

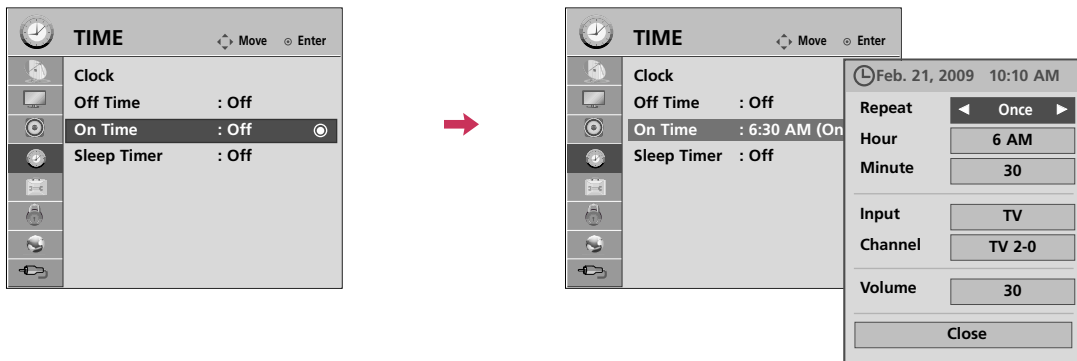
AUTO ON/OFF TIME SETTING

This function operates only if the current time has been set.

The **Off Time** function overrides the **On Time** function if they are both set to the same time.

The TV must be in standby mode for the **On Time** to work.

If you do not press any button within 2 hours after the TV turns on with the **On Time** function, the TV will automatically revert to standby mode.



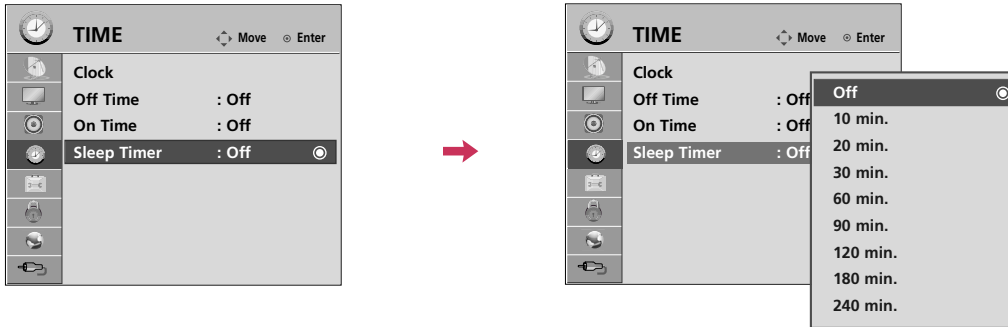
- 1 Select **TIME**.
- 2 Select **Off Time** or **On Time**.
- 3 Select **Repeat**.
- 4 Select **Off, Once, Daily, Mon.~Fri., Mon.~Sat., Sat.~ Sun., or Sun..**
- 5 Select and set **Hour** or **Minute**.
- 6 Return to the previous menu.
- Return to TV viewing.









- To cancel **On/Off Time** function, select **Off**.
 - Only for On Time function
- 1 Select **Input**.
 - 2 Select the desired input source.
 - 3 When Selecting **TV**: set the channel at turn-on.
 - 4 Adjust to sound level at turn-on.

TIME SETTING

SLEEP TIMER SETTING

The Sleep Timer turns the TV off at the preset time.
Note that this setting is cleared when the TV is turned off.



- 1   Select **TIME**.
- 2   Select **Sleep Timer**.
- 3   Make appropriate adjustments.
- 4  Return to the previous menu.
-  Return to TV viewing.

- To cancel the **Sleep Timer**, select **Off**.
- You can also adjust **Sleep Timer** in the **Q.MENU**.
- Press the **SLEEP** button repeatedly to select the number of minutes.

PARENTAL CONTROL / RATINGS

Parental Control can be used to block specific channels, ratings and other viewing sources.

The Parental Control Function (V-Chip) is used to block program viewing based on the ratings sent by the broadcasting station. The default setting is to allow all programs to be viewed. Viewing can be blocked by choosing the type of the program and the categories. It is also possible to block all program viewing for a time period. To use this function, the following must be done :

1. Set ratings and categories to be blocked.
2. Specify a password
3. Enable the lock

V-Chip rating and categories

Rating guidelines are provided by broadcasting stations. Most television programs and television movies can be blocked by TV Rating and/or Individual Categories. Movies that have been shown at the theaters or direct-to-video movies use the Movie Rating System (MPAA) only.

Ratings for Television programs including made-for-TV movies:

- TV-G (General audience)
- TV-PG (Parental guidance suggested)
- TV-14 (Parents strongly cautioned)
- TV-MA (Mature audience only)
- TV-Y (All children)
- TV-Y7 (Children 7 years older)

SET PASSWORD & LOCK SYSTEM

Setting up Your Password

Set up blocking schemes to block specific channels, ratings, and external viewing sources. A password is required to gain access to this menu.



1 Select **LOCK**.

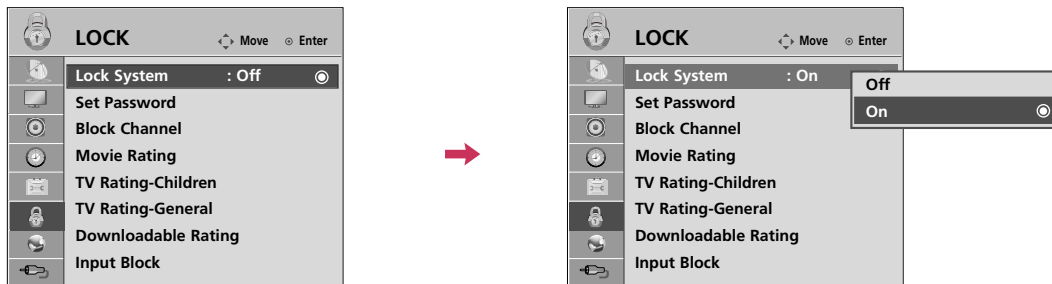
2 Input the password.

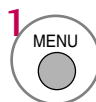
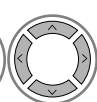

- Enter the password as requested.
- The TV is set up with the initial password "0-0-0-0".


PARENTAL CONTROL / RATINGS

Lock System

Enables or disables the blocking scheme you set up previously.





1 MENU    Select **LOCK**.

2  Input the password.

3  Select **Lock System**.

4   Select **On** or **Off**.

5  Return to the previous menu.




 Return to TV viewing.


■ When you select **On**, the Lock System is enable.

Set Password



Change the password by inputting a new password twice.





1    Select **LOCK**.

2  Input the password.

3  Select **Set Password**.

4   Choose any 4 digits for your new password.
As soon as the 4 digits are entered, re-enter the same 4 digits on the **Confirm**.

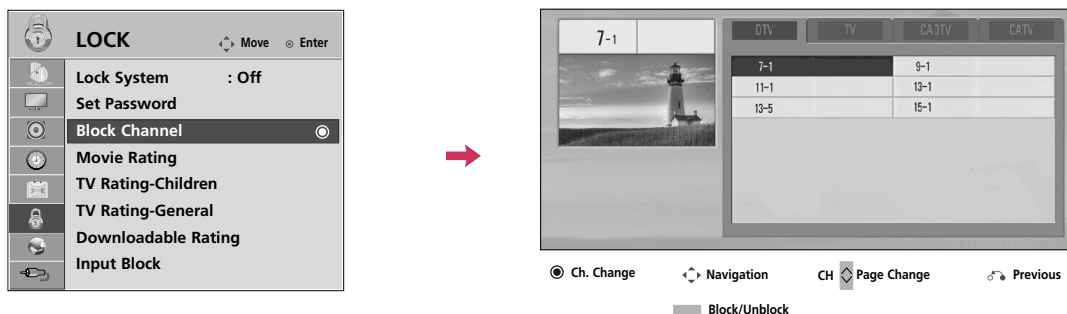
5  Return to the previous menu.

 Return to TV viewing.

PARENTAL CONTROL / RATINGS

CHANNEL BLOCKING

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



1 MENU Select **LOCK**.

2 Input the password.

3 Select **Block Channel**.

4 Select a channel to block or unblock.

5 Block or unblock a channel.

6 RETURN Return to the previous menu.

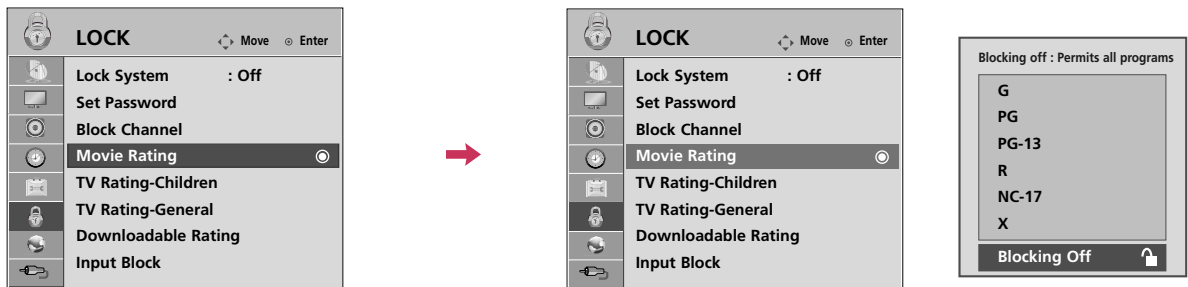
MENU Return to TV viewing.












■ If a channel is locked, enter the password to unblock it temporarily.

MOVIE & TV RATING

Movie Rating (MPAA) - For USA

Blocks movies according to the movie ratings limits specified, so children cannot view certain movies. You can set the ratings limit by blocking out all the movies with the ratings above a specified level. Keep in mind that the movie ratings limit only applies to movies shown on TV, not TV programs, such as soap operas.



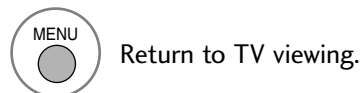
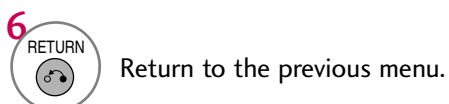
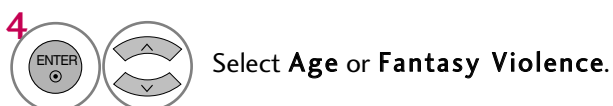
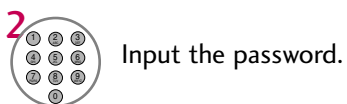
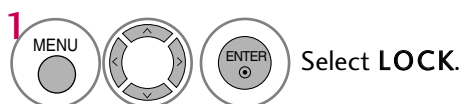
- 1    Select **LOCK**.
- 2  Input the password.
- 3   Select **Movie Rating**.
- 4    Select **G, PG, PG-13, R, NC-17, X, or Blocking Off**.
- 5  Return to the previous menu.
-  Return to TV viewing.

- If **Movie Rating, TV Rating-Children** or **TV Rating-General** is locked, enter the password to unlocked it temporarily.
- G (General audience)
- PG (Parental guidance suggested)
- PG-13 (Parents strongly cautioned)
- R (Restricted)
- NC-17 (No one 17 and under admitted)
- X (Adult only)
- Blocking Off (Permits all programs)
- ▶ If you set PG-13: G and PG movies will be available, PG-13, R, NC-17 and X will be blocked.

PARENTAL CONTROL / RATINGS

TV Rating Children - For USA

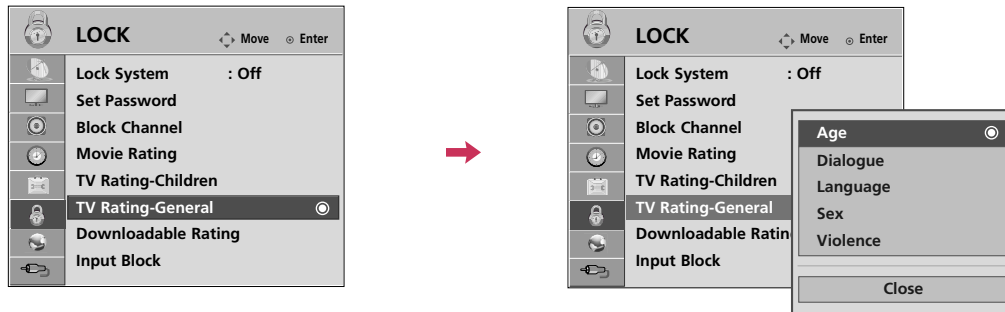
Prevents children from watching certain children's TV programs, according to the ratings limit set. The children rating does not apply to other TV programs. Unless you block certain TV programs intended for mature audiences in the TV Rating - sub menu, your children can view those programs.







- Age (applies to TV-Y, TV-Y7)
- Fantasy Violence (applies to TV-Y7)

TV Rating General - For USA

Based on the ratings, blocks certain TV programs that you and your family do not want to view.




1    Select **LOCK**.


2  Input the password.

3  Select **TV Rating-General**.

4   Select **Age, Dialogue, Language, Sex or Violence**.

5   Select block options.

6  Return to the previous menu.

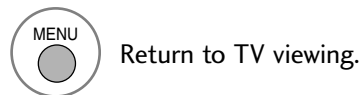
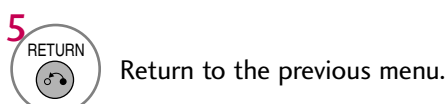
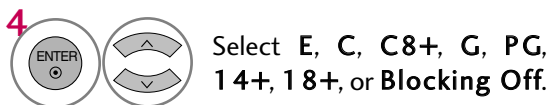
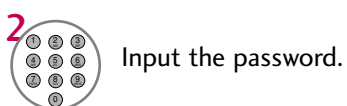
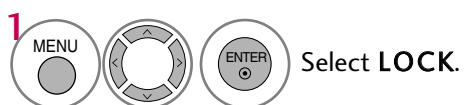
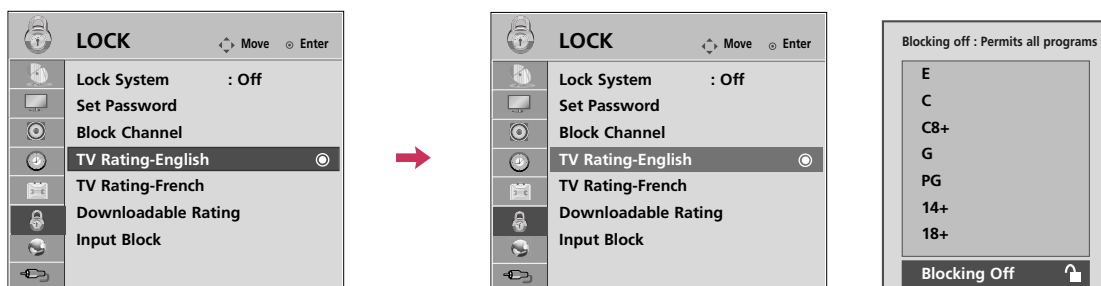
 Return to TV viewing.

- Age (applies to TV-G,TV-PG,TV-14,TV-MA).
- Dialogue-sexual dialogue (applies to TV-PG,TV-14).
- Language-adult language (applies to TV-PG, TV-14, TV-MA).
- Sex-sexual situations (applies to TV-PG, TV-14, TV-MA).
- Violence (applies to TV-PG, TV-14, TV-MA).

PARENTAL CONTROL / RATINGS

TV Rating English - For CANADA

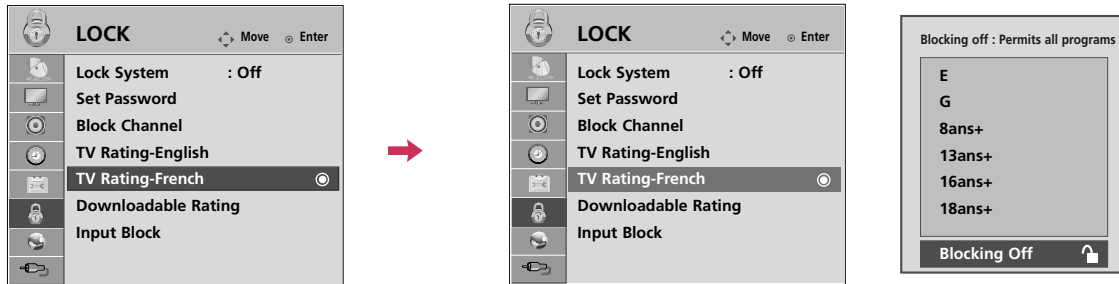
Selecting Canadian English rating system.






- If **TV Rating-English** or **TV Rating-French** is locked, enter the password to unlock it temporarily.
- E (Exempt)
- C (Children)
- C8+ (Children eight years and older)
- G (General programming, suitable for all audiences)
- PG (Parental Guidance)
- 14+ (Viewers 14 years and older)
- 18+ (Adult programming)
- Blocking Off (Permits all programs)

TV Rating French - For CANADA



Selecting Canadian French rating system.





1 MENU   Select **LOCK**.

2  Input the password.

3  Select **TV Rating-French**.

4   Select **E, G, 8ans+, 13ans+, 16ans+, 18ans+, or Blocking off**.

5  Return to the previous menu.

 Return to TV viewing.

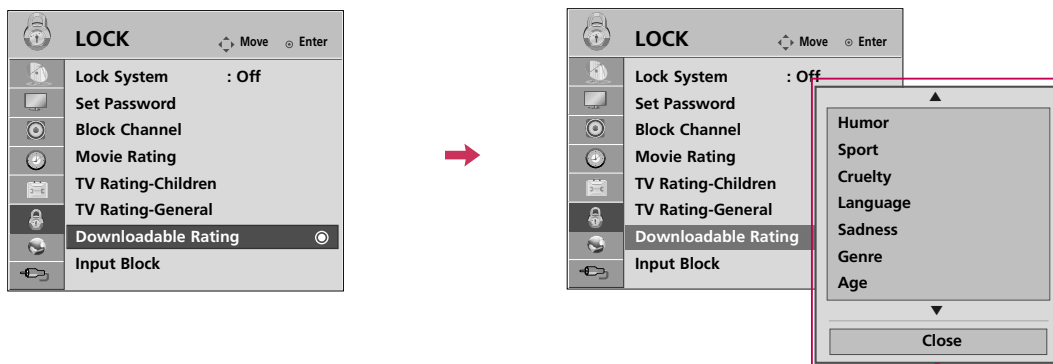
- E (Exempt)
- G (General)
- 8ans+ (General-Not convenient for little children)
- 13ans+ (Not convenient for children of 13 years and younger)
- 16ans+ (Not convenient for children of 16 years and younger)
- 18ans+ (This programs is only for adults)
- Blocking off (Permits all programs)

PARENTAL CONTROL / RATINGS

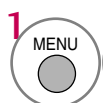
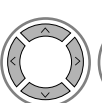

DOWNLOADABLE RATING


This function is available only for digital channels.

This function operates only when TV has received Region5 Rating data.


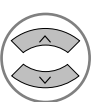




- Based on rating table, your TV's OSD (On Screen Display) may differ slightly from what is shown in this manual.


1    Select **LOCK**.

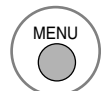
2  Input the password.

3  Select **Downloadable Rating**.

4   Select desired **Downloadable Rating** option.

5   Select desired option and block it.

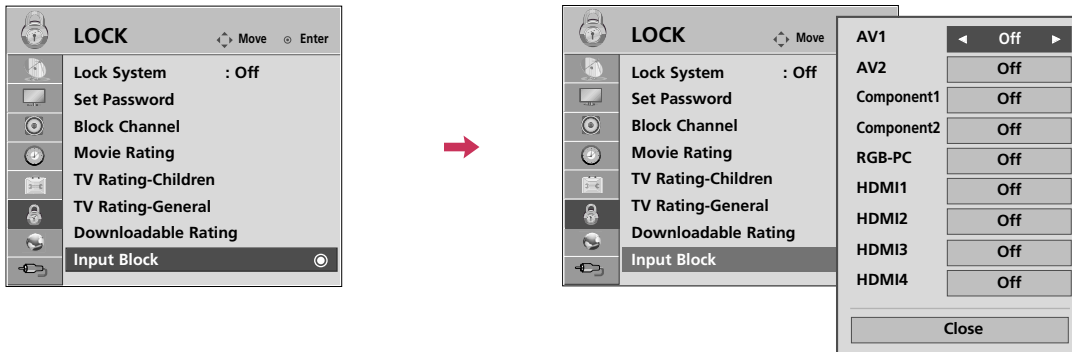
6  Return to the previous menu.














 Return to TV viewing.

- If a Downloadable rating is locked, enter the password to unlock it temporarily.

EXTERNAL INPUT BLOCKING

Enables you to block an input.



-    Select **LOCK**.
-  Input the password.
-   Select **Input Block**.
-    Select input source.
-   Select **On** or **Off**.
-  Return to the previous menu.
-  Return to TV viewing.

APPENDIX

TROUBLESHOOTING

The operation does not work normally.

The remote control doesn't work

- Check to see if there is any object between the product and the remote control causing obstruction. Ensure you are pointing the remote control directly at the TV.
 - Ensure that the batteries are installed with correct polarity (+ to +, - to -).
 - Ensure that the correct remote operating mode is set: TV, VCR etc.
 - Install new batteries.
- *This feature is not available for all models.

Power is suddenly turned off

- Is the sleep timer set?
- Check the power control settings. Power interrupted.
- TV will be automatically turned off, in case of no signal for 15 minutes.

The video does not work.

No picture & No sound

- Check whether the product is turned on.
- Try another channel. The problem may be with the broadcast.
- Is the power cord inserted into wall power outlet?
- Check your antenna direction and/or location.
- 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

- 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

- Adjust Color in menu option.
- Keep a sufficient distance between the product and the VCR.
- Try another channel. The problem may be with the broadcast.
- Are the video cables installed properly?
- Activate any function to restore the brightness of the picture.

Horizontal/vertical bars or picture shaking

- Check for local interference such as an electrical appliance or power tool.

Poor reception on some channels

- Station or cable product experiencing problems, tune to another station.
- Station signal is weak, reorient antenna to receive weaker station.
- Check for sources of possible interference.

Lines or streaks in pictures

- Check antenna (Change the direction of the antenna).

No picture when connecting HDMI

- Check HDMI cable over version 1.3. The HDMI cables don't support HDMI version 1.3, it cause flickers or no screen display. In this case use the latest cables that support HDMI version 1.3.

The audio does not work.

Picture OK & No sound	<ul style="list-style-type: none">■ Press the VOL or VOLUME button.■ Sound muted? Press MUTE button.■ Try another channel. The problem may be with the broadcast.■ Are the audio cables installed properly?
No output from one of the speakers	<ul style="list-style-type: none">■ Adjust Balance in menu option.
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.
No sound when connecting HDMI/USB	<ul style="list-style-type: none">■ Check HDMI cable over version 1.3.■ Check USB cable over version 2.0.■ Use normal MP3 file. <p style="text-align: right;">*This feature is not available for all models.</p>

There is a problem in PC mode. (Only PC mode applied)

The signal is out of range	<ul style="list-style-type: none">■ Adjust resolution, horizontal frequency, or vertical frequency.■ Check the input source.
Vertical bar or stripe on background & Horizontal Noise & Incorrect position	<ul style="list-style-type: none">■ Work the Auto configure or adjust clock, 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.

APPENDIX

MAINTENANCE

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

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

Cleaning the Screen

- 1 Here's a great way to keep the dust off your screen for a while. Wet a soft cloth in a mixture of lukewarm water and a little fabric softener or dish washing detergent. Wring the cloth until it's almost dry, and then use it to wipe the screen.
- 2 Make sure the excess water is off the screen, and then let it air-dry before you turn on your TV.

Cleaning the Cabinet

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

Extended Absence

CAUTION

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

PRODUCT SPECIFICATIONS

MODELS		50PS80 (50PS80-UA)	60PS80 (60PS80-UA)
Dimensions (Width x Height x Depth)	With stand	48.4 x 32.9 x 12.2 inches 1228.0 x 835.8 x 309.0 mm	57.7 x 38.6 x 15.5 inches 1465.4 x 982.6 x 395.5 mm
	Without stand	48.4 x 31.3 x 3.1 inches 1228.0 x 795.1 x 78.9 mm	57.7 x 36.5 x 3.2 inches 1465.4 x 926.7 x 82.1 mm
Weight	With stand	84.4 lbs / 38.3 kg	115.5 lbs / 52.4 kg
	Without stand	75.6 lbs / 34.3 kg	102.7 lbs / 46.6 kg
MODELS		42LH50 (42LH50-UA)	47LH50 (47LH50-UA)
Dimensions (Width x Height x Depth)	With stand	41.4 x 28.3 x 11.6 inches 1052.2 x 719.1 x 296.2 mm	46.1 x 31.0 x 13.2 inches 1173.4 x 789.7 x 337.4 mm
	Without stand	41.5 x 25.8 x 3.5 inches 1052.2 x 657.3 x 90.8 mm	46.1 x 28.4 x 3.9 inches 1173.4 x 723.4 x 100.8 mm
Weight	With stand	41.8 lbs / 19.0 kg	51.5 lbs / 23.4 kg
	Without stand	37.9 lbs / 17.2 kg	45.8 lbs / 20.8 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.

IR CODES

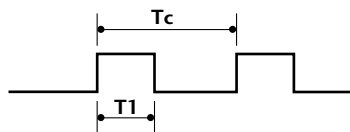
1. How to Connect

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

2. Remote Control IR Codes

■ Output waveform

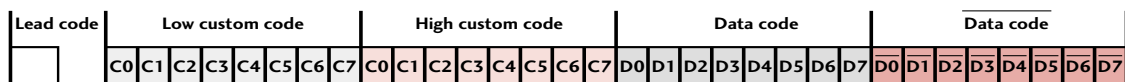
Single pulse, modulated with 37.917KHz signal at 455KHz



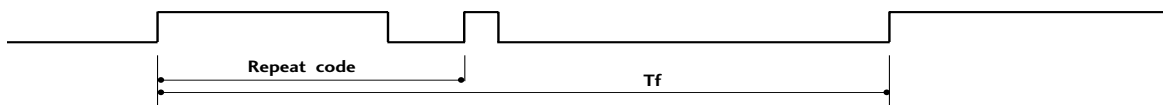
Carrier frequency
 $FCAR = 1/TC = fOSC/12$
 Duty ratio = $T1/TC = 1/3$

■ Configuration of frame

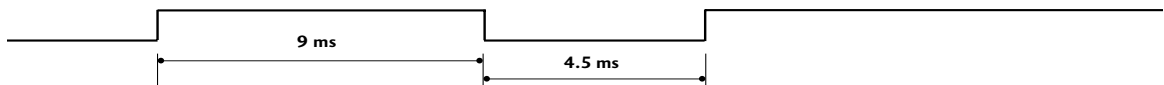
1st frame



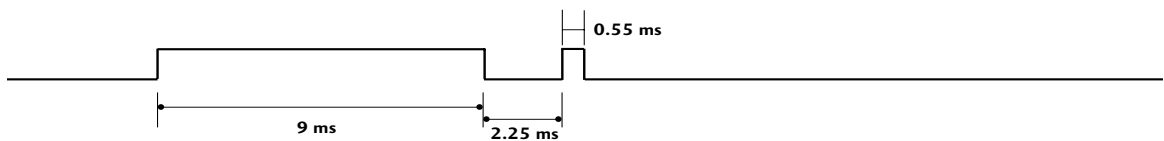
Repeat frame



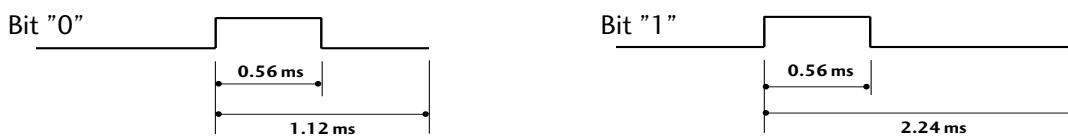
■ Lead code



■ Repeat code

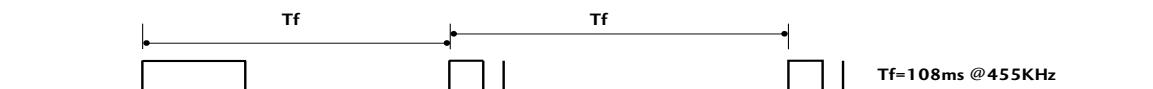


■ Bit description



■ Frame interval: Tf

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



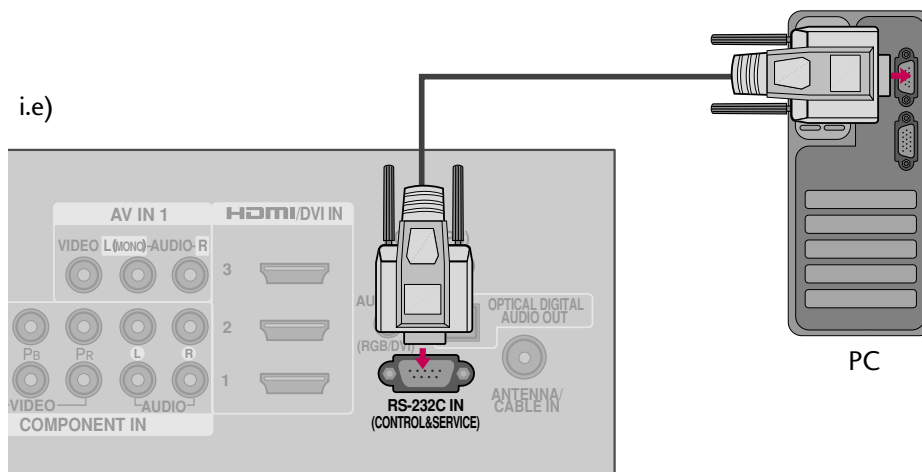
Code (Hexa)	Function	Note	Code (Hexa)	Function	Note
08	POWER	Remote control Button (Power On/Off)	D6	TV	Discrete IR Code (TV Input Selection)
45	Q.MENU	Remote control Button			
43	MENU	Remote control Button	C4	POWER ON	Discrete IR Code (Only Power On)
0B	INPUT	Remote control Button			
10-19	Number Key 0-9	Remote control Button	C5	POWER OFF	Discrete IR Code (Only Power Off)
4C	- (Dash)/LIST	Remote control Button			
1A	FLASHBK	Remote control Button	5A	AV1	Discrete IR Code (AV1 Input Selection)
09	MUTE/DELETE	Remote control Button			
02	VOL +	Remote control Button	D0	AV2	Discrete IR Code (AV2 Input Selection)
03	VOL -	Remote control Button			
00	CH ^	Remote control Button	BF	COMPONENT1	Discrete IR Code (Component1 Input Selection)
01	CH v	Remote control Button			
1E	FAV/MARK/ CHAR/NUM	Remote control Button	D4	COMPONENT2	Discrete IR Code (Component2 Input Selection)
40	^	Remote control Button			
41	v	Remote control Button	D5	RGB-PC	Discrete IR Code (RGB-PC Input Selection)
07	<	Remote control Button			
06	>	Remote control Button	CE	HDMI1	Discrete IR Code (HDMI1 Input Selection)
44	ENTER	Remote control Button			
28	RETURN	Remote control Button	CC	HDMI2	Discrete IR Code (HDMI2 Input Selection)
79	RATIO	Remote control Button			
?	FREEZE	Remote control Button	E9	HDMI3	Discrete IR Code (HDMI3 Input Selection)
95	ENERGY SAVING	Remote control Button			
7E	SIMPLINK	Remote control Button	DA	HDMI4	Discrete IR Code (HDMI4 Input Selection)
AA	INFO	Remote control Button			
30	AV MODE	Remote control Button	76	Ratio 4:3	Discrete IR Code (Only 4:3 Mode)
58	WIDGETS	Remote control Button			
59	NETCAST	Remote control Button	77	Ratio 16:9	Discrete IR Code (Only 16:9 Mode)
72	RED	Remote control Button			
71	GREEN	Remote control Button	AF	Ratio Zoom	Discrete IR Code (Only Zoom Mode)
63	YELLOW (▶)	Remote control Button			
61	BLUE (II)	Remote control Button			
B1	■	Remote control Button			
B0	▶	Remote control Button			
BA	II	Remote control Button			
8F	◀◀	Remote control Button			
8E	▶▶	Remote control Button			

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.

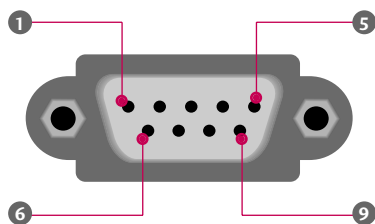
- Note: RS-232C on this unit is intended to be used with third party RS-232C control hardware and software. The instructions below are provided to help with programming software or to test functionality using telenet software.

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

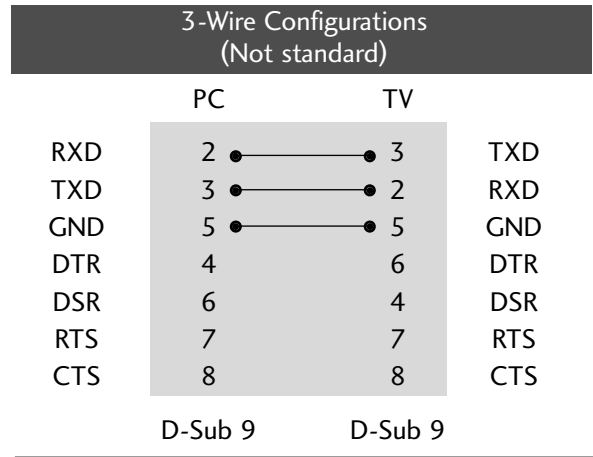
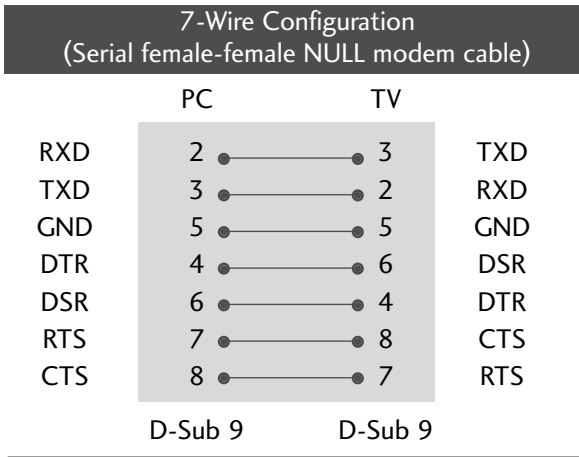
- Baud rate : 9600 bps (UART)
- Data length : 8 bits
- Parity : None
- Stop bit : 1 bit
- Communication code : ASCII code
- Use a crossed (reverse) cable.

! NOTE

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

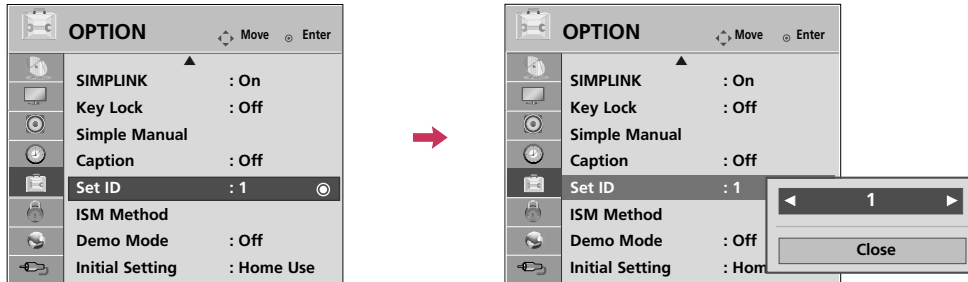
RS-232C Configurations

Either cable below can be used.



Set ID

Use this function to specify a TV ID number.
Refer to 'Real Data Mapping'.



- 1 Select **OPTION**.
- 2 Select **Set ID**.
- 3 Choose the desired TV ID number.
The adjustment range of Set ID is 1~99.
- 4 Return to the previous menu.
- Return to TV viewing.

- Real data mapping
 - 0 : Step 0
 - ⋮
 - A : Step 10 (SET ID 10)
 - ⋮
 - F : Step 15 (SET ID 15)
 - 10 : Step 16 (SET ID 16)
 - ⋮
 - 63 : Step 99 (SET ID 99)
 - 64 : Step 100

Command Reference List

	COMMAND1	COMMAND2	DATA (Hexadecimal)		COMMAND1	COMMAND2	DATA (Hexadecimal)
01. Power	k	a	00 ~ 01	14. Treble	k	r	00 ~ 64
02. Input Select	x	b	(▶ p.141)	15. Bass	k	s	00 ~ 64
03. Aspect Ratio	k	c	(▶ p.141)	16. Balance	k	t	00 ~ 64
04. Screen Mute	k	d	(▶ p.141)	17. Color Temperature	k	u	00 ~ 02
05. Volume Mute	k	e	00 ~ 01	18. ISM Method	j	p	(▶ p.142)
06. Volume Control	k	f	00 ~ 64	19. Energy Saving	j	q	(▶ p.142)
07. Contrast	k	g	00 ~ 64	20. Auto Configuration	j	u	(▶ p.142)
08. Brightness	k	h	00 ~ 64	22. Channel Add/Del	m	b	00 ~ 01
09. Color	k	i	00 ~ 64	23. Key	m	c	(▶ p.143)
10. Tint	k	j	00 ~ 64	24. Backlight	m	g	00 ~ 64
11. Sharpness	k	k	00 ~ 64				
12. OSD Select	k	l	00 ~ 01				
13. Remote Control Lock Mode	k	m	00 ~ 01				

Only Plasma TV Model

Only LCD TV Model

	COMMAND1	COMMAND2	DATA00 (Hexadecimal)	DATA01 (Hexadecimal)	DATA02 (Hexadecimal)	DATA03 (Hexadecimal)	DATA04 (Hexadecimal)	DATA05 (Hexadecimal)
21. Channel Tuning	m	a	physical program high	major program low	major low	minor high	minor low	attribute

Transmission / Receiving Protocol

Transmission

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

[Command 1] : First command to control the set.(j, k, m or x)

[Command 2] : Second command to control the set.

[Set ID] : You can adjust the set ID to choose desired TV ID number in Setup menu. Adjustment range is 1 ~ 99. When selecting Set ID '0', every connected the TV is controlled. Set ID is indicated as decimal (1 ~ 99) on menu and as Hexa decimal (0x0~0x63) on transmission /receiving protocol.

[DATA] : To transmit the command data.

Transmit the 'FF' data to read status of command.

[Cr] : Carriage Return

ASCII code '0x0D'

[] : ASCII code 'space (0x20)'

* In this model, TV will not send the status during the standby mode.

OK Acknowledgement

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

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

* In this model, TV will not send the status during the standby mode.

* Data Format

[Command 2] : Use as command.

[Set ID] : Use the small character, if set ID is 10, it will send the '0', 'a'.

[DATA] : Use the small character, if data is 0 x ab, it will send the 'a', 'b'.

[OK] : Use the large character.

Error Acknowledgement

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

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

Data1: Illegal Code

Data2: Not supported function

Data3: Wait more time

* In this model, TV will not send the status during the standby mode.

* Data Format

[Command 2] : Use as command.

[Set ID] : Use the small character, if set ID is 10, it will send the '0', 'a'.

[DATA] : Use the small character, if data is 0 x ab, it will send the 'a', 'b'.

[NG] : Use the large character

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: AV1 Data 21: AV2

Data 40: Component1 Data 41: Component 2

Data 60: RGB-PC Data 90: HDMI1

Data 91: HDMI2 Data 92: HDMI3

Data 93: HDMI4

Acknowledgement [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 09: Just scan

02: 16:9 10: Cinema Zoom1

04: Zoom ⋮

06: Set by program 1F: Cinema Zoom16

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), Video-out Mute off

Data 01: Screen mute on (Picture off)

Data 10: Video-out Mute on

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

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

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'.

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]

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.

If Key Lock is on in the standby mode, TV will not turn on by POWER button of remote control and on the TV.

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'.

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'.

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'.

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. ISM Method (Command: j p)

(For Plasma TV)

To avoid having a fixed image remain on screen.

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

Data 02: Orbiter 04: White Wash

08: Normal 20: Color Wash

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

19. Energy Saving (Command: j q)

To control the energy saving function.

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

Data 00: Energy saving - off

01: Energy saving - Minimum

02: Energy saving - Medium

03: Energy saving - Maximum

04: Energy saving - Auto

05: Energy saving - Screen off

For LCD TV

10: Intelligent Sensor - Low

11: Intelligent Sensor - Middle

For Plasma TV

12: Intelligent Sensor - High

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

20. 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]

21. 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	0	NTSC Air
1	Sub	1	One	1	No Use	x	0	0	0	1	1	NTSC Cable
						x	0	0	1	0	0	ATSC Air
						x	0	0	1	1	1	ATSC Cable_std
						x	0	1	0	0	0	ATSC Cable_hrc
						x	0	1	0	1	1	ATSC Cable_irc
						x	0	1	1	0	0	ATSC cable_auto
						x	0	1	1	1	1	Reserved
						x	x	x	x	x	x	...
						x	1	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]
```

22. 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]

23. Key (Command: m c)

To send IR remote control code.

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

See page 115.

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

When TV is in the standby mode, TV will turn on by POWER button of remote control only.

24. Backlight (Command: m g)

(For LCD TV)

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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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.)

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.

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Version 2.1, February 1999

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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.

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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.

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 - 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.
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(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.

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

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

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

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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.
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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.

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Version 1.1

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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

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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.

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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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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.

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