) (INFOG) (GUIDE)

TV (VCR)

(DVD)

#### Moving a programme (In Analogue Mode Only)

- a. Select a programme to be moved with ▲ or ▼ or
  I or ▶ button.
- b. Press the **YELLOW** button.
- c. Move the programme to the desired programme number with the ▲ or ▼ or ◄ or ► button.
- d. Press the **YELLOW** button again to release this function.

#### Skipping a programme number

- a. Select a programme number to be skipped with ▲
   or ▼ or ▼ or ▶ button.
- b. Press the **BLUE** button. The skipped programme number turns to blue.
- c. Press the **BLUE** button again to release the skipped programme.

When a programme number is skipped it means that you will be unable to select it using the PR+ or - button during normal TV viewing. If you want to select the skipped programme, directly enter the programme number with the NUMBER buttons or select it in the programme edit or table menu.

#### Selecting Favourite Programme

a. Select your favourite programme number with ▲ or
 or ◄ or ► button and then press the FAV button. It will automatically include the selected programme into your favourite programmes list and a heart mark will appear in front of that programme number.

5

Repeatedly press the **FAV** button to select stored favourite programmes in normal TV viewing.

## WATCHING TV/PROGRAMME CONTROL

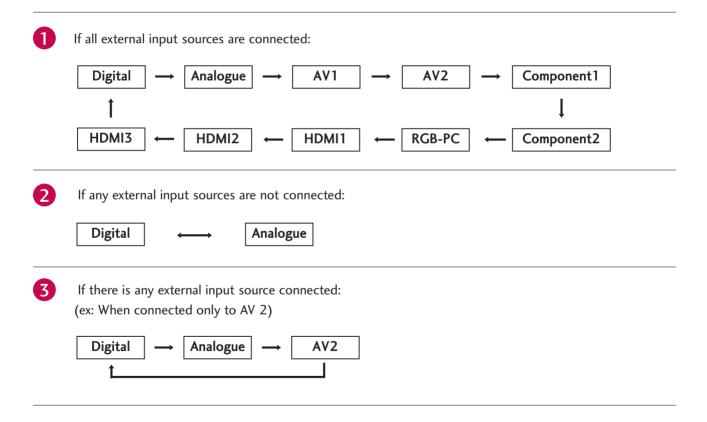
## **INPUT LIST**

Press the **INPUT** button to display external device that is connected to the unit, on screen.

Press the **OK** button to change the input to the active external device. Use the **INPUT** button to select the input source.

AV2
Input List
Digital
Analogue
AV 1
AV 2
Component1





Digital : Select it when watching the Digital TV.
Analogue : Select it when watching the Analogue TV.
AV 1, AV 2 : Select it when watching the VCR or external equipment.
Component 1-2 : Select it when using the DVD or the Digital set-top box depend on connector.
RGB-PC : Select it when using PC depend on connector.
HDMI, HDMI2, HDMI3 : Select it when using DVD, PC or Digital set-top box depend on connector.

### CALLING UP THE CHANNEL LIST

You can check the programmes stored in the memory by displaying the channel list.

#### **Displaying Channel list**

Press the LIST button to display the Channel List menu.

The Channel list appears on the screen.

#### 

- You may find some gray programmes. They have been set up to be skipped by auto tuning or in the programme edit mode.
- Some programmes with the channel number shown in the channel LIST indicate there is no station name assigned.

#### Selecting a programme in the channel list



Select a programme with the  $\blacktriangle$  or  $\blacktriangledown$  buttons.

The set switches to the chosen programme number.

#### Paging through a channel list



Press the  $\blacktriangle$  or  $\blacktriangledown$  button to changes current channel into previous or next channel.





INPUT

MODE

## WATCHING TV/PROGRAMME CONTROL

### INPUT SOURCE SELECTION

Alternatively you can select the Digital, Analogue, AV1-2, Component 1-2, RGB-PC, HDMI1/2/3 mode by pressing the INPUT button.

Press the D/A INPUT button to select digital or analogue mode.



1

Press the MENU button and then use ▲ or ▼ button to select the OPTION menu.

Press the ► button and then use ▲ or ▼ button to select Input Label.

SETUP PICTURE	Subtitle Input Label	: Off
AUDIO	SIMPLINK	: Off
6 TIME	Key Lock	: Off
OPTION .	Set ID	: 1
LOCK	ISM Method	: Normal
DVR	Low Power	: Off
DVII	Factory Reset	
	Model Info	
•©• Move MENU Prev		



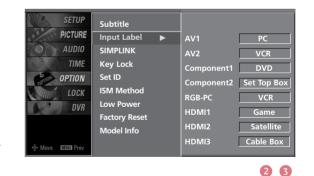
5

1

Press the ► button and then use ▲ or ▼ to select AV 1, AV 2, Component 1, Component 2, RGB-PC, HDMI1/2/3.

Press the  $\blacktriangleright$  button and then use  $\blacktriangleleft$  or  $\blacktriangleright$  to select the label.

Press **EXIT** button to return to normal TV viewing or press **MENU** button to return to the previous menu.





This operates only for the devices with the SIMPLINK logo. Please check the SIMPLINK logo.

This TV might not function properly when using it with other products with HDMI-CEC function.

This allows you to control and play other AV devices connected to the display through HDMI cable without additional cables and settings.

If you do not want SIMPLINK menu, select "Off".



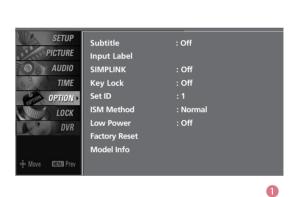
2

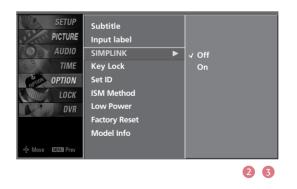
Press the **MENU** button and then use ▲ or **▼** button to select the **OPTION** menu.

Press the ► button and then use ▲ or ▼ button to select **SIMPLINK**.

Press the ► button and then use ▲ or ▼ button to select **On** or **Off**.

Press EXIT button to return to normal TV viewing or press MENU button to return to the previous menu.





MODE

(VCR)

(DVD)

D/A

INPUT

POWER

÷

(PIP) (TEXT) (INFO@) (GUIDE)

## WATCHING TV/PROGRAMME CONTROL

#### **SIMPLINK Functions**

#### **Disc playback**

Control connected AV devices by pressing the  $\blacktriangle$  or  $\checkmark$  or  $\blacklozenge$ , OK buttons and buttons for play, stop, pause, fast reverse, fast forward, chapter skip.(The  $\odot$  button does not provide such functions)

#### **Direct Play**

After connecting AV devices to TV, you can directly control the devices and play media without additional settings.

#### Select AV device

Enables you to select one of AV devices connected to TV and play it.

#### Power off all devices

When you power off TV, all connected devices are turned off.

#### Switch audio-out

Offers an easy way to switch audio-out.

\* A device, which is connected to TV through HDMI cable but does not support Simplink, does not provide this function.

#### **SIMPLINK Menu**

Press the ▲ or ▼ or ◀ or ▶ button and then OK button to select the desired SIMPLINK source.

- **1 TV viewing :** Switch to the previous TV programme regardless of the current mode.
- 2 DISC playback : Select and play discs. When multiple discs are available, the titles of the discs are conveniently displayed at the bottom of the screen.
- **3** VCR playback : Play and control the connected VCR.
- **HDD Recordings playback :** Play and control recordings stored in HDD.
- **Solution Solution Solution**



- Connect the HDMI/DVI IN or HDMI IN terminal of the TV to the rear terminal (HDMI terminal) of the SIMPLINK device with the HDMI cable.
- ► After connecting the HDMI terminal for the home theatre with SIMPLINK function in the above method, connect the VARIABLE AUDIO OUT terminal on the back of the TV to the VARIABLE AUDIO IN terminal on the back of the SIMPLINK device with the VARIABLE AUDIO OUT cable.
- ▶ When operating the external device with SIMPLINK, press the TV button among the MODE button on the remote controller.
- ▶ When you switch the Input source with the INPUT button on the remote controller, you can stop the operation of device controlled by SIMPLINK.
- ▶ When you select or operate the media device with home theatre function, the speaker automatically switches to home theatre speaker (HT speaker).
- ▶ When you execute 'Photo List, Music List' function during DVD playback included in home theatre supported the SIMPLINK stops and the applicable function is executed after switching the input to TV.

### **KEY LOCK**

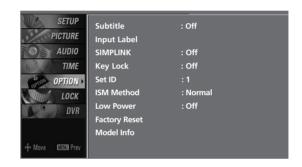
The TV can be set up so that it can only be used with the remote control.

This feature can be used to prevent unauthorized viewing by locking out the front panel controls.

This TV is programmed to remember which option it was last set to even if you turn the TV off.



- Press the MENU button and then use ▲ or ▼ button to select the OPTION menu.
- 2 Press the ► button and then use ▲ or ▼ button to select Key Lock



- Press the  $\blacktriangleright$  button and then use  $\blacktriangle$  or  $\checkmark$  button to select **On** or **Off**.
  - Press **EXIT** button to return to TV viewing or press **MENU** button to return to the previous menu.



#### NOTE

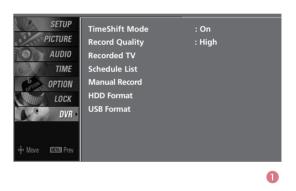
- With the lock on, the display 'Key Lock' appears on the screen if any button on the front panel is pressed while viewing the TV.
- ► The display 'Key Lock' will not appear on the screen if any button on the front panel is pressed while displaying the menus.

## TIMESHIFT MODE

This function allows the unit to automatically record live TV and make it available for reviewing at any time. With Timeshift turned on, you may pause and rewind normal TV viewing at any time without missing any of the live broadcast.

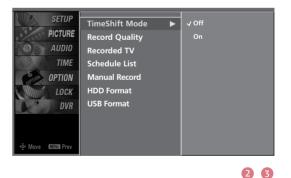


- Press the MENU button and then use ▲ or ▼ button to select the DVR menu.
- 2 Press the ► button and then use ▲ or ▼ button to select the **TimeShift Mode**.

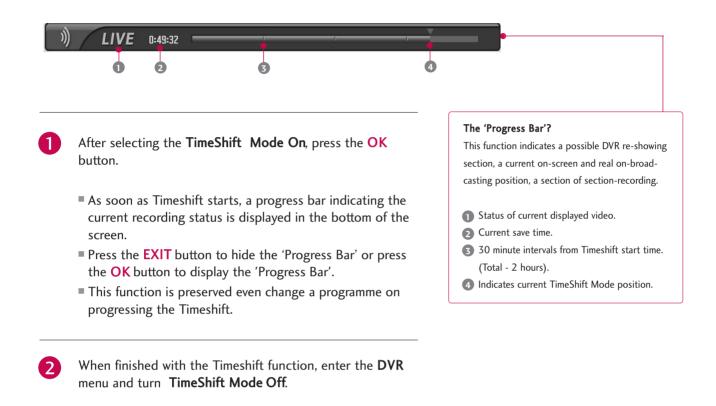




- Press the ► button and then use ▲ or ▼ button to select **On** or **Off**.
- 4 Press EXIT button to return to TV viewing or press MENU button to return to the previous menu.



### Using the Timeshift Mode function



#### NOTE

- DVR (Digital Video Recorder) : A device which records and plays broadcast program contents onto a hard disk in TV or SET TOP BOX.
- If available hard-disk space is low when Timeshift is initiated, the oldest information is deleted.
- In order to save hard-disk space, nothing is saved when there is no signal.
- The total storage space of the hard-disk is 160GB. 10GB minimum is reserved for Timeshift.
- When turning power on, it may take up to 3 minutes to initialize the HDD.
- Because an analog broadcast is transferred to a digital signal, video that contains rapid movement may show "cross stripes". This happens when the analog signal is compressed and then restored in the digital signal. The unit will attempt to reduce this excessive picture noise.
- Timeshift is available in AV1-2 mode.
- ▶ Timeshift is not available for Audio only programmes.

### Using the Timeshift Mode function, play

When using Timeshift Mode, there are diverse playback options.

DELAYED -0	:17:58	<b>.</b> ,					
Indi	cates that the current bro	oadcast and o	displayed vid	leo differ.			
	$\mathbf{A}$						
Forth and Back	+/- Directly View	Stop	Play	Frame by Frame	Pause	Slow Motion	



### Using the remote control

You can shift playback to any point within the recorded program.

*	<ul> <li>When playing, press the REW((&lt;) or FF(&gt;) button.</li> <li>Press </li> <li>&gt; </li> <li>&gt; </li> <li>Pressing these buttons repeatedly increases the fast forward/reverse speed.</li> </ul>
(11)	Press the 💌 or 💌 button to move back and forth within the current program. = Press the 🛞 button to jump about 30 seconds forward. = Pressing the 🛞 button to jump about 8 seconds backward.
Ш	<ul> <li>During playback, press the Pause(□) button.</li> <li>Still screen is displayed.</li> <li>Repeatedly press the Pause(□) button to advance frame by frame.</li> <li>Press the Pause(□) button and then the FF(□) button for slow motion (as indicated by □).</li> </ul>
	When using the < or button during playback the cursor can be viewed on the screen.
$\overline{}$	Press the <b>PLAY(</b> ) button to return to normal playback.
LIVE	If you want to return to the last selected input mode, press the LIVE button.

+

### RECORDING

Use this function to record the program you are watching on the main screen. (AV 1-2, Analogue or Digital broadcast.)

### **Instant Record**

This function records the currently displayed programme.

Select the desired programme to record and then press the • button. During recording **record** is displayed. Use this feature to record up to 2 hours of programming.

If you want to stop recording, press the 

button. And then recording will stop.

While recording, if you press the button before 10 seconds of recording time has passed, this message is displayed.

 If you press the button after more than 10 seconds of recording time has passed, this message is displayed. A Recording failed. Length is less than 10 seconds.

Recording completed.

**i** 

3

1

You can add/subtract recording time by pressing the ③ button while recording. Press the ◀ or ► button repeatedly to add/subtract to the recording time. Each time you press ◀ or ► button the recording duration changes as shown below.

+10min ⇒ +20min ⇒ +30min ⇒ +40min ⇒ +50min ⇒ +1hr No Change -10min ⇒ -20min ⇒ -30min ⇒ -40min ⇒ -50min

The extra recording time added to the existing setting equals the final recording time.



5

After adjusting the recording time, select **OK**. Press the **OK** button to check the adjusted recording time. The progress bar will be displayed.

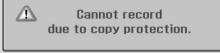


Recording	g Options	Χστυρία
SEVEN NEWS AT 4:30pm ~ 5:00pm	4.30	4:50pm
Record Time 4:47pr	n ~ 5:47pm (recording 60m	in)
Set duration	∢ No Chan	90 >
	OK	Cancel

Recording stops when the selected duration is reached or when you press the 
button. Note: Although recording has stopped, the Timeshift feature remains active.

#### NOTE

- When recording, if the available storage space becomes low, the recording will be automatically stopped.
- Recordings of less than 10 seconds will not be saved.
- ▶ To save disk space while recording analog or di
  - gital broadcasts, no data is saved if there is no signal.
- The recording function will not initiate for a copy-protected program.
- The displayed time differs slightly from the actual time.
- In no signal or film source, the displayed time slightly differ from the actual time.
- The recording can not be used with content-protected programs on progressing Timeshift.



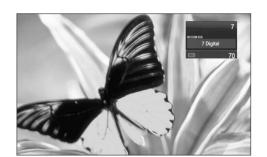
If you press Record while watching a broadcast (with content-protected program) using the Timeshift function, recording begins from that point.

- If you record for a long time, in a state of the Analogue signal is weak, remained recording time may be short.
- Broadcast materials are protected by copyright and that recording and playback of certain material would only be permissible by permission of the copyright owner. Audio and video recordings you make using this recorder are for your personal use only. You may not sell, lend or rent them to other people.

### Watching & Record

While recording, you can change programmes or inputs without disturbing the recording.

- After starting an Instant Record or Reserved Record, change the programme or input.
  - When changing to the programme being recorded in Watch & Record, the screen is changed to Instant Record state or Reserved Record state.



#### NOTE

When a digital broadcast is being recorded, another digital broadcast can be watched.

#### **A** CAUTION

if you turn the power off while recording, the message shown below is displayed.



- If you select Yes, recording continues and the power is turned off.
- If you select No, recording stops and then power is turned off.

### MANUAL RECORDING

This function is used to perform reserved recording.



Press the ∞ button to display HOME menu. Use the
 ▲ or ▼ button to select the Manual Rec and then use the OK or ► button.

- 2 Manual Rec screen is displayed as shown below. Use the ▲ or ▼ or ◄ or ► button to set the Input, Programme, Date, Start time, Recording time, Repeat.
  - Input : Select the input source from the available options (TV, DTV, AV1-2).
  - Programme : Select either the current programme or a scanned programme.
  - Date : You can select a date up to one month in the future. The max duration is 8 hours.
  - **Start time** : Ensure you have set AM or PM correctly.
  - Recording time : Recording time is minimum 2 minutes to maximum 180 minutes.
  - **Repeat** : Choose either Once, Daily, Weekly.



After setting the Manual Rec, press the OK button.





### **RECORDED TV**

You can view the recorded program list at a glance.

1

Press the menu. Use the ▲ or ▼ button to select the **Recorded TV** and then use the OK or ► button.





### **Screen Components**

Usable HDD	3 4 Recorded TV Page 1/2 & No Marked	Χστυρίο
Free space	Free space         West M         •           Image: Displayed bit of the space         4/4 (Mon)         1:23           Image: Displayed bit of the space         Wow         Image: Displayed bit of the space	Document1 2/2 (Wed) 21:59 Winged
<b>SD</b> 0 : 08	5/5 (Thu) 2:47	1/1 (Sat) 1:07 Bloom.
<ul><li>2 Storage</li><li>3 Current page/Total pages</li></ul>	Built-in HDD     3/3 (Thu)     0:17       External USB     ART1       7/7 (Thu)     2:13	6/6 (Mon)         1:40           ART2         8/8 (Mon)         0:50
Marked thumbnail photo number	Jetsons1           g/g (Fri)         2:30           Scool         g/g (Fri)	Jetsons2 10/10 (Mon) 2:47 Oh!!
Oirect Buttons	11/11 (Fri) 3:20	12/12 (Mon) 0:02

### **Recorded programme Selection and PopUp Menu**

The thumbnail recorded list is shown above.

- 1
  - Use the **PR +/-** button for page up/down navigation.
- 2 U
  - Use the  $\bigcirc$  button to move or delete from the list. A  $\blacksquare$  is displayed next to the thumbnail photo if an item is marked.
- 3 Use ▲ or ▼ or ◀ or ► button to navigate the appropriate thumbnail photo, then press the OK button to open the pop-up menu.
  - Play First : Begin playback of selected recorded programme from the beginning.
  - Play Previous : Begin playback of selected recorded pro gram from last scene where you left off.
  - ► Mark All : mark all recorded programmes on the current folder.
  - Unmark All : Change marked recorded programmes to unmarked recorded programmes.
  - Copy to USB : Copies the recorded programme in the internal HDD to the USB storage device.
  - **Delete** : Delete the selected recorded programmes.
  - **Rename** : Edit recorded programme title.

_									
Upp	perc	ase	L	.owe	rcas	e	S	ymb	ol
A	В	C	D	E	F	G	Н	1	J
К	L	М	N	0	Р	Q	R	S	T
U	V	W	X	Y	Z		•	:	
0	1	2	3	4	5	6	7	8	9

**Cancel** : Close the Pop-up menu.



Recorded TV	Page 1/2 🗹	No Marked			
Free space		West M 4/4 (Mon)	1:23	Document1 2/2 (Wed)	
CD 0 : 04 CD 0 : 08		<b>Wow</b> 5/5 (Thu)	2:47	Winged 1/1 (Sat)	
Built-in HDD		Hellsing 3/3 (Thu)	0:17	Bloom. 6/6 (Mon)	
External USB	5 <b>(</b> )	ART1 7/7 (Thu)	2:13	ART2 8/8 (Mon)	
	<b>6</b> 22	Jetsons1 9/9 (Fri)	2:30	Jetsons2 10/10 (Mon)	
	=	Good 11/11 (Fri)	3:20	Oh!! 12/12 (Mon)	
exmans Home 🤇	> Navigate	⊛ PopUp Menu	PRE Move Page	COSSI Mark	EXXI Exit

0





56

If the HDD has a problem performing a function (Recording) related to the DVR, select Yes or No to initialize HDD.

If you select **Yes**, the Recorded List (Recording) will be deleted. If you select **No**, the DVR may not function properly.

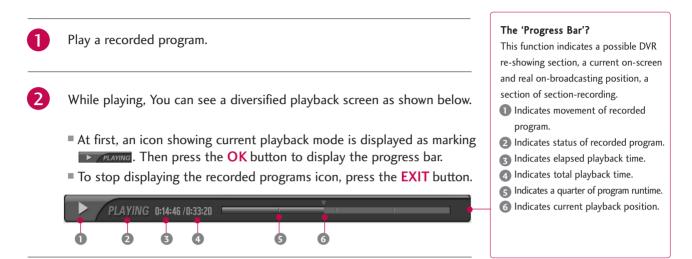
If the temperature is below zero (0°C), a warning message is displayed to protect the HDD from error and the DVR from incorrect operation.

×	DVR needs HDD Initialization. Do you want to perform?
	Yes No

 DVR initialization cannot start because of low temperature.

### **Playing recorded programmes**

You can play the selected program in the recorded program list.



### Using the remote control

You can shift playback to any point within the recorded program.

<b>(4)</b>	<ul> <li>When playing, press the REW( ) or FF( ) button.</li> <li>Press  -&gt;  -&gt;  -&gt;  to speed up.</li> <li>Pressing these buttons repeatedly increases the fast forward/reverse speed.</li> </ul>
(m)	Press the $\mbox{\ensuremath{\ensuremat$
()	<ul> <li>Press the  button to jump about 30 seconds forward.</li> <li>Pressing the  button to jump about 8 seconds backward.</li> </ul>
Ш	<ul> <li>During playback, press the Pause (1) button.</li> <li>Still screen is displayed.</li> <li>Repeatedly press the Pause (1) button to advance frame by frame.</li> <li>Press the Pause (1) button and then the FF (1) button for slow motion (as indicated by 1).</li> </ul>
	After using ▶ to rewind while playing, press the ◀ button to return to the prior screen.
	Press the <b>PLAY</b> ( <b>)</b> button to return to a normal playback.
LIVE	When playing the recorded program: Return to the last selected input source. When delaying: Return to the last selected input source.
	If you press the <b>STOP(</b> •) button, you can watch TV.

## SCHEDULED LIST

This function is available to use in DVR menu.

0

2

Press the sum button to display **HOME** menu.

Use the  $\blacktriangle$  or  $\blacktriangledown$  button to select the **Schedule** and then use the **OK** or  $\triangleright$  button.

Xstudio			Schedule	Page 1/2 Programme	no. 0/0	)			Χστυρίο
	HOME			SEVEN NEWS AT 4.3	30				2008/8/5 3: 35 PM
	Space 0 : 01		Free Space	DTV7 Set. 5 Aug 2 Set recording time		4:05pm ~ 5:05pn ⊖ Once	n (60mi	n)	
	0:01			Title	1	Programme	Star	t date	Start time
		$\rightarrow$	Manual Rec	SEVEN NEWS AT 4.3	) DTT	7	Sat.	5 Aug	4:05 PM
Recorded TV	⊗.			© No title	AV1		Mon.	7 Aug	7:15 AM
Schedule				© Friends	DTV	90 Nine Digi	Tue.	3 Aug	7:08 PM
Manual Data				© No title	DTY	PR 99 My TV	Fri. 11	Aug	11:25 AM
Manual Rec	<u>G</u>			© No title	Com	oonent1	Tue. 1	5 Aug	3:10 PM
Guide				© TEN News	DTY	999 TEN Digital	Sat. 1	} Aug	8:10 PM
Photo List						•			
Photo List			EGINED Home 🔶 Nat	vigate <ul> <li>Modify/Tim</li> </ul>	ier reco	ording PR⊟ Mov	e Page		EXIII Exit
Music List	♪								

Schedule screen is displayed as shown. Use ▲ or ▼ button to select recorded programme.

### Programme Selection and PopUp Menu

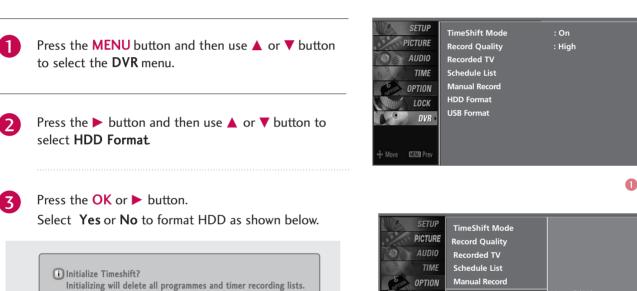
- Use  $\blacktriangle$  or  $\checkmark$  button to select the programme you want.
- 2 Press the OK button to open the pop-up menu.
  - ► **Modify** : Modify the programme selection.
  - **Delete** : Delete the programme.
  - **Delete All** : Delete all programmes.
- Press EXIT button to return to TV viewing or press end button to return to the HOME menu.

Schedule	Page 1/2 Programme	no. 0/0		Xstudio
	SEVEN NEWS AT 4.3	30	2008/8	/5 3: 35 PM
Free Space	DTV7 Set. 5 Aug 2 © Set recording timer	2008 4:05pm ~ 5:05pr • • Once	n (60min)	
	Title	Programme	SEVEN NEWS AT 4.30 4:05pm ~ 5:05pm	Start time
Manual Rec	SEVEN NEWS AT 4.30	) ev 7	Modify .	4:05 PM
	⊙ No title	AV1	Delete	7:15 AM
	© Friends	🚥 90 Nine Digi	Delete All	7:08 PM
	© No title	🚥 PR 99 My TV	Cancel	11:25 AM
	⊙ No title	Component1	Tue. 15 Aug	3:10 PM
	© TEN News	🚥 999 TEN Digital	Sat. 19 Aug	8:10 PM
		•		
Editoria Home 🗘 Na	vigate	er recording PR Mov	re Page	EXIII Exit

### HDD FORMAT

Erases all programs and initializes the hard drive.





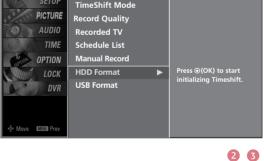
 If you select Yes, the Recorded List (Recording) will be deleted. Even if you select No, the DVR may not function if there are problems with the hard drive.

No

Yes

4

Press **EXIT** button to return to TV viewing or press **MENU** button to return to the previous menu.



## **RECORD QUALITY**

This function is available on Manual record. In Analogue, AV1-2, this function is also available. The record quality always works best on Timeshift and Instant record.



: On

: High



- Press the **MENU** button and then use  $\blacktriangle$  or  $\checkmark$  button to select the **DVR** menu.
- Press the ► button and then use ▲ or ▼ button to select **Record Quality**.
- 3 Press the ► button and then use ▲ or ▼ button to select **High**, **Best** or **Basic**.
  - Press **EXIT** button to return to TV viewing or press

MENU button to return to the previous menu.

 TIME
 Schedule List

 Manual Record
 HDD Format

 USB Format
 USB Format

 Wove
 Tree

 SETUP
 TimeShift Mode

TimeShift Mode

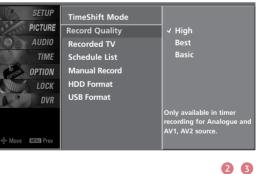
Record Quality

Recorded TV

SETUP

PICTURE

AUDIO



## TO USE THE USB DEVICE

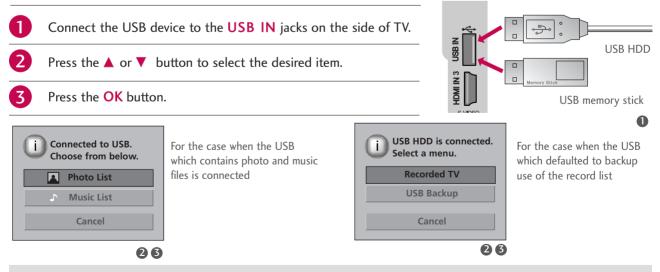
#### Precautions when using the USB device

- ▶ Press the USB button of remote control before removing the USB device.
- ► Only a USB storage device is recognizable.
- ▶ If the USB storage device is connected through a USB hub, the device is not recognizable.
- ► A USB storage device using an automatic recognition programme may not be recognized.
- ► A USB storage device which uses its own driver may not be recognized.
- ▶ In case of a card reader, up to four memory cards are concurrently recognizable.
- ▶ The recognition speed of a USB storage device may depend on each device.
- Please do not turn off the TV or unplug the USB device when the connected USB storage device is working. When such device is suddenly separated or unplugged, the stored files or the USB storage device may be damaged.
- Please do not connect the USB storage device which was artificially manoeuvred on the PC. The device may cause the product to malfunction or fail to be played. Never forget to use only a USB storage device which has normal music files or image files.
- Please use only a USB storage device which was formatted as a FAT32 file system provided with the Windows operating system. In case of a storage device formatted as a different utility programme which is not supported by Windows, it may not be recognized.
- Please connect power to a USB storage device which requires an external power supply. If not, the device may not be recognized.
- Please connect a USB storage device with cable is offered by USB maker. If connected with cable is not offered by USB maker or an excessively long cable, the device may not be recognized.
- ▶ Some USB storage devices may not be supported or operated smoothly.
- ▶ If the name of a folder or file is too long, it will not be displayed or recognized.
- ▶ Please backup the important file because a data of USB device may be damaged. Data management is consumer's responsibility and in consequence the manufactures does not cover the product bearing data damage.

### When connecting the USB device

Enjoy the recorded media, photo and music stored in the USB device. When you connect a USB device, this screen is displayed, automatically.

In USB device, you can not add a new folder or delete the existing folder.



► This product incorporates copy protection technology that is protected by U.S. and foreign patents, including patent numbers 5,315,448 and 6,836,549, and other intellectual property rights. The use of Macrovision's copy protection technology in the product must be authorized by Macrovision. Reverse engineering or disassembly is prohibited.

### **PHOTO LIST**

It's available to playback the photo file(\*.jpg) in the USB device.

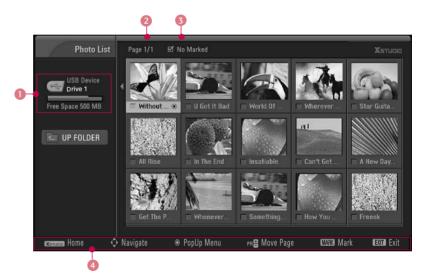
The On Screen Display may be different from your set. Images are an example to assist with the TV operation.

### **Screen Components**





- 2 Current page/Total pages3 Total number of marked thumbnail photos
- Corresponding buttons on the remote control



### Photo Selection and PopUp Menu

As shown, up to 15 thumbnail photos are listed per page.



Use the **PR +** or - button to navigate in the thumbnail photo page.

2 Use the MARK button to mark or unmark a photo. When one or more photos are marked, you can view individual photos or a slide show of the marked photos. If no photos are marked, you can view all photos individually or all photos in the folder in a slide show.

3 Use ▲ or ▼ or ▼ or ► button to navigate the appropriate thumbnail photos, then press the OK button to show the PopUp menu.

- View : Display the selected item.
- Mark All : Mark all photos on the screen.
- Delete : Delete the selected photo item.
- **Cancel** : Close the pop-up menu.

Repeatedly, press **EXIT** button to return to TV viewing or press the **Second** button to return to the X-STUDIO menu.







123

4

### Set up the menu in Full-Sized Screen

You can change the settings to display photos stored on a USB device, on a full-sized screen.

Detailed operations are available on full-sized photo view screen.

- Use the PR + or button to navigate the thumbnail photo page.
- 2 Use ▲ or ▼ or ◀ or ► button to navigate the appropriate thumbnail photos, then press the OK button to show the PopUp menu.
- Use ▲ or ▼ button to Move to the View menu, then press the OK button.
  - The selected photo is displayed in full size.
  - Slideshow : When no picture is selected, all photos in the current folder are displayed during slide show. When selected, the selected photos are displayed during slide show. To start slide show, press OK button on Slideshow D.
    - Set the time interval of the slide show in **Option**.
    - A slide show continues for a maximum of 4 hours. After 4 hours, the slide show will end and go to TV mode or external input mode.
  - BGM : Listen to music while viewing photos in full size. To start BGM, press OK button on BGM D.
     Set the BGM device and album in Option.
  - IV (Rotate) : Rotate photos.
    - Rotates the photo 90°, 180°, 270°, 360° clockwise upon OK button on OK (Rotate).
  - Delete : Delete photos. Use or button to select Delete and press OK button.



E UP FOLDER

The aspect ratio of a photo may change the size of the photo displayed on the screen in full size.



Option : Set values for Slide Speed and Music folder. Use < or button to select Option and press OK button.

■ Use ◀ or ► button and OK button to set values. Then go to OK and press OK to save the settings.

• You cannot change **Music Folder** while BGM is playing.

Hide : Hide the menu on the full-sized screen. Use
 ✓ or ► button to select Hide and press OK button.

To see the menu again on the full-sized screen, press **OK** button to display.



Use ▲ or ▼ or ◀ or ▶ button to select the previous or next photo.

Use  $\blacktriangle$  or  $\blacktriangledown$  or  $\blacklozenge$  or  $\blacklozenge$  button to select and control the menu on the full-sized screen.



5

Use **EXIT** button to go back to the photo list from the full sized screen.



Repeatedly, press **EXIT** button to return to TV viewing or press series button to return to the X-STUDIO menu.

#### NOTE

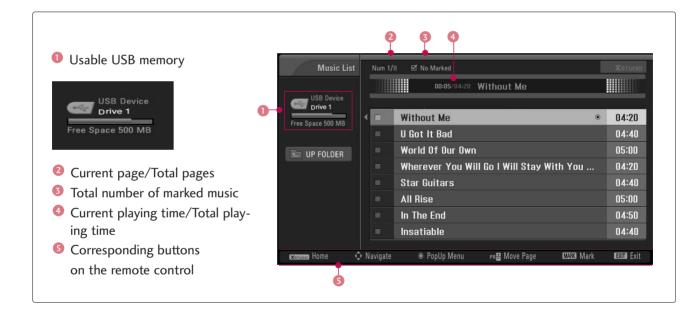
▶ If it is Progressive JPEG format, some photos may be not decoded.

### **MUSIC LIST**

Purchased music files(\*.MP3) may contain copyright restrictions. Playback of these files may not be supported by this model. Music file on your USB device can be played by this unit.

The On Screen Display may be different from your set. Images are an example to assist with the TV operation.

### **Screen Components**



### Music Selection and PopUp Menu

As shown , up to 8 music titles are listed per page.

Use the **PR** + or - button to navigate in the music titles page.

1

2

3

Use **MARK** button to mark or unmark a music. When one or more music files are marked, the marked music will be played in sequence. For example, if you want to listen to only one music repeatedly, just mark the music only and play it. If no music is marked, all the music in the folder will be played in sequence.

Use  $\blacktriangle$  or  $\checkmark$  button to navigate the appropriate music, then press the OK button to show up the pop-up menu.

- Play (During stop) : Play the selected music. Once a music finishes playing, the next selected one will be played. When there are no selected music to play, the next one in the current folder will be played. If you go to a different folder and press the OK button, the current music in playback will stop.
- **Stop Play** (During playback) : Stop the playing music.
- Play With Photo : Start playing the selected music and then move to the Photo List.
- Mark All : Mark all music in the folder.
- **Delete** : Delete the selected music.
- **Cancel** : Close the pop-up menu.



Repeatedly, press **EXIT** button to return to TV viewing or press **example** button to return to the X-STUDIO menu.

- If you don't press any button for a while during the playing, the play information box (as shown in the below) will float as a screen saver.
- The 'Screen Saver'?

Screen saver is to prevent screen pixel damage due to an fixed image remaining on the screen for a extended period of time.

▶ 00:20/04:20 Without Me

### NOTE

- ▶ When music is playing, 🗾 is displayed in front of the music title.
- A damaged or corrupted music does not play but displays 00:00 in playtime.
- A music downloaded from a paid service with copyright protection does not start but displays inappropriate information in playtime.
- ▶ If you press OK , EXIT buttons, screen saver is stopped.
- The  $\bigcirc$ ,  $\bigcirc$ ,  $\circledast$ ,  $\circledast$  buttons on the remote control are also available in this mode.

# **EPG(ELECTRONIC PROGRAMME GUIDE)**

#### - In Digital Mode Only

This system has an Electronic Programme Guide (EPG) to help your navigation through all the possible viewing options.

The EPG supplies information such as programme listings, start and end times for all available services. In addition, detailed information about the programme is often available in the EPG (the availability and amount of these programme details will vary, depending on the particular broadcaster).

This function can be used only when the EPG information is broadcasted by broadcasting companies.

The EPG displays the programme description for next 7 days.

### Switch on/off EPG

1

2

Press the **GUIDE** button to switch on EPG.

Press the GUIDE or EXIT button again to switch off EPG and return to TV viewing.

### Select a programme

1

Press the  $\blacktriangle$  or  $\blacktriangledown$  or  $\blacklozenge$  or  $\blacktriangleright$  buttons to select desired programme, then press the OK button to display the selected programme.

NPUT         POWER         NODE           D/A         POWER         TV           Wey         WOR         VCR           Simulty         -          +           DEC         POWER         VCR           Simulty         -          +           DEC         POWER         DVD           DE         POWER         DVD           DE         NMAP         PPINUT
MENU Kerumo LIVE EXIT MARK MARK SHIFT

# **Button Function in NOW/NEXT Guide Mode**

tch me if you can		Fri 13 Jun 10:06 A
Nine high definition 1	9.50 - 21.20	
ın(Steve Schirripa) he mets d up serving together on th	g together on the same jury, but Miceal, a big is part of the Mafia and wants Michael to find ne same jury, but Miceal, a big fan of the Godi nd wants Michael to find the defentdant inno	d the defentdant innocent. Michael and Jay father movies, suspects a man (Steve Schirrij
TV	NOW	NEXT
TV	NOW	NEXT
TV 27 Discovery	NOW The Sahara	NEXT The Sahara
TV 27 Discovery 29 UKTV Food	NOW The Sahara Catch me if you can	NEXT The Sahara Catch me if you can

Remote Control Buttons	Function
GREEN	Change to 7Day's EPG Guide
YELLOW	Shows the Schedule list
BLUE	Selects the Radio programmes
<b>▲</b> /▼/◀/►	Select the Broadcasting Programme
EXIT	Switch off EPG
INFO (j)	The detail information on or off

### **Button Function in Extended Description Box**



The detail information on or off

INFO 🛈

	•	i
	C	
	Z	
	$\sim$	
	_	
	~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	
	C	
	C	
	- 7	1
	5	
	_	
	2	
	- 22	
		ĺ
	C	
	Ē	
	PROGRAMME GUIDE	
	Ē	
	÷	

EPG(ELEC

# **EPG(ELECTRONIC PROGRAMME GUIDE)**

# **Button Function in 7 Days Guide Mode**

Programm	e Guide		Χετυρι
atch me if you car	1		Fri 13 Jun 10:06 AM
9 Nine high defini	tion 19:50 - 21:20		
nan(Steve Schirripa) he nd up serving togethe e mets is part of the M	e mets is part of the Mafia a er on the same jury, but Mic Mafia and wants Michael to	and wants Michael to find the eal, a big fan of the Godfatl find the defentdant innoce	
မှု Fri 22 Dec <sub>မ</sub> ု	10:00		20:00
27 Discovery	Discovery News	i	The sound of musi
27 Discovery		i Survivor 7	
A Prize Dec M     A	Discovery News	i	The sound of musi
27 Discovery 29 UKTV Food	Discovery News The bachelor	i Survivor 7 NBC News	The sound of musi Jamie Oliver

Remote Control Buttons	Function
GREEN	Change to Now/Next Guide
RED	Enter Recording/Reservation/Cancel setting mode
YELLOW	Shows the Schedule List
BLUE	Selects the Radio programmes
<b>▲/▼/</b> ◀/►	Select the Broadcasting Programme
EXIT	Switch off EPG
<b>4 </b>	Selects the page
	Selects the day
INFO (j	The detail information on or off

▶ Press the RED button repeatedly to make reservation.		
$\begin{array}{c} \hline \text{Reservation} & \longrightarrow & \hline \text{Recording Reservation} & \longrightarrow \\ \uparrow & & & \\ \end{array}$	Watching Reservation $\rightarrow$	Cancel
► You can also adjust INFO (i) on the remote control.		

 $\blacktriangleright$  The following symbol will appear on the reserved programme.:  $\bigcirc$ 

# WATCHING PIP(PICTURE-IN-PICTURE)

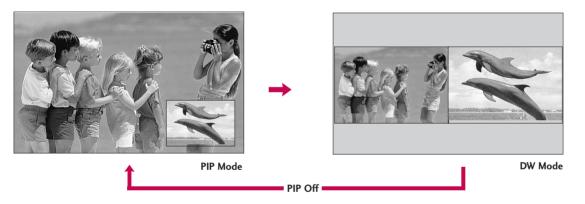
PIP lets you view 2 different inputs (sources) on your TV screen at the same time. One source will be large and the other source will be shown in a smaller inset image.

DW mode splits the screen into two images, allowing two picture sources to be shown on the TV screen at the same time. Each source is given half the screen.



# Watching PIP/Double Window

Press the **PIP** button to access the sub picture. Each press of PIP changes the PIP options as shown below.



# PICTURE CONTROL

- $\blacktriangleright$  When the sub picture size is 1/2 of the main picture, the picture quality may deteriorate.
- ▶ The motion of the sub picture can be unnatural because the set displays full screen by synchronizing the main picture source when the refresh rate between the main picture source and the sub picture source is different in PIP mode.

### **Input Source Selection for Sub Picture**

Use the **PIP INPUT** button to select the input source for the sub picture. Each press of **PIP INPUT** changes the PIP source.

Main Picture Source	Available Sub Picture Sources
Digital	
Analogue	Analogue, Digital, AV1, and AV2
AV1-2, Component1-2, RGB, HDMI/DVI	

# Program selection for Sub Picture(PIP mode only)

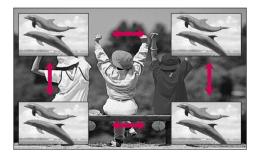
Press the **PIP** button.

2 Select the **Digital** or **Analogue** option on the Sub input menu or with the **PIP INPUT** button. Use the **PIP PR+** / **PIP PR-** button to select a programme for the sub picture.

### Moving the sub picture(PIP mode only)

G	

In PIP mode, press the  $\blacktriangle$  or  $\checkmark$  or  $\triangleright$  button to move the sub picture to a different location on the screen.



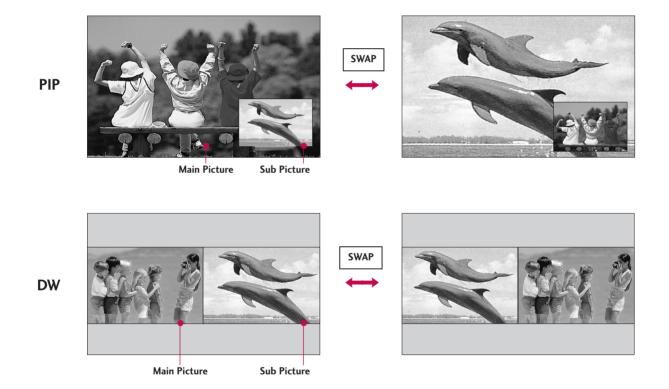
# Swapping the PIP/DW

1

1

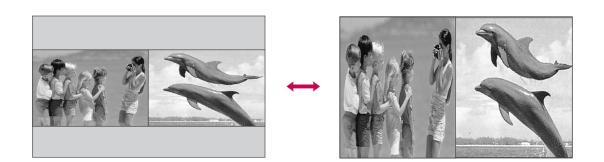
Repeatedly, use the **SWAP** button to switch the main and sub pictures.

When the main picture is in Digital, Analogue or AV modes, swapping is available.



# Adjusting Main and Sub Picture Sizes for DW

Use the  $\blacktriangle$  or  $\blacktriangledown$  button to change main and sub picture sizes in DW mode.



# PICTURE SIZE(ASPECT RATIO)CONTROL

You can watch TV in various picture formats; Auto, 4:3, 16:9 (Wide), 14:9, Zoom and 1:1 Pixel.

### 

If a fixed image is displayed on the screen for a long time, it image may become imprinted on the screen and remain visible. This phenomenon is common to all manufacturers and in consequence the manufacturer's warranty does not cover the product bearing this phenomenon.

Press the **RATIO** button repeatedly to select the desired picture format.

• You can also adjust Aspect Ratio in the PICTURE menu.

### 

### Auto

Selects the proper picture proportion to match the source's image.  $(4:3 \rightarrow 4:3, 16:9 \rightarrow 16:9)$ 

### 4:3

Choose 4:3 when you want to view a picture with an original 4:3 aspect ratio.

### 16:9

Adjust the picture horizontally, in a linear proportion to fill the entire screen.

### 14:9

The screen size is, more enlarged at both sides, to create a spectacular view.

You can move the 14:9 screen using  $\blacktriangle$  or  $\blacktriangledown$  button. The adjustment range is -10 - +10.

### Zoom

Choose Zoom when you want to view the picture without any alteration. However, the top and bottom portions of the picture will be cropped.

You can move the Zoom screen using  $\blacktriangle$  or  $\checkmark$  button. The adjustment range is -16 - +16.

### 1:1 Pixel

Choose 1:1Pixel when you want to view the picture of best quality without loss of original picture in high resolution image.

- ▶ In HDMI/DVI-PC and RGB-PC mode, 4:3 and 16:9 is available.
- Auto: When your TV receives the wide screen signal, it will be automatically changed to the picture format sent. (Not available in all countries)
- In HDMI/DVI(1080i or 1080p)mode, 1:1 Pixel is available.

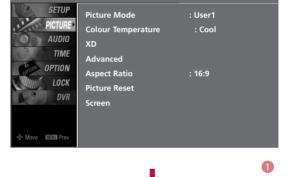
# PRESET PICTURE SETTINGS

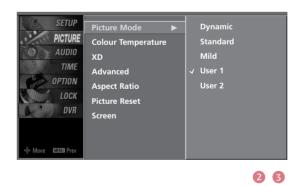
### **Picture Mode - Preset**

Dynamic	Select this option to display with a sharp image.
Standard	The most general and natural screen display status.
Mild	Select this option to display with a mild image.
User 1/2	Select this option to use the user-defined setting.



- Press the **MENU** button and then use ▲ or ▼ button to select the **PICTURE** menu.
- Press the ► button and then use ▲ or ▼ button to select **Picture Mode**.
- Press the ► button and then use ▲ or ▼ button to select **Dynamic**, **Standard**, **Mild**, **User1**, or **User2**.
- Press EXIT button to return to normal TV viewing or press MENU button to return to the previous menu.
  - Picture Mode adjusts the TV for the best picture appearance. Select the preset value in the Picture Mode menu based on the programme category.
  - Dynamic, Standard and Mild are programmed for optimum picture reproduction at the factory and cannot be changed.





### 

2

3

▶ In RGB-PC, HDMI-PC mode, to get the best picture quality, adjust the picture mode to Standard.

## Auto Colour Tone Control (Warm/Medium/Cool)

Choose one of three automatic colour adjustments. Set to warm to enhance hotter colours such as red, or set to cool to see less intense colours with more blue.

When selecting Picture Mode options (Dynamic, Standard and Mild), Colour Temperature is automatically change.

When selecting Picture Mode options (User 1 and User 2), you can choose the **Colour Temperature**.



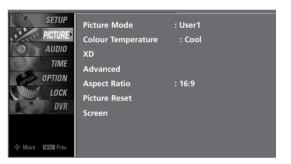
0

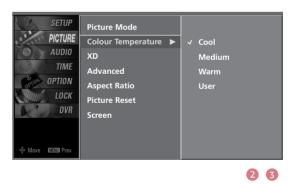
1	Press the <b>MENU</b> button and then use $\blacktriangle$ or $\blacktriangledown$ button
	to select the PICTURE menu.

2 Press the ► button and then use ▲ or ▼ button to select Colour Temperature.



- Press the ► button and then use ▲ or ▼ button to select either **Cool, Medium, Warm** or **User**.
- 4 Press EXIT button to return to TV viewing or press MENU button to return to the previous menu.





# MANUAL PICTURE ADJUSTMENT

## Picture Mode -User Option

You can adjust picture Contrast, Brightness, Colour, Sharpness and Tint options to the levels you prefer.

- Press the **MENU** button and then use ▲ or ▼ button to select the **PICTURE** menu.
- 2 Press the ► button and then use ▲ or ▼ button to select **Picture Mode**.
- Press the ► button and then use ▲ or ▼ button to select **User 1** or **User 2**.
- 4 Press the ► button and then use ▲ or ▼ button to select the desired picture option (Contrast, Brightness, Colour, Sharpness or Tint).
- 5 Press the ► button and then use ◄ or ► button to make appropriate adjustments.
- 6 Press EXIT button to return to TV viewing or press MENU button to return to the previous menu.



DVR

### **Colour Temperature - User Option**

You can also adjust the detailed settings(Red, Green, Blue) by selecting the **User** menu.

This feature operate only if the picture mode set User 1 or User 2.





PICTURE CONTROL

1

to select the **PICTURE** menu.

Press the **MENU** button and then use ▲ or **▼** button

- 2 Press the ► button and then use ▲ or ▼ button to select Colour Temperature.
  - Press the ► button and then use ▲ or ▼ button to select **User**.

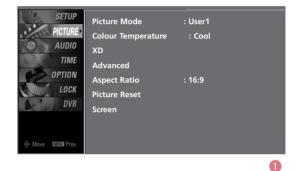


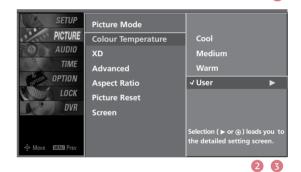
6

Press the ► button and then use ▲ or ▼ button to select **Red**, **Green**, or **Blue**.

- 5 Press the ► button and then use ◄ or ► button to make appropriate adjustments.
  - The adjustment range of Red, Green, or Blue is -20~ +20.

Press **EXIT** button to return to TV viewing or press **MENU** button to return to the previous menu.









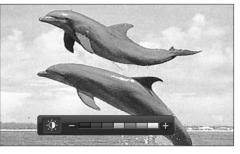
# **BRIGHTNESS ADJUSTMENT**

Adjust the brightness using this button on the remote control.





2 Adjust the desired screen brightness.



# **XD - PICTURE IMPROVEMENT TECHNOLOGY**

XD is LG Electronics unique picture improving technology to display a real HD source through an digital signal processing algorithm.

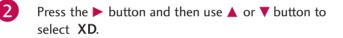
When selecting Picture Mode options (Dynamic, Standard and Mild), XD is automatically change to Auto.

When selecting Picture Mode options (User 1 and User 2), you can choose the Auto / Manual and when selecting Manual, you can adjust the XD Contrast, XD colour and XD Noise.



3

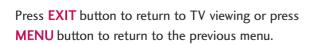
Press the **MENU** button and then use  $\blacktriangle$  or  $\checkmark$  button to select the **PICTURE** menu.



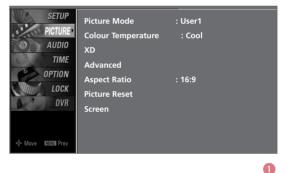
Press the button and then use dor button to select Auto or Manual.

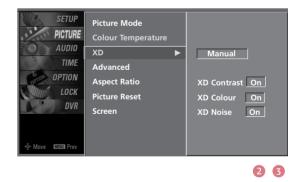
#### \* Selecting the Manual

- 1. Press the ▼ button and then use ▲ or ▼ button to select XD Contrast, XD Colour or XD Noise.
  - XD Contrast : Optimizing the contrast automatically according to the brightness of the reflection.
  - XD Colour : Adjusting the colours of the reflection automatically to reproduce as closely as possible to the natural colours.
  - XD Noise : Removing the noise up to the point where it does not damage the original picture.
- 2. Use the  $\triangleleft$  or  $\triangleright$  button to select **On** or **Off**.









# **ADVANCED - CINEMA**

Set up the TV for the best picture appearance for viewing movies.

When you operate Cinema, the TV will adjust 24 fps video from movies to 30 fps video for display (This function is only available in TV(Analogue, DTV), AV1, AV2, Component 480i, 576i mode.)



0	Press the <b>MENU</b> button and then use ▲ or ▼ button to select the <b>PICTURE</b> menu.	SETUP PICTURE AUDIO TIME OPTION	Picture Mode Colour Temper XD Advanced Aspect Ratio
2	Press the ► button and then use ▲ or ▼ button to select <b>Advanced</b> .	-ô- Move CEER Prev	Picture Reset Screen
3	Press the ► button and then use ▲ or ▼ button to select <b>Cinema</b> .	SETUP PICTURE	Picture Mode Colour Tempera
4	Press the ◀ or ► button to select <b>On</b> or <b>Off</b> .	AUDIO TIME OPTION LOCK	XD Advanced Aspect Ratio Picture Reset Screen
5	Press <b>EXIT</b> button to return to TV viewing or press <b>MENU</b> button to return to the previous menu.	්දා Move 11300 Prev	Steen

SETUP PICTURE AUDIO XD TIME Advanced OPTION LOCK DVR Screen COMPTeV Picture Reset DVR Screen COMPTeV

ature

Black Level

Off

Low

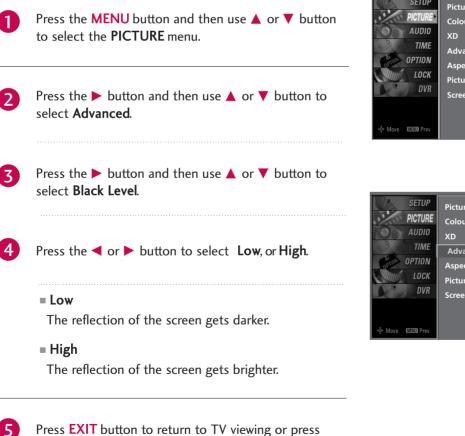
# ADVANCED-BLACK(DARKNESS) LEVEL

Adjusting the contrast and the brightness of the screen using the black level of the screen.

This feature operates only in HDMI1, HDMI2, HDMI3 or AV1, AV2 mode.



0



MENU button to return to the previous menu.





# **PICTURE RESET**

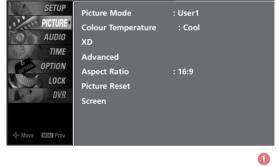
3

Use to quickly reset all the Picture menu options to their original factory preset values.



Press the MENU button and then use ▲ or ▼ button to select the PICTURE menu.

Press the ► button and then use ▲ or ▼ button to select **Picture Reset**.



Press the button to reset the Picture menu options to original values.

|--|

# **IMAGE STICKING MINIMIZATION(ISM)METHOD**

A frozen or still picture from a PC/Video game displayed on the screen for prolonged periods will result in a ghost image remaining even when you change the image. Avoid allowing a fixed image to remain on the screen for prolonged periods.

### Orbiter

Orbiter may help prevent ghost images. However, it is best not to allow any fixed image to remain on the screen. To avoid a permanent image on the screen, the screen will move every 2 minutes.

#### Inversion

This function inverts the panel colour of the screen. The panel colour is automatically inverted every 30 minutes.

### White Wash

White wash removes permanent images from the screen. Note: An excessive permanent image may be impossible to clear entirely with White Wash.



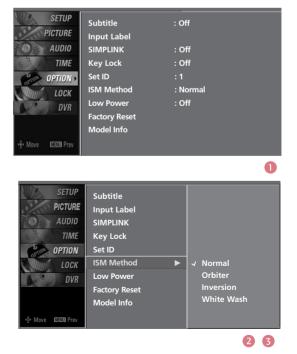
4

Press the **MENU** button and then  $\blacktriangle$  or  $\checkmark$  button to select the **Option** menu.

Press the ► button and then ▲ or ▼ button to select ISM Method.

3 Press the ▶ button and then ▲ or ▼ button to select either Normal, Orbiter, Inversion or White Wash. If you do not need this function, set Normal.

Press the **EXIT** button to return to normal TV viewing.



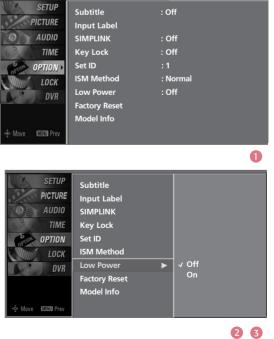


# LOW-POWER PICTURE MODE

This function allows you to reduce the power consumption of the TV.



0	Press the <b>MENU</b> button and then ▲ or ▼ button to select the <b>Option</b> menu.	
2	Press the $\blacktriangleright$ button and then $\blacktriangle$ or $\checkmark$ button to select <b>Low Power</b> .	Corton
3	Press the $\blacktriangleright$ button and then $\blacktriangle$ or $\checkmark$ button to select <b>On</b> or <b>Off</b> .	·@• Move
4	Press the <b>EXIT</b> button to return to normal TV viewing.	



# **SOUND & LANGUAGE CONTROL**

# AUTO VOLUME LEVELLER (AUTO VOLUME )

AVL automatically keeps on an equal volume level even if you change programmes.



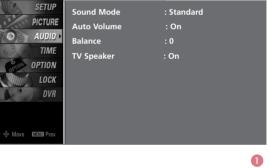
2

マ

4

Press the <b>MENU</b> button and then use ▲ or ▼ button to select the <b>AUDIO</b> menu.	PICTURE AUDIO AUDIO TIME OPTION	Auto Vol Balance TV Speal
Press the ► button and then use ▲ or ▼ button to select <b>Auto Volume</b> .	-ộ- Move DEED Prev	
Press the ► button and then use ▲ or ▼ button to select <b>On</b> or <b>Off</b> .	SETUP PICTURE	Sound M Auto Vol
	AUDIO	Balance

Press **EXIT** button to return to TV viewing or press MENU button to return to the previous menu.





# PRESET SOUND SETTINGS -SOUND MODE

Sound Mode lets you enjoy the best sound without any special adjustment because the TV sets the appropriate sound options based on the program content.

Standard, Music, Movie, Sports and User are preset for good sound quality at the factory and are not adjustable.

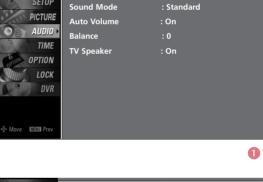


Press the <b>MENU</b> button and then use ▲ or ▼ button to select the <b>AUDIO</b> menu.	SETUP PICTURE AUDIO Ba TIME TV
Press the ► button and then use ▲ or ▼ button to select <b>Sound Mode</b> .	·ộ· Move (LEEQ) Prev
Press the ► button and then use ▲ or ▼ button to select <b>Standard</b> , <b>Music</b> , <b>Movie</b> , <b>Sports</b> , or <b>User</b> .	SETUP PICTURE AUDIO STIME Bal

Press **EXIT** button to return to TV viewing or press **MENU** button to return to the previous menu.

2

3





# **SOUND & LANGUAGE CONTROL**

# SOUND SETTING ADJUSTMENT-USER MODE

Adjust the sound to suit your taste and room situations.



Standard

П

- Press the MENU button and then use ▲ or ▼ button to select the AUDIO menu.
- Press the ► button and then use ▲ or ▼ button to select Sound Mode.
- PICTURE
   Auto Volume
   Music

   AUDIO
   Balance
   Movie

   Balance
   Sports
   V

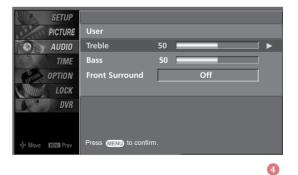
   TV Speaker
   ✓ User
   ✓

   LOCK
   DVR
   Selection ( > or @) leads you to the detailed setting screen.

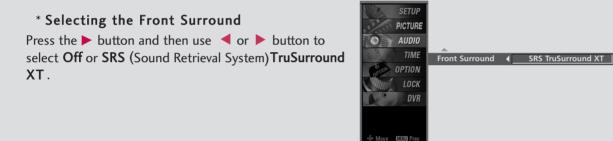
   Meve
   USUP Prev
   1
   2
   3

Sound Mode

- 3 Press the ► button and then use ▲ or ▼ button to select User.
- Press the ► button and then use ▲ or ▼ button to select the desired sound option ( Treble, Bass , or Front Surround ).



5 Press the ► button and then use ◄ or ► button to make appropriate adjustments.



6 Press EXIT button to return to TV viewing or press MENU button to return to the previous menu.

#### SRS TruSurround XT

Takes advantage of any multi-channel format without needing to add extra speakers or equipment. Dialog clarity, bass enrichment, and the addition of stereo audio enhancement produces an immersive sound experience from standard stereo material.

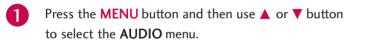
- **SRS(O)** is a trademark of SRS Labs, Inc.
- ▶ TruSurround XT technology is incorporated under license from SRS Labs, Inc.

# SOUND & LANGUAGE CONTROL

# BALANCE

Adjust the left/right sound of speaker to suit your taste and room situations.





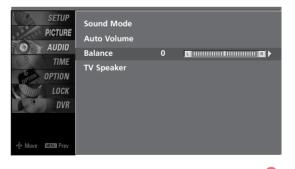
Press the ► button and then use ▲ or ▼ button to select **Balance**.

SETUP	Sound Mode	: Standard	
PICTURE	Auto Volume	: On	
AUDIO >	Balance	: 0	
6° TIME	TV Speaker	: On	
CON OPTION			
DVR			
DVII			
-©⊳Move MCENCO Prev			
			0



4

- Press the ► button and then use ◄ or ► button to make appropriate adjustments.
- Press EXIT button to return to TV viewing or press MENU button to return to the previous menu.





# TV SPEAKERS ON/OFF SETUP

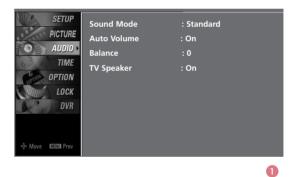
Turn the TV speakers off if using external audio equipment. Feature turns the TV Speakers option On or Off.

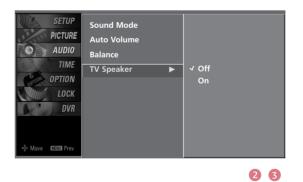


- Press the MENU button and then use ▲ or ▼ button to select the AUDIO menu.
- 2 Press the ► button and then use ▲ or ▼ button to select **TV Speaker**.
- 3

Press the  $\blacktriangleright$  button and then use  $\blacktriangle$  or  $\checkmark$  button to select **On** or **Off**.

Press EXIT button to return to TV viewing or press MENU button to return to the previous menu.





# **SOUND & LANGUAGE CONTROL**

# I/II

### STEREO/DUAL RECEPTION - In Analogue Mode only

#### Mono sound selection

If the stereo signal is weak in stereo reception, you can switch to mono by pressing the I/II button twice. In mono reception, the clarity of sound is improved. To switch back to stereo, press the I/II button twice again.

Broadcast	On Screen Display
Mono	MONO
Stereo	MONO / STEREO

### SPEAKER SOUND OUTPUT SELECTION

In AV 1-2, Component 1-2, RGB-PC, HDMI1/2/3 mode, you can select output sound for the left and right loudspeakers.

Repeatedly press the **I**/**II** button to select the sound output. L+R: Audio signal from audio L input is sent to the left loud speaker and audio signal from audio R input is sent to the right loud speaker.

L+L: Audio signal from audio L input is sent to left and right loud speakers.

R+R: Audio signal from audio R input is sent to left and right loud speakers.

- In digital mode, if the OSD (On Screen Display) is Displayed on the screen after press the I/II button, you can selected the audio language and type(MPEG or DOLBY DIGITAL).
- ▶ IN MPEG mode only, you can selected L or R audio sound.

MPEG English DC German MPEG French		Audio Language
DD German		<b>A</b>
	MPEG	English
MPEG French		German
<b>•</b>	MPEG	French
		▼

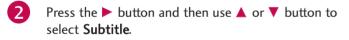


# SUBTITLE - In Digital Mode only

You can select Subtitle on or off with the SUBTITLE button in DTV mode.

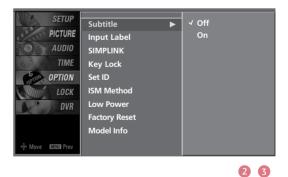


Press the MENU button and then use ▲ or ▼ button to select the OPTION menu.



- Press the ► button and then use ▲ or ▼ button to select **On** or **Off**.
- 4 Press EXIT button to return to TV viewing or press MENU button to return to the previous menu.

SETUP	Subtitle	: Off	
PICTURE	Input Label		
AUDIO	SIMPLINK	: Off	
6 TIME	Key Lock	: Off	
OPTION >	Set ID	:1	
LOCK	ISM Method	: Normal	
DVR	Low Power	: Off	
	Factory Reset		
	Model Info		
Move Mexa Prev     Second Prev     Sec			



# TIME SETTING

# CLOCK SETTING Auto Clock Setting

The time is set automatically from a digital channel signal.

The digital channel signal includes information for the current time provided by the broadcasting station.

Set the clock manually if the current time is set incorrectly by the auto clock function.

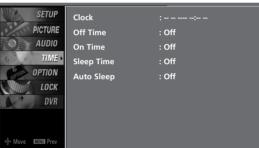


1

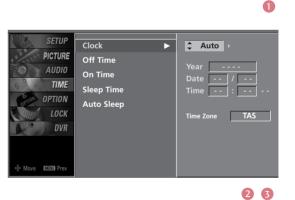
5

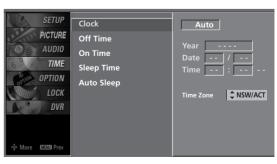
Press the MENU button and then use ▲ or ▼ button
to select the <b>TIME</b> menu.

Press the ► button and then use ▲ or ▼ button to select Clock



- Press the ► button and then use ▲ or ▼ button to select Auto.
- Press the ► button and then use ▲ or ▼ button to select your viewing area Time Zone : NSW/ACT, NT, TAS, WA, SA, QLD, or VIC.
  - Press **EXIT** button to return to TV viewing or press **MENU** button to return to the previous menu.



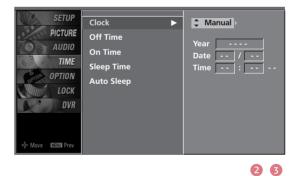


### Manual Clock Setting

If the current time setting is wrong, reset the clock manually.



- Press the MENU button and then use ▲ or ▼ button to select the TIME menu.
- Press the ► button and then use ▲ or ▼ button to select **Clock**.
- SETUP PICTURE AUDIO Off Time : Off On Time : Off Sleep Time : Off Auto Sleep : Off Auto Sleep : Off
- Press the ► button and then use ▲ or ▼ button to select Manual.
- Press the ► button and then use ◄ or ► button to select either the year, date, or time option. Once selected, use the ▲ or ▼ button to set the year, date, and time options.
- 5 Press EXIT button to return to TV viewing or press MENU button to return to the previous menu.



# TIME SETTING

# AUTO ON/OFF TIMER SETTING

The timer function operates only if the current time has been set. The Off-Time function overrides the On-Time function if they are both set to the same time.

The TV must be in standby mode for the On-Time to work. If you do not press any button within 2 hours after the TV turns on with the On Time function, the TV will automatically revert to standby mode.



Press the **MENU** button and then use  $\blacktriangle$  or  $\blacktriangledown$  button to select the **TIME** menu.



Press the ► button and then use ▲ or ▼ button to select **On Time** or **Off Time**.

- **3** Press the ► button and then use ▲ or ▼ button to select **On**.
  - To cancel On Time or Off Time function, select Off.
- Press the ► button and then use ▲ or ▼ button to set the hour.
- 5 Press the ► button and then use ▲ or ▼ button to set the minutes.
  - Only On Time

6

Press the  $\triangleright$  button and then use  $\blacktriangle$  or  $\checkmark$  button to select the channel at turn-on.

Press the  $\triangleright$  button and then use  $\blacktriangle$  or  $\checkmark$  button to set the sound level at turn-on.

Press **EXIT** button to return to TV viewing or press **MENU** button to return to the previous menu.

SETUP	Clock	
PICTURE	Off Time	: Off
AUDIO	On Time	: Off
€ TIME ►	Sleep Time	: Off
OPTION OPTION	Auto Sleep	: Off
LOCK		
DVR		
Move MIENUI Prev		





# **SLEEP TIMER SETTING**

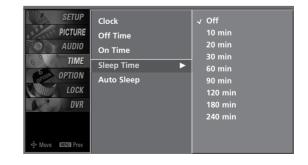
You don't have to remember to switch the set off before you go to sleep.

The sleep timer automatically switches the set to standby after the preset time has elapsed.

- Press the **SLEEP** button repeatedly to select the number of minutes. First the Off option appears on the screen, followed by the following Sleep Time options : 10, 20, 30, 60, 90, 120, 180, and 240 minutes.
- 2 When the number of minutes you want is displayed on the screen, press the OK button. The timer begins to count down from the number of minutes selected.
- **3** To check the remaining minutes before the TV turns off, press the **SLEEP** button once.
- To cancel the Sleep Time, press the **SLEEP** button repeatedly to select **Off**.
  - When you switch the set off, the set cancels the preset sleep time.

#### • You can also set up the Sleep Time in the TIME menu.

SETUP	Clock	
PICTURE	Off Time	: Off
AUDIO	On Time	: Off
	Sleep Time	: Off
OPTION OPTION	Auto Sleep	: Off
LOCK		
DVR		
•© • Move ■MENUI Prev		



MENU Keruceo LIVE EXIT Mark
→ → →
1 2 3
4 5 6
7 8 9
(LIST) (D) (FAV)
SLEEP SUBTILE (RATIO)

# TIME SETTING

# AUTO SLEEP SETTING

If set to on and there is no input signal, the TV turns off automatically after 10 minutes.



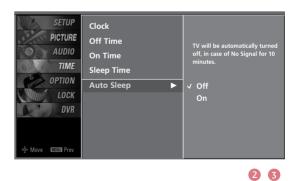
0	Press the <b>MENU</b> button and then use $\blacktriangle$ or $\checkmark$ button
	to select the <b>TIME</b> menu.

- Press the ► button and then use ▲ or ▼ button to select Auto Sleep.
- 3 Pres

4)

- Press the  $\blacktriangleright$  button and then use  $\blacktriangle$  or  $\checkmark$  button to select **On** or **Off**.
- Press **EXIT** button to return to TV viewing or press **MENU** button to return to the previous menu.





# PARENTAL CONTROL / RATINGS

# SET PASSWORD & LOCK SYSTEM

# Setting up your Password

Set up blocking schemes to block specific channels, ratings, and external viewing sources.

A password is required to gain access to this menu.

Press the **MENU** button and then use the  $\blacktriangle$  or  $\checkmark$  button to select the **LOCK** menu. Then, press the  $\triangleright$  button.

- Enter the password as requested.
- The TV is set up with the initial password "0-0-0-0".

_	1		-
¥	×	×	×



# Set Password

Change the password by inputting a new password twice.



2

1

After inputting the password, use the  $\blacktriangle$  or  $\checkmark$  button to choose **Set Password**.

Press the ► button and then choose any 4 digits for your new password and enter the them on the **New**.

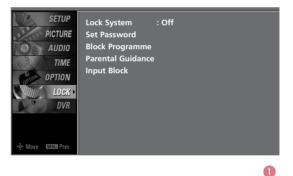
As soon as the 4 digits are entered, re-enter the same 4 digits on the **Confirm**.

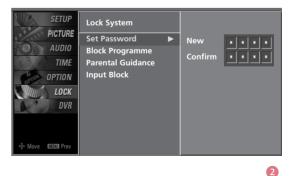
Then your changed password has been memorized.

Press EXIT button to return to TV viewing or press MENU button to return to the previous menu.

### 

If you ever forget your password, key in '7', '7', '7', '7' on the remote control.





# PARENTAL CONTROL /RATINGS

### Lock System

Enables or disables the blocking scheme you set up previously.



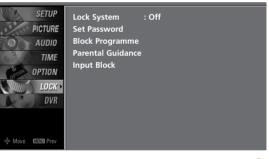


After inputting the password, use the  $\blacktriangle$  or  $\blacktriangledown$  button to choose **Lock System**.

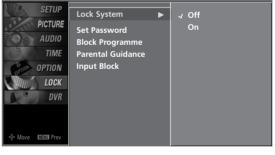
Press the ► button and then use the ▲ or ▼ to select On or Off.

When you select, the Lock System is enable.

3 Press EXIT button to return to TV viewing or press MENU button to return to the previous menu.







# **PROGRAMME BLOCKING**

1

2

3

Blocks any programmes that you do not want to watch or that you do not want your children to watch.



After inputting the password, use the ▲ or ▼ button to choose <b>Block Programme</b> .	SETUP PICTURE AUDIO TIME OPTION	Lock System : Set Password Block Programme Parental Guidance Input Block	Off	
Press the ► button. You will now see a screen filled with channel numbers and a preview picture.	OCK ► DVR +∲• Move IXEXXI Prev			
Use $\blacktriangle$ or $\blacktriangledown$ or $\blacklozenge$ or $\triangleright$ button to select a channel and then use the OK button to block or unblock it.	SETUP PICTURE	Lock System Set Password		
Press <b>EXIT</b> button to return to TV viewing or press <b>MENU</b> button to return to the previous menu.	AUDIO TIME OPTION LOCK	Block Programme Parental Guidance Input Block	×	Selection ( ► or ⊚ ) the block programm

PARENTAL CONTROL / RATING

0

leads you <u>ne s</u>creen.

2



MENU P

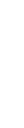
# PARENTAL CONTROL /RATINGS

# PARENTAL GUIDANCE - In Digital Mode only

Prevents children from watching certain children's TV programmes, according to the ratings limit set.



2



PARENTAL CONTROL / RATING

2

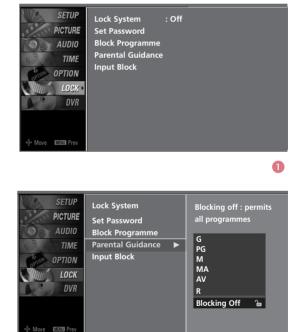
3

After inputting the password, use the  $\blacktriangle$  or  $\checkmark$  button to choose **Parental Guidance**.

Press the  $\blacktriangleright$  button and then use the  $\blacktriangle$  or  $\checkmark$  to select G, PG, M, MA, AV or R.

- G (General audiences)
- PG (Parental guidance suggested)
- M (Mature audiences)
- MA (Mature adult audiences)
- AV (Adult audiences)
- R (Restricted)
- Blocking Off (Permits all programmes)

Press **EXIT** button to return to TV viewing or press **MENU** button to return to the previous menu.



# **EXTERNAL INPUT BLOCKING**

Enables you to select a source to block from the external source devices you have hooked up.



After inputting the password, use the ▲ or ▼ button to choose <b>Input Block</b> .	SETUP PICTURE AUDIO	Lock Set P Block
	6 TIME	Parei Inpu <sup>1</sup>
Press the $\blacktriangleright$ button and then use the $\blacktriangle$ or $\checkmark$ to select a source.	DVR	
Press the ► button and then use the ◀ or ► to select <b>On</b> or <b>Off</b> on the each source.	••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••	

4 Press EXIT button to return to TV viewing or press MENU button to return to the previous menu.

1

3

SETUP	Lock System	: Off
PICTURE	Set Password	
AUDIO	Block Programme	
TIME	Parental Guidance	
OPTION	Input Block	
LOCK ·		
DVR		
Move MENU Prev		

SETUP PICTURE AUDIO TIME OPTION LOCK System Set Password Block Programme Parental Guidance Input Block DVR Wave COUP Prov	AV1 On AV2 On Component1 Off Component2 On RGB-PC Off HDMI1 On HDMI2 Off HDMI3 Off
------------------------------------------------------------------------------------------------------------------------------------------------------------	---------------------------------------------------------------------------------------------------------

0



### (IN DIGITAL MODE ONLY)

\* This feature is not available in all countries.

- Teletext is a free service broadcast by some TV stations which gives up-to-the-minute information on news, weather, television programmes, share prices and many other topics.
- The teletext decoder of this TV can support the SIMPLE, TOP and FASTEXT systems. SIMPLE (standard teletext) consists of a number of pages which are selected by directly entering the corresponding page number. TOP and FASTEXT are more modern methods allowing quick and easy selection of teletext information.

### Switch On/Off

Press the **TEXT** button to switch to teletext. The initial page or last page appears on the screen.

Two page numbers, TV station name, date and time are displayed on the screen headline. The first page number indicates your selection, while the second shows the current page displayed. Press the **TEXT** or **EXIT** button to switch off teletext.

### SIMPLE Text

- \* This feature is not available in all countries.
- Page selection

1

2

- Enter the desired page number as a three digit number with the NUMBER buttons. If during selection you press a wrong number, you must complete the three digit number and then re-enter the correct page number.
- The PR + or button can be used to select the preceding or following page.

### **TOP Text**

- \* This feature is not available in all countries.
- The user guide displays four fields-red, green, yellow and blue at the bottom of the screen. The yellow field denotes the next group and the blue field indicates the next block.

### Block / group / page selection

- 1)
  - With the **BLUE** button you can progress from block to block.
- 2 Use the **YELLOW** button to proceed to the next group with automatic overflow to the next block.
- With the **GREEN** button you can proceed to the next existing page with automatic overflow to the next group. 3 Alternatively the **PR** + button can be used.
  - The **RED** button permits to return to previous selection. Alternatively the **PR** button can be used.

### Direct page selection

Corresponding to the SIMPLE teletext mode, you can select a page by entering it as a three digit number using the NUMBER buttons in TOP mode.

### FASTEXT

- The teletext pages are colour coded along the bottom of the screen and are selected by pressing the corresponding coloured button.

#### ■ Page selection

- 1. Press the Ei button to select the index page.
- 2. You can select the pages which are colour coded along the bottom line with the same coloured buttons.
- 3. Corresponding to the SIMPLE teletext mode, you can select a page by entering its three digit page number with the NUMBER buttons in FASTEXT mode.
- 4. The **PR** + or button can be used to select the preceding or following page.

### **Special Teletext Functions**

REVEAL

#### E?

Press this button to display concealed information, such as solutions of riddles or puzzles. Press this button again to remove the information from the display.



Selects double height text.

Press this button to enlarge the top half of the page.

Press this button again to enlarge the bottom half of the page.

Press this button again to return to the normal display.



#### TIME

When viewing a TV programme, press this button to display the time at the top right hand corner of the screen. Press this button again to remove the display.



Select the each index page

## TROUBLESHOOTING

The TV does not operate properly.								
The remote control does not work	<ul> <li>Check to see if there is any object between the TV and the remote control causing an obstruction. Ensure you are pointing the remote control directly at the TV.</li> <li>Ensure that the batteries are installed with correct polarity (+ to +, - to -).</li> <li>Ensure that the correct remote operating mode is set : TV, VCR etc.</li> <li>Install new batteries.</li> </ul>							
Power is suddenly turned off	<ul> <li>Is the sleep timer set?</li> <li>Check the power control settings. Has the Power supply been interrupted.</li> <li>Is Auto sleep activated on this station?</li> </ul>							

The video function does	s not work.
No picture &No sound	<ul> <li>Check whether the TV is switched on.</li> <li>Try another channel. The problem may be with the broadcast.</li> <li>Is the power cord inserted correctly into the mains?</li> <li>Check your antenna direction and/or location.</li> <li>Test the mains outlet by plugging another product into the same outlet.</li> </ul>
Picture appears slowly after switching on	This is normal, the image is muted during the TV start up process. Please contact your service centre, if the picture has not appeared after five minutes.
No or poor colour or poor picture	<ul> <li>Adjust Colour in menu option.</li> <li>Allow a sufficient distance between the TV and the VCR.</li> <li>Try another channel. The problem may be with the broadcast.</li> <li>Are the video cables installed properly?</li> <li>Activate any function to restore the brightness of the picture.</li> </ul>
Horizontal/vertical bars or picture shaking	Check for local interference such as an electrical appliance or power tool.
Poor reception on some channels	<ul> <li>Station or cable channel experiencing problems, tune to another station.</li> <li>Station signal is weak, reposition the antenna to receive weaker stations.</li> <li>Check for sources of possible interference.</li> </ul>
Lines or streaks in pictures	Check antenna (Change the position of the antenna).
No picture when connecting HDMI	Check HDMI cable over version 1.2. If the HDMI cables don't support HDMI version 1.2, it can cause flickers or no screen display. In this case use the latest cables that support HDMI version 1.2.

The audio function does	s not work.
Picture OK & No sound	<ul> <li>Press the VOL or VOLUME button.</li> <li>Sound muted? Press MUTE button.</li> <li>Try another channel. The problem may be with the broadcast.</li> <li>Are the audio cables installed properly?</li> </ul>
No output from one of the speakers	Adjust Balance in menu option.
Unusual sound from inside the product	A change in ambient humidity or temperature may result in an unusual noise when the product is switched on or off and does not indicate a fault with the TV.
No sound when connecting HDMI or USB	<ul> <li>Check HDMI cable over version 1.2.</li> <li>Check USB cable over version 2.0.</li> <li>*This feature is not available for all models.</li> </ul>

The DVR function does not work.								
HDD Failure	<ul> <li>Format Hard Disk Drive.</li> <li>Note that all the contents recorded on the HDD will be erased.</li> <li>If this does not fix the problem, contact your nearest LG dealer.</li> </ul>							
Schedule Rec./Instant Rec. does not start.	<ul> <li>Check the Recording Space by pressing the second button. If there is no remaining space for recording, delete any unnecessary programmes on the Recorded TV List.</li> <li>Check the number of programmes on the Recorded TV List. The Maximum number of recordings is 255 on the Recorded TV List.</li> </ul>							

There is a problem in PC mode. (Only PC mode applied)								
The signal is out of range (Invalid format)	Adjust resolution, horizontal frequency, or vertical frequency.							
	Check the input source.							
Vertical bar or stripe on background & Horizontal Noise & Incorrect position	Use Auto configure or adjust clock, phase, or H/V position. (Option)							
Screen colour is unstable or single colour	<ul><li>Check the signal cable.</li><li>Reinstall the PC video card.</li></ul>							

2

## MAINTENANCE

Early malfunctions can be prevented. Careful and regular cleaning can extend the amount of time you can enjoy your new TV.

Caution: Be sure to turn the power off and unplug the power cord before you begin any cleaning.

### **Cleaning the Screen**

Here's a great way to keep the dust off your screen for a while. Wet a soft cloth in a mixture of lukewarm water and a little fabric softener or dish washing detergent. Wring the cloth until it's almost dry, and then use it to wipe the screen.

Make sure the excess water is off the screen, and then let it air-dry before you turn on your TV.

### **Cleaning the Cabinet**

- To remove dirt or dust, wipe the cabinet with a soft, dry, lint-free cloth.
- Please be sure not to use a wet cloth.

### **Extended Absence**

### **A** CAUTION

If you expect to leave your TV dormant for a long time (such as a vacation), it's a good idea to unplug the power cord to protect against possible damage from lightning or power surges.

## **PRODUCT SPECIFICATIONS**

МС	DDELS	50PG7*** 50PG79ED-AF
Dimensions (Width x Height x Depth)	with stand	1235.6 x 849.3 x 364.1 mm 48.6 x 33.4x 14.3inches
	without stand	1235.6 x 792.8 x 79.6 mm 48.6x 31.2 x 3.1 inches
Weight	with stand without stand	45.7 kg / 100.7 lbs 41.7kg / 91.9 lbs
Power requirement		AC100-240V~ 50/60Hz
Television System Program Coverage External Antenna Imped	ance	PAL B/G, DVB-T VHF 0-12, UHF 20-75, CATV 02-44, DTV 06-12, 27-69 75 ohm
Environment condition	Operating Temperature Operating Humidity	32 ~ 104°F (0 ~ 40°C) Less than 80%
	Storage Temperature Storage Humidity	-4 ~ 140°F (-20 ~ 60°C) Less than 85%

The specifications shown above may be changed without prior notice for quality improvement.

## **PROGRAMMING THE REMOTE CONTROL**

The remote is a multi-brand or a universal remote. It can be programmed to operate most remote-controllable devices of other manufacturers.

Note that the remote may not control all models of other brands.

### Programming a code into a remote mode

To find out whether your remote control can operate each device without programming, turn on the device (such as a VCR) and press the corresponding mode button on the remote. After that, press the **POWER** button. If the device is turned off and it responds properly the remote control need not be programmed. If not, the remote should be programmed to operate the device. The programming procedures are explained below.

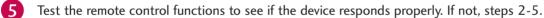
Press the MENU and MUTE button continuously at the same time for two seconds; the currently selected device button is illuminated.

If you don't press any button for 20 seconds, the light on the mode button will be turned off. In that case, you have to repeat from step 2.

3 Enter the appropriate code from the code table on the following pages. When pressing the button, the light blinks at a time. If the device turned off, the programming is successful.



Press the MENU button to store the code. After blinking twice, this code is stored.



Code (Hexa)	Function	Note	Code (Hexa)	Function	Note
50	D/A INPUT	Remote control Button	26	TIME	Remote control Button
OB	INPUT	Remote control Button	2A	REVEAL	Remote control Button
79	RATIO	Remote control Button	20	TEXT	Remote control Button
OE	SLEEP	Remote control Button	72	RED	Remote control Button
10-19	Number Key 0-9	Remote control Button	71	GREEN	Remote control Button
1A	Q.VIEW	Remote control Button	63	YELLOW	Remote control Button
09	MUTE	Remote control Button	61	BLUE	Remote control Button
02	VOL +	Remote control Button	53	LIST	Remote control Button
03	VOL -	Remote control Button	0A	1/11	Remote control Button
00	PR +	Remote control Button	AA	INFO	Remote control Button
01	PR -	Remote control Button	E1	- *	Remote control Button
1E	FAV	Remote control Button	EO	<b>₩</b> +	Remote control Button
40		Remote control Button	B1		Remote control Button
41	▼	Remote control Button	BO		Remote control Button
07	•	Remote control Button	BA	11	Remote control Button
06		Remote control Button	BD	•	Remote control Button
44	ОК	Remote control Button	B2	◀◀	Remote control Button
43	MENU	Remote control Button	8F	<b>44</b>	Remote control Button
5B	EXIT	Remote control Button	8E	••	Remote control Button
A9	GUIDE	Remote control Button	B3	►►	Remote control Button
7E	SIMPLINK	Remote control Button	CA	USB	Remote control Button
39	SUBTITLE	Remote control Button	7C	Xstudio	Remote control Button
08	POWER	Remote control Button	60	PIP	Remote control Button
7D	MARK	Remote control Button	72	PIP PR+	Remote control Button
64	SIZE	Remote control Button	71	PIP PR-	Remote control Button
70	INDEX	Remote control Button	63	SWAP	Remote control Button
			61	PIP INPUT	Remote control Button

## **IR CODES**

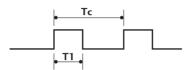
### 1. How to Connect

Connect your wired remote control to the Remote Control port on the TV.

### 2. Remote Control IR Codes

#### Output waveform

Single pulse, modulated with 37.917KHz signal at 455KHz



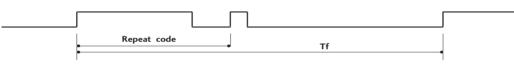
Carrier frequency FCAR = 1/TC = fOSC/12 Duty ratio = T1/TC = 1/3

### Configuration of frame

1 st frame



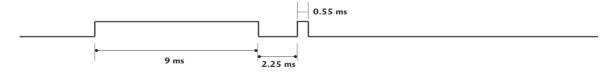
Repeat frame



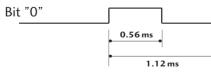
Lead code

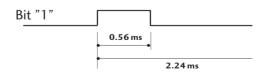


### Repeat code



Bit description





### Frame interval: Tf

The waveform is transmitted as long as a key is depressed.



## Remote control code

### VCRs

Brand	Cod	es			Brand	Cod	es			Brand	Cod	es		
AIWA	034				MAGNAVOX	031	033	034	041	SAMSUNG	032	040	102	104
AKAI	016	043	046	124		067	068				105	107	109	112
	125	146				012	031	033	06/		113	115	120	122
AMPRO	072				MARANTZ	069					125			
ANAM	031	033	103		MARTA	101				SANSUI	022	043	048	135
AUDIO DYNAMICS	012	023	039	043	MATSUI	027	030			SANYO	003	007	010	014
BROKSONIC			129		MEI	031	033				102	134		
CANON		031	033		MEMOREX	003	010	014	031	SCOTT	017	037	112	129
CAPEHART	108					033	034		072		131			
CRAIG	003	040	135			101		134	139	SEARS	003	008	009	010
CURTIS MATHES	031	033	041		MGA	045	046	059			013	014	017	020
DAEWOO	005	007	010	064	MINOLTA	013	020				031	042	073	081
		108	110	111	MITSUBISHI	013		045			101			
	112	116	117	119			051	059	061	SHARP	031	054	149	
DAYTRON	108					151				SHINTOM	024			
DBX	012		039	043	MTC		040			SONY		009		052
DYNATECH	034	053			MULTITECH		034					057		076
ELECTROHOME	059				NEC	012	023	039	043			078	149	
EMERSON	006			027		048				SOUNDESIGN	034			
	029		034		NORDMENDE	043				STS	013			
				101	OPTONICA		054			Sylvania	031	033	034	059
	129		138		PANASONIC		070		083		067			
FISHER		008	009	010		133	140	145		SYMPHONIC	034			
FUNAI	034					047		0.74		TANDY	010			
GE	031		063		PENTAX	013	020	031	033	TATUNG	039		o	
60.1//0550	107	109	144	14/		063	074	0.67		TEAC		039		
GO VIDEO	132	136	0.45		PHILCO	031	034		054	TECHNICS	031		070	07.4
HARMAN KARDO		012	045	074	PHILIPS	031	033		054	ΤΕΚΝΙΚΑ	019	031	033	034
HITACHI	004			034	DUCT		071	101		THOMAS	101			
			137	150	PILOT	101	0.21	040		THOMAS	034			
INSTANTREPLAY	031	033			PIONEER	013	021	048		ТМК	006 008	017	042	047
	031	033	015	077	PORTLAND	108				TOSHIBA		015		047
JCPENNY	012	013	015	055	PULSAR	072	014			τοτενιείον	059		ΠZ	131
	040	066	101		QUARTZ OUASAR	011	014 066	075	145	TOTEVISION	040 040	101		
JENSEN		071	077	0.47						VECTOR RESEARCH				
JVC		031 050			RCA		020 041							
		150		060			109				048	074	046	
KENWOOD		034		047		145		140	144	VIDEO CONCEPTS VIDEOSONIC	012	034	040	
KEINWOOD		034	039	045	REALISTIC		008	010	014	WARDS		013	017	024
			017	020	REALISTIC		008			WARD3		033		
LG (GOLDSTAR)		012 106					055		040			055		040
LLOYD	034	100	114	123	RICO	055	034	101		YAMAHA		034		043
LXI		009	013	014	RUNCO	148				ZENITH		048		0+5
L/(I		009			SALORA	014						048		101
MAGIN	040	0,04	101	100	JALONA	014					0.00	072	000	101
	010													

### VCRs

Brand	Codes		Brand	Cod	les			Brand	Cod	les		
ABC	003 004 (	039 042		074				REMBRANT	025			
	046 052 0	053	LG (GOLDSTAR)	001	106	101	005	SAMSUNG	102	107	030	068
AJIN	112		M-NET	037				SCIENTIFIC ATLANTA	003	011	041	042
ANTRONIK	014		MACOM	033					043	045	046	
ARCHER	005 007 0	014 024	MAGNAVOX	010	012	064	079	SHERITECH	022			
CABLE STAR	026		MEMOREX	100				SIGNAL	030			
CENTURION	092		MOVIE TIME	028	032			SIGNATURE	052			
CENTURY	007		NSC	015	028	038	071	SL MARX	030			
CITIZEN	007			073				SPRUCER	047	078		
COLOUR VOICE	065 090		OAK	016	031	037	053	STARCOM	002	004	008	009
COMBANO	080 081		PANASONIC	044	047			STARGATE	008	030		
COMTRONICS	019 030		PARAGON	100				TADIRAN	030			
DIAMOND	023							TAEKWANG	110			
EAGLE	020 030 0	040	PHILIPS	006	012	013	020	TAIHAN	105			
EASTERN	057 062 0	066		065	085	090		TANDY	017			
ELECTRICORD	032		PIONEER	034	051	052	063	TEXSCAN	029			
GE	072			076				ТОСОМ	039	040	056	
GEMINI	008 022 0	025 054	POST NEWS WEE	K016				TOSHIBA	100			
GI	052 074		PRUCER	059				UNIKA	007	014	024	
GOLDEN CHANNEL	030		PTS	011	048	071	072	UNITED CABLE	004	053		
HAMLIN	049 050 0	055		073	074			UNIVERSAL	005	007	014	024
HITACHI	052 055		PULSAR	100					026	027	032	035
HOSPITALITY	070 077		RCA	047				VIEWSTAR	012	015	018	086
JERROLD	002 003 0	004 008	REGAL	049	050				087	088	089	
	009 010 0	052 069	REGENCY	057				ZENITH	100	114	060	093

## DVD

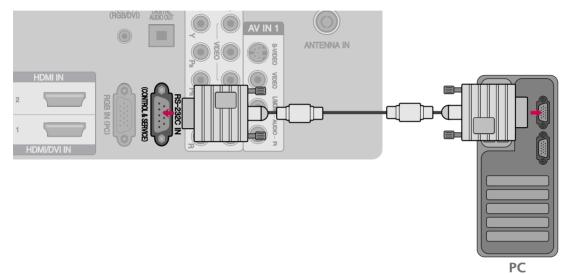
Brand	Coc	les			Brand	Сос	les	Brand	Codes	
APEX DIGITAL	022				MITSUBISHI	002		RCA	005 00	6
DENON	020	014			NAD	023		SAMSUNG	011 01.	5
GE	005	006			ONKYO	008	017	SONY	007	
HARMAN KARDO	N	027			PANASONIC	003	009	THOMPSON	005 00	6
JVC	012				PHILIPS	013		TOSHIBA	019 00	8
LG	001	010	016	025	PIONEER	004	026	YAMAHA	009 01	3
MAGNAVOX	013				PROCEED	021		ZENITH	010 01	5 025
MARANTZ	024				PROSCAN	005	006			

## EXTERNAL CONTROL THROUGH RS-232C

Connect the RS-232C (serial port) input jack to an external control device (such as a computer or an A/V control system) to control the product's functions externally. Connect the serial port of the control device to the RS-232C jack on the product back panel.

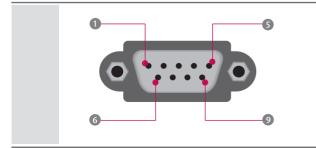
Note: RS-232C connection cables are not supplied with the product.

### RS-232C Setup



Type of Connector; D-Sub 9-Pin Male

No.	Pin Name
1	No connection
2	RXD (Receive data)
3	TXD (Transmit data)
4	DTR (DTE side ready)
5	GND
6	DSR (DCE side ready)
7	RTS (Ready to send)
8	CTS (Clear to send)
9	No Connection

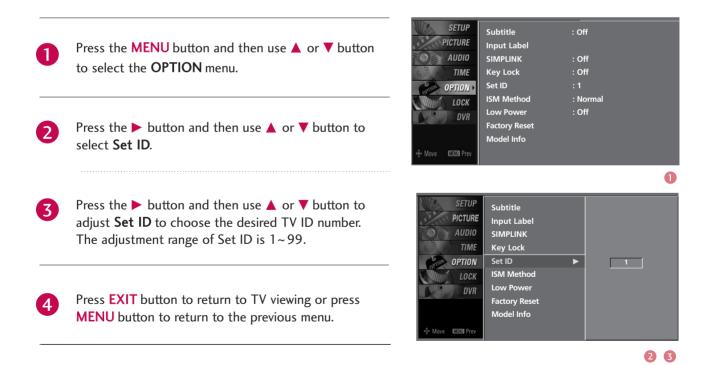


7-Wire Co	onfigurations (St	3-Wire Configurations(Not standard)						
	PC	PDP				PC	PDP	
RXD	2 .	<u> </u>	TXD		RXD	2 •	• 3	TXD
TXD	3 👞	<u> </u>	RXD		TXD	3 •	• 2	RXD
GND	5 👞	<u> </u>	GND		GND	5 •	• 5	GND
DTR	4 •	<b>6</b>	DSR		DTR	4	6	DTR
DSR	6 •	<b>—</b> 4	DTR		DSR	6	4	DSR
RTS	7 •		CTS		RTS	7	7	RTS
CTS	8 •	<b>—</b> • 7	RTS		CTS	8	8	CTS
	D-Sub 9	D-Sub 9				D-Sub 9	D-Sub 9	

### **RS-232C** Configurations

### Set ID

Use this function to specify a TV ID number. Refer to 'Real Data Mapping 1'. ▶ p.120



### **Communication Parameters**

- Baud rate : 9600 bps (UART)
- Data length : 8 bitsParity : None

- Stop bit : 1 bit
- Communication code : ASCII code
- Use a crossed (reverse) cable.

APPENDIX

### **Command Reference List**

	COMMAND1	COMMAND2	DATA (Hexadecimal)		COMMAND1	COMMAND2	DATA (Hexadecimal)
01. Power	k	а	00 ~ 01	16. Treble	k	r	00~ 64
02. Input Select	k	b	00 ~09	17. Bass	k	S	00 ~ 64
03. Aspect Ratio	k	с	See p.120	18. Balance	k	t	00 ~ 64
04. Screen Mute	k	d	00 ~ 01	19. Colour Temperatur	e k	u	00 ~ 03
05. Volume Mute	k	е	00 ~ 01	20. Red Adjustment	k	V	00~ C8
06. Volume Control	k	f	00 ~ 64	21. Green Adjustment	k k	W	00 ~ C8
07. Contrast	k	g	00 ~ 64	22. Blue Adjustment	k	\$	00 ~ C8
08. Brightness	k	h	00 ~ 64	23. Channel Tuning	m	а	See p.122
09. Colour	k	i	00 ~ 64	24. ISM Method	j	р	00 ~ 03
10. Tint	k	j	00 ~ 64	25. Low Power	j	q	00 ~ 01
11. Sharpness	k	k	00 ~ 64	26. Orbiter Time Setting	j	r	01 ~ FE
12. OSD Select	k	I	00 ~ 01	27. Orbiter Pixel Setting	j	S	01 ~ 03
13. PIP/DW	k	n	00 ~02	28. Send IR Code	m	с	See p.122
14. PIP Position	k	q	00 ~ 03	29. Input Select	х	b	See p.122
15. Remote Control/Key L	ock k	m	00 ~ 01	30. PIP Input Source	k	у	00 ~ 03

### Transmission / Receiving Protocol

#### Transmission

#### [Command1][Command2][ ][Set ID][ ][Data][Cr]

- $[Command \ 1]: First \ command \ to \ control \ the \ set.(j, \ k, \ m \ or \ x)$
- [Command 2] : Second command to control the set.
- [Set ID] : You can adjust the set ID to choose desired TV ID number in Setup menu. Adjustment range is 1 ~ 99.
  When selecting Set ID '0', every connected the TV is controlled. Set ID is indicated as decimal (1 ~ 99) on menu and as Hexa decimal (0x0~ 0x63) on transmission/receiving protocol.
- [DATA] : To transmit command data.

Transmit 'FF' data to read status of command.

- [Cr] : Carriage Return ASCII code '0x0D'
- []: ASCII code 'space (0x20)'

#### **OK Acknowledgement**

### [Command2][ ][Set ID][ ][OK][Data][x]

The TV transmits ACK (acknowledgement) based on this format when receiving normal data. At this time, if the data is data read mode, it indicates present status data. If the data is data write mode, it returns the data of the PC computer.

#### Error Acknowledgement

### [Command2][ ][Set ID][ ][NG][Data][x]

The TV transmits ACK (acknowledgement) based on this format when receiving abnormal data from non-viable functions or communication errors.

- Data01: Illegal Code
- Data02: Not supported function
- Data03: Wait more time

#### 01. Power (Command2:a)

To control Power On/Off of the TV. Transmission [k][a][ ][Set ID][ ][Data][Cr] Data 00 : Power Off Data 01 : Power On Acknowledgement [a][ ][Set ID][ ][OK/NG][Data][x]

- \* In a like manner, if other functions transmit 'FF' data based on this format, Acknowledgement data feedback presents status about each function.
- \* Note: In this model, TV will send the Acknowledge after power on processing completion. There might be a time delay between command and acknowledge.

#### 02. Input Select (Command2:b) (Main Picture Input)

To select input source for the TV.

Transmission [k][b][ ][Set ID][ ][Data][Cr]

Data 00: DTV	Data 01: Analogue
Data 02: AV1	Data 03: AV2
Data 04: Component 1	Data 05: Component 2
Data 06: RGB-PC	Data 07: HDMI1
Data 08: HDMI2	Data 09: HDMI3
Acknowledgement [b] [ ] [Set	ID][ ][OK/NG][Data][x]

#### 03. Aspect Ratio (Command2:c)

To adjust the screen format. You can also adjust the screen format using the RATIO button on remote control or in the Picture menu.

#### Transmission [k][c][ ][Set ID][ ][Data][Cr]

Date 00: Auto 01: 4:3 02: 16:9 03: 14:9 (-10) ~ D: 14:9 (0) ~ 17: 14:9 (10) 18: Zoom (-16) ~ 28: Zoom (0) ~ 38: Zoom (16) 39: 1:1 Pixel

Acknowledgement [c][ ][Set ID][ ][OK/NG][Data][x]

- \* Using the PC input, you select either 16:9 or 4:3 screen aspect ratio.
- \* In HDMI/DVI(1080i or 1080p)mode, 1:1 Pixel is available.

#### 04. Screen Mute (Command2:d)

To select screen mute on/off.

#### Transmission [k][d][ ][Set ID][ ][Data][Cr]

Data 00 : Screen mute off (Picture on) Data 01 : Screen mute on (Picture off) Acknowledgement [d][ ][Set ID][ ][OK/NG][Data][x]

#### 05. Volume Mute (Command2:e)

To control volume mute on/off. You can also adjust mute using the MUTE button on remote control.

#### Transmission [k][e][ ][Set ID][ ][Data][Cr]

Data 00 : Volume mute on (Volume off) Data 01 : Volume mute off (Volume on) Acknowledgement [e][][Set ID][][OK/NG][Data][x]

#### 06. Volume Control (Command2:f)

To adjust volume. You can also adjust volume with the volume buttons on remote control.

Transmission [k] [f] [ ][Set ID] [ ][Data] [Cr] Data Min : 00 ~ Max : 64 Refer to 'Real data mapping 1' as shown below. Acknowledgement [f] [ ][Set ID] [ ][OK/NG][Data] [x]

#### 07. Contrast (Command2:g)

To adjust screen contrast. You can also adjust contrast in the Picture menu. *Transmission* [k][g][ ][Set ID][ ][Data][Cr] Data Min : 00 ~ Max : 64 \*Refer to 'Real data mapping 1' as shown below. *Acknowledgement* [g][ ][Set ID][ ][OK/NG][Data][x]

#### 08. Brightness (Command2:h)

To adjust screen brightness. You can also adjust brightness in the Picture menu.

Transmission [k][h][][Set ID][][Data][Cr] Data Min : 00 ~ Max : 64(\*transmit by Hexadecimal code) \*Refer to 'Real data mapping 1' as shown below. Acknowledgement [h][][Set ID][][OK/NG][Data][x]

#### 09. Colour (Command2:i)

To adjust the screen colour. You can also adjust colour in the Picture menu.

Transmission [k][i][ ][Set ID][ ][Data][Cr] Data Min : 00 ~ Max : 64

\*Refer to 'Real data mapping 1' as shown below. Acknowledgement [i][][Set ID][][OK/NG][Data][x]

\*Real data mapping 1 00 : Step 0 ... A : Step 10 (SET ID 10) ... F : Step 15 (SET ID 15) 10 : Step 16 (SET ID 16) ... 63 : Step 99 (SET ID 99) 64 : Step 100

#### 10. Tint (Command2:j)

To adjust the screen tint. You can also adjust tint in the Picture menu. Transmission [k][j][ ][Set ID][ ][Data][Cr] Data Red : 00 ~ Green : 64 \*Refer to 'Real data mapping 1'. See page 120. Acknowledgement [ j ][ ][Set ID][ ][OK/NG][Data][x]

#### 11. Sharpness (Command2:k)

To adjust the screen sharpness. You can also adjust sharpness in the Picture menu. *Transmission* [k][k][ ][Set ID][ ][Data][Cr] Data Min: 00 ~ Max: 64 \*Refer to 'Real data mapping 1'. See page 120. *Acknowledgement* [k][ ][Set ID][ ][OK/NG][Data][x]

#### 12. OSD Select (Command2:I)

 To select OSD (On Screen Display) on/off.

 Transmission [k][I][][Set ID][][Data][Cr]

 Data 00: OSD off
 Data 01: OSD on

 Acknowledgement [I][][Set ID][][OK/NG][Data][x]

#### 13. PIP/DW (Command2:n)

To control the PIP (Picture-in-Picture)/DW. You can also control the PIP/DW using the PIP button on the remote control.

 Transmission
 [k] [n] [][Set ID] [][Data][Cr]

 Data 00: PIP off
 02: DW

 01: PIP
 01

Acknowledgement [n][ ][Set ID][ ][OK/NG][Data][x]

#### 14. PIP Position (Command2:q)

To select sub picture position for PIP.

Transmission [k][q][ ][Set ID][ ][Data][Cr]

Data 00: Right down on screen Data 01: Right up on screen Data 02: Left up on screen Data 03: Left down on screen

Acknowledgement [q][ ][Set ID][ ][OK/NG][Data][x]

#### 15. Remote Control Lock Mode (Command2:m)

To lock the remote control and the front panel controls on the set.

Transmission [k][m][ ][Set ID][ ][Data][Cr]

Data 00: Lock off Data 01: Lock on

#### Acknowledgement [m][ ][Set ID][ ][OK/NG][Data][x]

If you're not using the remote control and front panel controls on the TV, use this mode. When main power is on/off, remote control lock is released.

#### 16. Treble (Command2:r)

To adjust treble.

You can also adjust treble in the Audio menu.

Transmission [k][r][ ][Set ID][ ][Data][Cr]

Data Min: 00 ~ Max: 64(\*transmit by Hexadecimal code) \*Refer to 'Real data mapping 1'. See page 120.

Acknowledgement [r][ ][Set ID][ ][OK/NG][Data][x]

#### 17. Bass (Command2:s)

To adjust bass.

You can also adjust bass in the Audio menu.

Transmission [k][s][ ][Set ID][ ][Data][Cr]

Data Min: 00 ~ Max: 64(\*transmit by Hexadecimal code) \*Refer to 'Real data mapping 1'. See page 120.

Acknowledgement [s][ ][Set ID][ ][OK/NG][Data][x]

#### 18. Balance (Command2:t)

To adjust balance.

You can also adjust balance in the Audio menu.

Transmission [k][t][ ][Set ID][ ][Data][Cr]

Data Min: 00 ~ Max: 64(\*transmit by Hexadecimal code) \*Refer to 'Real data mapping 1'. See page 120.

Acknowledgement [t][ ][Set ID][ ][OK/NG][Data][x]

#### 19. Colour Temperature (Command2:u)

To adjust colour temperature.

You can also adjust colour temperature in the  $\ensuremath{\mathsf{Picture}}$  menu.

# Transmission [k][u][ ][Set ID][ ][Data][Cr] Data 00: Medium 01: Cool 02: Warm 03: User Acknowledgement [u][ ][Set ID][ ][OK/NG][Data][x]

#### 20. Red adjustment(Command:v)

To adjust red in colour temperature Transmission [k] [v] [ ][Set ID] [][Data] [Cr] Data Min: 00 ~ Max:C8 \*Refer to "Real data mapping 2". See page 122. Acknowledgement [v] [ ][Set ID] [ ][OK/NG][Data] [x]

\*In User Mode, Colour Temperature is available.

#### 21. Green Adjustment(Command:w)

To adjust green in colour temperature.

Transmission [k] [w] [ ] [Set ID] [] [Data] [Cr]

Data Min: 00 ~ Max:C8

\*Refer to "Real data mapping 2". See page 122.

Acknowledgement [w][ ][Set ID][ ][OK/NG][Data][x]

#### 22. Blue adjustment(Command:\$)

To adjust blue in colour temperature.

Transmission [k][\$][ ][Set ID][][Data][Cr]

Data Min: 00 ~ Max:C8 \*Refer to "Real data mapping 2" as shown below Acknowledgement [\$][ ][Set ID][][OK/NG][Data][x]]

\*In User Mode, Colour Temperature is available.

\*Real data mapping 2 00 : -20 05 : -19 A : -18 : 5F: -1 64: 0 69: +1 : : C3 : +19 C8 : +20

#### 23. Channel Tuning (Command: m a)

To tune channel to following programme number

Transmission [m][a][ ][Set ID][ ][Data00][ ][Data01] [ ][Data02][Cr]

Data 00: High channel data Data 01: Low channel data Data 02: 00: Analogue TV : 10: Digital TV ex) Analogue TV : ma 0 00 01 00

\* Channel Data Range: Analogue TV: 00 ~ 63 Digital TV: 00 ~ 3E

#### 24. ISM Method (Command2:p)

To control the ISM method. You can also adjust ISM method in OPTION menu.

#### Transmission [j][p][][Set ID][][Data][Cr]

Data 01: InversionData 02: OrbiterData 04: White WashData 08: Normal

Acknowledgement [p][ ][Set ID][ ][OK/NG][Data][x]

#### 25. Low Power (Command2:q)

To reduce the power consumption of the set. You can also adjust Low power in OPTION menu.

Transmission [j][q][][Set ID][][Data][Cr]

Data 00: low power off 01: low power on

Acknowledgement [q][ ][Set ID][ ][OK/NG][Data][x]

#### 26. Orbiter Time Setting (Command2:r)

To adjust orbiter operation time term. *Transmission* [j][r][][Set ID][][Data][Cr] Data Min: 01 ~ Max: FE(\*transmit by Hexadecimal code), Unit: Second \*Refer to 'Real data mapping1'. See page 120. *Acknowledgement* [r][][Set ID][][OK/NG][Data][x]

#### 27. Orbiter Pixel Setting (Command2:s)

To adjust pixel number in orbiter function. *Transmission* [j][s][][Set ID][][Data][Cr] Data Min: 1 ~ Max: 3 \*Refer to 'Real data mapping1'. See page 120. *Acknowledgement* [s][][Set ID][][OK/NG][Data][x]

#### 28. Send IR Code (Command: m c)

To send IR remote key code Transmission [m][c][ ][Set ID][ ][Data][Cr] Data Key code: Refer to page 113. Acknowledgement [c][ ][Set ID][ ][OK/NG][Data][X]

#### 29. Input Select(Command: x b)

To select input source for TV.Transmission [x] [b] [ ][Set ID] [ ][Data] [Cr]Data 00 : DigitalData 41 : Component2Data 10 : AnalogueData 50 : RGB-PCData 20 : AV1Data 90 : HDMI1Data 21 : AV2Data 91 : HDMI2Data 40 : Component1Data 92 : HDMI3Acknowledgement [b] ][Set ID] [ ][OK/NG] [Data][x]

#### 30. PIP Input Select (Command2:y)

To select input source for sub picture in PIP/DW mode. You can also adjust input source for sub picture using PIP INPUT button remote control.

Transmission [k][y][ ][Set ID][ ][Data][Cr]					
Data 00: Digital	Data 02: AV1				
Data 01: Analogue	Data 03: AV2				
Acknowledgement [y][ ][S	et ID][_][OK/NG][Data][x]				

APPENDIX

## **OPEN SOURCE LICENSE**

### GNU GENERAL PUBLIC LICENSE

Version 2, June 1991

Copyright (C) 1989, 1991 Free Software Foundation, Inc., 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301 USA Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

#### Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public License is intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users. This General Public License applies to most of the Free Software Foundation's software and to any other program whose authors commit to using it. (Some other Free Software Foundation software is covered by the GNU Lesser General Public License instead.) You can apply it to your programs, too.

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

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

For example, if you distribute copies of such a program, whether gratis or for a fee, you must give the recipients all the rights that you have. You must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights.

We protect your rights with two steps: (1) copyright the software, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the software.

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

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

The precise terms and conditions for copying, distribution and modification follow.

#### GNU GENERAL PUBLIC LICENSE TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. This License applies to any program or other work which contains a notice placed by the copyright holder saying it may be distributed under the terms of this General Public License. The "Program", below, refers to any such program or work, and a "work based on the Program" means either the Program or any derivative work under copyright law: that is to say, a work containing the Program or a portion of it, either verbatim or with modifications and/or translated into another language. (Hereinafter, translation is included without limitation in the term "modification".) Each licensee is addressed as "you".

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running the Program is not restricted, and the output from the Program

is covered only if its contents constitute a work based on the Program (independent of having been made by running the Program). Whether that is true depends on what the Program does.

1. You may copy and distribute verbatim copies of the Program's 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 give any other recipients of the Program a copy of this License along with the Program.

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 Program or any portion of it, thus forming a work based on the Program, 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) You must cause the modified files to carry prominent notices stating that you changed the files and the date of any change.

b) You must cause any work that you distribute or publish, that in whole or in part contains or is derived from the Program or any part thereof, to be licensed as a whole at no charge to all third parties under the terms of this License.

c) If the modified program normally reads commands interactively when run, you must cause it, when started running for such interactive use in the most ordinary way, to print or display an announcement including an appropriate copyright notice and a notice that there is no warranty (or else, saying that you provide a warranty) and that users may redistribute the program under these conditions, and telling the user how to view a copy of this License. (Exception: if the Program itself is interactive but does not normally print such an announcement, your work based on the Program is not required to print an announcement.)

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

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

3. You may copy and distribute the Program (or a work based on it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you also do one of the following:

a) 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; or,

b) Accompany it with a written offer, valid for at least three years, to give any third party, for a charge no more than your cost of physically performing source distribution, a complete machine-readable copy of the corresponding source code, to be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,

c) Accompany it with the information you received as to the offer to distribute corresponding source code. (This alternative is allowed only for non-commercial distribution and only if you received the program in object code or executable form with such an offer, in accord with Subsection b above.)

The source code for a work means the preferred form of the work for making modifications to it. For an executable work, 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 executable. 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.

If distribution of executable or 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 counts as distribution of the source code, even though third parties are not compelled to copy the source along with the object code.

4. You may not copy, modify, sublicense, or distribute the Program except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense or distribute the Program is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

5. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Program or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Program (or any work based on the Program), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Program or works based on it.

6. Each time you redistribute the Program (or any work based on the Program), the recipient automatically receives a license from the original licensor to copy, distribute or modify the Program subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties to this License.

7. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Program at all. For example, if a patent license would not permit royalty-free redistribution of the Program by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Program.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system, which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

8. If the distribution and/or use of the Program is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Program under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

9. The Free Software Foundation may publish revised and/or new versions of the General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Program specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Program does not specify a version number of this License, you may choose any version ever published by the Free Software Foundation.

10. If you wish to incorporate parts of the Program into other free programs whose distribution conditions are different, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

#### NO WARRANTY

11. BECAUSE THE PROGRAM IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE PRO-GRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WAR-RANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFEC-TIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

12. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPY-RIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE PROGRAM AS PER-MITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

#### END OF TERMS AND CONDITIONS

How to Apply These Terms to Your New Programs

If you develop a new program, and you want it to be of the greatest possible use to the public, the best way to achieve this is to make it free software which everyone can redistribute and change under these terms.

To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

<one line to give the program's name and a brief idea of what it does.>
Copyright (C) <year> <name of author>

This program is free software; you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation; either version 2 of the License, or (at your option) any later version.

This program is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU General Public License for more details.

You should have received a copy of the GNU General Public License along with this program; if not, write to the Free Software Foundation, Inc., 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301 USA.

Also add information on how to contact you by electronic and paper mail.

If the program is interactive, make it output a short notice like this when it starts in an interactive mode:

Gnomovision version 69, Copyright (C) year name of author Gnomovision comes with ABSOLUTELY NO WARRAN-TY; for details type `show w'. This is free software, and you are welcome to redistribute it under certain conditions; type `show c' for details.

The hypothetical commands `show w' and `show c' should show the appropriate parts of the General Public License. Of course, the commands you use may be called something other than `show w' and `show c'; they could even be mouse-clicks or menu items--whatever suits your program.

You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the program, if necessary. Here is a sample; alter the names:

Yoyodyne, Inc., hereby disclaims all copyright interest in the program `Gnomovision' (which makes passes at compilers) written by James Hacker.

<signature of Ty Coon>, 1 April 1989 Ty Coon, President of Vice

This General Public License does not permit incorporating your program into proprietary programs. If your program is a subroutine library, you may consider it more useful to permit linking proprietary applications with the library. If this is what you want to do, use the GNU Lesser General Public License instead of this License.

### GNU LESSER GENERAL PUBLIC LICENSE

Version 2.1, February 1999

Copyright (C) 1991, 1999 Free Software Foundation, Inc. 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301 USA Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

[This is the first released version of the Lesser GPL. It also counts as the successor of the GNU Library Public License, version 2, hence the version number 2.1.]

#### Preamble

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

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

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

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

For example, if you distribute copies of the library, whether gratis or for a fee, you must give the recipients all the rights that we gave you. You must make sure that they, too, receive or can get the source code. If you link other code with the library, you must provide complete object files to the recipients, so that they can re link them with the library after making changes to the library and recompiling it. And you must show them these terms so they know their rights.

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

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

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

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

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

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

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

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



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

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

#### GNU LESSER GENERAL PUBLIC LICENSE TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. This License Agreement applies to any software library or other program which contains a notice placed by the copyright holder or other authorized party saying it may be distributed under the terms of this Lesser General Public License (also called "this License"). Each licensee is addressed as "you".

A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

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

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

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

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

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

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

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

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

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

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote 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 combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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

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

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

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

8. You may not copy, modify, sublicense, link with, or distribute the Library except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense, link with, or distribute the Library is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

9. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Library or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Library (or any work based on the Library), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Library or works based on it.

10. Each time you redistribute the Library (or any work based on the Library), the recipient automatically receives a license from the original licensor to copy, distribute, link with or modify the Library subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties with this License.

11. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Library at all. For example, if a patent license would not permit royalty-free redistribution of the Library by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Library.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply, and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

12. If the distribution and/or use of the Library is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Library under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

13. The Free Software Foundation may publish revised and/or new versions of the Lesser General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Library specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Library does not specify a license version number, you may choose any version ever published by the Free Software Foundation.

14. If you wish to incorporate parts of the Library into other free programs whose distribution conditions are incompatible with these, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

#### NO WARRANTY

15. BECAUSE THE LIBRARY IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE LIBRARY, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE LIBRARY "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE LIBRARY IS WITH YOU. SHOULD THE LIBRARY PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

16. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPY-RIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE LIBRARY AS PERMIT-TED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE LIBRARY (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE LIBRARY TO OPERATE WITH ANY OTHER SOFTWARE), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

#### END OF TERMS AND CONDITIONS

#### How to Apply These Terms to Your New Libraries

If you develop a new library, and you want it to be of the greatest possible use to the public, we recommend making it free software that everyone can redistribute and change. You can do so by permitting redistribution under these terms (or, alternatively, under the terms of the ordinary General Public License).

To apply these terms, attach the following notices to the library. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

<one line to give the library's name and a brief idea of what it does.>
Copyright (C) <year> <name of author>

This library is free software; you can redistribute it and/or modify it under the terms of the GNU Lesser General Public License as published by the Free Software Foundation; either version 2.1 of the License, or (at your option) any later version.

This library is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU Lesser General Public License for more details.

You should have received a copy of the GNU Lesser General Public License along with this library; if not, write to the Free Software Foundation, Inc., 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301 USA

Also add information on how to contact you by electronic and paper mail.

You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the library, if necessary. Here is a sample; alter the names:

Yoyodyne, Inc., hereby disclaims all copyright interest in the library `Frob' (a library for tweaking knobs) written by James Random Hacker.

<signature of Ty Coon>, 1 April 1990 Ty Coon, President of Vice

### **MOZILLA PUBLIC LICENSE**

Version 1.1

1. Definitions.

1.0.1. "Commercial Use" means distribution or otherwise making the Covered Code available to a third party.

1.1. "Contributor" means each entity that creates or contributes to the creation of Modifications.

1.2. "Contributor Version" means the combination of the Original Code, prior Modifications used by a Contributor, and the Modifications made by that particular Contributor.

1.3. "Covered Code" means the Original Code or Modifications or the combination of the Original Code and Modifications, in each case including portions thereof.

1.4. "Electronic Distribution Mechanism" means a mechanism generally accepted in the software development community for the electronic transfer of data.

1.5. "Executable" means Covered Code in any form other than Source Code.

1.6. "Initial Developer" means the individual or entity identified as the Initial Developer in the Source Code notice required by Exhibit A.

1.7. "Larger Work" means a work which combines Covered Code or portions thereof with code not governed by the terms of this License.

1.8. "License" means this document.

1.8.1. "Licensable" means having the right to grant, to the maximum extent possible, whether at the time of the initial grant or subsequently acquired, any and all of the rights conveyed herein.

1.9. "Modifications" means any addition to or deletion from the substance or structure of either the Original Code or any previous Modifications. When Covered Code is released as a series of files, a Modification is:A. Any addition to or deletion from the contents of a file containing Original Code or previous Modifications.

B. Any new file that contains any part of the Original Code or previous Modifications.

1.10. "Original Code" means Source Code of computer software code which is described in the Source Code notice required by Exhibit A as Original Code, and which, at the time of its release under this License is not already Covered Code governed by this License.

1.10.1. "Patent Claims" means any patent claim(s), now owned or hereafter acquired, including without limitation, method, process, and apparatus claims, in any patent Licensable by grantor.

1.11. "Source Code" means the preferred form of the Covered Code for making modifications to it, including all modules it contains, plus any associated interface definition files, scripts used to control compilation and installation of an Executable, or source code differential comparisons against either the Original Code or another well known, available Covered Code of the Contributor's choice. The Source Code can be in a compressed or archival form, provided the appropriate decompression or de-archiving software is widely available for no charge.

1.12. "You" (or "Your") means an individual or a legal entity exercising rights under, and complying with all of the terms of, this License or a future version of this License issued under Section 6.1.

For legal entities, "You" includes any entity which controls, is controlled by, or is under common control with You. For purposes of this definition, "control" means (a) the power, direct or indirect, to cause the direction or management of such entity, whether by contract or otherwise, or (b) ownership of more than fifty percent (50%) of the outstanding shares or beneficial ownership of such entity.

2. Source Code License.

#### 2.1. The Initial Developer Grant.

The Initial Developer hereby grants You a world-wide, royalty-free, non-exclusive license, subject to third party intellectual property claims:

(a) under intellectual property rights (other than patent or trademark) Licensable by Initial Developer to use, reproduce, modify, display, perform, sublicense and distribute the Original Code (or portions thereof) with or without Modifications, and/or as part of a Larger Work; and

(b) under Patents Claims infringed by the making, using or selling of Original Code, to make, have made, use, practice, sell, and offer for sale, and/or otherwise dispose of the Original Code (or portions thereof).

(c) the licenses granted in this Section 2.1(a) and (b) are effective on the date Initial Developer first distributes Original Code under the terms of this License.

(d) Notwithstanding Section 2.1(b) above, no patent license is granted: 1) for code that You delete from the Original Code; 2) separate from the Original Code; or 3) for infringements caused by: i) the modification of the Original Code with other software or devices.

#### 2.2. Contributor Grant.

Subject to third party intellectual property claims, each Contributor hereby grants You a world-wide, royalty-free, non-exclusive license

(a) under intellectual property rights (other than patent or trademark) Licensable by Contributor, to use, reproduce, modify, display, perform, sublicense and distribute the Modifications created by such Contributor (or portions thereof) either on an unmodified basis, with other Modifications, as Covered Code and/or as part of a Larger Work; and

(b) under Patent Claims infringed by the making, using, or selling of Modifications made by that Contributor either alone and/or in combination with its Contributor Version (or portions of such combination), to make, use, sell, offer for sale, have made, and/or otherwise dispose of: 1) Modifications made by that Contributor (or portions thereof); and 2) the combination of Modifications made by that Contributor version (or portions of such combination).

(c) the licenses granted in Sections 2.2(a) and 2.2(b) are effective on the date Contributor first makes Commercial Use of the Covered Code.

(d) Notwithstanding Section 2.2(b) above, no patent license is granted: 1) for any code that Contributor has deleted from the Contributor Version; 2) separate from the Contributor Version; 3) for infringements caused by: i) third party modifications of Contributor Version or ii) the combination of Modifications made by that Contributor with other software (except as part of the Contributor Version) or other devices; or 4) under Patent Claims infringed by Covered Code in the absence of Modifications made by that Contributor.

#### 3. Distribution Obligations.

#### 3.1. Application of License.

The Modifications which You create or to which You contribute are governed by the terms of this License, including without limitation Section 2.2. The Source Code version of Covered Code may be distributed only under the terms of this License or a future version of this License released under Section 6.1, and You must include a copy of this License with every copy of the Source Code You distribute. You may not offer or impose any terms on any Source Code version that alters or restricts the applicable version of this License or the recipients' rights hereunder. However, You may include an additional document offering the additional rights described in Section 3.5.

#### 3.2. Availability of Source Code.

Any Modification which You create or to which You contribute must be made available in Source Code form under the terms of this License either on the same media as an Executable version or via an accepted Electronic Distribution Mechanism to anyone to whom you made an Executable version available; and if made available via Electronic Distribution Mechanism, must remain available for at least twelve (12) months after the date it initially became available, or at least six (6) months after a subsequent version of that particular Modification has been made available to such recipients. You are responsible for ensuring that the Source Code version remains available even if the

Electronic Distribution Mechanism is maintained by a third party.

#### 3.3. Description of Modifications.

You must cause all Covered Code to which You contribute to contain a file documenting the changes You made to create that Covered Code and the date of any change. You must include a prominent statement that the Modification is derived, directly or indirectly, from Original Code provided by the Initial Developer and including the name of the Initial Developer in (a) the Source Code, and (b) in any notice in an Executable version or related documentation in which You describe the origin or ownership of the Covered Code.

#### 3.4. Intellectual Property Matters

(a) Third Party Claims.

If Contributor has knowledge that a license under a third party's intellectual property rights is required to exercise the rights granted by such Contributor under Sections 2.1 or 2.2, Contributor must include a text file with the Source Code distribution titled "LEGAL" which describes the claim and the party making the claim in sufficient detail that a recipient will know whom to contact. If Contributor obtains such knowledge after the Modification is made available as described in Section 3.2, Contributor shall promptly modify the LEGAL file in all copies Contributor makes available thereafter and shall take other steps (such as notifying appropriate mailing lists or newsgroups) reasonably calculated to inform those who received the Covered Code that new knowledge has been obtained.



#### (b) Contributor APIs.

If Contributor's Modifications include an application programming interface and Contributor has knowledge of patent licenses which are reasonably necessary to implement that API, Contributor must also include this information in the LEGAL file.

#### (c) Representations.

Contributor represents that, except as disclosed pursuant to Section 3.4(a) above, Contributor believes that Contributor's Modifications are Contributor's original creation(s) and/or Contributor has sufficient rights to grant the rights conveyed by this License.

#### 3.5. Required Notices.

You must duplicate the notice in Exhibit A in each file of the Source Code. If it is not possible to put such notice in a particular Source Code file due to its structure, then You must include such notice in a location (such as a relevant directory) where a user would be likely to look for such a notice. If You created one or more Modification(s) You may add your name as a Contributor to the notice described in Exhibit A. You must also duplicate this License in any documentation for the Source Code where You describe recipients' rights or ownership rights relating to Covered Code. You may choose to offer, and to charge a fee for, warranty, support, indemnity or liability obligations to one or more recipients of Covered Code. However, You may do so only on Your own behalf, and not on behalf of the Initial

Developer or any Contributor. You must make it absolutely clear than any such warranty, support, indemnity or liability obligation is offered by You alone, and You hereby agree to indemnify the Initial Developer and every Contributor for any liability incurred by the Initial Developer or such Contributor as a result of warranty, support, indemnity or liability terms You offer.

#### 3.6. Distribution of Executable Versions.

You may distribute Covered Code in Executable form only if the requirements of Section 3.1-3.5 have been met for that Covered Code, and if You include a notice stating that the Source Code version of the Covered Code is available under the terms of this License, including a description of how and where You have fulfilled the obligations of Section 3.2. The notice must be conspicuously included in any notice in an Executable version, related documentation or collateral in which You describe recipients' rights relating to the Covered Code. You may distribute the Executable version of Covered Code or ownership rights under a license of Your choice, which may contain terms different from this License, provided that You are in compliance with the terms of this License and that the license for the Executable version does not attempt to limit or alter the recipient's rights in the Source Code version from the rights set forth in this

License. If You distribute the Executable version under a different license You must make it absolutely clear that any terms which differ from this License are offered by You alone, not by the Initial Developer or any Contributor. You hereby agree to indemnify the Initial Developer and every Contributor for any liability incurred by the Initial Developer or such Contributor as a result of any such terms You offer.

#### 3.7. Larger Works.

You may create a Larger Work by combining Covered Code with other code not governed by the terms of this License and distribute the Larger Work as a single product. In such a case, You must make sure the requirements of this License are fulfilled for the Covered Code.

4. Inability to Comply Due to Statute or Regulation.

If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Covered Code due to statute, judicial order, or regulation then You must: (a) comply with the terms of this License to the maximum extent possible; and (b) describe the limitations and the code they affect. Such description must be included in the LEGAL file described in Section 3.4 and must be included with all distributions of the Source Code. Except to the

extent prohibited by statute or regulation, such description must be sufficiently detailed for a recipient of ordinary skill to be able to understand it.

5. Application of this License.

This License applies to code to which the Initial Developer has attached the notice in Exhibit A and to related Covered Code.

6. Versions of the License.

#### 6.1. New Versions.

Netscape Communications Corporation ("Netscape") may publish revised and/or new versions of the License from time to time. Each version will be given a distinguishing version number.

#### 6.2. Effect of New Versions.

Once Covered Code has been published under a particular version of the License, You may always continue to use it under the terms of that version. You may also choose to use such Covered Code under the terms of any subsequent version of the License published by Netscape. No one other than Netscape has the right to modify the terms applicable to Covered Code created under this License.

#### 6.3. Derivative Works.

If You create or use a modified version of this License (which you may only do in order to apply it to code which is not already Covered Code governed by this License), You must (a) rename Your license so that the phrases "Mozilla", "MOZILLAPL", "MOZPL", "Netscape", "MPL", "NPL" or any confusingly similar phrase do not appear in your license (except to note that your license differs from this License) and (b) otherwise make it clear that Your version of the license contains terms which differ from the Mozilla Public License and Netscape Public License. (Filling in the name of the Initial Developer, Original Code or Contributor in the notice described in Exhibit A shall not of themselves be deemed to be modifications of this License.)

#### 7. DISCLAIMER OF WARRANTY.

COVERED CODE IS PROVIDED UNDER THIS LICENSE ON AN "AS IS" BASIS, WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, WITHOUT LIMITATION, WARRANTIES THAT THE COV-ERED CODE IS FREE OF DEFECTS, MERCHANTABLE, FIT FOR A PARTICULAR PURPOSE OR NON-INFRING-ING. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE COVERED CODE IS WITH YOU. SHOULD ANY COVERED CODE PROVE DEFECTIVE IN ANY RESPECT, YOU (NOT THE INITIAL DEVELOPER OR ANY OTHER CONTRIBUTOR) ASSUME THE COST OF ANY NECESSARY SERVICING, REPAIR OR CORRECTION. THIS DISCLAIMER OF WARRANTY CONSTITUTES AN ESSENTIAL PART OF THIS LICENSE. NO USE OF ANY COVERED CODE IS AUTHORIZED HEREUNDER EXCEPT UNDER THIS DISCLAIMER.

#### 8. TERMINATION.

8.1. This License and the rights granted hereunder will terminate automatically if You fail to comply with terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses to the Covered Code which are properly granted shall survive any termination of this License. Provisions which, by their nature, must remain in effect beyond the termination of this License shall survive.

8.2. If You initiate litigation by asserting a patent infringement claim (excluding declatory judgment actions) against Initial Developer or a Contributor (the Initial Developer or Contributor against whom You file such action is referred to as "Participant") alleging that:

(a) such Participant's Contributor Version directly or indirectly infringes any patent, then any and all rights granted by such Participant to You under Sections 2.1 and/or 2.2 of this License shall, upon 60 days notice from Participant terminate prospectively, unless if within 60 days after receipt of notice You either: (i) agree in writing to pay Participant a mutually agreeable reasonable royalty for Your past and future use of Modifications made by such Participant, or (ii) withdraw Your litigation claim with respect to the Contributor Version against such Participant. If within 60 days of notice, a reasonable royalty and payment arrangement are not mutually agreed upon in writing by the parties or the litigation claim is not withdrawn, the rights granted by Participant to You under Sections 2.1 and/or 2.2 automatically terminate at the expiration of the 60 day notice period specified above.

(b) any software, hardware, or device, other than such Participant's Contributor Version, directly or indirectly infringes any patent, then any rights granted to You by such Participant under Sections 2.1(b) and 2.2(b) are revoked effective as of the date You first made, used, sold, distributed, or had made, Modifications made by that Participant.

8.3. If You assert a patent infringement claim against Participant alleging that such Participant's Contributor Version directly or indirectly infringes any patent where such claim is resolved (such as by license or settlement) prior to the initiation of patent infringement litigation, then the reasonable value of the licenses granted by such Participant under Sections 2.1 or 2.2 shall be taken into account in determining the amount or value of any payment or license.

8.4. In the event of termination under Sections 8.1 or 8.2 above, all end user license agreements (excluding distributors and resellers) which have been validly granted by You or any distributor hereunder prior to termination shall survive termination.

#### 9. LIMITATION OF LIABILITY.

UNDER NO CIRCUMSTANCES AND UNDER NO LEGAL THEORY, WHETHER TORT (INCLUDING NEGLI-GENCE), CONTRACT, OR OTHERWISE, SHALL YOU, THE INITIAL DEVELOPER, ANY OTHER CONTRIBUTOR, OR ANY DISTRIBUTOR OF COVERED CODE, OR ANY SUPPLIER OF ANY OF SUCH PARTIES, BE LIABLE TO ANY PERSON FOR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES OF ANY CHARACTER INCLUDING, WITHOUT LIMITATION, DAMAGES FOR LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES, EVEN IF SUCH PARTY SHALL HAVE BEEN INFORMED OF THE POSSIBILITY OF SUCH DAMAGES. THIS LIMITATION OF LIABILI-TY SHALL NOT APPLY TO LIABILITY FOR DEATH OR PERSONAL INJURY RESULTING FROM SUCH PARTY'S NEGLIGENCE TO THE EXTENT APPLICABLE LAW PROHIBITS SUCH LIMITATION. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THIS EXCLUSION AND LIMITATION MAY NOT APPLY TO YOU.

#### 10. U.S. GOVERNMENT END USERS.

The Covered Code is a "commercial item," as that term is defined in 48 C.F.R. 2.101 (Oct. 1995), consisting of "commercial computer software" and "commercial computer software documentation," as such terms are used in 48 C.F.R. 12.212 (Sept. 1995). Consistent with 48 C.F.R. 12.212 and 48 C.F.R. 227.7202-1 through 227.7202-4 (June 1995), all U.S. Government End Users acquire Covered Code with only those rights set forth herein.

#### 11. MISCELLANEOUS.

This License represents the complete agreement concerning subject matter hereof. If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable. This License shall be governed by California law provisions (except to the extent applicable law, if any, provides otherwise), excluding its conflict-of-law provisions. With respect to disputes in which at least one party is a citizen of, or an entity chartered or registered to do business in the United States of America, any litigation relating to this License shall be subject to the jurisdiction of the Federal Courts of the Northern District of California, with venue lying in Santa Clara County, California, with the losing party responsible for costs, including without limitation, court costs and reasonable attorneys' fees and expenses. The application of the United Nations Convention on Contracts for the International Sale of Goods is expressly excluded. Any law or regulation which provides that the language of a contract shall be construed against the drafter shall not apply to this License.

#### 12. RESPONSIBILITY FOR CLAIMS.

As between Initial Developer and the Contributors, each party is responsible for claims and damages arising, directly or indirectly, out of its utilization of rights under this License and You agree to work with Initial Developer and Contributors to distribute such responsibility on an equitable basis. Nothing herein is intended or shall be deemed to constitute any admission of liability.

#### 13. MULTIPLE-LICENSED CODE.

Initial Developer may designate portions of the Covered Code as "Multiple-Licensed". "Multiple-Licensed" means that the Initial Developer permits you to utilize portions of the Covered Code under Your choice of the NPL or the alternative licenses, if any, specified by the Initial Developer in the file described in Exhibit A.

#### EXHIBIT A -Mozilla Public License.

``The contents of this file are subject to the Mozilla Public License Version 1.1 (the "License"); you may not use this file except in compliance with the License. You may obtain a copy of the License at http://www.mozilla.org/MPL/

Software distributed under the License is distributed on an "AS IS" basis, WITHOUT WARRANTY OF ANY KIND, either express or implied. See the License for the specific language governing rights and limitations under the License.

The Original Code is \_\_\_\_\_.

The Initial Developer of the Original Code is \_\_\_\_\_\_ Portions created by \_\_\_\_\_\_ are Copyright (C) \_\_\_\_\_\_ . All Rights Reserved.

Contributor(s):

Alternatively, the contents of this file may be used under the terms of the \_\_\_\_\_ license (the "[\_\_\_] License"), in which case the provisions of [\_\_\_\_\_] License are applicable instead of those above. If you wish to allow use of your version of this file only under the terms of the [\_\_\_\_] License and not to allow others to use your version of this file under the MPL, indicate your decision by deleting the provisions above and replace them with the notice and other provisions required by the [\_\_\_] License. If you do not delete the provisions above, a recipient may use your version of this file under either the MPL or the [\_\_\_] License."

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

# **LG Electronics Inc.**