



OWNER'S MANUAL

MultiVision & e-MultiBoard

Please read this manual carefully before operating the set and retain it for future reference.

C60PW130

WARNING / CAUTION

- Please read these safety precautions carefully before using the product.
- In this manual, the illustration may be somewhat different from your product because it is just example to help the instruction.



TO REDUCE THE RISK OF ELECTRIC SHOCK DO NOT REMOVE COVER (OR BACK). NO USER SERVICEABLE PARTS INSIDE. REFER TO QUALIFIED SERVICE PERSONNEL.



The lightning flash with arrowhead symbol, within an equilateral triangle, is intended to alert the user to the presence of uninsulated "dangerous voltage" within the product's enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.



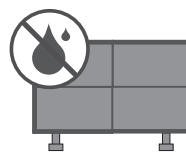
The exclamation point within an equilateral triangle is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the appliance.

WARNING/CAUTION

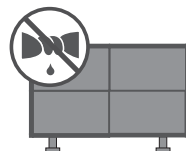
TO REDUCE THE RISK OF FIRE AND ELECTRIC SHOCK. DO NOT EXPOSE THIS

Read these instructions.
Keep these instructions.
Heed all warnings.
Follow all instructions.

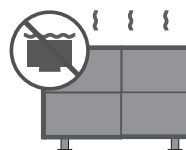
- Do not use this apparatus near water.



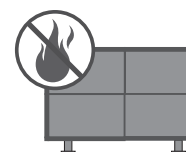
- Clean only with dry cloth.



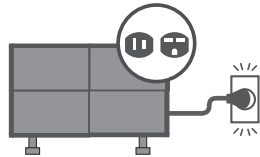
- Do not block any ventilation openings. Install in accordance with the manufacturer's instructions.



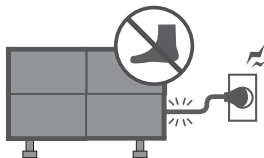
- Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.



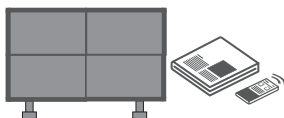
- Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.



- Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.



- Only use attachments/accessories specified by the manufacturer.

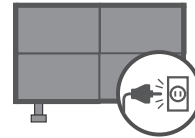


- Use only with a cart, stand, tripod, bracket, or table specified by the manufacturer, or sold with the apparatus. When a cart is used, use caution when moving the cart/apparatus combination to avoid injury from tip-over.

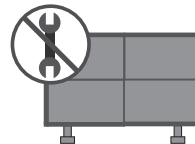


S3125A

- Unplug this apparatus during lighting storms or when unused for long periods of time.



- Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.



- Never touch this apparatus or antenna during a thunder or lightning storm.

- When mounting a monitor on the wall, make sure not to install the monitor by the hanging power and signal cables on the back of the monitor.

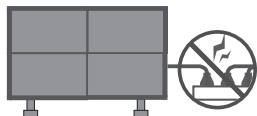
- Do not allow an impact shock or any objects to fall into the product, and do not drop onto the screen with something.

- Keep the packing anti-moisture material or vinyl packing out of the reach of children. Anti-moisture material is harmful if swallowed. If swallowed by mistake, force the patient to vomit and visit the nearest hospital. Additionally, vinyl packing can cause suffocation. Keep it out of the reach of children.

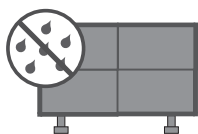
- CAUTION concerning the Power Cord:**
It is recommended that appliances be placed upon a dedicated circuit; that is, a single outlet circuit which powers only that appliance and has no additional outlets or branch circuits. Check the specification page of this owner's manual to be certain. Do not connect too many appliances to the same AC power outlet as this could result in fire or electric shock.

- Do not overload wall outlets. Overloaded wall outlets, loose or damaged wall outlets, extension cords, frayed power cords, or damaged or cracked wire insulation are dangerous. Any of these conditions could result in electric shock or fire. Periodically examine the cord of your appliance, and if its appearance indicates damage or deterioration, unplug it, discontinue use of the appliance, and have the cord replaced with an exact replacement part by an authorized servicer. Protect the power cord from physical or mechanical abuse, such as being twisted, kinked, pinched, closed in a door, or walked upon. Pay particular attention to plugs, wall outlets, and the point where the cord exits the appliance.

Do not make the monitor with the power cord plugged in. Do not use a damaged or loose power cord. Be sure to grasp the plug when unplugging the power cord. Do not pull on the power cord to unplug the monitor.



- Do not stick metal objects or any other conductive material into the power cord. Do not touch the end of the power cord while it is plugged in.
- WARNING** - To reduce the risk of fire or electrical shock, do not expose this product to rain, moisture or other liquids. Do not touch the monitor with wet hands. Do not install this product near flammable objects such as gasoline or candles or expose the monitor to direct air conditioning.

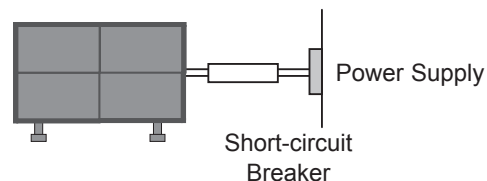


- Do not expose to dripping or splashing and do not place objects filled with liquids, such as vases, cups, etc. on or over the apparatus (e.g. on shelves above the unit).

• GROUNDING

Ensure that you connect the earth ground wire to prevent possible electric shock (i.e. a monitor with a three-prong grounded AC plug must be connected to a three-prong grounded AC outlet). If grounding methods are not possible, have a qualified electrician install a separate circuit breaker.

Do not try to ground the unit by connecting it to telephone wires, lightning rods, or gas pipes.



• DISCONNECTING DEVICE FROM MAIN Power

Mains plug is the disconnecting device. The plug must remain readily operable.

- As long as this unit is connected to the AC wall outlet, it is not disconnected from the AC power source even if the unit is turned off.
- Do not attempt to modify this product in any way without written authorization from the manufacturer. Unauthorized modification could void the user's authority to operate this product.

• ANTENNAS Outdoor antenna grounding (Can differ by country):

If an outdoor antenna is installed, follow the precautions below. An outdoor antenna system should not be located in the vicinity of overhead power lines or other electric light or power circuits, or where it can come in contact with such power lines or circuits as death or serious injury can occur. Be sure the antenna system is grounded so as to provide some protection against voltage surges and built-up static charges. Section 810 of the National Electrical Code (NEC) in the U.S.A. provides information with respect to proper grounding of the mast and supporting structure, grounding of the lead-in wire to an antenna discharge unit, size of grounding conductors, location of antenna discharge unit, connection to grounding electrodes and requirements for the grounding electrode.

Antenna grounding according to the National Electrical Code, ANSI/NFPA 70

- **Cleaning**

When cleaning, unplug the power cord and scrub gently with a soft cloth to prevent scratching. Do not spray water or other liquids directly on the monitor as electric shock may occur. Do not clean with chemicals such as alcohol, thinners or benzene.

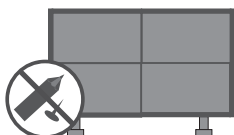
- **Moving**

Make sure the product is turned off, unplugged and all cables have been removed. It may take 2 or more people to carry larger monitors. Do not press against or put stress on the front panel of the monitor.

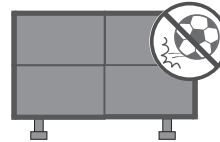
- **Ventilation**

Install your monitor where there is proper ventilation. Do not install in a confined space such as a bookcase. Do not cover the product with cloth or other materials (e.g.) plastic while plugged in. Do not install in excessively dusty places.

- Take care not to touch the ventilation openings. When watching the TV for a long period, the ventilation openings may become hot. This does not affect the performance of the product or cause defects in the product.
- If the TV feels cold to the touch, there may be a small "flicker" when it is turned on. This is normal, there is nothing wrong with TV. Some minute dot defects may be visible on the screen, appearing as tiny red, green, or blue spots. However, they have no adverse effect on the TV's performance. Avoid touching the LCD screen or holding your finger(s) against it for long periods of time. Doing so may produce some temporary distortion effects on the screen.
- When touching the monitor, use the pen provided. Do not use other sharp or pointed objects, such as your fingernail, a pen or a pencil etc.



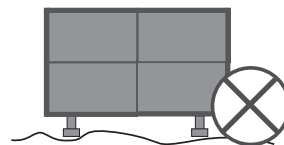
- Keep the product away from direct sunlight.
- Do not allow a impact shock or any objects to fall into the product, and do not drop onto the screen with something.
You may be injured or the product can be damaged.
A protection device is required for the set where shocks from the outside may occur.



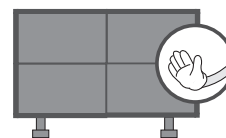
The product should be installed where its weight can be supported.

If the surface of the area where the product is installed is weak, the product may fall causing personal injury.

- Do not hang on the product or apply shock to the product.
The product may fall causing personal injury.
- Install the product on a flat floor.
If not (e.g., stairway and slope), the product may lose its balance and fall causing personal injury or damage to product.



- Disconnect the plug from the outlet before installation.
Otherwise, it may cause an electric shock or fire.
- Wear working gloves when installing the product.
Otherwise, it may cause personal injury.



The edges of the product are sharp. Be careful not to be injured by the edges during or after installation.

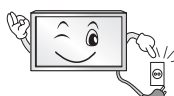
**WARNING**

- Do not place the TV and remote control in the following environments:
 - A location exposed to direct sunlight
 - An area with high humidity such as a bathroom
 - Near any heat source such as stoves and other devices that produce heat
 - Near kitchen counters or humidifiers where they can easily be exposed to steam or oil
 - An area exposed to rain or wind
 - Near containers of water such as vases

Otherwise, this may result in fire, electric shock, malfunction or product deformation.



- Do not place the product where it might be exposed to dust. This may cause a fire hazard.



- Mains plug is the disconnecting device. The plug must remain readily operable.



- Do not touch the power plug with wet hands. Additionally, if the cord pin is wet or covered with dust, dry the power plug completely or wipe dust off. You may be electrocuted due to excess moisture.



- Make sure to connect the power cable to the grounded current. (Except for devices which are not grounded.) You may be electrocuted or injured.



- Fix the power cable completely. If the power cable is not fixed completely, a fire can break out.



- Ensure the power cord does not come into contact with hot objects such as a heater. This may cause a fire or an electric shock hazard.



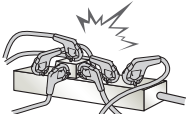
- Do not place a heavy object, or the product itself, on power cables. Otherwise, this may result in fire or electric shock.



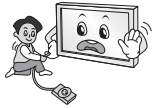
- Bend antenna cable between inside and outside building to prevent rain from flowing in. This may cause water damaged inside the Product and could give an electric shock.



- When mounting a TV it on the wall, make sure not to install TV by hanging power and signal cables on the back of the TV. It may cause fire, electric shock.



- Do not plug too many electrical devices into a single multiple electrical outlet. Otherwise, this may result in fire due to over-heating.



- Do not drop the product or let it fall over when connecting external devices. Otherwise, this may result in injury or damage to the product.



- Keep the packing anti-moisture material or vinyl packing out of the reach of children. Anti-moisture material is harmful if swallowed. If swallowed by mistake, force the patient to vomit and visit the nearest hospital. Additionally, vinyl packing can cause suffocation. Keep it out of the reach of children.



- Do not let your children climb or cling onto the TV. Otherwise, the TV may fall over, which may cause serious injury.



- Dispose of used batteries carefully to protect a child from eating them. Please seek Doctor- Medical Attention immediately if child consumes batteries.



- Do not insert any metal objects/conductors (like a metal chopstick/cutlery/screw-driver) between power cable plug and input Wall Socket while it is connected to the input terminal on the wall. Additionally, do not touch the power cable right after plugging into the wall input terminal. You may be electrocuted. (Depending on model)



- Do not put or store inflammable substances near the product. There is a danger of combustion/explosion or fire due to careless handling of the inflammable substances.



- Do not drop metallic objects such as coins, hair pins, chopsticks or wire into the product, or inflammable objects such as paper and matches. Children must pay particular attention. Electrical shock, fire or injury can occur. If a foreign object is dropped into the product, unplug the power cord and contact the service centre.



- Do not spray water on the product or scrub with an inflammable substance (thinner or benzene). Fire or electric shock accident can occur.



- Do not allow a impact shock or any objects to fall into the product, and do not drop onto the screen with something. You may be injured or the product can be damaged.



- Never touch this product or antenna during a thunder or lightning storm. You may be electrocuted.



- Never touch the wall outlet when there is leakage of gas, open the windows and ventilate. It may cause a fire or a burn by a spark.



- Do not disassemble, repair or modify the product at your own discretion. Fire or electric shock accident can occur. Contact the service center for check, calibration or repair.



- If any of the following occur, unplug the product immediately and contact your local service centre.
 - The product has been impacted by shock
 - The product has been damaged
 - Foreign objects have entered the product
 - The product produced smoke or a strange smell
 This may result in fire or electric shock.



- If you don't intend to use the product for a long time, unplug the power cable from the product. Covering dust can cause a fire, or insulation deterioration can cause electric leakage, electric shock or fire.



- Apparatus shall not be exposed to dripping or splashing and no objects filled with liquids, such as vases, shall be placed on the apparatus.

**CAUTION**

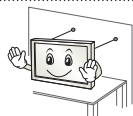
- Install the product where no radio wave occurs.



- There should be enough distance between an outside antenna and power lines to keep the former from touching the latter even when the antenna falls. This may cause an electric shock.



- Do not install the product on places such as unstable shelves or inclined surfaces. Also avoid places where there is vibration or where the product cannot be fully supported. Otherwise, the product may fall or flip over, which may cause injury or damage to the product.



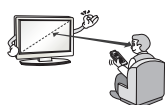
- If you install the TV on a stand, you need to take actions to prevent the product from overturning. Otherwise, the product may fall over, which may cause injury.

- If you intend to mount the product to a wall, attach VESA standard mounting interface (optional parts) to the back of the product. When you install the set to use the wall mounting bracket (optional parts), fix it carefully so as not to drop.

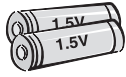
- Only use the attachments / accessories specified by the manufacturer.



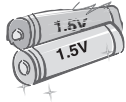
- When installing the antenna, consult a qualified service man. This may create a fire hazard or an electric shock hazard.



- We recommend that you maintain a distance of at least 2 to 7 times the diagonal screen size when watching TV. If you watch TV for a long period of time, this may cause blurred vision.



- Only use the specified type of battery.
This could cause damage to the remote control.



- Do not mix new batteries with old batteries.
This may cause the batteries to overheat and leak.

- Batteries should not be exposed to excessive heat. For example, keep away from direct sunlight, open fireplace and electric heaters.
- Do not place non-rechargeable batteries in charging device.



- Make sure there are no objects between the remote control and its sensor.



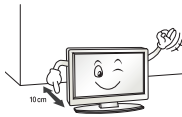
- Signal from the remote control may be disturbed by sun light or other strong light.
In this case, darken the room.



- When connecting external devices such as video game consoles, make sure the connecting cables are long enough.
Otherwise, the product may fall over, which may cause injury or damage the product.



- Do not turn the product On/Off by plugging-in or unplugging the power plug to the wall outlet. (Do not use the power plug for switch.)
It may cause mechanical failure or could give an electric shock.



- Please follow the installation instructions below to prevent the product from overheating.
 - The distance between the product and the wall should be more than 10 cm.
 - Do not install the product in a place with no ventilation (e.g., on a bookshelf or in a cupboard).
 - Do not install the product on a carpet or cushion.
 - Make sure the air vent is not blocked by a tablecloth or curtain.

Otherwise, this may result in fire.



- Take care not to touch the ventilation openings when watching the TV for long periods as the ventilation openings may become hot. This does not affect the operation or performance of the product.

- Periodically examine the cord of your appliance, and if its appearance indicates damage or deterioration, unplug it, discontinue use of the appliance, and have the cord replaced with an exact replacement part by an authorized servicer.



- Prevent dust collecting on the power plug pins or outlet.
This may cause a fire hazard.



- Protect the power cord from physical or mechanical abuse, such as being twisted, kinked, pinched, closed in a door, or walked upon. Pay particular attention to plugs, wall outlets, and the point where the cord exits the appliance.



- Do not press strongly upon the panel with a hand or sharp object such as nail, pencil or pen, or make a scratch on it.



- Avoid touching the screen or holding your finger(s) against it for long periods of time. Doing so may produce some temporary distortion effects on the screen.



- When cleaning the product and its components, unplug the power first and wipe it with a soft cloth. Applying excessive force may cause scratches or discolouration. Do not spray with water or wipe with a wet cloth. Never use glass cleaner, car or industrial shiner, abrasives or wax, benzene, alcohol etc., which can damage the product and its panel.
Otherwise, this may result in fire, electric shock or product damage (deformation, corrosion or breakage).

- As long as this unit is connected to the AC wall outlet, it is not disconnected from the AC power source even if you turn off this unit by SWITCH.



- When unplugging the cable, grab the plug and unplug it.
If the wires inside the power cable are disconnected, this may cause fire.



- When moving the product, make sure you turn the power off first. Then, unplug the power cables, antenna cables and all connecting cables.
The TV set or power cord may be damaged, which may create a fire hazard or cause electric shock.



- When moving or unpacking the product, work in pairs because the product is heavy.
Otherwise, this may result in injury.



- Contact the service center once a year to clean the internal parts of the product.
Accumulated dust can cause mechanical failure.



- Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.



- If the product feels cold to the touch, there may be a small "flicker" when it is turned on. This is normal, there is nothing wrong with product.



- The panel is a high technology display product with resolution of two million to six million pixels. You may see tiny black dots and/or brightly coloured dots (red, blue or green) at a size of 1 ppm on the panel. This does not indicate a malfunction and does not affect the performance and reliability of the product.
This phenomenon also occurs in third-party products and is not subject to exchange or refund.



- You may find different brightness and color of the panel depending on your viewing position(left/right/top/down).
This phenomenon occurs due to the characteristic of the panel. It is not related with the product performance, and it is not malfunction.



- Displaying a still image (e.g., broadcasting channel logo, on-screen menu, scene from a video game) for a prolonged time may cause damage to the screen, resulting in retention of the image, which is known as image sticking. The warranty does not cover the product for image sticking. Also, if you watch the TV at a ratio of 4:3 for a long time, image sticking may occur on the borders of the panel.

This phenomenon also occurs in third-party products and is not subject to exchange or refund.

- If a fixed image displays on the TV screen for a long period of time, it will be imprinted and become a permanent disfigurement on the screen. This is "image burn" or "burn-in" and not covered by the warranty.
- If the aspect ratio of the TV is set to 4:3 for a long period of time, image burn may occur on the letterboxed area of the screen.
- Avoid displaying a fixed image on the TV screen for a long period of time (2 or more hours for LCD, 1 or more hours for the Plasma TV) to prevent image burn.

- **Dot Defect**

The Plasma or LCD panel is a high technology product with resolution of two million to six million pixels. In a very few cases, you could see fine dots on the screen while you're viewing the TV. Those dots are deactivated pixels and do not affect the performance and reliability of the TV.

- **Generated Sound**

"Cracking" noise: A cracking noise that occurs when watching or turning off the TV is generated by plastic thermal contraction due to temperature and humidity. This noise is common for products where thermal deformation is required. Electrical circuit humming/panel buzzing: A low level noise is generated from a high-speed switching circuit, which supplies a large amount of current to operate a product. It varies depending on the product.

This generated sound does not affect the performance and reliability of the product.

- Take care not to touch the ventilation openings. When watching the TV for a long period, the ventilation openings may become hot. This does not affect the performance of the product or cause defects in the product.

TABLE OF CONTENTS

2 WARNING / CAUTION

14 ASSEMBLING AND PREPARING

- 14 Unpacking
- 15 Optional Accessories
- 16 - MultiVision Frame
- 17 - e-MultiBoard Frame
- 18 Back panel information
- 19 Transportation method for panel protection
- 20 Protect the Panel when Storing
- 20 - Correct method
- 20 - Incorrect method
- 21 Monitor
- 21 - Front
- 22 MultiVision
- 22 - Landscape type back
- 22 - Portrait type back
- 23 e-MultiBoard
- 23 - Landscape type back
- 23 - Portrait type back
- 24 Installation method for panel protection
- 25 Protection cushion attachment
- 25 Allow Adequate Ventilation
- 26 - Protective film
- 26 - Guide pin
- 27 Attaching the Guide Spacers
- 28 Cautions on installation
- 28 - Stand type
- 28 - Wall-mount type
- 29 Video and Control Connector
- 30 Brightness Adjustment Connector
- 31 Pentouch ID Setting Order
- 31 - For N x 1 landscape type
- 32 - For N x 2 landscape type
- 33 - For N x 1 portrait type
- 34 IR Receiver
- 34 - Front

- 35 - Side
- 36 Using a Ferrite Core

37 MAKING CONNECTIONS

- 37 RGB input
- 37 DP input
- 38 HDMI input
- 38 DVI input

39 REMOTE CONTROL

41 INITIALIZING SETUP

42 WATCHING MULTIVISION

- 42 - Using the input list

43 PENTOUCH

- 43 Using Pentouch
- 44 - System Requirements
- 44 - Recommended System for Pentouch
- 45 - Wiring Diagram
- 49 - Graphics card setting
- 51 - Installing the LG Pentouch Multi-touch Driver
- 52 - Installing the LG e-Multiboard Program
- 53 - Removing the pentouch program
- 54 - Dongle Position
- 55 - Pairing between Touch Pen and Dongle
- 58 - Using the Pentouch Function
- 59 Checking the Pentouch Functions
- 61 - Select Background
- 61 - Select Pen/Line
- 62 - Select Color
- 62 - Select Eraser
- 62 - Select Shape
- 63 - Select Objects
- 63 - Capture Partial Screen

- 64 - Internet
- 64 - Open Document
- 64 - My Office
- 65 - Picture
- 66 - Movie
- 67 - Memo
- 67 - Print
- 67 - Exit Program
- 68 - Open File
- 69 - Save Screen
- 69 - Undo
- 69 - Settings

70 CUSTOMIZING MONITOR SETTINGS

- 70 The SETUP Menu
- 71 - PICTURE Settings
- 74 - OPTION Settings
- 75 - NETWORK Settings

76 TROUBLESHOOTING

78 SPECIFICATIONS

79 MULTI-OUTLET POWER STRIP SPECIFICATIONS

81 IR CODES

82 EXTERNAL CONTROL DEVICE SETUP

- 82 RS-232C Setup
- 82 Type of connector;
D-Sub 9-Pin Male
- 83 RS-232C Configurations
- 84 Communication Parameters

- 84 Command reference list
- 85 Transmission / Receiving Protocol

91 OPEN SOURCE LICENSE

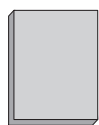
- 92 - GNU GENERAL PUBLIC LICENSE
- 96 - GNU Lesser General Public License
- 104 - Mozilla Public License 1.1 (MPL 1.1)
- 111 - BSD license
- 113 - expat license
- 114 - The FreeType Project LICENSE
- 116 - JPEG license
- 117 - MIT license
- 118 - ncurses
- 119 - OpenSSL license
- 121 - X.net license
- 122 - zlib/libpng License

ASSEMBLING AND PREPARING

Unpacking

Check your product box for the following items. If there are any missing accessories, contact the local dealer where you purchased your product.

The illustrations in this manual may differ from the actual product and item.



Regulatory
Safety Instruction
Book



Power Cord



RS-232C Cable
See p.29



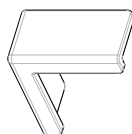
LAN Cable
See p.30



DVI-D Cable
See p.29



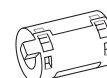
Cushion
6 EA
See p.24



Protection Cushion
2 EA
See p.26



Guide Pin
4 EA
See p.25



Ferrite Core
3 EA
See p.36

This is a class A product. In a domestic environment this product may cause radio interference, in which case the user may be required to take adequate measures.



CAUTION

- Do not use any unapproved parts or accessories to ensure the safety and product life span.
- Any damages or injuries by using unapproved parts or accessories items are not covered by the manufacturer's warranty.

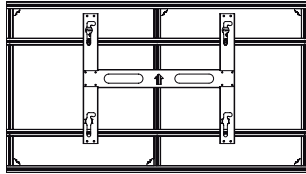


WARNING

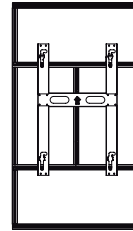
- You need to enable easy access for connecting and disconnecting electric cables fed from the mains.

Optional Accessories

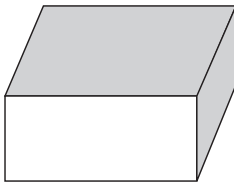
The items below are available at additional cost. Contact your dealer for buying these items. These items may be slightly different than those pictured.



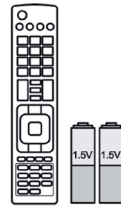
Mounting Bracket- landscape
(AB-ML300X)



Mounting Bracket – Portrait
(AB-MP300X)



Accessory Box
(AA-BX350X)



Remote Control and
Batteries (AAA)



IR Receiver

e-MultiBoard Pen Accessory



Touch Pen
AN-TP300



Dongle
AN-TD200



Cradle
AN-TP300C

e-MultiBoard Floor Stand AD-BX300X, AD-BX300Y, AD-BL300H, AD-BP300H



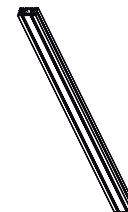
Floor Stand (Mx1)
AD-BX300X



Floor Stand (Mx2)
AD-BX300Y



Stand Frame
AD-BP300H



Stand Frame
AD-BL300H

MultiVision Frame

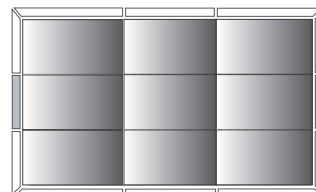
Front frame portrait center AF-VX350B



Frame



Screws
4 EA



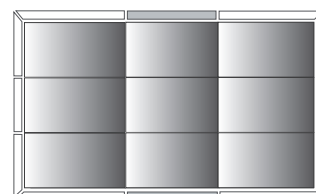
Front frame Landscape center AF-VX350C



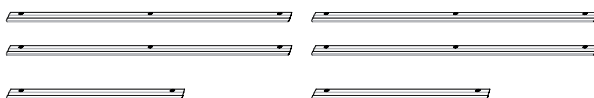
Frame



Screws
6 EA



Front frame landscape side AF-VX350D



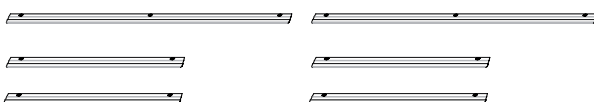
Frame



Screws
16 EA



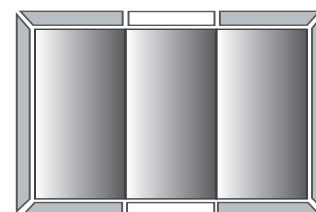
Front frame portrait side AF-VX350E



Frame

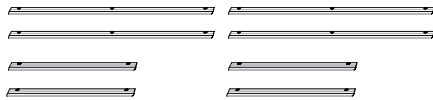


Screws
14 EA

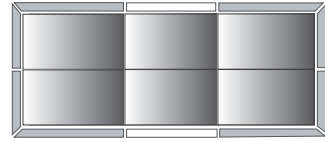


e-MultiBoard Frame

Glass frame corner AF-BX350A



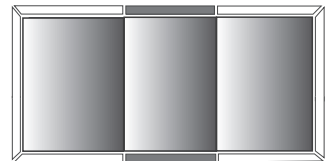
Frame

Guide rail
16 EAScrews
20 EA

Glass frame portrait center AF-BX350B



Frame

Guide rail
4 EAScrews
4 EA

Glass frame Landscape center AF-BX350C



Frame

Guide rail
4 EAScrews
6 EA

Glass frame landscape side AF-BX350D



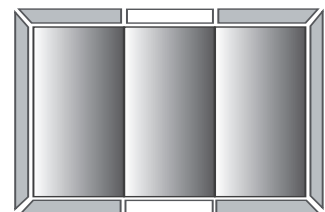
Frame

Guide rail
10 EAScrews
16 EA

Glass frame portrait side AF-BX350E



Frame

Guide rail
12 EAScrews
14 EA

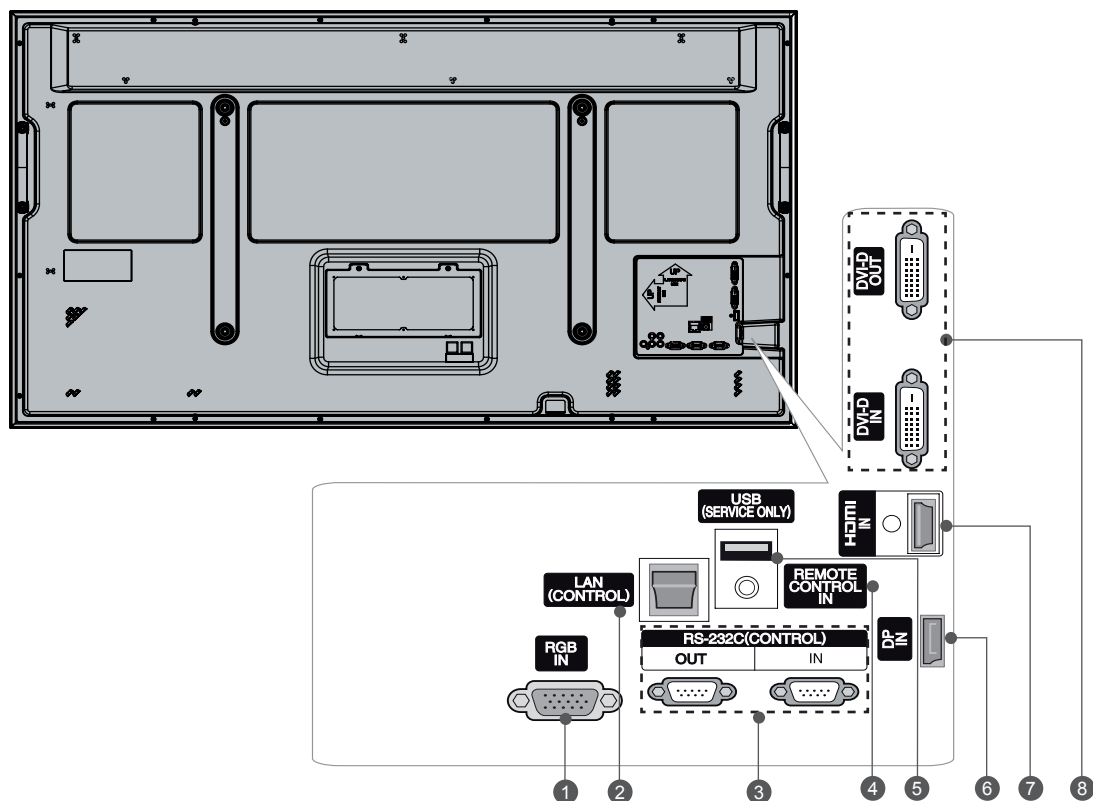
ENGLISH

- Optional accessories differ depending on the monitor's use or installation method.
- To learn about optional accessories available for the monitor you purchased, please contact the local retailer.

Back panel information

- Image shown may differ from your monitor.

ENGLISH



① RGB INPUT

Connect the set output connector from a PC to the appropriate input port.

② LAN (CONTROL)

To control the monitor via LAN cable.
To download the firmware.

③ RS-232C INPUT(CONTROL&SERVICE) PORT OUT

To control the another set, connect a RS-232C Cable from RS-232C out port to another set's RS-232C input port.

④ REMOTE CONTROL IN

For a wired IR Receiver.

⑤ USB Input (For service)

Used for software updates.

⑥ DP IN

Connect an DP signal to DP.

⑦ HDMI IN

Connect an HDMI signal to HDMI.

⑧ DVI OUT, IN

DVI (VIDEO) signal to DVI port with DVI cable.

Transportation method for panel protection

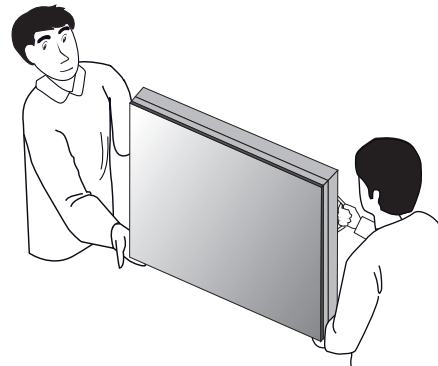
When moving or lifting the monitor, read the following to prevent the monitor from being scratched or damaged and for safe transportation regardless of its type and size.



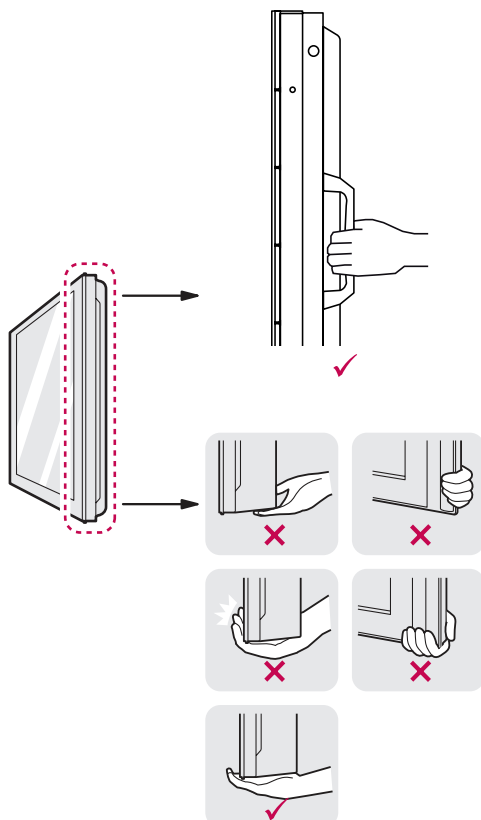
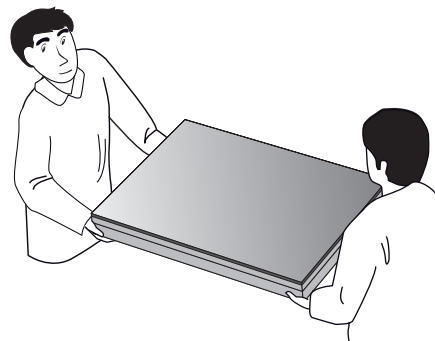
CAUTION

- Avoid touching the screen at all times, as this may result in damage on the screen.
 - Use the handles on the monitor to lift it.
 - When the installation and repair, the operator must be worn the neutralization gloves by working.
- It is recommended to move the monitor in the box or packing material that the monitor originally came in.
 - Before moving or lifting the monitor, disconnect the power cord and all cables.
 - Hold firmly the handles and the bottom frame.

- When transporting the monitor, do not subject the monitor to jolts or excessive vibration.
- When transporting the monitor, keep the monitor upright, never turn the monitor on its side or tilt towards the left or right.
- When transporting the monitor by hand, hold the monitor as shown in the following illustration.
- When the product is carried upright, two persons should hold each handle on the top and the bottom corner. Put it down carefully and do not touch the panel.

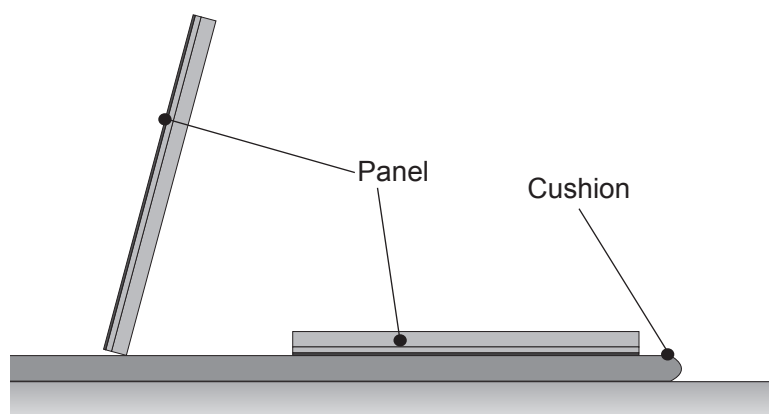


- When carrying horizontally, carry it face up with your hands on the back of the monitor. Put it down carefully and do not touch the panel.



Protect the Panel when Storing

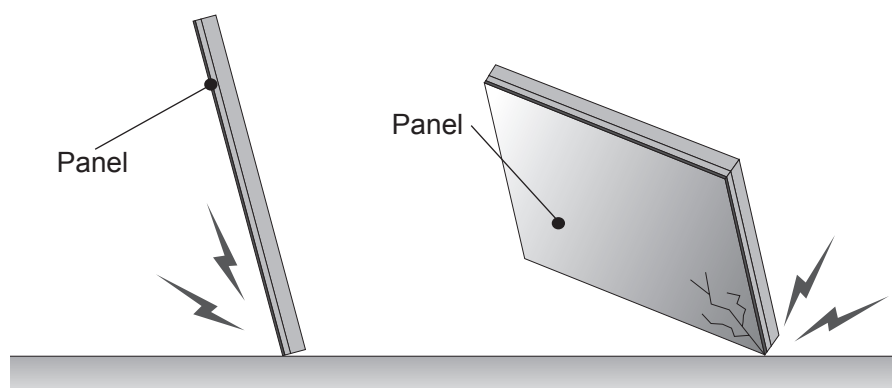
Correct method



If the product needs to be set upright, hold both sides of the product, and tilt backward carefully. Do not let the panel touch the floor.

When laying down the product, lay a cushion on a flat floor, and put the product on it with the panel of the product facing down.

Incorrect method



If the product is tilted on the side of the panel, the bottom of the panel may be damaged.

If the product is tilted on the edge of the panel, the edge of the panel may be damaged.

! NOTE

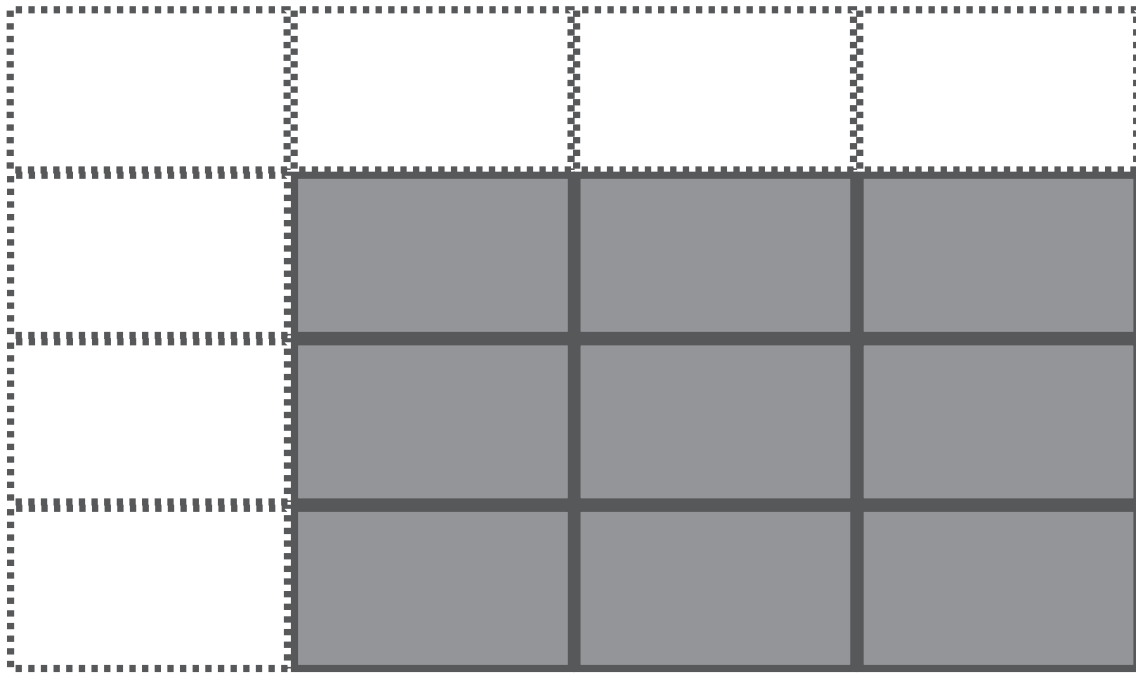
- Handle the product with care. The product may be damaged by shocks.

Monitor

Depending on usage and installation methods, the monitors can be arranged in any format between 1 and 254.

Place each set as show in the figure below

Front

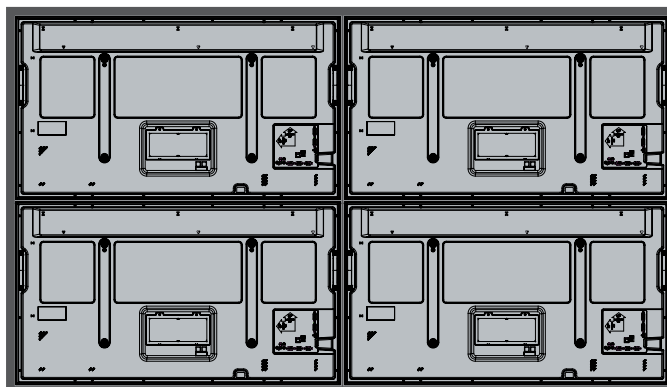


MINIMUM : 1 MAXIMUM : 254

MultiVision

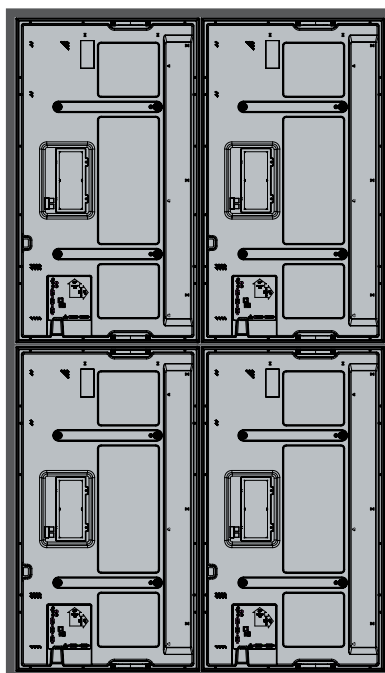
Place each set as show in the figure below

Landscape type back



MINIMUM : 1 MAXIMUM : 254

Portrait type back



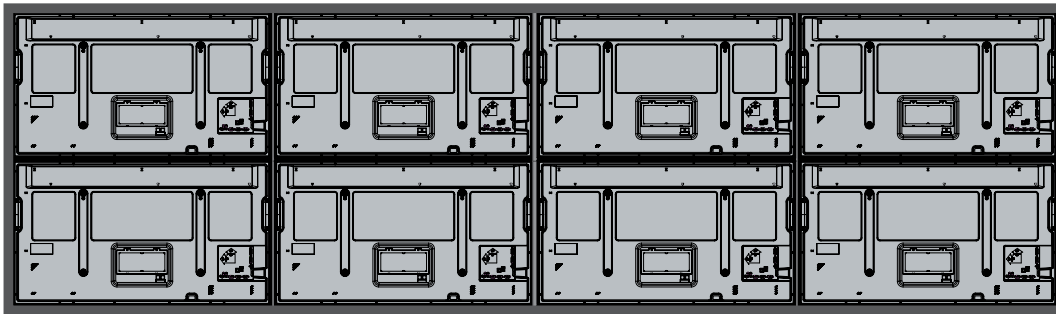
MINIMUM : 1 MAXIMUM : 254

e-MultiBoard

Place each set as show in the figure below

Landscape type back

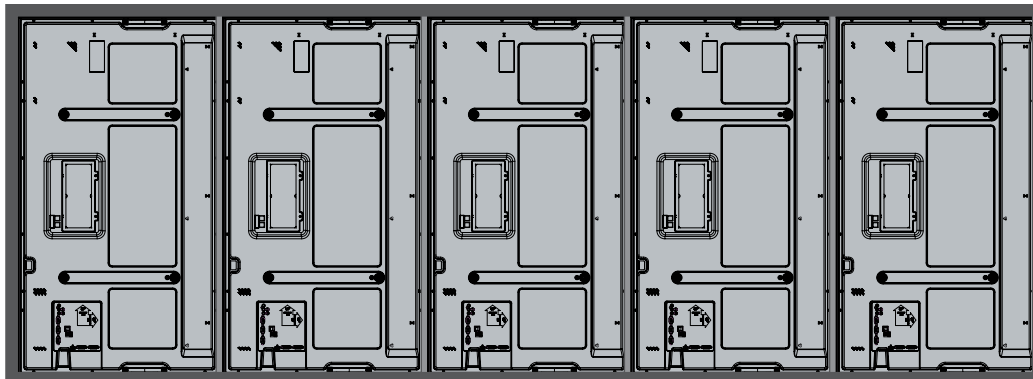
Depending on usage and installation methods, the monitors can be arranged in any format between 1x1 and 4x2.



MINIMUM : 1X1 MAXIMUM : 4X2

Portrait type back

Depending on usage and installation methods, the monitors can be arranged in any format between 1x1 and 5x1.



MINIMUM : 1X1 MAXIMUM : 5X1



NOTE

- In portrait type, the monitors must be installed so that the input ports are on the bottom.

Installation method for panel protection

When you open the box, you will see that protective covers are attached to the weak parts of the product.

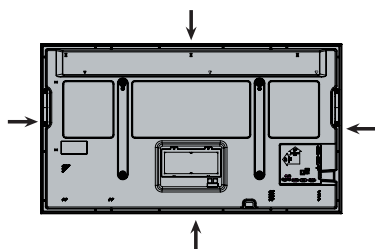
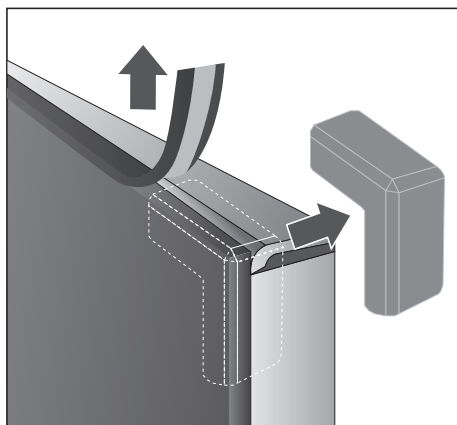
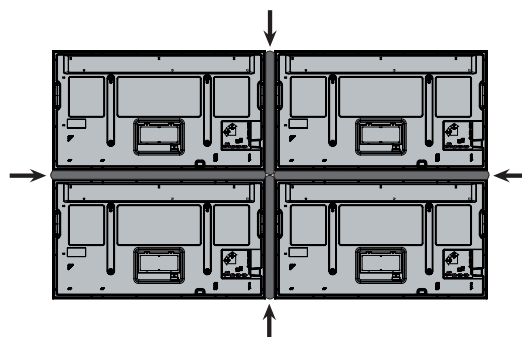
Place the set on the bracket, and remove the protective covers just before finishing installation by securely attaching it to the bracket.

CAUTION

- After removing the panel protective covers, install the sets by tightly attaching them.
- When removing the panel protective covers, foreign substances may be stuck to it, however, this does not affect the performance. If necessary, please remove them with the cotton flannel provided.
- Excessive pressure may cause damage to the product.
- Please wipe off residues, if any, after removing the protective cover.
- When the installation and repair, the operator must be worn the neutralization gloves by working.

NOTE

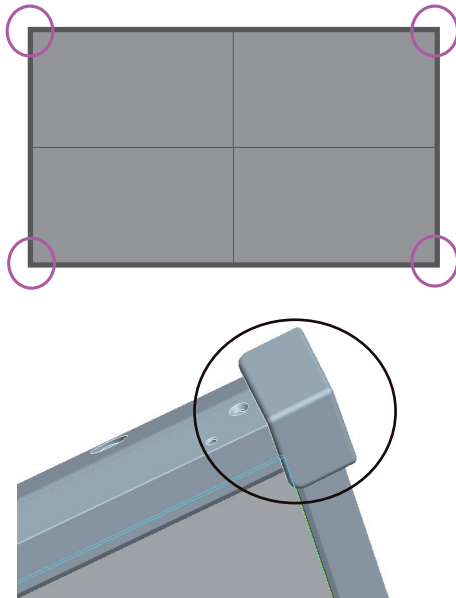
- To make the area behind the seam between the sets invisible after securely placing the set on the bracket, attach the felt provided to the area.
- Attach the felt provided between the back of the sets in the same way for both landscape and portrait types.



Rubber tape

Protection cushion attachment

- We recommended that you attach the protection cushions, as shown in the picture below, to prevent damage.



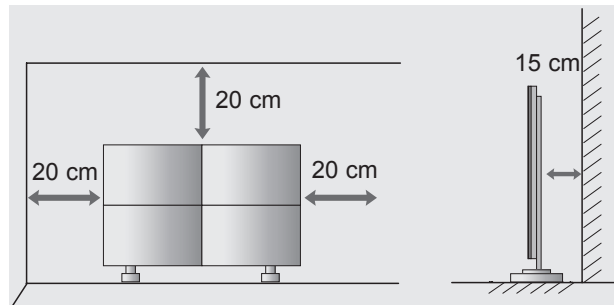
! NOTE

- It is recommended that you attach a separate frame to the edge of the set to prevent damage.

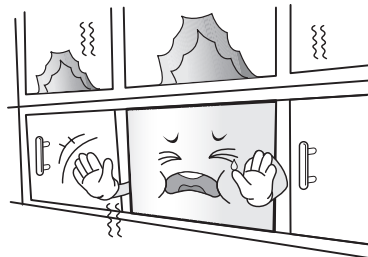
Allow Adequate Ventilation

- Image shown may differ from your monitor.

For adequate ventilation and maintenance service, secure a minimum distance of 20 cm as shown below before installation.



CAUTION

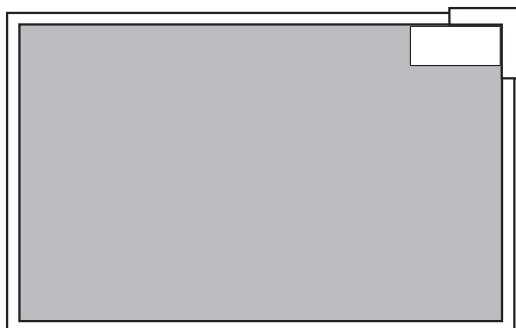


- When sets are built in to a wall, the internal temperature may rise to such an extent that it causes overheating, which may lead to a fire. To prevent the set from overheating, please follow the instructions below.
- Avoid a completely sealed installation.
- To ensure adequate ventilation, keep the top, the bottom and the sides of the set a minimum of 20 cm from the wall. (The back of the set should be a minimum of 15 cm from the wall.)
- If there is not enough space, a separate ventilation device is required.
- If you install four or more sets on top of one another, you will need to ensure a ventilator is used. (for example, a forced draft fan.)

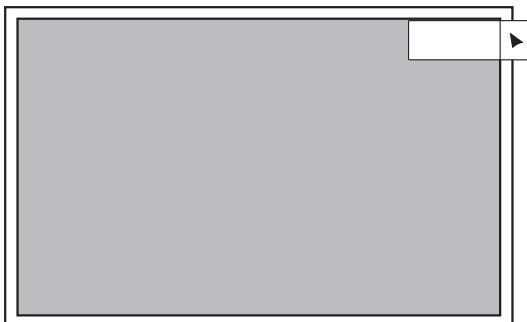
Protective film

The protective film is attached in order to protect the display from scratches and nicks during shipping, as well it protect against fingerprints and dust during installation.

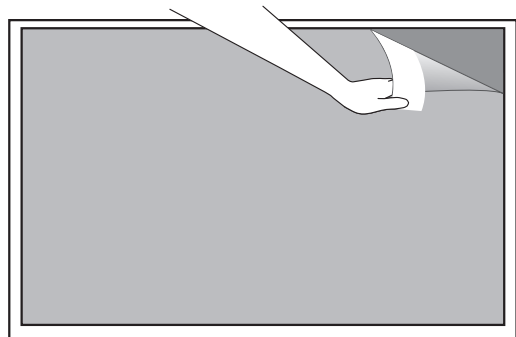
- 1 Remove the protection cushion attached to the edge of the display.



- 2 Extended tab will be appeared on the right edge of the display.



- 3 Grasp the extended tab in the corner and please carefully pulling it to remove the protective film from the screen.

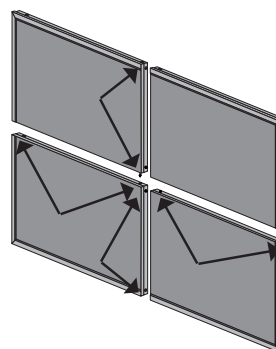
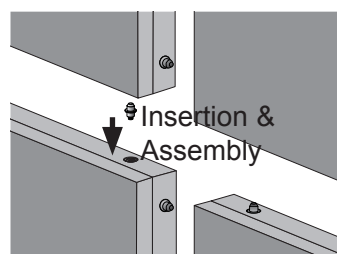


CAUTION

- If you pull the tab too quickly it may snap and you will need to take additional steps to remove the film.
- If the cutter is used to remove the protective film, it may damage the module (filter).

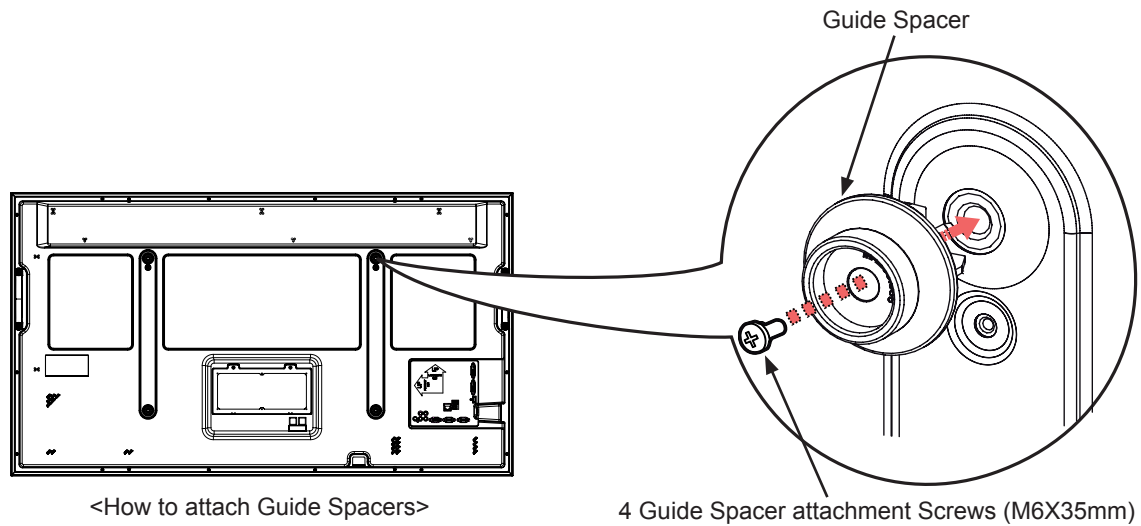
Guide pin

Guide pins are useful to align the sets. Insert Guide pins as shown in the figure below.



Attaching the Guide Spacers

If the screws are not fully tightened when you attach the guide spacers, check the length of the screws and refer to the technical service manual.



Attach the guide spacers and the guide spacer attach screws in the order shown in the picture.

Lay the set down and attach the guide spacers to the set using the screws.

- Place the product on a table with its screen facing downward. Make sure that you place it on soft clothing or a cushion on the flat surface to protect the screen.
- Tighten the screw until the monitor, the guide spacer and the screw are joined together securely.
- Use a Philips driver (manual or electric) to tighten the screws.

Cautions on installation

Stand type

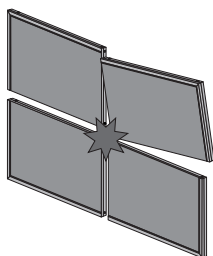
- Do not install the product in a location where vibration or shock is likely to occur. Objects may be dropped on the product causing damage to it.
- Do not install the product next to a sprinkler sensor. The sprinkler may operate accidentally because of the heat from the product.
- Do not install the product near high-tension wires. The image on the screen may not be properly displayed.
- Do not install the product near a heater. This may cause product malfunction.

Wall-mount type

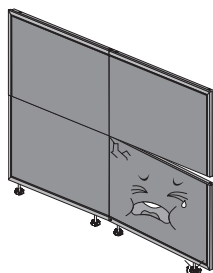
- Check whether the wall is stable enough to install the product. If the wall is weak, it may cause an accident. Reinforce the wall before installation.
- Secure enough space for cabling before finishing the wall mounting process.

! NOTE

- Lower the monitors slowly during installation to avoid panel damage by bumping into each other.



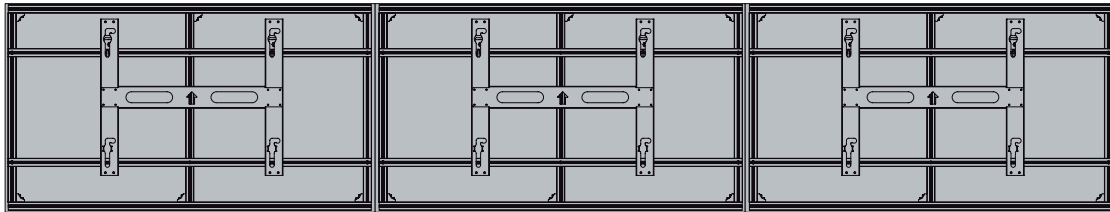
- When adjusting the interval between the monitors, make sure that the monitors are balanced vertically and horizontally. If the set is tilted as shown in the figure, this may cause damage to the product due to interference between the edges.



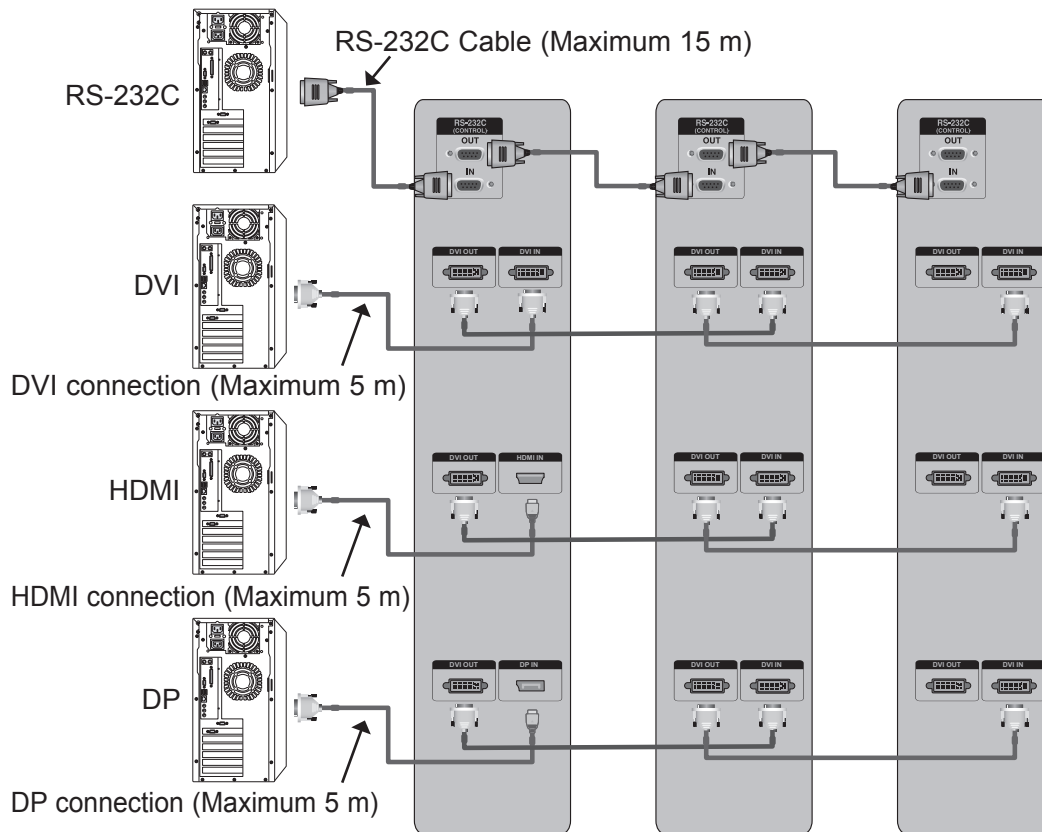
Video and Control Connector

Use this feature to input the same video or control signals into all products.

- To use panels together, link one end of the cable to the OUT connector of one panel, and the other end to the IN connector of another panel.



BACK PANEL

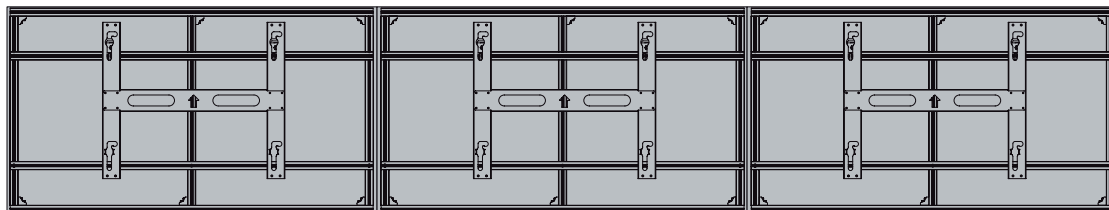


! NOTE

- If you need longer connections, please use DVI boosters or DVI fiber-optic cables.
- The maximum length of the cable from the video equipment to the panel is 5m (DVI, HDMI, DP).
- Up to sixteen DVI connections are supported. (For more than 16 monitors, we recommended that you use a distributor.)
- For RS232C, up to 16 connections are supported.

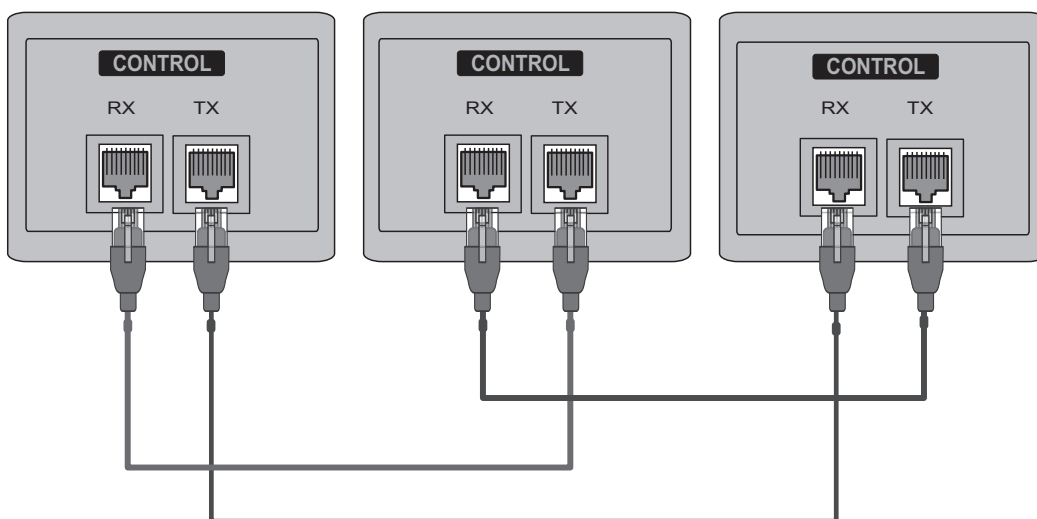
Brightness Adjustment Connector

It is a connector to compensate the luminance difference, and connect it using the LAN Cable inside the Accessory box. (These connectors use standard Ethernet LAN cables.)



BACK PANEL

RX refers to receiver. TX refers to transmitter. The TX port of one monitor should be connect to the RX on the next monitor until a loop is formed.



! NOTE

- RX and TX ports are not for network communication. They only support luminance control.

Pentouch ID Setting Order

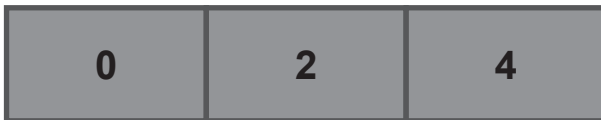
- Pentouch ID should be numbered in the below order.v (in reference to looking at the front of the e-MultiBoard).

**NOTE**

- You must follow the order below for Pentouch ID setting. Otherwise, the Pentouch function may not work properly.

ENGLISH

For N x 1 landscape type



For N x 2 landscape type

ENGLISH

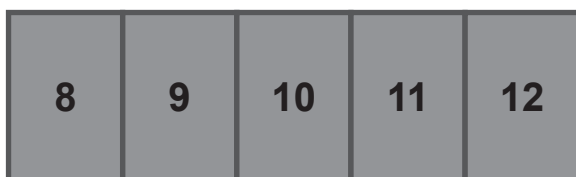
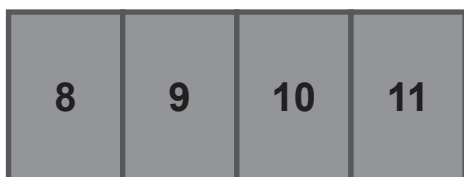
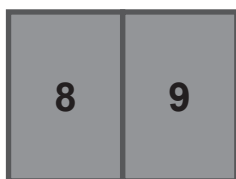
0
1

0	2
1	3

0	2	4
1	3	5

0	2	4	6
1	3	5	7

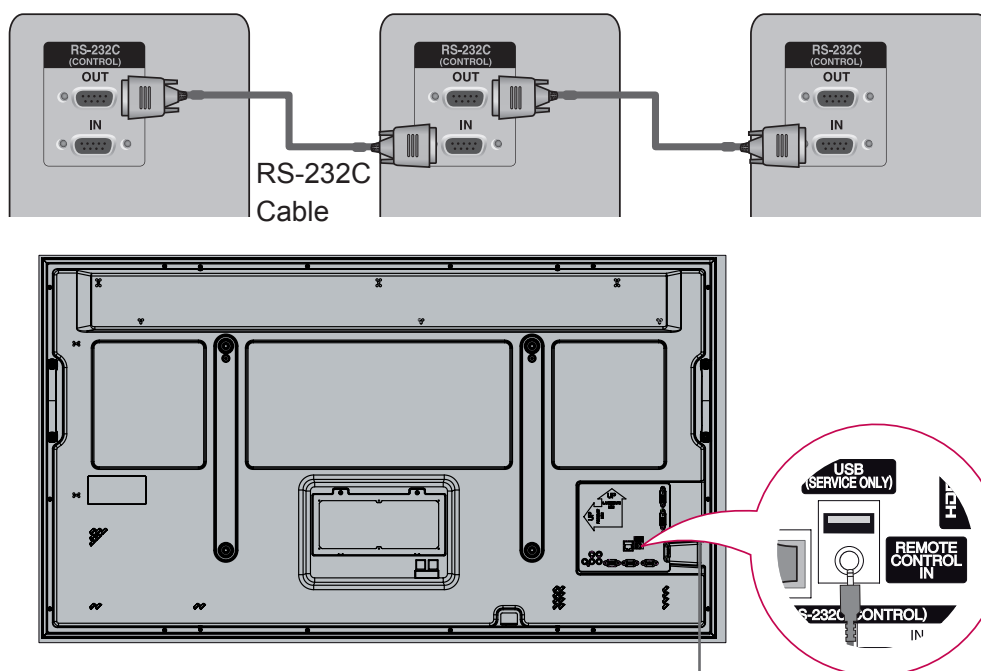
For N x 1 portrait type



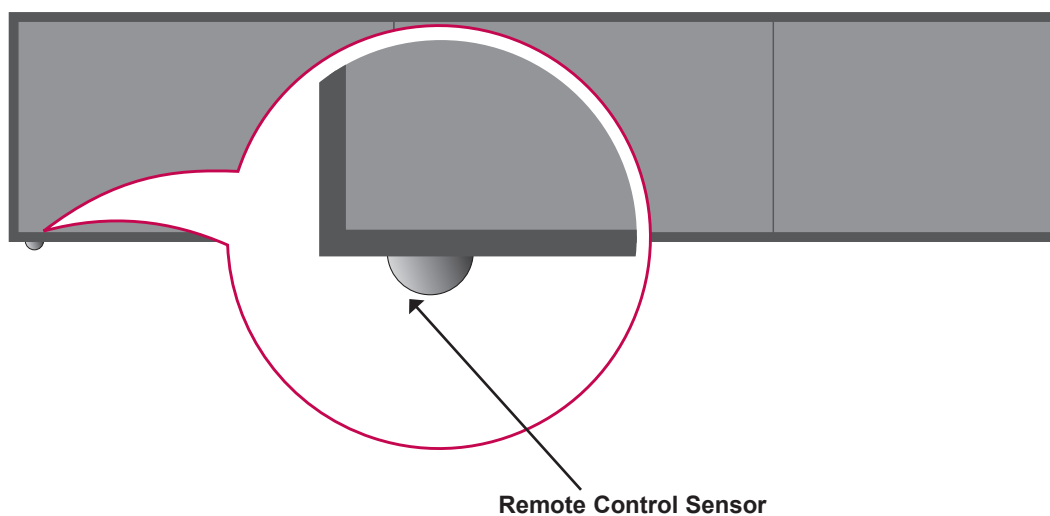
IR Receiver

This will convert a IR signal to a RS-232C signal. The IR signal is sent to the first monitor as IR. It is then converted and sent to all of the monitors via RS-232C.

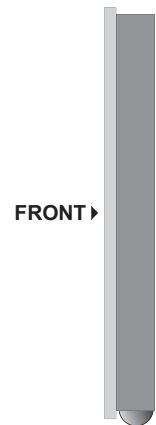
ENGLISH



Front



Side



ENGLISH

Remote Control Sensor

- Attach the remote control sensor to the middle cabinet (BK frame).

Using a Ferrite Core



CAUTION

- Do not use any unapproved items to ensure the safety and product life span.
- Any damages or injuries by using unapproved items are not covered by the manufacturer's warranty.



NOTE

- Product specifications or contents of this manual may be changed without prior notice due to upgrade of product functions.
- Image shown may differ from your monitor.
- How to use the ferrite core

1 Use the ferrite core to reduce the electromagnetic interference in the LAN cable.

Wind the LAN cable on the ferrite core three times. Place the ferrite core close to the monitor.

[to an external
LAN equipment]



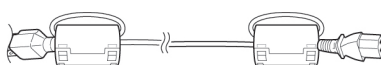
[to the monitor]

[Figure 1]

2 Use the ferrite core to reduce the electromagnetic interference in the power cable.

Wind the power cable on the ferrite core once. Place the ferrite core close to the monitor and a wall plug.

[to a wall plug]



[to the monitor]

[Figure 2]

Number of ferrite core

*LAN cable : 1 EA

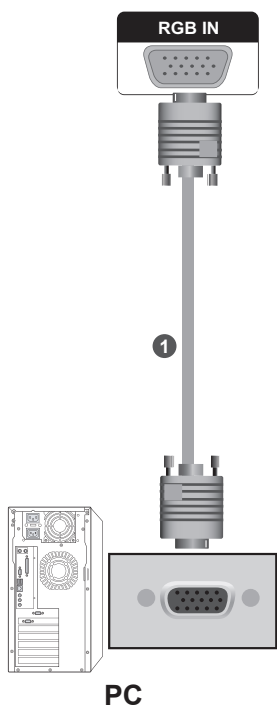
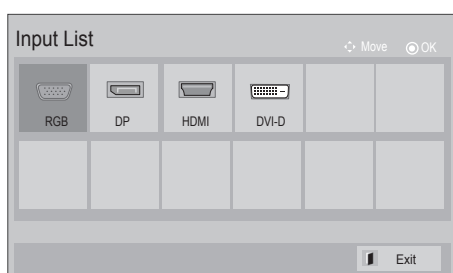
*Power cable : 2 EA

MAKING CONNECTIONS

- Image shown may differ from your monitor.

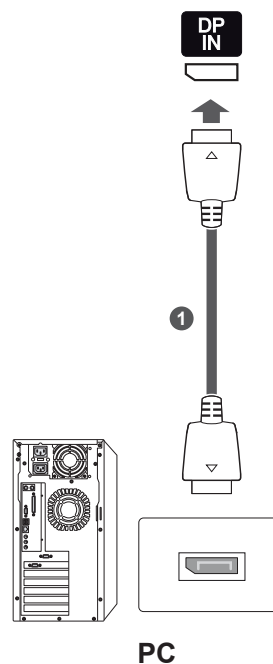
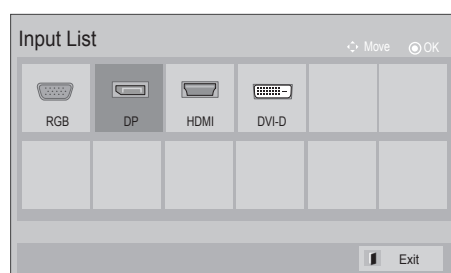
RGB input

- 1 Connect the RGB output of the PC to the **RGB IN** jack on the monitor.
- 2 Turn on the PC and the monitor.
- 3 Select an input signal. Press the **INPUT** button on the remote control to select the input signal.



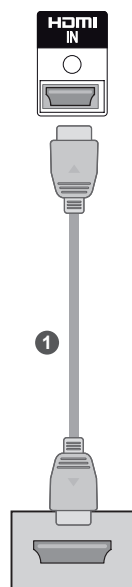
DP input

- 1 Connect the DP output of the PC to the **DP IN** jack on the monitor.
- 2 Turn on the PC and the monitor.
- 3 Select an input signal. Press the **INPUT** button on the remote control to select the input signal.



HDMI input

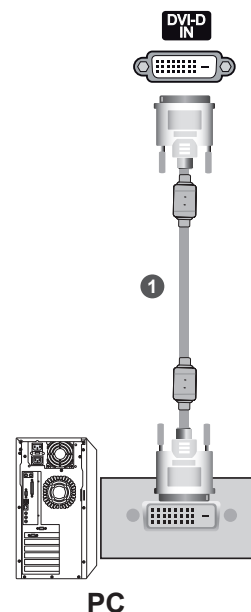
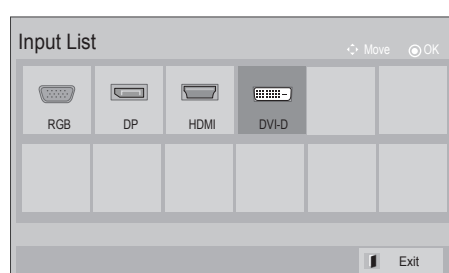
- 1 Connect the HDMI output of the external equipment (digital set-top box, DVD, etc.) to **HDMI** jack on the monitor.
- 2 Turn on the external equipment. (Refer to the external equipment's manual for operating instructions.)
- 3 Select an input signal. Press the **INPUT** button on the remote control to select the input signal. (**HDMI**)



external equipment

DVI input

- 1 Connect the DVI output of the PC to the **DVI IN** jack on the monitor.
- 2 Turn on the PC and the monitor.
- 3 Select an input signal. Press the **INPUT** button on the remote control to select the input signal.



PC



NOTE

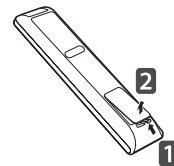
- It does not support HDCP(High-bandwidth Digital Content Protection) function when it is Cascade connected.
- HDCP function may not be supported for some models of third-party video distributor.

REMOTE CONTROL

The descriptions in this manual are based on the buttons on the remote control. Please read this manual carefully and use the monitor correctly.

To replace batteries, open the battery cover, replace batteries (1.5 V AAA) matching \oplus and \ominus ends to the label inside the compartment, and close the battery cover. Be sure to point the remote control toward the remote control sensor on the monitor.

To remove the batteries, perform the installation actions in reverse.

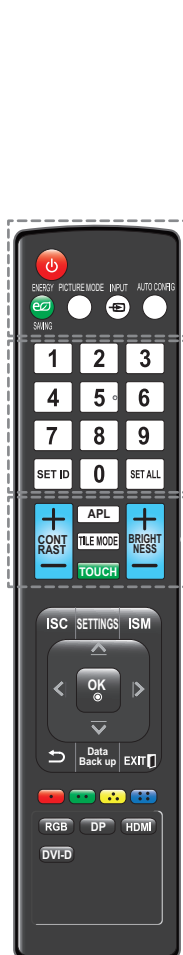


ENGLISH



CAUTION

- Do not mix old and new batteries, as this may damage the remote control.



⏻ (POWER)

Switches the monitor on from standby or off to standby.

ENERGY SAVING

Adjusts the brightness of the screen to reduce energy consumption.

PICTURE MODE

Selects one of the preset image or customizes options in each mode for the best monitor screen performance.

INPUT

External input mode rotate in regular sequence.

AUTO CONFIG

Automatic adjustment function. (Operational for the RGB input only)

Numeric buttons

Enters numbers.

SET ID

You can run SET only that you wanted.
(Press the SET ID button and the number of the monitor you want to control.)

SET ALL

You can operate together all sets.
When SET ALL is selected, each set may have different settings.

CONTRAST + / -

Adjust the contrast level.

APL

Adjust the luminance automatically via the APL communication.

TILE MODE

Must be displayed with various other products.

TOUCH

Selects touch mode for e-MultiBoard.

BRIGHTNESS + / -

Adjust the brightness.

**ISC**

This function can reduce image sticking.
(Contact your installation company for details about this function and more information on how to use it.)

SETTINGS

Displays on screen menus one by one.
Exits the current menu.
Memorizes menu changes.

ISM

Removes a ghost image on the screen.
The color block with the screen moved a little and the white pattern are alternately displayed.

Navigation buttons (up/down/left/right)

Allows you to navigate the on-screen menus and adjust the system settings to your preference.

OK

Accepts your selection or displays the current mode.

↶ (BACK)

Allows the user to move return one step in an interactive application

EXIT

Clears all on-screen displays and return to monitor viewing from any menu.

Data Backup

Saves and loads the current status data of the set.

Colored buttons

Loads the saved data through the data back up function.

RGB

Select it when using PC depends on connector.

DP

Select it when using DVD, PC or Digital set-top box depend on connector.

HDMI

Select it when using DVD, PC or Digital set-top box depend on connector.

DVI-D

Select it when using PC depend on connector.

INITIALIZING SETUP

When you turn the monitor on for the first time, the Initial setting screen appears. Select a language and customize the basic settings.

- 1 Connect the power cord to a power outlet.
- 2 In Standby mode, press **⏻(POWER)** to turn the monitor on.
The Initial setting screen appears if you turn the monitor on for the first time.

NOTE

- You can also access **Factory Reset** by accessing **OPTION** in the **MENU - OPTION - Factory Reset**.

- 3 Select the language desired when the screen below appears.

WELCOME!

Language

한국어	汉语	日本語
English	Français	Deutsch
Español (SCA)	Português	Español (EU)
العربية	فارسی	Türkçe
Русский		

● Confirm

- 4 Press the number key for current set ID setting.
And check the master unit if it is the first set connected.

NOTE

- All units should be connected by RS232C cables. Please check this point firstly.

Step 2. Set ID

Set ID 2

☒ Master Unit

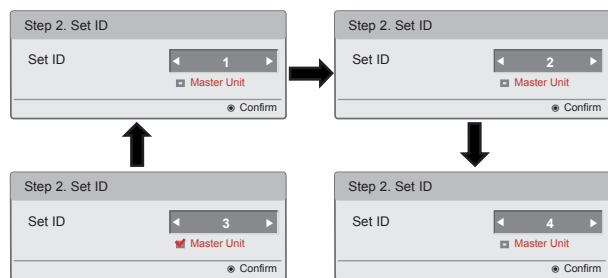
● Confirm

- 5 Set the SET ID for next set as same order

NOTE

- SET ID setting will be operated as connected order with RS232C cables.

[EXAMPLE]



- 6 After finishing the setting, press the **EXIT** key.
And then all sets will turn on automatically.

NOTE

- If you do not complete the Initial setting, it will appear whenever the monitor turns on.
- If you time out on the OSD (On Screen Display) the installation menu will continuously appear until the set up is completed whenever the monitor is switched on.

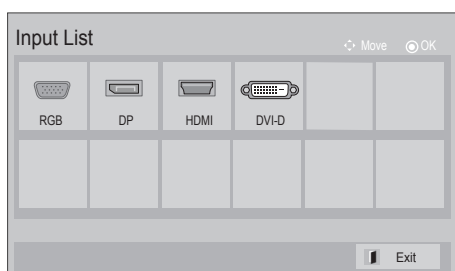
WATCHING MULTIVISION

ENGLISH

Using the input list

Selecting an input source

- 1 Press **INPUT** to access the input sources.
 - 2 Press the Navigation buttons to scroll to one of the input sources and press **ENTER**.
- Image shown may differ from your monitor.



Input source	Description
RGB	Use the monitor as a computer monitor.
DP	
DVI-D	
HDMI	Watch video from a HTS or other high definition devices.



The terms HDMI and HDMI High-Definition Multimedia Interface, and the HDMI logo are trademarks or registered trademarks of HDMI Licensing LLC in the United States and other countries.

PENTOUCH

Using Pentouch



WARNING

- Do not drop or throw the touch pen and Cradle. Do not swing the touch pen and Cradle with the charging cable connected to it. This can damage the product or cause personal injury.
- For people using pacemakers, the distance between the touch pen and the pacemaker should be at least 30 cm. Never use it where wireless communication is prohibited. Protect it from extreme vibrations or magnetic objects. Wireless communications can cause malfunctions or failures.
- Do not use or store the touch pen in direct sunlight, near a hot object (e.g., a heater or fireplace), or in dusty or high-humidity environments. This can result in product deformation, malfunction, failure, or fire.
- If abnormal sound, smoke, or odor is detected, immediately remove the charging cable and stop using the product. Contact a service center. This can cause failures or fire.
- If fluid leaks from the touch pen, do not touch the fluid with bare hands. If fluid comes into contact with eyes, immediately rinse eyes with abundant tap water, then consult a doctor. The fluid can cause blindness. If the fluid comes into contact with skin or clothing, immediately wash it off with tap water. If the fluid causes skin inflammation or injury, consult a doctor.
- Do not allow the fluid to come into contact with fire. Do not heat the product in a microwave or convection oven.
- Use the specified USB cable when charging the battery.
- Keep the touch pen out of reach of children and away from unstable locations. Do not let children or pets put the touch pen in their mouths or lick the touch pen. Playing with or swallowing it may cause serious injury.
- Do not use the touch pen and Cradle with wet hands. Do not let foreign substances (e.g., soft drinks or water) enter the touch pen and Cradle; if this happens, do not use the touch pen and Cradle. Do not touch the optic receiver of the touch pen with a sharp object. This can result in electrical shock or

damage the product.

- Do not use the product under extreme temperature conditions. Do not use the product immediately after going from the cold outdoors to the warm indoors. This can cause condensation in the pen. * This can result in damaging the product. Turn off the power and wait several hours until the moisture evaporates before using the product.
- Never disassemble or modify the touch pen and Cradle. * The product warranty does not cover damage or injury caused by unauthorized disassembly. This can result in electrical shock or damage the product.
- If fluid leaks from the touch pen, the use of fire in the vicinity is strictly prohibited. The leaked fluid or gas can ignite a fire or cause damage.
- Avoid extreme shocks or impacts to the product, for example, placing a heavy object on it or pressing it.
- Do not display fixed characters or images on the screen for extended periods of time. This can cause image sticking.
- Do not connect the charging cable to peripheral devices or disks that are not specified. This can cause malfunctions or failures.
- Do not leave the touch pen on the floor. Stepping on it can damage the product or cause personal injury. Use the Cradle provided with the touch pen.
- Be careful when disposing of the product. The touch pen consists of a lithium-Polymer battery and plastic material. Burning can be dangerous, so dispose of it according to local regulations.
- Do not remove the charging cable using excessive force. This could damage the charging port and PC.
- Do not handle the touch pen with excessive force. If you use the touch pen with excessive force, you may leave foreign substances on the screen. Clean the product with the product cleaning cloth provided.
- When multiple people use the touch pen, make sure that sufficient space is available. Collisions can cause injury or failures.
- Do not let your body (i.e. hand or shoulder) touch the product except the pen, when using the pentouch function. It may cause a malfunction.

System Requirements

Make sure that the drivers are installed properly to allow proper operation of the touch pen.

Supported Operating System	
Windows 7	32 bit
	64 bit



CAUTION

- The Pentouch function is not supported in Windows 7 Starter Edition and Windows 7 Home Basic Edition.

Recommended System for Pentouch

If 4 or less monitors

- CPU: Quad core 3GHz or better
- Mother board: Motherboard supporting one PCI Express 2.0 x 16 slot or more
- Memory: 4GB or more
- HDD: 500MB or more
- Graphic card:
 - If 3 or less monitors: Matrox M9138
 - 4 monitors: Matrox M9148
- OS: Windows7 32bit or 64bit
- Graphic card output connection cable (mini DP to HDMI or mini DP to DVI-D)
 - Mini DP to DP gender
 - DP to DVI gender
 - DVI-D to DVI-D cable
- 4-port USB hub for dongle installation

If 5 or more monitors

- CPU: Hexa core 3GHz or better
- Mother board: Motherboard supporting more than one PCI Express 2.0 x 16 slot and running X8 or faster when two slots are used
- Memory: 8GB or more
- HDD: 500MB or more
- Graphic card:
 - 5 or 6 monitors: Matrox M9138 2EA
 - 7 or 8 monitors: Matrox M9148 2EA
- OS: Windows7 64bit
- Graphic card output connection cable (mini DP to HDMI or mini DP to DVI-D)
 - Mini DP to DP gender
 - DP to DVI gender
 - DVI-D to DVI-D cable
- 4-port USB hub for dongle installation

Wiring Diagram

Install monitors using a wiring diagram suitable for the number and usage of the monitors. Refer to the manual included with the graphic card regarding how to connect the graphic card output cable by using a gender.



NOTE

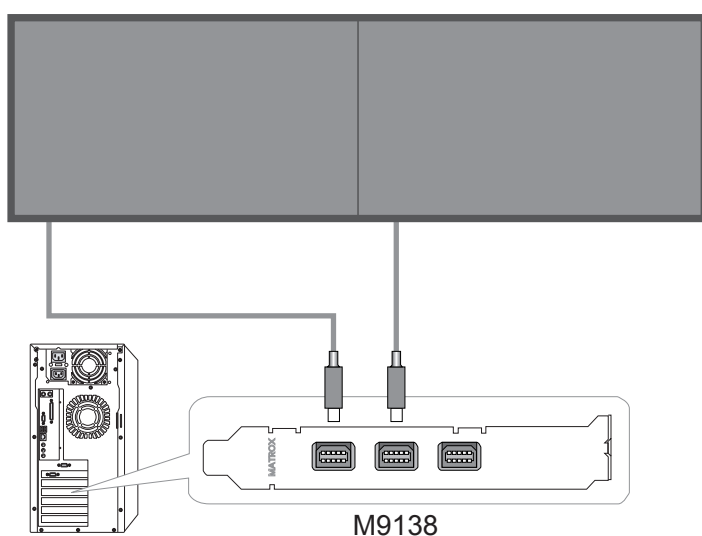
- Consider the monitor described in this manual as its front side.



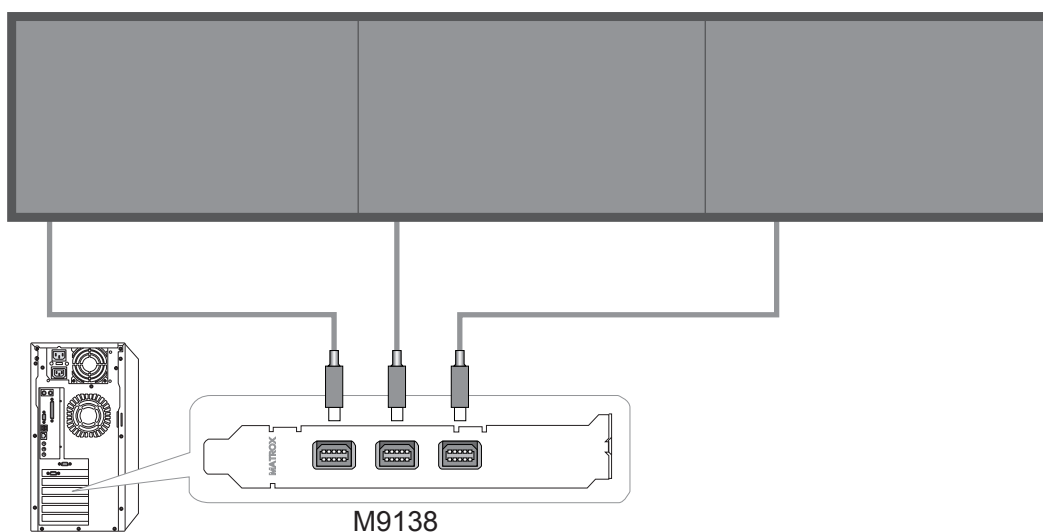
CAUTION

- When you make the monitor stand up, make sure that the input port is facing down.

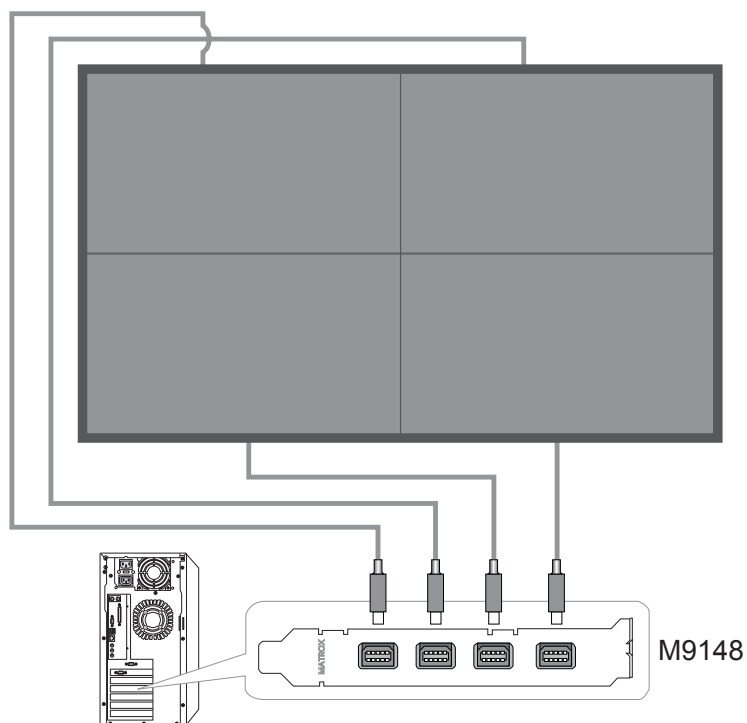
Landscape type 2x1



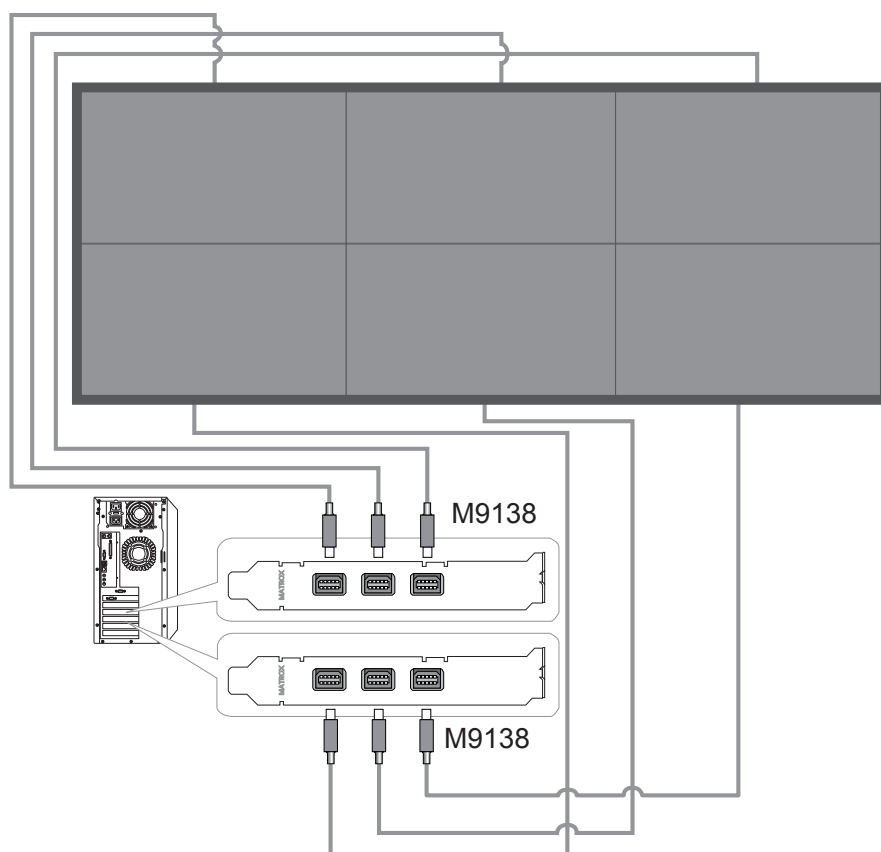
Landscape type 3x1



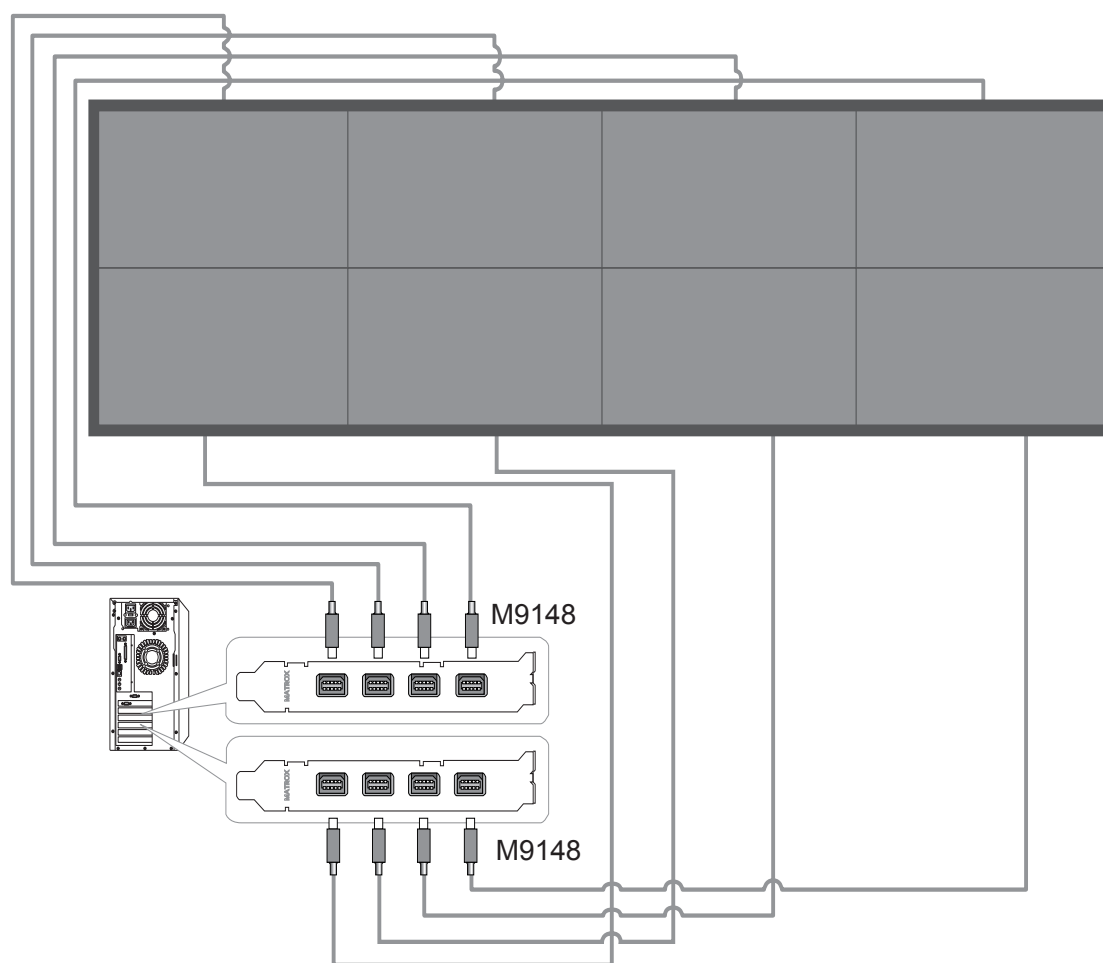
Landscape type 2 x 2



Landscape type 3 x 2

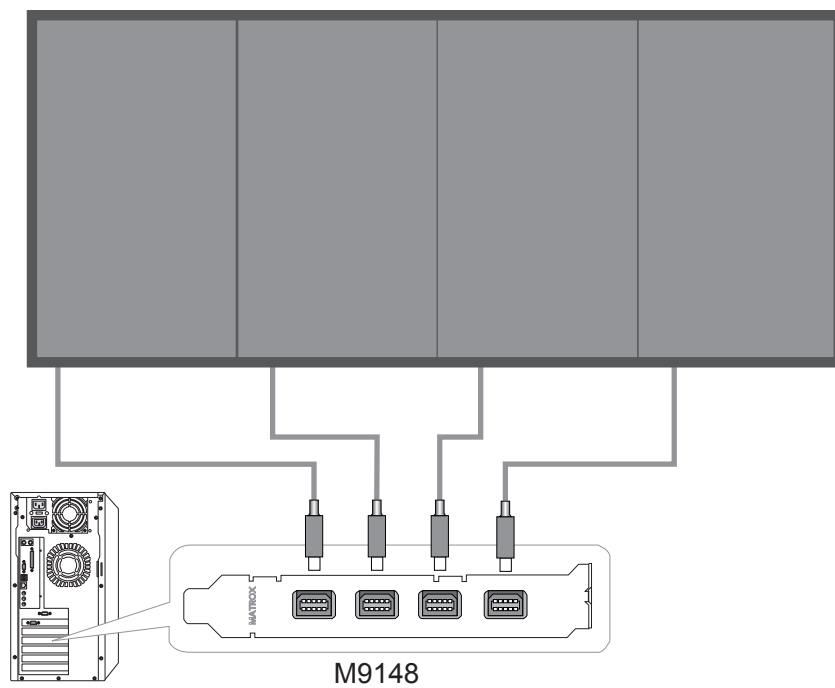


Landscape type 4 x 2

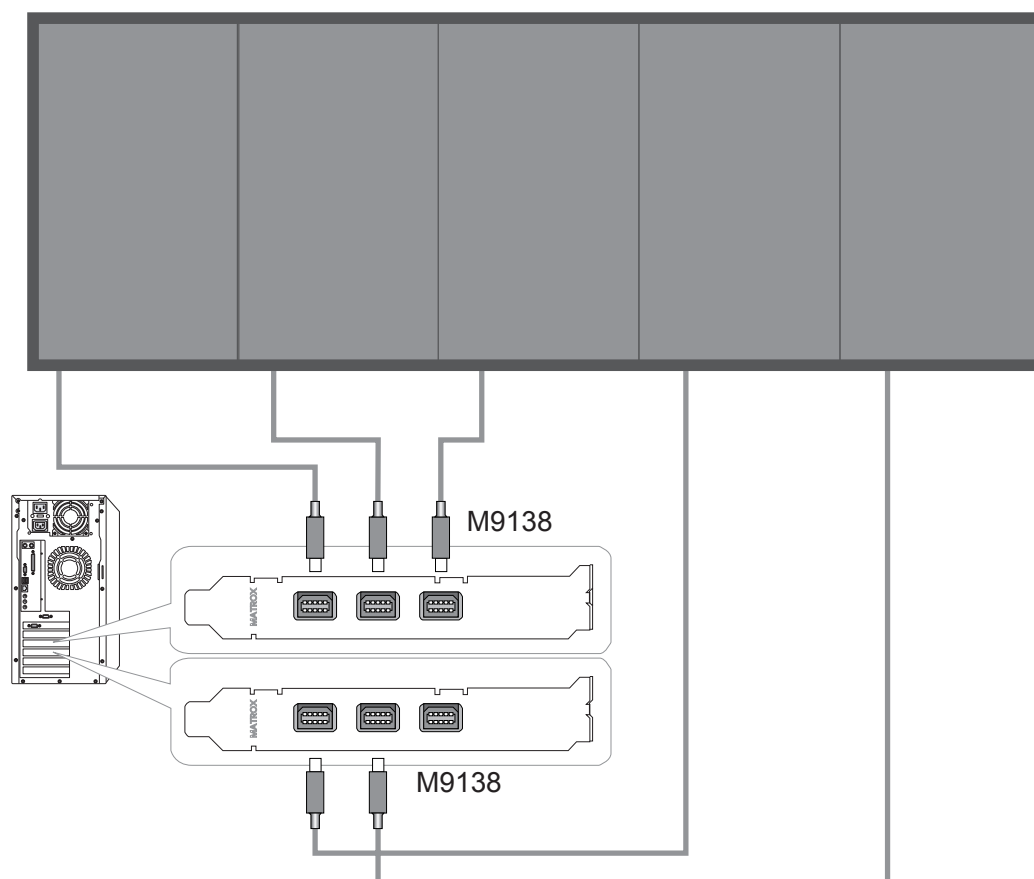


ENGLISH

Portrait type 1x4



Portrait type 1x5



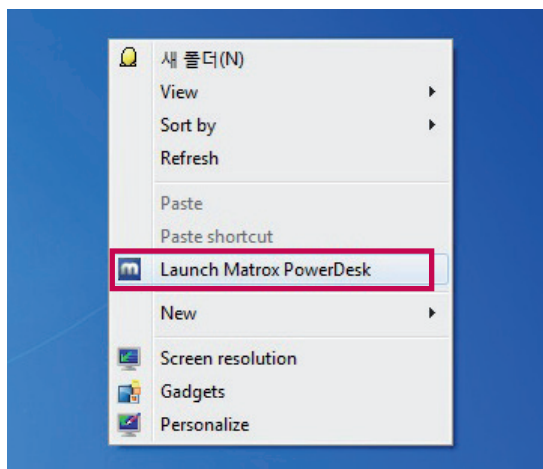
Graphics card setting

When switching on the PC after installing e-MultiBoard, you will see the PC screen on one or more monitors. To use all the monitors as one monitor, you need to configure the graphics cards separately. To install a graphics card driver, use the CD provided by the graphics card manufacturer.

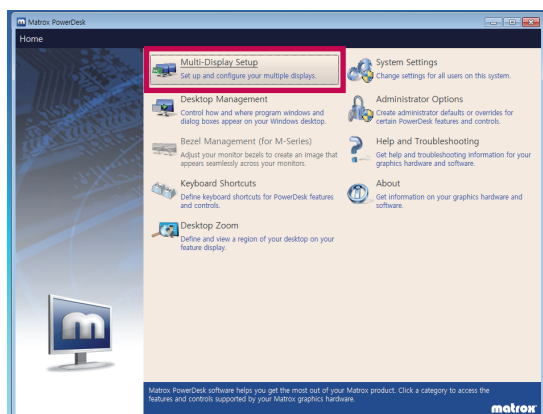
NOTE

- The Matrox graphics card driver has two kinds of files: XDDM files and WDDM files.
- Installing the XDDM file may cause the pen touch operation to malfunction. Please install the WDDM file.

- 1 Launch Matrox PowerDesk by right-clicking on the desktop with the mouse.

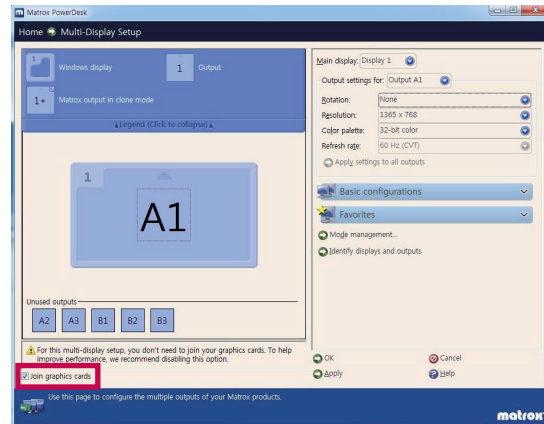


- 2 Select and run Multi-Display Setup.

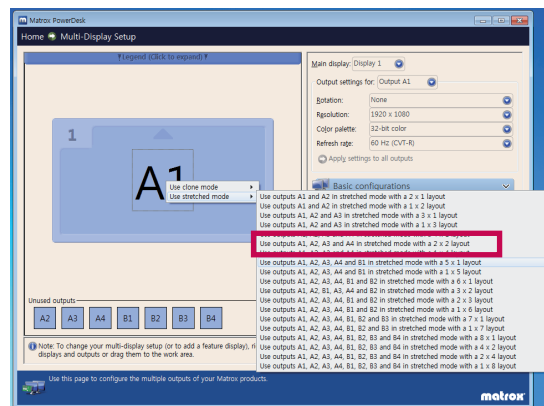


If 5 or more monitors are used.

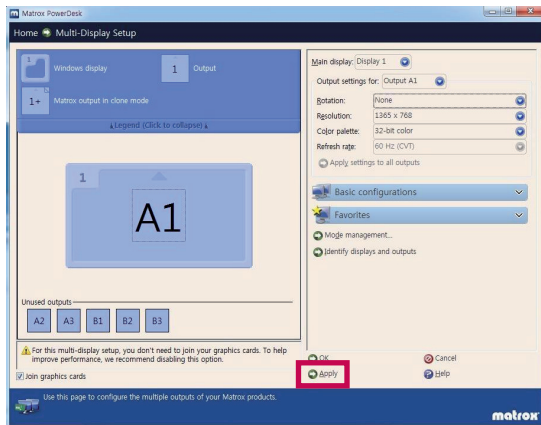
Select the Join graphics cards checkbox. Select Apply. Reboot the PC and repeat all of the steps above.



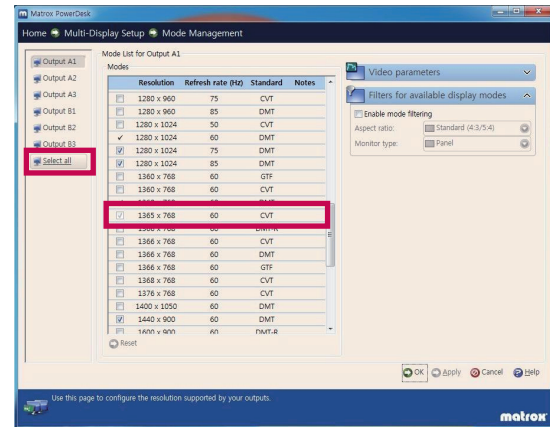
- 3 Place the mouse cursor at the top of the A1 monitor and right-click to select. Select the appropriate number of columns and rows depending on the monitor installation method. (You do not have to select any for 1 x 1.)



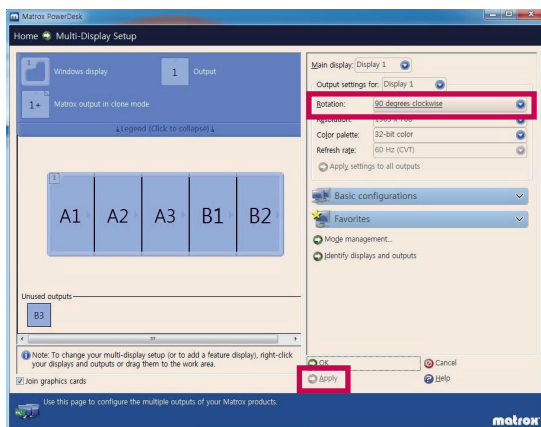
4 Select Apply.



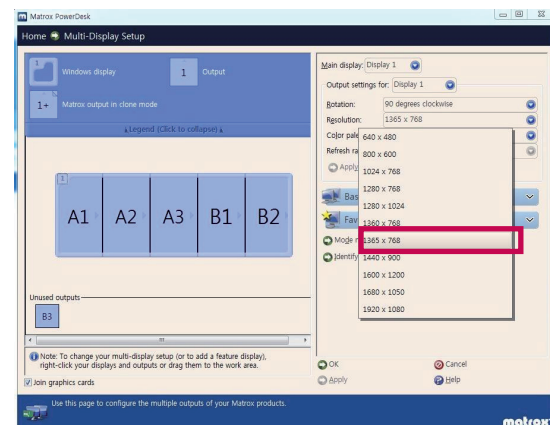
6 Select Select all. Then, select 1365 x 768 in the Resolution column. Select OK.



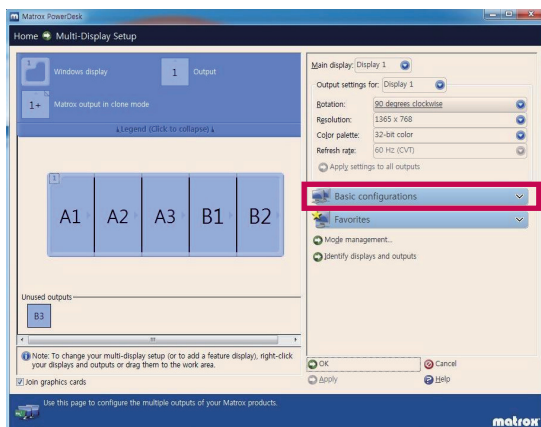
when using portrait type
In the Rotation drop-down menu, select 90
degrees Counterclockwise.



7 In the Resolution drop-down menu, select 1365 x 768.



5 Select Mode management.



Installing the LG Pentouch Multi-touch Driver

Install LG Pentouch Multi touch Driver on your computer to use the Pentouch Dongle. Follow the steps described in this manual to install the program.



NOTE

- Disconnect the USB dongle first to install the program.
- You must log in as an administrator to install or remove the included software.
- Make sure to install the program found on the CD provided.
- Make sure to close all running applications before installing the program.

- 1 Prepare your computer and start it.
- 2 After the computer starts, Insert the supplied CD. The installation screen appears automatically.

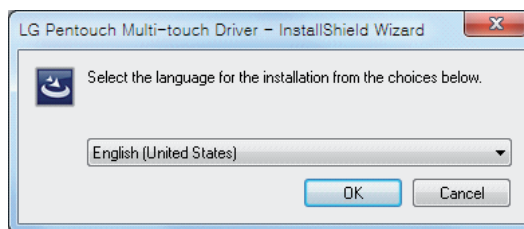
(If the installation screen is not displayed automatically, access My computer and then click installation CD driver and index.htm to view the installation screen.)

- 3 Click [Install the LG Pentouch Multi-touch Driver] on the web page. Selects a language to display, and then Install the Pentouch program.

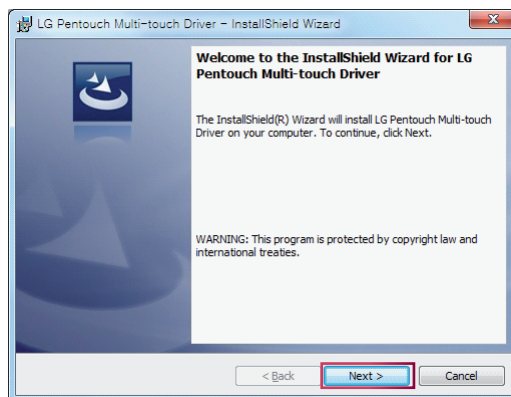
The default folder is used for installation.

A window appears to indicate that the installation was completed successfully.

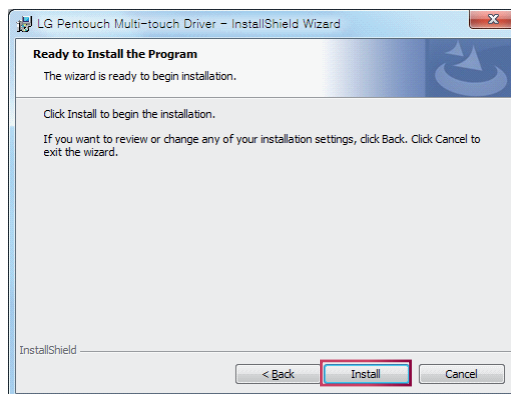
- 4 Select the language for the installation.



- 5 Select Next.



- 6 Select Install.



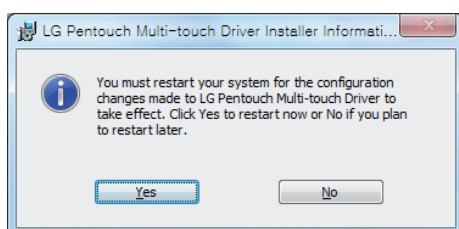
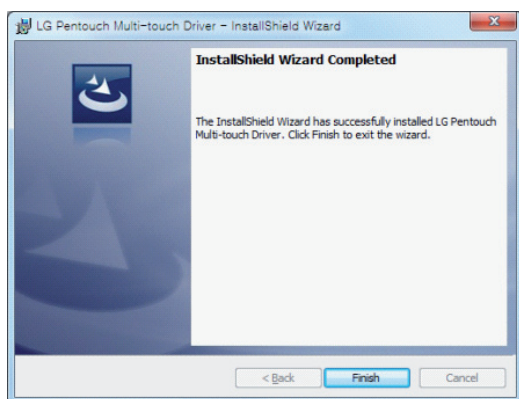
- 7 Check the appropriate items based on the type of monitors installed and the installation method, then click Apply.



NOTE

- Check the appropriate number under Monitor Installation forms based on the type of monitors.
- Check Horizontal for installation in landscape mode and Vertical for installation in portrait mode.

- 8 Please reboot your PC after installing the program.



Installing the LG e-Multiboard Program

Install LG e-Multiboard Program on your computer to use its various functions.

Follow the steps described in this manual to install the program.



NOTE

- You must log in as an administrator to install or remove the included software.
- Make sure to install the program found on the CD provided.
- Make sure to close all running applications before installing the program.

- 1 Prepare your computer and start it.
- 2 After the computer starts, Insert the supplied CD. The installation screen appears automatically.

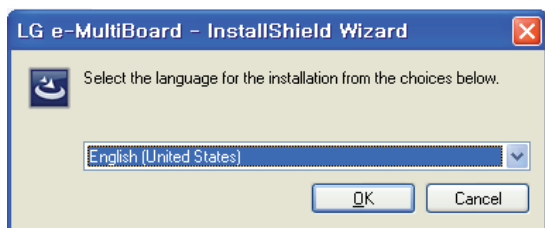
(If the installation screen is not displayed automatically, access My computer and then click installation CD driver and index.htm to view the installation screen.)

- 3 Click [Install the LG e-Multiboard Program] on the web page. Selects a language to display, and then Install the Pentouch program.

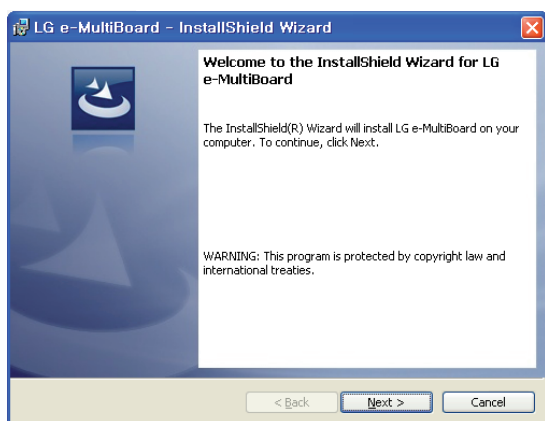
The default folder is used for installation.

A window appears to indicate that the installation was completed successfully.

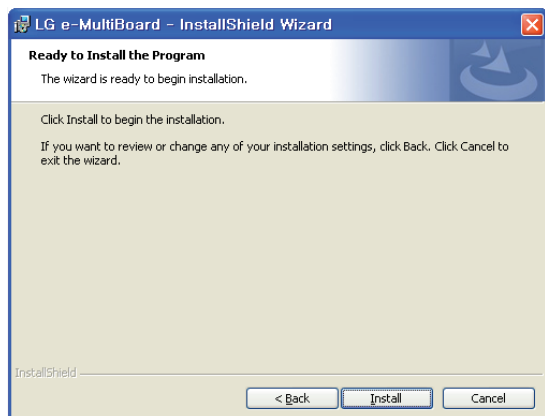
- 4 Select the language for the installation.



- 5 Select Next.



- 6 Select Install.



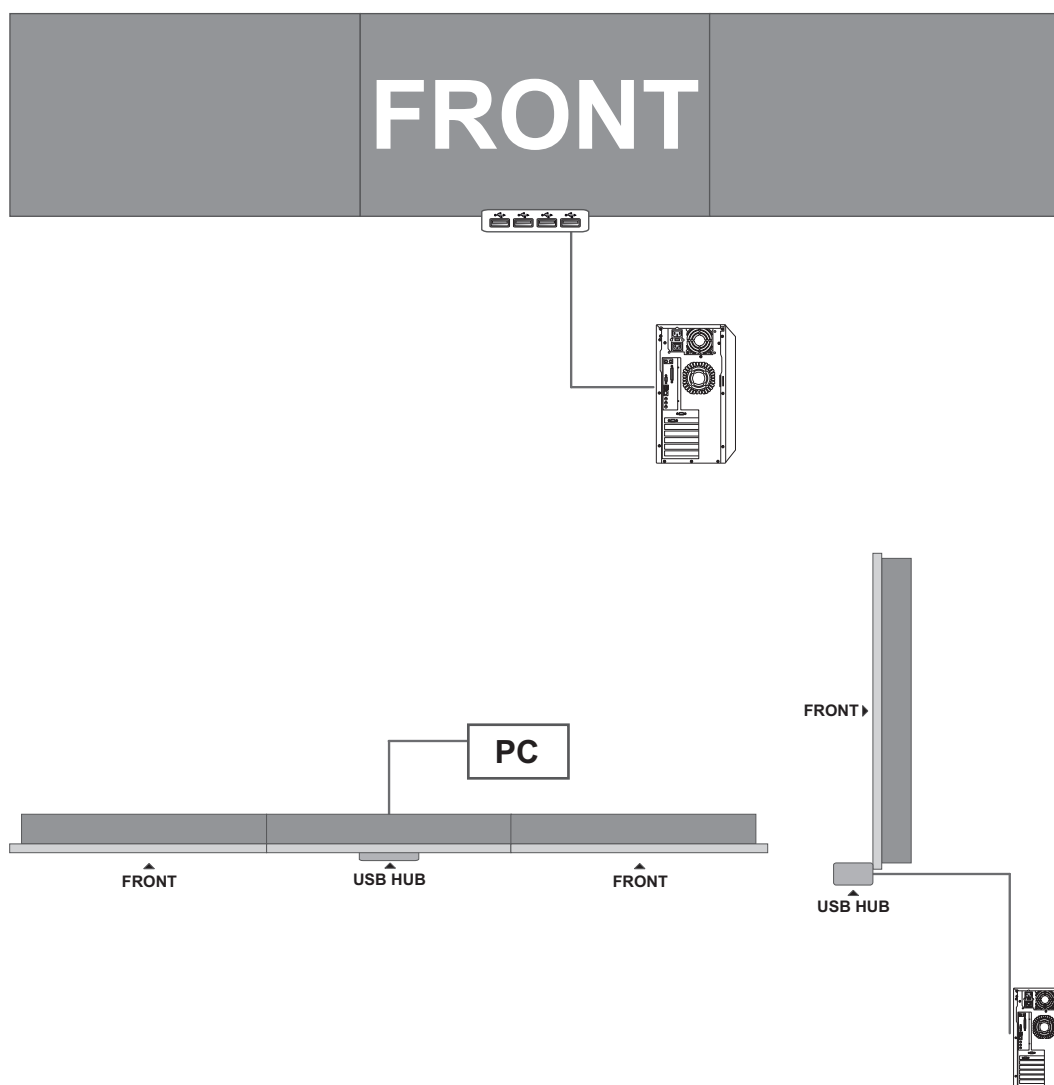
Removing the pentouch program

If there is a problem with the Pentouch program installation or if an error occurs while using the program, follow the steps below to remove the program or driver, and then reinstall them.

- 1 On your computer, select [Start] → [Control Panel] → [Add/Remove Programs] to remove the program.
- The installed Pentouch program: LG Pentouch Multi-touch Driver and LG e-Multiboard
- 2 Click [Yes]. A window appears telling you that the program/driver has been removed.
- 3 Please reboot your PC after removing the program.

Dongle Position

The basic drawing quality may be affected by the dongle position during e-MultiBoard installation. Make sure that there are not many obstacles between a pen and dongle. Install the dongle into a USB hub as close as possible to the pen.



! NOTE

- No metal objects should be present between the pen and the dongle.

Pairing between Touch Pen and Dongle

What is Pairing?

You need to pair the touch pen and the dongle before using the touch pen.

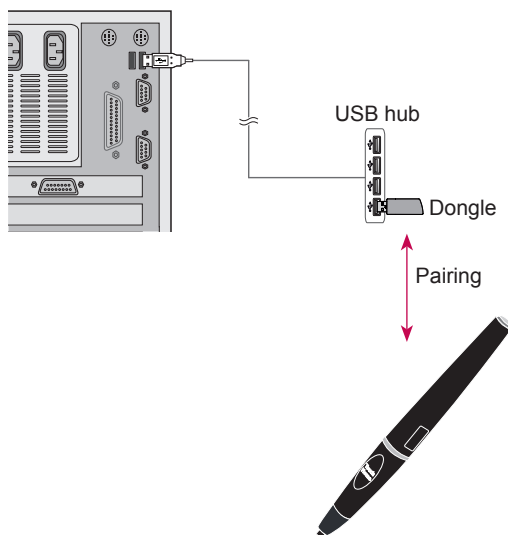
Once paired, you do not need to pair them again unless you:

- Bought a new pen
- Replaced the old pen with a new one

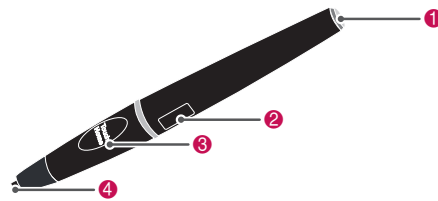
Things to Know Before Pairing

- You will need a dongle for each pen that you use.
- You can use up to 4 pens.
- Pairing of pen and dongle should be done in sequence for each set.
- If they are paired when two or more dongles are inserted at the same time, pairing may fail. Therefore, make sure to remove the dongle currently paired before you pair another pen and dongle set.
- When connecting four dongles to the PC after pairing four pens and four dongles, you can use all four pens.

<Computer Rear Panel>

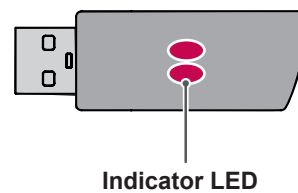


Touch Pen



No.	Description
①	Power button / LED indicator
②	USB charging port
③	Touch Home button
④	Touch pen tip switch

Dongle



Cradle

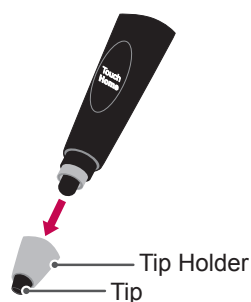


NOTE

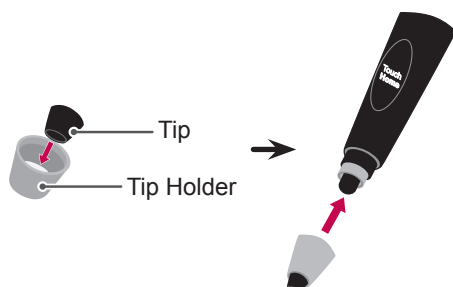
- When you leave your touch pen unused for a certain period of time (approx. 10 minutes), the pen automatically powers off.

Tip replacement

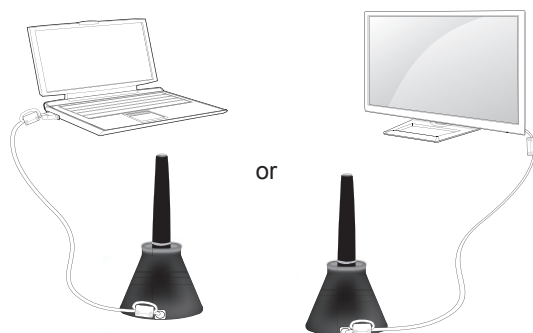
- 1 Detach the tip holder and the tip to be replaced from the pen.



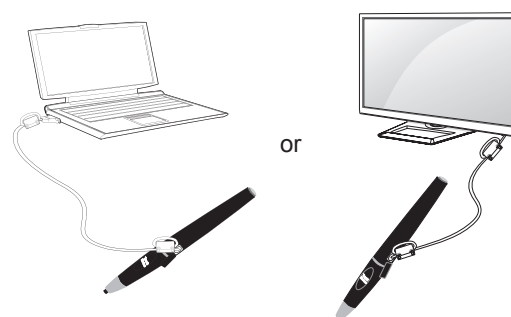
- 2 Insert a new tip into the detached tip holder and assemble the tip holder with the pen.

**Charging the touch pen**

- 1 Charging on the cradle



- 2 Charging directly

**Pairing for the First Time**

- 1 Insert the Pentouch dongle into the USB port. Windows will then display a message in the taskbar, indicating that drivers are being searched and installation is in progress. When the installation is complete, the two LED indicators on the USB dongle will turn red. When you can see a message indicating that the new device has been installed, prepare the touch pen provided as an accessory.
- 2 Keep the touch pen within 30 cm of the dongle. Press the Touch Home button on the touch pen once. The LED indicator on the touch pen will turn red for 2 seconds and blink green 3 times when pairing is complete.

- 3 After pairing, when you press the touch pen POWER button, the LED indicator of the pen turns green.

! NOTE

- After pairing, when you press the touch pen ⏻ button, the LED indicator of the pen turns green. A touch pen only needs to be paired once. To use a touch pen, make sure that the pen is switched on by pressing the pen ⏻ button, alongside a properly working dongle.

When Pairing Fails

- 1 Pairing fails if the LG-Pentouch Multi-touch driver is not installed on the computer.
- 2 Pairing fails if the LED indicator on the dongle is not red.
- 3 Remove the dongle from the PC, reinsert it and try pairing.

Unpairing (Resetting touch pen)

- 1 Check if the LED indicator turns green by the touch pen ⏻ button.
- 2 Press the **Touch Home** button and the ⏻ button together, regardless of sequence, for more than 45 seconds.
- 3 After the green light blinks once, release the button. The red light blinks 3 times and the pen is then in its initial state (unpaired).

Caution When Unpairing

- 1 Be careful not to unpair the pen by mistake. If unpaired, try pairing it again.
- 2 To pair one or more pens, you need to initialize all pens by following the procedures described above, i.e. pairing each set of pens and dongles one by one.
- 3 Make sure to remove the dongle currently paired before pairing another pen and dongle set.

Touch pen Operation

Once paired, you can use the touch pen in the following ways.

- 1 Powering on
 - Press the ⏻ button once. The red and green LEDs will remain lit to indicate that the power is on.
- 2 Powering off
 - Press the ⏻ button for more than 5 seconds and release it.
The red LED blinks 3 times and the pen is then powered off.
 - Touch pen power is automatically switched off if you do not use it for approx. 10 minutes, so you do not have to switch it off manually.
- 3 Pressing the Touch Home button while using the touch pen
 - It makes menu appear or disappear when running the LG e-Multiboard program.
 - In Windows: Works in the same way as the right-click function.
Touch an object on which you want the touch pen to right-click, then press the button.
- 4 The touch pen works in the same way as the mouse in Windows.

! NOTE

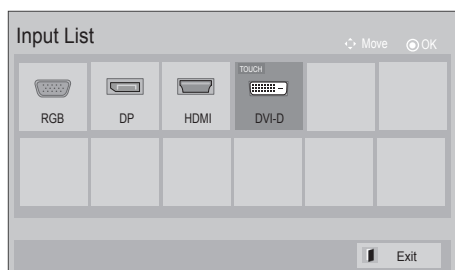
- After 1 hour and 30 minutes of a continuous charge, you can use the touch pen for about 2 hours.
- Pentouch operation may not be normal while charging.
- Green LED will be turned on during using
If a touch pen is not in use, the green LED switches off automatically after one minute and the power also switches off after approx. 9 minutes.
- Touch pen LED indicator for battery status
 - Charging: Red LED
 - Charging complete: Green LED
 - Battery level 20% or less: Red LED blinks every 3 seconds
 - No battery power: Red LED blinks every second and powers off automatically.

Using the Pentouch Function

- Image shown may differ from your monitor.

You need the following items to use the Pentouch functions:

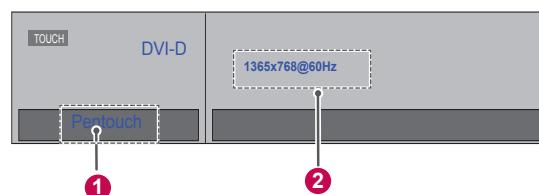
- 1 Use the TOUCH key to enable the Pentouch function in the current input mode.



Viewing the Screen Settings

- Image shown may differ from your monitor.

If you press the **ENTER** button on the remote control, the screen shown below appears to indicate that the screen settings have been updated successfully.



- ① The text "Pentouch" should be displayed to indicate that the Pentouch mode is activated.
- ② "1365x768 " should be displayed to indicate that the resolution has been set successfully. If not, set the monitor resolution again. (See p.49)



CAUTION

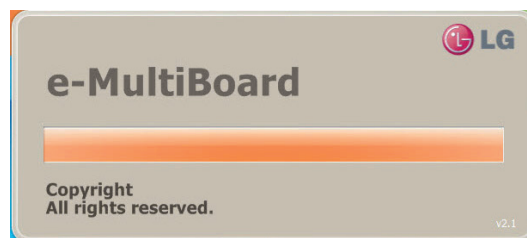
- The Pentouch operation may become slow depending on the computer's performance.
- Changing the desktop icon properties in Windows 7 may affect the Pentouch program.
- It is recommended not to run other applications while using the Pentouch program.
- The Play Video function may not work as intended, depending on the codecs installed on your computer.
- If the pen touch program is terminated abnormally, shut down the pen touch program forcibly by running "Task Manager" and restart the program.
- If a dongle is too far from a pen or there are a lot of obstacles between them, the touch function may not work properly. Please refer to the installation guide.
- If the e-MultiBoard is not in touch mode, the touch function is unavailable. Press the **ENTER** key on the remote control and check if "Pentouch" appears at the top left to see if touch mode is active.
- The use of wired Internet is recommended.
- Exposing the e-MultiBoard display to intense light may interfere with the pen operation.

Checking the Pentouch Functions


To run the Pentouch program, select the icon



on the desktop using the mouse or pen.




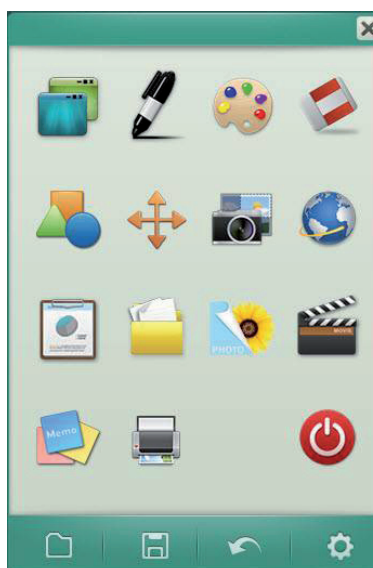
[Picture 1]

After launching the Pentouch program, press the  /Home button of the pen to make the drawing tools appear as shown below.



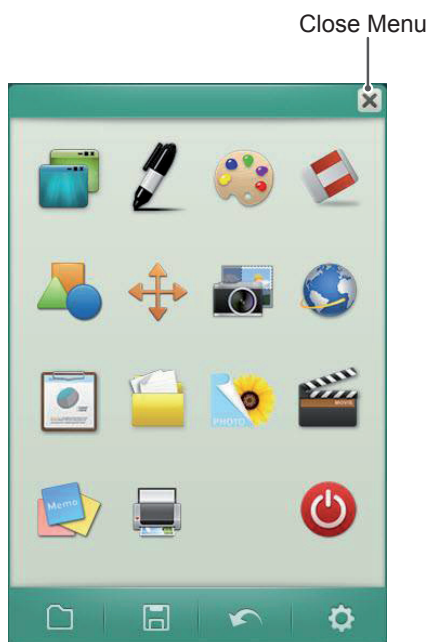
NOTE












- The drawing tools appear where the pen points. You can use the drawing tools easily when pressing the  /Home button with the pen pointing at the monitor.



NOTE

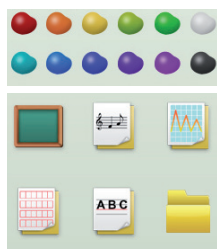
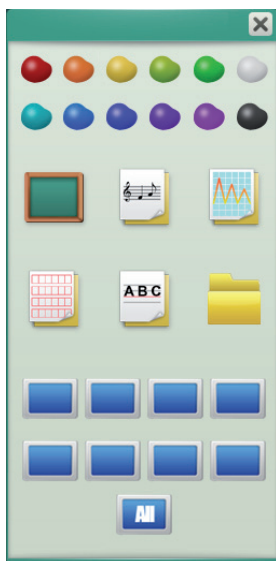
- When using multiple touch pens, you can open a new menu window for each touch pen (for example, if you use four touch pens, you can open four separate menu windows).
- If you select an item, the submenu of the selected item appears next to the main menu. (Depending on the position of the main menu, the submenu appears either to the right or to the left.)



	Select Background (See p.61)
	Select Pen/Line (See p.61)
	Select Color (including mixed colors) (See p.62)
	Select Eraser (See p.62)
	Select Shape (See p.62)
	Select Object (See p.63)
	Capture Partial Screen (See p.63)
	Internet (See p.64)
	Open Document (as an image) (See p.64)
	My Office (See p.64)
	Picture (Alignment) (See p.65)
	Movie (Alignment) (See p.66)
	Memo (Post-It) (See p.67)
	Print (See p.67)
	Exit Program (See p.67)
	Open File (See p.68)
	Save Screen (See p.69)
	Undo (See p.69)
	Settings (See p.69)

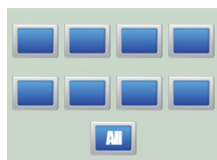


Select Background



Sets the background color.

Sets the background format.



Chalkboard (default background)

Manuscript Paper

Graph Paper

Squared Paper

Alphabet Paper

Opens an image file to set as the background.

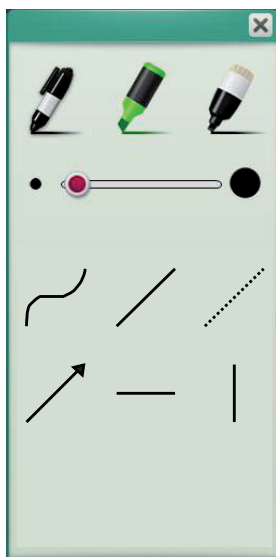
Sets the background for each individual monitor ID. Reads the number of monitors from the registry to match it to the number of screens.

Only applies to the monitor of the selected number.

Applies to all monitors if ALL is selected.



Select Pen/Line



Pen Type



Ball-point Pen



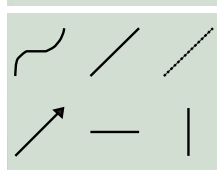
Highlighter



Brush



Pen Thickness



Line Type



Freehand Line



Straight Line



Dotted Line



Arrow



Horizontal Line



Vertical Line



Select Color



Allows you to select the color you want.



Select Eraser



Erases the entire screen.



Erases the selected object.



Erases freehand



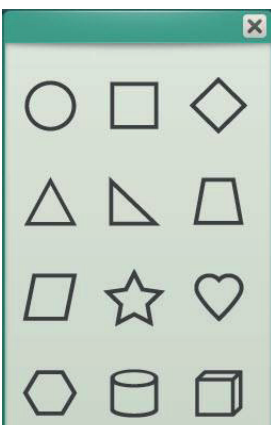
Erases all work on the monitor of the selected number.

NOTE

- To erase the entire screen or the monitor of the selected number, press the icon for 3 seconds and release it.



Select Shape



Inserts a basic shape.
Select the desired icon, then short tap to create a default-sized shape.

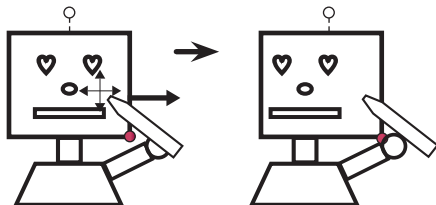


Select Objects

When dragging a line, pen or shape, you can only move or resize one object at once. If you short tap an object and drag, the area of the selected object will be displayed.

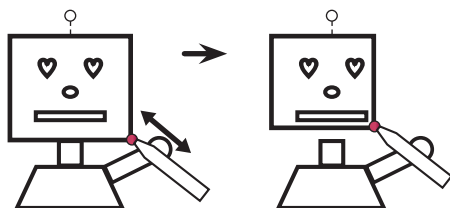
Move

You can move an object by dragging the area of the selected object.



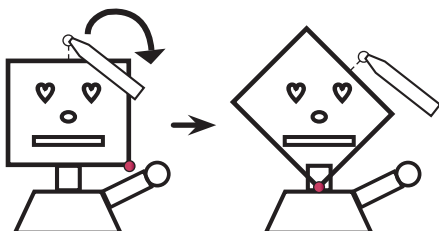
Expand/Reduce

You can expand or reduce an object by dragging one corner of the selected object. The object will be resized based on the corresponding corner.



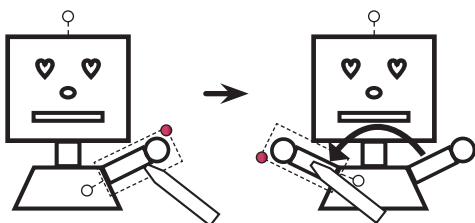
Rotate

Drag in rotation to rotate the selected object.



Capture Partial Screen

You can capture and copy a selected area.



NOTE

- If multiple monitors are selected, but they are not consecutive, the screen is not expanded.

**Internet**

Opens the Internet browser.

Select a monitor to print from the monitor selection window, then select the



icon to open the Internet browser on the selected monitor.

If you select multiple consecutive monitors, the screen will be enlarged to fit the aspect ratio of the selected monitors.



Switches to pen mode.

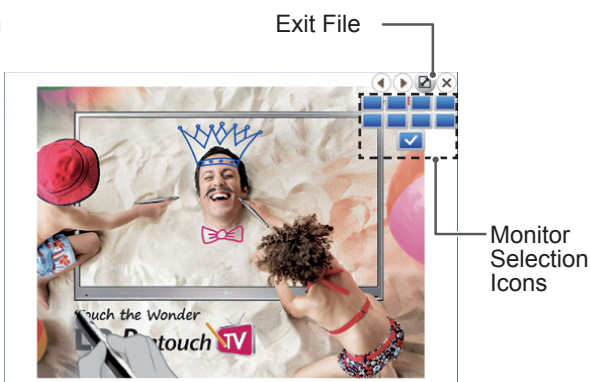
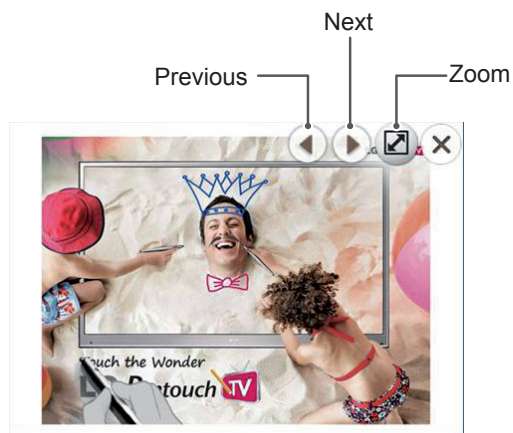


Switches to window mode.

**Open Document**

Type	Supported file format
Office Files	2003 version ppt, doc, xls
	2007 version pptx, docx, xlsx
	All Microsoft PowerPoint files (*.ppt, .pptx)
	All Microsoft Word files (*.doc, .docx)
PDF Files	All Microsoft Excel files (*.xls, .xlsx)
	Adobe PDF files (*.pdf)

- Open File



When the zoom icon is clicked, a pop-up appears, from where you can select a monitor.

- If you select multiple consecutive monitors from the monitor selection icons, the screen will be enlarged to fit the aspect ratio of the selected monitors.

**My Office**

Shows the Open Windows File window.

When selecting files, Windows mode is set as default.



Switches to pen mode.



Switches to window mode.

Type	Supported file format
Office Files	2003 version ppt, doc, xls
	2007 version pptx, docx, xlsx
	All Microsoft PowerPoint files (*.ppt, .pptx)
	All Microsoft Word files (*.doc, .docx)
PDF Files	All Microsoft Excel files (*.xls, .xlsx)
	Adobe PDF files (*.pdf)



Picture

Supported file type: BMP, JPG, GIF, TIF, and PNG

Opens a picture file in the photo directory specified in the settings.



Previous



Next

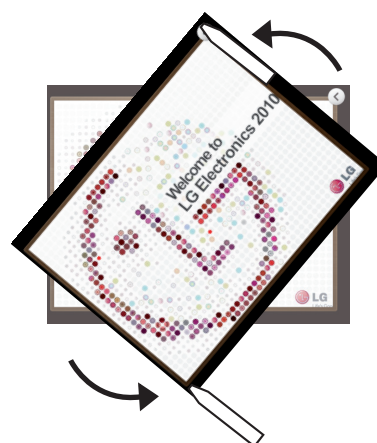
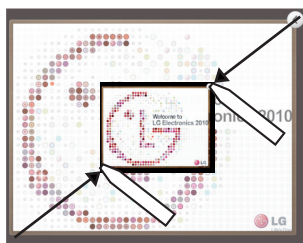
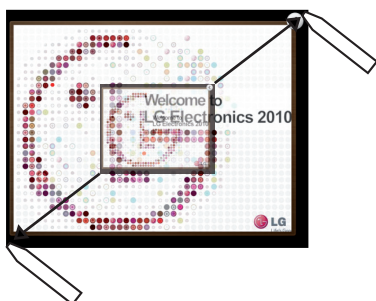


Scatter Alignment



Auto Alignment

Two touch pens support the expand, reduce, rotate, and move functions.



Select a thumbnail and flick it to the right. When the thumbnail reaches the edge of the screen, it opens to fit the aspect ratio. (See p.66)



NOTE

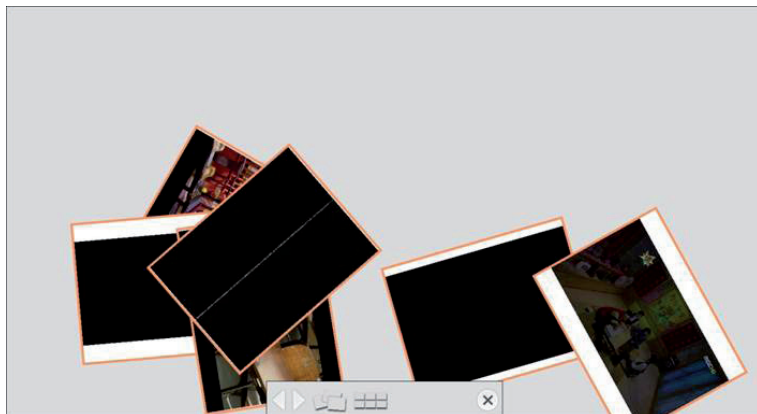
- The thumbnail image may have a lower picture quality than the actual picture due to anti-aliasing.
- Pen mode is not supported in the picture menu.



Movie

Supported file types: 3GP, ASF, AVI, DAT, FLV, MKV, MOV, MP4, MPEG, MPG, OGM, TP, TS, VOB, and WMV

Opens a movie file in the movie directory specified in the settings.



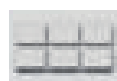
Previous



Next



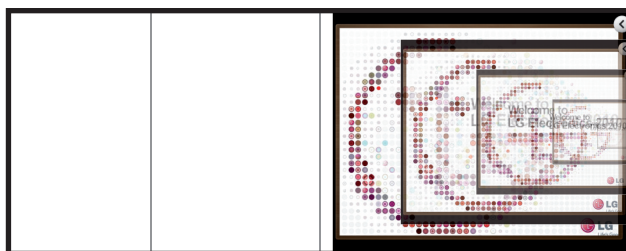
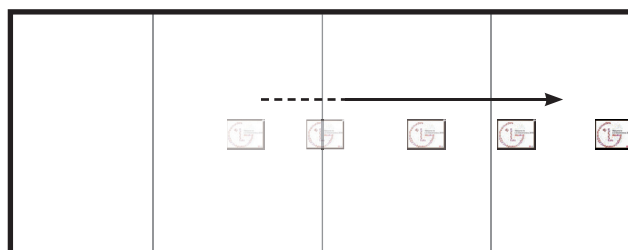
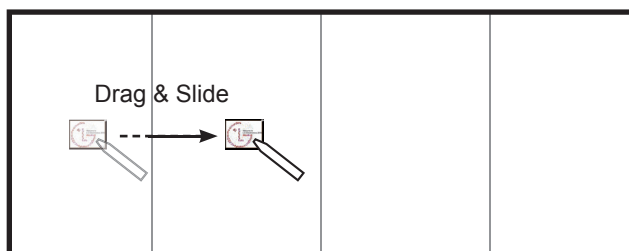
Scatter Alignment



Auto Alignment

Two touch pens support the expand, reduce, rotate, and move functions. (See p.65)

Select a thumbnail and flick it to the right. When the thumbnail reaches the edge of the screen, it opens to fit the aspect ratio.

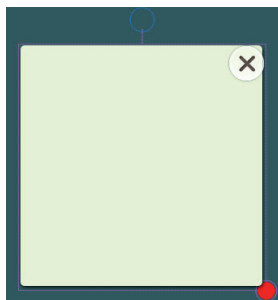


NOTE

- Pen mode is not supported in the movie menu.



Memo




Create a memo in a particular position.
The color of the memo, which will be red, blue, green, or yellow, is randomly selected.



Print



From the monitor selection window, select a monitor to print, then select the  icon to print the screen. If you select multiple consecutive monitors, the screens of the selected monitors will be printed.



NOTE

- All content is printed on a single sheet of paper regardless of the number of monitors selected.
- If multiple monitors are selected, but they are not consecutive, the screen of the selected monitor cannot be printed.



Exit Program

Select the exit icon from the menu or press the Esc key to exit the program.

! NOTE

- If multiple monitors are selected, but they are not consecutive, the screen is not expanded.

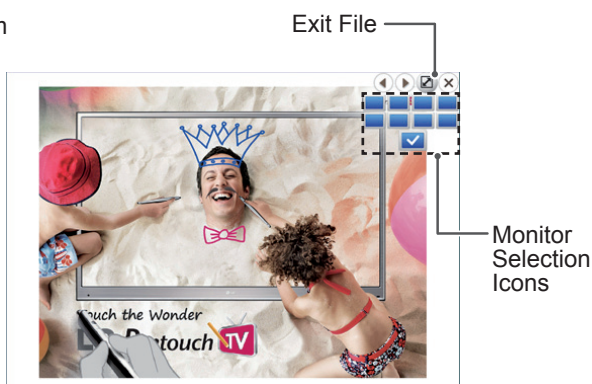
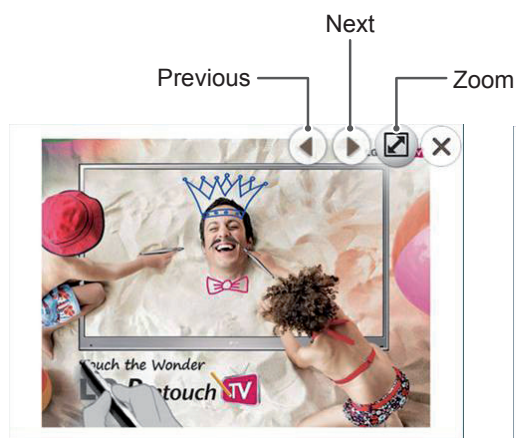
ENGLISH



Open File

Type	Supported file format
Office Files	2003 version ppt, doc, xls 2007 version pptx, docx, xlsx All Microsoft PowerPoint files (*.ppt, .pptx) All Microsoft Word files (*.doc, .docx) All Microsoft Excel files (*.xls, .xlsx)
PDF Files	Adobe PDF files (*.pdf)
Image	BMP, JPG, GIF, TIF, PNG
Movie	3GP, ASF, AVI, DAT, FLV, MKV, MOV, MP4, MPEG, MPG, OGM, TP, TS, VOB, WMV

- Open File



When the zoom icon is clicked, a pop-up appears, from where you can select a monitor.

- If you select multiple consecutive monitors from the monitor selection icons, the screen will be enlarged to fit the aspect ratio of the selected monitors.

! NOTE

- Only one movie file can be played at a time.
- When playback is complete, the file is stopped and ready to be played over.
- When opening a picture which has been edited using the pen, the screen ratio is maintained.



Save Screen

Captures the current screen to save as an image.

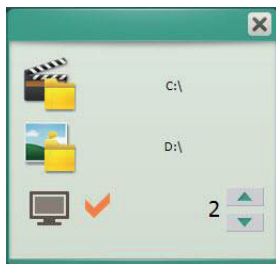


Undo

You can undo the previous five actions.



Settings



Sets the movie folder.

Sets the picture folder.

Sets the screen saver

- Captures the current screen so it can be moved.
- If there is no input for a set period of time, the screen saver will be enabled.
- The time is set to 2 minutes by default.
- You can set the time from 1 to 10 minutes.

CUSTOMIZING MONITOR SETTINGS

ENGLISH

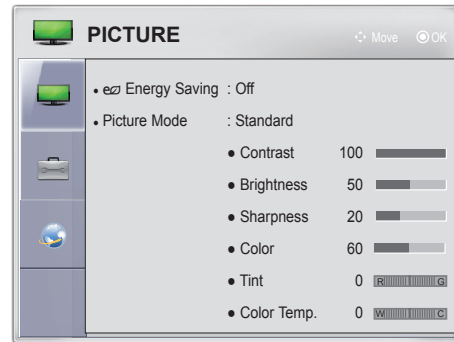
The **SETUP** Menu

- 1 Press **SETTINGS** to access the Home menu.
- 2 Press the Navigation buttons to scroll to one of the following menus and press **OK**.
- 3 Press the Navigation buttons to scroll to the setting or option you want and press **OK**.
- 4 When you are finished, press **EXIT**.


PICTURE Settings

- Image shown may differ from your monitor.

- 1 Press **SETTINGS** to access the menu.
- 2 Press the Navigation buttons to scroll to **PICTURE** and press **OK**.
- 3 Press the Navigation buttons to scroll to the setting or option you want and press **OK**.
- To return to the previous level, press **↶** (**BACK**).
- 4 When you are finished, press **EXIT**.



ENGLISH

Setting	Description
Energy Saving	It reduces the Monitor's power consumption. The default factory setting is adjusted to a comfortable level for home viewing.
	Option
	Off Energy Saving is off.
	On Energy Saving is on.
Picture Mode	Selects one of the preset image or customizes options in each mode for the best monitor screen performance. You are also able to customize advanced options of each mode. The available preset picture modes vary depending on the monitor.
	Mode
	Standard The most general screen display status.
	Studio Optimizes video for being used in a studio environment.
Aspect Ratio (only landscape type)	Changes the image size to view images at its optimal size (See p.78).
SCREEN (only RGB mode)	Customizes the PC display options.
	Option
	Resolution To view a normal picture, match the resolution of RGB mode and selection of PC mode. (1024x768, 1280x768, 1360x768)
	Auto Configure This function is for automatic adjustment of the screen position, size, and phase. The displayed image will be unstable for a few seconds while the auto configuration is in progress.
	<div>  NOTE <ul style="list-style-type: none"> If the position of the image is still not correct, try Auto adjustment again. If picture needs to be adjusted again after Auto adjustment in RGB, you can adjust the Position, Size or Phase. </div>
	Position This function is to adjust picture to left/right and up/down as you prefer.
	Size This function is to minimize any vertical bars or stripes visible on the screen background. And the horizontal screen size will also change.
	Phase This function allows you to remove any horizontal noise and clear or sharpen the image of characters.
	Reset Returns Position, Size and Phase to the factory default settings.

Basic image options

Setting	Description
Contrast	Adjusts the signal level between black and white in the picture. You may use Contrast when the bright part of the picture is saturated.
Brightness	Adjusts the base level of the signal in the picture.
Sharpness	Adjusts the level of crispness in the edges between the light and dark areas of the picture. The lower the level, the softer the image.
Color	Adjusts intensity of all Colors.
Tint	Adjusts the balance between red and green levels.
Color Temp.	Adjust to left direction to make a picture reddish or adjust to right direction to make a picture bluish.
Advanced Control	You can calibrate the screen for each Picture Mode or set the video value according to the special video screen. You can set the video value differently for each input. To reset to the factory default screen after making adjustments to each video mode, execute the "Picture Reset" function for each Picture Mode.
Picture Reset	Settings of the selected picture modes return to the default factory settings.

Advanced image options

Setting	Description
Dynamic Contrast	Adjusts the contrast to keep it at the best level according to the brightness of the screen. The picture is improved by making bright parts brighter and dark parts darker.
Noise Reduction	Reduces screen noise without compromising video quality.
Gamma	You can adjust brightness of dark area and middle gray level area of the picture. <ul style="list-style-type: none"> » Low: Make the dark and middle gray level areas brighter. » Medium: Express the original picture level. » High: Make the dark and middle gray level area darker.
Black Level	This function enables to select 'Low' or 'High' in the following mode: HDMI or DVI. <ul style="list-style-type: none"> » Low: The reflection of the screen gets darker. » High: The reflection of the screen gets brighter.

Adjusting aspect ratio

! NOTE

- You can also change the image size by accessing **Aspect Ratio** in the **PICTURE** menus.
- You can adjust the enlarge proportion using the Navigation buttons.
- When Tile Mode and OSD Pivot are set to On, only the aspect ratio of 16:9 and Just Scan are supported.

- **4:3:** This picture format is 4:3 aspect ratio.

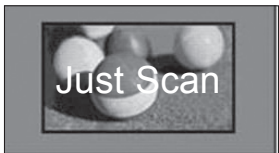


ENGLISH

- **16:9:** Wides screen mode.



- **Just Scan:** Allows you to enjoy the transmitted data fully without any images cut off.



! NOTE

- If there is noise in original Picture, You can see the noise at the edge.

Supported Aspect Ratio

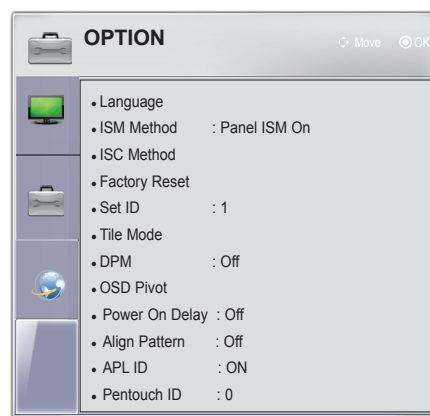
	RGB	HDMI/DVI-D/DP-DTV	HDMI/DVI-D/DP-PC
16:9	X	O	X
Just Scan	O	O	O
4:3	O	O	O

OPTION Settings

- Image shown may differ from your monitor.

ENGLISH

- 1 Press **SETTINGS** to access the menu.
- 2 Press the Navigation buttons to scroll to **OPTION** and press **OK**.
- 3 Press the Navigation buttons to scroll to the setting or option you want and press **OK**.
- To return to the previous level, press **↶ (BACK)**.
- 4 When you are finished, press **EXIT**.



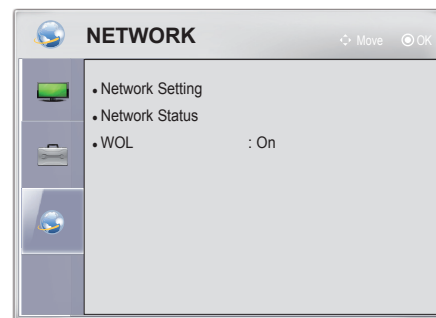
Setting	Description
Language	Selects a language for the display.
ISM Method	A frozen or still picture displayed on the screen for prolonged periods will result in a ghost image remaining even when you change the image. Avoid allowing a fixed image to remain on the screen for prolonged periods.
Mode	
Panel ISM Off/On	If image sticking is never a problem, ISM is not necessary - set to Panel ISM Off.
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.
Color Wash	Removes a ghost image on the screen. The color block with the screen moved a little and the white pattern are alternately displayed. It is difficult to sense the afterimage occurred while the temporary afterimage is removed and the color pattern is operating.
White Wash	Removes a ghost image on the screen. White wash removes permanent images from the screen. Note: An excessive permanent image may be impossible to clear entirely with White Wash.
ISC Method	The ISC method reduces image sticking, which occurs when a fixed image is played for a long period of time. (Contact your installation company for details about this function and more information on how to use it.)
Factory Reset	This function initializes all settings. When the Factory Reset is completed, you must restart the Initializing setup.
Set ID	When controlling multiple monitors with the RS232C control or the remote control, each monitor can be identified with its monitor ID.

Setting	Description
Tile Mode	Tile mode choose Tile alignment and set the ID of the current product to set location.
	Option
	Tile mode Row x Column = 254 available. Configuration of an integration screen is also available as well as configuration of One by one Display. It is used to enlarge the screen and also used with several products to view screen.
	Tile ID The Tile ID determines the location of the Tile.
	Auto Configuration Automatically adjusts the picture position and minimizes image instability. After adjustment, if the image is still not correct, your Monitor is functioning properly but needs further adjustment. This function is for automatic adjustment of the screen position, size, and phase The displayed image will be unstable for a few seconds while the auto configuration is in progress.
	Position If the picture is not clear after auto adjustment and especially if characters are still trembling, adjust the picture position manually.
	Size This function is to minimize any vertical bars or stripes visible on the screen background. And the horizontal screen size will also change.
	Natural The image is omitted by the distance between the screens to be naturally shown.
	Natural Size Adjusts the distance between screens.
	Reset Returns Position, Size and Phase to the factory default settings.
DPM	A user can choose to turn the power saving mode on / off.
OSD Pivot	The OSD appears vertically. When the panels are installed vertically, set the OSD Pivot option to On.
Power On Delay	When connecting multiple monitors and turning the power on, the monitors are turned on at different intervals to prevent overload.
Align Pattern	Adjusts the balance vertically and horizontally during the initial installation of the set.
APL ID	Enables APL communication only with sets that have the same APL IDs. (If it is set to "ON", APL communication is available regardless of the APL IDs.)
Pentouch ID	When used as an e-MultiBoard, set the Pentouch ID as shown in the reference guide. (refer to page 31~33)

NETWORK Settings

- Image shown may differ from your monitor.

- 1 Press **SETTINGS** to access the menu.
- 2 Press the Navigation buttons to scroll to **NETWORK** and press **OK**.
- 3 Press the Navigation buttons to scroll to the setting or option you want and press **OK**.
- To return to the previous level, press **↶** (**BACK**).
- 4 When you are finished, press **EXIT**.



Setting	Description
Network Setting	Configure the network settings.
Network Status	Display the network status. - Internet is connected : Externally connected - Network is connected : Only internally connected - Not connected : When there is no network connection
WOL (Wake-on-LAN)	To turn on the TV via the network. The initial settings is OFF. Set to ON to use this feature.

TROUBLESHOOTING

Abnormal operation

Problem	Resolution
The remote control doesn't work	<ul style="list-style-type: none"> Check to see if there is any object between the Monitor and the remote control causing an obstruction. Ensure you are pointing the remote control directly at the Monitor. Ensure that the batteries are installed with correct polarity (+ to +, - to -). Install new batteries.
Monitor turns off suddenly	<ul style="list-style-type: none"> Is the sleep timer set? It can be turned off by DPM(Display power management). Check the DPM functions.

Video problems

Problem	Resolution
No picture	<ul style="list-style-type: none"> Check whether the product is turned on. Is the power cord inserted into wall power outlet? Test the wall power outlet, plug another product's power cord into the outlet where the product's power cord was plugged in.
Picture appears slowly after switching on	<ul style="list-style-type: none"> This is normal, the image is muted during the product startup process. Please contact your service center, if the picture has not appeared after five minutes.
No or poor color or poor picture	<ul style="list-style-type: none"> Adjust Color in menu option. Keep a sufficient distance between the product and the VCR. Are the video cables installed properly? Activate any function to restore the brightness of the picture.
Horizontal/vertical bars or picture shaking	<ul style="list-style-type: none"> Check for local interference such as an electrical appliance or power tool.
No picture when connecting HDMI	<ul style="list-style-type: none"> If the HDMI cables don't support High Speed HDMI, it can cause flickers or no screen display. In this case use the latest cables that support High Speed HDMI.
Brightness is significantly different from monitor to monitor.	<ul style="list-style-type: none"> Check that the dip switch of the monitor is set correctly. Check that the brightness adjustment connector is working correctly.

Audio problems

Problem	Resolution
Unusual sound from inside the product	<ul style="list-style-type: none"> A change in ambient humidity or temperature may result in an unusual noise when the product is turned on or off and does not indicate a fault with the product.

PC Mode problems

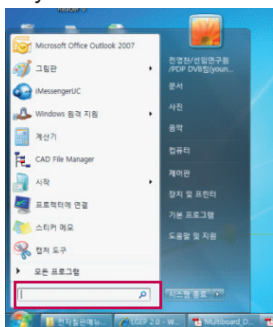
Problem	Resolution
The signal is out of range	<ul style="list-style-type: none"> Adjust resolution, horizontal frequency, or vertical frequency on the PC. Check the input source.
Vertical bar or stripe on background & Horizontal Noise & Incorrect position	<ul style="list-style-type: none"> Activate the Auto configure feature or adjust size, phase, or H/V position. (Option)
Screen color is unstable or single color	<ul style="list-style-type: none"> Check the signal cable. Reinstall the PC video card.

Pentouch problems

Problem	Resolution
The touch pen is not working.	<ul style="list-style-type: none"> Press the OK button on the remote control to check whether "Pentouch" appears or not. Check that the USB dongle is connected to the PC and the red LED is turned on. Press the Power button on the pen and check that the power is turned on. Remove all USB dongles from the PC to reconnect them and check the operation. If the pen is still not working, initialize every pen and re-pair it to each dongle, then check the operation.
The pen touch appears in an incorrect position.	<ul style="list-style-type: none"> Check that the graphic card settings are normal. Press the SETTINGS button to check if the settings for OPTION > e-Multiboard Mode is correct. See the below to check whether the Pen setting is correct when installing LG Pentouch Multi-touch Driver. Check whether the Dip switch is set correctly following the order in the manual.
The pen touch does not appear smoothly.	<ul style="list-style-type: none"> Check that the distance between the USB dongle and the pen is not too great, and check that there are no barriers in between. Check whether too many applications are running on the PC.

* How to check the Pen settings during the LG Pentouch Multi-touch Driver installation

- Click Start, enter "Regedit" and press the Enter key.



- Follow the path below and check the registry value.

(HKEY_LOCAL_MACHINE > SYSTEM > CurrentControlSet > Services > Lgptdriver > Parameters)

- Each registry value means:

이름	종류	데이터
ab) (기본값)	REG_SZ	(값 설정 안 됨)
MonitorCount	REG_DWORD	0x00030002 (196610)
MonitorMode	REG_DWORD	0x00000000 (0)
PenCount	REG_DWORD	0x00000002 (2)
TouchIdFixed	REG_DWORD	0x00000000 (0)

- MonitorCount : The number of monitors installed in length and width each.
(for example, 3 x 2: 00030002, 5 x 1: 00050001)
- MonitorMode : 0 means that the monitors are installed in landscape mode and 1 means that the monitors are installed in portrait mode.
- Do not change values of a PenCount and TouchIdFixed.

SPECIFICATIONS

ENGLISH

MODELS		C60PW130-WA
Dimensions (W x H x D)	TV	1322.1 mm x 745.5 mm x 55 mm
	TV + BOX PACKING	1458 mm x 869 mm x 314 mm
Weight	TV	33 kg
	TV + BOX PACKING	40.8 kg
Power requirement		AC 110 - 240 V~ 50 / 60 Hz
Environment condition	Operating Temperature	0 °C to 40 °C
	Operating Humidity	Less than 80 %
	Storage Temperature	-20 °C to 60 °C
	Storage Humidity	Less than 85 %

Product specifications shown above may be changed without prior notice due to upgrade of product functions.

For the power supply and power consumption, refer to the label attached to the product.

MULTI-OUTLET POWER STRIP SPECIFICATIONS

Specification

- Type : Outlets with surge protector and safety ground
- Electrical Spec : 250V, 3.2A or higher per hole / 125V, 7A or higher per hole.
Multi-outlet total wattage should be determined by considering each hole specification and the number of plugged display pieces.
- Special function : Overload blocking.

Warnings & Recommendations

- Do not plug other electrical products or equipments into the multi-outlet that is used for this product.
- It is recommended to plug the multi-outlet power strip into the wall outlet that is considered total wattage or higher.
- It is recommended to use the multi-outlet certified by safety standards in your country.

Safety Standard

	Mark
Japan	
China	
Taiwan	
Singapore	 X X X X X X - X X
Mexico	
Argentina	

Use the multi-outlet certified by safety standards in your country except for the countries mentioned above.

RGB Input (PC)

	Resolution	Horizontal Frequency (kHz)	Vertical Frequency (Hz)
1	640x350	31.468	70.09
2	720x400	31.469	70.08
3	640x480	31.469	59.94
4	800x600	37.879	60.31
5	1024x768	48.363	60.00
6	1280x768	47.776	59.870
7	1360x768	47.712	60.015
8	1280x1024	63.981	60.020
9	1600x1200	75.00	60.00

HDMI/Display Port Input (PC)

	Resolution	Horizontal Frequency (kHz)	Vertical Frequency (Hz)
1	640x350	31.468	70.09
2	720x400	31.469	70.08
3	640x480	31.469	59.94
4	800x600	37.879	60.31
5	1024x768	48.363	60.00
6	1360x768	47.712	60.015
7	1365x768	47.71	59.79
8	1280x1024	63.981	60.02
9	1600x1200	75.00	60.00
10	1920x1080	67.5	60.00

DVI input (PC)

	Resolution	Horizontal Frequency (kHz)	Vertical Frequency (Hz)
1	640x350	31.468	70.09
2	720x400	31.469	70.08
3	640x480	31.469	59.94
4	800x600	37.879	60.31
5	1024x768	48.363	60.00
6	1280x768	47.776	59.87
7	1360x768	47.712	60.015
8	1365x768	47.71	59.79
9	1280x1024	63.981	60.02
10	1600x1200	75.00	60.00
11	1920x1080	67.5	60.00

HDMI/Display Port input (DTV)

	Resolution	Horizontal Frequency (kHz)	Vertical Frequency (Hz)
1	720x480	15.75	60.00
2	720x480	15.73	59.94
3	720x576	15.625	50.00
4	720x480	31.47	59.94
5	720x480	31.5	60.00
6	720x576	31.25	50.00
7	1280x720	44.96	59.94
8	1280x720	45.00	60.00
9	1280x720	37.5	50.00
10	1920x1080	33.72	59.94
11	1920x1080	33.75	60.00
12	1920x1080	28.125	50.00
13	1920x1080	67.432	59.94
14	1920x1080	67.5	60.00
15	1920x1080	56.25	50.00
16	1920x1080	27.00	24.00
17	1920x1080	33.75	30.00

DVI input (DTV)

	Resolution	Horizontal Frequency (kHz)	Vertical Frequency (Hz)
1	720x480	15.75	60.00
2	720x480	15.73	59.94
3	720x576	15.625	50.00
4	720x480	31.47	59.94
5	720x480	31.5	60.00
6	720x576	31.25	50.00
7	1280x720	44.96	59.94
8	1280x720	45.00	60.00
9	1280x720	37.5	50.00
10	1920x1080	33.72	59.94
11	1920x1080	33.75	60.00
12	1920x1080	28.125	50.00
13	1920x1080	67.432	59.94
14	1920x1080	67.5	60.00
15	1920x1080	56.25	50.00
16	1920x1080	27.00	24.00
17	1920x1080	33.75	30.00

IR CODES

Code (Hexa)	Function	Note	Code (Hexa)	Function	Note
95	ENERGY SAVING	Remote control Button	5B	EXIT	Remote control Button
0B	INPUT	Remote control Button	D5	RGB	Remote control Button
99	AUTO CONFIG	Remote control Button	C6	DVI-D	Remote control Button
10	0	Remote control Button	CE	HDMI	Remote control Button
11	1	Remote control Button	08	POWER	Remote control Button
12	2	Remote control Button	72	Red	Remote control Button
13	3	Remote control Button	71	Green	Remote control Button
14	4	Remote control Button	63	Yellow	Remote control Button
15	5	Remote control Button	61	Blue	Remote control Button
16	6	Remote control Button	4D	PICTURE MODE	Remote control Button
17	7	Remote control Button	F6	CONTRAST +	Remote control Button
18	8	Remote control Button	F7	CONTRAST -	Remote control Button
19	9	Remote control Button	04	APL	Remote control Button
56	SET ID	Remote control Button	E0	BRIGHTNESS +	Remote control Button
46	SET ALL	Remote control Button	E1	BRIGHTNESS -	Remote control Button
7B	TILE MODE	Remote control Button	7D	Data Back up	Remote control Button
6B	TOUCH	Remote control Button	5F	DP	Remote control Button
C9	ISC	Remote control Button			
43	SETTINGS	Remote control Button			
83	ISM	Remote control Button			
06	> (Arrow Key)	Remote control Button			
07	< (Arrow Key)	Remote control Button			
40	^ (Arrow Key)	Remote control Button			
41	∨ (Arrow Key)	Remote control Button			
44	OK	Remote control Button			
28	BACK	Remote control Button			

EXTERNAL CONTROL DEVICE SETUP

ENGLISH

RS-232C Setup

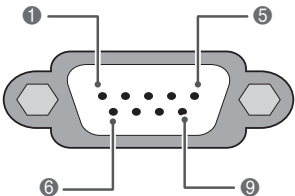
Connect the RS-232C (serial port) input jack to an external control device (such as a computer or an A/V control system) to control the product's functions externally.

Connect the serial port of the control device to the RS-232C jack on the product back panel.

NOTE

- RS-232C on this monitor is intended to be used with third party RS-232C control hardware and software. The instructions below are provided to help with programming software or to test functionality using telenet software.
- RS-232C connection cables are not supplied with the product.

Type of connector; D-Sub 9-Pin Male

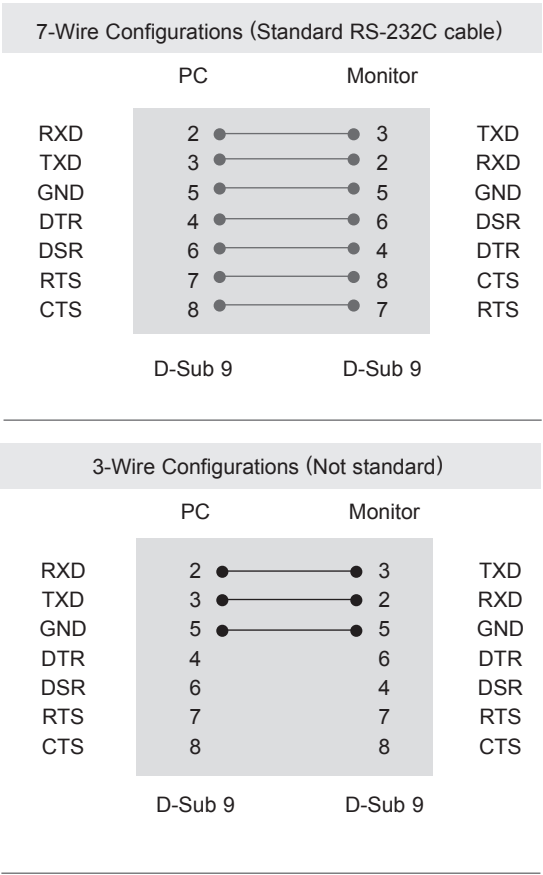


No.	Pin name
1	No connection
2	RXD (Receive data)
3	TXD (Transmit data)
4	DTR (DTE side ready)
5	GND
6	DSR (DCE side ready)
7	RTS (Ready to send)
8	CTS (Clear to send)
9	No Connection

RS-232C Configurations

Set ID

Set ID number. "Real Data Mapping" (See p.89)



Communication Parameters

- Baud rate: 9600 bps (UART)
- Data length: 8 bits
- Parity: None
- Stop bit: 1 bit
- Communication code: ASCII code
- Use a crossed (reverse) cable.

Command reference list

	COMMAND1	COMMAND2	DATA (Hexadecimal)		COMMAND1	COMMAND2	DATA (Hexadecimal)
01. Power	k	a	00 to 01	19. Tile V Position	d	f	00 to 64
02. Input select	x	b	See p.85	20. Tile ID	d	i	See p.87
03. Aspect Ratio	k	c	See p.85	21. Tile H Size	d	g	00 to 64
04. Screen Mute	k	d	See p.85	22. Tile V Size	d	h	00 to 64
05. Contrast	k	g	00 to 64	23. Natural Mode	d	j	00 to 01
06. Brightness	k	h	00 to 64	24. Natural Size	o	n	00 to 14
07. Color	k	i	00 to 64	25. Picture Mode	d	x	01, 03
08. Tint	k	j	00 to 64	26. Fan Fault Check	d	w	FF
09. Sharpness	k	k	00 to 32	27. Elapsed Time Return	d	l	FF
10. OSD Select	k	l	00 to 01	28. Temperature Value	d	n	FF
11. Remote Control Lock	k	m	00 to 01	29. Power On Delay	f	h	See p.88
12. Color Temperature	x	u	00 to 64	30. Language	f	i	00 to 0c
13. ISM Method	j	p	See p.87	31. Reset	f	k	00 to 02
14. Energy Saving	j	q	00 to 01	32. H Position	f	q	00 to 64
15. Auto Configuration	j	u	01	33. V Position	f	r	00 to 64
16. Key	m	c	See p.87	34. H Size	f	s	00 to 64
17. Tile Mode	d	d	See p.87	35. Serial No.	f	y	FF
18. Tile H Position	d	e	00 to 64	36. S/W Version	f	z	FF

NOTE

- For Tile H Position, Tile V Position, Tile H Size, Tile V Size, H Position, V Position, H Size Command
 - The default value is Data 32H.
 - The allowed range differs depending on the input and resolution.
 - When the entered data is out of the allowed range (within 0H to 64H of the data range), an error occurs in ACK.

Transmission / Receiving Protocol

Transmission

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

[Command 1]	First command to control the set. (Z)
[Command 2]	Second command to control the set.
[Set ID]	Set ID wants to communicate with the multi vision
	Command for test is 00.
[Data]	The information passed to the multi vision
[Cr]	Carriage Return
[]	ASCII code '0x0D'
[]	ASCII code 'space (0x20)'

OK Acknowledgement

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

[Command 2]	Use as command
[Set ID]	Set ID of the multi vision which responded.
[Data]	Getting at multi vision.

01. Power (Command: k a)

- To control Power On/Off of the e-MultiBoard.

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

Data 00 : Power Off 01 : Power On

Ack [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, e-MultiBoard will send the Acknowledge after power on processing completion.

There might be a time delay between command and acknowledge.

02. Input Select (Command: x b)

- To select input source for e-MultiBoard.

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

Data 60: RGB-PC
C0: DP
90: HDMI
92: DVI-D

Ack [b][][Set ID][][OK/NG][Data][x]

03. Aspect Ratio (Command: k c)

- To adjust the screen format.

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

Data 01: 4:3
02: 16:9
09: Just scan

When Tile Mode and OSD Pivot are set to On, only the aspect ratio of 16:9 and JustScan are supported.

* This function is unavailable in pen touch mode.

04. Screen Mute (Command: k d)

- To select screen mute on/off.

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

Data 00: Screen mute off (Picture on), Video-out Mute off
01: Screen mute on (Picture off)
10: Video-out Mute on

Ack [d][][Set ID][][OK/NG][Data][x]

* In case of Video-out Mute on only, e-MultiBoard will display On Screen Display (OSD). But, in case of screen mute on, e-MultiBoard will not display On Screen Display (OSD).

05. Contrast (Command: k g)

- ▶ To adjust screen contrast.
You can also adjust contrast in the PICTURE menu.

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

The data range is from 00 to 64 (in Hex)
* Refer to 'Real data mapping'. See p.89.

Ack [g][][Set ID][][OK/NG][Data][x]

06. Brightness (Command: k h)

- ▶ To adjust screen brightness.
You can also adjust brightness in the PICTURE menu.

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

The data range is from 00 to 64 (in Hex)
* Refer to 'Real data mapping'. See p.89.

Ack [h][][Set ID][][OK/NG][Data][x]

07. Color (Command: k i)

- ▶ To adjust screen color.
You can also adjust color in the PICTURE menu.

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

The data range is from 00 to 64 (in Hex)
* Refer to 'Real data mapping'. See p.89.

Ack [i][][Set ID][][OK/NG][Data][x]

08. Tint (Command: k j)

- ▶ To adjust screen tint.
You can also adjust tint in the PICTURE menu.

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

Data Red 00: - Green: 64 (*transmit by Hexadecimal code)

* Refer to 'Real data mapping'. See p.89.

Ack [j][][Set ID][][OK/NG][Data][x]

09. Sharpness (Command: k k)

- ▶ To adjust screen sharpness.
You can also adjust sharpness in the Picture menu.

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

The data range is from 00 to 32 (in Hex)
* Refer to 'Real data mapping'. See p.89.

Ack [k][][Set ID][][OK/NG][Data][x]

10. OSD Select (Command: k l)

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

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

Data 00: OSD off
01: OSD on

Ack [l][][Set ID][][OK/NG][Data][x]

11. Remote Control Lock Mode (Command: k m)

- ▶ To lock the remote control.

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

Data 00: Lock off
01: Lock on

Ack [m][][Set ID][][OK/NG][Data][x]

If you're not using the remote control controls on the e-MultiBoard, use this mode. When main power is on/off, remote control lock is released.

12. Color Temperature (Command: x u)

- ▶ To adjust color temperature.
You can also adjust color temperature in the Picture menu.

Transmission [x][u][][Set ID][][Data][Cr]

The data range is from 00 to 64 (in Hex)
* Refer to 'Real data mapping'. See p.89.

Ack [u][][Set ID][][OK/NG][Data][x]

13. ISM Method (Command: j p)

- To avoid having a fixed image remain on screen.

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

Data 02: Orbiter
04: White Wash
08: Panel ISM On
20: Color Wash
88: Panel ISM Off

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

14. Energy Saving (Command: j q)

- To control the energy saving function.

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

Data 00: Off
01: On

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

15. Auto Configuration (Command: j u)

- To adjust picture position and minimize image shaking automatically.
Auto configuration only works in RGB-PC mode.

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

Data 01: To set

Ack [u][][Set ID][][OK/NG][Data][x]

16. Key (Command: m c)

- To send IR remote control code.

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

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

17. Tile Mode(Command : d d)

- Change a Tile Mode.

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

Ack [d][][Set ID][][OK/NG][Data][x]

Data	Description
0000	Tile mode is off
0102	1 x 2 mode(row x column)
0103	1 x 3 mode
0104	1 x 4 mode
:	
FE01	row x column < 255

* The maximum value changes depending on the installation method.

18. Tile H Position(Command : d e)

- To set the Horizontal position.

Transmission [d][e][][Set ID][][Data][Cr]

Data Min : 00H ~ Max : 64H

* Refer to 'Real data mapping'. See p.89.

Ack [e][][Set ID][][OK/NG][Data][x]

19. Tile V Position(Command : d f)

- To set the Vertical position.

Transmission [d][f][][Set ID][][Data][Cr]

Data Min : 00H ~ Max : 64H

* Refer to 'Real data mapping'. See p.89.

Ack [f][][Set ID][][OK/NG][Data][x]

20. Tile ID (Command : d i)

- ▶ To assign the Tile ID for Tiling function.

Transmission [d][i][][Set ID][][Data][x]

Data Min : 01H ~ FEH

Auto : 00H

(Hexadecimal code)

Ack [i][][Set ID][][OK/NG][Data][x]

* The maximum value changes depending on the installation method.

21. Tile H Size (Command : d g)

- ▶ To set the Horizontal size.

Transmission [d][g][][Set ID][][Data][Cr]

Data Min : 00H ~ Max : 64H

* Refer to 'Real data mapping'. See p.89.

Ack [g][][Set ID][][OK/NG][Data][x]

22. Tile V Size(Command : d h)

- ▶ To set the Vertical size.

Transmission [d][h][][Set ID][][Data][Cr]

Data Min : 00H ~ Max : 64H

* Refer to 'Real data mapping'. See p.89.

Ack [h][][Set ID][][OK/NG][Data][x]

23. Natural Mode (In Tile mode) (Command : d j)

- ▶ To assign the Tile Natural mode for Tiling function.

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

Data 0: Natural Off

1: Natural On

Ack [j][][Set ID][][OK/NG][Data][x]

24. Natural Size (In Tile Mode) (Command : on)

- ▶ To adjust the distance between screens for Tiling function.

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

Data Min : 00H ~ Max : 14H

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

25. Picture Mode (Command : d x)

- ▶ To adjust the picture mode.

Transmission [d][x][][Set ID][][Data][Cr]

Data 01: Standard

03: Studio

Ack [x][][Set ID][][OK/NG][Data][x]

26. Fan Fault Check (Command : d w)

- ▶ To check the Fan fault.

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

The data is always FF (in Hex).

Data ff: Read Status

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

* Data is the status value of the Fan fault.

Data 00: Fan fault

01: Fan OK

27. Elapsed time return (Command : d l)

- ▶ To read the panel used time.

Transmission [d][l][][Set ID][][Data][Cr]

The data is always FF (in Hex).

Ack [l][][Set ID][][OK/NG][Data][x]

The data means used hours

(Hexadecimal code)

28. Temperature value (Command : d n)

- To read the inside temperature value.

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

The data is always FF (in Hex).

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

The data means temperature value
(Hexadecimal code)

29. Power On Delay (Command: f h)

- Set the schedule delay when the power is turned on (Unit: second)

Transmission [f][h][][Set ID][][Data1][][Data2][Cr]

Data1		Data2	
Manual	0	Delay	00H~64H
Auto	1:	Interval	00H~03H

(* 00H: Off)

* Refer to 'Real data mapping'. See p.89.

Ack [h][][Set ID][][OK/NG][Data][x]

*** Real data mapping**

00 : Step 0
:
A : Step 10 (Set ID 10)
:
F : Step 15 (Set ID 15)
10 : Step 16 (Set ID 16)
32 : Step 50
64 : Step 100
:
6E : Step 110
:
73 : Step 115
74 : Step 116
:
CF : Step 199
:
FE : Step 254
FF : Step 255

30. Language (Command : f i)

- Set the OSD language.

Transmission [f][i][][Set ID][][Data][Cr]

Data 0: Korean	7: Portuguese
1: Chinese	8: Spanish(EU)
2: Japanese	9: Arabic
3: English	a: Persian
4: French	b: Turkish
5: German	c: Russian
6: Spanish (SCA)	

Ack [i][][Set ID][][OK/NG][Data][x]

31. Reset (Command : f k)

- Execute the Picture, Screen and Factory Reset functions.

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

Data 0: Picture Reset
1: Screen Reset
2: Factory Reset

Ack [k][][Set ID][][OK/NG][Data][x]

32. H Position (Command : f q)

- To set the Horizontal position.

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

The data range is from 00 to 64 (in Hex)

* Refer to 'Real data mapping'. See p.89.

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

* This function is only working in Tile Off Mode.

33. V Position (Command : f r)

- To set the Vertical Position.

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

The data range is from 00 to 64(in Hex)

* Refer to 'Real data mapping'. See p.89.

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

* This function is only working in Tile Off Mode.

34. H Size (Command : f s)

- To set the Horizontal size.

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

The data range is from 00 to 64 (in Hex)

* Refer to 'Real data mapping'. See p.89.

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

* This function is only working in Tile Off Mode.

35. Serial No.Check (Command : f y)

- To read the serial numbers.

Transmission [f][y][][Set ID][][Data][Cr]

Data FF (to read the serial numbers)

Ack [y][][Set ID][][OK/NG][Data][x]

36. S/W Version (Command : f z)

- Check the software version.

Transmission [f][z][][Set ID][][Data][Cr]

Data FF (to read the S/W version)

Ack [z][][Set ID][][OK/NG][Data][x]

OPEN SOURCE LICENSE

Product Type	PDP Commercial Display
Model Number/Range	C60PW130

Those products identified by the Product Type and Model Range above from LG Electronics, Inc. ("LGE") contain the open source software detailed below. Please refer to the indicated open source licences (as are included following this notice) for the terms and conditions of their use.

Component(s)	Licence
Linux kernel 2.6, busybox, e2fsprogs, gdbserver, jfsutils, mtd-utils, procp, u-boot, udhpc	GPL v2.0
DirectFB, glibc, gconv	LGPL v2.1
Nano-x	MPL v1.1

The source code for the above may be obtained free of charge from LGE at <http://opensource.lge.com>. LGE will also provide open source code to you on CD-ROM for a charge covering the cost of performing such distribution (such as the cost of media, shipping and handling) upon email request to opensource@lge.com. This offer is valid for three (3) years from the date on which you purchased the product.

Please be informed that LG Electronics products may contain open source software listed in the tables below.

Component(s)	Licence
strace, xySSL	BSD license
expat	Expat license
freetype	Freetype license
libjpeg	JPEG license
libcurl	MIT license
ncurses	ncurses license
OpenSSL	OpenSSL license
MD5	RSA Data Security license
libicu	X.net license
libmng, libpng, md5 checksum, tinyxml, zlib	zlib/libpng 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.

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 noncommercial distribution and only if you received the program in object code or executable form with such an offer, in accord with Subsection b above.)

ENGLISH

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 royaltyfree 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 PROGRAM, 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 WARRANTIES 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 DEFECTIVE, 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 COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE 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

GNU Lesser General Public License

Version 2.1, February 1999

Copyright (C) 1991, 1999 Free Software Foundation, Inc. 59 Temple Place, Suite 330, Boston, MA 02111-1307 USA Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

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

Preamble

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

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

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

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

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

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

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

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

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

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

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

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

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

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

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library".

The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

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 relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)
- b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.
- c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.
- d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.
- e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

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

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

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

- a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.
- b) Give prominent notice with the combined library of the fact that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

8. You may not copy, modify, sublicense, link with, or distribute the Library except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense, link with, or distribute the Library is void, and will automatically terminate your rights under this License.

However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

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

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

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

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

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system which is implemented by public license practices.

Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

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

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

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

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

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

NO WARRANTY

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

16. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE LIBRARY AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE LIBRARY (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES

SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE LIBRARY TO OPERATE WITH ANY OTHER SOFTWARE), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH 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 an idea of what it does.> Copyright (C) <year> <name of author>

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

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

You should have received a copy of the GNU Lesser General Public License along with this library; if not, write to the Free Software Foundation, Inc., 59 Temple Place, Suite 330, Boston, MA 02111-1307 USA

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

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

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

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

That's all there is to it!

Mozilla Public License 1.1 (MPL 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 or ii) the combination of the Original Code with other software or devices.

2.2. Contributor Grant.

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

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

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

1) Modifications made by that Contributor (or portions thereof); and 2) the combination of Modifications made by that Contributor with its Contributor Version (or portions of such combination).

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

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

3. 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 COVERED CODE IS FREE OF DEFECTS, MERCHANTABLE, FIT FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE COVERED CODE IS WITH YOU. SHOULD ANY COVERED CODE PROVE DEFECTIVE IN ANY RESPECT, YOU (NOT THE INITIAL DEVELOPER OR ANY OTHER CONTRIBUTOR) ASSUME THE COST OF ANY NECESSARY SERVICING, REPAIR OR CORRECTION. THIS DISCLAIMER OF WARRANTY CONSTITUTES AN ESSENTIAL PART OF THIS LICENSE. NO USE OF ANY COVERED CODE IS AUTHORIZED HEREUNDER EXCEPT UNDER THIS DISCLAIMER.

8. 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 declaratory judgment actions) against Initial Developer or a Contributor (the Initial Developer or Contributor against whom You file such action is referred to as "Participant") alleging that:

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

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

8.3. If You assert a patent infringement claim against Participant alleging that such Participant's Contributor Version directly or indirectly infringes any patent where such claim is resolved (such as by license or settlement) prior to the initiation of patent infringement litigation, then the reasonable value of the licenses granted by such Participant under Sections 2.1 or 2.2 shall be taken into account in determining the amount or value of any payment or license. **8.4.** In the event of termination under Sections 8.1 or 8.2 above, all end user license agreements (excluding distributors and resellers) which have been validly granted by You or any distributor hereunder prior to termination shall survive termination.

9. LIMITATION OF LIABILITY.

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

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 MPL 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.]

BSD license

-strace

Copyright (c) 1991, 1992 Paul Kranenburg <pk@cs.few.eur.nl>

Copyright (c) 1993 Branko Lankester <branko@hacktic.nl>

Copyright (c) 1993 Ulrich Pegelow <pegelow@moorea.uni-muenster.de>

Copyright (c) 1995, 1996 Michael Elizabeth Chastain <mec@duracef.shout.net>

Copyright (c) 1993, 1994, 1995, 1996 Rick Sladkey <jrs@world.std.com>

Copyright (C) 1998-2003 Wichert Akkerman <wakkerma@deephackmode.org>

Copyright (c) 2002-2008 Roland McGrath <roland@redhat.com>

Copyright (c) 2003-2008 Dmitry V. Levin <ldv@altlinux.org>

Copyright (c) 2007-2008 Jan Kratochvil <jan.kratochvil@redhat.com>

All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.
3. The name of the author may not be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE AUTHOR ``AS IS'' AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE AUTHOR BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

- xyssl

Copyright (C) 2006-2008 Christophe Devine

Copyright (C) 2009 Paul Bakker <polarssl_maintainer at polarssl dot org>

All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.
3. Neither the names of PolarSSL or XySSL nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

expat license

The source package was downloaded from <URL:<http://expat.sourceforge.net>>.

The original packager is Adam Di Carlo <aph@debian.org>.

The current maintainer is Ardo van Rangelrooij <ardo@debian.org>.

Copyright (c) 1998, 1999, 2000 Thai Open Source Software Center Ltd and Clark Cooper

Copyright (c) 2001, 2002, 2003, 2004, 2005, 2006 Expat maintainers.

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

The FreeType Project LICENSE

Copyright 1996-2002, 2006 by David Turner, Robert Wilhelm, and Werner Lemberg

Introduction

=====

The FreeType Project is distributed in several archive packages; some of them may contain, in addition to the FreeType font engine, various tools and contributions which rely on, or relate to, the FreeType Project.

This license applies to all files found in such packages, and which do not fall under their own explicit license. The license affects thus the FreeType font engine, the test programs, documentation and makefiles, at the very least.

This license was inspired by the BSD, Artistic, and IJG (Independent JPEG Group) licenses, which all encourage inclusion and use of free software in commercial and freeware products alike. As a consequence, its main points are that:

- We don't promise that this software works. However, we will be interested in any kind of bug reports. ('as is' distribution)
- You can use this software for whatever you want, in parts or full form, without having to pay us. ('royalty-free' usage)
- You may not pretend that you wrote this software. If you use it, or only parts of it, in a program, you must acknowledge somewhere in your documentation that you have used the FreeType code. ('credits')

We specifically permit and encourage the inclusion of this software, with or without modifications, in commercial products. We disclaim all warranties covering The FreeType Project and assume no liability related to The FreeType Project.

Finally, many people asked us for a preferred form for a credit/disclaimer to use in compliance with this license. We thus encourage you to use the following text:

Portions of this software are copyright <year> The FreeType Project (www.freetype.org). All rights reserved.

Please replace <year> with the value from the FreeType version you actually use.

Legal Terms

0. Definitions

Throughout this license, the terms 'package', 'FreeType Project' and 'FreeType archive' refer to the set of files originally distributed by the authors (David Turner, Robert Wilhelm, and Werner Lemberg) as the 'FreeType Project', be they named as alpha, beta or final release.

'You' refers to the licensee, or person using the project, where 'using' is a generic term including compiling the project's source code as well as linking it to form a 'program' or 'executable'. This program is referred to as 'a program using the FreeType engine'.

This license applies to all files distributed in the original FreeType Project, including all source code, binaries and documentation, unless otherwise stated in the file in its original, unmodified form as distributed in the original archive. If you are unsure whether or not a particular file is covered by this license, you must contact us to verify this.

The FreeType Project is copyright (C) 1996-2000 by David Turner, Robert Wilhelm, and Werner Lemberg. All rights reserved except as specified below.

1. No Warranty

THE FREETYPE PROJECT IS PROVIDED 'AS IS' WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT WILL ANY OF THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY DAMAGES CAUSED BY THE USE OR THE INABILITY TO USE, OF THE FREETYPE PROJECT.

2. Redistribution

This license grants a worldwide, royalty-free, perpetual and irrevocable right and license to use, execute, perform, compile, display, copy, create derivative works of, distribute and sublicense the FreeType Project (in both source and object code forms) and derivative works thereof for any purpose; and to authorize others to exercise some or all of the rights granted herein, subject to the following conditions:

- Redistribution of source code must retain this license file ('FTL.TXT') unaltered; any additions, deletions or changes to the original files must be clearly indicated in accompanying documentation. The copyright notices of the unaltered, original files must be preserved in all copies of source files.
- Redistribution in binary form must provide a disclaimer that states that the software is based in part of the work of the FreeType Team, in the distribution documentation. We also encourage you to put an URL to the FreeType web page in your documentation, though this isn't mandatory.

These conditions apply to any software derived from or based on the FreeType Project, not just the unmodified files. If you use our work, you must acknowledge us. However, no fee need be paid to us.

3. Advertising

Neither the FreeType authors and contributors nor you shall use the name of the other for commercial, advertising, or promotional purposes without specific prior written permission. We suggest, but do not require, that you use one or more of the following phrases to refer to this software in your documentation or advertising materials: 'FreeType Project', 'FreeType Engine', 'FreeType library', or 'FreeType Distribution'.

As you have not signed this license, you are not required to accept it. However, as the FreeType Project is copyrighted material, only this license, or another one contracted with the authors, grants you the right to use, distribute, and modify it. Therefore, by using, distributing, or modifying the FreeType Project, you indicate that you understand and accept all the terms of this license.

4. Contacts

There are two mailing lists related to FreeType:

`freetype@nongnu.org`

Discusses general use and applications of FreeType, as well as future and wanted additions to the library and distribution. If you are looking for support, start in this list if you haven't found anything to help you in the documentation.

`freetype-devel@nongnu.org`

Discusses bugs, as well as engine internals, design issues, specific licenses, porting, etc. Our home page can be found at <http://www.freetype.org>

JPEG license

This software is copyright (C) 1991-1998, Thomas G. Lane.

All Rights Reserved except as specified below.

Permission is hereby granted to use, copy, modify, and distribute this software (or portions thereof) for any purpose, without fee, subject to these conditions:

- (1) If any part of the source code for this software is distributed, then this README file must be included, with this copyright and no-warranty notice unaltered; and any additions, deletions, or changes to the original files must be clearly indicated in accompanying documentation.
- (2) If only executable code is distributed, then the accompanying documentation must state that "this software is based in part on the work of the Independent JPEG Group".
- (3) Permission for use of this software is granted only if the user accepts full responsibility for any undesirable consequences; the authors accept NO LIABILITY for damages of any kind.

MIT license

- libcurl

Copyright (C) 1998 - 2005, Daniel Stenberg, <daniel@haxx.se>, et al.
All rights reserved.

Permission to use, copy, modify, and distribute this software for any purpose with or without fee is hereby granted, provided that the above copyright notice and this permission notice appear in all copies.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NON INFRINGEMENT OF THIRD PARTY RIGHTS. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

Except as contained in this notice, the name of a copyright holder shall not be used in advertising or otherwise to promote the sale, use or other dealings in this Software without prior written authorization of the copyright holder.

ncurses

Copyright (c) 1998-2004,2006 Free Software Foundation, Inc.

ENGLISH

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, distribute with modifications, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE ABOVE COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

Except as contained in this notice, the name(s) of the above copyright holders shall not be used in advertising or otherwise to promote the sale, use or other dealings in this Software without prior written authorization.

OpenSSL license

Copyright (c) 1998-2008 The OpenSSL Project. All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.
3. All advertising materials mentioning features or use of this software must display the following acknowledgment: "This product includes software developed by the OpenSSL Project for use in the OpenSSL Toolkit. (<http://www.openssl.org/>)"
4. The names "OpenSSL Toolkit" and "OpenSSL Project" must not be used to endorse or promote products derived from this software without prior written permission. For written permission, please contact openssl-core@openssl.org.
5. Products derived from this software may not be called "OpenSSL" nor may "OpenSSL" appear in their names without prior written permission of the OpenSSL Project.
6. Redistributions of any form whatsoever must retain the following acknowledgment:

"This product includes software developed by the OpenSSL Project for use in the OpenSSL Toolkit (<http://www.openssl.org/>)"

THIS SOFTWARE IS PROVIDED BY THE OpenSSL PROJECT "AS IS" AND ANY EXPRESSED OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE OpenSSL PROJECT OR ITS CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

This product includes cryptographic software written by Eric Young (eay@cryptsoft.com).

This product includes software written by Tim Hudson (tjh@cryptsoft.com).

Original SSLeay License

Copyright (C) 1995-1998 Eric Young (eay@cryptsoft.com) All rights reserved.

This package is an SSL implementation written by Eric Young (eay@cryptsoft.com).

The implementation was written so as to conform with Netscapes SSL.

This library is free for commercial and non-commercial use as long as the following conditions are aheared to. The following conditions apply to all code found in this distribution, be it the RC4, RSA, lhash, DES, etc., code; not just the SSL code. The SSL documentation included with this distribution is covered by the same copyright terms except that the holder is Tim Hudson (tjh@cryptsoft.com).

Copyright remains Eric Young's, and as such any Copyright notices in the code are not to be removed. If this package is used in a product, Eric Young should be given attribution as the author of the parts of the library used. This can be in the form of a textual message at program startup or in documentation (online or textual) provided with the package.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the copyright notice, this list of conditions and the following disclaimer.
2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.
3. All advertising materials mentioning features or use of this software must display the following acknowledgement:

"This product includes cryptographic software written by Eric Young (eay@cryptsoft.com)" The word 'cryptographic' can be left out if the routines from the library being used are not cryptographic related :-).

4. If you include any Windows specific code (or a derivative thereof) from the apps directory (application code) you must include an acknowledgement:

"This product includes software written by Tim Hudson (tjh@cryptsoft.com)"

THIS SOFTWARE IS PROVIDED BY ERIC YOUNG ``AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE AUTHOR OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

The licence and distribution terms for any publically available version or derivative of this code cannot be changed. i.e. this code cannot simply be copied and put under another distribution licence [including the GNU Public Licence.]

X.net license

Copyright (c) 1995-2001 International Business Machines Corporation and others
All rights reserved.

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, provided that the above copyright notice(s) and this permission notice appear in all copies of the Software and that both the above copyright notice(s) and this permission notice appear in supporting documentation.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT OF THIRD PARTY RIGHTS. IN NO EVENT SHALL THE COPYRIGHT HOLDER OR HOLDERS INCLUDED IN THIS NOTICE BE LIABLE FOR ANY CLAIM, OR ANY SPECIAL INDIRECT OR CONSEQUENTIAL DAMAGES, OR ANY DAMAGES WHATSOEVER RESULTING FROM LOSS OF USE, DATA OR PROFITS, WHETHER IN AN ACTION OF CONTRACT, NEGLIGENCE OR OTHER TORTIOUS ACTION, ARISING OUT OF OR IN CONNECTION WITH THE USE OR PERFORMANCE OF THIS SOFTWARE.

Except as contained in this notice, the name of a copyright holder shall not be used in advertising or otherwise to promote the sale, use or other dealings in this Software without prior written authorization of the copyright holder.

zlib/libpng License

This product may contain open source software licensed under zlib/libpng License.

ENGLISH

libmng : Copyright © 2000-2008 Gerard Juyn (gerard@libmng.com)

libpng : Copyright (c) 1998-2008 Glenn Randers-Pehrson

(Version 0.96 Copyright (c) 1996, 1997 Andreas Dilger)

(Version 0.88 Copyright (c) 1995, 1996 Guy Eric Schalnat, Group 42, Inc.)

Md5 checksum : Copyright (C) 1999, 2000, 2002 Aladdin Enterprises.

tinysql : copyright (c) 2000-2006 Lee Thomason (www.grinninglizard.com)

zlib : Copyright (C) 1995-2010 Jean-loup Gailly and Mark Adler

This software is provided 'as-is', without any express or implied warranty. In no event will the authors be held liable for any damages arising from the use of this software.

Permission is granted to anyone to use this software for any purpose, including commercial applications, and to alter it and redistribute it freely, subject to the following restrictions:

1. The origin of this software must not be misrepresented; you must not claim that you wrote the original software. If you use this software in a product, an acknowledgment in the product documentation would be appreciated but is not required.
2. Altered source versions must be plainly marked as such, and must not be misrepresented as being the original software.
3. This notice may not be removed or altered from any source distribution.

The model and serial numbers of the monitor is
located on the back of the monitor
Record it below should you ever need service.

MODEL _____

SERIAL _____