

APPENDIX H
: USER'S MANUAL



LCD TV OWNER'S MANUAL

19LH20	32LH30	19LU55
22LH20	37LH30	22LU55
26LH20	42LH30	27LU55
32LH20	47LH30	
37LH20		
42LH20		

Please read this manual carefully before operating your set and retain it for future reference.
Write the model number and serial number from the label on the back cabinet on the front or back of this manual.




This product qualifies for ENERGY STAR in the "factory default (Home mode)" setting and this is the setting in which power savings will be achieved.


Changing the factory default picture setting or enabling other features will increase power consumption that could exceed the limits necessary to qualify for Energy Star rating.


P/NO : SAC33601901 (0812-REV00)

WARNING / CAUTION



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 PRODUCT TO RAIN OR MOISTURE.

NOTE TO CABLE/TV INSTALLER

This reminder is provided to call the CATV system installer’s attention to Article 820-40 of the National Electric Code (U.S.A.). The code provides guidelines for proper grounding and, in particular, specifies that the cable ground shall be connected to the grounding system of the building, as close to the point of the cable entry as practical.

WARNING / CAUTION

To prevent fire or shock hazards, do not expose this product to rain or moisture.

FCC NOTICE

Class B digital device

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment to an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Any changes or modifications not expressly approved by the party responsible for compliance could void the user’s authority to operate the equipment.

CAUTION

Do not attempt to modify this product in any way without written authorization from LG Electronics. Unauthorized modification could void the user’s authority to operate this product

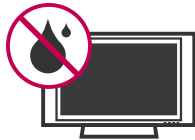
SAFETY INSTRUCTIONS

IMPORTANT SAFETY INSTRUCTIONS

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



- 1 Do not use this apparatus near water.



- 2 Clean only with dry cloth.



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



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



- 5 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.



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



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

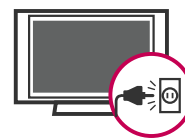


- 8 Use only with the cart, stand, tripod, bracket, or table specified by the manufacturer, or sold with the apparatus. When a cart is used, use caution when moving the cart/apparatus combination to avoid injury from tip-over.

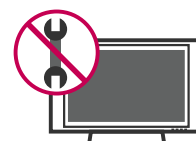


S3125A

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



- 10 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.



SAFETY INSTRUCTIONS

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

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

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

14 **CAUTION** concerning the Power Cord:
It is recommend 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 TV with the power cord plugged in. Do not use a damaged or loose power cord. Be sure do grasp the plug when unplugging the power cord. Do not pull on the power cord to unplug the TV.



15 **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 TV with wet hands. Do not install this product near flammable objects such as gasoline or candles or expose the TV to direct air conditioning.

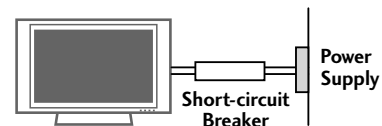


16 Do not expose to dripping or splashing and do not place objects filled with liquids, such as vases, cups, etc. on or over the apparatus (e.g. on shelves above the unit).



17 **GROUNDING**
Ensure that you connect the earth ground wire to prevent possible electric shock (i.e. a TV 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, lightening rods, or gas pipes.



18 **DISCONNECTING DEVICE FROM MAINS**
Mains plug is the disconnecting device. The plug must remain readily operable.

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

20 ANTENNAS

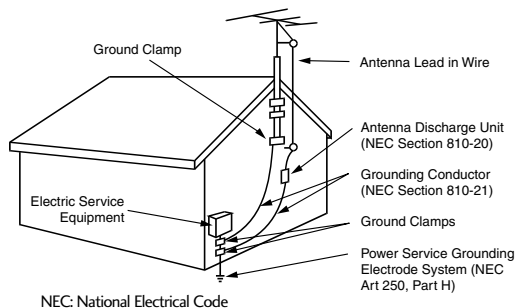
Outdoor antenna grounding

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



21 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 TV as electric shock may occur. Do not clean with chemicals such as alcohol, thinners or benzene.

22 Moving

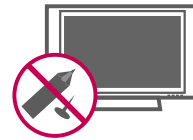
Make sure the product is turned off, unplugged and all cables have been removed. It may take 2 or more people to carry larger TVs. Do not press against or put stress on the front panel of the TV.

23 Ventilation

Install your TV 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.

24 If you smell smoke or other odors coming from the TV or hear strange sounds, unplug the power cord contact an authorized service center.

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



26 Keep the product away from direct sunlight.

27 For LCD TV

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 monitor’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.

ON DISPOSAL

(Only Hg lamp used LCD TV)

The fluorescent lamp used in this product contains a small amount of mercury. Do not dispose of this product with general household waste. Disposal of this product must be carried out in accordance to the regulations of your local authority.

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FEATURE OF THIS TV



CALIBRATE LIKE A PRO: Sophisticated and detailed calibrations can be made through the ISFccc mode. Detailed calibration requires a licensed technician. Please contact your local dealer to inquire about an ISF certified technician.



High-definition television. High-resolution digital television broadcast and playback system composed of roughly a million or more pixels, 16:9 aspect-ratio screens, and AC3 digital audio. A subset of digital television, HDTV formats include 1080i and 720p resolutions.



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HDMI™, the HDMI logo and High-Definition Multimedia Interface are trademarks or registered trademarks of HDMI Licensing.”

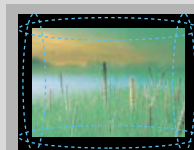
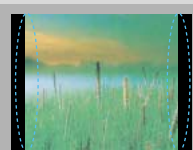


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IMPORTANT INFORMATION TO PREVENT “IMAGE BURN / BURN-IN” ON YOUR TV SCREEN

- When a fixed image (e.g. logos, screen menus, video game, and computer display) is displayed on the TV for an extended period, it can become permanently imprinted on the screen. This phenomenon is known as “image burn” or “burn-in.” Image burn is not covered under the manufacturer’s warranty.
- In order to prevent image burn, avoid displaying a fixed image on your TV screen for a prolonged period (2 or more hours for LCD, 1 or more hours for Plasma).
- Image burn can also occur on the letterboxed areas of your TV if you use the 4:3 aspect ratio setting for an extended period.

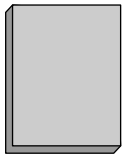


PREPARATION

ACCESSORIES

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

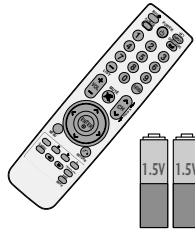
The accessories included may differ from the images below.



Owner's Manual



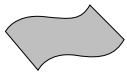
CD Manual



Remote Control,
Batteries



Power Cord

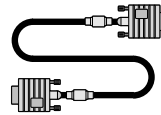


Polishing Cloth

(This feature is not available for all models.)

- * Wipe spots on the exterior only with the polishing cloth.
- * Do not wipe roughly when removing stain. Excessive pressure may cause scratch or discoloration.

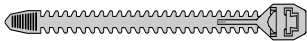
Option Extras



D-sub 15 pin Cable

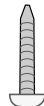
When using the VGA (D-sub 15 pin cable) PC connection, the user must use shielded signal interface cables with ferrite cores to maintain standards compliance.

Only 19/22/27LU55



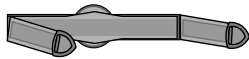
Cable Management Clip

(Only 27LU55)

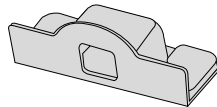


Screw for stand fixing
(Refer to P.25)

Only 19/22LH20

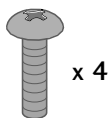


Cable Management Clip



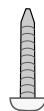
Protection Cover

Only 26/32/37/42LH20, 32/37/42/47LH30



x 4

Bolts for stand assembly
(Refer to P.16)



Screw for stand fixing
(Refer to P.25)



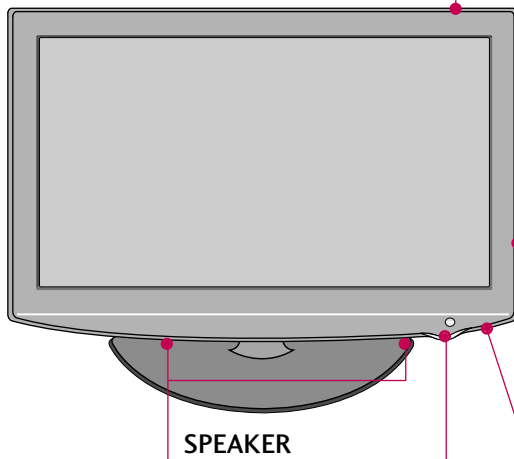
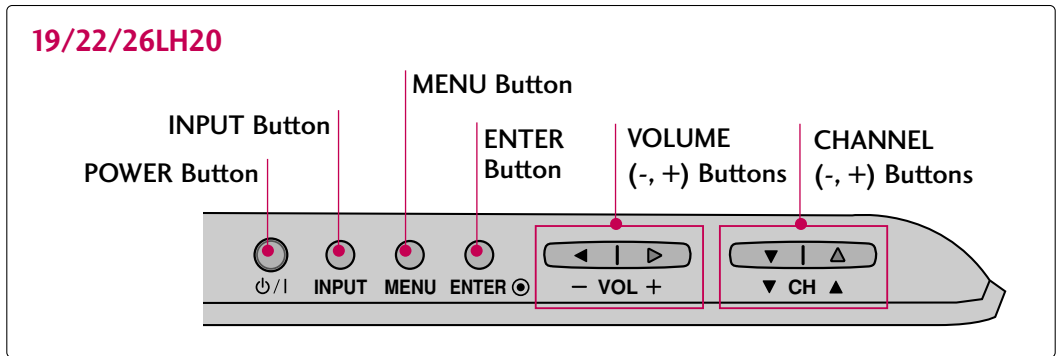
Protection Cover

PREPARATION

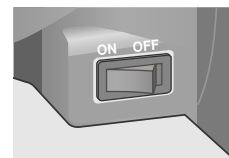
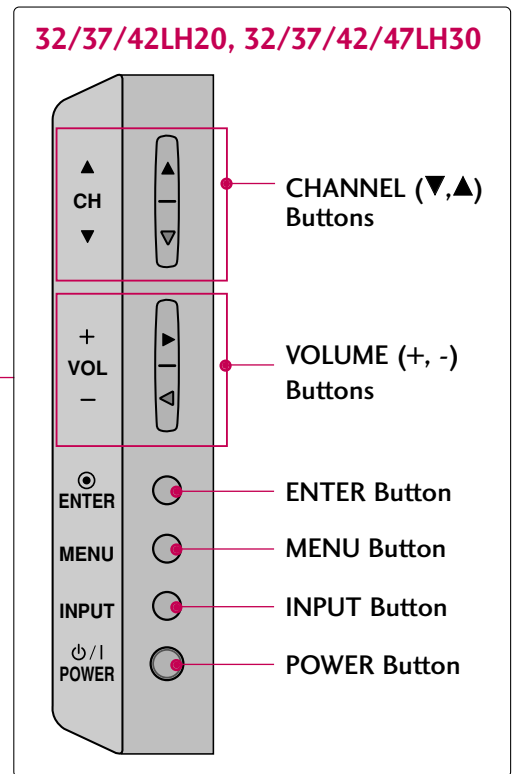
FRONT PANEL INFORMATION

■ Image shown may differ from your TV.

PREPARATION

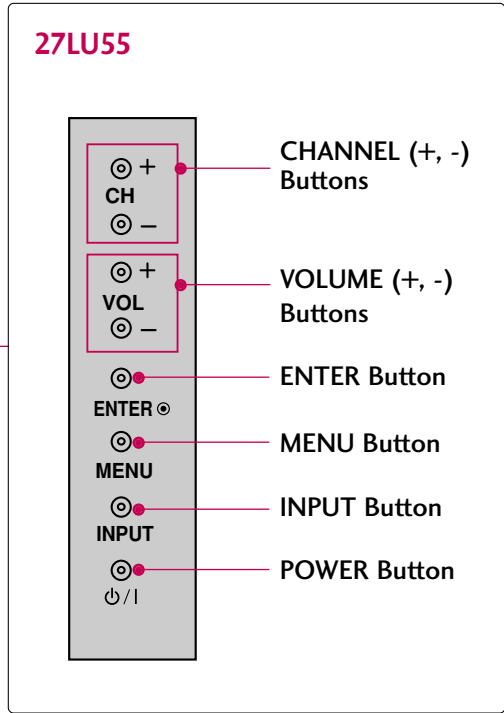
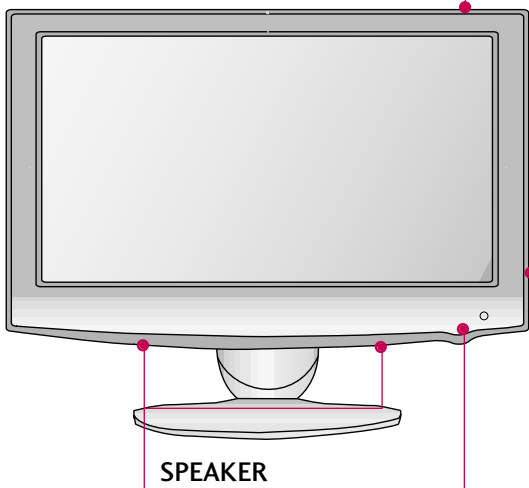
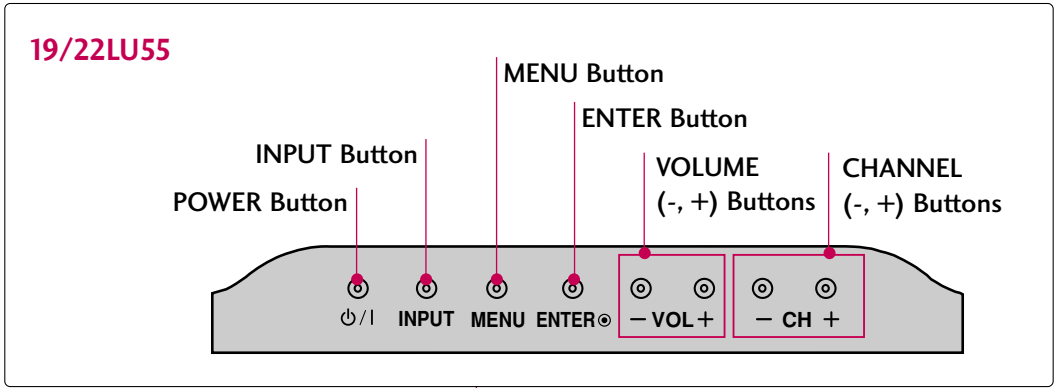


Remote Control Sensor,
Power/Standby Indicator
Illuminates red in standby mode.
Illuminates blue when the TV is switched on.
(Can be adjusted **Power Indicator** in the
OPTION menu. ► p.74)



Power Switch

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



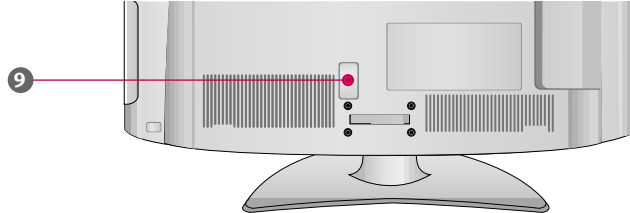
Remote Control Sensor,
 Power/Standby Indicator
 Illuminates red in standby mode.
 Illuminates blue when the TV is switched on.
 (Can be adjusted **Power Indicator** in the OPTION menu. ► p.74)

PREPARATION

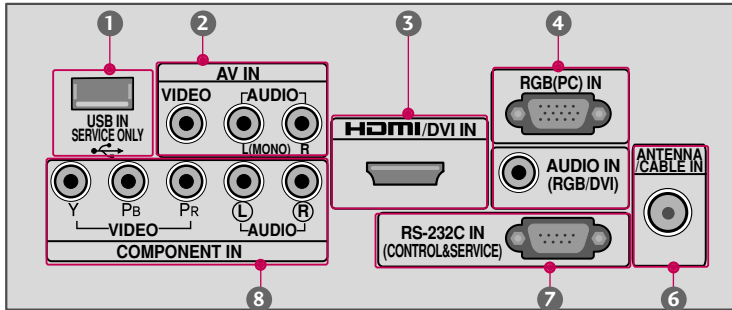
BACK PANEL INFORMATION

Image shown may differ from your TV.

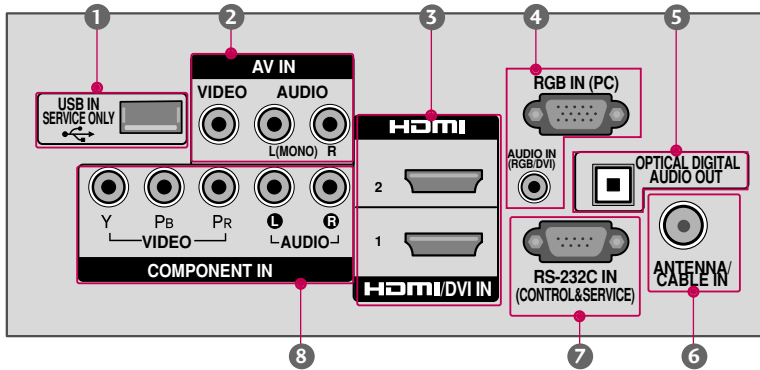
PREPARATION



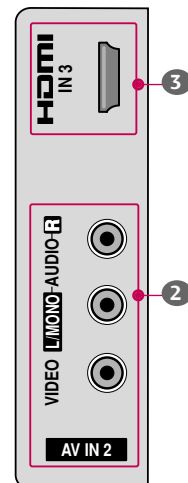
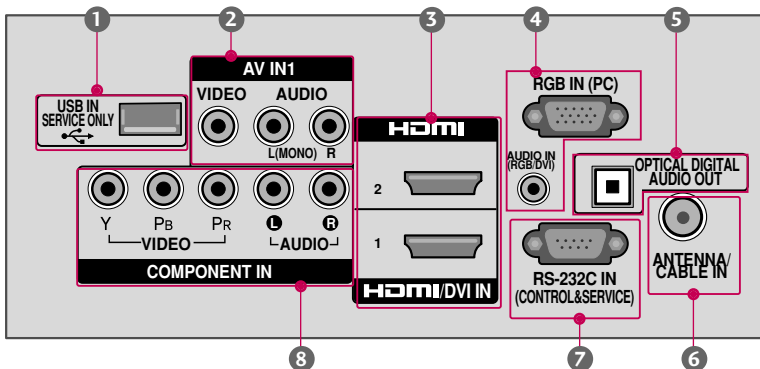
19/22/26LH20



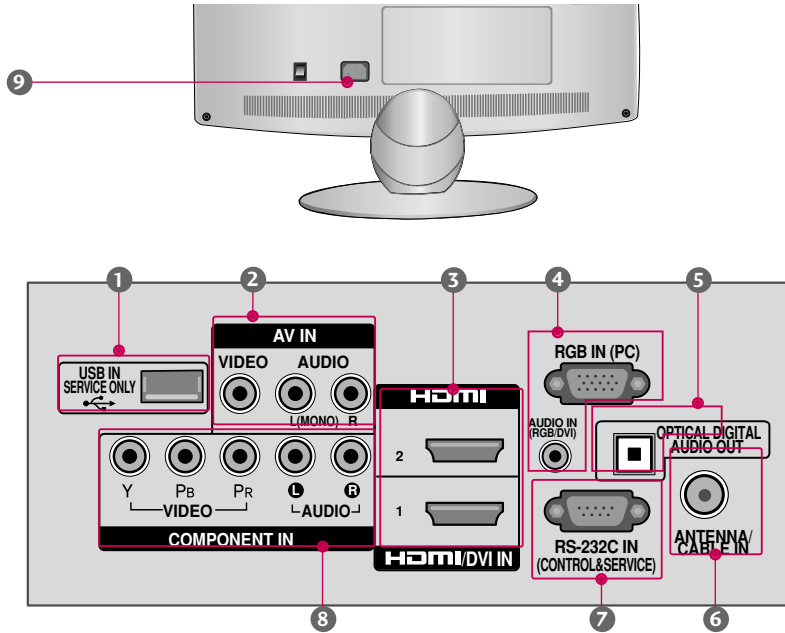
32/37/42LH20



32/37/42LH30



19/22/27LU55



1 SERVICE ONLY or USB IN SERVICE ONLY
Used for software updates.

2 AV (Audio/Video) IN
Analog composite connection. Supports standard definition video only (480i).

3 HDMI/DVI IN
Digital Connection.
Supports HD video and Digital audio. Doesn't support 480i.
Accepts DVI video using an adapter or HDMI to DVI cable (not included).

4 RGB IN (PC)
Analog PC Connection. Uses a D-sub 15 pin cable (VGA cable).
AUDIO IN (RGB/DVI)
1/8" headphone jack for analog PC audio input.

5 OPTICAL DIGITAL AUDIO OUT (Except 19/22LH20)
Digital audio output for use with amps and home theater systems.
Includes an optical connection.
Note: In standby mode, these ports do not work.

6 ANTENNA/CABLE IN
Connect over-the air signals to this jack.
Connect cable signals to this jack.

7 RS-232C IN (CONTROL & SERVICE) PORT
Used by third party devices.

8 COMPONENT IN
Analog Connection.
Supports HD.

Uses a red, green, and blue cable for video & red and white for audio.

9 Power Cord Socket
For operation with AC power.
Caution: Never attempt to operate the TV on DC power.

PREPARATION

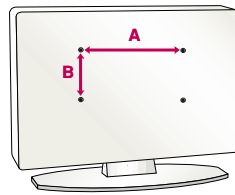
VESA WALL MOUNTING

Install your wall mount on a solid wall perpendicular to the floor. When attaching to other building materials, please contact your nearest dealer.

If installed on a ceiling or slanted wall, it may fall and result in severe personal injury.

We recommend that you use an LG brand wall mount when mounting the TV to a wall.

LG recommends that wall mounting be performed by a qualified professional installer.



PREPARATION

Model	VESA (A * B)	Standard Screw	Quantity
19LH20, 19LU55 22LH20, 22LU55	100 * 100	M4	4
26LH20, 27LU55 32LH20, 32LH30	200 * 100	M4	4
37LH20, 37LH30 42LH20, 42LH30 47LH30	200 * 200	M6	4

! NOTE

- ▶ Screw length needed depends on the wall mount used. For further information, refer to the instructions included with the mount.
- ▶ Standard dimensions for wall mount kits are shown in the table.
- ▶ When purchasing our wall mount kit, a detailed installation manual and all parts necessary for assembly are provided.
- ▶ Do not use screws longer than the standard dimension, as they may cause damage to the inside to the TV.
- ▶ For wall mounts that do not comply with the VESA standard screw specifications, the length of the screws may differ depending on their specifications.
- ▶ Do not use screws that do not comply with the VESA standard screw specifications.
- ▶ Do not use fasten the screws too strongly, this may damage the TV or cause the TV to a fall, leading to personal injury. LG is not liable for these kinds of accidents.
- ▶ LG is not liable for TV damage or personal injury when a non-VESA or non specified wall mount is used or the consumer fails to follow the TV installation instructions.

! CAUTION

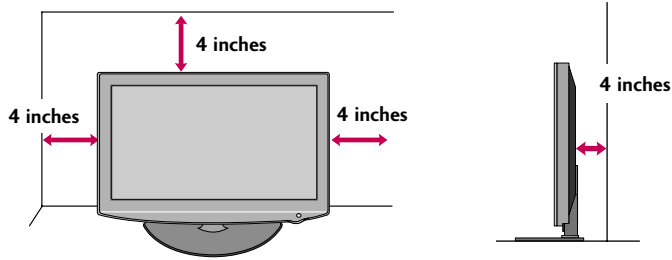
- ▶ Do not install your wall mount kit while your TV is turned on. It may result in personal injury due to electric shock.

PREPARATION

DESKTOP PEDESTAL INSTALLATION

■ Image shown may differ from your TV.

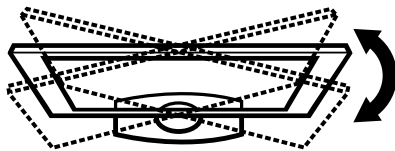
For proper ventilation, allow a clearance of 4 inches on all four sides from the wall.



- ⚠ CAUTION**
- ▶ Ensure adequate ventilation by following the clearance recommendations.
 - ▶ Do not mount near or above any type of heat source.

SWIVEL STAND (Except 19/22LH20, 19/22/27LU55)

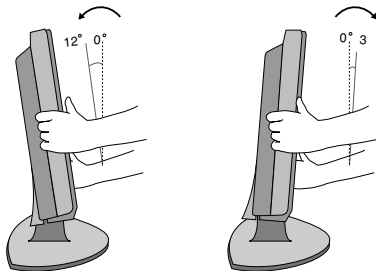
After installing the TV, you can adjust the TV set manually to the left or right direction by 20 degrees to suit your viewing position.



POSITIONING YOUR DISPLAY (Only 19/22LH20)

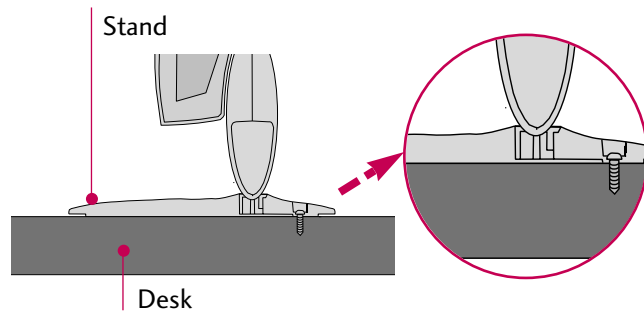
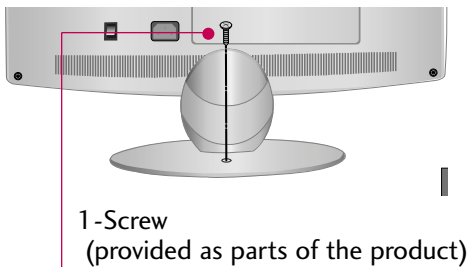
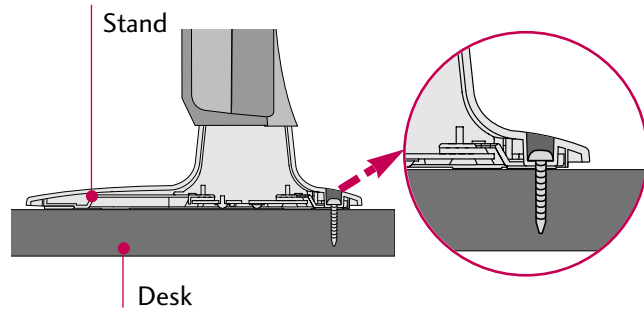
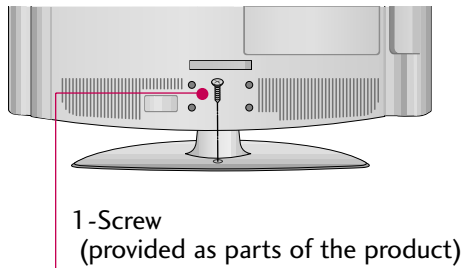
- Here shown may be somewhat different from your TV.
- Adjust the position of the panel in various ways for maximum comfort.

• Tilt range



ATTACHING THE TV TO A DESK (Except 19/22LH20, 19/22LU55)

The TV must be attached to a desk so it cannot be pulled in a forward/backward direction, potentially causing injury or damaging the product.



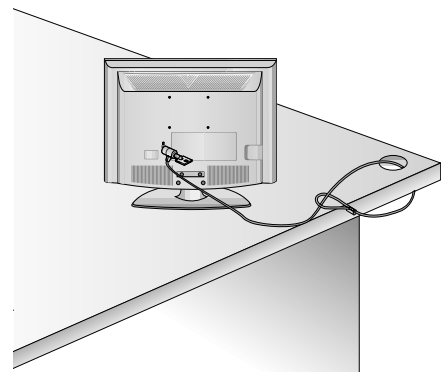
⚠ WARNING

- ▶ To prevent TV from falling over, the TV should be securely attached to the floor/wall per installation instructions. Tipping, shaking, or rocking the machine may cause injury.

KENSINGTON SECURITY SYSTEM

- This feature is not available for all models.
 - The TV is equipped with a Kensington Security System connector on the back panel. Connect the Kensington Security System cable as shown below.
 - For the detailed installation and use of the Kensington Security System, refer to the user's guide provided with the Kensington Security System.
- For further information, contact <http://www.kensington.com>, the internet homepage of the Kensington company. Kensington sells security systems for expensive electronic equipment such as notebook PCs and LCD projectors.

NOTE: The Kensington Security System is an optional accessory.



PREPARATION

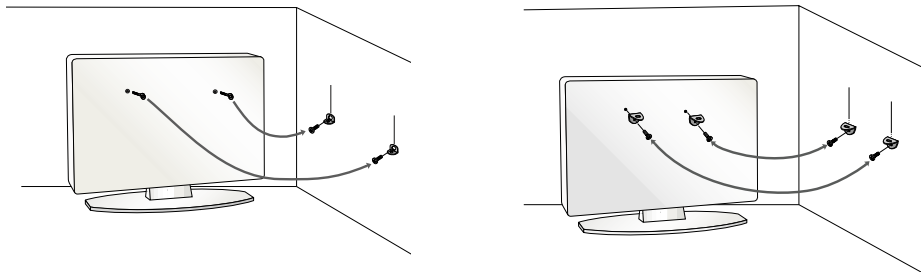
SECURING THE TV TO THE WALL TO PREVENT FALLING WHEN THE TV IS USED ON A STAND

- You should purchase necessary components to prevent TV from falling off of the stand.
- Image shown may differ from your TV.

We recommend that you set up the TV close to a wall so it cannot fall over if pushed backwards.

Additionally, we recommend that the TV be attached to a wall so it cannot be pulled in a forward direction, potentially causing injury or damaging the product.

Caution: Please make sure that children don't climb on or hang from the TV.



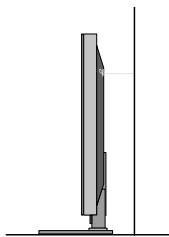
- Insert the eye-bolts (or TV brackets and bolts) to tighten the product to the wall as shown in the picture.

* If your product has the bolts in the eye-bolts position before inserting the eye-bolts, loosen the bolts.

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

Secure the wall brackets with the bolts (sold separately) to the wall. Match the height of the bracket that is mounted on the wall to the holes in the product.

Ensure the eye-bolts or brackets are tightened securely.



- Use a sturdy rope (sold separately) to tie the product. It is safer to tie the rope so it becomes horizontal between the wall and the product.

! NOTE

- ▶ Use a platform or cabinet strong enough and large enough to support the size and weight of the TV.
- ▶ To use the TV safely make sure that the height of the bracket on the wall and the one on the TV are the same.

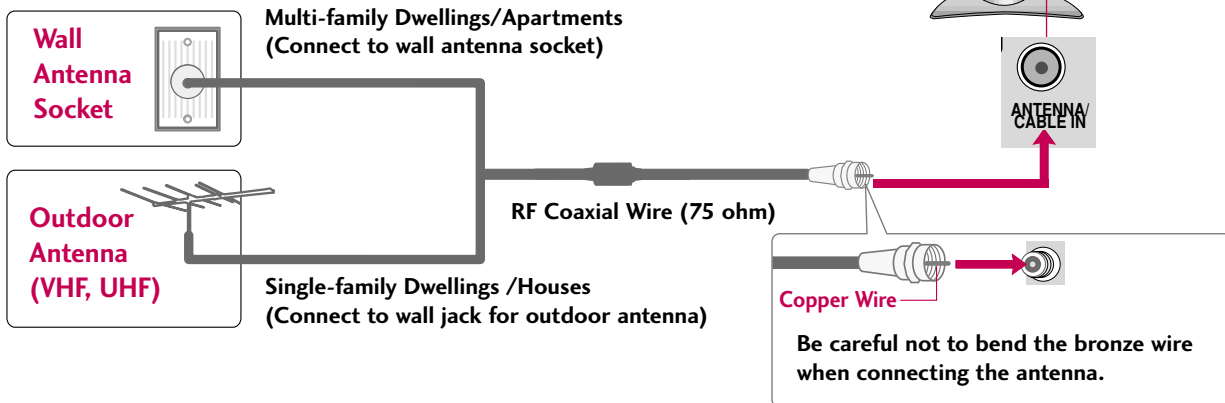
- To prevent damage do not connect to the power outlet until all connections are made between the devices.
- Image shown may differ from your TV.

ANTENNA OR CABLE CONNECTION

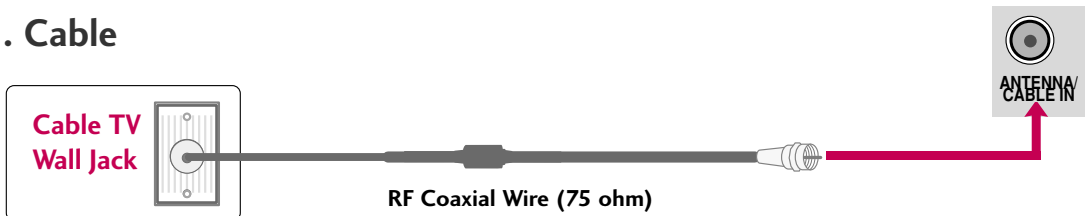
1. Antenna (Analog or Digital)

Wall Antenna Socket or Outdoor Antenna without a Cable Box Connections.

For optimum picture quality, adjust antenna direction if needed.



2. Cable



- To improve the picture quality in a poor signal area, please purchase a signal amplifier and install properly.
- If the antenna needs to be split for two TV's, install a 2-Way Signal Splitter.
- If the antenna is not installed properly, contact your dealer for assistance.

EXTERNAL EQUIPMENT SETUP

- To prevent the equipment damage, never plug in any power cords until you have finished connecting all equipment.
- This part of EXTERNAL EQUIPMENT SETUP mainly use picture for 26/32/37/42LH20.

HD RECEIVER SETUP

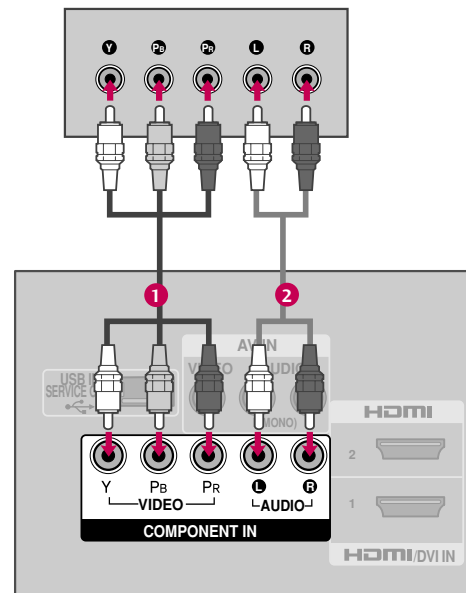
This TV can receive Digital Over-the-air/Cable signals without an external digital set-top box. However, if you do receive digital signals from a digital set-top box or other digital external device, refer to the figure as shown below.

Component Connection

19/22LH2*

1. How to connect

- 1 Connect the video outputs (Y, PB, PR) of the digital set-top box to the **COMPONENT IN VIDEO** jacks on the TV. Match the jack colors (Y = green, PB = blue, and PR = red).
- 2 Connect the audio output of the digital set-top box to the **COMPONENT IN AUDIO** jacks on the TV.



2. How to use

- Turn on the digital set-top box.
(Refer to the owner's manual for the digital set-top box. operation)
- Select the **Component** input source on the TV using the **INPUT** button on the remote control.

Supported Resolutions

Signal	Component	HDMI
480i	Yes	No
480p	Yes	Yes
720p	Yes	Yes
1080i	Yes	Yes
1080p	Yes	Yes

Y, CB/PB, CR/PR

Resolution	Horizontal Frequency(KHz)	Vertical Frequency(Hz)
720x480i	15.73	59.94
	15.73	60.00
720x480p	31.47	59.94
	31.50	60.00
1280x720p	44.96	59.94
	45.00	60.00
1920x1080i	33.72	59.94
	33.75	60.00
1920x1080p	26.97	23.976
	27.00	24.00
	33.71	29.97
	33.75	30.00
	67.432	59.94
	67.50	60.00

HDMI Connection

1. How to connect

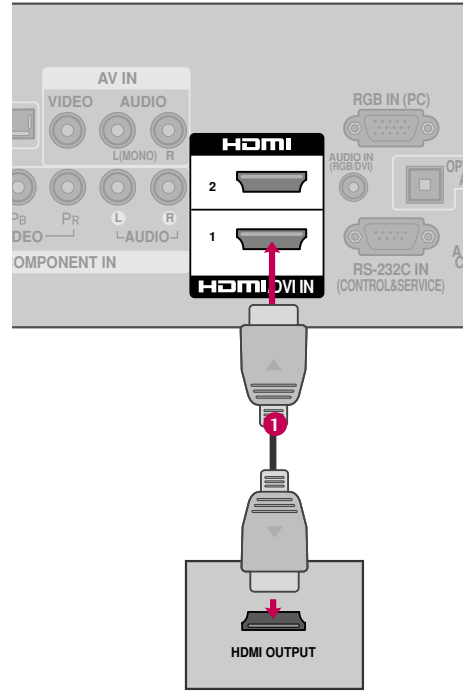
- 1 Connect the digital set-top box to the **HDMI/DVI IN** or **HDMI/DVI IN 1/2/3** jack on the TV.
- 2 No separate audio connection is necessary. HDMI supports both audio and video.

2. How to use

- Turn on the digital set-top box.
(Refer to the owner's manual for the digital set-top box.)
- Select the **HDMI** or **HDMI1/2*/3*** input source on the TV using the **INPUT** button on the remote control.

* HDMI 2: Except 19/22LH20

* HDMI 3: Except 19/22/26/32/37/42LH20



HDMI-DTV

Resolution	Horizontal Frequency(KHz)	Vertical Frequency(Hz)
720x480p	31.47	59.94
	31.47	60.00
1280x720p	44.96	59.94
	45.00	60.00
1920x1080i	33.72	59.94
	33.75	60.00
1920x1080p	26.97	23.976
	27.00	24.00
	33.71	29.97
	33.75	30.00
	67.432	59.939
	67.50	60.00

EXTERNAL EQUIPMENT SETUP

DVI to HDMI Connection

1. How to connect

- 1 Connect the DVI output of the digital set-top box to the **HDMI/DVI IN** or **HDMI/DVI IN 1/2/3** jack on the TV.
- 2 Connect the PC audio output to the **AUDIO IN (RGB/DVI)** jack on the TV.

2. How to use

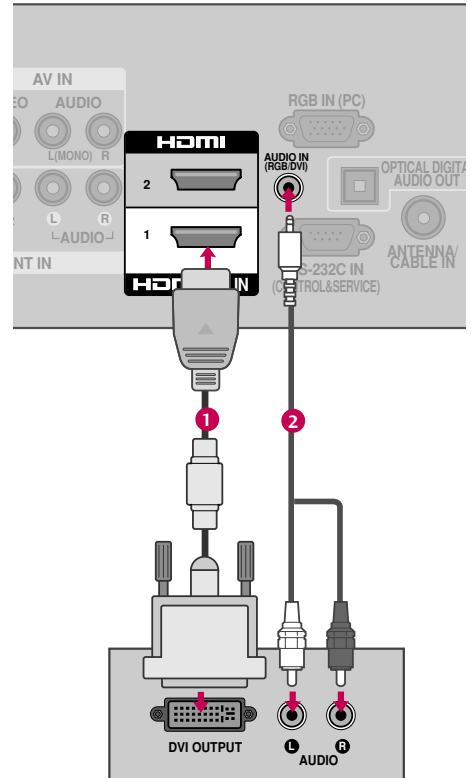
- Turn on the digital set-top box.
(Refer to the owner's manual for the digital set-top box.)
- Select the **HDMI** or **HDMI 1/2*/3*** input source on the TV using the **INPUT** button on the remote control.

* HDMI 2: Except 19/22LH20

* HDMI 3: Except 19/22/26/32/37/42LH20

! NOTE

- ▶ A DVI to HDMI cable or adapter is required for this connection. DVI doesn't support audio, so a separate audio connection is necessary.



DVD SETUP

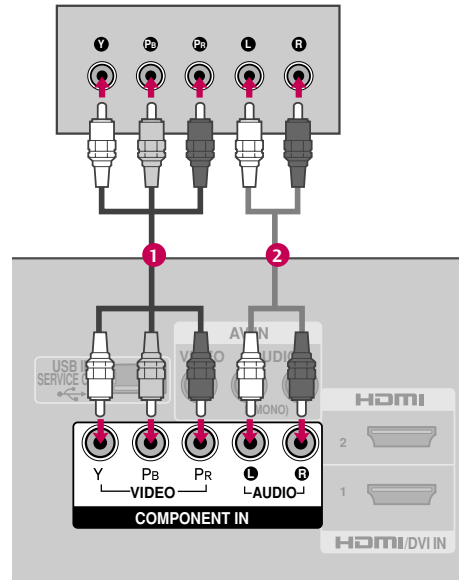
Component Connection

1. How to connect

- 1 Connect the video outputs (Y, PB, PR) of the DVD to the **COMPONENT IN VIDEO** jacks on the TV. Match the jack colors (Y = green, PB = blue, and PR = red).
- 2 Connect the audio outputs of the DVD to the **COMPONENT IN AUDIO** jacks on the TV.

2. How to use

- Turn on the DVD player, insert a DVD.
- Select the **Component** input source on the TV using the **INPUT** button on the remote control.
- Refer to the DVD player's manual for operating instructions.



Component Input ports

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

Component ports on the TV	Y	P _B	P _R
Video output ports on DVD player	Y	P _B	P _R
	Y	B-Y	R-Y
	Y	C _b	C _r
	Y	P _b	P _r

EXTERNAL EQUIPMENT SETUP

Composite (RCA) Connection

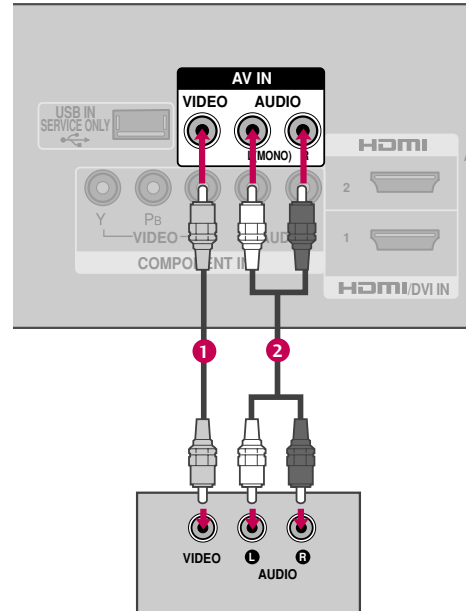
1. How to connect

- 1 Connect the **AUDIO/VIDEO** jacks between TV and DVD. Match the jack colors (Video = yellow, Audio Left = white, and Audio Right = red)

2. How to use

- Turn on the DVD player, insert a DVD.
- Select the **AV** or **AV1/2*** input source on the TV using the **INPUT** button on the remote control.
- Refer to the DVD player's manual for operating instructions.

* AV2: Only 32/37/42/47LH30



HDMI Connection

1. How to connect

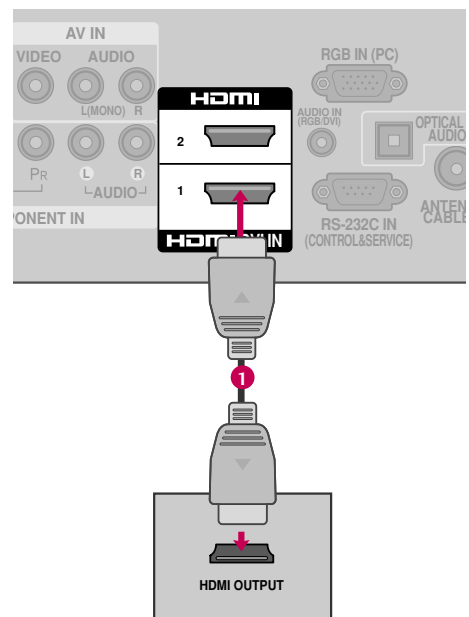
- 1 Connect the HDMI output of the DVD to the **HDMI/DVI IN** or **HDMI/DVI IN 1/2** jack on the TV.
- 2 No separated audio connection is necessary. HDMI supports both audio and video.

2. How to use

- Select the **HDMI** or **HDMI1/2*/3*** input source on the TV using the **INPUT** button on the remote control.
- Refer to the DVD player's manual for operating instructions.

* HDMI 2: Except 19/22LH20

* HDMI 3: Except 19/22/26/32/37/42LH20



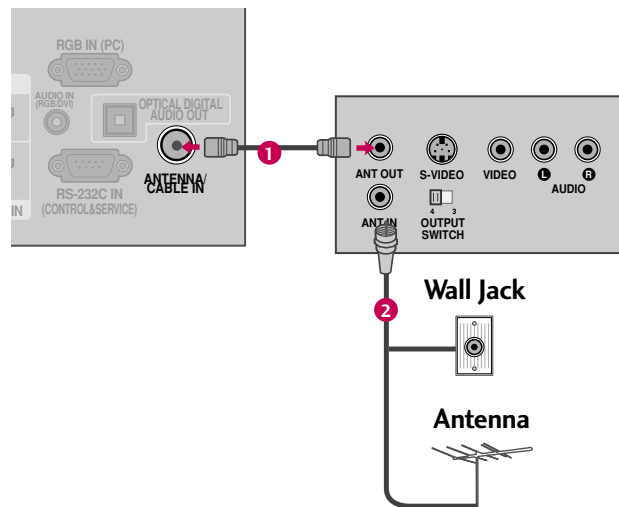
VCR SETUP

- To avoid picture noise (interference), leave an adequate distance between the VCR and TV.

Antenna Connection

1. How to connect

- 1 Connect the RF antenna out socket of the VCR to the **ANTENNA/CABLE IN** socket on the TV.
- 2 Connect the antenna cable to the RF antenna in socket of the VCR.



2. How to use

- Set VCR output switch to 3 or 4 and then tune TV to the same channel number.
- Insert a video tape into the VCR and press PLAY on the VCR. (Refer to the VCR owner's manual.)

EXTERNAL EQUIPMENT SETUP

Composite (RCA) Connection

1. How to connect

- 1 Connect the **AUDIO/VIDEO** jacks between TV and VCR. Match the jack colors (Video = yellow, Audio Left = white, and Audio Right = red)

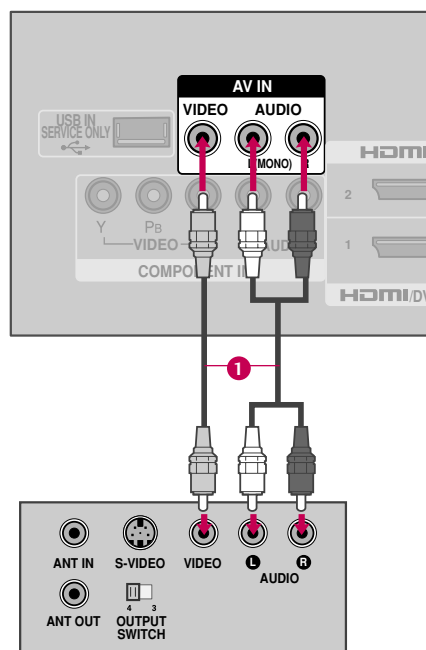
2. How to use

- Insert a video tape into the VCR and press **PLAY** on the VCR. (Refer to the VCR owner's manual.)
- Select the **AV** or **AV1/2*** input source on the TV using the **INPUT** button on the remote control.

* AV2: Only 32/37/42/47LH30

! NOTE

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



OTHER A/V SOURCE SETUP

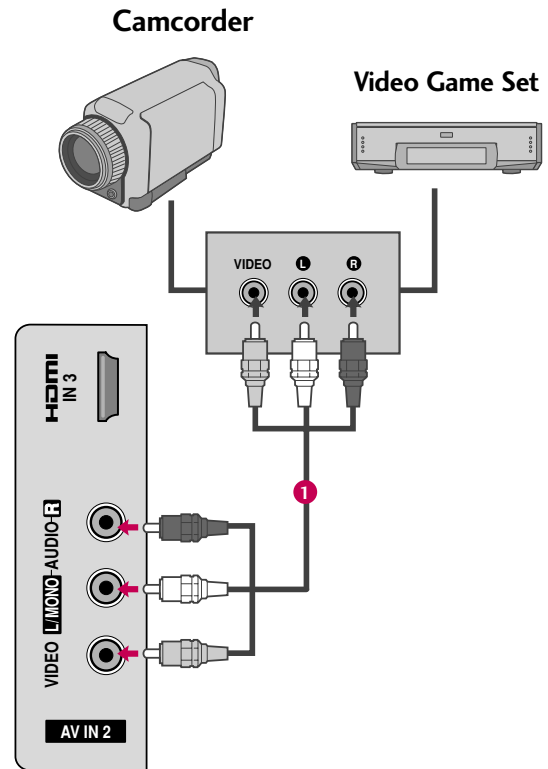
1. How to connect

- 1 Connect the **AUDIO/VIDEO** jacks between TV and external equipment. Match the jack colors. (Video = yellow, Audio Left = white, and Audio Right = red)

2. How to use

- Select the **AV2** input source on the TV using the **INPUT** button on the remote control.
- If connected to **AV** or **AV IN1** input, select the **AV1** input source on the TV.
- Operate the corresponding external equipment.

* AV2: Only 32/37/42/47LH30



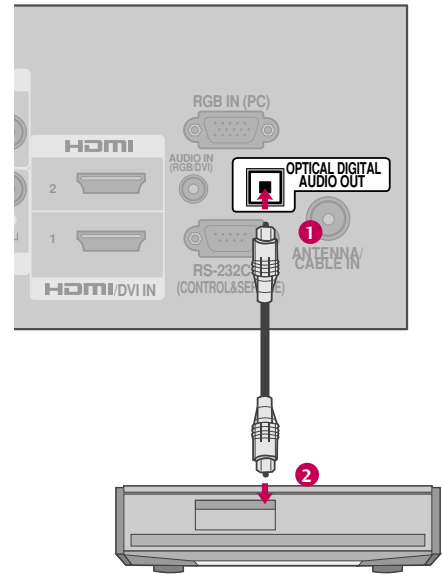
EXTERNAL EQUIPMENT SETUP

AUDIO OUT CONNECTION (Except 19/22/26LH20)

Send the TV's audio to external audio equipment via the Audio Output port.

1. How to connect

- 1 Connect one end of the optical or coaxial cable to the TV port of **OPTICAL DIGITAL AUDIO OUT**.
- 2 Connect the other end of the optical cable to the digital audio input on the audio equipment.
- 3 Set the "TV Speaker option - Off" in the AUDIO menu. (▶ p.79). See the external audio equipment instruction manual for operation.



! NOTE

- ▶ When connecting with external audio equipments, such as amplifiers or speakers, you can turn the TV speakers off in the menu. (▶ p.79)

! CAUTION

- ▶ Do not look into the optical output port. Looking at the laser beam may damage your vision.
- ▶ Block the SPDIF out (optical) about the contents with ACP(Audio Copy Protection) function.

PC SETUP

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

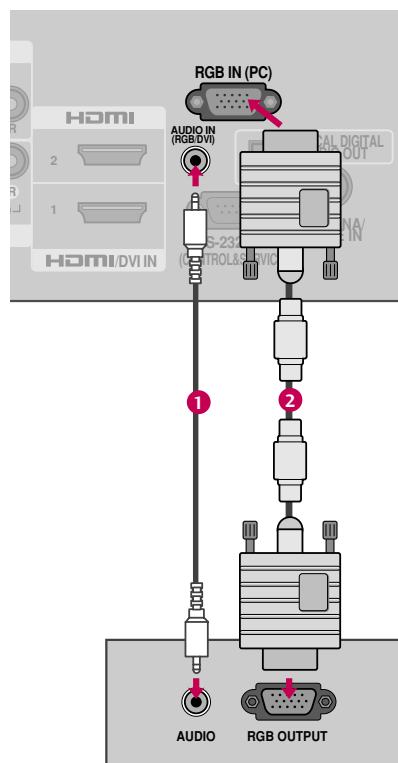
VGA (D-Sub 15 pin) Connection

1. How to connect

- 1 Connect the VGA output of the PC to the **RGB IN (PC)** jack on the TV.
- 2 Connect the PC audio output to the **AUDIO IN (RGB/DVI)** jack on the TV.

2. How to use

- Turn on the PC and the TV.
- Select the **RGB-PC** input source on the TV using the **INPUT** button on the remote control.



EXTERNAL EQUIPMENT SETUP

DVI to HDMI Connection

1. How to connect

- 1 Connect the DVI output of the PC to the **HDMI/DVI IN** or **HDMI/DVI IN 1/2/3** jack on the TV.
- 2 Connect the PC audio output to the **AUDIO IN (RGB/DVI)** or **AUDIO (RGB/DVI)** jack on the TV.

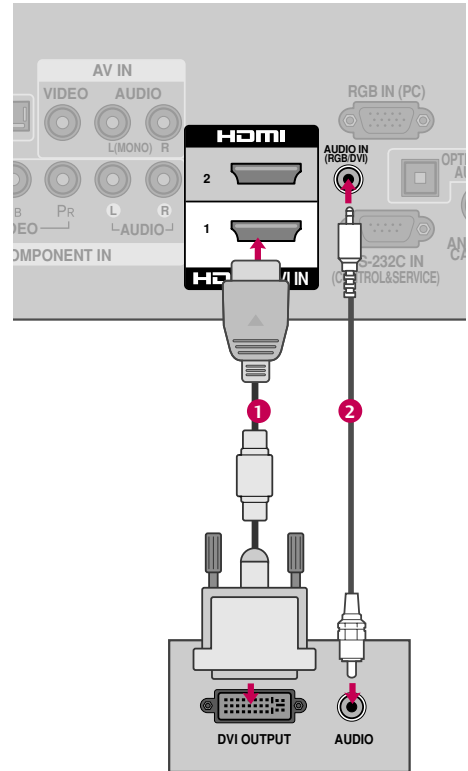
2. How to use

- Turn on the PC and the TV.
- Select the **HDMI** or **HDMI 1/2*/3*** input source on the TV using the **INPUT** button on the remote control.

* HDMI 2: Except 19/22LH20

* HDMI 3: Except 19/22/26/32/37/42LH20

26LH2**



! NOTES

- ▶ 19/22/26/32/37/42LH20, 19/27LU55: To get the the best picture quality, adjust the PC graphics card to **1360x768**.
- ▶ 32/37/42/47LH30, 22LU55: To get the the best picture quality, adjust the PC graphics card to **1920x1080**.
- ▶ Depending on the graphics card, DOS mode may not work if a HDMI to DVI Cable is in use.
- ▶ In PC mode, there may be noise associated with the resolution, vertical pattern, contrast or brightness. If noise is present, change the PC output to another resolution, change the refresh rate to another rate or adjust the brightness and contrast on the PICTURE menu until the picture is clear.
- ▶ Avoid keeping a fixed image on the screen for a long period of time. The fixed image may become permanently imprinted on the screen.
- ▶ The synchronization input form for Horizontal and Vertical frequencies is separate.
- ▶ Depending on the graphics card, some resolution settings may not allow the image to be positioned on the screen properly.
- ▶ If there are overscan in HDMI-PC 1920x1080, change aspect ratio to **Just scan**.

Supported Display Specifications (RGB-PC, HDMI-PC)

For 19/22/26/32/37/42LH20

Resolution	Horizontal Frequency(KHz)	Vertical Frequency(Hz)
640x350	31.469	70.08 ●
720x400	31.469	70.08 ●
640x480	31.469	59.94
800x600	37.879	60.31
1024x768	48.363	60.00
1280x768	47.776	59.87
1360x768	47.720	59.799

* Only RGB-PC mode

For 32/37/42/47LH30

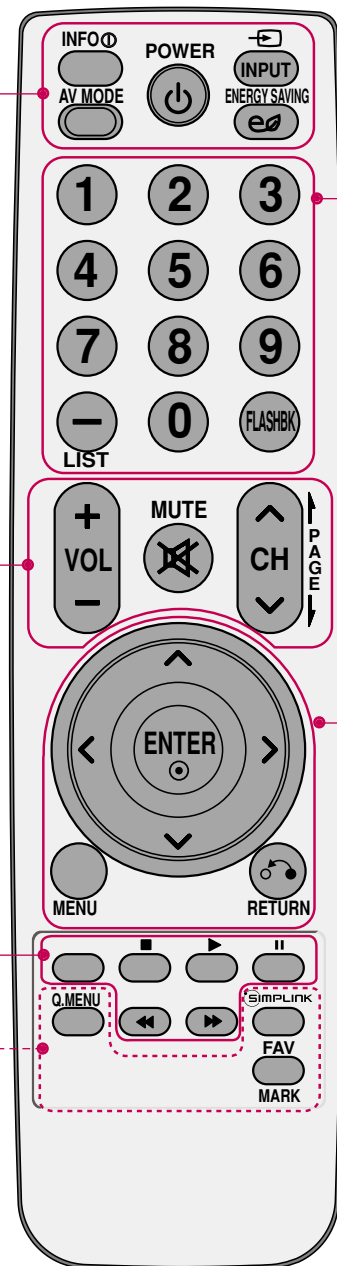
Resolution	Horizontal Frequency(KHz)	Vertical Frequency(Hz)
640x350	31.468	70.09
720x400	31.469	70.08
640x480	31.469	59.94
800x600	35.156 37.879	56.25 60.31
1024x768	48.363	60.00
1280x768	47.776	59.87
1280x1024	63.981	60.02
1360x768	47.712	60.015
1600x1200	75.00	60.00
1920x1080 RGB-PC	66.587	59.934
1920x1080 HDMI-PC	67.5	60.00

WATCHING TV / CHANNEL CONTROL

REMOTE CONTROL FUNCTIONS

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

<p>INFO Display information at the top of the screen. ▶ p.55</p> <p>AV MODE It helps you select and set images and sounds. ▶ p.58</p> <p>POWER Turns your TV on or off.</p> <p>INPUT Rotates through inputs. Also switches the TV on from standby. ▶ p.56</p> <p>ENERGY SAVING Adjust the Energy Saving. ▶ p.72</p>	
<p>VOLUME UP /DOWN Adjusts the volume.</p> <p>MUTE Switch the sound on or off. ▶ p.46</p> <p>CHANNEL UP/DOWN Changes the channel.</p> <p>PAGE UP/DOWN Move from one full set of screen information to the next one.</p>	
<p>VCR, SIMPLINK Control buttons</p> <ul style="list-style-type: none">◦ Control video cassette recorders or DVD players.◦ Control the SIMPLINK compatible devices.	
<p>Q.MENU Opens the list of Quick Menu options. ▶ p.49</p> <p>SIMPLINK See a list of AV devices connected to TV. When you toggle this button, the SIMPLINK menu appears at the screen. ▶ p.60-61</p> <p>FAV Scroll through the programmed Favorite channels. ▶ p.54</p> <p>MARK Select the input to apply the Picture Wizard settings. ▶ p.65</p>	



Dynamic Contrast	<ul style="list-style-type: none"> Optimizes the contrast automatically according to the brightness of the reflection.
Black Level	<p><i>Low: The reflection of the screen gets darker.</i> <i>High: The reflection of the screen gets brighter.</i> <i>Auto: Realizing the black level of the screen and set it to High or Low automatically.</i></p> <ul style="list-style-type: none"> Adjusting the contrast and the brightness of the screen using the black level of the screen. This feature is disable in DTV and RGB-PC mode.
Noise Reduction	<ul style="list-style-type: none"> Removes interference up to the point where it does not damage the original picture.
Real Cinema	<ul style="list-style-type: none"> Set up the TV for the best picture appearance for viewing movies.
Color Standard	<ul style="list-style-type: none"> This is the function to convert the color of a different video to HD color. This function is set for SD video (BT-601), HD video (BT-709) and Color format.
Gamma	<ul style="list-style-type: none"> High gamma values display whitish images and low gamma values display high contrast images.
Color Gamut	<ul style="list-style-type: none"> Select the range of colors that can be expressed. This feature is disabled in “Picture Mode-Vivid, Sport”.
Edge Enhancer	<ul style="list-style-type: none"> This is the function to show clearer and distinctive yet natural corners of the video. This function emphasizes the frames of the video without over peaking.
xvYCC	<ul style="list-style-type: none"> This is the function to express richer color.
Expert Pattern	<ul style="list-style-type: none"> This is the pattern necessary for expert adjustment.
Color Filter	<ul style="list-style-type: none">
White Balance	<ul style="list-style-type: none"> This is the function to adjust the overall color of the screen to the feeling you want. <ul style="list-style-type: none"> a. Method : 2 Points <ul style="list-style-type: none"> - Pattern: Inner, Outer - Red/Green/Blue Contrast, Red/Green/Blue Brightness: The adjustment range is -50 - +50. b. Method : 10 Point IRE <ul style="list-style-type: none"> - Pattern: ? - IRE (Institute of Radio Engineers) is the unit to display the size of the video signal and can be set among 10, 20, 30 □ 100. You can adjust Red, Green or Blue according to each setting. - Luminance: Automatically adjusted depending on IRE value. - Red/Green/Blue: The adjustment range is -50 - +50.
Color Management	<ul style="list-style-type: none"> As the tool used by the experts to make adjustments by using the test patterns, this does not affect other colors but can be used to selectively adjust the 6 color areas (Red/Green/Blue/Cyan/Mgt/Yellow). Color difference may not be distinctive even when you make the adjustments for the general video. Adjusts Red/Green/Blue/Yellow/Cyan, Magenta. <ul style="list-style-type: none"> - Red/Green/Blue/Yellow/Cyan, Magenta Color: The adjustment range is -50 - +50. - Red/Green/Blue/Yellow/Cyan, Magenta Tint: The adjustment range is -50 - +50. - This feature is disable in RGB-PC and HDMI (PC) mode.
OPC	<ul style="list-style-type: none">

PRODUCT SPECIFICATIONS

MODELS		19LH20 (19LH20-UA)	22LH20 (22LH20-UA)	26LH20 (26LH20-UA)
Dimensions (Width x Height x Depth)	With stand	18.2 x 13.8 x 6.7 inches 462.4 x 353.0 x 171.0 mm	21.0 x 15.6 x 6.7 inches 533.4 x 397.0 x 171.0 mm	26.2 x 19.8 x 8.8 inches 667.0 x 504.0 x 224.0 mm
	Without stand	18.2 x 12.1 x 2.5 inches 462.4 x 308.0 x 65.0 mm	21.0 x 13.8 x 2.5 inches 533.4 x 351.7 x 65.0 mm	26.2 x 17.5 x 3.1 inches 667.0 x 446.2 x 80.0 mm
Weight	With stand	8.3 pounds / 3.8 kg	10.5 pounds / 4.8 kg	19.6 pounds / 8.9 kg
	Without stand	7.9 pounds / 3.6 kg	10.1 pounds / 4.6 kg	17.1 pounds / 7.8 kg
MODELS		32LH20 (32LH20-UA)	37LH20 (37LH20-UA)	42LH20 (42LH20-UA)
Dimensions (Width x Height x Depth)	With stand	31.6 x 22.9 x 8.8 inches 805.0 x 583.0 x 224.0 mm	36.2 x 25.9 x 11.6 inches 922.0 x 659.0 x 297.0 mm	40.4 x 28.1 x 11.6 inches 1028.0 x 715.4 x 297.0 mm
	Without stand	31.6 x 20.7 x 3.1 inches 805.0 x 528.0 x 79.9 mm	36.2 x 23.4 x 3.4 inches 922.0 x 595.0 x 88.0 mm	40.4 x 25.7 x 3.4 inches 1028.0 x 655.0 x 87.8 mm
Weight	With stand	25.3 pounds / 11.5 kg	31.3 pounds / 14.2 kg	38.3 pounds / 17.4 kg
	Without stand	22.9 pounds / 10.4 kg	27.3 pounds / 12.4 kg	32.3 pounds / 15.6 kg
MODELS		19LU55 (19LU55-UA)	22LU55 (22LU55-UA)	26LU55 (26LU55-UA)
Dimensions (Width x Height x Depth)	With stand			
	Without stand			
Weight	With stand			
	Without stand			
Power requirement Television System Program Coverage External Antenna Impedance		AC100-240V ~ 50/60Hz NTSC-M, ATSC, 64 & 256 QAM VHF 2-13, UHF 14-69, CATV 1-135, DTV 2-69, CADTV 1-135 75 ohm		
Environment condition	Operating Temperature Operating Humidity	32 ~ 104°F (0 ~ 40°C) Less than 80%		
	Storage Temperature Storage Humidity	-4 ~ 140°F (-20 ~ 60°C) Less than 85%		

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

APPENDIX

MODELS		32LH30 (32LH30-UA)	37LH30 (37LH30-UA)
Dimensions (Width x Height x Depth)	With stand	31.6 x 22.9 x 8.8 inches 805.0 x 583.0 x 224.0 mm	36.2 x 25.9 x 11.6 inches 922.0 x 659.0 x 297.0 mm
	Without stand	31.6 x 20.9 x 3.1 inches 805.0 x 531.0 x 79.9 mm	36.2 x 23.4 x 3.4 inches 922.0 x 595.0 x 88.0 mm
Weight	With stand	25.7 pounds / 11.7 kg	31.7 pounds / 14.4 kg
	Without stand	23.3 pounds / 10.6 kg	27.7 pounds / 12.6 kg
MODELS		42LH30 (42LH30-UA)	47LH30 (47LH30-UA)
Dimensions (Width x Height x Depth)	With stand	40.4 x 28.1 x 11.6 inches 1028.0 x 715.4 x 297.0 mm	44.9 x 30.8 x 13.2 inches 1140.6 x 784.8 x 337.4 mm
	Without stand	40.4 x 25.9 x 3.4 inches 1028.0 x 658.6 x 87.8 mm	44.9 x 28.4 x 3.8 inches 1140.6 x 722.9 x 99.0 mm
Weight	With stand	38.3 pounds / 17.4 kg	48.5 pounds / 22.0 kg
	Without stand	34.3 pounds / 15.6 kg	43.4 pounds / 19.7 kg
Power requirement Television System Program Coverage External Antenna Impedance		AC100-240V ~ 50/60Hz NTSC-M, ATSC, 64 & 256 QAM VHF 2-13, UHF 14-69, CATV 1-135, DTV 2-69, CADTV 1-135 75 ohm	
Environment condition	Operating Temperature Operating Humidity	32 ~ 104°F (0 ~ 40°C) Less than 80%	
	Storage Temperature Storage Humidity	-4 ~ 140°F (-20 ~ 60°C) Less than 85%	

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

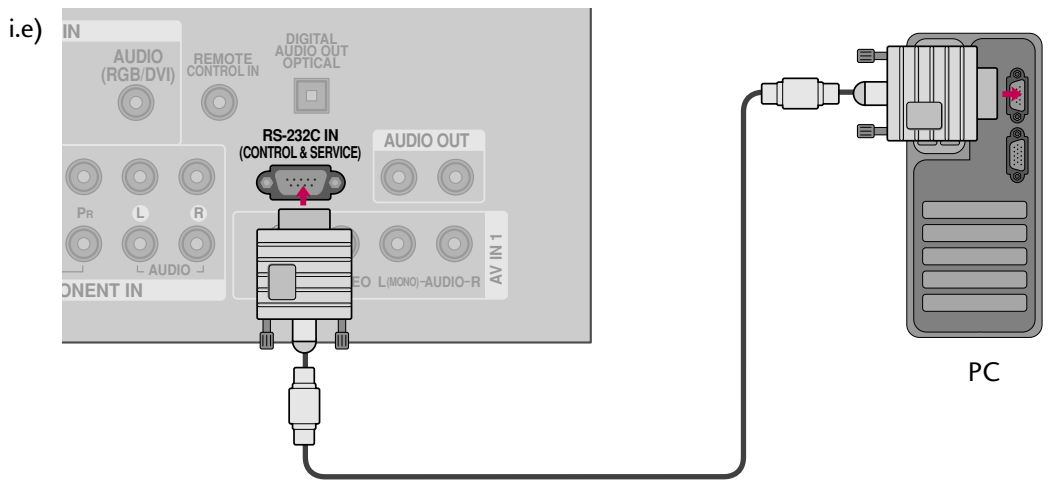
APPENDIX

EXTERNAL CONTROL THROUGH RS-232C

The RS-232C port allows you connect the RS-232C input jack to an external control device (such as a computer or an A/V control system) to control the TV's functions externally.

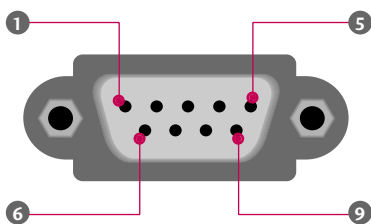
- Note: RS-232C on this unit is intended to be used with third party RS-232C control hardware and software. The instructions below are provided to help with programming software or to test functionality using telenet software.

RS-232C Setup



Type of Connector; D-Sub 9-Pin Male

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



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.

! NOTE

- This product has command echo back in the RS-232C Command.

01. Power (Command: k a)

To control Power On/Off of the TV.

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

Data 00: Power Off Data 01: Power On

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

* In a like manner, if other functions transmit 'FF' data based on this format, Acknowledgement data feedback presents status about each function.

* Note: In this model, TV will send the Acknowledge after power on processing completion.

There might be a time delay between command and acknowledge.

02. Input Select (Command: x b)

To select input source for TV.

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

Data 00: DTV (Antenna) Data 01: DTV (Cable)

Data 10: Analog (Antenna) Data 11: Analog (Cable)

Data 20: AV/AV1 Data 21: AV2

Data 40: Component/ Component1 Data 41: Component 2

Data 60: RGB-PC Data 90: HDMI/HDMI1

Data 91: HDMI2 Data 92: HDMI3

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

* Data21, 41, 91, 92 : Except 22LH20DC

03. Aspect Ratio (Command: k c)

To adjust the screen format.

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

Data 01: 4:3 06: Set by program

02: 16:9 08: Full (Only 22LH20DC)

04: Zoom 1 09: Just scan

05: Zoom 2 ⋮

Reserved

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

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)

Data 01: Screen mute on (Picture off)

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

05. Volume Mute (Command: k e)

To control volume mute on/off.

You can also adjust mute using the MUTE button on remote control.

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

Data 00: Volume mute on (Volume off)

Data 01: Volume mute off (Volume on)

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

06. Volume Control (Command: k f)

To adjust volume.

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

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

Data Min: 00 ~ Max: 64 (*transmit by Hexadecimal code)

*Refer to 'Real data mapping'.

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

07. Contrast (Command: k g)

To adjust screen contrast.

You can also adjust contrast in the PICTURE menu.

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

Data Min: 00 ~ Max: 64 (*transmit by Hexadecimal code)

*Refer to 'Real data mapping'.

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

08. Brightness (Command: k h)

To adjust screen brightness.

You can also adjust brightness in the PICTURE menu.

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

Data Min: 00 ~ Max: 64 (*transmit by Hexadecimal code)

*Refer to 'Real data mapping'.

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

09. Color (Command: k i)

To adjust screen color.

You can also adjust color in the PICTURE menu.

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

Data Min: 00 ~ Max: 64 (*transmit by Hexadecimal code)

*Refer to 'Real data mapping'. See page 98.

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

10. 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'.

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

11. Sharpness (Command: k k)

To adjust screen sharpness.

You can also adjust sharpness in the PICTURE menu.

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

Data Min: 00 ~ Max: 64 (*transmit by Hexadecimal code)

*Refer to 'Real data mapping'.

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

APPENDIX

12. OSD Select (Command: k l)

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

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

Data 00: OSD off Data 01: OSD on

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

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

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

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

Data 00: Lock off Data 01: Lock on

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

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

14. Treble (Command: k r)

To adjust treble.

You can also adjust treble in the AUDIO menu.

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

Data Min: 00 ~ Max: 64 (*transmit by Hexadecimal code)

*Refer to 'Real data mapping' as shown.

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

15. Bass (Command: k s)

To adjust bass.

You can also adjust bass in the AUDIO menu.

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

Data Min: 00 ~ Max: 64 (*transmit by Hexadecimal code)

*Refer to 'Real data mapping' as shown.

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

16. Balance (Command: k t)

To adjust balance.

You can also adjust balance in the AUDIO menu.

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

Data Min: 00 ~ Max: 64 (*transmit by Hexadecimal code)

*Refer to 'Real data mapping' as shown.

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

17. Color Temperature (Command: k u)

To adjust color temperature.

You can also adjust color temperature in the PICTURE menu.

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

Data 00: Medium 01: Cool 02: Warm

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

18. 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

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

19. Channel Tuning (Command: m a)

To tune channel to following physical/major/minor number.

Transmission [m][a][][Set ID][][Data00][][Data01][][Data02][][Data03][][Data04][][Data05][Cr]

Digital channels have a Physical, Major, and Minor channel number. The Physical number is the actual digital channel number, the Major is the number that the channel should be mapped to, and the Minor is the sub-channel. Since the ATSC tuner automatically maps the channel to the Major number, the Physical number is not required when sending a command.

Data 00: Physical Channel Number

NTSC air: 02~45, NTSC cable: 01, 0E~7D

ATSC air: 01~45, ATSC cable: 01~87

Data 01 & 02: Major Channel Number

Data 01: High byte

Data 02: Low byte

Two bytes are available for the Major and Minor, normally only the second byte is used.

Data 03 & 04: Minor Channel Number

Not needed for NTSC.

Data5:

7	Main/Sub Picture	6	Two/One Part Channel	5	Using Physical Channel	4	Reserved	3	2	1	0	Step
0	Main	0	Two	0	Use	x		0	0	0	0	NTSC Air
1	Sub	1	One	1	No Use	x		0	0	0	1	NTSC Cable
						x		0	0	1	0	ATSC Air
						x		0	0	1	1	ATSC Cable_std
						x		0	1	0	0	ATSC Cable_hrc
						x		0	1	0	1	ATSC Cable_irc
						x		0	1	1	0	ATSC cable_auto
						x		0	1	1	1	Reserved
						x		x	x	x	x	...
						x		1	1	1	1	Reserved

The table above lists the binary code which must be converted to Hexadecimal before sending. For example: The binary code to tune the sub source to an NTSC cable channel is "1000 0001", which translates to "81" in Hex.

- * 7th bit : For which source do you want to change the channel.
- * 6th bit: Use a two part or one part channel. Most cases just use 0 since it's ignored when using NTSC.
- * 5th bit: Use 0 with NTSC since it can only use the physical channel number. Normally use 1 for ATSC since most times it doesn't matter what the physical number is.
- * 4th bit: Set to 0.
- * 3-0 bits: Choose signal type.

* Tune Command Examples:

1. Tune to the analog (NTSC) cable channel 35.

Data 00 = Physical of 35 = 23
 Data 01 & 02 = No Major = 00 00
 Data 03 & 04 = No Minor = 00 00
 Data 05 = 0000 0001 in binary = 01
 Total = ma 00 23 00 00 00 00 01

2. Tune to the digital (ATSC) local channel 30-3.

Data 00 = Don't know Physical = 00
 Data 01 & 02 = Major is 30 = 00 1E
 Data 03 & 04 = Minor is 3 = 00 03
 Data 05 = 0010 0010 in binary = 22
 Total = ma 00 00 00 1E 00 03 22

```
Acknowledgement[a][ ][Set ID][ ][OK][Data00][Data01][Data02][Data03][Data04][x][a][ ][Set ID][ ][NG][Data00][x]
```

20. Channel Add/Del (Command: m b)

To add and delete the channels.

```
Transmission [m][b][ ][Set ID][ ][Data][Cr]
```

Data 00: Channel Delete Data 01: Channel Add

```
Acknowledgement [b][ ][Set ID][ ][OK/NG][Data][x]
```

21. Key (Command: m c)

To send IR remote key code.

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

See page 109.

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

22. Backlight (Command: m g)

To adjust screen backlight.

```
Transmission [m][g][ ][Set ID][ ][Data][Cr]
```

Data Min:00 ~ Max:64 (*transmit by Hexadecimal code)

*Refer to 'Real data mapping'.

```
Acknowledgement [g][ ][Set ID][ ][OK/NG][Data][x]
```

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

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

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

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

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

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

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

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

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

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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.

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"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.

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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:

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- b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.
- c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this license.
- d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

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

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the library, and can be reasonably considered independent and separate works in themselves, then this license, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the library, the distribution of the whole must be on the terms of this license, whose permissions for other licenses 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.

APPENDIX

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 executable.

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 accessories, 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. (Executable 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 executable 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 6, above, for a charge no more than the cost of performing this distribution.
- d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.
- e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

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

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

7. You may place library facilities that are a work based on the library side-by-side in a single library together with other library facilities not covered by this license, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:
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Version 1.1

1. Definitions.

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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.

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1.10. “Original code” means source code of computer software

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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.

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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.

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